

POKÉMON
TABLETOP
UNITED

VERSION 1.05



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A Pen and Paper Roleplaying Game Set in the World of Pokémon

CREDITS

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A huge thanks to Dr. Mr. Stark, designer of
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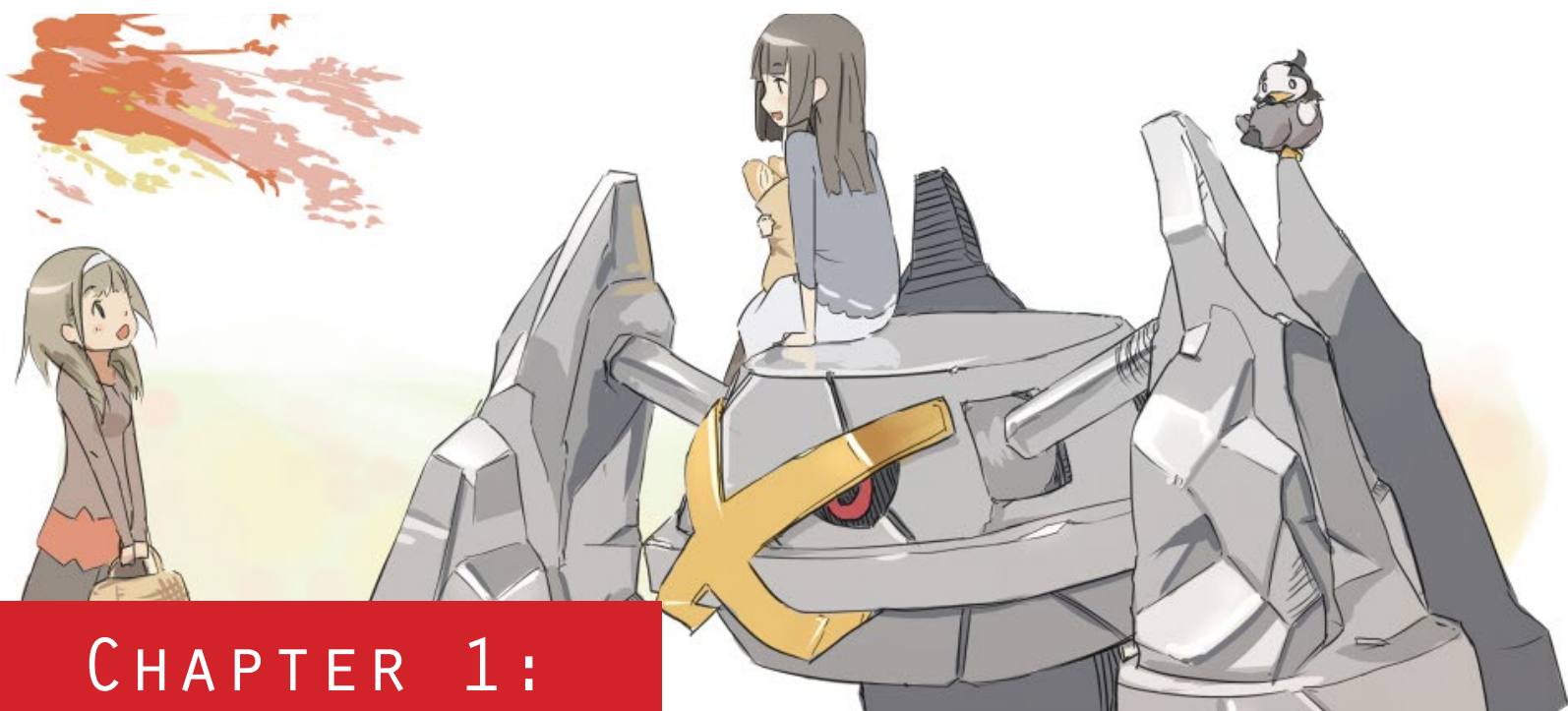
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CHAPTER 1: INTRODUCTION

Welcome to Pokémon Tabletop United, a pen and paper roleplaying game where players play the role of trainers in the world of Pokémon. It is best played with a group of 2-4 players creating Player Characters, or PCs, to act as their avatars in a game world created by their Game Master, or GM. We're going to presume if you've found us that you're probably familiar with most tabletop roleplaying terminology or have at your disposal someone who can quickly explain the basics to you!

Pokémon Tabletop United is designed to handle a variety of different ideas for Pokémon tabletop RPG campaigns. You can use the system for a traditional game where the players take the role of young Trainers receiving their first Pokémon from a Professor as they prepare to leave town for the first time and conquer the Pokémon League. Or you could play a campaign about Pokémon in Space or a Wild West frontier exploration game.

This book will provide you with all the core rules you need to play, but it is also packaged with sourcebooks that help you put together less traditional Pokémon campaigns. As you might have guessed already, Trainers play a much more active role in Pokémon Tabletop United than they do in the video games, from giving orders and dictating battle strategy on the fly to actually fighting alongside their Pokémon.

Don't let that last bit scare you though! If you're wanting to play a lighthearted game where Trainers always cheer on their Pokémon from the sidelines and Team Rocket goes home after they get beaten in a Pokémon battle, that's totally doable!

The options for making Trainers in Pokémon Tabletop United are largely sorted into Classes, much like many other roleplaying games. It's easy to pick and choose what to allow in a particular campaign to get the type of game you want. That said, all of the Classes presented in this core document are representative of concepts that have appeared in some mainline Pokémon media, whether it be the anime, the manga, or the video games.

Even if you're skeptical of Trainers taking a more active role in their adventures with their Pokémon, we recommend giving it a shot. You can skip ahead to Chapter 3 of this book and skim through the descriptions of the Trainer Classes to get a feel for what kind of game system this is.

We've striven to make a system where most Pokémon are useful in Pokémon Tabletop United. The game balance and what works is quite different from the video games, and you'll find a lot of new strategies that are made possible with the rules in Pokémon Tabletop United. We encourage you to try new things and innovate!

WHAT DO I NEED TO PLAY?

Pokémon Tabletop United runs the gamut of tabletop roleplaying game dice. You'll use a number of d6s for most common Skill checks, d20s for accuracy rolls in combat, and a variety of other dice for rolling damage in combat, from d4s to d12s.

This system provides rules for combat on a grid, though it isn't necessary to play the game. Distances can be abstracted, but the option is there if you prefer gaming with a mat and minis.

Make sure you have the Pokédex PDF document as well. It should be packaged along with this book in the .zip file you downloaded. On the off chance you managed to find this book as a standalone PDF, simply check the forums listed in the contacts section on the credits page or ask around in the listed IRC channel.

PTU AND PTA?

As you may or may not be aware, Pokémon Tabletop United is a parallel successor or "sister system" to Pokémon Tabletop Adventures. For those of you familiar with PTA, you'll find that many character options in PTU are similar. However, the games differ a lot in structure and mechanics.

Trainers and Pokémon share the same set of Combat Stats in Pokémon Tabletop United, which means they're able to benefit from Combat Stages and be affected by Moves and Abilities that affect them or that rely upon manipulating Stat values.

Unlike PTA, there is no Attribute system in PTU. Everything is done via Skills.

The Base Class/Advanced Class structure is gone, making the "cross-classing" options from PTA the norm rather than a special exception and allowing more flexibility in building Trainers.

And finally, the biggest change in PTU is that there's a Skill system which smoothes out interactions between Trainers and Pokémon and makes it easier to adjudicate common adventuring tasks and create characters with developed specializations and interests.

WHAT'S IN THE BOOK?

Chapter 2: Character Creation walks you through how to make a character in Pokémon Tabletop United.

Chapter 3: Skill, Edges, and Features details some of the basic components of a Trainer character.

Chapter 4: Trainer Classes provides you with your Class options – the bulk of your character building. In addition, there's a list of common Pokémon character archetypes and how to build them in this system.

Chapter 5: Pokémon is, of course, about the Pokémon. Everything you need to know to stat up your team is here, along with rules for common Pokémon activities like fishing, breeding, and searching for fossils.

Chapter 6: Playing the Game outlines the gameplay mechanics of Pokémon Tabletop United. You'll also find some player tips here to help you get going on the roleplaying side of things.

Chapter 7: Combat has all the rules you'll need for exciting Pokémon battles! There's also a combat demo to give you an example of what a battle should look like.

Chapter 8: Pokémon Contests gives rules for running these Pokémon performances and competitions known as Pokémon Contests. And of course, there's a demo showing how a Contest runs.

Chapter 9: Gear and Items lists the various items you'll run across while playing the game, from berries that you harvest in the wild to equipment for your character to the Poké Balls you need for capturing Pokémon.

Chapter 10: Indices and Reference is your one-stop resource for looking up how to use all those traits your Pokémon have, such as their Capabilities, Abilities and Moves. There's also a glossary of terms used in the system for easy reference.

Chapter 11: Running the Game is the GM's resource. It provides tips ranging from how to create a campaign world to making encounters and distributing EXP. A thorough encounter creation guide in this chapter will help ease new GMs into the task of putting together exciting and dynamic battles for their players.

SUPPLEMENT BOOKS/MATERIAL

Hopefully, when you downloaded this document, it came with all the supplements we made for the system as well. If not, then as with the Pokédex, you can check out our forums or contact us through our IRC channel to get a copy of them.

First of all, you'll find character sheets in the .zip file for your use as well as standalone PDFs for some of the more useful charts in the book, such as the Pokémon Experience Chart and the Damage Base Chart.

Secondly, you'll see we've made a few supplement sourcebooks for running campaigns in varied genres. We consider PTU to be a versatile toolkit capable of running a variety of adventures in the default Pokémon setting. However, many players and GMs want to go beyond that, and that's what our supplements are for.

The Blessed and the Damned is a supplement dealing with Legendary Pokémon and their treatment as divine entities. Different Pokémon media each take different approaches to Legendary Pokémon, and while we prefer a more restrained and conservative approach for the core book, we also wanted to leave the option open for those who want to portray much more powerful and god-like Legendary Pokémon.

In addition to information on putting together a pantheon of Legendary Pokémon for a setting, the book contains rules for Trainers to be given blessings by Legendary Pokémon or to seek their power in other ways. These take the form of templates similar to Trainer Classes called the **Touched**, **Signers**, **Branded**, **Messiahs**, and **Usurpers**. Veterans of PTA who glance through PTU and wonder where all the Legendary-associated Trainer Classes went can find similar options in this supplement.

Do Porygon Dream of Mareep? is PTU's science fiction supplement, and it offers rules for many situations that don't come up in normal PTU play, such as dealing with the vacuum of space and varying gravity levels. While the core PTU rules generally don't do much to explore or question the origins of the advanced technology in the Pokémon Universe, such as Poké Balls and the storage system, this supplement gives ideas for establishing the nature of these technologies in a campaign setting.

Finally, there are new Trainer options for high tech campaigns. First, the Researcher Fields: **Engineer** commands Pokémon-like robots, **Upgrader** deals in cybernetic augmentations, **Jailbreaker** modifies Poké Balls. Second, the **Glitch Trainer** Class harnesses the reality warping power behind entities such as MissingNo.

Game of Throhs is a fantasy supplement that further explores the supernatural elements in Pokémon as well as the use of weapons and armor. While the Pokémon Universe has always included many supernatural elements even among humans, such as those with psychic powers or the ability to read others' Auras, the core book does not delve particularly deeply into these aspects of the universe. More detailed treatments of these topics can be found in this supplement instead.

This, of course, includes a number of Trainer Classes. Those who've seen older iterations of our system might note some omissions in this core release. The **Rune Master** dealing with the Unown are now in this supplement, and the old **Elementalist** has been split up into many Classes, each representing a single Type and the powers humans can gain related to that Type. Finally, commensurate with this supplement's more in-depth treatment of weapons and armor, there are four **Weapon Specialist** Classes and a **Berserker** too.

Finally, each of these supplements includes plenty of fluff, lore, and even sample settings to help GMs put together campaigns in their respective genres.

If this seems a tad overwhelming, don't worry! None of the supplements are necessary to enjoy this game. GMs who wish to stay true to the source material can confidently use the core book only, and those who wish to try something new can look in the supplements.

You'll occasionally see boxes like this where we'll clarify rules and give examples and pointers. Please stop by <http://forums.Pokemontabletop.com/index/> and go to the Pokémon Tabletop United section to give us feedback. This is a hobbyist-made game, and we're always looking to improve. So feel free to share your experiences and opinions.

The next section is a quick primer on the Pokémon universe for those new to the franchise. If you're a Pokémon veteran already, then you should read on to **Chapter 2: Character Creation**. Making a character is the best way to begin learning the game system. Enjoy!

WHAT IS POKÉMON?

Welcome to the world of Pokémon! Pokémon is a popular franchise spanning many video games, an anime series, and several manga series. The central concept of the franchise is the existence of fantastical monsters called Pokémon. All wildlife takes the form of Pokémon, which can be anything from animals with elemental powers, animated plants, inorganic objects, or even ghosts and spirits.

Each Pokémon embodies one or two elemental Types, which range from traditional elements such as Fire and Water to more esoteric ones such as Ghost and Psychic or even animal types like Dragon and Bug. These Types have weaknesses to certain other types and are strong against others. These strengths and weaknesses are an important part of the Pokémon world.

Additionally, most Pokémon can Evolve. This refers not to the slow process of change over generations but a quick metamorphosis in which a Pokémon turns into energy and changes into a new form. Evolution can be triggered by many methods, ranging from simply gaining experience in battle to using Elemental Stones or other rare items.

Pokémon Trainers

People known as Pokémon Trainers capture Pokémon in small spherical devices called Poké Balls that can turn them into energy and store them in stasis. Many Trainers simply collect Pokémon, whether as a hobby or for research, but the most popular use of Pokémon is to battle them for sport.

This might sound horribly similar to underground dog fighting, but that couldn't be further from the truth in Pokémon. It's an established principle of the setting in the Pokémon universe that Pokémon almost universally enjoy battling and have evolved to be skillful fighters.

Trainers develop strong bonds of friendship with the Pokémon they raise to fight for them, and Pokémon battling is a widely televised sport around which much of the world's economy revolves.

Many technologies are at least partially replaced by Pokémon. Electric Types may be used to power generators, Pokémon are often ridden in lieu of using vehicles, and even tasks like construction are made easier with the aid of Pokémon.

The Pokémon League

Pokémon battling is governed by an organization known as the Pokémon League which sets regulations for Trainers. Beginning Trainers usually receive their first Pokémon at a young age from a Pokémon Professor, a researcher who's been put in charge of getting new Trainers started. They also often are given a device called a Pokédex which is like a smartphone with a digital encyclopedia on all the known Pokémon species.

Trainers often battle each other for fun or for small wagers as they journey, catching new Pokémon in the wilds and training their team as they go. Rivalries are an important part of the Pokémon franchise; childhood friends or siblings may battle each other many times over the course of their Pokémon adventures, testing each other and improving together.

Many institutions exist to support and encourage Trainers as they travel. Pokémon Centers are medical facilities that offer free treatment to Trainers' injured Pokémon, and most shops in town carry a variety of Trainer-centric items, from the all-important Poké Balls to medicines and vitamins for Pokémon or advanced machines that can teach them new battle moves.

Trainers who seek out non-violent ways to train and show off their Pokémon often compete in Pokémon Contests, which are performance acts much like dance or musical competitions for people.

The Pokémon League sets up a structure of Pokémon Gyms in the cities of a region or country which act as benchmarks for Pokémon Trainers. These Gyms are run by Gym Leaders who usually specialize in a single Pokémon Type, making it important for Trainers to learn the strengths and weaknesses of each Type in order to improve and grow. Trainers who defeat a Gym Leader earn their Gym Badge.

Upon earning a certain number of Gym Badges, usually eight, a Trainer qualifies to take on the Pokémon League Tournament, which is an annual event that pits all qualified Trainers against each other for pride and glory.

The winner, or sometimes the top few participants, win the right to challenge the Elite 4, a set of truly masterful Pokémon Trainers who embody the best the Pokémon League has to show. The champion of this tournament wins a lot of fame and recognition, not just within the Pokémon League but within society as a whole.

Post-League Challenges

Where do champions of a region's Pokémon League or other top-ranking Trainers go after they've reached their peak in their home region?

Many of them simply take on the Pokémon League challenge in other regions, traveling all around the world in pursuit of new experiences, exotic new Pokémon to capture, and stronger Trainers to battle against.

Alternatively, some regions have parks called Battle Frontiers specifically to cater to these elite Trainers. Oftentimes, Battle Frontiers are privately sponsored rather than part of the Pokémon League, though they are usually recognized by the League regardless. In practice, they are similar to a cluster of Pokémon Gyms, though the challenges within are much more challenging and often more involved than battles against Gym Leaders.

Frontier Brains are the equivalent of Gym Leaders in the facilities in a Battle Frontier. While Gym Leaders and even Elite 4 members often align themselves with a particular Type of Pokémon, even if only for the purpose of their challenge, the Frontier Brains tend to use much more varied teams that require more complex strategies to take on. Not only that, but they also tend to have multiple tiers of challenges and reward successful challengers with medals, prints, symbols, or other Badge equivalents that come in Silver and Gold varieties depending on the tier of the challenge completed.

Highly accomplished Trainers may move away from competitive battling entirely and dedicate their lives to other endeavors, or at least take a break. Some will seek out Legendary Pokémon, incredibly rare species of Pokémon that appear in mythological tales. Others will commit themselves to Pokémon research or competing in Contests. It is also not uncommon for Trainers to never challenge the League and dedicate their lives to these activities from the start of their journeys.

Law and Order in the Pokémon World

Just as many technologies and institutions are built around Pokémon, much criminal activity centers around the creatures as well. Poaching, outright theft, and abuse of Pokémon are common crimes in the Pokémon universe and are the focus of law enforcement.

Traditionally, in the Pokémon franchise, each major region in the Pokémon universe houses a large criminal organization that names itself as a Team.

Team Rocket is simply a criminal syndicate seeking to steal and exploit Pokémon for money and power, and their modus operandi is to infiltrate the Pokémon League itself and plant high ranking executives as Gym Leaders or members of the Elite 4. Team Magma and Team Aqua on the other hand are ideologically oriented criminal organizations that seek out the power of Legendary Pokémon to expand the land or oceans of the world respectively.

Criminal Teams tend to be flashy and have iconic uniforms in the Pokémon world, and they are the center of organized crime. Fighting against them are the International Police or Pokémon Rangers associated with a given region. While the former fight organized crime, the latter focus on Pokémon poaching, crimes in the wilderness, and other activities more suited to being dealt with by a local force. Pokémon Rangers also have the task of patrolling the wilderness for Trainers who have run into trouble during their travels and lending a helping hand. They must be familiar with the wilds in their jurisdiction and be on good terms with local Pokémon populations.

Supernatural Elements in Pokémon

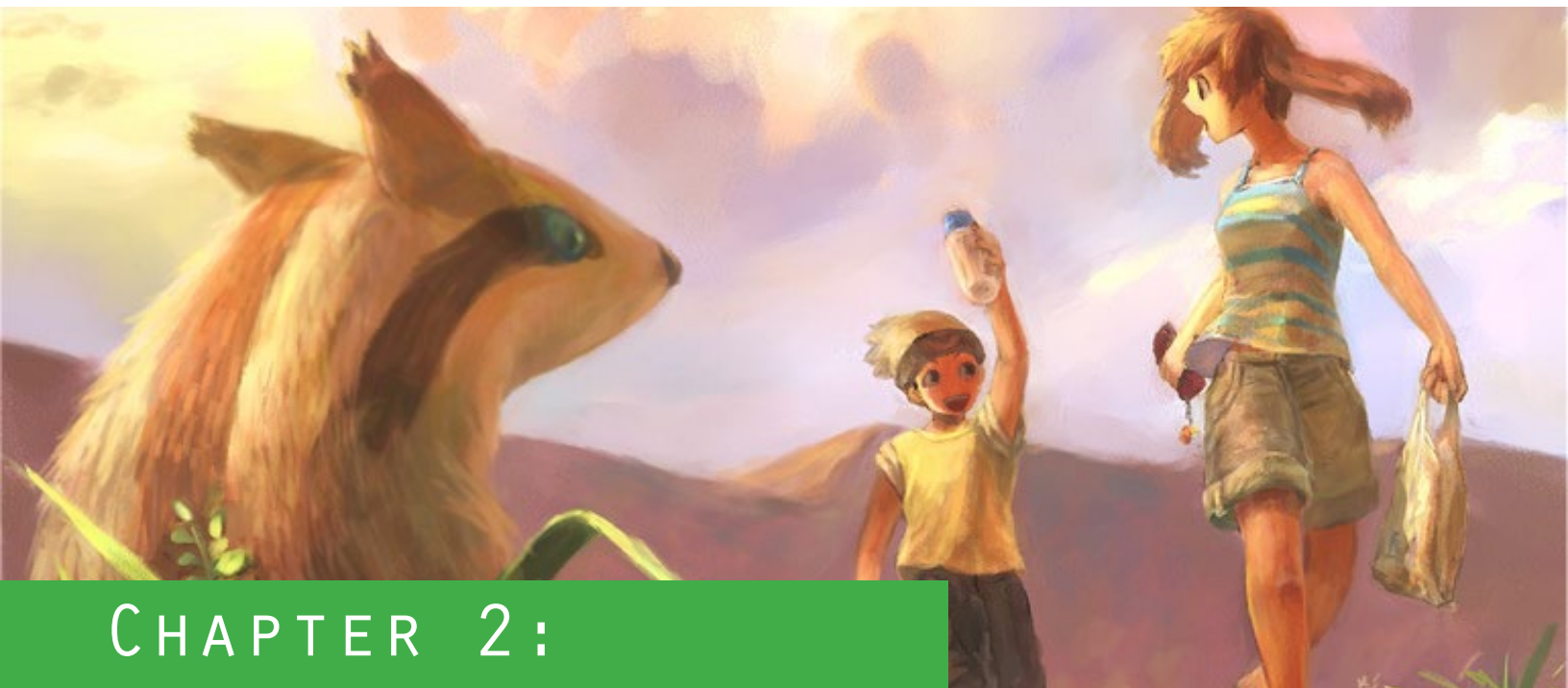
Pokémon themselves are magical creatures, of course, but there are certain supernatural elements in the Pokémon world that warrant a specific note.

Psionic powers are the most common of supernatural powers that can be associated with Trainers and not just Pokémon. They range from telepathy to telekinesis and are usually inborn traits.

Aura is the spiritual energy in all living things in the Pokémon franchise. Particular Pokémon and Trainers can perceive or manipulate Aura, which lets them peer into the emotions of others or perform supernatural feats. It can be considered similar to the concept of Chi and is closely associated with the Fighting Type.

Ghost Type Pokémon are not given much of an explanation in the main franchise, and we don't take a stance on their nature in PTU either. Simply put, they may be impressions left by the memories of the departed, the literal souls of the dead, or simply creatures closely associated with death. It's up to the GM.

Finally, the Pokémon world is filled with ancient ruins that may house relics of civilizations past, Legendary Pokémon, or magical artifacts with fantastical effects.



CHAPTER 2: CHARACTER CREATION

MAKING TRAINERS

Before you can begin playing Pokémon Tabletop United, you first need to create your Trainer character who will be your alter ego in the world of Pokémon. Your character will be the focus of the game and the exciting adventures you have, so making the right character for yourself and for the game campaign is very important!

As you first read this chapter, you may come across some terms and rules you don't immediately understand. Don't worry! We'll be explaining everything you need to know, and you'll see green boxes showing a step by step example of character creation.

There are a lot of options when it comes to building your character, but at the beginning of this chapter, we want to focus on the step by step process, so you'll see page references and hyperlinks laid out wherever you would turn to another part of the book to choose options for creating your very own Pokémon Trainer.

Before you begin, you'll want a blank character sheet to fill out. You can find one in the back of this book or as a standalone pdf in the .zip file for this system!

Now you're ready to start writing your character!

STEP 1: CHARACTER CONCEPT

You may be tempted to jump into crunching numbers immediately, especially if you're an experienced role-player. Don't! Or at least take just a skim through to get an idea of what's available before coming back and thinking about who you want your Trainer to be.

It's important at this step to talk to the other players and the GM about what kind of campaign you will be playing and what character types the GM is looking for. You may be faithfully following the anime and manga and all play kids setting out on their first Pokémon adventure, or your GM might have in mind something more specific, such as playing rookies in a detective agency under the command of Looker or even as grunts of Team Rocket. You only need a brief idea for now, and you can expand on it later!

Example: Lisa is sitting down for her first game of Pokémon Tabletop United, so she's creating a character. The GM has told the players they'll all be teenage Trainers leaving their hometown for the first time, and they'll be receiving their first Pokémon as the game starts. She decides on an energetic girl who's the daughter of the Poké Ball crafter in town. She's passionate and eager to put her family's Poké Balls to use, but she's a little naive about the dangers of the world.

STEP 2: CREATE BACKGROUND

A **Background** is a brief phrase describing your character's life experiences and helps determine your Trainer's starting Skill Ranks. Depending on how your Trainer got to where they are today, they will have acquired different Skills and neglected others.

Skills represent conscious interest and training that your character uses to interact with the world, as well as incorporating a Trainer's natural talent. Skills are used for the most basic interactions between yourself and the game world, and they help determine what Classes and Features your Trainer qualifies for. You may want to read up on the Skills in *Pokémon Tabletop United* (page 33) before continuing with writing a Background and the next step in character creation.

This is the step where you start taking your Character Concept and fleshing it out a little. Hone in on what your Trainer would have picked up and learned, either from necessity or by their own interests, as they grew up. And then think about what their weaknesses might have been and what sorts of developed skills they would have neglected in that time. Have fun with this process! Remember, you're determining the baseline from which your Trainer will grow and develop, and you should make sure it is something you're completely happy with.

All Skills except for those modified by your Background begin at the Untrained Rank before Edges and Features are chosen, so your choices here will have a huge impact on your character.

A list of example Backgrounds can be found on the following page, but you may simply choose to make up your own, with the approval of the GM, of course. Simply choose 1 Skill to raise to Adept Rank and 1 Skill to raise to Novice Rank. Then choose 3 Skills to lower one Rank, down to Pathetic. These Pathetic Skills cannot be raised above Pathetic during character creation. Be sure to give an evocative name to your custom Background!

Example: Lisa thinks her character spends a lot of time playing outside and running around, so she wants a Background that will raise her Athletics Skill. Not wanting to get too complicated, she decides to look over the sample Backgrounds. Fitness Training raises Athletics and Acrobatics, which is a perfect fit. Even better, it lowers Guile, Intuition, and Focus, which Lisa thinks is perfect to represent her character's naiveté.

STEP 3: CHOOSE EDGES

Edges are used to represent a character's training and development in the broad fields covered by this game's Skills. The most basic type of Edge is a **Skill Edge** which simply raises the Rank of one their Skills by one. Keep in mind you cannot raise Skills above Novice at your starting level!

However, there are also other Edges which represent more specific training within the area of a single Skill, such as training to be a better Swimmer within the Athletics Skill or learning to better prepare your Pokémon for Contests within the Charm Skill.

Starting Trainers begin with four Edges to distribute as they see fit.

Example: Lisa decides that her Trainer is a natural leader and spends one of her starting Edges on bringing her Command Skill up to Novice. She also figures that with a family working in the Poké Ball business, her Trainer would be at least passingly familiar with the process for making them. Figuring that her Trainer wouldn't be interested in the mechanical processes for building modern Poké Balls, Lisa spends one Edge to raise Survival up to Novice, one to focus in the area of Apricorns by taking Apricorn Balls, and one to take the Swimmer Edge.

STEP 4: CHOOSE FEATURES

Features are what really make a Trainer stand out and provide most of their definition and functionality in the game. There are a number of **General Features** available to all Trainers in *Pokémon Tabletop United*, but most Features are tied to **Trainer Classes**.

Classes are special Features that act as gateways to groupings of related Features that are strongly tied to a particular concept. If you're familiar with other RPGs, even if not tabletop RPGs, you probably know of the common set of the Warrior, the Rogue, and the Wizard as character classes. The same idea applies here, but you'll be finding Classes such as the Ace Trainer, the Coordinator, and the Capture Specialist which are much more tied to the concepts of Pokémon.

Starting Trainers begin with four Features to distribute as they see fit. They also choose one Training Feature to gain, regardless of prerequisites.

SAMPLE BACKGROUNDS

At Least He's Pretty

Looks aren't everything ... but they're better than nothing, right?

Rank Up: Adept Charm, Novice Command or Intuition.

Rank Down: Combat, Intimidate, and Perception.

Book Worm

Why go outside? Everything you need to know is right here on Bulbapedia!

Rank Up: One Education Skill at Adept, one at Novice

Rank Down: Athletics, Acrobatics, and Combat.

Hermit

You don't like people, and they tend to not like you.

Rank Up: Adept Education Skill, Novice Perception

Rank Down: Charm, Guile, and Intuition

Fitness Training

Maybe you're a career soldier; maybe you're just a fitness nut. Either way, check out that body.

Rank Up: Adept Athletics, Novice Acrobatics

Rank Down: Guile, Intuition, Focus

Old Timer

Age comes with wisdom and experience, and bad hips.

Rank Up: Adept Focus, Novice Intuition or Perception,

Rank Down: Acrobatics, Combat, Tech Education

Quick and Small

You're kind of skinny and weak, but smart and quick.

Rank Up: Adept Acrobatics, Novice Guile

Rank Down: Athletics, Intimidate, Command

Rough

You're the kind of guy that's likely to end up with a nickname like 'Knuckles' or 'Spike'.

Rank Up: Adept Combat, Novice Intimidate

Rank Down: Charm, Guile, Perception

Silver Tongued

You always know just what to say, but it's best no one ask you to get sweaty.

Rank Up: Adept Guile, Novice Charm or Intimidate

Rank Down: Athletics, Combat, Survival

Street Rattata

Growing up on the street is rough. Well, for all those other suckers.

Rank Up: Adept Guile, Novice Perception or Stealth

Rank Down: Focus, General Education, Survival

Super Nerd

You're smart and cunning, but your social skills ...

Rank Up: Adept Tech Education, Novice Guile

Rank Down: Charm, Intimidate, Intuition

Wild Child

Maybe you were raised by Mightyenas. Or maybe you just had lousy parents.

Rank Up: Adept Survival, Novice Athletics or Stealth

Rank Down: General, Tech, and Medicine Education

Most players will find it most useful to spend all or a majority of their starting Features on Features in a Class when possible, so as to best define their Trainers at the beginning of the game.

While it is technically possible to take three or four different Classes as a starting Trainer, doing so will stretch you very thin with the Skill prerequisites for those Classes and can dilute your Character Concept. Consider starting with just one or two Classes and developing within them and perhaps a General Feature.

You can take Steps 3 and 4 in any order, alternating between spending Edges and Features as best suits you.

Example: Lisa decides that although her Trainer's parents develop Poké Balls, she herself hasn't spent dedicated time to learning how to capture Pokémon with great skill. It's a good thing too, because she looks at the requirements for Capture Specialist and sees that she would have to redo her starting Edges in order to qualify anyway. Instead, Lisa focuses on the energetic and competitive nature of her Trainer and gives her the Agility Training Feature as her free Training Feature. For her four Features, she starts with the Ace Trainer Class and its Perseverance Feature. She then eyes some of the Features further into the Class but decides that she needs to better reflect her character's active nature and goes with taking the Athlete Class instead. With one Feature remaining, Lisa chooses Training Regime. Both Athlete and Training Regime have [+HP] tags, so she keeps that in mind for later.

STEP 5: ASSIGN COMBAT STATS

Pokémon Tabletop United uses the same 6 **Combat Stats** used in the Pokémon video games. If you're familiar with the video games, then these will need no introduction. If not, read on for an explanation!

The 6 combat stats are **HP**, **Attack**, **Defense**, **Special Attack**, **Special Defense**, and **Speed**.

HP determines your **Hit Points**, which represent your ability to take hits and keep going in battle.

Attack represents how hard you can hit Physically, and it is added to the damage roll of all Physical Damage a Trainer or Pokémon deals.

Defense is used to avoid and resist Physical attacks. Whenever a Trainer or Pokémon takes Physical damage, they subtract their Defense stat from the damage first before subtracting damage from their Hit Points.

Additionally, for every 5 points a Pokémon or Trainer has in Defense, they gain +1 **Physical Evasion**, up to a maximum of +6 at 30 Defense.

Special Attack represents how hard you can hit with Special attacks, and it is added to the damage roll of all Special Damage a Trainer or Pokémon deals.

Special Defense is used to avoid and resist Special attacks. Whenever a Trainer or Pokémon takes Special damage, they subtract their Special Defense stat from the damage first before subtracting damage from their Hit Points.

Additionally, for every 5 points a Pokémon or Trainer has in Special Defense, they gain +1 **Special Evasion**, up to a maximum of +6 at 30 Special Defense.

Speed is a measure of how quick a Trainer or Pokémon is and determines turn order in combat. Additionally, for every 5 points a Pokémon or Trainer has in Speed, they gain +1 **Speed Evasion**, up to a maximum of +6 at 30 Speed.

Starting Trainers begin with 10 HP and 5 points each in the rest of their Combat Stats. You may distribute 10 additional points among your Combat Stats, but no more than 5 points into any single stat.

Example: Lisa decides her Trainer is quick in battle and assigns her Combat Stats as so: 13 HP, 7 Attack, 5 Defense, 5 Special Attack, 5 Special Defense, 10 Speed. With the two [+HP] tags from before, her final HP is 15.

Tip: HP is very important, both for Pokémon and for Trainers! Even if you're making a "glass cannon" build, you can't neglect HP too much or you'll be sorry! Seriously. You'll be miserable if you do.



STEP 6: FIND DERIVED STATS

Your Skills, Combat Stats, and more feed into a number of other stats that are used in Combat as well as **Capabilities** that determine how much your character can lift, how fast they can move, and more. For more details on how Capabilities are used in playing the game, see the section on Capabilities on page 222.

Action Points, or **AP**, are a resource Trainers use to power their Features. Trainers have 5 AP plus 1 more for every 5 Trainer Levels. A Level 10 Trainer has 7 AP, for example. AP refreshes at the start of each Scene. See the Playing the Game chapter for more (page 221).

Hit Points determine how much punishment you can take in battle. If a Pokémon or Trainer ever reaches 0 Hit Points, they are unable to take any actions and are unconscious. Hit Points are derived from HP and are calculated differently for Pokémon and for Trainers. See page 198 for Pokémon Hit Points.

Trainer Hit Points = Trainer's Level x 2 + (HP x 3) + 10

Evasion helps Trainers and Pokémon avoid attacks. There are three types of Evasion: **Physical Evasion**, **Special Evasion**, and **Speed Evasion**. To calculate these Evasion values, divide the related Combat Stat by 5 and round down. You may never have more than +6 in a given Evasion from Combat Stats alone.

These derived stats and their uses will be described in further detail in the Combat chapter (page 226).

Power is measure of raw physical strength and ability to lift heavy objects. A Trainer's Power starts at 4 but is changed by several factors.

- » If your Athletics Skills is at Novice Rank or higher, increase Power by +1.
- » If your Combat Skill is at Adept Rank or higher, increase Power by +1

High Jump determines how high a Trainer or Pokémon can jump in meters. A Trainer's High Jump starts at 0, but is raised by several factors.

- » If your Acrobatics is Adept, raise High Jump by +1.
- » If your Acrobatics is Master, raise High Jump by an additional +1.
- » If you have a running start when jumping, raise High Jump by +1.

Note that a High Jump of 0 doesn't mean you can't jump; it just means you have to make a Skill Check to determine how high you can jump and whether you breach 1 meter.

Long Jump is how much horizontal distance a Trainer or Pokémon can jump in meters. This value for Trainers is equal to half of their Acrobatics Rank.

Overland Movement Speed is how quickly a Trainer or Pokémon can move over flat land. For Trainers, this value is equal to three plus half the sum of their Athletics and Acrobatics Ranks. By default, this value is 5.

Overland = 3 + [(Athl + Acro)/2]

Swimming Speed for a Trainer is equal to half of their Overland Speed.

Features and other bonuses that grant general boosts to Movement Speed only grant it to Movement Speeds which you already have; giving a Trainer a +4 bonus to all of their Movement Speeds does not suddenly grant them flight. However, Features and Abilities that grant specific movement boosts do. A Feature that grants +4 Levitate Speed causes that trainer to have a Levitate Speed of 4, if they did not already have a Levitate Speed.

Throwing Range is how far a Trainer can throw Poké Balls and other items. It's equal to 4 plus Athletics Rank.

Size is how big you are. Trainers are Medium by default. Your Trainer's **weight** matters too. A Trainer between 55 and 110 pounds is Weight Class 3. Between 111 and 220 is WC 4. Higher than that is WC 5.

Example: As a level 1 Trainer, Lisa's character has 57 Hit Points 1 Physical Evasion, 1 Special Evasion, and 2 Speed Evasion. Her Capabilities are Power 5, High Jump 0, Long Jump 1, Overland 6, Swim 3, and Throwing Range 8. She is Medium Size and weighs 120 pounds and therefore is Weight Class 4.

STEP 7: BASIC DESCRIPTIONS

Your character is now mostly complete as far as the game mechanics go, but that's only the start. Now's the time when you should take care to flesh out your character's appearance, their personality, and anything else that isn't covered by the game mechanics but is important to defining a person. Choose a name! You'll be using it for the rest of the campaign, so be sure you're happy with whatever you choose.

At this point, you may want to talk to your GM and the other players about developing a more detailed history for your character. This is optional and doesn't need to happen in every campaign. It's perfectly okay to gloss over childhoods and focus on the adventure to come, but in some campaign types, it's important to establish where a character comes from, such as a detective's brush with death at the hands of some thugs as a child or a Team Rocket member's difficult childhood growing up in the slums with a single parent.

It can be fun to talk to the other players and develop a sort of loose interconnectedness or shared history between your Trainers. Maybe you all went to the same Pokémon Trainers' school or were even in the same homeroom. Some GMs may require that you establish these connections between characters before the game starts, while others will want you to develop your relationships organically through playing the game.

Example: Lisa chooses the name Sylvana for her Trainer and then talks to Kate and Brian, the other players in her game, to discuss their characters' histories. Kate is playing Maya, a level-headed Martial Artist, who they decide has been best friends with Sylvana since they were kids. Brian is playing Viktor, a Mentor whose family just moved to town and was welcomed warmly by both Sylvana and Maya's families. The three of them and the GM decide that establishing this level of loose connection is enough, and they don't need to go into too much further detail. He does ask for a little more detail on each of their families and about their classmates though and files that information away for later to use for making rival NPCs and character-driven plotlines for the game.

STEP 8: CHOOSE POKÉMON

Even if you begin the campaign with Trainers receiving their first Pokémon, it's a good practice to have the players pick those Pokémon before the game starts to allow them to stat up the Pokémon and learn how they work. See the chapter on Pokémon (page 196) for how to stat and manage your Pokémon.

While it's up to the GM to decide how many Pokémon and what kinds of Pokémon the players start with, it's recommended for level 1 Trainers to begin with a single level 5 or level 10 Pokémon, chosen from either the Starter Pokémon in the video games or any relatively common species of Pokémon with three evolutionary stages. The chapter on Running the Game (page 437) provides more tips on choosing starting Pokémon.

Example: While the GM in Lisa's game is having all the characters receive their first Pokémon at the start of the game, he's decided not to restrict them to the canonical starters. Despite this, Lisa chooses Cyndaquil for Sylvana's first Pokémon. Kate chooses a Machop for Maya, and Brian has Viktor begin with a Swinub.

STEP 9: MONEY AND ITEMS

Pokémon Trainers need to do a lot of packing for their journeys, from basic supplies like Potions and Poké Balls to more specialized equipment like Fishing Rods and Poffin Mixers.

While it is ultimately up to your GM how much money Trainers start with in their campaigns and what items are available for purchase, we recommend all starting Trainers begin with a Pokédex and ¥5000 to split between spending on supplies and keeping as cash.

Example: Lisa's GM gives each player ¥5000 to buy items for their character, in addition to the standard Pokédex. Lisa decides to spend ¥1500 on buying 6 Basic Balls, ¥600 on 3 Potions, and ¥200 each on an Antidote and a Paralyze Heal. She then realizes she needs a Poké Ball Tool Kit to use her Apricorn Balls Edge, which she buys for ¥500. This leaves her with ¥2000 cash on hand.

And that's it! Enjoy playing Pokémon Tabletop United!

CHARACTER CREATION QUICK-START STEPS

Step 1: Create Character Concept. Ask your GM what kind of campaign they are running and if they have any expectations about the sorts of characters that will be played. Come up with a short phrase describing your character concept.

Step 2: Create Skill Background. Rank three different Skills down to Pathetic Rank. Rank up one Skill to Adept Rank and one other Skill to Novice Rank. Give a short name to your background.

Step 3: Choose Edges. You gain four Edges to distribute. Remember, even though you have one Adept Skill after creating your Background, you cannot use Edges to raise other Skills up to Adept until you are at least Level 2. You also may not use Edges to Rank Up any of the Skills you lowered to Pathetic Rank.

Step 4: Choose Features. You gain four Features to distribute and additionally pick one Training Feature for free. You do not need to meet prerequisites for the Training Feature you chose.

You may do Steps 3 and 4 in any order, alternating between them to qualify for Edges and Features.

Step 5: Assign Combat Stats. Level 1 Trainers begin with 10 HP and 5 in each of their other Stats. You then assign 10 points as you wish among the Stats, putting no more than 5 points in any single Stat. Don't forget that some Features have Stat Tags to apply!

Step 6: Find Derived Stats.

Trainers begin with 5 **Action Points** and gain 1 more AP for every 5 Trainer Levels they have.

Trainers have **Hit Points** equal to (Trainer Level x2) + (HP x3) + 10.

Power starts at 4. If Athletics is at least Novice, raise Power by +1. If Combat is at least Adept, raise Power by +1.

High Jump starts at 0. If Acrobatics is at least Adept, raise High Jump by +1. If Acrobatics is Master, raise High Jump by an additional +1.

Long Jump is equal to Acrobatics/2.

Overland is equal to 3 + [(Athl + Acro)/2].

Swim is equal to Overland/2.

Throwing Range is 4 + Athletics Rank.

Size is Medium.

Weight Class is 3 if you are between 55 and 110 pounds, 4 if you are between 111 and 220 pounds, and 5 if higher than that.

Step 7: Create Basic Descriptions. Come up with what your character looks like and a background for them. The GM will tell you how much detail you need to put into this step. Be sure to have fun working and discussing with the other players as you take this step!

Step 8: Choose your Starter Pokémon. The GM will tell you their guidelines for choosing a Starter Pokémon. Read on to Chapter 5: Pokémon for details on how to stat and keep track of Pokémon.

Step 9: Buy starting items. Most campaigns starting at Level 1 should start Trainers with ₣ 5000 to split between starting equipment and reserve cash. It's recommended that most starting Trainers pick up Poké Balls and restorative items at the very least.

CHARACTER ADVANCEMENT

After Character Creation, whenever you Level Up, your character may advance in certain ways, depending on the Level. Trainers have a Maximum Level of 50. Generally, your character will Level Up upon achieving a **Milestone** such as gaining a Gym Badge or by collecting 10 **Trainer Experience**. GMs, see page 461 for details.

- » Every Level you gain a **Stat Point**. Trainers don't follow Base Relations, so feel free to spend these freely.
- » Every odd Level you gain a **Feature**.
- » Every even Level you gain an **Edge**.

Note: Unless a Feature or Edge EXPLICITLY says that you may take it multiple times, such as a Ranked Feature, then you can only take it once!

In addition to the usual bonuses on every Level up, Trainers qualify for certain Skill Ranks and gain other bonuses at Level milestones. These are listed below.

Level 2 – Adept Skills: Gain All Bonuses Below

- » You now qualify to Rank Up Skills to Adept
- » You gain one Skill Edge for which you qualify. It may not be used to Rank Up a Skill to Adept Rank.

Level 5 – Amateur Trainer: Choose One Bonus Below

- » On every even-numbered Level Up from Level 6 through Level 10, you gain +1 Stat Point that must be spent on Attack or Special Attack. You also gain +2 Stat Points, representing Levels 2 and 4, retroactively.
- » Gain one General Feature for which you qualify.

Level 6 – Expert Skills: Gain All Bonuses Below

- » You now qualify to Rank Up Skills to Expert.
- » You gain one Skill Edge for which you qualify. It may not be used to Rank Up a Skill to Expert Rank.

Level 10 – Capable Trainer: Choose One Bonus Below

- » On every even-numbered Level Up from Level 12 through Level 20, you gain +1 Stat Point that must be spent on Attack or Special Attack.
- » Gain two Edges for which you qualify.

Level 12 – Master Skills: Gain All Bonuses Below

- » You now qualify to Rank Up Skills to Master.
- » You gain one Skill Edge for which you qualify. It may not be used to Rank Up a Skill to Master Rank.

Level 20 – Veteran Trainer: Choose One Bonus Below

- » On every even-numbered Level Up from Level 22 through Level 30, you gain +1 Stat Point that must be spent on Attack or Special Attack.
- » Gain two Edges for which you qualify.

Level 30 – Elite Trainer: Choose One Bonus Below

- » On every even-numbered Level Up from Level 32 through Level 40, you gain +1 Stat Point that must be spent on Attack or Special Attack.
- » Gain two Edges for which you qualify.
- » Gain one General Feature for which you qualify.

Level 40 – Champion: Choose One Bonus Below

- » On every even-numbered Level Up from Level 42 through Level 50, you gain +1 Stat Point that must be spent on Attack or Special Attack.
- » Gain two Edges for which you qualify.
- » Gain one General Feature for which you qualify.



TRAINER PROGRESSION CHART

Here's a handy dandy chart that lists what you get at each Level as well as your bonus choices at Level 5, 10, 20, 30, and 40. Note that the total counts for Features, Edges, and Stats don't take into account those choices; they're just the baseline totals for Trainers before adding in those special bonuses.

Level	Features at Level	Total Features	Edges at Level	Total Edges	Stats at Level	Total Stats
1	4 + 1 Training Feature	5	4	4	10	10
2	0	5	1 + 1 Bonus	6	1	11
3	1	6	0	6	1	12
4	0	6	1	7	1	13
5	1	7	0	7	1	14
Amateur Trainer Bonus: Choose One Below: » On every even-numbered Level Up from Level 6 through Level 10, you gain +1 Stat Point that must be spent on Attack or Special Attack. You also gain +2 Stat Points, representing Levels 2 and 4, retroactively. » Gain one General Feature for which you qualify.						
6	0	7	1 + 1 Bonus	9	1	15
7	1	8	0	9	1	16
8	0	8	1	10	1	17
9	1	9	0	10	1	18
10	0	9	1	11	1	19
Capable Trainer Bonus: Choose One Below: » On every even-numbered Level Up from Level 12 through Level 20, you gain +1 Stat Point that must be spent on Attack or Special Attack. » Gain two Edges for which you qualify.						
11	1	10	0	11	1	20
12	0	10	1 + 1 Bonus	13	1	21
13	1	11	0	13	1	22
14	0	11	1	14	1	23
15	1	12	0	14	1	24
16	0	12	1	15	1	25
17	1	13	0	15	1	26
18	0	13	1	16	1	27
19	1	14	0	16	1	28
20	0	14	1	17	1	29
Veteran Trainer Bonus: Choose One Below » On every even-numbered Level Up from Level 22 through Level 30, you gain +1 Stat Point that must be spent on Attack or Special Attack. » Gain two Edges for which you qualify.						
21	1	15	0	17	1	30
22	0	15	1	18	1	31
23	1	16	0	18	1	32
24	0	16	1	19	1	33
25	1	17	0	19	1	34

26	0	17	1	20	1	35
27	1	18	0	20	1	36
28	0	18	1	21	1	37
29	1	19	0	21	1	38
30	0	19	1	22	1	39

Elite Trainer Bonus: Choose One Below

- » On every even-numbered Level Up from Level 32 through Level 40, you gain +1 Stat Point that must be spent on Attack or Special Attack.
- » Gain two Edges for which you qualify.
- » Gain one General Feature for which you qualify.

31	1	20	0	22	1	40
32	0	20	1	23	1	41
33	1	21	0	23	1	42
34	0	21	1	24	1	43
35	1	22	0	24	1	44
36	0	22	1	25	1	45
37	1	23	0	25	1	46
38	0	23	1	26	1	47
39	1	24	0	26	1	48
40	0	24	1	27	1	49

Champion Bonus: Choose One Below

- » On every even-numbered Level Up from Level 42 through Level 50, you gain +1 Stat Point that must be spent on Attack or Special Attack.
- » Gain two Edges for which you qualify.
- » Gain one General Feature for which you qualify.

41	1	25	0	27	1	50
42	0	25	1	28	1	51
43	1	26	0	28	1	52
44	0	26	1	29	1	53
45	1	27	0	29	1	54
46	0	27	1	30	1	55
47	1	28	0	30	1	56
48	0	28	1	31	1	57
49	1	29	0	31	1	58
50	0	29	1	32	1	59

RETRAINING

Sometimes, Trainers may wish to go back on certain choices. By spending some trainer Experience to Retrain, they can spend time changing themselves. Retraining should be done during resting periods In-Character, and between sessions if possible. You must have the appropriate amount of Trainer Experience to spend; you cannot “go back” a level to do so.

Here are your Retraining options and their associated Experience Costs:

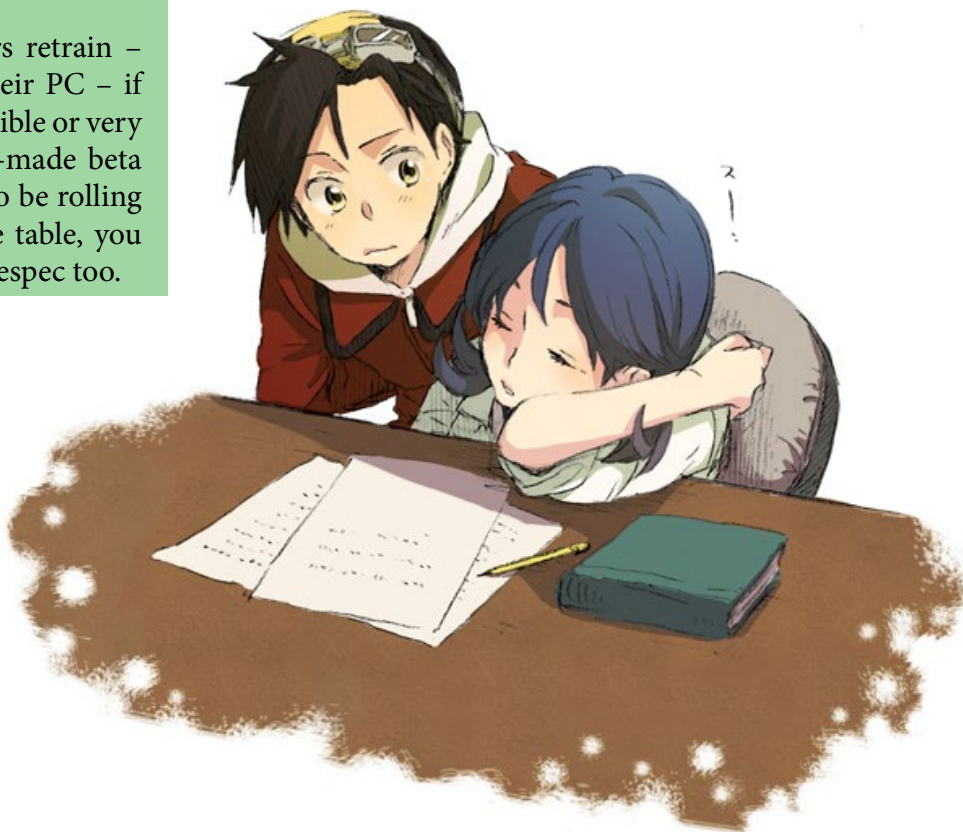
- » You may spend 2 Trainer Experience to Retrain a Feature.
- » You may spend 1 Trainer Experience to Retrain an Edge.
- » You may spend 1 Trainer Experience to move one Stat Point to another Stat.

There are however, several rules to retraining.

- » You cannot Retrain an Edge or Feature that serves as a Prerequisite for another Edge or Feature you have. This includes Edges that raise skill ranks to the appropriate amount.
- » You cannot Retrain Edges or Features that induce permanent effects if you have already used them; if you have used Move Tutor or Type Shift, for example, you cannot retrain those Features.
- » You should, in general, consult your GM before retraining. If your GM feels you have used the Feature too often and too noticeably In-Character, it may not make sense for you to Retrain.

Doxy: Giving players a chance to “Retrain” a few times during a campaign without sacrificing Experience may be a good idea. This could be done simply by GM fiat, or by consulting a specific NPC, or ... well, you get the idea.

It would also be generous to let players retrain – or even re-do significant portions of their PC – if balance changes make their build impossible or very suboptimal. Keep in mind this is a fan-made beta system, and balance changes are going to be rolling through! If you have new players at the table, you should give them more wiggle room to respec too.



TIPS FOR NEW PLAYERS

New to the system and feeling a bit overwhelmed by all the options in front of you? Or maybe you're just worried about making bad choices on your first character? Either way, this page is for you!

The next few pages describe some of the common archetypes in the Pokémon world and how they may be constructed with PTU Classes. Pick an archetype that interests you, or a character you would like to take inspiration from, then follow the advice on which Classes to start with and the options for developing from there. If that's still not enough, here are some tips and advice to get you started with a very basic character.

First of all, start by picking an Introductory Class. These are Ace Trainer, Capture Specialist, Commander, Coordinator, Hobbyist, and Mentor. Ace Trainer, Commander, and Mentor in particular are very neutral to any sort of battling style or Pokémon team preference.

Then, pair that with either a Battling Style Class or a Specialist Team Class. The latter will do more to restrict what kinds of Pokémon you want to capture as the campaign goes on, but it will also make it much easier for you to make decisions about captures and your team. The former will give you a little more wiggle room in choosing Pokémon and will define your character's playstyle.

For example, pairing an Ace Trainer, Mentor, or Commander with a Cheerleader, Enduring Soul, or Duelist makes for an easy starting build.

Don't want to follow such a rigid template but still need help deciding what to do? Well, in general, for a new player, it is best to create a focused build that doesn't try to do too many different things. The roles listed by each Class can help you here. Pick Classes with 1 or 2 roles listed rather than 3 or more, and try to match them up.

Broadly speaking, you can choose between supporting your Pokémon in battle, or being a direct combatant yourself. Trainer Combat Classes match best with each other, but you can make more passive Pokémon Support options like Mentor and Ace Trainer work too.

When you start gaining the bonuses that give you progression choices at Level 5, 10, 20, etc., you'll want to remain focused here as well. Trainer Combat builds want to pick the Stat Points while others generally want the Edges or General Features.

Think ahead a little with your Skill choices too. Have a Class you want to take further down the line? Start investing the bonus Edges you get early on towards the prerequisites for that Class so you don't find yourself unable to take it when the time is right.



BUILDING TRAINER ARCHETYPES

As you think about how you want to build your character, you may turn to the Pokémon anime, manga, or other media for inspiration. The archetypes in Pokémon canon can be easily reproduced in Pokémon Tabletop United by mixing and matching classes. If you're new to the system or simply stumped on how to build a certain archetype, read on for a list of archetypes and some introductory advice on building them!

Even if you know what you're doing, this section can still help you come up with ideas to complete your Trainer's build or put a new twist on your concept.

THE SPIRITED BATTLER

This Trainer achieves victory through sheer tenacity and spirit, believing in their Pokémon 100%. They may not necessarily use the most naturally powerful species or display the best understanding of tactics, but their hard work and training will carry them to great heights.

Notable Examples: Ash

Key Skills: Charm, Command

How to Build: Start with **Ace Trainer** or **Cheerleader**.

Ace Trainer gives you a leg up in battle even when using weaker Pokémon, provided you're able and willing to put the time in each day to train them. Their Features tend to emphasize hard work and training, and they're a good representation of how Spirited Battlers approach Pokémon battling.

Cheerleader provides options such as Go, Fight, Win! which simulate how Trainers such as Ash can pull victory from the jaws of defeat through having faith in their Pokémon.

The General Feature **Orders** and **Training Features** are also good options for Spirited Battlers wanting to expand their active options. The **Duelist** Class also fits well, gaining momentum over time in a fight.

From there, Spirited Battlers can expand into **Enduring Soul** if they want their Pokémon to be tough enough to power through many battles with force of will or into **Mentor** to represent their belief in their Pokémon and their strong bonds unlocking the hidden potential of their Pokémon.

THE CARETAKER

This Trainer is the team mom or dad of their traveling party. They make sure that everyone, human and Pokémon alike, is well fed and taken care of. They may or may not be the best battlers, but you can be sure they're who you want to see after a tough battle.

Notable Examples: Brock, Daisy Oak

Key Skills: Intuition, Medicine Education

How to Build: Start with **Mentor**, **Researcher**, or **Chef**

The **Mentor** is the quintessential caretaker, truly proving that nurture can overcome a Pokémon's nature and drawing out the hidden potential of a Pokémon through diligent care.

Trainers embodying the Caretaker archetype are often skilled Pokémon breeders, and Pokémon Caretaking brand of **Researcher** perfectly fits these characters. Not only can they ensure their eggs produce a particular special Pokémon, but they can make their Pokémon excel in their Special Capabilities.

The **Chef** and the Researcher branches that craft medicine and grow herbs provide the most direct caretaking role, supplying their companions with food and taking care of their medical treatment respectively.

From there, what Classes you choose will largely depend on your focus. Caretakers often run the risk of falling into a rut of having no actions to take in battle or places to spend their AP. Those who want a more active role in battle should consider the **Sage** so they can give their party Blessings in battle. Caretakers who are concerned with leading their companions through the wilderness safely may end up taking the **Survivalist** Class.

THE TACTICIAN

This Trainer aims to win with smarts, not brawn. They're focused on developing the most effective tactics to win, and they may employ a wide range of Pokémon focusing on using Status Afflictions, Hazards, Blessings, and clever combinations of Pokémon and Moves to overcome foes with more sheer offensive strength.

Notable Examples: Red, Conway

Key Skills: Guile, Intuition, Command

How to Build: Start with **Commander** or **Mentor**

The **Commander** is the quintessential class for a Tactician character. They focus on using Orders to enhance particular strategies such as using high critical hit rate Moves or making inaccurate attacks more reliable. They're also able to make the most of hazards, buffs, and other indirect and support Moves. **Mentor** of course is a great fit for this archetype as well with their ability to teach Pokémon Moves earlier than normal and allow them to retain more Moves.

Even without Mastermind, all of the **Orders** in the General Features are good choices for a Tactician and represent their ability to quickly give their Pokémon tactical advice on the fly.

You may also want to focus on **Ace Trainer** early on for the boosts to EXP and the benefits of Trained Stats. Later on, Ace's Signature Technique Feature can give Tacticians a crucial edge in battle and a unique battling style.

Other good choices include the Classes that specialize in a certain subset of Pokémon, such as the **Type** and **Stat Aces** and the **Style Expert**. **Juggler** also makes an interesting Tactician option due to the all of the strategies made available with the ability to quickly cycle through a team of Pokémon. Tacticians who want to shy away from direct assaults and instead outwit their opponents with tricky Status-Class Moves may pick up the **Trickster** Class.

Tacticians should be careful, however, not to overwhelm themselves with outlets for AP and Standard Actions in battle given their often high use of Orders and reliance on Active Pokémon Support Classes. It can be a good idea to pick up a Class more focused on Passive Pokémon Support after nabbing your core Classes, which is why the Stat and Type Aces were recommended.

THE PROFESSOR'S ASSISTANT

This Trainer isn't out to win the Pokémon League and become champion of the region. Their reason for traveling is more about helping a Professor with their research and learning more about Pokémon.

Notable Examples: Crystal, Gary

Key Skills: Education Skills

How to Build: Start with **Capture Specialist** or **Researcher**.

In the early levels, having more Edges available to gain Skill Ranks is important, particularly in Education Skills such as Pokémon Education. **Researcher** is an obvious option that allows a Trainer to quickly gain many Education Skill Ranks at a low level.

If building a Trainer who isn't as focused on academic study and emphasizes helping their Professor with field work, consider a class like **Capture Specialist** or **Hobbyist**. Hobbyist provides valuable additional Skill Ranks for low level Trainers but doesn't bind them to Education Skills like Researcher does while Capture Specialist allows a Trainer to excel at the classical task given to Pokédex holders: catching 'em all.

From there, your choice of where to expand will largely depend on the goals of your research and study.

A Professor's Assistant more geared towards field work and observation may go into **Survivalist** to get better at navigating the wilderness or **Hunter** to aid in their capturing activities. **Chronicler** may also be valuable for their Travel Archives and would fit the high Perception needed for the job.

A more academic Professor's Assistant or someone aiming to become a Professor themselves will likely dig deep into the particular **Field of Study** they're interested in, possibly taking multiple instances of the Researcher Class as they master more fields. The Chemistry branch is a good option for Trainers who may wish to make their own Pokémon as part of their research, for example, while Fossil Pokémon experts would choose Paleontology.

THE SPECIALIST

This Trainer hones in on a particular subset of Pokémon, whether it be an elemental Type, Pokémon that excel at certain Combat Stats, or some other category such as the kind of animal the Pokémon is based on.

Notable Examples: Gym Leaders, Frontier Brains

Key Skills: Various Skills, Command

How to Build: Start with **Enduring Soul**, **Stat Ace** or **Type Ace**

The most common and accessible specializations in Pokémon are Type and Stat. Gym Leaders and Elite Four Members in the handheld games are specialized in a Type, for example. This makes **Stat Ace** and **Type Ace** natural options for a Specialist. **Enduring Soul** can be thought of as a pseudo-HP Ace at times, so it is also a good option for those seeking hardy Pokémon but not wanting to commit to a defensive Stat.

Even if you're creating a character whose specialization is in a certain kind of animal, these two classes can often fit well. For example, a turtle Specialist who wants to raise a Torterra, a Torkoal, a Blastoise, etc could be a Defense Ace. A lizard Specialist wouldn't be remiss with choosing Dragon Ace, even if they intend to include Pokémon such as Krookodile on their team – those team members can simply be Type Shifted.

From there, it's simply a matter of how else you want to support your Pokémon team or whether you instead wish to expand into different roles. Specialists in a certain animal category are often **Researchers**, and you may create, for example, a Rock Ace specializing in Fossil Pokémon or a Grass Ace specializing in growing Berries and general botany.

There are a few other Classes which easily lend themselves to certain specializations. Fighting Aces and Attack Aces might be **Martial Artists**, Psychic Aces might choose any of the Psychic Classes, and Ghost Aces may choose **Hex Maniac**.

Each Combat Stat has a Contest Stat equivalent, so it isn't uncommon to see Stat Aces choose **Style Expert** as a class either.

THE SPORTSMAN

This Trainer values an active lifestyle above all else and treats their Pokémon as exercise buddies in addition to the normal companionship between Trainer and Pokémon. A Sportsman will often choose Pokémon suiting their sport or physical activity of choice, such as skiers picking Ice Types and marathoners picking Pokémon like Dodrio that can keep up in a footrace.

Notable Examples: Korrina, Marlon

Key Skills: Athletics, Acrobatics, Combat

How to Build: Start with **Athlete**, **Tumbler**, or **Martial Artist**

In a world filled with dangerous wild Pokémon, it's never a bad idea to get physically fit. It's for this reason that the athletic options in Pokémon Tabletop United tend to coincide with martial arts and self-defense. Each of the **Athlete**, **Tumbler**, and **Martial Artist** Classes specializes in Trainer Combat. If this doesn't necessarily fit your character concept, such as for a triathlete or swimmer, then the Athlete class is probably your best bet out of the three.

Don't forget to look into appropriate Edges such as Power Boost, Swimmer, Acrobat, etc. when it comes to building your Trainer.

From there, consider what role you want your Trainer to play. Fighters will often find **Dancer** to supplement their primary Trainer Combat Class well, while those who prefer battling with Pokémon will find a natural fit with the **Enduring Soul**, letting their Pokémon match themselves in tenacity. **Juggler** also puts a Trainer's athleticism to good use in Pokémon battles.

Survivalist is also a great option for many Sportsmen, since a love of sports often goes hand in hand with a love of the outdoors. They can gain bonuses to common Skill Checks used for athletic activity in the environment of their choice, such as tundra for skiers and mountains for hikers.

The **Weapon Specialist** Classes from the *Game of Throhs* supplement fit Sportsmen who've chosen to study a weapon for their sport.

THE OUTDOORSMAN

This Trainer prides themselves on their skill in handling the wilds. Often, they are committed to field research to further humanity's knowledge of Pokémon or help out with conservation efforts, but this isn't always the case.

Notable Examples: Solana, Lunick

Key Skills: Survival, Athletics, Perception

How to Build: Start with **Survivalist**, **Hunter**, or **Rider**

The **Survivalist** is the obvious choice for this Archetype. They can master a variety of different terrains and help their Pokémon adapt to them too. Not only that, but they are a battling force to be reckoned with the wilds, able to teach their Pokémon to use the environment to their advantage. In comparison **Hunters** forgo studying the landscape in order to master ways of hunting their quarry in the outdoors.

Exploring the wilds is hard work, and many Trainers choose to become **Riders** to make the task easier. Not only do Pokémon often have an easier time traversing rough terrain, but fighting on them is advantageous too.

From there, the **Athlete** and other physically oriented options are popular for Outdoorsmen. Making it through the wilderness unscathed is not just a matter of knowing basic survival skills. It helps a lot to be physically fit too.

Enduring Soul is probably the most logical and popular Pokémon Support Class for the Outdoorsman, and it can help a Trainer's team shake off Injuries over the course of long treks away from a Pokémon Center. Along similar lines, the Apothecary and Botany branches in **Researcher** are a great boon to any group of Trainers taking long trips through the wilderness, and many Outdoorsmen study at least basic medicine. Researchers also often must conduct their field work in the outdoors and even develop skills for dealing with harsh conditions, such as the Climatology branch.

Many Outdoorsman are in it for the sightseeing, and **Chronicler** and other Perception-reliant Classes make a good choice for this type of Trainer.

Finally, it's always a good idea to learn some self-defense if you might run into an angry Ursaring with nowhere to run in the woods. **Martial Artist** makes a good addition to any Outdoorsman's Classes.

THE PERFORMER

This Trainer dedicates their life to putting on stunning performances and dazzling an audience. They may or may not focus on Pokémon battling, but you can be sure they would make every battle they participate in a spectacle to behold.

Notable Examples: Roxie, Dawn, Yancy, Curtis, Ruby

Key Skills: Charm, Intuition, Focus

How to Build: Start with **Coordinator**, **Dancer**, or **Musician**

First, you'll want to think about what kind of performer your Trainer is. Obviously, a specialist in Pokémon Contests would choose the **Coordinator** Class, and the other two Classes are self-explanatory. However, if you haven't selected your performance art of choice yet, think a little about the roles each Trainer Class excels in.

A Coordinator obviously will focus more on supporting their Pokémon than fighting in battle themselves. **Dancer** and **Musician**, however, share some similarities in focusing on Trainer Combat while also being able to support their Pokémon to a degree. In the Pokémon world, punk rock stars and breakdancers can hold their own in a fight too! Musician gives you more tools out of the box to fight directly alongside your Pokémon while Dancer works better as a supplement to another Trainer Combat class with its Combat Stage raising Moves.

From there, you will again want to think about what kind of role your character will play. **Style Expert** is the natural choice for all performers, not just Coordinators, when it comes to a Pokémon Support role. **Juggler** matches a flashy battling style as well while also providing a bonus to competing in Contests.

A Dancer focusing more on Trainer Combat will likely move into **Martial Artist**, using their graceful techniques to perform hypnotizing katas that turn into furious and devastating attacks in battle.

Fashionista is a choice that should appeal to all performers, giving them the ability to customize their sense of personal style with makeovers and Accessories. With the **Hobbyist**, the performer can become incredibly versatile when it comes to all manner of social Skills.

THE JACK OF ALL TRADES

This Trainer doesn't have any particular specialty and largely takes life as it comes at them. They'll pick up the skills they need for their current situation and then move on, always seeing and learning new things.

Notable Examples: Youngster Joey

Key Skills: All of them!

How to Build: Start with **Hobbyist**

The Jack of All Trades needs a variety of Edges and Skills starting from the very beginning, which the **Hobbyist** class is well positioned to supply. Most likely, if you're building towards this archetype, then you will be spreading Skill Edges out over a variety of Skills rather than concentrating them.

This means that you will likely want to choose Classes which don't require a heavy amount of specialization in one Skill to advance in them, and you may also wish to consult the markings for each Class's roles to choose options that emphasize a variety of roles rather than focusing on just one.

The **Researcher** is great for this approach, as it provides you with extra Skill Edges to spread in Education Skills while giving you a variety of categories with Fields of Study that you can dip into for versatility.

When it comes to Pokémon Support Classes, **Ace Trainer** is the most generic option and the one with the most potential for battling with a versatile and unspecialized style. **Mentor** can also help you work towards this end with its Pokémon customization options.

Finally, **Chronicler** is another Class with low prerequisites that allows you to dip into a variety of different roles.

THE THUG

This Trainer is the rough and tumble type and makes up for a lack of quick thinking with using brute force and muscle to get their way. They are often equally brutal and callous with their opponents and their own Pokémon, or they may simply want to keep up an intimidating appearance.

Notable Examples: Gonzap

Key Skills: Intimidate, Combat

How to Build: Start with **Martial Artist**, **Taskmaster**, or **Roughneck**

Thugs are not about subtlety, and the suggestions for their starting Classes reflect that. Out of the **Martial Artist** options, Cruelty is probably the best for the unrefined and brutal tactics a Thug uses in fights. The **Roughneck** is not the most refined or well-trained fighter, but they are experts at using fear and other psychological tactics to gain an edge in battle. The **Taskmaster** trains and battles with their Pokémon in a particularly brutal fashion, seeking victory at all costs and injuring their Pokémon to motivate them to fight harder.

From there, many Thugs take more traditional Pokémon battling Classes that nonetheless cater to their proclivities such as **Attack** or **Defense Ace**, as well as **Tough Expert**, to round out their skill sets. It's not unheard of or particularly odd for a Thug to take multiple instances of **Martial Artist** either.

Those Thugs who have a more disciplined side to them often choose the **Athlete** or **Ace Trainer** Classes, as their rough and tumble lifestyles often make them good at keeping up with physical training. On the other hand, a Thug could embrace their undisciplined rage with the **Berserker** Class from *Game of Throhs*.

Thugs run the danger of being rather homogeneous in concept and execution, so it can be a good idea to give the Archetype a twist if you end up going with it. A punk rocker **Musician** who focuses on using the Screech and Metal Sound Moves can make a great complement to a Roughneck, for example.

THE THIEF

This Trainer steals, lies, and cheats their way through life, and Pokémon training is no exception. Grunts in criminal Teams make up the majority of those who represent this Archetype, though it's perfectly possible to be a career criminal without being tied to a larger organization.

Notable Examples: Jessie and James, Bounty Hunter J

Key Skills: Perception, Guile, Stealth

How to Build: Start with **Ninja**, **Rogue**, **Hunter** or **Capture Specialist**

The most important part of stealing is not to be caught, and all of the recommended starting Classes can be excellent at this task even early on with their extra Skill Edges or direct bonuses to Stealth Checks.

The **Ninja** adds a number of additional tools that can be helpful to a Thief, such as the ability to use Illusions or create Smoke Bombs for quick escapes. **Capture Specialists** may eventually aspire to own a Snag Machine which would let them put their capturing skills to use stealing other Trainers' Pokémon directly. A **Hunter** is also adept at this task and ensuring foes cannot escape them. The **Rogue** providing tricky Dark-Typed attacks.

From there, a Thief often must decide if they're more focused on getting the job done by themselves or with the help of their Pokémon. **Speed Aces** can raise a team of quick and stealthy Pokémon that make pulling off a complex heist that much easier and quicker. On the other hand, **Martial Artists** can forgo the stealth route altogether and simply punch out anyone who gets in the way of their larcenous lifestyle. **Roughneck** is another great choice for the less subtle Thieves, making use of scare tactics to make their muggings easier to pull off.

Those seeking more of a typical anime Team Rocket approach to thievery with complex machinery and gadgets may wish to take a look at the Engineer branch of **Researcher** in the *Do Porygon Dream of Mareep?* supplement. It specializes in building the type of robots that were often used for crazy thievery shenanigans.

Finally, Classes that specialize in Perception are handy to a Thief as well. For example, a **Chronicler** can more easily scope out a potential mark and be aware of their surroundings during the heist.

THE LAW ENFORCEMENT

This Trainer dedicates their life to chasing down criminal scum. With numerous criminal organizations like Team Rocket, Team Plasma, and so on and so forth wandering about, it's no wonder the Pokémon world is in desperate need of these Trainers!

Notable Examples: Officer Jenny, Looker

Key Skills: Stealth, Perception, Combat, Survival

How to Build: Start with **Rogue**, **Survivalist**, or **Hunter**

It takes a keen understanding of the criminal mind to catch a criminal, making the **Rogue** a great choice for Law Enforcement, despite the name and usual connotations. **Survivalists** and **Hunters** are also great for this Archetype because many crimes are, of course, related to Pokémon and their habitats, such as poaching or performing unethical experiments on wild Pokémon populations.

From there, Law Enforcement agents usually want to focus. They can either pick up direct combat Classes like **Martial Artist** or pick up a Class or two that lets them more effectively use their Pokémon to catch criminals. The **Cheerleader** Class works very well for this kind of supporting role while the **Juggler** Class allows Law Enforcement agents to quickly remove their Pokémon from danger.

When it comes to actually chasing down and catching criminals, few Classes can match the **Rider** in mobility and speed, especially when paired with **Speed Ace**.

Weapons are sometimes the sole purview of Law Enforcement agents in settings where Trainers are expected to use Pokémon for self-defense. As such, the **Weapon Specialist** Classes from the *Game of Throhs* supplement may be a fitting option, even in a campaign without fantasy elements.

In campaigns where players are allowed to choose Supernatural Classes, the **Oracle** and **Telepath** Classes are especially useful for detective characters in rooting out information that's normally inaccessible by mundane means.

THE MAD SCIENTIST

This Trainer is dedicated to Science! with a capital S and an exclamation mark. They desire the pursuit of knowledge and creation of mad inventions above all else, often disregarding ethics in the process. Many high ranking members of criminal Teams tend to be Mad Scientists, but this doesn't mean all Mad Scientists use their passion for knowledge toward evil ends.

Notable Examples: Colress, Xerosic

Key Skills: Medicine Education, Technology Education

How to Build: Start with **Researcher**

The Chemistry branch of **Researcher** does everything a Mad Scientist would want, from making chemical weapons to crafting explosives to creating life itself. It also offers specializations such as Fossil Pokémon and fighting the occult that might be helpful for this archetype.

To truly dip into crazy technological creations and gadgets, however, you'll need to take a look at the sci-fi supplement for PTU, *Do Porygon Dream of Mareep?*, for more Researcher Branch options. The **Upgrader** builds cybernetic augmentations for themselves and their Pokémon and is probably the most representative of this archetype. The **Engineer** specializes in building and controlling Pokébots, robots that play a similar role to Pokémon.

Both of these branches are rather high tech and may not necessarily fit all campaigns, though keep in mind that Pokémon has weird levels of super-tech littered throughout its canon. The **Jailbreaker**, however, is suitable for almost any Pokémon campaign that at least has Poké Ball technology developed, as it upgrades and modifies those crucial capturing tools.

From there, most Mad Scientists focus on Classes for Pokémon battling, as their careers demand self-defense but don't lend themselves to learning martial arts very well. The **Commander** is a great fit, as is a **Type Ace** choice for a specialty of the Mad Scientist, such as Poison or Steel Types. Mad Scientists who really want to be able to defend themselves with their own strength often seek Psychic Classes such as **Telekinetic**, often refluffing the powers as highly advanced technology.

THE SLEUTH

This Trainer is always looking for the latest scoop, whether it's as news reporters following the hippest Trainers around the region or as shady information dealers using espionage and stealth to find useful tidbits to sell about all the influential and powerful Trainers. They could also be talent scouts, searching for potential Gym Leaders or competitors at a Battle Frontier.

Notable Examples: Gabby and Ty

Key Skills: Perception, Charm, Guile

How to Build: Start with **Chronicler**, **Provocateur**, or **Rogue**

Sleuths who work in the media obviously tend towards the **Chronicler** Class to begin with. With their talents, they can instantly familiarize themselves with new environments and capture the details of someone's battle strategy to copy and even replicate and teach to their own Pokémon.

Rogue is a great option for Sleuths who would rather remain unseen to get their juicy tidbits of information, and the **Provocateur** can rely upon their silver tongue. They're also more likely to be able to handle themselves in a fight, though it might just be enough to run away safely rather than beat down a hulky opponent. The **Tumbler** Class also helps here, for the Sleuth who risks getting in frequent scuffles.

For those in a more dangerous Sleuth profession, such as information dealers or spies for a criminal organization, Trainer Combat Classes such as **Ninja** or **Martial Artist** are a great choice.

Sleuths who like to study their opponents and formulate clever strategies to use against them will tend toward the **Commander** or **Trickster** Classes while Sleuths who are trying to create their own celebrity identity through their media pursuits might choose the **Style Expert** to give their battling a more distinctive flair.

THE GENTLEMAN/LADY

This Trainer is a person of refined tastes and behavior and is often an older Trainer, tempered by the wisdom that come with age. Some of them, however, may be boldly passionate, made confident by their years of experience and travel. They often hail from high society and can be nobility or well known in political circles.

Notable Examples: Professor Rowan, Diantha

Key Skills: Intuition, Guile, Charm

How to Build: Start with **Fashionista** or **Mentor**

This Archetype knows that image is important, and you often must wear a different mask to interact with people from different walks of life. As such, the **Fashionista** Class serves them well by giving them the ability to refashion themselves to meet and socialize with all sorts of different social circles.

The **Mentor** Class represents what this Archetype has to teach to others from either their refined education or their years of experience. Gentlemen and Ladies work well with Pokémon, understanding the nuances of caring for and raising them.

From there, the **Researcher** is a great option as well. Those from noble or wealthy families tend to have great educations and are well-read on a variety of topics. Many even go on to become Pokémon Professors.

Hobbyist is also a particularly fitting option, as Gentlemen and Ladies often prefer to dabble in a variety of skills to maintain their well-rounded educations.

Gentlemen and Ladies usually enjoy the finer things in life, and they may train themselves as **Chefs** to ensure they always have the highest possible standards of food for themselves and their Pokémon.

While many Trainers who embody this Archetype may be skilled battlers, it's also very common for them to pursue the more peaceful path of competing in Pokémon Contests. The **Coordinator** and **Style Expert** Classes would help greatly with this, of course.

Gentlemen and Ladies who find themselves caught in the middle of a fight can use the **Provocateur** Class to put their quick wits and social grace to use in disorienting their enemies.

THE OCCULTIST

This Trainer has no innate supernatural talents but nonetheless takes an interest in strange and mysterious phenomena, either learning powers through intensive study or simply employing Pokémon with those powers. This doesn't make them weaker than those born with innate supernatural powers, but it does give them a different set of tools to work with.

Notable Examples: Phoebe

Key Skills: Occult Education

How to Build: Start with **Type Ace**, **Hex Maniac**, or **Sage**

Both the Ghost and Psychic Types have a lot to do with the occult and supernatural, making **Type Ace** specializing in one of these two Types a great choice for a starting Occultist. The **Hex Maniac** and **Sage** represent schools of learned supernatural power. They focus on the duality of the curses and hexes associated with Ghost Types contrasted with the wards and blessings that counteract those.

From there, it's often a good idea for Occultists to consider Classes like **Enduring Soul** that will help them and their Pokémon survive looking into ancient ruins and other places of occult interest that may harbor dangerous Pokémon or other guardians.

The **Rune Master** from the *Game of Throhs* sourcebook is also a great choice for an Occultist if the Unown feature prominently in a campaign.

The dedicated learning it takes to master the occult arts lends itself well to the demands of a **Researcher's** life, and the study of crystal Shards and the items that can be crafted from them may be of particular interest to an Occultist.

Many Occultists will take the **Capture Specialist** Class to ensure that any Pokémon with odd supernatural characteristics or magical influences don't elude them and can be brought back for further study.

Finally, while Occultists may not be born with innate powers, they might seek out more extravagant abilities in the form of connections with Legendary Pokémon. If it's appropriate for the campaign, the options in *The Blessed and the Damned* make a good fit for these Trainers.

THE PSYCHIC

This Trainer is a master of classical Psychic powers and often has a close tie to the Pokémon Type as well.

Notable Examples: Sabrina, Tate and Liza

Key Skills: Focus, Intuition, Guile

How to Build: Start with **Telekinetic**, **Telepath**, or **Warper**

Terrifying stories are often told of Psychics. It's said they can read your mind, move objects with just a thought, teleport in the blink of an eye, and even see the future. While Psychics can do all of these, very few Psychics can do all of them or even just more than one. When building a Psychic, your first choice is which power set to focus on, because each of them will consume a precious Class slot.

Telepaths find the most use outside of combat situations and are great for Travel and Investigation with their ability to ferret out secrets and discover the hidden and unknown. **Telekinetics** are the most capable of directly applying their powers to fighting, though **Warpers** also have a set of competent combat techniques that can enhance any combat Trainer's arsenal.

From there, many Psychics also choose to become **Psychic Aces** due to their connection with the Type. **Rune Master** from the *Game of Throhs* supplement is another popular choice due to the Psychic Typing of the strange letter Pokémon.

Psychics who want to enhance their Pokémon training in a less specialized way often choose the **Enduring Soul** Class because of the shared use of the Focus Skill with many Psychic Classes.

Many Psychics focus on intellectual pursuits as well, due to the universal use of Mind Category Skills within their Classes, which makes **Researcher** a worthy option to consider. Some Psychics may wish to develop skills in tracking others of their kind, and the Occultism Research branch of the Researcher Class allows just that.

THE MYSTIC

This Trainer is an enigma, commanding powers that most people don't understand and may not have even heard of. They often develop a closer bond to wild Pokémon than most due to their ability to peer directly into their hearts and understand them on an intuitive level.

Notable Examples: N, Riley

Key Skills: Intuition, Perception

How to Build: Start with **Channeler**, **Oracle**, or **Aura Guardian**

Channelers and **Aura Guardians** have similar abilities to perceive the emotions and intents of others, though they manifest in different ways. A Channeler can delve deeper into the emotions of a Pokémon, but the connection they forge is by necessity more intimate and intentional and thus harder to establish with hostile foes. An Aura Guardian gets a more shallow glance at someone's heart, but they can do so instantly.

The two Classes also differ in their role in battle, with the Channeler specializing in supporting their Pokémon using the connection they build between them and Aura Guardians specializing in fighting with Aura energy and combat techniques. You may also build a Mystic by starting with the Elemental Classes from *Game of Throhs*.

From there, many Mystics choose to focus further on the respective roles of their starting Class. Aura Guardians may choose **Musician** or the **Arcanist** from *Game of Throhs* to add more Special attacks to their arsenal. Channelers often choose other support Classes such as **Enduring Soul** or even **Chef** to make use of their high Intuition.

Mystics also tend to have connections to Legendary Pokémon, and in campaigns where such Pokémon have divine or near divine status, the character options from *The Blessed and the Damned* can provide interesting ways to represent powers gained from a relationship with these rare mythical Pokémon.

Much of the time, however, a Mystic chooses not to define themselves just by their supernatural powers, and they may develop in many different directions, selecting the rest of their Classes as if they were embodying a different Trainer Archetype from this section.



CHAPTER 3: SKILLS, EDGES, AND FEATURES

INTRODUCING YOUR TRAINER OPTIONS

Skills, Edges, and Features are the basic building blocks for a Trainer in Pokémon Tabletop United. Skills and Edges are related components of a Trainer that are used to develop their trained abilities and interests, whether in broader and more general ways with Skills or in more specific ways with Edges. Features are bigger units for character building that are usually contained in Trainer Classes. However, some of them are available to all Trainers.

SKILLS

Skills represent a character's conscious interests and training. They're used when taking most basic actions in Pokémon Tabletop United as well as acting as the main prerequisites for Features in the system.

Skills are organized into three Categories: Body, Mind, or Spirit. While there isn't much of a mechanical impact here outside of the Categorical Inclination Edge, it's an easy way to think about the Skills as groups when making your character.

- » The **Body Skills** are Acrobatics, Athletics, Combat, Intimidate, Stealth, and Survival.
- » The **Mind Skills** are General Education, Medicine Education, Occult Education, Pokémon Education, Technology Education, Guile, and Perception.
- » The **Spirit Skills** are Charm, Command, Focus, and Intuition.

Look to the following pages for a more detailed write-up of each Skill, including their various uses, common situations where each Skill is tested, and the Edges that are associated with each Skill.

There are 6 Ranks of Skills. Each Rank causes you to roll a different number of dice when using Skills. When you "Rank Up" a Skill, it simply increases from one rank to the next. **Skills begin at Untrained unless modified by a Background.**

Rank #	Rank Name	Dice Roll
1	Pathetic	1d6
2	Untrained	2d6
3	Novice	3d6
4	Adept	4d6
5	Expert	5d6
6	Master	6d6

There are **Level prerequisites** for progressing Skill Ranks beyond Novice. Adept Rank requires Level 2. Expert Rank requires Level 6, and Master Rank requires Level 12.

Both the Rank number and the Dice Roll are important when it comes to Skills. The **Skill Rank** is often referred to by Edges and Features which use its numerical value. For example, Group Trainer allows a Trainer to train a number of Pokémon equal to their Command Rank. A Trainer with Adept Command could train four Pokémon at once with the Edge.

The Dice Roll is used in making **Skill Checks**. Simply roll the the appropriate Dice Roll value for your Skill Rank and add any modifiers associated with that Skill coming from Equipment, Edges, and other effects.

For example, a Trainer with an Expert Athletics Skill would roll 5d6. That same Trainer with a Skill Enhancement Edge applied to Athletics would roll 5d6+2.

When making general Skill Checks (that is, Skill Checks caused by a situation rather than directly called for by a Feature), your GM is the one who determines the **Difficulty Check** (or DC for short) for the check. A Skill Check must match or exceed its Difficulty Check to succeed the challenge.

An easy DC for most Untrained or better Trainers would be 5. 10 is a challenging DC. 15 is a hard DC that requires some Skill investment to pass. A DC of 25 would be nigh-impossible for all but masters of their craft. See the Running the Game chapter for more details on setting Skill DCs (page 465).



ACROBATICS

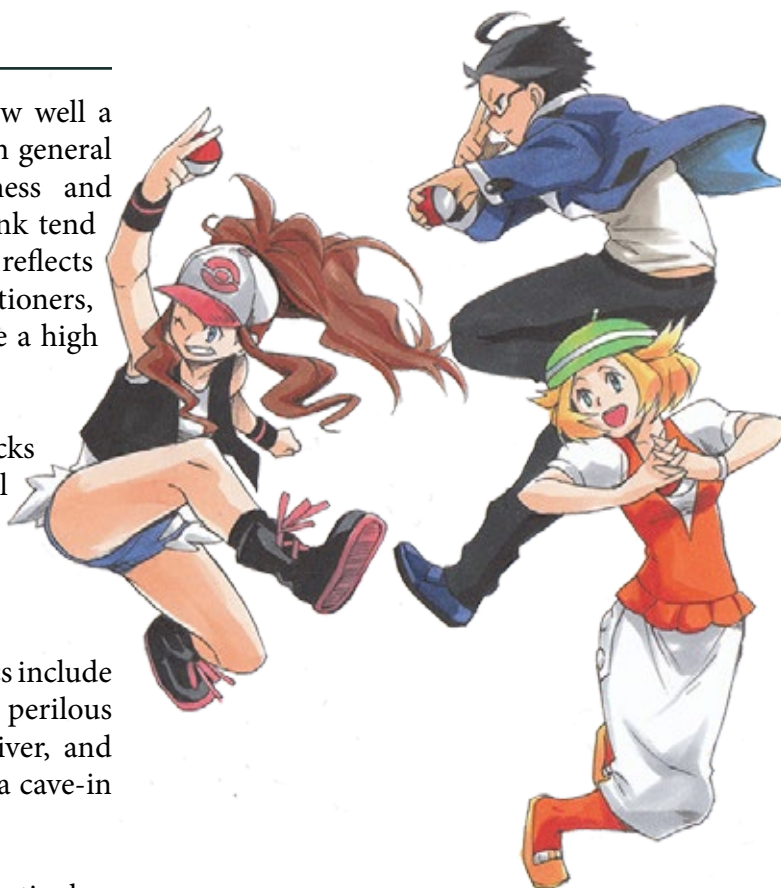
Acrobatics is a Body Skill that represents how well a character can jump, keep their balance, and in general conduct themselves physically with swiftness and grace. Characters with a high Acrobatics Rank tend to be highly agile and well-coordinated, and it reflects in their activities. Gymnasts, parkour practitioners, circus performers, and dancers would all have a high Acrobatics Rank.

The Acrobatics Skill is used to make skill checks when your character has to perform physical tasks requiring a great deal of precision and finesse, usually, but not always, tied to jumping and moving about.

Some situations where you might roll Acrobatics include keeping your balance as you shimmy across a perilous ledge, jumping across slippery stones in a river, and dodging out of the way of falling debris from a cave-in or an earthquake.

Outside of jumping and moving around, Acrobatics has uses when hand-eye coordination is required. Accurate throwing and juggling both rely on Acrobatics, and you will want a high Acrobatics Rank for exact tasks like switching a golden statue on a booby-trapped pedestal with a bag of sand.

Opposed Acrobatics Checks are used for races through obstacle courses or difficult terrain and for determining who recovers their footing first after being thrown off balance by unstable ground.



Acrobatics can be used to mitigate damage taken from falling from great heights, as found in the Combat chapter (page 249). Acrobatics is also used to mount a Pokémon in the middle of battle and keep mounted even when under attack or affected by Status Afflictions (page 218). Acrobatics can be tested during Intercept Maneuvers (page 242).

Acrobat

Prerequisites: Novice Acrobatics

Effect: Increase your Jump and Long Jump Capabilities by +1 each.

Kip Up

Prerequisites: Expert Acrobatics

Effect: You may stand up from being Tripped as a Swift Action.

Mounted Prowess

Prerequisites: Novice Acrobatics or Athletics

Effect: You automatically succeed at Acrobatics and Athletics Checks made to mount a Pokémon, and you gain a +3 Bonus to all Acrobatics and Athletics Checks made to remain Mounted.

Nimble Movement

Prerequisites: Adept Acrobatics or Stealth

Effect: Whenever you Disengage, you Shift 2 meters instead of 1.

Throwing Masteries

Prerequisites: Adept Acrobatics

Effect: Increase the Throwing Range of your Poké Balls, Ranged Weapons, and other small items by +2.

Wallrunner

Prerequisites: Expert Acrobatics

Effect: You may run on vertical surfaces both vertically and horizontally for up to your Acrobatics Rank in meters before jumping off.

ATHLETICS

Athletics is a Body Skill that represents physical training and endurance developed through sports and exercise. Characters with a high Athletics Rank tend to be very active and either spend time training their physique or have physically strenuous occupations.

The Athletics Skill is used to make general skill checks whenever your character's physical endurance is tested, such as when running, climbing, or jumping.

Some situations where you might make use of the Athletics Skill are when climbing a tree or the side of a cliff in the wilds and when trying to keep yourself afloat in the ocean during a storm. A GM may also call for Athletics Checks during a day of long travel, especially over treacherous terrain, to determine how fatigued your characters become from the long and continuous exertion.

Opposed Athletics Checks can be called for determining who tires out first during an extended chase or for someone holding a door closed against someone trying to push it open.

When in doubt, if characters are taking actions that involve strenuous physical activity but not necessarily anything that requires precision and finesse, Athletics is the go-to skill. A GM may also simply look at a character's Athletics Rank and make a judgment call about



whether or not that character is able to perform a certain task without becoming fatigued. If a GM assigns penalties for exhaustion, Athletics may be consulted in that case as well.

Having a high Athletics Skill improves a character's movement speed and throwing range. See Step 6 of Character Creation for further details (page 16). It is also used when fishing (page 217). Athletics can be tested when using Intercept Maneuvers (page 242). Carrying especially heavy loads also requires continuous Athletics Checks (page 222).

Athletic Initiative

Prerequisites: Adept Athletics

Effect: You learn the Move Agility.

Mounted Prowess

Prerequisites: Novice Acrobatics or Athletics

Effect: You automatically succeed at Acrobatics and Athletics Checks made to mount a Pokémon, and you gain a +3 Bonus to all Acrobatics and Athletics Checks made to remain Mounted.

Power Boost

Prerequisites: Expert Athletics

Effect: Increase your Power Capability by +2

Swimmer

Prerequisites: Novice Athletics or Survival

Effect: You gain +2 to your Swim Speed. You may spend X minutes underwater before you begin to suffocate, where X is the higher of your Athletics or Survival Ranks.

Stamina

Prerequisites: Expert Athletics or Expert Combat

Effect: Whenever you Take a Breather or take Massive Damage or a Critical Hit, you gain Temporary Hit Points equal to your Athletics or Combat Rank after the triggering action has resolved.

COMBAT

Combat is a Body Skill that represents training in physical fighting and specialized battle techniques. Combat can represent formal schooling in unarmed martial arts, weapons training, or simply very good street fighting and brawling.

Not surprisingly, most uses of the Combat Skill take place in battle. Specifically, Combat is tested when performing certain Combat Maneuvers, including Pushing, Tripping, Grappling, and Disarming. Having a high Combat Skill also improves the damage and accuracy of a character's Struggle Attacks (page 240).

Having a high Combat Rank is also important to making the best use of Weapons. Simple and Fine Quality Weapons grant their wielder Moves that can only be used by a Trainer with a high enough Combat Rank.

That isn't to say Combat has no use outside of battles. Opposed Combat Checks can be used for two characters grabbing at the same item or trying to push each other around without trying to seriously injure one another. One can also make use of the Combat Skill in martial arts performances or to break down obstacles with brute force.



Basic Martial Arts

Prerequisites: Novice Combat

Effect: You learn the Move Rock Smash.

Stamina

Prerequisites: Expert Athletics or Expert Combat

Effect: Whenever you Take a Breather or take Massive Damage or a Critical Hit, you gain Temporary Hit Points equal to your Athletics or Combat Rank after the triggering action has resolved.

INTIMIDATE

Intimidate is a Body Skill that governs the use of scare tactics and coercion to force others to act in one's favor. It is a Skill that is lacking in subtlety compared to the other socially oriented Skills, but it can often compel results from otherwise unwilling parties where the others would fail. Expect to burn bridges and make no friends this way, however.

Characters with a high Intimidate Rank tend to be physically imposing even when they're silent and not acting. They often find work as club bouncers and bodyguards. Gang leaders and ranking members of criminal organizations also tend to have high Intimidate Ranks.

Common uses of Intimidate include scaring off wild Pokémon, bullying a guard into letting you through, and warding off potential muggers and pickpockets when walking through the shadier parts of town. Despite the often unsavory uses of the Skill, Intimidate is also often used to avoid violence and getting into a fight when it would be disadvantageous.

Intimidate is not typically rolled as an Opposed Check. However, special circumstances may exist, such as a group of Trainers facing off against a criminal Team, with both of them trying to scare a pack of wild Pokémon into fighting on their side against the other. Intimidate may also be used in an Opposed Check against Focus to attempt to disrupt someone doing careful or difficult work.



Beast Master

Prerequisite: Novice Intimidate

Effect: You may use Intimidate instead of Command to make Pokémon at 0 or 1 Loyalty obey your commands. You may also use Intimidate instead of Command to determine the limits and Bonus Experience from Training.

Intimidating Presence

Prerequisites: Novice Intimidate

Effect: You learn the Move Leer

Bad Mood

Prerequisites: Expert Intimidate

Effect: Your Critical Hit Range is increased by +1 if you are suffering from a Persistent Status Affliction. Your Critical Hit Range is increased by +1 if you are suffering from a Volatile Status Affliction. These stack with each other, giving a total of +2 to Critical Hit Range if you are suffering from both a Persistent and a Volatile Status Affliction.

Grace

Prerequisites: Novice Charm, Command, Guile, Intimidate, or Intuition

Effect: Your Pokémon may consume and benefit from 2 more Poffins each. If this Pokémon is traded to a Trainer without the Grace feature, these extra dice from additional Poffins are not lost, but a Trainer without Grace may not benefit from more than 6 Dice gained from Poffins. You may always use any of the Skills that are prerequisites for Grace in the Introduction Stage of a Contest to roll for Contest Stat Dice of any kind.

Demoralize

Prerequisites: Adept Intimidate

Effect: Whenever you land a Critical Hit on a foe, that foe becomes Vulnerable. Status-Class Moves with an Accuracy Roll can "Crit" for the purposes of activating this effect on a natural roll of 19 or higher, and any effects that expand your Critical-Hit Range also expand this range.

STEALTH

Stealth is a Body Skill that represents a character's ability to hide, sneak, and generally move and act undetected. Stealth is often associated with less than legal occupations, such as thieves and assassins, but characters with high Stealth Ranks could also easily act on the side of law enforcement or as field researchers studying reclusive or violent Pokémon.

While the most common usage of Stealth is to move around unseen and unheard, the Skill also covers sleight of hand tricks and larceny, meaning it is tested when a character attempts to pickpocket someone or pick a lock. Acts of escape artistry and sleight of hand tricks also fall under the purview of Stealth; for example, characters may make use of the Skill to free themselves from bindings or slip out of a trap.



Stealth can be a lifesaver in dangerous situations, allowing a Trainer to ambush their foes or even sneak by them altogether. Even when these options are impossible, Stealth may be used to covertly perform reconnaissance and gather information.

In Opposed Checks, Stealth is, of course, almost always paired with Perception. However, an Opposed Check may be made between Stealth and an enemy's crafting-related skill such as Technology Education or Occult Education if a character is attempting to slip out of magical restraints or open a lock another character constructed.

Art of Stealth

Prerequisites: Expert Stealth

Effect: You gain the Stealth Capability.

Sneak's Tricks

Prerequisites: Adept Stealth

Effect: You learn the Move Astonish.

Nimble Movement

Prerequisites: Adept Acrobatics or Stealth

Effect: Whenever you Disengage, you Shift 2 meters instead of 1.

Slippery

Prerequisites: Novice Stealth

Effect: You may use your Stealth Skill when defending in Opposed Grapple, Push, or Trip checks. When Grappling, if you win an Opposed Check when using Stealth, you must choose to end the Grapple (you cannot choose to gain Dominance).

Expert Trickster

Prerequisites: Adept Stealth

Effect: You gain a +2 Opposed Checks with all Dirty Trick Maneuvers. The "Once per Scene per Foe" Limitation of each Dirty Trick Maneuver is expended only upon successfully affecting a foe with that Dirty Trick Maneuver.

SURVIVAL

Survival is a Body Skill that governs all sorts of wilderness activities, from starting a fire, to building shelter, to making a trail through heavy brush and shrubbery. Characters with a high Survival Rank spend a lot of time outdoors. Pokémon Rangers and Trainers concerned with conservation efforts and Safari Zones tend to have high Survival Ranks.

Survival can be used in almost any situation in the outdoors, whether it be navigating a snowstorm, foraging for food, or simply setting up camp for the night. It can be used to identify Mushrooms (page 281) that can be picked in the wild as well.

A common use of Survival is to take half an hour or an hour to scout out an area and learn basic information about it – the common Pokémon of the area and what Apricorns or Berries are commonly found in it. For light density wilderness areas such as a savanna or small forest, the DC should be easy for anyone who's invested in Survival – about a 12. Moderately complex ecosystems such as a foggy wetland may require a check of 16 or so. Denser or harsher areas of wilderness such as tropical rainforests or frigid arctic ecosystems may require a check of 20+. Succeeding by a margin of success of at least 4 should usually result in additional info, such as identifying signs of rare Pokémon or plants.

More than just finding the means to live in the wilds, Survival also covers geology and geography and enables a Trainer to search for useful items, such as Elemental Stones and Fossils (page 216). Spelunking also falls under the purview of Survival.

Survival can also be used to track someone through the wilderness. This is usually an Opposed Check between a Trainer's Survival and their target's Stealth. However, certain environments may make tracking easier or more difficult. Impose a circumstantial penalty to a target being tracked through a desert or to the tracker trying to find signs of movement through a dark gloomy cave. **Despite counting as a Body Category Skill, Survival also counts as an Education Skill.**



Apricorn Balls

Prerequisites: Novice Survival or Adept Technology

Effect: As an Extended Action, you may craft Apricorns into their corresponding Poké Ball. Use of this Feature requires access to a Poké Ball Tool Box.

Green Thumb

Prerequisites: Novice General Education or Novice Survival

Effect: You know how to grow Apricorns and Tier 1 Berries using a Portable Grower or Fertilized Soil.

Traveler

Prerequisites: Novice Survival

Effect: You may use Survival instead of Athletics and Acrobatics to determine your Power Capability, High Jump, and Long Jump values. Determine your Overland Movement by substituting your Survival Rank for the lower of your Athletics or Acrobatics Rank.

Paleontologist

Prerequisites: Novice Pokémon Education or Novice Survival

Effect: You can identify fossils with a DC 10 Pokémon Education or Survival Check. You know how to operate Reanimation Machines and can use them to revive Fossils. See the “Pokémon Fossils” section (page 216) for more information.

Survival Drive

Prerequisites: Adept Survival

Effect: You learn the Move Bulk Up.

GENERAL EDUCATION

General Education is a Mind Skill that covers well-rounded academic learning. The universal coursework covered through mandatory schooling along with a liberal arts education are most representative of the General Education Skill.

Characters with a high General Education Rank tend to be masters of trivia and local or regional knowledge, though they often have specializations in more narrow fields such as literature, history, and philosophy. It's a good idea to think about a field of expertise or two to give the Skill more personal flavor.

Of course, General Education also encompasses basic training in mathematics, natural sciences, and other common fields. However, it's safe to assume that most characters know the basics unless they have a Pathetic Rank in General Education.



General Education is most often tested when characters are faced with issues of politics and current events, such as knowing about the stances of local Gym

Leaders or government officials on political issues or being familiar with the details of recent news stories. Knowledge of history is also a common usage; it can be useful to know that the reason a town is wary of the party is because they have a Camerupt with them and a pack of that Pokémon was responsible for devastating the town half a decade back.

Another way to treat General Education is as a catch-all Skill for a particular setting, covering common issues that aren't associated well with other Education Skills but are important to the setting. A campaign with a law enforcement focus might use General Education to cover police protocol and the law, while a wild west campaign might use General Education to cover dueling etiquette and other narrative standbys in frontier life.

While General Education isn't specialized in itself, it also represents a character's skill in conducting research. Obviously, you should use more specific Education Skills instead when the sought after information is highly advanced or it is more relevant.

General Education, like most Education Skills, doesn't have very many applications in Opposed Checks. At most, it might be used in a race determining who can research a specific piece of information first.

Green Thumb

Prerequisites: Novice General Education or Novice Survival

Effect: You know how to grow Apricorns and Tier 1 Berries using a Portable Grower or Fertilized Soil.

Instruction

Prerequisite: Novice General Education

Effect: Whenever you aid an ally in an Assisted Skill Check using an Education Skill you have at Novice Rank or higher, add your full Rank value as a bonus to their roll instead of half.

Scholar

Prerequisites: Expert General Education

Effect: You gain a +1 Bonus to Skill Checks with General Education, Medicine Education, Occult Education, Pokémon Education, Technology Education, and Survival.

Groomer

Prerequisites: Novice Pokémon Education or Novice General Education

Effect: You know how to effectively groom your Pokémon with access to a Groomer's Kit. You may groom up to 6 Pokémon in one hour. Grooming Pokémon may count as an hour of Training, and you may apply Experience Training, teach Poke-Edges, and apply any Features that could be applied during Training. If you apply Experience Training from Grooming, use your General Education or Pokémon Education Rank to determine Bonus Experience gained during Training. A Pokémon that has been Groomed also gains a +1d6 Bonus to the Introduction Roll of a Contest for the rest of the day.

MEDICINE EDUCATION

Medicine Education is a Mind Skill that covers the science of healing and mending. It covers a wide range of situations, from performing first aid in the field to growing organs and limbs in a lab. Characters with a high Medicine Education Rank usually spend a significant amount of time studying Pokémon and human biology alike in order to effectively treat patients of all different species.

While the damage and Injuries taken in combat in Pokémon Tabletop United typically don't exceed flesh wounds, Medicine Education can certainly be used to treat more traumatic injuries that aren't modeled in the mechanics, such as broken bones and infected wounds. While away from the conveniences of modern hospitals and Pokémon Centers, Medicine Education Checks may be necessary to construct a splint for a broken limb or to clean and dress a particularly nasty wound to avoid infection.

Beyond simply treating the wounds of battle, characters with training in Medicine Education are also useful when it comes to diagnosing diseases such as Pokérus or perhaps ailments stemming from malformed Evolutionary Stones and the dangerous radiation they might give off.

In some extreme cases, characters may have to not only diagnose these ailments but invent new treatments altogether to deal with them. The process of medical research and inventing new medications is of course governed by Medicine Education.

Outside of treatment and diagnosis, Medicine Education represents broader projects of biology intended to further understanding of Pokémon and human bodies and even enhance them. Although this is usually limited to higher tech settings, Medicine Education can certainly be used to conduct gene therapy or produce other biological augmentations. Other more blatantly "mad science" projects may require complex steps with Medicine Education Checks involved along the way.

Characters with sufficient training in Medicine Education can operate devices called Wonder Launchers which allow them to administer combat drugs to their Pokémon from a distance.



Medic Training

Prerequisites: Novice Medicine Education

Effect: When you use Restorative Items on others, they do not forfeit their next turn.

Repel Crafter

Prerequisites: Novice Medicine or Technology Edu

Effect: Create a Repel for ₣100 or a Super Repel for ₣150. Requires access to a Chemistry Set.

OCCULT EDUCATION

Occult Education is a Mind Skill that governs knowledge of all types of supernatural lore and phenomena. Characters with a high Occult Education Rank can have incredibly varied interests and areas of expertise, and this is often dependent on the specific campaign.

Much of the knowledge that falls under Occult Education is particularly esoteric and unknown to the public at large. This can range from passed down tales of Legendary Pokémon and ancient places of power in the world to the functioning of supernatural powers such as Aura Reading and Psychic powers.

While other Skills may govern the use of those powers, in this case Intuition and Focus respectively, Occult Education can be thought of as the science that studies how and why those powers function.

Some situations where Occult Education might be tested include studying magical ancient ruins such as the Ruins of Alph, researching lore about long-forgotten Legendary Pokémon, or studying a strange Psychic phenomenon or malformed Aura in a location.

These can be common occurrences in one campaign but rare in another. Whether or not the Occult Education Skill sees common use varies by campaign to campaign, so it's a good idea for the players and GM to talk about this before characters are created.

Not only will it vary whether or not Occult Education is widely used as a Skill, but the particular function of the Skill will vary as well. In one campaign, occultists would be expected to be knowledgeable about ancient ruins, while in another, ancient ruins may be largely mundane while Legendary Pokémon are the focus of occult studies. Characters developed around Occult Education

tend to have widely ranging specializations, and it is a good idea to discuss not only if the Occult Education skill will be useful in general but whether a character's area of expertise is relevant to a campaign.

The Occult Education Skill is also closely associated with Ghost Type Pokémon and their unique capabilities, such as turning invisible and phasing through walls. As such, Occult Education is tested when a Trainer applies a Cleanse Tag to ward against phantasmal intruders, and it also allows Cleanse Tags to be used to remove several of the Status Afflictions that Ghost Types often inflict (page 302).

Additionally, Occult Education is used in the operation of Dowsing Rods (page 284), which Trainers use to find energized Shards that are used for a variety of crafting purposes.

Occult Education is such a varied Skill that it is often difficult to nail down its uses in Opposed Checks. However, when two sides are competing for control of an arcane artifact or enacting rituals involving the Unown or other mystical Pokémon, Opposed Occult Education Checks could be called for.



Gem Lore

Prerequisites: Novice Occult Education

Effect: As an Extended Action, you may turn a Shard into a Gem of one of its associated Types. Additionally, you can turn 4 Red Shards into a Fire Stone; 4 Blue Shards into a Water Stone; 4 Yellow Shards into a Thunder Stone; 4 Orange Shards into a Shiny Stone; 4 Green Shards into a Leaf Stone; or 4 Violet Shards into a Dusk Stone. You can also destroy any of these six Stones to gain 4 Shards of the corresponding color.

Tag Scribe

Prerequisites: Novice Occult Education

Special - Extended Action

Effect: You create a Cleanse Tag. This may be used a number of times each day equal to half your Occult Education Rank.

POKÉMON EDUCATION

Pokémon Education is a Mind Skill that governs one's knowledge about Pokémon. This ranges from simple practical knowledge such as the diets and caretaking needs of various species to more specialized scientific topics such as Pokémon Evolution and the biology of unusual Pokémon species.

In a world where many institutions are entirely built around the use of Pokémon, it makes sense that they are the focus of much academic research. Pokémon Education is immensely useful in the field when encountering wild Pokémon, of course, and it can be used to understand their behavior patterns, needs, and their means of attack and weaknesses. Being well-versed in Pokémon Education can mean the difference between recognizing the signs of an Ursaring's marked territory and stumbling into the cave of an angry bear.

Dedicated Pokémon battlers also obviously have uses for Pokémon Education. While Type Effectiveness, a Pokémon's Types, and basic information about how their Stats lean or what kinds of Moves they prefer is considered to be common knowledge for anyone without Pathetic Rank Pokémon Education, more detailed information that one would find in the Pokédex such as when specific Moves are learned will generally require higher Ranks in Pokémon Education to recall from memory.

When new Pokémon species are discovered, or variants of existing species come to light, Pokémon Education can be tested to learn about their traits or at least make educated guesses. In more everyday situations, it can be used to identify which Pokémon species are involved in a situation, such as discerning from claw marks left on a shed door what kinds of Pokémon have been breaking into a village's food supply.

Breeders also make use of Pokémon Education to keep track of their work, as the Skill can be tested to identify the species of Pokémon eggs.



Breeder

Prerequisites: Novice Pokémon Education

Effect: If you are able to give two Pokémon that are compatible for breeding at least 4 hours of time alone, you may make a Pokémon Education Check with a DC of 12. If you succeed, the Pokémon are guaranteed to produce an egg if you give them an additional 4 hours.

Paleontologist

Prerequisites: Novice Pokémon Education or Novice Survival

Effect: You can identify fossils with a DC 10 Pokémon Education or Survival Check. You know how to operate Reanimation Machines and can use them to revive Fossils. See the "Pokémon Fossils" section (page 216) for more.

Groomer

Prerequisites: Novice Pokémon Education or Novice General Education

Effect: You know how to effectively groom your Pokémon with access to a Groomer's Kit. You may groom up to 6 Pokémon in one hour. Grooming Pokémon may count as an hour of Training, and you may apply Experience Training, teach Poke-Edges, and apply any Features that could be applied during Training. If you apply Experience Training from Grooming, use your General Education or Pokémon Education Rank to determine Bonus Experience gained during Training. A Pokémon that has been Groomed also gains a +1d6 Bonus to the Introduction Roll of a Contest for the rest of the day.

PokéPsychologist

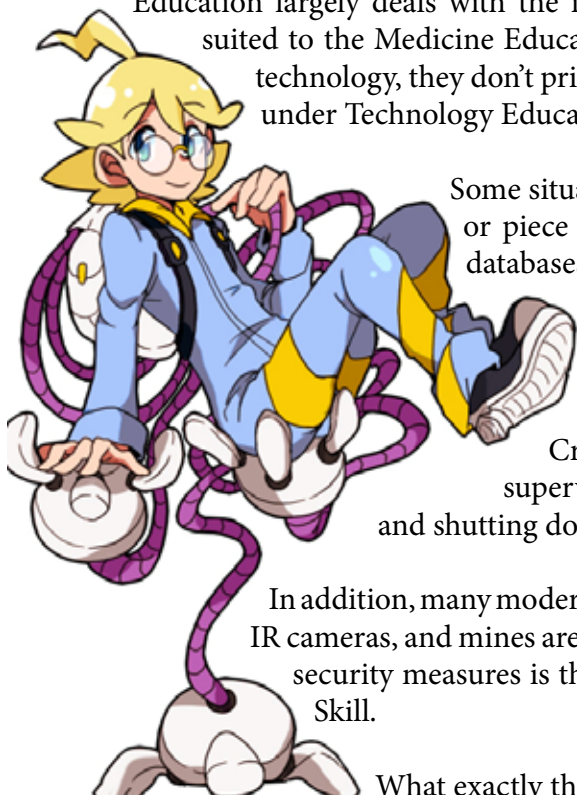
Prerequisites: Novice Pokémon Education

Effect: You may use your Pokémon Education Skill instead of Charm, Guile, Intimidate, or Intuition when making general Skill checks to interact with Pokémon or to raise or lower disposition.

TECHNOLOGY EDUCATION

Technology Education is a Mind Skill that governs the creation and use of machines and technology, ranging from the ubiquitous Poké Ball to computers and vehicles. Characters with a high Technology Education Rank tend to have many gadgets and can easily find their way around a factory, engineering workshop, or chemistry lab.

Mechanical, chemical, and electrical engineering are the main fields covered by Technology Education, but materials science and computer science also fall under its purview. However, important to note is that Technology Education largely deals with the inorganic. Biology, organic chemistry, and similar fields are better suited to the Medicine Education Skill. Even if gene therapy treatments might require advanced technology, they don't primarily concern themselves with machines or chemicals and don't fall under Technology Education.



Some situations that call for Technology Education include repairing a vehicle or piece of machinery, cracking electronic locks or hacking into computer databases, and building a custom piece of equipment such as an octopus arm backpack. The world of Pokémon also includes specialty pieces of technology such as Snag Machines and Dream Machines which would require Technology Education to maintain.

Criminal Teams often make a habit of creating technological superweapons, and the Technology Education Skill helps in understanding and shutting down those systems.

In addition, many modern traps are technological in nature. Laser tripwires, proximity sensors, IR cameras, and mines are all part of a modern security arsenal. Dealing with or deploying such security measures is the source of most Opposed Checks using the Technology Education Skill.

What exactly the Technology Education Skill covers will also vary depending on the time period of the campaign. While driving a car and operating basic computers and electronics are common knowledge in modern times, these activities may be limited to those with the appropriate Technology Education Rank in historical settings.

On a final note, most Trainer options using Technology Education are found in our sci-fi sourcebook, *Do Porygon Dream of Mareep?*. Players and GMs are encouraged to look there for building gadgeteer and tech whiz characters!

Apricorn Balls

Prerequisites: Novice Survival or Adept Technology

Effect: As an Extended Action, you may craft Apricorns into their corresponding Poké Ball. Use of this Feature requires access to a Poké Ball Tool Box.

Basic Balls

Prerequisites: Novice Technology

Effect: You may craft Basic Balls for ₣100 and Great Balls for ₣175. Requires access to a Poké Ball Tool Box.

Poké Ball Repair

Prerequisites: Basic Balls or Apricorn Balls

Effect: You may attempt to fix any Poké Ball that has failed to capture a Pokémon and broke. Make a Technology Check with a DC of 15. If you succeed, the Poké Ball is fixed and is treated as if it had not broken. If you fail, the ball is permanently broken. Requires access to a Poké Ball Tool Box.

Repel Crafter

Prerequisites: Novice Medicine or Technology Edu

Effect: Create a Repel for ₣100 or a Super Repel for ₣150. Requires access to a Chemistry Set.

GUILE

Guile is a Mind Skill that governs lying, manipulation, and general deception and subterfuge. Characters with a high Guile Rank think quickly on their feet and are usually clever and witty in conversation.

The most common use of Guile is to lie convincingly. Lying with confidence and spinning believable yarns has many applications, of course, ranging from convincing a guard you have the right security clearance but left your ID at home to fooling a cop into thinking they saw someone else breaking into that house.

Aside from the obvious application, Guile also covers a range of acting skills, from faking emotions to pretending to be someone else entirely. Someone armed with a high Guile Rank and a spare Team Rocket uniform could probably bluff their way into a secret hideout or learn the secrets of the criminal organization. This application of Guile goes beyond blunt deception into subtle manipulation as well, allowing a smooth talker to use carefully worded half-truths and targeted prods at a victim's beliefs and passions to get what they want.

Whereas Stealth would be used to hide from someone's vision or hearing, Guile is often used to "hide in plain sight", such as when blending into a crowd to tail someone through a busy city. Even when there's no hiding place around, someone with high Guile might be able to pose as an innocuous passerby or fast-talk their way out of suspicion.

Guile can also be thought of as a streetwise Skill, representing how well a character can read into situations on the street, gather information, and cut deals. Guile can help someone haggle on the black market, tell the difference between an undercover cop and a real seller or buyer of illicit goods, and realize when they've stepped somewhere they really don't belong.

Uses of Guile aren't limited to just human interactions either. Faced with a hostile wild Pokémon that won't be scared away, a Trainer with a high Guile Rank may attempt to trick it into a trap or distract it long enough to mount an escape.

Opposed checks pitting Guile against Guile might be used in a duel of wits, but far more common is when Guile is rolled against Intuition to decide whether or not someone sees through another's lies. Perception may also be rolled against Guile when attempting to see through a disguise.



Grace

Prerequisites: Novice Charm, Command, Guile, Intimidate, or Intuition

Effect: Your Pokémon may consume and benefit from 2 more Poffins each. If this Pokémon is traded to a Trainer without the Grace feature, these extra dice from additional Poffins are not lost, but a Trainer without Grace may not benefit from more than 6 Dice gained from Poffins. You may always use any of the Skills that are prerequisites for Grace in the Introduction Stage of a Contest to roll for Contest Stat Dice of any kind.

Flustering Charisma

Prerequisites: Adept Charm or Guile

Effect: When you hit with a Move with the Social keyword, the target takes a -2 penalty to Save Checks against Volatile Status Afflictions for 1 full round.

Dynamism

Prerequisites: Novice Guile

Effect: Your initiative is increased by your Guile Rank.

Expert Manipulator

Prerequisites: Adept Guile

Effect: You gain a +2 Opposed Checks with all Manipulate Maneuvers. The "Once per Scene per Foe" Limitation of each Manipulate Maneuver is expended only upon successfully affecting a foe with that Manipulate Maneuver.

Confidence Artist

Prerequisites: Novice Guile

Effect: You learn the Move Confide.

PERCEPTION

Perception is a Mind Skill that represents a character's awareness of their environment and attention to detail. Characters with a high Perception Rank have not only honed senses but a trained mind that knows where to look for details others would normally miss.

Perception is tested whenever your character is faced with a situation where they could miss a crucial detail in their surroundings. Some examples of this include finding a carefully laid trap in Team Rocket's hideout, spotting a Stunfisk buried in the mud, and turning up bloody Pokémon fur and feathers in the corner of a crime scene.

Oftentimes, Perception is a reactive Skill, one that the GM calls a Skill Check for rather than being initiated by a player's actions. Naturally, if only the GM knows about the ambush lying in wait for the PCs, then they have to tell the players to make the Skill Checks to discover it.

Active investigation often uses the Perception Skill as well, such as when a detective is rifling through someone's drawers looking for evidence of a crime or when characters scouring an ancient ruin check a room meticulously for traps.

Perception is by far one of the most often used Skills in Pokémon Tabletop United, and nearly every type of character can benefit from an improved awareness of the world around them. However, just Perception alone can't solve all problems; it often takes other specialized knowledge Skills to make sense of the details that a hawk-eyed character spots.

For example, a character with high Perception might easily spot the Unown-like inscriptions on the bottom of a dusty clay goblet's rim, but they might need to consult someone trained in Occult Education to make sense of them. Traps and hidden locks might stand out with high Perception but be otherwise impossible to deal with without investment in the Stealth Skill.

The most common Opposed Check using Perception is against Stealth, when one character tries to hide from another. Perception is also often tested alongside Acrobatics as an option for situations where it's important to determine which character reacts faster to a surprising or sudden event.



CHARM

Charm is a Spirit Skill that represents how persuasive a character is and how likable they can make themselves seem to others. Characters with a high Charm Rank are charismatic and warm, always knowing what to say to draw people closer to them.

Making people agree with and like you obviously has many uses. Charm can get you into places that would otherwise bar you entry, help you haggle down prices, and aid in cutting beneficial deals for you and your companions. Charm is the Skill of diplomacy and forging positive and constructive relationships.



This is, of course, not limited to humans. The Charm Skill is used to improve the disposition of wild Pokémon and can potentially be used to prevent conflict, seek help while traveling, or gain access to precious resources such as Berry Groves (page 215).

Remember that while Charm is a single Skill, it can cover many different approaches to the same end. Seduction, flattery, and emotional appeals are just a few of the strategies that characters might employ to Charm their targets to their side.

Charm is rarely rolled as part of an Opposed Check. Usually, when it is applied against an NPC, the GM will simply set a static DC rather than opposing it with another Skill. In rare circumstances, you may wish to compare how persuasive one character is versus another when there is a third party evaluating both sides' arguments.

Grace

Prerequisites: Novice Charm, Command, Guile, Intimidate, or Intuition

Effect: Your Pokémon may consume and benefit from 2 more Poffins each. If this Pokémon is traded to a Trainer without the Grace feature, these extra dice from additional Poffins are not lost, but a Trainer without Grace may not benefit from more than 6 Dice gained from Poffins. You may always use any of the Skills that are prerequisites for Grace in the Introduction Stage of a Contest to roll for Contest Stat Dice of any kind.

Charmer

Prerequisites: Novice Charm

Effect: You learn the Move Baby-Doll Eyes.

Flustering Charisma

Prerequisites: Adept Charm or Guile

Effect: When you hit with a Move with the Social keyword, the target takes a -2 penalty to Save Checks against Volatile Status Afflictions for 1 full round.

Smooth

Prerequisites: Expert Charm or Expert Focus

Effect: You gain +4 Evasion against Moves with the Social keyword, and gain a +2 Bonus on Save Checks against Rage and Infatuation.

COMMAND

Command is a Spirit Skill representing a character's ability to lead and inspire. Command is about having presence and being seen and listened to. Characters with a high Command Rank can become the center of attention in a room with a few well-chosen words.

The most obvious and common use of the Command Skill is in giving orders to Pokémon and particularly retaining control of unruly or untamed Pokémon. For example, Pokémon with Loyalty 0 or 1 require Command checks to successfully order them in battle (page 210).

Expanding on this notion, a Trainer's Command Rank also affects their ability to train their Pokémon in downtime outside of combat. The higher their Command Rank, the more effective their training (page 202).

Outside of Pokémon-related applications, Command has a number of uses. Command is tested when trying to disperse a riot or when directing a panicking crowd to safety in the aftermath of a Team Rocket terrorist attack. For Pokémon Rangers and other members of law enforcement, Command may be necessary to keep subordinates in line, especially rebellious elements, similar to low Loyalty Pokémon.

During combat, Command also lets a Trainer help their allies Take a Breather and recover from Status Afflictions such as Confusion and Rage (page 245).

Command doesn't have to relate to explicitly giving orders either. It can be used to gain presence and attention in a scene or give an impression of authority without issuing directives. For example, while Charm may often be tested when giving speeches to a crowd to win them over to an idea, a character who wants to make a show of a community's solidarity and the strength of its leadership during a time of crisis might roll their Command Skill instead when delivering a speech.

In Opposed Checks, Command may be used against a foe's Intimidate to keep a crowd or a squad of allies from falling to fear and panic. Command is also tested to help snap allies out of supernatural mental influences, such as powerful Legendary Pokémon or Ghost and Psychic Types. In these cases, roll Command against the foe's relevant Skill, usually Focus or Intimidate.



Grace

Prerequisites: Novice Charm, Command, Guile, Intimidate, or Intuition

Effect: Your Pokémon may consume and benefit from 2 more Poffins each. If this Pokémon is traded to a Trainer without the Grace feature, these extra dice from additional Poffins are not lost, but a Trainer without Grace may not benefit from more than 6 Dice gained from Poffins. You may always use any of the Skills that are prerequisites for Grace in the Introduction Stage of a Contest to roll for Contest Stat Dice of any kind.

Train the Reserves

Prerequisites: Novice Command

Effect: You may apply Experience Training to a number of Pokemon equal to twice your Command Rank, instead of equal to your Command Rank.

Note: Beast Master or Groomer do not change the Skill that this Edge uses.

Leader

Prerequisites: Adept Command

Effect: You learn the Move After You.

Trainer of Champions

Prerequisites: Expert Command

Effect: Whenever you apply Experience Training to a Pokemon, they gain an additional +5 Experience.

FOCUS

Focus is a Spirit Skill that represents a character's ability to concentrate on difficult or complex tasks or to work under pain and stress. It can be thought of as analogous to willpower, and characters with a high Focus Rank are often intensely driven and ambitious, or at the least unshakable once they've dedicated themselves to a task.

The most common uses of Focus come into play when it's rolled alongside a use of another Skill to test how well you can concentrate on the other task. For example, it may be a Stealth Check to pick a lock, but if a character was suffering from the painful venomous bite of a Seviper on their hand, they might also need to test Focus to keep steady and concentrated on the task. A complicated maneuver such as jumping into the air, throwing a knife to hit a specific target, then teleporting to a platform mid-air and pulling a lever at an exact timing when landing would also call for a Focus Check in addition to the Acrobatics Check that would be invoked.

Some tasks might require Focus Checks by their very nature, even if they're not excessively complicated. Disarming a bomb, for example, would almost always call for a Focus Check due to the stress of the situation.

Another example is when performing delicate actions under the stress of being attacked in combat (page 245). These actions always require a Focus Check.

Focus is also closely associated with a number of supernatural abilities. The Telepathy and Telekinetic Capabilities run off of the user's Focus Rank, for example (page 308). In general, Focus is used for resisting supernatural mental influence as well, such as possession by powerful Ghosts. This is usually an Opposed Check against the foe's Focus Skill.

Even outside of supernatural influences, emotions can disrupt someone's ability to act in tip-top condition. Focus is tested to keep self-control in the face of very strong fear, anger, or other volatile emotions. Focus is often used in an Opposed Check against Intimidate in this context, to continue acting under duress.



Basic Psionics

Prerequisites: Elemental Connection (Psychic)

Effect: You learn the Move Confusion.

Iron Mind

Prerequisites: Novice Focus

Effect: You become aware of all attempts to read your mind with Telepathy, whether the attempt is successful or not.

Work Up

Prerequisites: Adept Focus

Effect: You learn the Move Work Up.

Smooth

Prerequisites: Expert Charm or Expert Focus

Effect: You gain +4 Evasion against Moves with the Social keyword, and gain a +2 Bonus on Save Checks against Rage and Infatuation.

INTUITION

Intuition is a Spirit Skill that represents one's reliability when making decisions from the gut or gaining insights into a situation through instinct. Intuition can often be thought of as encompassing common sense, and characters with a high Intuition Rank will often find themselves making the right decision on a hunch without necessarily understanding why.

In addition, Intuition governs empathy and reading emotions, the interpretation of body language, and other unspoken social cues. Intuition is tested when attempting to discern someone's emotional state or tell whether or not they are lying or being deceitful. This makes Intuition crucial for Trainers with aspirations of joining law enforcement or getting involved in politics.

When presented with many clues and small bits of information about a situation, a Trainer can call on their Intuition Skill to try to discern connections between the clues and filter out relevant data from the irrelevant. Investigative characters such as detectives and spies would do well to train their Intuition for this reason.

Finally, a number of artistic endeavors and practical skills fall under Intuition, such as cooking. While recipes can usually guarantee a good result, the true test of a chef is in how well they can intuitively assemble dishes from a variety of ingredients. Painting and other non-performance arts are covered by Intuition, and the interpretation of those arts and reading into an artist's intent are as well.

In Opposed Checks, Intuition is most often rolled against Guile to test if a character can see past another's deception.



Basic Cooking

Prerequisites: Novice Intuition

Effect: You may create “Candy Bars” or “Baby Food” with cooking ingredients costing 50. You may fluff the food in any reasonable manner you like.

Mystic Senses

Prerequisites: Novice Intuition

Effect: You may use Intuition instead of Charm to improve the disposition of Wild Pokémon. You may not take Mystic Senses if you have the Elemental Connection Edge, and you may not take Elemental Connection if you have Mystic Senses.

Grace

Prerequisites: Novice Charm, Command, Guile, Intimidate, or Intuition

Effect: Your Pokémon may consume and benefit from 2 more Poffins each. If this Pokémon is traded to a Trainer without the Grace feature, these extra dice from additional Poffins are not lost, but a Trainer without Grace may not benefit from more than 6 Dice gained from Poffins. You may always use any of the Skills that are prerequisites for Grace in the Introduction Stage of a Contest to roll for Contest Stat Dice of any kind.

Instinctive Aptitude

Prerequisite: Adept Intuition

Effect: Whenever you spend AP to raise your roll on an Accuracy Roll or Skill Check, you get a +2 bonus instead of +1. This cannot be used on Rolls made by your Pokémon.

EDGES

The following is the list of Edges. You gain 4 Edges during character creation, another at every even Level, and additional Edges with restricted uses at every Level at which your maximum Skill Rank increases.

Most likely, the vast majority of Edges will be to increase Skill Ranks, but there are a variety of Edges that can be taken based on other prerequisites. In a way, however, all of these Edges will relate to ways of advancing your Skills, whether in broader ways such as increasing Skill Ranks, or in more specific ways such as developing a particular weapon technique to hone your Combat or learning to ride Pokémon better as a narrow focus of Athletics or Acrobatics. Edges are much like mini-Features, but unlike Features always Static and have relatively simple prerequisites. Some Edges can only be gained at character creation, or with your GM's permission.

SKILL EDGES

Basic Skills

Prerequisites: None

Effect: You Rank Up a Skill from Pathetic to Untrained, or Untrained to Novice. You may take this Edge multiple times.

Adept Skills

Prerequisites: Level 2

Effect: You Rank Up a Skill from Novice to Adept. You may take this Edge multiple times.

Expert Skills

Prerequisites: Level 6

Effect: You Rank Up a Skill from Adept to Expert. You may take this Edge multiple times.

Master Skills

Prerequisites: Level 12

Effect: You Rank Up a Skill from Expert to Master. You may take this Edge multiple times.

Skill Stunt

Prerequisites: A Skill at Novice Rank or higher

Effect: Choose a Skill you have at Novice Rank or higher. Choose a specific use of that Skill; when rolling that skill under those circumstances, you may choose to roll one less dice, and instead add +6 to the result. You may take this Edge multiple times, choosing a different circumstance each time.

Cast's Note: Obviously, Skill Stunt is subject to GM approval, but it is a neat way to develop a character's niche. GMs should feel free to bar players from taking it for activities that are too vague, too frequent, or too easily taken advantage of (eg: Perception to notice hidden objects).



Categoric Inclination

Prerequisites: None

Effect: Choose Body, Mind, or Spirit. You gain a +1 Bonus to all Skill Checks of that Category.

Skill Enhancement

Prerequisites: None

Effect: Choose two different Skills. You gain a +2 bonus to each of those skills. Skill Enhancement may be taken multiple times, but the bonus may be applied only once to a particular skill.

Virtuoso

Prerequisites: A Skill at Master Rank, Level 20

Effect: Choose a Skill at Master Rank. Consider that Skill to be effectively "Rank 8" for any Features or effects that depend on Skill Rank. Virtuoso may be taken multiple times, but you must choose a different Skill each time.

CRAFTING EDGES

Apricorn Balls

Prerequisites: Novice Survival or Adept Technology Education

Effect: As an Extended Action, you may craft Apricorns into their corresponding Poké Ball. Use of this Feature requires access to a Poké Ball Tool Box.

Basic Balls

Prerequisites: Novice Technology Education

Effect: You may craft Basic Balls for ₣100 and Great Balls for ₣175. Requires access to a Poké Ball Tool Box.

Basic Cooking

Prerequisites: Novice Intuition

Effect: You may create “Candy Bars” or “Baby Food” with cooking ingredients costing ₣50. You may fluff the food in any reasonable manner you like.

Gem Lore

Prerequisites: Novice Occult Education

Effect: As an Extended Action, you may turn a Shard into a Gem of one of its associated Types. Additionally, you can turn 4 Red Shards into a Fire Stone; 4 Blue Shards into a Water Stone; 4 Yellow Shards into a Thunder Stone; 4 Orange Shards into a Shiny Stone; 4 Green Shards into a Leaf Stone; or 4 Violet Shards into a Dusk Stone. You can also destroy any of these six Stones to gain 4 Shards of the corresponding color.

POKÉMON TRAINING EDGES

Beast Master

Prerequisite: Novice Intimidate

Effect: You may use Intimidate instead of Command to make Pokemon at 0 or 1 Loyalty obey your commands. You may also use Intimidate instead of Command to determine the limits and Bonus Experience from Training.

Breeder

Prerequisites: Novice Pokémon Education Static

Effect: If you are able to give two Pokémon that are compatible for breeding at least 4 hours of time alone, you may make a Pokémon Education Check with a DC of 12. If you succeed, the Pokémon are guaranteed to produce an egg if you give them an additional 4 hours.

Green Thumb

Prerequisites: Novice General Education or Novice Survival

Effect: You know how to grow Apricorns and Tier 1 Berries using a Portable Grower or Fertilized Soil.

Poké Ball Repair

Prerequisites: Basic Balls or Apricorn Balls

Effect: You may attempt to fix any Poké Ball that has failed to capture a Pokémon and broke. Make a Technology Check with a DC of 15. If you succeed, the Poké Ball is fixed and is treated as if it had not broken. If you fail, the ball is permanently broken. Requires access to a Poké Ball Tool Box.

Repel Crafter

Prerequisites: Novice Medicine or Technology Edu

Effect: Create a Repel for ₣100 or a Super Repel for ₣150. Requires access to a Chemistry Set.

Tag Scribe

Prerequisites: Novice Occult Education
Special - Extended Action

Effect: You create a Cleanse Tag. This may be used a number of times each day equal to half your Occult Education Rank.

Grace

Prerequisites: Novice Charm, Command, Guile, Intimidate, or Intuition

Effect: Your Pokémon may consume and benefit from 2 more Poffins each. If this Pokémon is traded to a Trainer without the Grace feature, these extra dice from additional Poffins are not lost, but a Trainer without Grace may not benefit from more than 6 Dice gained from Poffins. You may always use any of the Skills that are prerequisites for Grace in the Introduction Stage of a Contest to roll for Contest Stat Dice of any kind.

Groomer**Prerequisites:** Novice Pokémon Education**Effect:** You know how to effectively groom your Pokémon with access to a Groomer's Kit. You may groom up to 6 Pokémon in one hour. Grooming Pokémon may count as an hour of Training, and you may apply Experience Training, teach Poke-Edges, and apply any Features that could be applied during Training. If you apply Experience Training from Grooming, use your General Education or Pokémon Education Rank to determine Bonus Experience gained during Training. A Pokémon that has been Groomed also gains a +1d6 Bonus to the Introduction Roll of a Contest for the rest of the day.**Paleontologist****Prerequisites:** Novice Pokémon Education or Novice Survival**Effect:** You can identify fossils with a DC 10 Pokémon Education or Survival Check. You know how to operate Reanimation Machines and can use them to revive Fossils. See the "Pokémon Fossils" section (page 216) for more information.**Train the Reserves****Prerequisites:** Novice Command**Effect:** You may apply Experience Training to a number of Pokemon equal to twice your Command Rank, instead of equal to your Command Rank.**Note:** Beast Master or Groomer do not change the Skill that this Edge uses.**Trainer of Champions****Prerequisites:** Expert Command**Effect:** Whenever you apply Experience Training to a Pokemon, they gain an additional +5 Experience.**COMBAT EDGES****Athletic Initiative****Prerequisites:** Adept Athletics**Effect:** You learn the Move Agility.**Bad Mood****Prerequisites:** Expert Intimidate**Effect:** Your Critical Hit Range is increased by +1 if you are suffering from a Persistent Status Affliction. Your Critical Hit Range is increased by +1 if you are suffering from a Volatile Status Affliction. These stack with each other, giving a total of +2 to Critical Hit Range if you are suffering from both a Persistent and a Volatile Status Affliction.**Basic Martial Arts****Prerequisites:** Novice Combat**Effect:** You learn the Move Rock Smash.**Basic Psionics****Prerequisites:** Elemental Connection (Psychic)**Effect:** You learn the Move Confusion.**Charmer****Prerequisites:** Novice Charm**Effect:** You learn the Move Baby-Doll Eyes.**Confidence Artist****Prerequisites:** Novice Guile**Effect:** You learn the Move Confide.**Demoralize****Prerequisites:** Adept Intimidate**Effect:** Whenever you land a Critical Hit on a foe, that foe becomes Vulnerable. Status-Class Moves with an Accuracy Roll can "Crit" for the purposes of activating this effect on a natural roll of 19 or higher, and any effects that expand your Critical-Hit Range also expand this range.**Dynamism****Prerequisites:** Novice Guile**Effect:** Your initiative is increased by your Guile Rank.**Expert Manipulator****Prerequisites:** Adept Guile**Effect:** You gain a +2 Opposed Checks with all Manipulate Maneuvers. The "Once per Scene per Foe" Limitation of each Manipulate Maneuver is expended only upon successfully affecting a foe with that Manipulate Maneuver.

Expert Trickster

Prerequisites: Adept Stealth

Effect: You gain a +2 Opposed Checks with all Dirty Trick Maneuvers. The “Once per Scene per Foe” Limitation of each Dirty Trick Maneuver is expended only upon successfully affecting a foe with that Dirty Trick Maneuver.

Flustering Charisma

Prerequisites: Adept Charm or Guile

Effect: When you hit with a Move with the Social keyword, the target takes a -2 penalty to Save Checks against Volatile Status Afflictions for 1 full round.

Intimidating Presence

Prerequisites: Novice Intimidate

Effect: You learn the Move Leer.

Kip Up

Prerequisites: Expert Acrobatics

Effect: You may stand up from being Tripped as a Swift Action

Leader

Prerequisites: Adept Command

Effect: You learn the Move After You.

Nimble Movement

Prerequisites: Adept Acrobatics or Stealth

Effect: Whenever you Disengage, you Shift 2 meters instead of 1.

Slippery

Prerequisites: Novice Stealth

Effect: You may use your Stealth Skill when defending in Opposed Grapple, Push, or Trip checks. When Grappling, if you win an Opposed Check when using Stealth, you must choose to end the Grapple (you cannot choose to gain Dominance).

Smooth

Prerequisites: Expert Charm or Expert Focus

Effect: You gain +4 Evasion against Moves with the Social keyword, and gain a +2 Bonus on Save Checks against Rage and Infatuation.

Sneak's Tricks

Prerequisites: Adept Stealth

Effect: You learn the Move Astonish.

Stamina

Prerequisites: Expert Athletics or Expert Combat

Effect: Whenever you Take a Breather or take Massive Damage or a Critical Hit, you gain Temporary Hit Points equal to your Athletics or Combat Rank after the triggering action has resolved.

Survival Drive

Prerequisites: Adept Survival

Effect: You learn the Move Bulk Up.

Throwing Masteries

Prerequisites: Adept Acrobatics

Effect: Increase the Throwing Range of your Poké Balls, Ranged Weapons, and other small items by +2.

Weapon of Choice

Prerequisites: A Feature with the [Weapon] tag

Effect: Choose a specific weapon type. You gain a +2 Bonus on Opposed Rolls to prevent being disarmed while wielding weapons of your chosen type. If you would be disarmed anyway, you may pay 1 AP to prevent yourself from being Disarmed.

Work Up

Prerequisites: Adept Focus

Effect: You learn the Move Work Up.

OTHER EDGES

Acrobat

Prerequisites: Novice Acrobatics

Effect: Increase your Jump and Long Jump Capabilities by +1 each.

Art of Stealth

Prerequisites: Expert Stealth

Effect: You gain the Stealth Capability.

Elemental Connection

Prerequisites: None

Effect: Choose an Elemental Type. You gain a +2 bonus to Charm, Command, Guile, Intimidate, and Intuition Checks targeting Pokémon of that Type. You may not take Elemental Connection if you have the Mystic Senses Edge, and you may not take Mystic Senses if you have Elemental Connection.

Instinctive Aptitude

Prerequisite: Adept Intuition

Effect: Whenever you spend AP to raise your roll on an Accuracy Roll or Skill Check, you get a +2 bonus instead of +1. This cannot be used on Rolls made by your Pokémon.

Instruction

Prerequisite: Novice General Education

Effect: Whenever you aid an ally in an Assisted Skill Check using an Education Skill you have at Novice Rank or higher, add your full Rank value as a bonus to their roll instead of half.

Iron Mind

Prerequisites: Novice Focus

Effect: You become aware of all attempts to read your mind with Telepathy, whether the attempt is successful or not.

Medic Training

Prerequisites: Novice Medicine Education

Effect: When you use Restorative Items on others, they do not forfeit their next turn.

Mounted Prowess

Prerequisites: Novice Acrobatics or Athletics

Effect: You automatically succeed at Acrobatics and Athletics Checks made to mount a Pokémon, and you gain a +3 Bonus to all Acrobatics and Athletics Checks made to remain Mounted.

Mystic Senses

Prerequisites: Novice Intuition

Effect: You may use Intuition instead of Charm to improve the disposition of Wild Pokémon. You may not take Mystic Senses if you have the Elemental Connection Edge, and you may not take Elemental Connection if you have Mystic Senses.

PokéPsychologist

Prerequisites: Novice Pokémon Education

Effect: You may use your Pokémon Education Skill instead of Charm, Guile, Intimidate, or Intuition when making general Skill checks to interact with Pokémon or to raise or lower disposition.

Power Boost

Prerequisites: Expert Athletics

Effect: Increase your Power Capability by +2

Scholar

Prerequisites: Expert General Education

Effect: You gain a +1 Bonus to Skill Checks with General Education, Medicine Education, Occult Education, Pokémon Education, Technology Education, and Survival.

Swimmer

Prerequisites: Novice Athletics or Survival

Effect: You gain a +2 bonus to your Swim Speed. You may spend X minutes underwater before you begin to suffocate, where X is the higher of your Athletics or Survival Ranks.

Traveler

Prerequisites: Novice Survival

Effect: You may use Survival instead of Athletics and Acrobatics to determine your Power Capability, High Jump, and Long Jump values. Determine your Overland Movement by substituting your Survival Rank for the lower of your Athletics or Acrobatics Rank.

Wallrunner

Prerequisites: Expert Acrobatics

Effect: You may run on vertical surfaces both vertically and horizontally for up to your Acrobatics Rank in meters before jumping off.

FEATURES

HOW TO READ FEATURES

Features are what truly define a character and what they are good at. Thus, understanding your features is critical to playing the game. Below is an example Feature that has been labeled:

Ace Trainer (Feature Name)

[Class] (Tags)

Prerequisites: Novice Command, a [Training] Feature (**Prerequisites**)

Drain 1 AP – Extended Action (**Frequency and Action**)

Trigger: You spend at least half an hour training your Pokémon (**Trigger or Target**)

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

Note: Just to clarify, this Feature Drains 1 AP per training session, not per Pokémon. So train as many as you can to get the most out of this Feature! (**Notes**)

The **Feature Name** is simply the name of the Feature, of course.

The [TAGS] under each Feature convey important information. The “Ace Trainer” Feature only has one tag: [CLASS] which indicates it is a Class Feature. More information about tags in the next section.

The **Prerequisites** list the minimum requirements needed to take that feature. Often these requirements are other Features, or Skill Ranks. For example, your Command Skill must be at Novice or higher, and you must have a [Training] Feature to take Ace Trainer. Some Features require “X [Class Name] Features”. This means you need at least X Features from that Class. The “Base” Feature counts towards this total.

Frequency and Action determines how often a Feature may be performed and what kind of action is required to perform them. The “Ace Trainer” Feature is “Drain 1 AP – Extended Action” which means it can be performed At-Will as long as you Drain 1 AP and are out of combat and have enough time. See page 227 for more information on types of actions.

However, it also has a **Trigger** which specifies when you may activate the feature. Some features instead list a **Target** which means it can be used any time on the specified targets. Others have a **Condition** that must be met in order to use the Feature

Frequencies that you may see include:

- » **At-Will** – which simply means you may use the Feature as much as you’re able!
- » **Static** which means the Feature is passive and always in effect.
- » **Time X**, which simply means you can perform that Feature X times per mentioned amount of Time. Times include “Scene”, “Daily”, or even “One Time Use”. For example Daily is once a day, and Scene x2 is twice a Scene.
- » **X AP** – These Features may be performed At-Will, but you must pay X Action Points to do so.
- » **Bind X AP** – These Features have an effect as long as X AP are “Bound” and unable to be used. They can be Unbound and the AP freed on your turn as a Free Action.
- » **Drain X AP** – like X AP, except AP spent on these Features is “Drained” and does not recover until you take an Extended Rest.

The **Effect** Line simply details the effect of the feature.

Crafting Features may be formatted a bit differently than other Features. They generally include a **Cost** or **Ingredient** line instead of **Frequency**. Crafting Features, unless stated otherwise, have a Frequency of At-Will, and are an Extended Action. These Features may indicate equipment necessary to use the Feature.

Finally, Features often have clarifying **Notes**. A Single Feature cannot be taken multiple times, unless otherwise stated by its effect, or unless it has the [Ranked X] tag.

FEATURE TAGS

Many Features have one or more Tags under the Feature Name. These are a list of the tags that may appear.



THIS PAGE IS IMPORTANT, AND YOU SHOULD READ IT.

Every time someone asks us a question that could be answered by reading this page, Arceus kills a baby Espurr.

[Class] – Unlike in many other game systems, such as Dungeons and Dragons, your “Classes” are simply special Features that you can take as you are able to qualify for them. These Features are the beginnings of a chain of many other Features. A Trainer may only have a maximum of 4 Class Features.

[+Stat] – Features with this tag increase a Stat by one point; for example, a Feature might read as [+Attack]. This Tag is usually found on Features related to Combat or in Combat-related Classes.

[Ranked X] – A Feature with the Ranked Tag can be taken up to X Times. Each time you take a new rank, follow the directions in the listed effect. Latter Ranks by default always require any previous ranks. Each time you Rank Up a ranked feature, this counts as gaining a new Feature; thus you apply any [Tags], and may count each Rank for the purposes of prerequisites that require a certain number of class Features.

[Branch] – If on a [Class] Feature, this tag means that Feature may be taken multiple times using a Class slot and choosing a different specialization each time. All other Features under this class with the [Branch] tag may be taken again with other instances of the Class, and function under their new Specialization.

[Orders] – This tag signifies these Features as Orders. Orders can only be given when the user is capable of communication with their Pokémon; usually this requires verbal communication unless other means of communication have been previously established (such as training your Pokémon to respond to visual cues). [Order] Features are almost always League Legal, and the user usually cannot target themselves with [Orders].

Exceptions to both of these rules will be noted. [Orders] are always Priority (Limited) actions.

[Training] – You may choose to use Training Features as either a [Training] or an [Orders] Feature; it never has both tags at once when used.

You may use it as a [Training] Feature as an Extended Action after you spend at least half an hour training your Pokémon. If you do, the effect applies to any of the Pokémon Trained, and lasts until the end of your next Extended Rest. A Pokémon can be under the effect of only one Training Regime at a time this way.

However, these Features may also be used as [Orders] as a Standard Action. When used as [Orders], this applies only to one of your Pokémon, and lasts only until the beginning of your next turn. When used as [Orders], they may stack with the effects of any active [Training] (whether the [Orders] be for Training of the same Feature, or a different Feature).

[Stratagem] – These Features are special Orders which are activated once and then have a persistent effect while AP is bound. [Stratagem] Features may only be bound during combat and automatically unbind when combat ends. Only one [Stratagem] may be bound by a Pokémon at a given time.

When using a [Stratagem] on multiple targets, each AP Bind is paid separately and may be released separately as well.

[Weapon] – Features with this tag make use of Weapons in some way, often allowing the user to gain extra effects when wielding a Weapon.

Doxy: An easy way to keep track of Branching Classes is to mark each Feature down by the specialization it's currently applying to. For example, if you take Stat Ace and select Defense and then later take Stat Ace again and select Special Defense, when you take Stat Link or any other Feature, mark it on your sheet as “Stat Link (Defense)” or “Stat Link (Special Defense)”.



GENERAL FEATURES

These Features are available to all Trainers as long they meet the prerequisites and are not contained as part of a Trainer Class. They are separated into several categories, just like Edges are.

POKÉMON RAISING AND BATTLING FEATURES

Command Versatility

Prerequisites: Adept Command, Guile, or Pokémon Education

1 AP – Free Action

Trigger: Your Pokémon takes its turn.

Effect: Your Pokémon may give up use of a Scene or Daily Move to regain use of a Scene or Daily Move which it has already used. Your Pokémon may give up use of a Daily Move to regain use of a Scene Move, but not vice-versa. You may use Command Versatility only once per Scene per Pokémon.

Press

Prerequisites: Adept Intimidate

At-Will – Standard Action

Target: Your own Pokémon.

Effect: You hit your Pokémon, and they lose 1/6th of their Max Hit Points and are cured of Sleep. Raise any two of their Stats by +1 CS each, and you may add half of your Intimidate Rank to any Skill Checks made this round to make this Pokémon obey orders. Using Press on a Pokémon may make them dislike you.

Quick Switch

Prerequisites: Novice Acrobatics or Novice Guile

2 AP – Free Action

Trigger: Your Pokémon Faints; or an opponent sends out a Pokémon

Effect: You may return and send out a Pokémon as a Free Action. You may perform this Feature on your turn without a Trigger. Pokémon sent out by Quick Switch cannot trigger another trainer's Quick Switch. When you swap Pokémon using Quick Switch, you do not lose a Pokémon turn.

Species Savant

Prerequisites: 3 different individual Pokémon of the same evolutionary line.

Static

Effect: When you take Species Savant, choose a single Evolutionary Family. Your Pokémon of your Chosen Evolutionary Family have each of their Base Stats increased by +1.

Tutoring

Prerequisites: Novice General Education, Special (See Effect)

One Time Use x 3 – Extended Action

Effect: When activating this Feature, select a Move known either by yourself or by 3 Pokémon you own. This Move is Mastered. As an Extended Action, you may have Pokémon spend 2 Tutor Points to learn a Move you have Mastered. Pokémon targeted this way can only learn Moves that they could learn by Level Up, TM, Egg Move, or Move Tutor. You may take Tutoring multiple times, each time gaining 3 uses of the Feature.

Note: To be clear, this Feature lets you choose a total of three different Moves you can Tutor. The use limitation isn't on how often you can Tutor them; once you have Mastered a Move, you can Tutor it At-Will.

POKÉMON TRAINING AND ORDER FEATURES

These Features are also used in the raising and battling of Pokémon but have special rules associated with them – all of them have the [Orders] tag or are Features that manipulate other Features with this tag.

Training Features: The following four Features are special types of Orders which can also be used to train your Pokémon outside of battle. They have special rules noted on the Feature Tags page that will be repeated here.

You may choose to use Training Features as either a [Training] or an [Orders] Feature; it never has both tags at once when used.

You may use it as a [Training] Feature as an Extended Action after you spend at least an hour training your Pokémon. If you do, the effect applies to any of the Pokémon Trained, and lasts until the end of your next Extended Rest. A Pokémon can be under the effect of only one Training Regime at a time this way.

However, these Features may also be used as [Orders] as a Standard Action. When used as [Orders], this applies only to one of your Pokémon, and lasts only until the beginning of your next turn. When used as [Orders], they may stack with the effects of any active [Training] (whether the [Orders] be for Training of the same Feature, or a different Feature).

Agility Training

[Training] [Orders]

Prerequisites: Novice Athletics, Untrained Command At-Will – Special

Effect: The target becomes Agile until the end of the effect duration. Agile Pokémon gain a +1 bonus to Movement Capabilities and +4 to Initiative.

Brutal Training

[Training] [Orders]

Prerequisites: Novice Intimidate, Untrained Command At-Will – Special

Effect: The target becomes Brutal until the end of the effect duration. Brutal Pokémon increase the Critical-Hit and Effect Range of all attacks by +1.

Commander's Voice

Prerequisites: Two Features with the [Orders] tag Static

Effect: You may give two different [Orders] as a single Standard Action, or you may give one set of [Orders] as a Swift Action.

Special: If this is used to use Focused Command and another [Order] that has targets, the second Order applies to both Pokémon you are commanding that turn. Commander's Voice doesn't allow you to use Focused Command as a Swift Action.

Focused Training

[Training] [Orders]

Prerequisites: Novice Command At-Will – Special

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

Inspired Training

[Training] [Orders]

Prerequisites: Novice Charm, Untrained Command At-Will – Special

Effect: The target becomes Inspired until the end of the effect duration. Inspired Pokémon gain a +1 bonus to Evasion and +2 to Save Checks.

Focused Command

[Orders]

Prerequisites: Master Command, one of Focus, Guile, Intimidate, or Pokémon Education at Expert At-Will – Standard Action + Swift Action

Effect: You may have a second Pokémon take a turn this round, but both Pokémon can only take At-Will actions that round. Additionally, both Pokémon receive a -5 Penalty on all Damage Rolls. You may pay 1 AP at the beginning of the round to lift the Frequency Restriction OR the Damage Penalty for the remainder of the round, or pay 2 AP to lift both.

Note: Focused Command has no targets, which may be relevant to certain Features which refer to [Orders]

ORDERS, TRAINING FEATURES, AND TRAINER CLASSES

A number of Trainer Classes have their own Orders, or Features which are reliant on Orders and Training Features to function. Because the effectiveness of using some of these Classes is often reliant on choosing other Order-related Features for them to use, we're putting a list of all such Classes and their Features which are either Orders or somehow synergize with Orders and Training Features in one place for you to easily browse.

Ace Trainer: Elite Trainer, Critical Moment

Channeler: Battle Synchronization, Spirit Boost

Cheerleader: Cheerleader; Moment of Action; Go, Fight, Win!

Commander: The entire Class

Coordinator: Decisive Director

Duelist: Expend Momentum, Directed Focus, Duelist's Manual

Chronicler: Targeted Profiling

Fashionista: Dress to Impress

Rider: Rider, Conqueror's March

Stat Ace: Stat Stratagem

Survivalist: Wilderness Guide

Taskmaster: Taskmaster, Strike of the Whip

Type Ace: Type Refresh, Type-Specific Stratagems

[Stratagem] Features are special Orders which are activated once and then have a persistent effect while AP is Bound. [Stratagem] Features may only be Bound during combat and automatically Unbind when combat ends. Only one [Stratagem] may be Bound by a Pokémon at a given time.

When using a [Stratagem] on multiple targets, each AP Bind is paid separately and may be released separately as well.

Ravager Orders

Prerequisites: Expert Command or Intimidate
Static

Effect: You gain the Reckless Advance and Strike Again! Orders.

Reckless Advance

[Orders] [Stratagem]

Bind 2 AP – Standard Action

Target: Your Pokémon

Effect: While this Feature is Bound, increase the damage rolls of the target's damaging melee attacks by +8, and these attacks Trip targets on Accuracy Rolls of 18+. When the target of Reckless Advance hits with a damaging melee attack, they become Vulnerable for one full round.

Strike Again!

[Orders]

Scene – Standard Action

Target: Your Pokémon

Effect: The target may immediately take an additional Standard Action to use an At-Will attack.

Marksman Orders

Prerequisites: Expert Perception or Guile
Static

Effect: You gain the Trick Shot and Long Shot Orders.

Trick Shot

[Orders] [Stratagem]

Bind 2 AP – Standard Action

Target: Your Pokémon

Effect: While this Feature is Bound, decrease the Accuracy Roll of the target's damaging ranged attacks by -2. The Critical Hit range of those attacks is increased by +3. This Feature does not affect Moves without an AC value.

Long Shot

[Orders]

Scene x2 – Standard Action

Target: Your Pokémon

Effect: The target's damaging ranged attacks have their range doubled until the end of their next turn, and deal X additional damage. X is equal to the distance in meters that the attack traveled. Long Shot does not increase the size of area of effect attacks. If attacks altered by Long Shot are Critical Hits, add the value of the Damage Dice Roll an additional time to the total damage.

Trickster Orders

Prerequisites: Expert Charm or Guile

Static

Effect: You gain the Capricious Whirl and Dazzling Dervish Orders.

Capricious Whirl

[Orders] [Stratagem]

Bind 2 AP – Standard Action

Target: Your Pokémon

Effect: While this Feature is Bound, the target has a +3 bonus to its Evasion but deals 5 less damage with all damaging attacks.

Dazzling Dervish

[Orders]

Scene x2 – Standard Action

Target: Your Pokémon

Effect: Until the end of their next turn, the target adds their non-stat Evasion to their Movement Capabilities and whenever they attack a foe or Shift through a square occupied by a foe, that foe suffers a -3 penalty to all rolls until the end of their next turn. This effect may only affect a foe once per round.

Guardian Orders

Prerequisites: Expert Charm or Intimidate

Static

Effect: You gain the Brace for Impact and Sentinel Stance Orders.

Brace for Impact

[Orders] [Stratagem]

Bind 2 AP – Standard Action

Target: Your Pokémon

Effect: While this Feature is Bound, once a round, when the target uses a self-targeting Status Move, they may gain 5 Damage Reduction until the end of their next turn. They may also activate this effect as a Standard Action.

Sentinel Stance

[Orders]

Scene x2 – Standard Action

Target: Your Pokémon

Effect: Until the end of your next turn, the target may attempt to Intercept attacks for allies as a Shift Action. If they do so, they gain 10 Damage Reduction against the attack. If the target is also under the effect of Brace for Impact, they may gain 5 Damage Reduction from it as if they had used a self-targeting Status Move.

Precision Orders

Prerequisites: Expert Command or Perception

Static

Effect: You gain the Pinpoint Strike and Perfect Aim Orders.

Pinpoint Strike

[Orders] [Stratagem]

Bind 2 AP – Standard Action

Target: Your Pokémon

Effect: Increase the Accuracy and Effect Range of the target's damaging attacks by +2. These attacks deal 5 less damage, before applying weakness and resistance.

Perfect Aim

[Orders]

Scene x2 – Standard Action

Target: Your Pokémon

Effect: The next damaging attack the target performs before the end of your next turn automatically hits and ignores Defensive Abilities but deals damage as if it were resisted one step further than normal. You may still roll to trigger any Effect Ranges or Critical Hits. All targets of the attack may not activate any Blessings in response, and the attack may not be Intercepted or avoided in any way (ex: with Dodge, Shield Moves, etc).

COMBAT FEATURES

Blur

[+Speed]

Prerequisites: Expert Acrobatics, Expert Stealth
Static

Effect: Attacks and Moves targeting you that don't require an Accuracy Check now require one, as though they had Accuracy Check of 2. You may only apply half of your Evasion to these Attacks and Moves.

Defender

[+HP]

Prerequisites: Adept Athletics
Static

Effect: Using the Intercept Maneuvers requires only a Shift Action Interrupt.

Dive

[+Speed]

Prerequisites: Adept Acrobatics
Scene x2 – Shift Action, Interrupt

Trigger: You are targeted by a Ranged 1-Target Attack, or are in a Cone, Burst, Blast, or Line.

Effect: You may immediately Shift 1 Meter, and then become Tripped. This Feature cannot be used if you are Stuck, Grappled, or otherwise impaired from Shifting. This Feature causes you to dodge Ranged attacks aimed at you, and may let you avoid Cones, Bursts, Blasts, or Lines if the shift removes you from the area of effect.

Fighter's Versatility

[+Any Stat]

Prerequisites: Learned two Scene or Daily Moves.
Scene – Free Action

Trigger: You gain Initiative.

Effect: You may give up use of a Scene or Daily Move to regain use of a Scene or Daily Move which you have already used. You may give up use of a Daily Move to regain use of a Scene Move, but not vice-versa.

Multi-Tasking

[+Speed]

Prerequisites: 20 Speed Stat, Master Acrobatics
Scene x2 – Swift Action

Effect: You may take two Standard Actions instead of one this turn, but both actions must have an At-Will Frequency.

Signature Move

[+Any Stat]

Prerequisites: Learned four Moves.
Static

Effect: Choose a Move you know. Increase the Move's Frequency one step, as if you had used a PP Up. This choice cannot be changed once made. This Feature may not select Moves known through temporary means, nor can these Moves be used to qualify for this Feature.

Type Expertise

[Ranked 2] [+Any Stat]

All Ranks Prerequisites: Level 9, 3 Moves of the Chosen Type in your Move List
Static

Effect: Each Rank, choose a Type of which you know at least 3 Moves. You gain STAB for the chosen Type. STAB is never applied to Struggle Attacks.

Walk It Off

[+HP]

Prerequisites: Adept Athletics, Novice Focus
Daily – Extended Action

Effect: Remove one Injury from yourself and regain 1/4th of your maximum Hit Points. This Injury removal doesn't count against the natural healing limit on Injuries each day.

OTHER FEATURES

First Aid Expertise

Prerequisites: Medic Training, Expert Medicine Education

Daily x3 – Extended Action

Target: Pokemon or Trainers

Effect: The target may remove one Injury, has all Hit Points restored, and is cured of all Status Afflictions. You may use First Aid Expertise only once per day per target. First Aid Expertise requires access to a First Aid Kit.

Let Me Help You With That

Prerequisites: None

Daily x3 – Full Action, Interrupt

Trigger: An allied Trainer fails a Skill Check in a Skill you have Ranked at Novice or higher.

Effect: The ally may re-roll the Skill Check with a Bonus equal to your Skill Rank.

Poké Ball Crafter

Prerequisites: Basic Balls, Poké Ball Repair, Expert Technology

Static

Effect: You may craft Dusk, Dive, Heal, Luxury, Net, Nest, Quick, Repeat, or Timer Balls for ₣700. Requires access to a Poké Ball Tool Box.

PokéManiac

Prerequisites: Adept Pokémon Education

At-Will – Standard Action

Target: A Pokémon

Effect: Make a Pokemon Education Check with a DC of 10. If you succeed, you determine the target's Level, Types, Nature, and Abilities.

Psionic Sight

[+Special Defense]

Prerequisites: Elemental Connection (Psychic)

Static

Effect: You are able to visibly see any Psychic Residue left on Humans or Pokémon due to the effects of Psionic abilities. Each Human or Pokémon leaves distinct Psychic Residue on their targets; you are easily able to distinguish which targets have been affected by the same Psionic, though to identify that Psionic you need to have a way of knowing their signature (such as simply seeing them do it, and seeing the resulting signature).

Skill Monkey

Prerequisites: Three Skills at Adept Rank or higher

Daily x3 – Free Action

Trigger: You make a Skill Check

Effect: You may re-roll the triggering Skill Check with a +2 Bonus, taking the new result. This Feature may be used to re-roll a specific roll only once.



CHAPTER 4: TRAINER CLASSES

INTRODUCTION TO TRAINER CLASSES

Trainer Classes are a special type of Feature that also act as a gateway to a number of related Features. The Class itself is the **Class Feature** for a Trainer Class, and it is required to take any other Features in that Class.

Unlike other roleplaying games where a character tends to stick to only one class, and multiclassing is rare or difficult, in Pokémon Tabletop United, **characters are expected to take a number of different Classes as they gain Levels and advance**. Each Trainer Class represents a narrow specialty, of which an adventuring Trainer will likely pick up several during their journey.

There is no minimum level to start taking multiple classes in Pokémon Tabletop United, but **a Trainer can only ever take a maximum of four Classes**.

Unless otherwise noted, you can only take any given Trainer Class once. Some Classes are known as **Branching Classes**, and you can take them multiple times (each time taking up one of your four Class slots), choosing different specialties each time, such as Grass Ace and Fire Ace within Type Ace.

Classes are separated into several categories in Pokémon Tabletop United.

Introductory Classes are basic Classes that can provide the basis for many character builds. They are Ace Trainer, Capture Specialist, Commander, Coordinator, Hobbyist, and Mentor.

Battling Style Classes specialize in a distinct set of battle strategies. They are Cheerleader, Duelist, Enduring Soul, Juggler, Rider, Taskmaster, and Trickster.

Specialist Team Classes collect Pokémon with a particular trait and bring out the potential of that trait. They are Stat Ace, Style Expert, and Type Ace.

Professional Classes make use of skills that are less tied to the Pokémon League pursuit, such as research and crafting, but nonetheless find ways to improve their Pokémon and help their allies. They are Chef, Chronicler, Fashionista, Researcher, and Survivalist.

Fighter Classes fight alongside their Pokémon. They are Athlete, Dancer, Hunter, Martial Artist, Musician, Provocateur, Rogue, Roughneck, and Tumbler.

Supernatural Classes wield superhuman powers. They are Aura Guardian, Channeler, Hex Maniac, Ninja, Oracle, Sage, Telekinetic, Telepath, and Warper.

HOW TO READ CLASSES

Trainer Classes are presented similarly to a “Skill Tree” format. They begin with a **Class Feature** which acts as the gateway into the rest of the Class and provide a basic function that is emblematic of the Class. Remember that these Class Features do count for the purposes of prerequisites that require a certain number of Features within a Class. Trainers may only ever have a maximum of four Class Features.

DESCRIPTION

Each Trainer Class is presented with a description of the type of Trainer who embodies that Class. Of course, this isn't meant as an absolute constraint on how to play your character, but it's there to provide an easy guide for someone who isn't sure how they should characterize and develop their Trainer.

ASSOCIATED SKILLS

In addition, each Trainer Class has a list of **Associated Skills**. These aren't necessarily all required for the Class, but they are Skills that show up somewhere in the prerequisites for the Features in the Class (or as prerequisites to its prerequisites), sometimes as the only option and sometimes as part of a large set of options.

ROLES

Finally, each Trainer Class has a rating assigned to its **Roles**. A total of five points, denoted by Poké Ball symbols, are distributed among five different categories to rate how much the Class is dedicated towards each Role. Note that **these don't rate a Class's effectiveness at the role!** They just show how much the Class focuses on each role, usually as a rough translation of how many Features contribute toward each role. Use these to help you pick Classes that suit what you want your character to accomplish, but be sure to pick classes which suit the flavor of your character first and foremost.

Active Pokémon Support means the Trainer Class is built to use its actions to support and buff their Pokémon. This can range from motivating a Pokémon to fight better to directing the movement of allies around the battlefield. Usually, Classes marked with this role spend AP on their Features, use Standard Actions to activate them, or a combination of both. Their resources and actions are limited and must be carefully budgeted.

Passive Pokémon Support means the Trainer Class is made to support their Pokémon but doesn't require actions in combat to do so. Often, this means the benefits are acquired outside of combat, such as through Tutoring or enhanced training bonuses. Some Classes focusing heavily on this role may have activated effects in battle, but they tend to be Swift or Free Actions. Classes dedicated to this role are less concerned about budgeting actions or resources in the middle of battle.

Crafting means the Trainer Class focuses on creating items that can help both themselves and their allies. These Classes often require dedicating resources or time to acquiring materials for their craft and usually do not have many Features using a Standard Action in battle.

Trainer Combat means the Trainer Class is designed to get into the heat of battle themselves and will likely use their Standard Actions in battle to fight. Classes dedicated to this role tend to have Stat Tags in their Features to help Trainers keep up with Pokémon in combat. Most of them will grant the Trainer Abilities and Moves as well.

Travel and Investigation means the Trainer Class is designed to ease the burdens of travel or aid in out of combat situations. This is the most varied role, with Classes dedicated to it specializing in activities that range from clearing out Wild Pokémon to social maneuvering and research to pathfinding in the wilderness.

Note that these Roles don't say anything about the flavor of a Class. Cheerleader, Taskmaster, and Commander are all primarily Active Pokémon Support Classes, but they each approach that Role in a very different way.

When building a Trainer, you neither want to spread yourself too thin nor specialize too narrowly. Some roles synergize better with others. Mixing Active Pokémon Support and Trainer Combat is sometimes difficult, for example, because you have a finite number of Standard Actions to use in battle and AP per scene, and your Classes will compete for those. Static or non-combat Roles such as Passive Pokémon Support or Travel and Investigation pair well with those active Roles, but if you only dedicate yourself to passive effects, you'll have nothing to do in battle yourself or ways to spend AP. Crafting is always useful. However, you risk spreading your money thin with too many Crafting Classes.

THE LIST OF TRAINER CLASSES

Here, you'll find a list of every Trainer Class in the core Pokémon Tabletop United book. They're grouped by the categories described on the previous pages. Each entry lists the name of the Class, the Skills it uses, a brief description, and their ratings for the various roles in PTU. Most Classes give you some flexibility in choosing which Skills to use out of their assigned Skills. For Classes with larger Skill lists (3 or more), you usually only need to have a couple of those Skills, not all of them!

Introductory Classes: These Classes are well-rounded and can contribute to nearly any character build without forcing you to pick your team to suit a particular strategy. Most of the basic Pokémon Trainer archetypes are represented here. Newcomers to PTU should pick one of these Classes as a foundation and expand on their characters from there with more specialized Class options.

Ace Trainer	
Skills: Command	
Passive Pokémon Support: 🍷🍷🍷🍷	Active Pokémon Support: 🍷
A generalist battler that makes the most of Training Features and downtime training to ensure their Pokémon are always in peak condition.	
Capture Specialist	
Skills: Acrobatics, Athletics, Stealth, Survival, Perception, Guile	
Travel and Investigation: 🍷🍷🍷🍷	Trainer Combat: 🍷
Gotta catch 'em all! An expert at using Poké Balls and other capture tools to their maximum potential.	
Commander	
Skills: Command	
Active Pokémon Support: 🍷🍷🍷🍷🍷	
A leader and expert at using Orders with efficiency to coordinate their allies on the battlefield. They may stand in the back of a fight, but they definitely take an active role in ensuring their party's victory.	
Coordinator	
Skills: Charm, Command, Guile, Intimidate, Intuition	
Active Pokémon Support: 🍷🍷🍷	Passive Pokémon Support: 🍷🍷
Pokémon's not just about battles. Coordinators take to the stage in Pokémon Contests to show off their companions in exciting and fabulous ways, but they can hold their own in a battle as well.	
Hobbyist	
Skills: General Education, Perception	
Active Pokémon Support: 🍷	Passive Pokémon Support: 🍷
Crafting: 🍷	Trainer Combat: 🍷
Travel and Investigation: 🍷	
A jack of all trades, perfect for characters who aren't committed to a certain path yet. Hobbyists dabble in a variety of fields and can gain talents representing many different roles.	
Mentor	
Skills: Charm, Intuition, Intimidate, Pokémon Education	
Passive Pokémon Support: 🍷🍷🍷🍷🍷	
Preparation is half the battle. Mentors are skilled caretakers of Pokémon that know how to draw out their potential, whether by changing the Nature of a Pokémon or teaching it new Moves to give them an edge in battle.	

Battling Style Classes: These Classes are dedicated to particular battling styles. Choosing one of these Classes will make a big statement about how your character approaches Pokémon training and battles. Unlike the Specialist Team Classes, choosing a Battling Style Class does not require you to become highly selective about your Pokémon choices, but certain Pokémon do suit certain battling styles better than others. Characters built using an Introductory Class as a foundation easily transition into taking one of these Classes to specialize and develop further.

Cheerleader	
Skills: Charm	
Active Pokémon Support: 	Passive Pokémon Support: 
One of four Classes based on the four Training Features, Cheerleader expands on the battling style of the Inspired Training Feature. They're able to motivate their allies with Orders and are great for a Trainer with Pokémon that can defend and support allies.	
Duelist	
Skills: Focus	
Active Pokémon Support: 	Passive Pokémon Support: 
One of four Classes based on the four Training Features, Duelist hones in on the Focused Training Feature and the battling style it promotes. Their core mechanic is based on controlling the momentum of battle and gaining a steady advantage using one Pokémon at a time without much switching.	
Enduring Soul	
Skills: Athletics, Focus	
Passive Pokémon Support: 	
A defensive Class that seeks to outlast its opponents, the Enduring Soul can give even the most frail Pokémon immense staying power. They may not aim to hit the hardest, but they will be sure to remain standing at the end of the day.	
Juggler	
Skills: Acrobatics	
Active Pokémon Support: 	
Jugglers swiftly swap through their entire Pokémon teams in a fight, forcing opponents to keep on their toes. They can make the most of a versatile team by ensuring that they always have the Pokémon they want out facing their foes and catching them off guard.	
Rider	
Skills: Acrobatics, Athletics	
Passive Pokémon Support: 	Active Pokémon Support: 
Trainer Combat: 	
One of four Classes based on the four Training Features, Rider makes the most of Agility Training by applying it to the art of mounted combat. From the back of their Pokémon, they can bark Orders or swat away would-be attackers that get too close. Trainer and Pokémon work in concert to create a devastating combination.	
Taskmaster	
Skills: Intimidate	
Active Pokémon Support: 	Passive Pokémon Support: 
One of four Classes based on the four Training Features, Taskmaster embraces the cruel battling style of the Brutal Training Feature. It is a high-risk, high-reward Class that gains an offensive edge at the expense of giving their own Pokémon Injuries through a grueling training regime.	

Trickster	
Skills: Guile	
Active Pokémon Support:   	Passive Pokémon Support: 
Tricksters are specialists in commanding their Pokémon to use Status-Class Moves, whether they are inflicting their foes with Poison and Burn, flooding the battlefield with Hazards, or weakening their opponents with Combat Stage reducing Moves.	

Specialist Team Classes: These Classes have zeroed in on a particular kind of Pokémon they prefer using, and taking them will steer your character's team in that direction. Many prominent Trainers in the Pokémon franchise, such as Gym Leaders and their protégés, create specialized teams and would be well represented with these Classes. While this list may appear small, it's simply because each of these Classes has many variations – 5 different Stats for Stat Ace and Style Expert each and 18 different Types for Type Ace!

Stat Ace	
Skills: Command, Focus	
Passive Pokémon Support:    	Active Pokémon Support: 
A specialist in one of the five Combat Stats: Attack, Defense, Special Attack, Special Defense, and Speed.	
Style Expert	
Skills: Charm, Command, Guile, Intimidate, Intuition	
Active Pokémon Support:    	Passive Pokémon Support: 
An advanced Contest competitor that specializes in one of the five Contest Stats: Beauty, Cool, Cute, Smart, and Tough. They have battling styles that reflect their Contest specialization as well.	
Type Ace	
Skills: Varies by Type	
Passive Pokémon Support:   	Active Pokémon Support:  
A battler that primarily uses Pokémon of a certain elemental Type.	

Professional Classes: These Classes represent a skillset that one might not expect to see in the life of a wandering Trainer, such as an academic field of study or professional skill. These skills often prove useful to battlers, such as preparing combat-boosting food as a Chef or breeding Pokémon with the Pokémon Caretaker talents in Researcher, but they can all represent professional interests outside of conquering the Pokémon League or Contest Circuit.

Chef	
Skills: Intuition	
Crafting:    	
A crafting Class that creates food for them and their allies, which can provide an instant buff in battle and turn the tide.	
Chronicler	
Skills: Perception	
Passive Pokémon Support:  	Travel and Investigation:  
Active Pokémon Support: 	
A perceptive type of Trainer who records everything they run across for posterity. Analyzing their records not only gives them insight into people and places, but also an edge in battle and the ability to Tutor Moves to their Pokémon.	

Fashionista	
Skills: Charm, Command, Guile, Intimidate, Intuition	
Crafting: 🍷🍷🍷	Passive Pokémon Support: 🍷
Active Pokémon Support: 🍷	
A crafting Class that makes Held Items for all sorts of different occasions and can teach their Pokémon to make better use of Held Items.	
Researcher	
Skills: Education Skills, Survival	
Crating: 🍷🍷	Passive Pokémon Support: 🍷
Travel and Investigation: 🍷	Trainer Combat: 🍷
Researchers study various academic fields and apply them to Pokémon: General Knowledge, Apothecary, Botany, Chemistry, Climatology, Crystal Artifice, Occultism, Paleontology, and Pokémon Caretaking.	
Survivalist	
Skills: Survival	
Travel and Investigation: 🍷🍷	Active Pokémon Support: 🍷🍷
Trainer Combat: 🍷	
A wilderness-oriented Class that can specialize in a variety of terrains, gaining the ability to create impromptu traps, fight using the environment, and help their allies cope with their surroundings.	

Fighter Classes: These Classes fight in battle alongside their Pokémon. Their abilities can't be brought to bear during official Pokémon League battles, barring full contact rules, but they are useful while traveling through the wilds or confronting criminals. Not all Fighting Classes directly deal damage; some, such as the Dancer, play a more supportive role.

Athlete	
Skills: Athletics	
Trainer Combat: 🍷🍷🍷🍷	Passive Pokémon Support: 🍷
A front-line fighter who specializes in training themselves and boosting their Stats.	
Dancer	
Skills: Acrobatics, Charm	
Trainer Combat: 🍷🍷🍷	Active Pokémon Support: 🍷
Passive Pokémon Support: 🍷	
A supportive Class which can boost its own Combat Stages as well as those of its allies. Best as a supplementary Class, paired with other Fighter Classes.	
Hunter	
Skills: Stealth, Survival	
Trainer Combat: 🍷🍷🍷	Active Pokémon Support: 🍷
Passive Pokémon Support: 🍷	
A unique fighter who works best when cooperating with their Pokémon to corner foes and assault them with Attacks of Opportunity.	

Martial Artist	
Skills: Combat	
Trainer Combat:    	
A front-line fighter that can specialize in a variety of fighting styles and excels at Fighting-Type offense.	
Musician	
Skills: Charm, Focus	
Trainer Combat:   	Active Pokémon Support:  
A versatile supporter and Special Attacker that can swap between debuffing foes, buffing allies, and attacking with sound-based Moves on a whim.	
Provocateur	
Skills: Charm, Guile, Intimidate	
Trainer Combat:    	
Mislead, frighten, and seduce. The Provocateur specializes in disorienting Social Moves and the Manipulate Maneuver.	
Rogue	
Skills: Acrobatics, Athletics, Stealth	
Trainer Combat:    	
A tricky fighter that excels in Dark-Type offense and using the Dirty Fighting Combat Maneuver.	
Roughneck	
Skills: Intimidate	
Trainer Combat:    	
A fighter specializing in using fear to overwhelm their foes. They can not only debuff their opponents but also come with a suite of Features and Moves to improve their survivability in battle.	
Tumbler	
Skills: Acrobatics	
Trainer Combat:    	
A quick fighter based on mobility and Flying-Type offense.	

Supernatural Classes: These Classes wield supernatural powers. The majority of these Classes are meant for Trainer Combat and can be treated similarly to the Fighting Classes, but they often also have utility powers which help during investigative adventures. The Pokémon franchise has many examples of characters with magical abilities, but this category also exists as an easy guide for GMs who wish to tone down some of the more fantastical aspects of the Pokémon world, at least on the Trainer side.

Aura Guardian	
Skills: Intuition	
Trainer Combat:    	Travel and Investigation: 
Mystics who specialize in reading the Auras of others. High in Fighting-Type offense.	

Channeler	
Skills: Intuition	
Active Pokémon Support: 🐾🐾🐾	Travel and Investigation: 🐾🐾
A Class with the ability to bond closely with Pokémon and link them together with a mystical power for potent synergy in battle.	
Hex Maniac	
Skills: Occult Education	
Trainer Combat: 🐾🐾🐾🐾	
Hex Maniacs fight their foes using curses and hexes that debilitate and disable them.	
Ninja	
Skills: Combat, Stealth	
Trainer Combat: 🐾🐾🐾🐾	Crafting: 🐾
A stealthy fighter with many tricks up its sleeve, such as Hazards, Illusions, and Poisoned Weapons.	
Oracle	
Skills: Intuition, Perception	
Travel and Investigation: 🐾🐾🐾	Trainer Combat: 🐾🐾
Oracles are mystics who can read the lines of fate and divine the future with their powers.	
Sage	
Skills: Occult Education	
Trainer Combat: 🐾🐾🐾🐾	
Sages defend and protect their allies with Blessing Moves.	
Telekinetic	
Skills: Focus	
Trainer Combat: 🐾🐾🐾🐾	Travel and Investigation: 🐾
Telekinetics are Psychics who can move objects from afar, letting them wield weapons from across the battlefield, or toss foes up in the air to flail helplessly.	
Telepath	
Skills: Focus, Intuition	
Travel and Investigation: 🐾🐾🐾	Trainer Combat: 🐾🐾
Mind readers who have a focus on out-of-battle investigation with their powers but can mentally assault their foes as well.	
Warper	
Skills: Focus, Guile	
Trainer Combat: 🐾🐾🐾	Travel and Investigation: 🐾🐾
Warpers are teleporting Psychics that aren't great in combat on their own but pair very well with other fighting Classes.	

INTRODUCTORY CLASSES

These Classes are well-rounded and can contribute to nearly any character build without forcing you to pick your team to suit a particular strategy. Most of the basic Pokémon Trainer archetypes are represented here. Newcomers to PTU should pick one of these Classes as a foundation and expand on their characters from there with more specialized Class options.

Ace Trainer	
Skills: Command	
Passive Pokémon Support: 🍷🍷🍷🍷	Active Pokémon Support: 🍷
A generalist battler that makes the most of Training Features and downtime training to ensure their Pokémon are always in peak condition.	
Capture Specialist	
Skills: Acrobatics, Athletics, Stealth, Survival, Perception, Guile	
Travel and Investigation: 🍷🍷🍷🍷	Trainer Combat: 🍷
Gotta catch 'em all! An expert at using Poké Balls and other capture tools to their maximum potential.	
Commander	
Skills: Command	
Active Pokémon Support: 🍷🍷🍷🍷🍷	
A leader and expert at using Orders with efficiency to coordinate their allies on the battlefield. They may stand in the back of a fight, but they definitely take an active role in ensuring their party's victory.	
Coordinator	
Skills: Charm, Command, Guile, Intimidate, Intuition	
Active Pokémon Support: 🍷🍷🍷	Passive Pokémon Support: 🍷🍷
Pokémon's not just about battles. Coordinators take to the stage in Pokémon Contests to show off their companions in exciting and fabulous ways, but they can hold their own in a battle as well.	
Hobbyist	
Skills: General Education, Perception	
Active Pokémon Support: 🍷	Passive Pokémon Support: 🍷
Crafting: 🍷	Trainer Combat: 🍷
Travel and Investigation: 🍷	
A jack of all trades, perfect for characters who aren't committed to a certain path yet. Hobbyists dabble in a variety of fields and can gain talents representing many different roles.	
Mentor	
Skills: Charm, Intuition, Intimidate, Pokémon Education	
Passive Pokémon Support: 🍷🍷🍷🍷🍷	
Preparation is half the battle. Mentors are skilled caretakers of Pokémon that know how to draw out their potential, whether by changing the Nature of a Pokémon or teaching it new Moves to give them an edge in battle.	



ACE TRAINER

PASSIVE POKÉMON SUPPORT



ACTIVE POKÉMON SUPPORT



ASSOCIATED SKILLS: COMMAND

Ace Trainers aim to be the very best at Pokémon Battles – and they’re willing to work hard to gain the skills to back up this ambition.

More than any other trainer, Ace Trainers are characterized by their dedication and hard working natures. Not content to coast by on whatever natural talents they and their Pokémon may develop, Ace Trainers tend to study strategy and technique, and train their Pokémon daily to ensure they are prepared for any coming battles.

Many people may find an Ace Trainer’s dedication bordering on fanatical, and their dedication to training to be cruel to their Pokémon. There may be some truth to this; callous and power-hungry Ace Trainers often overwork their Pokémon in their quest to be the best. But many Ace Trainers are able to reach understandings with their Pokémon, and working within this partnership, they actually become closer to their Pokémon than many other types of trainers.

And regardless of an Ace Trainer’s personal bond with their Pokémon, their constant training is of course effective. Other Types of Trainers may be better at pushing Pokémon towards specific goals, but Ace Trainers are experts at drawing out a Pokémon’s innate potential.

In campaigns that feature a Pokémon League challenge, Ace Trainers are likely to be highly interested in obtaining Gym Badges and competing in Tournaments. Some may even be interested in competing in other events such as Contests or Pokéathlons, to help train their Pokémon.

Ace Trainer

[Class]

Prerequisites: Novice Command

Drain 1 AP – Extended Action

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

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

Note: Just to clarify, this Feature Drains 1 AP per training session, not per Pokémon. So train as many as you can to get the most out of this Feature!

Perseverance

Prerequisites: Ace Trainer

1 AP – Free Action

Trigger: Your Pokémon gains an Injury

Effect: The target instead does not gain an Injury. Perseverance may activate only once per Scene per target.

Elite Trainer

Prerequisites: Ace Trainer

Static

Effect: Choose Agility Training, Brutal Training, Focused Training, or Inspired Training. You gain the chosen Feature, even if you do not meet the prerequisites. When training, you may apply up to two different [Training] Features on each of your Pokémon. If you already have all of these Features, instead pick another Feature for which you qualify.

Critical Moment

[Orders]

Prerequisites: Elite Trainer, Adept Command

Scene x2 – Standard Action

Target: Your Pokemon with [Training] Features applied

Effect: The bonuses from your Pokemon's [Training] are tripled until the end of your next turn.

Top Percentage

Prerequisites: Ace Trainer, Expert Command

At-Will – Free Action

Trigger: Your Pokémon levels up to a Level evenly divisible by 5

Effect: Your Pokémon gains an extra Tutor Point. Top Percentage may be used on a single Pokémon a maximum of 4 times. Once a Pokémon has gained 4 Tutor Points in this way, increase each of that Pokémon's Base Stats by +1.

Signature Technique

Prerequisites: Elite Trainer, Expert Command

At-Will – Extended Action

Target: Your Pokémon with at least 2 Tutor Points remaining

Effect: The target loses 2 Tutor Points. Choose one Move on the Target's Move List. That Move becomes the target's Signature Technique, and you may apply one of the modifications on the next page to the Move. The Move being modified must fit the category of the modification, and you must have the associated Training Feature to apply a modification. A Pokémon may only have one Signature Technique at a time. If you choose to teach a Pokémon a different Signature Technique, the old one is lost, and 1 Tutor Point is refunded. 1 Tutor Point is also refunded if the Pokémon ever forgets a Signature Technique Move.

Note: Be sure to give a cool name to your Pokémon's Signature Technique!

Champ in the Making

Prerequisites: 4 Ace Trainer Features, Master Command

Drain 1 AP – Free Action

Trigger: You use Ace Trainer to give Pokémon Trained Stats

Effect: Choose two Trained Stats for each Pokémon instead of one. A Pokémon may only have two Trained Stats this way.

SIGNATURE TECHNIQUE MODIFICATIONS

Cone, Line, Burst, and Blast Moves

Scattershot – Agility Training: Instead of the Move's normal range, it has a range of 4m, 3 Targets.

Shock and Awe – Inspired Training: Foes targeted by the Move take a -2 penalty to Save Checks and a -1 Penalty to Evasion until the end of the user's next turn. This effect applies whether the attack hits or misses.

Vicious Storm – Brutal Training: The Move gains the Smite keyword. Applicable to Damaging Moves only.

Single Target Moves

Guarding Strike – Inspired Training: If this Move hits, the user gains +5 Damage Reduction against the target of the attack until the end of their next turn.

Unbalancing Blow – Brutal Training: Whether the Move hits or misses, the target becomes Vulnerable until the next time they are hit by a Damaging Attack or one full round has passed, whichever comes first.

Reliable Attack – Focused Training: If the Move misses its target, its Frequency is not spent and the user may immediately make a Struggle Attack as a Free Action. Cannot be applied to Moves with the Smite keyword.

Damaging Moves

Alternative Energy – Focused Training: Switch the Class of the Move from Physical to Special or vice versa.

Bloodied Speed – Agility Training: This Move may be used as Priority (Advanced) if the user has less than half of their maximum Hit Points.

Double Down – Brutal Training: The Move gains the Double Strike keyword. Effects and Effect-Ranges may be triggered only once (but either roll may trigger the effect). This may only be applied to Moves with a Damage Base of 4 or less, and may not be applied to Moves whose Damage Base change upon certain conditions (such as Fury Cutter or Ice Ball) or moves with Special-Case Damage (such as Night Shade).

Status Moves

Burst of Motivation – Inspired Training: After this Move is Resolved, the user may increase any Stats with negative Combat Stages by up to +2 Combat Stages (but this cannot put Combat Stages above +0 CS total).

Supreme Concentration – Focused Training: This Move may be used even if the user is Paralyzed, Flinched, Enraged, or has failed their Confusion Save Check.

Double Curse – Agility Training: The user may target an additional foe with this Attack. This may be applied only to 1-Target Moves.



CAPTURE SPECIALIST

TRAVEL AND INVESTIGATION



TRAINER COMBAT



ASSOCIATED SKILLS: ACROBATICS, ATHLETICS,
STEALTH, SURVIVAL, PERCEPTION, GUILE

Unafraid to brave the dangers of the wilderness in their quest, Capture Specialists are unparalleled in skill when using Poké Balls, nets, and other devices to capture Pokémon. Many Capture Specialists are on a quest to “Catch ‘Em All”, while others are only interested in catching strong and rare Pokémon, and others still may have their own specific criteria, such as only capturing Bug Pokémon.

Capture Specialists are motivated for multiple reasons; some may simply be trying to find the strongest Pokémon they can for use in their own personal journey. Others may simply like the challenge. Some Capture Pokémon to trade and sell; this kind of Capture Specialists tend to be cold-hearted poachers, who capture endangered Pokémon, or devastate entire wild communities in their search for profit. Whatever their reasons, no one can deny Capture Specialists are good at what they do.

Capture Specialists tend to be versatile and well-rounded characters; many of them focus on improving many different skills such as Perception or Survival, to aid them in their quests into the wilderness. Many of them also learn to create and modify their own Poké Balls, to cut down on the costs of their chosen career.

Capture Specialist

[Class] [+Speed]

Prerequisites: Acrobatics, Athletics, Stealth, or Survival at Novice; Guile, or Perception at Novice
Static

Effect: You gain two Capture Techniques of your choice, found on the next page. You must meet any prerequisites of the Technique.

Advanced Capture Techniques

[Ranked 4] [+Speed]

Rank 1 Prerequisites: Capture Specialist

Rank 2 Prerequisites: Capture Specialist, any 2 Skills at Adept Rank

Rank 3 Prerequisites: Capture Specialist, any 2 Skills at Expert Rank

Rank 4 Prerequisites: Capture Specialist, any 3 Skills at Expert Rank

Static

Effect: At each Rank, you gain two Capture Techniques of your choice, found on the next page. You must meet any prerequisites of the Technique. You may qualify for Advanced Capture Techniques' prerequisites with the Acrobatics, Athletics, Stealth, Survival, Guile, or Perception Skills only.

Captured Momentum

[+Speed]

Prerequisites: Advanced Capture Techniques Rank 2
At-Will – Free Action

Trigger: You successfully Capture a Pokémon

Choose One Effect:

- » You or your Pokémon gain a +2 bonus to their next Accuracy Roll during this combat.
- » You subtract your highest Skill Rank out of Acrobatics, Athletics, Stealth, Survival, Guile, or Perception from your next Capture Roll during this combat.
- » You gain 1 Temporary Action Point that disappears after one full round.

Gotta Catch 'Em All

[+Speed]

Prerequisites: Advanced Capture Techniques Rank 3
Daily x3 – Swift Action

Trigger: You make a Capture Roll.

Effect: You may switch the rolled digits on your 1d100 roll. For example, if you roll a 91, that can be switched to a 19. This does not turn a roll of 1 into a "Natural" roll of 100.

CAPTURE TECHNIQUES

Capture Skills

Static

Effect: You gain a Skill Edge for which you qualify. It must be applied to Acrobatics, Athletics, Stealth, Survival, Guile, or Perception. You may take Capture Skills up to two times.

Curve Ball

Static

Effect: Whenever you hit a target with a Poké Ball, you may deal damage as if you had hit them with a Struggle Attack. This damage triggers before any of the Poké Ball's functions (such as making a Capture Check, releasing a Pokémon, etc.).

Devitalizing Throw

1 AP – Free Action

Trigger: A Pokémon escapes from a Poké Ball you threw
Choose One Effect: The triggering target becomes Slowed; the triggering target loses one Combat Stage in a Stat of your choice; or the triggering target suffers a -3 penalty to their next Save Roll.

Fast Pitch

1 AP – Standard Action, Priority (Advanced)

Effect: You immediately throw a Poké Ball.

Snare

Static

Effect: You subtract -10 from Capture Rolls made against Pokémon drawn into an encounter by Bait, that are currently distracted by Bait, or are in a Hand Net, Lasso, Weighted Net, or Stuck because of a Glue Cannon.

Tools of the Trade

Static

Effect: Add +2 to all Accuracy Rolls made with Poké Balls, Hand Nets, Lassos, Weighted Nets, and Glue Cannons. Add +2 to Athletics Checks made when reeling in a Pokémon with a Fishing Rod, and add +4 to 1d20 rolls made to see if a Pokémon is attracted by Bait or a Fishing Lure.

Catch Combo

Prerequisites: 3 of Acrobatics, Athletics, Stealth, Survival, Guile, or Perception Skills at Expert Rank
 Daily – Free Action

Trigger: Your Pokémon's attack faints a Wild Pokémon.
Effect: You may immediately throw a Poké Ball against the triggering Wild Pokémon, and it may be Captured even though it is knocked out. Calculate Capture Rate as if the target had 1 HP. If the Capture Attempt fails, the Pokémon is knocked out as normal.

False Strike

Prerequisites: 3 of Acrobatics, Athletics, Stealth, Survival, Guile, or Perception at Expert Rank
 Scene x2 – Free Action

Trigger: You or your Pokémon's attack faints a Wild Pokémon.
Effect: The Wild Pokémon is instead lowered to 1 Hit Point.

Relentless Pursuit

Prerequisites: 3 of Acrobatics, Athletics, Stealth, Survival, Guile, or Perception Skills at Expert Rank
 2 AP – Free Action, Interrupt

Trigger: A foe attempts to run away
Effect: Before the target moves from its starting location, one of your Pokémon on the field may immediately Shift and use a Struggle Attack as an Interrupt. If this attack hits, the target is Tripped.



COMMANDER

ACTIVE POKÉMON SUPPORT



ASSOCIATED SKILLS: COMMAND

Commanders are authoritative trainers that focus on Pokémon battling. Commanders prefer to stand in the back lines, and direct their allies through battle, like a conductor leading a grand orchestra. Their versatility is their greatest strength, and one they are often eager and proud to use.

Commanders tend to be fond of complex plans and tactical set-ups; as such, they make more effective and efficient use of the Orders Features that are available to all Trainers through General Features and synergize well with other Classes that have their own Orders too. They are experts at organizing deadly and well-coordinated assaults.

Commander

[Class]

Prerequisites: Novice Command

Static

Effect: Choose one of Ravager Orders, Marksman Orders, Trickster Orders, Guardian Orders, or Precision Orders. You gain the chosen Feature, even if you do not meet its prerequisites.

Mobilize

[Orders]

Prerequisites: Commander

At-Will – Free Action

Target: Any Ally

Effect: The target cannot provoke Attacks of Opportunity on their next turn. Mobilize may target an Ally only once per encounter.

Leadership

Prerequisites: Commander

Static

Effect: You may use [Orders] that have targets to target any Ally, even if normally those [Orders] would only let you apply the effect to your own Pokemon. Any other conditions still apply.

Battle Conductor

Prerequisites: Leadership

At-Will – Swift Action

Trigger: You give [Orders] with a Frequency of At-Will that have targets

Effect: You may target up to two additional Allies with the [Orders].

Note: This may be used with [Orders] that have AP costs, but the AP Cost must be paid separately for each target if so.

Complex Orders

Prerequisites: Mastermind, at least two Features with the [Orders] Tag that have targets

At-Will – Shift Action

Trigger: You give [Orders] that have targets.

Effect: You may choose a different Order to give to each Target. You must pay all AP costs and follow Frequency restrictions for all Orders used in this way.

Tip the Scales

Prerequisites: Commander, Expert Command

2 AP – Swift Action

Trigger: You give [Orders] that have targets.

Effect: Your [Orders] with an At-Will Frequency instead target all allies within 10 Meters.

Scheme Twist

Prerequisites: Commander, Master Command

Scene x2 – Swift Action

Trigger: You give [Orders] with a Daily or Scene Frequency that have Targets.

Effect: You may target up to two additional Allies with the [Orders].



COORDINATOR

ACTIVE POKÉMON SUPPORT



PASSIVE POKÉMON SUPPORT



ASSOCIATED SKILLS: CHARM, COMMAND, GUILE, INTIMIDATE, AND INTUITION

Coordinators specialize not in Pokémon Battles, but in Pokémon Contests. In Pokémon Contests, Pokémon compete not to hurt each other, but to use their attacks and abilities to impress the contest judges and the watching crowds. The world of Pokémon Contests is just as competitive as the Pokémon Battling scene, and so it's not enough to merely groom a Pokémon's physical appearance; Coordinators must learn to guide their Pokémon to act with grace and charm, and innovate so they can stand out from the crowds. In facing these challenges, Coordinators naturally acquire an ability for guidance and leadership, and this talent for directing others can even be exploited to their benefit in battle; here they can distract and disrupt enemies, or bolster their allies with encouragement or opportunities.

Although many Coordinators shun Pokémon Battles, ironically their training improves the Battle abilities of their Pokémon too. Their Pokémon learn to stay calm under pressure and give it their all, whether on the stage or the arena. And like Ace Trainers, the sheer amount of dedication Coordinators have towards their Pokémon lends itself to making strong bonds with their partners. And this willingness on the part of their Pokémon to do their best can make all the difference.

Coordinators are rare in settings without Pokémon Contests, but that's not to say they cannot be used there. Coordinators can represent trainers who train their Pokémon with poise and polish, and value cohesion and dependency over risky maneuvers.

Coordinator

[Class]

Prerequisites: Grace, Novice Charm, Command, Guile, Intimidate, or Intuition

At-Will – Free Action

Effect: Your Pokémon may reroll a single Appeal Roll or Damage Roll. This Ability may be used only once per Contest, and once per Pokémon per Scene.

Decisive Director

[Orders]

Prerequisites: Coordinator

At-Will – Standard Action

Target: A Pokémon

Effect: Add or subtract X from the target's Initiative until the end of your next turn. X is equal to your Charm Rank doubled.

Adaptable Performance

Prerequisites: Coordinator

Scene – Free Action

Trigger: Your Pokémon's Turn to use a Move in a Contest

Effect: Choose two of your Pokémon's Moves. Your Pokémon may perform your Contest Move as if had the Contest Typing of one of your chosen Moves, and had the effects of the other. You may not use either move on the next round of the contest. This effect may be used once per Contest.

Flexible Preparations

Prerequisites: Adaptable Performance, Adept Charm, Command, Guile, Intimidate, or Intuition

Daily – Extended Action

Target: A Pokémon that has Contest Stats from Poffins

Effect: The target may reallocate up to 2d6 of Poffin-Derived Contest Stats from one Contest Stat to another. This effect lasts until the end of the day.

Innovation

Prerequisites: Adaptable Performance

Daily – Extended Action

Target: A Pokémon with at least 1 Tutor Point.

Effect: The target loses 1 Tutor Point, and then learns a Move created with Innovation. See the next section for details on creating Moves for this Feature. A Pokémon may only have one Move created by Innovation at a time.

Nuanced Performance

Prerequisites: Coordinator, Expert Charm, Command, Guile, Intimidate, or Intuition

1 AP – Free Action

Trigger: Your Pokémon miss all targets with a Move

Effect: That Move's Frequency is not expended. This does not work with Moves that may fail to activate, such as moves with the Execute keyword.

Reliable Performance

Prerequisites: Nuanced Performance, Master Charm, Command, Guile, Intimidate, or Intuition

2 AP – Free Action

Trigger: Your Pokémon makes an Appeal Roll, Accuracy Check, or Skill Check

Effect: For appeal rolls, instead of making the Appeal Roll, you gain 1 Appeal Point for each Dice you would have rolled. For Accuracy Checks, act as if you had rolled a 10. For Skill Checks, multiply 3.5 by your Pokémon's Skill Rank, and use the resulting number as the result of your roll, rounded down. For all rolls, add or subtract any modifiers as normal.

INNOVATION MOVES

The Coordinator's "Innovation" Feature lets the Coordinator create new Moves for their Pokémon. These Moves can serve to fill voids in Move Lists for both Battles and Contests and provide utility.

To create a Move, first choose a Contest Type. This affects the Move's effects and of course its role in Contests.

Next choose a Contest Effect. Look at the "Contest Effects" section (page 266) under "Contests" for the full list. Pick one. That's right, any of them. This determines what the Move does during a Contest, of course.

Third, choose one of the four templates below. This determines the Move's effects in Battle. These are modified by the Contest Type of the Move. Remember, Cool is associated with Attack, Tough with Defense, Beauty with Special Attack, Smart with Special Defense, and Cute with Speed.

And finally, name your Move! This is the best part!

Template #1

Type: Normal

Frequency: Scene

AC: None

Class: Status

Range: Self

Effect: The user generates 3 Contest Boons. These may be used as a Swift Action on their turn to gain one of the effects below, based on this Move's Contest Type.

- » **Beauty:** Use when declaring an attack (before Accuracy Roll) to gain a +3 bonus to Effect Range for that attack.
- » **Cool:** Use when declaring an attack (before Accuracy Roll) to gain a +3 bonus to Critical Hit Range for that attack.
- » **Cute:** Use during your turn to gain +3 Evasion for one full round.
- » **Smart:** Use when declaring an attack (before Accuracy Roll) to gain a +3 bonus to Accuracy for that attack.
- » **Tough:** Use at the start of a turn to avoid all loss of Hit Points from Status Afflictions, Weather, and Recoil for that turn.

Template #2

Type: Normal

Frequency: Scene x2

AC: None

Class: Status

Range: 6, 1 Target

Effect: The target has the Stat associated with this Move's Contest Type lowered by -2 Combat Stages. This Move cannot miss.

Template #3

Type: Varies

Frequency: EOT

AC: Varies

Class: Varies

Range: Varies, Spirit Surge

Effect: Make a Struggle Attack, increasing the damage roll by +5. Follow all other normal rules for making Struggle attacks, including any modifications from capabilities, features, or special effects. On 18+, the user's Stat associated with the Contest Type of this Move is raised by +1 Combat Stage. This Move's Effect Range is extended by +1 for every two Contest Dice the user has that matches this Move's Contest Type.

Template #4

Type: Normal

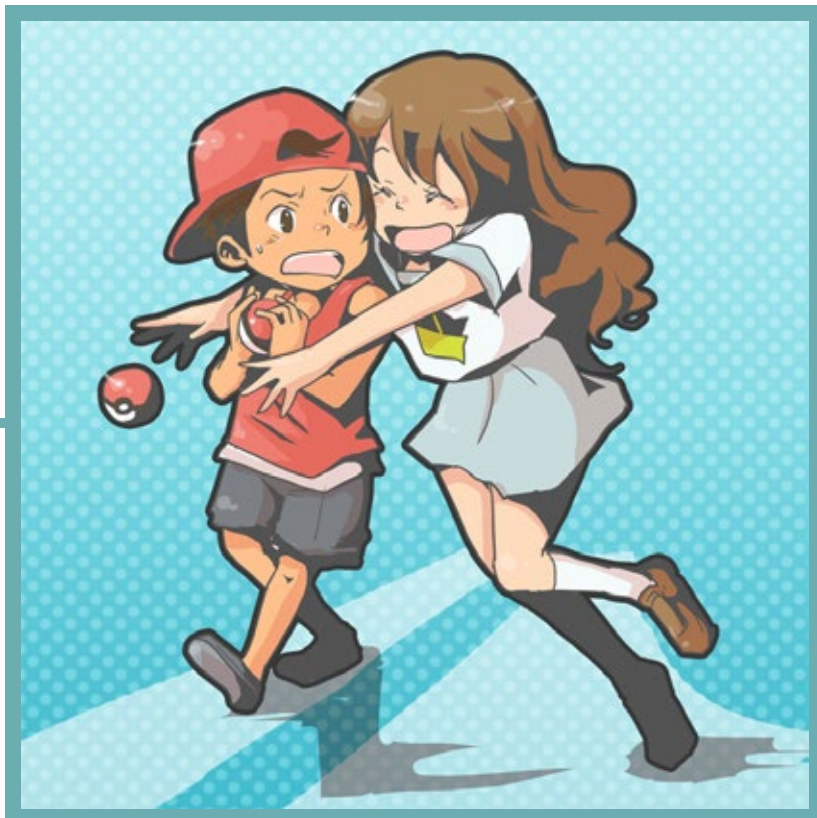
Frequency: Scene

AC: None

Class: Status

Range: Burst 2

Effect: All allies in the Burst besides the user gain +1 Combat Stage in the Stat associated with the Contest Type of this Move.



ASSOCIATED SKILLS: GENERAL EDUCATION, PERCEPTION

HOBBYIST

ACTIVE POKÉMON SUPPORT



PASSIVE POKÉMON SUPPORT



CRAFTING



TRAINER COMBAT



TRAVEL AND INVESTIGATION



Not all Trainers walk down the path of a narrow specialty. Some Trainers choose to dabble in a variety of skills, choosing to learn what's useful for their immediate journey and then moving on instead of dedicating their life to one art. These Hobbyists are fast learners, picking up practical skills easily without necessarily having the background or training usually required.

Trainers who become Hobbyists are usually those who truly do travel across the land, searching far and wide. They meet many different Trainers on their journey and can learn from watching them practice their skills.

Fitting their eclectic skillset, Hobbyists rarely display a theme or pattern to the Pokémon they catch, choosing to catch whatever is around as they travel. A Hobbyist pairs well with most classes, filling in the holes that the more specialized classes have in their skillsets.

Hobbyist

[Class]

Prerequisites: Novice General Education, Novice Perception

Static

Effect: You gain three Skill Edges for which you qualify.

Special: You may count Hobbyist Features as “General Features” for the purposes of any effect that would grant you a General Feature.

Dilettante

[Ranked 4]

All Ranks Prerequisites: Hobbyist

Static

Effect: Each Rank of Dilettante, you gain both an Edge and a General Feature from the lists below. You may gain the chosen Edge and Feature even if you do not meet the Skill prerequisites. You must meet any other Prerequisites.

- » **Edges:** Acrobat, Apricorn Balls, Basic Balls, Basic Cooking, Basic Martial Arts, Beast Master, Breeder, Dynamism, Gem Lore, Grace, Green Thumb, Groomer, Instinctive Aptitude, Instruction, Intimidating Presence, Iron Mind, Medic Training, Mounted Prowess, Repel Crafter, Slippery, Swimmer, Train the Reserves.
- » **Features:** Command Versatility, Commander’s Voice, Defender, Dive, First Aid Expertise, Let Me Help You With That, Poké Ball Crafter, PokéManiac, Press, Quick Switch, Skill Monkey, Species Savant, any [Training] Feature, Tutoring, Walk It Off.

Whenever you gain a Feature or Edge this way, change any Skill Rank applications or Skill Checks mandated directly by the Edge or Feature into your choice of General Education or Perception Skill Checks or Rank applications instead.

Dabbler

Prerequisites: Hobbyist, Expert General Education or Perception

Static

Effect: At the Level 5, 10, 20, 30, and 40 Character Advancement Level Milestones, if you choose to gain Bonus Stats, you also gain an Edge for which you qualify. If you choose Bonus Edges or Features, you also gain +2 to your choice of Attack or Special Attack. This applies retroactively.

Note: It takes a long time for this Feature to bear fruit. Talk to your GM about how long the campaign will last and whether you will reach higher Levels.

Look and Learn

Prerequisites: Hobbyist, Expert General Education or Perception

x2 Uses – Extended Action

Effect: When you activate Look and Learn, you may gain any of the Features below even though they are Features from other Classes. You do not need to meet their normal prerequisites, but you must meet their Prerequisites listed here. Look and Learn can be used two times; once to learn a Feature from the “Scene Features” List, and once to learn a Feature from the “Action Point Features List”.

Scene Features List			Action Point Features List		
Trainer Class	Feature	Prerequisite	Trainer Class	Feature	Prerequisite
Ace Trainer	Critical Moment	Commander’s Voice	Coordinator	Nuanced Performance	Grace
Capture Specialist	Capture Techniques (False Strike and Catch Combo only)	Poké Ball Crafter	Juggler	Round Trip	Quick Switch
Enduring Soul	Staying Power	Medic Training	Chef	Hits the Spot	Basic Cooking
Trickster	Sleight	Command Versatility	Fashionista	Style is Eternal	Groomer
Researcher	Chemical Warfare	Repel Crafter	Athlete	Coaching	Swimmer
Roughneck	Mettle	Defender	Tumbler	Quick Gymnastics	Acrobat



MENTOR

PASSIVE POKÉMON SUPPORT



ASSOCIATED SKILLS: CHARM, INTIMIDATE, INTUITION, POKÉMON EDUCATION

Not all Pokémon are created equal. Some are naturally better off due to Species, pedigree, or even just their Type or disposition. On the flip side, many of those on the stronger end of the spectrum are aware of it and might have attitude issues with most Trainers. How do people get around these issues?

Some people just show a natural gift for dealing with these troublesome ones. They have the nurturing touch to bring out the best in a Sewaddle and show a Charizard how its arrogance holds it back. These Mentors don't really seek out problem cases, but when confronted with them have the knowledge and skills to handle them appropriately. Their guidance is not lost on Pokémon in the middle of this spectrum either, as they can help unlock anyone's true potential.

Mentor is a highly flexible Support Class for dealing with Pokémon with odd Abilities, Natures, and Move Lists. They allow Pokémon to learn moves earlier than they normally would, learn more Moves, and change a Pokémon's very nature. Most noticeable, however, is they can become Move Tutors with time and practice.

Mentor

[Class]

Prerequisites: Two of Charm, Intimidate, Intuition, or Pokémon Education at Novice Rank

Daily x3 – Extended Action

Target: A Pokémon with at least 1 Tutor Point remaining

Effect: The target loses 1 Tutor Point, and then learns a move from its tutor list marked with a (N), or any move on its level-up list learned at X Level or lower, where X is the target's current Level plus the sum of your Mentor Skill Ranks. Note that despite being Tutored, these Moves count as if they were “natural” for organizational purposes.

Special: When you take Mentor, choose two of Charm, Intimidate, Intuition, and Pokémon Education to become your Mentor Skills. The Skills you choose must be at Novice Rank or higher.

Lessons

Prerequisites: Mentor

Daily x3 – Extended Action

Effect: You may perform any Mentor Lesson for which you qualify.

Expand Horizons

Prerequisites: Mentor

At-Will – Extended Action

Target: Your Pokémon

Effect: Your Pokémon gains 3 Tutor Points. A Pokémon may be targeted by Expand Horizons only once.

Guidance

Prerequisites: Mentor

Static

Effect: Your Pokémon's base Move List Limit is increased by +1 (Reminder: The default Move List Limit is 6).

Move Tutor

Prerequisites: Mentor, one Mentor Skill at Expert Rank

Daily – Extended Action

Target: A Pokémon with at least 2 Tutor Points.

Effect: The target loses 2 Tutor Points, and learns any move from its Tutor List.

Egg Tutor

Prerequisites: Move Tutor

Daily – Extended Action

Target: A Pokémon with at least 2 Tutor Points.

Effect: The target loses 2 Tutor Points, and learns any Move from its Egg Move List. A Pokémon may be targeted by Egg Tutor only one time.

Lifelong Learning

Prerequisites: Move Tutor, one Mentor Skill at Master Rank

Static

Effect: Your Pokémon may have up to 4 Moves from their Move List come from TMs or Move Tutors.

MENTOR LESSONS

Changing Viewpoints

Prerequisites: Mentor, Intuition as a Mentor Skill

Target: A Pokémon with at least 1 Tutor Point.

Effect: The target loses a Tutor Point, and you may change the target's Nature to any other Nature which either raises the same Stat as its current nature, or lowers the same Stat as its current Nature.

Empowered Development

Prerequisites: Mentor, Charm as a Mentor Skill

Target: A Pokémon with at least 1 Tutor Point

Effect: The target loses 1 Tutor Point, and gains any three of the following Poké Edges: Skill Improvement, Advanced Mobility, or Capability Training. A Pokémon may be targeted only once by Empowered Development. The target may gain Poké Edges this way even if they do not meet the prerequisites, however, they must still follow other limitations; Advanced Mobility can only improve a Movement Capability once, for example.

Corrective Learning

Prerequisites: Mentor, Intimidate as a Mentor Skill

Target: A Pokémon that has spent Tutor Points on a Poké Edge or a Feature's effect

Effect: The target loses one effect gained from a Poké Edge or Feature and refunds all Tutor Points spent on it.

Versatile Teachings

Prerequisites: Mentor, Pokémon Education as a Mentor Skill

Target: A Pokémon with at least 1 Tutor Point

Effect: The target loses 1 Tutor Point and may exchange one of its Basic Abilities for any other of its species' Basic Abilities or one of its Advanced Abilities for any of its species' Basic or Advanced Abilities.

Note: You may NOT activate Versatile Teachings to reroll Abilities that require a roll to determine characteristics, such as Serpent's Mark and Color Theory.

BATTLING STYLE CLASSES

Battling Style Classes: These Classes are dedicated to particular battling styles. Choosing one of these Classes will make a big statement about how your character approaches Pokémon training and battles. Unlike the Specialist Team Classes, choosing a Battling Style Class does not require you to become highly selective about your Pokémon choices, but certain Pokémon do suit certain battling styles better than others. Characters built using an Introductory Class as a foundation easily transition into taking one of these Classes to specialize and develop further.

Cheerleader	
Skills: Charm	
Active Pokémon Support: 🏹🏹🏹🏹	Passive Pokémon Support: 🏹
One of four Classes based on the four Training Features, Cheerleader expands on the battling style of the Inspired Training Feature. They're able to motivate their allies with Orders and are great for a Trainer with Pokémon that can defend and support allies.	
Duelist	
Skills: Focus	
Active Pokémon Support: 🏹🏹🏹🏹	Passive Pokémon Support: 🏹
One of four Classes based on the four Training Features, Duelist hones in on the Focused Training Feature and the battling style it promotes. Their core mechanic is based on controlling the momentum of battle and gaining a steady advantage using one Pokémon at a time without much switching.	
Enduring Soul	
Skills: Athletics, Focus	
Passive Pokémon Support: 🏹🏹🏹🏹🏹	
A defensive Class that seeks to outlast its opponents, the Enduring Soul can give even the most frail Pokémon immense staying power. They may not aim to hit the hardest, but they will be sure to remain standing at the end of the day.	
Juggler	
Skills: Acrobatics	
Active Pokémon Support: 🏹🏹🏹🏹🏹	
Jugglers swiftly swap through their entire Pokémon teams in a fight, forcing opponents to keep on their toes. They can make the most of a versatile team by ensuring that they always have the Pokémon they want out facing their foes and catching them off guard.	
Rider	
Skills: Acrobatics, Athletics	
Passive Pokémon Support: 🏹🏹	Active Pokémon Support: 🏹🏹
Trainer Combat: 🏹	
One of four Classes based on the four Training Features, Rider makes the most of Agility Training by applying it to the art of mounted combat. From the back of their Pokémon, they can bark Orders or swat away would-be attackers that get too close. Trainer and Pokémon work in concert to create a devastating combination.	

Taskmaster

Skills: Intimidate

Active Pokémon Support: 🐾🐾🐾

Passive Pokémon Support: 🐾🐾

One of four Classes based on the four Training Features, Taskmaster embraces the cruel battling style of the Brutal Training Feature. It is a high-risk, high-reward Class that gains an offensive edge at the expense of giving their own Pokémon Injuries through a grueling training regime.

Trickster

Skills: Guile

Active Pokémon Support: 🐾🐾🐾🐾

Passive Pokémon Support: 🐾

Tricksters are specialists in commanding their Pokémon to use Status-Class Moves, whether they are inflicting their foes with Poison and Burn, flooding the battlefield with Hazards, or weakening their opponents with Combat Stage reducing Moves.



CHEERLEADER

ACTIVE POKÉMON SUPPORT



PASSIVE POKÉMON SUPPORT



ASSOCIATED SKILLS: CHARM

For some Trainers, the path to victory isn't paved with complicated strategy or incredibly harsh training. Instead, they believe in their Pokémon and try to motivate them to battle to their best, even in the face of overwhelming odds. True to their name, Cheerleaders cheer on their Pokémon and drive them to greater heights of battle with their optimistic attitudes.

Cheerleaders bring shine and happiness to traveling groups of Trainers, their words of motivation keeping their allies going even after devastating attacks. This doesn't mean they're all about blind optimism with no substance, however. Cheerleaders need leadership skills, and under their guidance, allies can find their second wind or push themselves to act quicker in battle.

Teamed up with cheery and motivating Pokémon, a Cheerleader can keep a traveling party in high spirits and fighting at their best all the time.

Cheerleader

[Class]

Prerequisites: Inspired Training, Novice Charm

X AP – Free Action

Trigger: You use Orders

Effect: Choose Cheered, Excited, or Motivated. All allies affected by the triggering effect gain the chosen condition. This Feature costs 0 AP if the triggering effect affects only one ally, and costs 1 AP if it affects two or more.

Mechanic: Cheerleader's Features can deliver several beneficial conditions on their allies – Cheered, Excited, or Motivated. Targets can have more than once “instance” of the same condition, but for Cheered and Excited only one instance may be activated per trigger (that is to say, you can't add +10 Damage Reduction against one attack using Excited, and you can't use Cheered to roll four times for the same Save Check!)

- » **Cheered** – Pokémon or Trainers may give up the Cheered condition when making a Save Check to roll twice, and take the best result.
- » **Excited** – Pokémon or Trainers may give up the Excited condition when hit by a Damaging Attack to gain +5 Damage Reduction against that attack.
- » **Motivated** – Pokémon or Trainers may give up the Motivated condition as a Free Action to increase a Combat Stage that is below its Default Value (usually 0 CS) by +1 CS.

Cheer Brigade

Prerequisites: Cheerleader

At-Will – Extended Action

Target: Your Pokémon with at least 2 Tutor Points remaining

Effect: Your Pokémon loses 2 Tutor Points and gains the Friend Guard Ability.

Gleeful Interference

Prerequisites: Cheer Brigade, Adept Charm

1 AP – Free Action

Trigger: Your Pokémon with the Friend Guard Ability hits a foe with a damaging attack

Effect: The triggering foe gains a -2 penalty to Accuracy for one full Round.

Inspirational Support

Prerequisites: Cheer Brigade, Adept Charm

Static

Effect: You may trigger Cheerleader as a Free Action when your Pokémon with Friend Guard activate an Ability or Status Move that affects only allies.

Note: When considering effects that could trigger Cheerleader this way, aside from the obvious Moves like Helping Hand and Abilities like Plus and Minus, think about Blessings, Coats, etc too!

Moment of Action

[Orders]

Prerequisites: Cheerleader

At-Will – Standard Action

Target: Up to two Allied Trainers

Effect: Each target gains 1 Temporary Action Point. These Action Points disappear after one full Round.

Go, Fight, Win!

[Orders]

Prerequisites: Moment of Action, Expert Charm

At-Will – Standard Action + Swift Action

Effect: Choose and perform one of the cheers below. You may perform each Cheer only once per Scene.

- » **Show Your Best!**: Choose Defense or Special Defense. All allies on the field gain +1 Combat Stage in the Chosen Stat and become Motivated.
- » **Don't Stop Now!**: All allies on the field gain Temporary Hit Points equal to your Charm Rank and become Excited.
- » **I Believe In You!**: All allies on the field gain a +2 bonus to Evasion for one full Round, and become Cheered.

Keep Fighting!

Prerequisites: 5 Cheerleader Features, Master Charm

Daily x2 – Free Action

Trigger: Your Pokémon or an Ally Trainer with over 1 Hit Point is reduced to 0 Hit Points or lower

Effect: That Ally's Hit Point count is reduced to 1 instead, and then gains Temporary Hit Points equal to your Charm Rank doubled.



DUELIST

ACTIVE POKÉMON SUPPORT



PASSIVE POKÉMON SUPPORT



ASSOCIATED SKILLS: FOCUS

Duelists mark their foes and then let their Pokémon tear them apart with ruthless efficiency. Even in the midst of a crowded battlefield, they are able to pinpoint priority targets and ensure their Pokémon have the focus to take them down without distraction. Unlike Jugglers, who prefer to rotate through their entire roster of Pokémon quickly in a battle, Duelists battle with one Pokémon at a time, building up momentum and pushing their advantage further and further.

Trainers with primarily passive Pokémon support options can take advantage of Duelist's unique and powerful Orders, filling their Standard Actions. This makes Duelist a good counterpart to Classes such as Ace Trainer and Stat Ace.

Duelist

[Class]

Prerequisites: Focused Training, Novice Focus

At-Will – Swift Action

Target: A Pokémon or Trainer

Effect: The Foe becomes Tagged; or if the foe is already Tagged, the foe loses the Tag. Only one foe can be Tagged this way at a time. If a new Foe is Tagged, all other Tags are lost.

Your Pokémon under the effects of Focused Training gain half their Momentum (rounded up) as a Bonus to Accuracy and Evasion against Tagged Foes, but as long as a Foe is Tagged, they do not benefit from Focused Training's Accuracy Bonus against other foes.

Mechanic – Momentum:

- » Your Pokémon begins each Scene with 0 Momentum.
- » At the end of each Combat round, your Pokémon gains +1 Momentum.
- » Whenever your Pokémon hits a Tagged foe, they gain +1 Momentum.
- » Your Pokémon has a maximum of 6 Momentum. So use a d6 to track it.
- » All Momentum is lost when your Pokémon Faints, your Pokémon is recalled, or combat ends.

Expend Momentum

[Orders]

Prerequisites: Duelist

At-Will – Standard Action

Target: Your Pokémon under the effects of Focused Training

Effect: Apply one of the following effects on the target by spending that much Momentum.

- » **Spend 1 Momentum:** Your Pokémon regains use of a EOT Frequency Move.
- » **Spend 2 Momentum:** Your Pokémon automatically rolls an 11 on one d20 Roll of your choice on their next turn.
- » **Spend 3 Momentum:** Your Pokémon regains a use of Scene Frequency Move. May be chosen only once per Scene per Pokémon.

Effective Methods

Prerequisites: Duelist

At-Will – Extended Action

Target: Your Pokémon with at least 2 Tutor Points remaining

Effect: Your Pokémon loses 2 Tutor Points and gains your choice of the Exploit or Tolerance Ability. You may only target a Pokémon once with Effective Methods.

Directed Focus

Prerequisites: Effective Methods

Static

Effect: Whenever your Pokémon with the Exploit or Tolerance Ability are targeted by an [Order], deal Super-Effective Damage, or take Super-Effective Damage, they gain +1 Momentum after all effects of the Move or Order are resolved.

Type Methodology

Prerequisites: Effective Methods, Adept Focus

Scene x2 – Free Action

Trigger: See Effect

Effect: Effects depend on whether your Pokémon has the Tolerance or Exploit ability.

- » Whenever your Pokémon with Tolerance takes Super-Effective damage from a Tagged foe, your Pokémon may lose 2 Momentum to Resist that attack one step.
- » Whenever your Pokémon with Exploit deals Resisted damage to a Tagged foe, your Pokémon may lose 2 Momentum to increase the effectiveness of the attack one step.

Duelist's Manual

[Orders]

Prerequisites: Expend Momentum, Effective Methods, Expert Focus

2 AP – Standard Action

Target: Your Pokémon under the effects of Focused Training

Effect: Apply one of the following effects. To choose an effect, your Pokémon must have a certain amount of Momentum. (Duelist's Manual does not spend Momentum).

- » **1 Momentum:** Your Pokémon doubles their bonuses from Tolerance or Exploit until the end of their next turn and may change their Tolerance Ability into Exploit, or vice versa, until the end of their next turn.
- » **2 Momentum:** Your Pokémon's next Pass, Cone, Close Blast, or Burst attack becomes a single target Melee attack, or their next Line or Ranged Blast attack becomes a single target Ranged attack. If this attack hits, the target becomes Vulnerable for one full round and has their Initiative set to 0 until the end of their next turn.
- » **3 Momentum:** Your Pokémon may act while ignoring the Confused, Rage, Infatuation, and Suppressed Volatile Status on their next turn as long as they attempt to attack a Tagged foe. May only be used once per Scene per Pokémon.

Seize The Moment

Prerequisites: Duelist, Master Focus

Scene x2 – Free Action

Trigger: Your Pokémon would gain Momentum while already at 6 Momentum

Effect: Your Pokémon loses 6 Momentum, and then gains +1 Momentum. Your Pokémon may immediately make an attack as an Interrupt, but this attack must target only a Tagged Foe. If the attack misses, it still deals damage as if it had the Smite keyword. If the attack hits, it's automatically a Critical Hit. If it would have already been a Critical Hit, your Pokémon gains Hit Points equal to half of its maximum Hit Points. May be used only once per Scene per Pokémon .



ENDURING SOUL

PASSIVE POKÉMON SUPPORT



ASSOCIATED SKILLS: ATHLETICS, FOCUS

Enduring Souls understand the value of sheer tenacity. Where others would throw in the towel, they keep going. Through impressive stamina and focus, they will themselves to victory. It's just this endurance and tenacity that can lead an Enduring Soul's Pokémon to persevere through Critical Hits and Status Afflictions that would cripple lesser Pokémon.

Enduring Soul is a good fit for any trainer that wants to push the endurance of their Pokémon in battle, and thus it's a path most taken by Ace Trainers, Tough Experts, or other classes that specialize in training Pokémon, but is also a good fit with classes such as Athlete or Martial Artist that enhance the endurance of the Trainer; this way both Pokémon and Trainer can become tougher together. Psychics specializing in Focus may find this class an attractive way to enhance their Pokémon as well.

Enduring Soul

[Class]

Prerequisites: Novice Athletics and Focus

Static

Effect: You may add to your Pokémon's HP stat when they level up, ignoring Base Relation, and you do not need to "correct" Stats due to this inflated HP.

Staying Power

Prerequisites: Enduring Soul

Scene – Free Action

Trigger: Your Pokémon Takes a Breather

Effect: Your Pokémon may "Take a Breather" even if it is Confused or Enraged, and it does not Trip or have to Shift away from enemies as part of the action. You may choose whether or not your Pokémon resets their Combat Stages to default.

Shrug Off

Prerequisites: Staying Power

Static

Effect: Once per day, each of your Pokémon may spend a Shift Action to remove 1 Injury from themselves; this may also be activated as a Free Action whenever your Pokémon Take a Breather.

Awareness

Prerequisites: Enduring Soul, 3 Pokémon with a Defensive Ability*

Static

Effect: Your Pokémon add +2 to all Save Checks.

Resilience

Prerequisites: Awareness, Expert Athletics or Focus

2 AP – Free Action

Trigger: Your Pokémon is hit by a Critical Hit or gains a Status Affliction (or both)

Effect: Your Pokémon does not gain a Status Affliction, and the triggering attack does damage as if it was not a Critical Hit. Resilience may only be used once per target per Scene.

Not Yet!

Prerequisites: Enduring Soul, Expert Athletics or Focus
Scene – Free Action

Trigger: Your Pokémon is Fainted, but is not at less than -100% Hit Points.

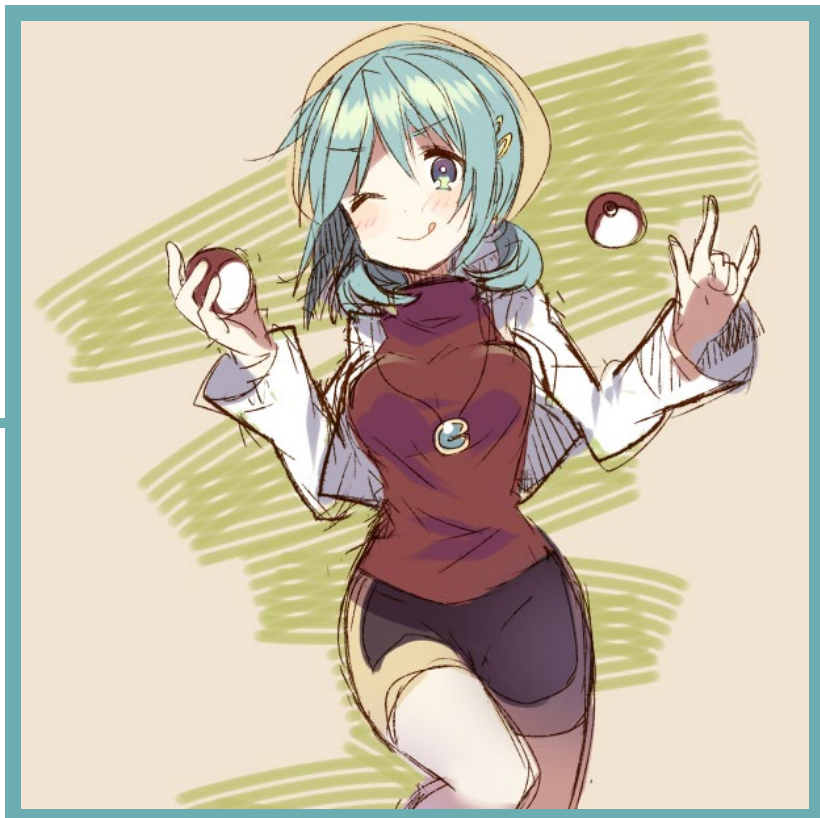
Effect: Before fainting, the targeted Pokémon gains an Injury, and may then use a Move as an Interrupt. When the Move is resolved, the Pokémon then immediately faints. This consumes a Pokémon turn as normal. This cannot be used with the Moves Explosion, Pain Split, or Self-Destruct.

Vim and Vigor

Prerequisites: Shrug Off, Master Athletics or Focus
At-Will – Extended Action

Target: Your Pokémon with at least 2 Tutor Points

Effect: The target loses 2 Tutor Points, and gains the Vigor Ability.



JUGGLER

ACTIVE POKÉMON SUPPORT



ASSOCIATED SKILLS: ACROBATICS, GUILF

Jugglers are quick, clever, and exceptionally dexterous.

In truth, the “Juggler” Class doesn’t need to represent just jugglers, but anyone that’s skilled and quick enough to handle Poké Balls with grace and precision. Jugglers can put their natural talents toward combat or even contests, but they truly shine in Pokémon Battles, especially when there are no restrictions on switching. Jugglers have mastered techniques that help their Pokémon emulate the effects of Pokémon Moves such as U-Turn or Baton Pass.

Jugglers pair best with clever and subtle classes that focus on Pokémon Battling; Masterminds and Smart Experts are natural fits. Due to their physical inclinations they also pair well with Ninjas, Rogues, or other physically oriented trainers that don’t mind raising their Acrobatics.

Juggler

[Class] [+Speed]

Prerequisites: Quick Switch, Novice Acrobatics, Novice Guile
Static

Effect: Using Quick Switch costs only 1 AP. Whenever you send a Pokémon into an encounter from a Poké Ball, they receive a +10 bonus to their Initiative during that round.

Bounce Shot

[+Speed]

Prerequisites: Juggler
At-Will – Free Action

Trigger: You throw a Poké Ball

Effect: After hitting its mark or landing, your Poké Ball bounces 3 meters in any direction. You may have your Poké Ball trigger captures or releases before or after the bounce.

Juggling Show

[+Speed]

Prerequisites: Juggler
Static

Effect: You may roll an additional Xd6 during the Introduction Stage of a Contest, where X is half of your Acrobatics Rank. You may choose any Contest Stat to attempt to gain Dice for with this roll.

Round Trip

[+Speed]

Prerequisites: Juggler, Adept Acrobatics or Guile
1 AP – Free Action

Trigger: Your Pokémon uses a Move.

Effect: You may immediately switch your Pokémon that just performed a Move for another of your Pokémon. This effect lets Pokémon with the Trapped condition switch out.

Tag In

[+Speed]

Prerequisites: Round Trip, Expert Acrobatics or Guile
1 AP - Free Action

Trigger: You recall a Pokémon

Effect: The next Pokémon you send out is treated as if the recalled Pokémon had used Baton Pass on it.

Emergency Release

[+Speed]

Prerequisites: Juggler, Expert Acrobatics or Guile
2 AP – Shift Action, Interrupt

Effect: You may Release a Pokémon as an Interrupt.

First Blood

[+Speed]

Prerequisites: Tag In, Master Acrobatics or Guile
Scene – Free Action

Trigger: You release a Pokémon from its Poké Ball

Effect: If you have a Pokémon turn available this round or next, your Pokémon may use a Move as an Interrupt as soon as it is sent out. This consumes your Pokémon turn for the round (or the following round) as normal.



RIDER

PASSIVE POKÉMON SUPPORT



ACTIVE POKÉMON SUPPORT



TRAINER COMBAT



ASSOCIATED SKILLS: ACROBATICS, ATHLETICS

In the world of Pokémon, it's pretty commonplace for Trainers to use their Pokémon to get from place to place. Anyone can, with a little practice and maybe a saddle, learn to ride their Rapidash to expedite those trips into town or surf on their Lapras to get to faraway islands. Riders elevate this practice into a finely tuned combat art, guiding their Pokémon with skill and finesse to outmaneuver their opponents and strike with blinding speed.

Becoming a Rider requires not only coordination and physical training; a good Rider has a strong grasp of leadership skills and commands their Pokémon with great spirit. Under the guidance of a skilled Rider, a Pokémon delivers devastating charges that can bring down several foes at once or zips across the battlefield while leaving a swath of destruction in their wake.

Direct combat Classes like Martial Artist or Ninja are common complements to a Rider because it's hard to avoid being in the midst of battle when you're riding on your Pokémon!

Rider

[Class] [+Speed]

Prerequisites: Mounted Prowess, Agility Training, Novice Acrobatics or Athletics

Static

Effect: While you are Mounted on a Pokemon under the effects of Agility Training, the bonuses from Agility Training are doubled.

Ramming Speed

[+Speed]

Prerequisites: Rider

At-Will – Extended Action

Target: Your Pokémon with at least 2 Tutor Points

Effect: The target loses 2 Tutor Points and gains the Run Up Ability.

Conqueror's March

[Orders][+Speed]

Prerequisites: Ramming Speed, Adept Acrobatics or Athletics

At-Will – Standard Action

Target: Your Pokémon with Run Up

Effect: This round, if being used as a Mount, the target may use Dash, Burst, Blast, Cone, or Line range Moves with a range of Pass instead of their usual range.

Ride as One

[+Speed]

Prerequisites: Rider

Static

Effect: While you are Mounted, you and your Mount each use the highest of each other's Speed Evasion. If both you and your Mount have the same Speed Evasion, you instead each receive a +1 bonus to Speed Evasion. Whenever one of you receives Initiative, either of you may take your turn. When the next person would receive initiative, the person that did not take their turn then takes it.

Lean In

[+Speed]

Prerequisites: Ride as One

Scene x2 – Free Action

Trigger: You and your Mount both take Damage from a Burst, Blast, Cone, or Line

Effect: Both you and your Mount Resist the attack one step further.

Cavalier's Reprisal

[+Speed]

Prerequisites: Ride as One, Expert Acrobatics or Athletics

1 AP – Free Action

Trigger: An adjacent foe hits your Mount with an attack

Effect: You may make a Struggle Attack against the triggering foe.

Overrun

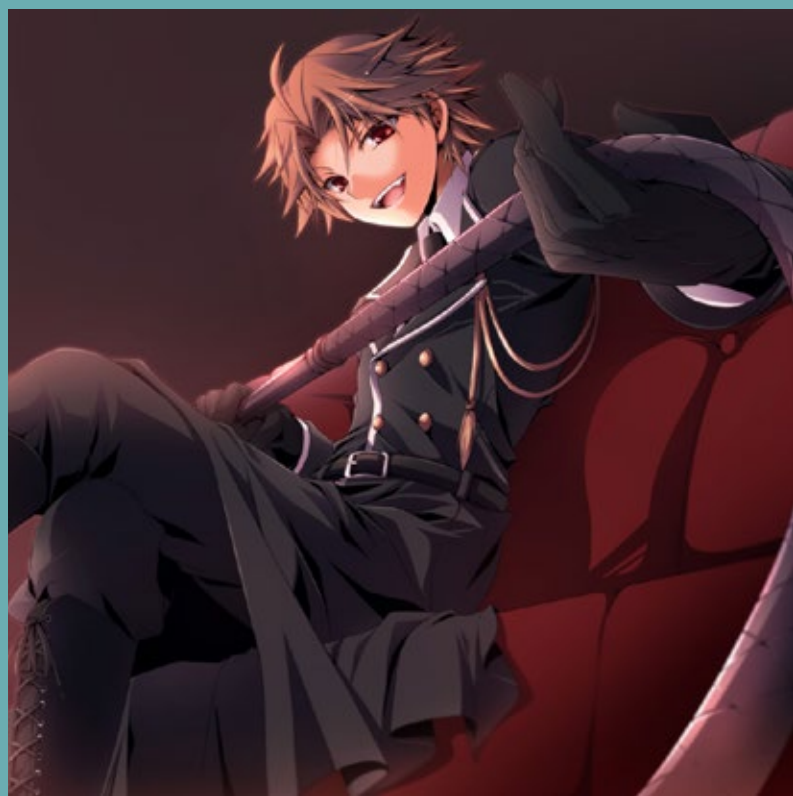
[+Speed]

Prerequisites: Conqueror's March, Expert Acrobatics or Athletics

Scene x2 – Free Action

Trigger: Your Mount with Run Up makes a Damage Roll for a Dash or Pass Move

Effect: Your Pokémon adds their Speed Stat in addition to their normal attacking Stat to their Damage Roll. The target gains Damage Reduction against this attack equal to their own Speed Stat.



TASKMASTER

ACTIVE POKÉMON SUPPORT



PASSIVE POKÉMON SUPPORT



ASSOCIATED SKILLS: INTIMIDATE

Taskmasters are known for their brutal and demanding style, pushing their Pokémon harder in training than most other Trainers would dare. Many assume that Taskmasters rule their Pokémon through threats and abuse, but some Taskmasters have a deeper understanding with their Pokémon, who accept and embrace their grueling training regimes. However, the sad truth is others do indeed mistreat their Pokémon and rule through fear, instilling in them an overwhelming need to achieve victory in order to avoid harsh consequences.

Regardless of their methods, it can't be denied that the results are effective. Their brutal training produces brutal Pokémon that can better fight through the pain of battle and use cruel techniques on their opponents with devastating effect.

Many Taskmasters are Ace Trainers, but they can come from all walks of life; Rogues, Roughnecks, and Tough Experts are especially apt to become Taskmasters.

Taskmaster

[Class]

Prerequisites: Brutal Training, Novice Intimidate

At-Will – Free Action

Trigger: You apply Brutal Training as a Training action

Effect: You may grant your Pokémon up to three injuries. If your Pokémon has at least one Injury, it becomes Hardened.

Mechanic – Hardened

Hardened Pokemon receive the following benefits:

- » They do not lose Hit Points from acting while Heavily Injured
- » Injuries beyond the 5th do not lower their Maximum Hit Points
- » If they have 1 or more injuries, they gain +1 to Critical Hit and Effect Range.
- » If they have 3 or more injuries, they gain +1 Evasion and +5 to Initiative.
- » If they have 5 or more injuries, they gain +5 Damage Reduction.
- » If they have 7 or more injuries, they are immune to Loss of Hit Points (but not damage) from all effects.
- » If they have 9 or more injuries, they resist all damage one step further.

Quick Healing

Prerequisites: Taskmaster

At-Will – Extended Action

Effect: Your Hardened Pokémon may use Quick Healing to remove up to three injuries, and gains two Ticks of Hit Points for each Injury removed this way.

Note: The Injury Removal from this Feature counts as Natural Healing, and thus counts against the total number of Injuries that can be removed in a day.

Savage Strike

Prerequisites: Taskmaster

At-Will – Extended Action

Target: Your Pokémon with at least 2 Tutor Points

Effect: The target loses 2 Tutor Points, and gains the Cruelty Ability.

Strike of the Whip

Prerequisites: Taskmaster, Press

At-Will – Swift Action

Trigger: You use Press

Effect: You may apply 1 or more of the following effects to the Pokémon hit by Press:

- » Give the target 1 Injury and a Tick of Temporary Hit Points.
- » Spend 1 AP and cure the target of Confusion, Infatuation, Rage, and Suppression.
- » Use an [Order] you know with targets on the target as a Free Action.

Pain Resistance

Prerequisites: Taskmaster, Adept Intimidate

1 AP – Free Action

Trigger: Your Pokémon with 1 or more injuries takes Damage

Effect: Your Pokémon gains X Damage Reduction against the triggering attack, where X is its Tick Value multiplied by the number of Injuries it has. This may be triggered once per Scene per Pokémon.

Press On!

Prerequisites: Taskmaster, Expert Intimidate

Static

Effect: Your Hardened Pokemon gain the following benefits, based on your Intimidate Rank

- » **Expert:** When your Pokemon Faints, you may pay 1 AP. If you do, your Pokemon Faints at -30% Hit Points instead.
- » **Master:** While acting at 0 Hit Points or less, your Pokemon's Critical Hit, Effect Range, Evasion, Initiative, Damage Reduction, and Resistance Bonuses from being Hardened are doubled.

Note: Pokémon cannot use the Moves Explosion, Endure, Pain Split, or Self-Destruct while they have 0 Hit Points or less. Pokémon with the Soulless capability cannot benefit from Press On!

Desperate Strike

Prerequisites: Savage Strike, Expert Intimidate
Scene x2 – Free Action

Trigger: Your Pokémon triggers Cruelty, or scores a Critical Hit with damaging attack.

Effect: Your Pokemon may apply the effects of Cruelty to the attack without expending Cruelty's Frequency. Cruelty's effects may be purchased as if the foe had additional injuries equal to the number of injuries on the user. Desperate Strike may be used once per Scene per Pokémon.

Deadly Gambit

Prerequisites: 5 Taskmaster Features, Master Intimidate
Scene – Free Action

Trigger: Your Pokémon is the target of a foe's damaging melee attack

Effect: The triggering attack automatically hits as if it was a Critical Hit. Before damage resolves, your Pokémon may use a 1-Target damaging attack on the foe making the triggering attack as an Interrupt, Frequency allowing, and also automatically hits as a Critical Hit. Damage for both attacks then resolve at the same time.

Note: This effect bypasses immunity to Critical Hits on your own Pokémon, but not on the target. Though both attacks hit automatically and are Critical Hits, you may still roll to activate effects.



TRICKSTER

ACTIVE POKÉMON SUPPORT



PASSIVE POKÉMON SUPPORT



ASSOCIATED SKILLS: GUILF

Tricksters scorn the direct approach to battle, preferring clever use of Status Afflictions and Hazards over pummeling their opponents with overwhelming force. While many Tricksters prefer to turn fights into battles of attrition, slowly wearing down their foes with Burn, Poison, and similar effects, others use their expertise with Status-Class Moves as part of a versatile arsenal, setting up their opponents for well-timed and devastating attacks.

One needs not do it all when building a Trickster character – in fact, it's usually to your advantage to focus and cherry-pick your Features as this Class covers a wider range of Status-Class Moves than most Trainers will regularly use. Combined with an Enduring Soul, a Trickster may rely on Hazards and damage over time to outlast their foes. Combined with a Rogue, Pokémon and Trainer can team up to give their enemies a double-whammy of disorientation and confusion.

Trickster

[Class]

Prerequisites: Novice Guile

1 AP – Free Action

Trigger: Your Pokémon hits a foe with a Status-Class Move or a foe triggers your Pokémon's Hazard

Effect: After the Move is resolved, your Pokémon may perform a Dirty Trick or Manipulate Maneuver on that foe as a Free Action. The Maneuver automatically hits, but the target must be in range for the chosen Maneuver. Use your own Guile to resolve Manipulate Rolls.

Bag of Tricks

[Ranked 2]

Rank 1 Prerequisites: Trickster

Rank 2 Prerequisites: Trickster

Static

Effect: You gain two Trickster Techniques of your choice, found on the next page.

Stacked Deck

Prerequisites: Trickster, Adept Guile

1 AP – Free Action

Trigger: Your Pokémon hits a foe suffering from a Status Affliction or one of the other conditions in the table below

Effect: Choose a Status Affliction or condition the triggering target is suffering from; the target suffers an additional effect according to the table below. Stacked Deck may only affect a foe once per Scene.

Condition	Effect
Bad Dreams, Cursed, Seeded, Burn, Poison	Whenever the target loses Hit Points from the chosen condition, they lose an additional 5 Hit Points.
Paralysis, Frozen, Vortex, Sleep	The next time the target passes their Save Check for the chosen condition, they become Tripped and Slowed.
Confuse, Enrage, Suppression, Infatuation	The target suffers a -2 penalty to their Accuracy and Evasion while suffering from the chosen condition.

Flourish

Prerequisites: Trickster

Static

Effect: Your Pokémon's Status-Class Moves that affect foes ignore non-Stat Evasion. They may Critically Hit like damaging Moves on a roll of 20. Upon such a Critical Hit, choose one effect from the list below. This Critical Hit rate may be modified as normal.

- » If the Move inflicts a Status Affliction with a Save Check, all affected targets get a -4 penalty to their first Save Check.
- » If the Move lowers Combat Stages, then pick a Stat that the Move lowers and lower it by 1 additional Combat Stage.
- » Your Pokémon gains a Tick of Temporary Hit Points.

Encore Performance

Prerequisites: 3 Trickster Features, Expert Guile

Daily x3 – Free Action

Trigger: Your Pokémon uses a Status-Class Move that does not target foes.

Choose One Effect: Your Pokémon gains +1 Combat Stage in any Stat in which they haven't gained a Combat Stage this turn; or gains a second Standard Action this round that must be used to make an At-Will action that does not trigger Encore Performance; or, if they are placing Hazards, they may place an additional two units; or, if they are activating a Weather Effect, it lasts an additional two turns; or, if they are activating a Blessing, it gains an additional use..

Sleight

Prerequisites: 4 Trickster Features, Master Guile

Scene x2 – Free Action

Effect: Your Pokémon may activate Sleight as an Interrupt to immediately take their turn and use a Status-Class Move as a Standard Action. If this Move targets a foe, it ignores Substitute and Defensive Abilities, and Blessings may not be activated against the Move.

TRICKSTER TECHNIQUES

Mind Games

Scene x2 – Free Action

Trigger: Your Pokémon hits a foe with a Move with the Social keyword

Effect: The foe becomes Vulnerable for one full round. If the foe is afflicted with Rage, Suppression, Infatuation, or Confusion you may change one of the listed Volatile Status to another listed Volatile Status. Mind Games may only be activated once per Scene per foe. When inflicting Infatuation this way, the object of Infatuation is your Pokémon, regardless of gender.

Escape Artist

1 AP – Free Action

Trigger: Your Pokémon targets an adjacent foe with a Status-Class Move

Effect: The triggering Move cannot provoke an Attack of Opportunity, and your Pokémon may immediately perform a Disengage Maneuver as a Free Action. Escape Artist may only be activated once per Scene per Pokémon.

Shell Game

Scene x2 – Special

Target: Allied Hazards

Effect: Your Pokémon may activate Shell Game when placing Hazards as a Free Action or otherwise as a Standard Action. Choose one type of Hazard and move all allied instances of that Hazard up to X meters, where X is equal to half your Guile Rank; they do not have to remain contiguous. You may use Shell Game to place Hazards of different types on the same square or create layers of Toxic Spikes.

Impromptu Trick

1 AP – Free Action

Trigger: A foe triggers an Attack of Opportunity from your Pokémon

Effect: Your Pokémon may use a Move with the Hazard Keyword or an At-Will or EOT Frequency Status-Class Move targeting that foe instead of a Struggle Attack.

SPECIALIST TEAM CLASSES

Specialist Team Classes: These Classes have zeroed in on a particular kind of Pokémon they prefer using, and taking them will steer your character's team in that direction. Many prominent Trainers in the Pokémon franchise, such as Gym Leaders and their protégés, create specialized teams and would be well represented with these Classes. While this list may appear small, it's simply because each of these Classes has many variations – 5 different Stats for Stat Ace and Style Expert each and 18 different Types for Type Ace!

Stat Ace	
Skills: Command, Focus	
Passive Pokémon Support: 	Active Pokémon Support: 
A specialist in one of the five Combat Stats: Attack, Defense, Special Attack, Special Defense, and Speed.	
Style Expert	
Skills: Charm, Command, Guile, Intimidate, Intuition	
Active Pokémon Support: 	Passive Pokémon Support: 
An advanced Contest competitor that specializes in one of the five Contest Stats: Beauty, Cool, Cute, Smart, and Tough. They have battling styles that reflect their Contest specialization as well.	
Type Ace	
Skills: Varies by Type	
Passive Pokémon Support: 	Active Pokémon Support: 
A battler that primarily uses Pokémon of a certain elemental Type.	



STAT ACE

PASSIVE POKÉMON SUPPORT



ACTIVE POKÉMON SUPPORT



ASSOCIATED SKILLS: COMMAND, FOCUS

Stat Aces hold loyalties only to ability. They find Pokémon who are the fastest, or the strongest, or the smartest and then, the Stat Ace further improves those abilities. No other Trainer can make a Slowbro act with the Speed of a Ninjask. This focus makes them extremely effective in their element, but might also come with the risk of opening themselves up to weaknesses a more well rounded trainer wouldn't have as much issue with. However, it doesn't take many blows from an Attack or Special Attack Ace to knock out a foe, not many can wear down a Defense or Special Defense Ace, and it's hard to get a leg up on a Speed Ace.

Stat Ace, as a Class, allows you to customize Pokémon in ways you typically wouldn't be able to. By allowing you to bypass Base Stat Relations for a stat, you can raise Pokémon in rather interesting ways, such as having a Gengar focused on physical attacks and taking advantage of its awesome physical movepool. It also allows you to further improve Pokémon who are already specialized in a given stat with innate Combat Stage bonuses, extra Abilities and bonus stats.

Stat Ace

[Class] [Branch]

Prerequisites: Ace Trainer or Style Expert, 1 Pokémon with the chosen stat of 15 or more, Novice Command or Focus

Prerequisites: 3 Pokémon with the chosen stat at 20 or higher, Novice Command or Focus
Static

Effect: Your Pokémon have their Chosen Base Stat increased by +1, and by +1 more for every 10 Levels they have (for example, a Level 20 Pokémon would have your Chosen Stat's base value increased by +3). Additionally, your Pokémon may ignore Base Relations, as long as they are adding to the Stat chosen for Stat Ace, and you do not need to "correct" Stats due to this inflated Stat Value.

Note: When you take Stat Ace, choose Attack, Defense, Special Attack, Special Defense, or Speed. This becomes your Pokémon's Chosen Stat. You may take Stat Ace multiple times, choosing different Stats each time. If using Style Expert to qualify for Stat Ace, your Chosen Stat must be the Stat that correlates to your Chosen Contest Stat. Beauty is Special Attack, Cool is Attack, Cute is Speed, Smart is Special Defense, and Tough is Defense.

Stat Link

[Branch]

Prerequisites: Stat Ace

1 AP – Free Action

Trigger: At the end of your Pokémon's turn, their Chosen Stat is at its default number of Combat Stages or less.

Effect: The triggering Pokémon has gains +1 Combat Stage in your Chosen Stat. (Note: The "Default" number of Combat Stages is usually 0)

Stat Training

[Branch]

Prerequisites: Stat Ace

At-Will – Extended Action

Target: Your Pokémon with at least 1 Tutor Point

Effect: Your Pokémon loses 1 Tutor Point, and learns a Move based on your Chosen Stat, even if your Pokémon cannot normally learn this Move:

- » **Attack:** Swords Dance or Rage
- » **Defense:** Iron Defense or Reflect
- » **Special Attack:** Nasty Plot or Hidden Power
- » **Special Defense:** Amnesia or Light Screen
- » **Speed:** Agility or After You

Stat Maneuver

[Branch]

Prerequisites: Stat Ace, Adept Command or Focus

Scene – Free Action

Effect: Stat Maneuver's Effect depends on your Chosen Stat:

Attack Effect: You may activate this Feature to cause one of your Pokémon to use a Physical "Melee, 1-Target" Move as if its range was "Melee, Pass" or "Melee, 3-Targets" instead.

Defense Effect: You may activate this feature whenever your Pokémon is hit by a Physical Attack to receive the blow as if your Pokémon's Defense Combat Stages were at +6 instead of their current value.

Special Attack Effect: You may activate this Feature to allow your Pokémon to use a Special Burst, Cone, Close Blast, Ranged Blast, or Line of any size as a Burst 1, Cone 2, Close Blast 2, or Line 4 instead.

Special Defense Effect: You may activate this feature whenever your Pokémon is hit by a Special Attack to receive the blow as if your Pokémon's Special Defense Combat Stages were at +6 instead of their current value.

Speed Effect: You may activate this Feature at any time to cause your Pokémon to use a Move as Priority or a Priority Move as Priority (Advanced).

Stat Mastery

[Branch]

Prerequisites: Stat Maneuver

Static

Effect: Stat Mastery's Effect depends on your Chosen Stat:

Attack Effect: When your Pokémon successfully uses a Push, Disarm, or Dirty Trick Combat Maneuver, the target of the Maneuver loses a Tick of Hit Points.

Defense Effect: Whenever your Pokémon do not spend their Shift Action to Shift during a turn, they gain +5 Damage Reduction for one full round.

Special Attack Effect: The Range of your Pokémon's Special Non-Melee Moves is increased by +2. This does not affect the size of Area-Of-Effect moves (But does affect the range at which you can place Ranged Blasts).

Special Defense Effect: Whenever your Pokémon would lose a Tick of Hit Points from Status Afflictions, Weather, or other effects, they lose 5 fewer Hit Points, to a minimum of 1.

Speed Effect: Your Pokémon may take Disengage Maneuvers as Swift Actions.

Stat Embodiment

[Branch]

Prerequisites: 4 Stat Ace Features, Expert Command or Focus

1 AP – Swift Action, Priority (Limited)

Target: Your Pokémon

Effect: Your Pokémon gains an Ability, based on your Chosen Stat, for the remainder of the Scene. Switching does not end this effect. Stat Embodiment may only grant one Ability to a Pokémon at a time. If it is used a second time on the same target, it replaces the first granted Ability.

- » **Attack Aces** give Sheer Force or Defiant
- » **Defense Aces** give Filter or Battle Armor
- » **Special Attack Aces** give Tinted Lens or Competitive
- » **Special Defense Aces** give Multiscale or Tolerance
- » **Speed Aces** give Speed Boost or Vanguard

Stat Stratagem

[Branch] [Order] [Stratagem]

Prerequisites: Stat Link, Stat Training, Master Focus or Command

2 AP – Standard Action

Target: Your Pokémon

Effect: While this Feature is Bound, the target has the following bonuses based on your Chosen Stat:

Attack Effect: The target's damaging Melee Attacks have their Critical Hit Range increased by 1 for each positive Combat Stage they have in Attack, up to a maximum of +3.

Defense Effect: The target gains a +2 bonus to Save Checks against Paralysis, Sleep, and Freeze for each positive Combat Stage they have in Defense, up to a maximum of +6.

Special Attack Effect: The target's damaging Ranged Attacks have their Effect Range increased by 1 for each positive Combat Stage they have in Special Attack, up to a maximum of +3.

Special Defense Effect: The target gains a +2 bonus to Save Checks against Confusion, Rage, and Infatuation for each positive Combat Stage they have in Special Defense, up to a maximum of +6.

Speed Effect: The target's Movement Capabilities are increased by 1 for each positive Combat Stage they have in Speed, up to a maximum of +3.



STYLE EXPERT

ACTIVE POKÉMON SUPPORT



PASSIVE POKÉMON SUPPORT



ASSOCIATED SKILLS: INTUITION, COMMAND, CHARM, GUILE, INTIMIDATE

Contest competition is stiff. Participants have to be prepared to both strut their stuff and know when to show their best moves. Those who delve deep into this practice and develop a particular style are known as Style Experts. Much like Stat Aces hone in on a particular trait among Pokémon, Style Experts focus on one particular Contest Style – Beauty, Cool, Cute, Smart, or Tough – and strive to embody this ideal, and help their Pokémon do so too. In Battle, Contests, and in life, you can count on Style Experts to act with a certain flavor of flair.

The Style Expert Class is much like Stat Ace in that it focuses on a particular Stat – only from the Contest perspective. This isn't to say they have no applications outside of Contests, however. Where Stat Ace is all about teaching Pokémon to battle with an emphasis on their Combat Stat, the Style Expert teaches their Pokémon to embody their chosen Contest Stat in ways that can be similarly useful both in and out of battle. It's certainly a similar Class, but with a very different flair.

Style Expert

[Class] [Branch]

Prerequisites: 3 Pokémon with 3d6 in a specific certain Contest Stat from Poffins

Prerequisites: Coordinator, 1 Pokémon with 3d6 in a specific certain Contest Stat from Poffins
Static

Effect: Your Pokémon gain +2d6 to your chosen Contest Stat. These dice are counted as if coming from Poffins.

Note: When you take Style Expert, choose from Beauty, Cool, Cute, Smart, or Tough. This becomes your Chosen Contest Stat. You may take Style Expert multiple times, each time choosing a different Contest Stat.

Style Flourish

[Branch]

Prerequisites: 3 Style Expert Features

1 AP – Free Action

Trigger: Your Pokémon uses a Move of your Chosen Type

Contest Effect: Re-Roll all dice that result in 1s. This effect may only be used once per Contest.

Battle Effect: The target gains +1 CS in the Stat corresponding to your chosen Contest Type, after the Move and all effects have been resolved. This may only affect a target once per Scene.

Note: As a reminder, Beauty corresponds to Special Attack, Cool corresponds to Attack, Cute corresponds to Speed, Smart corresponds to Special Defense, and Tough corresponds to Defense.

Style Entrainment

[Branch]

Prerequisites: 4 Style Expert Features

1 AP – Swift Action, Priority (Limited)

Target: Your Pokémon

Effect: Your Pokémon gains one of the following Abilities corresponding to your chosen Contest Stat for the rest of the Scene, even if it is switched out. Style Entrainment may only grant one Ability to a Pokémon at a time. If it is used a second time on the same target, it replaces the first granted Ability.

- » Beauty gives Gentle Vibe or Serene Grace
- » Cool gives Defiant or Sniper
- » Cute gives Cute Charm or Cute Tears
- » Smart gives Analytic or Anticipation
- » Tough gives Sturdy or Intimidate



Cast: When reading the following Features, keep in mind that Beautiful Ballet and the equivalents for the other Contest Stats are intended to be usable not only in battle but in Contests as well!

BEAUTY EXPERT FEATURES

Beautiful Ballet

[Ranked 2]

Rank 1 Prerequisites: Style Expert, Beauty as Chosen Stat, Novice Intuition

Rank 2 Prerequisites: Expert Intuition

1 AP – Special

Effect: Your Pokémon with at least 3d6 in their Beauty Stat from Poffins may activate Beautiful Ballet as a Standard Action to perform one of the following Moves. They must still follow frequency limits as usual for these Moves.

Rank 1: Captivate, Mist

Rank 2: Lovely Kiss, Mean Look

Fabulous Max

Prerequisites: Beautiful Ballet Rank 1

At-Will – Free Action

Trigger: Your Pokémon uses a Beauty-Type Move

Contest Effect: Treat the Move as if it were one step more aligned with the Contest Type. If the Move would be opposing the Contest Type, it is instead neutral. If it is neutral, it is instead matching. You may activate this effect only once per Contest.

Battle Effect: The move gains the keyword Burst 1 if Melee, or Blast 2 if ranged. If the move is already a Burst, Blast, or Cone, increase the size of the Move's Range by 1. This does not cause a target to be hit multiple times. You may activate Fabulous Max only once per Pokémon per Scene.

Enticing Beauty

Prerequisites: Beautiful Ballet Rank 1

Scene – Free Action

Target: Your Pokémon

Effect: The target acts as a Bait item as if it had the Alluring Capability. Add its number of Beauty Dice from Poffins as a Bonus to all d20 lure rolls.

COOL EXPERT FEATURES

Cool Conduct

[Ranked 2]

Rank 1 Prerequisites: Style Expert, Cool as Chosen Stat, Novice Command

Rank 2 Prerequisites: Expert Command
1 AP – Special

Effect: Your Pokémon with at least 3d6 in their Cool Stat from Poffins may activate Cool Conduct as a Standard Action to perform one of the following Moves. They must still follow frequency limits as usual for these Moves.

Rank 1: Focus Energy, Noble Roar

Rank 2: Roar, Double Team

Rule of Cool

Prerequisites: Cool Conduct Rank 1

At-Will – Free Action

Trigger: Your Pokémon uses a Cool-Type Move

Contest Effect: Treat the Move as if it were one step more aligned with the Contest Type. If the Move would be opposing the Contest Type, it is instead neutral. If it is neutral, it is instead matching. You may activate this effect only once per Contest.

Battle Effect: The triggering Move's Crit Range is increased by 3, and the Moves with the Interrupt Keyword may not be activated in reaction to this Move. You may activate Rule of Cool only once per Pokémon per Scene.

Action Hero Stunt

Prerequisites: Cool Conduct Rank 1

Daily x2 – Free Action

Trigger: Your Pokémon makes a Skill Check for a dramatic, high risk action

Effect: Instead of using a Skill for this Check, your Pokémon rolls their Cool Dice from Poffins and adds their number of Cool Dice from Stats as a modifier. For example, a Pokémon with 5d6 Cool from Poffins and 2d6 from Attack rolls 5d6+2. Skill Checks invoked by Intercepting attacks, Combat Maneuvers, Moves, and Abilities don't trigger this Feature.

Example Trigger: Charging into a burning building for a heroic rescue.

Cast: To decide whether an action triggers Action Hero Stunt, ask yourself if there are dramatic consequences for the outcome and if the player chose a risky and cool option over safer alternatives.



CUTE EXPERT FEATURES

Cute Cuddle

[Ranked 2]

Rank 1 Prerequisites: Style Expert, Cute as Chosen Stat, Novice Charm

Rank 2 Prerequisites: Expert Charm
1 AP – Special

Effect: Your Pokémon with at least 3d6 in their Cute Stat from Poffins may activate Cute Cuddle as a Standard Action to perform one of the following Moves. They must still follow frequency limits as usual for these Moves.

Rank 1: Charm, Block

Rank 2: Teeter Dance, Attract

Gleeful Steps

Prerequisites: Cute Cuddle Rank 1

At-Will – Free Action

Trigger: Your Pokémon uses a Cute-Type Move

Contest Effect: Treat the Move as if it were one step more aligned with the Contest Type. If the Move would be opposing the Contest Type, it is instead neutral. If it is neutral, it is instead matching. You may activate this effect only once per Contest.

Battle Effect: The triggering Pokémon may immediately shift up to half their Movement speed in meters in any direction after their attack is resolved. You may activate Gleeful Steps only once per Pokémon per Scene.

Let's Be Friends!

Prerequisites: Cute Cuddle Rank 1

Scene – Free Action

Target: Your Pokémon

Effect: The target may attempt to improve the disposition of a Wild Pokémon as if making a Charm Check. They roll their Cute Dice from Poffins and add their number of Cute Dice from Stats as a modifier. For example, a Pokémon with 4d6 Cute from Poffins and 3d6 Cute from Speed rolls 4d6+3 in place of a Charm Check.

SMART EXPERT FEATURES

Smart Scheme

[Ranked 2]

Rank 1 Prerequisites: Style Expert, Smart as Chosen Stat, Novice Guile

Rank 2 Prerequisites: Expert Guile

1 AP – Special

Effect: Your Pokémon with at least 3d6 in their Smart Stat from Poffins may activate Smart Scheme as a Standard Action to perform one of the following Moves. They must still follow frequency limits as usual for these Moves.

Rank 1: Fake Tears, Calm Mind

Rank 2: Taunt, Flatter

Calculated Assault

Prerequisites: Smart Scheme Rank 1

At-Will – Free Action

Trigger: Your Pokémon uses a Smart-Type Move

Contest Effect: Treat the Move as if it were one step more aligned with the Contest Type. If the Move would be opposing the Contest Type, it is instead neutral. If it is neutral, it is instead matching. You may activate this effect only once per Contest.

Battle Effect: Choose one: The triggering Pokémon gains a +1 bonus on its Accuracy Roll for each ally that hit a target of its Move this round, or all allies get a +1 bonus to their Accuracy Rolls against targets of the triggering Pokémon's Move until the end of your Pokémon's next turn. You may activate Calculated Assault only once per Pokémon per Scene.

Learn From Your Mistakes

Prerequisites: Smart Scheme Rank 1

Daily x3 – Free Action

Trigger: Your Pokémon fails a Skill Check.

Effect: Your Pokémon may re-roll the Skill Check with a Bonus equal to its number of Smart Dice from Poffins.

TOUGH EXPERT FEATURES

Tough Tumble

[Ranked 2]

Rank 1 Prerequisites: Style Expert, Tough as Chosen Stat, Novice Intimidate

Rank 2 Prerequisites: Expert Intimidate

1 AP – Special

Effect: Your Pokémon with at least 3d6 in their Tough Stat from Poffins may activate Tough Tumble as a Standard Action to perform one of the following Moves. They must still follow frequency limits as usual for these Moves.

Rank 1: Scary Face, Spite

Rank 2: Glare, Bide

Macho Charge

Prerequisites: Tough Tumble Rank 1

At-Will – Free Action

Trigger: Your Pokémon uses a Tough-Type Move

Contest Effect: Treat the Move as if it were one step more aligned with the Contest Type. If the Move would be opposing the Contest Type, it is instead neutral. If it is neutral, it is instead matching. You may activate this effect only once per Contest.

Battle Effect: All targets hit by the Move are pushed away from the triggering Pokémon by 3 meters. You may activate Macho Charge only once per Pokémon per Scene.

Endurance

Prerequisites: Tough Tumble Rank 1

Scene – Free Action

Trigger: Your Pokémon takes falling damage, begins to suffocate, or is Heavily Injured.

Effect: Your Pokémon can ignore up to X meters of falling when calculating falling damage, act without beginning to suffocate for X additional rounds, or ignore the Hit Point loss effects from acting while Heavily Injured for X rounds. X is equal to half its number of Tough Dice from Poffins.



TYPE ACE

PASSIVE POKÉMON SUPPORT



ACTIVE POKÉMON SUPPORT



ASSOCIATED SKILLS: VARIES BY TYPE

In a world where most Gyms are based on a particular Type of Pokémon, Type Aces are by far the most common of these specialists. The Type Ace feels a deep bond to a particular Type of Pokémon, and excels on raising them. This tie is so deep that they can with time change the very type of their Pokémon's Moves, or teach a Pokémon to use a Move in a way they normally wouldn't be able to. While their weaknesses are more pronounced than those of Stat Aces and Style Experts, their strengths are as well.

Type Ace is one of the most popular Classes for its thematic importance to the world of Pokémon. The ability to change the Type of a Move is also highly valuable to someone who wishes to specialize in a rare Type while retaining some versatility on their teams; they can train their off-Type Pokémon to take advantage of their specialty Type. Furthermore, Type Aces learn a variety of techniques to better wield their Type in battle and often more than make up for any inherent weaknesses of their chosen Type.

Type Ace

[Class] [Branch]

Prerequisites: 2 Different Pokémon of the Chosen Type, Type-Linked Skill* at Novice

Prerequisites: Elemental Connection (of the Chosen Type), 1 Pokémon of the Chosen Type, Type-Linked Skill* at Novice

At-Will – Extended Action

Target: Your Pokémon with at least 2 Tutor Points remaining.

Effect: The target loses 2 Tutor Points and learns the Last Chance or Type Strategist Ability for your Chosen Type. You may target a Pokémon only once with Type Ace.

Note: You can find the Type Strategist Ability and the various Last Chance Abilities in the Indices and Reference chapter, but because they're mostly unique to Type Ace, you can see what they do here for convenience.

Ability: Type Strategist

Static

Effect: Whenever the user uses a Move of the Type associated with Type Strategist, they gain +5 Damage Reduction for one full round. If they are under 1/3rd of their Maximum Hit Points, they instead gain +10 Damage Reduction.

Ability: Last Chance (Type)

Static

Effect: Last Chance Abilities are always associated with an Elemental Type. The user gains a +5 bonus to Damage Rolls when using attacks of that Type. This bonus increases to +10 when the user is under 1/3rd of their Maximum Hit Points.

***Type-Linked Skills:** Depending on your Chosen Type for Type Ace, your prerequisites for the Class and its Features will change, each Type requiring one of two Type-Linked Skills. The Type-Linked Skills for each Type are:

Bug: Command or Survival	Dark: Guile or Stealth	Dragon: Command or Intimidate	Electric: Focus or Technology Education	Fairy: Charm or Guile	Fighting: Combat or Intuition
Fire: Focus or Intimidate	Flying: Acrobatics or Perception	Ghost: Intimidate or Occult Education	Grass: Survival or General Education	Ground: Perception or Intuition	Ice: Athletics or Survival
Normal: Charm or Intuition	Poison: Intimidate or Stealth	Psychic: Focus or Occult Education	Rock: Combat or Survival	Steel: Athletics or Intimidate	Water: Athletics or Intuition

Note: You may take Type Ace multiple times. Each time, you must choose a different Type and must specify for which Type you take a Feature. Skill prerequisites for Type Ace always match the Type-Linked Skills for that Type.

Type Refresh

[Branch] [Orders]

Prerequisites: Type Ace

2 AP – Standard Action

Target: Your Pokémon

Effect: The target regains one use of a Scene-Frequency Move of your Chosen Type, and refreshes the Frequency of all EOT-Frequency Moves of your chosen Type. A Target can be affected by Type Refresh only once per Scene.

Move Sync

[Branch]

Prerequisites: 3 Type Ace Features

At-Will – Extended Action

Target: Your Pokémon with at least 1 Tutor Point.

Effect: The target loses 1 Tutor Point. Pick a Move in the target's Move List. The picked move is now permanently of your Chosen Type, and may have different effects. See the Types Changes section (page 468) for more information and suggestions. A Pokémon may have only one Move-Sync'd Move in their Move List at a time; to Sync a new Move, the old Move must be forgotten.

BUG ACE FEATURES

Insectoid Utility

Prerequisites: Type Ace, Bug as Chosen Type
Static

Effect: Your Pokémon with the following Capabilities have the upgrades below applied to them.

- » **Threaded:** Your Pokémon may use its Threaded attack to perform the Trip, Grapple, Push and Disarm Combat Maneuvers and ignores Weight and Size restrictions when doing so.
- » **Wallclimber:** Immunity to Push and Trip effects.
- » **Naturewalk:** Immunity to Slowed or Stuck in its appropriate Terrains.
- » **Sky:** Your Pokémon has a +1 bonus to its Speed Evasion.

Iterative Evolution

[Orders] [Stratagem]

Prerequisites: Insectoid Utility, Type-Linked Skill at Adept

Bind 2 AP – Standard Action

Trigger: Your Pokémon

Effect: While this Feature is bound, if your Pokémon's Bug-Type attack would deal Super-Effective Damage, it gains a +2 Bonus to Accuracy Check. If it would deal Neutral Damage, it gains a Bonus to its Damage Roll equal to your Type-Linked Skill Rank. If it would be resisted, it is resisted one step less. This is calculated after applying any other effects that would modify effectiveness before the Accuracy Roll is made, such as the Tinted Lens Ability.

Chitin Shield

Prerequisites: Insectoid Utility, Type Linked Skill at Expert

Daily x3 - Free Action

Trigger: Your Bug-Type Pokémon is hit by a Status-Class Move

Effect: The effect misses, and your Pokemon becomes immune to that Move for the rest of the Scene. Chitin Shield may be triggered once per Scene per Pokemon.

Disruption Order

Prerequisites: Insectoid Utility, Type-Linked Skill at Master

Daily x3 – Free Action

Trigger: Your Pokémon hits with a Bug-Type Move

Effect: Until the end of user's next turn, all targets hit by the Move are Slowed, suffer a -X to Accuracy Rolls, and are Flinched by Damaging Attacks on 16+.

DARK ACE FEATURES

Clever Ruse

Prerequisites: Type Ace, Dark as Chosen Type
At-Will – Free Action

Trigger: Your Pokémon misses all targets with a Dark-Type attack on their turn

Effect: Your Pokémon may apply two of the effects below after the triggering attack is resolved. Your Pokémon may also take a Standard Action to trigger this Feature. This Feature may be triggered only once per round.

- » They gain +4 Evasion for one full round.
- » Their attacks ignore Evasion from Stats until the end of their next turn.
- » They may immediately Disengage as a Free Action.

Sneak Attack

[Orders] [Stratagem]

Prerequisites: Clever Ruse, Type-Linked Skill at Adept
Bind 2 AP – Standard Action

Target: Your Dark-Type Pokémon

Effect: While this Feature is bound, when attacking foes that are Fainted, Flanked, Flinched, Sleeping, Stuck, Tripped, unaware of your Pokémon's presence, or otherwise do not expect an attack, the target gains a +2 bonus to Accuracy Rolls and a bonus to Damage Rolls equal to your Type-Linked Skill Rank.

Devious

Prerequisites: Clever Ruse, Type-Linked Skill at Expert
Scene x2 – Free Action

Trigger: Your Dark-Type Pokémon uses a Move with the Social keyword.

Effect: Your Pokémon may immediately use a naturally Dark-Typed Status-Class Move or a Move with the Social keyword as a Free Action. This must be a different Move than the triggering Move, and must follow all Frequency limitations. Devious may be used only once per Scene per Pokémon.

Black-Out Strike

Prerequisites: Clever Ruse, Type-Linked Skill at Master
Daily x3 – Free Action

Trigger: Your Pokémon hits with a damaging Dark-Type Move

Effect: After the triggering attack is resolved, the target of the attack gains an Injury and falls asleep. If this attack would put them are 3 or more injuries or at or under 25% of their maximum Hit Points, the target instead becomes Fainted. Black-Out Strike may be used only once per Scene.

DRAGON ACE FEATURES

Tyrant's Roar

Prerequisites: Type Ace, Dragon as Chosen Type
Scene x2 – Free Action

Trigger: Your Pokémon hits with a Dragon-Type Move

Effect: Your Pokémon creates a Burst 2, Slowing all Foes in the area and causing those foes to lose 1 Combat Stage in any Stat in which they have positive Combat Stages.

Highlander

[Orders] [Stratagem]

Prerequisites: Tyrant's Roar, Type-Linked Skill at Adept
Bind 2 AP – Standard Action

Target: Your Dragon-Type Pokémon

Effect: While this Feature is Bound, the target gains X Damage Reduction against Dragon-Type attacks, and gain a +X Bonus to Damage Rolls with Dragon-Typed attacks against other Dragon-Typed targets. X is equal to your Type-Linked Skill Rank.

Unconquerable

Prerequisites: Tyrant's Roar, Type-Linked Skill at Expert
Daily x3 – Free Action

Trigger: Your Pokémon uses a Dragon-Type Move while they have 3 or more Status Afflictions

Effect: Your Pokémon is cured of up to three Status Afflictions.

This Will Not Stand

Prerequisites: Tyrant's Roar, Type-Linked Skill at Master
At-Will – Free Action

Trigger: Your Dragon-Type Pokémon takes a Critical Hit or Massive Damage

Effect: Your Pokémon gains +1 Combat Stage in each of Attack, Special Attack, and Speed. This Will Not Stand may trigger only once per Scene per Pokémon.

ELECTRIC ACE FEATURES

Lockdown

Prerequisites: Type Ace, Electric as Chosen Type
At-Will – Free Action

Trigger: Your Pokémon's Damaging Electric Attack would inflict Paralysis on an already Paralyzed foe

Effect: For 1 full round, that foe is instead Stuck and may only use At-Will Frequency Moves.

Overload

[Orders] [Stratagem]

Prerequisites: Lockdown, Type-Linked Skill at Adept
Bind 2 AP – Standard Action

Target: Your Pokémon

Effect: While this Feature is Bound, whenever the target hits a foe with an Electric Attack, they may choose to have the foe lose Hit Points equal to the target's Tick value plus your Type-Linked Skill Rank. If they do, the target loses a Tick of Hit Points after the attack is resolved.

Shocking Speed

Prerequisites: Lockdown, Type-Linked Skill at Expert
Scene x2 – Free Action

Effect: You may activate this Feature to have your Electric-Type Pokémon may use an Electric-Type Move with a Frequency of At-Will as if it had Priority (Advanced).

Chain Lightning

Prerequisites: Lockdown, Type-Linked Skill at Master
Daily x3 – Free Action

Trigger: Your Pokémon hits with a damaging 1-target Electric Attack

Effect: Pick another Pokémon or Trainer within 3 meters of the target of the attack. You may repeat the triggering attack against the target, with a -5 Damage penalty. If you hit, you may repeat the attack a third time against a foe within 3 meters of the second target, this time with a -10 Damage penalty. The third target cannot be the same as the original target.

FAIRY ACE FEATURES

Fairy Lights

Prerequisites: Type Ace, Fairy as Chosen Type

At-Will – Special

Effect: Your Fairy-Type Pokemon may activate Fairy Lights as a Standard Action to create 3 Fairy Lights that hover around themselves. Whenever the target is attacked by a foe within 6 meters, they may expend a Fairy Light to either immediately gain a Tick of Temporary Hit Points, or to use the Move Fairy Wind as a Free Action.

Special: Fairy Lights also provide mild lighting, comparable to a candle. As an extended action your Pokemon can control the lights individually, but they must stay within 6 meters of the Pokemon that created them.

Arcane Favor

Prerequisites: Fairy Lights, Type-Linked Skill at Adept Scene x2 – Free Action

Trigger: Your Pokémon uses a Fairy-Type Move

Effect: Your Pokémon and all allies on the Field gain a +1 Bonus to all rolls for one full round.

Fey Trance

[Orders] [Stratagem]

Prerequisites: Fairy Lights, Type-Linked Skill at Expert Bind 2 AP – Free Action

Target: Your Pokemon

Effect: While this Feature is bound, whenever the target uses a 1-Target Move with the Social Keyword or a Fairy-Type Status Move, the foe hit by the triggering Move becomes Infatuated with your Pokemon, and immediately Shifts towards your Pokemon, forfeiting their next Shift Action. This may affect a specific foe only once per Scene.

Fairy Rite

Prerequisites: Fairy Lights, Type-Linked Skill at Master Daily x3 – Special

Trigger: Your Pokémon creates Fairy Lights as a Standard Action

Effect: Your Fairy-Type Pokémon may activate Fairy Rite as a Standard Action to lose any number of Hit Points, up to a maximum equal to your Pokémon's Level, and heal an adjacent Ally by that many Hit Points. Then, if your Fairy-Type Pokémon has any Fairy Lights, they may immediately expend any Fairy Lights to gain a Tick of Hit Points, or cause an ally within 6 meters to gain a Tick of Hit Points.

FIGHTING ACE FEATURES

Close Quarters Mastery

[Orders] [Stratagem]

Prerequisites: Type Ace, Fighting as Chosen Type

Bind 2 AP – Standard Action

Target: Your Pokémon

Effect: While this Feature is Bound, the target's Fighting-Type Moves cause foes to become Marked by the target for 1 full round. If the target is a Fighting-Type Pokémon, they may also Mark the Foe for one full round when hitting with a Grapple, Trip, or Push Maneuver.

Marked Foes provoke an attack of Opportunity from the Pokémon that marked them if they Shift out of an adjacent square into a square that is not adjacent, even if they use a Disengage Maneuver. Targets cannot be Marked by more than one Pokémon at a time.

Brawler

Prerequisites: Close Quarters Mastery, Type-Linked Skill at Adept

Scene x2 – Free Action

Trigger: Your Pokémon makes a Struggle Attack

Effect: This Struggle Attack has a range of Burst 1, Friendly instead of the usual range, and deals Fighting-Type Damage.

Face Me Whelp

Prerequisites: Close Quarters Mastery, Type-Linked Skill at Expert

Static

Effect: While your Pokémon is adjacent to a foe they Marked, that foe gains a -X penalty to Accuracy Rolls and a -10 penalty to Damage Rolls on attacks that do not target the Pokémon that Marked them. X is equal to half your Type-Linked Skill Rank.

Smashing Punishment

Prerequisites: Close Quarters Mastery, Type-Linked Skill at Master

Daily x3 – Free Action

Trigger: A Marked Foe provokes an Attack of Opportunity from your Fighting-Type Pokémon

Effect: The Attack of Opportunity automatically hits, deals Fighting-Type Damage, and is a Critical Hit.

FIRE ACE FEATURES

Brightest Flame

Prerequisites: Type Ace, Fire as Chosen Type
Static

Effect: Your Pokémon's damaging Fire-Type Moves Burn their target on a roll of 18+. If a Move already has a chance to Burn a target, this Effect Range is instead increased by +3. Additionally, your Pokémon's damaging Fire-Type Moves deal additional damage equal to your Type-Linked Skill Rank against Burned targets.

Trail Blazer

Prerequisites: Brightest Flame, Type-Linked Skill at Adept
Daily x3 – Free Action

Trigger: Your Fire-Type Pokémon Shifts

Effect: Your Pokémon sets the ground aflame and leaves a Fire Hazard in each square it shifts through this round, up to a maximum of 8 squares. Anyone who begins or ends their turn on a Fire Hazard are Burned. Anyone that passes through a Fire Hazard loses a Tick of Hit Points. If a Ground, Rock, or Water-Type Move targets a square (or a target in a square) with Fire Hazard in them, the Fire Hazards are destroyed. All effects that destroy Hazards extinguish Fire Hazards. Trail Blazer may only be used once per Scene.

Incandescence

[Orders] [Stratagem]

Prerequisites: Brightest Flame, Type-Linked Skill at Expert
Bind 2 AP – Standard Action

Trigger: Your Fire-Type Pokémon

Effect: While this Feature is Bound, the target adds both their Attack and Special Attack Stat to all damaging Fire-Type Attacks, instead of one or the other. This does not stack with Twisted Power.

Fan The Flames

Prerequisites: Brightest Flame, Type-Linked Skill at Master
Scene x2 – Free Action

Trigger: Your Pokémon uses a 1-Target Fire-Type Move
Effect: Instead of its usual range, the attack may be performed as if it had a range of Burst 1 if melee, or Cone 2 if ranged.

FLYING ACE FEATURES

Celerity

[Orders] [Stratagem]

Prerequisites: Type Ace, Flying as Chosen Type
Bind 2 AP – Standard Action

Target: A Flying-Type Pokémon, or a Pokémon with a Sky or Levitate Speed

Effect: While this Feature is Bound, add your Type-Linked Skill to the target's Initiative. Additionally, if the Target uses a Disengage Maneuver, they may Shift as if Slowed instead of shifting only 1 Meter.

Gale Strike

Prerequisites: Celerity, Type-Linked Skill at Adept
Scene x2 – Free Action

Trigger: Your Pokémon uses a Flying-Type Move with an Accuracy Check

Effect: You may roll the Accuracy Check twice, and resolve using either result. If both results would hit and you resolve the attack using the lower result, Gale Strike's Frequency is not expended.

Zephyr Shield

Prerequisites: Celerity, Type-Linked Skill at Expert
At-Will – Special

Effect: Your Flying-Type Pokémon may activate Zephyr Shield as a Standard Action Interrupt, or as a Shift Action during their turn. If they do, until the end of the user's next turn, all ranged attacks targetting them take a -1 penalty to Accuracy and -10 penalty to damage, they become immune to the effects of Moves with the Powder keyword, and they do not lose Hit Points from Weather effects. Additionally, if Zephyr Shield is used as a Standard Action, that Pokémon may use the Resolution Effect of a Flying-Type Move with the Set-Up keyword on their next turn, skipping the Set-Up phase.

Tornado Charge

Prerequisites: Celerity, Type-Linked Skill at Master
Daily x3 – Special

Trigger: Your Pokémon gains Initiative

Effect: Your Pokémon gains 2 additional Standard Actions this turn. Your Pokémon may also Shift between taking each action, so long as their total Movement does not exceed their Movement Capabilities. All three of your Pokémon's Standard Actions this turn must be used to perform Zephyr Shield, or Flying-Type Moves with a Frequency of At-Will or EOT. Tornado Charge may be used only once per day per Pokémon.

GHOST ACE FEATURES

Ghost Step

Prerequisites: Type Ace, Ghost as Chosen Type
At-Will – Free Action

Effect: Your Ghost-Type Pokémon may activate this Feature by spending a Shift Action to remove themselves from the field. They may not be targeted in any way during this time. At the beginning of their next turn, they reappear in any square of their choice that they could have Shifted to from their previous location. Each Pokémon may activate Ghost Step only once per Scene.

Haunting Curse

[Orders] [Stratagem]

Prerequisites: Ghost Step, Type-Linked Skill at Adept
Bind 2 AP – Standard Action

Target: Your Pokémon

Effect: While this Feature is bound, the target gains a Curse Token each time they use a Ghost-Type Move or Ghost Step. Ghost-Type Moves with a Set-Up and Resolution Phase give a Curse Token for each Phase. As a Standard Action during their turn, or as Free Action upon Fainting, the target may spend their Curse Tokens to apply conditions to a foe within 6 meters.

- » **1 Curse Token:** The target loses a Combat Stage of your choice.
- » **2 Curse Tokens:** The target becomes Cursed.
- » **3 Curse Tokens:** The target becomes Suppressed.
- » **4 Curse Tokens:** The target falls Asleep and gains Bad Sleep.

Vampirism

Prerequisites: Ghost Step, Type-Linked Skill at Expert
Scene x2 – Free Action

Trigger: Your Pokémon hits an adjacent foe with a Ghost-Type Move

Effect: Choose a Stat. The triggering foe loses a Tick of Hit Points and a Combat Stage in that Stat. Your Pokémon gains 1 Combat Stage in the chosen Stat, and a Tick of Temporary Hit Points.

Boo!

Prerequisites: Ghost Step, Type-Linked Skill at Master
Daily x3 – Free Action

Trigger: Your Pokémon reappears after using Ghost Step, or the set-up phase of Phantom Force or Shadow Force

Effect: The next Ghost-Type attack the target makes that turn gains the Smite keyword and can't be Intercepted or avoided in any way (Dodge, Parry, Shield Moves, etc).

GRASS ACE FEATURES

Foiling Foliage

Prerequisites: Type Ace, Grass as Chosen Type
At-Will – Extended Action

Target: Your Pokémon with a Grass-Type Status Move

Effect: Pick a Grass-Type Status-Class Move known by the target. The chosen Move no longer takes up a Move Slot. A Pokémon may have only one Move bypass the Move Limit at a time; if a new Move is chosen for a Pokémon, the previous Move loses this effect.

Sunlight Within

[Order] [Stratagem]

Prerequisites: Foiling Foliage, Type-Linked Skill at Adept

Bind 2 AP – Standard Action

Target: Your Pokémon

Effect: While this Stratagem is bound, your Pokémon may activate Moves and Abilities as if they were in Sunny Weather.

Enduring Bloom

Prerequisites: Foiling Foliage, Type-Linked Skill at Expert

Scene x2 – Free Action

Trigger: Your Grass-Type Pokémon is hit by a damaging Bug, Fire, Flying, Ice, or Poison attack that deals Super-Effective Damage

Effect: Your Pokémon gains Temporary Hit Points equal to twice your Type-Linked Skill Rank, and gains +1 Combat Stage in the Stat of your choice. If it is Sunny, they may gain +1 Combat Stage in a second, different Stat. You may activate Enduring Bloom only once per Scene per Pokémon.

Cross-Pollinate

Prerequisites: Foiling Foliage, Type-Linked Skill at Master

Daily x3 – Free Action

Trigger: Your Grass-Type Pokémon uses a damaging Grass-Type Move

Effect: Your Pokémon may immediately use a Grass-Type Status-Class move as a Free Action.

GROUND ACE FEATURES

Mold the Earth

Prerequisites: Type Ace, Ground as Chosen Type
Scene x2 – Free Action

Trigger: Your Pokémon with the Groundshaper Capability uses a Ground-Type Move

Effect: Your Pokémon may use the Groundshaper Capability as a Free Action. When used this way, Groundshaper creates Spike Hazards in each square turned into Rough or Slow Terrain. If you wish, instead of Groundshaper's normal range, you may choose to affect the square targeted by the attack and all cardinally adjacent squares. If the triggering Move is a Burst, Blast, Line, or Cone, you may choose to affect all squares in the targeted area instead.

Desert Heart

[Order] [Stratagem]

Prerequisites: Mold the Earth, Type-Linked Skill at Adept

Bind 2 AP – Free Action

Target: Your Pokémon

Effect: While this Stratagem is bound, your Pokémon may activate Moves and Abilities as if they were in a Sandstorm.

Earthroil

Prerequisites: Mold the Earth, Type-Linked Skill at Expert

At-Will – Free Action

Effect: Your Ground-Type Pokémon may activate Earthroil as a Shift Action to use a damaging Ground-Type Move as it had a range of Line 4 or Burst 1 instead of its usual range, and as if it had the Groundsource keyword. 1-Target Moves performed this way take a -5 penalty to their Damage Rolls.

Upheaval

Prerequisites: Mold the Earth, Type-Linked Skill at Master

Daily x3 – Free Action

Trigger: Your Pokémon uses the Groundshaper Capability, or a Move with the Groundsource keyword

Effect: Your Pokémon may make a Trip Attempt as a Free Action against any Pokémon targeted by the Move, or standing on a square changed by the Groundshaper capability. Your Pokémon gains a bonus to their Combat Roll equal to half of your Type-Linked Skill Rank.

ICE ACE FEATURES

Glacial Ice

Prerequisites: Type Ace, Ice as Chosen Type
Static

Effect: Your Ice-Type Pokémon gain Damage Reduction equal to your Type-Linked Skill Rank against Fighting, Fire, Rock, and Steel-Typed Attacks from which they would take Super-Effective Damage.

Polar Vortex

[Order] [Stratagem]

Prerequisites: Glacial Ice, Type-Linked Skill at Adept
Bind 2 AP – Standard Action

Target: Your Pokémon

Effect: While this Stratagem is bound, your Pokémon may activate Moves and Abilities as if they were in Hail.

Arctic Zeal

Prerequisites: Glacial Ice, Type-Linked Skill at Expert.
Scene x2 – Free Action

Trigger: Your Ice-Type Pokémon uses an Ice-Type Move

Effect: Your Pokémon uses the Move Mist as if it were on their Move List. When used this way, in addition to its normal effects, your Ice-Type Pokémon may expend uses of the Mist Blessing to do the following:

- » As a Swift Action on their turn to cause a foe within 5 meters to take a -5 penalty to Damage Rolls and become Slowed for one full round.
- » As a Free Action when being hit by a Fighting, Fire, Rock, or Steel-Typed attack dealing Super-Effective Damage to add their Tick Value to their Damage Reduction gained from Glacial Ice.
- » As a Swift Action on their turn to increase their Defense or Special Defense by 1 Combat Stage.

Note: Hey other players! Be nice and ask the Ice Ace for permission before using up all their Blessings from this Feature for yourself. They kinda need 'em.

Deep Cold

Prerequisites: Glacial Ice, Type-Linked Skill at Master
Daily x3 – Free Action

Trigger: Your Pokémon hits with a damaging Ice-Type Move

Effect: The target is Frozen, and has their Attack, Special Attack, and Speed Combat Stages lowered by 1 each. The target is automatically cured of the Frozen Condition after 1 full round. A foe may be affected by Deep Cold only once per Scene.

NORMAL ACE FEATURES

Extra Ordinary

Prerequisites: Type Ace, Normal as Chosen Type
At-Will – Extended Action

Target: Your Normal-Type Pokémon with Last Chance or Normal Strategist

Effect: Your Pokémon gains the Last Chance or Normal Strategist Ability, whichever one they do not already have. Extra Ordinary can target a Pokémon only once.

Plainly Perfect

[Orders] [Stratagem]

Prerequisites: Extra Ordinary, Type-Linked Skill at Adept

Bind 2 AP – Standard Action

Target: Your Pokémon

Effect: While this Feature is bound, instead of rolling for damage with Normal-Type Moves, your Pokémon acts as if they rolled the maximum value on their Damage Dice Roll. Plainly Perfect only works for the first instance of the Damage Dice Roll on Critical Hits.

New Normal

Prerequisites: Extra Ordinary, Type-Linked Skill at Expert

Scene x2 – Free Action

Trigger: Your Pokémon hits with a Normal-Type Move with conditional modifiers which increase or decrease its damage

Effect: You use the highest damage value for the triggering Move. (Examples: Return is DB 9, Wring Out never has its damage decreased due to the target's Hit Points, Retaliate is DB 14) New Normal may only be used once per Scene per Pokémon. New Normal may not raise a Move's Damage Base above 14; if a Move would have its Damage Base raised above that value, it is instead raised to 14.

Simple Improvements

Prerequisites: Extra Ordinary, Type-Linked Skill at Master

Daily x3 – Free Action

Trigger: Your Normal-Type Pokémon gains Initiative

Effect: Add your Type-Linked Skill Rank to all of your Pokémon's rolls this turn. Your Pokémon gains Temporary Hit Points equal to twice your Type-Linked Skill Rank. Simple Improvements may only be used once per Scene per Pokémon.

POISON ACE FEATURES

Potent Venom

Prerequisites: Type Ace, Poison as Chosen Type
At-Will – Free Action

Trigger: Your Poison-Type Pokémon inflicts Poison on a foe

Effect: The foe does not necessarily lose Special Defense Combat Stages from Poison; instead, they lose Combat Stages in the Combat Stat of your choice. Whenever the target loses Hit Points from Poison, they lose additional Hit Points equal to your Type-Linked Skill Rank.

Debilitate

[Order] [Stratagem]

Prerequisites: Potent Venom, Type-Linked Skill at Adept

Bind 2 AP – Standard Action

Target: Your Poison-Type Pokémon

Effect: While this Feature is Bound, when the target successfully hits a Poisoned or Blighted foe with a Poison-Type Move, the foe gains a -2 penalty to Accuracy Rolls and Evasion for one full round.

Miasma

Prerequisites: Potent Venom, Type-Linked Skill at Expert

Scene x2 – Free Action

Trigger: Your Pokémon misses with a Poison-Type Move

Effect: Your Pokémon may use either Smokescreen or Poison Gas as if they were on their Move List. When used this way, these Moves ignore Frequency Limitations, and are used as a Ranged Blast 3, with the blast centered on the square targeted by the triggering attack. Poison-Type Pokémon are not negatively affected by Smoke Screens created this way. Your Pokémon may also trigger Miasma deliberately as a Standard Action.

Corrosive Blight

Prerequisites: Potent Venom, Type-Linked Skill at Master

Daily x3 – Free Action

Trigger: Your Pokémon hits a foe with a Poison-Type Attack

Effect: The target gains the Blight Condition for one full round. Blighted targets lose a Tick of Hit Points upon being hit by any attack. If the attack is Poison-Typed, the Blight effect's duration is refreshed.

PSYCHIC ACE FEATURES

Psionic Sponge

Prerequisites: Type Ace, Psychic as Chosen Type
At-Will – Special

Effect: Your Psychic-Type Pokémon may activate Psychic Sponge as a Shift Action to add a Psychic Type Move known by an ally within X meters to their Move List until the end of their turn. This does not allow them to have duplicate Moves in their Move List. This Feature may only be used once per Pokémon per Scene, and X is equal to your Type-Linked Skill Rank.

Mindbreak

[Order] [Stratagem]

Prerequisites: Psionic Sponge, Type-Linked Skill at Adept

Bind 2 AP – Standard Action

Target: Your Psychic-Type Pokémon

Effect: While this Feature is Bound, the target's damaging Psychic-Type Moves gain a +1 Bonus to Effect Range and a +3 Bonus to Damage Rolls for each of the following conditions that the target is suffering: Bad Sleep, Confusion, Curse, Disabled, Flinch, Infatuation, Rage, or Suppression.

Psychic Resonance

Prerequisites: Psionic Sponge, Type-Linked Skill at Expert

Scene x2 – Free Action

Trigger: Your Pokémon hits a foe with a Psychic-Type Status Move

Effect: Your Pokémon may use the Move Encore against the triggering foe, as if it was on their Move List.

Force of Will

Prerequisites: Psionic Sponge, Type-Linked Skill at Master

Daily x3 – Free Action

Trigger: Your Pokémon uses a Psychic-Type Status Move with a range of Blessing, Field, Hazard, or Self.

Effect: Your Pokémon may immediately use another Psychic-Type Status Move from its Move List with a range of Blessing, Field, Hazard, or Self.

ROCK ACE FEATURES

Gravel Before Me

Prerequisites: Type Ace, Rock as Chosen Type
At-Will – Free Action

Trigger: Your Rock-Type Pokémon misses all targets with a Rock-Type attack, receives an Injury, suffers a Critical Hit, or Faints.

Effect: Create a Stealth Rock Hazard adjacent to your Pokémon.

Bigger and Boulder

Prerequisites: Gravel Before Me, Type-Linked Skill at Adept

Scene x2 – Free Action

Trigger: Your Pokémon hits with a damaging Rock-Type Move

Effect: All targets hit by the triggering Move are pushed a number of meters equal to half your Type-Linked Skill Rank or less, and they become Vulnerable for one full round. Create a Stealth Rock Hazard adjacent to each foe hit this way.

Tough as Schist

[Orders] [Stratagem]

Prerequisites: Gravel Before Me, Type-Linked Skill at Expert

Bind 2 AP – Standard Action

Target: Your Rock-Type Pokémon

Effect: While this Feature is Bound, allied Stealth Rock Hazards within 4 meters of your Pokémon are not used when a foe triggers them unless you want them to be. Whenever the target takes Super-Effective Damage from a Water, Grass, Ground, Fighting, or Steel Type Attack, they may consume an allied Stealth Rock Hazard within 4 meters to create temporary armor that grants them Damage Reduction equal to your Type-Linked Skill Rank for one full round.

Gneiss Aim

Prerequisites: Gravel Before Me, Type-Linked Skill at Master

Daily x3 – Free Action

Trigger: Your Pokémon misses with a Damaging Rock-Type Move

Effect: The Move gains the Smite keyword for that use.

STEEL ACE FEATURES

Polished Shine

Prerequisites: Type Ace, Steel as Chosen Type
Static

Effect: The Effect Range of your Pokémon's Steel-Type Moves is increased by +2.

Iron Grit

[Orders] [Stratagem]

Prerequisites: Polished Shine, Type-Linked Skill at Adept

Bind 2 AP – Standard Action

Effect: When this Feature becomes Bound, the target gains +1 Defense Combat Stage. While the Feature remains bound, the target's Defense Stat cannot be lowered, and its Defense Combat Stages cannot be lowered.

Assault Armor

Prerequisites: Polished Shine, Type-Linked Skill at Expert

Scene x2 – Free Action

Trigger: Your Pokémon hits with a Steel-Type attack

Effect: Your Pokémon may add its Defense Stat to their Damage Roll in place of the attack's normal offensive stat.

True Steel

Prerequisites: Polished Shine, Type-Linked Skill at Master

Daily x3 – Free Action

Trigger: Your Steel-Type Pokémon is hit by a damaging attack

Effect: Your Pokémon gains Damage Reduction against the attack equal to your Type-Linked Skill Rank. Additionally, calculate Type Effectiveness with this attack as if your Pokémon has no Typings besides Steel.

WATER ACE FEATURES

Flood!

Prerequisites: Type Ace, Water as Chosen Type
At-Will – Free Action

Effect: Your Water-Type Pokemon may activate Flood! as a Shift Action to use a damaging Water-Type Move as if had a range of Line 4 or Close Blast 2 instead of its usual range.

Fishbowl Technique

[Orders] [Stratagem]

Prerequisites: Flood!, Type-Linked Skill at Adept

Bind 2 AP – Standard Action

Target: Your Pokémon

Effect: While this Stratagem is bound, your Pokémon may activate Moves and Abilities as if they were in Rainy Weather.

Fountain of Life

Prerequisites: Flood!, Type-Linked Skill at Expert

Daily x3 – Free Action

Trigger: Your Water-Type Pokémon hits with a damaging Water-Type attack

Effect: You may choose to take a penalty to the Damage Roll for the attack up to triple your Type-Linked Skill Rank or up to half the rolled damage for the triggering attack, whichever is lower. Your Pokémon gains twice that value in Temporary Hit Points and may cure themselves of one Status Affliction. Fountain of Life may only be used once per Scene per Pokémon.

Aqua Vortex

Prerequisites: Flood!, Type-Linked Skill at Master

Scene x2 – Free Action

Trigger: Your Pokémon hits with a damaging Water-Type attack

Effect: All targets of the attack are put in a Vortex, and take a penalty to all Damage Rolls equal to your Type-Linked Skill Rank while in the Vortex.

PROFESSIONAL CLASSES

Professional Classes: These Classes represent a skillset that one might not expect to see in the life of a wandering Trainer, such as an academic field of study or professional skill. These skills often prove useful to battlers, such as preparing combat-boosting food as a Chef or breeding Pokémon with the Pokémon Caretaker talents in Researcher, but they can all represent professional interests outside of conquering the Pokémon League or Contest Circuit.

Chef	
Skills: Intuition	
Crafting: 🍷🍷🍷🍷	
A crafting Class that creates food for them and their allies, which can provide an instant buff in battle and turn the tide.	
Chronicler	
Skills: Perception	
Passive Pokémon Support: 🍷🍷	Travel and Investigation: 🍷🍷
Active Pokémon Support: 🍷	
A perceptive type of Trainer who records everything they run across for posterity. Analyzing their records not only gives them insight into people and places, but also an edge in battle and the ability to Tutor Moves to their Pokémon.	
Fashionista	
Skills: Charm, Command, Guile, Intimidate, Intuition	
Crafting: 🍷🍷🍷	Passive Pokémon Support: 🍷
Active Pokémon Support: 🍷	
A crafting Class that makes Held Items for all sorts of different occasions and can teach their Pokémon to make better use of Held Items.	
Researcher	
Skills: Education Skills, Survival	
Crating: 🍷🍷	Passive Pokémon Support: 🍷
Travel and Investigation: 🍷	Trainer Combat: 🍷
Researchers study various academic fields and apply them to Pokémon: General Knowledge, Apothecary, Botany, Chemistry, Climatology, Crystal Artifice, Occultism, Paleontology, and Pokémon Caretaking.	
Survivalist	
Skills: Survival	
Travel and Investigation: 🍷🍷	Active Pokémon Support: 🍷🍷
Trainer Combat: 🍷	
A wilderness-oriented Class that can specialize in a variety of terrains, gaining the ability to create impromptu traps, fight using the environment, and help their allies cope with their surroundings.	



CHEF

CRAFTING



ASSOCIATED SKILLS: INTUITION

Anyone that puts a little effort into it can whip up a snack, but Chefs are true culinary masters. Chefs love to collect recipes and make food for themselves and their allies. Their choice of recipes dictates their utility; they can cook up anything from Bait to Vitamins. Whatever Chefs choose to specialize in, they are sure to leave their allies satisfied.

Many Chefs don't travel, preferring to find gainful employment at a restaurant or other establishment; the best chefs can gain quite a lot of fame and even good money this way. Other Chefs take up the profession precisely because they're always on the road, and learning to cook yourself cuts down on costs.

Note: Chefs need access to a kitchen or to a Cooking Kit to create food.

When Chefs create a food item, let them fluff it however they like! Perhaps one Chef likes to make puff pastries, perhaps another makes healthy treats; perhaps another is a Soup specialist. Let your players get creative in the description of their foods!

Chef

[Class]

Prerequisites: Basic Cooking, Novice Intuition

At-Will – Extended Action

Effect: You may use any Chef Recipe for which you qualify.

Hits the Spot

Prerequisites: Chef

1 AP – Free Action

Trigger: You or your Pokémon trade in a Digestion Buff

Effect: The target gains Temporary Hit Points equal to your Intuition Rank doubled. These Temporary Hit Points stack from any Temporary Hit Points granted by Accentuated Taste, the Digestion Buff or by the Lunchbox Ability.

Culinary Appreciation

Prerequisites: Chef

At-Will – Extended Action

Target: Your Pokémon with at least 2 Tutor Points remaining

Effect: The target loses 2 Tutor Points and gains the Gluttony Ability.

Accentuated Taste

Prerequisites: Chef, Adept Intuition

Static

Effect: Whenever you create a Snack with a Chef Feature, you may assign it a Taste chosen from Salty, Sour, Spicy, Dry, and Sweet. Tasty Snacks must be assigned their corresponding Taste. Whenever a Pokémon trades in a Digestion Buff from a Snack with an assigned Taste they do not dislike, they gain the following bonuses:

- » **Salty:** The user gains 5 Temporary Hit Points. This stacks with any Temporary Hit Points gained through Chef Features, the Lunchbox Ability, and the Digestion Buff.
- » **Spicy:** Increase the user's Critical Hit Range by 1.
- » **Sour:** Increase the user's Evasion against damaging attacks by 1.
- » **Dry:** Increase the user's Effect Range of all attacks by 1.
- » **Bitter:** The user gets a +1 Bonus to all Save Checks.
- » **Sweet:** Increase the user's Initiative by 5.

Complex Aftertaste

Prerequisites: Accentuated Taste

1 AP – Free Action

Trigger: You or an ally trades in a Digestion Buff from an item with a Taste

Effect: The target gains a Digestion Buff according to the Taste of the Snack granting the Buff. This Digestion Buff matches that of the corresponding basic Tasty Snack recipe.

Dietician

Prerequisites: Chef, Expert Intuition

Static

Effect: Your Pokemon can benefit from a maximum of 7 Vitamins.

Dumplings

Prerequisites: 4 Chef Features, Master Intuition

At-Will – Extended Action

Ingredient 1: Leftovers, Preserves, or a Snack made with Chef

Ingredient 2: Leftovers or Preserves

Effect: You mix the two ingredients into one Snack that has the same effect as its ingredients. The two ingredients must be different items.

CHEF RECIPES

Tasty Snacks

Prerequisites: Chef

Cost: ₣ 100

Effect: You create a Salty Surprise, Spicy Wrap, Sour Candy, Dry Wafer, Bitter Treat, or Sweet Confection.

Salty Surprise

Effect: The user may trade in this Snack's Digestion Buff when being hit by an attack to gain 5 Temporary Hit Points. If the user likes Salty Flavors, they gain 10 Temporary Hit Points Instead. If the user dislikes Salty Food, they become Enraged.

Spicy Wrap

Effect: The user may trade in this Snack's Digestion Buff when making a Physical attack to deal +5 additional Damage. If the user prefers Spicy Food, it deals +10 additional Damage instead. If the user dislikes Spicy Food, they become Enraged.

Sour Candy

Effect: The user may trade in this Snack's Digestion Buff when being hit by a Physical Attack to increase their Damage Reduction by +5 against that attack. If the user prefers Sour Food, they gain +10 Damage Reduction instead. If the user dislikes Sour Food, they become Enraged.

Dry Wafer

Effect: The user may trade in this Snack's Digestion Buff when making a Special attack to deal +5 additional Damage. If the user prefers Dry Food, it deals +10 additional Damage instead. If the user dislikes Dry Food, they become Enraged.

Bitter Treat

Effect: The user may trade in this Snack's Digestion Buff when being hit by a Special Attack to increase their Damage Reduction by +5 against that attack. If the user prefers Bitter Food, they gain +10 Damage Reduction instead. If the user dislikes Bitter Food, they become Enraged.

Sweet Confection

Effect: The user may trade in this Snack's Digestion Buff to gain +4 Evasion until the end of their next turn. If the user prefers Sweet Food, they gain +4 Accuracy as well. If the user dislikes Sweet Food, they become Enraged.

Meal Planner

Prerequisites: Chef

Effect: You may create the following items, based on your Intuition Rank

- » **Novice:** "Enriched Water" for ₣ 40
- » **Adept:** "Super Soda Pop" for ₣ 65
- » **Expert:** "Sparkling Lemonade" for ₣ 125
- » **Master:** "MooMoo Milk" for ₣ 250

Hearty Meal

Prerequisites: Hits the Spot

Ingredients: x2 Tiny Mushrooms; or x1 Big Mushroom; or x1 Balm Mushroom, or x2 Power Herbs, White Herbs, or Mental Herbs

Effect: You create up to five Hearty Meals, which may be consumed by Trainers as an Extended Action. When consumed, that Trainer gains +2 to their Max AP until the end of their next extended rest. A Trainer may only be under the effect of one Hearty Meal at a time. Hearty Meals not consumed within 20 minutes of being created lose all flavor and all effect.

Bait Mixer

Prerequisites: Culinary Appreciation

Cost: ₣ 150 or Honey.

Effect: You may create Bait. For ₣ 50 more, you may create Bait as Super Bait or Vile Bait instead. Super Bait works like regular Bait, but you may add your Intuition Rank to 1d20 Rolls made to attract Pokémon. Vile Bait works like regular Bait, but Pokémon that eat it are Poisoned.

Preserves

Prerequisites: Accentuated Taste

Ingredients: ₣ 50, any Berry, Herb, or Mushroom

Effect: The user creates x2 Units of Preserves from the Berry, Herb, or Mushroom. Preserves have the same effect as the consumable from which they were made.

Leftovers

Prerequisites: Complex Aftertaste

Cost: ₣ 100

Effect: You create Leftovers.

Vitamins

Prerequisites: Dietician

Effect: You create an HP Up, Protein, Iron, Calcium, Zinc, or Carbos for ₣ 2450, or Stat Suppressants for ₣ 200.



CHRONICLER

PASSIVE POKÉMON SUPPORT



TRAVEL AND INVESTIGATION



ACTIVE POKÉMON SUPPORT



ASSOCIATED SKILLS: PERCEPTION

Past experience and examples are both great tools for learning. Even in the realm of Pokémon combat this is true; having witnessed a Move and being able to study its dynamics is an extremely useful thing. And what better way to do this than to have it recorded?

Chroniclers capitalize on this concept, getting close to the fray and capturing the finest details on how a Move is executed, whether through photography, artistic appreciation that later becomes a painting or other work of art, or analysis that goes into a journal. From this they can learn how to best avoid it in the future, and potentially even teach their Pokémon to use it.

The Chronicler Class introduces bonuses for keeping Records of Moves and Environments, but its main draw is an alternative tutoring method using these Records. These Features allow you to take the Moves you commonly see and turn them against your foes. Additionally, its low entry requirements and reliance on universally useful Skill make it a nice class for Trainers who don't specialize in Trainer Combat.

Chronicler

[Class]

Prerequisites: Novice Perception

1 AP – Swift Action, Interrupt

Target: A Pokémon, Trainer, Move, or Location.

Effect: You make Record of the target. Records can be placed in an Archive as an Extended Action. When you take Chronicler, you gain one Archive.

Archives:

Profile Archive: You may place Records of Pokémon and Trainers in your Profile Archive. You gain a +2 bonus to Charm, Guile, Command, Intimidate, and Intuition Checks targeting Pokémon and Trainers in your Profile Archive.

Technique Archive: You may place Records of Moves in your Technique Archive. You and your Pokémon gain +2 Evasion against Moves in your Technique Archives.

Travel Archive: You may place Records of Locations in your Travel Archive. When you gain Travel Archive, choose Keen Eye or Perception. While you are in a Location in your Travel Archive, you have the Chosen Ability and gain a +2 bonus to Perception Checks to notice the environment.

Archival Training

[Ranked 2]

All Rank Prerequisites: Chronicler

Static

Effect: Each Rank, you gain an Archive.

Archive Tutor

Prerequisites: Technique Archive, Expert Perception

Daily – Extended Action

Target: A Pokémon with 2 Tutor Points.

Effect: Select a Record in your Technique Archive that is of a Move that the target can learn by Level Up, TM or by Move Tutor. The target learns the Move and loses 2 Tutor Points. You can target someone else's Pokémon only once with Archive Tutor; you may target your own Pokémon any number of times with Archive Tutor, but they must still abide by any Move Pool Limitations (ie: no more than 3 of the user's Move Pool can come from TMs or Tutor Moves).

Targeted Profiling

[Orders]

Prerequisites: Profile Archive, Expert Perception

2 AP – Standard Action

Target: Your Pokémon

Effect: On the target's next turn, they act as if they had the Mold Breaker Ability against all Pokémon and Trainers in your Profile Archive and gains a +2 bonus to Accuracy Rolls against these targets.

Observation Party

Prerequisites: Travel Archive, Adept Perception

Static

Effect: While they are in a Location in your Travel Archive, your Pokémon have the Ability you chose when gaining Travel Archive and gain a +2 bonus to Perception Checks to notice the environment.

Cinematic Analysis

Prerequisites: 4 Chronicler Features, Master Perception
Daily x3 – Free Action

Effect: You analyze a Record in one of your Archives. Cinematic Analysis's effect depends on the Archive the Record is in. Each of these effects may only be used once per Scene.

Character Study – Profile Archive: You may trigger Character Study when you or an ally makes a Charm, Command, Guile, Intimidate, or Intuition Check targeting the subject of your Record. Make a Perception Check and substitute the triggering Skill Check with the result.

Recreation – Technique Archive: Recreation may be triggered as your Pokémon gains Initiative. Select a Record of a Move in your Technique Archive that your Pokémon can learn by Level Up, TM, or Move Tutor. Your Pokémon may perform that Move as if it was on its Move List. You may select a specific Move only once per day.

Situational Awareness – Travel Archive: You may only use Situational Awareness if you analyze a Record of your current Location. When used this way, you may activate it as an Interrupt. Choose an ally; that ally may take their next action as Priority (Advanced).



FASHIONISTA

CRAFTING



PASSIVE POKÉMON SUPPORT



ACTIVE POKÉMON SUPPORT



ASSOCIATED SKILLS: CHARM, COMMAND, GUILF, INTIMIDATE, INTUITION

Clothes don't make the man, but they can make the man look great. They're also unexpectedly influential when it comes to raising and battling Pokémon. Held Items can easily turn the tide of battle, and a Fashionista is an expert at not only crafting Held Items and outfitting their Pokémon with just the right items for the job but giving them and their allies makeovers to fill in where fashion items are lacking.

A Fashionista's Pokémon shows off stylish Held Items with pizzazz and panache that average Pokémon only wish they had. They'll quickly rotate through a wardrobe of accessories suitable for any situation, waft helpful fragrances across the battlefield with their incense, and more.

Aside from the Incense Items they create and their weather safeguards, a Fashionista is able to fluff their Held Items in pretty versatile ways. You could be a hat maker, someone who specializes in scarves and shawls, or you could stick to creating little suits and jackets for your Pokémon. Like Chef, Fashionista is a good Class to allow a player's creativity and description shine.

Fashionista

[Class]

Prerequisites: Two of Charm, Command, Guile, Intimidate, or Intuition at Novice

At-Will – Extended Action

Effect: You may craft any Fashionista Recipe for which you qualify.

Special: When you take Fashionista, choose two of Charm, Command, Guile, Intimidate, or Intuition to become your Fashionista Skills. The Skills you choose must be at Novice Rank or higher.

Dashing Makeover

Prerequisites: Fashionista

Bind 2 AP – Extended Action

Target: A Trainer or Pokémon

Effect: When you activate Dashing Makeover, choose one Equipment or Held Item you can create. While this Feature is Bound, the target gains the effects of the chosen item, as long as they would normally be able to equip it (ex: Trainers cannot equip Incense Items). They do not need to take up an Equipment or Held Item slot to gain this benefit. A target may only be affected by one instance of Dashing Makeover at a time.

Style is Eternal

Prerequisites: Fashionista

1 AP – Free Action

Trigger: Your Pokémon is Disarmed or would have their Held Item removed by another effect such as Thief or Covet

Effect: Your Pokémon instead retains their Held Item. Style is Eternal may only be used once per Scene per Pokémon.

Accessorize

Prerequisites: Dashing Makeover, one Fashionista Skill at Adept

Static

Effect: You may wear and benefit from two Accessory Slot Items at once. The two items must be of different types and must not share an effect. For example, a Fire Brace cannot be paired with another Fire Brace or a Fire Plate, but it could be paired with an Ice Brace, a Fire Booster, or a Stat Booster.

Parfumier

Prerequisites: Fashionista, one Fashionista Skill at Expert

Static

Effect: Whenever you create an Incense Held Item, choose Sweet Scent or Aromatic Mist. While your Pokémon is holding that Incense Item in an active Held Item slot, they add the chosen Move to their Move List.

Versatile Wardrobe

Prerequisites: Fashionista, two Fashionista Skills at Adept

At-Will – Extended Action

Target: Your Pokémon with at least 2 Tutor Points remaining

Effect: The target loses 2 Tutor Points and then becomes chic. Chic Pokémon gain two extra Held Item slots with which they can carry Held Items. However, the items in these slots have no effect and are not treated as equipped. As a Swift Action on their turn, Chic Pokémon may swap a currently active Held Item with an item stored in these slots. Chic Pokémon may not carry multiple items of the same type or with repeated effects.

Note: A Chic Pokémon does not become Suppressed until they switch a Choice Item into their active Held Item slot, but even if they then switch the Choice Item out, they remain Suppressed for the remainder of combat. A Mega-Evolved Chic Pokémon remains Mega-Evolved even if they switch their active Held Item.

Dress to Impress

[Orders]

Prerequisites: Versatile Wardrobe, two Fashionista Skills at Expert

Scene x2 – Standard Action

Target: Your Chic Pokémon

Effect: Your Pokémon gains the effect of all items in extra slots granted by Versatile Wardrobe for one full round. Dress to Impress may only target a Pokémon once per Scene.

FASHIONISTA RECIPES

Contest Trends

Prerequisites: Fashionista

Effect: You can create Contest Accessories for ₣ 750, Contest Fashion Items for ₣ 500, and Fancy Clothes for ₣ 2500.

Basic Fashion

Prerequisites: Fashionista

Cost: ₣ 500

Effect: You create one of the Basic Fashion Items below for which you have the chosen Fashionista Skill. These are Accessory Slot Items and may be used as Held Items by Pokémon.

Adorable Fashion

Fashionista Skill: Charm

Effect: The holder may activate this item once a Scene as a Free Action to gain +2 Evasion for one full round.

Elegant Fashion

Fashionista Skill: Intuition

Effect: The holder may activate this item once a Scene as a Free Action when losing Combat Stages from a foe's effect to instead not lose those Combat Stages.

Rad Fashion

Fashionista Skill: Command

Effect: The holder may activate this item once a Scene as a Free Action to gain a +4 bonus to a single Save Check.

Rough Fashion

Fashionista Skill: Intimidate

Effect: The holder may activate this item once a Scene as a Free Action to cause a foe within 5 meters to take a -2 penalty to all rolls for one full round.

Slick Fashion

Fashionista Skill: Guile

Effect: The holder may activate this item once a Scene as a Free Action when provoking an Attack of Opportunity to instead not provoke one.

Practical Fashion

Prerequisites: Dashing Makeover

Effect: You can create Go-Goggles, Safety Goggles, or Winter Cloaks for ₣ 750.

Focused Fashion

Prerequisites: Style is Eternal

Effect: You can create Focus Bands and Focus Sashes for ₣ 2000.

Incense Maker

Prerequisites: Parfumier

Effect: You can create Lax Incense for ₣ 1000, Luck Incense for ₣ 900, and Full Incense for ₣ 450.



RESEARCHER

CRAFTING



PASSIVE POKÉMON SUPPORT



TRAVEL AND INVESTIGATION



TRAINER COMBAT



ASSOCIATED SKILLS: EDUCATION SKILLS,
SURVIVAL

The world is a vast place with many complex subjects. It's simply not possible for someone to know everything about everything, but delving deep into a handful of topics can reap many benefits. While most trainers aim to be the best, Researchers aim to know the most. Researchers become experts on the subjects that interest them. They learn how to apply this information to conflicts off and on the battlefield alike.

The Researcher Class is perhaps one of the most difficult and subtle classes to play, but extremely versatile in its scope; knowledge is power, after all. Researchers all must choose carefully how to proceed with their Features, as their choice of specialization will make a large impact on how they are able to apply their skills. Researcher is all about having the knowledge to make the most of any situation or challenge.

When you choose to take the Researcher Class, you will advance in Fields of Study that represent more narrow topics of research. Two characters with the Researcher Class can play very differently as a result!

Cast's Note: Making a character heavy in Technology Education but don't want to focus on Chemistry as a Field of Study? The *Do Porygon Dream of Mareep?* supplement book has three extra Fields of Study based on Technology Education, focusing on Poké Ball modification and customization, robotics, and cybernetics. Obviously, not all of these will be appropriate for every campaign, which is why they're in a supplement book, but most modern settings can handle a bit of advanced Poké Ball tech and use that Field of Study.

Researcher

[Class][Branch]

Prerequisites: An Education Skill at Novice Rank

Static

Effect: Choose two Researcher Fields of Study. You may take Features from those Fields with this instance of Researcher. Gain one Feature from a chosen Researcher Field for which you qualify.

Note: Researcher is broken up into multiple Fields of Study. You may not take Features from a Field of Study you haven't chosen with the base Researcher Feature. You may take Researcher any number of times, each time choosing two different Fields of Study.

RESEARCHER FIELDS OF STUDY

GENERAL RESEARCH FIELD

Breadth of Knowledge

Prerequisites: Novice General Education

Static

Effect: You gain three Skill Edges for which you qualify. These Edges must be used to gain a Skill Edge with an Education Skill, or to gain an Edge that has an Education Skill as a Prerequisite that you meet.

Live and Learn

Prerequisites: Adept General Education

Daily x3 – Free Action

Trigger: You or your Pokémon miss with an attack, fail a Skill Check, or fail a Save Check

Effect: Add half of your General Education Rank to the next roll of the same type that the triggering user makes.

Instant Analysis

Prerequisites: Expert General Education

At-Will – Extended Action

Target: Your Pokémon with at least 2 Tutor Points remaining

Effect: Your Pokémon loses 2 Tutor Points and gains the Forewarn Ability.

Echoes of the Future

Prerequisite: Master General Education

Daily x2 – Free Action

Trigger: You or your Pokémon make a roll

Effect: You may roll twice and keep the best result.

APOTHECARY RESEARCH FIELD

Apothecary

Prerequisites: Novice Medicine Education

At-Will – Extended Action

Effects: You gain use any Apothecary Recipe for which you qualify.

Patch Cure

Prerequisites: Apothecary, Adept Medicine Education

At-Will – Extended Action

Target: A Restorative Item

Effect: You distill the target, gaining 3 Restorative Patches. Restorative Patches have the same effect as the items from which they were created, but can only be applied as an Extended Action.

Medical Techniques

Prerequisites: Patch Cure, Expert Medicine Education
1 AP – Swift Action

Trigger: You apply a Restorative Item

Effect: The target gains a Tick of Hit Points, plus an additional amount of Hit Points equal to your Medicine Education Rank.

Medicinal Blend

Prerequisites: Apothecary, Master Medicine Education
At-Will – Extended Action

Ingredients: Two Restoratives, or a Restorative and an X-Item

Effect: You fuse the two Ingredients, creating an Item that has the properties of both. If you choose two Restoratives, they cannot be Restoratives with the same effect (you could not for example, mix a Potion and a Super Potion). If a Restorative Patch is used as an Ingredient, the resulting item can only be used as an Extended Action.

APOTHECARY RECIPES

Restorative Science

Prerequisites: Apothecary

Cost: ₣ 100

Effect: You create an Antidote, Paralyze Heal, Awakening, Burn Heal, Ice Heal, or Potion.

Super Cures

Prerequisites: Patch Cure

Cost: ₣ 200

Effect: You can create Revives and Super Potions.

Hyper Cures

Prerequisites: Medical Techniques

Effect: You can create Full Heals for ₣ 300, Hyper Potions for ₣ 400, and Full Restores for ₣ 700.

Performance Enhancers

Prerequisites: Medicinal Blend

Cost: ₣ 4900

Effect: You create a PP Up or Heart Booster. If you have a Heart Scale, you may destroy the Heart Scale to create a Heart Booster without paying the monetary cost.

ARTIFICER RESEARCH FIELD

Crystal Artificer

Prerequisites: Gem Lore

At-Will – Extended Action

Effects: You may use any Crystal Artificer Recipe for which you qualify.

Crystal Resonance

Prerequisites: Crystal Artificer, Skill Stunt (Dowsing) Static

Effect: You roll an additional 3d6 when determining how many Shards you find when Dowsing.

Rainbow Light

Prerequisites: Crystal Artificer, Expert Occult Education

2 AP – Standard Action

Condition: You are wearing a Rainbow Gem

Effects: You create a Rainbow lasting one full round. While this Rainbow persists, the Effect Range of all Allies is increased by +3.

Fistful of Force

Prerequisites: Crystal Artificer, Master Occult Education

Scene – Standard Action

Condition: You must have a Shard in your Main Hand or Off-Hand to use Fistful of Force.

Effect: You may destroy the Shard to use the Move Judgment. Judgment's Type must be one of the Types associated with the used Shard. Instead of adding your Special Attack when using this attack, you may choose to add your Occult Education Rank tripled.

ARTIFICER RECIPES

Type Booster

Prerequisites: Crystal Artificer

Ingredients: x4 Shards of the same Color

Effects: You create a Type Booster. The Type chosen must be one of the Types associated with the color of the shards used.

Type Brace

Prerequisites: Crystal Artificer

Ingredients: x4 Shards of the same Color

Effects: You create a Type Brace. The Type chosen must be one of the Types associated with the color of the shards used.

Focus Gem

Prerequisites: Crystal Resonance

Ingredients: Any Six Shards.

Effect: You create a Focus that may crafted to be worn as your choice of an Accessory Item, Head Slot Item, or Hand or Off-Hand Item.

Chakra Crystal

Prerequisites: Crystal Resonance

Ingredients: Any Six Shards

Effect: You create a Stat Booster.

Rainbow Gem

Prerequisites: Rainbow Light, Expert Occult Education

Ingredients: Two Shards of each Color.

Effect: You create a Rainbow Gem that may crafted to be worn as your choice of an Accessory Item, Head Slot Item, or Hand or Off-Hand Item. This item has the same effect as a Focus, except that as an Extended Action, any Trainer with Expert Occult Education Rank or higher may change which Stat the Rainbow Amulet is attuned to.

Plate Crafter

Prerequisites: Rainbow Light, Expert Occult Education

Ingredients: A Type Booster and a Type Brace of the same Type.

Effects: You create a Type Plate matching the Type Booster and Brace used.

BOTANY RESEARCH FIELD

Seed Bag

[Ranked 2]

Rank 1 Prerequisites: Green Thumb, Adept General Education or Adept Survival

Rank 2 Prerequisites: Master General Education or Master Survival

X Daily – Extended Action

Target: A Willing Pokémon

Rank 1 Effect: You become adept at harvesting Seeds and Spores from Pokémon. You may target a willing Grass-Type Pokémon that knows Sleep Powder, Stun Spore, or Poison Powder. Add this move to your Move list for the remainder of the day. You may not use Seed Bag to have multiple instances of the same move in your Move list. Seed Bag may be used twice per day per Rank.

Rank 2 Effect: You may also harvest Cotton Spore, Leech Seed, Spore, or Worry Seed.

Top Tier Berries

Prerequisites: Green Thumb

Static

Effect: You may grow additional Berries and Herbs, depending on the higher of your General Education or Survival Rank.

- » **Novice:** You may grow Tier 2 Berries
- » **Adept:** You may grow Mental Herbs, Power Herbs, White Herbs, and Tiny Mushrooms.
- » **Expert:** You may grow Revival Herbs, Energy Roots, Big Mushrooms, and Tier 3 Berries
- » **Master:** Increase the Soil Quality of all your plants by +1.

Herb Lore

Prerequisites: Seed Bag Rank 1

Static

Effect: You may create Energy Powder, Heal Powder, or Poultices from ingredients, as listed below.

Energy Powder: A Citrus Berry or Tiny Mushroom creates x2 Energy Powders. An Energy Root creates x3 Energy Powders.

Heal Powder: A Lum Berry or Big Mushroom creates x2 Heal Powders. A Revival Herb creates x3 Heal Powders

Poultice: x1 Energy Powder and x1 Heal Powder create x3 Poultices.

CHEMISTRY RESEARCH FIELD

Chemist

Prerequisites: Repel Crafter

At-Will – Extended Action

Effect: You may craft any Chemistry Recipe for which you qualify using your Chemistry Set.

Chemical Warfare

Prerequisites: Chemist, Adept Technology Education

Scene x2 – Free Action

Trigger: You throw a Pester Ball

Effect: The Pester Ball creates a Blast 2, affecting all targets in the area.

Caustic Chemistry

Prerequisites: Chemist, Expert Technology Education

1 AP – Swift Action

Trigger: You hit with a Pester Ball or apply a Repel to a Pokémon

Effect: Make a Technology Education Roll. All targets affected by this Feature's trigger lose Hit Points equal to your roll. This may only affect a target once per Scene.

Playing God

Prerequisites: Chemist, Expert Technology Education

At-Will – Extended Action

Cost: ₣ 3500

Effect: Choose Castform, Grimer, Koffing, Magnemite, Porygon, Solosis, Trubbish, or Voltorb. Using your chemistry set, you create an artificial Egg of the Chosen Pokémon, that hatches within a day. The resulting Pokemon is born at level 5, with the Nature and Ability of your choice (Abilities chosen from its species' Basic Abilities). Additionally, you may enhance the Pokemon in several ways. Choose a number of upgrades below equal to your Technology Education Rank.

- » The Pokémon is of an unusual coloration, gaining a +2d6 Bonus to the Introduction Stage of a Contest toward a single Contest Stat.
- » The Pokémon adds a Move from its Egg Move or Move Tutor List to its Inheritance List. This may be performed up to 3 times.
- » Increase one of the Pokémon's Base Stats by +1. This counts as use of a Vitamin. This may be performed up to 5 times.

CHEMISTRY RECIPES

Enhancers

Prerequisites: Chemist

Cost: ₣ 100

Effect: You can create any X-Item, Dire Hit, or Guard Spec.

Pester Balls: Disorient

Prerequisites: Chemist

Cost: ₣ 50

Effect: You create Pester Balls that can inflict Rage or Confusion.

Pester Balls: Pain

Prerequisites: Chemical Warfare

Cost: ₣ 50

Effect: You create Pester Balls that can inflict Burn or Poison.

Pester Balls: Shut Down

Prerequisites: Caustic Chemistry

Cost: ₣ 50

Effect: You create Pester Balls that can inflict Paralysis or Sleep.

CLIMATOLOGY RESEARCH FIELD

Climatology

Prerequisites: Novice Survival

Static

Effect: You gain the Overcoat Ability.

Climate Control

Prerequisites: Climatology

1 AP – Free Action

Trigger: A Move or Ability creates a Weather Effect while non-standard Weather is already in effect

Effect: The triggering Weather Effect does not replace the already extant Weather in effect; both exist simultaneously 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, unless you activate this Feature again to replace only one.

Weather Systems

Prerequisites: Climatology, Expert Survival

At-Will – Extended Action

Target: Your Pokemon with at least 2 Tutor Point

Effect: Your Pokemon loses 2 Tutor Points, and learns your choice of Hail, Rain Dance, Sandstorm, or Sunny Day. The target must be able to learn the chosen Move through Level-Up, TM, or Tutor Moves. If the target has the chosen Move in their Level-Up List, Weather Systems costs no Tutor Points.

Extreme Weather

Prerequisites: Climate Control, Master Survival

Daily x3 – Free Action

Trigger: You or your Pokémon create a Weather Condition

Effect: The Weather is particularly intense and has additional effects.

- » **Hail:** All Trainers and Pokémon that take Hail Damage take a -5 Penalty to all Damage Rolls.
- » **Rain:** All Trainers and Pokémon that are not Water or Grass typed are Slowed.
- » **Sandstorm:** All Trainers and Pokémon that take Sandstorm damage take a -2 Penalty to Accuracy Rolls.
- » **Sun:** Trainers and Pokémon that are not Fire or Grass Typed are Suppressed.

OCCULTISM RESEARCH FIELD

Witch Hunter

Prerequisites: Novice Occult Education

Static

Effect: You gain the “Psionic Sight” Feature, even if you do not meet the prerequisites. If you already had the Psionic Sight Feature, you instead gain another Feature for which you qualify.

Psionic Analysis

Prerequisites: Witch Hunter, Master Occult Education

Scene – Extended Action

Effect: You are able to analyze Psychic Residue and can determine the following information about the Trainer or Pokémon that left the residue:

- » Whether they are a Human or a Pokémon
- » Which Psychic-Type Moves they know
- » If they're Human, which of the following Class Features they have: Telepath, Telekinetic, Warper

Mental Resistance

Prerequisites: Witch Hunter

Static

Effect: You gain the Mindlock Capability and 10 Damage Reduction against Special Psychic, Ghost, and Dark-Type damage.

Immutable Mind

Prerequisites: Mental Resistance, Expert Occult Education

Scene – Free Action

Trigger: You're hit by a Psychic, Ghost, or Dark-Type Move

Effect: If the triggering Move was a Status-Class Move, the Move fails. If the Triggering Move was a Damaging Move with a Secondary Effect that triggers on a certain roll, you are immune to the secondary effect.

PALEONTOLOGY RESEARCH FIELD

Fossil Restoration

Prerequisites: Paleontologist, Novice Pokémon Education

At-Will – Extended Action

Target: A Fossil you are reviving

Effect: The resulting Pokémon is born with 2 fewer Tutor Points, and gains its second Basic Ability. If it has only has one Basic Ability, it gains one of its Advanced Abilities, chosen by the GM. This Feature does not affect how the Pokémon continues to gain Abilities.

Ancient Heritage

Prerequisites: Fossil Restoration

At-Will – Extended Action

Target: Your Fossil Pokémon with at least 2 Tutor Points remaining

Effect: The target loses 2 Tutor Points and learns Ancient Power. If the target has Ancient Power in its Level-Up List, Ancient Heritage costs no Tutor Points. As a static effect, whenever your Pokémon use Ancient Power, its activated effect occurs on 18+ and you may always choose whether it deals Physical or Special Damage, using the appropriate attack Stat.

Genetic Memory

Prerequisites: Ancient Heritage, Expert Pokémon Education

Daily x2 – Extended Action

Target: Your Fossil Pokémon with at least 2 Tutor Points remaining

Effect: The target loses 2 Tutor Points and learns any Move from its Egg Move or Tutor Move List. Genetic Memory may target a Pokémon only twice: once with a Tutor Move and once with an Egg Move. Egg Moves tutored this way do not count against the limit of 3 for TM and Tutor Moves.

Prehistoric Bond

Prerequisites: Fossil Restoration, Expert Pokémon Education

At-Will – Extended Action

Target: The remains of a Fossil you revived

Effect: You also produce a Held Item from the remnants of the Fossil. The effect of this Held Item is based on the highest Base Stat of the individual Pokémon being Revived, counting the effects of Nature but no other effects that alter Base Stats. If there is a tie, the GM decides which Base Stat is used. This Held Item may only be used by Pokémon revived from Fossils.

HP – Relic Crown: The holder gains a +2 Bonus to all Save Checks.

Attack – Primal Frame: The holder's damaging attacks have their Critical Hit Range extended by +1.

Defense – Prehistoric Razors: When a foe hits the holder with a damaging Melee Attack, the holder may cause them to lose a Tick of Hit Points as a Reaction.

Special Attack – Primal Cloak: The holder's damaging attacks have their Effect Range extended by +1.

Special Defense – Prehistoric Aegis: The holder gains 5 Damage Reduction against Ranged Attacks.

Speed – Relic Sash: The holder gains +2 Evasion against Status Moves.

POKÉMON CARETAKING RESEARCH FIELD

Pusher

Prerequisites: Novice Pokémon Education

Static

Effect: Your Pokémon gain the Basic Ranged Attacks, Aura Pulse, Enticing Bait, Extended Invisibility, Far Reading, Precise Threadings, Seismometer, TK Mastery, and Trail Sniffer Poke Edges automatically if they qualify for them, without having to invest any Tutor Points.

This One's Special, I Know It

Prerequisites: Pusher

Special – Free Action

Target: A hatching egg.

Effect: The Pokémon is born with special qualities, determined by the GM. This Feature may be activated one time per Pokémon Education Rank above Untrained.

Skill Trainer

Prerequisites: Pusher

At-Will – Free Action

Trigger: You Train your Pokémon

Effect: For each of your Pokémon that has been Trained during this time, choose a Skill; that Skill becomes Pushed until an Extended Rest is taken. Pokémon rolls +1d6 with Pushed Skills, unless that would cause you to roll more than 6d6; if so, that Pokémon rolls with a +3 Bonus instead. A Pokémon may have only one Pushed Skill at a time.

Re-Balancing

Prerequisites: Pusher, Master Pokémon Education

At-Will – Extended Action

Target: A Pokémon with 2 Tutor Points

Effect: The target loses 2 Tutor Points, and gains one of the following: +1 to all Base Stats, +2 to two different Base Stats, or +3 to a single Base Stat. The target then redistributes their Stat Points. A Pokémon may be targeted by Re-Balancing only once.



SURVIVALIST

TRAVEL AND INVESTIGATION



ACTIVE POKÉMON SUPPORT



TRAINER COMBAT



ASSOCIATED SKILLS: SURVIVAL

Pokémon Trainers often have to travel across the land, searching far and wide to capture new Pokémon or find Gyms to challenge. Their journeys bring them through all sorts of exotic environments, from frozen tundras to steamy rainforests. Not everyone is cut out for such a harsh journey, but the Survivalist is most at home trailblazing through the wilderness.

However, even the most seasoned traveler can't master all the different terrains and environments of the world. It takes a concerted effort for a Survivalist to truly understand a type of geography and how best to navigate through it, so each Survivalist will pick up the skills that are most appropriate to their favored terrains. Their expertise lets them create improvised traps, fight with the environment, and help their allies acclimate to their surroundings in battle.

Survivalist

[Class] [+HP]

Prerequisites: Novice Survival
One Time Use – Extended Action

Effect: Choose a Terrain in which you have spent at least three nights. You gain Naturewalk for that terrain and a +2 bonus to Athletics, Acrobatics, Stealth, Perception, and Survival Checks in that terrain. When you have 2 Survivalist Features, you may choose a second Terrain. When you have 4 Survivalist Features, you may choose a third terrain. When you have 6 Survivalist Features, you may choose a fourth terrain.

The terrains are: Grassland, Forest, Wetlands, Ocean, Tundra, Mountain, Cave, Urban, Desert

Natural Fighter

[+HP]

Prerequisites: Survivalist
1 AP – Special

Effect: You and your Pokémon become adept at using the environment to your advantage in battle. You or your Pokémon may activate Natural Fighter as a Standard Action to use the Move below corresponding to the current terrain. You and your Pokémon must still follow all Frequency limitations for the Move.

Grassland: Cotton Spore; **Forest:** Grass Whistle; **Wetlands:** Mud Slap; **Ocean:** Aqua Ring; **Tundra:** Haze; **Mountain:** Smack Down; **Cave:** Astonish; **Urban:** Fling; **Desert:** Sand Attack

Note: GMs! Don't be super duper strict about the terrains here. Obviously a beach is analogous enough to a desert to use Sand Attack, and a lake can count as ocean terrain. In urban terrain, there'll probably at least be trash around to Fling with the standard 6 DB option. On the other hand, most standard arenas for League matches won't qualify for any of the terrains. However, some arenas may be specifically designed to emulate a terrain type, such as a rocky stadium or a set of floating platforms in a pool.

Trapper

[+HP]

Prerequisites: Survivalist, Adept Survival
Daily x2 – Extended Action

Effect: You create a consumable item that creates 8 meters of Hazard within 6 meters. All 8 meters must be adjacent with at least one other space of the Hazard. These Hazards cause foes that run into them to become Slowed until the end of their next turn and have an additional effect based on the terrain in which the item was made. When foes run into these Hazards, they are destroyed after their effects resolve. Pokémon and Trainers with Naturewalk for the terrains associated with a Hazard are immune to its effects. These items must be used the same day they are created or they lose all effect.

- » **Dust Trap – Grassland or Desert:** A foe that runs into this Hazard is Blinded until the end of their next turn.
- » **Tangle Trap – Forest or Wetlands:** A foe that runs into this Hazard is must immediately stop Shifting, and they are Stuck instead of Slowed until the end of their next turn.
- » **Slick Trap – Ocean or Tundra:** A foe that runs into this Hazard becomes Vulnerable until the end of their next Turn.
- » **Abrasion Trap – Mountain, Cave, or Urban:** A foe that runs into this Hazard lowers their Defense and Special Defense by 1 Combat Stage.

Wilderness Guide

[+HP] [Orders]

Prerequisites: Survivalist, Expert Survival Scene x3 – Standard Action

Effect: Wilderness Guide's effect depends on your current terrain.

- » **Grassland or Forest:** All allies gain the Stealth Capability and a +2 bonus to their Overland Speed for one full round.
- » **Ocean or Wetlands:** All allies gain 5 Damage Reduction and a +2 bonus to their Swim Speed for one full round.
- » **Desert or Tundra:** All allies do not lose Hit Points from Weather and ignore the effects of foes' Sand Veil and Snow Cloak Abilities for one full round.
- » **Mountain or Cave:** All allies do not trigger Hazards and are not Blinded in Low-Light conditions for one full round.
- » **Urban:** All allies gain +1 Evasion and a +2 bonus on Accuracy Rolls and Skill Checks to perform the Dirty Trick and Manipulate Combat Maneuvers for one full round.

Terrain Talent

[Ranked 2] [+HP]

Rank 1 Prerequisites: Survivalist, 2 Mastered Terrains

Rank 2 Prerequisites: Survivalist, 4 Mastered Terrains Static

Effect: Each Rank, you gain two Terrain Talents, chosen from the Terrains for which you gained Naturewalk from Survivalist.

Note: You do not have to be in the corresponding terrain to take advantage of Terrain Talents! They work everywhere.

Adaptive Geography

[+HP]

Prerequisites: 4 Survivalist Features, Master Survival Scene x2 – Free Action

Trigger: You or your Pokémon gain Initiative

Effect: The triggering target takes their turn as if they were in a terrain adjacent to the terrain they are in on the following graphic. For example, if you are standing in Wetlands terrain, you may act as if you are standing in Forest or Ocean Terrain. This affects Survivalist Features, Naturewalk Capabilities, Moves with the Environ Keyword, etc.



TERRAIN TALENTS

Plains Runner – Grassland Terrain

Static

Effect: Your Overland Speed is increased by +2. You gain a +2 bonus to Perception Checks to spot or identify objects in the far distance.

Forest Ranger – Forest Terrain

Static

Effect: You're used to navigating the dense plant life of large forests. You gain the Stealth Capability.

Marsh Stomper – Wetland Terrain

Static

Effect: You can handle the toxic fauna and flora of the marshes. You do not lose Hit Points from Poison and lose only 1 instead of 2 Combat Stages from Poison. You still count as Poisoned for the purpose of Moves and effects.

Deep Diver – Ocean Terrain

Static

Effect: You love nothing better than the smell of the sea. Your Swimming Capability is equal to your Overland Capability instead of half. Additionally, you may hold your breath underwater for a number of minutes equal to your Survival Rank before you start suffocating.

Arctic Pilgrim – Tundra Terrain

Static

Effect: Neither deep snow nor slippery ice can deter you. You are immune to the effects of Hail and to the Frozen condition, and gain 5 Damage Reduction against Ice-Type attacks.

Surefooted – Mountain Terrain

Static

Effect: You're not afraid of precarious ledges and steep hills. You gain a +2 Bonus to Skill Checks made to climb, balance, or maintain footing – including resisting Push and Trip maneuvers. Whenever you take falling damage, ignore one meter and receive one less Injury when determining damage.

Cave Dweller – Cave Terrain

Static

Effect: Your eyes are used to very low levels of light. You do not suffer Blindness for being in Low-Light conditions. If you would be Totally Blinded by complete darkness, you instead suffer the penalties of Blindness, and may make Survival Checks instead of Acrobatics to avoid becoming Tripped. You are immune to Stealth Rock Hazards.

Traceur – Urban Terrain

Static

Effect: The city is your jungle. You gain a +1 Bonus to your Jump Capabilities. Add half your Survival Rank to your Evasion against Push, Trip, and Attack of Opportunity Maneuvers.

Dune Walker – Desert Terrain

Static

Effect: Your long hours in the unforgiving desert have made you inured to sand and heat. You're immune to the effects of Sandstorm, Sand-Attack, and Sand Tomb, and you gain 5 Damage Reduction against Fire-Type attacks.

FIGHTER CLASSES

Fighter Classes: These Classes fight in battle alongside their Pokémon. Their abilities can't be brought to bear during official Pokémon League battles, barring full contact rules, but they are useful while traveling through the wilds or confronting criminals. Not all Fighting Classes directly deal damage; some, such as the Dancer, play a more supportive role.

Athlete	
Skills: Athletics	
Trainer Combat: 🗡️🗡️🗡️🗡️	Passive Pokémon Support: 🗡️
A front-line fighter who specializes in training themselves and boosting their Stats.	
Dancer	
Skills: Acrobatics, Charm	
Trainer Combat: 🗡️🗡️🗡️	Active Pokémon Support: 🗡️
Passive Pokémon Support: 🗡️	
A supportive Class which can boost its own Combat Stages as well as those of its allies. Best as a supplementary Class, paired with other Fighter Classes.	
Hunter	
Skills: Stealth, Survival	
Trainer Combat: 🗡️🗡️🗡️	Active Pokémon Support: 🗡️
Passive Pokémon Support: 🗡️	
A unique fighter who works best when cooperating with their Pokémon to corner foes and assault them with Attacks of Opportunity.	
Martial Artist	
Skills: Combat	
Trainer Combat: 🗡️🗡️🗡️🗡️🗡️	
A front-line fighter that can specialize in a variety of fighting styles and excels at Fighting-Type offense.	
Musician	
Skills: Charm, Focus	
Trainer Combat: 🗡️🗡️🗡️	Active Pokémon Support: 🗡️🗡️
A versatile supporter and Special Attacker that can swap between debuffing foes, buffing allies, and attacking with sound-based Moves on a whim.	
Provocateur	
Skills: Charm, Guile, Intimidate	
Trainer Combat: 🗡️🗡️🗡️🗡️🗡️	
Mislead, frighten, and seduce. The Provocateur specializes in disorienting Social Moves and the Manipulate Maneuver.	
Rogue	
Skills: Acrobatics, Athletics, Stealth	
Trainer Combat: 🗡️🗡️🗡️🗡️🗡️	
A tricky fighter that excels in Dark-Type offense and using the Dirty Fighting Combat Maneuver.	

Roughneck

Skills: Intimidate

Trainer Combat: 

A fighter specializing in using fear to overwhelm their foes. They can not only debuff their opponents but also come with a suite of Features and Moves to improve their survivability in battle.

Tumbler

Skills: Acrobatics

Trainer Combat: 

A quick fighter based on mobility and Flying-Type offense.



ATHLETE

TRAINER COMBAT



PASSIVE POKÉMON SUPPORT



ASSOCIATED SKILLS: ATHLETICS

Athletes understand that the body is a tool that will go to rust if not taken care of. They endeavor to push the limits of their bodies and become better fighters for it.

Many Athletes tend to not only get plenty of exercise, but often tend to eat healthy and be aware of fitness concepts. Others come into the practice through an occupation – dedicated hikers, sport coaches, or even Rangers. Dedicated Martial Artists come easily into the Athlete lifestyle.

Athlete

[Class] [+HP]

Prerequisites: Novice Athletics, One of Athletic Prowess, Mounted Prowess, Power Boost, Stamina, or Swimmer At-Will – Extended Action

Effect: After an hour of exercise, an Athlete may choose two different Stats besides HP; both of those stats become Trained Stats. The default State of Trained Stats is +1 Combat Stages instead of 0. An Athlete may have two Trained Stats at a time.

Training Regime

[+HP]

Prerequisites: Athlete

Static

Effect: You gain additional static bonuses based on your Trained Stats.

- » **Attack:** You gain a +2 Bonus on Accuracy Checks to hit with Combat Maneuvers.
- » **Defense:** You gain 5 Damage Reduction when Intercepting attacks.
- » **Special Attack:** You may add half your Special Attack Stat to Damaging Athlete Moves. This does not stack with Twisted Power.
- » **Special Defense:** You gain a +2 Bonus to Opposed Checks to resist Combat Maneuvers.
- » **Speed:** When you Sprint, you double your Movement Capability instead of increasing by 50%.

Coaching

[+HP]

Prerequisites: Training Regime

1 AP – Free Action

Trigger: Your Pokémon makes a Combat Maneuver

Effect: Your Pokémon gains a bonus based on the type of Combat maneuver they are making. This Feature may be triggered once per Scene per Pokémon.

- » Your Pokémon gains a +1d6 bonus to Opposed Acrobatics, Athletics, Combat, or Stealth Skill Checks.
- » If your Pokémon was Sprinting, they double their Movement Capabilities instead of increasing by 50%.
- » If your Pokémon was making an Attack of Opportunity, they automatically hit.
- » You may also activate this Feature to let them Intercept for any Ally regardless of Loyalty, and they automatically succeed on the Skill Check to do so.

Adrenaline Rush

[+HP]

Prerequisites: Athlete, Expert Athletics

Daily x3 – Free Action

Trigger: You are lowered to half or your Maximum Hit Points or less

Effect: You gain +1 Combat Stage in each of your Trained Stats, are cured of up to two Status Afflictions, and gain a Tick of Temporary Hit Points. Adrenaline Rush may be used only once per Scene

Athletic Moves

[Ranked 3] [+HP]

Rank 1 Prerequisites: Athlete

Rank 2 Prerequisites: Athlete, Expert Athletics

Rank 3 Prerequisites: Athlete, Master Athletics Static

Effect: You learn two Athlete Moves marked with the Rank of this Feature you are taking or lower.

ATHLETE MOVES

Rank 1	Rank 2	Rank 3
Bind	Body Slam	Mega Kick
Block	Take Down	Facade
Slam	Extreme Speed	Retaliate
Strength		



DANCER

TRAINER COMBAT



ACTIVE POKÉMON SUPPORT



PASSIVE POKÉMON SUPPORT



ASSOCIATED SKILLS: ACROBATICS, ATHLETICS, CHARM

Dances have been important parts of celebrations and rituals since the birth of civilization. Whether used for simple entertainment or for significant religious ceremonies and practices, dance has been passed down through the ages just like music, storytelling, and other artistic traditions. No one can say exactly when dance became an integral part of human culture, but it's clear from observing Pokémon such as Spinda and Maractus that it has been an important part of life for many living things since before the time of man.

A Dancer has learned to apply the art of dance to life as a Pokémon Trainer in a variety of ways, ranging from teaching their Pokémon elegance and tempo to augment their fighting capabilities to applying the acrobatic maneuvers of dance to their own battle techniques. This makes the Dancer a flexible Class that can appeal to many different Trainers. Martial Artists may use the Class to supplement their offensive Moves while Ace Trainers and other more passive Classes may use Dancer Features to play a more active support role in battles.

Dancer

[Class] [+Speed]

Prerequisites: Novice Acrobatics; Novice Athletics or Charm Static

Effect: Choose Spinning Dance or Own Tempo. You gain the chosen Ability.

Mechanic – Dance Moves: Dance Moves you create with the Dance Form Feature look like the Move on the right. First, name the Dance Move whatever you like. Secondly, choose two Combat Stage gains for the effect. This may either be +2 Combat Stages to a single Stat, like Swords Dance, or +1 Combat Stage to two different Stats, like Dragon Dance. Once chosen, this cannot be changed. Dragon Dance, Quiver Dance, and Swords Dance count as Dance Moves for the purposes of Dancer Features as well. A Dance Move's Contest Type must be chosen from a Contest Type associated with a Stat that the Dance Move affects. Cool is associated with Attack, Tough is associated with Defense, Beauty is associated with Special Attack, Smart is associated with Special Defense, and Cute is associated with Speed.

Name

Type: Normal

Frequency: EOT

AC: None

Class: Status

Range: Self

Effect:

Contest Type:

Contest Effect: Get Ready!

Dance Form

[+Speed]

Prerequisites: Dancer Static

Effect: Create and learn two Dance Moves, plus one more for each other Dancer Feature you have. Whenever you gain another Dancer Feature, create and learn another Dance Move.

Beguiling Dance

[+Speed]

Prerequisites: Dance Form Static

Effect: When creating Dance Moves, you can choose to create a Dance Move that has Range: 4, 1 Target, AC 3, and lowers a Combat Stat (chosen at creation) by -2 Combat Stages. This Move is otherwise the same as other Dance Moves you could create except that Dance Moves created with this template have the Contest Effect Excitement instead of Get Ready!.

Dance Practice

[+Speed]

Prerequisites: Dancer At-Will – Extended Action

Target: Your Pokémon with at least 2 Tutor Points

Effect: The target loses 2 Tutor Points and gains your choice of Spinning Dance or Own Tempo. Dance Practice may target a Pokémon only once.

Choreographer

[+Speed]

Prerequisites: Dance Form; Adept Acrobatics, Athletics, or Charm

At-Will – Extended Action

Target: Your Pokémon with at least 2 Tutor Points

Effect: The target loses 2 Tutor Point and learns a Dance Move created by yourself. Choreographer may target a Pokémon multiple times.

Power Pirouette

[+Speed]

Prerequisites: Dance Form; Expert Acrobatics, Athletics, or Charm

Scene x2 – Swift Action

Trigger: You perform a Dance Move

Effect: Choose one effect:

- » All adjacent targets are Confused.
- » You gain +1 Combat Stage to a Stat of your choice not raised by the triggering Move.
- » Destroy all Hazards within 5 meters, and remove Leech Seed, Trapped, and Stuck from yourself.

Passing Waltz

[+Speed]

Prerequisites: Dance Practice; Master Acrobatics, Athletics, or Charm

1 AP – Free Action

Trigger: You or one of your Pokémon with Own Tempo or Spinning Dance uses a Dance Move

Effect: Choose an ally within 3 meters of the triggering target. That ally gains Combat Stages from the triggering Move instead of the user.



HUNTER

TRAINER COMBAT



ACTIVE POKÉMON SUPPORT



PASSIVE POKÉMON SUPPORT



ASSOCIATED SKILLS: SURVIVAL, STEALTH

The Hunter works in concert with their Pokémon to bring even the most nimble and impressive of opponents to their knees. To them, their foes are like prey, and they are experts at using teamwork and pack hunting techniques to ensure that no one can escape them. Hunters do not excel at directly attacking their enemies and dealing a lot of damage. Instead, much like Capture Specialists, they make use of a variety of tools, such as Weighted Nets and Glue Cannons, in order to further limit their enemies' mobility.

While Hunters certainly can function very well on their own with just their Pokémon at their side, they excel in larger parties too where their allies' Pokémon can help them surround and trap their foes. Therefore, Hunters who prefer to emphasize the Pokémon Support aspects of the Class would do well to pick up Classes such as Commander. Hunters who prefer to mix their debilitating tactics with direct assaults might choose the Roughneck, Athlete, or Martial Artist Class.

Hunter

[Class][+Speed]

Prerequisites: Novice Survival, Novice Stealth

Static

Effect: Choose Teamwork or Pack Hunt. You gain the Chosen Ability.

Pack Tactics

[+Speed]

Prerequisites: Hunter

At-Will – Extended Action

Target: Your Pokémon with at least 2 Tutor Points

Effect: The target loses 2 Tutor Points, and gains the Pack Hunt or Teamwork Ability. You may target a Pokémon with Pack Tactics only once.

Surprise!

[+Speed]

Prerequisites: Hunter, Adept Stealth or Survival

X AP – Swift Action

Trigger: You make an attack against a foe that does not anticipate an attack or is adjacent to your Pokémon with Pack Hunt or Teamwork

Effect: Make two attack rolls for the triggering action, and use the better result to finalize the attack. If both attacks would hit, the target is Flinched. Surprise! may be used only once per Scene per target. If the triggering attack was a Poké Ball, Hand Net, Weighted Net, Glue Cannon, or Struggle Attack, Surprise! costs 1 AP to activate; otherwise, it costs 2 AP.

Hunter's Reflexes

[+Speed]

Prerequisites: Hunter, Adept Stealth or Survival

Static

Effect: You and your Pokémon may make up to three Attacks of Opportunity each round, instead of only one. Additionally, your attacks always consider you to be adjacent to your target for the purposes of benefiting from your Pokémon's Teamwork Ability, and count as Melee attacks for the purposes of triggering their Pack Hunt Ability.

Finisher

[+Speed]

Prerequisites: Hunter, Adept Stealth, Adept Survival

Static

Effect: You and your Pokémon gain a +5 bonus to Damage Rolls against Fainted, Flinched, Sleeping, Stuck, Slowed, Trapped, or Tripped targets.

Don't Look Away

[+Speed]

Prerequisites: Pack Tactics, Adept Stealth, Adept Survival

1 AP – Free Action

Trigger: You or your Pokémon with Pack Hunt or Teamwork hits with an Attack of Opportunity

Effect: The hit foe loses a Tick of Hit Points, and is Slowed for 1 round. Don't Look Away may be triggered once per round.

Pack Master

[+Speed]

Prerequisites: Pack Tactics, Expert Stealth, Expert Survival

Static

Effect: For you and your Pokémon with Teamwork, Teamwork's effect now reads "While you are adjacent to an opponent, allies targeting that opponent receive a +2 bonus to Accuracy Checks". Whenever you or your Pokémon successfully hit a foe with Pack Hunt, they gain a +2 Bonus to Accuracy Rolls and a +5 Bonus to Damage Rolls against that foe until the end of their next turn.



MARTIAL ARTIST

TRAINER COMBAT



ASSOCIATED SKILLS: COMBAT

Martial Artists strive to learn the arts of physical combat, admiring the power of Fighting-Type Pokémon. Some may practice Martial Arts as a sport; others out of necessity and survival. Whatever the motivation, these trainers hone their bodies into powerful weapons through practice and dedication, and can show Pokémon how to do the same.

There are many different styles of Martial Arts, and many emulate various Pokémon. Some trainers learn to punch like a Hitmonchan; others to kick like a Hitmonlee. And while the forms and variations are many, they all turn Martial Artists into powerful opponents to be feared and respected.

Note: The various Abilities and their associated Moves do in fact correspond to various martial arts in some ways; they may not reflect reality, but rather how the styles have been interpreted through various Pokémon in the franchise.

Guts: Inspired by Throh, this style resembles Judo or Wrestling.

Inner Focus: Inspired by Sawk, this style resembles Karate.

Iron Fist: Inspired by Hitmonchan, this style resembles Boxing.

Limber: Inspired by Medicham, this style aims to exploit pressure points and focus Aura.

Reckless: Inspired by Hitmonlee, this style resembles Taekwondo.

Technician: Inspired by Hitmontop, this style resembles Capoeira.

Martial Artist

[Class]

Prerequisites: Basic Martial Arts, Novice Combat

Static

Effect: Choose one of the abilities listed below. You gain the chosen Ability, and its associated tags. Whenever you gain any Martial Artist Feature, you also gain the associated tags.

Guts	[+HP]
Inner Focus	[+Speed]
Iron Fist	[+Defense]
Limber	[+Speed]
Reckless	[+Attack]
Technician	[+Speed]

Martial Training

[Ranked 3]

Rank 1 Prerequisites: Martial Artist

Rank 2 Prerequisites: Martial Artist, Expert Combat

Rank 3 Prerequisites: Martial Artist, Master Combat

Static

Effect: Learn two Martial Artist Moves. You may choose any Move marked with the Martial Training Rank you are taking or lower. You must meet a Move's Prerequisites to choose that Move.

MARTIAL ARTIST MOVES

Rank 1 Moves	
Move	Prerequisites
Acupressure	Limber
Arm Thrust	Technician
Double Kick	None
Focus Energy	None
Karate Chop	Inner Focus
Low Sweep	None
Mach Punch	Iron Fist
Rolling Kick	Reckless
Vital Throw	Guts

Rank 2 Moves	
Move	Prerequisites
Brick Break	None
Circle Throw	Guts
Comet Punch	Iron Fist
Counter	Limber
Low Kick	Inner Focus
Jump Kick	Reckless
Power Trick	Limber
Quick Guard	Technician

Rank 3 Moves	
Move	Prerequisites
Cross Chop	Inner Focus
Close Combat	None
Triple Kick	Technician
High Jump Kick	Reckless
Sky Uppercut	Iron Fist
Storm Throw	Guts

My Kung-Fu is Stronger

Prerequisites: Martial Training Rank 1

At-Will – Free Action

Trigger: A foe provokes an Attack of Opportunity

Effect: You may use Rock Smash instead of an unarmed Struggle Attack. If you do, Rock Smash's Effect Range is increased by +2.

Martial Achievement

Prerequisites: Martial Artist

Static

Effect: You gain a Martial Achievement based on your Chosen Ability.

MARTIAL ACHIEVEMENTS

Wrestlemania

Prerequisites: Guts Ability

1 AP – Swift Action

Trigger: You begin your turn with Dominance in a Grapple

Effect: This turn, you may perform two different Grappling Effects as a Full Action instead of just one.

Heightened Intensity

Prerequisites: Inner Focus Ability

2 AP – Shift Action

Effect: You may use Focus Energy as a Free Action

Pummeling Momentum

Prerequisites: Iron Fist Ability

1 AP – Free Action

Trigger: You hit a foe with a Move affected by Iron Fist

Effect: You Tag the triggering foe and gain a +1 bonus to your Accuracy Rolls and Evasion against that foe. Each subsequent time that you hit the Tagged foe with a Move affected by Iron Fist, this bonus increases by +1, to a maximum of your Combat Rank. If you ever spend a turn without successfully hitting your Tagged foe, the foe loses their Tag and the bonus is lost.

Second Strike

Prerequisites: Martial Artist

At-Will – Free Action

Trigger: You attempt to use a Grapple, Push, Trip, or Disarm Combat Maneuver but fail the Opposed Roll

Effect: You may immediately use Rock Smash or a Struggle Attack against your target as a Free Action.

Bend Like the Willow

Prerequisites: Limber Ability

2 AP – Free Action, Interrupt

Trigger: An adjacent foe initiates a Disarm, Grapple, Push, or Trip Maneuver against you, and either misses or fails the Opposed Check.

Effect: You may attempt the same Combat Maneuver against the triggering foe as a Free Action.

Soft Landing

Prerequisites: Reckless Ability

1 AP – Free Action

Trigger: You take fall damage, or miss with Jump Kick or High Jump Kick

Effect: When taking fall damage, calculate the result as if you had fallen X meters less, where X is half your Combat Rank. If you miss with Jump Kick or High Jump Kick, you lose no Hit Points as a result.

Whirlwind Strikes

Prerequisites: Technician

1 AP – Full Action

Effect: You may use Rock Smash, targeting against any number of adjacent foes. You do not count as Flanked for one full round.



MUSICIAN

TRAINER COMBAT



ACTIVE POKÉMON SUPPORT



ASSOCIATED SKILLS: CHARM, FOCUS

Music and art are simply a part of life. It's something Pokémon and humans alike find joy in, and many have devoted their lives and talents to it. As such the gift of music is found almost everywhere in the world – in busy city streets, in a packed arena, at a campfire in the wilderness. Even in places no humans dwell, Pokémon themselves may sing.

With time and practice, many have found ways to use their art to help their allies and cripple their foes. Sounds can be distracting or painful, or can help lift one's spirits and get the blood flowing. As such it's not uncommon to see practiced singers and instrumentalists in both the arenas and the wilds.

The Musician class has an array of sound-based Moves at its disposal, making it quite flexible. It can weaken foes, empower allies, and has a few powerful damaging attacks in its arsenal as well. Its relatively low entry requirements make it easily accessible to most character concepts, allowing you to really make it what you want. A guitar wielding rocker, a pop starlet, or the world's most awesome sax player? Whatever way you take it, your adventuring companions will appreciate what you bring to the table.

Musician

[Class] [+Special Attack]

Prerequisites: Novice Charm, Novice Focus

Static

Effect: You may use Musician Songs.

Mechanic: Songs – Musician Songs can be triggered one of four ways. Regardless of the Area of Effect, Songs always affect the user.

- » When using a Move with the Sonic keyword, Songs may be triggered as a Swift Action, and the Song's Area of Effect is the same as the triggering Move's.
- » When using a Dance Move, Songs may be triggered as a Shift Action with an Area of Effect of Burst 2.
- » As a Standard Action, you may trigger one Song, with an Area of Effect of Burst 4.
- » As a Full Action, you may trigger two Songs, each with an Area of Effect of Burst 4.

Song of Courage

1 AP – Special

Trigger: Song

Effect: All Allies in the Area of Effect gain a +2 Bonus to Skill Checks and Save Checks until the end of your next turn.

Song of Life

1 AP – Special

Trigger: Song

Effect: All Allies in the Area of Effect gain 5 Damage Reduction until the end of your next turn.

Song of Might

1 AP – Special

Trigger: Song

Effect: All Allies in the Area of Effect gain a +5 Bonus to Damage Rolls until the end of your next turn.

Musical Ability

[+Special Attack]

Prerequisites: Musician

Static

Effect: Choose Drown Out or Soundproof. You gain the chosen Ability.

Mt. Moon Blues

[+Special Attack]

Prerequisites: Musician

Static

Effect: You learn the Moves Sing and Supersonic

Cacophony

[+Special Attack]

Prerequisites: Mt. Moon Blues, Adept Charm or Focus

Static

Effect: You learn the Moves Screech and Metal Sound.

Noise Complaint

[+Special Attack]

Prerequisites: Cacophony, Expert Charm or Focus

Static

Effect: You learn the Moves Uproar and Hyper Voice.

Voice Lessons

[+Special Attack]

Prerequisites: Noise Complaint

Static

Effect: You and your Pokémon's Moves with the Sonic keyword gain the Friendly keyword. Voice Lessons may not affect the Move Perish Song. Additionally, whenever your Pokémon use a Move with the Sonic Keyword in a Contest, they may roll +1d6.

Power Chord

Prerequisites: Noise Complaint, Master Charm or Focus

Scene x2 – Free Action

Trigger: You play a Song

Effect: Make a Charm or Focus Check, and add your Special Attack. Foes in the area of effect take Special Normal-Type Damage equal to the result.



PROVOCATEUR

TRAINER COMBAT



ASSOCIATED SKILLS: CHARM, GUILLE, INTIMIDATE

Striking someone through the heart doesn't need a weapon. They often say the pen is mightier than the sword, but the mouth is just as effective. A few choice words can easily make your foes lose their minds, whether through rage, befuddlement, or despair. Who needs to get your hands dirty when your words can do all the work for you?

Provocateur is a useful Class for all sorts of builds. Pokemon support builds can use it to soften up foes for their pokemon or allies to finish off more quickly, and combat builds can use it to make their foes more vulnerable to their attacks. Of particular note is the breadth of effects one can get from combining this class with Hex Maniac or Roughneck.

Provocateur

[Class] [+Speed]

Prerequisites: One of Confidence Artist, Intimidating Presence, or Charmer
Static

Effect: You learn the Moves Sweet Kiss and Taunt.

Note: The Provocateur Skills are Charm, Guile, and Intimidation.

Push Buttons

[+Speed]

Prerequisites: Provocateur
Static

Effect: Your Social Moves' Frequency is not Expended if they miss. You gain the Demoralize Edge, even if you do not meet the prerequisites. Its effects for Status Moves now trigger on 18+, and Social Moves that activate this "Crit" Range cause their targets to lose a tick of Hit Points. If you already have Demoralize, you may gain another Edge for which you meet the prerequisites.

Quick Wit

[+Speed]

Prerequisites: Provocateur, a Provocateur Skill at Adept Rank.

Scene x3 – Swift Action

Effect: You may make a Manipulate Maneuver or use a Social Move you know, Frequency allowing.

Mixed Messages

[+Speed]

Prerequisites: Provocateur, two Provocateur Skills at Adept Rank
Static

Effect: You learn the Moves Lovely Kiss and Torment.

Powerful Motivator

[+Speed]

Prerequisites: Provocateur, two Provocateur Skills at Adept Rank
Static

Effect: Baby-Doll Eyes, Confide, Leer, and your Provocateur Moves gain additional effects. These effects occur whether the Move hits or misses.

- » **Baby-Doll Eyes:** The target cannot Critically Strike for 1 full round.
- » **Confide:** The target cannot trigger Effect Ranges for 1 full round.
- » **Leer:** The target is Slowed for 1 Full Round.
- » **Sweet Kiss:** The target gains a -3 penalty to Evasion for 1 full round.
- » **Taunt:** The target gains a -3 penalty to Accuracy Rolls 1 full round.
- » **Torment:** The target gains a -10 penalty to Damage Rolls against your allies for 1 full round.
- » **Lovely Kiss:** The target gains a -3 penalty to Save Checks for 1 full round.

Play Them Like a Fiddle

[+Speed]

Prerequisites: Powerful Motivator, a Provocateur Skill at Expert Rank.

Scene x3 – Swift Action

Trigger: You hit with Leer, Confide, Baby-Doll Eyes, or a Provocateur Move

Effect: The Move gains additional effects as listed below. You may use the effects of each Move only once per Scene.

- » **Baby-Doll Eyes:** The target becomes Infatuated with you for the rest of the Scene, and cannot be cured of this condition by any means, including Taking a Breather. This does not bypass immunity to Infatuation.
- » **Confide:** You choose a Move the target has used this Scene. That Move becomes Disabled for the target.
- » **Leer:** The target's Defense is lowered an additional Combat Stage, and their Special Defense is lowered by 2 Combat Stages.
- » **Sweet Kiss:** While the target is Confused, they may not perform Disengage Maneuvers, and whenever they hit themselves in Confusion, they provoke an Attack of Opportunity from all of their adjacent foes.
- » **Taunt:** For 1 full round, the next damaging attack to hit the target of Taunt deals +3d8+10 Damage.
- » **Torment:** The target's Ability is disabled until the end of the encounter. If the target has more than one Ability, you choose one of them to disable.
- » **Lovely Kiss:** The target's Evasion is lowered by 2 for the rest of the Scene.

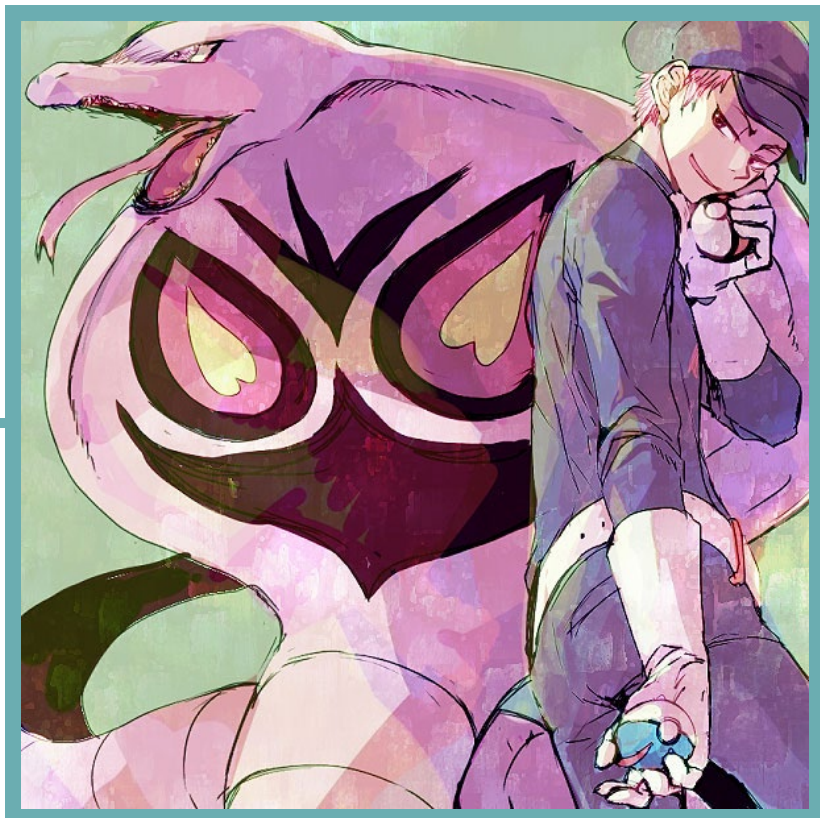
Enchanting Gaze

[+Speed]

Prerequisites: Quick Wit, two Provocateur Skills at Expert Rank.

2 AP – Standard Action

Effect: Choose a Manipulate Maneuver effect; apply that Effect to all foes in a Cone 2. This ignores Frequency Limitations with that Maneuver and automatically succeeds against all targets without an opposed roll.



ROGUE

TRAINER COMBAT



ASSOCIATED SKILLS: ACROBATICS, ATHLETICS, STEALTH

The streets are a dangerous and eclectic place, where shady lurkers like the Rogue look to make a living off of others. Why work an honest job when you can line your pockets with the wealth of others? The Rogue knows how to hit his enemies when and where they least expect it, to punish them for getting too cocky, to kick them while they're down.

Of course, you can't always win a straight fight, even when fighting dirty, so ambushing them so they don't have a chance to fight back can always work. The Rogue class is suited for front-line combatants, and pairs up well with other physical classes like Martial Artist and Roughneck. A Rogue who wants to use his mouth as another weapon would likely want to take Provocateur, and of course, Ninjas fit the thief archetype nicely.

Rogue

[Class] [+Attack]

Prerequisites: Two of Acrobatics, Athletics, and Stealth at Novice Rank

Static

Effect: You learn the Moves Feint Attack and Thief.

Note: Acrobatics, Athletics, and Stealth are referred to as “Rogue Skills” as short-hand.

Cutthroat

[+Attack] [Weapon]

Prerequisites: Rogue

Static

Effect: You may use Rogue Moves as Weapon Moves when wielding Small Melee Weapons or Short Ranged Weapons. If you do, Rogue Moves instead have the same Range as your Weapon. Additionally, you may qualify for Weapon Moves for Small Melee or Short Ranged Weapons and resist Disarm Maneuvers when wielding such Weapons using any Rogue Skill.

Dirty Fighting

[+Attack]

Prerequisites: Rogue, a Rogue Skill at Adept Rank

1 AP – Swift Action

Trigger: You hit a foe with Weapon Attack

Effect: After the attack is Resolved, you may immediately use the Dirty Trick Maneuver if the target is within range. You automatically hit with Dirty Trick, but must still make an Opposed Roll.

Unexpected Attacks

[+Attack]

Prerequisites: Rogue, two Rogue Skills at Adept Rank

Static

Effect: You learn the Moves Pursuit and Sucker Punch.

Underhanded Tactics

[+Attack]

Prerequisites: Rogue, a Rogue Skill at Expert Rank

Static

Effect: You gain your choice of Ambush or Cruelty.

Street Fighter

[+Attack]

Prerequisites: Unexpected Attacks, two Rogue Skills at Expert Rank

Static

Effect: You learn the Moves Assurance and Payback.

Scoundrel's Strike

[+Attack]

Prerequisites: Underhanded Tactics, Street Fighter

Daily x3 – Swift Action

Trigger: You hit with a Rogue Move

Effect: The target loses Hit Points equal to your highest Rogue Skill Rank doubled, and an additional effect based on whether you have the Ambush or Cruelty Ability. You may use Scoundrel's Strike only once per Scene per target.

- » **Ambush:** For 1 Full Round, the target is Slowed, cannot make Attacks of Opportunity, and takes a -2 penalty to all rolls.
- » **Cruelty:** For 1 Full Round, the target loses 5 Hit Points upon being hit by any damaging attack.



ROUGHNECK

TRAINER COMBAT



ASSOCIATED SKILLS: INTIMIDATE

Fear is a powerful tool in battles, and Roughnecks understand that well. As a Roughneck beats down their opponents, they also demoralize them and make it harder for their foe to fight back the longer the fight goes on and the more scare tactics they can apply. To make matters even worse for their opponents, Roughnecks know how to outlast their enemies in a fight, and they will shrug off blows that would knock out lesser fighters.

Roughneck makes a good counterpart to other Trainer Combat Classes such as Martial Artist or Athlete, Provocateur also makes an obvious pairing for Roughneck, especially with the synergy between Roughneck's Social Moves and Provocateur's Push Buttons and Quick Wit Features. Roughneck can also be used to give a little extra versatility to Classes focused on Pokémon Support such as Taskmaster or Tough Expert.

Roughneck

[Class] [+Defense]

Prerequisites: Novice Athletics, Intimidating Presence

1 AP – Swift Action

Trigger: You hit a foe with an Attack

Effect: The foe loses a Combat Stage in the Stat of your choice.

Menace

[+Defense]

Prerequisites: Roughneck

At-Will – Swift Action

Trigger: You hit a foe with the Terrorize Manipulation

Effect: Until their next turn, the target has their Initiative lowered to 0. For one full round, attacks against them cause them to Flinch on 17+ or have their existing Flinch Range increased by +4.

Mettle

[+Defense]

Prerequisites: Roughneck

Scene x2 – Free Action

Target: You take Massive Damage or Intercept a Damaging Attack.

Effect: Resolve Damage as if the triggering attack was resisted one step. The triggering foe then loses 2 Combat Stages in the Attack Stat used by the triggering Attack.

Malice

[+Defense]

Prerequisites: Roughneck, Adept Intimidate

Static

Effect: You learn the Moves Mean Look and Chip Away.

Fearsome Display

[+Defense]

Prerequisites: Malice

2 AP – Swift Action

Trigger: You use Leer or a Roughneck Move

Effect: The Move gains additional effects.

- » **Leer:** Attacks against affected foes gain a +2 Bonus to their Critical Range for one full round.
- » **Chip Away:** The target is considered Vulnerable against this attack.
- » **Headbutt:** The target has their Initiative set to 0 until the end of their next turn.
- » **Glare:** The target loses 2 Speed Combat Stages. This occurs whether Glare hits or misses.
- » **Mean Look:** The target is Suppressed.
- » **Endure:** You gain two Ticks of Temporary Hit Points.
- » **Slack Off:** You are cured of one Status Affliction.

Cruel Gaze

[+Defense]

Prerequisites: Roughneck, Expert Intimidate

Static

Effect: You learn the Moves Glare and Headbutt.

Tough as Nails

[+Defense]

Prerequisites: 3 Roughneck Features, Master Intimidate

Static

Effect: You learn the Moves Endure and Slack Off.



TUMBLER

TRAINER COMBAT



ASSOCIATED SKILLS: ACROBATICS

Tumblers, much like Athletes, put great emphasis on keeping their bodies in shape and pushing their limits. Where the two differ is that Tumblers put much more focus on their physical finesse and dexterity than they do on power or speed. They also don't go to the same lengths to coach their Pokémon to do the same. Tumblers don't like being tied down or staying in one place too long, and not even their own Pokémon are going to hold them back!

Acrobatics isn't just for the circus. The high mobility and speed gained from a life of practiced jumps and gives Tumblers an edge in battle that lets them outmaneuver burlier foes. The Tumbler class provides a Trainer with a few additional offensive outlets, but its big draw is mobility; Tumbler is all about jumping, moving, and rolling with the punches. This class provides you a lot of tools to get around a battlefield quickly, and ensure that nothing will slow or hold you down.

Tumbler

[Class] [+Speed]

Prerequisites: Acrobat

Static

Effect: You gain the Run Away Ability.

Aerialist

[+Speed]

Prerequisites: Tumbler

Static

Effect: You learn the Moves Aerial Ace and Splash.

Quick Gymnastics

[+Speed]

Prerequisites: Tumbler

1 AP – Free Action

Trigger: You hit with an Attack; you make a Jump; or you stand up from being Tripped

Effect: You may may Shift 2 Meters. You don't count as Flanked or trigger Attacks of Opportunity until the end of your next turn. Additionally, if you activate this Feature, the triggering action does not provoke Attacks of Opportunity.

Flip Out

[+Speed]

Prerequisites: Aerialist, Adept Acrobatics

Static

Effect: Your Tumbler Moves gain additional effects.

- » **Aerial Ace:** If you choose not to test for a Critical Hit, Aerial Ace gains the Pass Keyword.
- » **Splash:** Once a Scene, you may use Splash as if it had the Interrupt keyword upon getting hit with an attack. If you do, you gain Damage Reduction against that attack equal to twice your Acrobatics Rank.
- » **Acrobatics:** You may activate Acrobatics's extra damage even while holding an Item.
- » **Bounce:** When you use Bounce, you don't trigger Hazards that turn and may choose to destroy all Hazards in your landing square and adjacent squares.

Death From Above

[+Speed]

Prerequisites: Aerialist, Expert Acrobatics

Static

Effect: You learn the Moves Acrobatics and Bounce.

Quick Reflexes

[+Speed]

Prerequisites: Tumbler, Expert Acrobatics

Static

Effect: You gain the Dodge Ability.

Burst of Speed

[+Speed]

Prerequisites: 5 Tumbler Features, Master Acrobatics
Scene – Free Action

Trigger: You end your turn

Effect: Select an Initiative Count equal to half of your own Initiative or less; you may take an extra turn at that point in the round.

SUPERNATURAL CLASSES

Supernatural Classes: These Classes wield supernatural powers. The majority of these Classes are meant for Trainer Combat and can be treated similarly to the Fighting Classes, but they often also have utility powers which help during investigative adventures. The Pokémon franchise has many examples of characters with magical abilities, but this category also exists as an easy guide for GMs who wish to tone down some of the more fantastical aspects of the Pokémon world, at least on the Trainer side.

Aura Guardian	
Skills: Intuition	
Trainer Combat: 🗡️🗡️🗡️🗡️	Travel and Investigation: 🗡️
Mystics who specialize in reading the Auras of others. High in Fighting-Type offense.	
Channeler	
Skills: Intuition	
Active Pokémon Support: 🗡️🗡️🗡️	Travel and Investigation: 🗡️🗡️
A Class with the ability to bond closely with Pokémon and link them together with a mystical power for potent synergy in battle.	
Hex Maniac	
Skills: Occult Education	
Trainer Combat: 🗡️🗡️🗡️🗡️🗡️	
Hex Maniacs fight their foes using curses and hexes that debilitate and disable them.	
Ninja	
Skills: Combat, Stealth	
Trainer Combat: 🗡️🗡️🗡️🗡️	Crafting: 🗡️
A stealthy fighter with many tricks up its sleeve, such as Hazards, Illusions, and Poisoned Weapons.	
Oracle	
Skills: Intuition, Perception	
Travel and Investigation: 🗡️🗡️🗡️	Trainer Combat: 🗡️🗡️
Oracles are mystics who can read the lines of fate and divine the future with their powers.	
Sage	
Skills: Occult Education	
Trainer Combat: 🗡️🗡️🗡️🗡️🗡️	
Sages defend and protect their allies with Blessing Moves.	
Telekinetic	
Skills: Focus	
Trainer Combat: 🗡️🗡️🗡️🗡️	Travel and Investigation: 🗡️
Telekinetics are Psychics who can move objects from afar, letting them wield weapons from across the battlefield, or toss foes up in the air to flail helplessly.	

Telepath

Skills: Focus, Intuition

Travel and Investigation: 🧐🧐🧐

Trainer Combat: 🧐🧐

Mind readers who have a focus on out-of-battle investigation with their powers but can mentally assault their foes as well.

Warper

Skills: Focus, Guile

Trainer Combat: 🧐🧐🧐

Travel and Investigation: 🧐🧐

Warpers are teleporting Psychics that aren't great in combat on their own but pair very well with other fighting Classes.



AURA GUARDIAN

TRAINER COMBAT



TRAVEL AND INVESTIGATION



ASSOCIATED SKILLS: INTUITION

Aura Guardians have the rare ability to perceive and manipulate Aura, or the spiritual essence of all living things. At the most basic level, Aura Guardians can know the intentions and emotions of others at a glance simply by viewing their Aura. Aura Guardians can also project their own thoughts to others.

These abilities alone make Aura Guardians a boon to any traveling party, whether for the sake of watching out for shady characters on their journey or even for pinpointing other living beings while traveling in the dark.

However, with training, Aura Guardians can do even more, projecting and manipulating their Aura to take the form of devastating attacks. While similar to the abilities of psionics, the manipulation of Aura is fundamentally different in that it uses raw spiritual energy instead of being a product of honed mental focus.

Aura Guardians tend to be most at home with Pokémon that can read Auras, though their abilities allow them to easily befriend a variety of species.

Aura Guardian

[Class] [+Attack or Special Attack]

Prerequisites: Elemental Connection (Fighting)

Static

Effect: Choose two of Detect, Vacuum Wave, or Force Palm. You learn the chosen Moves.

Aura Reader

[+Attack or Special Attack]

Prerequisites: Aura Guardian

2 AP – Swift Action

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

The Power of Aura

[+Attack or Special Attack] [Ranked 2]

Rank 1 Prerequisites: Aura Guardian

Rank 2 Prerequisites: Aura Guardian, Expert Intuition
Static

Effect: Each Rank, choose Scrappy or Aura Storm. You gain the Chosen Ability.

Sword of Body and Soul

[+Attack or Special Attack]

Prerequisites: Aura Guardian, Adept Intuition

2 AP – Swift Action

Trigger: You use a damaging Aura Guardian Move against an adjacent foe

Effect: You may have the triggering Move deal damage as if it was your choice of Physical or Special Classes. Regardless, add both your Attack and Special Attack Stats to the Damage Roll, and this attack ignores Damage Reduction. This does not stack with Twisted Power.

Ambient Aura

[+Attack or Special Attack]

Prerequisites: Aura Reader, Expert Intuition

Scene x2 – Swift Action

Trigger: You use a Move with the Aura keyword

Effect: You gain an Aura Blessing that can be spent any time as a Free Action Interrupt. When you spend an Aura Blessing, you choose one of the effects below. You may only have one Aura Blessing at a time, and you must have the Aura Pulse Capability to use Ambient Aura.

- » You create an energy barrier around you or an ally within 5 meters granting Damage Reduction equal to your Intuition Rank tripled until the end of your next turn.
- » You cure yourself of a Volatile Status Affliction.
- » Gain the Blindsense Capability until the end of the Scene.

Aura Mastery

[+Attack or Special Attack]

Prerequisites: Aura Guardian, Expert Intuition

Static

Effect: Choose two of Aura Sphere, Focus Blast, Drain Punch, or Focus Punch. You learn the chosen Moves.



CHANNELER

ACTIVE POKÉMON SUPPORT



TRAVEL AND INVESTIGATION



ASSOCIATED SKILLS: INTUITION

Channelers are humans with rare mystic powers that allow them to commune with Pokémon through their auras at a primal level. Often empathetic people with a great intuitive understanding of others' emotions, they can take this expertise to a whole other level with Pokémon, even acting as a conduit to connect the hearts of multiple Pokémon at once. For this reason, Channelers are often valued in a traveling party, able to understand the intentions of wild Pokémon to avoid conflict or obtain help.

A skilled Channeler is able to play upon this link to their Pokémon companions, becoming a one-man reconnaissance team by linking their senses to those of a spread out group of Pokémon. Especially experienced Channelers can utilize the conduit between their Pokémon to even greater effect, allowing their Pokémon to cover each other's weaknesses through their channeled link or sharing their preparedness for battle.

Channelers are more often kind than cruel due to their deep natural empathy, but some Channelers can come to prefer Pokémon to humans, treating other humans with disdain and hostility.

Channeler

[Class]

Prerequisites: Mystic Senses

At-Will – Swift Action

Target: A Pokémon.

Effect: You Channel the target Pokémon. If you attempt to Channel a Hostile Pokémon, you must make an Intuition Check with a DC of 15 to Channel the target. You may stop Channeling a Pokémon as a Free Action at any time. You may Channel a number of Pokémon at a time up to your Intuition Rank. If a Channeled Pokémon goes further than 20 meters from you, they stop being Channeled.

Mechanic: While Channeling a Pokémon, it may communicate its intentions, emotions, and motivations to you and you may communicate similarly with them; neither party may be deceitful in this exchange. You also become aware of all of its Moves, Abilities, and Capabilities. Allied Channeled Pokémon may always attempt Intercept Maneuvers for each other, regardless of Loyalty. If you are Fainted, you stop Channeling all Pokémon. Whenever you Channel a Pokémon, you have a vague knowledge of what has happened in the Pokémon's past hour as if they were your own memories.

Note: Channeler has a couple Features with the [Orders] tag. However, because they require that a Pokémon be Channeled, which isn't League Legal, they actually aren't of any use in League Legal battles!

Shared Senses

Prerequisites: Channeler

Bind 1 AP – Swift Action

Target: A Channeled Pokémon

Effect: You Imprint the target for the duration of this Feature. You receive all sensory information being sensed by Imprinted Pokémon, and Imprinted Pokémon are not subject to the distance limit on Channeling. If you have Imprinted more than one Pokémon, you may only concentrate on the senses of one Pokémon at a time, and only choose one such Pokémon per round. If you stop Channeling a Pokémon, they are no longer Imprinted as well.

Battle Synchronization

[Orders]

Prerequisites: Channeler

Scene x3 – Standard Action

Effect: For one full round, whenever a Channeled Pokémon successfully hits a foe, all Channeled Pokémon gain +1 Accuracy and +1 Evasion against that foe for the duration of this Feature.

Spirit Boost

[Orders] [Stratagem]

Prerequisites: Channeler

Bind 2 AP – Standard Action

Target: A Channeled Pokémon

Effect: When you use Spirit Boost, choose a Channeled Pokémon. You may choose the target of Spirit Boost if you wish. While Spirit Boost is Bound, the target has one of the following effects, depending on the highest Combat Stat of the chosen Pokémon. (In the event of a tie, you choose which Stat to use)

- » **Attack:** The target gains Bonus Damage when using Physical attacks equal to your Intuition Rank.
- » **Defense:** The target gains Damage Reduction against Physical attacks equal to your Intuition Rank.
- » **Special Attack:** The target gains gain Bonus Damage when using Special attacks equal to your Intuition Rank.
- » **Special Defense:** The target gains Damage Reduction against Special attacks equal to your Intuition Rank.
- » **Speed:** The target gains a bonus to their Initiative equal to your Intuition Rank.

Power Conduit

Prerequisites: Channeler, Adept Intuition

2 AP – Swift Action

Target: Channeled Pokémon

Choose One Effect:

- » Trade all Combat Stages for a single Stat between two Channeled Pokémon
- » Transfer a Coat from one Channeled Pokémon to another.
- » Give up a use of Scene or Daily Move from one willing Channeled Pokémon to regain use of a Scene Move which another Channeled Pokémon has used. This effect may only refresh a Move for each Pokémon once per Scene.

Pain Dampening

Prerequisites: Channeler, Expert Intuition

Scene x2 – Free Action

Trigger: A Channeled Pokémon would be Fainted by a damaging attack

Effect: Choose any number of Channeled Pokémon, which must include the triggering Pokémon. Instead of resolving the attack normally, divide the damage from the attack by the number of chosen Pokémon. Each chosen Pokémon then loses that many Hit Points. For each chosen Pokémon that Resists or is Immune to the Type of the triggering attack, subtract your Intuition Rank from the damage of the attack before all calculations.

Soothing Connection

Prerequisites: Pain Dampening, Master Intuition

Daily x2 – Standard Action

Target: Channeled Pokémon

Effect: Distribute 5 points in any way among Pokémon you are Channeling. For each point you assign to a Channeled Pokémon, they gain a Tick of Hit Points.



HEX MANIAC

TRAINER COMBAT



ASSOCIATED SKILLS: OCCULT EDUCATION

Hex Maniacs are masters of occult practices associated with Ghost-Type Pokémon, and they are capable of replicating many of the debilitating Moves that those Pokémon use to cripple their foes. While many people would assume that those learning these dark arts are in it for power or petty vengeance, that doesn't have to be the case. The caretakers of Pokémon tombs often turn their expertise in the occult into the Hex Maniac's combat techniques as a matter of practicality. Malicious Ghost-Type Pokémon, grave robbers, and those seeking to pilfer powerful artifacts from the sacred sites that are often found near where Ghost-Types gather are all good reasons to learn hexes and curses for self-defense.

Most other Trainer Combat Classes can make good use of a Hex Maniac's arsenal, even if they aren't invested enough in Special Attack to make Hex effective.

Hex Maniac

[Class] [+HP]

Prerequisites: Novice Occult Education

Static

Effect: Choose Cursed Body or Omen. You gain the Chosen Ability.

Hex Maniac Studies

[+HP] [Ranked 3]

Rank 1 Prerequisites: Hex Maniac

Rank 2 Prerequisites: Hex Maniac

Rank 3 Prerequisites: Hex Maniac, Expert Occult Education

Static

Effect: Learn two Hex Maniac Moves. You may choose any Move marked with the Hex Maniac Studies Rank you are taking or lower.

Hex Maniac Moves	
Confuse Ray	Rank 1
Curse*	Rank 1
Hypnosis	Rank 1
Spite	Rank 1
Will-O-Wisp	Rank 1
Hex	Rank 3

***Note:** When using Curse, you must use Curse as if you were a Ghost-Type Pokémon

Diffuse Pain

[+HP]

Prerequisites: Hex Maniac Studies Rank 1

2 AP – Swift Action

Trigger: You use a Status-Class Move gained from Hex Maniac Studies

Effect: Choose an additional target for the Move.

Malediction

[+HP]

Prerequisites: Hex Maniac Studies Rank 1, Expert Occult Education

Scene x2 – Free Action

Trigger: A foe within 5 meters misses all targets with an attack

Effect: Use a Status-Class Move gained from Hex Maniac Studies targeting the triggering foe as a Free Action, Frequency-permitting.

Grand Hex

[+HP]

Prerequisites: Hex Maniac Studies Rank 3, Master Occult Education

1 AP – Swift Action

Trigger: You hit a foe with Hex

Effect: Regain one use of a Move gained from Hex Maniac Studies that can inflict a Status Affliction that the triggering target has. If you activated the conditional damage boost for Hex, its Frequency is not expended. You may only activate Grand Hex once per target per Scene.



NINJA

TRAINER COMBAT



CRAFTING



ASSOCIATED SKILLS: STEALTH, COMBAT

Practitioners of the ancient art of ninjutsu, Ninjas are deadly and feared warriors that excel at using deadly poisons and clever subterfuge. Being a Ninja means first and foremost having a versatile set of options at hand, and thus Ninjas require a broad skillset – they must not only be practiced fighters but also masters of stealth.

A skilled Ninja goes into battle with tools prepared that can be handed off to allies to produce hazards for their opponents or countermeasures to the toxins they study. A Ninja's deceptive arsenal also includes poisoned weapons and illusionary clones.

As might be expected, Ninjas tend toward using Poison Type Pokémon or those of a stealthy and subtle disposition, but this is not always the case. Sometimes a larger, flashy Pokémon can be the perfect distraction for a Ninja trying to sneak by and deliver a decisive blow elsewhere.

Ninja

[Class] [+Speed]

Prerequisites: Novice Stealth, Novice Combat
Static

Effect: You learn the Moves Double Team and Poison Powder.

Ninja's Arsenal

Prerequisites: Ninja

At-Will – Extended Action

Effect: You may craft an Antidote, Smoke Ball, Caltrops, or Toxic Caltrops for ₣ 100.

Poison Weapons

[+Speed] [Weapon]

Prerequisites: Ninja, Adept Stealth

1 AP – Free Action

Trigger: You make a Weapon Attack.

Effect: The attack or Move Poisons its targets on 16+, and you may have it deal Poison-Type Damage if you wish.

Genjutsu

[+Speed]

Prerequisites: Ninja, Adept Stealth

At-Will – Standard Action

Effect: You form an Illusion around yourself. This Illusion may be used to hide yourself in a shroud of darkness if in darkness, or to make yourself look like a mundane object (such as a crate, potted plant, or similar). The Illusion can even fool Aura, concealing you from Aura Sight for its duration. However, the Illusion requires complete concentration, and is broken if you take any actions at all. Anyone that interacts with the Illusion directly may make an Occult Education or Intuition Check with a DC equal to 10 plus your Stealth Rank; if they succeed, the Illusion is broken.

Utility Drop

[+Speed]

Prerequisites: Ninja's Arsenal, Expert Stealth

At-Will – Swift Action

Trigger: You Shift

Effect: You may use a Smoke Ball, Caltrops, or Toxic Caltrops as a Free action during your Shift. Instead of the Move's usual area of effect, you leave one square of Smokescreen, Spikes, or Toxic Spikes on each square you leave as you Shift. Once you place 8 meters of Smoke, Spikes, or Toxic Spikes you may not place any more.

Weightless Step

[+Speed]

Prerequisites: Ninja, Expert Stealth

Static

Effect: You gain the Infiltrator Ability.

Kinjutsu

[+Speed]

Prerequisites: Poison Weapons, Master Stealth

Static

Effect: You learn the Moves Substitute and Toxic.



ORACLE

TRAVEL AND INVESTIGATION



TRAINER COMBAT



ASSOCIATED SKILLS: INTUITION, PERCEPTION

Oracles have trained their mystic abilities to a mastery over past and future. With a few minutes of concentration, an Oracle can glean the recent events surrounding an area or object, and their intuitive nature often guides them to draw conclusions or find objects that elude the grasp of others.

This is not to say that Oracles cannot also apply their powers to battle - it turns out that peering into the future is quite an advantage in battle. Oracles can use their abilities to more readily assure that their attacks and those of their allies strike true or to avoid the attacks of others. Illusions mean nothing to them, and they can warn their allies of such supernatural attempts at misdirection.

Oracle

[Class] [+Special Defense]

Prerequisites: Mystic Senses, Novice Perception

Static

Effect: You gain the Pickup Ability.

Divination

[+Special Defense]

Prerequisites: Oracle

Daily x3 – Extended Action

Effect: You may perform an Augury or Scrying.

Augury

Target: Self

Effect: The user has a vision, dream, or similar that may depict past, present, or future events. The clarity of the dream may vary, as well as the user's ability to remember it. See the next page for more details.

Scrying

Target: An item you are touching, or your current location

Effect: You see visions of what has happened to the target over the last 24 hours. The images may be jumbled or unclear, to the discretion of your GM. See the next page for more details.

Unveiled Sight

[+Special Defense]

Prerequisites: Oracle

Static

Effect: You can see through Illusions. This means you can spot Illusions from the Illusionist capability, Illusion Ability, and Genjutsu Feature as being fake. You are immune to Moves with the Illusion keyword, Double Team cannot be activated against you, and you bypass Substitutes. As a Standard Action, you can create a Burst 4, dispelling all Illusion effects within.

Disguises and Illusions: Disguises in general refer to things with physical components; a mundane disguise would be the kind with props and fake moustaches and the like. An example of a magical disguise would be a Ditto's transformation. Illusions are magical effects, such as the Move Double Team, Substitute, or the Illusion Ability.

Small Prophecies

[+Special Defense]

Prerequisites: Divination, Adept Perception

1 AP – Swift Action

Effect: Roll 1d20 and note the result. Until the end of your next turn, you may choose to replace a single d20 roll you or a willing ally makes with the noted result.

Mark of Vision

[+Special Defense]

Prerequisites: Oracle, Adept Perception

Bind 1 AP – Extended Action

Target: A willing Trainer

Effect: You mark the target with a mystical power which allows you to close your eyes and focus to perceive the world with their senses from their perspective. You may Bind this Ability multiple times, each time on a different target, but you may only concentrate on one Mark of Vision at a time, and you may only have a number of Marks at one time equal to half your Perception Rank. A target may choose to end this effect at any time, or to deny you access to their senses temporarily without ending the effect entirely. You have a rough sense of how far away and in what direction marked targets are.

Two-Second Preview

[+Special Defense]

Prerequisites: 3 Oracle Features, Expert Perception

Static

Effect: You gain the Instinct Ability.

Prescience

[+Special Defense]

Prerequisites: Unveiled Sight, Master Perception

Scene – Free Action

Trigger: You are hit by an attack

Effect: The attack instead misses.

SCRYING AND AUGURY

GM's of the world! It's up to you to make Scrying and Augury fun, and "worth it". So here's some advice.

First, you and your player should negotiate their PC's method for scrying and making auguries. Maybe they need to read tea leaves to use this ability; or gaze into open flames. Maybe they trigger it "Accidentally" while sleeping, or during another mundane activity. Maybe they need to pry information from an enigmatic Spiritomb that appears to them after they light a candle and say a prayer. If you want to be thoroughly boring, maybe they only need to focus on activating their mystic abilities. Have fun with coming up with a method; it should be something that's relatively easy to do though, regardless of their location (don't make them have to buy expensive items to do it each time, or to scale a specific mountain in the region just to activate this ability!).

Next, consider how you as a GM want to give information. You shouldn't feel obligated to spoil plot points that you don't want to hand out; at the same time, this is a great way to give information to a PC that you DO want them to know. Don't be afraid to make things vague enough that they don't make sense at the time, but do make sense later; don't ALWAYS do this though, or the warnings given to them by their powers will feel more like taunts if they never realize their meaning until it's too late to do anything about it.

Scrying is the more straightforward effect and shouldn't be too difficult. Simply consider how you want to present the information. Augury is a bit more subtle. Again, don't be afraid to be vague occasionally, or to give incomplete information (e.g. - "You gain a feeling you shouldn't trust <insert name here>, but you don't know why" or "You see a rare herd of Kangaskhan and sense that they're nearby, but you don't know in which direction" are examples of perfectly acceptable visions).



SAGE

TRAINER COMBAT



ASSOCIATED SKILLS: OCCULT EDUCATION

If one side of a coin had a Hex Maniac on it, the other side would have a Sage. These occultists are experts on the various protective Blessings that Pokémon are capable of bestowing on their allies, and can replicate these effects themselves to protect their allies and selves from harm. Sages are often the guardians of sacred sites, such as shrines dedicated to Legendary Pokémon or historical monuments, and utilize these arts to help shield these sites from vandals and criminals. While they can't pack a punch themselves, their allies will be well guarded enough to do that for them.

Much like Hex Maniac, Sage doesn't require much combat investment to get great use out of. It makes an excellent option for a character that focuses on Pokémon Support and wants something defensive to use their Standard Actions on. Healing in combat is scarce in Pokémon Tabletop United, making Sage's ability to shield allies from damage a very valuable asset to a group of traveling trainers.

Sage

[Class] [+HP]

Prerequisites: Novice Occult Education

At-Will – Standard Action

Target: An ally within 5 meters

Effect: The target gains Damage Reduction equal to your Occult Education Rank doubled or their Tick Value, whichever is higher, for one full round.

Note: Multiple uses of Sage from different Trainers do not stack on one target.

Sacred Shield

[+HP]

Prerequisites: Sage

Static

Effect: You learn the Moves Reflect and Lucky Chant.

Mystic Defense

[+HP]

Prerequisites: Sage

Static

Effect: You learn the Moves Light Screen and Safeguard.

Sage's Benediction

[+HP]

Prerequisites: Sacred Shield or Mystic Defense, Adept Occult Education

1 AP – Free Action

Trigger: An ally activates one of your Moves with the Blessing Keyword.

Effect: The triggering ally gains an additional benefit as follows, depending on the Move used. The benefit takes effect after the Blessing and the attack that triggered it are resolved.

- » **Reflect:** +1 Defense Combat Stage
- » **Light Screen:** +1 Sp. Defense Combat Stage
- » **Safeguard:** +1 Evasion
- » **Lucky Chant:** +1 Accuracy

Lay on Hands

[+HP]

Prerequisites: Sage, Expert Occult Education

Static

Effect: Choose Blessed Touch or Healer. You gain the Chosen Ability.

Highly Responsive to Prayers

[+HP]

Prerequisites: Lay on Hands

Scene x3 – Free Action

Trigger: You use the Blessed Touch or Healer Ability on an ally, or an ally receives an Injury

Effect: You may use the Sage Feature as a Free Action targeting the triggering ally. Multiple instances of Sage's effect that you use may stack when used this way.

Divine Wind

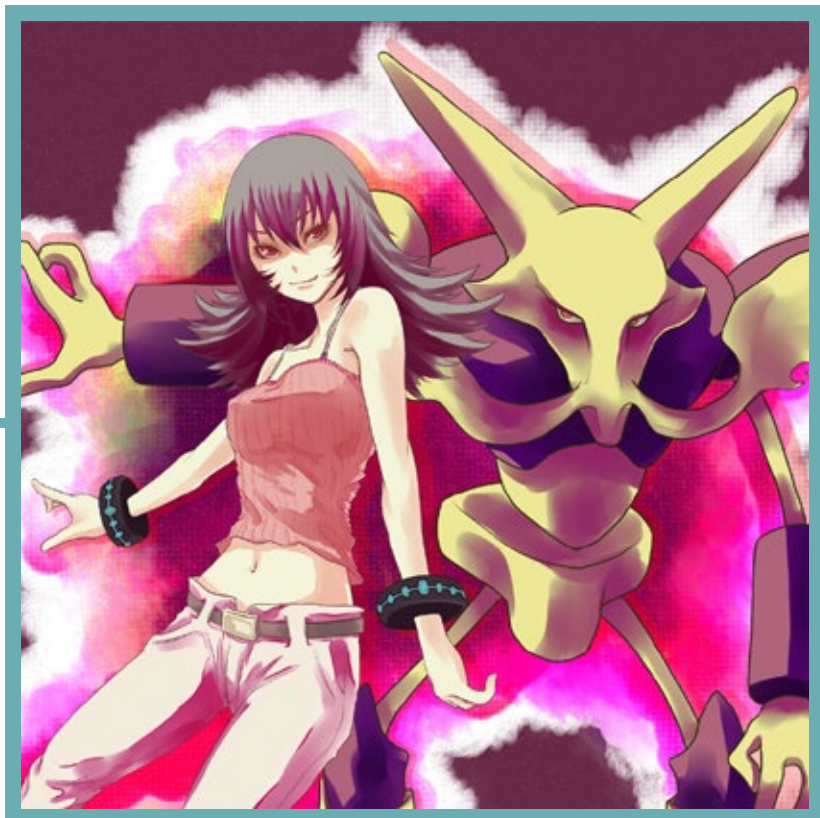
[+HP]

Prerequisites: Sage's Benediction, Master Occult Education

2 AP – Free Action, Interrupt

Target: Blessings you generated with a Sage Move

Effect: Choose a type of Blessing you can generate with a Sage Move. All Blessings you generated of another type become Blessings of the chosen type. This may not be used to generate more uses of a Blessing than the original Move creates. For example, three Lucky Chant Blessings would become two Reflect or Light Screen Blessings, not three. You may only choose a Blessing type once per Scene.



TELEKINETIC

TRAINER COMBAT



TRAVEL AND INVESTIGATION



ASSOCIATED SKILLS: FOCUS

Masters of one of the most classic supernatural powers, telekinesis, these skilled psionics can manipulate and move objects with nothing more than a simple thought. As their powers grow, they become able to lift themselves off the ground or even incapacitate a foe by levitating them.

With a more honed technique, Telekinetics can wield their weapons at a great distance and even summon up pure kinetic energy to send their foes flying. Those who find themselves fighting a Telekinetic are often stymied by their defensive capabilities, as psionic barriers rise up to block their path and subtle distortions in the air divert their attacks.

Teamed up with Psychic Type Pokémon, Telekinetics can easily keep enemies at bay with a continual application of telekinetic pushing or barriers, but their powers are just as well suited toward augmenting the fighting ability of any other type of Pokémon.

Telekinetic

[Class] [+Special Attack]

Prerequisites: Elemental Connection (Psychic), Iron Mind
Static

Effect: You gain the Telekinetic Capability.

PK Alpha

[+Special Attack]

Prerequisites: Telekinetic
Static

Effect: You learn the Moves Kinesis and Barrier.

PK Omega

[+Special Attack]

Prerequisites: PK Alpha, Expert Focus
Static

Effect: You learn the Moves Telekinesis and Psychic.

Power of the Mind

[+Special Attack]

Prerequisites: Telekinetic
Static

Effect: Choose Interference or Levitate. You gain the chosen Ability.

PK Combat

[+Special Attack] [Weapon]

Prerequisites: Telekinetic, Adept Focus
Bind 1 AP – Standard Action

Effect: You may also wield weapons and items with your Telekinesis capability, as long as you are able to lift them. This means you may use Items and Melee Weapons that normally require you to be adjacent to your target at a range limited only by your Telekinesis. When wielding Weapons with your Telekinesis, you qualify for Moves using Focus instead of Combat and may add your Special Attack instead of your Attack Stat. The Attacks remain Physical, however.

Telekinetic Burst

[+Special Attack]

Prerequisites: PK Combat, Expert Focus
1 AP – Swift Action

Effect: You perform a Disarm, Trip, or Push Maneuver using your Telekinetic Capability.

Psionic Overload

[+Special Attack]

Prerequisites: PK Omega, Master Focus
2 AP – Swift Action

Trigger: You hit with Psychic or use another Telekinetic Move

Effect: The effect of this Feature depends on the Triggering Move.

- » **Kinesis:** The user of the triggering attack becomes Confused.
- » **Barrier:** Place 2 additional segments of Barrier, and you may place the Barriers anywhere within 6 meters of yourself. They do not need to remain contiguous, nor does one segment have to touch you.
- » **Psychic:** The target becomes Vulnerable for one full round.
- » **Telekinesis:** At the end of each turn that the target remains Lifted, they lose a Tick of Hit Points.



TELEPATH

TRAVEL AND INVESTIGATION



TRAINER COMBAT



ASSOCIATED SKILLS: FOCUS, INTUITION

It's hard to keep a secret from a Telepath. They are psionics with a mastery of the mind, both their own and others'. With a thought, they can hone their own minds to better focus in a fight, and they can learn to easily avoid being caught in friendly fire.

However, their most iconic ability, and that which gives them their reputation, is the ability to read the surface thoughts of others. With training, they can even plant thoughts in others' heads, guiding them toward lines of thinking that better allow their mind reading to get at secrets that aren't often on someone's mind, or guiding them toward a particular action without them being aware at all of the manipulation.

Telepaths who dedicate themselves to the combat arts find themselves with the advantage of being able to lock onto someone's movements through their thoughts, ensuring their attacks hit. They can also telepathically warn their allies of their next move, ensuring they never cause a casualty through friendly fire.

Telepath

[Class] [+Special Defense]

Prerequisites: Elemental Connection (Psychic), Iron Mind, Novice Intuition

2 AP – Swift Action

Effect: You gain the Telepathy Capability for the rest of the scene.

Honed Mind

[+Special Defense]

Prerequisites: Telepath

Static

Effect: You learn the Moves Mind Reader and Calm Mind.

Telepathic Awareness

[+Special Defense]

Prerequisites: Telepath

Static

Effect: Choose Gentle Vibe or Telepathy. You gain the chosen Ability.

Thought Detection

[+Special Defense]

Prerequisites: Telepathic Awareness

Scene – Standard Action

Effect: You become aware of the number of living Humans or Pokémon within X meters of yourself; X is equal to your Focus Rank tripled. Pokémon or Trainers with the Mindlock Capability are not detected by this Ability. You may only use Thought Detection as long as you have the Telepathy Capability.

Telepathic Warning

[+Special Defense]

Prerequisites: Telepathic Awareness, Expert Focus or Intuition

1 AP – Free Action

Trigger: You or an Ally use an Attack

Effect: You're able to give your allies heed of attacks. All allies that would be hit by the attack may take a Shift Action as an Interrupt to move out of the area of effect of the attack. Using this leaves discoverable Psychic Residue on each affected ally. You may only use Telepathic Warning as long as you have the Telepath Capability.

Mental Assault

[+Special Defense]

Prerequisites: Telepath, Expert Focus or Intuition

Static

Effect: You learn the Moves Extrasensory and Psyshock.

Suggestion

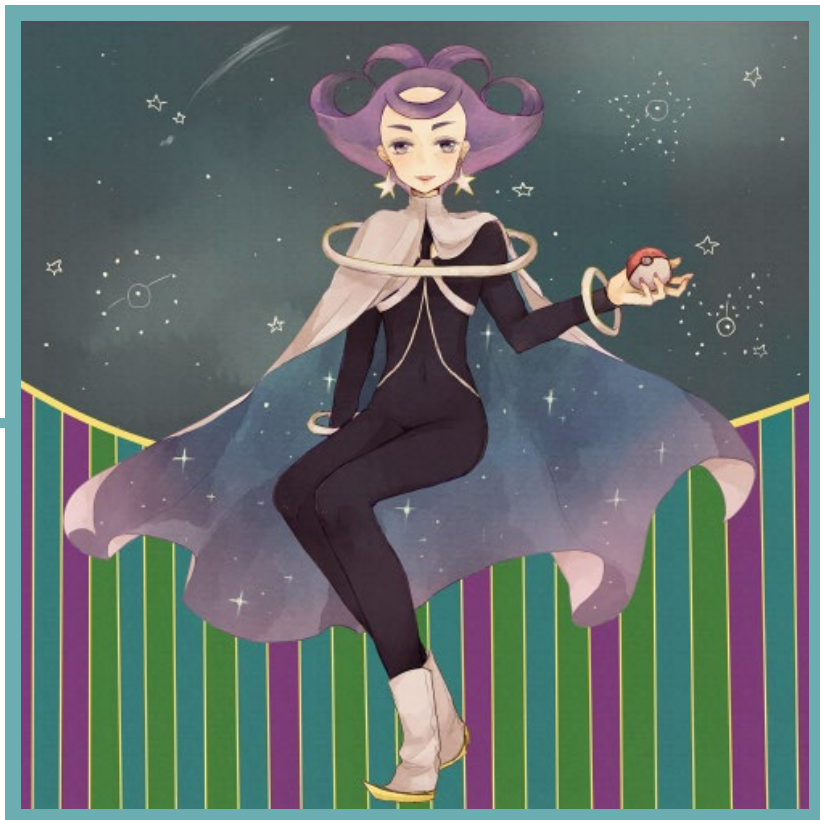
[+Special Defense]

Prerequisites: Honed Mind, Master Focus or Intuition

Bind 1 AP – Standard Action

Target: Pokémon or Trainers

Effect: You smoothly plant a thought into the subject's head that lasts as long as this Feature is Bound. They won't know exactly why or how they thought of it; they will naturally assume they thought of it themselves, and their brain will attempt to get there as logically as it can. The target may not necessarily act on the Suggestion, especially if it is against their nature. Using Suggestion to plant a specific thought may cause the target to think about a specific subject, dredging up surface thoughts related to the matter. Using this on a target leaves discoverable psychic residue. You may only use Suggestion as long as you have the Telepathy Capability, though you may keep it Bound without having Telepathy active.



W A R P E R

TRAINER COMBAT



TRAVEL AND INVESTIGATION



ASSOCIATED SKILLS: FOCUS, GUILF

These psionics command only a subtle power over time and space, but that is more than enough to make them formidable opponents and useful allies in their own right. The subtlety of their effects can often make their presence go unknown, even as they apply little twists and nudges to reality to allow their allies to strike true or make difficult athletic maneuvers.

For players who want to play a psychic who has little control over their powers or is even unaware of them, both the base Warper feature and Reality Bender are good representations of subtle changes to reality that someone may be completely unaware that they're doing.

These subtle manipulations are only some of the effects in a Warper's arsenal, however. They are masters of teleportation, often using their powers to narrowly avoid devastating attacks or cross great distances with ease. With concentration, they can alter the laws of reality itself over a field of battle, sending Flying Types crashing to the ground or freezing a foe's wounds in time and preventing them from healing.

Warper

[Class] [+Speed]

Prerequisites: Elemental Connection (Psychic), Novice Guile

Static

Effect: You gain the Probability Control Ability.

Space Distortion

[+Speed]

Prerequisites: Warper

Static

Effect: You learn the Moves Teleport and Ally Switch.

Warping Ground

[+Speed]

Prerequisites: Warper

Static

Effect: You learn the Moves Gravity and Trick.

Strange Energy

[+Speed]

Prerequisites: Warping Ground, Space Distortion

Static

Effect: You learn the Moves Heal Block and Magic Coat.

Farcast

[+Speed]

Prerequisites: Space Distortion, Expert Guile

Daily x3 – Free Action

Trigger: You use the Move Teleport or activate the Teleporter Capability

Choose One Effect: You activate Teleporter as if your Teleporter value were three times its normal value or you may take one willing Pokémon or Trainer along with you as you teleport so long as you are touching them when you activate Farcast. You may expend two uses of Farcast at once to choose both effects.

Warped Transmission

[+Speed]

Prerequisites: Farcast, Master Guile

2 AP – Swift Action

Trigger: You activate the Teleporter Capability or use the Move Ally Switch

Effect: All adjacent foes to the square you end in after teleporting or using Ally Switch have their Evasion lowered by 3 for one full round and cannot trigger Attacks of Opportunity against you for Shifting until the end of your next turn.

Reality Bender

[+Speed]

Prerequisites: Warper, Expert Guile

Daily – Free Action

Effect: You are able to subconsciously alter the fabric of reality to change small facts or circumstances. If your character is confronting a “random” event such as a die roll, coin flip, or cards being dealt, the character may activate this Feature to influence the event. In this scenario, the GM provides you with two possible outcomes, and you pick one of them to actually occur. This means you always decide the outcome of binary events such as a coin flip; cheating cards or slot machines is much harder, as there are multiple outcomes and you only get to pick between two. This Feature can also be used to generate common items worth ₣ 250 or less that the character might normally possess, such as a Potion or Poké Ball, when in a pinch. The character just happens to find the needed item among their belongings. This Feature can only create items you wish to use at that moment, and of which you have none available; such as needing to heal a Pokémon but having no Potions left. Items created with Reality Bender must be used quickly after activating the feature and cannot be stored for later.

Doxy: To be clear, this Feature refers to die rolls –in game-, not any die rolls used to PLAY the game. Also, GMs are encouraged to whap any Warpers on the nose with a rolled up newspaper if they try to apply to this to combat... except, perhaps, if they or their Pokémon attempts to use the Move Metronome...





CHAPTER 5: POKÉMON

Pokémon are the fantastical creatures at the heart and soul of Pokémon Tabletop United, and they are just as important as your Trainer's Features, Edges, and Skills when it comes to defining your character. Some of a new Pokémon's traits are determined by the GM and some by the player. The GM usually determines which Abilities a Pokémon has at their current Level in the wild as well as their Nature, but the player assigns their Stat Points when they capture a Pokémon. This chapter will walk you through managing your Pokémon and related mechanics.

BASIC POKÉMON RULES AND INTRODUCTION

In most settings, Trainers are allowed to carry with them a **maximum of six Pokémon** at a time while traveling. The reasoning may vary from setting to setting – in one, the potential for Pokémon to be used as weapons and tools of violence results in heavy regulation of Pokémon training. In other settings, six is simply the regulation value because the Pokémon League acknowledges that six is the number of Pokémon which a skilled Trainer can reasonably split their attention between when traveling without neglecting any particular Pokémon.

While a GM may certainly bend this rule for their own campaign, it's recommended from a mechanics standpoint as well that PCs be limited to a stable of six active Pokémon at once. First of all, it becomes a lot more work to track that many Pokémon at a time. Second, battles either become much less threatening when a Trainer has many more Pokémon to fall back on, or they become much longer in order to properly present the risk of having a whole team knocked out.

Some exceptions may apply, such as breeders carrying around extra Pokémon Eggs that may hatch during travel time or Trainers with an entrepreneurial spirit carrying Pokémon to sell to others. The Rune Master from the *Game of Throhs* supplement would benefit from being allowed to carry spare Unown for use as Glyphs – it's highly unlikely a Trainer will record stats for all of their spares intended to be used in this way, after all.

Extra Pokémon beyond the limit of six are usually automatically teleported in their Poké Balls to a Pokémon Center for storage or to a Trainer's affiliated Pokémon Professor, if applicable. All of a Trainer's Pokémon are registered to a Trainer ID that allows them to digitally retrieve their Pokémon and prove ownership.

On the following pages you'll see what a Pokédex entry for a Pokémon looks like and a short summary of what all the various information means.

CHARMANDER



Base Stats:

HP: 4
 Attack: 5
 Defense: 4
 Special Attack: 6
 Special Defense: 5
 Speed: 7

Basic Information

Type : Fire
 Basic Ability 1: Flame Body
 Basic Ability 2: Rattled
 Adv Ability 1: Solar Power
 Adv Ability 2: White Flame
 High Ability: Courage

Evolution:

1 - Charmander
 2 - Charmeleon Minimum 15
 3 - Charizard Minimum 30

Size Information

Height : 2' 0" / 0.6m (Small)
 Weight : 18.7 lbs. / 8.5kg (1)

Breeding Information

Gender Ratio : 87.5% M / 12.5% F
 Egg Group : Monster / Dragon
 Average Hatch Rate: 10 Days

Diet : Herbivore

Habitat : Cave, Mountain

Capability List

Overland 5, Swim 3, Jump 1/1, Power 2, Firestarter, Glow, Underdog

Skill List

Athl 2d6+2, Acro 3d6, Combat 2d6, Stealth 3d6, Percep 2d6, Focus 2d6

Move List

Level Up Move List

1 Scratch - Normal
 3 Growl - Normal
 7 **Ember** - Fire
 10 Smokescreen - Normal
 16 Dragon Rage - Dragon
 19 Scary Face - Normal
 25 **Fire Fang** - Fire
 28 **Flame Burst** - Fire
 34 Slash - Normal
 37 **Flamethrower** - Fire
 43 **Fire Spin** - Fire
 46 **Inferno** - Fire

TM/HM Move List

A1 Cut, A4 Strength, 01 Hone Claws, 02 Dragon Claw, 06 Toxic, 10 Hidden Power, 11 Sunny Day, 17 Protect, 21 Frustration, 27 Return, 28 Dig, 31 Brick Break, 32 Double Team, 35 **Flamethrower**, 38 **Fire Blast**, 39 Rock Tomb, 40 *Aerial Ace*, 42 Facade, 43 **Flame Charge**, 44 Rest, 45 Attract, 48 Round, 49 Echoed Voice, 50 **Overheat**, 56 **Fling**, 59 **Incinerate**, 61 Will-O-Wisp, 65 Shadow Claw, 75 Swords Dance, 80 Rock Slide, 87 Swagger, 88 Sleep Talk, 90 Substitute, 94 Rock Smash, 98 Power-Up Punch, 100 Confide

Egg Move List

Air Cutter, Ancient Power, Beat Up, Belly Drum, Bite, Counter, Crunch, Dragon Dance, Dragon Rush, **Flare Blitz**, Focus Punch, Metal Claw, Outrage, Rock Slide, Swords Dance

Tutor Move List

Body Slam, Counter, Defense Curl, Double-Edge, Dynamic Punch, **Fire Pledge**, **Fire Punch**, Fury Cutter, **Heat Wave**, Iron Tail, Mega Kick, Mega Punch, Mud-Slap, Outrage, Rage, Seismic Toss, Sleep Talk, Snore, Swift, Thunder Punch

1. Species
2. Base Stats
3. Type
4. Abilities
5. Evolution
6. Size Information

7. Breeding Information
8. Diet and Habitat
9. Capability List
10. Skill List
11. Move List

1. Species – This is the species of the Pokémon, of course, complete with an image of what an average specimen of the species looks like.

2. Base Stats – A Pokémon's Base Stats help determine how their stats are allocated for battle.

3. Type – Each Pokémon has one or two elemental Types, chosen from the 18 Types in Pokémon. They are Bug, Dark, Dragon, Electric, Fairy, Fighting, Fire, Flying, Ghost, Grass, Ground, Ice, Normal, Poison, Psychic, Rock, Steel, and Water.

These Types determine what kinds of attacks are strong and weak against a Pokémon and have a general bearing on the Pokémon's traits – certain Types are more likely to have particular traits than others. Unlike Pokémon, Trainers do not have a Type.

4. Abilities – Abilities are special gifts separate from Moves that Pokémon can use.

5. Evolution – Many Pokémon undergo a process of rapid physical metamorphosis called Evolution. This usually occurs over a matter of a few minutes at most when certain conditions, listed here, are met.

6. Size Information – The average height and weight of a Pokémon of this species. This may vary between individual specimens and a GM could even change this average value in their campaign setting.

7. Breeding Information – This is all the information necessary to breed Pokémon.

8. Diet and Habitat – This information tells you where a Pokémon is found and what it needs to eat to survive.

9. Capability List – Capabilities denote both a Pokémon's basic traits such as how fast they can move or how high they can jump as well as more specialized traits such as being able to see in the dark or lift objects with telekinetic powers.

10. Skill List – Just like Trainers, Pokémon have Skills, but they are less malleable than a Trainer's.

11. Move List – Moves are the primary way a Pokémon fights in battle, and they can learn them in four ways – natural level up, inherited egg moves, from TMs and HMs, and from Move Tutors.

The next section will go into detail on how to manage each aspect of your Pokémon described above.

MANAGING POKÉMON

COMBAT STATS

Just like Trainers, Pokémon have Combat Stats, Skills, and Capabilities. While most of a Pokémon's traits are defined for an entire species in the Pokédex, their **Combat Stats** are determined by their Trainer's choices. While the GM usually assigns a Pokémon's Nature and Abilities when first caught, the Trainer assigns all of their Stat Points up to their current Level.

Start by checking the **Pokédex** to see the Pokémon's **Base Stats**. These are your starting point. For example, a Charmander has 4 HP, 5 Attack, 4 Defense, 6 Special Attack, 5 Special Defense, and 7 Speed.

Next, apply your Pokémon's **Nature**. This will simply raise one stat, and lower another; HP is only ever raised or lowered by 1, but all other stats are raised or lowered by 2, respectively, to a minimum of 1. See the following page for a list of Pokémon Natures.

Next, add **+X Stat Points**, where X is the **Pokémon's Level plus 10**. However, when adding Stat Points, you must understand the **Base Relations Rule**.

The Base Relations Rule puts a Pokémon's Base Stats in order from highest to lowest. This order must be maintained when adding Stat Points. For example, with a neutral nature, Charmander has Speed > Special Attack > Attack and Special Defense > HP and Defense. Here, Speed must always remain higher than other Stats.

Stats that are equal need not be kept equal, however. Charmander's HP and Defense do not need to be kept the same; they must merely both follow the rules of base relation, each staying under Attack and Special Defense.

Calculate your Pokémon's Hit Points when you're done. Pokémon have Hit Points according to the following formula:

Pokémon Hit Points = Pokémon Level + (HP x3) + 10

Note that this formula is different than a Trainer's!

Charmander 1				Charmander 2			
Stat	Base	Added	Total	Stat	Base	Added	Total
HP	4	2	6	HP	4	0	4
ATK	5	3	8	ATK	5	0	5
DEF	4	2	6	DEF	4	0	4
SPATK	6	3	9	SPATK	6	7	13
SPDEF	5	2	7	SPDEF	5	0	5
SPEED	7	3	10	SPEED	7	8	15

Because these Charmanders are Level 5, they each have a total of 15 added Stat Points. Both of these Charmanders are legal, as each stat follows the Base Relations rule, even though they have applied Stat Points differently.

Furthermore, there are several Features that allow trainers to break Stat Relations; when adding stats, you don't need to "correct" Stats due to the "violations" made due to these features. A Trainer with the "Enduring Soul" Feature for example, could raise their Charmander's HP to match or exceed any other stat, despite the fact that it's at the lowest priority for Base Stat Relations. Furthermore, this trainer would NOT be compelled to raise other Stats to "fix" the violations caused by this artificially raised high HP.

POKÉMON NATURE CHART

Value	Nature	Raise	Lower	Value	Nature	Raise	Lower
1	Cuddly	HP	Attack	19	Rash	Special Atk.	Special Def.
2	Distracted	HP	Defense	20	Quiet	Special Atk.	Speed
3	Proud	HP	Special Atk.	21	Dreamy	Special Def.	HP
4	Decisive	HP	Special Def.	22	Calm	Special Def.	Attack
5	Patient	HP	Speed	23	Gentle	Special Def.	Defense
6	Desperate	Attack	HP	24	Careful	Special Def.	Special Atk.
7	Lonely	Attack	Defense	25	Sassy	Special Def.	Speed
8	Adamant	Attack	Special Atk.	26	Skittish	Speed	HP
9	Naughty	Attack	Special Def.	27	Timid	Speed	Attack
10	Brave	Attack	Speed	28	Hasty	Speed	Defense
11	Stark	Defense	HP	29	Jolly	Speed	Special Atk.
12	Bold	Defense	Attack	30	Naive	Speed	Special Def.
13	Impish	Defense	Special Atk.	31	Composed*	HP	HP
14	Lax	Defense	Special Def.	32	Hardy*	Attack	Attack
15	Relaxed	Defense	Speed	33	Docile*	Defense	Defense
16	Curious	Special Atk.	HP	34	Bashful*	Special Atk.	Special Atk.
17	Modest	Special Atk.	Attack	35	Quirky*	Special Def.	Special Def.
18	Mild	Special Atk.	Defense	36	Serious*	Speed	Speed

*These Natures are **neutral**; they simply do not affect Base Stats, since they cancel themselves out.

Doxy's Tip: To generate natures quickly, roll 2d6! The first result determines which Stat is raised, the second determines which is lowered. This goes in order; 1 = HP, 2 = Attack, 3 = Defense, 4 = Special Attack, 5 = Special Defense, 6 = Speed. You can also make rolls "semi-random" by setting one dice roll or the other ahead of time, or even limiting options.



Nature & Flavor Preference: Pokémon prefer a specific type of flavor based on their Nature. Each Stat correlates to a flavor; HP with **Salty**, Attack with **Spicy**, Defense with **Sour**, Special Attack with **Dry**, Special Defense with **Bitter**, and Speed with **Sweet**. Pokémon like the flavor associated with the Stat raised by their nature, and dislike the flavor associated with the stat lowered by their nature. Pokémon with neutral natures do not have any flavor preferences.

You will use these flavor preferences when feeding your Pokémon special food items, such as the Chef's Snacks.

ABILITIES

In addition to Combat Stats, Pokémon have Abilities and Moves that define them in battle.

All Pokémon are born with a single **Ability**, chosen from their **Basic Abilities**. Normally the GM will decide what Ability a Pokémon starts with, either randomly or by choosing one.

Pokémon gain additional Abilities as they Level up.

At **Level 20**, a Pokémon gains a **Second Ability**, which may be chosen from its **Basic or Advanced Abilities**.

At **Level 40**, a Pokémon gains a **Third Ability**, which may be chosen from **any of its Abilities**.

While Pokémon gain only three Abilities through Leveling, many Features and other effects can also grant Pokémon additional Abilities. There is a category of Abilities called **Last Chance** Abilities for each Type that can often only be gained through these methods and not through normal Level progression.

There is no maximum to the number of Abilities that a Pokémon or Trainer may have.

MOVES

Moves are a Pokémon's battle techniques and have the biggest influence on their combat ability.

Pokémon may learn a **maximum of 6 Moves** from all sources combined. However, certain Abilities and Features may allow a Pokémon to bypass this limit.

A Pokémon may fill as many of its Move slots as it likes with Moves from its **Natural Move List**. This includes all Moves gained from Level Up, all Egg Moves, and all Tutor Moves marked with an (N). **However, no more than 3 of a Pokémon's Moves may be from TMs and Move Tutors, with the exception of the Natural Tutor Moves noted above.** Any Feature that requires Tutor Points to cause a Pokémon to learn Moves is considered a Tutor.

If a Pokémon learns a Move via TM or Move Tutor that it can later learn via Level Up, once the Pokémon has the opportunity to learn it naturally, that Move becomes counted as a "Natural" Move for the purposes of the 3-TM/Tutor Move Limit.

Unlike Pokémon, Trainers have no limit to the number of Moves they may learn.

CAPABILITIES

Just like Trainers, Pokémon have **Capabilities** that define traits such as how fast they can run, swim, or fly, how much they can lift, and how far they can jump.

Pokémon also have a number of non-basic capabilities that define their special abilities such as shrinking in size, breathing underwater, exercising psychic powers, and seeing in the dark. Certain Trainer Classes and pieces of Equipment may grant humans these capabilities as well, though it is rare. See page 303 for a list.

Unlike Trainers, Pokémon do not derive their Capabilities from their Skill Ranks; instead, they are determined by their species. **Certain Moves can grant Capabilities or boost existing Capabilities. These bonuses are lost if the Move is ever forgotten.**

SKILLS

Pokémon have **Skills** as well, but unlike Trainers, most of a Pokémon's Skills are determined by their species, and they have pre-determined modifiers to their Skill roll values.

The Pokédex document assigns each species a roll value in Athletics, Acrobatics, Combat, Stealth, Perception, and Focus. Some species, such as the Porygon line, are assigned additional Skills, in this case Technology Education.

These are the Skills we've decided are most determined by biology and a Pokémon's species rather than their individual personalities. While these values should be sufficient for most situations, there are two cases where a GM will want to intervene to make a Pokémon more unique among others of its species.

ASSIGNING OTHER SKILLS

Just like in the various mediums for Pokémon media, different campaigns will treat the intelligence and personality of Pokémon quite differently.

One campaign make take an approach more akin to Pokémon Mystery Dungeon or any other Pokémon franchise where the creatures have more human-like intelligence and can attain complex knowledge. Another campaign might treat them mostly as feral animals.

It's left up to the GM to assign social and Education Skills, if they feel it is appropriate for their setting. We've provided templates below to help in those cases, which are generally appropriate for middle or single evolutionary stages. Some species will have natural tendencies, such as Jiggypuff and other cute Pokémon tending to have high Charm rolls, but a campaign can just as easily feature rude and obnoxious Jigglypuffs.

POKÉMON SKILL BACKGROUNDS

Not all Pokémon of the same species are created exactly alike. While Slowpoke are on the whole quite dull and lethargic critters, the occasional Slowpoke may be more acrobatic than its brethren. Similarly, while most bird Pokémon are quite acrobatic and perceptive, this does not necessarily hold for all members of the species, and it's just as possible to have a terrifyingly obese Pidove who can't even fly.

For these cases, create **Pokémon Skill Backgrounds** that operate similarly to a Trainer's Background. Choose one to three skills to raise and an equal number of skills to lower by one rank each and treat these as the new defaults for the Pokémon's Skill values. Give a name to the Skill Background as well, just as if you were making a custom background for your Trainer! A Pacifist Scout Background could raise Perception and Stealth while lowering Athletics and Combat, for example.

EXAMPLE POKÉMON SKILL TEMPLATES

Cutesy Heart-Melter

Skills: Intimidate 1d6, Guile 3d6+2, Intuition 2d6+2, Charm 4d6+3, Command 2d6

On Evolution: Increase Charm by 1d6 or +2 and one of the other skills by the other value.

These Pokémon will win you over with adorable looks, but they aren't above tricking you with crocodile tears too.

Examples: Clefairy, Jigglypuff, Audino, Emolga

Snarlyman Taskmaster

Skills: Intimidate 4d6+3, Guile 2d6+2, Intuition 2d6, Charm 1d6, Command 3d6+2

On Evolution: Increase Intimidate by 1d6 or +2 and one of the other skills by the other value.

These Pokémon lack subtlety, preferring displays of brute force to get their way and show leadership.

Examples: Machoke, Durant, Scyther, Nidorino

Playful Trickster

Skills: Intimidate 1d6, Guile 4d6+3, Intuition 3d6+2, Charm 2d6+2, Command 2d6

On Evolution: Increase Guile by 1d6 or +2 and one of the other skills by the other value.

These Pokémon are natural liars and pranksters.

Examples: Klefki, Cottonee, Girafarig, Bonsly

PokéScholar

Skills: an Education Skill at 4d6

On Evolution: Increase Skill by 1d6 or +2

These Pokémon have learned more specialized skills.

Examples: Chansey (Medicine), Unown (Occult)

Of course, you should adjust these for different species. A Mawile would have both high Intimidate and high Guile. An Altaria has high Charm and Intuition.

LEVELING UP

Whenever your Pokémon gains Experience, add its Experience to its previous Experience total. If the new total reaches the next Level's "Exp Needed", the Pokémon Levels up. Pokémon have a maximum Level of 100. See the next page for the Pokémon Experience Chart.

Whenever your Pokémon Levels up, follow this list:

- » First, it gains +1 Stat Point. As always, added Stat points must adhere to the Base Relations Rule.
- » Next, there is the possibility your Pokémon may learn a Move or Evolve. Check its Pokédex Entry to see if either of these happens. If a Pokémon evolves, make sure to then check its new form's Move List to see if it learned any Moves that Level. You may choose not to Evolve your Pokémon if you wish.
- » Finally, your Pokémon may gain a new Ability. This happens at Level 20 and Level 40, as detailed in the Managing Pokémon: Abilities section (page 200).

TUTOR POINTS

Many Features which permanently change an aspect of a Pokémon require a Pokémon to spend "Tutor Points".

Each Pokémon, upon hatching, starts with a single precious Tutor Point. Upon gaining Level 5, and every other level evenly divisible by 5 (10, 15, 20, etc.), Pokémon gain another Tutor Point.

Tutor Points are stored until used by a TM, Feature, or Poké Edge. Once used, Tutor Points are lost forever. Most often, these Features teach Moves, but may alter other aspects of a Pokémon. Features which apply to "your Pokémon" have all effects removed and the Tutor Points refunded if those Pokémon are given to another Trainer. You can also gain Tutor Points through Heart Boosters, which are vitamins that grant 2 Tutor Points.

EVOLUTION

Upon Evolving, several changes occur in a Pokémon. Take the new form's Base Stats, apply the Pokémon's Nature again, reapply any Vitamins that were used, and then re-Stat the Pokémon, spreading the Stats as you wish. Again, Pokémon add +X Stat Points to their Base Stats, where X is the Pokémon's Level plus 10. You must of course, still follow the Base Relations Rule.

Then, check Abilities and Moves. Abilities change to match the Ability in the same spot in the Evolution's Ability List. When Pokémon Evolve, they can immediately learn any Moves that their new form learns at a Level lower than their minimum Level for Evolution but that their previous form could not learn. For example, Snorlax could learn Yawn and Belly Drum.

Finally, check the Pokémon's Skills and Capabilities and update them for its Evolved form.

TRAINING POKÉMON

Sometimes Trainers may wish to train their Pokémon in a safe environment. By spending an hour Training with their Pokémon, Trainers may apply [Training] Features, teach their Pokémon Poke-Edges, trigger Class Features such as Ace Trainer, or even grant bonus Experience based on their Command Rank. A Trainer can train up to 6 Pokémon at a time.

Each day, a Trainer can also apply Experience Training to a number of Pokémon equal to their Command Rank. A Pokémon may have Experience Training applied to them only once per day. Pokémon that have Experience Training applied to them gain Experience equal to half their own Level, plus a bonus based on their Trainer's Command Rank.

- » **Pathetic or Untrained:** 0
- » **Novice or Adept:** +5
- » **Expert or Master:** +10
- » **Virtuoso:** +15

Example: Sylvana is an Ace Trainer with Adept Command. She has eight Pokémon - six in her party, and 2 in reserve. She can train all the Pokémon in her party during the same hour-long training session, but she can only give the attention needed to gain EXP to four of them. During this time, she can also trigger Ace Trainer, apply her Agility Training to her entire party, and work with her Pokémon spend Tutor Points to help them learn Poké Edges. Since Sylvana is also an Athlete, she can use this hour to Train her own Stats too! Training can be a very productive hour!

POKÉMON EXPERIENCE CHART

Level	Exp Needed	Level	Exp Needed	Level	Exp Needed	Level	Exp Needed	Level	Exp Needed
1	0	21	460	41	2,355	61	6,110	81	11,910
2	10	22	530	42	2,480	62	6,360	82	12,320
3	20	23	600	43	2,610	63	6,610	83	12,735
4	30	24	670	44	2,740	64	6,865	84	13,155
5	40	25	745	45	2,875	65	7,125	85	13,580
6	50	26	820	46	3,015	66	7,390	86	14,010
7	60	27	900	47	3,155	67	7,660	87	14,445
8	70	28	990	48	3,300	68	7,925	88	14,885
9	80	29	1,075	49	3,445	69	8,205	89	15,330
10	90	30	1,165	50	3,645	70	8,485	90	15,780
11	110	31	1,260	51	3,850	71	8,770	91	16,235
12	135	32	1,355	52	4,060	72	9,060	92	16,695
13	160	33	1,455	53	4,270	73	9,350	93	17,160
14	190	34	1,555	54	4,485	74	9,645	94	17,630
15	220	35	1,660	55	4,705	75	9,945	95	18,105
16	250	36	1,770	56	4,930	76	10,250	96	18,585
17	285	37	1,880	57	5,160	77	10,560	97	19,070
18	320	38	1,995	58	5,390	78	10,870	98	19,560
19	360	39	2,110	59	5,625	79	11,185	99	20,055
20	400	40	2,230	60	5,865	80	11,505	100	20,555

There's a standalone copy of this chart in the same .zip file you got this pdf in! Print it out and keep it on hand. It'll come in handy and speed up the Pokémon statting process immensely.

POKÉ EDGES

While many Features allow Tutor Points to be spent to improve your Pokémon, that does not mean Tutor Points need to sit idly if you don't have access to those Features.

After an hour of training, Pokémon may spend Tutor Points to gain any of the **Poké Edges** listed below, provided they meet all prerequisites. If a Pokémon ever loses prerequisites for a Poké Edge they have, it is removed and the Tutor Points refunded.

STAT AND SKILL POKÉ EDGES

Pokémon do not need to be limited by their natural inclinations. Trainers can use these Poké Edges to allow their Pokémon to excel in unexpected ways.

Skill Improvement

Prerequisites: None

Cost: 1 Tutor Point

Effect: Rank up one Skill that is currently at or below its default level for the species. This Edge may be taken multiple times, each time selecting a different Skill.

Note: If Evolution or another permanent effect would cause the Skill Rank to go beyond 6, this Poké Edge is refunded.

Attack Conflict

Prerequisites: None

Cost: 1 Tutor Points

Effect: Select Attack or Special Attack. From now on, that Stat does not need to remain higher than Stats it surpasses in Base Relations, and similarly all other Stats surpassed by it do not need to remain lower.

Mixed Sweeper

[Ranked 3]

Rank 1 Prerequisites: Level 10, Invested at least 5 Level-Up Stat Points into both Attack and Special Attack

Rank 2 Prerequisites: Level 20, Invested at least 10 Level-Up Stat Points into both Attack and Special Attack

Rank 3 Prerequisites: Level 40, Invested at least 15 Level-Up Stat Points into both Attack and Special Attack

Cost: 1 Tutor Point each Rank

Effect: Each Rank, the user gains 3 Stat Points to distribute freely between HP, Defense, Special Defense, or Speed. These bonus points are treated as if they were "Level Up" points, and do not alter Base Stats.

Note: The Stat points gained at Level 1 count as "Level Up" points for the purposes of meeting prerequisites, to be clear.

Underdog's Strength

Prerequisites: Level 15, User is an Underdog Pokémon

Cost: 1 Tutor Point

Effect: The user has each of their Base Stats increased by +1. The user may no longer undergo Evolution.

Realized Potential

Prerequisites: Level 30, User is an Underdog Pokémon

Cost: 2 Tutor Points

Effect: Subtract the user's Species Base Stat Total from 45. The user gains Bonus Stat Points equal to the remainder. These Stat Points must follow Base Stat Relations as normal. If the user evolves to a species with a Base Stat Total 45 or higher, Realized Potential is removed and the Tutor Points refunded.

Note: This is going off of the SPECIES Base Stats. Don't add in Stats from Vitamins, Features, Natures, or anything else. Okay? Okay.

ABILITY AND MOVE POKÉ EDGES

While all Pokémon can make use of their Abilities and Moves, skilled Trainers can teach their Pokémon to learn more of those techniques or refine them.

Ability Mastery

Prerequisites: Level 60

Cost: 3 Tutor Points

Effect: The Pokémon gains an additional Ability, picked from any Ability it could naturally qualify for.

Advanced Connection

Prerequisites: An Ability with the Connection Keyword

Cost: 1 Tutor Point

Effect: Choose an Ability with the Connection Keyword that the target has; the Connected Move no longer takes up a Move Slot for the user.

Accuracy Training

Prerequisites: Level 20

Cost: 1 Tutor Point

Effect: Pick a Move with an AC of 3 or higher; the AC of the target Move is permanently lowered by 1. This Poké Edge may be taken up to three times, each time selecting a different Move.

Underdog's Lessons

Prerequisites: Underdog's Strength

Cost: 1 Tutor Point

Effect: Choose a Level-Up Move from one of the user's Final Evolutions that it can learn at or below its current Level. The user learns that Move as if it were a Level-Up Move and can now learn Moves from TMs, HMs, and Tutoring from the lists of that Final Evolution. Underdog's Lessons may be taken up to three times but must use the same Final Evolution each time in the case of Pokémon with multiple Final Evolutions.

CAPABILITY POKÉ EDGES

Many Pokémon have Special Capabilities that represent innate talents made possible by their unique biology or elemental powers. While every Pokémon can use their family line's Capabilities, Trainers can guide their Pokémon to further hone their skills in these talents.

Capability Training

Prerequisites: Level 20

Cost: 1 Tutor Point

Effect: Increase Power or a Jump Capability by 1. Capability Training may be taken multiple times, each time increasing a different Capability.

Advanced Mobility

Prerequisites: Level 20

Cost: 1 Tutor Point

Effect: Increase one Movement Capability by 2. This Edge may be taken multiple times, but may not be applied more than once to the same Movement Capability.

Basic Ranged Attacks

Prerequisites: Level 20, one of Firestarter, Fountain, Freezer, Guster, Materializer, or Zapper

Cost: 1 Tutor Point

Effect: Choose one of the Capabilities listed in the prerequisites for this Poké Edge. Struggle Attacks modified by that Capability may now be made at a range of up to 6 meters. This Poké Edge may be taken multiple times, selecting a different Capability each time.

Aura Pulse

Prerequisites: Level 30, Aura Reading, owned by a Trainer with Aura Pulse

Cost: 2 Tutor Points

Effect: The Pokémon gains the Aura Pulse Capability.

Enticing Bait

Prerequisites: Level 20, Alluring Capability

Cost: 1 Tutor Point

Effect: When activating the Alluring Capability, the user adds the higher of its Athletics or Focus Ranks to its d20 roll.

Extended Invisibility

Prerequisites: Level 20, Invisibility Capability

Cost: 1 Tutor Point

Effect: The user may remain Invisible for up to 8 minutes.

Far Reading

Prerequisites: Level 20, Telepath Capability

Cost: 1 Tutor Point

Effect: The user treats their Focus Rank as 2 higher for the purposes of determining the range of Telepath.

Precise Threadings

Prerequisites: Level 20, Threaded Capability

Cost: 1 Tutor Point

Effect: The user may use their Threaded Capability at a range of 6 meters and with an AC of 3 rather than 6.

Seismometer

Prerequisites: Level 20, Tremorsense Capability

Cost: 1 Tutor Point

Effect: The user's Tremorsense range is increased by a number of meters equal to their Perception Rank.

TK Mastery

Prerequisites: Level 20, Telekinetic Capability

Cost: 1 Tutor Point

Effect: The user treats their Focus Rank as 2 higher for the purposes of the Telekinetic Capability.

Trail Sniffer

Prerequisites: Level 20, Tracker Capability

Cost: 1 Tutor Point

Effect: The user gets a bonus to all Perception Rolls to use the Tracker Capability equal to their Focus Rank.

MEGA EVOLUTION



Mega Evolution is a new type of physical transformation Pokémon can undergo akin to a temporary evolution. A number of different Pokémon can Mega Evolve, including some already at a third evolutionary stage. Two prerequisites must be met before Mega Evolution can occur, however. First, the Pokémon must be holding a special type of Held Item called a **Mega Stone**. Mega Stones are specific to an individual species line and form; a Mega Stone that works for Charizard would not work for Blastoise. Second, their Trainer must be wearing an Accessory Slot item called a **Mega Ring**.

When a Pokémon Mega Evolves, its Combat Stats change, receiving an overall boost (of about 10 points!), and it gains a new Ability and sometimes changes its Types. The Ability gained from Mega Evolution is always added to a Pokémon's current Ability list and doesn't replace a current Ability. A Pokémon cannot gain two instances of the same Ability through Mega Evolution, such as Mega Blaziken with Speed Boost. In those cases, the Mega Evolution instead grants another Ability the user can naturally gain but does not currently have.

There are two ways you can handle the Stat changes from Mega Evolution, depending on how much bookkeeping you're willing to do. You can either apply the changes directly to your Pokémon's current Stats as if they were points applied from Level Up, or you can apply the changes to their Base Stats and keep a second sheet of Stats for your Pokémon's Mega Evolved form. Similar to Darmanitan's Zen Mode, if you go with the latter option, you must keep the HP Stat in both forms the same. You may break Base Relations to do so.

Mega Evolution can be triggered on either the Pokémon or the Trainer's turn as a **Swift Action**. Once triggered, a Mega Evolution lasts for the rest of the Scene, even if the Pokémon is knocked out. A Mega Ring can only support one Mega Evolution at a time, meaning once a Trainer Mega Evolves a Pokémon, they can't Mega Evolve any others for the rest of the Scene.

Unlike other Held Items, Mega Stones cannot be removed from their users once Mega Evolution has been activated, even through the effects of Moves like Knock Off and Abilities like Magician.

The following Pokémon have Mega Evolved forms, which are listed in their Pokédex entries: Venusaur, Charizard, Blastoise, Beedrill, Pidgeot, Alakazam, Slowbro, Gengar, Kangaskhan, Pinsir, Gyarados, Aerodactyl, Mewtwo, Ampharos, Steelix, Scizor, Heracross, Houndoom, Tyranitar, Sceptile, Blaziken, Swampert, Gardevoir, Sableye, Mawile, Aggron, Medicham, Manectric, Sharpedo, Camerupt, Altaria, Banette, Absol, Glalie, Salamence, Metagross, Latias, Latios, Kyogre, Groudon, Rayquaza, Lopunny, Gallade, Garchomp, Lucario, Abomasnow, Audino, Diancie.

Of course, you may decide to come up with your own Mega Evolutions for your campaign, especially as a late-game boost to a Trainer's starter Pokémon. This is relatively easy to do. Mega Evolutions give stat changes that equal out to a net bonus of +10, usually distributed across 3 or 4 different Stats. HP is never changed by a Mega Evolution. When a Pokémon Mega Evolves, they also gain a new Ability. In addition, a Mega Evolution may involve a change in Type.



SAMPLE POKÉMON BUILDS

Pokémon Tabletop United allows a great deal of flexibility when it comes to building your Pokémon. Even with the restrictions of the Base Relations rule, you can often build wildly different Pokémon of the same species given the proper Nature or customization through Vitamins, Poké Edges, and Trainer Features. However, all of this may seem rather daunting to a new player, so we're providing a few examples here for common cookie-cutter builds that have proven to be effective in the system.

We'll be using **Venusaur** for all of the examples here, partly to help demonstrate the versatility possible within just one species and partly to make build comparison easier. We will also be restricting the Pokémon customization to distributing Stat Points, choosing Moves (including Egg, TM, and Tutor Move options), and choosing Poké Edges. While there are many more options available to Trainers for customizing their Pokémon, we're trying to keep it simple and restricted to what everyone can easily access, no matter their choice of Trainer Classes.

First, let's take a look at Venusaur's relevant basic traits from the Pokédex. You'll want to have your Pokédex document open as well now to follow along, and you'll want to refer to the Indices in Chapter 9 as well. All of these builds will be made at **Level 30**, which allows for quite a few options!



Type: Grass / Poison

Basic Abilities: Confidence / Photosynthesis

Advanced Abilities: Chlorophyll / Aroma Veil

High Abilities: Courage

Base Stats

HP	8
Attack	8
Defense	8
Special Attack	10
Special Defense	10
Speed	8

THE OFFENSIVE TANK BUILD

This common build is designed for reliable offense combined with staying power. It makes compromises on its speed in order to better take hits while maintaining offensive power. Generally, with this build you want to emphasize HP, your choice of Attack Stat, and Defenses. Often, Offensive Tanks carry a balance in their Defensive Stats, but for this example, we're going to show you a version that emphasizes Special Defense just a little bit more in order to better deal with the Special Fire and Ice Type Moves that are Venusaur's most common weaknesses.

Nature: Composed (Neutral)

A neutral Nature does fine for this build and allows Venusaur to focus on its special attacks and bulk.

Hit Points: 97			
Stat	Base	Added	Total
HP	8	11	19
ATK	8	0	8
DEF	8	7	15
SPATK	10	10	20
SPDEF	10	10	20
SPEED	8	2	10

This stat spread gives Venusaur decent attacking power with 20 Special Attack while letting it take hits very well. HP is also kept as high as possible within Base Relations for survivability. Note that Speed is raised by 2 points to reach 10. This is to gain a second point of Speed Evasion and not really for the Initiative boost. In general, it's a good idea to set Defensive stats or Speed at a multiple of 5 when it doesn't take much investment, in order to benefit from increased Evasion values.

Ability Choices: Photosynthesis, Confidence

Photosynthesis gives this build more staying power over the course of multiple battles in one day.

Confidence is a handy Ability to use to aid allies, and because of this Venusaur's bulk with the Tank build, you can generally be fine giving up a turn to activate it.

Moves: Sludge, Leech Seed, Giga Drain, Sleep Powder, Hidden Power, Energy Ball

This Venusaur has learned Sludge from its Egg Moves and Giga Drain, Energy Ball, and Hidden Power from TMs. Sludge and Energy Ball together are a pair of reliable STAB Moves that this Venusaur can keep using throughout a battle. Giga Drain and Leech Seed help it last longer in battle, and Sleep Powder can disable pesky foes that might hit its weaknesses.

THE SWEEPER BUILD

This build is intended to quickly dish out a lot of damage and isn't as concerned about survivability. It only takes a few hits from a Sweeper to take down all but the sturdiest of foes. Sweepers will want to emphasize Speed and their choice of an Attack Stat, though HP shouldn't be neglected either. A Sweeper isn't intended to last for a long time in battle, but making a Pokémon too fragile will simply cripple it. Here, we'll show you a physical Sweeper Venusaur that takes advantage of its better physical type coverage for lots of upfront damage.

Nature: Naive (+Speed / -Special Defense)

Having such a high Special Attack stat after Nature is applied isn't ideal, but Poké Edges can allow us to ignore it for the purposes of Base Relation, thankfully. Otherwise, this nature puts nothing in the way of raising Venusaur's Speed, which is crucial for the Sweeper build.

Poké Edges: Attack Conflict (Special Attack)

This simply allows the Venusaur to ignore Special Attack when applying the Base Relation rule.

Hit Points: 91			
Stat	Base	Added	Total
HP	8	9	17
ATK	8	16	24
DEF	8	0	8
SPATK	10	0	10
SPDEF	8	0	8
SPEED	10	15	25

This stat spread brings Venusaur up to a whopping 25 Speed, allowing it to outspeed many Pokémon around its Level. Its 24 Attack could be higher, but it is respectable given Venusaur's Base Stats. Something you might note here is we didn't follow our own advice with bringing the Defensive Stats up to 10 for the Evasion boost. The reason is mainly that 5 Speed Evasion will cover Venusaur in nearly every situation, barring those where Speed Evasion is negated. Also, the additional points were better spent in HP to ensure it can set up.

Ability Choices: Photosynthesis, Chlorophyll

To be honest, neither of Venusaur's Basic Abilities are great for a Sweeper build, but Photosynthesis is better than Confidence. At least it can allow Venusaur recover more quickly between battles.

Chlorophyll is great for making this speedy Sweeper even faster, though we won't be putting Sunny Day on its Move List. Another Pokémon could support it though.

Moves: Razor Leaf, Earthquake, Outrage, Take Down, Power Whip, Swords Dance

This Venusaur has learned Power Whip from its Egg Moves, Earthquake and Swords Dance from TMs, and Outrage from a Tutor. A single Swords Dance will bring its Attack up to 36, which will let its many low frequency, high damage Moves hit that much harder. If Venusaur somehow lasts through unleashing all of its low frequency attacks, Razor Leaf is there as an option.

THE DISABLER BUILD

This build focuses not on direct damage but instead on inflicting Status Afflictions and wearing down opponents over time or playing crowd control. A “Cleric” variant of this kind of build can focus purely on buffing and supporting allies, such as with Moves like Aromatherapy and Heal Pulse. Venusaur, however, is more suited to debuff its foes, and that is the direction this build will focus on, though it will dip into support as well. Use a Meganium if you want a Grass Type Cleric.

Nature: Impish (+Defense / -Special Attack)

The aim of this Nature is simple: allow Defensive Stats to be raised without limit.

Hit Points: 100			
Stat	Base	Added	Total
HP	8	12	20
ATK	8	0	8
DEF	10	11	21
SPATK	8	0	8
SPDEF	10	15	25
SPEED	8	2	10

Ability Choices: Confidence, Aroma Veil

Confidence allows this Venusaur to take a break from disabling and buff its allies.

Calming Scent is a great Cleric Ability and adds to this Venusaur’s support role.

THE MIXED ATTACKER BUILD

This build is like the Sweeper but focuses on both Attacking Stats. Usually, Mixed Attackers give up lasting power for versatility. Pokémon with Twisted Power do this build better, but Venusaur can manage it with Poké Edges.

Nature: Naughty (+Attack / -Special Defense)

The aim of this Nature is simple: allow Attacking Stats to be raised without limit.

Hit Points: 82			
Stat	Base	Added	Total
HP	8	6	14
ATK	10	14	24
DEF	8	0	8
SPATK	10	14	24
SPDEF	8	0	8
SPEED	8	12	20

Ability Choices: Photosynthesis, Chlorophyll

These Ability choices were made for much the same reason as the choices for the Sweeper. Again, another Pokémon will have to provide Sunny Day for it.

With 100 Hit Points and 21/25 in its Defensive Stats, this Venusaur is not going down easy. As with the Offensive Tank, this Venusaur adds 2 to its Speed to gain an additional Speed Evasion. Without any investment in either Attacking Stat, this Venusaur won’t do much damage if it’s forced to use Struggle Attacks, but its role is to lock down foes with its wide arsenal of Status Moves anyhow. Just watch out for Taunt and other effects that inflict the Enrage Status.

Moves: Poison Powder, Sleep Powder, Leech Seed, Substitute, Synthesis, Attract

This Venusaur has picked up Attract and Substitute from TMs and Synthesis from a Tutor. Poison Powder and Leech Seed can wear down foes over time, while Sleep Powder can disable foes. Synthesis and Substitute round off the build with more survivability.

Poké Edges: Mixed Sweeper Rank 1 and 2

Even with this much investment into Attacking Stats, notice that this build still takes care to put points into HP. No matter what the build is, HP is always important, and it’s an easy mistake to make to ignore it entirely. While this build isn’t as fast as the Sweeper or as survivable, it can hit just as hard with both Attacking Stats, allowing it to more easily take down foes that are committed to one Defensive Stat over the other.

Moves: Leaf Storm, Sludge Bomb, Earthquake, Outrage, Growth, Double-Edge

This Move List is similar to a Sweeper’s but can add Leaf Storm without worrying about the self debuff.

LOYALTY

A Trainer's Pokémon does not exist in a vacuum. Their Natures, likes, dislikes, and the habits of species do and should play a part in how a Trainer interacts with their team. Cruel conduct and bitter medicine, even in the pursuit of being the best, can have major consequences if a Trainer goes overboard.

A Pokémon's Loyalty is a secret value kept by the GM.

There are 7 Ranks of Loyalty, from 0 to 6, and these ranks measure how well the Pokémon listens to you, how defiant they may become, or how vulnerable they are to being snagged and stolen by illicit parties. The Moves Return and Frustration also depend on Loyalty.

Loyalty 0 Pokémon detest their trainers, and defy them at every opportunity. You must make a **DC 20 Command Check** to give commands to Pokémon with 0 Loyalty. If you fail, the Pokémon may loaf about doing nothing, or may use whichever Move or Attack it pleases on whichever target it pleases – including its Trainer or other helpless bystanders!

These Pokémon are usually the product of chronic and brutal mistreatment, such as Pokémon kept by a Lasher that are never allowed to fully recover from the Injuries inflicted by their brutal training or the application of Features like Strike of the Whip. It usually takes a special effort to lower a Pokémon down to this Loyalty Rank.

However, it's not unheard of for Pokémon to be caught at this Loyalty Rank as well. As an extreme example, a Trainer who crushed a mother Pokémon's nest of eggs and then proceeded to capture her would rightfully earn the ire of that Pokémon!

In a more benign case, an especially powerful and feral Pokémon that was caught by a stroke of luck could begin at Loyalty 0 or even require a higher Command Check than 20 to order in battle at first. The Trainer would have to prove their worth in order to overcome this obstacle.

The typical behavior of Loyalty 0 Pokémon can vary widely, from near-paralyzing fear of their Trainer to incredibly active defiance. Either way, it is usually not a good idea to leave them unattended or even have them released and unrestrained in public, as they may be wont to run away or even attack bystanders.

Loyalty 1 Pokémon similarly dislike their trainer, and require a **DC 8 Command Check** to give Commands to in battle.

Their ire for their Trainers is less extreme than the case of Loyalty 0 Pokémon. They are often mistreated as well, but to a lesser extent. A Trainer who both consistently uses Features such as Press and takes no special care to ensure their Pokémon enjoy themselves will likely end up with a team that resents them.

Pokémon who feel as if they were caught in an unfair or undeserved manner may begin at Loyalty 1, particularly if they are Pokémon that tend to have a strong sense of honor, such as Gallade.

It's not always a Trainer's fault that a Pokémon is at this Loyalty Rank, however. For example, if a Trainer rescues a Pokémon from a Team Rocket laboratory or the basement of an abusive owner, the Pokémon may feel distrust toward them out of an ingrained sense of paranoia and fear for all Trainers.

While not as obviously dangerous as Loyalty 0 Pokémon, Loyalty 1 Pokémon will display unruly behavior when let out of their Poké Balls and may make small displays of defiance such as "accidentally" tripping their Trainer as they walk down the street or scaring off wild Pokémon that their Trainer is trying to befriend.

Loyalty 2 Pokémon like their trainer well enough but hold no particular fondness for them.

Most caught wild Pokémon will begin at this Loyalty Rank, and it doesn't take much to maintain this level of Loyalty either. As long as a Pokémon is fed well and given basic necessities, they will tolerate their Trainer, even if they aren't particularly willing to go out of their way for them.

Even if a Trainer consistently makes use of Features such as Press, treating their Pokémon with respect and care the rest of the time may keep their Loyalty at this rank rather than falling to 1 or 0.

Loyalty 2 Pokémon generally behave themselves when out of their Poké Balls, but they won't overtly display much affection. They will usually follow orders, however, and won't get in the way.

Loyalty 3 Pokémon is the average loyalty for most Pokémon – these Pokémon are fond of their trainers and respect them to some degree.

Most Pokémon rise to at least this Loyalty Rank if they're treated relatively well. If a Trainer avoids abusive Features and repulsive medicines and otherwise spends quality time with their Pokémon, they will attain this Loyalty Rank in time.

It's also possible for a Pokémon to begin at Loyalty 3. For example, most Pokémon hatched from eggs will bond easily with their Trainers as a parent figure and begin at this Loyalty Rank. Befriending a Pokémon and earning its trust rather than beating it up to capture it will also often result in a higher starting Loyalty Rank.

Pokémon of this Loyalty Rank and higher will actively pursue playtime or recreation with their Trainers, and they will feel disappointed or neglected if ignored or left in the Pokémon Storage System for long periods of time. Most Trainers, even when they have raised an established 'tournament team' to battle with, will find time to spend with their other Pokémon companions.

This higher maintenance is not without its benefits, of course. **Pokémon at Loyalty 3 or higher can attempt to Intercept incoming attacks aimed at their Trainers in battle** (page 242). They will also often take a more proactive stance when out of their Poké Balls when it comes to searching for useful things or pointing out potential dangers to their Trainers.

Loyalty 4 Pokémon show fondness and respect in more generous measures.

Trainers who make an extra effort – searching out foods and Snacks that fit their Pokémon's preferred flavor profiles, taking their Pokémon to a Groomer, and spending time indulging their Pokémon's interests outside of battling, for example – will find their Pokémon growing to this Loyalty Rank over time.

Newly acquired Pokémon almost never come at this Loyalty Rank or higher. Only special circumstances may warrant this. For example, a Trainer inheriting the old family Hydreigon after the passing of their Gym Leader father. Or a Trainer who earns the deep respect of a Venusaur that acts as a forest's guardian by saving the local wildlife from a large expedition of poachers.

Pokémon behavior at this Loyalty Rank is similar to that at Loyalty 3 but taken to a greater degree.

Loyalty 5 Pokémon are true friends with their Trainers, and share a mutual bond of great trust and respect.

At this Loyalty Rank and higher, time is one of the biggest factors in determining whether a Pokémon reaches these Loyalty Ranks. A Trainer may treat their Pokémon phenomenally well, but they must do so over the course of many adventures to earn these Loyalty Ranks. This time spent together means Loyalty 5 and 6 Pokémon are very comfortable with their Trainers and go out of their way to help and please them.

Loyalty 6 is a hard to attain rank, reserved for Trainers and Pokémon that share a true bond. Loyalty 6 Pokémon are often well-treated Starter Pokémon, or Pokémon that have been with the Trainer for so many years or through so many adventures that they might as well be that Trainer's Starter.

Pokémon of this Loyalty Rank display an absolute bond of trust with their Trainers and are more than willing to risk their lives for them – and in most cases, their Trainers feel the same way. **Pokémon at Loyalty 6 may attempt to intercept attacks aimed at any ally in battle.**

Most Pokémon of this Loyalty Rank have gone through serious trials and tribulations with their Trainers. While it is certainly possible to raise a Pokémon to Loyalty 6 with a lackadaisical lifestyle, it is much more common for Pokémon who've met danger head-on many times alongside their Trainers to reach this Loyalty Rank. They know their Trainers well, may intuitively sense when they're upset, and can see through almost all attempts at impersonation.



CHANGING LOYALTY

Ultimately, it is up to the GM to determine when a Pokémon's Loyalty Rank rises or falls. They may give you hints about how much a Pokémon loves you but are not obligated to tell you a Pokémon's precise Loyalty Rank.

Raising Loyalty is harder at the extremes of the Loyalty spectrum, whether low or high. Pokémon with a very low Loyalty Rank, such as 0 or 1, have a hard time growing to trust a Trainer and are reluctant to establish a strong initial bond with them. Many Pokémon at these Loyalty Ranks are traumatized or jaded and find it very difficult to change their opinions on a Trainer. Good treatment, if given only occasionally, may be perceived by a wary Pokémon as a trap, and it takes a concerted effort over a longer period of time to build up trust that was lost through abusive behavior.

In the case of low Loyalty resulting from a Pokémon feeling as if it were undeservedly captured, no amount of good treatment will raise their Loyalty Rank on its own. For these Pokémon, their Trainers must prove themselves to be worthy of commanding them, and nothing less will earn their endearment. For many Pokémon in this category, this simply means demonstrating battling prowess, which is most easily done through Gym Challenges. For other Pokémon which display a strong code of conduct or sense of honor, then living up to their ethical standards might be the key for their Trainers.

On the other side of the spectrum, it is difficult to get a Pokémon from Loyalty 4 up to Loyalty 6, largely because

so much of that is dependent on time and opportunity to display strong bonds of trust.

For both of these cases, it is often a good idea for GMs to construct a quest of sorts that embodies what's needed for a rise in Loyalty, once the time is right. A Trainer struggling to earn the trust of a Pokémon they rescued from a lab that performed horrible experiments on its test subjects might be given an opportunity to take down another similar lab alongside their Pokémon. A Trainer who's journeyed with their Starter for a long time may finally take them on a trip to see a special location to that Pokémon or take on and defeat a long-standing rival who has been difficult for the two of them to overcome in previous battles.

As a consequence, this does mean a GM has to start thinking more about a Pokémon's personality, desires, and general interests as they grow closer to their Trainer. This is very important! Ideally, a Pokémon would give regular indications of what it wants in order to guide a Trainer along the path of raising their Loyalty.

Loyalty changes around the values of 2 to 4 are much simpler, in comparison. Regular good treatment will lead naturally to increases in Loyalty as a Pokémon spends more time with their Trainer while persistent use of Repulsive Medicines, Moves like Explosion, and Features like Press will lower Loyalty over time. Particularly extreme events, such as deliberately endangering a Pokémon's offspring or risking life and limb to reunite a Pokémon with lost family will result in quicker and more pronounced increases or decreases in Loyalty Rank, of course.



BREEDING POKÉMON

When prompted by a Trainer with the **Breeder** Edge, or perhaps due to divine (GM) intervention, your Pokémon may decide to breed and produce an egg.

When an egg is produced, roll 1d20 to determine the species of the egg. If the roll is 5 or higher, the egg is of the female's species. If the roll is 4 or lower, the egg is of the male's species.

Consult the **Egg Move List** of the Child's Pokémon Species. Note down any Moves on the Egg Move List known by either Parent, or any Moves known by either parent that the Child can learn via TM. This is the Pokémon's **Inheritance Move List**.

At Level 20 and every 10 Levels thereafter, the Child Pokémon can learn a Move from its Inheritance Move List, as if it was learning it via Level-Up.

Nature, **Ability**, and **Gender** are decided based on the Breeder's Pokémon Education Rank. If their Rank is high enough, they are allowed to choose. If it's not, these are decided by the GM, or randomly generated – as your GM prefers.

Nature may be determined at random easily by rolling 2d6; the first d6 represents the Stat raised, the second represents the Stat lowered. If the same Stat is lowered and raised, this results in a Neutral Nature. May be picked by Breeders with a Pokémon Education Rank of Adept or higher.

Ability is decided from the species' basic Abilities. May be decided by Breeders with a Pokémon Education Rank of Expert or higher.

Gender may be determined at random by rolling 100 and checking its Gender Balance; see what percent of the Pokémon are female. If the number rolled is lower than or matches that number, the Pokémon is Female; otherwise, it is Male. May be picked by Breeders with a Pokémon Education Rank of Master.

When the egg hatches, roll 1d100 to see if the Pokémon is **Shiny**; on a roll of either 1 or 100, the Pokémon is special in some way, determined by your GM. See Chapter 10: Running the Game for more details on 'Shiny' Pokémon (page 467).

GM Tip: Though eggs have explicit in-game hatch rates, consider cutting down these hatch rates a bit occasionally, especially if you often spend a very long time on every day. Unless an egg is particularly mysterious, 3 sessions is probably long enough of a wait no matter how much time has passed in-character. Exceptions apply, of course.

OPTIONAL RULE: BABY TEMPLATE

You may wish to roleplay baby Pokémon has having a small handicap, due to their newborn status.

If so, simply subtract 2, 3, or even 4 from each of the Pokémon's Base Stats, lower each of their Skills one Rank, and lower their Capabilities by 2. Weight and height are lowered accordingly, by up to 50%.

Pokémon tend to grow quickly; every 5 levels, they gain +1 to each of their Base Stats, and they grow in size a little. When they have finally regained all of their Base Stats, remove the penalties to skills and capabilities.

This template isn't necessary for Pokémon that are already quite weak; a baby Sentret probably doesn't need this applied, for example, and don't even consider it on a Weedle. If your Trainers somehow gain a baby Pinsir or Tauros early on, you may wish to dampen those Stats however.

You can also use this Template to make Legendary Pokémon usable by PCs! You could even make it permanent or partly permanent, especially on Pokémon with a Base Stat Total of over 60 or so.

CAPTURING POKÉMON

Typically, Capturing Pokémon is a two-step process requiring some **Poké Balls**.

Poké Balls can be thrown as a **Standard Action**, as an **AC6 Status Attack Roll**, with a range equal to 4 plus your Athletics Rank.

Poké Balls that fail to hit their target land on the terrain behind the target Pokémon harmlessly, and will usually land without breaking.

If you roll a Natural 20 on this Accuracy Check, subtract -10 from the Capture Roll.

Once the Poké Ball hits, you must roll the **Capture Roll**. Roll 1d100, and subtract the Trainer's Level, and any modifiers from equipment or Features.

If you roll under or equal to the Pokémon's Capture Rate, the Pokémon is Captured! A natural roll of 100 always captures the target without fail.

CALCULATING CAPTURE RATES

A Pokémon's **Capture Rate** depends on its **Level**, **Hit Points**, **Status Afflictions**, **Evolutionary Stage**, and **Rarity**.

First, begin with 100. Then subtract the Pokémon's Level x2.

Next, look at the Pokémon's current Hit Points. If the Pokémon is above 75% Hit Points, subtract 30 from the Pokémon's Capture Rate. If the Pokémon is at 75% Hit Points or lower, subtract 15 from the Pokémon's Capture Rate. If the Pokémon is at 50% or lower, the Capture Rate is unmodified. If the Pokémon is at 25% Hit Points or lower, add a total of +15 to the Pokémon's Capture Rate. And if the Pokémon is at exactly 1 Hit Point, add a total of +30 to the Pokémon's Capture Rate. Pokémon reduced to 0 Hit Points or less cannot be captured. Poké Balls will simply fail to attempt to energize them.

Next, look at the Pokémon's Evolutionary Stage. If the Pokémon has two evolutions remaining, add +10 to the Pokémon's Capture Rate. If the Pokémon has one evolution remaining, don't change the Capture Rate. If the Pokémon has no evolutions remaining, subtract 10 from the Pokémon's Capture Rate.

Next, consider the Pokémon's Rarity. Shiny Pokémon subtract 10 from the Pokémon's Capture Rate. Legendary Pokémon subtract 30 from the Pokémon's Capture Rate.

And last, consider any Status Afflictions and Injuries. Persistent Conditions add +10 to the Pokémon's Capture Rate; Injuries and Volatile Conditions add +5. Additionally, Stuck adds +10 to Capture Rate, and Slow adds +5.

Got all that? Let's see a few examples so you can be sure.

A **level 10 Pikachu** that is at 70% Hit Points and Confused would have a Capture Rate of 70.

Math: Level (+80), Health (-15), One Evolution (+0), Confused (+5)

A **Shiny level 30 Caterpie** that is at 40% Hit Points and has one injury would have a Capture Rate of 45.

Math: Level (+40), Health (+0), Two Evolutions (+10), Shiny (-10), Injury (+5).

A **level 80 Hydreigon** that is at exactly 1 Hit Point, and is Burned, Poisoned, and has one Injury would have a Capture Rate of -15.

Math: Level (-60), Health (+30), No Evolutions (-10), Burned (+10), Poisoned (+10), Injury (+5).

Doxy: GMs should of course feel free to make adjustments to a Pokémon's Capture Rate. If a Pokémon WANTS to be caught, the Capture shouldn't fail, for example. Or if a Pokémon is simply way too powerful compared to average level of Pokémon held by PCs, the roll may fail even when it otherwise might not. If a species is particularly rare or common in your setting, you may create your own Rarity modifier.



POKÉMON DISPOSITION

Not all encounters with Wild Pokémon have to end in battle. Trainers may choose to help them out, befriend them, or seek their aid without capturing them. Pokémon can be tricky and difficult to predict, but as with most things in life, being friendly and open generally helps when trying to avoid hostile interactions.

Wild Pokémon have 6 different **Dispositions** towards Trainers or a group of Trainers, ranging from Very Friendly to Very Hostile.

Very Friendly or **Friendly** Pokémon will try to interact with trainers. **Neutral** Pokémon will likely just continue about their business, either ignoring or casually observing the Trainers. **Fearful** Pokémon will be very wary of nearby trainers, or may try to run away or hide. **Hostile** or **Very Hostile** Pokémon will likely stand their ground stubbornly against any incursions, try to run the trainers off, or outright attack them.

The vast majority of Wild Pokémon will begin at Neutral, Fearful, or Hostile towards random Trainers in their territory. Helping Wild Pokémon with problems or bribing them with food may improve their disposition, to the GM's discretion. If Pokémon are made Friendly or Very Friendly, they may even ask to be caught without a fight, but not always. Attacking Pokémon or attacking

their friends or family will likely ruin a Pokémon's disposition towards you. Some acts may be enough to go from Neutral straight to Very Hostile with little chance of redemption – hurting or killing a Pokémon's baby, for example.

As a Standard Action, Trainers may make a **Charm Check** to try to improve a Wild Pokémon's Disposition one step; Very Hostile to Hostile, Hostile to Neutral, Fearful to Neutral, Neutral to Friendly, and Friendly to Very Friendly. The DC of the Charm Check depends on the initial disposition of the Pokémon. If you fail, you cannot try again to improve your disposition through a Charm check, but other actions such as providing food or helping the Pokémon out may raise disposition automatically or at least let you try again, to your GM's discretion.

Initial Disposition	Charm DC
Very Friendly	---
Friendly	DC 15
Neutral	DC 12
Fearful	DC 8
Hostile	DC 15
Very Hostile	DC 30



POKÉMON FOSSILS

Fossils are calcified imprints of a long dead Pokémon that still contain a bit of Pokémon DNA.

Omanyte, Kabuto, Aerodactyl, Lileep, Anorith, Cranidos, Shieldon, Tirtouga, Archen, Amaura, and Tyrunt can often only be found as fossils, but that doesn't mean Fossils of other Pokémon don't exist.

Rock Type, Water Type, Bug Type, and Grass Type Pokémon make especially apt fossils, or this may be a good opportunity to give a PC a Rock-Shifted Pokémon!

A Trainer with the **Paleontologist** Edge can use a **Reanimation Machine** or **Portable Reanimation Machine** to create an Egg from a viable Fossil. The Egg is hatched at Level 10 unlike normal eggs.

If they succeed, an Egg of the Pokémon is created with Gender, Nature, Abilities, Moves and such determined by the GM. Like a normal Wild Pokémon, this Pokémon has the potential to be Shiny. The GM may also decide to give the newly hatched Pokémon an Inheritance Move List.



GM TIP: Finding Fossils – Giving a PC a Fossil is a great way to create an exciting moment in-game! You can have your PCs stumble upon these fossils in a cave, or have them be gifts from a friendly NPC. You probably don't need to do this more than once per game for most PCs.

However, some players may want to pursue Fossils more actively for thematic or character reasons; this should by all means be encouraged! If so, you may want to plant a few “Fossil Quarries” throughout your campaign setting. Here, PCs can spend an afternoon digging and searching to make a Pokémon Education or Survival Check to search for fossils. Even those Untrained in these Skills can usually find some useful items here: Shards, Evolutionary Stones, or other items. Those trained in the Skills will have an easier time finding these items.

Those with at least Adept Pokémon Education or Survival or the Paleontologist Edge are capable of finding real fossils though! The DC to find any items is to your discretion, but here are some ideas and guidelines for Fossils:

Easy (DC 15): Searching for Fossils in an undisturbed dried out lake bed. Fossils in the area are usually intact enough for revival and well-preserved by having fallen into prehistoric tar pits or similar areas. Fossil hunting areas will usually only fall into this category if they're out of the way and not often visited.

Moderate (DC 18): Searching for Fossils embedded in shale on a cliff side or right inside a cave. Public Fossil Quarries usually fall into this category, as all of the easy pickings have already been found but enough remain to entice visitors.

Hard (DC 25): Searching for Fossils in heavily disturbed areas or where few factors exist to promote preservation of Fossil matter. Numerous factors such as seismic activity or nearby human civilization can make whole Fossils difficult to find in these areas. Trainers may have to find multiple pieces of a Fossil and reassemble them before revival is possible.

It's not always possible to find Fossils in a given area, not even at the Hard DC given above! The vast majority of caves and lake beds will have nothing in the way of recoverable Fossils, which makes the areas that do have Fossils to be found that much more special.

FISHING

Fishing is always a relaxing way to spend the afternoon. With a good fishing rod and some bait or a lure, it's an easy way to catch some Water-Type Pokémon.

What you can fish up depends on your **Fishing Rod**. There are three types of rods: **Old Rods**, **Good Rods**, and **Super Rods**.

Old Rods are capable only of fishing up small, unevolved Pokémon at level 10 or under. **Good Rods** may catch unevolved Pokémon of a Level to your GM's discretion. **Super Rods** may catch Pokémon of any size and evolutionary stage, to your GM's discretion.

To fish, you must attach **Bait** or a **Fishing Lure** to the end of your rope, then cast your line. Roll 1d20 every

5 minutes. If you roll 15 or over, a Wild Pokémon is on the line! If you roll 3 times without success, the bait is used up – lures may continue to be used though.

Then you must make an **Athletics Check with a DC of 8**. If you succeed, you manage to reel the Pokémon in. From there, you may try to catch the Pokémon in a **Hand Net**, or a **Poké Ball**. The Pokémon may attempt to attack you or your allies, so it's usually smart to keep a Pokémon handy when fishing.

If you fail your Athletics Check, roll 1d20. On a result of 10 or lower, the Pokémon got away with your Lure. Bait is always lost upon a failed Athletics Check.

GM TIPS: Here's a handy list of unevolved Pokémon that are commonly found in Fresh or Salt Water via fishing. Feel free to add or remove Pokémon, based on your current location. Whether you choose the Pokémon that are fished or roll randomly is up to you!

Fresh Water: Poliwhag, Shellder, Goldeen, Magikarp, Carvanha, Barboach, Corphish, Finneon, Tympole, Basculin

Salt Water: Tentacool, Shellder, Krabby, Horsea, Staryu, Magikarp, Remoraid, Carvanha, Feebas, Luvdisc, Shellos, Finneon, Frillish, Skrelp, Clauncher



POKÉMON AS MOUNTS

USING MOUNTS IN BATTLE

Riding certain Pokémon might seem intuitive; Ponyta are obviously built for it! Others, not so much. We have included a **Mountable Capability** to mark some Pokémon that may be mountable. However, Mountable is a **suggestion and not a hard and fast rule**. Ultimately, whether a Pokémon can serve as a mount or not is up to your GM, so here are some things to consider for GMs who wish to consider other options.

1. **Size.** If a Pokémon is too small, it wouldn't make sense for a trainer to be riding it, when their legs are dragging on the ground. This could be confusing for certain species of Pokémon, but a quick look at the Pokémon's Level should serve as a hint as to whether or not the Pokémon is too small for you. For example, a Ponyta around Level 20 or 25, can serve as a mount. Ponyta may not be very tall, but it can support an average sized human considering its shape and its legs that are built to lift itself with little burden and quickly move around. However, a newly born Ponyta should not be able to lift a person. It would be very tiny. Another example would be an Onix. Onix could easily serve as an entire party's Mount. However, a newly born Onix would not be able to serve as even one person's Mount as it would probably be no longer than a meter. Also consider that the size listed in the Pokédex is the average size for a species. Particularly old specimens or special ones your GM creates may be much larger and more easily used as transportation.
2. **Power.** If a Pokémon is large, but is as light as a feather or weak as a twig, it probably cannot carry your weight and keep itself up as well. This would be most obvious for a Sky Mount. If the Pokémon's Power is one or two, there should be no circumstance in which the Pokémon would be able to carry your weight on their body.
3. **Equipment.** Some Pokémon might not ever be able to be a Mount, by itself. However, with a couple of Pokémon, such as a Nidorino and a Nidorina, some rope to use as reins, a sled and some training, you could have a single mount between the two Pokémon. A school of Magikarp could hold a mattress up and make a raft. Several creative combinations of tools and Pokémon could create modes of transportation.

- » Mounting a Pokémon is a **Standard Action** with an **Acrobatics or Athletics Check with a DC of 10**.
- » If your Acrobatics or Athletics is at least Expert, then you may Mount your Pokémon as part of your Shift as a Free Action, so long as you can move at least 2 meters before getting onto your Pokémon.
- » Pokémon take any penalties from carrying **Heavy** or **Staggering weight** as normal.
- » When mounted on a Pokémon, you may Shift during your Trainer turn using your **Mount's Movement Capabilities** instead of your own. During Pokémon turns, your Mount may use any unused movement to Shift, and may take a Standard Action as normal if you use your Pokémon turn on it.
- » If either you or your Pokémon who is being used as a Mount are hit by a damaging attack that deals damage equal or greater to 1/4th of the target's Max Hit Points, or are hit by a move with a Push Effect, you must make an Acrobatics or Athletics Check with a DC of 10 to remain mounted.
- » If a rider's mount hurts itself in Confusion, the rider must make an Acrobatics or Athletics Check with a DC of 10 to remain mounted.
- » You may use your Mount to Shift on your turn while using your Pokémon turn to order another Pokémon in battle.
- » It is very easy for you and your Pokémon to Intercept attacks for each other while you are Mounted due to the lack of distance. See page 242 for details on the Intercept Maneuvers.





CHAPTER 6: PLAYING THE GAME

SYSTEM FUNDAMENTALS

You've made your character, chosen a starting Pokémon, and you're ready to start playing the game. What now? First of all, we're going to establish a few basic guidelines that will help you read PTU's rules.

1. When working with decimals in the system, round down to the nearest whole number, even if the decimal is .5 or higher. 3.9999 would still round down to 3.
2. Percentages are additive, not multiplicative. For example, this means if you gain a 20% boost somewhere and a 30% somewhere else, you gain a 50% boost in total rather than gaining a 20% boost and then 30% more off of that total, which would result in a total 56% boost.
3. Specific rules trump more general ones. Basically, there are a lot of general rules in the system, and then there are a lot of specific uses or exceptions to those rules within certain parameters.

TAKING ACTION

Now, it's time to learn how to have your character act in the game. As you play the game, you simply narrate your character's actions, and your GM will narrate the way the world around them reacts.

Your character can do most basic actions without a problem. However, when there's a good chance of failure with interesting consequences, the dice will come into play to decide success or failure. When this happens, most actions will be resolved through **Skill Checks**.

Don't roll the dice if the action is trivial or putting a chance of failure on it isn't interesting. If you're roleplaying a scene about simply chatting in a park, and you want to climb a tree while talking, then you climb the tree! Now if you're running from a pack of Mightyenas and scrambling for a hiding spot, then that would be a time to roll for climbing the tree!

Making a Skill Check is easy. Simply roll a number of d6s equal to your Rank in the appropriate Skill and then add your modifiers from equipment and other bonuses. If you meet or exceed the GM's set **Difficulty Check**, or DC, for the task, then you succeed. If not, then you fail, and the GM narrates the results of your failure.

Your GM will usually tell you which Skill to roll for a Skill Check. For example, you might tell your GM you're searching the room for traces of fur, feather, or scales that a Pokémon's left behind, and your GM would tell you to make a Perception Check.

Don't be afraid to suggest a Skill as you declare your action, especially if there's a bit of nuance to your action. For example, if you simply tell your GM you're trying to sneakily tail someone through town, it's likely you'll be thrown a Stealth Check. This may not fit if your intention was not to remain unseen but to blend in with the crowd and act like a passerby, which would be a Guile Check. Don't get too crazy with this. Remember that your GM has the last word on this, and any disagreements should be settled after the game session and not during it.

Finally, your GM may also decide to impose **Circumstantial Penalties** on your Skill Check. GMs, see page 465 for details on setting DCs and using penalties.

OPPOSED CHECKS

Not all Skill Checks are rolled against a static difficulty. Much of the time, you will attempt an action that is directly opposed by someone else's, such as sneaking by a watchful guard or lying to someone. In that case, both you and your opponent make Skill Rolls and compare the results. In the above examples, Stealth vs Perception and Guile vs Intuition would be tested. Whoever rolls higher wins the **Opposed Check**. On a tie, the defender wins. The defender is whoever maintains the status quo, so in the examples above, the guard keeping watch and the person trying to detect a lie count as the defenders.

COOPERATIVE ACTIONS

Trainers and Pokémon can and often should cooperate on Skill Checks. There are two ways this is done.

The first way is through **Team Skill Checks**, which are used for activities where multiple participants can contribute equally to one task without a primary actor. Often, these Skill Checks are too difficult for one person or Pokémon to handle alone. A good example of this would be having multiple Trainers and Pokémon hold back a boulder about to roll down a hill.

The GMs set a DC as they would for a normal Skill Check, and then multiplies it by the number of people they would normally expect to be necessary for the task. This becomes the **Team DC** for the Skill Check. Each Trainer or Pokémon participating rolls their Skill, and the total sum of all the Skill Checks is compared to the Team DC to determine success or failure. In some cases, you will need to make adjustments to this process. For example, a very large and strong Pokémon with a Power

Capability much higher than the other participants may count their Athletics Check twice when summing up the Skill Checks to hold back a boulder.

The second way cooperative Skill Checks are conducted is through **Assisted Skill Checks**. There is one primary actor in the task, and someone else may assist them in minor ways. The DC for the Skill Check is set as normal, and the primary actor rolls their Skill Check, adding half the Skill Rank of their helper as a bonus to the Check. The helper must have at least a Novice Rank in the Skill being tested to assist in this way.

MARGIN OF SUCCESS

Not all successes (and failures!) are created equal. The amount by which you exceed or fail to meet the DC for a Skill Check should factor into the outcome of your action. If your GM sets a DC 12 Acrobatics check to cross a rickety bridge without falling, then a result of 12 to 14 on your Skill Check probably represents you barely making it across, nearly falling one or two times. A result of 16 to 18 might represent confidently striding across the bridge, and on 20+ you might even do cartwheels to the other side. The same applies for failure. A result of 11 would represent barely falling off near the end of your trek, while a 2 might correspond to tripping over the edge as soon as you step on.

Your GM may decide that succeeding by a large margin of success nets you additional gains, though this isn't a guarantee. While succeeding particularly well on a Perception Check to find a hidden switch in a wall might also reveal signs that someone else has used it recently, it's difficult to succeed more in the rickety bridge example above. At most, you succeed while looking cooler, but you don't gain anything more concrete from it.

In general, succeeding by a margin of at least 4 or 5 is probably worth a little extra oomph, if the situation allows for it.

On the other hand, if you fail by a very small margin, your GM may decide that rather than fail the task entirely, you succeed – but at a cost. You may cross the rickety bridge, but a slip near the end causes you to drop one of the ancient relics you had just found in the Unown ruins on the other side.

HOW LONG DO ACTIONS TAKE?

In most cases, it'll be up to your GM to determine how long an action takes, and your result on your Skill Check may affect that as well. A higher Stealth Check would allow you to pick a lock faster or more quickly sneak through a guarded facility, for example.

However, the types of actions listed in Features do give rough guidelines. **Standard Actions** take no more than a few seconds to execute. **Swift Actions** and **Free Actions** are usually even quicker. **Extended Actions** take at least enough time to be impossible in the middle of combat, though the specific amount of time is up to the GM. A Chronicler putting away a record may only take a minute or two, but attempting to repair a Poké Ball may take much longer, up to 15 minutes or half an hour.

Many Features also refer to **Scenes**. Scenes do not have a fixed duration but are defined by the narrative. Think about how scenes work in television. If you cut to a transition, have a time skip, or everyone is leaving the location after a dramatic event, it's probably a change in Scene. Battles are often a Scene, though a Scene can sometimes contain multiple battles.

Examples of Scene transitions include: when the party splits up to do shopping in town or visits a Pokémon Center, when wrapping up a wild Pokémon battle and speeding through some mundane travel time, when finishing up an investigation of a crime scene and leaving for another location, and when entering a new city after a journey through the wilds.

EXTENDED SKILL CHECKS

Skill Checks can take place over a longer period of time, such as a complex repair job on a car. In this case, **Extended Skill Checks** are used. The DC for the task is set as usual and then given a multiplier from 2 to 5 based on how long and complex the task is. A multiplier of 2 represents a simple but tedious task, such as carefully harvesting parts of a plant. A multiplier of 3 or 4 represents more complex and difficult tasks, such as repairing broken machines and carefully canvassing a large crime scene. A multiplier of 5 is reserved for the most complex and elaborate Skill Checks, such as disassembling a criminal Team's experimental superweapon. The normal DC multiplied by this multiplier creates the **Extended DC** for the Check.

Next, the GM decides how long each Skill Check to work on this task will take. This may be anything from a few minutes per Skill Check to limiting a character to rolling once a day to spend their evening downtime hours working on a project. It could be even longer for more advanced tasks. This is the **Time Interval** for the Extended Skill Check.

Finally, the GM decides whether this task is one that will be eventually completed as long as the time is put in, or whether it is possible for a character to hit a wall in their progress. In the former case, a character working on this Extended Skill Check simply rolls a Skill Check every Time Interval and adds together their results until they meet the Extended DC. However, in the latter case, they must reach the Extended DC within a number of Skill Checks equal to half their Rank in the Skill being tested. Failing to meet the Extended DC within this number of rolls represents reaching the limit of one's knowledge or expertise, such as an engineer realizing the manufacture of a weapon is beyond their current understanding no matter how long they spend repairing it.

ACTION POINTS

Action Points, or **AP** for short, are a special resource used to fuel many special actions through Features. Without Action Points, these Features cannot be used.

Trainers have a maximum Action Point pool equal to 5, plus 1 more for every 5 Trainer Levels they have achieved; a Level 15 Trainer would have a maximum of 8 Action Points, for example.

Action Points are completely regained at the end of each **Scene**. However, some effects may **Bind** or **Drain** Action Points. Bound Action Points remain off-limits until the effect that Bound them ends, as specified by the Feature or effect. If no means of ending the effect is specified, then the effect may be ended and AP Unbound during your turn as a Free Action. Drained AP becomes unavailable for use until after an Extended Rest is taken.

Action Points are best used through Features; it does not cost any special action to use Action Points except the Action required by the Feature. In a pinch, any Trainer may spend 1 Action Point as a free action before making an Accuracy Roll or Skill Check to add +1 to the result. This cannot be done more than once per roll. This can be used to modify your Pokémon's Accuracy or Skill Checks as well as your own!

BASIC CAPABILITIES

Aside from Skill Checks, Capabilities are probably the biggest determiner of how you take basic non-combat actions in Pokémon Tabletop United, and even when you or your Pokémon use Skill Checks, you may need to consult your Capabilities to determine the limits of your actions. The main Basic Capabilities are **Power**, which measures how much weight you can lift, **Throwing Range**, which is how far you can throw, **High** and **Long Jump**, which measure how far you can jump, and **Movement Capabilities**, which determine your movement speed using various methods like running or swimming.

There are also **Special Capabilities** which represent the various elemental powers and other special talents Pokémon have. These are too numerous for this chapter on basic gameplay and are instead included in their own section in Chapter 10: Indices and Reference on page 303.

POWER

Power represents a Pokémon or Trainer's physical strength. The chart below shows how much weight a Pokémon or Trainer can bear, depending on their power value.

Power Value	Heavy Lifting	Staggering Weight Limit	Drag Weight Limit
1	2-5 lb.	10 lb.	20 lb.
2	20-30 lb.	60 lb.	120 lb.
3	35-50 lb.	100 lb.	200 lb.
4	45-70 lb.	140 lb.	280 lb.
5	60-90 lb.	180 lb.	360 lb.
6	75-115 lb.	230 lb.	460 lb.
7	100-140 lb.	300 lb.	600 lb.
8	120-190 lb.	380 lb.	760 lb.
9	150-240 lb.	480 lb.	960 lb.
10	200-300 lb.	600 lb.	1200 lb.
11	250-375 lb.	750 lb.	1500 lb.
12	350-450 lb.	900 lb.	1800 lb.
13	450-525 lb.	1050 lb.	2100 lb.
14	500-600 lb.	1200 lb.	2400 lb.
15	550-675 lb.	1350 lb.	2700 lb.
16	600-750 lb.	1500 lb.	3000 lb.

The Chart above shows various weight limits based on Power Value.

Heavy Lifting: A Pokémon or Trainer bearing weight within their Heavy Lifting range takes a -2 CS penalty to Speed, and a -2 penalty to Evasion and Accuracy, but may otherwise move and take actions. Actions may be restricted; if you're carrying a Growlithe in both arms, you can't very well use attacks that depend on your hands.

Staggering: While lifting weight higher than their "Heavy Lifting" range and up to their Staggering Weight limit, Pokémon or Trainers are able to move only 1 Meter per Shift Action, and cannot take Standard Actions. While lifting Staggering Weight, a target also suffers a -4 CS penalty to Speed, and -4 to Evasion and Accuracy. Each round of carrying Staggering Weight requires an Athletics Check with a DC of 4.

Drag Weight: Pokémon and Trainers can push or pull objects that are heavier than their Staggering Weight Limit but lighter than their Drag Weight Limit at a rate of 1 meter per round. Beneficial conditions may greatly increase the drag weight limit; wheels on the dragged object, for example, can multiply the drag weight limit considerably.



THROWING RANGE

Trainers have a **Throwing Range** that determines how far they can throw Poké Balls and other small items. This Capability is equal to 4 plus their Athletics Rank in meters.

JUMPING CAPABILITIES

There are two kinds of Jumps – **Long Jumps** and **High Jumps**. Long Jumps measure how far a Pokémon or Trainer can Jump, while High Jumps measure how high. Each Pokémon or Trainer has a specific value associated with each of these; this value is represented in meters and measures how far they can jump without making a check (assuming the jump is not particularly tricky; jumping onto a narrow ledge might require a check even if the distance isn't particularly far).

Pokémon or Trainers may attempt to increase their High or Long Jump value by +1 by making an Acrobatics Check with a DC of 16.

MOVEMENT CAPABILITIES

There are many different kinds of Movement Capabilities. The most basic Movement Capability is the Overland Capability, which measures how fast a Trainer or Pokémon can walk or run on a surface. Movement Capabilities don't generally need to be tested, although the **Sprint Action** may be taken as a Standard Action to increase Movement Speed by 50% for a turn.

Burrow: The Burrow Capability determines how much a Pokémon can shift each turn while underground. The holes dug are only as large as the Pokémon who burrows. If a Pokémon learns the Move Dig and does not have the Burrow Capability, they gain Burrow 3. If they already have the Burrow Capability, the Burrow value is raised 3. A Pokémon or Trainer ending its turn underground must spend a Standard Action to remain underground. If a Pokémon or Trainer has already spent its Standard Action on a round it ends underground, it instead forfeits its next Standard Action.

Overland: Overland is a Movement Capability that defines how many meters the Pokémon may shift while on dry land. Most Pokémon and Trainers will use Overland as their primary movement capability.

Sky: The Sky Speed determines how many meters a Pokémon may shift in the air. If a Pokémon learns the Move Fly and does not have the Sky Capability, they gain Sky 4. If they already have the Sky Capability, the Sky value is raised by 4.

Swim: Swim is a Movement Capability that defines how quickly the Pokémon can move underwater. If a Pokémon learns the Move Dive and does not have the Swim Capability, they gain Swim 3. If they already have the Underwater Capability, the Swim value is raised 3.

Levitate: Levitate is a Movement Capability that defines how quickly the Pokémon moves while floating or levitating. When using the Levitate Capability, the maximum height off the ground the Pokémon can achieve is equal to half of their Levitate Capability. If a Pokémon gains the Levitate ability and does not have the Levitate Capability, they gain Levitate 4. If they already have the Levitate Capability, the Levitate value is raised 2.

Teleporter: Teleporter is a Movement Capability that defines how far the Pokémon can travel by teleportation. Only one teleport action can be taken during a round of combat. The Pokémon must have line of sight to the location they wish to teleport to, and they must end each teleport action touching a surface (ie it is not possible to 'chain' teleports in order to fly). If a Pokémon also has the Sky or Levitate Capability, they may Teleport into Sky spaces (only to spaces within their maximum height for Levitate). Teleporter cannot be increased by taking a Sprint Action. If a Pokémon learns the move Teleport and does not have the Teleporter Capability they gain Teleporter 4. If they already have the Teleporter Capability, the Teleporter value is raised 4.

PLAYING WITH POKÉMON

Players typically do not exercise direct control over their Trainer's Pokémon except in combat. Even putting mechanics such as Loyalty aside, we find there are more interesting roleplaying opportunities to be found when the GM controls all Pokémon, and the players simply control their Trainer characters.

Pokémon can make Skill Checks and use Capabilities just as Trainers can, and while Pokémon aren't directly controlled by a player, the process is quite similar when it comes to taking action. Simply roleplay your Trainer asking your Pokémon for help or giving it instructions, and then your GM narrates the result, calling for dice rolls if necessary.

While Pokémon should definitely exercise their own agency and display their own personality, we recommend that Pokémon generally be amenable to a Trainer's instructions, except in the case of low Loyalty and perhaps in extremely dangerous situations or when it heavily goes against their nature or moral code.

As you might expect, a number of activities with specific developed gameplay mechanics revolve around Pokémon. Most of these have already been outlined in Chapter 5: Pokémon: Breeding (page 213), Capturing Pokémon (page 214), befriending them in the wild (page 215), finding Pokémon fossils (page 216), Fishing (page 217), and using Pokémon as Mounts (page 218). In addition, Chapter 7 covers everything about Combat.

Outside of the mechanical actions outlined previously, we also recommend time be given to simply roleplaying with Pokémon and developing their personalities. This is one of the biggest advantages playing Pokémon as a tabletop RPG has over the video games, after all! Pokémon Amie is adorable, but it can't beat the depth of character development you can express in a roleplaying game. A GM has plentiful room to develop Pokémon into compelling characters in their own right with their own desires, goals, and inhibitions.



TIPS FOR PLAYERS

Here are a number of miscellaneous tips that we think will help new players of Pokémon Tabletop United.

CHOOSE FAVORITES!

Maybe this seems unintuitive, but you should choose one or two Pokémon to focus on more in on-screen roleplaying opportunities. This doesn't have to mean your character prefers those Pokémon over others. Off-screen, they could be giving equal attention to their whole team, but in a roleplaying game setting, it's much easier for a GM to flesh out the personalities of a small handful of Pokémon and give them ample screentime than a full six or more per player.

USE POKÉMON YOU LIKE!

This isn't the competitive battling scene, so you don't have to worry about a metagame or Pokémon tiers. Not only do the mechanics of Pokémon Tabletop United make the differences in stat totals between Pokémon much less important compared to the video games, but many strategies from the video games simply don't work, or must be adjusted. The fact ubiquitous and powerful moves in the video games such as Earthquake, Draco Meteor, and Overheat can only be used once a Scene in PTU means you'll often be seeking out other staple Moves for your team and not simply relying on a narrow set of the "best" Moves.

That aside, your GM is the one creating the challenges you'll face. Unless all of the players seek out hyper-optimized teams, there's little reason for a GM to go all out with incredibly difficult to deal with strategies for every encounter. Both you and the GM will have more fun if you play loosely and choose Pokémon you like rather than what you think will be the absolute best.

STATE CLEAR INTENTIONS!

If you simply tell your GM you're walking on to a route outside of town without being clear on why, your GM may not know if you simply want to move on or if you're looking for a wild Pokémon encounter to add to your team. You don't want to come up short when you're searching for wild Pokémon, and your GM doesn't want to spend time thinking of Pokémon they think you'd want on your team when you aren't looking to catch any.

BE READY TO ACCEPT LOSSES!

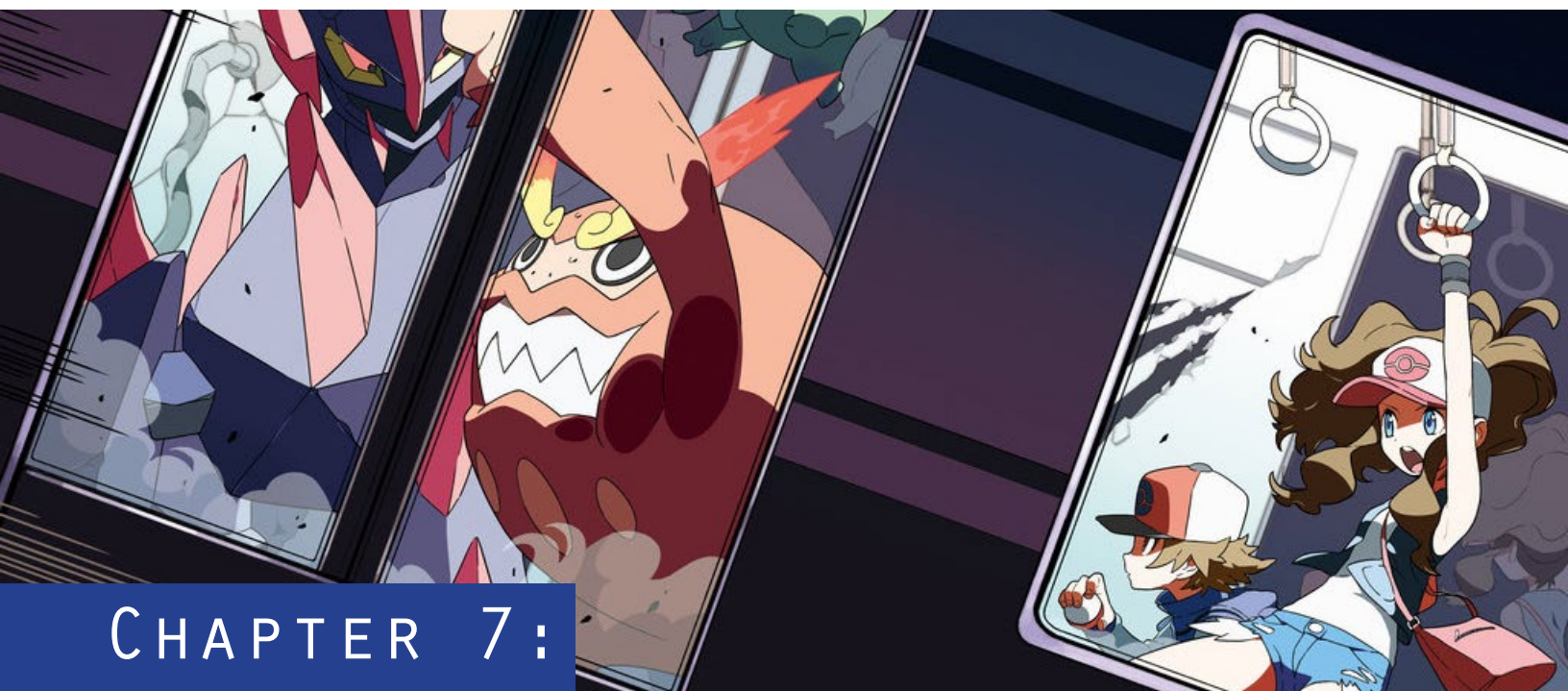
One of the fantastic parts of roleplaying in a Pokémon setting is that it's easy for characters to face both soaring triumphs and crushing defeats without the threat of permanent loss like death. Unlike in the video games, you won't even automatically lose half your money if you lose to a Gym Leader. GMs will naturally feel much more comfortable creating challenges that won't guarantee a player victory when it comes to League matches because a "party wipe" in that case doesn't lead to death and new characters being rolled or the end of a campaign.

TALK TO YOUR GM!

We don't take a hard-line stance in the system about a lot of things, from general Pokémon behavior to even the genre of the game. The tabletop isn't the video game, and you should be careful about the assumptions you might unconsciously bring in from your experiences with the games. Be sure to talk to your GM about how their world works and what you can expect.

More than likely, it doesn't make sense to challenge everyone you see on the road to a Pokémon battle or to catch everything in sight just to leave it in a box somewhere. Nor would your Pokémon appreciate being treated as just tools or weapons (though if you're playing a Lasher this may be appropriate!). Your GM probably has an idea of how the typical Trainer operates and the rules and regulations surrounding them. The video games leave a lot unsaid about how the world of Pokémon works, and you should pay attention to how your GM fills in the gaps.

Additionally, note that many of the guidelines we give in this book are meant to be flexible and change based on the campaign, such as Pokémon's social and knowledge Skills, the Mountable Capability, and how Shiny Pokémon are handled. These aren't hard and fast rules, and you shouldn't be afraid to discuss with the GM how they'll work in their campaign.



CHAPTER 7: COMBAT

TYPES AND CONTEXTS OF COMBAT

There are two major contexts in which combat occurs in PTU, and believe it or not, this is actually very important to how you treat combat mechanics and the way certain parts of combat work.

The first major context is, of course, in **League-sanctioned Pokémon battles** or casual battles that follow League rules and regulations. In such battles, it is usually not kosher for Trainers to directly interfere, such as by attacking their opponent's Pokémon or using supernatural powers to influence the tide of battle. See page 440 for guidelines on League Legality.

The other major context comprises all other **“full contact” fights** where League rules and regulations don't apply, including encounters with wild Pokémon, fights against unscrupulous criminals, and other battles in which Trainers would directly participate and even be targets of attack.

Both Initiative and Switching Pokémon work slightly differently depending on the type of combat in order to reflect the Trainer's differing role in the conflict. Switching Pokémon is slightly more difficult in League

Battles to prevent Trainers from simply switching all the time in an official match to gain advantage, for example. Both types of combat are likely to show up in most campaign types, and GMs should be careful to warn players if one type of combat will be much more prevalent than the other.

For example, in an average Pokémon campaign, the Ace Trainers and Commanders will have their chance to shine in Gym Challenges and tournaments, but Martial Artists will be better able to stand their ground when a criminal Team attacks or when wild Pokémon are rampaging. However, in a region in which there's very little criminal activity and even the wild Pokémon are relatively tame, Trainers specializing in full contact fights won't feel as useful.

In each round of combat, players get to take **two turns: one for their Trainer, and one for a Pokémon**. Even if their Trainer is knocked out or incapacitated, they still get their Pokémon's turn and vice versa.

INITIATIVE

Combat in Pokémon Tabletop United takes place in a sequence of 10 second **rounds** where combatants take **turns** acting in order of their **Initiative** values. In most situations, a Pokémon or Trainer's Initiative is simply their Speed Stat, though Items, Features, Moves, and other effects may modify this.

During Tournament matches and other League Battles where the Trainer doesn't participate directly in the fighting, all Trainers should take their turns, first, before any Pokémon act. In League Battles only, Trainers **declare** their actions in order from **lowest to highest speed**, and then the actions take place and **resolve** from **highest to lowest speed**. This allows quicker Trainers to react to their opponent's switches and tactics. Following that, all Pokémon then act in order from **highest to lowest speed**.

In "full contact" matches, wild encounters, and other situations where Trainers are directly involved in the fight, all participants simply go in order from **highest to lowest speed**.

Ties in Initiative should be settled with a d20 roll off. Combatants can choose to hold their action until a specified lower Initiative value once per round.

Some effects in PTU last for "**one full round**." This simply means that they last until the same Initiative Count next round.

ACTION TYPES

During each round of combat, each participant may take one **Standard Action**, one **Shift Action**, and one **Swift Action** on their turn in any order. In addition, they may take any number of **Free Actions**, though actions with a Trigger can only be activated once per Trigger.

As an important note, no matter what Action Type is listed in this section, generally Trainers do not have to spend actions at the very beginning of Combat to draw a weapon or send out their first Pokémon for the fight. It's just tedious and doesn't add anything to the game, and in fights against other Trainers it just becomes an action tax that both sides have to pay. The exception, of course, is ambushes and otherwise getting caught off guard.

Standard Actions: Moves and many Features require a Standard Action during your turn to activate and use. Examples of what you can do with a Standard Action:

- » Using a Move
- » Using a Struggle Attack
- » Retrieving and using an Item from a backpack or similar on a target
- » Throwing a Poké Ball to Capture a wild Pokémon
- » Drawing a Weapon, or switching from one Weapon to another.
- » Using the Pokédex to identify a Pokémon
- » You may give up a Standard Action to take another Swift Action
- » You may give up a Standard Action to take another Shift Action, but this cannot be used for Movement if you have already used your regular Shift Action for Movement. However, it may be used to activate Features or effects that require a Shift Action.
- » Use Combat Maneuvers.

Shift Actions: The Shift Action is the most straightforward action during a Pokémon or Trainer's turn; it's simply used for movement most of the time. Trainers may hand other Trainers a small item they have on hand as part of a Shift Action, as long as the ally is adjacent at either the beginning or end of the shift. A Trainer can also sacrifice their Shift Action to perform certain other actions:

- » Returning a Pokémon, or sending out a Pokémon
- » Returning a Fainted Pokémon and sending out a replacement Pokémon

Free Actions: Many features can be activated as Free Actions. Features with Triggers are often Free Actions. You can activate as many Free Actions as you like, or when they are triggered.

Swift Action: Trainers have exactly one Swift Action a round, and it can only be used on their turn. Many Features are Swift Actions.

Extended Action: Extended Actions take at least a few minutes to complete, depending on the task. If unspecified, assume at least a few minutes with concentration adequate to the task. Simply, these actions cannot be performed in the middle of combat.

Full Action: Some Features are Full Actions. Full Actions take both your Standard Action and Shift Action for a turn. The **Take a Breather** (page 245), **Coup de Grâce** (251), and **Intercept** (242) Actions are all Full Actions.

Priority Actions: If the user has not already acted this turn, an action with the Priority keyword may be declared to act immediately; the user takes their full turn, ignoring initiative. This counts as their turn for the round. A priority action may not be declared during someone else's turn; it must be declared between turns. Priority also comes in Priority (Limited) and Priority (Advanced) varieties. The Priority (Limited) keyword is like Priority except the user may not take their full turn; they may only take the action that itself has Priority and take the rest of their turn on their own Initiative Count. For example, Orders are Priority (Limited), meaning the user only uses their Standard Action and does not take a full turn. Priority (Advanced) actions don't require that the user hasn't acted that turn; if they have, they simply give up their turn on the following round.

Interrupt Actions: Interrupt Moves may be declared in the middle of another combatant's turn to allow the user to take an action. They work similarly to Priority (Advanced, Limited) effects in that they only allow you to take the action that has Interrupt and not a full turn.

COMMANDING POKÉMON

Basically, when a Pokémon's initiative in combat comes up, simply let the player decide what the Pokémon does. You do not need to announce your Pokémon's action during your Trainer Turn.

Pokémon can do the following with a **Standard Action**:

- » Use a Move or Struggle Attack
- » Use Combat Maneuvers
- » Activate an effect that requires a Shift Action. This cannot be used for Movement.
- » Use Abilities, Capabilities, or make Skill Checks requiring Standard Actions
- » Recall themselves into a Poké Ball for a Switch
- » Pick up Held Items

Additionally, Pokémon may drop most Held Items using a Shift Action, though this varies.

Note: The topic of “uncommanded” Pokémon in general is a bit tricky. As a GM, you shouldn't be too strict about only “commanding” one Pokémon at a time; it'd be ridiculous that a trainer couldn't go on a walk with all of his Pokémon because “only one can shift at a time.” The point is to not let Trainers have an unfair advantage in battle. Feel free to control “uncommanded” Pokémon in any way you choose to achieve this goal and to just make sense.

You may also create special Double or Triple Battle League events where can Trainers command two or three Pokémon at a time within those events without the need for Features such as Focused Command.

Another place where you may wish to bend the rules when it comes to number of Pokémon turns a round is how many Pokémon a villain or other NPC can command at a time. Remember that the limit is there for the sake of balance on the PC side. If your encounter balance requires a villain to have multiple Pokémon on the field at once, then go for it!

POKÉMON SWITCHING

Trainers can, of course, **Switch** their Pokémon in battle, which returns their current active Pokémon into its Poké Ball and sends out another Pokémon to take its place. This is often done as one action but can also be broken up into separate **Recall** and **Release** actions.

A full Pokémon Switch requires a **Standard Action** and can be initiated by **either the Trainer or their Pokémon** on their respective Initiative Counts. A Trainer cannot Switch or Recall their Pokémon if their active Pokémon is out of range of their Poké Ball's recall beam – 8 meters. During a League Battle, Trainers are generally considered to always be in Switching range. Trainers may **Switch out Fainted Pokémon as a Shift Action**.

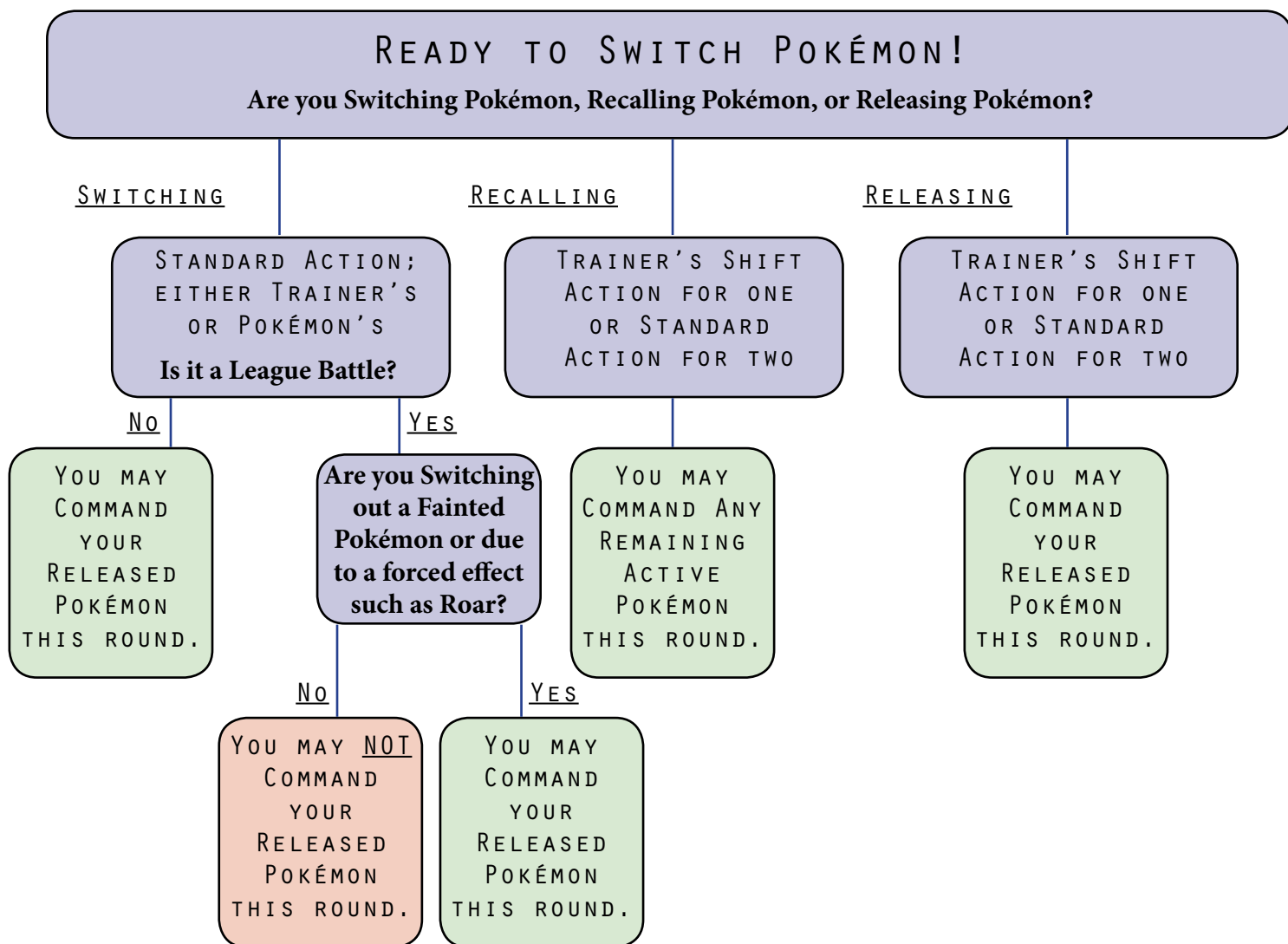
Whenever a Trainer Switches Pokémon during a League Battle they cannot command the Pokémon that was Released as part of the Switch for the remainder of the Round unless the Switch was forced by a Move such as

Roar or if they were Recalling and replacing a Fainted Pokémon. Interrupts may still be used but consume the next Round's Pokémon turn as usual.

Recall and Release actions can also be taken individually by a Trainer as **Shift Actions**. Recalling and then Releasing by using two Shift Actions in one Round still counts as a Switch, even if they are declared as separate actions, and you may not do this to Recall and then Release the same Pokémon in one round. A Trainer may also spend a Standard Action to Recall two Pokémon or Release two Pokémon at once.

If a player has a Pokémon turn available, a Pokémon may act during the round it was released. If the Pokémon's Initiative Count has already passed, then this means they may act immediately.

For a visual representation, see the flowchart below.



League Battle Example:

Trainer A sends out a Hoppip, and Trainer B sends out a Charmander.

Hoppip has higher initiative and goes first. Trainer A doesn't like his Hoppip's chances though, so he tells his Hoppip to return, using Hoppip's Standard Action to Switch it out for his Sandshrew. This would forfeit the Sandshrew's turn this round, but this doesn't come into play in this case because the Trainer already Commanded his Hoppip to Switch. Then it's Charmander's turn – Charmander gets a free hit on the newcomer, hitting him with scratch.

Next turn, Trainer A still has all his actions since Hoppip was the one who used his actions to make the switch. Trainer A does nothing with his turn though – Trainer B decides to Switch Charmander before he's hurt using his own Standard Action, and sends out a Slowpoke.

Sandshrew then goes; he hits Slowpoke with his own scratch. Since Trainer B switched out the Pokémon himself and Charmander was not fainted, he forfeits his next Command and thus Slowpoke does nothing this round.

Next round, Sandshrew goes again, and hits the Slowpoke once more. Slowpoke then uses Water Gun, and KO's Sandshrew. Trainer A recalls the Fainted Sandshrew as a Shift Action, and sends out Hoppip again as a Free Action. Since Sandshrew was fainted, no turn is lost.

Hoppip goes first, and uses Seed Bomb. Slowpoke is KO'd. Trainer B technically has a Pokémon turn this round, but he can't use it because Slowpoke was KO'd. He simply must wait until the next round, and then sends out Charmander.

Initiative passes to the Trainers again, and back to the Pokémon. Hoppip goes first, and uses Worry Seed. Charmander goes next, KOing Hoppip for the win.

Full Contact Battle Example:

Trainer A runs into a wild Raticate and sends out his Wartortle to battle it.

The Initiative order goes the Raticate, the Trainer, and then the Wartortle. The Raticate strikes first with a Hyper Fang – scoring a Critical Hit that badly damages the Wartortle. Trainer A, concerned, uses his Standard Action to Switch Pokémon to his Kadabra. Because this is not a League Battle, Trainer A retains a Pokémon turn to use to on his Kadabra.

Normally, Kadabra would be faster in the Initiative order than the Raticate. Since its Initiative Tick has already passed this round, it can act immediately and hits the Raticate with a Psybeam.

The next round begins, and the Kadabra acts first, at its proper Initiative Tick this time. It uses a Confusion attack on the Raticate, further weakening it. The Raticate responds with a Crunch, OHKOing the Kadabra with the powerful super-effective attack.

On Trainer A's Initiative Tick, he Switches out his defeated Kadabra for a Graveler. Because Kadabra was Fainted, this is only a Shift Action, and Trainer A still has his Standard Action, which he spends throwing a Poké Ball at the Raticate. Unfortunately, he misses.

Raticate goes first and attacks Graveler with a Super Fang. Trainer A is next in Initiative this time, but he holds his action until after his Graveler acts. Graveler uses Rock Throw against the Raticate, nearly knocking it out. Finally, Trainer A takes his held action and throws a second Poké Ball, this time hitting the mark and successfully capturing the Raticate.

MOVEMENT AND POSITIONING

Pokémon Tabletop United uses a **square combat grid**. However, it is a simple matter to treat distances and movement abstractly if you don't wish to use a map.

A combatant's footprint on a grid is determined by their **Size**. Small and Medium combatants take up a 1x1 meter square. Large is 2x2, Huge is 3x3, and Gigantic is 4x4, but you may choose to use other shapes for Pokémon that have different body shapes such as serpents. As a rough guideline, create the new shape to be roughly the same number of total squares as the default shape.

For example, a Steelix (Gigantic) might be 8x2 meters, twisting into different shapes as it moves on the map. An Aerodactyl (Huge) is probably 2x4 due to its wide wingspan.

Movement is done with **Shift Actions** in combat. You can move a number of squares with a single Shift Action equal to the value of your relevant Movement Capability. When using multiple different Movement Capabilities in one turn, such as using Overland on a beach and then Swim in the water, average the Capabilities and use that value. For example, if a Pokémon has Overland 7 and Swim 5, they can shift a maximum of 6 meters on a turn that they use both Capabilities. You may not split up a Shift Action. That is, you cannot move a few squares, take a Standard Action, and then continue moving.

Using **Jump Capabilities** consumes distance from the main Capability used to Shift, such as Overland., or can be used as a whole Shift Action by itself.

Diagonal movement is simple. The first square you move diagonally in a turn counts as 1 meter. The second counts as 2 meters. The third counts as 1 meter again. And so on and so forth.

Two combatants are **Adjacent** to one another if any squares they occupy touch each other, even if only the corners touch, as with diagonal squares. **Cardinally Adjacent**, however, does not count diagonal squares.

There are two Conditions that affect movement.

Stuck means you cannot Shift at all, though you may still use your Shift Action for other effects such as activating Features. **Slowed** means your movement speed is halved.

TERRAIN

Not all terrain is created equal. The type of terrain you're moving over will determine which Movement Capability you use to Shift as well as having additional affects on your Movement.

Basic Terrain Type affects which Movement Capability you use to Shift.

- » **Regular Terrain:** Regular Terrain is dirt, short grass, cement, smooth rock, indoor building etc. Basically anything that's easy to walk on. Shift as normal on regular terrain!
- » **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.
- » **Underwater:** Underwater Terrain is any water that a Pokémon or Trainer can be submerged in. You may not move through Underwater Terrain during battle if you do not have a Swim Capability.

In addition to the various types of Basic Terrain, there are special types of terrain that further modify your movement. All of the following types of terrain also have a Basic Terrain Type.

- » **Slow Terrain:** Slow Terrain is anywhere with enough debris or brush around so that Trainers and Pokémon are significantly slowed down. Some examples of Slow Terrain are uneven earth, mud, or deep snow or water (that's not deep enough to count as 'underwater'). Even ice may count as Slow Terrain due to the need to move carefully and slowly. When Shifting through Slow Terrain, Trainers and their Pokémon treat every square meter as two square meters instead.
- » **Rough Terrain:** Most Rough Terrain is also Slow Terrain, but not always. When targeting through Rough Terrain, you take a -2 penalty to Accuracy Rolls. Spaces occupied by other Trainers or Pokémon are considered Rough Terrain. Certain types of Rough Terrain may be ignored by certain Pokémon, based on their capabilities. Rough terrain includes tall grass, shrubs, rocks, or anything else that might obscure attacks. Squares occupied by enemies always count as Rough Terrain.
- » **Blocking Terrain:** Straightforwardly, this is Terrain that cannot be Shifted or Targeted through, such as walls and other large obstructions.

FLANKING

It is difficult to fight when beset upon from all sides by enemies. When a combatant is **Flanked** by foes, they take a -2 penalty to their Evasion.

A Small or Medium sized Trainer or Pokémon is considered Flanked when at least two foes are adjacent to them but not adjacent to each other. For Large Trainers and Pokémon, the requirement is three foes meeting those conditions. The requirement increases to four for Huge and five for Gigantic sized combatants.

Foes larger than Medium may occupy multiple squares – in this case, they count as a number of foes for the purposes of Flanking equal to the number of squares adjacent to the Flanked target that they're occupying. However, a single combatant cannot Flank by itself, no matter how many adjacent squares they're occupying; a minimum of two combatants is required to Flank someone.

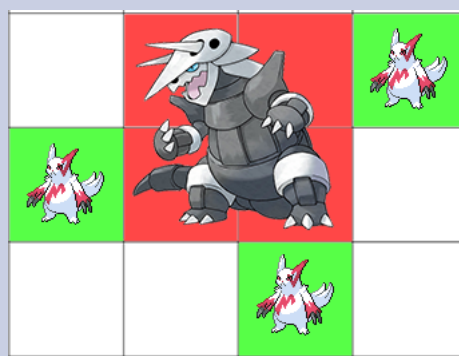
Here are some visual aids to help demonstrate this concept.



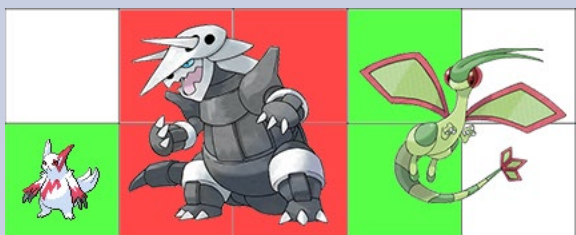
The Hitmonchan has two non-adjacent Zangoose in adjacent squares to him. He is Flanked.



The Hitmonchan has two Zangoose adjacent to him, but they themselves are adjacent, so this doesn't count as Flanking.



It takes three foes to Flank this Aggron because it is Large.



However, a Flygon occupying two adjacent squares to the Aggron counts as two foes, so it can be Flanked by just this Flygon and the Zangoose.



A Lugia can by itself occupy three adjacent squares to the Aggron. However, it takes at least two different foes to Flank someone, so this does not count as Flanking.

ABSTRACTED COMBAT DISTANCES

If you'd rather not use a map for battles, don't fret. Abstracting distances is easy if you follow a few guidelines and use proper descriptions of the battlefield.

1. Separate the battlefield into rough zones to help determine movement ranges. For instance, an indoor battle separated into a foyer area, a grand staircase at the far end of the foyer, and a hallway on the side. An average Overland value might take someone from the staircase to the center of the foyer, but it may take a Sprint Action to get from the staircase to the hallway.

2. Describe and use landmarks in the environment to help determine area of effect (or AOE) for attacks. A Discharge might hit "everyone near the fountain in the foyer", for example, where the fountain was also previously used as a reference for where a foe moved towards. Targets that tried to engage the same foe in melee or move as a unit are usually fair game to be hit by Bursts, Cones, Blasts, etc.

3. Make sure everyone agrees to roll with the GM's rulings. Abstracted distances in combat can quickly become a headache if players and GMs begin to argue about whether someone is really in range or if an AOE could hit multiple targets. Everyone should make an effort to be clear on how they're moving on the battlefield so there's no miscommunication, but when a disagreement happens, the GM's word is final.

Example:

An intrepid Trainer and his Galvantula are infiltrating a Team Aqua hideout in a small cove. The GM describes the scene. There is a small dock just on the inside of the cove opening where a submarine is being kept. A Team Aqua grunt and his Kingler are resting against it. Further into the cove and beyond the submarine, there's a door leading into the hideout facility itself with a Quagsire standing guard next to it. There are two basic zones to this encounter now: the area near the submarine and the area near the door, and both have clear landmarks.

Wanting to rush into the facility, the Trainer asks his GM whether he and his Galvantula can reach the door. The GM thinks for a moment and says that it would take a Sprint Action for either the Trainer or his Galvantula to get near the door.

Thinking this isn't worth the trouble of being faced up with a Ground Type immediately, the Trainer instead opts to stand back and remain hidden while he orders his Galvantula to shift closer to the submarine and use Electroweb on the grunt and the Kingler. The GM decides this is fair since they were both described as next to the submarine and Electroweb is a Ranged Blast 2. Though it's a strong hit, and Super-Effective on the Kingler to boot, this doesn't knock them out, and the grunt and Kingler both attack the Galvantula in retaliation on their turns.

The Quagsire, meanwhile, is too far away, the GM decides, and only manages to Sprint into the zone with the submarine on its turn.

On the Galvantula's next turn, a Discharge attack takes out the Kingler and Paralyzes the grunt, who ends up failing his Save Check to act despite Paralysis.

Without thinking, the Trainer decides he's going to head up to his Pokémon and start administering a Potion. With Medic Training, this doesn't cost his Galvantula a turn. Unfortunately, the Quagsire is now in range and nails both Pokémon and Trainer alike with a Mud Bomb attack. Even with the Potion, this ends up knocking out the weakened Galvantula, and the Trainer sends out his Ivysaur instead. On its turn, the Ivysaur easily defeats the Quagsire in one blow with a Seed Bomb. With the remaining grunt slowed by Paralysis, the GM decides the Trainer and his Pokémon can easily proceed to the door and enter the hideout after this point, leaving the grunt jerkily stumbling after them.

COMBAT STATS

These were covered in the chapter on character creation, but let's do a recap for the sake of combat!

Trainers and Pokémon have the same six Basic Stats: HP, Attack, Defense, Special Attack, Special Defense, and Speed. When the word Stats is used alone in the system, it usually refers to these.

Four Derived Combat Stats are derived from these six: Hit Points, Physical Evasion, Special Evasion, and Speed Evasion.

BASIC STATS

HP: The HP Stat directly affects the amount of Hit Points a Pokémon or Trainer has.

Attack: The Attack stat is added to the damage roll of any Physical Damage dealt.

Defense: The Defense Stat is used to avoid and resist Physical attacks. Whenever a Pokémon or Trainer takes Physical Damage, they first subtract their Defense before subtracting from their Hit Points.

Additionally, for every 5 points a Pokémon or Trainer has in Defense, they gain +1 **Physical Evasion**, up to a maximum of +6 at 30 Defense.

Special Attack: The Special Attack stat is added to the damage roll of any Special Damage dealt.

Special Defense: The Special Defense Stat is used to avoid and resist Special attacks. Whenever a Pokémon or Trainer takes Special Damage, they first subtract their Special Defense before subtracting from their Hit Points.

Additionally, for every 5 points a Pokémon or Trainer has in Special Defense, they gain +1 **Special Evasion**, up to a maximum of +6 at 30 Special Defense.

Speed: The Speed Stat is used to determine turn order during combat.

Additionally for every 5 points a Pokémon or Trainer has in Speed, they gain +1 **Speed Evasion**, up to a maximum of +6 at 30 Speed.

DERIVED STATS

Hit Points: While your HP Stat influences your Hit Points, they are separate numbers. If a Pokémon or Trainer has 0 Hit Points or less, they are unable to carry out any actions and are unconscious. Hit Points are calculated differently for Pokémon and Trainers.

$$\begin{aligned}\text{Pokémon Hit Points} &= \text{Pokémon's Level} + (\text{HP stat} \times 3) + 10 \\ \text{Trainer Hit Points} &= \text{Trainer's Level} \times 2 + (\text{HP stat} \times 3) + 10\end{aligned}$$

Accuracy: A Pokémon's or Trainer's Accuracy is normally 0. However, like Stats, Accuracy can be affected by Combat Stages. Instead of a multiplier, Accuracy's Combat Stages apply directly; Accuracy at -2 simply modifies all Accuracy Rolls by -2, for example. Like Combat Stages, Accuracy also has limits at -6 and +6. **Any time Combat Stages would be cleared, Accuracy Stages are cleared as well.**

Evasion: Trainers and Pokémon have three different sets of Evasion. Physical Evasion, Special Evasion, and Speed Evasion. Evasion helps Pokémon avoid being hit by moves. When being targeted by a move that has an Accuracy Check, a Pokémon adds their Evasion score to the Move's Accuracy Check, if they are conscious.

Physical Evasion can only modify the accuracy rolls of Moves that target the Defense Stat; similarly, **Special Evasion** can modify the rolls of attacks that target the Special Defense Stat. **Speed Evasion** may be applied to any Move with an accuracy check, but you may only add one of your three evasions to any one check. Raising your Defense, Special Defense, and Speed Combat Stages can give you additional evasion from the artificially increased defense score. However, you can never gain more than +6 Evasion from Stats.

Besides these base values for evasion, Moves and effects can raise or lower Evasion. These extra Changes in Evasion apply to all types of Evasion, and stack on top. **Any time Combat Stages would be cleared, these bonuses to Evasion are cleared as well.** Much like Combat Stages; it has a minimum of -6 and a max of +6. Negative Evasion can erase Evasion from other sources, but does not increase the Accuracy of an enemy's Moves.

No matter from which sources you receive Evasion, you may only raise a Move's Accuracy Check by a max of +9.

COMBAT STAGES

Many Moves alter Stats by raising or lowering “Combat Stages”, making them more formidable or less threatening respectively. Only Attack, Defense, Special Attack, Special Defense, and Speed may have Combat Stages. HP and Hit Points never have Combat Stages.

Moves and effects may change Combat Stages any number of times, but they may never be raised higher than +6 or lower than -6. For every Combat Stage above 0, a Stat is raised by 20%, rounded down. For every Combat Stage below 0, a Stat is lowered by 10%, rounded down.

This means that if a Stat has raised 6 Combat Stages; its affected stat should be 220% of its original value. If a stat has been lowered 6 Combat Stages, its affected stat should be 40% of its original value. Consult the chart on the right to see the multiplier for any given Combat Stage. To derive the correct value for a given Stat, simply multiply the Stat by the multiplier next to the corresponding combat stage.

One easy way to apply Combat Stages for Defense, Special Defense, and Speed is to simply remember that Stat Evasion is also equal to 20% of a Stat. This means each positive Combat Stage is equal to the Evasion you gain from that Stat, at least until you reach the point where you would have more Evasion than the cap.

Combat Stages remain until the Pokémon or Trainer is switched out, or until the end of the encounter.

Speed Combat Stages and Movement

Combat Stages in the Speed Stat are special; they affect the movement capabilities of the Trainer or Pokémon. Quite simply, you gain a bonus or penalty to all Movement Speeds equal to half your current Speed Combat Stage value rounded down; if you are at Speed CS +6, you gain +3 to all Movement Speeds, for example. Being at a negative Combat Stage reduces your movement equally, but may never reduce it below 2.

Combat Stage	Multiplier
-6	x 0.4
-5	x 0.5
-4	x 0.6
-3	x 0.7
-2	x 0.8
-1	x 0.9
0	x 1
+1	x 1.2
+2	x 1.4
+3	x 1.6
+4	x 1.8
+5	x 2
+6	x 2.2



MAKING ATTACKS

Whenever you attempt to make an attack, you must make an **Accuracy Roll**, and to hit, this roll must meet or exceed the **Accuracy Check**.

An **Accuracy Roll** is always simply 1d20, but is modified by the user's Accuracy and by certain Moves and other effects. Note that modifiers to Accuracy Rolls do not affect effects from Moves that occur upon specific dice results, or that increase Critical Hit range. For example, if you use Flamethrower with an Accuracy Bonus of +4 and roll a 16 on d20 before adding 4, this would neither be a Critical Hit, nor inflict a Burn.

Note that a roll of 1 is always a miss, even if Accuracy modifiers would cause the total roll to hit. Similarly, a roll of 20 is always a hit.

An **Accuracy Check** is the number an Accuracy Roll needs to meet or exceed to hit. It's determined first taking the Move's base AC and adding the target's Evasion.

For example, if using Earthquake, which has an Accuracy Check of 2, against an opponent with a Physical Evasion of +4, you would need to roll a 6 or higher on your Accuracy Roll to hit the target.

A target can willingly choose to be hit by a Move that would hit when their Evasion is not applied – the user of the Move must still meet the Move's base AC.

DEALING DAMAGE

When an attack hits, you apply any effects of the attack to the target, including damage.

When rolling Damage, check the attack's **Damage Base**. This number serves as a guide for an attack's strength, which translates to a specific amount of damage. Many effects, such as **Same Type Attack Bonus** or **STAB** for short may alter the Damage Base of Moves.

After applying all modifiers that alter Damage Base, see the corresponding **Actual Damage** in the Damage Charts on the following page. This is the roll (or number) to which you add your Attack or Special Attack Stat.

After you have added your appropriate Attack Stat to the Actual Damage of the attack, add any additional modifiers that may apply.

The target then subtracts the appropriate Defense Stat. Physical Attacks have Defense subtracted from them; Special Attacks have Special Defense subtracted from them. If the target has Damage Reduction, that is subtracted as well. An attack will always do a **minimum of 1 damage**, even if Defense Stats would reduce it to 0.

After defenses and damage reduction have been applied, apply Type Weaknesses or Resistances. A Super-Effective hit will deal x1.5 damage. A Doubly Super-Effective hit will deal x2 damage. Rare Triply-Effective Hits will deal x3 damage.

A Resisted Hit deals 1/2 damage; a doubly Resisted hit deals 1/4th damage. A rare triply-Resisted hit deals 1/8th damage.

See the **Type Effectiveness Chart** on page 238 to see how Pokémon Types match up against each other.

Same Type Attack Bonus

If a Pokémon uses a damaging Move with which it shares a Type, the Damage Base of the Move is increased by +2. This is referred to as 'STAB' for short.

Hit Point Loss

Effects that say "loses Hit Points" or that set Hit Points to a certain value instead of "deals damage" do not have Defensive Stats applied to these Hit Point changes nor cause Injuries from Massive Damage.

Critical Hits

On an Accuracy Roll of 20, a damaging attack is a Critical Hit. A Critical Hit adds the Damage Dice Roll a second time to the total damage dealt, but does not add Stats a second time; for example, a DB6 Move Crit would be 4d6+16+Stat, or 30+Stat going by set damage.

Some Moves or effects may cause increased critical ranges, making Critical Hits possible on Accuracy Rolls lower than 20. Some effects may also increase Critical Hit range; if an effect increases Critical Hit Range by 4 for example, on most moves this would indicate a Critical Hit on accuracy rolls of 16-20.

Note that increased Critical Hit ranges are not counted as an effect, and do not trigger Serene Grace or Sheer Force.

Injuries

If an attack deals enough damage, it might cause an **Injury**! Generally, this happens when an attack deals Massive Damage, or damage equal to or greater than 50% of a target's maximum Hit Points, or when a target is reduced to a certain Hit Point Marker: 50% of their maximum Hit Points, 0%, -50%, -100%, and every -50% thereafter.

For more details on Injuries, their effects, and recovery, see page 250.

Tick of Hit Points: Some effects use this term. A Tick of Hit Points is equal to 1/10th of someone's maximum Hit Points. A Tick Value is what that amount is.

Damage Formula

Putting this all together, the process for calculating damage is as follows:

1. Find initial Damage Base
2. Apply Five/Double-Strike
3. Add Damage Base modifiers (ex: STAB) for final Damage Base
4. Modify damage roll for Critical Hit if applicable
5. Roll damage or use set damage
6. Add relevant attack stat and other bonuses
7. Subtract relevant defense stat and damage reduction
8. Apply weakness and resistance multipliers.
9. Subtract final damage from target's Hit Points and check for Injuries or KO.

DAMAGE CHARTS

Below we have provided two different Damage Charts. The first Damage Chart shows actual damage as a traditional roll. Simply roll the dice shown, adding the modifier next to it, and then add your Attack Stat to determine the total damage dealt. The "Set" Damage Chart displays three values. The value on the left is the minimum roll, the value on the right is the maximum, and the middle value in bold and red is the average roll, which you should use if you're going to be using Set Damage. The other values are listed simply for reference. Which Chart you use is up to your GM; if combat is taking too long, consider using the Set Damage chart to speed up your game. Print this chart out and use it as a reference to make combat quicker in your game!

ROLLED DAMAGE			
Damage Base	Actual Damage	Damage Base	Actual Damage
1	1d6+1	15	4d10+20
2	1d6+3	16	5d10+20
3	1d6+5	17	5d12+25
4	1d8+6	18	6d12+25
5	1d8+8	19	6d12+30
6	2d6+8	20	6d12+35
7	2d6+10	21	6d12+40
8	2d8+10	22	6d12+45
9	2d10+10	23	6d12+50
10	3d8+10	24	6d12+55
11	3d10+10	25	6d12+60
12	3d12+10	26	7d12+65
13	4d10+10	27	8d12+70
14	4d10+15	28	8d12+80

SET DAMAGE			
Damage Base	Actual Damage	Damage Base	Actual Damage
1	2 / 5 / 7	15	24 / 45 / 60
2	4 / 7 / 9	16	25 / 50 / 70
3	6 / 9 / 11	17	30 / 60 / 85
4	7 / 11 / 14	18	31 / 65 / 97
5	9 / 13 / 16	19	36 / 70 / 102
6	10 / 15 / 20	20	41 / 75 / 107
7	12 / 17 / 22	21	46 / 80 / 112
8	12 / 19 / 26	22	51 / 85 / 117
9	12 / 21 / 30	23	56 / 90 / 122
10	13 / 24 / 34	24	61 / 95 / 127
11	13 / 27 / 40	25	66 / 100 / 132
12	13 / 30 / 46	26	72 / 110 / 149
13	14 / 35 / 50	27	78 / 120 / 166
14	19 / 40 / 55	28	88 / 130 / 176

- » In cases where Pokémon gain more than two Types, attacks may be triply resisted or triply super-effective. Triply resisted attacks do 1/8th damage, and triply super-effective attacks do x3 damage.

Be sure to note that allied effects from Moves can ignore Immunity and effects that tell you to ignore all effects from a Type of Move. For example, Aromatherapy can affect allies even if those allies have Sap Sipper, and Aromatherapy does not trigger the Attack Combat Stage Boost on those allies.

In addition to the Type Effectiveness for damaging attacks, several Types have their own quirks that are important in battle as well!

- » Electric Types are immune to Paralysis
- » Fire Types are immune to Burn
- » Ghost Types cannot be Stuck or Trapped
- » Grass Types are immune to the effects of all Moves with the Powder Keyword
- » Ice Types are immune to being Frozen
- » Poison and Steel Types are immune to Poison

STRUGGLE ATTACKS

Struggle Attacks are weak and usually untrained attacks made in desperation by Trainers or Pokémon.

Struggle Attacks may be used by Pokémon and Trainers alike as a Standard Action.

Trainers without any Combat features often make these attacks if they try to hit something; Pokémon do so more rarely, but may do so if they wish to attack without seriously hurting the target, or are unable to use any Moves due to Suppression, Disable, or similar effects.

Struggle Attacks have an AC of 4 and a Damage Base of 4, are Melee-Ranged, Physical, and Normal Type. They may be further modified by Capabilities. When Trainers use Struggle Attacks, these may be modified by Weapons the trainers are wielding. Never apply STAB to Struggle Attacks. Struggle Attacks do not count as Moves, and effects that alter Moves do not apply to them.

Additionally, if a Trainer or Pokémon has a Combat Skill Rank of Expert or higher, Struggle Attacks instead have an AC of 3 and a Damage Base of 5.

STRUGGLE ATTACK MODIFYING CAPABILITIES

Firestarter: The user's struggle Attacks may be Fire-Typed if they wish. They may also add their Special Attack instead of their Attack and have the attack deal Special Damage, if they wish. Multiple Fire-Type Moves grant Firestarter.

Fountain: The user's struggle Attacks may be Water-Typed if they wish. They may also add their Special Attack instead of their Attack and have the attack deal Special Damage, if they wish. Multiple Water-Type Moves grant Fountain.

Freezer: The user's struggle Attacks may be Ice-Typed if they wish. They may also add their Special Attack instead of their Attack and have the attack deal Special Damage, if they wish. Multiple Ice-Type Moves grant Freezer.

Guster: The user's struggle Attacks may be Flying-Typed if they wish. They may also add their Special Attack instead of their Attack and have the attack deal Special Damage, if they wish. Multiple Flying-Type Moves grant Guster.

Materializer: The user's struggle Attacks may be Rock-Typed if they wish. They may also add their Special Attack instead of their Attack and have the attack deal Special Damage, if they wish. Multiple Rock-Type Moves grant Materializer.

Telekinetic: Telekinetic Pokémon and Trainers can move objects with their mind. They can lift things with Telekinesis as if they were using a Power Capability equal to their Focus Rank. When lifting Staggering Weights with Telekinesis, they roll Focus instead of Athletics, and the DC is 10 instead of 4. They can target objects up to 8 meters away. Count the combined weight of all objects when determining whether they can lift all of them. Using this Capability to lift the user's Drag Weight or greater leaves discoverable psychic residue. Additionally, the user may use Struggle Attacks at a range of X, where X is the user's Focus Rank. These Struggle Attacks deal Normal-Type Damage as usual, but the user may add their Special Attack instead of their Attack and have the attack deal Special Damage, if they wish. The user may perform the Disarm, Trip, and Push Maneuvers at the range of your Telekinetic Capability and using the Focus Skill for all opposed rolls. When the Push Maneuver is used this way, the user does not repeat the Push but instead Pushes the target a number of meters equal to half their Focus Rank. If a Pokémon learns the Move Psychic or Telekinesis and does not have the Telekinetic Capability, they gain Telekinetic.

Zapper: The user's struggle Attacks may be Electric-Typed if they wish. They may also add their Special Attack instead of their Attack and have the attack deal Special Damage, if they wish. Multiple Electric-Type Moves grant Zapper.

COMBAT MANEUVERS

Sometimes, the best option in a fight isn't just to hit the other side as hard as you can. You can gain a tactical advantage on the field of battle by relieving an opponent of their weapon, momentarily tripping them, or even simply pushing them in a direction.

Pokémon and Trainers can use all Combat Maneuvers, unless otherwise noted. The Combat Maneuvers are below:

Maneuver: Attack of Opportunity

Action: Free

Trigger: See Below

Effect: You may make a Struggle Attack against the triggering foe as an Interrupt. You may use Attack of Opportunity only once per round. Attacks of Opportunity cannot be made by Sleeping, Flinched, or Paralyzed targets.

Attacks of Opportunity can be triggered in multiple ways:

- » An adjacent foe uses a Push, Grapple, Disarm, Trip, or Dirty Trick Maneuver that does not target you.
- » An adjacent foe stands up.
- » An adjacent foe uses a Ranged Attack that does not target someone adjacent to it.
- » An adjacent foe uses a Standard Action to pick up or retrieve an item.
- » An adjacent foe Shifts out of a Square adjacent to you.

Maneuver: Disengage

Action: Shift

Effect: You may Shift 1 Meter. Shifting this way does not provoke an Attack of Opportunity.

Maneuver: Disarm

Action: Standard

AC: 6

Class: Status

Range: Melee, 1 Target

Effect: You and the target each make opposed Combat or Stealth Checks. If you win, the target's Held Item (Main Hand or Off-Hand for humans) falls to the ground.

Maneuver: Dirty Trick

Action: Standard

AC: 2

Class: Status

Range: Melee, 1 Target

Effect: You may perform any of the Dirty Tricks listed below. You may use each trick only once each Scene per target.

Hinder	You and the target make Opposed Athletics Checks. If you win, the target is Slowed and takes a -2 penalty to all Skill Checks for one full round.
Blind	You and the target make Opposed Stealth Checks. If you win, the target is Blinded for one full round.
Low Blow	You and the target make Opposed Acrobatics Checks. If you win, the target is Vulnerable and has their Initiative set to 0 until the end of your next turn.

Maneuver: Manipulate

Action: Standard

AC: 2

Class: Status

Range: 6, 1 Target

Effect: You may perform any of the Manipulations listed below. You may use each Manipulation only once each Scene per target. Manipulate can only be performed by Trainers.

Bon Mot	Make a Guile Check, opposed by the target's Guile or Focus. If you win, the target is Enraged and cannot spend AP for one full round. The target does not gain a Save Check against this effect.
Flirt	Make a Charm Check, opposed by the target's Charm or Focus. If you win, the target is Infatuated with you for one full round. The target automatically fails their Save Check.
Terrorize	Make an Intimidate Check, opposed by the target's Intimidate or Focus. If you win, the target loses all Temporary Hit Points and can only use At-Will Frequency Moves for one full round.

Maneuver: Push**Action:** Standard**AC:** 4**Class:** Status**Range:** Melee, 1 Target

Effect: You and the target each make opposed Combat or Athletics Checks. If you win, the target is Pushed back 1 Meter directly away from you. If you have Movement remaining this round, you may then Move into the newly occupied Space, and Push the target again. This continues until you choose to stop, or have no Movement remaining for the round. Push may only be used against a target whose weight is no heavier than your Heavy Lifting rating.

Maneuver: Sprint**Action:** Standard**Class:** Status**Range:** Self

Effect: Increase your Movement Speeds by 50% for the rest of your turn.

Maneuver: Trip**Action:** Standard**AC:** 6**Class:** Status**Range:** Melee, 1 Target

Effect: You and the target each make opposed Combat or Acrobatics Checks. If you win, the target is knocked over and Tripped.

Maneuver: Intercept Melee**Action:** Full Action, Interrupt**Class:** Status

Trigger: An ally within Movement range is hit by an adjacent foe.

Effect: You must make an Acrobatics or Athletics Check, with a DC equal to three times the number of meters they have to move to reach the triggering Ally; If you succeed, you Push the triggering Ally 1 Meter away from you, and Shift to occupy their space, and are hit by the triggering attack. On Failure to make the Check, the user still Shifts a number of meters equal a third of their check result.

Note: If the target that was Intercepted was hit by an Area of Effect Move, and the 1 meter push does not remove them from the Area of Effect, the Intercept has no effect since they are still in the area of the attack – it would cause the Interceptor to be hit by the Move however.

Maneuver: Intercept Ranged**Action:** Full Action, Interrupt**Class:** Status

Trigger: A Ranged X-Target attack passes within your Movement Range.

Effect: Select a Square within your Movement Range that lies directly between the source of the attack and the target of the attack. Make an Acrobatics or Athletics Check; you may Shift a number of Meters equal to half the result towards the chosen square. If you succeed, you take the attack instead of its intended target. If you fail, you still Shift a number of Meters equal to half the result.

Special: Pokemon must have a Loyalty of 3 or greater to make Intercept Melee and Intercept Range Maneuvers, and may only Intercept attacks against their Trainer. At Loyalty 6, Pokemon may Intercept for any Ally.

Additional Rules

- » Pokémon and Trainers may only Intercept against Priority and Interrupt Moves if they are faster than the user of those Moves.
- » Moves that cannot miss (such as Aura Sphere or Swift) cannot be Intercepted.
- » Pokémon and Trainers cannot attempt Intercepts if they are Asleep, Confused, Enraged, Frozen, Stuck, Paralyzed, or otherwise unable to move.
- » Intercepts may not be used to move the Intercepting Pokémon or Trainer OUT of the way of an attack. They will always be hit, regardless.



Maneuver: Grapple

Action: Standard

AC: 4

Class: Status

Range: Melee, 1 Target

Effect: You and the target each make opposed Combat or Athletics Checks. If you win, you and the target each become Grappled, and you gain Dominance in the Grapple.

Pokémon and Trainers that are Grappled

- » Are Vulnerable
- » Cannot take Shift Actions, or any actions that would cause them to Shift.
- » Gain a -6 penalty to Accuracy Rolls if targeting anyone outside of the Grapple.
- » Additionally, Grapple has other effects on whether the target has or doesn't have Dominance.

If a target begins their turn as a part of a Grapple but with no Dominance, they may choose to contest the Grapple as a Full Action. If they do, all participants make opposed Combat or Athletics Check. Whoever wins then may choose to either continue the Grapple and gain Dominance, or to end the Grapple.

If a target has the Phasing or Teleporter Capability, they may also use those to escape from a Grapple on their turn with no check required.

If a target begins their turn as part of a Grapple and has Dominance, they may take one of the following actions as a Full Action.

- » End the Grapple.
- » **Secure:** They gain a +3 Bonus to the next opposed check they make in the Grapple.
- » **Attack:** They may automatically hit with an Unarmed Struggle Attack.
- » **Move:** They Shift, dragging the other person in the grapple with them. The user's Movement Capability is lowered by the other grappler's Weight Class.



IMPROVISED ATTACKS

You aren't limited to Moves and simple Struggle Attacks in a battle. Oftentimes, you will attempt a maneuver that isn't strictly outlined by the rules, such as using a rock as an improvised throwing weapon or attempting to push a nearly-felled tree onto an opponent.

The general rule here is that if the maneuver isn't very limited by resources or the environment and is easily replicable, then it should have a lesser effect than any well-defined counterparts in Moves or Weapons. A penalty to AC and Damage Base is often appropriate, and for non-damaging attacks, a reduction in the attack's effect.

For example, it's easy for any Trainer to grab a handful of dirt or sand while in the outdoors or even from a prepared bag to throw in an opponent's face without knowing the Move Sand Attack. Rather than Sand Attack's effect, your GM might treat this as an AC 5 attack that reduces a foe's Accuracy by -2 until the end of their next turn.

In the case of improvised attacks with common implements that have a Type association such as throwing a rock or snowball, you would nonetheless treat them as Normal Type attacks in most cases because

it otherwise becomes far too easy to gain Type coverage. A thrown rock does Normal Type damage for the same reason that Geodude can do Normal Damage with a Tackle Move. It takes a certain oomph behind an attack to give it a Type.

On the other hand, if you're trying to hit someone with a torch to deal Fire Type damage with your Struggle Attack, your GM could rule you can do so – but only once before the torch breaks from the impact.

More elaborate improvised attacks may warrant a Typing or even emulating an effect similar to many Moves. For example, if you push a boulder on a mountain in a way that it unleashes a landslide on your foes, your GM might rule that as a Rock Slide attack and let you roll as if using the Move. A GM might require Skill Checks to be made to pull off some of these trickier maneuvers, and base the attacking stat's value off of these Skills. For example, a Survival Check to trigger the landslide and then Survival Rank times three for Attack Stat. Given that this kind of situation is likely rare, hard to repeat in the same battle, and difficult to deliberately set up, it's a good idea to reward players for taking advantage of the environment in this manner.

ENVIRONMENTAL ATTACK EFFECTS

Attacks and Moves aren't just techniques to injure living targets. They'll often have effects on the target's possessions or may be useful for manipulating the environment.

For example, a powerful Water or Electric Type attack could soak a Trainer's electronics or short-circuit them if they aren't properly protected. For most common devices like cell phones, they might be rendered inoperable until repaired or at least until the end of the Scene, but when it comes to specialty items such as Capture Stylers, Snag Machines, and Class-related items, special shielding or waterproofing may allow them to be used again in as quickly as three rounds.

A Blizzard Move that freezes a Trainer may ice their Potions and render them useless until thawed, or a Flamethrower might burn up Herbs and Apricorns a Trainer carelessly left in their pockets before wandering into battle.

GMs should take note not to overuse this idea to punish Trainers. Generally, Trainers should be assumed to have a holster or small pack that can hold a small handful of consumables like Potions which is protected from most external harm. Nonetheless, it's a good idea for Trainers to set down their backpacks full of valuables before they get into a fight to avoid having anything destroyed as collateral damage.

Attacks and Moves don't have to target Pokémon or Trainers either. A Trainer might order their Charizard to use a Flamethrower attack in the woods to start a forest fire, a Conkeldurr might bash down a door with a Superpower, or a Pikachu may zap a server cluster with a Thunder Shock to destroy it.

These effects don't have to be intentional either. A GM should take into account the logical effects of Moves on the environment, even if a player has forgotten when they order Torkoal to use Overheat in a paper factory.

OTHER ACTIONS IN COMBAT

TAKE A BREATHER

Trainers and Pokémon can **Take a Breather** and temporarily remove themselves from the heat of combat to recover from Confusion and other Volatile Status Afflictions, though they still must pass any Save Checks to be able to take this action and do so. Taking a Breather is a Full Action and requires a Pokémon or Trainer to use their Shift Action to move as far away from enemies as possible, using their highest available Movement Capability. They then become Tripped and are Vulnerable until the end of their next turn.

When a Trainer or Pokémon Takes a Breather, they set their Combat Stages back to their default level, lose all Temporary Hit Points, and are cured of all Volatile Status effects and the Slow and Stuck conditions. To be cured of Cursed in this way, the source of the Curse must either be Knocked Out or no longer within 12 meters at the end of the Shift triggered by Take a Breather.

When a Trainer or Pokémon is unable to choose to Take a Breather themselves, such as when they are inflicted with the Rage Status Affliction or when someone doesn't want to take a chance on passing a Confusion Save Check, they may be calmed and assisted by a Trainer to attempt to Take a Breather.

This is a Full Action by both the assisting Trainer and their target (as an Interrupt for the target), and the assisting Trainer must be able to Shift to the target they intend to help. They then make a Command Check with a DC of 12. Upon success, both the assisting Trainer and their target must Shift as far away from enemies as possible, using the lower of the two's maximum movement for a single Shift. They then both become Tripped and are treated as having 0 Evasion until the end of their next

turn. The Trainer that has been assisted then gains all the effects of Taking a Breather. Upon a failure, nothing happens, and the assisted Trainer is not cured of their Status Afflictions.

PRECISION SKILL CHECKS

Skills can be used during combat just like any other time, but it is significantly more difficult to perform precise and careful actions while under attack.

When a Trainer or Pokémon performs such a Skill Check after having been attacked, successfully or not, in either the current or the previous round of combat, they must make a Focus Check in addition to their normal Skill Check. This Focus Check has a DC of 16. Failure imposes a -1 penalty to their normal Skill Check, and for each increment of 4 by which the Trainer or Pokémon fails, they take an additional -1 penalty.

If the Trainer or Pokémon was successfully hit by a damaging attack in the current or previous round, they automatically take a -2 penalty to their normal Skill Check on top of the penalties imposed by the Focus Check. And if they were Injured in the current or previous rounds, they take an additional -2 penalty to their check per Injury gained in that time.

It is **important to note** that this doesn't apply to most Skill Checks to activate Features, Moves, Abilities, Capabilities, or to perform Combat Maneuvers. Apply these rules only when a Trainer or Pokémon performs very delicate tasks in the middle of battle such as a Stealth Check to pick a lock, a Technology Education Check to precisely mix a batch of volatile chemicals, or a Survival Check to carefully harvest the fragile parts of a rare flower.

STATUS AFFLICTIONS

Many Moves and effects inflict Status Afflictions on their victims. There are two main kinds of Status Afflictions; Persistent and Volatile. There are also other conditions which are technically not Status Afflictions and cannot be cured as such. Many Status Afflictions allow Save Checks which allow the user to end or mitigate the effect. Save Checks are always 1d20. Unlike the video games, there is no limit to the number of Status Afflictions that a single target can have.

PERSISTENT AFFLICTIONS

Persistent Afflictions are retained even if the Pokémon is recalled into its Poké Ball. Sleeping Pokémon will naturally awaken given time, and Frozen Pokémon can be thawed as an Extended Action after combat. Burned, Paralyzed, and Poisoned Pokémon must be treated with items or at a Pokémon Center to be cured, however. All Persistent Status conditions are cured if the target is Fainted.

Burned: The target's Defense Stat is lowered by 2 Combat Stages for the duration of the Burn. Fire-Type Pokémon are immune to becoming Burned. If a Burned Target takes a Standard Action or is prevented from taking a Standard Action by an effect such as Sleep, Flinch, or Paralysis, they lose a Tick of Hit Points at the end of that turn.

Frozen: The target may not act on their turn and receives no bonuses from Evasion. At the end of each turn, the target may make a DC 16 Save Check to become cured. This DC is lowered to 11 for Fire-Type Pokémon, and Ice-Type Pokémon are immune to becoming Frozen. If a Frozen Target is hit by a Damaging Fire, Fighting, Rock, or Steel Attack, they are cured of the Frozen Condition. Save Checks to cure this condition receive a +4 Bonus in Sunny Weather, and a -2 Penalty in Hail.

Paralysis: The Target's Speed Stat is lowered by 4 Combat Stages. At the beginning of each turn the target is paralyzed, they must roll a DC 5 Save Check. If they succeed, they may act normally; if they do not, they cannot take any Standard, Shift, or Swift Actions. Electric Type Pokémon are immune to Paralysis.

Poisoned: The target's Special Defense Value is lowered by 2 Combat Stages for the duration of the poison. Poison and Steel-Type Pokémon are immune to becoming Poisoned. If a Poisoned Target takes a Standard Action or is prevented from taking a Standard Action by an effect such as Sleep, Flinch, or Paralysis, they lose a Tick of Hit Points at the end of that turn. When Badly Poisoned, the afflicted instead loses 5 Hit Points; this amount is doubled each consecutive round (10, 20, 40, etc).

Note: A reminder! A Tick of Hit Points is equal to 1/10th of a Pokémon or Trainer's Maximum Hit Points.



VOLATILE AFFLICTIONS

Volatile Afflictions are cured completely at the end of the encounter, and from Pokémon by recalling them into their Poké Balls. When Pokémon are Fainted, they are automatically cured of all Volatile Status Afflictions.

Bad Sleep: Whenever the user makes a Save Check to save against Sleep, they lose two ticks of Hit Points. Bad Sleep may only afflict Sleeping targets; if the target is cured of Sleep, they are also cured of Bad Sleep.

Confused: At the beginning of their turn, a confused target must roll a Save Check.

- » On a roll of 1-8, the confused target hits itself using a Typeless Physical Struggle Attack as a Standard Action and may take no other actions this turn. This attack automatically hits, and deals damage as if it's resisted 1 Step.
- » On a roll of 9-15, the target may act normally.
- » On a roll of 16 or higher, the target is cured of confusion.

Cursed: If a Cursed Target takes a Standard Action, they lose two ticks of Hit Points at the end of that turn.

Disabled: When the user gains the Disabled Affliction, a specific Move is specified. The user cannot use that Move as long as they remain Disabled. Pokémon or Trainers may have multiple instances of the Disabled Condition, each specifying a different Move.

Rage: While enraged, the target must use a Damaging Physical or Special Move or Struggle Attack. At the end of each turn, roll a DC15 Save Check; if they succeed, they are cured of Rage.

Flinch: You may not take actions during your next turn that round. The Flinched Status does not carry over onto the next round.

Infatuation: At the beginning of each turn you are infatuated, roll a Save Check.

- » On a result of 1-10, you may not target the Pokémon or Trainer that you are Infatuated towards with a Move or Attack, but may otherwise Shift and use actions normally.
- » On 11-18 you may use a Move and Shift without restriction.
- » On a roll of 19 or higher, you are cured of the Infatuation.

Sleep: Sleeping Trainers and Pokémon receive no bonuses from Evasion, and cannot take actions except for Free and Swift Actions that would cure Sleep (ex: activating the Shed Skin Ability). At the end of the sleeper's turns, they may make a DC 16 Save Check to wake up. Whenever a Sleeping Pokémon takes Damage or loses life from an Attack, they wake up. This does not include loss of life from passive sources such as Poison or Burns, but active attacks and effects that cause Hit Point loss (such as being hit by the Press Feature, or Super Fang) would wake up their target. Sleeping targets cannot make Save Checks to be cured of Rage, Infatuation, or Confusion, but they also cannot hurt themselves in Confusion. Pokémon and Trainers may wake an adjacent ally as a Standard Action.

Suppressed: While Suppressed, Pokémon and Trainers cannot benefit from PP Ups, and have the frequency of their Moves lowered; At-Will Moves become EOT, and EOT and Scene x2 Moves become Scene.

Temporary Hit Points: Some effects grant Temporary Hit Points. Temporary Hit Points are not "healed" away by effects that cure Status Conditions, but it is lost if the user is recalled in a Poké Ball, and disappears on its own after 5 minutes while outside of combat.

Temporary Hit Points are "bonus" health that stacks on top of "real" Hit Points - so you can benefit from gaining it even if you are already at full health.

However, Temporary Hit Points are always lost first from damage or any other effects. Damage carries over directly to real Hit Points once the Temporary Hit Points are lost. Furthermore, Temporary Hit Points do not stack with other Temporary Hit Points - only the highest value applies.

For example, if you have 10 Temporary Hit Points, and then gain 8 Temporary Hit Points - nothing happens. If the next turn you were then to gain 15 Temporary Hit Points, your Temporary Hit Points would go up to 15 since that is the highest value.

Temporary Hit Points also do not stack with "Real" Hit Points for the purposes of determining percentages of Hit Points. If a Pokémon has exactly 1 real Hit Point and has 50 Temporary Hit Points, they would use the Moves and effects as if they have 1 Hit Point, not 51.

OTHER AFFLICTIONS

These effects are listed here for reference, but they do not count as true “Status Afflictions”. Moves, items, features, and other effects that heal Status Afflictions cannot fix these effects.

Fainted: A Pokémon or Trainer that is at 0 Hit Points or lower is Fainted, or Knocked Out. A Fainted Pokémon or Trainer is unconscious due to injuries or other effects, and cannot use any Actions, Abilities, or Features unless the Feature or Ability specifically says otherwise.

The “Fainted” Condition is removed only by specific items such as Revive, or by being brought up to a positive Hit Point count by healing Features or Moves such as Wish or Heal Pulse. Potions and other healing items may still bring a Pokémon above 0 Hit Points, but it remains Fainted for another 10 minutes. When a Pokémon becomes Fainted, they are automatically cured of all Persistent and Volatile Status Conditions.

Blindness: Blindness represents the target’s vision becoming obscured. A Blinded Pokémon or Trainer receives a -6 penalty to Accuracy Rolls, and must make an Acrobatics Check with a DC of 10 when traveling over Rough or Slow Terrain or become Tripped. Blindness is caused by several effects. This is in perpetual effect in deep darkness, unless the target has Blindsense or Darkvision. Pokémon or Trainers with Blindsense cannot be Blinded.



Total Blindness: Total Blindness is more than just obscured vision; it’s total and complete sightlessness, such as experienced in a completely dark cave or building interior. Total Blindness has the same disadvantages as Blindness, and more. Totally Blinded Pokémon or Trainers have no awareness of the map, and must declare any shifts as distance relative to them. Totally Blinded targets receive a -10 total Penalty to Accuracy Rolls, and cannot use Moves with Priority or as Interrupts. When making a Shift action, they must declare if they are moving Slowly or Quickly; moving Slowly restricts Movement as if Slowed. Moving Quickly has no Movement Penalty, but if the user attempts to Shift into Blocking Terrain, Rough Terrain, or Slow Terrain, they become Tripped. Pokémon or Trainers with Blindsense cannot be Totally Blinded.

Slowed: A Pokémon that is Slowed has its Movement halved (minimum 1). This condition may be removed by switching, or at the end of a Scene as an Extended Action.

Stuck: A Pokémon or Trainer that is Stuck cannot make a Shift Action to move and cannot apply their Speed Evasion to attacks. This condition may be removed by switching, or at the end of a Scene as an Extended Action. Ghost Type Pokémon are immune to the Stuck Condition.

Trapped: A Pokémon or Trainer that is Trapped cannot be recalled. Ghost Type Pokémon are immune to the Trapped Condition.

Tripped: A Pokémon or Trainer has been Tripped needs to spend a Shift Action getting up before they can take further actions.

Vulnerable: A Vulnerable Pokémon or Trainer cannot apply Evasion of any sort against attacks.

MISCELLANEOUS RULES

These rules may come into play out of combat as well, but they're most likely to show up in battles, depending on the environment. Suffocation and drowning are real threats when a fight takes place on the high seas, and pushing an opponent off a cliff or tall building is an easy way to end a fight early.

SUFFOCATING

After 1 minute (or 6 rounds), every round a Pokémon or Trainer goes without air, they start to suffocate. Take 1 Injury per round suffocating. These injuries can't be healed by anything except breathing; once the target can breathe again, they are healed of these injuries. Pokémon or Trainers with the Gilled capability do not suffocate from being in water.

FALLING DAMAGE

Taking a fall can be nasty for trainers and Pokémon. Damage is taken as if it was a Typeless Physical Attack, with a Damage Base dependent on the distance of the fall and the weight class of the poor victim.

Weight Class 1 & 2:	+1 DB per meter fallen, maximum DB 20.
Weight Class 3 to 6:	+2 DB per meter fallen, maximum DB 28.

Also consider the following rules:

- » In addition to the damage, trainers and Pokémon that fall 4 or more meters take 1 injury for every 2 meters fallen. Pokémon with natural Sky Speeds take 1 Injury for every 3 meters instead, as their bodies have evolved to take potential crashes better.
- » Falling on a yielding surface may let you ignore anywhere from 1 to 6 meters of falling, to your GM's discretion; 1 would be soft grass, 3 might be a stack of mattresses, 6 would be deep water. Other surfaces may increase the falling damage; falling onto rocky terrain may increase the falling distance by +1. Some surfaces may even be volatile; falling onto a tree from above may increase the falling damage by +1d6, depending on whether you get cut up by a tree branch or not. Deciding on an appropriate modifier depending on the surface will be up to your GM.
- » If a Pokémon or Trainer intentionally jumps rather than falling, they may ignore a number of meters equal to their High Jump value. This includes any bonuses from Acrobatics Checks or running starts; this means Pokémon or trainers can't be hurt by their own jumps (well, unless a surface says differently of course...)
- » When falling, Trainers and Pokémon may make an Acrobatics Check with a DC of 12; if the fall was unintentional, the DC is instead 20. Upon success, they may ignore one additional Meter when calculating Fall damage.

For example, 2 trainers fall from a high rooftop. The building is 5 stories tall, or about 15 meters high. Both are Weight Class 3, both have 40/40 Hit Points, and a defense of 5. They both fail their acrobatics checks.

One is lucky and lands on an awning 5 meters down; their GM decides the bouncy awning lets this trainer ignore the first 2 meters of falling. They take damage for falling 3 meters, thus the damage is Damage Base 6, or 2d6+8. They roll, getting a fairly average roll of 14, and thus taking 9 damage. But the poor trainer isn't done falling; he falls off the awning, the rest of the 10 meters onto a pile of garbage. The GM decides that, again, the pile of garbage lets him ignore 2 meters. So he takes damage for falling 8 meters – or 26 feet. That's a Damage Base of 16, or 5d10+20. He rolls, getting an above-average roll of 56. He takes the 51 damage, leaving him at -20. He gains 1 Injury from Massive Damage, and 3 Injuries from Hit Point Markers (50%, 0, -50%). Since he fell more than 4 meters during that last stretch, he gains 4 more injuries. He's left at -20 Hit Points and with 8 Injuries – he's definitely going to need medical attention.

The other trainer is less lucky and falls the entire 15 meters straight down onto the parking lot below. He thus takes a whopping Damage Base 28 attack; he rolls the 8d12+80, and comes out to 140 damage. Even with his defense, the 135 damage puts the trainer at -95 Hit Points, which is under -200% of his Hit Points. And with 14 injuries, this unlucky trainer is very dead either way.

INJURIES

GAINING INJURIES

Even the toughest Pokémon or Trainer will become injured if they take heavy hits. In the course of battle, your Pokémon are likely to gain **Injuries**.

There are two ways of gaining injuries; **Massive Damage** and passing certain **Hit Point Markers**.

Massive Damage is any single attack or damage source that does damage equal to 50% or more of their Max Hit Points. Whenever a Pokémon or trainer suffers Massive Damage, they gain 1 Injury. Massive Damage Injuries are never gained from Moves that cause you to “Set” or “lose” Hit Points, such as a Pain Split or Endeavor.

The **Hit Point Markers** are 50% of maximum Hit Points, 0%, -50%, -100%, and every -50% lower thereafter. Whenever a Pokémon or Trainer reaches one of these Hit Point values, they take 1 Injury.

For example, a Pokémon or Trainer that goes from Max Hit Points to -150% Hit Points after receiving a single attack would gain 6 Injuries (1 for Massive Damage, and 5 for Hit Point Markers).

Doxy: When GMing, if a Pokémon or Trainer gains an Injury, it's better to describe the injury than to just say “you are injured” You could say for example, “You have a gash on your arm, scratches on your cheek, and a large bruise on your side” instead of “you have 3 injuries”. For the most part, Injuries in PTU are along the lines of these quickly healed wounds rather than broken bones and more lasting effects that would take weeks to heal.



DEALING WITH INJURIES

For each Injury a Pokémon or Trainer has, their Maximum Hit Points are reduced by 1/10th. For example, a Pokémon with 3 injuries and 50 Max Hit Points could only heal up to 35 Hit Points, or 7/10ths of their maximum. The artificial Max Hit Point number is not considered when potentially acquiring new injuries, or when dealing with any other effects such as Poison that consider fractional damage, or when dealing with Hit Point Markers. All Effects that normally go off the Pokémon's Max Hit Points still use the real maximum.

See the ‘Resting’ section (page 252) for details on removing injuries.

Normal healing does not remove injuries; if a Pokémon is brought down to 50% Hit Points and is healed by, for example, a Heal Pulse, the injury is not removed. If they're then brought down to 50% again, they gain another Injury for passing the 50% Hit Points Marker again. Using Healing to push Pokémon or Trainers past their limits can thus be potentially dangerous, as it gives multiple opportunities to gain Injuries.

Optional Rule: If you really want to invoke a feeling of desperation, you may want to give more penalties for having Injuries. A good way to do this is to lower a random Combat Stage whenever you gain an Injury, and let that dictate the location of the Injury. A blow to the leg could be a reduction in Speed for example, or a blow to the arm could be a reduction in Attack. These Combat Stage losses would be permanent until the Injury is removed. Be careful using this rule with Lashers! You may wish to rule that Injuries triggered by their Features don't trigger this rule.

HEAVILY INJURED

Whenever a Trainer or Pokémon has 5 or more injuries, they are considered Heavily Injured. Whenever a Heavily Injured Trainer or Pokémon takes a Standard Action during combat, or takes Damage from an attack, they lose Hit Points equal to the number of Injuries they currently have. Only the foolish and desperate fight when Heavily Injured.

Dev Note: Why do we have an Injury system? Our many campaigns of experience with PTA have taught us that it's really boring when a single Pokémon or Trainer can be knocked down to nearly fainting and then brought up to full health by items or healing Moves upwards of a half dozen times per battle. It makes battles drag on forever, and it hurts a GM's ability to create tense and interesting challenges.

Injuries limit how far healing can carry any single combatant in one fight and thus also force you to use more of your team instead of relying on one Pokémon in every fight. They're not meant to be huge hassles, but they help create a sense of tension and risk.

DEATH

Pushing Pokémon or Trainers to their limits can result in even worse than Injuries – death. If a Pokémon or Trainer has 10 injuries, or goes down to either -50 Hit Points or -200% Hit Points, whichever is lower (in that -80 Hit Points is lower than -50 Hit Points), during a non-friendly match, they die.

Generally Pokémon can hold back when instructed to, or when competing in “friendly” or at least sportsmanlike matches such as during League events or Gym Matches – in situations like this, simply pay no heed to the -50/-200% damage rule.

Injuries are a different issue – the 10 Injuries Rule always applies. However, it is difficult for a Pokémon that is perfectly healthy to reach 10 Injuries in a single match, so by taking proper care of your Pokémon, this can be avoided.

COUP DE GRÂCE

Any Pokémon or Trainer can attempt a **Coup de Grâce** against a Fainted or otherwise completely helpless target as a Full Action. Simply, the Pokémon or Trainer makes any Attack or Move they could normally make as a Standard Action, but this attack must target only the target of the Coup de Grâce.

If the Coup de Grâce hits, the attack is automatically a Critical Hit that deals +5 bonus damage (multiply this damage as part of the critical hit; this will normally make

it +10, but Pokémon or Trainers with Sniper would add +15), ignoring any immunities to Critical Hits.

Please note: Coup de Grâce rules do not work against Trainers or Pokémon simply due to Status Conditions such as Sleep or Paralysis; they must be either KO'd, or properly bound and made helpless.

Furthermore, these Coup de Grâce rules are included for the sake of completeness when attempting to finish off a wounded opponent in the heat of battle; there's no reason to force this mechanic outside of battle where a chance of failure does not make sense. All in all, use this rule at your GM's discretion.

Doxy: Injury and Death mechanics are easily removed if you feel they do not fit the tone of your campaign. You can remove just one or both as you like, and of course you are free to alter them as well. To make things slightly easier for example, you could rule that Pokémon Centers can heal all Injuries each day.



That said, these rules have been included because we feel they help keep the tension high during your adventures, and give Trainers incentives to use a varied team to help their Pokémon avoid being overtaxed. If you choose to remove Injuries, be conscious that this may affect the balance of other Features and effects that depend on Injuries as a limiting factor.



RESTING

Sleep and extended rests can help restore the Hit Points of wounded Pokémon and Trainers. “Rest” is described as any period of time during which a trainer or Pokémon does not engage in rigorous physical or mental activity. What activities precisely are and aren’t “rest” is up to your GM’s discretion; usually rest means sleep, or at least sitting down for a while. Meals can often count as “rest” time. Traveling for extended periods of time almost never counts as “Rest”.

For the first 8 hours of rest each day, Pokémon and Trainers that spend a continuous half hour resting heal 1/16th of their Maximum Hit Points. You may continue to rest further after this time, but Hit Points will not be regained. Also, a Trainer or Pokémon is unable to restore Hit Points through rest if the individual has 5 or more injuries. Once the individual has 4 or fewer injuries (usually by seeking medical attention), he or she may once again restore Hit Points by resting.

If a Pokémon or Trainer has an Injury, they can naturally heal from a single Injury if they go 24 hours without gaining any new injuries. Trainers can also remove Injuries as an Extended Action by Draining 2 AP. This is subject to the limitations on healing Injuries each day.

Extended Rests are rests that are at least 4 continuous hours long. Extended rests completely remove Persistent Status Conditions, and restore a Trainer’s Drained AP. Daily-Frequency Moves are also regained during an Extended Rest, if the Move hasn’t been used since the previous day.

POKÉMON CENTERS

Pokémon Centers use expensive and advanced machinery to heal Pokémon. In a mere hour, Pokémon Centers can heal a Trainers and Pokémon back to full health, heal all Status Conditions, and restore the Frequency of Daily-Frequency Moves.

Injuries however, may delay the time spent healing a Pokémon Center. For each Injury on the Trainer or Pokémon, Healing takes an additional 30 minutes. If the Trainer or Pokémon has five or more Injuries, it takes one additional hour per Injury instead.

Pokémon Centers can remove a maximum of 3 Injuries per day; Injuries cured through natural healing, Bandages, or Features count toward this total.

We recommend Pokémon Centers be **FREE** to use, but this of course varies by setting. Even if you don’t include explicit Pokémon Centers in the style of the anime and video games in your campaign, it’s a good idea to create equivalent medical institutions, such as hospitals, town doctors, or even medicine men who serve the same mechanical purpose as a Pokémon Center in providing access to healing and a way for Pokémon to recuperate from Injuries more easily.



COMBAT DEMO

THE SCENARIO

Sylvana, from the Character Creation chapter, is an aspiring Trainer who's been traveling with her Cyndaquil, **Archie**, for a week or so. She's decided that she wants to catch another Pokémon to add to her team, so she's set out for a local lakefront to see what the wildlife is like there. In her impatience, she's left her friend, **Maya**, behind and stumbles upon **three wild Oddish** going about their daily business. What will happen?

THE STATS

For easy reference, here are the crucial numbers for this encounter. In the case of trainers, only the stats absolutely needed to demonstrate the encounter are listed, while the Pokémon are fully stattd.

Sylvana is an **Ace Trainer** and an **Athlete**, and she's Leveled Up a bit since her debut in the Character Creation chapter. Lisa, her player, has her **Athletics to Adept (Rank 4)** which means her Poké Ball **Throwing Range is 8 meters** (4 meters by default + another 4 meters for her Athletics rank) and her **Overland Speed is 6 meters** (4 meters from her Adept Athletics and 2 meters from her Untrained Acrobatics).

Her relevant combat stats are: 57 Hit Points, 7 Attack, 5 Sp. Defense, 10 Speed. With Athlete's Trained Stats, **she instead has 8 Attack and 12 Speed.**

Maya is a **Martial Artist** and a **Tumbler**. Her relevant combat stats are: 12 Attack, 8 Speed

Archie is Sylvana's **Cyndaquil**. He is **Level 14** and has a Hardy Nature.

His combat stats are: 60 Hit Points, 12 HP stat, 3 Attack, 4 Defense, 14 Special Attack, 5 Special Defense, and 16 Speed. With Sylvana's **Agility Training** applied, his **Overland Speed is 6 meters, and his Initiative is 20.** With Ace Trainer applied, **his Special Attack is 16.**

The **wild Oddishes** are **Level 13** and all have neutral Natures.

They all share these combat stats: 53 Hit Points, 10 HP stat, 5 Attack, 12 Defense, 14 Special Attack, 13 Special Defense, and 3 Speed.

SETTING THE SCENE AND STARTING COMBAT

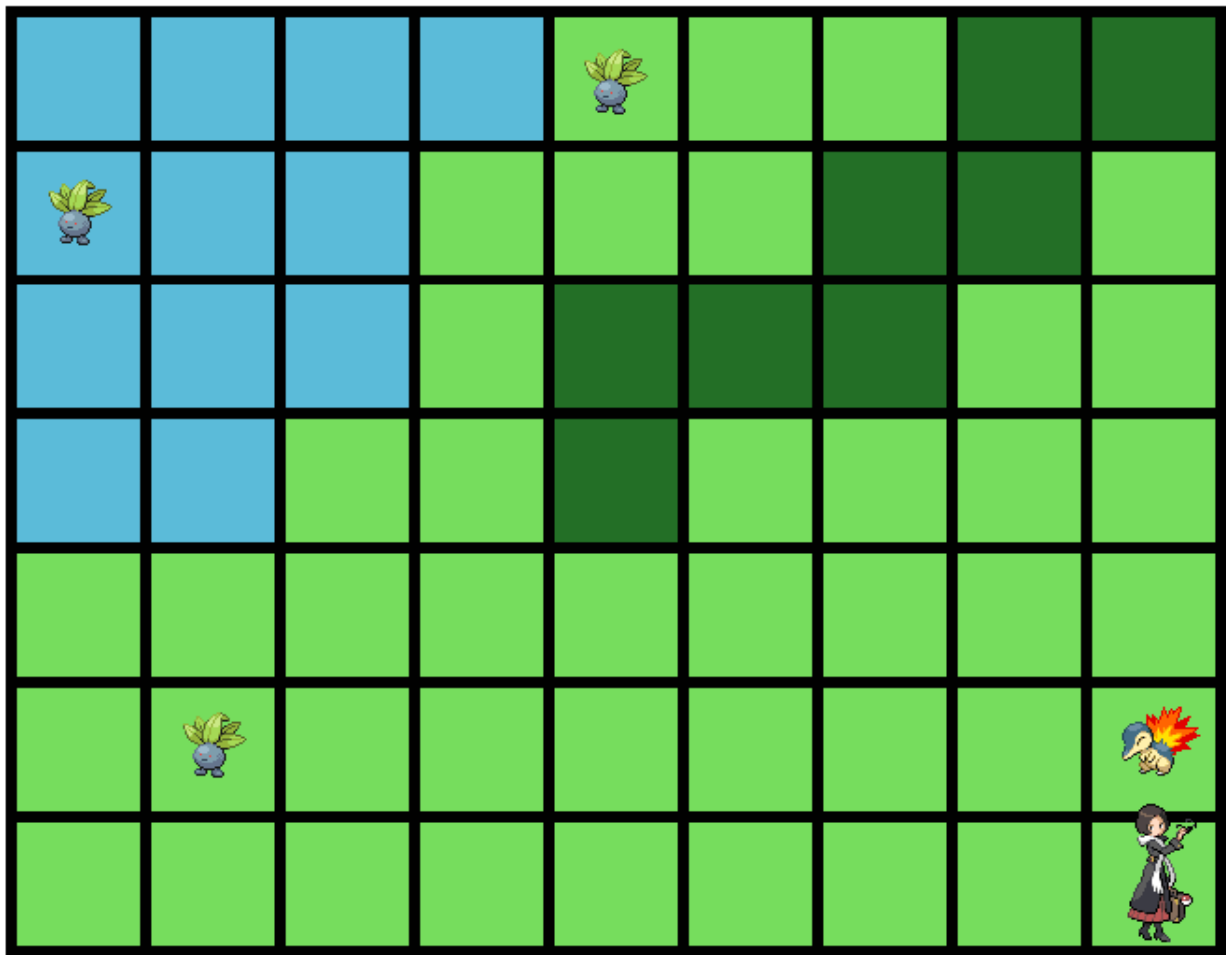
GM: Alright Sylvana, you've gone on ahead of Maya and found your way to the lakeside. Turning to your right, there's an area of heavy brush. Since this is your first time dealing with it, I'll let you know now that it's **rough and slow terrain** which means you'll have a harder time targeting and moving through it. **Maya**, you'll have to wait a while to pop in the scene because you got left behind.

Sylvana: Got it. Well, I'm here to catch Pokémon, so what do I see? I'll turn toward Archie and ask him if he's noticed anything. "Hey Archie, you see any Pokémon around? Maybe something hiding in that thick brush over there."

GM: Archie perks up and sends small gouts of flame pointing in a few directions. Following his guide, you notice a few weeds that seem to be moving around. One's floating in the shallow water near the shore, one's past the heavy brush, and another is rustling about on land near the shore.

Sylvana: Aha! **Oddish**, right? I grin and start to pull a Poké Ball out of my pocket. "Grass types! Should be a piece of cake."

GM: So you're jumping straight into combat? We can do that. The Oddish look pretty scared of you anyhow, since you're carrying a fire type with you. A Cyndaquil's open flame stands out a lot! Lemme just draw up a quick map and we can start...



ROUND ONE

GM: Okay, tallying up your speeds, the **initiative order** will be Archie, then Sylvana, then the three Oddish. Archie's up – take your **Pokémon turn**.

Sylvana: I don't really want to deal with three Oddish bearing down on me at once. Good thing I used **Ace Trainer** on Archie earlier today to raise his Special Attack by one **Combat Stage**. It's up to 16 now, and I've **Drained 1 Action Point** today. I applied **Agility Training**, so his **Overland is increased to 6**. And then... "Archie, throw up a smokescreen near the bushes so that one will stay out of our way!" Since it's my turn right after, I'll **shift** up closer to the Oddish on land near the lake and throw a Poké Ball with my **Standard Action**.

GM: Smart move that first one, but whoa are you sure? You usually want to weaken Pokémon some before trying to capture them.

Sylvana: They're just Oddish. I have a pretty good chance anyway, right? I'm rolling it. First I have to hit them with the Poké Ball, right? That's an AC 6 status attack, and I'm in range, so... I rolled an 8 on my **Accuracy Roll!** Does that hit?

GM: Yup. Oddish aren't very fast. Now roll 1d100 for your **capture roll**. You're using a basic Poké Ball so you don't add or subtract anything.

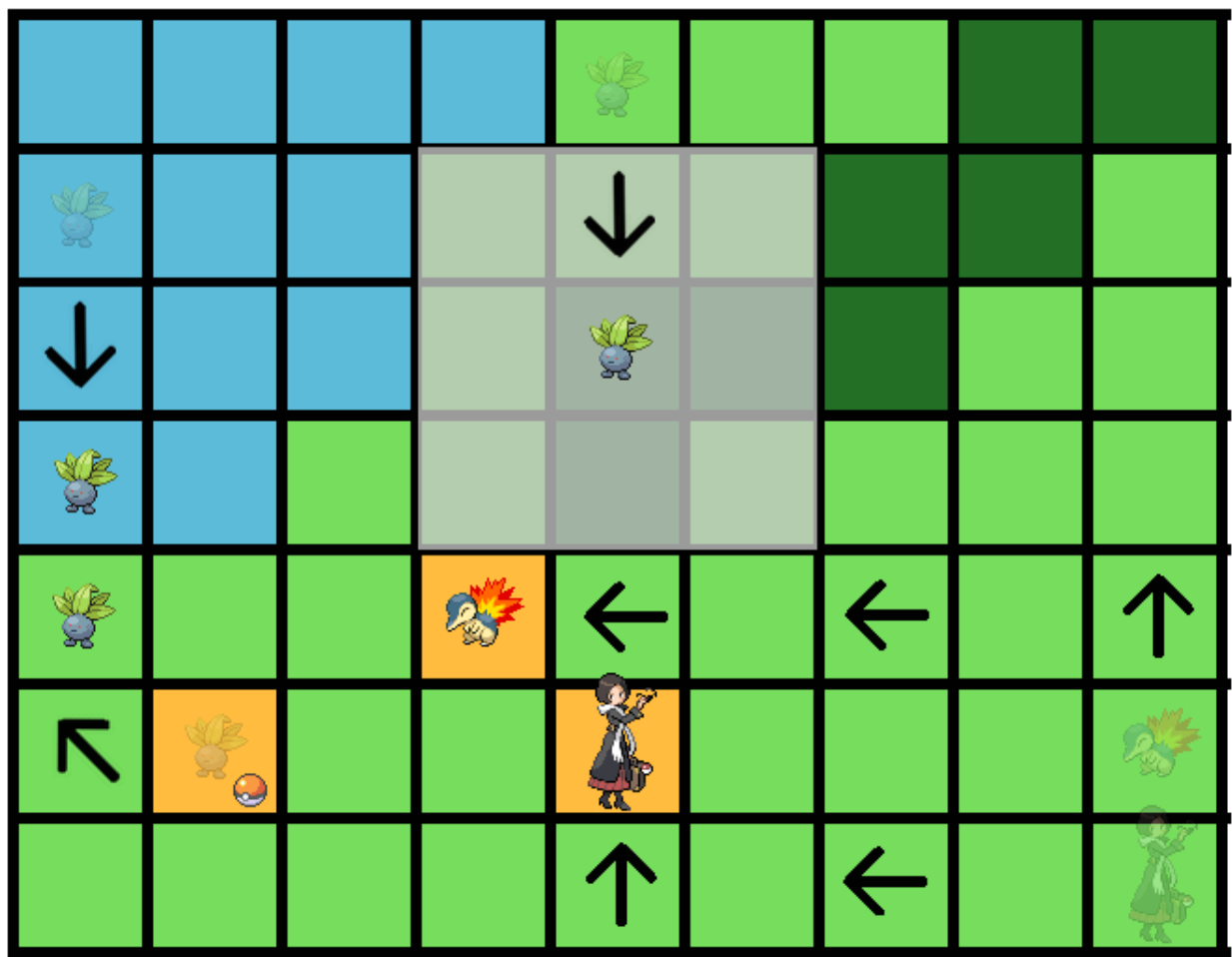
*Sylvana rolls a 68 on her capture roll and subtracts her Trainer Level, 4, for a total of 64. The GM starts calculating the **Oddish's capture rate**. He starts with 100, and then subtracts twice the **Oddish's level** ($13 \times 2 = 26$) then another 25 because the **Oddish** is above 75% Hit Points, then adds another 10 because the **Oddish** has two evolutions left. This nets a final capture rate of 59. Unfortunately Sylvana rolled too high to capture the **Oddish**.*

Hmm...Your Poké Ball hits spot on, but after a few shakes, the Oddish bursts out, breaking the ball. It looks incensed. Now the Oddish get to go.

*The GM rolls some dice. The **Oddish** near the bushes rolls an 8 to use **Poison Powder** on Sylvana. The Move normally has an AC of 6, but the **Oddish** is targeting through a **smokescreen** which gives a penalty of 3. The **Oddish** would have needed to roll at least a 10 to hit with Sylvana's Speed Evasion of 1, so the attack misses. Other Pokémon would also take a penalty of 2 from targeting through Rough Terrain, but **Oddish** has the **Naturewalk (Forest, Grassland) Capability** and is not hindered by the grassy terrain. The other two **Oddish** huddle and target Archie, using **Absorb** and **Poison Powder**. They roll 10 and 12, both hits.*

GM: Archie's been **Poisoned** now. Keep in mind he's going to be down two combat stages in special defense as long as he's poisoned. The other Oddish starts draining away Archie's energy for...

*Absorb has a **Damage Base of 2**, but **Oddish** are Grass Type which means they get **STAB** or **Same Type Attack Bonus** on this Move. With a Damage Base of 4, the attack has a $1d8+6$ **damage roll** plus the user's Special Attack. The GM rolls a 4 on the d8 for a total of 10 damage from the Move and 14 more from the **Oddish's** Special Attack – the final sum is 24 damage. Archie subtracts 4, his Special Defense after applying combat stages, from the damage and then halves it for **resisting** Grass Type Moves. He takes 10 damage, bringing him down to 50 Hit Points. If the **Oddish** were damaged, it would recover 5 Hit Points from the Absorb Move, half the damage it dealt.*



ROUND TWO

Sylvana: Okay so it's my turn again now, right? This isn't too bad so far, but I'm going to have to give Archie an Antidote ASAP. First though, let's have him fry one of those Oddish, let's say, the one in the water. Ember! Oh! I rolled a 20. That's a Critical Hit, right?

*Ember has an AC of 2. As she exclaimed, Sylvana rolled a 20 on her accuracy check, easily overcoming the 2 evasion from the Oddish's Special Defense. It's a Damage Base 4 attack, but Archie also gets STAB for using it, raising it to DB 6, which has a damage roll of $2d6+8$. This is doubled by the Critical Hit, making it $4d6+16$, and Sylvana rolls a [5, 3, 5, 4]. She totals up the damage, adding Archie's 16 Special Attack (note that this isn't doubled by the Critical Hit). The attack does 49 damage, subtracting the Oddish's Special Defense of 13 for 36 damage. However, it is then multiplied by 1.5 because Fire Type attacks are **super-effective** against Grass Types, dealing 54 damage to the Oddish.*

GM: Um, ouch! You take out that Oddish in one blow! It's looking pretty crispy now as it Faints. If I were keeping track, it'd have three **injuries**. One from taking **massive damage** – your Ember did over half its Hit Points in one hit, and one each from hitting the 50% and 0% **Hit Point Markers**. Don't forget to make Archie take poison damage.

Archie loses a Tick of Hit Points – that's 6 Hit Points for him with his max of 60. He's now at 44/60 Hit Points.

Sylvana: Oh...that Critical Hit was kind of a double-edged sword. Guess I'll catch another one. For now though, I'll run up to Archie and apply an Antidote to him.

GM: You don't have Medic Training, so this is going to take up Archie's next action as he stays still to let you treat him, alright?

Sylvana: Sure. I just want to keep him from losing too many Hit Points from poison.

GM: The two remaining Oddish close in on you, and they spray you and Archie with a fountain of Acid!

Sylvana: They can hit both of us at once?

GM: Yup. Acid's a Cone 2 move, which means they can hit an area on the map like so.

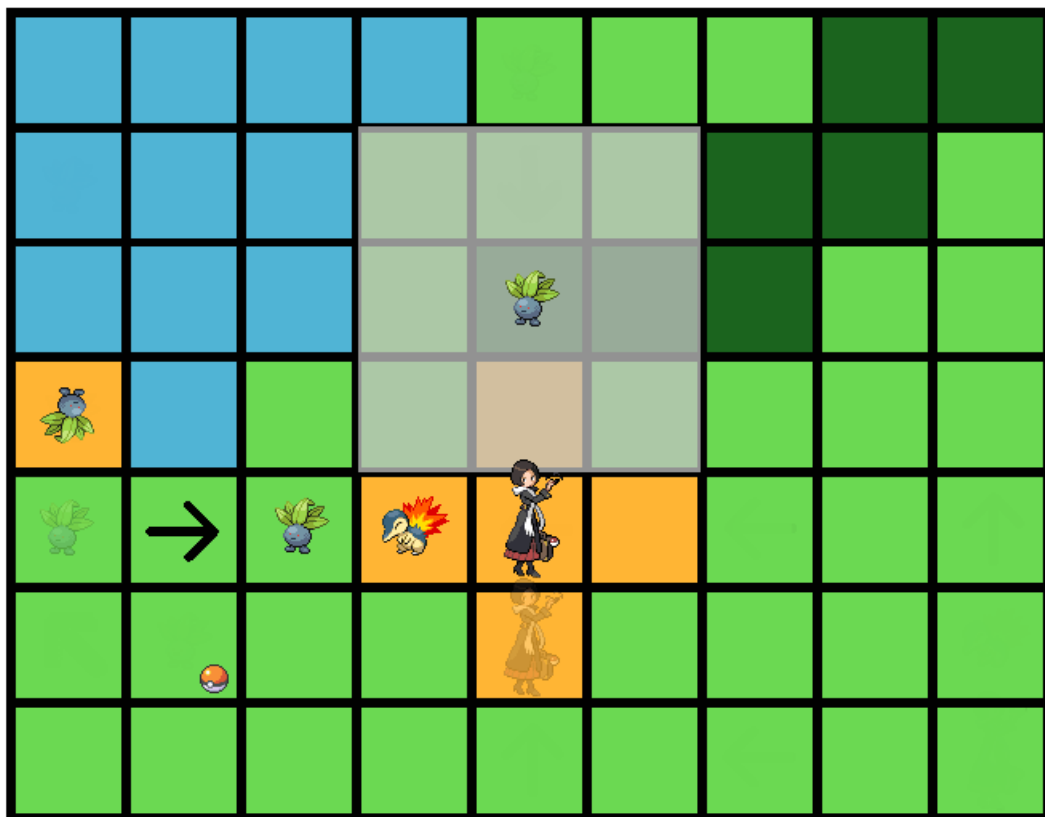
The Oddish roll 4 and 14 on their accuracy checks. Lucky for Sylvana and Archie, the first Oddish is still in the smokescreen, applying a -3 penalty to that Accuracy Roll of 4, so that attack misses. The other hits though. Oddish also get STAB for Acid, bringing its Damage Base from 4 to 6. The damage roll is 2d6+8. Rolling [3,3] and adding 14 Special Attack, the total damage is 28. Sylvana and Archie each take 23 damage after subtracting the 5 each has in Special Defense. This is enough to bring Archie below the 50% Hit Point Marker, so he takes an Injury! Archie's max Hit Points are reduced by 1/10th, becoming 54, and leaving him at 21/54 Hit Points. Sylvana is left at 34/57 Hit Points.

GM: Just calling it an Injury is boring, so let's actually describe how you're hurt. Archie's probably a little blinded by the spray of acid right now. If we were using the optional rules for decreasing combat stages per injury, I'd give him a penalty to his accuracy. This is a pretty light-hearted campaign though, so we won't use those rules.

Sylvana: Ouch! Thanks, though this still looks pretty bleak for me. Archie won't get an action next round because I used that antidote, and we're both low enough on Hit Points that it looks like the Oddish might be able to finish us off...

Maya: Hey, how about I show up and catch up to Sylvana and Archie about now then? It's suitably dramatic, and it'll keep Sylvana's first capturing session from turning into a horrible experience for her.

GM: That sounds like a great idea. Putting you in the initiative, it's Archie, then Sylvana, then Maya, then the remaining two Oddish.



ROUND THREE

Sylvana: Archie's skipped, so...I'm going to go up to the Oddish near the lake and kick it!

Sylvana is making a Struggle Attack right now. Struggle Attacks are always available to Trainers and Pokémon, even if they've run out of other Moves to use. Struggle Attacks by default have a Damage Base of and AC of 4, and the Oddish has 2 physical evasion. Sylvana rolls a 6, just barely hitting. The damage roll is 1d8+6. Unfortunately, Sylvana rolls badly, only dealing 8 damage from the Move plus 8 from her attack stat for a total of 16. With the Oddish's 12 Defense, it only takes 4 damage and is hardly hurt at all.

GM: The Oddish giggles like it's being tickled. You should grab some Moves like Strength from Athlete if you want to fight yourself, so it shouldn't be too surprising that you weren't able to do much to the Oddish there.

Maya: But I'm a fighter though and through, so this is what I live for! I'll charge onto the scene, straight into the smokescreen and heavy brush so I can Aerial Ace the Oddish there with a "HYAH!"

Maya is a Martial Artist and a Tumbler, both of which are Trainer Classes that have access to Moves. Aerial Ace is a Move she learned when she took the Aerialist Feature in the Tumbler Class.

Maya: Hey, I rolled a 1 for my accuracy check! That's just my luck.

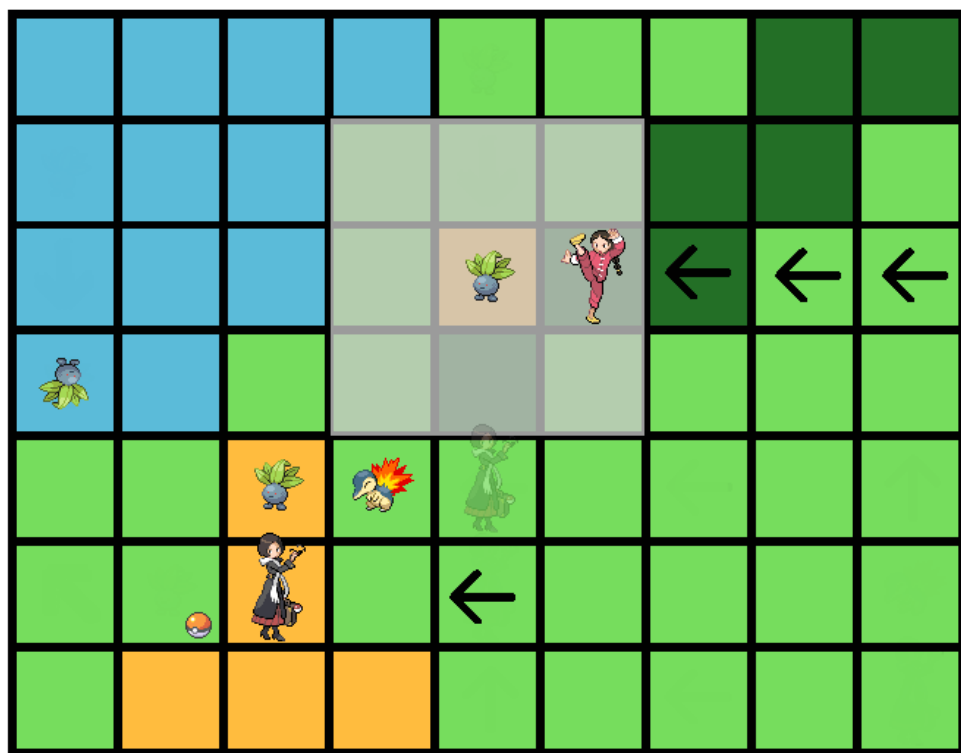
GM: That would normally be an automatic miss, but Aerial Ace can't miss. Even bad luck can't stop you today.

Aerial Ace is a Damage Base 6 Move, with a damage roll of 2d6+8. She rolls [5,6] for 19 damage before adding her Attack stat of 12. The Oddish subtracts 12 damage for its Defense, taking 19 damage which is then multiplied by 1.5 for its Flying weakness – final damage is 28. The Oddish is left at 25/53 Hit Points and takes two Injuries. One for Massive Damage, and one for hitting the 50% Hit Point Marker.

GM: The Oddish teeters over from the blow. It's still awake though, and it looks mad! The two Oddish spit out more acid all over Sylvana and Maya.

The GM rolls a 2 for the attack on Maya, missing, but a 6 for Sylvana which hits. The attack does 30 damage, reduced by 5 by Special Defense, for a final total of 25. This leaves Sylvana at a precarious 9 Hit Points!

Sylvana: Owwww! Geez, I fall to my knees, barely able to stay awake under the poisonous assault. I guess I better end this next round or things are going to be bad, huh?



ROUND FOUR

Sylvana: Okay, here goes nothing. I'll have Archie use Ember on the Oddish, and then hopefully I'll be able to catch it!

The GM notices the time and wants to hurry the battle up to wrap up the session more quickly. He and the players agree to skip rolling for damage and instead use the set damage for a given Damage Base instead. Sylvana rolls a 5 on her Accuracy Roll, which is enough to hit. With STAB added in, Ember is a Damage Base 6 attack, which is 15 damage under the set damage chart. The attack does 31 damage total, which is reduced by 13 for Special Defense, and then multiplied by 1.5 for super effectiveness, for a total of 27 damage. The Oddish is brought down to 22 Hit Points and has two injuries – one from massive damage and one from the 50% Hit Point Marker.

Sylvana: I'll throw a Poké Ball at it on my turn now! A 10 should hit it, right? Now for the capture roll...Aw man I rolled a 72. Minus 4 makes 68. That's even worse than what I rolled the first time!

GM: Don't despair just yet. Let me calculate the capture rate for the Oddish.

Again, the GM starts at 100 and subtracts the Oddish's level times two. That's 100 – 26 so far. The Oddish is under 50% Hit Points, so he leaves that unmodified for now. He adds another 10 because Oddish has two evolutions left. Each injury the Oddish has also adds 5 to its capture rate for a total of 10. The final capture rate for the Pokémon is a whopping 94!

GM: ... Yeah, you actually would've caught it with pretty much any roll. See? It pays to weaken a Pokémon before trying to catch it, even if it's a weak Pokémon to start with.

Maya: You got what you came for, right? I'm gonna punch out the last Oddish then!

Maya uses her own Struggle Attack, getting a 9 on her Accuracy Roll. With a Damage Base of 4, the attack does 11 damage plus her 12 attack for 23 total. With 12 defense, the Oddish is able to take the blow but is weak.

GM: Well, it could keep fighting, but wild Pokémon aren't stupid. It just saw one of its kind roasted and the other captured, so it's not going to try to stick around and fight this out. Either of you two going to try to stop it if it tries to scurry away?

Sylvana: I don't think I'm in any shape to chase after it.

Maya: It'd be mean to hunt it down and beat it up, wouldn't it? Sylvana got the capture she wanted already.

GM: Great! Now that the wildlife has been, erm, tamed, the two of you can enjoy the rest of your afternoon relaxing at the lakeside.

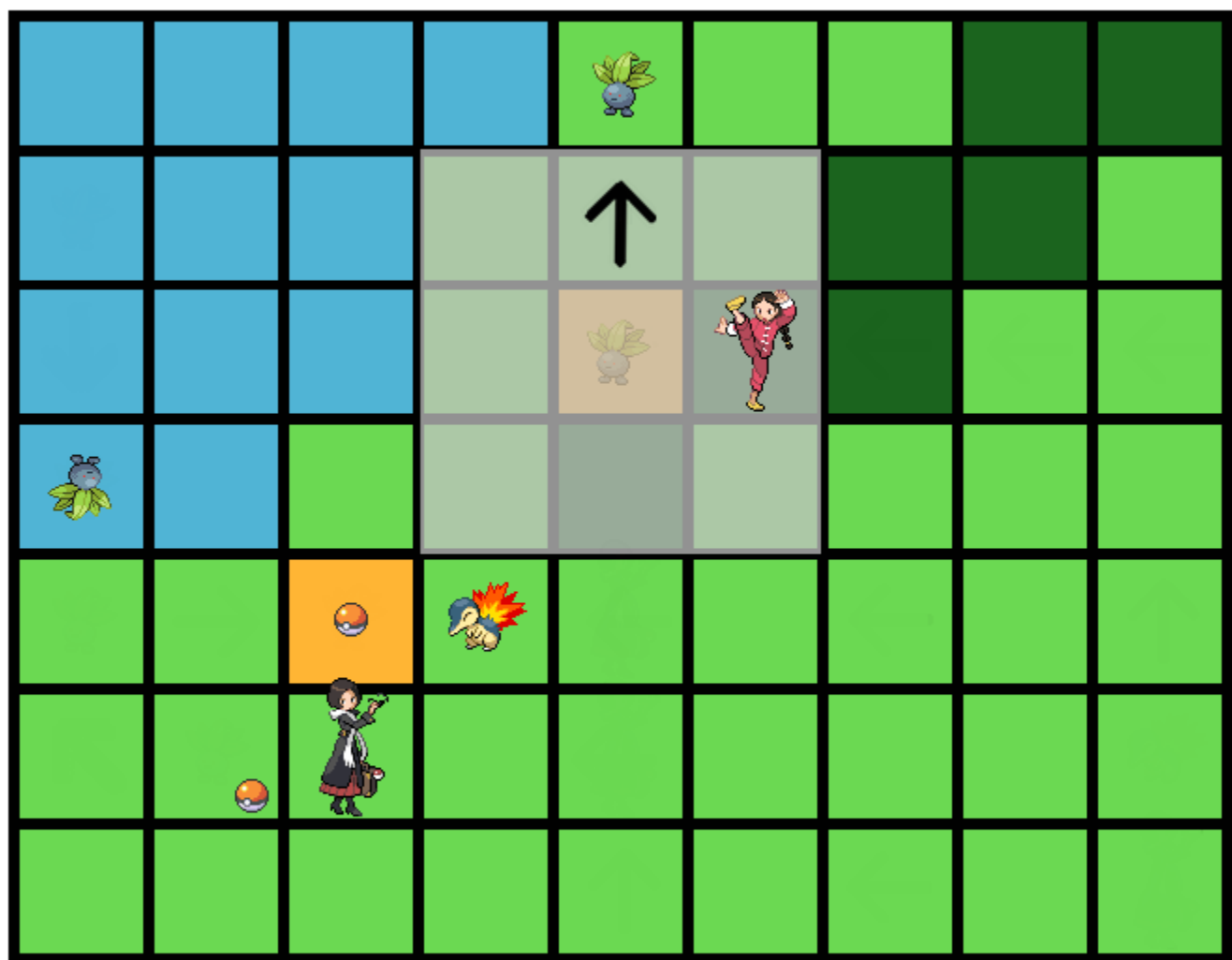
Sylvana: I'm just about to collapse, so I probably really need the rest!

Maya: I bought refreshment items while we were in town, so I can get both you and Archie fixed up.

GM: Don't forget though, Injuries lower max Hit Points, so Archie's maxed out at 54 Hit Points. We'll wrap up as soon as I calculate experience points for the encounter.

Sylvana automatically gains one trainer experience for catching a new Pokémon species. The GM then totals up the levels of the Oddish fought, getting 39. Even though the last Oddish ran away, the GM decides to count it as defeated because the players could have easily knocked it out if they wanted to – and he doesn't want to encourage players to brutally hunt down wild Pokémon just for Experience in the future. The GM decides this was an everyday encounter, with a significance multiplier of 1.

This is divided by two, giving each player 19 Experience for their Pokémon. Even though Maya arrived late and didn't use a Pokémon, the GM decides to reward her with a portion of the Experience to allocate to any of her Pokémon in order to keep things even. With a new Pokémon for Sylvana and Experience for both Trainers' Pokémon, Sylvana's charging in by herself against all those Oddish seems to have paid off this time, at least.





CHAPTER 8: POKÉMON CONTESTS

AN INTRODUCTION TO CONTESTS

Pokémon Contests are an alternate non-violent form of sport and competition that many Trainers choose to participate in. These Trainers are often called Coordinators, and the Trainer Class of the same name is built to specialize in Pokémon Contests. Contests are conducted in front of an audience and a panel of judges who the contestants try to impress by having their Pokémon use their Moves in dazzling performances.

THE CONTEST CIRCUIT

Similar to Pokémon Gyms, many cities have Contest Halls where Trainers gather to compete in Pokémon Contests. And similar to how Gyms often specialize in a Pokémon Type, a particular Contest Hall may cater to a specific Contest Type – either Beauty, Cool, Cute, Smart, or Tough. Many Contest Halls, however, host Contests of all Types.

Winning a Contest rewards a Trainer with a Ribbon, and a Ribbon from a prestigious Contest Hall often carries the same weight as a Gym Badge in demonstrating a Trainer's prowess and skill. Many Gym Leaders are themselves famous Coordinators as well.

Like Gyms, Contest Halls are organized into a Contest Circuit, and there are often large events called Grand Festivals similar to a Pokémon League tournament that require a certain number of Ribbons, usually five, for a Trainer to qualify to compete.

DIFFERENCES WITH BATTLING

Much like in Pokémon Battles, a Pokémon's Moves are their main tools in Pokémon Contests. Unlike in battles, however, Pokémon competing in a Contest do not aim to fight each other (except perhaps in certain non-traditional Contest formats!) but instead use their Moves to put on a show, such as creating fireworks with Fire-Type Moves.

Preparing a Pokémon for a Contest is usually quite different from preparing them for battling. Some Moves that may not add much to a Pokémon's battling arsenal may complement its other Moves in Contest Effects very well. Where battlers often seek Vitamins to improve their Pokémon's Base Stats, Coordinators look for Poffins to improve Contest Stats.

It may be worthwhile in campaigns where Contests are prominent for a Trainer to raise Pokémon specifically for these competitions separate from their battling team.

CONTEST STATS

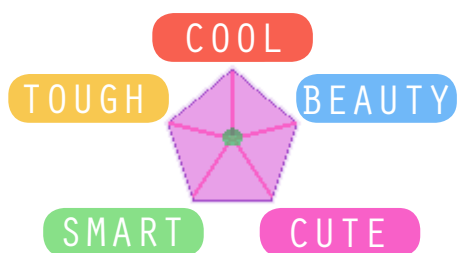
Pokémon Contests have their own set of Stats; **Cool**, **Tough**, **Beauty**, **Smart**, and **Cute**. These Stats are used to power up a Pokémon's Moves during Contests. Instead of with flat values, these Stats are calculated in Dice; always a certain number of D6.

The five Contest Stats correlate directly to five of the Combat Stats; Attack to Cool, Defense to Tough, Special Attack to Beauty, Special Defense to Smart, and Speed to Cute. And just like the Stat Ace specializes in a Combat Stat, the Style Expert specializes in different Contest Stats.

In addition, each Contest Stat is roughly associated with a few Types. This doesn't mean every Move in the associated Type will match up with the Contest Stat, but usually a large proportion of Moves do line up. Some Types are associated with multiple Contest Stats and some more spread out throughout all the different Stats.

Beauty is often associated with the Fire, Ice, and Water Types. Cool is often associated with the Dragon, Electric, Fighting, and Flying Types. Cute is associated with the Fairy, Normal, Psychic, and Water Types. Smart is associated with the Grass, Ghost, Poison, and Psychic Types. Tough is associated with the Fighting, Ground, Normal and Rock Types.

Each Contest Stat has two **Allied Stats** and two **Opposing Stats**. In the following chart, each Contest Stat is allied with its adjacent Stats and opposed to the other two. These will factor into Contests that are tied to a specific Contest Stat. The most common Contest Variant has one Contest Type the entire time.



Pokémon can gain Contest Stats in two main ways: through their **Combat Stats** and through eating **Poffins**.

For every 10 Points of the matching Combat Stat, a Pokémon has +1 Contest Die in the correlating Contest Stat, up to a maximum of 3 at 30. Combat Stages are never taken into account.

Contest Stats can also be gained from Poffins! Pokémon may consume 1 Poffin, plus one more for every 5 levels they gain, up to a maximum of 6 total Poffins at level 25.

Poffins each raise one Contest Stat by +1 Dice. Additional Poffins past the maximum of 6 have no effect.

To use your hard earned Contest Stats, when you use a Move of the appropriate Contest Stat, you may use up to 3 of your Contest Dice in that Stat to add the same amount of d6 to an Appeal Roll. Once those Dice are used, they may not be used again in that Contest.

For example, if you have a Cool Stat of 4d6, when you use a Cool Move you may add up to 3d6 to the appeal Roll. On the following round, if you use a Cool Move again, you may add a maximum of 1d6 since you already used 3d6 of your Cool Stat dice. It's important to time your extra dice when you think you'll be able to get the most use out of them!



PLAYING A POKÉMON CONTEST

The first step to playing a Pokémon Contest is to figure out what **Contest Variant** is being used. There are three main Contest Variants, though you should feel free to come up with your own ideas! All of these Contest Variants operate with the standard Contest mechanics and involve only Pokémon as performers. At the end of the basic Contest rules, we'll provide you with a few non-traditional Contest Variants as well which throw in twists such as direct Trainer involvement, integration with battles, and other nifty ideas!

Standard Contest: A Standard Contest picks one Contest Stat – Cool, Cute, Tough, Beauty, or Smart – to have as its Contest Type the entire time. Usually these Contests are advertised as ‘Cool Contests’ or ‘Cute Contests’ so that participants may prepare do their best in that particular Contest Stat.

Supercontest: Supercontests are a simple and fun variant of Standard Contests; instead of having one pre-determined type, at the beginning of each round the GM randomly decides which Type will be the dominant Type for that Round. Simply roll 1d6; 1 is Cool, 2 is Tough, 3 is Beauty, 4 is Smart, and 5 is Cute. Re-roll on a 6.

Festival: A Festival is a very intense contest with many rounds more than usual! Simply play them like a Standard Contest or Super Contest until the end – subtract Fumble from Appeal as usual, then, the participant with the lowest amount of Appeal is eliminated, and the Contest starts from the beginning with one less participant! Appeal carries over between each ‘Contest’. When there's only Three contestants left, the Contestant with the most Appeal Points at the end of that Contest is the winner!

When you've determined what Contest Variant is being used, and you've made your preparations, it's time to begin the Contest! Contests occur in two stages: the **Introduction Stage** and the **Performance Stage**.

INTRODUCTION STAGE

In the **Introduction Stage**, a Pokémon is sent out and the Trainer introduces themselves and the Pokémon to the audience! Each Trainer chooses Charm, Command, Guile, Intimidate, or Intuition. Roll 1d6 for each rank of the chosen Skill the Trainer has. For each die that comes up a result of 3, 4, 5, or 6, the Trainer gains one die in a Contest Stat that may be used during this Contest just like a Pokémon's Contest Stat Dice. Charm rolls generate Cute Dice, Command rolls generate Cool Dice, Guile rolls generate Smart Dice, Intimidate rolls generate Tough Dice, and Intuition rolls generate Beauty Dice. Trainers who make a roll using the Skill matching the Contest Stat of a Standard Contest begin the Contest with two bonus Appeal Points.

Experienced Trainers also make use of Held Items and Grooming that allow them to make additional rolls to generate more Contest Stat Dice in the same manner, with one die being generated per result of 3, 4, 5, or 6. These bonus rolls do not have to match the Contest Type of their chosen Skill.



APPEAL POINTS

The Winner of the Contest is determined by who has the most **Appeal Points**. In Contests, you have two different Stages in which to earn Appeal Points; the Introduction Stage, the Performance Stage.

During each stage, you will be rolling many d6 to try and earn Appeal Points.

- » Whenever you roll a 1, you gain 0 Appeal Points for that roll.
- » Whenever you roll 2, 3, 4, or 5, you gain 1 Appeal Point for that roll.
- » Whenever you roll a 6, you gain 2 Appeal Points for that roll!

This is the general rule, but this changes when you are the **Center of Attention**.

Once per contest, each Pokémon will be in the middle of the stage, and will be the Center of Attention. This round is important because it offers a chance for many points – but also failure. If you are the Center of Attention, score points as follows instead.

- » Whenever you roll a 6, you gain +3 Appeal Points.
- » Whenever you roll a 5 or 4, you gain +2 Appeal Points.
- » Whenever you roll a 3, you gain +1 Appeal Point.
- » Whenever you roll a 2, you gain 0 Appeal Points.
- » Whenever you roll a 1, you gain 0 Appeal Points and gain 1 **Fumble Point**.

Fumble Points are negative Points; at the end of a Contest, you subtract any Fumble Points from your Total Appeal.

VOLTAGE

There's one more thing to keep track of during Contests – **Voltage**. Voltage represents how much attention each participant is drawing from the audience. Manipulating Voltage is important to winning Contests

Each Participant has a “Voltage” Meter, which starts at 0 and gets to a maximum of 5. Voltage is raised and lowered by Moves throughout the Contest.

For each point of Voltage at the Start of the Turn, Contestants gain +1d6 to their Move that turn.

PERFORMANCE STAGE

The **Performance Stage** is the main part of a Contest, and takes place over a number of rounds equal to the number of contestants. When the Performance Stage is finished, Fumble Points are subtracted from Appeal Points, and the contestant with the most Appeal points is the winner!

At the beginning of the Performance Stage, each Participant is assigned a letter (A to E if there's 5 participants; simply adjust letters to the number of participants). These letters are retained for the entire duration of the Contest. Letters are assigned based on the number of total Contest Stat Dice gained at the Introduction Stage, from highest to lowest. If a Trainer rolled a Skill matching the Contest Stat in a Standard Contest, add two to their total for the purposes of assigning letters. If there is a tie, simply flip a coin.

During each round of the Performance Stage, each Pokémon performs a Move from their Move list, and uses its Contest Effect to gain Appeal Points. You may not use the same Move twice in a row during a Contest.

You do not need to pay attention to the normal battling frequencies for Moves as your Pokémon is using them for performance instead of seriously executing the attacks.

Moves are declared in turn order, which is specified on the next page, based on the **Position** of the Contestants. Moves may affect only Pokémon adjacent to them that turn.

If a Move matches the Contest Type of the Contest, the Move rolls an additional 1d6. If the Move is of an opposing Type, it rolls one less 1d6 (or gain a Fumble Point if the Move would roll no dice). If the Move is of an allied type, no changes are made.

For example, in a Cool Contest, using a Smart or Cute Move will cause you to roll one less die; if you are rolling no dice, you instead gain a **Fumble Point**. Using a Tough or Beauty Move will not affect your roll. Using a Cool Move will add +1 die.

TURN ORDER AND POSITION

Turn Order and **Position** are very important tactical information during Contests. Turn Order is determined by Position.

Remember those Letters assigned to Participants at the beginning of the Performance Stage? Those are used to determine Position. The charts below show positions for 5, 4, and 3 Person Contests each round.

Each round, simply line the Contestants up, and place them in the spot that matches their letter.

Position is important because you can only affect Pokémon adjacent to you each round. During a Contest, a Pokémon is adjacent to each other participant exactly twice, regardless of the number of participants.

Position is also important, because when you are in the position with the yellow column below, you are at the **Center of Attention**. See the Appeal Points section for more details on being in the Center of Attention.

Turn Order is determined by Position; see the charts to the right. The top row designates which contestant goes first, then second, etc. For example, in the first round of a 5-person Contest, Contestant A goes first, then Contestant B, then Contestant C, then Contestant D, then Contestant E. On the second round, Contestant B goes first, then Contestant E, then Contestant D, then Contestant A, then Contestant C.

POSITION CHARTS

	Turn 5	Turn 3	Turn 1	Turn 2	Turn 4
Round 1	E	C	A	B	D
Round 2	C	D	B	E	A
Round 3	A	B	C	D	E
Round 4	B	E	D	A	C
Round 5	D	A	E	C	B

	Turn 2	Turn 4	Turn 1	Turn 3
Round 1	B	D	A	C
Round 2	D	C	B	A
Round 3	A	B	C	D
Round 4	C	A	D	B

	Turn 3	Turn 1	Turn 2
Round 1	C	A	B
Round 2	A	B	C
Round 3	B	C	A

CONTEST EXPERIENCE

Contests are demanding experiences, and grant Experience much like Battles! Grant a Pokémon Experience as if they had defeated X Pokémon of their own Level, where X is half of the Pokémon they beat in the Contest, **rounded up**. Note that this is an exception to the usual round down rule! Use a relatively low Significance Multiplier; perhaps x1.5 or 2. You could go higher if Contests are relatively rare occurrences in your campaign, or if they're very common occurrences in your campaign and this is a particularly decisive Contest for a Contestant's career! If you run a Festival, calculate Experience for the total event, not each sub-contest.

For example, if a Level 10 Pokémon comes in 1st Place in a 5 Person Contest, and the GM uses a significance multiplier of x2, they would gain 60 Experience! If they came in last place, they would still gain 20 Experience.

CONTEST EFFECTS

Attention Grabber: 1d6 – Each adjacent competitor loses up to two Voltage; you gain Voltage equal to the amount lost this way.

Big Show: 1d6 – You gain +3 Voltage

Catching Up: 2d6 – Roll +3d6 if all adjacent competitors have more Voltage Points than you do, and you gain +1 Voltage.

Desperation: 5d6 – All results of 1 grant you +1 Fumble, and all results of 6 grant you +1 more Appeal Point. This Stacks with being at the Center of Attention.

Double Time: Xd6 – You lose 2 Voltage. Roll +1d6 for every point of Voltage competitors adjacent to you have, minus 1d6 for each point of Voltage you have remaining.

Excitement: 3d6 – You gain +2 Voltage

Exhausting Act: 4d6 – If you have 2 or more voltage, roll +2d6; you then lose 2 Voltage

Gamble: 2d6 – All results of 6 this round grant you +1 Voltage.

Get Ready: 1d6 – You lose 2 Voltage. Double the number of Dice from your Move next round. Bonus Dice from Contest Stats and Voltage are not doubled.

Good Show: 2d6 – Roll +3d6 if all adjacent competitors have less Voltage Points than you do, and you gain +1 Voltage.

Incentives: 3d6 – If this Move matches the current contest Type, you gain 1 Voltage and each adjacent Competitor loses 1 Voltage.

Inversed Appeal: Xd6 – X is equal to 5 minus your current Voltage.

Reflective Appeal: Xd6 – X is equal to your current Voltage.

Reliable: 3d6 – If you used the same Move last turn, roll +1d6 and gain 1 Voltage. Moves with Reliable may be used consecutively.

Sabotage: 3d6 – All dice rolled this round do not give points; instead they give all adjacent competitors that many Fumble Points.

Safe Option: 4d6 – Rolls of 6 during this round only grant 1 Point, but you cannot gain Fumble Points from rolling a 1.

Saving Grace: 1d6 – You lose 1 Fumble Point for each level of Voltage you have. If you lose two or less Fumble Points this way, you gain +1 Voltage. You cannot gain Fumble from Competitor's moves for the remainder of the round.

Seen Nothing Yet: Xd6 – You lose all Voltage. For each point of Voltage lost this way, roll +2d6.

Special Attention: 5d6 – Each adjacent competitor gains 1 Voltage

Steady Performance: 5d6 – You gain +1 Voltage

Tease: 4d6 – All results of 5 or 6 grant only +1 Point; but all results of 6 cause each adjacent competitor to gain +1 Fumble Point.

Unsettling: 5d6 – You lose 2 Voltage, and each adjacent competitor loses 1 Voltage.

CONTEST DEMO

Here's a quick three participant Contest to show you how they run! To the right, you'll see the Position and Turn chart for such a Contest.

Let's meet our contestants:



Aren't they cute? Well, they had better hope to be, because this demo will be a standard **Cute Contest**!

The Contest begins with the Introduction Stage, where the Trainers for each of our contestants roll to determine how many extra Contest Stat Dice they'll have to work with during the Contest. Each of the Trainers for the **Zubat**, **Lickitung**, and **Mawile** choose to roll for **Cute Dice**. This would normally be a Charm roll for each of them, but the Mawile's Trainer has **Grace** and is able to use multiple Skills to roll for each Contest Type. They choose to roll Guile.

The **Lickitung's** Trainer has Expert Charm while the **Zubat's** has Adept Charm and the **Mawile's** Adept Guile. They roll [5,1,3,4,4], [4,3,1,6], and [2,5,6,2] respectively. This nets them 4, 3, and 2 Cute Dice, meaning Lickitung is assigned to letter A, Zubat to letter B, and Mawile to letter C. The turn order and positions for the contest are displayed in the table on the right.

Turn 3	Turn 1	Turn 2
		
		
		

Round One: The **Lickitung** goes first and gives the audience a flirtacious wink as it uses **Attract!** The **Excitement Contest Effect** increases their **Voltage** by +2, and they roll a 3d6 for their **Appeal**, increased to 4d6 for matching the Cute Contest Type. They roll [3,2,6,1], and because they're in the **Center of Attention**, they gain 1 **Appeal Point** for the 3, 0 Appeal Points for the 2, a whopping 3 Appeal Points for the 6, and a **Fumble Point** for the 1.

The **Zubat** goes next, using **U-Turn**, doing a somersault in the air! This has the **Inversed Appeal** Contest Effect, allowing the Zubat to roll 5d6 + 1d6 for the Contest Type. They roll [6,1,2,1,5,1]. They gain a total of 4 Appeal from this.

The **Mawile** takes their turn last in the Contest and opens up their maw to release a pleasant aroma into the Contest Hall. **Sweet Scent!** They spend 2 Cute Dice on the Appeal roll, hoping to catch up with the others, and roll 5d6 and gain 2 Voltage, for [2,2,6,4,1], also a total of 4 Appeal.

At the end of the first round, everyone is tied at 4 Appeal Points, though the Lickitung and Mawile have 2 Voltage, and the Lickitung has 1 Fumble Point.

Round Two: The **Zubat** doesn't like the fact the others around it are gaining Voltage! It opens its mouth wide and shoots out a ray of disorienting light. **Confuse Ray!** It has the Unsettling Contest Effect, meaning each competitor adjacent to Zubat – in this case both Lickitung and Mawile – lose 1 Voltage, while the Zubat loses 2. Already at zero Voltage, the Zubat doesn't mind this at all. The Zubat's Trainer has fed it **Poffins**, giving it 3 Smart Dice, which it proceeds to spend on this Appeal, rolling a total of 8d6! The risky move results in a roll of [1,1,4,6,5,1,6,2]. This is a whopping 10 Appeal for Zubat, but also 3 Fumble Points.

Mawile goes next, and aiming to recover and further increase its Voltage, it sheds **Fake Tears** for the crowd, another Excitement Move. Why not Sweet Scent again? Because in a Contest, you cannot repeat the same Move two turns in a row. Its Voltage increases by +2 again, and it rolls 3d6 for Fake Tears, plus another 1d6 for its one Voltage at the beginning of its turn. [6,6,3,5] is the result, netting Mawile 6 Appeal Points!

Finally, **Lickitung** has its turn this round and it opts to swish its tail with a splash of water. **Aqua Tail!** This Move has the **Steady Performance** Effect, meaning its base dice roll is 5d6, and it increases Lickitung's Voltage by +1. Lickitung chooses to spend 3 of its Cute Dice on increasing its roll, rolling a total of 10d6 from that, Voltage, and the bonus for matching the Contest Type. It rolls [1,5,3,3,4,6,6,5,3,5], getting a huge 11 Appeal Points.

At the end of Round Two, Lickitung leads the pack with 15 Appeal Points, 2 Voltage, and 1 Fumble Point. The Zubat has 14 Appeal Points, 0 Voltage, and 3 Fumble Points. Mawile has only 10 Appeal Points but 3 Voltage.

Round Three: This round, it's Mawile's turn to go first! Desperate to recover and make use of their Voltage, it goes on a rampage on stage with a **Giga Impact!** Its Voltage gets set to 0 by the **Seen Nothing Yet** Contest Effect, but they roll 2d6 for each Voltage lost this way, for a total of 6d6. They also do get to add their Voltage bonus for the turn regardless, and their Trainer has bed them Poffins for two Beauty Dice. Their final roll is 11d6, and they're in the Center of Attention! The result is [2,5,1,2,4,5,3,2,2,1,4], which is terrible news for Mawile. However, its Trainer has the **Coordinator** Class Feature, which allows them to re-roll one Appeal Roll each Contest! They spend it here, and the new result is [3,4,5,4,1,5,6,4,1,6,2], which adds up to 17 Appeal Points and 2 Fumble Points! Will this be enough to bring them back from last place? It's all up to the other competitors now.

Lickitung goes next and decides to go for disrupting the Mawile instead of gaining more Appeal. They're not sure they can beat that Appeal, but they can sure cut it down some! It curls up and rolls around the stage, getting in the way of the other contestants. **Defense Curl!** This Move has the **Sabotage** Effect, meaning it gives adjacent competitors Fumble Points instead of gaining Appeal. They spend three Cute Dice, one of them from the Introduction Stage and two of them from their Speed Stat, and roll a total of 9d6, counting their Voltage and matching the Cute Contest. The roll is [5,3,1,3,5,1,3,6,6], which means Mawile gains 9 Fumble Points. Ouch!

Zubat has the last word in this Contest and flits about in **Frustration**. This Move has the **Desperation** Effect, which means all 1s result in a Fumble Point, but all 6s reward an extra Appeal Point! They spend their 3 Cute Dice on this turn, making their total roll 9d6. They get rather lucky, with a roll of [5,6,4,6,6,4,3,1,3], netting them 14 Appeal Points and only 1 Fumble Point to show for it.

The GM tallies up the final score for each Contestant. Lickitung had 15 Appeal Points but 1 Fumble Point, giving them a final score of 14! Mawile had 27 Appeal Points but 9 Fumble Points, giving them a score of 16! Zubat had 28 Appeal Points and 4 Fumble Points, giving them a final score of 24. If Lickitung hadn't Sabotaged Mawile's efforts, they would have won, but instead **Zubat emerges victorious in the Contest!** The GM calculates and distributes Experience Points to everyone involved, and the Zubat's Trainer walks away with a new Contest Ribbon.

NON-TRADITIONAL CONTEST VARIANTS

ROTATION CONTEST

Not all Contests involve just one Pokémon per participant. One interesting Contest variant forces a Trainer to perform with a different Pokémon each round of a Contest, or allows a Team of Trainers to compete by each taking the reins for one round of the Contest.

These are simple to run. Before the Contest begins, a Trainer picks a number of Pokémon equal to the number of competitors in the Contest if they're going it alone. A Team of Trainers must be composed of a number of Trainers equal to the total number of competing Teams. Each Trainer in a Team picks one Pokémon they will use during the Contest.

During some Rotation Contests, a Trainer or Team may pick at the start of each round who will be making an Appeal, though each Pokémon may only make one Appeal during a Contest. In other Rotation Contests, you may decide that each Team or Trainer must decide the order their Pokémon will make Appeals before the Contest begins. The latter case is quite interesting if each round of the Contest features a different Contest Stat and it's pre-determined beforehand which Stat goes with which Round.

The Introduction Stage of a Contest works as normal for a single Trainer. They pick a Skill to roll to gain Contest Stat Dice. In a Team Rotation Contest, each Team picks one representative who makes a roll for them during the Introduction Stage.

The Performance Stage works as normal as well, with just the change that each round sees a different Pokémon making the Appeal. There is one crucial difference, however, which is that a Trainer or Team in a Rotation Contest cannot spend more than a total number of Contest Dice per Contest equal to twice the number of participants in the Contest.

For example, in a 5 Team Rotation Contest, each Team may only spend a total of 10 Contest Dice during the Contest. This is because otherwise there's no reason for each Pokémon to spend the maximum number of Contest Dice possible each round since they will only appear once in the Contest.

One other important rule in a Rotation Contest is that anyone with a Feature that affects the Performance Stage of a Contest may use it at any time, even to target another Trainer's Pokémon during their Appeal. This is so even if a Team has only one Coordinator or Style Expert in a Rotation Contest, they can use their skills to benefit the whole party and guide them to victory.

When calculating Experience Points for the Contest, use the total number of Pokémon involved in the Contest, but a Trainer or Team must split this Experience equally among all of the Pokémon they used in the Contest.

TRAINER PARTICIPANT CONTEST

Many Trainers choose to learn to fight alongside their Pokémon, and they may choose to bring their combat skills into the Contest Hall too.

In this Contest Variant, Trainers can use Moves to perform Appeals as well as their Pokémon. There are, once again, multiple ways this can be implemented.

The simplest is to allow both Trainer and Pokémon to perform Appeals during each round of a Contest. The player can decide whether their Trainer or Pokémon performs an Appeal first during each round. Another way is to have the Trainer and Pokémon alternate turns making Appeals.

Using the first method, Trainer and Pokémon track Voltage separately, though effects that refer to adjacent targets affect both the Pokémon and Trainer. For example, an Unsettling Move causes both an adjacent Trainer and Pokémon to lose 1 Voltage. You may allow certain interactions between the two using Contest Effects, such as a Trainer's Get Ready Move doubling the dice from their Pokémon's Appeal in the same round instead of their Move on the next, or using Attention Grabber to transfer Voltage from Trainer to Pokémon.

Using the second method, the Pokémon and Trainer would share a single Voltage score and may both affect it with their Moves. In both methods, the Trainer and Pokémon share a single pool of Contest Stat Dice, and a Coordinator or Trainer with similar Features may use them on either themselves or their Pokémon.

BATTLE CONTEST

In a marked departure from the Contest norm, you may also run Contests that blend battling skill and dazzling performances.

This is a good chance to allow Trainers who have a mild interest in Contests but are otherwise mainly focused on battling to try out the Contest Circuit without feeling in over their heads. It's also a good way to conduct a one on one Contest without making the two sides feel like they're just playing Solitaire without interacting with each other much.

The winner of a Battle Contest isn't whoever knocks out all of the opponent's Pokémon. Rather, at the beginning of a Battle Contest, the two competing Trainers decide how many Pokémon they will each use in the Battle Contest, from 3 to 6. The Battle Contest runs for a number of rounds of combat equal to twice the number of Pokémon the Trainers decide to use – so anywhere from 6 to 12. At the end of the last round, or when all of one Trainer's Pokémon are knocked out, Appeal Points are tallied up, and the Trainer with the most Appeal Points wins the Battle Contest.

The Introduction Stage of a Battle Contest works the same as a normal Contest; each Trainer makes a Skill Check to generate Contest Stat Dice, which any of their Pokémon may use during the Battle Contest, though this doesn't affect turn order or Initiative in any way.

Battle Contests play out much like normal battles, except that along with making Accuracy and Damage Rolls with each attack, Pokémon make Appeal Rolls for each Move they perform. Struggle Attacks, even those used to perform Combat Maneuvers, aren't generally considered performance-worthy and do not have Appeal Rolls.

Obviously, there are a few differences in Contest Effects that have to be applied to a Battle Contest. Turn order is decided by Initiative like a normal battle, and positioning is different as well – all opposing Pokémon on the field are counted as “adjacent” for Contest purposes.

A few special rules are in place too that will affect basic combat mechanics. Voltage is tracked per Pokémon on a Trainer's team, and only the currently active Pokémon's Voltage applies to an Appeal Roll. Whenever a Pokémon knocks out a foe with an attack, they gain +2 Voltage. If a Pokémon is knocked out via damage over time effects such as Poison, Burn, or Hail, then this Voltage bonus simply goes to the opposing Trainer's current active Pokémon. Whenever a Pokémon is recalled into its Poké Ball, it loses 2 Voltage. Being recalled as a result of Baton Pass, U-Turn, and Volt Switch does not trigger this Voltage loss – this includes uses of Juggler Features which perform a similar effect to these Moves.

Whenever a Trainer has a Pokémon knocked out, the Pokémon they send out as a replacement is in the Center of Attention for the first turn that it acts.

In a Battle Contest, it is important to weigh the benefits of knocking out foes quickly versus setting up powerful combos with Contest Effects and gaining Voltage. The Moves with the most useful Contest Effects for a given round aren't always those with the best in-battle effects for the current situation.

There's also a trade-off between using one Pokémon consistently through the Battle Contest and switching often. Keeping one Pokémon out lets the audience see then for longer and allows them to build up their Voltage more consistently than if you were switching, but it can open you up to an enemy exploiting Type Effectiveness. Switching consumes Pokémon turns that would otherwise be used for gaining Appeal Points, but it can also allow you to expose a variety of Pokémon that each have their own pool of Contest Stat Dice to use throughout the Battle Contest. Even so, it's common in a Battle Contest for a Pokémon to go completely unused due to the limited number of rounds.

It's possible to use this Contest variant for double or triple battles as well, but keep in mind that rolling Appeal in addition to Accuracy and Damage already extends the amount of time that Battle Contests take. Further extending this by introducing more combatants may not be the best idea!



CHAPTER 9: GEAR AND ITEMS

TRAINER ESSENTIALS

A number of items are absolutely essential to a Trainer's journey through the world of Pokémon. Usually, a Trainer given a Pokémon for the first time by a sponsoring Professor or the Pokémon League organization will be given a small package of gear to begin with. Other times, Trainers scrape up the money themselves to buy the basics before they begin their adventure.

POKÉ BALLS

Poké Balls are specialized pieces of technology that capture Pokémon by transforming them into an energy form and storing them in a shrinkable metal ball. They come in many varieties, designed for different situations. Some are better suited for capturing particular Types of Pokémon while others have special effects upon capture.

Throwing Poké Balls is an AC6 Status Attack, with a range equal to the Trainer's Throwing Range: 4 plus their Athletics Rank. Resolve the attack like you would any other. If it misses, the Poké Ball lands harmlessly in the terrain beyond the target. If it hits, and the Pokémon is able to be Captured, you then make a Capture Roll by rolling 1d100 and subtracting the Trainer's Level. The Type of Ball will also modify the Capture Roll. Poké Balls can recall Pokémon into them from 8 meters away.

Poké Balls cannot ever capture a Pokémon that's been reduced to 0 Hit Points or less. The energizing process is too dangerous for seriously injured Pokémon and is thus halted by a failsafe built into all Poké Balls and Poké Ball parts sold on the market for self-assembly. And of course, Poké Balls fail to activate against owned Pokémon already registered to a Trainer and Ball!

POKÉDEX

This hand-held computer with an advanced camera and image recognition software is given out to new trainers at the start of their journey. As a Standard Action, a Trainer can use their Pokédex to identify a Pokémon within 10 meters using the Pokédex's scanner. Doing so reveals the average height and weight of the species, height and weight of the individual being targeted, Moves that the Species learns through Level Up, and some brief facts about the species' typical behavior.

These machines may also function as mobile phones, radios, and hand-held internet browsers, much like typical smartphones. Other apps may be installed to grant them further uses. They cost ₣12,000 or more, but in most circumstances they should be made available for free to starting characters.

POKÉ BALL CHART

Basic Balls are sold for ₦250, Great Balls for ₦400 and Ultra Balls for ₦800. All Special balls are usually sold for ₦800 as well, though they may not always be available in every shop.

Why are Poké Balls so cheap for pieces of advanced technology, especially compared to other items available in the Pokémon Tabletop United handbook? Well, it's largely because the game is so dependent on their easy accessibility. If you need an in-setting reason, Poké Ball production is likely subsidized by the government due to their ubiquity.

Ball #	Spr	Ball Name	Modifier	Special
01		Basic Ball	+0	Basic Poké Ball; often called just a "Poké Ball".
02		Great Ball	-10	A better Poké Ball with no special effects.
03		Ultra Ball	-15	The best generic Poké Ball.
04		Master Ball	-100	Incredibly Rare. Worth at least ₦300,000. Sold nowhere.
05		Safari Ball	+0	Used during Safari hunts.
06		Level Ball	+0	-20 Modifier if the target is under half the level your active Pokémon is.
07		Lure Ball	+0	-20 Modifier if the target was baited into the encounter with food.
08		Moon Ball	+0	-20 Modifier if the target evolves with an Evolution Stone.
09		Friend Ball	-5	A caught Pokémon will start with +1 Loyalty.
10		Love Ball	+0	-30 Modifier if the user has an active Pokémon that is of the same evolutionary line as the target, and the opposite gender. Does not work with genderless Pokémon.
11		Heavy Ball	+0	-5 Modifier for each Weight Class the target is above 1.
12		Fast Ball	+0	-20 Modifier if the target has a Movement Capability above 7.
13		Sport Ball	+0	Used during Safari hunts.
14		Premier Ball	+0	Given as promotional balls during sales.
15		Repeat Ball	+0	-20 Modifier if you already own a Pokémon of the target's species.
16		Timer Ball	+5	-5 to the Modifier after every round since the beginning of the encounter, until the Modifier is -20.
17		Nest Ball	+0	-20 Modifier if the target is under level 10.
18		Net Ball	+0	-20 Modifier, if the target is Water or Bug type.
19		Dive Ball	+0	-20 Modifier, if the target was found underwater or underground.
20		Luxury Ball	-5	A caught Pokémon is easily pleased and starts with a raised happiness.

21		Heal Ball	-5	A caught Pokémon will heal to Max HP immediately upon capture.
22		Quick Ball	-20	+5 to Modifier after 1 round of the encounter, +10 to Modifier after round 2, +20 to modifier after round 3.
23		Dusk Ball	+0	-20 Modifier if it is dark, or if there is very little light out, when used.
24		Cherish Ball	-5	A decorative Poké Ball often given out during special events.
25		Park Ball	-15	Used during Safari hunts.

GM Tip: A good way to give towns in your campaign a little flavor is to make different kinds of Special Poké Balls be available in each. This can be based on what sort of Apricorns grow nearby, or simply due to the location of the town; a town next to a large cave system may produce Dusk Balls, while a town by the beach may produce Lure or Dive Balls.

You may even want to invent your own custom Poké Balls for your campaign. Think about what kinds of customizations would be useful to the locals or visitors. A snowy mountain town may have invented a variation of the Net Ball that catches Rock and Ice Type Pokémon more easily, for example.



TRAVEL GEAR

Bait: Bait is a tasty, strong-smelling morsel of food designed to attract Pokémon. It may be used in two ways; to lure Pokémon, or to distract Pokémon. Bait can be bought for ₣250.

To lure Pokémon, set the bait on a route. Every 15 minutes thereafter, roll 1d20 until you roll 15 or higher. If you roll 3 times without success, the bait loses its potency and fails. If you succeed however, a random Pokémon, based on your GM's discretion will appear. The Pokémon attracted with bait should usually be of a Level comparable to the party's Pokémon. Bait is often used for Fishing in this way.

To distract Pokémon, throw it at a Wild Pokémon as a Standard Action. The target must then make a Focus Roll with a DC of 12. If they fail, the Pokémon gives up its next Standard Action to eat the food.

Collection Jar: A simple sealable glass jar. Useful when collecting Items from Pokémon, such as Honey from Pokémon with the Honey Gather Ability, or MooMoo Milk from Pokémon with the Milk Collection Ability. Available almost everywhere, and cost ₣100.

First Aid Kit: Required to use the First Aid Expertise Feature. By Draining 1 AP, any Trainer can make a Medicine Education Check on a target as an Extended Action. The target gains Hit Points equal to the result, and is cured of Burn, Poison, and Paralysis. Costs ₣500.

Fishing Lure: Instead of Bait, some trainers may opt to use a Fishing Lure when attempting to Fish. Fishing Lures work just like Bait, but can be used multiple times. If the line snaps or the fish gets away, they may take your lure with them, however. Fishing Lures cost ₣1500.

Saddle: Saddles help Trainers ride Pokémon. They are created with a specific Pokémon species in mind, and only Pokémon with that body type can wear the saddle. A common Saddle type fits Ponyta, Rapidash, Blitzle, and Zebstrika, for example. Saddles grant a +3 bonus to all Skill Checks made to mount Pokémon, or to remain on the Saddle when hit by an attack. Costs ₣2000.

Rope: Rope has many different uses, and is thus popular gear for explorers, campers, and hikers. Rope can only be damaged by Fire-Type attacks, or attacks made with sharp objects – knives, swords, sharp teeth, and Moves like Scratch, Slash, Leaf Blade, Razor Leaf, etc. The Move Cut ignores all Damage Reduction against Rope. Rope can be bought in any length of 25 Feet up to 300. The listed prices below reflect 25 feet of rope; simply multiply the price appropriately for more.

- » **Basic Rope:** Basic Fiber Rope. Has a tensile strength of 35 kg or 77 lbs. It has 5 Hit Points. Costs ₣100
- » **Utility Rope:** Braided Utility Rope. Has a tensile strength of 80 kg or 176 lbs. It has 20 Hit Points and 10 Damage Reduction. Costs ₣200
- » **Sturdy Rope:** Sturdy Rope with a tensile strength of 225 kg or roughly 500lbs. 30 Hit Points and 20 Damage Reduction. Costs ₣400

Sleeping Bag: A standard sleeping bag. Costs ₣1000 for a single, or ₣1800 for a double.

Tents: Standard outdoor tents. Provide protection from the elements of nature. Costs ₣400 per meter cubed. (A small one person tent would be about 1m x 1.5m x 1.5m, or 2.25 cubic meters– meaning 900 in price.)

Lighter: For creating flames in a hurry. A regular convenience store lighter costs ₣150; a waterproof lighter costs ₣1000.

Flashlight: For, you know, seeing. In the dark. Yes. Costs ₣200 for a regular Flashlight; + ₣400 to make it Waterproof.

Water Filter: Can ensure that river or pond water is clean to drink after being filtered. Costs ₣500.

Repels: Repels can be sprayed on one's self in order to ward off wilds with a subtle smell that greatly annoys Pokémon. It's best to not make your own Pokémon endure the smell while using Repels yourself. Most wild Pokémon won't bother you when you spray Repel on yourself, and will make themselves scarce before you even approach.

Spraying a wild Pokémon directly with Repel will cause that Pokémon, if the Repel can affect Pokémon of that level, to immediately shift away from the user as far as the Pokémon is able as an Interrupt, forfeiting their next Shift Action. Spraying a Pokémon with a Repel is an AC6 Status Attack.

Strength	Effect	Price
Repel	Lasts 1 hour; causes Pokémon of level 15 or lower to flee.	₹ 200
Super Repel	Lasts 2 hours; causes Pokémon of level 25 or lower to flee.	₹ 300
Max Repel	Lasts 5 hours; causes Pokémon of level 35 or lower to flee.	₹ 400



MEDICINES

Potions and other **Basic Restorative Items** are a useful way for Trainers to keep their Pokémon in fighting shape without needing to return to a Pokémon center every single time they run into an angry wild Pokémon. Potions are sold in small, one time use spray bottles that when sprayed on a Pokémon, sterilize and heal wounds.

Potions and other Basic Restoratives can be used on Pokémon and Humans alike to repair damaged tissue and seal wounds. If the entire bottle of Potion isn't used, it cannot take effect on the Pokémon.

Be careful with “**Repulsive**” medicines! They decrease a Pokémon's loyalty with repeated use.

Most of these items are available for sale at PokéMarts. They are essential equipment that adventuring Trainers need to have access to while they are out on the road, far from any Pokémon Centers.

X-Items on the other hand are a bit rarer, often sold only in specialty shops or large shopping centers. Unlike Basic Restorative items, they only function on Pokémon – not on Trainers – and are used for augmenting Combat Stages in battle rather than healing wounds. Their effect lasts until the end of an encounter.

USING ITEMS

Applying **Restorative Items**, or **X Items** is a **Standard Action**, which causes the target to forfeit their next Standard Action and Shift Action, unless the user has the “Medic Training” Edge. The target of these items may refuse to stay still and be healed; in that case, the item is not used, and the target does not forfeit their actions.

If you use a Restorative Item on yourself it is a Full-Round action, but you do not forfeit any further actions.

Some Items may operate under different rules, if stated in their description.

BASIC RESTORATIVES

Item	Effect	Cost
Potion	Heals 20 Hit Points	₹ 200
Super Potion	Heals 35 Hit Points	₹ 380
Hyper Potion	Heals 70 Hit Points	₹ 800
Antidote	Cures Poison	₹ 200
Paralyze Heal	Cures Paralysis	₹ 200
Burn Heal	Cures Burns	₹ 200
Ice Heal	Cures Freezing	₹ 200
Full Heal	Cures all Persistent Status Afflictions	₹ 450
Full Restore	Heals a Pokémon for 80 Hit Points and cures any Status Afflictions	₹ 1450
Revive	Revives fainted Pokémon and sets to 20 Hit Points	₹ 300
Energy Powder	Heals 25 Hit Points - Repulsive	₹ 150
Energy Root	Heals 70 Hit Points - Repulsive	₹ 500
Heal Powder	Cure all Persistent Status Afflictions – Repulsive	₹ 350
Revival Herb	Revives Pokémon and sets to 50% Hit Points - Repulsive	₹ 350

X - ITEMS

Item	Effect	Cost
X Attack	Increases the Pokémon's Attack by two Combat Stages	₹ 350
X Defend	Increases the Pokémon's Defense by two Combat Stages	₹ 350
X Special	Increases the Pokémon's Special Attack by two Combat Stages	₹ 350
X Sp. Def	Increases the Pokémon's Special Defense by two Combat Stages	₹ 350
X Speed	Increases the Pokémon's Speed by two Combat Stages	₹ 350
Dire Hit	Increases Critical Hit Range of all moves by +2.	₹ 600
X Accuracy	Increases Accuracy by +2	₹ 600
Guard Spec	Prevents reduction of Combat Stages or Accuracy on the Pokémon for 5 Turns	₹ 700

BANDAGES AND POULTICES

Bandages are important medical supplies for traveling Trainers that aren't quite the same as other Restorative Items.

Item	Effect	Cost
Bandages	See attached Section	¥ 300
Poultices	See attached Section - Repulsive	¥ 225

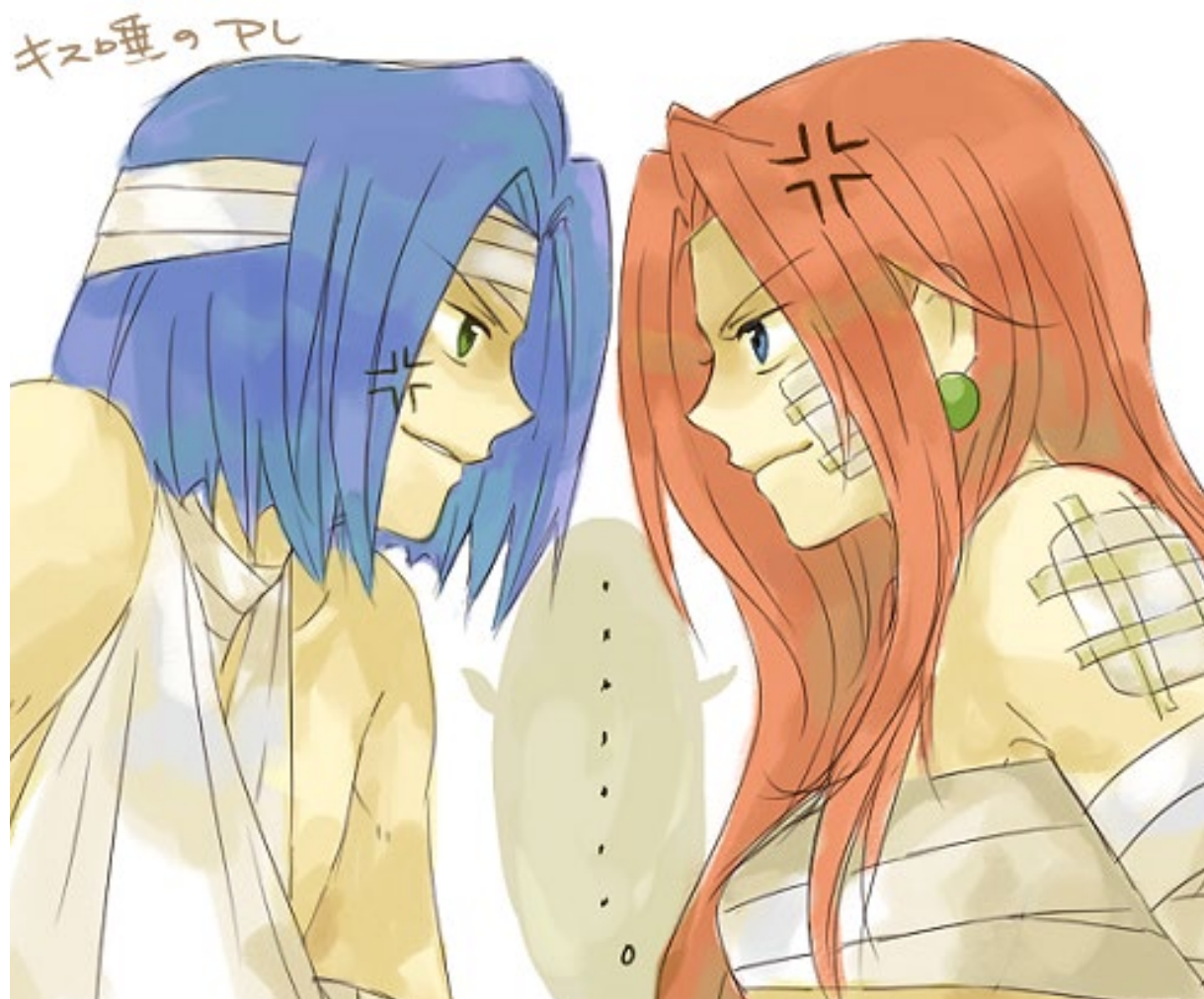
Bandages are applied as Extended Actions on Pokémon or Trainers. Bandages last for 6 hours; while applied, they double the Natural Healing Rate of Pokémon or Trainers, meaning a Pokémon or Trainer will heal 1/8th of their Hit Points per half hour. **Bandages also immediately heal one Injury if they remain in place for their full duration.**

If a Pokémon is damaged or loses Hit Points in any way, the Bandages immediately stop working.

Bandages can be found in even minor convenience stores for ¥ 300. Poultices have the same effect as Bandages, but are itchy and irritating to the skin – they may lower the loyalty of Pokémon if used too often, much like Repulsive medicine.

Note: Multiple Bandages may be used throughout the day to heal injuries, but only 3 Injuries can be removed per day through any combination of Items, Features, or Natural Healing.

Bandages are incredibly helpful for extended treks in the wilderness where you might accrue multiple injuries over days without seeing a Pokémon Center.



FOOD ITEMS

Food Items are just what they sound like. By far the largest category of Food Items is **Berries**, but many other kinds of food exist too. Candy Bars and Refreshments are commonly sold in PokéMarts. Leftovers or Black Sludge must be found in more specialized shops.

Item	Effects	Cost
Candy Bar	Snack. Grants a Digestion Buff that heals 5 Hit Points.	₹ 75
Honey	Snack. Grants a Digestion Buff that heals 5 Hit Points. May be used as Bait	₹ 100
Leftovers	Snack. When their Digestion Buff is traded in, the user recovers 1/16th of their max Hit Points at the beginning of each turn for the rest of the encounter.	₹ 350
Black Sludge	Poison-Type Pokémon may consume the Black Sludge as a Snack Item; when the Digestion Buff is traded in, they recover 1/8th of their Max Hit Points at the beginning of each turn for the rest of the encounter.	₹ 500

SNACKS

Snacks may be consumed at any time by a Pokémon or Trainer as an Extended Action to grant a **Digestion Buff**. A Pokémon or Trainer may only have one Digestion Buff stored at a time unless they have the Gluttony Ability, and they made trade in this Buff during battle to use the effect of the Snack. **Berries are considered snacks.**

Some Snacks require a certain condition to be met before a Digestion Buff can be traded in. For example, Digestion Buffs from Berries cannot be traded in unless the user is at 50% Hit Points or lower or unless the user is suffering from a Status Affliction the Berry's Digestion Buff can cure. Some Berries specify alternate conditions instead, such as being dealt a certain kind of damage or being hit by a Type of attack.

Candy Bars and Leftovers are the two other most common forms of snacks. Chefs however, are capable of creating diverse varieties of Snacks by using ingredients.



APRICORNS, BERRIES, AND HERBS

Berries and **Herbs** are a particular kind of snack food item which grow naturally throughout the world. Some berries, like Oran Berries, are very common, while others are very rare. Herbs in general tend to be rare in the wild. Common Berries are easily found in Pokémon supply stores, grocery stores, and similar. Rare berries and herbs may only be found at specialty shops.

Apricorns, Berries, and Herbs may be grown by a Trainer with the appropriate Features or Edges, assuming they have access to enough space to plant their Plants.

Once planted, it takes two days for a Plant to **Mature**. After becoming Mature, a plant's caretaker should roll the plant's Yield Roll every day. They gain a number of Berries (or Herbs, Apricorns, etc.) equal to the result of the Yield Roll; if the result is zero or a negative number, no Berries are received that day.

Yield Rolls may be modified by **Soil Quality** however. The Yield Rolls above assume a +0 Soil Quality. Portable Growers, or exceptionally fertile natural spots have a Soil Quality of +1 instead, which means all Plants growing there increase Yield Rolls by +1. And many places have considerably **WORSE** soil quality (good luck growing berries in sand; hint it's not going to work).

Mulch may be used to temporarily increase soil Quality; it may be applied to a Plant to increase the Soil Quality of a plant by +1 for the following day. This cannot make a Soil Quality go above +2. Mulch costs ₱200 per unit.



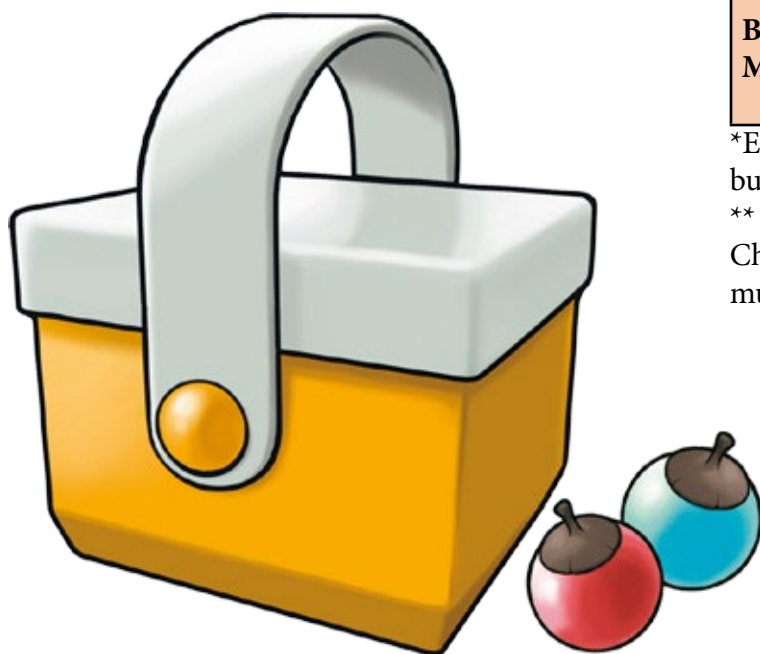
Tier	Berry List	Cost
1	Cheri Berry, Chesto Berry, Pecha Berry, Rawst Berry, Aspear Berry, Oran Berry, Persim Berry, Razz Berry (and similar).	₱150
2	Lum Berry, Citrus Berry, Figy Berry (And similar), Liechi Berry (and similar), Pamtre Berry (and similar), Enigma Berry, Lansat Berry, Micle Berry, Cornn Berry, Magost Berry, Rabuta Berry, Nomel Berry, Spelon Berry, Jaboca Berry, Rowap Berry, Starf Berry	₱250
3	Leppa Berry, Pomeg Berry (and similar), Occa Berry (and similar), Custap Berry, Kee Berry, Maranga Berry	₱500

Plant Type	Yield Roll
Tier 1 Berries	1d3-1
Apricorns	1d2-2
Mental Herbs, White Herbs, Power Herbs, Tiny Mushrooms & Tier 2 Berries	1d3-2
Revival Herbs, Energy Roots, Big Mushrooms, Balm Mushrooms& Tier 3 Berries	1d4-3

APRICORNS

Apricorns are fruit that can be turned into Apricorn Poké Balls. Finding a smith to make them isn't always easy. It's usually simpler to buy the Poké Balls in stores.

Apricorn Type	Poké Ball
Red Apricorns	Level Ball
Yellow Apricorns	Moon Ball
Blue Apricorns	Lure Ball
Green Apricorns	Friend Ball
Pink Apricorns	Love Ball
White Apricorns	Fast Ball
Black Apricorns	Heavy Ball



HERBS

Herbs have varied effects, ranging from acting as repulsive restorative items to giving Pokémon unique advantages in the middle of battle. Energy Roots and Revival Herbs are used as restorative items in battle. Mental, Power, and White Herbs are Snack Items. Mushrooms are Held Items and consumed as a Shift Action in combat.

Herb Type	Effect	Price
Energy Root*	Heals 70 Hit Points - Repulsive	₹ 500
Revival Herb	Revives Pokémon and sets to 50% Hit Points - Repulsive	₹ 350
Mental Herb	Cures all Volatile Status Effects.	₹ 300
Power Herb	Eliminates the Set-Up turn of Moves with the Set-Up Keyword.	₹ 300
White Herb	Any negative Combat Stages are set to 0.	₹ 300
Tiny Mushroom**	The user loses 5 HP, and gains +1 Combat Stage in a random Stat.	---
Big Mushroom**	The user becomes Poisoned; if they do, they gain +1 Combat Stage in two random Stats.	---
Balm Mushroom**	The user is cured of Burn, Paralysis, or Poison. If they are, they lose 1 Combat Stage in a random Stat.	---

*Energy Roots can be grown and harvested like Herbs, but are not Snack Items.

** Mushrooms may be identified with a DC 20 Survival Check. If identified, you may roll to see which stats that mushroom affects ahead of time.

BERRY CHART

Tier	Spr	Name	Effect
1		Cheri Berry	Cures Paralysis, Cool Poffin Ingredient
1		Chesto Berry	Cures Sleep, Beauty Poffin Ingredient
1		Pecha Berry	Cures Poison, Cute Poffin Ingredient
1		Rawst Berry	Cures Burn, Smart Poffin Ingredient
1		Aspear Berry	Cures Freeze, Tough Poffin Ingredient
1		Oran Berry	Restores 5 Hit Points
1		Persim Berry	Cures Confusion
1		Razz Berry	Cool Poffin Ingredient
1		Bluk Berry	Beauty Poffin Ingredient
1		Nanab Berry	Cute Poffin Ingredient
1		Wepear Berry	Smart Poffin Ingredient
1		Pinap Berry	Tough Poffin Ingredient
2		Lum Berry	Cures any single status ailment
2		Sitrus Berry	Restores 15 Hit Points
2		Figy Berry	Spicy Treat*, Cool Poffin Ingredient
2		Wiki Berry	Dry Treat*, Beauty Poffin Ingredient
2		Mago Berry	Sweet Treat*, Cute Poffin Ingredient
2		Aguav Berry	Bitter Treat*, Smart Poffin Ingredient
2		Iapapa Berry	Sour Treat*, Tough Poffin Ingredient
2		Liechi Berry	+1 Attack CS.
2		Ganlon Berry	+1 Defense CS
2		Salac Berry	+1 Speed CS

2		Petaya Berry	+1 Special Attack CS
2		Apicot Berry	+1 Special Defense CS
2		Lansat Berry	Increases Critical Range by +1 for the remainder of the encounter.
2		Starf Berry	+2 CS to a random Stat. May be used only at 25% HP or lower.
2		Enigma Berry	User gains Temporary HP equal to 1/6th of their Max HP when hit by a Super Effective Move.
2		Micle Berry	Increases Accuracy by +1.
2		Jaboca Berry	Foe dealing Physical Damage to the user loses 1/8 of their Maximum HP.
2		Rowap Berry	Foe dealing Special Damage to the user loses 1/8 of their Maximum HP.
2		Cornn Berry	Cures Disabled Condition.
2		Magost Berry	Cures Enraged condition.
2		Rabuta Berry	Cures Suppressed condition.
2		Nomel Berry	Cures Infatuated condition.
2		Spelon Berry	Cool or Beauty Poffin Ingredient
2		Pamtre Berry	Cute or Beauty Poffin Ingredient
2		Watmel Berry	Cute or Smart Poffin Ingredient
2		Durin Berry	Smart or Tough Poffin Ingredient
2		Belue Berry	Cool or Tough Poffin Ingredient
3		Leppa Berry	Restores a Scene Move.

3		Pomeg Berry	HP Suppressant*
3		Kelpsy Berry	Attack Suppressant*
3		Qualot Berry	Defense Suppressant*
3		Hondew Berry	Special Attack Suppressant*
3		Grepa Berry	Special Defense Suppressant*
3		Tamato Berry	Speed Suppressant*
3		Occa Berry	Weakens foe's super effective Fire-type move*
3		Passho Berry	Weakens foe's super effective Water-type move*
3		Wacan Berry	Weakens foe's super effective Electric-type move*
3		Rindo Berry	Weakens foe's super effective Grass-type move*
3		Yache Berry	Weakens foe's super effective Ice-type move*
3		Chople Berry	Weakens foe's super effective Fighting-type move*
3		Kebia Berry	Weakens foe's super effective Poison-type move*
3		Shuca Berry	Weakens foe's super effective Ground-type move*
3		Coba Berry	Weakens foe's super effective Flying-type move*
3		Payapa Berry	Weakens foe's super effective Psychic-type move*
3		Tanga Berry	Weakens foe's super effective Bug-type move*
3		Charti Berry	Weakens foe's super effective Rock-type move*

3		Kasib Berry	Weakens foe's super effective Ghost-type move*
3		Haban Berry	Weakens foe's super effective Dragon-type move*
3		Colbur Berry	Weakens foe's super effective Dark-type move*
3		Babiri Berry	Weakens foe's super effective Steel-type move*
3		Chilan Berry	Weakens foe's Normal-type move*
3		Roseli Berry	Weakens foe's super effective Fairy-type move*
3		Custap Berry	Grants the Priority keyword to any Move. May only be used at 25% HP or lower.
3		Kee Berry	+1 Defense CS. Activates as a Free Action when hit by a Physical Move.
3		Maranga Berry	+1 Special Defense CS. Activates as a Free Action when hit by a Special Move.

* **Treat Berries** heal 1/8th of the Pokémon's Max HP. If the user likes the Treat's flavor, it heals 1/6th instead. If the user dislikes the treat's flavor, the user is Confused.

* **Suppressant Berries** lower the indicated Base Stat by 1 when consumed by a Pokémon. This effect only works if the Pokémon's trainer wishes it to.

* Berries that **Weaken a Type of Move** allow the user to trade in their Digestion Buff to grant one step of resistance when hit by a Move of the indicated type.

CRAFTING KITS

These items are either required to use certain crafting Edges and Features or greatly aid in their use by finding raw material items.

Chemistry Set: Used to create Repels, Potions, and other objects. Costs ₣1000.

Cooking Set: Used by Chefs to create Snacks and Refreshments. Costs ₣1000.

Dowsing Rod: Dowsing Rods have been attuned to the energy resonance given off by Shards. They may be used while in any route, cave, or outside area and can be bought for ₣2000. They may be activated by spending 10 minutes searching an area, and may be activated a number of times per day equal to half of the trainer's Occult Education Rank.

After the 10 minutes, roll 1d6 per Occult Education Rank. If the area being searched is a beach, cave, desert, or any other sandy or rocky area, roll +1d6. If you have Skill Stunt (Dowsing), you roll an additional 1d6.

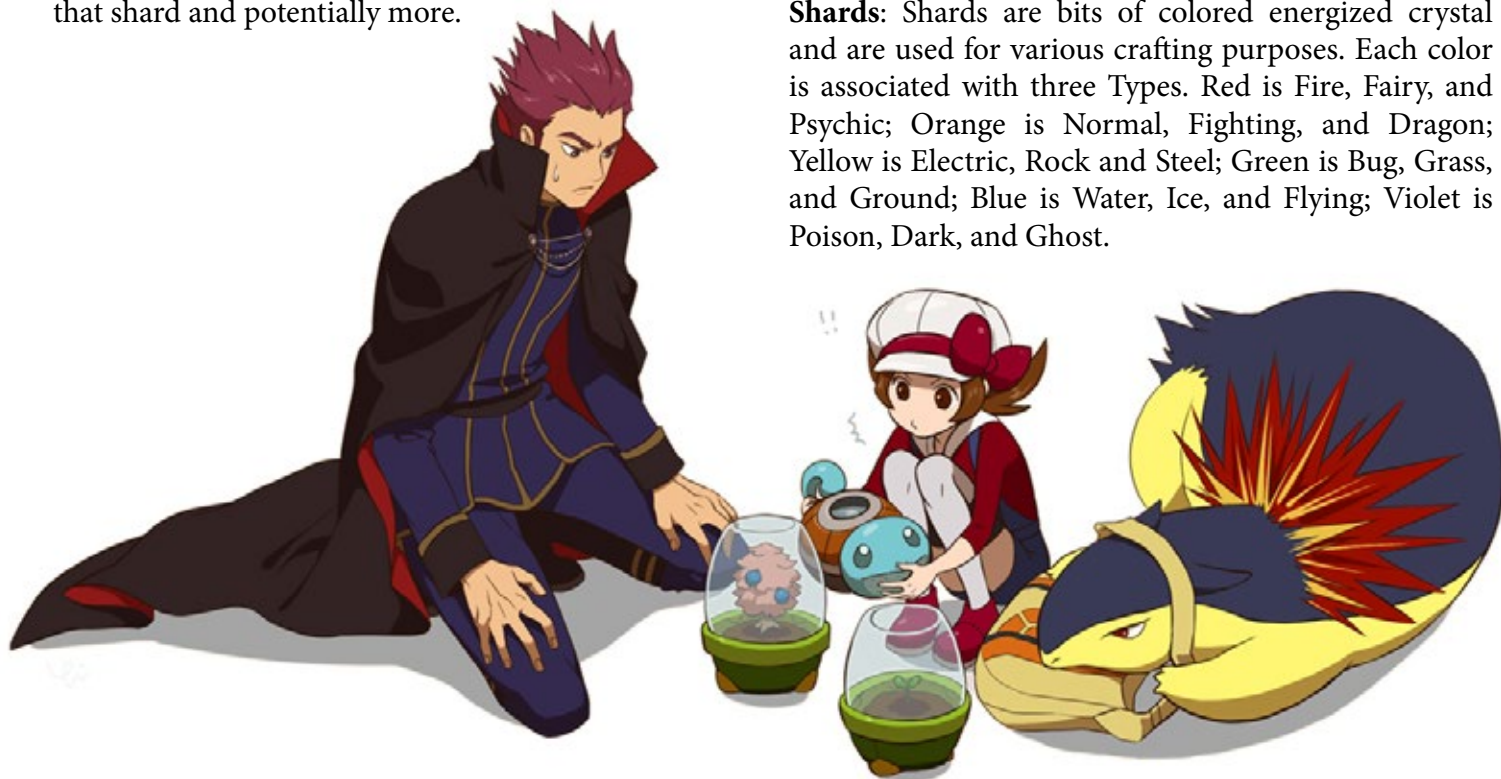
For each die that results in 4 or higher, you find 1 Shard of a random color: Red, Orange, Yellow, Green, Blue, or Violet. You may reroll any die that result in 6, gaining that shard and potentially more.

Poffin Mixer: A Poffin Mixer can be used by any Trainer to create Poffins. You simply insert cooking ingredients worth ₣500, and at least one of the listed berries. You create two Poffins that raises the Contest Stat most represented by the berries used by +1 Contest Die. Some Berries can raise multiple Contest Stats; you choose which to raise when using these Berries to make Poffins. Cheri, Figy, Razz, Spelon and Belue Berries raise Cool; Chesto, Wiki, Bluk, Spelon and Pamtre Berries raise Beauty; Pecha, Mago, Nanab, Pamtre, and Watmel Berries raise Cute; Rawst, Aguav, Wepear, Watmel, and Durin Berries raise Smart; Aspear, Iapapa, Pinap, Durin, and Belue Berries raise Tough. Poffins can be purchased for ₣500 in bakeries and Contest halls, and Poffin Mixers cost ₣500 as well.

Poké Ball Tool Box: These tool boxes let those with the know-how craft and repair Poké Balls. They cost ₣500 and can be found in most Poké Marts.

Portable Grower / Berry Planter: Portable Growers can be used to grow berries and herbs. Portable Growers protect the plants within them from external weather, and never need to be fertilized. Each Grower holds one plant. Portable Growers cost ₣2000.

Shards: Shards are bits of colored energized crystal and are used for various crafting purposes. Each color is associated with three Types. Red is Fire, Fairy, and Psychic; Orange is Normal, Fighting, and Dragon; Yellow is Electric, Rock and Steel; Green is Bug, Grass, and Ground; Blue is Water, Ice, and Flying; Violet is Poison, Dark, and Ghost.



SCRAP AND CRAFTING ITEMS

Scrap is a mechanic that allows Trainers with Crafting Edges and Features to make better use of them without causing other items to be too easily accessible due to the amount of money they have on hand. Put simply Scrap is money that can only be used to pay for a certain category of Crafting Edge or Feature.

For example, a Chef taking home leftover ingredients from a restaurant at the end of a day might have Scrap to pay for ₣500 of Chef Features. A gadgeteer rooting through a junkyard might be able to salvage parts equal to ₣1000 worth of Poké Ball crafting. This lets a GM to regularly reward players who rely on Crafting with the resources they need to function without tempting players with extra cash to buy TMs or other luxury items.

Trainers can also disassemble any item they are capable of crafting to gain Scrap equal to half the cost they would pay to create the item. For example, a Fashionista can cut up Fancy Clothes for cloth Scraps worth ₣1250 for using their other Features.

Scrap is always tied to a particular item category. Here are some suggestions for those categories.

- » **Food:** Snack Items, Refreshment Items, Bait Items, Baby Food
- » **Medicines:** All Basic Restoratives, X-Items, Dire Hit, Guard Spec, Vitamins
- » **Repellents:** All Repel Items, all Pester Balls
- » **Poké Balls:** All Poké Balls
- » **Fashion Items:** Items the Fashionista creates



EQUIPMENT

Trainers can don equipment to help protect them on their journeys or grant them special effects. They may only equip one piece of Equipment per Equipment slot though; the slots are Head, Main Hand, Off-Hand, Body, Feet, and Accessory.

“Held Items” and “Equipment” share many similarities. “Equipment” is usable only by Trainers. Most Held Items are usable by Trainers as well; most Held Items are accessory-slot items when used by Trainers, but some may differ according to their description. See the next section for details on Held Items.

Equipping an Item or switching one for another takes a Standard Action. Handing another Trainer an item or equipment piece is similarly a Standard Action, but this does not equip the item for them, only grants them the ability to equip it themselves. Equipping a Held Item onto a Pokémon is a Standard Action that causes the Pokémon to forfeit their next turn.



WEAPONS

Weapons are perhaps the most common type of Equipment. Weapons are Main Hand Equipment pieces that modify Struggle Attacks. Weapons may also allow Trainers to use Moves as long as they have a high enough Combat Skill Rank. Weapons come in three quality categories, **Crude**, **Simple**, and **Fine**. **Crude Weapons** do not grant Moves but instead only modify Struggle Attacks. **Simple Weapons** grant a single Move that can be used if the wielder has Adept Combat or higher, and **Fine Weapons** grant two Moves, one at Adept Combat or higher and another at Master Combat or higher.

Roughly speaking, Crude Weapons are usually more everyday items that have been adapted to use as weapons, Simple Weapons are “proper” weapons but unexceptional, and Fine Weapons are weapons of a quality you may expect on law enforcement or anyone else wielding a weapon in a professional capacity.

There are four kinds of Weapons; **Large Melee Weapons**, **Small Melee Weapons**, **Short-Range Weapons**, and **Long-Range Weapons**. If a Weapon is One-Handed, it simply takes up the Main Hand slot – if it’s two handed, it takes up the Off-Hand Slot as well. When wielding a One-Handed Weapon in the Off-Hand slot, Trainers do not gain a Master Move from that Weapon and take a -2 penalty to Accuracy Rolls for all Weapon Attacks made with that Weapon.

Large Melee Weapons raise the AC of the Attack by +1, and raise the Damage Base by +2. Large Melee Weapons are two-handed.

Small Melee Weapons raise the Damage Base by +1. These weapons are obviously one-handed!

Foot Weapons: Hey, if someone wants to make Steel-Toed Boots or similar as Weapons and equip them in the Foot Slot ... let them go for it. These are Small Melee Weapons, but also raise the AC of the attack by +1.

Short Range Weapons have a Range of 4 meters. Short-Range weapons are one-handed.

Long Range Weapons raise the AC of the Attack by +1, have a range of 12 meters, and raise the Damage Base by +1. Long Range Weapons can’t target Pokémon or Trainers that are closer than 4 meters from the user. Long Range Weapons are two-handed.

Improvised Weapons: If your Trainers make attacks with unconventional objects, let them benefit from having a weapon, but impose a penalty based on the item. Perhaps the item can only attack once and then breaks. Perhaps an item is badly balanced, like a thrown stone, and takes a -1 penalty to AC. Or perhaps it’s just not very good at dishing out pain; lower the Damage Base by -1 or more. Hitting with a Pillow might be a DB1 attack no matter how strong you are, for example.

Weapons may also have additional characteristics based on what they are, such as a spear granting the Reach Capability for attacks made with the weapon or sword breakers giving a bonus to Disarm Maneuvers.

All modifications that a Weapon makes to Struggle Attacks also apply to the Moves they grant and to Moves granted by Features with the [Weapon] tag. However, these Moves can never benefit from STAB. For example, a Large Melee Weapon with an AC 2 DB 4 Move would cause the wielder to use it as if it had AC 3 and DB 6. A Long or Short Range weapon granting a Move would use the Move as if it had a range equal to the Weapon’s.

GM Tips: The cost of weapons should be very dependent on the region. However, Crude Weapons are universally cheap and can be bought for ₣ 500 or less, assuming one doesn’t simply go into the kitchen and grab a knife there or take a crowbar from the tool box.

Simple Weapons and Fine Weapons are unmistakably designed to be used as weapons and nothing more, so their prices are more subject to the legality and treatment of weapons in your setting. If weapons are commonplace and legal, Simple Weapons may be as cheap as ₣ 2000 and Fine Weapons ₣ 4000. If all weapons are very illegal, Simple Weapons may cost ₣ 5000 and Fine Weapons ₣ 10,000 or more. On average, they should cost about ₣ 3000 for Simple Weapons and ₣ 6000 for Fine Weapons.

Another thing to think about is what sort of weapons are allowed. Maybe the police is going to show up very quickly at the sight of teenagers traveling with swords, bows, and spears – definitely Simple or Fine Weapons. But what about baseball bats, slingshots, and hockey sticks as Crude Weapons? Establishing the framework of what constitutes a common ‘weapon’ in your campaign is important, and can help set the tone of the campaign.

WEAPON MOVES

How do you determine what Moves a Simple or Fine Weapon grants? Weapons actually have a whole list of Moves all to themselves, which are designed for you to mix and match to best fit a given weapon's fluff. Simply look through the list and pick Moves that make sense. For example, Pierce! would go well on a spear, but Bash! would not.

Weapon Moves are read in the same format as regular Moves, though there is a bit of extra notation for them.

- » “**WR**” is short for “Weapon Range” refers to the Weapon's innate range. That is, Melee for Large and Small Melee Weapons, 4 meters for Short Range Weapons, and 12 meters for Long Range Weapons with a restriction that they can't target anyone closer than 4 meters.
- » **Limitations** refer to the kinds of weapons that can be granted the Move. For example, Backswing can only be found on Large Melee Weapons.
- » **Weapon Suggestions** are simply our suggestions for what kinds of weapons the Move makes sense for, in case it was confusing or you need a bit of guidance.

Some Features also allow you to use Moves you learn as a Trainer “as a Weapon Attack”. What this means is you apply the Damage, AC, etc. modifiers from your Weapon to the Move, and your Move gains the Weapon's Range instead if it is 1-Target. Line and Ranged Blast Moves retain their area-of-effect keyword but use the Weapon's Range. Burst, Cone, and Close Blast Moves remain their normal range.

ADEPT WEAPON MOVES

Move: Backswing
Type: Normal
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 2 Targets
Effect: None
Limitation: Large Melee Weapons Only
Weapon Suggestions: All Two-Handed Weapons

Move: Bash!
Type: Normal
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: WR, 1 Target
Effect: Bash! lowers the target's Initiative to 0 for 1 full round on 15+.
Limitation: None
Weapon Suggestions: Axes, Blunt Weapons, Throwing Hammers

Move: Bullseye
Type: Normal
Frequency: EOT
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: WR, 1 Target
Effect: Bullseye is a Critical Hit on 16+.
Limitation: Ranged Weapons Only
Weapon Suggestions: All Ranged

Move: Cheap Shot
Type: Normal
Frequency: EOT
AC: 2
Damage Base 5: 1d8+8 / 13
Class: Physical
Range: WR, 1 Target
Effect: Cheap Shot cannot miss.
Limitation: Small Melee and Short Ranged Weapons Only
Weapon Suggestions: Daggers, Short Swords, Hatchets, Throwing Weapons

Move: Double Swipe
Type: Normal
Frequency: EOT
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: WR, 2 Targets; or WR, 1 Target, Double Strike
Effect: None
Limitations: None
Weapon Suggestions: Swords, Dual-Wielded Weapons, Throwing Knives

Move: Pierce!
Type: Normal
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: WR, 1 Target
Effect: Pierce deals an additional +10 damage against targets with Damage Reduction.
Limitations: None
Weapon Suggestions: Daggers, Swords, Bows, Spears

Move: Salvo
Type: Normal
Frequency: EOT
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: WR, Blast 2
Effect: None
Limitation: Ranged Weapons Only
Weapon Suggestions: All Ranged

Move: Take Aim
Type: Normal
Frequency: EOT
AC: None
Class: Status
Range: Self
Effect: Raise the user's Accuracy by +1. If the user performs an Weapon Move on their next turn that deals damage, add its Damage Dice Roll an extra time to the damage.
Limitations: None
Weapon Suggestions: Daggers, Bows, Firearms

Move: Wear Down
Type: Normal
Frequency: EOT
AC: 2
Damage Base 5: 1d8+8 / 13
Class: Physical
Range: WR, 1 Target
Effect: Wear Down lowers the target's Defense by 1 Combat Stage on Even-Numbered Rolls.
Limitation: None
Weapon Suggestions: Blunt Weapons

Move: Wounding Strike
Type: Normal
Frequency: EOT
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: WR, 1 Target
Effect: The target loses a Tick of Hit Points.
Limitation: None
Weapon Suggestions: Axes, Swords, Bows, Spears

MASTER WEAPON MOVES

Move: Bleed!

Type: Normal

Frequency: Scene x2

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Physical

Range: WR, 1 Target

Effect: The target loses a Tick of Hit Points at the start of their next three turns.

Limitation: None

Weapon Suggestions: Axes, Swords, Bows, Spears

Move: Deadly Strike

Type: Normal

Frequency: Scene x2

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: WR, 1 Target

Effect: If Deadly Strike Hits, it is a Critical Hit.

Limitation: Not usable by Large Melee Weapons.

Weapon Suggestions: Daggers, Bows, Short Spears

Move: Furious Strikes

Type: Normal

Frequency: Scene x2

AC: 2

Damage Base 3: 1d6+5 / 9

Class: Physical

Range: WR, 1 Target, Five Strike

Effect: For each hit rolled on your Five Strike roll, the target of the attack has their Evasion reduced by 1 for one full round.

Limitation: Melee or Short Ranged Weapons Only

Weapon Suggestions: Claws, Nun-Chucks, Staves, Dual-Wielded weapons

Move: Gouge

Type: Normal

Frequency: Scene x2

AC: 2

Damage Base 5: 1d8+8 / 13

Class: Physical

Range: WR, 1 Target, Double Strike

Effect: If both hits of Gouge successfully hit the target, the target gains an Injury.

Limitation: Small Melee and Short Ranged Weapons Only

Weapon Suggestions: Claws, Daggers, Throwing Knives

Move: Maul

Type: Normal

Frequency: Scene x2

AC: 2

Damage Base 5: 1d8+8 / 13

Class: Physical

Range: 1 Target, Melee

Effect: The target is Flinched.

Limitation: Melee Weapons Only

Weapon Suggestions: Blunt Weapons, Axes

Move: Riposte

Type: Normal

Frequency: Scene x2

AC: 2

Damage Base 12: 3d12+10 / 30

Class: Physical

Range: WR, 1 Target, Reaction, Trigger

Trigger: Your Target misses you with a melee Attack.

Effect: None

Limitations: Melee or Short-Ranged Weapons Only

Weapon Suggestions: Rapiers, Swords, Daggers

Move: Slice

Type: Normal

Frequency: Scene x2

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Physical

Range: Melee, Pass

Effect: None.

Limitation: Melee Weapons Only

Weapon Suggestions: Axes, Swords

Move: Sweeping Strike

Type: Normal

Frequency: Scene x2

AC: 3

Damage Base 9: 2d10+10 / 21

Class: Physical

Range: WR, 1 Target

Effect: You may attempt a Trip Maneuver against the target as a free action.

Limitation: Short-Range Weapons or Weapons with the Reach Quality Only

Weapon Suggestions: Whips, Chains, Staves

Move: Titanic Slam

Type: Normal

Frequency: Scene x2

AC: 3

Damage Base 11: 3d10+10 / 27

Class: Physical

Range: 1 Target, Melee

Effect: On Even-Numbered Rolls, the target is Slowed for one full round.

Limitation: Melee Weapons Only

Weapon Suggestions: Blunt Weapons

Move: Triple Threat

Type: Normal

Frequency: Scene x2

AC: 2

Damage Base 7: 3d8+10 / 17

Class: Physical

Range: WR, 3 Targets

Effect: None

Limitation: Large Melee Weapons and Long-Range Weapons Only

Weapon Suggestions: Two-Handed Swords, Two-Handed Axes, Bows

EXAMPLE WEAPONS

CRUDE WEAPONS

Kitchen Knife

Small Melee Weapon

Baseball Bat

Large Melee Weapon

Weighted Rope

Short Range Weapon

Slingshot

Long Range Weapon

SIMPLE WEAPONS

Survival Knife

Small Melee Weapon

Adept Move: Cheap Shot**Quarterstaff**

Large Melee Weapon, grants Reach for Weapon Attacks

Adept Move: Backswing**Throwing Hammers**

Short Range Weapon

Adept Move: Bash!**Hunting Bow**

Long Range Weapon

Adept Move: Pierce!

FINE WEAPONS

Honed Claws

Small Melee Weapon

Adept Move: Wounding Strike**Master Move:** Gouge**Meteor Masher**

Large Melee Weapon

Adept Move: Backswing**Master Move:** Titanic Slam**Super Lucky Throwing Stars**

Short Range Weapon

Adept Move: Bullseye**Master Move:** Deadly Strike**Twin-Needled Bow**

Long Range Weapon

Adept Move: Double Swipe**Master Move:** Triple Threat

BODY EQUIPMENT

Equipment	Effect	Cost
Light Armor	Grants 5 Damage Reduction	₹ 8000
Heavy Armor	Heavy Armor grants +10 Damage Reduction. Heavy Armor causes the wearer's Speed's Default Combat Stage to be -1.	₹ 12,000
Fancy Clothes	Each set of Fancy Clothes is assigned a Contest Stat – either Beauty, Cool, Cute, Smart, or Tough. Trainers wearing these clothes may roll 2d6 during the Introduction Stage of a Contest to try to generate Contest Stat Dice for the assigned Stat.	₹ 5000
Stealth Clothes	Whether it's a dark cloak and hood, a ninja suit, or spy gear, these clothes help you blend in. This body-slot equipment raises your modifier to Stealth Checks made to remain unseen by +4, to a maximum total modifier of +4.	₹ 2000

HEAD EQUIPMENT

Equipment	Effect	Cost
Dark Vision Goggles	These Goggles simply grant the Darkvision Capability while worn.	₹ 1,000
Gas Mask	Gas Masks are invaluable equipment when trying to breathe in toxic environments or heavy smoke. They not only let you breathe through environmental toxins or smoke, but you become immune to the Moves Rage Powder, Poison Gas, Poisonpowder, Sleep Powder, Smog, Smokescreen, Spore, Stun Spore, and Sweet Scent.	₹ 1,500
Helmet	The user gains 15 Damage Reduction against Critical Hits. The user resists the Moves Headbutt and Zen Headbutt and can't be flinched by these Moves.	₹ 2250
Re-Breather	This small partial face mask allows Trainers and Pokémon to breathe underwater as if they had the Gilled Capability for up to an hour. The Re-Breather is refilled automatically in 5 minutes while in open air.	₹ 4000
Sunglasses	+1 to Charm, Guile, and Intimidate Checks, to a maximum total modifier of +3.	₹ 2000

FEET EQUIPMENT

Equipment	Effect	Cost
Snow Boots	Snow Boots grant you the Naturewalk (Tundra) capability, but lower your Overland Speed by -1 while on ice or deep snow.	₹ 1500
Running Shoes	Running Shoes grant a +2 bonus to Athletics Checks, to a maximum total modifier of +3, and increase your Overland Speed by +1.	₹ 2000
Flippers	Flippers grant a +2 bonus to your Swim speed when fully submerged, and decrease your Overland speed by the same amount.	₹ 2000
Jungle Boots	Jungle Boots grant you the Naturewalk (Forest) capability	₹ 1500

HAND EQUIPMENT

Equipment	Effect
Fishing Rod	Fishing Rods are used to Fish. They are two-handed items. They come in three varieties; Old Rods, Good Rods, and Super Rods. Old Rods cost ₦1000, Good Rods cost ₦5,000, and Super Rods cost ₦15,000.
Glue Cannon	Glue Cannons are exactly what you expect; This two-handed Equipment piece is a hand-held cannon that launches globs of glue. Attacking with a Glue Cannon expends a charge, which must be purchased. The attack is an AC8 Status Attack. If it hits, the target is Slowed. On a critical hit, the target is instead Stuck and Trapped. The Glue Cannon and three charge packets cost ₦3000, and additional charge packets costs ₦100.
Hand Net	A long net, usually on the end of a long stick, these pieces of two-handed Equipment are usually used for bug catching or fishing. As an AC6 Status Attack, you may attempt to net a Small Pokémon using this item. If you hit, you manage to scoop up the Pokémon, trapping them. You may move with the Pokémon, dragging them with you. Pokémon may still attack from the Hand Net using long-range attacks, or try to attack the net itself, potentially breaking it and freeing themselves. Capture Rolls against Pokémon in a net receive a -20 bonus. Hand Nets with 50 Hit Points cost ₦100; 100 Hit Points cost ₦600; and 200 Hit Points cost ₦1500. Nets aren't broken until all of their Hit Points are depleted.
Weighted Nets	Weighted Nets are foldable nets used for trapping Pokémon. These two-handed nets, when Equipped, can be thrown at a target as a Standard Action, as a Status Attack with an AC of 8. While a Pokémon is netted, you may pull on the rope attached to the Net to pull the Pokémon 1 Meter towards you as a Standard Action. Pokémon hit by a weighted net become Slowed as long as the net remains and cannot use Sky or Levitate Speeds except to safely lower themselves back to the ground. A Pokémon may attack the Net to attempt to break free. Capture Rolls against Pokémon in a net receive a -20 bonus. Weighted Nets with 50 Hit Points cost ₦500; 80 Hit Points cost ₦850; and 150 Hit Points cost ₦1200.
Capture Styler	A Capture Styler is a Main-Hand specialized piece of equipment used by some certified Pokémon Rangers in a region. It emits a string of energy that is used in a similar fashion to a lasso but is too weak to physically restrain a target. Instead, the energy has a calming effect on Pokémon. Trainers using a Capture Styler may use Survival in place of Charm when raising the Disposition of Pokémon. Acquiring a Capture Styler is easy for those who become certified Pokémon Rangers; most qualified Rangers receive one as part of the job. They are not for sale to the general public and may cost upwards of ₦7500 on the black market due to their iconic nature – it's easy to assume that someone who has a Capture Styler is a Ranger.
Light Shield	A Shield is an Off-Hand defensive item held in one hand or braced to an arm. Light Shields grant +2 Evasion. They may be readied as a Standard Action to instead grant +4 Evasion and 10 Damage Reduction until the end of your next turn, but also cause you to become Slowed for that duration. If used Two-Handed, light shields can also function as a Small Melee Weapon. Light Shields cost around ₦3000.
Heavy Shield	A Shield is an Off-Hand defensive item held in one hand or braced to an arm. Heavy Shields grant +2 Evasion and may be readied as a Standard Action to grant +6 Evasion and 15 Damage Reduction until the end of your next turn, but also cause you to become Slowed for that duration. If used Two-Handed, shields can also function as a Small Melee Weapon. Heavy Shields cost around ₦4500.

Wonder Launcher	This strange and complicated two-handed machine can only be used by those that have an Expert-Level Medicine or Technology Education Skill. The wielder can spend 1 AP to activate it, and apply an X-Item at a Pokémon within 8 meters. X-Items applied through the Wonder Launcher do not cause the target to forfeit any actions. Items combined by a Researcher may be used in the Wonder Launcher, and do not cause the target to forfeit any actions even if they are also a Restorative. Wonder Launchers cost ₣ 10,000 or more.

ACCESSORY ITEMS

Equipment	Effect
Focus	A Focus grants +5 Bonus to a Stat, chosen when crafted. This Bonus is applied AFTER Combat Stages. Focuses are often Accessory-Slot Items, but may be crafted as Head-Slot, Hand or Off-Hand Slot Items as well; a Trainer may only benefit from one Focus at a time, regardless of the Equipment Slot. Focuses are not usually found in stores, but may sometimes be found for ₣ 6000 at your GM's discretion.
Snag Machine	Snag Machines are extremely illegal machines that allow trainers to steal another Trainer's Pokémon. They come in both large, immovable varieties and smaller portable varieties. The Portable Variety is an Accessory-Slot Item. Inserting a Poké Ball into a Large Snag Machine turns it into a Snag Ball permanently, but Large Snag Machines may only turn 5 Poké Balls into Snag Balls per day. Inserting a Poké Ball into a Portable Snag Machine, which is a Swift Action, turns it into a Snag Ball after one round, but only for that round. Snag Balls have the same properties as the Poké Ball type they were before being inserted into the machine, but receive a -2 penalty on all Poké Ball attack rolls, and are capable of capturing owned Pokémon. Snag Machines cannot be bought in stores, but may sell on the black market for prices of ₣ 30,000 or more.
Mega Ring	Mega Rings are extraordinarily rare accessories that allow a Trainer's Pokémon to Mega Evolve when used in conjunction with a Mega Stone. They cannot be bought in stores anywhere and must usually be earned through a trial of sorts, governed by a Gym Leader or other influential Pokémon Trainer. They can take the form of a bracelet, a necklace, or an actual ring.

GM TIP: Creating Your Own Items

You're going to want to create your own equipment; don't be afraid to do so! One way to provide trainers with useful and flavorful equipment is to provide gear that gives small bonuses to Skills; ranging from +1 to +4 at the maximum. Some Gear may provide these bonuses only in specific circumstances; that kind of gear can afford to give higher bonuses, or simply be cheaper.

Feel free to tailor these items to your PCs or NPCs, and to your setting. A "Pokémon League Cap" could be a great item to include to grant +2 to Command Checks in a Standard Pokémon setting; a Pokémon War Setting might be better off with a "Officer's Stripes" or similar.

When creating Items, assign them to an equipment slot that makes sense; that +2 Intimidate Eyepatch obviously goes on the Head Slot, but that +2 Intimidate Studded Leather Jacket could be a Body or Accessory Slot Item.

Don't be afraid to experiment with more exotic effects! For example, some equipment items may allow a Trainer to use a Move, such as a fancy hat that lets a Trainer use the Move Swagger once a Scene. These items should allow Trainers to use Moves at a lower rate than their natural frequency. Be careful that you don't give out effects that are too powerful or that step on the toes of some PC classes! Finally, you can afford to be a little flexible with which items go in which equipment slots. While it'd make no sense to wear a Gas Mask and Sunglasses simultaneously, if someone wears a Helmet in their Head Slot, you may let them wear Sunglasses as an Accessory Slot Item.

POKÉMON ITEMS

HELD ITEMS

During battle, a Pokémon may be given a single “Held Item”. Berries, Herbs, and Snack Foods are common consumable held items that are destroyed when used, but there are many other items crafted especially for battle. On the following page is a chart listing various Held Items that grant a specific boon while held as a Static ability. They do not need to be activated; simply holding them is enough. Held Items may be dropped by Pokémon on their turn as a Free Action. Many held items can be used by Trainers as well. When this is the case, they’re described with the associated equipment slot used by a Trainer. Not all Held Items can be purchased. Some are rare and must be found; these Held Items are marked with a -- in place of a price.

Fluffing Held Items: Fluffing Held Items may in some cases be a little awkward. The most convenient explanation is to simply view them as amulets to be worn on a cord around the Pokémon’s neck or on a collar. Or perhaps a nice hat; everyone loves hats. Some Items like Stat Boosters may be fluffed as armor that covers the Pokémon, or even weapons that can be attached to the Pokémon’s natural weapons.

Held Item	Effect	Cost
Big Root	HP stealing moves restore double HP. Cannot be used by Trainers.	₹ 1000
Bright Powder	+2 to Speed Evasion. Cannot be used by Trainers.	₹ 2000
Choice Item	Choice Items are tied to a Specific Stat. While worn, the default state of the Stat is +2 Combat Stages instead of 0. However, the user is Suppressed and cannot be cured until the end of Combat, even if the item is removed. Cannot be used by Trainers.	₹ 3000
Contest Accessory	The user rolls +2d6 during the Introduction Stage of a Contest. Cannot be used by Trainers.	₹ 1500
Contest Fashion	These Items have a chosen Contest Stat; Beauty, Cool, Cute, Smart, or Tough. When held, once per Contest, the holder may re-roll any 1s made when using a Move of the chosen Type. Cannot be used by Trainers.	₹ 1000
Everstone	Evolution is prevented for the holder. Cannot be used by Trainers.	₹ 1500
Eviolite	Only affects not-fully-evolved Pokémon of a single family, decided when the Eviolite is made. Grants a +5 Bonus to two different Stats, after Combat Stages, decided when the Eviolite is made. Prevents Pokémon from evolving when held. Cannot be used by Trainers.	₹ 4000
Expert Belt	Whenever the holder deals Super Effective Damage, they deal an additional 5 damage (this damage is not multiplied). Accessory Item for Trainers.	₹ 3500
Flame Orb	Induces burn on holder. Off-Hand Item for Trainers. Standard Action to drop.	₹ 3800
Focus Band	Whenever the user faints, roll 1d20. Once a Scene on a result of 16+, the holder does not faint, and is left with 1 Hit Point. Accessory Item for Trainers.	₹ 4700
Focus Sash	Once a Scene, if damage from a Move would take Focus Sash’s holder’s Hit Points from Max to 0 or less, Focus Sash’s holder instead has 1 Hit Point remaining. Accessory Item for Trainers.	₹ 4700
Full Incense	The holder gains the Stall ability. Cannot be used by Trainers.	₹ 900
Go-Goggles	The user does not take damage from Sandstorm. Head Item for Trainers.	₹ 1500
Iron Ball	The Holder’s Speed is halved, and any immunity to Ground Type is lost. Hand Item for Trainers. Standard Action to drop.	₹ 900
King’s Rock	Attacks cause Flinch on a roll of 19+. This does not stack with any abilities, moves, or effects that extend flinch rate. Head Item for Trainers.	₹ 2500

Lagging Item	The Lagging Items are tied to a specific Stat. When held, they set that Stat to -4 Combat Stages. Cannot be used by Trainers. Standard Action to drop.	₹ 900
Lax Incense	+1 to all Stat Evasions. Cannot be used by Trainers.	₹ 2000
Life Orb	Whenever the holder deals direct damage, increase the damage by +5, and then the holder loses Hit Points equal to 1/16th of their Max Hit Points. Off-Hand Item for Trainers.	₹ 3700
Luck Incense	Grants +1 Bonus to all Accuracy Rolls. A roll of 1 always misses. Cannot be used by Trainers.	₹ 1800
Quick Claw	The user adds +10 to their Initiative. Accessory Item for Trainers.	₹ 4200
Razor Claw	The holder's damaging attacks have their Critical Hit Range extended by +1.	₹ 3000
Razor Fang	The holder's damaging attacks cause an Injury on a roll of 19+. Accessory Item for Trainers.	₹ 3000
Safety Goggles	The holder is immune to Moves with the Powder Keyword. Accessory or Head Item for Trainers.	₹ 1500
Shell Bell	Whenever the user damages a foe, they gain a Tick of Temporary Hit Points. Accessory Item for Trainers.	₹ 5200
Shock Collar	Comes with a remote activator, which when pressed, causes the Pokémon or Trainer wearing the shock collar to lose Hit Points equal to 1/6th of their Max Hit Points. This may be used to activate the "Press" Feature. Collars that work on Ground Type Pokémon are available for an additional ₹ 500.	₹ 3500
Stat Boosters	These items have a chosen Stat, either Attack, Defense, Special Attack, Special Defense, Speed, Evasion, or Accuracy. These items cause the default Stage of their linked Stat to be +1 Combat Stage instead of 0, or simply +1 for Accuracy and Evasion. Accessory Item for Trainers.	₹ 4000
Toxic Orb	Induces Poison on holder. Off-Hand Item for Trainers. Standard Action to drop.	₹ 4800
Type Boosters	These items come in a variety of each of the Elemental Types, and grants a +5 Damage Bonus to all direct damage Moves of its Specific Type when performed by the user. Accessory Item for Trainers.	₹ 1800
Type Brace	These items come in a variety of each of the Elemental Types, and grant the holder 15 Damage Reduction against that specific Type. Accessory Item for Trainers.	₹ 2000
Winter Cloak	The user does not take damage from Hail. Accessory Item for Trainers.	₹ 1500
Type Gem	These items come in a variety of each of the Elemental Types, and are consumed as a Free Action to give a +3 Damage Base bonus to one attack of their Type. Off-hand or Accessory Slot Item for Trainers	--
Type Plate	These Rare items come in a variety of each of the Elemental Types, and act as both a Type Booster and a Type Brace. Accessory Slot Item for Trainers.	--
Mega Stone	An item that allows a Pokémon to Mega Evolve when used in conjunction with a Mega Ring. Each Mega Stone is specific to one species and Mega Evolved form.	--
Metal Powder	When held by an untransformed Ditto, increases both Defense and Special Defense by +2 Combat Stages. Cannot be used by Trainers.	--
Rare Leek	When held by a Farfetch'd, this rare Leek increase the holder's critical range by 2. Rare Leeks are Wielded. Cannot be used by Trainers.	--
Thick Club	When held by a Cubone or Marowak, this rare, dense bone grants the Pure Power Ability. Thick Clubs are Wielded. Cannot be used by Trainers.	--
Pink Pearl	Acts as a Psychic Type Booster. If held by a Spink, it also acts as a Special Attack Stat Booster.	--

POKÉMON TOOLKITS

The following Items help with various tasks related to the raising of Pokémon.

Egg Warmer: Egg Warmers are insulated cases that carry up to four Pokémon Eggs and protect them from harm. They also cause Pokémon to hatch twice as fast; each day spent in an Egg Warmer counts as 2 days for the purposes of Hatch Rate. Egg Warmers cost ₣ 2500.

Groomer's Kit: Used by Trainers with the Groomer Edge to clean their Pokémon. Costs ₣ 500.

Reanimation Machine: Can be used to revive Fossils. Reanimation Machines also come in a smaller but more expensive Portable variety. Prices are up to GM discretion, often upwards of ₣ 10,000. See the Pokémon Fossils section for more details (page 216).

EVOLUTIONARY ITEMS

Some Pokémon evolve upon contact with radioactive Elemental Stones, while rarer evolutions take place only once a Pokémon becomes bonded to a keepsake of sorts. Here are the relevant Elemental Stones and a list of Evolutionary Keepsake. All of these items can be bought for ₣ 3000 in major stores.

EVOLUTIONARY STONES

Item	Effect
Fire Stone	Evolves Vulpix, Growlithe, Eevee, Pansear
Water Stone	Evolves Poliwhirl, Shellder, Staryu, Eevee, Lombre, Panpour
Thunder Stone	Evolves Pikachu, Eevee, Eelektrik
Leaf Stone	Evolves Gloom, Weepinbell, Exeggcute, Eevee, Nuzleaf, Pansage
Moon Stone	Evolves Nidorina, Nidorino, Clefairy, Jigglypuff, Eevee, Skitty, Munna
Sun Stone	Evolves Gloom, Sunkern, Cottonee, Petilil, Helioptile
Shiny Stone	Evolves Eevee, Togetic, Roselia, Minccino, Floette
Dusk Stone	Evolves Eevee, Murkrow, Misdreavus, Lampent, Doublade
Dawn Stone	Evolves Eevee, Male Kirlia, Female Snorunt

EVOLUTIONARY KEEPSAKES

Item	Effect
Deepseascale/Deepseatooth	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
Sachet	Evolves Spritzee
Up-Grade	Evolves Porygon
Whipped Dream	Evolves Swirlx



VITAMINS

Vitamins are special nutritional drinks which can permanently improve aspects of your Pokémon. However, you may only get use out of up to five Vitamins per Pokémon. After you have used five Vitamins on a Pokémon, any Vitamins fed to a Pokémon afterwards will have no effect.

Vitamin	Effect	Cost
HP Up	Raise the user's HP Base Stat 1.	₹ 4900
Protein	Raise the user's Attack Base Stat 1.	₹ 4900
Iron	Raise the user's Defense Base Stat 1.	₹ 4900
Calcium	Raise the user's Special Attack Base Stat 1.	₹ 4900
Zinc	Raise the user's Special Defense Base Stat 1.	₹ 4900
Carbos	Raise the user's Speed Base Stat 1.	₹ 4900
Heart Booster	The Pokémon gains 2 Tutor Points. Use only one per Pokémon.	₹ 9800
PP Up	Raise one of the user's Move's Frequency one level. Use only one per Pokémon.	₹ 9800

Note: PP Ups work differently than they have in previous versions.

At-Will Moves cannot have their Frequency increased further. EOT Moves become At-Will. Daily and Scene Moves gain an additional use in their Frequency's unit of time. For example, a Daily Move becomes Daily x2, and a Scene x2 Move becomes Scene x3.

The following aren't Vitamins, strictly speaking, but they are related to Vitamins in some way.

Heart Scale: This tiny rainbow scale from a Luvdisc is valued by Apothecary Researchers, because it can be used to create the Heart Booster vitamin. Luvdiscs will produce them occasionally; they can be found along sandy beaches, and ancient ones can be found in desert, caves, or underground. Heart Scales cannot normally be bought, but Heart Boosters are detailed in the vitamins section.

Rare Candy: These very rare treats are created from Shuckles that have held a Berry for a long time. When ingested by a Pokémon, the eater gains enough experience to reach its next Level. Pokémon may benefit from up to five Rare Candies in their lifetime. Rare Candies can cost ₹ 9800 or more.

Stat Suppressants: These medicines have an identical effect to the Suppressant Berries – they lower one of the user's Base Stats by 1 point and only function if the Trainer of the Pokémon wants them to. These cost ₹ 500.



TMS AND HMs

TMs and HMs, or Technical Machines and Hidden Machines, are objects used to teach Pokémon Moves.

TMs are dispensable, one-time use items. HMs on the other hand can be used once per day. TMs and HMs take about an hour to take effect; after this time is up, the Pokémon learns the move associated with the TM or HM.

Not every Pokémon can learn every TM though; check the Pokémon's TM List to see if they are capable of learning that TM. Furthermore, be aware that **only 3 of a Pokémon's Moves can come from TMs or Tutor Moves**. See the "Moves" section under Pokémon for more details (page 200). **TM Moves cost a Pokémon 1 Tutor Point to learn**, though if this Move is forgotten and replaced by another TM Move (keeping the total number of TM Moves the same or lower than previously), the new Move does not cost an extra Tutor Point.

GM TIP: As to what TMs and HMs actually ARE, well, that's something every GM needs to decide and establish at the beginning of their campaign.

The easiest solution is to make them small compact discs, activated by the TM Case itself. The Pokémon's Poké Ball is then inserted into the TM Case, which then digitally transfers the Move information to the Pokémon. If this method is used, know that using TMs on Pokémon without Poké Balls will be impossible. Furthermore, the Pokémon being taught the Move is unavailable for the hour it takes to fully learn the Move.

Another solution is to make them Syringes that need to be injected into a Pokémon. If this is the case, consider requiring trainers to make a Medicine Education Check with a DC of 8 or so to apply Syringes; you don't want to inject the TM liquid in the wrong place, after all! You should decide what failure means; is the TM simply wasted? Or is the Pokémon injured instead? Both? Before choosing this option, consider the barrier to entry it poses to trainers both mechanically and psychologically; most trainers don't want to drive needles into their own Pokémon, after all.

You can use one, both, or neither of the methods above. Feel free to come up with your own solutions about the nature of TMs. If your campaign takes place in an alternate setting, consider adjusting TMs accordingly. In one "Wild West" Themed setting, TMs were represented as hallucinogenic substances designed to take Pokémon on a "spirit quest" to teach them the new Move.



TM CHART

TM	Cost	TM	Cost	TM	Cost	TM	Cost
01 - Hone Claws	₹ 1200	26 - Earthquake	₹ 4000	51 - Steel Wing	₹ 2200	76 - Struggle Bug	₹ 1700
02 - Dragon Claw	₹ 2400	27 - Return	₹ 3000	52 - Focus Blast	₹ 4400	77 - Psych Up	₹ 2100
03 - Psyshock	₹ 2900	28 - Dig	₹ 3400	53 - Energy Ball	₹ 2700	78 - Bulldoze	₹ 2400
04 - Calm Mind	₹ 1200	29 - Psychic	₹ 3000	54 - False Swipe	₹ 1200	79 - Frost Breath	₹ 1000
05 - Roar	₹ 1000	30 - Shadow Ball	₹ 2700	55 - Scald	₹ 3000	80 - Rock Slide	₹ 4200
06 - Toxic	₹ 1900	31 - Brick Break	₹ 2400	56 - Fling	₹ 2000	81 - X-Scissor	₹ 2400
07 - Hail	₹ 1500	32 - Double Team	₹ 2500	57 - Charge Beam	₹ 2300	82 - Dragon Tail	₹ 2800
08 - Bulk Up	₹ 1200	33 - Reflect	₹ 1500	58 - Sky Drop	₹ 2800	83 - Infestation	₹ 2200
09 - Venoshock	₹ 2300	34 - Sludge Wave	₹ 4200	59 - Incinerate	₹ 1400	84 - Poison Jab	₹ 3000
10 - Hidden Power	₹ 1500	35 - Flamethrower	₹ 4200	60 - Quash	₹ 1000	85 - Dream Eater	₹ 3000
11 - Sunny Day	₹ 1500	36 - Sludge Bomb	₹ 4300	61 - Will-O-Wisp	₹ 2200	86 - Grass Knot	₹ 2900
12 - Taunt	₹ 1000	37 - Sandstorm	₹ 1500	62 - Acrobatics	₹ 2800	87 - Swagger	₹ 1000
13 - Ice Beam	₹ 4200	38 - Fire Blast	₹ 5100	63 - Embargo	₹ 1000	88 - Sleep Talk	₹ 1500
14 - Blizzard	₹ 5100	39 - Rock Tomb	₹ 2800	64 - Explosion	₹ 7500	89 - U-Turn	₹ 3100
15 - Hyper Beam	₹ 5000	40 - Aerial Ace	₹ 2800	65 - Shadow Claw	₹ 2400	90 - Substitute	₹ 2000
16 - Light Screen	₹ 1500	41 - Torment	₹ 1000	66 - Payback	₹ 2500	91 - Flash Cannon	₹ 2700
17 - Protect	₹ 2500	42 - Facade	₹ 3100	67 - Retaliate	₹ 3600	92 - Trick Room	₹ 2000
18 - Rain Dance	₹ 1500	43 - Flame Charge	₹ 2100	68 - Giga Impact	₹ 5000	93 - Wild Charge	₹ 2500
19 - Roost	₹ 2500	44 - Rest	₹ 2000	69 - Rock Polish	₹ 1200	94 - Rock Smash	₹ 1500
20 - Safeguard	₹ 1000	45 - Attract	₹ 1200	70 - Flash	₹ 1500	95 - Snarl	₹ 2400
21 - Frustration	₹ 3000	46 - Thief	₹ 2200	71 - Stone Edge	₹ 3900	96 - Nature Power	₹ 2000
22 - Solarbeam	₹ 4600	47 - Low Sweep	₹ 2400	72 - Volt Switch	₹ 3100	97 - Dark Pulse	₹ 2700
23 - Smack Down	₹ 2500	48 - Round	₹ 2800	73 - Thunder Wave	₹ 2200	98 - Power-Up Punch	₹ 2300
24 - Thunderbolt	₹ 4200	49 - Echoed Voice	₹ 1500	74 - Gyro Ball	₹ 2500	99 - Dazzling Gleam	₹ 2700
25 - Thunder	₹ 5100	50 - Overheat	₹ 5100	75 - Swords Dance	₹ 1200	100 - Confide	₹ 1000

A1 - Cut	₹ 75
A2 - Fly	₹ 3200
A3 - Surf	₹ 5000
A4 - Strength	₹ 3400
A5 - Waterfall	₹ 3700
A6 - Dive	₹ 2900

COMBAT ITEMS

The following are items that are largely consumables to be used in combat. That isn't to say that all of them are strictly combat items, but their primary use will be during fights.

Caltrops & Toxic Caltrops: These items let the user use the Move Spikes and Toxic Spikes, respectively, as a Standard Action. The item is then consumed. Caltrops are not usually sold in stores, but may be found from specialty shops for ₣ 500.

Dream Mist: Dream Mist may be used as an AC 6 Melee Status Attack, performed as a Standard Action. If it hits, the target falls Asleep. Dream Mist is collected from Pokémon with the eponymous Capability using a Collection Jar but is also in rare occult shops for ₣ 500.

Magic Flute: Magic Flutes are rare artifacts made only by skilled crafters with occult knowledge. They are not usually found in stores. When a Flute is crafted, it is tied to a particular Status Condition. Once per day, the Flute may be played as a Standard Action. All Pokémon and Trainers within 20 meters of the Flute are cured of that Status. These rare artifacts cannot be found in most ordinary stores but may cost upwards of ₣ 4000 from an appropriate occult vendor.

Cleanse Tags: Cleanse Tags are small strips of paper with a prayer or incantation written on them. When created, the creator makes an Occult Education Roll; this is the Cleanse Tag's **Power Value**.

When glued, taped, or nailed to a surface, they stop Pokémon or Trainers within 30 meters of the tag from Phasing through that surface, as if it was solid, unless they make a Focus Skill Check with a result greater than the Tag's Power Value. On a success, the tag is destroyed; on failure, the tag holds, and the encroacher cannot try again for at least an hour.

They may also be stuck onto a weapon or appendage to let a Normal or Fighting-Type Attack hit a Ghost-Type Pokémon for Regularly-Effective Damage; once damage has been dealt, the Cleanse Tag is destroyed.

Those with an Occult Education of Novice or higher can also burn a Cleanse Tag as a Standard Action to remove the Cursed, Suppressed, or Disabled condition from a single target within 5 meters.

Those with an Occult Education of Expert or higher can burn a Cleanse Tag to cause all Pokémon and Trainers within 30 meters with the Invisibility and Phasing Capabilities to make a Focus Check; those whose result does not exceed the Tag's Power Value lose both capabilities for 5 minutes.

Cleanse Tags are simply made of paper and prayer and cannot normally be purchased. However, select occult shops may carry them for ₣ 500 or more depending on the rarity of occult knowledge in the setting.

Tip: Don't make your players have to purchase paper to make these ... but also, if your Trainer for some reason can't access his belongings at all, they may not be able to create Cleanse Tags unless they can find a scrap of paper and a writing utensil.

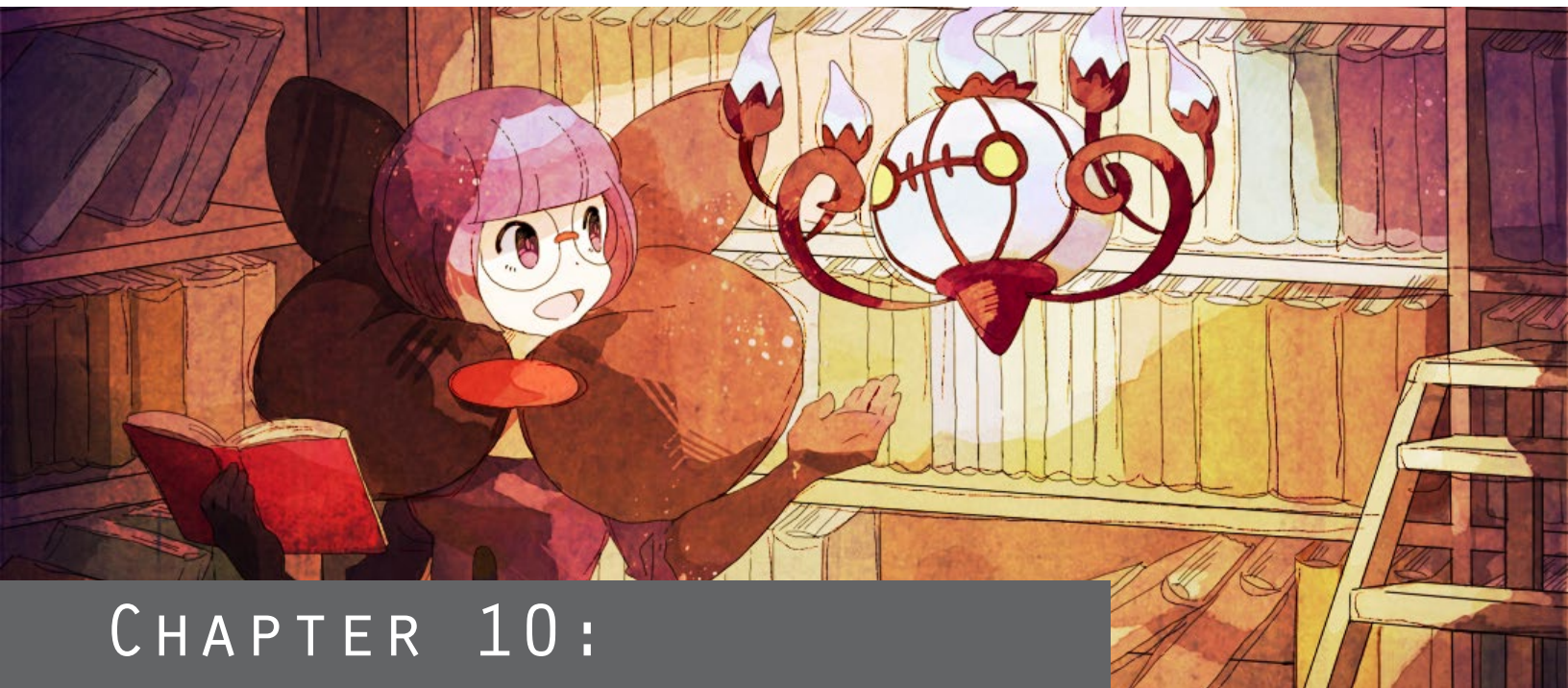
Pester Balls: Pester Balls are small balls full of chemicals that come in six varieties, each of which inflicts a different Status Affliction when they hit a target. The Status Afflictions they can cause are: Rage, Confusion, Burn, Poison, Paralysis, and Sleep.

After being hit by any Pester Ball, a target becomes immune to the effects of further Pester Balls for 1 hour. Throwing and hitting with Pester Balls is the same as with Poké Balls.

Pester Balls cost ₣ 350.

Smoke Ball: When used, a Smoke Ball creates a 3 meter blast that fills the area with smoke, as if the move Smokescreen had been used. Smoke Balls can only be found in specialty shops for around ₣ 500.





CHAPTER 10: INDICES AND REFERENCE

SPECIAL CAPABILITIES

The Basic Capabilities can be found in their own section in the Playing the Game Chapter (page 219) along with the mechanics for how they work. However, there are also special capabilities that denote the various powers that Pokémon have, such as turning invisible and shrinking in size.

Alluring: Pokémon who are Alluring smell very pleasant. Once per day, they may act as if they were a Bait Item. If a Pokémon learns the Move Sweet Scent and does not have the Alluring Capability, they gain the Alluring Capability.

Amorphous: Pokémon that are Amorphous have an inconsistent shape. They can flatten and reform themselves like putty. They can stretch out their body material and condense themselves as well. They're able to squeeze through tight spaces, such as under a door.

Aura Reader: These Trainers and Pokémon can read the Auras of other living beings. Each Aura conveys two pieces of information. First, its hue or color reveals something about the personality of the target. The hue of an Aura may change over time if an individual undergoes significant changes in personality or worldview. Second, Auras also appear brightened or darkened at times. Brightened auras can reflect good moods and intentions, whereas darkened auras can reflect a sour mood or deceptive and negative intentions.

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

Blindsense: Zubat, Deino, and Deino's Evolutions are blind, but can generally function through increased senses – Blindsense can take the form of echolocation, increased hearing, enhanced sense of smell, a supernatural awareness of the environment, and more. It is, however, unable to distinguish colors or exact forms (reading words on a book would be impossible, for example). Pokémon and Trainers with Blindsense can function even in complete darkness, as if they had Darkvision, and they can never be Blinded.

Bloom: When a Pokémon with Bloom, Cherrim, is in Sunny weather it transforms; changing its appearance from the closed bud, purple-petal form into the pink open flower form.

Blender: Pokémon with Blender are capable of changing their color to match their surroundings. As a Shift Action, they may increase their Evasion by +2 against Melee attacks and by +4 against Ranged attacks until the end of their next turn. This Capability may be performed At-Will.

Chilled: Pokémon with the Chilled Capability are always cold.

Darkvision: A Pokémon with the Darkvision Capability never has their vision hampered by a loss of light. They can even see in total darkness and are never Blind or affected by Total Blindness due to low-light conditions.

Dead Silent: A Pokémon with the Dead Silent capability does not breathe or have a heartbeat, and does not shuffle or make noise as they walk unless they wish to.

Delta Evolution: Rayquaza may Mega-Evolve without holding a Mega Stone as long as it knows the Move Dragon Ascent.

Dream Mist: A Pokémon of at least Level 20 who has the Dream Mist Capability can produce Dream Mist once a day as an Extended Action. Dream Mist may be collected with a Collection Jar.

Dream Reader: Pokémon with the Dream Reader Capability may view the dreams of Sleeping Pokémon and Trainers. If the Pokémon or Trainer was put to Sleep with a Dream Mist item, they may also form a moving image of the dream from the Dream Mist in the target, allowing others to get a brief glance of the contents of the dream. Pokémon with this Capability cannot read the dreams of targets with the Mindlock Capability.

Egg Warmer: A Pokémon with Egg Warmer may heat up an egg once per 24 hours. Roll 1d10; on a result of 1, nothing happens; on a result of 2-10, the egg's hatch time is reduced, in hours, by the number rolled.

Firestarter: The Pokémon's Struggle Attacks may be Fire-Typed if they wish. They may also add their Special Attack instead of their Attack and have the attack deal Special Damage, if they wish. Multiple Fire-Type Moves grant Firestarter.

Fortune: Once a day, a Pokémon of at least Level 20 with this Capability may be allowed to roam freely in a City or Town for at least one hour. The user then returns with an amount of money equal to its Level multiplied by 1d10. If the user is a Pokémon with a Loyalty of 1 or 0, it may not return and instead run away.

Fountain: The Pokémon's Struggle Attacks may be Water-Typed if they wish. They may also add their Special Attack instead of their Attack and have the attack deal Special Damage, if they wish. Multiple Water-Type Moves grant Fountain.

Freezer: The Pokémon's struggle Attacks may be Ice-Typed if they wish. They may also add their Special Attack instead of their Attack and have the attack deal Special Damage, if they wish. Multiple Ice-Type Moves grant Freezer.

Gather Unown: Pokémon of at least Level 20 with the Gather Unown Capability can summon a random Unown once a week as a Standard Action. The Unown has a Level of 2d8, but it cannot exceed the user's Level. They are not immediately hostile.

Gilled: A Gilled Pokémon can breathe underwater. It never needs to come up for air and can remain underwater for as long as it wants to.

Glow: A Pokémon with the Glow Capability can emit light from a part of its body. Depending on the variety of wild Pokémon nearby, it might attract Pokémon or ward them away. If a Pokémon learns the Move Flash, Eerie Impulse, or Tail Glow and does not have the Glow Capability, they gain Glow.

Groundshaper: A Pokémon with the Groundshaper Capability can transform the terrain around them to create Rough Terrain or Slow Terrain or Terrain that is both, or flatten out Rough Terrain to create Basic Terrain. Using this Capability is an At-Will Standard Action that affects all cardinally adjacent squares. All squares need not be affected in the same way, and the user may choose not to affect certain squares at all if they wish.

Guster: The Pokémon's Struggle Attacks may be Flying-Typed if they wish. They may also add their Special Attack instead of their Attack and have the attack deal Special Damage, if they wish. Multiple Flying-Type Moves grant Guster.

Heart Gift: Pokémon of at least Level 30 with this Capability can produce a Heart Scale item once a week as an Extended Action.

Heater: A Pokémon with the Heater Capability is always warm.

Herb Growth: Pokémon of at least Level 20 with this Capability may produce a Revival Herb once a day as an Extended Action. This Herb may be harvested by a Trainer.

Honey Gather: Once a day, Pokémon with this Capability can find a Honey item as an Extended Action if they are allowed time in an environment with abundant plant life. Honey may be collected with a Collection Jar.

Illusionist: Pokémon with the Illusionist Capability can create minor visual Illusions as a Standard Action. These may be no more than half a meter in any dimension and produce no sensory sensations outside of sight. Any physical contact noticeably disrupts an Illusion, and all other effects that see through Illusions can do so. Otherwise, the Illusion appears life-like and can be made to move, though it cannot move further than the user's Focus Rank in meters away from the user. Actively manipulating the Illusion requires constant attention from the user. For minor effects such as making an illusionary flame dance, this requires the user to constantly spend its Swift Actions. For more major effects such as animating an illusionary skeleton, the user must constantly spend Standard Actions. If a Pokémon gains the Illusion Ability and does not have the Illusionist Capability, they gain Illusionist.

Inflatable: A Pokémon with the capability Inflatable can expand its size up to 125% of its normal size as a Standard Action. While Inflated, a Pokémon does not change its weight. When Inflated, Pokémon gain a -1 Penalty to Evasion, but become Blocking Terrain; you may not target through an Inflated Pokémon. Returning to normal size is a Shift Action. If a Pokémon learns the Move Growth or Stockpile and does not have the Inflatable Capability, they gain Inflatable.

Invisibility: Pokémon who have the Invisibility Capability can turn invisible as a Shift Action. Pokémon may not perform Moves while invisible. While invisible, you must roll +4 during Accuracy Checks to hit the Pokémon. When a Pokémon turns invisible, they can only remain invisible for up to 4 minutes or can turn

visible again as a Free Action. After becoming visible, they must wait two plus the number of minutes they spent invisible before turning invisible again.

Juicer: When Shuckle is holding a berry, after 24 hours of that Berry going unused, it will be turned into Berry Juice and stored in the Shuckle's shell. Shuckle may use Berry Juice as a Snack Item; if the juice is bottled, other Pokémon and Trainers may drink the Berry Juice as a Refreshment. If a Berry Juice item is left in the Shuckle's shell unused for two weeks it solidifies and turns into a Rare Candy.

Keystone Warp: Spiritomb carries around with it an Odd Keystone. Trainers may collect additional Odd Keystones as they travel. They may then synchronize them with a Spiritomb for the cost of 2 Tutor Points. A Spiritomb may then freely teleport between any Odd Keystones within 10 meters as a Standard Action.

Letter Press: Unown with the Letter Press capability may be combined with other Unown, creating a Prime Unown, or adding to an existing Prime Unown. The first four times you add an Unown to a Prime Unown, including the creation of the Prime Unown, add 5 points to any one of the Prime Unown's Base stats. Combined Unown may retain different instances of Hidden Power from each individual Unown, up to the normal Move List limit. When combining Unown with the Letter Press capability, for each instance of Hidden Power, choose whether it will operate on Attack stat or Special Attack stat. This choice is permanent. Unowns combined with Letter Press can be kept in a single Poké Ball, essentially becoming a single Pokémon. Once combined with Letter Press, Unowns cannot be separated. Prime Unown lose the Underdog Capability.

Living Weapon: In addition to being a Pokémon, Honedge and its evolutionary relatives also count as equipment and may be used as such if the Pokémon is willing. Honedge may be used as a Small Melee Weapon. Doublade may be used as two Small Melee Weapons; when one is held in each hand, the user gains +2 to Evasion. Aegislash may be used as a Small Melee Weapon and a Light Shield. When Fainted, these Pokémon may still be used as inanimate pieces of equipment, but all rolls made with them take a -2 penalty.

If the Living Weapon is also being used as an active Pokémon, the Wielder and the Living Weapon use the Wielder's Movement Speed to shift during each of their turns, and the total amount Shifted during the round cannot exceed the Wielder's Movement Speed.

While wielded, the Living Weapon may impart its wielder benefits as if it were a Simple or Fine Weapon, as long as the wielder has the requisite Combat Skill Rank. A Honedge counts as a Simple Weapon and grants the Adept Move Wounding Strike. A Doublade counts as a Simple Weapon and Grants the Adept Move Double Swipe. An Aegislash counts as a Fine Weapon and grants the Adept Move Wounding Strike and the Master Move Bleed!. While used as a Living Weapon, the Pokémon also adds these Moves to its own Move List, so long as their wielder qualifies to access them.

Either the Living Weapon or the Wielder can disengage as a Swift Action during their turn to Shift and attack separately. Re-engaging is a Standard Action that may be taken by either party. While Wielded, a Living Weapon cannot benefit from its No Guard Ability, and an Aegislash is automatically in Blade forme.

Magnetic: Magnetic Pokémon can lightly manipulate magnetic fields. With this, they can repel or attract iron and/or steel, holding it to their body or pushing it away. Through this magnetic manipulation, they can also feel magnetic fields and discern magnetic north. If a Pokémon learns the Move Magnet Rise or Magnet Bomb, or gains the Magnet Pull Ability, and does not have the Magnetic Capability, they gain Magnetic.

Marsupial: Kangaskhan is always born with the Baby Template (see Optional Rules), subtracting 5 from each of its Base Stats. While Kangaskhan have the Baby Template, they live in their mother's pouch and will not willingly leave it for long; their bond is so strong, that both Pokémon are able to be captured in a single Pokeball during this time. While Kangaskhan has the Baby Template, it cannot be Commanded to fight or take any action. Mother Kangaskhan with a Baby in their pouch are exceptional at protecting their babies; attacks cannot target Kangaskhan inside their mother's pouch while she is conscious. Trainers raising a Kangaskhan may choose to have their Mother Kangaskhan gain 20% less experience from any sources and give that Experience to the baby instead. Once a Baby Kangaskhan reaches level 25 and loses the Baby Template, it exits its mother's pouch permanently. If its

mother had a loyalty higher than 1, it will allow itself to be easily caught by its Trainer.

Materializer: The Pokémon's struggle Attacks may be Rock-Typed if they wish. They may also add their Special Attack instead of their Attack and have the attack deal Special Damage, if they wish. Multiple Rock-Type Moves grant Materializer.

Milk Collection: The user may produce a MooMoo Milk Item once a day as an Extended Action as long as they are at least Level 20. MooMoo Milk may be collected with a Collection Jar.

Mindlock: Pokémon who have the Capability Mindlock cannot have their minds read by Telepathy, are immune to the Move Mind Reader, cannot have their emotions calmed with Gentle Vibe, and Telepathic Warning cannot trigger on their attacks. The Dream Reader Capability cannot read their dreams.

Mountable X: This Pokémon may serve as a mount for X average Trainers regardless of Power Capability and ignoring penalties for weight carried. This Capability fails to function if significant weight is added in addition to the Trainer(s). Note that this Capability is meant to be used as a **guideline**, not a hard and fast rule. Feel free to adjust which Pokémon can be ridden as fits your campaign.

Mushroom Harvest: Pokémon of at least Level 20 with this Capability can produce a mushroom item once a day as an Extended Action. Roll 1d20 when this Capability is used. On a roll of 1-12, a Tiny Mushroom is produced. On a roll of 13-18, a Big Mushroom is produced. On a roll of 19-20, a Balm Mushroom is produced.

Naturewalk: Naturewalk is always listed with Terrain types in parentheses, such as Naturewalk (Forest and Grassland). Pokémon with Naturewalk treat all listed terrains as Basic Terrain.

Pack Mon: A Pokémon with Pack Mon instinctively belong to a rigid pack structure, and are naturally inclined to the top of that structure. Wild Pokémon that are of this Pokémon's unevolved form or at least 10 levels lower than the user will instantly obey the user's commands; showing a Pokémon with Pack Mon to a group of Wilds will put them at a Fearful disposition. However, two Pack Mons of the same species and within 10 Levels of each other will fight for dominance of the

group. If a Wild Pack Leader is ten levels higher than your Pokémon, it will expect your Pokémon to obey it, and may attack if it does not.

Pearl Creation: When a Pokémon with this Capability Evolves, it loses this Capability and creates a Pink Pearl Held Item.

Phasing: A Pokémon with Phasing may Shift through Slow Terrain without their Speed Capabilities being affected. As a Standard action, they may turn completely Intangible. While Intangible, they cannot be targeted by Moves or attacks, cannot perform Standard Actions, and lose a Tick of Hit Points at the end of each round. While Intangible, they may pass through solid walls and all other blocking terrain during their Shift Action. Becoming Tangible again is a Shift Action.

Planter: Pokémon with the Planter Capability can act as a Portable Grower, holding one plant at a time. Pokémon with this Capability may be limited in what they can grow. In these cases, they will have parentheses on their Planter Capability denoting what they can grow. For example, Planter (Berries) would allow the Pokémon to grow Berry plants only.

Premonition: Pokémon with this Capability have a supernatural sense for natural disasters such as earthquakes, floods, and volcanic eruptions. The magnitude of the impending disaster and its proximity to the Pokémon both affect how often they get this sense before a disaster and how long in advance the warning is. Closer and bigger disasters tend to have a greater effect and may alert the Pokémon to the specific area where a disaster will occur days in advance, while lesser disasters may simply give the Pokémon an odd sense of unease several hours before they hit.

Reach: A Pokémon with Reach has the Range of their Melee attacks increased based on their size category; Small and Medium Pokémon may make Melee attacks from up to 2 meters away, and Large and bigger Pokémon may make Melee attacks from up to 3 meters away. Pokémon with Reach are either really large or have a stretchy limb with which they can strike foes from a distance.

Shadow Meld: Gengar can melt into shadows to remain unseen as a Standard Action. While doing so, Gengar receives a +4 bonus to Stealth rolls, gains +1 to its evasion, and can travel along a surface as if completely

flat. Gengar may also “ride” along on a living creature’s shadow, moving along with it as the creature moves. Gengar may not use Standard Actions while melded into shadow. Reforming is a Shift Action.

Shapeshifter: Pokémon with this Capability can change their shape at will, taking on different forms as a Standard Action. When using this Capability, the user cannot increase or decrease its total mass by more than 50%, and they cannot replicate complex machines such as computers or phones. They may take on the appearance of these devices, but they will appear simplified in comparison. They can, however, transform into other moving forms such as acting as someone’s prosthetic limb, a living lever or pulley system, or a Pokémon comparable in size. Note in this last case that the Shapeshifter doesn’t gain any qualities of that Pokémon without actually using the Move Transform! Anyone closely examining a Shapeshifter Pokémon may determine its true nature with a Perception Check opposed by the Pokémon’s Stealth. If a Pokémon learns the Move Transform and does not have the Shapeshifter Capability, they gain Shapeshifter.

Shrinkable: A Pokémon with the capability Shrinkable can shrink its size up to 25% of its normal size as a Standard Action, but this does not change its weight. While Shrunk, a Pokémon may not perform Standard Actions except to return to normal size, and gains a +4 bonus to Evasion. Using Shrinkable is not the same as using the Move Minimize, but if a Pokémon learns the Move Minimize and does not have the Shrinkable Capability, they gain Shrinkable.

Soulless: Shedinja is a unique Pokémon. Its default Ability will always be Wonder Guard and Shedinja’s Max Hit Points is always 1. You may not add to a Shedinja’s Hit Point stat, and Shedinja may not have Temporary Hit Points. However, Shedinja can’t die and never gains Injuries. Given an Extended Rest, Shedinja always recovers to 1 Hit Point regardless of natural healing rate and how many Hit Points it had previously.

Split Evolution: Wurmple evolves based on its Nature; if it has a Nature that raises Attack, Special Attack, or Speed, it evolves into Silcoon. If it has a Nature that raises HP, Defense, or Special Defense, it evolves into Cascoon.

Sprouter: Once per week, Pokémon with the Sprouter capability can rapidly influence the growth of plants

and flora around them. As a Standard Action, they may cause a plant around them to bloom, and potentially grow up to 1 meter in any direction. Sprouter may cause planted Berries to instantly give yield.

Stealth: A Pokémon with the Stealth Capability are excellent at approaching the enemy for an up close assault. While Shifting, unless they purposely want to, Stealth Pokémon do not make any noise. Unless a Pokémon with Stealth has used a Ranged Move during the current round or the round previous, Ranged Moves may not target them if the line of sight drawn goes through Rough Terrain or if the Pokémon is on Rough Terrain.

Telekinetic: Telekinetic Pokémon and Trainers can move objects with their mind. They can lift things with Telekinesis as if they were using a Power Capability equal to their Focus Rank. When lifting Staggering Weights with Telekinesis, they roll Focus instead of Athletics, and the DC is 10 instead of 4. They can target objects up to 8 meters away. Count the combined weight of all objects when determining whether they can lift all of them. Using this Capability to lift the user's Drag Weight or greater leaves discoverable psychic residue. Additionally, the user may use Struggle Attacks at a range of X, where X is the user's Focus Rank. These Struggle Attacks deal Normal-Type Damage as usual, but the user may add their Special Attack instead of their Attack and have the attack deal Special Damage, if they wish. The user may perform the Disarm, Trip, and Push Maneuvers at the range of your Telekinetic Capability and using the Focus Skill for all opposed rolls. When the Push Maneuver is used this way, the user does not repeat the Push but instead Pushes the target a number of meters equal to half their Focus Rank. If a Pokémon learns the Move Psychic or Telekinesis and does not have the Telekinetic Capability, they gain Telekinetic.

Telepathy: A Telepathic Pokémon can read the surface thoughts of people and other Pokémon X meters away where X is Focus Rank doubled. Pokémon with Telepathy can project their thoughts to the minds of other Trainers or Pokémon with Telepathy. Trainers with Telepathy can project their thoughts to the minds of any Trainer or Pokémon. Telepathy can be used to read only one target at a time but can project to on a number of separate targets at once equal to half the user's Focus Rank. Telepathy may be used to read minds with or without making the target aware of the attempt. Unwilling targets and targets that are unaware

automatically resist the Telepathy attempt; the user and target roll opposed Focus Checks to determine if the Telepathy attempt is successful. A failure imposes a cumulative -3 penalty to future checks to use Telepathy on that target for the next 24 hours. Using Telepathy on an Unwilling target leaves discoverable psychic residue.

Threaded: Pokémon with the Threaded Capability may make a Threaded Shift as a Shift Action. A Threaded Shift is when a Pokémon targets an object and shoots a strong, thin line of silk, or extends a vine from themselves, and then quickly retracts that silk, or vine, pulling itself towards the object if the Pokémon is lighter than the object, or pulling the object towards the Pokémon if it is lighter than the user. Threaded has a range of 4 meters. If you target an unwilling Pokémon or Trainer with threaded, Threaded requires an AC 6 Status Attack to use. If a Pokémon learns the Move Spider Web, String Shot, Vine Whip or Power Whip and does not have the Threaded Capability, they gain Threaded.

Tracker: Pokémon with the Tracker Capability have a strong sense of smell that they can use to follow other Pokémon or people. If the Pokémon has smelt whom they want to track in the past day, or one of their personal belongings, they can pursue that prey with a Perception check of 8 or better. To pick-up a random scent from nothing, a Perception check of 14 or better will allow the Pokémon to follow that scent. To pick-up a specific scent from nothing, a Perception check of 20 will allow the Pokémon to follow that scent. A Pokémon may only make these checks once per hour. If a Pokémon learns the Move Odor Sleuth and does not have the Tracker Capability, they gain Tracker.

Tremorsense: Pokémon with the Tremorsense Capability can sense the location, size, and shape of objects in the ground around them for up to 5 meters, almost as if they could see through the ground.

Underdog: This capability denotes Pokémon who qualify for the Underdog Class's effects. They are Pokémon species with a Base Stat total of 45 or less. Some exceptions apply.

Volatile Bomb: The Pokémon never loses Loyalty from using Self-Destruct or Explosion.

Wallclimber: Wallclimber Pokémon often have suction cups, hooks, or other means of easily scaling walls or other vertical surfaces. They may travel along a wall or ceiling at a rate of half of their Overland Capability.

Weathershape: Castform's appearance changes with the weather around it. It changes to its orange form in Sunny weather, its blue and grey form in Raining weather, its light blue form when it's Hailing, a rocky brown form in a Sandstorm.

Wielder: Pokémon with the Wielder Capability gain a +2 bonus to Disarming and cannot have their natural weapons disarmed or removed by moves such as Thief, Covet, Switcheroo, and Trick. Small Pokémon with this capability may additionally wield man-made Small Melee weapons, gaining all normal benefits. Medium and higher size category Pokémon may wield Large Melee weapons. These weapons occupy the Pokémon's Held Item slot when Wielded. Pokémon Wielding Weapons can only ever get access to Adept Combat Rank Moves from Weapons, even if their Combat Skill would allow them to qualify for higher.

Wired: Wired Pokémon have a special relation to electronic devices. They can enter machines and travel through connected electronics through any cords that connect them instantly. If used by a Rotom, Rotom may take control of the machine from within, gaining a Move chosen by your GM based on the machine.

X-Ray Vision: Pokémon and Trainers with the X-Ray Vision Capability can see through walls and solid objects up to a foot in thickness. Objects seen through X-Ray vision are seen as white shapes and outlines without much detailed definition. The effectiveness of X-Ray Vision depends on the object's material. Anything thin from paper to light wood to most residential drywall allows clear X-Ray Vision through it, while lead and tungsten would block X-Ray Vision entirely.

Zapper: The user's struggle Attacks may be Electric-Typed if they wish. They may also add their Special Attack instead of their Attack and have the attack deal Special Damage, if they wish. Multiple Electric-Type Moves grant Zapper.

ABILITIES

Abilities are a special type of trait that Pokémon and some Trainers can have. Pokémon are all born with one Ability and may naturally grow to learn others or can be taught them by a dedicated Trainer. Most Abilities are passive effects, or Static in game terms, that are constantly on whether for good or ill. Other activate when certain conditions are met, such as the presence of a particular Weather or being hit by a specific Type of attack. A few Abilities require more active focus to execute and take up a Pokémon or Trainer’s Standard Action just as a Move would.

Abilities are read much like Moves or Features are.

Name: The Name is what the Ability is called. This is useful for keeping track of what Ability your Pokémon has.

Frequency – Action Type: The Frequency is how often the Ability can be used. These generally are Static, At-Will, Scene, or Daily. These Frequencies are the same as Feature or Move Frequencies of the same name. The Action Type listed determines the sort of action required to activate the ability – usually a free action.

Effect: The Effect is of course what the Ability does.

ABILITY KEYWORDS

Some abilities may have a Keyword descriptor. See below for the Ability keywords.

Connection: This keyword is followed by a Move, with which the user has an innate connection. Upon gaining the Ability, the user learns the Move, forgetting another Move if necessary. This Move cannot be forgotten through any means. If the user has 1 Tutor Point, they may immediately spend it to gain the “Advanced Connection” Edge and avoid forgetting any Moves.

Defensive:

Immune: Abilities with the keyword Immune cannot be affected by a certain Status Affliction. This is described

per Ability.

Last Chance: Last Chance Abilities are always associated with an Elemental Type. The user gains a +5 bonus to Damage Rolls when using attacks of that Type. This bonus increases to +10 when the user is under 1/3rd of their Maximum Hit Points.

Pickup: The Ability Pickup lets Pokémon or Trainers find items using their natural senses and natural curiosity, or using psychic abilities. Whenever the ability is activated, roll 1d20 and consult the chart below. The chart determines the category of Item, but the GM decides what the specific Item is.

Roll	Item Type	Other
1-5	None	You find nothing
6-7	X-Item	One X Attack, or X Defend, Etc.
8-10	Berries	Any Random Berry
11-13	Poké Ball	Any Random Poké Ball
14-16	Status/Healing	Any Random Status healing item or HP healing item
17	Evolutionary Stones	Any Random Evolutionary Stone
18	Performance Enhancers	Any Random Vitamin
19	Hold Item	Any Random Hold Item
20	TM	Any Random TM



ABILITY LIST: A–E

Ability: Abominable

Static

Effect: The user ignores the Recoil Keyword when attacking, and does not gain injuries from Massive Damage.

Ability: Absorb Force

Scene – Free Action

Trigger: The user is damaged by a Physical Attack

Effect: The user takes damage as if the attack was resisted one step further.

Ability: Adaptability

Static

Effect: Increase the Damage of all Moves with which the user shares an Elemental Type by +1 Damage Base.

Ability: Aerilate

At-Will – Free Action

Trigger: The user uses a Normal-Type damaging Move

Effect: The Move is changed to be Flying-Type.

Ability: Aftermath

Scene – Free Action

Effect: When the user is reduced to 0 Hit Points or less, they create a Burst 1. Everything in the Burst loses $\frac{1}{4}$ of its Max Hit Points.

Ability: Air Lock

Scene – Free Action

Effect: The weather is set to normal as long as the Pokémon with Air Lock wants it to remain that way. The user may continue to sustain this effect as a Swift Action each round.

Ability: Ambush

Scene – Free Action

Effect: The user may use a Melee Move with a Damage Base of 6 (before applying STAB or other modifiers) or lower as if it had the Priority keyword. If it hits, the target is Flinched.

Ability: Analytic

Static

Effect: Whenever the user targets uses a damaging Move on a Pokémon or Trainer that has acted before it during Initiative this Round, that Move deals an additional +5 Damage.

Ability: Anger Point

At-Will – Free Action

Effect: When the Pokémon receives a Critical Hit, they become Enraged and gain +6 Attack Combat Stages.

Ability: Anticipation

At-Will – Swift Action

Target: Pokémon or Trainers

Effect: The target reveals if they have any Moves that are Super-Effective against the Pokémon with Anticipation. You may not target a Pokémon or Trainer more than once per encounter with Anticipation. Anticipation only reveals whether the opponent does or does not have those moves, not the specific moves themselves.

Ability: Aqua Boost

At-Will – Free Action

Trigger: An adjacent Ally uses a damaging Water-Type Move

Effect: The allied target gains a +5 Bonus to its damage roll with the triggering Move. A target may not benefit from more than one instance of Aqua Boost at a time.

Ability: Arena Trap

Scene – Free Action

Target: Pokémon or Trainers

Effect: Once Arena Trap is activated, all foes within 5 meters of the user are considered Slowed. This does not affect targets of the Flying Type, or with a Levitate, Sky, or Burrow Speed of 4 or higher. The user may end the effect as a Free Action, and the effect ends if the user is Fainted or returned to a Poké Ball.

Ability: Aroma Veil

Static

Effect: The user and all Pokémon and Trainers within 3 meters cannot be Confused, Enraged, or Suppressed. Defensive.

Ability: Aura Break

Static

Effect: Foes may not benefit from Abilities that increase the Combat Stages or the damage dealt by themselves or their allies.

Ability: Aura Storm

Static

Effect: For each injury the user has, they gain a +3 Damage bonus to all Moves with the Aura keyword. Additionally, while the user is at or under ½ of their Max Hit Points, they gain a +3 Damage Bonus to all Moves with the Aura Keyword.

Ability: Bad Dreams

Static

Effect: At the beginning of the user's turn, all Sleeping Pokémon or Trainers in a Burst 5 lose a Tick of Hit Points.

Ability: Battle Armor

Static

Effect: The user is immune to Critical Hits; they are instead normal hits. Defensive.

Ability: Beam Cannon

Static

Effect: The Effect Range and Critical Hit Range of the user's Ranged, 1-Target Moves are increased by 3.

Ability: Beautiful

Scene – Swift Action

Effect: The user may activate Beautiful to either gain +2 Beauty Dice in a Contest, or to cure any adjacent targets of the Enraged Condition.

Ability: Berry Storage

Daily – Extended Action

Trigger: The user eats a Berry

Effect: The user gains 3 instances of the Berry's Digestion Buff instead of 1. It may only trade in one of these Digestion Buffs each Scene. Neither storing nor trading in these Digestion Buffs counts against the user's normal limits. All Digestion Buffs gained from Berry Storage are lost after an Extended Rest.

Ability: Big Pecks

Static

Effect: The user cannot have its Defense Stat lowered. The user cannot have its Defense Combat Stages lowered. Defensive.

Ability: Big Swallow

Static

Effect: Connection - Stockpile. Whenever the user uses Swallow or Spit Up, it may treat the Stockpile Count as if it was one higher. This Ability has no effect if the Stockpile Counter is already 3.

Ability: Blaze

Static

Effect: The user gains Last Chance with Fire.

Ability: Blessed Touch

Daily x2 – Standard Action

Effect: An adjacent Pokémon or Trainer gains Hit Points equal to 1/4th of its maximum Hit Points.

Ability: Blow Away

Static

Effect: Connection - Whirlwind. When the user uses Whirlwind, all targets hit lose a Tick of Hit Points.

Ability: Blur

Static

Effect: Attacks and Moves targeting you that don't require an Accuracy Check now require one, as though they had an Accuracy Check of 2. You may only apply half of your Evasion to these Attacks and Moves. Defensive.

Ability: Bodyguard

Scene – Free Action

Trigger: A cardinally adjacent Ally is hit by an attack

Effect: The user and the target switch places, and the user becomes the target of the attack instead, taking damage from the attack as if resisted one step further. If switching places would not move the triggering Ally out of the area-of-effect of a Burst, Blast, Cone, or Line, this Ability does not prevent the ally from being hit. Defensive.

Ability: Bone Lord

Scene – Free Action

Trigger: The user hits with Bone Club, Bonemerang, or Bone Rush

Effect: Connection – Bonemerang. This Ability may be activated when hitting with Bone Club to automatically Flinch its target; or to use Bonemerang as a Priority Move; or when hitting with Bone Rush to cause the attack to automatically hit 5 times.

Ability: Bone Wielder

Static

Effect: This ability is only functional if the user is holding a Thick Club item. The user gains a +1 Accuracy Bonus to Bone Club, Bonemerang, and Bone Rush. Additionally, the user cannot be disarmed, or have their Thick Club forcefully removed by Trick, Switcheroo, Thief, or any other Moves or effects unless the user wishes it.

Ability: Brimstone

Static

Effect: Whenever the user causes a Burn with a damaging Fire-Type Attack, the target is also Poisoned.

Ability: Bulletproof

Static

Effect: The user resists all X target ranged attacks one step further. This refers to attacks and Moves that simply hit one target or specify hitting multiple targets, such as Razor Wind hitting three targets. It has no effect on Moves that are capable of hitting multiple targets through areas of effect, such as Bursts or Cones. Defensive.

Ability: Bully

Scene – Free Action

Trigger: The user hits a target for Super-Effective Damage with a Melee Move

Effect: The target of the attack is pushed 2 Meters, becomes Tripped, and gains an Injury.

Ability: Cave Crasher

Static

Effect: The user resists Ground-Type and Rock-Type attacks one step further. Defensive.

Ability: Celebrate

At-Will – Free Action

Trigger: The user causes a foe to Faint by using a damaging attack

Effect: The user increases their Speed by 1 Combat Stage and may immediately take an additional Shift Action to move as if they were Slowed. This Ability may only be activated if the user is not prevented from shifting.

Ability: Cherry Power

Daily – Swift Action

Effect: The user gains 15 Temporary Hit Points, and is cured of all Persistent Status Afflictions.

Ability: Chlorophyll

Static

Effect: While in Sunny Weather, the user gains +4 Speed Combat Stages.

Ability: Clay Cannons

At-Will – Swift Action

Effect: Until the end of the round, the user may originate any Ranged Move they use from any square adjacent to itself.

Ability: Clear Body

Static

Effect: The user's Combat Stages may not be lowered by the effect of foes' Features, Abilities, or Moves. Status Afflictions may still alter their Combat Stages. Defensive.

Ability: Cloud Nine

Scene – Free Action

Effect: The weather of the field is set to normal.

Ability: Cluster Mind

Static

Effect: The user's Move Pool limit is increased by +2.

Ability: Color Change

At-Will – Free Action

Trigger: The user is hit by a Move

Effect: The user's Type changes to match the Type of the triggering Move.

Ability: Color Theory

Static

Effect: Upon gaining this ability at Birth, the user rolls 1d12 to determine the color of their tail secretions.

1 = Red; 2 = Red-Orange; 3 = Orange; 4 = Yellow-Orange; 5 = Yellow; 6 = Yellow-Green; 7 = Green; 8 = Blue-Green; 9 = Blue; 10 = Blue-Violet; 11 = Violet; 12 = Red-Violet.

Red is tied to Attack, Orange is tied to Defense, Yellow is tied to Special Attack, Green is tied to Special Defense, Blue is tied to Speed, Violet is tied to HP. Users with a "Pure" Color (Red, Orange, Yellow, etc) gain a +6 Bonus to the Base Stat tied to their color. Users with a "Mixed" Color (Red-Orange, Yellow-Orange, etc) gain a +3 Bonus to each Stat tied to the color.

Ability: Competitive

Static

Effect: Whenever the user has its Combat Stages lowered, by something other than its own Moves or Abilities, the user's Special Attack is raised 2 Combat Stages.

Ability: Compound Eyes

Static

Effect: The user gains a +3 Bonus to all Accuracy Rolls.

Ability: Confidence

Scene – Standard Action

Effect: Choose a Combat Stat. All allies within 5 meters of the user gain +1 CS in the Chosen Stat.

Ability: Contrary

Static

Effect: If something would raise the user's Combat Stages, it instead lowers the user's Combat Stages by the same amount. If something would lower the user's Combat Stages, it instead raises the user's Combat Stages by the same amount.

Ability: Conqueror

Scene – Free Action

Trigger: The user causes a foe to Faint by using a damaging Physical or Special Attack

Effect: The user's Attack, Special Attack, and Speed gain +1 Combat Stage.

Ability: Copy Master

Static

Effect: Connection - Copycat. Whenever the user uses Copycat or Mimic, it gains +1 Combat Stage in a Stat of its choice after the Move is resolved.

Ability: Corrosive Toxins

Scene – Free Action

Effect: Connection - Toxic. The user may activate this Ability when using Toxic to allow the Move to ignore Immunity to the Status Affliction, Blessings, and the effects of Abilities that may prevent Hit Point loss from being Badly Poisoned (such as Magic Guard or Poison Heal).

Ability: Courage

Static

Effect: While at or under 1/3rd of its Max Hit Point value, the user gains a +5 Damage Bonus to all Damage Rolls, and 5 Damage Reduction. Defensive.

Ability: Covert

Static

Effect: If this Pokémon is standing on a terrain related to its natural habitat, its Evasion is increased by +2. For Ice types, this is generally snowy or icy terrain; Ground and Ground types are apt to feel at home in sandy terrain or craggy rocks; Grass types, Bug Types, and others likely feel at home in long grass. Some Pokémon may be at home in several types of terrain.

Ability: Cruelty

Scene – Swift Action

Trigger: The user hits a foe with a damaging attack

Effect: After Damage is Resolved, the foe gains an Injury. The user is then informed of the total number of Injuries currently on the target, and may use that number to "purchase" the effects listed below.

- » **1 Injury:** The target loses 2 Hit Points. May be "purchased" multiple times.
- » **1 Injury:** The target is Slowed.
- » **2 Injuries:** Until the end of the encounter, the target may not gain Hit Points or Temporary Hit Points from any source. This effect ends if the target is switched out or Takes a Breather.

Ability: Crush Trap

Scene – Free Action

Trigger: The user successfully Grapples a target

Effect: Connection – Wrap. When you activate this ability, the user may immediately deal damage to the target as if the user had hit with a Struggle Attack. There is no Accuracy Roll and thus this damage cannot miss, be a Critical Hit, or trigger any Effect Ranges.

Ability: Cursed Body

Scene – Free Action

Trigger: The user is hit by a Damaging Move.

Effect: The Move becomes Disabled.

Ability: Cute Charm

Scene – Free Action

Trigger: A foe of the opposite gender attacks the user with a Melee Attack

Effect: The foe becomes Infatuated.

Ability: Cute Tears

Scene – Free Action

Trigger: The user is hit by a Damaging Attack

Effect: The attacking foe loses 2 Combat Stages in the Attack Stat used by the triggering Move.

Ability: Damp

Static

Effect: The Moves Self-Destruct and Explosion may not be used when a Pokémon with Damp is within 10-meters of Self-Destruct or Explosion's user. The Ability Aftermath may not be activated when a Pokémon with Damp is within 10-meters of the Pokémon attempting to activate Aftermath.

Ability: Danger Syrup

Scene – Free Action

Effect: Connection - Sweet Scent. If the user is hit by a damaging attack, it may use Sweet Scent as a Free Action, frequency allowing.

Ability: Dark Art

Static

Effect: The user gains Last Chance with Dark.

Ability: Dark Aura

Static

Effect: The user and all allies have the Damage Base of their damaging Dark Type Attacks increased by +1.

Ability: Daze

Scene – Standard Action

Effect: Make an AC4 Status Attack against a target within 6 meters. If you hit, the target falls asleep.

Ability: Deadly Poison

Daily – Free Action

Trigger: The user Poisons a target

Effect: The target is Badly Poisoned instead.

Ability: Decoy

Scene – Full Action

Effect: The user uses the Move "Follow Me" as if it was on their Move List, and their Evasion is raised by +2 until the end of their next turn.

Ability: Deep Sleep

Static

Effect: When asleep, this Pokémon restores a Tick of Hit Points at the end of each turn.

Ability: Defeatist

Static

Effect: Whenever the user is brought below 50% of their max Hit Points, the user's Attack and Special Attack are lowered by 1 Combat Stage each, and the user's Speed is increased by +2 Combat Stages. If the user is healed above 50% max Hit Points, these changes are reverted.

Ability: Defiant

Static

Effect: Whenever the user has its Combat Stages lowered, by something other than its own Moves or Abilities, the user's Attack is raised 2 Combat Stages.

Ability: Defy Death

Daily – Swift Action

Effect: By activating this Ability, the user is instantly healed of up to 2 Injuries; these counts towards the total number of Injuries that can be healed each day. Additionally, to die, the user must reach -250% Hit Points instead of -200% Hit Points.

Ability: Delayed Reaction

Scene – Free Action

Trigger: The user is hit by a direct damaging attack

Effect: Halve the damage taken by the user. At the end of the user's next turn, the user loses Hit Points equal to the other half of the damage. For example, if the user is hit for 11 damage and triggers this Ability, the user would take 5 damage upon being hit and 6 damage at the end of its next turn. Defensive.

Ability: Delivery Bird

Static

Effect: The user may hold two Held Items at once. Whenever an Ability or Move affects the user's Held Items, you may choose which one is affected.

Ability: Desert Weather

Static

Effect: The user is immune to Sandstorm Damage, resists Fire-Type Moves in Sunny Weather, and regains 1/16th of its Max Hit Points at the end of each of its turns while in Rainy Weather.

Ability: Diamond Defense

Static

Effect: Connection - Stealth Rock. Stealth Rock's Frequency is Scene x2, and the user's Stealth Rocks can be treated as dealing Rock-Type or Fairy-Type Damage, whichever is more effective.

Ability: Dig Away

Daily – Free Action

Effect: Connection - Dig. When hit by a Move, this Pokémon may activate this Feature to use Dig, frequency allowing, as an interrupt to avoid the attack and shift underground immediately. This consumes a command as normal. The terrain must allow for Dig to be used.

Ability: Discipline

Scene – Free Action

Effect: If the user gains initiative and is Confused, Enraged, Infatuated, or Flinched, they may activate Discipline to cure themselves of any of these conditions.

Ability: Dire Spore

Static

Effect: Connection - Spore. Whenever the user hits a target with Spore, that target is also Poisoned.

Ability: Dodge

Daily – Free Action

Trigger: The user is hit by a Damaging Move

Effect: The triggering Move instead misses. Defensive.

Ability: Download

Scene – Free Action

Target: Trainer or Pokémon

Effect: The target must reveal whether its Defense or Special Defense Stats are lower. If the Defense Stat is lower, the user gains a +5 Damage Bonus with Physical Moves when attacking the target. If the Special Defense Stat is lower, the Damage Bonus is instead to Special Moves.

Ability: Dreamspinner

Daily – Standard Action

Effect: For each Sleeping Pokémon or Trainer within 10 meters, the user gains a Tick of Hit Points.

Ability: Drizzle

Scene – Swift Action

Effect: The Weather changes to be Rainy for 5 rounds.

Ability: Drown Out

Scene – Free Action

Trigger: A foe uses a Move with the Sonic keyword

Effect: The user makes a Focus Check with a DC equal to the Move's Accuracy Roll. If the user succeeds, the triggering Move fails.

Ability: Drought

Scene – Free Action

Effect: The Weather changes to be Sunny for 5 rounds.

Ability: Dry Skin

Static

Effect: Whenever the user is hit by a damaging Fire-Type Move or ends their turn in Sunny Weather, they lose a Tick of Hit Points. The user is immune to the damage and effects of Water-Type Moves, and whenever the user is hit by a damaging Water-Type Move or ends their turn in Rainy Weather, they gain a Tick of Hit Points.

Ability: Dust Cloud

Scene – Free Action

Effect: Connection - Poison Powder. Whenever the user uses Poison Powder, Sleep Powder, or Stun Spore, the user may activate this Ability to use it as if that move have a range of Burst 1 instead.

Ability: Early Bird

Static

Effect: The user gains a +3 Bonus to rolls made due to Status Afflictions.

Ability: Effect Spore

Scene – Free Action

Trigger: The user is hit by a Melee Attack

Effect: Roll 1d6. On a result of 1 or 2, the attacker is Poisoned. On a result of 3 or 4, the attacker is Paralyzed. On a result of 5 or 6, the attacker falls Asleep.

Ability: Enfeebling Lips

Static

Effect: Connection - Lovely Kiss. Whenever the user uses the Move Lovely Kiss, they may choose a Stat. If the Move successfully hits, the Pokémon or Trainer being targeted loses 2 Combat Stages in that Stat.

Ability: Electrodash

Scene – Free Action

Effect: The user may make a Sprint Action as a Swift Action.

Ability: Enduring Rage

Static

Effect: The user may not make rolls to cure themselves from the Enraged condition. However, while Enraged, the user gains 5 Damage Reduction.

Ability: Exploit

Static

Effect: Whenever you deal Super-Effective Damage to a target, that target treats your Damage Roll as it were increased by +5.

ABILITY LIST: F-K

Ability: Fabulous Trim

Static

Effect: Furfrou's Ability depends on its current hairstyle. A Furfrou's hairstyle can be changed as an Extended Action at an appropriate hair parlor.

Star Trim: Celebrate

Diamond Trim: Defiant

Heart Trim: Cute Tears

Pharaoh Trim: Sand Veil

Kabuki Trim: Inner Focus

La Reine Trim: Intimidate

Matron Trim: Friend Guard

Dandy Trim: Moxie

Debutante Trim: Confidence

Ability: Fade Away

Scene – Standard Action, Interrupt

Effect: The user becomes Invisible until the beginning of their next turn, and may immediately Shift. This Ability may be activated as an Interrupt when hit by a Physical attack; the user may declare the use of Fade Away to avoid all damage and/or effects of the move. Defensive.

Ability: Fairy Aura

Static

Effect: The user and all allies have the Damage Base of their damaging Fairy Type Attacks increased by +1.

Ability: Fashion Designer

Daily – Extended Action

Effect: The user knows how to make useful accessories from mere common leaves. The user may craft one of the consumable Held Items below by activating this ability.

Lucky Leaf - Grass Type Booster for one encounter.

Tasty Reeds - Bug Type Booster for one encounter.

Dew Cup - Same Effect as an Occa Berry.

Thorn Mantle - Same Effect as a Coba Berry.

Chewy Cluster - Same Effect as Leftovers.

Decorative Twine – Roll +2d6 on any Move during a Contest.

Ability: Fiery Crash

Static

Effect: Whenever the user uses a Move with the Dash keyword, they may either increase that Move's Damage Base by +2, or change the Move to be Fire-Type if it was not already. All Moves with the Dash keyword performed as Fire-Typed burn their target on 19+, or increase the effect range by +2 if they could already inflict Burn.

Ability: Filter

Static

Effect: When the user is hit by a Super-Effective attack, the attack deals x1.25 damage instead of x1.5 damage. If the user is hit by a Super-Super-Effective attack, the attack deals x1.5 damage instead of x2 damage. . If you have both Solid Rock and Filter, you gain 5 Damage Reduction against Super-Effective Damage. Defensive.

Ability: Flame Body

Scene – Free Action

Trigger: The user is hit by a Melee Attack

Effect: The attacking foe becomes Burned.

Ability: Flame Tongue

Scene – Free Action

Trigger: The user hits a foe with Lick.

Effect: Connection – Lick. The foe hit with Lick gains an Injury and becomes Burned.

Ability: Flare Boost

Static

Effect: While Burned, the user's Special Attack is raised by 2 Combat Stages. If the user is cured of its Burn, its Special Attack is lowered by 2 Combat Stages.

Ability: Flash Fire

Static

Effect: The user is immune to the damage and effects of Fire-Type attacks. If the user is hit by a Fire-Type attack, the user gains a +5 Bonus to their next Damage Roll with a Fire-Type Move. Defensive.

Ability: Fluffy Charge

Static

Effect: Connection – Charge. Whenever the user uses Charge, they gain +1 CS to Defense.

Ability: Flower Gift

Scene – Free Action

Effect: If it is Sunny, Flower Gift creates a 4-meter Burst. The user and all of their allies in the burst gain +2 Combat Stages, distributed among any Stat or Stats as they wish.

Ability: Flower Power

At-Will – Extended Action

Target: A Grass-Type Pokémon

Effect: The target gains Flower Power for the rest of the day. While the target has Flower Power, they gain a +1 bonus to Skill Checks. A Pokémon with Flower Power may choose to expend their Flower Power when making an Accuracy Roll with a Grass-Type Move or when making a Save Check to gain a +2 Bonus to that roll. This Ability may target a specific target only once per day.

Ability: Flower Veil

Static

Effect: Allied Grass-Type Pokémon within 10 meters cannot have Combat Stages lowered. Defensive.

Ability: Flutter

At-Will – Shift Action

Effect: The user gains +3 Evasion until the end of their next turn, and cannot be Flanked.

Ability: Flying Fly Trap

Static

Effect: The Pokémon takes no damage from Ground Type Moves and Bug Type Moves. Defensive.

Ability: Focus

Static

Effect: The user gains Last Chance with Fighting.

Ability: Forecast

Static

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, and Rock Type if there is a Sandstorm. It returns to Normal Type if it is in normal weather or foggy weather. If there are multiple Weather Effects on the field, choose one type for the user to be that corresponds with an existing Weather Effect.

Ability: Forest Lord

Scene x2 – Shift Action

Effect: This turn, the user may originate a Grass or Ghost-Typed Move from any fully grown tree within 10 meters. Moves performed this way gain a +2 Bonus on their Accuracy Roll.

Ability: Forewarn

Scene – Free Action

Target: A Pokémon or Trainer

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 gain a -2 Penalty during Accuracy Checks when used by the target for the rest of the encounter.

Ability: Fox Fire

Scene – Standard Action

Effect: The user creates 3 Fire Wisps. Whenever the user is targeted by a foe within 6 meters, they may spend a Fire Wisp as an Interrupt to use the Move Ember against that foe as a Free Action, as if it was on their Move List.

Ability: Freezing Point

Static

Effect: The user gains Last Chance with Ice.

Ability: Friend Guard

Scene – Free Action

Trigger: An adjacent Ally takes Damage

Effect: The damage is resisted one step further. Defensive.

Ability: Frighten

Scene – Swift Action

Target: A Pokémon or Trainer within 5 meters

Effect: Lower the target's Speed 2 Combat Stages.

Ability: Frisk

Scene – Free Action

Target: An Adjacent Pokémon

Effect: The target reveals their Type, Ability, Nature, Level, and name of any Held Items they are currently holding, if any.

Ability: Frostbite

Static

Effect: The user's damaging Ice-Type attacks cause the target to become Slowed on 18+, and the Effect Range for Freeze on these Moves is increased by +1. If the Move does not cause Freezing, it now causes Freezing on a roll of 20.

Ability: Fur Coat

Static

Effect: The user resists all Physical Attacks one step further. Defensive.

Ability: Gale Wings

Static

Effect: The user may use Flying-Type Moves as if they have the Priority keyword.

Ability: Gardener

Daily x3 – Extended Action

Target: A yielding plant

Effect: Increase the soil quality of the plant by +1, as if Mulch had been applied. This may target a specific Plant only once per day.

Ability: Gentle Vibe

Scene – Standard Action

Range: Burst 2

Effect: All targets in the burst, including the user, have their Combat Stages reset, and are cured of any Volatile Status ailments.

Ability: Gluttony

Static

Effect: The user may eat up to three Food Items per encounter, and up to two refreshments per half hour.

Ability: Gooley

At-Will – Free Action

Trigger: The user is hit by a Melee Attack

Effect: The triggering attacker has their Speed lowered by 1 Combat Stage.

Ability: Gore

Static

Effect: Connection - Horn Attack. Whenever the user uses Horn Attack, they may push the target away 1 meter. Additionally, Horn Attack has a Critical Range of 18-20 for the user.

Ability: Grass Pelt

Static

Effect: When standing on any grassy or leafy terrain that is either Slow or Rough Terrain, the user gains +5 Damage Reduction. Defensive.

Ability: Gulp

Daily – Extended Action

Effect: If the user is allowed to spend time fully submerged in water for at least 10 minutes, they may heal up to 25% of their Max Hit Points, and remove one Injury.

Ability: Guts

Static

Effect: While suffering from Burn, Poison, Paralysis, Freezing, or while Asleep, the user's Attack is raised 2 Combat Stages. If suffering from none of these conditions, the user loses any Combat Stages gained this way.

Ability: Harvest

At-Will – Free Action

Effect: Whenever the user trades in a Digestion Buff from a Berry, flip a coin. On heads, the user gains all the benefits of the Digestion Buff, but the Buff is not used up. On tails, the Buff is consumed normally. While in Sunny Weather, the Buff is never consumed. The user may trade in a Digestion Buff up to once per turn during an encounter, but only until they flip "Tails".

Ability: Haunt

Static

Effect: The user gains Last Chance with Ghost.

Ability: Hay Fever

At-Will – Swift Action

Trigger: The user uses a Status Move; or the user ends their turn while Asleep.

Effect: The user creates a Burst 2 or Close Blast 3 of allergenic pollen. All Trainers and Pokémon in the burst that are not Bug, Grass, or Poison Typed lose a Tick of Hit Points. This Ability cannot be activated in Rainy Weather, Sandstorms, or if it is Hailing.

Ability: Healer

Scene – Free Action

Target: An Adjacent Pokémon or Trainer

Effect: The target is cured of all Status conditions.

Ability: Heat Mirage

At-Will – Free Action

Trigger: The user uses a Fire-Type Move

Effect: The user's Evasion is increased by +3 until the beginning of their next turn.

Ability: Heatproof

Static

Effect: The user resists Fire Type moves one step further (Super-Effective Becomes Neutral, Doubly-Super Effective becomes Super-Effective, Neutral becomes Resistant, Resistant becomes doubly Resistant).

Ability: Heavy Metal

Static

Effect: When referring to Weight Classes, treat the Pokémon as if it is 2 Weight Classes higher.

Ability: Helper

Static

Effect: Connection - Helping Hand. Whenever the user uses a Move that targets a single Ally, that Ally gains a +1 Bonus to Accuracy and Skill Checks until the end of the user's next turn.

Ability: Honey Paws

Static

Effect: The user may consume Honey to gain a Digestion Buff as if they had consumed Leftovers. This Digestion Buff does not count against their normal limit.

Ability: Honey Thief

Static

Effect: Connection - Bug Bite. If the user uses Bug Bite to steal the effects of a Digestion Buff, they gain a Tick of Temporary Hit Points.

Ability: Huge Power

Static

Effect: The Pokémon's Base Attack stat is doubled. This may double any bonuses from Nature or Vitamins, but not bonuses from Trainer Features.

Ability: Hustle

Static

Effect: The user receives a -2 penalty to all Accuracy Rolls with Physical Attacks, and gains a +10 Bonus to all Physical Damage Rolls.

Ability: Hydration

Static

Effect: At the end of the user's turn, if the weather is Rainy, the user is cured of one Status Affliction.

Ability: Hyper Cutter

Static

Effect: The user's Attack Stat may not be lowered, and its Attack Combat Stages may not be lowered. Defensive.

Ability: Hypnotic

Static

Effect: Connection - Hypnosis. When used by the user, Hypnosis cannot miss.

Ability: Ice Body

Static

Effect: While Hailing, the user gains a Tick of Hit Points at the beginning of each of their turns. The user is not damaged by Hail.

Ability: Ice Shield

Scene – Standard Action, Interrupt

Effect: The user places up to 3 segments of Ice Wall; each segment must be continuous with another segment, and at least one must be adjacent to the user. These Ice Walls count as Blocking Terrain and last until the end of the encounter or until they are destroyed. Each Ice Wall segment is 2 meters tall, 1 meter wide, and 2 centimeters thick. Each segment has 10 Hit Points, 5 Damage Reduction, and takes damage as if it was Ice-Type.

Ability: Ignition Boost

At-Will – Free Action

Trigger: An adjacent Ally uses a damaging Fire-Type Move

Effect: The allied target gains a +5 Bonus to its damage roll with the triggering Move. A target may not benefit from more than one instance of Ignition Boost at a time.

Ability: Illuminate

Static

Effect: Attacks that target the user have a -2 Accuracy Penalty against the user. Does not affect attackers with the Blindsight Capability. Defensive.

Ability: Illusion

Special

Effect: As a Standard Action, the user may mark an object, Pokémon, or Trainer. The user may have a number of targets marked equal to their Focus Rank; to mark a new target, an old mark must be forfeited. Once per round as a Free Action, the user may use illusory powers to make itself look exactly like a marked target. This may be done as the user is being released from a Poké Ball. This change is aesthetic and does not affect typing or Moves. The illusion allows the user to vaguely mimic sounds made by its marked target, but it is not capable of intelligible speech. Whenever the user is hit by a damaging Move, the Illusion is destroyed. The user may also dismiss the Illusion as a Free Action.

Ability: Immunity

Static

Effect: The user cannot be Poisoned or Badly Poisoned. Defensive.

Ability: Imposter

At-Will – Free Action

Trigger: Ditto enters the encounter

Effect: When Ditto is sent out, it may use the Move Transform as a free action. If the target of Transform has any modified Combat Stages, apply these Combat Stages to Ditto. One of the target's Abilities is randomly assigned to Ditto until Ditto uses Transform again.

Ability: Infiltrator

Static

Effect: The user gains a +2 Bonus to Stealth Checks, does not trigger Hazards, Blessings cannot be activated in response to its actions, and the user may bypass the effects of the move Substitute.

Ability: Inner Focus

Static

Effect: The user cannot be Flinched. If an effect would set the user's Initiative to 0, their Initiative is not affected. Defensive.

Ability: Insomnia

Static

Effect: The user is immune to the Sleep condition, and cannot use the move Rest. Defensive.

Ability: Instinct

Static

Effect: The user's default Evasion is increased by +2. Defensive.

Ability: Interference

At-Will - Standard Action

Effect: The accuracy of all foes within 3 meters is reduced by -2 until the end of the user's next turn.

Ability: Intimidate

Scene – Swift Action

Target: Pokémon or Trainer within 5 meters

Effect: Lower the target's Attack 1 Combat Stage.

Ability: Iron Barbs

At-Will - Free Action, Reaction

Trigger: The user is hit by a damaging Melee Attack

Effect: The attacker loses Hit Points equal to Tick of Hit Points.

Ability: Iron Fist

Static

Effect: The user increases the Damage Base of the following Moves by +2; Bullet Punch, Comet Punch, Dizzy Punch, Drain Punch, Dynamic Punch, Fire Punch, Meteor Mash, Shadow Punch, Ice Punch, Mach Punch, Mega Punch, Sky Uppercut, Thunder Punch, Focus Punch, Hammer Arm, and Power-Up Punch.

Ability: Justified

At-Will - Free Action

Trigger: The user is hit by a damaging Dark Type Move

Effect: The user may raise its Attack 1 Combat Stage. The user always gains a +4 bonus to Skill Checks made to Intercept.

Ability: Kampfgeist

Static

Effect: The user gains STAB on Fighting-Type Moves.

Ability: Keen Eye

Static

Effect: The user's Accuracy cannot be lowered, their attacks cannot have Accuracy Penalties (such as from Illuminate), the user is immune to the Blind condition (but not Total Blindness), and the user ignores any Evasion not directly derived from Stats (such as from the Instinct Ability, or from moves like Minimize).

Ability: Klutz

Static

Effect: The Pokémon ignores the effects of all held Items in its possession. The user may drop Held Items At-Will as a Free Action during their turn, even if they have Status Afflictions that prevent them from taking actions.

ABILITY LIST: L–P

Ability: Landslide

Static

Effect: The user gains Last Chance with Ground.

Ability: Last Chance

Static

Effect: The user gains Last Chance with Normal.

Ability: Leaf Gift

Daily – Extended Action

Effect: The user is adept at crafting clothes for itself out of common leaves. As an extended action, the user may craft a Leaf Suit listed below by activating this Ability; each suit has different effects on the user. The user may only wear one Leaf Suit at a time; building a new suit destroys previous suits.

Nourishing Suit - Effect: Grants the Sun Blanket and Leaf Guard Abilities.

Heavy Suit - Effect: Grants the Sturdy and Overcoat Abilities.

Vibrant Suit - Effect: Grants the Chlorophyll and Photosynthesis Abilities.

Ability: Leaf Guard

Static

Effect: At the end of the user's turn, if the weather is Sunny, the user is cured of one Status Condition.

Ability: Leek Mastery

Static

Effect: Connection - Acrobatics. If the user is holding a Rare Leek, they may still use Acrobatics as if they were not holding an item. The user cannot be disarmed of their Stick, nor can it be forcefully removed by Trick, Switcheroo, Thief, or any other Moves or effects unless the user wishes it.

Ability: Levitate

Static

Effect: The Pokémon is immune to the damage and effects of Ground Type Moves, and gains a Levitate Speed of 4, or has existing Levitate Speeds increased by +2. Defensive.

Ability: Life Force

Daily – Swift Action

Effect: The user gains a Tick of Hit Points immediately upon activating this Ability, and gains the same amount at the beginning of each of their turns for the following 4 rounds.

Ability: Light Metal

Static

Effect: When referring to Weight Classes, treat the Pokémon as if it is 2 Weight Classes lower.

Ability: Lightning Kicks

Scene – Free Action

Effect: The user may activate this Ability to use any Move with “Kick” in the name as a Priority Move.

Ability: Lightning Rod

Scene – Free Action

Trigger: A ranged Electric Type Move is used within 10 Meters of the user.

Effect: The Move is turned into a Single-Target Move and is re-directed at the user without fail, and cannot miss. This negates Lock-On or Mind Reader. Additionally, the user is immune to the damage and effects of Electric Type attacks, and each time they are hit by an Electric attack, the user's Special Attack is raised 1 Combat Stage. Defensive.

Ability: Limber

Static

Effect: The user is immune to Paralysis. Defensive.

Ability: Liquid Ooze

Static

Effect: When the Pokémon with Liquid Ooze is damaged by Absorb, Drain Punch, Giga Drain, Horn Leech, Leech Life, Leech Seed or Mega Drain, that Move gains Recoil ½ and the Move's user does not gain any HP.

Ability: Lullaby

Scene – Free Action

Effect: Connection - Sing. Whenever the user uses the Move “Sing”, they may activate this Feature. The user then picks a Pokémon or Trainer being targeted by Sing; Sing automatically hits that target.

Ability: Lunchbox

Scene – Free Action

Trigger: The user trades in a Digestion Buff

Effect: The user gains 5 Temporary Hit Points. These Temporary Hit Points stack with any Temporary Hit Points granted by the triggering Buff.

Ability: Mach Speed

Static

Effect: The user gains Last Chance with Flying.

Ability: Magic Bounce

Scene – Free Action

Trigger: The user is hit by a Status Move

Effect: The user may reflect the Move back to the attacker. This Ability may be used to change the placement and affiliation of any Hazards being set within 10 meters of the user as well. Defensive.

Ability: Magic Guard

Static

Effect: The user is immune to damage and Hit Point loss from Hazards, Weather, Status Afflictions, Vortexes, Recoil, Hay Fever, Iron Barbs, Rough Skin, and Leech Seed. Defensive.

Ability: Magician

Scene – Free Action

Trigger: The user hits a foe with a damaging Single-Target attack

Effect: The user takes the target's Held Item. This Ability may not be triggered if the user is already holding a Held Item.

Ability: Magma Armor

Static

Effect: The user cannot be Frozen. Defensive.

Ability: Magnet Pull

At-Will – Swift Action

Target: A Steel-Type Pokémon

Effect: Until the end of the user's next turn, the target may not move more than 8-meters away from the user and/or may not move closer than 3-meters to the user.

Ability: Marvel Scale

Static

Effect: When Asleep, Paralyzed, Burned, Frozen or Poisoned, Marvel Scale raises the user's Defense by +2 Combat Stages. The Combat Stages return to normal if the user is cured of their status affliction.

Ability: Mega Launcher

Static

Effect: The user increases the Damage Base of Aura Sphere, Dark Pulse, Dragon Pulse, and Water Pulse by +2.

Ability: Memory Wipe

Scene - Special

Effect: The user selects a Pokémon or Trainer within 10 meters. If used as a Swift Action, the last Move used by the target becomes Disabled. If used as a Standard Action, the target is Flinched. If used as an Extended Action that takes about 1 minute, it can erase up to 5 minutes that have occurred within the last 30 minutes from the target's memory.

Ability: Migraine

Static

Effect: While the user is at 50% Hit Points or less, it gains the Telekinetic Capability and may add STAB to Psychic-Type Moves.

Ability: Mimitree

Static

Effect: Connection - Mimic. Whenever the user uses a Move copied by Mimic, they may choose to replace that Move with Mimic once more. When used this way, the user ignores Mimic's Frequency.

Ability: Mind Mold

Static

Effect: The user gains Last Chance with Psychic.

Ability: Mini-Noses

Daily - Standard Action

Effect: The user detaches up to three Mini-Noses from themselves and places them adjacent to them on the battlefield. These Mini-Noses have HP equal to the user's level but otherwise uses their user's stats. Each Mini-Nose has a Levitate Speed of 4. The user may Shift them each round on their turn, and they may originate any Ranged Move from one of the Mini-Noses instead of themselves if they choose. If a Mini-Nose is reduced to 0 HP, it is destroyed and takes a full 24 hours to regrow, one at a time. If the user has less than three grown Mini-Noses, then this ability can only place as many on the field as are available. All Mini-Noses deactivate, but are not destroyed, if the user is Fainted. Mini-Noses cannot be made to Shift more than 5 meters away from the user; if they are forced farther away, they will automatically Shift toward the user on the user's turn.

Ability: Minus

Scene – Free Action

Target: An ally with Plus within 10 Meters

Effect: The target's Special Attack is raised by +2 Combat Stages.

Ability: Miracle Mile

Static

Effect: The user gains Last Chance with Fairy.

Ability: Mojo

Static

Effect: Normal Types are not immune to the user's Ghost-Type Moves.

Ability: Mold Breaker

Static

Effect: The user ignores the effect of enemies' Defensive Abilities.

Ability: Moody

At-Will – Free Action

Trigger: The user joins an encounter, misses with a Move, or hurts itself in Confusion

Effect: Moody must be activated whenever it is triggered. Roll 1d10 to determine a Stat to be raised by +2 Combat Stages, then roll 1d10 to determine a Stat to be lowered by 2 Combat Stages. 1 or 2 is Attack, 3 or 4 is Defense, 5 or 6 is Special Attack, 7 or 8 is Special Defense, 9 or 10 is Speed.

Ability: Motor Drive

Static

Effect: The user is immune to the damage and effects of Electric Type attacks. Whenever an Electric Type attack hits the Pokémon, raise their Speed by +1 Combat Stage. Defensive.

Ability: Mountain Peak

Static

Effect: The user gains Last Chance with Rock.

Ability: Moxie

Static

Effect: Whenever the user's Move causes a target to faint, it may raise its Attack Combat Stage by +1. You may only trigger Moxie once per Move, even if the Move causes multiple targets to faint.

Ability: Mud Dweller

Static

Effect: The user resists Ground-Type and Water-Type attacks one step further.

Ability: Multiscale

Static

Effect: When at full Hit Points, when taking damage from a Move, half the total damage before applying weakness and resistance, after applying your Defenses. Defensive.

Ability: Multitype

At Will – Free Action

Effect: The user changes its Elemental Type to any of the Elemental Types. Multitype cannot be copied or disabled.

Ability: Mummy

Daily – Free Action

Trigger: The user is hit by a Melee Attack

Effect: Replace all of the Attacker's Abilities with Mummy until the end of the encounter.

Ability: Natural Cure

Scene – Free Action

Effect: Whenever the user is returned to its Poké Ball or Takes A Breather, it may activate Natural Cure to cure itself of all Persistent Status Afflictions.

Ability: No Guard

Static

Effect: The user may not apply any form of Evasion to avoiding Melee attacks; however, the user ignores all forms of evasion when making Melee attack rolls.

Ability: Normalize

Static

Effect: All Moves performed by the Pokémon are considered Normal Type instead of whatever Type they normally are.

Ability: Oblivious

Static

Effect: The user is immune to the Enraged and Infatuated conditions. Defensive.

Ability: Odious Spray

Scene – Free Action

Effect: Connection - Poison Gas. The user may activate this Ability when using Poison Gas to cause Poison Gas to be a single target attack with a range of 8. When used this way, Poison Gas has an AC of 2, and also flinches its target if it hits.

Ability: Omen

Scene – Swift Action

Effect: Choose a Pokémon or Trainer within 5 meters. The target's Accuracy is lowered by 2.

Ability: Overcharge

Static

Effect: The user gains Last Chance with Electric.

Ability: Overcoat

Static

Effect: The user is immune to Moves with the Powder Keyword, and does not take damage from any Weather that would normally cause it to take damage. Defensive.

Ability: Overgrow

Static

Effect: The user gains Last Chance with Grass.

Ability: Own Tempo

Static

Effect: The user is immune to Confusion. Defensive.

Ability: Pack Hunt

At-Will – Free Action

Trigger: An adjacent foe is damaged by an ally's Melee Attack

Effect: The user may make a Physical Attack with an AC of 5 against the triggering foe. If the attack hits, the foe loses a Tick of Hit Points.

Ability: Parental Bond

Static

Effect: Only Kangaskhan with the Baby Template can be Mega Evolved and gain this Ability. While they have this Ability, the Baby gains 10 Damage Reduction, and will leave its mother's pouch and may be commanded to take action in battle. Both the Baby Kangaskhan with this Ability and its Mother may take their turn when the Mother takes its turn; the Baby will not willingly walk farther than 10 meters from its mother however. If the Baby Kangaskhan with this Ability is Fainted, its mother will become Enraged, and gain 5 Damage Reduction and +5 to Damage Rolls for the remainder of the Scene.

Ability: Parry

Scene – Free Action

Trigger: The user is hit by a Melee Attack

Effect: The attack instead misses. Defensive.

Ability: Perception

At-Will – Shift Action, Interrupt

Trigger: An ally uses an area-of-effect attack that would hit you

Effect: You may Shift to remove yourself from the area-of-effect.

Ability: Permafrost

Static

Effect: The user gains 5 Damage Reduction against Super-Effective Damage. Additionally, whenever the user would lose a Tick of Hit Points due to an effect such as Sandstorm or the Burn Status condition, subtract 5 from the amount of Hit Points lost. Defensive.

Ability: Photosynthesis

Daily – Extended Action

Effect: If the user is allowed to bask in normal sunlight for at least 10 minutes, they may heal up to 25% of their Max Hit Points, and remove one Injury.

Ability: Pickpocket

Scene – Free Action

Trigger: The user is hit by an opponent with a Melee Move

Effect: If the opponent has a Held Item and the user does not, the user takes the Held Item the opponent is holding.

Ability: Pickup

Daily – Extended Action

Effect: You may use Pickup as an Extended Action that requires at least 5 minutes. Roll 1d20, consult the Pickup keyword to figure out what you find!

Ability: Pixilate

At-Will - Free Action

Trigger: The user uses a Normal-Type damaging Move

Effect: The Move is changed to be Fairy-Type.

Ability: Plus

Scene – Free Action

Target: An ally with Minus within 10 Meters

Effect: The target's Special Attack is raised by +2 Combat Stages.

Ability: Poison Heal

Daily – Free Action

Trigger: The user becomes Poisoned

Effect: For the rest of the encounter, while Poisoned or Badly Poisoned, the user gains a Tick of Hit Points at the beginning of each turn instead of losing any Hit Points from Poison. At the end of the encounter, the user is cured of the Poison Status. Additionally, the user does not have any Combat Stages lowered from being Poisoned.

Ability: Poison Point

Scene – Free Action

Trigger: The user is hit by a Melee Move

Effect: The attacking foe is Poisoned.

Ability: Poison Touch

Static

Effect: The Pokémon's Moves which deal damage Poison Legal Targets on 19+. If a move already has a chance of Poisoning foes, Poison Touch increases the effect range by +2.

Ability: Poltergeist

Static

Effect: Rotom gains an Ability and a Move depending on what Form it has taken. This Move cannot be forgotten or replaced in any way.

Standard Rotom: Move - Thunder Shock. Ability - Levitate.

Heat Rotom: Move- Overheat. Ability - Levitate.

Wash Rotom: Move - Hydro Pump. Ability - Aqua Boost.

Frost Rotom: Move - Blizzard. Ability - Frostbite.

Fan Rotom: Move - Air Slash. Ability - Keen Eye

Mow Rotom: Move - Leaf Storm. Ability - Grass Pelt.

Ability: Polycephaly

Static

Effect: The user may make Struggle Attacks as a Swift Action. Struggle Attacks made this way are resisted one step further than they normally would be.

Ability: Prankster

Static

Effect: The user may use Status Moves as Priority (Advanced).

Ability: Pressure

Static

Effect: While within 3 meters of the user, all foes are Suppressed. This effect ends when the user is Fainted.

Ability: Pride

Static

Effect: While suffering from Burn, Poison, Paralysis, Freezing, or while Asleep, the user's Special Attack is raised 2 Combat Stages. If suffering from none of these conditions, the user loses any Combat Stages gained this way.

Ability: Prime Fury

Scene – Swift Action

Effect: The user becomes Enraged, and gains +1 Attack Combat Stage.

Ability: Probability Control

Scene – Free Action

Target: Any roll made by yourself or an ally.

Effect: The user may reroll any roll, or have any ally reroll any roll that has been made. This leaves discoverable Psychic residue.

Ability: Protean

At-Will – Swift Action

Trigger: The user uses a Move

Effect: The user's Type changes to match the Type of the triggering Move. This Ability resolves before the Move is resolved (And thus you may apply STAB, and trigger other Features and Abilities appropriately).

Ability: Pumpkinegrab

Static

Effect: The user gains a +4 bonus to Accuracy Checks of Struggle Attacks made to initiate Grapple, and a +3 Bonus to Skill Checks made to initiate a Grapple.

Ability: Pure Blooded

Static

Effect: The user gains Last Chance with Dragon.

Ability: Pure Power

Static

Effect: The Pokémon's base attack stat is doubled. This may double any bonuses from Nature or Vitamins, but not bonuses from Features.

ABILITY LIST: Q–U**Ability: Quick Cloak**

At-Will – Standard Action

Effect: Burmy quickly builds a cloak out of nearby materials; using leaves and twigs will give it a Grass Plant Cloak, using sand and rocks will give it a Ground Sandy Cloak, and using trash or scrap will give it a Steel Trash Cloak. While in a Cloak, Burmy gains the Type associated with the Cloak as a secondary Typing, which will become permanent upon evolution into Wormadam. Cloaks are destroyed if Burmy is hit for Super-Effective Damage, or if Burmy makes a new Cloak.

Ability: Quick Curl

Scene – Free Action

Effect: Connection - Defense Curl. The user may activate this Ability to use Defense Curl as a Swift Action.

Ability: Quick Feet

Static

Effect: When Poisoned, Burned, Paralyzed, Frozen or put to Sleep, the user's Speed is raised 2 Combat Stages. The user does not lose Speed Combat Stages from Paralysis. If the user is healed all Status Conditions, their Speed is lowered appropriately.

Ability: Rain Dish

Static

Effect: While Rainy, the user gains a Tick of Hit Points at the beginning of each of their turns.

Ability: Rally

Scene – Swift Action

Effect: All allies within 10 meters may immediately shift 1 Meter in any direction they wish. Rally does not work on sleeping, flinched, stuck, fainted, or otherwise incapacitated allies. Rally does not work on the user.

Ability: Rattled

At-Will – Free Action

Trigger: The user is hit by a Bug, Dark, or Ghost Type Move

Effect: The user's Speed is raised by +1 Combat Stage.

Ability: Razor Edge

Static

Effect: Connection - Poison Tail. The user's Critical Hit Range on all Moves is increased by +2; any Moves with "Tail" in their name have their Critical Hit Range increased by +3 instead.

Ability: Reckless

Static

Effect: Increases the Damage Base of Jump Kick, Hi Jump Kick, and Moves with the Recoil keyword by +2.

Ability: Refreshing Veil

Scene – Free Action

Effect: Connection – Aqua Ring. Whenever the user activates Aqua Ring, they may activate this Feature to cure themselves of all Persistent Status Effects.

Ability: Refrigerate

At-Will – Free Action

Trigger: The user uses a Normal-Type damaging Move
Effect: The Move is changed to be Ice-Type.

Ability: Regal Challenge

Scene – Swift Action

Target: Pokémon or Trainer within 5 Meters

Effect: Make an AC4 Status Attack against the target. If the attack hits, lower the target's Speed by 1 Combat Stage and the target is Slowed. If the attack misses, raise the user's Attack and Special Attack by +1 Combat Stage each.

Ability: Regenerator

Daily x2 – Free Action

Trigger: The user is recalled into a Poké Ball, or Takes a Breather

Effect: The user gains Hit Points equal to 1/3rd of its maximum Hit Points. Regenerator may be activated only once per Scene.

Ability: Rivalry

Static

Effect: Whenever the user deals direct damage to a target of the same gender, increase the Damage dealt by +5.

Ability: Rock Head

Static

Effect: The user ignores the Recoil keyword when attacking.

Ability: Rocket

Scene – Swift Action

Effect: The user's Sky capability is increased by +3 until the end of the user's next turn, and the user goes first on the following round, ignoring initiative; Interrupt Moves may not be used in response to their Moves that round.

Ability: Root Down

At-Will – Shift Action

Effect: Connection - Ingrain. While the user has the Ingrain Coat, they may activate this Ability to gain Temporary Hit Points equal to 1/16th of their Max Hit Points.

Ability: Rough Skin

At-Will - Free Action, Reaction

Trigger: The user is hit by a damaging Melee Attack

Effect: The attacker loses a tick of Hit Points.

Ability: Run Away

Static

Effect: The user cannot be Slowed, Stuck, or Trapped. The user does not provoke Attacks of Opportunity by Shifting.

Ability: Run Up

Static

Effect: If the user moves in a straight line to a target and uses a damaging Melee Attack, it may add the number of meters traveled in a direct line as Bonus Damage to a Damage Roll.

Ability: Sand Force

Static

Effect: While in a Sandstorm, the user's Ground, Rock, and Steel-Type Direct-Damage Moves deal +5 Damage. Additionally, the user is immune to damage from Sandstorms.

Ability: Sand Rush

Static

Effect: While the Weather is a Sandstorm, the user gains +4 Speed Combat Stages. Additionally, the user is immune to damage from Sandstorms.

Ability: Sand Stream

Scene – Free Action

Effect: The Weather changes to a Sandstorm for 5 rounds. As a static effect, the user is not damaged by Sandstorm.

Ability: Sand Veil

Static

Effect: The user's Evasion is increased by +2 while in a Sandstorm. The user and allies adjacent to the user are not damaged by the Sandstorm.

Ability: Sap Sipper

Static

Effect: The user is immune to the damage and effects of Grass Type attacks. If a damaging Grass Type attack hits the user, the user gains +1 Attack Combat Stage. Defensive.

Ability: Scrappy

Static

Effect: Ghost Types are not immune to the user's Normal and Fighting-Type Moves.

Ability: Sequence

Scene – Free Action

Trigger: The user uses an Electric Attack

Effect: For every allied Electric-Type Pokémon cardinally adjacent to the user, raise the user's Attack and Special Attack by +1 CS each before calculating damage for the triggering attack. After the attack is resolved, lose all Combat Stages gained this way.

Ability: Serene Grace

Static

Effect: The user's Effect Range is increased by +2.

Ability: Serpent's Mark

Static

Effect: Arbok's Advanced and High Abilities depend on the Arbok's hood pattern. To determine its pattern, roll 1d6 upon evolution or upon generation. If an Arbok is bred, it will have the same pattern as its parent. If both parents are Arboks with different patterns, determine the pattern randomly.

Pattern Name - Adv Ability / High Ability

- 1) **Attack Pattern** - Rivalry / Strong Jaw
- 2) **Crush Pattern** - Unnerve / Crush Trap
- 3) **Fear Pattern** - Frighten / Regal Challenge
- 4) **Life Pattern** - Regenerator / Defy Death
- 5) **Speed Pattern** - Run Away / Speed Boost
- 6) **Stealth Pattern** - Instinct / Infiltrator

Ability: Shackle

Scene – Free Action

Effect: Shackle creates a Burst 3. All foes in the burst have their movement capabilities halved until the end of their next turn.

Ability: Shadow Tag

Scene – Free Action

Target: An adjacent Trainer or Pokémon

Effect: The target's shadow becomes pinned to the target's current spot for 5 turns. During this time, the target is Slowed and Trapped, and cannot move more than 5 meters from the spot their shadow is pinned to; even being Pushed and other forced movement effects cannot force the target to Move more than 5 meters from that spot.

Ability: Shed Skin

Scene – Swift Action

Effect: The user is cured of one of Paralysis, Freezing, Burns, Poison, or Sleep.

Ability: Sheer Force

Static

Effect: If a Pokémon with Sheer Force uses a Move with a secondary effect that triggers during Accuracy Roll, increase that Move's Damage Base by +2. However, the secondary effects of Move never trigger. This does not affect Critical Hits, or moves with increased Critical Hit ranges.

Ability: Shell Armor

Static

Effect: The user is immune to Critical Hits; they are instead normal hits. Defensive.

Ability: Shell Cannon

Scene – Free Action

Effect: When Blastoise uses Aqua Jet, Dive, Flash Cannon, Hydro Cannon, Hydro Pump, Tackle, Waterfall, Water Gun, and Water Spout they may activate this Ability to gain +2 to their Accuracy Roll and deals +4 Bonus Damage with Damage Rolls. When using Aqua Jet, Dive, Tackle, or Waterfall, Blastoise must shift in a straight line to their target to activate this Ability, but their Overland and Swim Speeds are increased by +2 when doing so.

Ability: Shell Shield

Scene – Free Action

Effect: Connection - Withdraw. The user may activate this Ability to use Withdraw as an Interrupt and a Free Action. The user must still use a Shift Action to stop being Withdrawn.

Ability: Shield Dust

Static

Effect: The user ignores the secondary effects that trigger during Accuracy Roll of damaging Moves that target the user. For example, Flamethrower can never inflict the Burn Condition. Defensive.

Ability: Silk Threads

Static

Effect: Connection - String Shot. Whenever the user uses "String Shot", the target becomes Slowed until the end of their next turn.

Ability: Simple

Static

Effect: When the Pokémon's Combat Stages are altered, double the amount of Combat Stages they are raised or lowered.

Ability: Skill Link

Scene – Free Action

Trigger: The user hits with a Move with the Five Strike keyword.

Effect: The Triggering Move automatically hits 5 Times.

Ability: Slow Start

Static

Effect: For 3 rounds after joining an encounter, the user's Speed and Attack Stats are halved and they have 10 Damage Reduction.

Ability: Sniper

Static

Effect: When the Pokémon gets a Critical Hit, add the value of the Damage Dice Roll an additional time to the total damage.

Ability: Snow Cloak

Static

Effect: The user's Evasion is increased by +2 while in Hail. The user and allies adjacent to the user are not damaged by Hail.

Ability: Snow Warning

Scene – Free Action

Effect: The Weather changes to Hail for 5 rounds. As a static effect the user is not damaged by Hail.

Ability: Solar Power

Static

Effect: When Sunny, the Pokémon loses 1/16th of its Max HP at the beginning of its turn. When Sunny, its Special Attack Stat is increased by 2 Combat Stages.

Ability: Solid Rock

Static

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 x2 damage instead of x3 damage. If you have both Solid Rock and Filter, you gain 5 Damage Reduction against Super-Effective Damage. Defensive.

Ability: Sonic Courtship

Scene – Free Action

Trigger: The user uses Attract

Effect: Connection - Attract. Treat Attract as a Cone 2 Move with the Sonic keyword for this use, which affects all targets regardless of Gender.

Ability: Soothing Tone

Static

Effect: Connection - Heal Bell. Whenever the user uses the Move Heal Bell, all targets that recovered from a Status ailment gain a Tick of Hit Points.

Ability: Soulstealer

Scene – Free Action

Trigger: The user's attack causes a foe to Faint

Effect: The user removes one Injury from themselves and recovers 25% of their Maximum Hit Points. If the triggering attack killed its target, the user instead removes all Injuries and recovers all Hit Points.

Ability: Sound Lance

Scene x2 - Swift Action

Trigger: The user uses Supersonic

Effect: Connection – Supersonic. The target of Supersonic takes Special Normal-Type damage equal to the user's Special Attack score. This effect functions independently of whether Supersonic hits its target.

Ability: Soundproof

Static

Effect: The Pokémon is immune to Moves with the Sonic Keyword. Defensive.

Ability: Speed Boost

Static

Effect: The Pokémon's Speed is raised 1 Combat Stage at the end of each of its turns. Speed Boost has no effect while out of combat.

Ability: Spinning Dance

At-Will - Free Action

Trigger: The user is targeted by an attack, but is missed

Effect: If not Fainted, Paralyzed, or Asleep, the user gains +1 Evasion and may immediately Shift 1 meter.

Ability: Spiteful Intervention

Static

Effect: Connection – Spite. The user may use Spite in response to an attack hitting an ally, in addition to hitting themselves.

Ability: Spray Down

Scene – Free Action

Trigger: The user hits an airborne target with a ranged 1-target attack

Effect: The triggering attack's target is knocked down to ground level, and loses all Sky or Levitate Speeds for 3 turns. During this time, they may be hit by Ground-Type Moves even if normally immune.

Ability: Sprint

Scene – Swift Action

Trigger: The user uses the Sprint Action during Combat

Effect: The user gains +2 Speed Combat Stages. Additionally, the user's Overland Speed is always increased by +2.

Ability: Static

Scene – Free Action

Trigger: The user is hit by a Melee Attack

Effect: The attacking foe becomes Paralyzed.

Ability: Stall

Static

Effect: In a round's queue, a Pokémon with Stall is always last. If a Pokémon goes to the end of the queue, the Pokémon with Stall is still the last to move. The user's actions taken on their Initiative Count (not Priority or Interrupt) cannot be Interrupted.

Ability: Stance Change

Static

Effect: Aegislash has two Stances: Shield Stance and Sword Stance. Its default Stance is Shield Stance. Whenever Aegislash uses a damaging attack, it switches to Sword Stance and swaps its Attack Stat with its Defense and its Special Attack Stat with its Special Defense, without changing Combat Stages. Whenever Aegislash uses King's Shield, Protect, a Status Move that raises Defense Combat Stages, or a Blessing, it switches to Shield Stance and swaps its offensive and defensive Stats back to their original arrangement. Aegislash may also change its Stance as a Full Action.

Ability: Starlight

Scene – Swift Action

Effect: The user may activate Starlight while exposed to moonlight or starlight to become Luminous. While the user is Luminous, all foes suffer a -2 penalty to Accuracy Rolls against the user. The user may expend the Luminous condition upon hitting a foe with a damaging attack to cause that foe to become Confused.

Ability: Starswirl

Scene – Swift Action

Effect: Connection – Rapid Spin. The user may activate this Ability to use Rapid Spin as a Swift Action that deals no damage. Rapid Spin need not have a target when used this way.

Ability: Steadfast

At-Will – Free Action

Trigger: The user is Flinched

Effect: The user's Speed is raised by +1 Combat Stage.

Ability: Stench

Static

Effect: The Pokémon's Moves Flinch Targets on a roll of 19+. If a move already has a chance of Flinching foes, the Effect Range is increased by +2 instead.

Ability: Sticky Hold

Static

Effect: The Pokémon's held items cannot be stolen, switched, destroyed or dropped.

Ability: Sticky Smoke

Scene – Free Action

Effect: Connection - Smokescreen. All targets that begin or end their turn in the target's Smokescreen have their Accuracy lowered by -1. This penalty may occur multiple times. This stacks with the usual penalties from Smokescreen.

Ability: Storm Drain

Scene – Free Action

Trigger: A ranged Water-Type Move is used within 10 Meters of the user.

Effect: The Move is turned into a Single-Target Move and is re-directed at the user without fail, and cannot miss. This negates Lock-On or Mind Reader. Additionally, the user is immune to the damage and effects of Water Type attacks, and each time they are hit by a Water-Type attack, the user's Special Attack is raised 1 Combat Stage. Defensive.

Ability: Strange Tempo

At-Will - Special

Effect: While Confused, the user may choose either to 1) As a Free Action, not to roll for Confusion, instead acting normally or 2) As a Standard Action, cure themselves of Confusion and gain +2 Combat Stages to the Stat of their choice.

Ability: Strong Jaw

Static

Effect: The user has the Damage Base of the following Moves increased by +2; Bite, Bug Bite, Crunch, Fire Fang, Ice Fang, Thunder Fang, Poison Fang, and Hyper Fang.

Ability: Sturdy

Static

Effect: The Pokémon is immune to the Moves Sheer Cold, Guillotine, Horn Drill and Fissure. If any attack would lower this Pokémon to 0 Hit Points or less from full Hit Points, instead the Pokémon's Hit Point value is set to 1. This effect fails if the user's full Hit Point value is 1. Pokémon with Sturdy do not gain Injuries from Massive Damage. Defensive.

Ability: Suction Cups

Static

Effect: The user is immune to Push effects, and the effects of Roar. Defensive.

Ability: Sumo Stance

Static

Effect: The user's Weight Class is increased by +1, and the user is immune to Push effects. Defensive.

Ability: Sun Blanket

Static

Effect: The user is one step more resistant to Fire-Type Attacks, and gains a Tick of Hit Points at the beginning of each turn in Sunny weather.

Ability: Sunglow

Scene – Swift Action

Effect: The user may activate Sunglow while exposed to sunlight to become Radiant. While Radiant, the user gains a +5 bonus to all Damage Rolls. The user may expend the Radiant condition upon hitting a foe with a damaging attack to cause that foe to become Blinded until the end of their next turn.

Ability: Super Luck

Static

Effect: The Pokémon'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.

Ability: Swarm

Static

Effect: The user gains Last Chance with Bug.

Ability: Sway

Scene – Standard Action, Interrupt

Trigger: The user is hit by a damaging Melee attack

Effect: The triggering attack misses the user and hits the foe that made the attack instead. That foe may then be pushed to any empty square adjacent to the user.

Ability: Sweet Veil

Static

Effect: The user and allies within 3 meters are immune to Sleep. Defensive.

Ability: Swift Swim

Static

Effect: While in Rainy Weather, the user gains +4 Speed Combat Stages.

Ability: Symbiosis

At-Will - Swift Action

Effect: The user may pass its held item to an adjacent ally.

Ability: Synchronize

Scene – Free Action

Trigger: The user is Paralyzed, Frozen, Burned, Poisoned, or put to Sleep.

Effect: The foe which caused the Status Condition is given the same Status they inflicted.

Ability: Tangled Feet

Static

Effect: While Confused, the user gains +3 Evasion.

Ability: Targeting System

Scene – Free Action

Effect: Connection – Lock-On. The user may activate this Ability to use Lock-On as a Swift Action.

Ability: Teamwork

Static

Effect: While you are adjacent to an opponent, allies using Melee attacks against that opponent receive a +2 bonus to Accuracy Checks.

Ability: Technician

Static

Effect: Moves with a Damage Base of 6 or lower have their Damage Base increased by +2. This bonus always applies to Moves with the Double Strike or Fivestrike Keywords.

Ability: Telepathy

At-Will - Shift Action, Interrupt

Trigger: An ally uses an area-of-effect attack that would hit you

Effect: You may Shift to remove yourself from the area-of-effect.

Ability: Teravolt

At-Will - Free Action

Trigger: The user damages a foe

Effect: The damaged foe's Abilities are disabled for the remainder of the encounter.

Ability: Thermosensitive

Static

Effect: While Sunny, the user's Attack and Special Attack are raised by +2 combat stages each. While Hailing, the user's movement capabilities are reduced by half.

Ability: Thick Fat

Static

Effect: The user resists Fire-Type and Ice-Type attacks one step further. Defensive.

Ability: Thrust

Static

Effect: All moves used by this Pokémon which consult the Attack stat now have the Push keyword. The default push for moves is 1 meter. If a move already has the Push Keyword, that move may push 1 additional meter.

Ability: Thunder Boost

At-Will – Free Action

Trigger: An adjacent Ally uses a damaging Electric-Type Move

Effect: The allied target gains a +5 Bonus to its damage roll with the triggering Move. A target may not benefit from more than one instance of Thunder Boost at a time.

Ability: Tingly Tongue

Scene x2 – Free Action

Trigger: The user hits a target with Lick

Effect: Connection – Lick. Lick's Damage Roll gains a +10 Bonus and automatically paralyzes its target. On a roll of 15+, the target automatically fails its Paralysis Save Check on its next turn.

Ability: Tinted Lens

Static

Effect: The user's Resisted Moves are instead Neutral. The user's Doubly Resisted Moves are instead Resisted. The user's Triply Resisted Moves are instead Double Resisted.

Ability: Tochukaso

Static

Effect: The user resists Bug-Type and Poison-Type attacks one step further. Defensive.

Ability: Tolerance

Static

Effect: Any Types resisted by the user are resisted one step further. Defensive.

Ability: Torrent

Static

Effect: The user gains Last Chance with Water.

Ability: Tough Claws

Static

Effect: The user increases the Damage Base of all Melee Moves by +2.

Ability: Toxic Boost

Static

Effect: When Poisoned or Badly Poisoned, the user's Attack is raised by 2 Combat Stages. If the user is cured of its Poisoning, its Attack stat is lowered by 2 Combat Stages.

Ability: Trace

Scene – Free Action

Target: A Trainer or Pokémon within 10 meters

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

Ability: Transporter

Daily x3 – Free Action

Trigger: You use the Move Teleport or activate the Teleporter Capability

Choose One Effect: Connection – Teleport. You activate Teleporter as if your Teleporter value were three times its normal value or you may take one willing Pokémon or Trainer along with you as you teleport so long as you are touching them when you activate Transporter. You may expend two uses of Transporter at once to choose both effects.

Ability: Truant

Static

Effect: At the beginning of each of its turns, the user must roll 1d20. On a roll of 7 or lower, the target refuses to act; they heal a Tick of Hit Points, and do not get a Standard Action that turn. Turns in which the user refuses to act count towards turns used up by Interrupts or the Exhausted Condition, and the user may make Rolls to cure themselves from Status Effects with a +3 Bonus that turn.

Ability: Turboblaze

At-Will - Free Action

Trigger: The user damages a foe

Effect: The damaged foe's Abilities are disabled for the remainder of the encounter.

Ability: Twisted Power

Static

Effect: The user adds half of their Attack Stat to the damage rolls of their Special Moves; and the user adds half of their Special Attack Stat to the damage of their Physical Moves. This does not change the Damage Class of any attack.

Ability: Type Strategist

Static

Effect: Whenever the user uses a Move of the Type associated with Type Strategist, they gain +5 Damage Reduction for one full round. If they are under 1/3rd of their Maximum Hit Points, they instead gain +10 Damage Reduction. Defensive.

Ability: Ugly

Static

Effect: The Pokémon's Moves Flinch Targets on a roll of 19+. If a move already has a chance of Flinching foes, the Effect Range is increased by +2 instead. During the Introduction Stage of a Contest using this Pokémon, any 6s that are rolled instead count as 1s.

Ability: Unaware

Static

Effect: When the Pokémon is attacking or being attacked, the foe must make all damage calculations as if their Combat Stages were at their default state.

Ability: Unbreakable

Static

Effect: The user gains Last Chance with Steel.

Ability: Unburden

Static

Effect: If the user is not holding a Held Item, their Speed is increased by +2 Combat Stages.

Ability: Unnerve

Static

Effect: Foes within 3 meters of you cannot gain positive Combat Stages or trade in Digestion Buffs. This does not affect any Combat Stages they already have.

ABILITY LIST: V-Z

Ability: Vanguard

Static

Effect: The user gains a +5 Bonus to all Damage Rolls against targets with an initiative lower than itself that have not yet acted that round (having Anted up your Action via an Interrupt or similar on a previous round does not count as having acted that round).

Ability: Venom

Static

Effect: The user gains Last Chance with Poison.

Ability: Vicious

Scene - Special

Trigger: The user uses Hone Claws

Effect: Connection - Hone Claws. When this Ability is activated, choose one effect; the user gains another Standard Action this round; or the user increase their Critical Hit Range on all attacks by +2 for the remainder of the encounter.

Ability: Victory Star

Static

Effect: Any allied Pokémon in the encounter gain a +2 Bonus to Accuracy Rolls.

Ability: Vigor

Daily - Free Action

Trigger: The user uses Endure

Effect: Connection - Endure. When this Ability is activated, after being set to 1 Hit Point, the user gains a Tick of Hit Points. Furthermore, if the Move that triggered Endure gave the user an Injury from Massive Damage, the user does not gain that Injury. Defensive.

Ability: Vital Spirit

Static

Effect: The user is immune to the Sleep condition, and cannot use the move Rest. Defensive.

Ability: Volt Absorb

Static

Effect: The user is immune to the damage and effects of Electric-Type attacks, and whenever they are hit with an Electric Type attack, they gain Hit Points equal to a Tick of Hit Points. Defensive.

Ability: Voodoo Doll

Daily – Free Action

Trigger: The user uses the Move Curse as a Ghost Type

Effect: Connection - Curse. Choose an additional target within 8 meters of the user to become Cursed.

Ability: Wallmaster

Static

Effect: Connection – Barrier. Whenever the user uses Barrier, they may choose to either gain +2 Defense Combat Stages, or place 2 additional segments of Barrier.

Ability: Wash Away

Daily – Free Action

Trigger: The user hits with a Water Type Move

Effect: Before the Move “hits”, all Combat Stages on targets hit by the Move are reset to their default (usually 0), and all coats on the targets, except ones placed by Water Sport, are destroyed.

Ability: Water Absorb

Static

Effect: The user is immune to the damage and effects of Water-Type attacks, and whenever they are hit with a Water Type attack, they gain a Tick of Hit Points. Defensive.

Ability: Water Veil

Static

Keywords: Immune

Effect: The user is immune to Burns. Defensive.

Ability: Wave Rider

Static

Effect: While in water, the user’s Speed Stat gains +4 Combat Stages. Remove these Combat Stages if the user exits the water.

Ability: Weak Armor

At-Will – Free Action

Trigger: The user takes Physical damage.

Effect: The user may lower its Defense by 1 Combat Stage, and gain +1 Speed Combat Stage. This is done after the triggering damage is resolved.

Ability: Weaponize

Static

Effect: While being wielded as a Living Weapon and being actively Commanded as a Pokémon, the user may Intercept for its Wielder as a Free Action.

Ability: Weeble

At-Will – Standard Action, Reaction

Trigger: The user is hit by a damaging attack

Effect: The user may make an AC4 Physical Attack against an adjacent target. If the attack hits, the target loses Hit Points equal to 1/3rd of the damage taken by the user from the attack that triggered Weeble.

Ability: Whirlwind Kicks

Static

Effect: Connection – Rapid Spin. When the user uses the Move “Rapid Spin”, it has a range of “Burst 1” instead of Melee and gains the Priority keyword.

Ability: White Flame

Static

Effect: The user may not make rolls to cure themselves from the Enraged condition. However, while Enraged, the user gains a +5 Bonus to all Damage Rolls.

Ability: White Smoke

Static

Effect: The user’s Combat Stages, Evasion, or Accuracy may not be lowered except by the user’s own Moves and effects. Defensive.

Ability: Windveiled

Static

Effect: The user is immune to the damage and effects of Flying-Type attacks. If the user is hit by a Flying-Type attack, the user raises the Damage Base of their next Flying-Type Move by +1. Defensive.

Ability: Winter's Kiss

Static

Effect: The user does not take damage from Ice-Type Moves. Whenever the user uses or is hit by an Ice-Type Move, the user is healed by a Tick of Hit Points. Defensive.

Ability: Wishmaster

Static

Effect: Connection – Wish. Whenever the user uses Wish, the user may pick one of the following effects: the target is healed instantly instead of the following round; or the target gains +2 CS to the Stat of their choice upon being healed; or the target is cured of any Status Affliction.

Ability: Wistful Melody

Scene – Free Action

Effect: Connection – Sing. Whenever the user uses Sing, they may activate to his Ability to cause targets that are targeted by Sing have their Attack and Special Attack lowered by -2 CS each, whether Sing successfully hits that target or not. This Ability does not affect targets with the Soundproof Ability.

Ability: Wobble

Scene – Free Action

Trigger: The user is hit by a damaging attack

Effect: The user may use either Counter or Mirror Coat as a Reaction, ignoring Frequency.

Ability: Wonder Guard

Static

Effect: Only damaging attacks that are Super-Effective affect the Pokémon with Wonder Guard; all other damaging attacks cannot hit the user or deal damage. Wonder Guard loses its effect if the user has no weaknesses. Defensive.

Ability: Wonder Skin

Static

Effect: The user gains +6 Evasion against Status Moves. Defensive.

Ability: Zen Mode

Static

Effect: Keep two sets of Base Stats for Darmanitan, the first set of Base Stats are its normal stats while the second will be referred to during Zen Mode. The HP Stat for both sets of Base Stats must be the same. If Darmanitan has its Base Stats altered in any way, both sets of Base Stats are affected. As a Free Action, Darmanitan may activate Zen Mode if it is at less than 50% of its full Hit Points. Darmanitan may change back from Zen Mode as a Free Action if its Hit Point total is at 50% or higher. Darmanitan may switch from one form to another once per Scene.

MOVES



THE FOLLOWING TWO PAGES ARE IMPORTANT, AND YOU SHOULD READ THEM.

Of particular note, look at how the Scene and Daily frequencies work for Moves. They aren't quite the same as how they might work for Features or other effects that have a Frequency.

Moves are the main forms of Pokémon Attacks in Pokémon Tabletop United. Pokémon may know a maximum of 6 Moves; Trainers may know as many Moves as their Features allow. Moves are, unless stated otherwise, performed as a Standard Action. Moves in this document are presented like this:

Move: Attack Order

Type: Bug

Frequency: EOT

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Physical

Range: 6, 1 Target

Effect: Attack Order is a Critical Hit on 18+.

Contest Type: Smart

Contest Effect: Incentives

Move: The first line contains the Name of the Move. This is of course, what you use to keep track of the Move, and write down in your Pokémon's Move List.

Type: Next is the Elemental Type of the Move. There are Bug, Dark, Dragon, Electric, Fairy, Fighting, Fire, Flying, Ghost, Grass, Ground, Ice, Normal, Poison, Psychic, Rock, Steel and Water Moves! This will determine Type Effectiveness since Moves are broken up by their respective Type.

Frequency: The Frequency is the rate of use. There are five levels of Frequency for Moves.

- » **At-Will** means your Pokémon 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 Pokémon can perform the move once every other turn. If your Pokémon uses an EOT frequency Move outside of battle, it would need ten seconds of rest before performing the move again.
- » **Scene X:** This Frequency means this Move can be performed X times per Scene. Moves that simply have the Scene Frequency without a number can be performed once a Scene. **Moves that can be used multiple times a Scene can still only be used Every Other Turn within a Scene and not on consecutive turns.**
- » **Daily** is the lowest Frequency. This Move's Frequency is only refreshed by an Extended Rest, or by a visit to the Pokémon Center. **Moves that can be used multiple times Daily can still only be used once a Scene and not multiple times within the same Scene.**
- » **Static**, like with Features, means this Move has some effect that is always granted to the user, as long as they know this Move.

Accuracy Check: The Accuracy Check is used when a Pokémon uses a Move as an Attack. The Accuracy Check is the number you need to match or exceed on your Accuracy Roll in order for the Attack to connect to your target. See the Combat chapter for details.

Damage Base: This indicates the base amount of damage dealt. See the 'Damage' section in the Combat Chapter for more details (page 236). Many Abilities and other effects can modify Damage Bases.

Class: Class will denote whether the attack is Physical, Special or Status. **Physical Attacks** are resisted by Defense; **Special Attacks** are resisted by Special Defense. Some attacks may be Physical or Special but not have Damage Dice Rolls; that means the damage these attacks do still interact with other effects such as Counter or Mirror Coat that specify a damage class. **Status Moves** are simply moves that are neither Physical nor Special.

Range: Range specifies the distance in meters from which the Move can hit. **Keywords** are also inserted in this line; see the following section for a detail of keywords. Besides the standard numerical distances, other common distances include **Melee**, **Self**, and **Field**. **Self** moves simply target the user; **Melee** Moves have a range of 1, and thus must target an adjacent target. The **Field** Range drops an effect on the entire area where the battle is taking place. When using area-of-effect Moves, such as ones with the Burst or Cone keywords, make a single Accuracy Roll for the entire attack.

Effect: The Effect lists what the attack does in addition to the Move's damage. Certain effects will only occur if, during Accuracy Roll, a certain number or higher is rolled. Effects do not activate unless the Move hits. Effect Ranges can be extended by other effects. For example, an effect that triggers on 18+ that has its Effect Range extended by +2 now triggers on 16+.

Effects such as Features and Abilities that extend the Critical Hit or Effect Ranges of a Move cannot extend them by more than a total of +6 from their natural ranges.

Contest Type/Effect: These two Contest Fields indicate what Contest Type the Move is tied to. There are only 5 different Contest Types: Beauty, Cool, Cute, Smart, and Tough. The Contest Effect determines what effect the move has in Contests. See the Contest chapter for more.

Special: Some Moves grant Capabilities to Pokémon and Trainers learning the Move. When a Move is forgotten, all Capabilities granted by the Move are also lost.

MOVE KEYWORDS

Aura: Moves with this Keyword manipulate Aura and may be affected by certain Abilities or effects.

Berry: Natural Gift has a different Damage Base and Elemental Type based on the Berry the user has stored a Digestion Buff from. Consult the Chart below.

Berry	DB	Type	Berry	DB	Type
Cheri	6	Fire	Watmel	8	Fire
Chesto	6	Water	Durin	8	Water
Pecha	6	Electric	Belue	8	Electric
Rawst	6	Grass	Occa	6	Fire
Aspear	6	Ice	Passho	6	Water
Leppa	6	Fighting	Wacan	6	Electric
Oran	6	Poison	Rindo	6	Grass
Persim	6	Ground	Yache	6	Ice
Lum	6	Flying	Chople	6	Fighting
Sitrus	6	Psychic	Kebia	6	Poison
Figy	6	Bug	Shuca	6	Ground
Wiki	6	Rock	Coba	6	Flying
Mago	6	Ghost	Payapa	6	Psychic
Aguav	6	Dragon	Tanga	6	Bug
Iapapa	6	Dark	Charti	6	Rock
Razz	6	Steel	Kasib	6	Ghost
Bluk	7	Fire	Haban	6	Dragon
Nanab	7	Water	Colbur	6	Dark
Wepear	7	Electric	Babiri	6	Steel
Pinap	7	Grass	Chilan	6	Normal
Pomeg	7	Ice	Liechi	8	Grass
Kelpsy	7	Fighting	Ganlon	8	Ice
Qualot	7	Poison	Salac	8	Fighting
Hondew	7	Ground	Petaya	8	Poison
Grepa	7	Flying	Apicot	8	Ground
Tamato	7	Psychic	Lansat	8	Flying
Cornn	7	Bug	Starf	8	Psychic
Magost	7	Rock	Enigma	8	Bug
Rabuta	7	Ghost	Micle	8	Rock
Nomel	7	Dragon	Custap	8	Ghost
Spelon	7	Dark	Jaboca	8	Dragon
Pamtre	7	Steel	Rowap	8	Dark
Roseli	8	Fairy	Maranga	8	Dark
Kee	8	Fairy			

Blessing: Safeguard, Lucky Chant, Reflect, and Light Screen provide a Blessing shared by the entire team. All Pokémon and Trainers allied to the user may benefit from the Blessing. The Blessing persists until it's used up, even if the original user is KO'd or switched out.

Coat: Moves with the Coat keyword give the targets a certain effect while the Coat persists. Coats may be passed on by Baton Pass.

Dash: A Dash Move cannot be used if the user is Stuck.

Double Strike: Whenever a Move with Double Strike is used, make two Attack Rolls. If one Attack Roll hits, the Move does damage as indicated by its Damage Base value; if both Attack Rolls hit however, the Damage Base value is doubled. Each hit may Critically Hit separately; when adding damage from Critical Hit, add the Damage Base before it's doubled. For example, if one Double Kick attack is a Critical Hit, add +1d8+5 to the damage roll. If both are Critical Hits, add +2d8+10.

Environ: A Pokémon using a Move with the Environ keyword consults the chart below for what Move or effect to use.

Area	Nature Power Move	Secret Power Effect
Grassland	Grass Knot	Sleep
Forest	Energy Ball	Sleep
Wetlands	Mud Bomb	Lowers Speed by -1 CS.
Ocean	Bubble Beam	Lowers Attack by -1 CS.
Tundra	Aurora Beam	Freezing
Mountain	Power Gem	Flinch
Cave	Ancient Power	Flinch
Urban	Tri-Attack	Paralysis
Desert	Earth Power	Lowers Accuracy by -1.

Execute: These Moves automatically KO the target if they hit. The 1d100 roll may not be modified in any way or re-rolled through any means.

Exhaust: If a Move has the Exhaust keyword, the user forfeits their Standard and Shift actions on their next turn, and forfeits their trainer's Command. If any of these actions has already been used up, the move Fails and does not activate.

Fling: The Move Fling is very unique! Its effect depends on the held item of the user. If used a Trainer, they must throw an item in either hand.

Item	Damage Base	Effect
Consumables	No Damage	The target of the attack takes no damage, and instead consumes the thrown item. This includes Basic Restoratives and Herbs, but not Bandages, Refreshments, or other items that are used as an Extended Action. When used this way, Restoratives don't cause the target to forfeit a turn.
Poison Items	DB 3	The target becomes Poisoned. This category includes Toxic Orbs, and Poison-Type Boosters, Braces, and Plates.
Fire Items	DB 3	The target becomes Burned. This category includes Flame Orbs, and Fire-type Boosters, Braces, and Plates.
Poké Balls	DB 3	A Capture Attempt may be made after damage is applied, if the ball is thrown at a valid target. This category includes all Poké Balls and Apricorn Balls.
Other	DB 6	Anything not specifically falling in any other category.
Held Items	DB 7	This has no special effect. This category includes all Evolutionary Stones, Keepsakes, and Held Items not otherwise listed here.
Rare Item	DB 10	This includes the Metal Powder, Rare Leek, Thick Club, and Pink Pearl Items, but only if the user is able to benefit from that item.
Lagging Item	DB 12	This includes Iron Balls, and any Lagging Item.
Weapon	See Effect	The user instead makes a ranged Struggle Attack using the thrown Weapon to determine damage, but using Fling's Accuracy.

Friendly: Moves with the Friendly Keyword do not hit allies.

Five Strike: Whenever a Move with Five Strike is used, roll 1d8. On a result of 1, the attack hits one time. On a result of 2 or 3, the attack hits two times. On a result of 4, 5, or 6, the attack hits three times. On a result of 7, the attack hits four times. On a roll of 8, the attack hits five times. Multiply the Move's Damage Base by the number of times hit; that becomes its new Damage Base. You may always apply Technician to Moves with Five Strike. Apply STAB and all other effects that raise Damage Base only after the Move's final Damage Base has been calculated.

Groundsource: Moves with the Groundsource keyword do not have their Accuracy modified by targeting into Rough Terrain and ignore Blocking Terrain.

Hazard: If a Move has the Hazard keyword, the effect covers a portion of the field of battle. A Hazard only affects the foes under certain circumstances. You may put extra Layers of the Move with Hazard if the Move allows, but only one per usage of the Move.

Illusion: These Moves are Illusions, and may be ignored by Trainers with the Clairsentient Feature.

Interrupt: Interrupt Moves may be declared in the middle of another combatant's turn to allow the user to take an action. They work similarly to Priority (Advanced, Limited) effects in that they only allow you to take the action that has Interrupt and not a full turn.

Pass: At any point during a Shift, the user may declare a move with the Pass keyword. Once the Move is declared, the user may move forward only in a straight line, for up to 4 meters, treating foes as Regular Terrain and moving through any enemies in its path. The user must end in an empty square. The Pass Move attacks all targets in each square it dashes through, but each target may be hit only once. The user must end their Shift at the end of the dash. Shifting as a result of the Pass keyword does not provoke Attacks of Opportunity.



Pledge: Pledge Moves can generate a number of special effects. A **Rainbow** lasts for 5 rounds and increases the Effect Range of all allies' attacks by +3. A **Fire Hazard** is a special type of Hazard. Any targets that begin or end their turn on a Fire Hazard are Burned. Anyone that passes through a Fire Hazard takes damage equal to 1/8th of their Max Hit Points. If a Ground, Rock, or Water-Type Move targets a square (or a target in a square) with Fire Hazard in them, the Fire Hazards are destroyed. All effects that destroy Hazards extinguish Fire Hazards.

Powder: Moves with the Powder keyword have no effect on Grass Type Pokémon.

Priority: If the user has not already acted this turn, a Move with the Priority keyword may be declared to act immediately; the user takes their full turn, ignoring initiative. This counts as their turn for the round. A priority Move may not be declared during someone else's turn; it must be declared between turns. Priority also comes in Priority (Limited) and Priority (Advanced) varieties. The Priority (Limited) keyword is like Priority except the user may not take their full turn; they may only take the action that itself has Priority and take the rest of their turn on their own Initiative Count. For example, Orders are Priority (Limited), meaning the user only uses their Standard Action and does not take a full turn. Priority (Advanced) Moves don't require that the user hasn't acted that turn; if they have, they simply give up their turn on the following round.

Push: The target of the attack is Pushed a specified amount of meters. Unless specified, the Push direction should be away from the user.

Reaction: Reactions work exactly like Interrupts, except that they happen after the triggering condition is fully resolved, instead of before. Thus, the user must survive the trigger condition to be able to perform the reaction.

Recoil: When a Move says to Recoil, total the amount of damage the target took from your attack, then multiply by the fraction paired with the Keyword Recoil. The Move's user loses Hit Points equal to that result.

Set-Up: These are two-turn Moves which require the user to prepare in some way. On the first turn, the Set-Up Effect is used; then on the following turn the Resolution Effect occurs.

Shield: Moves with this Keyword are Interrupts that are triggered by foes' attacks. They usually prevent the effect of attacks in some manner.

Smite: When Moves with the Smite keyword Miss, instead of doing no damage, they deal damage as if the attack were resisted one step further. Targets dealt damage this way do not suffer any secondary effects of the Move.

Social: Moves with the Social Keyword are based on social manipulation. They cannot be Intercepted and ignore the effects of Substitute. Some Features and other effects also take advantage of this Keyword.

Sonic: Moves with the Sonic Keyword are based on sound. They ignore the effects of Substitute.

Spirit Surge: A Move with the Spirit Surge keyword will have its Effect activate even if the Move does not hit a target. If the Move requires a certain Accuracy Roll, the roll must still be met.

Trigger: Moves with the Trigger keyword are ONLY able to be used whenever the condition in their Effect line is met.

Vortex: While in a Vortex, the target is Slowed, Trapped, and loses a Tick of Hit Points at the beginning of each turn. At the end of each turn, the user may roll 1d20 to end all of these effects; during the first turn, they must roll a 20 or higher to dispel the vortex. The DC is lowered by 6 each following turn, automatically wearing off on the fifth turn (20, 14, 8, 2, Dispel)

Weather: Moves 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. There can only be one Weather Effect in place at a time; new Weather Effects replace old Weather Effects. Weather Conditions last 5 rounds.

Note that despite their names, Weather Conditions are not usually found as natural occurrences. A bright and sunny day does not count as Sunny Weather, nor does rain count as Rainy Weather. However, particularly severe examples of the corresponding weather can count. For example, a tropical rainstorm could count as Rainy weather.

The following are the four Weather Conditions and their effects:

Hail: While it is Hailing, all non-Ice Type Pokémon lose a Tick of Hit Points at the beginning of their turn.

- » Blizzard cannot miss in Hail.
- » Users with Ice Body recover a Tick of Hit Points at the beginning of each turn.
- » Users with Snow Cloak have their Evasion increased by +2 and adjacent allies are not damaged.
- » Users with Thermosensitive have Movement Capabilities reduced by half.

Rainy: While Rainy, Water-Type Attacks gain a +5 bonus to Damage Rolls, and Fire-Type Attacks suffer a -5 Damage penalty.

- » Thunder and Hurricane cannot miss in Rain.
- » Users with Hydration are cured of one Status Affliction at the end of each turn.
- » Users with Rain Dish recover a Tick of Hit Points at the beginning of each turn.
- » Users with Swift Swim have their Speed Combat Stages increased by +4.
- » Users with Desert Weather gain 1/16th of their Max Hit Points at the end of each turn.
- » Users with Dry Skin gain a Tick of Hit Points at the end of each turn.

Sandstorm: While it is Sandstorming, all non-Ground, Rock, or Steel Type Pokémon lose a Tick of Hit Points at the beginning of their turn.

- » Users with Sand Force gain a +5 Damage Bonus to Ground, Rock, and Steel-Type Moves.
- » Users with Sand Rush have their Speed Combat Stages increased by +4.
- » Users with Desert Weather are immune to Sandstorm.

Sunny: While Sunny, Fire-Type Attacks gain a +5 bonus to Damage Rolls, and Water-Type Attacks suffer a -5 Damage penalty.

- » Thunder and Hurricane are AC 11 in Sun.
- » Users with Dry Skin lose a Tick of Hit Points at the end of each turn.
- » Users with Thermosensitive have their Attack and Special Attack Combat Stages increased by +2.
- » Users with Desert Weather resist Fire-Type Moves one step further.
- » Users with Sun Blanket gain 1/16th of their Max Hit Points at the beginning of each turn.

- » Users with Leaf Guard are cured of one Status Affliction at the end of each turn.
- » Users with Harvest automatically retain uses of Digestion Buffs.
- » Users with Chlorophyll have their Speed Combat Stages increased by +4.
- » Users with Flower Gift can create a Burst 4 that increases the Stats of allies and the user by two 2 Combat Stages, distributed as they wish.

Users with Forecast change their Type based on the Weather. Fire-Type if Sunny, Water-Type if Rainy, Ice-Type if Hailing, and Rock-Type if in a Sandstorm.

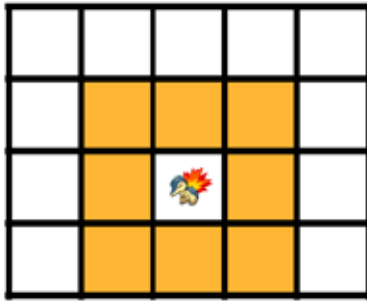
Weather Ball changes Types in Weather. Fire-Type if Sunny, Water-Type if Rainy, Ice-Type if Hailing, and Rock-Type if in a Sandstorm.

Weight Class: A Move with the Weight Class Keyword refers to the following.

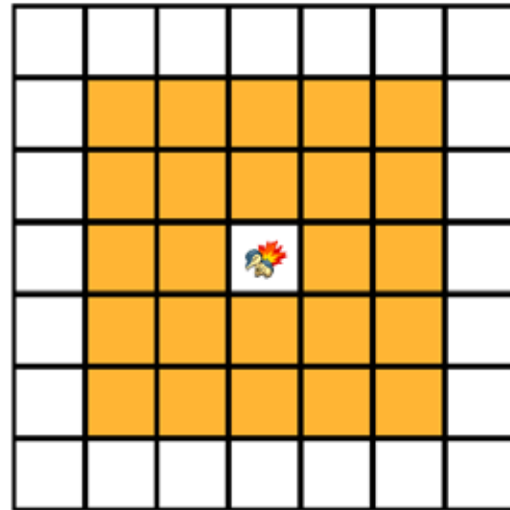
Weight Class 1	0 – 25 lbs; 0 – 11 kg
Weight Class 2	25 – 55 lbs; 11 – 25 kg
Weight Class 3	55 – 110 lbs; 25 – 50 kg
Weight Class 4	110 – 220 lbs; 50 – 100 kg
Weight Class 5	220 – 440 lbs; 100 – 200 kg
Weight Class 6	Any Pokémon heavier than 440 lbs; 200 kg
Weight Class 7	Any Pokémon heavier than 450 lbs with the Heavy Metal Ability.

RANGE KEYWORDS

Burst X – The Move hits all legal targets surrounding the user in a radius of X.

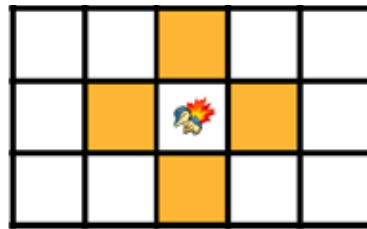


BURST 1

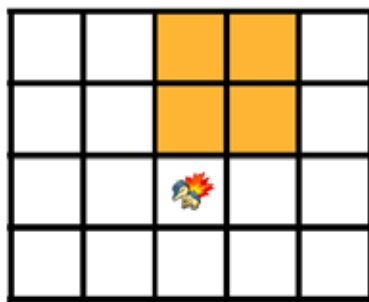


BURST 2

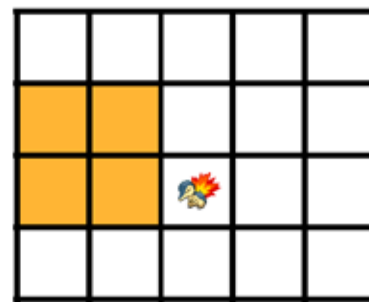
Cardinally Adjacent Targets – The Move hits all cardinally adjacent targets.



Close Blast X – The Move creates an X by X square adjacent to the user and hits all legal targets within.

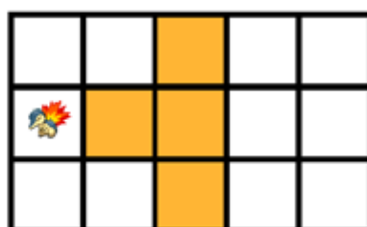


CLOSE BLAST 2

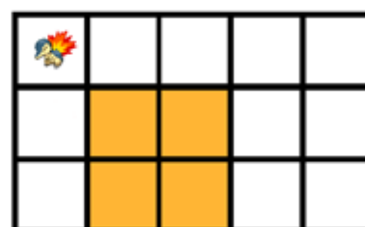


CLOSE BLAST 2

Cone X – The Move hits all legal targets in the square immediately in front of the user and in 3m wide rows extending from that square up to X meters away.

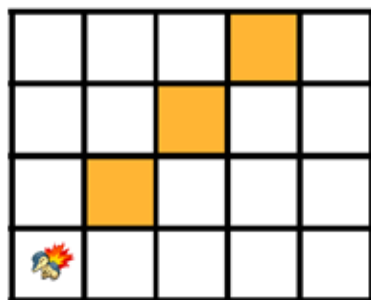


CONE 2

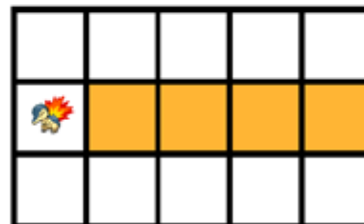


CONE 2 - USED
DIAGONALLY

Line X – The Move creates a line X meters long starting from the user and hits all legal targets in that line. When used diagonally, apply the same rules as for diagonal movement.

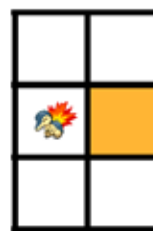


LINE 4 - USED
DIAGONALLY

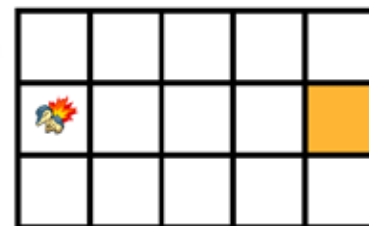


LINE 4

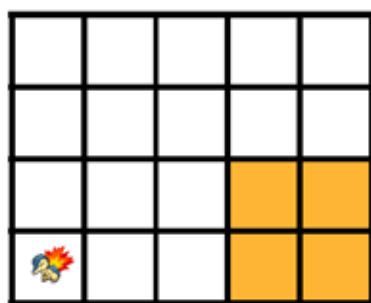
Melee 1 Target – The Move hits one target adjacent to the user.



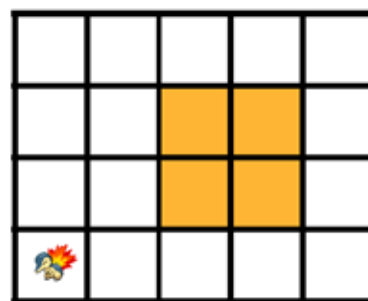
Ranged X – 1 Target – The Move hits one target within X meters of the user. Sometimes, such Moves can hit multiple targets and are labeled as such, in which case each target must be within the requisite number of meters of the user.



Ranged X – Blast Y – The Move creates a Y by Y square up to X meters away and hits all legal targets within.



RANGED 3
BLAST 2



RANGED 3
BLAST 2

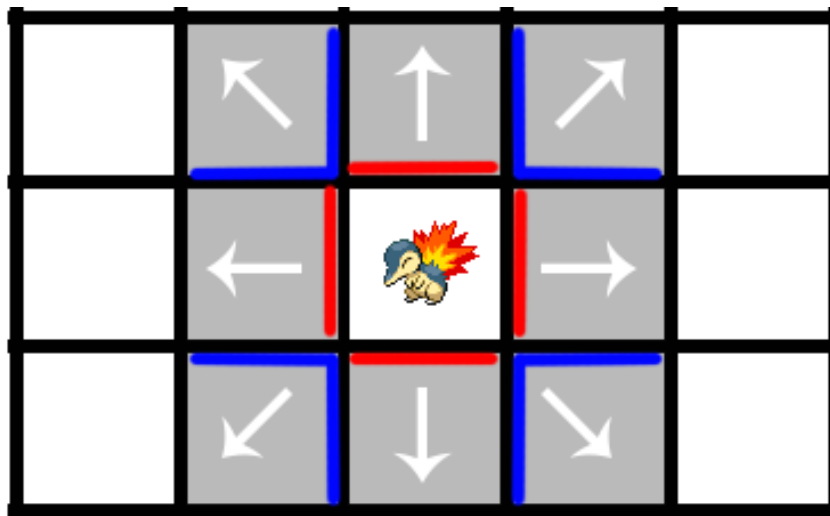
RANGE AND BLOCKING TERRAIN

Blocking Terrain is usually pretty straightforward, but using it in conjunction with Moves that have an Area of Effect may get tricky.

First of all, all **Ranged single target Moves** originate from the center of the user in most cases, though when using non-square shapes for combatants, such as a serpentine shape for a Milotic, they may instead originate from a specific spot on the body, such as the square(s) representing the head.

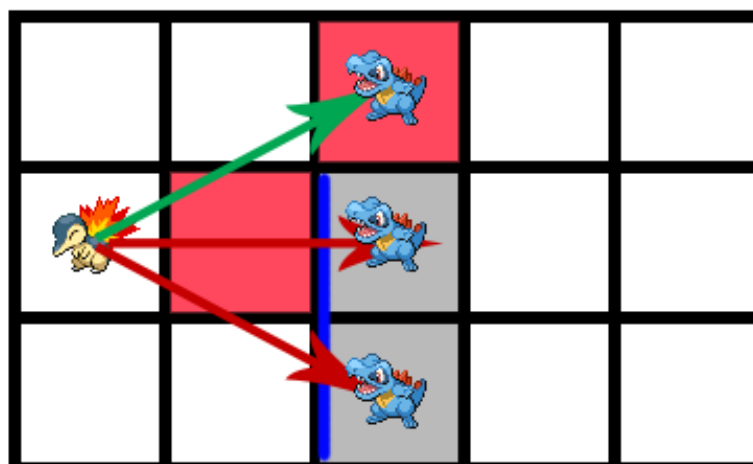
When determining whether Blocking Terrain applies, trace the path between the origin of a Move and the target and determine whether or not it passes through any Blocking Terrain that way.

Bursts and Moves that hit all **Cardinally Adjacent Targets** originate from the user and spread outwards in all directions as shown below. In this case, Blocking Terrain placed blocking where the red lines are would prevent the Move from hitting targets in the corresponding cardinally adjacent squares. Pairs of red lines or blue lines forming “L” shapes could block the corner squares from being hit.



Ranged Blasts work similarly to Bursts; consider their origin point to be the center of the Blast.

Cones, **Close Blasts**, and **Lines** are all considered to originate from the user, and you trace the path between the user and the target square as with single target Moves to determine whether Blocking Terrain stops the Move. In the example below, there is a blue wall of Blocking Terrain in the way of the Cone. The Pink squares are hit, but the Gray ones are not, meaning only one of the three Totodiles is hit by the attack.



BUG MOVES

Move: Attack Order**Type:** Bug**Frequency:** EOT**AC:** 2**Damage Base 9:** 2d10+10 / 21**Class:** Physical**Range:** 6, 1 Target**Effect:** Attack Order is a Critical Hit on 18+.**Contest Type:** Smart**Contest Effect:** Incentives**Move:** Bug Bite**Type:** Bug**Frequency:** At-Will**AC:** 2**Damage Base 6:** 2d6+8 / 15**Class:** Physical**Range:** Melee, 1 Target**Effect:** If the target has a stored Digestion Buff or has traded in a Digestion Buff this Scene, the user may gain the effects of the Digestion Buff. This does not count towards the usual limit on the user's Digestion Buffs.**Contest Type:** Tough**Contest Effect:** Attention Grabber**Move:** Bug Buzz**Type:** Bug**Frequency:** Scene x2**AC:** 2**Damage Base 9:** 2d10+10 / 21**Class:** Special**Range:** Cone 2 or Close Blast 2, Sonic, Smite**Effect:** Bug Buzz lowers the Special Defense of all targets on 19+.**Contest Type:** Cute**Contest Effect:** Incentives**Move:** Defend Order**Type:** Bug**Frequency:** EOT**AC:** None**Class:** Status**Range:** Self**Effect:** Raise the user's Defense and Special Defense 1 Combat Stage each.**Contest Type:** Smart**Contest Effect:** Get Ready!**Move:** Fell Stinger**Type:** Bug**Frequency:** At-Will**AC:** 2**Damage Base 3:** 1d6+5 / 9**Class:** Physical**Range:** Melee, 1 Target**Effect:** If the user successfully knocks out a target with Fell Stinger, raise their Attack by 2 Combat Stages.**Contest Type:** Smart**Contest Effect:** Desperation**Move:** Fury Cutter**Type:** Bug**Frequency:** At-Will**AC:** 3**Damage Base 4:** 1d8+6 / 11**Class:** Physical**Range:** Melee, 1 Target**Effect:** If Fury Cutter is used successfully and consecutively on the same target, the Damage Base is increased by +4 to a maximum of 16. For example, the first hit would have a DB of 4; the second hit a DB of 8; the third hit a DB of 12; the fourth and further hits a DB of 16. If Fury Cutter misses or fails to damage its target, its Damage Base resets.**Contest Type:** Cool**Contest Effect:** Reliable**Move:** Heal Order**Type:** Bug**Frequency:** Daily x2**AC:** None**Class:** Status**Range:** Self**Effect:** The user regains Hit Points equal to half of its full Hit Point value.**Contest Type:** Smart**Contest Effect:** Reflective Appeal

Move: Infestation
Type: Bug
Frequency: Scene x2
AC: 4
Damage Base 4: 1d8+6 / 11
Class: Special
Range: 3, 1 Target
Effect: The target is put in a Vortex.
Contest Type: Smart
Contest Effect: Gamble

Move: Leech Life
Type: Bug
Frequency: At-Will
AC: 2
Damage Base 2: 1d6+3 / 7
Class: Physical
Range: Melee, 1 Target
Effect: After the target takes damage, the user gains Hit Points equal to half of the damage they dealt to the target.
Contest Type: Smart
Contest Effect: Good Show!

Move: Megahorn
Type: Bug
Frequency: Scene x2
AC: 5
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: Melee, 1 Target, Push
Effect: The target is pushed 1 Meter.
Contest Type: Cool
Contest Effect: Desperation

Move: Pin Missile
Type: Bug
Frequency: EOT
AC: 4
Damage Base 3: 1d6+5 / 9
Class: Physical
Range: 6, 1 Target, Five Strike
Effect: None
Contest Type: Cool
Contest Effect: Reliable

Move: Powder
Type: Bug
Frequency: Scene x2
AC: None
Class: Status
Range: 6, 1 Target, Interrupt, Powder
Effect: The target is dusted with a Coat of flammable powder. If it uses a damaging Fire-Type attack, the attack is negated and instead creates a Blast 3 centered on itself as the powder explodes, and the Coat is removed. All targets within the Blast take damage equal to what the user of the Fire-Type attack would roll for the damage of their attack. This damage is Typeless or Fire-Type, whichever would be more effective.
Contest Type: Beauty
Contest Effect: Sabotage

Move: Quiver Dance
Type: Bug
Frequency: Scene x2
AC: None
Class: Status
Range: Self
Effect: Raise the user's Special Attack, Special Defense, and Speed by +1 Combat Stage each.
Contest Type: Cool
Contest Effect: Get Ready!

Move: Rage Powder
Type: Bug
Frequency: Scene x2
AC: None
Class: Status
Range: Burst 1 or Line 6, Powder
Effect: All targets hit by Rage Powder are Enraged. While enraged, they must shift to target the user when using a Move or Attack if the user is within reach. If the user is Fainted or Switched out, all targets hit by Rage Powder are cured of rage.
Contest Type: Smart
Contest Effect: Tease

Move: Signal Beam**Type:** Bug**Frequency:** EOT**AC:** 2**Damage Base 8:** 2d8+10 / 19**Class:** Special**Range:** 6, 1 Target**Effect:** Signal Beam confuses the target on 19+.**Contest Type:** Beauty**Contest Effect:** Incentives**Move:** Silver Wind**Type:** Bug**Frequency:** At-Will**AC:** 2**Damage Base 6:** 2d6+8 / 15**Class:** Special**Range:** 6, 1 Target, Spirit Surge**Effect:** On 19+, the user has each of its stats raised by +1 Combat Stage.**Contest Type:** Beauty**Contest Effect:** Incentives**Move:** Spider Web**Type:** Bug**Frequency:** Scene x2**AC:** None**Class:** Status**Range:** 5**Effect:** Spider Web cannot miss. The target is Stuck and Trapped. If the user is freed of the Stuck condition, they are freed of Trapped as well.**Contest Type:** Smart**Contest Effect:** Sabotage**Special:** Grants Threaded**Move:** Steamroller**Type:** Bug**Frequency:** EOT**AC:** 2**Damage Base 7:** 2d6+10 / 17**Class:** Physical**Range:** Melee, Pass**Effect:** Steamroller Flinches the target on 15+. If the target is Small, Steamroller deals an additional +5 Damage.**Contest Type:** Tough**Contest Effect:** Steady Performance**Move:** Sticky Web**Type:** Bug**Frequency:** EOT**AC:** None**Class:** Status**Range:** 6, Hazard**Effect:** Set 8 square meters of Sticky Web hazards within your range, all 8 meters must be adjacent with at least one other space of Sticky Web. Sticky Web causes Terrain to become Slow Terrain, and a foe that runs into the hazard has its Speed lowered by one stage, and they become Slowed until the end of their next turn. Flying-type Pokémon and Pokémon and Trainers with Levitate are not affected by Sticky Web. Bug-type Pokémon may move over Sticky Web harmlessly, destroying the Hazards as they do so.**Contest Type:** Smart**Contest Effect:** Sabotage**Special:** Grants Threaded**Move:** String Shot**Type:** Bug**Frequency:** At-Will**AC:** 3**Class:** Status**Range:** Cone 2**Effect:** Targets have their Speed CS lowered by -1. If this lowers their Speed CS to -6, or if their Speed CS was already at -6, the target is instead Stuck.**Contest Type:** Smart**Contest Effect:** Excitement**Special:** Grants Threaded**Move:** Struggle Bug**Type:** Bug**Frequency:** At-Will**AC:** 2**Damage Base 5:** 1d8+8 / 13**Class:** Special**Range:** Cone 2**Effect:** On hit, lowers the target's Special Attack by -1 CS.**Contest Type:** Smart**Contest Effect:** Excitement

Move: Tail Glow

Type: Bug

Frequency: Scene

AC: None

Class: Status

Range: Self

Effect: Raise the user's Special Attack 3 Combat Stages.

Contest Type: Beauty

Contest Effect: Get Ready!

Special: Grants Glow

Move: Twineedle

Type: Bug

Frequency: At-Will

AC: 3

Damage Base 3: 1d6+5 / 9

Class: Physical

Range: Melee, 1 Target, Double Strike

Effect: Twineedle Poisons the target on an Accuracy Check of 18+

Contest Type: Cool

Contest Effect: Reliable

Move: U-Turn

Type: Bug

Frequency: At-Will

AC: 2

Damage Base 7: 2d6+10 / 17

Class: Physical

Range: Melee, 1 Target, Dash

Effect: If U-Turn successfully hits its target, the user deals damage and then immediately is returned to its Poké Ball in the same turn. A New Pokémon may immediately be sent out. Using U-Turn lets a Trapped user be recalled.

Contest Type: Cute

Contest Effect: Inversed Appeal

Move: X-Scissor

Type: Bug

Frequency: At-Will

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Physical

Range: Melee, 1 Target, Dash

Effect: None

Contest Type: Beauty

Contest Effect: Exhausting Act

DARK MOVES

Move: Assurance**Type:** Dark**Frequency:** At-Will**AC:** 2**Damage Base 6:** 2d6+8 / 15**Class:** Physical**Range:** Melee, 1 Target**Effect:** When you hit with Assurance, if Assurance's target has already been damaged by a Move on the same round Assurance is being used, Assurance has a Damage Base of 12 (3d12+10 / 30) instead. This effect may trigger only once per Scene per Target.**Contest Type:** Beauty**Contest Effect:** Double Time**Move:** Beat Up**Type:** Dark**Frequency:** EOT**Class:** Physical**Range:** Melee, 1 Target**Effect:** The user and up to two allies adjacent to the target may each make a Struggle Attack against the target. These Struggle Attacks hit for Dark-Type Damage instead of their usual Type. Beat Up may trigger Pack Hunt only once, no matter the number of attacks.**Contest Type:** Smart**Contest Effect:** Reliable**Move:** Bite**Type:** Dark**Frequency:** At-Will**AC:** 2**Damage Base 6:** 2d6+8 / 15**Class:** Physical**Range:** Melee, 1 Target**Effect:** Bite Flinches the target on 15+.**Contest Type:** Tough**Contest Effect:** Steady Performance**Move:** Crunch**Type:** Dark**Frequency:** EOT**AC:** 2**Damage Base 8:** 2d8+10 / 19**Class:** Physical**Range:** Melee, 1 Target**Effect:** Crunch lowers the target's Defense 1 Combat Stage on 17+**Contest Type:** Tough**Contest Effect:** Exhausting Act**Move:** Dark Pulse**Type:** Dark**Frequency:** EOT**AC:** 2**Damage Base 8:** 2d8+10 / 19**Class:** Special**Range:** 8, 1 Target, Aura**Effect:** Dark Pulse Flinches the target on 17+**Contest Type:** Cool**Contest Effect:** Exhausting Act**Move:** Dark Void**Type:** Dark**Frequency:** EOT**AC:** 4**Class:** Status**Range:** Melee, 1 Target**Effect:** The target falls Asleep. Once per Scene, Dark Void may be used as if its range were "Burst 5, Friendly" instead.**Contest Type:** Smart**Contest Effect:** Excitement**Move:** Embargo**Type:** Dark**Frequency:** At-Will**AC:** 2**Class:** Status**Range:** 6, 1 Target**Effect:** The target cannot use or benefit from held items for the remainder of the encounter. Embargo may only affect one target at a time; if Embargo is used on a new target, the previous target is freed from the effect.**Contest Type:** Cute**Contest Effect:** Sabotage

Move: Fake Tears
Type: Dark
Frequency: EOT
AC: 2
Class: Status
Range: 8, 1 Target, Social
Effect: Lower the target's Special Defense 2 Combat Stages.
Contest Type: Smart
Contest Effect: Excitement

Move: Feint Attack
Type: Dark
Frequency: EOT
AC: None
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: Melee, 1 Target
Effect: Feint Attack cannot miss.
Contest Type: Smart
Contest Effect: Desperation

Move: Flatter
Type: Dark
Frequency: At-Will
AC: 2
Class: Status
Range: 6, 1 Target, Social
Effect: The target's Special Attack is raised by +1 Combat Stage. Flatter Confuses the target.
Contest Type: Smart
Contest Effect: Excitement

Move: Fling
Type: Dark
Frequency: Scene x2
AC: 2
Damage Base X: See Effect
Class: Physical
Range: 6, 1 Target, Fling
Effect: The user throws a held item, determining the effect of Fling.
Contest Type: Tough
Contest Effect: Catching Up

Move: Foul Play
Type: Dark
Frequency: Scene x2
AC: 2
Damage Base 10: 3d8+10 / 24
Class: Physical
Range: Melee, 1 Target
Effect: The target reveals its Attack stat. When calculating damage, add the target's Attack stat instead of the user's Attack stat.
Contest Type: Smart
Contest Effect: Steady Performance

Move: Hone Claws
Type: Dark
Frequency: At-Will
AC: None
Class: Status
Range: Self
Effect: The user's Accuracy is raised by +1, and the user gains +1 Attack Combat Stage.
Contest Type: Cool
Contest Effect: Get Ready!

Move: Knock Off
Type: Dark
Frequency: Scene
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target
Effect: Choose one of the target's Held Items or Accessory Slot Items. It is knocked to the ground.
Contest Type: Smart
Contest Effect: Steady Performance

Move: Memento
Type: Dark
Frequency: Scene
AC: None
Class: Status
Range: 8, 1 Target, Trigger, Free Action
Effect: Memento may be used as a Free Action when the user becomes Fainted. Memento's target has each of their stats lowered by -2 CS.
Contest Type: Tough
Contest Effect: Big Show

Move: Nasty Plot
Type: Dark
Frequency: EOT
AC: None
Class: Status
Range: Self
Effect: Raise the user's Special Attack 2 Combat Stages.
Contest Type: Cute
Contest Effect: Get Ready!

Move: Night Daze
Type: Dark
Frequency: EOT
AC: 3
Damage Base 9: $2d10+10 / 21$
Class: Special
Range: 4, 1 Target
Effect: Night Daze lowers the target's Accuracy by -1 on 13+.
Contest Type: Tough
Contest Effect: Unsettling

Move: Night Slash
Type: Dark
Frequency: EOT
AC: 2
Damage Base 7: $2d6+10 / 17$
Class: Physical
Range: Melee, Pass
Effect: Night Slash is a Critical Hit on 18+
Contest Type: Beauty
Contest Effect: Steady Performance

Move: Parting Shot
Type: Dark
Frequency: At-Will
AC: 2
Class: Status
Range: 6, 1 Target, Social
Effect: If Parting Shot successfully hits, the target's Attack and Special Attack stats are lowered by one Combat Stage and the user is immediately recalled in the same turn. A new Pokémon may immediately be sent out. Using Parting Shot lets a Trapped user be recalled.
Contest Type: Smart
Contest Effect: Catching Up

Move: Payback
Type: Dark
Frequency: EOT
AC: 2
Damage Base 5: $1d8+8 / 13$
Class: Physical
Range: Melee, 1 Target
Effect: If the target hit the user with a Damaging Move on the previous turn, Payback has a Damage Base of 10 ($3d8+10 / 24$) instead.
Contest Type: Cool
Contest Effect: Special Attention

Move: Punishment
Type: Dark
Frequency: EOT
AC: 2
Damage Base 6: $2d6+8 / 15$
Class: Physical
Range: Melee, 1 Target
Effect: Punishment's Damage Base is raised by +1 for each positive Combat Stage the target has, to a maximum of DB 12.
Contest Type: Smart
Contest Effect: Catching Up

Move: Pursuit
Type: Dark
Frequency: At-Will
AC: 2
Damage Base 4: $1d8+6 / 11$
Class: Physical
Range: Melee, 1 Target
Effect: If the foe is fleeing or being switched out, Pursuit may be used as an Interrupt, targeting the triggering foe. When used as an Interrupt, Pursuit grants the user a +5 bonus to all Movement Speeds, and has a Damage Base of 8 ($2d8+10 / 19$).
Contest Type: Smart
Contest Effect: Good Show!

Move: Quash
Type: Dark
Frequency: At-Will
AC: 2
Class: Status
Range: 10, 1 Target, Social
Effect: Quash changes the target's Initiative to 0 for the remainder of the round.
Contest Type: Smart
Contest Effect: Saving Grace

Move: Snarl
Type: Dark
Frequency: EOT
AC: 3
Damage Base 6: 2d6+8 / 15
Class: Special
Range: Cone 2, Sonic
Effect: All Legal Targets have their Special Attack lowered 1 Combat Stage.
Contest Type: Cute
Contest Effect: Excitement

Move: Snatch
Type: Dark
Frequency: Scene x2
AC: None
Class: Status
Range: 6, 1 Target, Interrupt
Effect: If the target uses a Self-Targeting Move, you may use Snatch. You gain the benefits of the Self-Targeting Move instead of the target.
Contest Type: Smart
Contest Effect: Attention Grabber

Move: Sucker Punch
Type: Dark
Frequency: At-Will
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target, Interrupt, Trigger
Effect: If an adjacent foe targets the user with a Damaging Attack, Sucker Punch may be used as an Interrupt Move against the triggering foe.
Contest Type: Smart
Contest Effect: Saving Grace

Move: Switcheroo
Type: Dark
Frequency: At-Will
AC: 2
Class: Status
Range: Melee, 1 Target
Effect: The user and the target exchange Held Items or Accessory Slot Items.
Contest Type: Cool
Contest Effect: Attention Grabber

Move: Taunt
Type: Dark
Frequency: EOT
AC: 3
Class: Status
Range: 6, 1 Target, Social
Effect: The target becomes Enraged.
Contest Type: Smart
Contest Effect: Inversed Appeal

Move: Thief
Type: Dark
Frequency: At-Will
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: Melee, 1 Target
Effect: Thief takes the target's Held Item or Accessory Slot Item and attaches it to Thief's user, if the user is not holding anything.
Contest Type: Tough
Contest Effect: Attention Grabber

Move: Topsy-Turvy
Type: Dark
Frequency: EOT
AC: 4
Class: Status
Range: 6, 1 Target
Effect: The target's Combat Stages are inverted; +1 Stage becomes -1 Stage, -3 Stages becomes +3 Stages, etc.
Contest Type: Smart
Contest Effect: Unsettling

Move: Torment
Type: Dark
Frequency: Scene x2
AC: 2
Class: Status
Range: 10, 1 Target, Social
Effect: The target becomes Suppressed.
Contest Type: Tough
Contest Effect: Inversed Appeal

DRAGON MOVES

Move: Draco Meteor

Type: Dragon

Frequency: Scene

AC: 4

Damage Base 13: 4d10+10 / 35

Class: Special

Range: 8, Ranged Blast 3, Smite

Effect: Lower the user's Special Attack 2 Combat Stages after damage.

Contest Type: Smart

Contest Effect: Seen Nothing Yet

Move: Dragon Claw

Type: Dragon

Frequency: At-Will

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Physical

Range: Melee, 1 Target

Effect: None

Contest Type: Cool

Contest Effect: Exhausting Act

Move: Dragon Dance

Type: Dragon

Frequency: EOT

AC: None

Class: Status

Range: Self

Effect: Raise the user's Attack 1 Combat Stage and raise the user's Speed 1 Combat Stage.

Contest Type: Cool

Contest Effect: Get Ready!

Move: Dragon Pulse

Type: Dragon

Frequency: EOT

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Special

Range: 8, 1 Target, Aura

Effect: None

Contest Type: Smart

Contest Effect: Incentives

Move: Dragon Rage

Type: Dragon

Frequency: At-Will

AC: 2

Damage Base: Special

Class: Special

Range: 4, 1 Target

Effect: If it hits, Dragon Rage causes the target to lose 15 Hit Points. Dragon Rage is Special and interacts with other moves and effects as such (Special Evasion may be applied to avoid it, Mirror Coat can reflect it, etc.).

Contest Type: Cool

Contest Effect: Steady Performance

Move: Dragon Rush

Type: Dragon

Frequency: Scene x2

AC: 4

Damage Base 10: 3d8+10 / 24

Class: Physical

Range: Melee, 1 Target, Dash, Push, Smite

Effect: The target is Pushed 3 meters. Dragon Rush Flinches the target on 17+.

Contest Type: Cool

Contest Effect: Desperation

Move: Dragon Tail

Type: Dragon

Frequency: At-Will

AC: 3

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: Melee, 1 Target, Push

Effect: The target is Pushed 6 meters minus their Weight Class. On a roll of 15+, the target is also Tripped.

Contest Type: Smart

Contest Effect: Big Show

Move: Dragon Breath

Type: Dragon

Frequency: EOT

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Special

Range: 6, 1 Target

Effect: Dragon Breath Paralyzes the Target on 15+.

Contest Type: Cool

Contest Effect: Exhausting Act

Move: Dual Chop
Type: Dragon
Frequency: EOT
AC: 3
Damage Base 5: 1d8+8 / 13
Class: Physical
Range: Melee, 1 Target, Double Strike
Effect: None
Contest Type: Tough
Contest Effect: Reliable

Move: Outrage
Type: Dragon
Frequency: Scene x2
AC: 3
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: Melee, all adjacent foes, Smite
Effect: After damage is dealt, the user becomes Enraged and Confused.
Contest Type: Cool
Contest Effect: Reliable

Move: Roar of Time
Type: Dragon
Frequency: Daily x2
AC: 4
Damage Base 15: 4d10+20 / 45
Class: Special
Range: Burst 8, Smite, Exhaust
Effect: All legal targets are Slowed, even if the attack misses.
Contest Type: Cool
Contest Effect: Seen Nothing Yet

Move: Spacial Rend
Type: Dragon
Frequency: Daily x2
AC: 3
Damage Base 10: 3d8+10 / 24
Class: Special
Range: 10, 1 Target
Effect: Spacial Rend is a Critical Hit on Even-Numbered Rolls.
Contest Type: Tough
Contest Effect: Incentives

Move: Twister
Type: Dragon
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Special
Range: 6, Ranged Blast 3
Effect: Small or Medium targets in the central square of the blast are not hit. Twister Flinches the target on 18-20 during Accuracy Check. Any Pokémon Airborne as a result of Fly or Sky Drop above the Blast are hit, ignoring range, and Twister has a Damage Base of 8 against those targets instead.
Contest Type: Cool
Contest Effect: Steady Performance

ELECTRIC MOVES

Move: Bolt Strike**Type:** Electric**Frequency:** Scene x2**AC:** 5**Damage Base 13:** 4d10+10 / 35**Class:** Physical**Range:** 10, 1 Target, Smite**Effect:** Bolt Strike Paralyzes the target on 17+.**Contest Type:** Cool**Contest Effect:** Exhausting Act**Move:** Charge**Type:** Electric**Frequency:** EOT**AC:** None**Class:** Status**Range:** Self**Effect:** If the user performs an Electric Move on their next turn that deals damage, add its Damage Dice Roll an extra time to the damage. Raise the user's Special Defense 1 Combat Stage.**Contest Type:** Smart**Contest Effect:** Get Ready!**Move:** Charge Beam**Type:** Electric**Frequency:** At-Will**AC:** 4**Damage Base 5:** 1d8+8 / 13**Class:** Special**Range:** 6, 1 Target**Effect:** If Charge Beam successfully hits a target, roll 1d20. On a roll of 7+, the user's Special Attack is raised by +1 Combat Stage.**Contest Type:** Beauty**Contest Effect:** Exhausting Act**Move:** Discharge**Type:** Electric**Frequency:** EOT**AC:** 2**Damage Base 8:** 2d8+10 / 19**Class:** Special**Range:** All Cardinally Adjacent Targets**Effect:** Discharge Paralyzes all legal targets on 15+.**Contest Type:** Cool**Contest Effect:** Exhausting Act**Move:** Eerie Impulse**Type:** Electric**Frequency:** EOT**AC:** 2**Class:** Status**Range:** 6, 1 Target**Effect:** The target's Special Attack is lowered 2 Combat Stages.**Contest Type:** Cool**Contest Effect:** Excitement**Special:** Grants Glow**Move:** Electric Terrain**Type:** Electric**Frequency:** Daily x2**AC:** None**Class:** Status**Range:** Field**Effect:** The field becomes Electrified for 5 rounds. While Electrified, Pokémon and Trainers touching the ground are immune to Sleep, and Electric-Type attacks used by Pokémon and Trainers touching the ground gain a +10 Bonus to Damage Rolls.**Contest Type:** Cool**Contest Effect:** Sabotage**Move:** Electrify**Type:** Electric**Frequency:** EOT**AC:** None**Class:** Status**Range:** 6, 1 Target**Effect:** Until the end of the user's next turn, the target's damaging Water-Type attacks and Melee attacks of any Type deal Electric-Type Damage instead of their usual Type.**Contest Type:** Cool**Contest Effect:** Sabotage

Move: Electro Ball

Type: Electric

Frequency: Scene x2

AC: 2

Damage Base 6: 2d8+6 / 15

Class: Special

Range: 10, 1 Target

Effect: The user adds their Speed Stat, including Combat Stages, in addition to their Special Attack when determining the damage dealt by Electro Ball. The Defender in turn subtracts both their Special Defense and Speed Stats from the damage dealt before applying Type Effectiveness.

Contest Type: Beauty

Contest Effect: Double Time

Move: Electroweb

Type: Electric

Frequency: EOT

AC: 3

Damage Base 6: 2d6+8 / 15

Class: Special

Range: 4, Ranged Blast 2

Effect: All Legal Targets are lowered 1 Speed Combat Stage.

Contest Type: Smart

Contest Effect: Sabotage

Move: Fusion Bolt

Type: Electric

Frequency: Scene x2

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Physical

Range: 8, 1 Target, Smite

Effect: If Fusion Flare was used this round or last round by any participant of the encounter, Fusion Bolt has its Damage Base increased by +3.

Contest Type: Beauty

Contest Effect: Seen Nothing Yet

Move: Ion Deluge

Type: Electric

Frequency: Scene

AC: None

Class: Status

Range: 5, Ranged Blast 3, Interrupt

Effect: An ion cloud is dispersed in the targeted area. All Normal-Type Moves targeting into or originating from the area become Electric-Typed Moves.

Contest Type: Smart

Contest Effect: Attention Grabber

Move: Magnet Rise

Type: Electric

Frequency: Daily x2

AC: 2

Class: Status

Range: Self, Swift Action

Effect: The user gains the Levitate Ability for 5 turns. Magnet Rise may be activated as a Swift Action if the user is otherwise given an action that consumes a Command.

Contest Type: Cute

Contest Effect: Sabotage

Special: Grants Magnetic

Move: Magnetic Flux

Type: Electric

Frequency: Scene

AC: None

Class: Status

Range: Burst 4

Effect: All targets with the Minus or Plus Ability have their Defense and Special Defense raised by +1 Combat Stage.

Contest Type: Smart

Contest Effect: Incentives

Move: Nuzzle

Type: Electric

Frequency: Scene

AC: 2

Damage Base 2: 1d6+3 / 7

Class: Physical

Range: Melee, 1 Target

Effect: Nuzzle Paralyzes the target.

Contest Type: Cute

Contest Effect: Double Time

Move: Parabolic Charge

Type: Electric

Frequency: Scene

AC: 4

Damage Base 5: 1d8+8 / 13

Class: Special

Range: Cone 2

Effect: After the targets take damage, the user gains Hit Points equal to half of the total damage they dealt to all targets.

Contest Type: Cool

Contest Effect: Desperation

Move: Shock Wave

Type: Electric

Frequency: At-Will

AC: None

Damage Base 6: 2d6+8 / 15

Class: Special

Range: 6, 1 Target

Effect: Shock Wave cannot miss.

Contest Type: Cool

Contest Effect: Exhausting Act

Special: Grants Zapper

Move: Spark

Type: Electric

Frequency: EOT

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: Melee, 1 Target, Dash

Effect: Spark Paralyzes the target on 15+.

Contest Type: Cool

Contest Effect: Steady Performance

Move: Thunder

Type: Electric

Frequency: Scene x2

AC: 7

Damage Base 11: 3d10+10 / 27

Class: Special

Range: 12, 1 Target, Smite

Effect: Thunder Paralyzes its target on 15+. If the target is in Sunny Weather, Thunder's Accuracy Check is 11. If the target is in Rainy Weather, Thunder cannot miss. If the target is airborne as a result of Fly or Sky Drop, Thunder cannot miss.

Contest Type: Cool

Contest Effect: Exhausting Act

Move: Thunder Fang

Type: Electric

Frequency: At-Will

AC: 3

Damage Base 7: 2d6+10 / 17

Class: Physical

Range: Melee, 1 Target

Effect: Thunder Fang Paralyzes or Flinches on 18-19 during Accuracy Check; flip a coin to determine whether the foe gets Paralyzed or Flinches. On 20 during Accuracy Check, the foe is Paralyzed and Flinched.

Contest Type: Smart

Contest Effect: Steady Performance

Move: Thunderbolt

Type: Electric

Frequency: EOT

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Special

Range: 4, 1 Target

Effect: Thunderbolt Paralyzes the target on 19+.

Contest Type: Cool

Contest Effect: Exhausting Act

Move: Thunder Punch

Type: Electric

Frequency: At-Will

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Physical

Range: Melee, 1 Target

Effect: Thunder Punch Paralyzes the target on 19+.

Contest Type: Cool

Contest Effect: Exhausting Act

Move: Thunder Shock

Type: Electric

Frequency: At-Will

AC: 2

Damage Base 4: 1d8+6 / 11

Class: Special

Range: 4, 1 Target

Effect: Thunder Shock Paralyzes the target on 17+.

Contest Type: Cool

Contest Effect: Steady Performance

Special: Grants Zapper

Move: Thunder Wave

Type: Electric

Frequency: Scene x2

AC: None

Class: Status

Range: 6, 1 Target

Effect: Thunder Wave cannot miss. Thunder Wave Paralyzes the target. Targets immune to Electric Attacks are immune to Thunder Wave's effects.

Contest Type: Cool

Contest Effect: Excitement

Move: Volt Switch

Type: Electric

Frequency: At-Will

AC: 2

Damage Base 7: 2d6+10 / 17

Class: Special

Range: 5, 1 Target

Effect: If Volt Switch successfully hits its target, the user deals damage and then immediately is returned to its Poké Ball in the same turn. A New Pokémon may immediately be sent out. Using Volt Switch lets a Trapped user be recalled.

Contest Type: Cute

Contest Effect: Inversed Appeal

Move: Volt Tackle

Type: Electric

Frequency: Scene x2

AC: 2

Damage Base 12: 3d12+10 / 30

Class: Physical

Range: Melee, 1 Target, Dash, Recoil 1/3

Effect: Volt Tackle Paralyzes the target on 19+.

Contest Type: Cool

Contest Effect: Seen Nothing Yet

Move: Wild Charge

Type: Electric

Frequency: At-Will

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Physical

Range: Melee, 1 Target, Dash, Recoil 1/3

Effect: None.

Contest Type: Tough

Contest Effect: Steady Performance

Move: Zap Cannon

Type: Electric

Frequency: At-Will

AC: 9

Damage Base 12: 3d12+10 / 30

Class: Special

Range: 12, 1 Target

Effect: Zap Cannon Paralyzes the target. Zap Cannon ignores the target's Evasion if there are no other combatants or Rough or Blocking Terrain within 2 meters of the target.

Contest Type: Cool

Contest Effect: Incentives

FAIRY MOVES

Move: Aromatic Mist**Type:** Fairy**Frequency:** EOT**AC:** None**Class:** Status**Range:** Burst 1**Effect:** All allies in Aromatic Mist's area of effect have their Special Defense raised 1 Combat Stage.**Contest Type:** Cute**Contest Effect:** Get Ready!**Move:** Baby-Doll Eyes**Type:** Fairy**Frequency:** EOT**AC:** 2**Class:** Status**Range:** 4, 1 Target, Priority, Social**Effect:** The target's Attack is lowered 1 Combat Stage.**Contest Type:** Cute**Contest Effect:** Excitement**Move:** Charm**Type:** Fairy**Frequency:** EOT**AC:** 2**Class:** Status**Range:** 6, 1 Target, Social**Effect:** Charm lowers the target's Attack 2 Combat Stages.**Contest Type:** Cute**Contest Effect:** Excitement**Move:** Crafty Shield**Type:** Fairy**Frequency:** Scene**AC:** None**Class:** Status**Range:** Burst 2, Interrupt, Shield, Trigger**Effect:** If the user or an Ally within 2 meters of Crafty Shield's user is hit by a Status Move, you may use Crafty Shield as an Interrupt. All targets in Crafty Shield's area-of-effect including the user, are instead not hit by the triggering Move and do not suffer any of its effects.**Contest Type:** Smart**Contest Effect:** Inversed Appeal**Move:** Dazzling Gleam**Type:** Fairy**Frequency:** EOT**AC:** 2**Damage Base 8:** 2d8+10 / 19**Class:** Special**Range:** Cone 2**Effect:** None**Contest Type:** Cute**Contest Effect:** Exhausting Act**Move:** Disarming Voice**Type:** Fairy**Frequency:** At-Will**AC:** None**Damage Base 4:** 1d8+6 / 11**Class:** Special**Range:** Burst 1**Effect:** Disarming Voice cannot miss.**Contest Type:** Cute**Contest Effect:** Exhausting Act**Move:** Draining Kiss**Type:** Fairy**Frequency:** EOT**AC:** 2**Damage Base 5:** 1d8+8 / 13**Class:** Special**Range:** Melee, 1 Target**Effect:** After the target takes damage, the user gains Hit Points equal to half of the damage they dealt to the target.**Contest Type:** Cute**Contest Effect:** Good Show!**Move:** Fairy Lock**Type:** Fairy**Frequency:** Scene**AC:** None**Class:** Status**Range:** Burst 3, Friendly**Effect:** All legal targets become Trapped and Slowed while the user remains in the encounter. This effect ends if the user switches or is Fainted.**Contest Type:** Cute**Contest Effect:** Unsettling

Move: Fairy Wind
Type: Fairy
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Special
Range: 6, 1 Target
Effect: None
Contest Type: Cute
Contest Effect: Steady Performance

Move: Flower Shield
Type: Fairy
Frequency: Scene
AC: None
Class: Status
Range: Burst 2
Effect: All Grass Type Pokémon in Flower Shield's area of effect have their Defense raised by +2 Combat Stages.
Contest Type: Cute
Contest Effect: Get Ready!

Move: Geomancy
Type: Fairy
Frequency: Scene
AC: None
Class: Status
Range: Self, Set-Up
Set-Up Effect: The user may not shift this round. The user may create as many squares of Rough Terrain as it wants within a Burst 3 as plants burst through the ground, regardless of the surface material.
Resolution Effect: The user raises its Special Attack, Special Defense, and Speed by 2 Combat Stages each.
Contest Type: Beauty
Contest Effect: Catching Up

Move: Light of Ruin
Type: Fairy
Frequency: Scene
AC: 4
Damage Base 14: 4d10+15 / 40
Class: Special
Range: 8, Ranged Blast 3, Smite, Recoil 1/2
Effect: None
Contest Type: Beauty
Contest Effect: Seen Nothing Yet

Move: Misty Terrain
Type: Fairy
Frequency: Daily x2
AC: None
Class: Status
Range: Field
Effect: The area becomes Misty for 5 turns. While Misty, all Pokémon and Trainers standing on the ground ignore the first turn of all Status Afflictions, and Dragon-type attacks targeting or originating from a grounded Pokémon or Trainer take a -10 Penalty to Damage Rolls.
Contest Type: Beauty
Contest Effect: Get Ready

Move: Moonblast
Type: Fairy
Frequency: EOT
AC: 2
Damage Base 10: 3d8+10 / 24
Class: Special
Range: 6, 1 Target
Effect: Moonblast lowers the target's Special Attack by 1 Combat Stage on 15+.
Contest Type: Beauty
Contest Effect: Reflective Appeal

Move: Moonlight
Type: Fairy
Frequency: Daily x2
AC: None
Class: Status
Range: Self
Effect: The user regains Hit Points equal to half of its full Hit Point value. If it is Sunny, the user gains 2/3 of its full Hit Point value. If it is Rainy, Sand Storming or Hailing the user gains 1/4 of their full Hit Point value.
Contest Type: Beauty
Contest Effect: Reflective Appeal

Move: Play Rough
Type: Fairy
Frequency: EOT
AC: 4
Damage Base 9: 2d10+10 / 21
Class: Physical
Range: Melee, 1 Target
Effect: Play Rough lowers the target's Attack 1 Combat Stage on 17-20 during Accuracy Check.
Contest Type: Cute
Contest Effect: Excitement

Move: Sweet Kiss

Type: Fairy

Frequency: Scene x2

AC: 6

Class: Status

Range: 6, 1 Target, Social

Effect: The target becomes Confused. On miss, the target suffers a -2 penalty to Accuracy Rolls for one full round.

Contest Type: Cute

Contest Effect: Excitement



FIGHTING MOVES

Move: Arm Thrust**Type:** Fighting**Frequency:** EOT**AC:** 4**Damage Base 2:** 1d6+3 / 7**Class:** Physical**Range:** Melee, 1 Target, Five Strike**Effect:** None**Contest Type:** Tough**Contest Effect:** Reliable

Move: Aura Sphere**Type:** Fighting**Frequency:** EOT**AC:** None**Damage Base 8:** 2d8+10 / 19**Class:** Special**Range:** 8, 1 Target, Aura**Effect:** Aura Sphere cannot miss.**Contest Type:** Beauty**Contest Effect:** Exhausting Act

Move: Brick Break**Type:** Fighting**Frequency:** At-Will**AC:** 2**Damage Base 8:** 2d8+10 / 19**Class:** Physical**Range:** Melee, 1 Target**Effect:** Light Screen and Reflect may not be activated in response to Brick Break.**Contest Type:** Cool**Contest Effect:** Steady Performance

Move: Bulk Up**Type:** Fighting**Frequency:** EOT**AC:** None**Class:** Status**Range:** Self**Effect:** Raise the user's Attack 1 Combat Stage and raise the user's Defense 1 Combat Stage.**Contest Type:** Beauty**Contest Effect:** Get Ready!**Move:** Circle Throw**Type:** Fighting**Frequency:** At-Will**AC:** 4**Damage Base 6:** 2d6+8 / 15**Class:** Physical**Range:** Melee, 1 Target, Push**Effect:** The target is Pushed 6 meters minus their Weight Class. On 15+, the target is also Tripped.**Contest Type:** Tough**Contest Effect:** Big Show

Move: Close Combat**Type:** Fighting**Frequency:** Scene x2**AC:** 2**Damage Base 12:** 3d12+10 / 30**Class:** Physical**Range:** Melee, 1 Target, Dash**Effect:** The user's Defense and Special Defense are each lowered by -1 Combat Stage.**Contest Type:** Smart**Contest Effect:** Seen Nothing Yet

Move: Counter**Type:** Fighting**Frequency:** Scene x2**AC:** None**Class:** Physical**Range:** Melee, 1 Target, Reaction, Trigger**Effect:** Counter may be used as a Reaction when the user is hit by a damaging Physical Attack. Resolve the Triggering Attack, with Counter's user resisting the attack one step further. After the attack is resolved, if Counter's user was not Fainted, the triggering foe then loses Hit Points equal to twice the amount of Hit Points lost by the user from the triggering attack. Note that Counter is Physical, and while it cannot miss, it cannot hit targets immune to Fighting-Type Moves.**Contest Type:** Tough**Contest Effect:** Double Time

Move: Cross Chop
Type: Fighting
Frequency: Scene x2
AC: 4
Damage Base 10: 3d8+10 / 24
Class: Physical
Range: Melee, 1 Target
Effect: Cross Chop is a Critical Hit on 16+.
Contest Type: Cool
Contest Effect: Desperation

Move: Detect
Type: Fighting
Frequency: Scene
AC: None
Class: Status
Range: Self, Interrupt, Shield, Trigger
Effect: If the user is hit by a Move, the user may use Detect. The user is instead not hit by the Move. You do not take any damage nor are you affected by any of the Move's effects.
Contest Type: Cool
Contest Effect: Inversed Appeal

Move: Double Kick
Type: Fighting
Frequency: At-Will
AC: 3
Damage Base 3: 1d6+5 / 9
Class: Physical
Range: Melee, 1 Target, Double Strike
Effect: None
Contest Type: Cool
Contest Effect: Reliable

Move: Drain Punch
Type: Fighting
Frequency: Scene x2
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target, Aura
Effect: After the target takes damage, the user gains HP equal to half of the damage they dealt to the target.
Contest Type: Beauty
Contest Effect: Good Show!

Move: Dynamic Punch
Type: Fighting
Frequency: At-Will
AC: 9
Damage Base 10: 3d8+10 / 24
Class: Physical
Range: Melee, 1 Target
Effect: Dynamic Punch Confuses the target. Dynamic Punch ignores the target's Evasion if they are Flanked.
Contest Type: Cool
Contest Effect: Desperation

Move: Final Gambit
Type: Fighting
Frequency: Scene
AC: 2
Class: Special
Range: Melee, 1 Target
Effect: Final Gambit lowers the user to 0 Hit Points and causes them to Faint. Final Gambit then deals 1 point of damage to the target for every Hit Point lost by the user. Final Gambit does not cause items to activate.
Contest Type: Tough
Contest Effect: Big Show

Move: Flying Press
Type: Fighting
Frequency: EOT
AC: 3
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, Dash, 1 Target
Effect: Flying Press may deal Flying Type damage if the user wishes.
Contest Type: Tough
Contest Effect: Big Show

Note: If Flying Press is Move Sync'd, it only changes the Fighting Type portion of the Move. You can still only choose between that Type and Flying Type; you cannot shift Flying Press to change the Flying part to another Type.

Move: Focus Blast
Type: Fighting
Frequency: Scene x2
AC: 7
Damage Base 12: 3d12+10 / 30
Class: Special
Range: 6, 1 Target, Smite, Aura
Effect: Focus Blast lowers the target's Special Defense 1 Combat Stage on 18+.
Contest Type: Cool
Contest Effect: Exhausting Act

Move: Focus Punch
Type: Fighting
Frequency: Scene x2
AC: 2
Damage Base 15: 4d10+20 / 45
Class: Physical
Range: Melee, 1 Target, Priority (Limited), Aura
Effect: Use of Focus Punch must be declared as a Priority (Limited) action at the beginning of the round. Nothing happens at this time. At the end of the round, if the target hasn't been hit by an attack dealing damage equal to at least 25% of the user's Maximum Hit Points, the user may Shift and use Focus Punch. Focus Punch's Frequency is not expended if it is negated by an attack.
Contest Type: Tough
Contest Effect: Special Attention

Move: Force Palm
Type: Fighting
Frequency: At-Will
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: Melee, 1 Target, Aura
Effect: Force Palm Paralyzes the target on 18+.
Contest Type: Cool
Contest Effect: Desperation

Move: Hammer Arm
Type: Fighting
Frequency: EOT
AC: 3
Damage Base 10: 3d8+10 / 24
Class: Physical
Range: Melee, 1 Target
Effect: The user lowers their Speed 1 Combat Stage.
Contest Type: Cool
Contest Effect: Desperation

Move: High Jump Kick
Type: Fighting
Frequency: EOT
AC: 3
Damage Base 13: 4d10+10 / 35
Class: Physical
Range: Melee, Dash, 1 Target
Effect: If High Jump Kick misses, the user loses Hit Points equal to 1/4th of their Max Hit Points. A failure to hit due to a Move with the Shield keyword does not count as a miss. This Move cannot be used if Gravity is in effect.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Jump Kick
Type: Fighting
Frequency: At-Will
AC: 3
Damage Base 10: 3d8+10 / 24
Class: Physical
Range: Melee, Dash, 1 Target
Effect: If Jump Kick misses, the user loses Hit Points equal to 1/4th of their Max Hit Points. A failure to hit due to a Move with the Shield keyword does not count as a miss. This Move cannot be used if Gravity is in effect.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Karate Chop
Type: Fighting
Frequency: At-Will
AC: 2
Damage Base 5: 1d8+8 / 13
Class: Physical
Range: Melee, 1 Target
Effect: Karate Chop is a Critical Hit on 17+.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Low Kick
Type: Fighting
Frequency: EOT
AC: 2
Damage Base: See Effect
Class: Physical
Range: Melee, 1 Target, Weight Class
Effect: Low Kick's Damage Base is equal to twice the target's Weight Class.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Low Sweep
Type: Fighting
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target
Effect: Lowers the target's Speed 1 Combat Stage.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Mach Punch
Type: Fighting
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: Melee, 1 Target, Priority
Effect: None
Contest Type: Cool
Contest Effect: Saving Grace

Move: Mat Block
Type: Fighting
Frequency: Scene
AC: None
Range: Self, Interrupt, Shield, Trigger
Effect: If the user or an adjacent ally is hit by a damaging attack, the user may use Mat Block. The attack instead does not hit any targets, and it deals no damage and no has effects. You may only use Mat Block during the first round of an encounter.
Contest Type: Tough
Contest Effect: Reflective Appeal

Move: Power-Up Punch
Type: Fighting
Frequency: EOT
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: Melee, 1 Target
Effect: If Power-Up Punch successfully hits a target, the user's Attack is raised by +1 Combat Stage
Contest Type: Tough
Contest Effect: Catching Up

Move: Quick Guard
Type: Fighting
Frequency: Scene
AC: None
Class: Status
Range: Melee, Interrupt, Shield, Trigger
Effect: If the user or an adjacent ally is targeted by a Priority or Interrupt Attack, Quick Guard may be declared as an Interrupt, causing the triggering attack to have no effect.
Contest Type: Cool
Contest Effect: Inversed Appeal

Move: Revenge
Type: Fighting
Frequency: EOT
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: Melee, 1 Target, Priority (Limited)
Effect: When declaring Revenge, the user does nothing and may not Shift. At the end of the round, the user may shift and use Revenge. If the target has damaged the user this round, Revenge has a Damage Base of 12 (3d12+10 / 30).
Contest Type: Tough
Contest Effect: Double Time

Move: Reversal
Type: Fighting
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target
Effect: For each Injury the user has, Reversal's Damage Base is increased by +1.
Contest Type: Cool
Contest Effect: Double Time

Move: Rock Smash
Type: Fighting
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: Melee, 1 Target
Effect: Rock Smash lowers the target's Defense 1 Combat Stage on 17+.
Contest Type: Tough
Contest Effect: Desperation

Move: Rolling Kick
Type: Fighting
Frequency: At-Will
AC: 4
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: Melee, 1 Target
Effect: Rolling Kick Flinches the target on 15+.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Sacred Sword
Type: Fighting
Frequency: EOT
AC: None
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target
Effect: Sacred Sword cannot miss.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Secret Sword
Type: Fighting
Frequency: At-Will
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Special
Range: Melee, 1 Target
Effect: When calculating damage, the target subtracts their Defense from Secret Sword's damage instead of their Special Defense. Secret Sword is still otherwise Special (Special Evasion is used to avoid it, Mirror Coat can reflect it, etc.).
Contest Type: Cool
Contest Effect: Steady Performance

Move: Seismic Toss
Type: Fighting
Frequency: Scene x2
AC: 2
Class: Physical
Range: Melee, 1 Target
Effect: The target loses Hit Points equal to the level of Seismic Toss' user.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Sky Uppercut
Type: Fighting
Frequency: At-Will
AC: 4
Damage Base 9: 2d10+10 / 21
Class: Physical
Range: Melee, 1 Target
Effect: Sky Uppercut may be used as an Interrupt when against a target initiating Bounce, Fly, or Sky Drop to allow the user to Shift and use Sky Uppercut. If Sky Uppercut successfully hits its target, the triggering Move fails (though the target may take their next turn normally).
Contest Type: Cool
Contest Effect: Exhausting Act

Move: Storm Throw
Type: Fighting
Frequency: EOT
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: Melee, 1 Target
Effect: If Storm Throw hits, it is a Critical Hit.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Submission
Type: Fighting
Frequency: At-Will
AC: 6
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target, Recoil 1/3
Effect: On an accuracy roll of 15+, the target is Tripped.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Superpower**Type:** Fighting**Frequency:** Scene x2**AC:** 2**Damage Base 12:** 3d12+10 / 30**Class:** Physical**Range:** Melee, 1 Target, Dash**Effect:** Superpower lowers the user's Attack and Defense by 1 Combat Stage each.**Contest Type:** Tough**Contest Effect:** Desperation**Move:** Triple Kick**Type:** Fighting**Frequency:** At-Will**AC:** 3**Damage Base X:** See Effect**Class:** Physical**Range:** Melee, 1 Target**Effect:** Make three attacks with Triple Kick. If you hit once, Triple Kick has a DB of 1. If you hit two times, Triple Kick has a DB of 3. If you hit three times, Triple Kick has a DB of 6.**Contest Type:** Cool**Contest Effect:** Reliable**Move:** Vacuum Wave**Type:** Fighting**Frequency:** At-Will**AC:** 2**Damage Base 4:** 1d8+6 / 11**Class:** Special**Range:** 4, 1 Target, Priority, Aura**Effect:** None**Contest Type:** Smart**Contest Effect:** Saving Grace**Move:** Vital Throw**Type:** Fighting**Frequency:** EOT**AC:** None**Damage Base 7:** 2d6+10 / 17**Class:** Physical**Range:** Melee, 1 Target, Push, Reaction**Effect:** If the user is targeted by a Melee attack and has not yet taken a turn this round, the user may declare Vital Throw. After the triggering attack is resolved, the user may use Vital Throw against the triggering foe as a Reaction. Vital Throw cannot miss.**Contest Type:** Cool**Contest Effect:** Desperation**Move:** Wake-Up Slap**Type:** Fighting**Frequency:** At-Will**AC:** 2**Damage Base 5:** 1d8+8 / 13**Class:** Physical**Range:** Melee, 1 Target**Effect:** If the target is Asleep, Wake-Up Slap has a Damage Base of 10 (3d8+10 / 24) instead, and cures the target of Sleep.**Contest Type:** Smart**Contest Effect:** Inversed Appeal

FIRE MOVES

Move: Blast Burn**Type:** Fire**Frequency:** Daily x2**AC:** 4**Damage Base 15:** 4d10+20 / 45**Class:** Special**Range:** Close Blast 3, Smite, Exhaust**Effect:** None**Contest Type:** Beauty**Contest Effect:** Seen Nothing Yet**Move:** Blaze Kick**Type:** Fire**Frequency:** EOT**AC:** 4**Damage Base 9:** 2d10+10 / 21**Class:** Physical**Range:** Melee, 1 Target**Effect:** Blaze Kick Burns the target on 19+, and is a Critical Hit on 18+.**Contest Type:** Beauty**Contest Effect:** Exhausting Act**Move:** Blue Flare**Type:** Fire**Frequency:** Scene x2**AC:** 5**Damage Base 13:** 4d10+10 / 35**Class:** Special**Range:** 10, 1 Target, Smite**Effect:** Blue Flare Burns the target on 17+.**Contest Type:** Beauty**Contest Effect:** Steady Performance**Move:** Ember**Type:** Fire**Frequency:** At-Will**AC:** 2**Damage Base 4:** 1d8+6 / 11**Class:** Special**Range:** 4, 1 Target**Effect:** Ember Burns the target on 18+.**Contest Type:** Beauty**Contest Effect:** Steady Performance**Special:** Grants Firestarter**Move:** Eruption**Type:** Fire**Frequency:** Daily**AC:** 4**Damage Base 15:** 4d10+20 / 45**Class:** Special**Range:** Burst 1***Effect:** For each 10% of Hit Points the user is missing, Eruption's Damage Base is reduced by 1. Eruption creates a 1 meter burst, but also affects an area 10 meters tall straight up.**Contest Type:** Beauty**Contest Effect:** Desperation**Move:** Fiery Dance**Type:** Fire**Frequency:** EOT**AC:** 2**Damage Base 8:** 2d8+10 / 19**Class:** Special**Range:** 4, 1 Target**Effect:** If Fiery Dance successfully hits a foe, it raises the user's Special Attack by 1 Combat Stage on Even-Numbered Rolls.**Contest Type:** Cool**Contest Effect:** Desperation**Move:** Fire Blast**Type:** Fire**Frequency:** Scene x2**AC:** 4**Damage Base 11:** 3d10+10 / 27**Class:** Special**Range:** 6, 1 Target, Smite**Effect:** Fire Blast burns the target on 19+.**Contest Type:** Beauty**Contest Effect:** Exhausting Act

Move: Fire Fang**Type:** Fire**Frequency:** At-Will**AC:** 3**Damage Base 7:** 2d6+10 / 17**Class:** Physical**Range:** Melee, 1 Target**Effect:** Fire Fang Burns or Flinches on 18-19 during Accuracy Check; flip a coin to determine whether the foe gets Burned or Flinches. On 20 during Accuracy Check, the foe is Burned and Flinches.**Contest Type:** Beauty**Contest Effect:** Steady Performance**Move:** Fire Pledge**Type:** Fire**Frequency:** Scene**AC:** 2**Damage Base 8:** 2d8+10 / 19**Class:** Special**Range:** 6, 1 Target, Pledge**Effect:** If an ally uses Grass Pledge or Water Pledge, you may use Fire Pledge as Priority (Advanced) immediately after their turn to target the same foe. If used in conjunction with Grass Pledge, Fire Hazards are created in a Burst 1 around the target. If used in conjunction with Water Pledge, a Rainbow is created that lasts for 5 rounds. Consult the Pledge keyword for additional details.**Contest Type:** Beauty**Contest Effect:** Safe Option**Move:** Fire Punch**Type:** Fire**Frequency:** At-Will**AC:** 2**Damage Base 8:** 2d8+10 / 19**Class:** Physical**Range:** Melee, 1 Target**Effect:** Fire Punch Burns the target on 19+ during Accuracy Check.**Contest Type:** Beauty**Contest Effect:** Exhausting Act**Move:** Fire Spin**Type:** Fire**Frequency:** Scene x2**AC:** 4**Damage Base 4:** 1d8+6 / 11**Class:** Special**Range:** 3, 1 Target**Effect:** The target is put in a Vortex.**Contest Type:** Beauty**Contest Effect:** Safe Option**Special:** Grants Firestarter**Move:** Flame Burst**Type:** Fire**Frequency:** At-Will**AC:** 2**Damage Base 7:** 2d6+10 / 17**Class:** Special**Range:** 6, 1 Target**Effect:** Any Trainers or Pokémon cardinally adjacent to the target lose 5 Hit Points.**Contest Type:** Beauty**Contest Effect:** Exhausting Act**Move:** Flame Charge**Type:** Fire**Frequency:** At-Will**AC:** 2**Damage Base 5:** 1d8+8 / 13**Class:** Physical**Range:** Melee, 1 Target, Dash**Effect:** Raise the user's Speed 1 Combat Stage.**Contest Type:** Tough**Contest Effect:** Excitement**Move:** Flame Wheel**Type:** Fire**Frequency:** At-Will**AC:** 2**Damage Base 6:** 2d6+8 / 15**Class:** Physical**Range:** Melee, 1 Target, Dash**Effect:** Flame Wheel Burns the target on 19+.**Contest Type:** Beauty**Contest Effect:** Reliable

Move: Flamethrower
Type: Fire
Frequency: EOT
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Special
Range: 4, 1 Target
Effect: Flamethrower Burns the target on 19+.
Contest Type: Beauty
Contest Effect: Exhausting Act

Move: Flare Blitz
Type: Fire
Frequency: Scene x2
AC: 2
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: Melee, 1 Target, Dash, Recoil 1/3
Effect: Flare Blitz Burns the target on 19+.
Contest Type: Smart
Contest Effect: Seen Nothing Yet

Move: Fusion Flare
Type: Fire
Frequency: Scene x2
AC: 2
Damage Base 10: 3d8+10 / 24
Class: Special
Range: 8, 1 Target, Smite
Effect: If Fusion Bolt was used this round or last round by any participant of the encounter, Fusion Flare has its Damage Base increased by +3.
Contest Type: Beauty
Contest Effect: Seen Nothing Yet

Move: Heat Crash
Type: Fire
Frequency: EOT
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: Melee, 1 Target, Dash
Effect: For each weight class the user is above the target, increase Heat Crash's Damage Base by +2.
Contest Type: Tough
Contest Effect: Incentives

Move: Heat Wave
Type: Fire
Frequency: Scene x2
AC: 4
Damage Base 10: 3d8+10 / 24
Class: Special
Range: Close Blast 3, Smite
Effect: Heat Wave Burns all Legal Targets on 18+.
Contest Type: Beauty
Contest Effect: Exhausting Act

Move: Incinerate
Type: Fire
Frequency: At-Will
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Special
Range: Line 3
Effect: If a target is holding a Held Item or Main or Off-Hand item, they must either drop it immediately or lose a Tick of Hit Points. This may only cause a target to lose at most one Tick of Hit Points, no matter how many items they were holding.
Contest Type: Beauty
Contest Effect: Steady Performance

Move: Inferno
Type: Fire
Frequency: At-Will
AC: 9
Damage Base 10: 3d8+10 / 24
Class: Special
Range: 6, 1 Target
Effect: Inferno Burns the target. Inferno ignores the target's Evasion if there are no other combatants or Rough or Blocking Terrain within 2 meters of the target.
Contest Type: Beauty
Contest Effect: Steady Performance

Move: Lava Plume
Type: Fire
Frequency: EOT
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Special
Range: Burst 1
Effect: Lava Plume burns all targets on 16+.
Contest Type: Tough
Contest Effect: Exhausting Act

Move: Magma Storm**Type:** Fire**Frequency:** Scene**AC:** 6**Damage Base 10:** 3d8+10 / 24**Class:** Special**Range:** 6, 1 Target**Effect:** The target is put in a Vortex; this effect occurs even if Magma Storm misses its target.**Contest Type:** Tough**Contest Effect:** Reliable**Move:** Mystical Fire**Type:** Fire**Frequency:** EOT**AC:** 2**Damage Base 7:** 2d6+10 / 17**Class:** Special**Range:** 6, 1 Target**Effect:** Mystical Fire lowers the target's Special Attack by 1 Combat Stage.**Contest Type:** Beauty**Contest Effect:** Special Attention**Move:** Overheat**Type:** Fire**Frequency:** Scene**AC:** 4**Damage Base 13:** 4d10+10 / 35**Class:** Special**Range:** 8, Ranged Blast 3, Smite**Effect:** Lower the user's Special Attack 2 Combat Stages after damage.**Contest Type:** Beauty**Contest Effect:** Seen Nothing Yet**Move:** Sacred Fire**Type:** Fire**Frequency:** EOT**AC:** 3**Damage Base 10:** 3d8+10 / 24**Class:** Physical**Range:** 6, 1 Target**Effect:** Sacred Fire Burns the target on Even-Numbered Rolls.**Contest Type:** Beauty**Contest Effect:** Seen Nothing Yet**Move:** Searing Shot**Type:** Fire**Frequency:** EOT**AC:** 2**Damage Base 10:** 3d8+10 / 24**Class:** Special**Range:** Burst 1**Effect:** Searing Shot Burns all targets on 15+.**Contest Type:** Beauty**Contest Effect:** Exhausting Act**Move:** Sunny Day**Type:** Fire**Frequency:** Daily x2**AC:** None**Class:** Status**Range:** Field, Weather**Effect:** The weather becomes Sunny for 5 rounds. While Sunny, Fire-Type Attacks gain a +5 bonus to Damage Rolls, and Water-Type Attacks suffer a -5 Damage penalty.**Contest Type:** Beauty**Contest Effect:** Sabotage**Move:** V-Create**Type:** Fire**Frequency:** Daily**AC:** 5**Damage Base 18:** 6d12+25 / 65**Class:** Physical**Range:** Melee, 1 Target, Smite**Effect:** Lower the user's Defense, Special Defense, and Speed by 1 CS each.**Contest Type:** Beauty**Contest Effect:** Seen Nothing Yet**Move:** Will-O-Wisp**Type:** Fire**Frequency:** EOT**AC:** 5**Class:** Status**Range:** 6, 1 Target**Effect:** The target is Burned.**Contest Type:** Beauty**Contest Effect:** Exhausting Act

FLYING MOVES

Move: Acrobatics
Type: Flying
Frequency: EOT
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: Melee, Dash, 1 Target
Effect: If the user is not holding an item, Acrobatics instead has a Damage Base of 11 (3d10+10 / 27).
Contest Type: Smart
Contest Effect: Incentives

Move: Aerial Ace
Type: Flying
Frequency: EOT
AC: None
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: Melee, 1 Target
Effect: Aerial Ace cannot miss.
Contest Type: Cool
Contest Effect: Exhausting Act

Move: Aeroblast
Type: Flying
Frequency: Daily
AC: 3
Damage Base 10: 3d8+10 / 24
Class: Special
Range: Line 6
Effect: Aeroblast is a Critical Hit on an Even-Numbered Roll.
Contest Type: Cool
Contest Effect: Seen Nothing Yet

Move: Air Cutter
Type: Flying
Frequency: At-Will
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Special
Range: Cone 2
Effect: Air Cutter is a Critical Hit on 18+.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Air Slash
Type: Flying
Frequency: EOT
AC: 3
Damage Base 8: 2d8+10 / 19
Class: Special
Range: 6, 1 Target
Effect: Air Slash Flinches the target on 15+.
Contest Type: Cool
Contest Effect: Exhausting Act

Move: Bounce
Type: Flying
Frequency: Scene x2
AC: 4
Damage Base 9: 2d10+10 / 21
Class: Physical
Range: Melee, 1 Target, Dash, Full Action
Effect: The user first Shifts, gaining a +1 Bonus to Movement Speed and to their Jump Capabilities. After the user Shifts, they may attack with Bounce. The target becomes Vulnerable, and is Paralyzed on 16+.
Contest Type: Cute
Contest Effect: Special Attention
Special: Grants High Jump +1

Move: Brave Bird
Type: Flying
Frequency: Scene x2
AC: 2
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: Melee, Dash, Push, Recoil 1/3
Effect: The target is pushed back 2 meters.
Contest Type: Cute
Contest Effect: Desperation

Move: Chatter
Type: Flying
Frequency: At-Will
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Special
Range: 4, 1 Target, Sonic
Effect: Chatter confuses all targets on 16+.
Contest Type: Smart
Contest Effect: Catching Up

Move: Defog
Type: Flying
Frequency: Daily x2
AC: None
Class: Status
Range: Field, Weather
Effect: The Weather becomes Clear, and all Blessings, Coats, and Hazards are destroyed. Clear Weather is the default weather, conferring no innate bonuses or penalties of any sort.
Contest Type: Beauty
Contest Effect: Sabotage

Move: Dragon Ascent
Type: Flying
Frequency: Scene x2
AC: 2
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: Melee, 1 Target, Dash
Effect: The user's Defense and Special Defense are each lowered by -1 Combat Stage.
Contest Type: Beauty
Contest Effect: Seen Nothing Yet

Move: Drill Peck
Type: Flying
Frequency: At-Will
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target, Dash
Effect: None
Contest Type: Cool
Contest Effect: Steady Performance

Move: Feather Dance
Type: Flying
Frequency: EOT
AC: 2
Class: Status
Range: Burst 1, Friendly
Effect: All legal targets have their Attack lowered 2 Combat Stages.
Contest Type: Beauty
Contest Effect: Excitement

Move: Fly
Type: Flying
Frequency: At-Will
AC: 3
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, Dash, Set-Up
Set-Up Effect: The user is moved up 25 meters into the air.
Resolution Effect: The user may shift twice while in the air, using their overland or sky speed, and then comes down next to a legal target, and attacks with Fly.
Contest Type: Smart
Contest Effect: Special Attention
Special: Grants Sky +3

Move: Gust
Type: Flying
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Special
Range: 4, 1 Target
Effect: If the target is airborne as a result of Fly or Sky Drop, Gust can hit them, ignoring Range and has a Damage Base of 8 instead.
Contest Type: Smart
Contest Effect: Steady Performance
Special: Grants Guster

Move: Hurricane
Type: Flying
Frequency: Scene x2
AC: 7
Damage Base 11: 3d10+10 / 27
Class: Special
Range: Burst 1, Smite
Effect: Hurricane Confuses its target on 15+. If the target is in Sunny Weather, Hurricane's Accuracy Check is 11. If the target is in Rainy Weather, Hurricane cannot miss. If the target is airborne as a result of Fly or Sky Drop, Hurricane cannot miss.
Contest Type: Cool
Contest Effect: Exhausting Act

Move: Mirror Move

Type: Flying

Frequency: Scene x2

AC: None

Class: Status

Range: 6, 1 Target, Illusion

Effect: Use the Move the target has used on their last turn. You may choose new targets for the Move. Mirror Move cannot miss.

Contest Type: Smart

Contest Effect: Double Time

Move: Oblivion Wing

Type: Flying

Frequency: Daily

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Special

Range: Melee, 1 Target

Effect: The user gains Hit Points equal to Oblivion Wing's Damage Roll.

Contest Type: Cool

Contest Effect: Catching Up

Move: Peck

Type: Flying

Frequency: At-Will

AC: 2

Damage Base 4: 1d8+6 / 11

Class: Physical

Range: Melee, 1 Target

Effect: None

Contest Type: Cool

Contest Effect: Steady Performance

Move: Pluck

Type: Flying

Frequency: At-Will

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: Melee, 1 Target

Effect: Pluck takes the target's Held Item or Accessory Slot Item and attaches it to Pluck's user, if the user is not holding anything.

Contest Type: Cute

Contest Effect: Attention Grabber

Move: Roost

Type: Flying

Frequency: Daily x2

AC: None

Class: Status

Range: Self

Effect: The user regains Hit Points equal to half of its full Hit Points. If the user is a Flying Type, it loses the Flying Type until the start of their next turn.

Contest Type: Cool

Contest Effect: Safe Option

Move: Sky Attack

Type: Flying

Frequency: Scene x2

AC: 4

Damage Base 14: 4d10+15 / 40

Class: Physical

Range: Melee, Pass, Set-Up, Full Action

Set-Up Effect: The user is moved up 25 meters into the air.

Resolution Effect: The user may shift until they are next to a legal target in the encounter. They may then shift again, and pass through legal targets to attack with Sky Attack. Sky Attack Flinches a target on 17-20 during Accuracy Check.

Contest Type: Cool

Contest Effect: Special Attention

Move: Sky Drop

Type: Flying

Frequency: Scene x2

AC: 3

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: Melee, Target, Set-Up

Set-Up Effect: Make Sky Drop's Accuracy Check. If the user hits, the user and target are moved 25 meters into the air. The target forfeits their next turn, and cannot Shift or take actions until Sky Drop is resolved.

Resolution Effect: Shift while in the air, and lower both the user and the target heights back to the ground. Then apply Sky Drop's damage. If the target has a Sky or Levitate Speed, Sky Drop fails to deal damage.

If the user is Fainted after the Set-Up but before the Resolution, the target falls to the ground and takes damage as if Sky Drop had a Damage Base of 3 (1d6+5/8) unless they have a Sky or Levitate Speed, in which case they take no damage.

Contest Type: Smart

Contest Effect: Special Attention

Move: Tailwind

Type: Flying

Frequency: Scene

AC: None

Class: Status

Effect: For the remainder of the encounter, all allied trainers and Pokémon gain +5 to their Initiative. Multiple instances of Tailwind cannot stack.

Contest Type: Smart

Contest Effect: Saving Grace

Special: Grants Guster

Move: Wing Attack

Type: Flying

Frequency: At-Will

AC: 2

Damage Base 6: 2d6+8 / 15

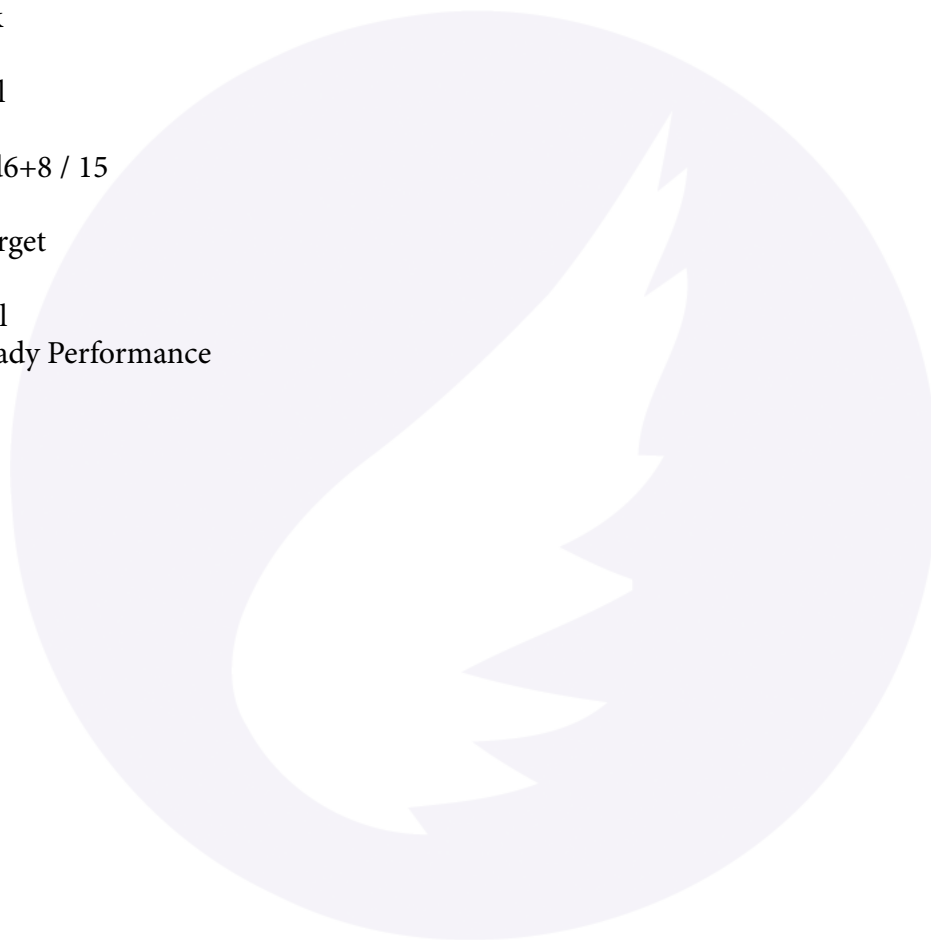
Class: Physical

Range: Melee, 1 Target

Effect: None.

Contest Type: Cool

Contest Effect: Steady Performance



GHOST MOVES

Move: Astonish**Type:** Ghost**Frequency:** At-Will**AC:** 2**Damage Base 3:** 1d6+5 / 9**Class:** Physical**Range:** Melee, 1 Target**Effect:** Astonish Flinches the target on 15+. Once per scene, if the target is unaware of the user's presence, Astonish automatically Flinches the target.**Contest Type:** Smart**Contest Effect:** Steady Performance**Move:** Confuse Ray**Type:** Ghost**Frequency:** Scene x2**AC:** 2**Class:** Status**Range:** 6, 1 Target**Effect:** The target is Confused.**Contest Type:** Smart**Contest Effect:** Unsettling**Move:** Curse**Type:** Ghost**Frequency:** See Text**AC:** None**Class:** Status**Range:** Self**Effect:** If the user is not a Ghost Type, Curse has a Frequency of EOT, and when used the user lowers its Speed by -1 Combat Stage, but raises Attack and Defense by +1 Combat Stage each. If the user is a Ghost Type, Curse has a Frequency of Scene, and when used the user loses 1/3rd of their Max Hit Points and a target Pokémon or Trainer within 8 meters of the user becomes Cursed. This Hit Point loss cannot be prevented in any way.**Contest Type:** Tough**Contest Effect:** Safe Option**Move:** Destiny Bond**Type:** Ghost**Frequency:** EOT**AC:** None**Class:** Status**Range:** Burst 10, Friendly**Effect:** All enemy targets in the burst become Bound to the user until the end of the user's next turn. If a Bound target causes the user to Faint through a Damaging Attack, the Bound target immediately faints after their attack is resolved.**Contest Type:** Smart**Contest Effect:** Big Show**Move:** Grudge**Type:** Ghost**Frequency:** Daily**AC:** None**Class:** Status**Range:** 6, 1 Target, Interrupt**Effect:** You may use Grudge as an Interrupt when a Damaging Attack causes the user to faint. Grudge is activated as a Free Action (does not take up a Command). The attack is resolved as usual, and the user Faints. The attacker that caused the user to Faint becomes Suppressed for the remainder of the encounter; switching and Taking a Breather does not end Suppression when used this way.**Contest Type:** Tough**Contest Effect:** Unsettling**Move:** Hex**Type:** Ghost**Frequency:** EOT**AC:** 2**Damage Base 7:** 2d6+10 / 17**Class:** Special**Range:** 6, 1 Target**Effect:** Once a Scene, if Hex's target has a Status Affliction, you may have Hex's Damage Base be 13 instead (4d10+10 / 35).**Contest Type:** Smart**Contest Effect:** Incentives

Move: Lick
Type: Ghost
Frequency: At-Will
AC: 2
Damage Base 3: 1d6+5 / 9
Class: Physical
Range: Melee, 1 Target
Effect: Lick Paralyzes the target on 15+ during Accuracy Check.
Contest Type: Tough
Contest Effect: Inversed Appeal

Move: Night Shade
Type: Ghost
Frequency: Scene x2
AC: 2
Class: Special
Range: 8, 1 Target
Effect: The target loses Hit Points equal to the level of Night Shade's user. Do not apply weakness or resistance. Do not apply stats.
Contest Type: Smart
Contest Effect: Steady Performance

Move: Nightmare
Type: Ghost
Frequency: Scene x2
AC: 2
Class: Status
Range: Melee, 1 Target
Effect: Nightmare can only hit Legal Targets that are Asleep. The target gains Bad Sleep.
Contest Type: Smart
Contest Effect: Excitement

Move: Ominous Wind
Type: Ghost
Frequency: EOT
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Special
Range: 6, 1 Target, Spirit Surge
Effect: On 19+, the user has each of its stats raised by +1 Combat Stage.
Contest Type: Smart
Contest Effect: Get Ready!

Move: Phantom Force
Type: Ghost
Frequency: Scene x2
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Physical
Range: Melee, 1 Target, Set-Up
Set-Up Effect: The user is removed from the field, and their turn ends.
Resolution Effect: Phantom Force's user appears adjacent to any legal target on the field, ignoring Movement Capabilities, and then uses Phantom Force's attack. Phantom Force cannot be avoided by Moves with the Shield Keyword, the Dodge Ability, or similar effects, and Intercepts may not be attempted in response.
Contest Type: Smart
Contest Effect: Seen Nothing Yet

Move: Shadow Ball
Type: Ghost
Frequency: EOT
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Special
Range: 8, 1 Target
Effect: Shadow Ball lowers the foe's Special Defense 1 Combat Stage on 17+.
Contest Type: Smart
Contest Effect: Exhausting Act

Move: Shadow Claw
Type: Ghost
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, Pass
Effect: Shadow Claw is a Critical Hit on 18+.
Contest Type: Cute
Contest Effect: Exhausting Act

Move: Shadow Force

Type: Ghost

Frequency: Daily x3

AC: 2

Damage Base 12: 3d12+10 / 30

Class: Physical

Range: Melee, 1 Target, Set-Up

Set-Up Effect: The user is removed from the field, and their turn ends.

Resolution Effect: Shadow Force's user appears adjacent to any legal Target, ignoring Movement Capabilities, and then uses Shadow Force's attack. Shadow Force cannot be avoided by Moves with the Shield Keyword, the Dodge Ability, or similar effects, and Intercepts may not be attempted in response.

Contest Type: Smart

Contest Effect: Seen Nothing Yet

Move: Shadow Punch

Type: Ghost

Frequency: EOT

AC: None

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: 6, 1 Target

Effect: Shadow Punch cannot miss.

Contest Type: Smart

Contest Effect: Exhausting Act

Move: Shadow Sneak

Type: Ghost

Frequency: At-Will

AC: 2

Damage Base 4: 1d8+6 / 11

Class: Physical

Range: Melee, 1 Target, Priority

Effect: None.

Contest Type: Smart

Contest Effect: Saving Grace

Move: Spite

Type: Ghost

Frequency: Scene

AC: None

Class: Status

Range: 1 Target, Trigger

Effect: Spite may be used as a Free Action that does not take up a Command whenever the user is hit by a Move. That Move becomes Disabled for the attacker.

Contest Type: Tough

Contest Effect: Excitement

Move: Trick-or-Treat

Type: Ghost

Frequency: Daily

AC: 2

Class: Status

Range: 6, 1 Target

Effect: The target gains the Ghost Type in addition to its other Types for 5 turns.

Contest Type: Cute

Contest Effect: Good Show

GRASS MOVES

Move: Absorb**Type:** Grass**Frequency:** At-Will**AC:** 2**Damage Base 2:** 1d6+3 / 7**Class:** Special**Range:** 4, 1 Target**Effect:** After the target takes damage, the user gains Hit Points equal to half of the damage they dealt to the target.**Contest Type:** Smart**Contest Effect:** Good Show!**Move:** Aromatherapy**Type:** Grass**Frequency:** Scene**AC:** None**Class:** Status**Range:** Burst 1**Effect:** All allies in the burst are cured of one status condition of their choice.**Contest Type:** Smart**Contest Effect:** Reflective Appeal**Move:** Bullet Seed**Type:** Grass**Frequency:** EOT**AC:** 4**Damage Base 3:** 1d6+5 / 9**Class:** Physical**Range:** 6, 1 Target, Five Strike**Effect:** None**Contest Type:** Cool**Contest Effect:** Reliable**Move:** Cotton Guard**Type:** Grass**Frequency:** Scene**AC:** None**Class:** Status**Range:** Self**Effect:** Raise the user's Defense 3 Combat Stages.**Contest Type:** Cute**Contest Effect:** Get Ready!**Move:** Cotton Spore**Type:** Grass**Frequency:** EOT**AC:** 2**Class:** Status**Range:** Burst 1, Powder**Effect:** All Legal Targets have their Speed lowered 2 Combat Stages.**Contest Type:** Beauty**Contest Effect:** Saving Grace**Move:** Energy Ball**Type:** Grass**Frequency:** EOT**AC:** 2**Damage Base 9:** 2d10+10 / 21**Class:** Special**Range:** 8, 1 Target**Effect:** Energy Ball lowers the foe's Special Defense 1 Combat Stage on 17+.**Contest Type:** Beauty**Contest Effect:** Exhausting Act**Move:** Forest's Curse**Type:** Grass**Frequency:** Daily**AC:** 2**Class:** Status**Range:** 6, 1 Target**Effect:** The target gains the Grass Type in addition to its other Types for 5 turns.**Contest Type:** Smart**Contest Effect:** Good Show**Move:** Frenzy Plant**Type:** Grass**Frequency:** Daily x2**AC:** 4**Damage Base 15:** 4d10+20 / 45**Class:** Special**Range:** 3, 5 Targets, Smite, Exhaust**Effect:** None**Contest Type:** Cool**Contest Effect:** Seen Nothing Yet

Move: Giga Drain

Type: Grass

Frequency: Scene x2

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Special

Range: 6, 1 Target

Effect: After the target takes damage, the user gains Hit Points equal to half of the damage they dealt to the target.

Contest Type: Smart

Contest Effect: Good Show!

Move: Grass Knot

Type: Grass

Frequency: EOT

AC: 2

Damage Base: See Effect

Class: Special

Range: 5, 1 Target, Weight Class

Effect: Grass Knot's Damage Base is equal to twice the target's Weight Class.

Contest Type: Smart

Contest Effect: Incentives

Move: Grass Pledge

Type: Grass

Frequency: Scene

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Special

Range: 6, 1 Target, Pledge

Effect: If an ally uses Fire Pledge or Water Pledge, you may use Grass Pledge as Priority (Advanced) immediately after their turn to target the same foe. If used in conjunction with Fire Pledge, Fire Hazards are created in a Burst 1 around the target. If used in conjunction with Water Pledge, the target and all foes adjacent to the target are slowed and have their Speed reduced by 2 Combat Stages. Consult the Pledge keyword for additional details.

Contest Type: Beauty

Contest Effect: Safe Option

Move: Grass Whistle

Type: Grass

Frequency: Scene x2

AC: 6

Class: Status

Range: 6, 1 Target, Sonic

Effect: The target falls Asleep.

Contest Type: Smart

Contest Effect: Excitement

Move: Grassy Terrain

Type: Grass

Frequency: Daily x2

AC: None

Class: Status

Range: Field

Effect: The area becomes Grassy for 5 rounds. While Grassy, all Pokémon and Trainers standing on the ground recover a Tick of Hit Points at the start of every turn, and Grass-Type attacks performed by grounded Pokémon and Trainers gain a +10 bonus to Damage Rolls.

Contest Type: Beauty

Contest Effect: Get Ready

Move: Horn Leech

Type: Grass

Frequency: Scene x2

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Physical

Range: Melee, 1 Target, Dash

Effect: After the target takes damage, the user gains Hit Points equal to half of the damage they dealt to the target.

Contest Type: Smart

Contest Effect: Good Show!

Move: Ingrain

Type: Grass

Frequency: Scene

AC: None

Class: Status

Range: Self, Coat

Effect: Ingrain applies a Coat to the user, which has the following effect; the user cannot be pushed or pulled, and cannot be switched out. At the beginning of each of the user's turn, the user gains a Tick of Hit Points.

Contest Type: Smart

Contest Effect: Safe Option

Move: Leaf Blade
Type: Grass
Frequency: EOT
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Physical
Range: Melee, Pass
Effect: Leaf Blade is a Critical Hit on 18+.
Contest Type: Cool
Contest Effect: Exhausting Act

Move: Leaf Storm
Type: Grass
Frequency: Scene
AC: 4
Damage Base 13: 4d10+10 / 35
Class: Special
Range: 8, Ranged Blast 3, Smite
Effect: Lower the user's Special Attack 2 Combat Stages after damage.
Contest Type: Cute
Contest Effect: Seen Nothing Yet

Move: Leaf Tornado
Type: Grass
Frequency: EOT
AC: 4
Damage Base 7: 2d6+10 / 17
Class: Special
Range: 6, Ranged Blast 3
Effect: Small or Medium targets in the central square of the blast are not hit. On 15+, all legal targets have their Accuracy lowered by -1.
Contest Type: Beauty
Contest Effect: Good Show!

Move: Leech Seed
Type: Grass
Frequency: Daily x2
AC: 4
Class: Status
Range: 6, 1 Target
Effect: At the beginning of each of the target's turns, Leech Seed's target loses a Tick of Hit Points. Leech Seed's user then gains Hit Points equal to the amount the target lost. Leech Seed lasts until the target faints or is returned to a Poké Ball. Grass Types and targets immune to Grass Attacks are immune to Leech Seed.
Contest Type: Smart
Contest Effect: Safe Option

Move: Magical Leaf
Type: Grass
Frequency: EOT
AC: None
Damage Base 6: 2d6+8 / 15
Class: Special
Range: 8, 1 Target
Effect: Magical Leaf cannot miss.
Contest Type: Beauty
Contest Effect: Exhausting Act

Move: Mega Drain
Type: Grass
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Special
Range: 6, 1 Target
Effect: After the target takes damage, the user gains Hit Points equal to half of the damage they dealt to the target.
Contest Type: Smart
Contest Effect: Good Show!

Move: Needle Arm
Type: Grass
Frequency: At-Will
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: Melee, 1 Target
Effect: Needle Arm Flinches the target on 15+.
Contest Type: Smart
Contest Effect: Steady Performance

Move: Petal Blizzard
Type: Grass
Frequency: EOT
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Physical
Range: Burst 1
Effect: None.
Contest Type: Beauty
Contest Effect: Big Show

Move: Petal Dance
Type: Grass
Frequency: Scene x2
AC: 3
Damage Base 12: 3d12+10 / 30
Class: Special
Range: Melee, all adjacent foes, Smite
Effect: After damage is dealt, the user becomes Enraged and Confused.
Contest Type: Beauty
Contest Effect: Safe Option

Move: Power Whip
Type: Grass
Frequency: Scene x2
AC: 5
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: 8, 1 Target, Smite
Effect: None
Contest Type: Beauty
Contest Effect: Steady Performance
Special: Grants Threaded

Move: Razor Leaf
Type: Grass
Frequency: At-Will
AC: 4
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: Cone 2
Effect: Razor Leaf is a Critical Hit on 18+.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Seed Bomb
Type: Grass
Frequency: At-Will
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: 8, 1 Target
Effect: None
Contest Type: Smart
Contest Effect: Steady Performance

Move: Seed Flare
Type: Grass
Frequency: Scene
AC: 5
Damage Base 12: 3d12+10 / 30
Class: Special
Range: 6, Ranged Blast 3
Effect: All Legal Targets have their Special Defense lowered 1 Combat Stage.
Contest Type: Cool
Contest Effect: Seen Nothing Yet

Move: Sleep Powder
Type: Grass
Frequency: Scene x2
AC: 6
Class: Status
Range: 4, 1 Target, Powder
Effect: The target falls asleep.
Contest Type: Smart
Contest Effect: Inversed Appeal

Move: Solar Beam
Type: Grass
Frequency: Scene x2
AC: 2
Damage Base 12: 3d12+10 / 30
Class: Special
Range: Line 6, 1 Target, Set-Up
Set-Up Effect: If the weather is not Sunny, the user's turn ends. If the weather is Sunny, immediately proceed to the Resolution Effect instead and this Move loses the Set-Up keyword.
Resolution Effect: The user attacks with Solar Beam. If the weather is Rainy, Sandstorming, or Hailing, Solar Beam's Damage Base is lowered to 6 (2d6+8 / 15).
Contest Type: Cool
Contest Effect: Special Attention

Move: Spiky Shield

Type: Grass

Frequency: Scene

AC: None

Class: Status

Range: Self, Interrupt, Shield, Trigger

Effect: If the user is hit by an attack, the user may use Spiky Shield. The user is instead not hit by the Move. You do not take any damage nor are you affected by any of the Move's effects. In addition, if the triggering attack was Melee ranged, the attacker loses a Tick of Hit Points.

Contest Type: Tough

Contest Effect: Inversed Appeal

Move: Spore

Type: Grass

Frequency: Scene

AC: None

Class: Status

Range: 4, 1 Target, Powder

Effect: The target falls Asleep.

Contest Type: Beauty

Contest Effect: Get Ready!

Move: Stun Spore

Type: Grass

Frequency: Scene x2

AC: 6

Class: Status

Range: 6, 1 Target, Powder

Effect: The target is Paralyzed.

Contest Type: Smart

Contest Effect: Excitement

Move: Synthesis

Type: Grass

Frequency: Daily x2

AC: None

Class: Status

Range: Self

Effect: The user regains Hit Points equal to half of its full Hit Point value. If it is Sunny, the user gains 2/3 of its full Hit Point value instead. If it is Rainy, Sand Storming or Hailing the user gains 1/4 of their full Hit Point value instead.

Contest Type: Smart

Contest Effect: Reflective Appeal

Move: Vine Whip

Type: Grass

Frequency: At-Will

AC: 2

Damage Base 4: 1d8+6 / 11

Class: Physical

Range: 4, 1 Target

Effect: None

Contest Type: Cool

Contest Effect: Steady Performance

Special: Grants Threaded

Move: Wood Hammer

Type: Grass

Frequency: Scene x2

AC: 2

Damage Base 12: 3d12+10 / 30

Class: Physical

Range: Melee, 1 Target, Dash, Recoil 1/3

Effect: None

Contest Type: Tough

Contest Effect: Desperation

Move: Worry Seed

Type: Grass

Frequency: Scene

AC: 2

Class: Status

Range: 8, 1 Target

Effect: You choose one of the target's Abilities. Worry Seed changes that Ability to Insomnia for the remainder of the encounter.

Contest Type: Beauty

Contest Effect: Excitement

GROUND MOVES

Move: Bone Club
Type: Ground
Frequency: At-Will
AC: 5
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target
Effect: Bone Club Flinches the target on 18+.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Bone Rush
Type: Ground
Frequency: EOT
AC: 4
Damage Base 3: 1d6+5 / 9
Class: Physical
Range: Melee, 1 Target, Five Strike
Effect: None
Contest Type: Tough
Contest Effect: Reliable

Move: Bonemerang
Type: Ground
Frequency: EOT
AC: 3
Damage Base 5: 1d8+8 / 13
Class: Physical
Range: 6, Double Strike
Effect: None
Contest Type: Tough
Contest Effect: Reliable

Move: Bulldoze
Type: Ground
Frequency: EOT
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: Burst 1
Effect: All Legal Targets are lowered 1 Speed Combat Stage.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Dig
Type: Ground
Frequency: EOT
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Burst 1, Set-Up, Full Action, Groundsource
Set-Up Effect: The user shifts 25 meters underground and their turn ends.
Resolution Effect: The user may shift horizontally using their burrow or overland speed, and then shifts 25 meters straight up. Upon reaching the surface, the user attacks with Dig, creating a Burst 1.
Contest Type: Smart
Contest Effect: Special Attention
Special: Grants Burrow +3

Move: Drill Run
Type: Ground
Frequency: At-Will
AC: 3
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target
Effect: Drill Run is a Critical Hit on 18+.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Earth Power
Type: Ground
Frequency: EOT
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Special
Range: 6, 1 Target, Groundsource
Effect: Earth Power lowers the Special Defense of all Legal Targets 1 Combat Stage on 16+.
Contest Type: Smart
Contest Effect: Desperation

Move: Earthquake
Type: Ground
Frequency: Scene
AC: 2
Damage Base 10: 3d8+10 / 24
Class: Physical
Range: Burst 3, Groundsource
Effect: Earthquake can hit targets that are underground, including those using the Move Dig.
Contest Type: Tough
Contest Effect: Desperation
Special: Grants Groundshaper

Move: Fissure
Type: Ground
Frequency: Daily
AC: None
Class: Status
Range: 5, 1 Target, Execute, Groundsource
Effect: Roll 1d100. This roll may not be modified in any way. If you roll X or lower, the target Faints. X is equal to 30 + The User's Level - The Target's Level.
Contest Type: Tough
Contest Effect: Big Show
Special: Grants Groundshaper

Move: Land's Wrath
Type: Ground
Frequency: Scene x2
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Physical
Range: Burst 5, Friendly, Groundsource
Effect: None.
Contest Type: Tough
Contest Effect: Big Show
Special: Grants Groundshaper

Move: Magnitude
Type: Ground
Frequency: EOT
Damage Base: See Effect
Class: Physical
Range: Burst 2, Groundsource
Effect: When you use Magnitude, roll 1d6. Magnitude's Damage Base is equal to 5+X, where X is the value of the d6. Magnitude can hit targets that are underground, including those using the Move Dig.
Contest Type: Tough
Contest Effect: Desperation
Special: Grants Groundshaper

Move: Mud Bomb
Type: Ground
Frequency: At-Will
AC: 4
Damage Base 7: 2d6+10 / 17
Class: Special
Range: 6, 1 Target
Effect: The target's Accuracy is lowered by -1 on 16+.
Contest Type: Smart
Contest Effect: Desperation

Move: Mud Shot
Type: Ground
Frequency: At-Will
AC: 3
Damage Base 6: 2d6+8 / 15
Class: Special
Range: 3, 1 Target
Effect: The target's Speed is lowed by -1 Combat Stage.
Contest Type: Tough
Contest Effect: Desperation

Move: Mud Sport
Type: Ground
Frequency: EOT
AC: None
Class: Status
Range: Burst 2
Effect: All targets in the burst, including the user, gain a Coat which grants them 1 Step of Resistance to Electric Type Moves. After a target has been hit by a damaging Electric Type Move, the coat is removed.
Contest Type: Cute
Contest Effect: Sabotage

Move: Mud-Slap
Type: Ground
Frequency: At-Will
AC: 2
Damage Base 2: 1d6+3 / 7
Class: Special
Range: 3, 1 Target
Effect: The target's Accuracy is lowered by -1.
Contest Type: Cute
Contest Effect: Steady Performance

Move: Precipice Blades
Type: Ground
Frequency: Scene x2
AC: 5
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: Burst 1, Smite
Effect: None.
Contest Type: Cool
Contest Effect: Desperation

Move: Rototiller
Type: Ground
Frequency: Scene
AC: None
Class: Status
Range: Burst 2
Effect: All Grass-type Pokémon in the area raise their Attack and Special Attack 1 Combat Stage.
Contest Type: Tough
Contest Effect: Special Attention

Move: Sand Tomb
Type: Ground
Frequency: Scene x2
AC: 4
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: 5, 1 Target
Effect: The target is put in a Vortex.
Contest Type: Smart
Contest Effect: Safe Option

Move: Sand Attack
Type: Ground
Frequency: EOT
AC: 2
Class: Status
Range: 2, 1 Target
Effect: The target is Blinded until the end of their next turn.
Contest Type: Cute
Contest Effect: Excitement

Move: Spikes
Type: Ground
Frequency: At-Will
AC: None
Class: Status
Range: 6, Hazard
Effect: Set 8 square meters of Spikes within your range, all 8 meters must be adjacent with at least one other space of Spikes. Spikes cause terrain to count as Slow Terrain, and a grounded foe that runs into the hazards will lose a Tick of Hit Points and become Slowed until the end of their next turn.
Contest Type: Smart
Contest Effect: Sabotage

ICE MOVES

Move: Aurora Beam**Type:** Ice**Frequency:** At-Will**AC:** 2**Damage Base 7:** 2d6+10 / 17**Class:** Special**Range:** 6, 1 Target**Effect:** Aurora Beam lowers the target's Attack 1 Combat Stage on 18+.**Contest Type:** Beauty**Contest Effect:** Exhausting Act**Special:** Grants Freezer**Move:** Avalanche**Type:** Ice**Frequency:** EOT**AC:** 2**Damage Base 6:** 2d6+8 / 15**Class:** Physical**Range:** Melee, 1 Target**Effect:** When declaring Avalanche, the user does nothing and may not Shift. At the end of the round, the user Shifts and uses Avalanche on any legal target. If the target damaged the user this round, Avalanche has a Damage Base of 12 (4d10+15 / 40) instead.**Contest Type:** Cool**Contest Effect:** Double Time**Move:** Blizzard**Type:** Ice**Frequency:** Scene x2**AC:** 7**Damage Base 11:** 3d10+10 / 27**Class:** Special**Range:** 4, Ranged Blast 2, Smite**Effect:** Blizzard Freezes all legal target on 15+. If the target is in Hailing Weather, Blizzard cannot miss.**Contest Type:** Beauty**Contest Effect:** Exhausting Act**Move:** Freeze-Dry**Type:** Ice**Frequency:** EOT**AC:** 2**Damage Base 7:** 2d6+10 / 17**Class:** Special**Range:** 6, 1 Target.**Effect:** When calculating Weakness and Resistance for Freeze-Dry, Water-Typed targets calculate damage as if Water was weak to Ice.**Contest Type:** Tough**Contest Effect:** Saving Grace**Move:** Freeze Shock**Type:** Ice**Frequency:** Scene**AC:** 4**Damage Base 14:** 4d10+15 / 40**Class:** Physical**Range:** 10, Single Target, Set-Up, Full Action**Set-Up Effect:** The user may shift, then ends their turn.**Resolution Effect:** The user uses Freeze Shock. Freeze Shock paralyzes on 15+.**Contest Type:** Beauty**Contest Effect:** Seen Nothing Yet**Move:** Frost Breath**Type:** Ice**Frequency:** EOT**AC:** 3**Damage Base 6:** 2d6+8 / 15**Class:** Special**Range:** 4, 1 Target**Effect:** If Frost Breath hits, it is a Critical Hit.**Contest Type:** Beauty**Contest Effect:** Steady Performance**Special:** Grants Freezer

Move: Glaciate
Type: Ice
Frequency: EOT
AC: 3
Damage Base 7: 2d6+10 / 17
Class: Special
Range: Burst 2
Effect: All Legal Targets have their Speed lowered 1 Combat Stage. On an Even-Numbered Roll, all Legal Targets on the ground are Slowed.
Contest Type: Beauty
Contest Effect: Steady Performance

Move: Hail
Type: Ice
Frequency: Daily x2
AC: None
Class: Status
Range: Field, Weather
Effect: The weather changes to Hail for 5 rounds. While it is Hailing, all non-Ice Type Pokémon lose a Tick of Hit Points at the beginning of their turn.
Contest Type: Beauty
Contest Effect: Sabotage

Move: Haze
Type: Ice
Frequency: Scene x2
AC: None
Class: Status
Range: Field
Effect: The Combat Stages of the user and all Pokémon and Trainers in the encounter are set to their default state (usually 0).
Contest Type: Beauty
Contest Effect: Sabotage

Move: Ice Ball
Type: Ice
Frequency: At-Will
AC: 4
Damage Base 3: 1d6+5 / 9
Class: Physical
Range: Melee, 1 Target
Effect: The user continues to use Ice Ball on each of its turns until they miss any target with Ice Ball, or are not able to hit any target with Ice Ball during their turn. Each successive use of Ice Ball increases Ice Ball's Damage Base by +3 to a maximum of DB 15.
Contest Type: Beauty
Contest Effect: Reliable

Move: Ice Beam
Type: Ice
Frequency: EOT
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Special
Range: 4, 1 Target
Effect: Ice Beam Freezes on 19+ during Accuracy Check.
Contest Type: Beauty
Contest Effect: Exhausting Act

Move: Ice Burn
Type: Ice
Frequency: Scene
AC: 4
Damage Base 14: 4d10+15 / 40
Class: Special
Range: 10, Single Target, Set-Up, Full Action
Set-Up Effect: The user may shift, then ends their turn.
Resolution Effect: The user uses Ice Burn. Ice Burn Burns on 15+.
Contest Type: Beauty
Contest Effect: Seen Nothing Yet

Move: Ice Fang
Type: Ice
Frequency: At-Will
AC: 3
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target
Effect: Ice Fang Freezes or Flinches on 18+ during Accuracy Check; flip a coin to determine whether the foe gets Frozen or Flinches. On 20 during Accuracy Check, the foe is Frozen and Flinches.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Ice Punch
Type: Ice
Frequency: At-Will
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target
Effect: Ice Punch Freezes the target on 19+ during Accuracy Check.
Contest Type: Beauty
Contest Effect: Exhausting Act

Move: Ice Shard
Type: Ice
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: 4, 1 Target, Priority
Effect: None
Contest Type: Beauty
Contest Effect: Saving Grace

Move: Icicle Crash
Type: Ice
Frequency: EOT
AC: 4
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: 6, 1 Target
Effect: Icicle Crash Flinches the target on 15+.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Icicle Spear
Type: Ice
Frequency: EOT
AC: 4
Damage Base 3: 1d6+5 / 9
Class: Physical
Range: 6, 1 Target, Five Strike
Effect: None
Contest Type: Beauty
Contest Effect: Reliable

Move: Icy Wind
Type: Ice
Frequency: EOT
AC: 3
Damage Base 6: 2d6+8 / 15
Class: Special
Range: Cone 2
Effect: All Legal Targets have their Speed lowered 1 Combat Stage.
Contest Type: Beauty
Contest Effect: Desperation

Move: Mist
Type: Ice
Frequency: Scene x2
AC: None
Class: Status
Range: Blessing
Effect: Blessing – Any user affected by Mist may activate it when having Combat Stages lowered by any effect; if they do, those Combat Stages are instead not lowered. Mist may be activated 3 times, and then disappears.
Contest Type: Beauty
Contest Effect: Sabotage

Move: Powder Snow
Type: Ice
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Special
Range: Line 4
Effect: Powder Snow Freezes all Legal Targets on 19+.
Contest Type: Beauty
Contest Effect: Steady Performance
Special: Grants Freezer

Move: Sheer Cold
Type: Ice
Frequency: Daily
AC: None
Class: Status
Range: 4, 1 Target, Execute
Effect: Roll 1d100. This roll may not be modified in any way. If you roll X or lower, the target Faints. X is equal to 30 + The User's Level - The Target's Level.
Contest Type: Beauty
Contest Effect: Big Show
Special: Grants Freezer

NORMAL MOVES

Move: Acupressure

Type: Normal

Frequency: EOT

AC: 2

Class: Status

Range: Melee, 1 Target or Self

Effect: 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, raise the target's Accuracy by +2.

Contest Type: Cool

Contest Effect: Get Ready!

Move: After You

Type: Normal

Frequency: Scene x2

AC: None

Class: Status

Range: 6, 1 Target

Effect: After You is a Swift Action. The target takes their turn for the round immediately after the user finishes their turn, ignoring Initiative. After You may only affect a target that has not yet acted that round and can only affect willing targets.

Contest Type: Smart

Contest Effect: Desperation

Move: Assist

Type: Normal

Frequency: Scene x2

AC: None

Class: Status

Range: Self

Effect: Randomly select another Pokémon on the user's roster and then randomly select a Move that Pokémon knows. Assist's user uses that Move immediately.

Contest Type: Cute

Contest Effect: Tease

Move: Attract

Type: Normal

Frequency: Scene x2

AC: 2

Class: Status

Range: 3, 1 Target, Social

Effect: Attract Infatuates the target if its gender is the opposite of the user's. Attract fails when used by or against Genderless targets.

Contest Type: Cute

Contest Effect: Excitement

Move: Barrage

Type: Normal

Frequency: At-Will

AC: 4

Damage Base 2: 1d6+3 / 7

Class: Physical

Range: 6, 1 Target, Five Strike

Effect: None

Contest Type: Tough

Contest Effect: Reliable

Move: Baton Pass

Type: Normal

Frequency: At-Will

AC: None

Class: Status

Range: Self

Effect: The user is replaced with another Pokémon from their trainer's roster. All Combat Stage, Coats, and [Stratagems] on Baton Pass' user are transferred to the replacement. Baton Pass may be used to switch even if the user is Trapped.

Contest Type: Cute

Contest Effect: Inversed Appeal

Move: Belly Drum

Type: Normal

Frequency: Scene

AC: None

Class: Status

Range: Self

Effect: The user gains +6 Attack Combat Stages, and loses Hit Points equal to ½ of their Max Hit Points.

Contest Type: Cute

Contest Effect: Get Ready!

Move: Bestow
Type: Normal
Frequency: At-Will
AC: --
Class: Status
Range: Melee, 1 Target
Effect: The user gives its held item to the target, unless the target is already holding an item. Using Bestow is a Swift Action.
Contest Type: Cute
Contest Effect: Attention Grabber

Move: Bide
Type: Normal
Frequency: Scene
AC: None
Class: Physical
Range: Burst 1, Friendly
Effect: The user may use Bide as a Reaction Move upon being Hit by a Damaging Move. During their next available turn, the user may Shift and then use Bide, causing all Adjacent foes to lose X HP, where X is the amount of Damage taken since declaring use of Bide (Loss of life through effects such as Poison is not 'Damage').
Contest Type: Tough
Contest Effect: Double Time

Move: Bind
Type: Normal
Frequency: Static
Class: Static
Effect: The user gains a +1 Bonus to Accuracy Rolls made to initiate Grapple Maneuvers, and +2 to Skill Checks made to initiate Grapple Maneuvers or gain Dominance. Whenever the user gains Dominance in a Grapple, the target of the Grapple loses a Tick of Hit Points.
Contest Type: Tough
Contest Effect: Safe Option

Move: Block
Type: Normal
Frequency: At-Will
AC: 2
Class: Status
Range: Melee, 1 Target
Effect: The target is Stuck and Trapped until the beginning of your next turn.
Contest Type: Cute
Contest Effect: Sabotage

Move: Body Slam
Type: Normal
Frequency: Scene x2
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Physical
Range: Melee, 1 Target
Effect: Body Slam Paralyzes the target on 15+.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Boomburst
Type: Normal
Frequency: Scene
AC: 2
Damage Base 14: 4d10+15 / 40
Class: Special
Range: Burst 1, Sonic
Effect: None
Contest Type: Cool
Contest Effect: Seen Nothing Yet

Move: Camouflage
Type: Normal
Frequency: EOT
AC: None
Class: Status
Range: Self
Effect: 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 terrain 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, if you are having difficult determining what type the user should become, consult the GM.
Contest Type: Smart
Contest Effect: Sabotage
Special: Grants Blender

Move: Captivate
Type: Normal
Frequency: Scene
AC: 2
Class: Status
Range: Cone 2, Friendly, Social
Effect: 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.
Contest Type: Beauty
Contest Effect: Excitement

Move: Chip Away
Type: Normal
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target
Effect: Ignore any Armor, Damage Reduction, or changes in the target's Defense or Special Defense (such as from Combat Stages) when calculating damage.
Contest Type: Tough
Contest Effect: Reliable

Move: Comet Punch
Type: Normal
Frequency: At-Will
AC: 4
Damage Base 2: 1d6+3 / 7
Class: Physical
Range: Melee, 1 Target, Five Strike
Effect: None
Contest Type: Tough
Contest Effect: Reliable

Move: Confide
Type: Normal
Frequency: At-Will
AC: 2
Class: Status
Range: 4, 1 Target, Social
Effect: The target's Special Attack is lowered 1 Combat Stage.
Contest Type: Cute
Contest Effect: Excitement

Move: Constrict
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 1: 1d6+1 / 4
Class: Physical
Range: Melee, 1 Target
Effect: Constrict lowers the target's Speed 1 Combat Stage. Constrict may be used as a Swift Action against targets the user is Grappling, and automatically hits when performed this way.
Contest Type: Tough
Contest Effect: Safe Option

Move: Conversion
Type: Normal
Frequency: At-Will
AC: None
Class: Status
Range: Self
Effect: The user becomes the elemental Type of their choice as long as they have a Move that is the same elemental Type until the end of the encounter. Replace all other Types.
Contest Type: Beauty
Contest Effect: Catching Up

Move: Conversion2
Type: Normal
Frequency: At-Will
AC: None
Class: Status
Range: Self
Effect: 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 until the end of the encounter. Replace all other Types.
Contest Type: Beauty
Contest Effect: Catching Up

Move: Copycat
Type: Normal
Frequency: Scene x2
AC: None
Class: Status
Range: 4, 1 Target
Effect: Use the Move the target has used on their last turn. You may choose new targets for the Move. Copycat cannot miss.
Contest Type: Cool
Contest Effect: Attention Grabber

Move: Covet
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: Melee, 1 Target
Effect: Covet takes the target's Held Item or Accessory Slot Item and attaches it to Covet's user, if the user is not holding anything.
Contest Type: Cute
Contest Effect: Attention Grabber

Move: Crush Claw
Type: Normal
Frequency: EOT
AC: 3
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target, Dash
Effect: Crush Claw lowers the target's Defense 1 Combat Stage on Even-Numbered Rolls.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Crush Grip
Type: Normal
Frequency: Scene
AC: 2
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: Melee, 1 Target
Effect: For every 10% the target is below their full Hit Points, Crush Grip's Damage Base is reduced by 1.
Contest Type: Tough
Contest Effect: Double Time

Move: Cut
Type: Normal
Frequency: At-Will
AC: 3
Damage Base 5: 1d8+8 / 13
Class: Physical
Range: Melee, Pass
Effect: Cut ignores up to 5 Damage Reduction (Defenses are not Damage Reduction).
Contest Type: Cool
Contest Effect: Steady Performance

Move: Defense Curl
Type: Normal
Frequency: At-Will
AC: None
Class: Status
Range: Self
Effect: The user becomes Curled Up. While Curled Up, the user becomes immune to Critical Hits and gains 10 Damage Reduction. However, while Curled Up, the user is Slowed and their Accuracy is lowered by -4. The user may stop being Curled Up as a Swift Action. If the user has Rollout or Ice Ball in their Move List, they do not become Slowed while Curled Up. Furthermore, when using the Moves Rollout or Ice Ball while Curled Up, the user gains a +10 bonus to the damage rolls of those Moves and does not suffer Accuracy Penalties from being Curled Up.
Contest Type: Cute
Contest Effect: Sabotage

Move: Disable
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: 1 Target, Trigger
Effect: Disable may be used as a Free Action that does not take up a Command whenever the user is hit by a Move. That Move becomes Disabled for the attacker.
Contest Type: Smart
Contest Effect: Excitement

Move: Dizzy Punch
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target
Effect: Dizzy Punch Confuses the target on 17+
Contest Type: Cool
Contest Effect: Inversed Appeal

Move: Double Hit
Type: Normal
Frequency: EOT
AC: 3
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: Melee, 1 Target, Double Strike
Effect: None
Contest Type: Smart
Contest Effect: Reliable

Move: Double Team
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: Self, Illusion, Coat
Effect: The user gains 3 activations of Double Team. The user may either activate Double Team when being targeted by an attack to increase their Evasion by +2 against that attack; or when making an attack to increase their Accuracy by +2 for that attack.
Contest Type: Cool
Contest Effect: Reliable

Move: Double-Edge
Type: Normal
Frequency: Scene x2
AC: 2
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: Melee, 1 Target, Dash, Recoil 1/3
Effect: None
Contest Type: Tough
Contest Effect: Big Show

Move: Double Slap
Type: Normal
Frequency: At-Will
AC: 4
Damage Base 2: 1d6+3 / 7
Class: Physical
Range: Melee, 1 Target, Five Strike
Effect: None
Contest Type: Tough
Contest Effect: Reliable

Move: Echoed Voice
Type: Normal
Frequency: EOT
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Special
Range: 3, 1 Target, Sonic
Effect: If Echoed Voice was used by any Pokémon or Trainer in the Encounter on the previous round, increase its Damage Base by +4. If Echoed Voice was used by any Pokémon or Trainers during both the previous two rounds, increase its Damage Base by +8.
Contest Type: Smart
Contest Effect: Reliable

Move: Egg Bomb
Type: Normal
Frequency: Scene x2
AC: 6
Damage Base 10: 3d8+10 / 24
Class: Physical
Range: 5, Blast 2
Effect: None.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Encore
Type: Normal
Frequency: Scene x2
AC: 2
Class: Status
Range: 4, 1 Target, Social
Effect: Roll 1d6. On a result of 1 or 2, the target becomes Confused; on a result of 3 or 4 the target becomes Suppressed; on a result of 5 or 6 the target becomes Enraged.
Contest Type: Cute
Contest Effect: Good Show!

Move: Endeavor
Type: Normal
Frequency: Scene
AC: 2
Damage Base: See Effect
Class: Physical
Range: Melee, 1 Target, Dash
Effect: The target loses a Tick of Hit Points for each Injury the user has.
Contest Type: Tough
Contest Effect: Double Time

Move: Endure
Type: Normal
Frequency: Daily
AC: None
Class: Status
Range: Self, Reaction, Trigger
Effect: If the user is hit by a damaging Move, you may use Endure as a Free Action. If the Move would bring Endure's user down to 0 Hit Points or less, Endure's user instead is set to 1 Hit Point.
Contest Type: Tough
Contest Effect: Sabotage

Move: Entrainment
Type: Normal
Frequency: Scene
AC: 2
Class: Status
Range: 4, 1 Target
Effect: The target gains one of the user's Abilities for 3 turns.
Contest Type: Cute
Contest Effect: Catching Up

Move: Explosion
Type: Normal
Frequency: Daily
AC: 2
Damage Base 25: 6d12+60 / 100
Class: Physical
Range: Burst 2
Effect: The user's Hit Points are set to -50% of their full Hit Point value. This Hit Point loss cannot be prevented or reduced in any way. The user's loyalty toward its trainer may be lowered.
Contest Type: Beauty
Contest Effect: Big Show

Move: Extreme Speed
Type: Normal
Frequency: EOT
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target, Dash, Priority
Effect: None
Contest Type: Cool
Contest Effect: Saving Grace

Move: Façade
Type: Normal
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target
Effect: If the user is afflicted with a Persistent Status Affliction, Façade's Damage Base is doubled to DB 14 (4d10+15 / 40).
Contest Type: Cute
Contest Effect: Double Time

Move: Fake Out
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: Melee, 1 Target, Priority
Effect: You may only use Fake Out with Priority upon joining an encounter; if you do, Fake Out Flinches the target. Switching out resets the requirement of joining an encounter.
Contest Type: Cute
Contest Effect: Exhausting Act

Move: False Swipe
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: Melee, Pass
Effect: False Swipe's damage cannot bring a target lower than 1 Hit Point.
Contest Type: Cool
Contest Effect: Inversed Appeal

Move: Feint
Type: Normal
Frequency: Scene
Class: Status
Range: Trigger
Effect: If a foe uses a Move with the Shield Keyword in response to one of your actions, you may activate Feint to cause the triggering Move to Fail. Feint is activated as a Free Action.
Contest Type: Beauty
Contest Effect: Inversed Appeal

Move: Flail
Type: Normal
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target
Effect: For each Injury the user has, Flail's Damage Base is increased by +1.
Contest Type: Cute
Contest Effect: Double Time

Move: Flash
Type: Normal
Frequency: EOT
AC: 2
Class: Status
Range: Cone 2
Effect: The Accuracy of all Legal Targets is lowered by -1.
Contest Type: Beauty
Contest Effect: Unsettling
Special: Grants Glow

Move: Focus Energy
Type: Normal
Frequency: At-Will
AC: None
Class: Status
Range: Self
Effect: The user becomes Pumped. While Pumped, the user's Critical Range is extended by 2, or 18+ if the Critical Range is not otherwise extended. Being switched will cause this effect to end.
Contest Type: Cool
Contest Effect: Get Ready!

Move: Follow Me
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: Burst 5, Social
Effect: Until the end of the user's next turn, all Foes must target the user when using a Move that targets their opponents. This effect ends if the user is Fainted or Switched out.
Contest Type: Cute
Contest Effect: Tease

Move: Foresight
Type: Normal
Frequency: Scene x2
AC: None
Class: Status
Range: Self, Swift Action
Effect: Foresight may be activated as a Swift Action on the user's turn. For the rest of the turn, the user's Normal-Type and Fighting-Type Moves can hit and affect Ghost-Type targets, and the user can see through the Illusion Ability, Moves with the Illusion keyword, and effects created by the Illusionist Capability, ignoring all effects from those.
Contest Type: Smart
Contest Effect: Good Show!

Move: Frustration
Type: Normal
Frequency: At-Will
AC: 2
Damage Base X: See Effect
Class: Physical
Range: Melee, 1 Target
Effect: Frustration's Damage Base is equal to 9 minus the user's Loyalty Value. Using Frustration may make your Pokémon dislike you.
Contest Type: Cute
Contest Effect: Desperation

Move: Fury Attack
Type: Normal
Frequency: At-Will
AC: 4
Damage Base 2: 1d6+3 / 7
Class: Physical
Range: Melee, 1 Target, Five Strike
Effect: None
Contest Type: Cool
Contest Effect: Reliable

Move: Fury Swipes
Type: Normal
Frequency: EOT
AC: 5
Damage Base 3: 1d6+5 / 9
Class: Physical
Range: Melee, 1 Target, Five Strike
Effect: None
Contest Type: Tough
Contest Effect: Reliable

Move: Giga Impact
Type: Normal
Frequency: Daily x2
AC: 4
Damage Base 15: 4d10+20 / 45
Class: Physical
Range: Melee, 1 Target, Dash, Exhaust, Smite
Effect: None
Contest Type: Beauty
Contest Effect: Seen Nothing Yet

Move: Glare
Type: Normal
Frequency: Scene x2
AC: 2
Class: Status
Range: 4, 1 Target, Social
Effect: Glare Paralyzes the target.
Contest Type: Tough
Contest Effect: Excitement

Move: Growl
Type: Normal
Frequency: At-Will
AC: 2
Class: Status
Range: Burst 1, Friendly, Sonic, Social
Effect: Growl lowers all Legal Targets Attack 1 Combat Stage.
Contest Type: Cute
Contest Effect: Excitement

Move: Growth
Type: Normal
Frequency: EOT
AC: None
Class: Status
Range: Self
Effect: Raise the user's Attack 1 Combat Stage and raise the user's Special Attack 1 Combat Stage. If it is Sunny, double the amount of Combat Stages gained.
Contest Type: Beauty
Contest Effect: Get Ready!
Special: Grants Inflatable

Move: Guillotine
Type: Normal
Frequency: Daily
AC: None
Class: Status
Range: Melee, 1 Target, Execute
Effect: Roll 1d100. This roll may not be modified in any way. If you roll X or lower, the target Faints. X is equal to 30 + The User's Level - The Target's Level.
Contest Type: Cool
Contest Effect: Big Show

Move: Harden
Type: Normal
Frequency: At-Will
AC: None
Class: Status
Range: Self
Effect: Raise the user's Defense 1 Combat Stage.
Contest Type: Tough
Contest Effect: Sabotage

Move: Headbutt
Type: Normal
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target
Effect: Headbutt Flinches the target on 15+.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Head Charge
Type: Normal
Frequency: Scene x2
AC: 2
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: Melee, 1 Target, Push, Recoil 1/3
Effect: The target is Pushed back 2 meters.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Heal Bell
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: Burst 3, Sonic
Effect: All targets are cured of any Persistent Status ailments.
Contest Type: Beauty
Contest Effect: Reflective Appeal

Move: Helping Hand
Type: Normal
Frequency: EOT
AC: None
Class: Status
Range: 4, 1 Target, Priority
Effect: Helping Hand grants the target +2 on their next Accuracy Roll this round, and +10 to the next Damage Roll this round.
Contest Type: Smart
Contest Effect: Good Show!

Move: Hidden Power
Type: Normal
Frequency: EOT
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Special
Range: Burst 1
Effect: When a Pokémon first obtains the Move Hidden Power, roll 1d20. Hidden Power's Elemental Type will be changed from Normal to Bug on a result of 1; Dark on 2; Dragon on 3; Electric on 4; Fairy on 5; Fighting on 6; Fire on 7; Flying on 8; Ghost on 9; Grass on 10; Ground on 11; Ice on 12; Normal on 13; Poison on 14; Psychic on 15; Rock on 16; Steel on 17; Water on 18; and on 19 or 20, reroll until you roll another number. This effect is permanent –if Hidden Power is forgotten and relearned, the chosen Type remains the same.
Contest Type: Smart
Contest Effect: Catching Up

Move: Hold Hands
Type: Normal
Frequency: Scene x2
AC: None
Class: Status
Range: Melee, 1 Target
Effect: Both the user and the target become Cheered. They may give up the Cheered condition when making a Save Check to roll twice and take the best result.
Contest Type:
Contest Effect:

Move: Horn Attack
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target, Dash
Effect: None
Contest Type: Cool
Contest Effect: Steady Performance

Move: Horn Drill
Type: Normal
Frequency: Daily
AC: None
Class: Status
Range: Melee, 1 Target, Execute
Effect: Roll 1d100. This roll may not be modified in any way. If you roll X or lower, the target Faints. X is equal to 30 + The User's Level - The Target's Level.
Contest Type: Cool
Contest Effect: Big Show

Move: Howl
Type: Normal
Frequency: At-Will
AC: None
Class: Status
Range: Self
Effect: Raise the user's Attack 1 Combat stage.
Contest Type: Cool
Contest Effect: Get Ready!

Move: Hyper Beam
Type: Normal
Frequency: Daily x2
AC: 4
Damage Base 15: 4d10+20 / 45
Class: Special
Range: 10, 1 Target, Exhaust, Smite
Effect: None
Contest Type: Cool
Contest Effect: Seen Nothing Yet

Move: Hyper Fang
Type: Normal
Frequency: At-Will
AC: 4
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target
Effect: Hyper Fang Flinches the target on 19+
Contest Type: Cool
Contest Effect: Desperation

Move: Hyper Voice
Type: Normal
Frequency: Scene x2
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Special
Range: Close Blast 3, Sonic, Smite
Effect: All Legal Targets are pushed back to the squares immediately outside the blast, away from the user.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Judgment
Type: Normal
Frequency: Daily
AC: 2
Damage Base 10: 3d8+10 / 24
Class: Special
Range: 6, Ranged Blast 3, Smite
Effect: Judgment's Type can be whatever Elemental Type the user wants it to be.
Contest Type: Smart
Contest Effect: Tease

Move: Last Resort
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 14: 4d10+15 / 40
Class: Physical
Range: Melee, 1 Target, Dash
Effect: Last Resort can only be used after the user has performed 5 other different Moves in its Move List during a single fight, without being switched out.
Contest Type: Cute
Contest Effect: Safe Option

Move: Leer
Type: Normal
Frequency: At-Will
AC: 2
Class: Status
Range: Cone 2, Friendly, Social
Effect: All legal targets have their Defense lowered by 1 Combat Stage.
Contest Type: Cool
Contest Effect: Excitement

Move: Lock-On
Type: Normal
Frequency: At-Will
AC: None
Class: Status
Range: 10, 1 Target
Effect: The target is Locked-On. The next Move that the user uses against the Target that requires an Accuracy Check cannot miss. Lock-On's effect, on both the User and Target, is passed on by Baton Pass.
Contest Type: Smart
Contest Effect: Good Show!

Move: Lovely Kiss
Type: Normal
Frequency: Scene x2
AC: 6
Class: Status
Range: 6, 1 Target, Social
Effect: The target falls Asleep.
Contest Type: Beauty
Contest Effect: Excitement

Move: Lucky Chant**Type:** Normal**Frequency:** Scene**AC:** None**Class:** Status**Range:** Blessing**Effect:** Blessing – Any user affected by Lucky Chant may activate it when receiving a Critical Hit to cause the attack to instead deal damage as if it was not a Critical Hit. Lucky Chant may be activated 3 times, and then disappears.**Contest Type:** Cute**Contest Effect:** Sabotage**Move:** Me First**Type:** Normal**Frequency:** Scene**AC:** None**Class:** Status**Range:** Self, Trigger, Interrupt**Effect:** If an opponent declares a Damaging Attack against the user, and Me First's user has a higher Speed stat than the target, the user may use Me First as an Interrupt. The User will then use the same Move the triggering foe was about to use on that foe.**Contest Type:** Cute**Contest Effect:** Saving Grace**Move:** Mean Look**Type:** Normal**Frequency:** Scene**AC:** None**Class:** Status**Range:** 6, 1 Target, Social**Effect:** The user casts a foul spell on the target, causing it to become Trapped and Slowed for the remainder of the encounter.**Contest Type:** Beauty**Contest Effect:** Unsettling**Move:** Mega Kick**Type:** Normal**Frequency:** Scene x2**AC:** 6**Damage Base 12:** 3d12+10 / 30**Class:** Physical**Range:** Melee, 1 Target, Dash, Push, Smite**Effect:** The target is Pushed 2 meters.**Contest Type:** Cool**Contest Effect:** Desperation**Move:** Mega Punch**Type:** Normal**Frequency:** At-Will**AC:** 4**Damage Base 8:** 2d8+10 / 19**Class:** Physical**Range:** Melee, 1 Target**Effect:** None**Contest Type:** Tough**Contest Effect:** Desperation**Move:** Metronome**Type:** Normal**Frequency:** Scene x2**AC:** None**Class:** Status**Range:** Self**Effect:** Metronome randomly uses any other Move except for After You, Assist, Bestow, Copycat, Counter, Covet, Crafty Shield, Destiny Bond, Detect, Endure, Feint, Focus Punch, Follow Me, Helping Hand, King's Shield, Metronome, Me First, Mimic, Mirror Coat, Mirror Move, Protect, Quash, Quick Guard, Rage Powder, Sketch, Sleep Talk, Snatch, Snore, Spiky Shield, Switcheroo, Thief, Transform, Trick, and Wide Guard. The GM helps to pick the random Move.**Contest Type:** Cute**Contest Effect:** Tease**Move:** Milk Drink**Type:** Normal**Frequency:** Daily x2**AC:** None**Class:** Status**Range:** Melee, 1 Target**Effect:** The target regains Hit Points equal to half of its full Hit Point value. The user may target themselves with Milk Drink.**Contest Type:** Cute**Contest Effect:** Reflective Appeal

Move: Mimic

Type: Normal

Frequency: Scene

AC: None

Class: Status

Range: 6, 1 Target

Effect: Choose a Move that the target has used during the encounter. For the remainder of the encounter, that Move replaces Mimic on the user's Move List. Mimic cannot miss.

Contest Type: Cute

Contest Effect: Attention Grabber

Move: Mind Reader

Type: Normal

Frequency: Scene

AC: None

Class: Status

Range: 6, 1 Target

Effect: The target becomes Read to the user until the end of the user's next turn. The user may end this effect when making an Attack on the user, causing that attack to automatically hit; OR when the Read target uses an Attack against the user, causing that attack to automatically miss. If the user has the Telepathy Capability, the user automatically succeeds on a mind-reading attempt against the target, and may listen to the target's surface thoughts as long as they remain Read. Mind Reader automatically misses against targets with the Mindlock Capability.

Contest Type: Smart

Contest Effect: Good Show!

Move: Minimize

Type: Normal

Frequency: Scene

AC: None

Class: Status

Range: Self

Effect: The user gains +4 Evasion, and user's size is lowered to Small for the remainder of the encounter.

Contest Type: Cute

Contest Effect: Sabotage

Special: Grants Shrinkable

Move: Morning Sun

Type: Normal

Frequency: Daily x2

AC: None

Class: Status

Range: Self

Effect: The user regains Hit Points equal to half of its full Hit Point value. If it is Sunny, the user gains 2/3 of its full Hit Point value. If it is Rainy, Sand Storming or Hailing the user gains 1/4 of their full Hit Point value.

Contest Type: Beauty

Contest Effect: Reflective Appeal

Move: Natural Gift

Type: Normal

Frequency: Scene

AC: 2

Damage Base: See Effect

Class: Physical

Range: 6, 1 Target, Berry

Effect: Refer to the Move Keywords Berry list. Natural Gift deals damage according to the Berry list and Natural Gift's Type is also defined there. The Berry's Digestion Buff is nullified and is not used.

Contest Type: Cool

Contest Effect: Desperation

Move: Nature Power

Type: Normal

Frequency: EOT

AC: See Effect

Class: Status

Damage Base: See Effect

Range: See Effect

Effect: Nature Power uses a Move defined by the Environ keyword.

Contest Type: Beauty

Contest Effect: Tease

Move: Noble Roar

Type: Normal

Frequency: EOT

AC: 2

Class: Status

Range: Burst 1, Sonic, Friendly, Social

Effect: Noble Roar lowers all targets' Attack and Special Attack by 1 Combat Stage.

Contest Type: Cool

Contest Effect: Excitement

Move: Odor Sleuth
Type: Normal
Frequency: Scene x2
AC: None
Class: Status

Range: Self, Swift Action
Effect: Odor Sleuth may be activated as a Swift Action on the user's turn. For the rest of the turn, the user's Normal-Type and Fighting-Type Moves can hit and affect Ghost-Type targets, and the user can see through the Illusion Ability, Moves with the Illusion keyword, and effects created by the Illusionist Capability, ignoring all effects from those.

Contest Type: Smart
Contest Effect: Good Show!
Special: Grants Tracker

Move: Pain Split
Type: Normal
Frequency: Daily x2
AC: None
Class: Status

Range: 4, 1 Target
Effect: The user and the target both lose $\frac{1}{2}$ of their current Hit Points. Add the amount of Hit Points the user and the target lost together, and divide the value by 2. Both the target and the user gain Hit Points equal to this value. Do not add Injuries from Pain Split from Hit Point Markers until the full effect of the Move has been resolved. Pain Split never causes Massive Damage. Hit Point loss from Pain Split cannot be prevented in any way

Contest Type: Smart
Contest Effect: Unsettling

Move: Pay Day
Type: Normal
Frequency: Daily
AC: 2
Damage Base 4: 1d8+6 / 11

Class: Physical
Range: Cone 2
Effect: Pay Day scatters metal coins equal in value to 1d8 times the user's level. If it is a trainer battle, the winner of the battle gets to pick up the coins.

Contest Type: Smart
Contest Effect: Catching Up

Move: Perish Song
Type: Normal
Frequency: Daily
AC: None
Class: Status

Range: Burst 15, Sonic
Effect: Perish Song cannot miss. 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 by 1. Once a Perish Count reaches 0, set the Pokémon's Hit Points to 0. A Perish Count disappears if a target returns to their Poké Ball, Takes a Breather, or is knocked out. Perish Song never causes Massive Damage.

Contest Type: Beauty
Contest Effect: Unsettling

Move: Play Nice
Type: Normal
Frequency: At-Will
AC: 2

Class: Status
Range: 6, 1 Target, Social
Effect: Play Nice lowers the target's Attack by 1 Combat Stage.

Contest Type: Cute
Contest Effect: Excitement

Move: Pound
Type: Normal
Frequency: At-Will
AC: 2

Damage Base 4: 1d8+6 / 11
Class: Physical
Range: Melee, 1 Target
Effect: None

Contest Type: Tough
Contest Effect: Steady Performance

Move: Present
Type: Normal
Frequency: EOT
AC: 3
Damage Base: See Effect
Class: Physical
Range: 4, 1 Target
Effect: Roll 1d6; Present has a Damage Base equal to twice the result. On a result of 1, instead of taking damage, the target gains 20 Hit Points.
Contest Type: Cute
Contest Effect: Inversed Appeal

Move: Protect
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: Self, Interrupt, Shield, Trigger
Effect: If the user is hit by a Move, the user may use Protect. The user is instead not hit by the Move. You do not take any damage nor are you affected by any of the Move's effects.
Contest Type: Cute
Contest Effect: Inversed Appeal

Move: Psych Up
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: 6, 1 Target
Effect: The user's Combat Stages are changed to match the target's Combat Stages. Psych Up cannot miss.
Contest Type: Smart
Contest Effect: Get Ready!

Move: Quick Attack
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: Melee, 1 Target, Priority
Effect: None.
Contest Type: Cool
Contest Effect: Saving Grace

Move: Rage
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 2: 1d6+3 / 7
Class: Physical
Range: Melee, 1 Target, Spirit Surge
Effect: The user becomes Enraged. Until the end of the user's next turn, if the user is Enraged, the user gains +1 Attack Combat Stage whenever they are damaged by an Damaging Move or Attack.
Contest Type: Cool
Contest Effect: Get Ready!

Move: Rapid Spin
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 2: 1d6+3 / 7
Class: Physical
Range: Melee, 1 Target, Spirit Surge
Effect: Rapid Spin destroys all Hazards within 5 meters, removes Leech Seeds, and removes the user's Trapped or Stuck status.
Contest Type: Cool
Contest Effect: Exhausting Act

Move: Razor Wind
Type: Normal
Frequency: EOT
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Special
Range: 10, 3 Targets, Set-Up
Set-Up Effect: The user may not shift this round. The user whips up a whirlwind around themselves, granting +2 Evasion until the end of their next turn, and destroying any Smokescreen or Hazards on any squares they are standing on and in all squares adjacent to them.
Resolution Effect: The user attacks with Razor Wind. Razor Wind is a Critical Hit on 18+.
Contest Type: Cool
Contest Effect: Special Attention

Move: Recover
Type: Normal
Frequency: Daily x2
AC: None
Class: Status
Range: Self
Effect: The user regains Hit Points equal to half of its full Hit Point value.
Contest Type: Smart
Contest Effect: Reflective Appeal

Move: Recycle
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: Self
Effect: The effect of a consumable item used earlier in the encounter is used again as if it had not been destroyed. The item is still gone.
Contest Type: Smart
Contest Effect: Attention Grabber

Move: Reflect Type
Type: Normal
Frequency: Scene
AC: 2
Class: Status
Range: Melee, 1 Target
Effect: Reflect Type changes one of the user's Types into one Type of your choice that the target has for the rest of the scene.
Contest Type: Beauty
Contest Effect: Attention Grabber

Move: Refresh
Type: Normal
Frequency: Scene x2
AC: None
Class: Status
Range: Self
Effect: The user is cured of all Poison, Burns, and Paralysis.
Contest Type: Cute
Contest Effect: Reflective Appeal

Move: Relic Song
Type: Normal
Frequency: Scene
AC: 2
Damage Base 8: 3d6+10 / 21
Class: Special
Range: Burst 3, Friendly, Sonic
Effect: All Legal Targets fall Asleep on 16+. As long as Meloetta knows Relic Song, it may change between Aria Form and Step Form as a Swift Action when using Relic Song, or as a Standard Action otherwise. Both Aria and Step Form must be statted with the same HP Stat.
Contest Type: Beauty
Contest Effect: Excitement

Move: Retaliate
Type: Normal
Frequency: Scene x2
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target
Effect: Retaliate's Damage Base is doubled to DB 14 (4d10+15 / 40) if an ally has been Fainted by a Damaging Move used by the Target in the last 2 rounds of Combat.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Return
Type: Normal
Frequency: At-Will
AC: 2
Damage Base X: See Effect
Class: Physical
Range: Melee, 1 Target
Effect: Return's Damage Base is equal to 3 plus the user's Loyalty Value.
Contest Type: Cute
Contest Effect: Exhausting Act

Move: Roar
Type: Normal
Frequency: Scene
AC: 2
Class: Status
Range: Burst 1, Sonic, Social
Effect: When declaring Roar, the user does nothing and may not Shift. At the end of the round, the user Shifts and uses Roar. Targets hit by Roar immediately Shift away from the target using their highest usable movement capability, and towards their Trainer if possible. If the target is an owned Pokémon and ends this shift within 6 meters of their Poké Ball, they are immediately recalled to their Poké Ball. If that Trainer sends out a replacement, they do not lose their Pokémon turn.
Contest Type: Cool
Contest Effect: Excitement

Move: Rock Climb
Type: Normal
Frequency: At-Will
AC: 5
Damage Base 8: $2d8+10 / 19$
Class: Physical
Range: Melee, 1 Target, Dash
Effect: Rock Climb Confuses the target on 17+.
Contest Type: Cool
Contest Effect: Desperation

Move: Round
Type: Normal
Frequency: EOT
AC: 2
Damage Base X: See Effect
Class: Special
Range: Burst 1, Sonic
Effect: Round's Damage Base is equal to 6, plus +2 more for each previous use of Round by any Trainer or Pokémon this round, up to a maximum of DB12.
Contest Type: Tough
Contest Effect: Reliable

Move: Safeguard
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: Blessing
Effect: Blessing – Any user affected by Safeguard may activate it when receiving a Status Affliction to ignore the effects of that Status Affliction on their next turn. Safeguard may be activated 3 times, and then disappears.
Contest Type: Beauty
Contest Effect: Sabotage

Move: Scary Face
Type: Normal
Frequency: EOT
AC: 2
Class: Status
Range: 4, 1 Target, Social
Effect: The target's Speed is lowered 2 Combat Stages.
Contest Type: Tough
Contest Effect: Desperation

Move: Scratch
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 4: $1d8+6 / 11$
Class: Physical
Range: Melee, Pass
Effect: None
Contest Type: Tough
Contest Effect: Steady Performance

Move: Screech
Type: Normal
Frequency: EOT
AC: 4
Class: Status
Range: Burst 2, Friendly, Sonic
Effect: All Legal Targets have their Defense lowered 2 Combat Stages.
Contest Type: Smart
Contest Effect: Unsettling

Move: Secret Power
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Special
Range: 4, 1 Target, Environ
Effect: Secret Power's effect depends on Environ. Secret Power's effect activates on 17+.
Contest Type: Smart
Contest Effect: Tease

Move: Self-Destruct
Type: Normal
Frequency: Daily
AC: 2
Damage Base 20: 6d12+35 / 75
Class: Physical
Range: Burst 3
Effect: The user's Hit Points are set to -50% of their full Hit Point value. This Hit Point loss may not be prevented or reduced in any way. The user's loyalty toward its trainer may be lowered.
Contest Type: Beauty
Contest Effect: Big Show

Move: Sharpen
Type: Normal
Frequency: At-Will
AC: None
Class: Status
Range: Self
Effect: Raise the user's Attack 1 Combat Stage.
Contest Type: Cute
Contest Effect: Get Ready!

Move: Shell Smash
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: Self
Effect: Raise the user's Attack 2 Combat Stages, raise the user's Special Attack 2 Combat Stages and raise the user's Speed 2 Combat Stages. Lower the user's Defense 1 Combat Stage and lower the user's Special Defense 1 Combat Stage.
Contest Type: Tough
Contest Effect: Get Ready!

Move: Simple Beam
Type: Normal
Frequency: Scene
AC: 2
Class: Status
Range: 6, 1 Target
Effect: You choose one of the target's Abilities. Simple Beam changes that Ability to Simple for the remainder of the encounter.
Contest Type: Beauty
Contest Effect: Steady Performance

Move: Sing
Type: Normal
Frequency: Scene
AC: 10
Class: Status
Range: Burst 2, Friendly, Sonic
Effect: All legal Targets fall Asleep. On a miss, Sing instead causes targets to become Slowed and suffer a -2 penalty to their Evasion until the end of the user's next turn.
Contest Type: Cute
Contest Effect: Excitement

Move: Sketch
Type: Normal
Frequency: Daily
AC: None
Class: Status
Range: 15, 1 Target
Effect: 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. Sketch may not be Interrupted or Intercepted.
Contest Type: Smart
Contest Effect: Catching Up

Move: Skull Bash
Type: Normal
Frequency: Scene x2
AC: 2
Damage Base 13: 4d10+10 / 35
Class: Physical
Range: Melee, 1 Target, Dash, Push, Set-Up
Set-Up Effect: The user gains +1 Defense CS.
Resolution Effect: The user may attack with Skull Bash. The target is pushed 3 meters.
Contest Type: Tough
Contest Effect: Special Attention

Move: Slack Off
Type: Normal
Frequency: Daily x2
AC: None
Class: Status
Range: Self
Effect: The user regains Hit Points equal to half of its full Hit Points.
Contest Type: Cute
Contest Effect: Reflective Appeal

Move: Slam
Type: Normal
Frequency: At-Will
AC: 6
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target, Dash
Effect: Slam may be used as a Free Action at the end of a Sprint Maneuver taken as a Standard Action, as long as the user Shifted at least 3 meters in a straight line towards the target. When used this way, Slam gains the Smite keyword.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Slash
Type: Normal
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, Pass
Effect: Slash is a Critical Hit on 18+.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Sleep Talk
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: Self
Effect: Select another of the user's Moves at random; this turn, the user may Shift and use that Move despite being Asleep. Sleep Talk can be only be used by Sleeping targets.
Contest Type: Cute
Contest Effect: Steady Performance

Move: Smelling Salts
Type: Normal
Frequency: Scene x2
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target
Effect: If the target is Paralyzed, Smelling Salt's Damage Base is doubled to 14 (4d10+15 / 40), and cures the target of Paralysis.
Contest Type: Smart
Contest Effect: Unsettling

Move: Smokescreen
Type: Normal
Frequency: EOT
AC: None
Class: Status
Range: 5, Ranged Blast 3
Effect: Smokescreen creates a blast of Smoke that covers the target area; the Smoke persists until the end of the encounter, or until Defog or Whirlwind are used. All targets attacking from or into the Smoke receive a -3 penalty to Accuracy.
Contest Type: Smart
Contest Effect: Unsettling

Move: Snore
Type: Normal
Frequency: EOT
AC: 2
Damage Base 5: 1d8+8 / 13
Class: Special
Range: Burst 1, Sonic
Effect: Snore Flinches all legal targets on 15+. Snore may only be used by Sleeping users.
Contest Type: Cute
Contest Effect: Steady Performance

Move: Soft-Boiled
Type: Normal
Frequency: Daily x2
AC: None
Class: Status
Range: Melee, 1 Target
Effect: The target regains Hit Points equal to half of its full Hit Points. The user may target themselves with Soft-Boiled.
Contest Type: Beauty
Contest Effect: Reflective Appeal

Move: Sonic Boom**Type:** Normal**Frequency:** EOT**AC:** 6**Class:** Special**Damage Base:** Special**Range:** 8, 1 Target**Effect:** Sonic Boom causes the target to lose 15 Hit Points. Sonic Boom is Special and interacts with other moves and effects as such (Special Evasion may be applied to avoid it, Mirror Coat can reflect it, etc.)**Contest Type:** Cool**Contest Effect:** Steady Performance**Move:** Spike Cannon**Type:** Normal**Frequency:** EOT**AC:** 4**Damage Base 3:** 1d6+5 / 9**Class:** Physical**Range:** 6, 1 Target, Five Strike**Effect:** None**Contest Type:** Cool**Contest Effect:** Reliable**Move:** Spit Up**Type:** Normal**Frequency:** Scene**AC:** 2**Damage Base X:** See Effect**Class:** Special**Range:** 4, 1 Target**Effect:** For each Stockpiled Count the user has, Spit Up's Damage Base is increased by +8. If the user has no Stockpiled count, Spit Up cannot be used.**Contest Type:** Tough**Contest Effect:** Desperation**Move:** Splash**Type:** Normal**Frequency:** At-Will**AC:** None**Class:** Status**Range:** Self**Effect:** Shift Action - The user may make a single Jump, adding +1 to their Long Jump and High Jump values, and gains +2 Evasion until the end of their next turn.**Contest Type:** Cute**Contest Effect:** Inversed Appeal**Special:** Grants Long Jump +1**Move:** Stockpile**Type:** Normal**Frequency:** EOT**AC:** None**Class:** Status**Range:** Self**Effect:** The user adds 1 to their Stockpiled count to a maximum of 3. 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 removed.**Contest Type:** Tough**Contest Effect:** Get Ready!**Move:** Stomp**Type:** Normal**Frequency:** EOT**AC:** 2**Damage Base 7:** 2d6+10 / 17**Class:** Physical**Range:** Melee, 1 Target**Effect:** Stomp Flinches the target on 15+. If the target is at least one size category smaller than the user, Stomp deals an additional 10 damage.**Contest Type:** Tough**Contest Effect:** Steady Performance**Move:** Strength**Type:** Normal**Frequency:** EOT**AC:** 2**Damage Base 8:** 2d8+10 / 19**Class:** Physical**Range:** Melee, 1 Target, Push**Effect:** You may immediately initiate a Push Maneuver as a Free Action. The Maneuver automatically hits, but you must still make the Opposed Roll.**Contest Type:** Tough**Contest Effect:** Steady Performance**Special:** Grants +1 Power

Move: Substitute

Type: Normal

Frequency: Scene

AC: None

Class: Status

Range: Self, Illusion, Coat

Effect: The user loses 1/4 of their maximum Hit Points. This Hit Point loss cannot be prevented in any way. The user creates an Illusory Substitute Coat, which has Hit Points equal to 1/4th of the user's full Hit Points +1. If the user would be hit by a Move or attack, instead the Substitute gets hit. Apply weakness, resistance and stats to the Substitute. The Substitute is immune to Status Afflictions and Status Moves. Moves with the Social or Sonic keywords completely ignore and bypass the Substitute. Once the Substitute has been destroyed, the user may be hit as normal. Substitute cannot be used if the user has less than 1/4 of their full Hit Points.

Contest Type: Smart

Contest Effect: Catching Up

Move: Super Fang

Type: Normal

Frequency: Scene

AC: 4

Class: Physical

Range: Melee, 1 Target

Effect: The target loses 1/2 of their current Hit Points.

Contest Type: Tough

Contest Effect: Steady Performance

Move: Supersonic

Type: Normal

Frequency: Scene x2

AC: 6

Class: Status

Range: 4, 1 Target, Sonic

Effect: The target becomes Confused. On miss, the target suffers a -2 penalty to Accuracy Rolls for one full round.

Contest Type: Smart

Contest Effect: Excitement

Move: Swagger

Type: Normal

Frequency: EOT

AC: 4

Class: Status

Range: 6, 1 Target, Social

Effect: The target's Attack is raised 2 Combat Stages. Swagger Confuses the target.

Contest Type: Cute

Contest Effect: Excitement

Move: Swallow

Type: Normal

Frequency: Daily x2

AC: None

Class: Status

Range: Self

Effect: If the user's Stockpiled count is 1, they are healed 25% of their full Hit Point value; if their Stockpiled count is 2, they are healed half of their full Hit Point value; if their Stockpiled count is 3, they are healed back to full Hit Points. After using Swallow, the user's Stockpiled count is set to 0. If the user has no Stockpiled count, Swallow does nothing.

Contest Type: Tough

Contest Effect: Reflective Appeal

Move: Sweet Scent

Type: Normal

Frequency: Scene

AC: 2

Class: Status

Range: Burst 2, Friendly

Effect: Targets hit by Sweet Scent gain a -2 Penalty to Evasion. (Total Evasion may not be lowered to a negative value.)

Contest Type: Cute

Contest Effect: Excitement

Special: Grants Alluring

Move: Swift

Type: Normal

Frequency: EOT

AC: None

Damage Base 6: 2d6+8 / 15

Class: Special

Range: 8, Ranged Blast 2, Friendly

Effect: Swift cannot Miss.

Contest Type: Cool

Contest Effect: Exhausting Act

Move: Swords Dance**Type:** Normal**Frequency:** EOT**AC:** None**Class:** Status**Range:** Self**Effect:** The user's Attack is raised 2 Combat Stages.**Contest Type:** Beauty**Contest Effect:** Get Ready!**Move:** Tackle**Type:** Normal**Frequency:** At-Will**AC:** 2**Damage Base 5:** 1d8+8 / 13**Class:** Physical**Range:** Melee, 1 Target, Dash, Push**Effect:** The target is pushed 2 Meters.**Contest Type:** Tough**Contest Effect:** Steady Performance**Move:** Tail Slap**Type:** Normal**Frequency:** EOT**AC:** 4**Damage Base 3:** 1d6+5 / 9**Class:** Physical**Range:** Melee, 1 Target, Five Strike**Effect:** None**Contest Type:** Cute**Contest Effect:** Reliable**Move:** Tail Whip**Type:** Normal**Frequency:** At-Will**AC:** 2**Class:** Status**Range:** Burst 1, Friendly**Effect:** All legal targets have their Defense lowered by 1 Combat Stage.**Contest Type:** Cute**Contest Effect:** Excitement**Move:** Take Down**Type:** Normal**Frequency:** EOT**AC:** 5**Damage Base 9:** 2d10+10 / 21**Class:** Physical**Range:** Melee, 1 Target, Dash, Recoil 1/3**Effect:** You may perform a Trip Maneuver against the target as a Free Action.**Contest Type:** Tough**Contest Effect:** Steady Performance**Move:** Techno Blast**Type:** Normal**Frequency:** Scene**AC:** 2**Damage Base 12:** 3d12+10 / 30**Class:** Special**Range:** 6, Ranged Blast 2**Effect:** Techno Blast's Type can be any Type while holding the appropriate Drive item or Plate item.**Contest Type:** Smart**Contest Effect:** Seen Nothing Yet**Move:** Teeter Dance**Type:** Normal**Frequency:** Scene**AC:** 2**Class:** Status**Range:** Burst 1**Effect:** Teeter Dance Confuses all Legal Targets.**Contest Type:** Cute**Contest Effect:** Tease**Move:** Thrash**Type:** Normal**Frequency:** Scene x2**AC:** 3**Damage Base 12:** 3d12+10 / 30**Class:** Physical**Range:** Melee, all adjacent foes, Smite**Effect:** After damage is dealt, the user becomes Enraged and Confused.**Contest Type:** Tough**Contest Effect:** Reliable

Move: Tickle
Type: Normal
Frequency: EOT
AC: 2
Class: Status
Range: Melee, 1 Target
Effect: Lower the target's Attack 1 Combat Stage and lower the target's Defense 1 Combat Stage.
Contest Type: Cute
Contest Effect: Excitement

Move: Transform
Type: Normal
Frequency: At-Will
AC: None
Class: Status
Range: 10, 1 Target
Effect: The user targets a Pokémon within 10 meters, and assumes the form of the target. It gains all of the user's Moves, gains its Abilities, copies its weight and height and Capabilities. Transform lasts until the user is switched out, KO'd or until the end of the encounter. The user may choose to end the Transformation on its turn as a free action, regaining its previous Move List. The user's Stats do not change from using Transform. Transform cannot miss.
Contest Type: Smart
Contest Effect: Catching Up

Move: Tri Attack
Type: Normal
Frequency: EOT
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Special
Range: 6, 1 target
Effect: Tri Attack gives the target a Status ailment on 17+ during Accuracy Check. If this effect is triggered, roll 1d3; on 1 the target is Paralyzed; on 2 the target is Burned; on 3 the target is Frozen.
Contest Type: Beauty
Contest Effect: Steady Performance

Move: Trump Card
Type: Normal
Frequency: EOT
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Special
Range: 6, 1 Target
Effect: Whenever Trump Card is used, the user gains a Trump Count after the attack is resolved. Trump Card's Damage Base is increased by +2 for each Trump Count.
Contest Type: Cool
Contest Effect: Exhausting Act

Move: Uproar
Type: Normal
Frequency: EOT
AC: 2
Damage Base 5: 1d8+8 / 13
Class: Special
Range: Burst 1, Spirit Surge, Sonic
Effect: All Pokémon and Trainers within 5 meters of the user are cured of sleep.
Contest Type: Cute
Contest Effect: Unsettling

Move: Vice Grip
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: Melee, 1 Target
Effect: None
Contest Type: Tough
Contest Effect: Steady Performance

Move: Weather Ball

Type: Normal

Frequency: EOT

AC: 2

Damage Base 5: 1d8+8 / 13

Class: Special

Range: 8, 1 Target

Effect: 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 has a Damage Base of 10 (3d8+10 / 24). If there are multiple Weather Effects on the field, choose one type for Weather Ball to be that corresponds with an existing Weather Effect.

Contest Type: Smart

Contest Effect: Incentives

Move: Whirlwind

Type: Normal

Frequency: Scene x2

AC: 2

Class: Status

Range: Line 6

Effect: All targets are pushed X meters, where X is 8 minus their weight class. If the Line targets into a Smokescreen, the smoke is dispersed. All hazards in the Whirlwind are destroyed.

Contest Type: Smart

Contest Effect: Big Show

Move: Wish

Type: Normal

Frequency: Daily x2

AC: None

Class: Status

Range: 15, 1 Target

Effect: At the end of the user's next turn, the target regains Hit Points equal to half of its full Hit Point value. If the user targets themselves and are replaced in battle, the replacement is healed.

Contest Type: Cute

Contest Effect: Reflective Appeal

Move: Work Up

Type: Normal

Frequency: EOT

AC: None

Class: Status

Range: Self

Effect: Raise the user's Attack 1 Combat Stage and raise the user's Special Attack 1 Combat Stage.

Contest Type: Tough

Contest Effect: Get Ready!

Move: Wrap

Type: Normal

Frequency: Static

Class: Static

Effect: The user gains a +1 Bonus to Accuracy Rolls made to initiate Grapple Maneuvers, and +2 to Skill Checks made to initiate Grapple Maneuvers or gain Dominance. Whenever the user gains Dominance in a Grapple, the target of the Grapple loses a Tick of Hit Points.

Contest Type: Tough

Contest Effect: Safe Option

Move: Wring Out

Type: Normal

Frequency: Scene x2

AC: 2

Damage Base 12: 3d12+10 / 30

Class: Special

Range: Melee, 1 Target

Effect: For every 10% the target is below their full Hit Points, Wring Out's Damage Base is reduced by 1.

Contest Type: Smart

Contest Effect: Seen Nothing Yet

Move: Yawn

Type: Normal

Frequency: Scene x2

AC: None

Class: Status

Range: 2, 1 Target, Social

Effect: The target falls Asleep at the end of their next turn. Yawn cannot miss.

Contest Type: Cute

Contest Effect: Excitement

POISON MOVES

Move: Acid**Type:** Poison**Frequency:** At-Will**AC:** 2**Damage Base 4:** 1d8+6 / 11**Class:** Special**Range:** Cone 2**Effect:** Acid lowers the target's Special Defense 1 Combat Stage on 18+.**Contest Type:** Smart**Contest Effect:** Steady Performance**Move:** Acid Armor**Type:** Poison**Frequency:** Scene**AC:** None**Class:** Status**Range:** Self, Set-Up**Set-Up Effect:** The user becomes Liquefied. While Liquefied, the user is Slowed and cannot take Standard Actions except to Resolve the effect of Acid Armor, and the user's Movement is never obstructed by rough or slow terrain, and they can shift even through the smallest openings. Furthermore, while liquefied, the user is completely immune to all Physical damage, and becomes completely invisible if fully submerged in any liquid.**Resolution Effect:** The user gains +1 Defense Combat Stage, and then stops being liquified.**Contest Type:** Tough**Contest Effect:** Get Ready!**Move:** Acid Spray**Type:** Poison**Frequency:** EOT**AC:** 2**Damage Base 4:** 1d8+6 / 11**Class:** Special**Range:** 4, 1 Target**Effect:** Acid Spray lowers the target's Special Defense 2 Combat Stages.**Contest Type:** Smart**Contest Effect:** Unsettling**Move:** Belch**Type:** Poison**Frequency:** Scene x2**AC:** 4**Damage Base 12:** 3d12+10 / 30**Class:** Special**Range:** Cone 2**Effect:** Belch cannot be used if the user has not traded in a Digestion Buff during this Scene.**Contest Type:** Tough**Contest Effect:** Desperation**Move:** Clear Smog**Type:** Poison**Frequency:** Scene x2**AC:** None**Damage Base 5:** 1d8+8 / 13**Class:** Special**Range:** 6, 1 Target**Effect:** The target's Combat Stages are reset to their default, and all Coats on the target are destroyed. Clear Smog cannot miss.**Contest Type:** Smart**Contest Effect:** Sabotage**Move:** Coil**Type:** Poison**Frequency:** Scene x2**AC:** None**Class:** Status**Range:** Self**Effect:** Raise the user's Attack 1 Combat Stage, raise the user's Defense 1 Combat Stage, and the user gains +1 Accuracy.**Contest Type:** Cute**Contest Effect:** Get Ready!**Move:** Cross Poison**Type:** Poison**Frequency:** EOT**AC:** 2**Damage Base 7:** 2d6+10 / 17**Class:** Physical**Range:** Melee, Pass**Effect:** Cross Poison is a Critical Hit on 18+, and Poisons the target on 19+.**Contest Type:** Cool**Contest Effect:** Steady Performance

Move: Gastro Acid
Type: Poison
Frequency: Scene
AC: 2
Class: Status
Range: 4, 1 Target
Effect: The target's Ability is disabled until the end of the encounter. If the target has more than one Ability, you choose one of them to disable.
Contest Type: Beauty
Contest Effect: Sabotage

Move: Gunk Shot
Type: Poison
Frequency: Daily x2
AC: 5
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: 6, 1 Target, Smite
Effect: Gunk Shot Poisons the Target on 15+.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Poison Fang
Type: Poison
Frequency: EOT
AC: 2
Damage Base 5: 1d8+8 / 13
Class: Physical
Range: Melee, 1 Target
Effect: Poison Fang Badly Poisons the target on 17+.
Contest Type: Smart
Contest Effect: Incentives

Move: Poison Gas
Type: Poison
Frequency: Scene
AC: 6
Class: Status
Range: Burst 1 or Cone 2
Effect: Poison Gas Poisons all Legal Targets.
Contest Type: Smart
Contest Effect: Steady Performance

Move: Poison Jab
Type: Poison
Frequency: EOT
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target
Effect: Poison Jab Poisons the target on 15+.
Contest Type: Smart
Contest Effect: Incentives

Move: Poison Powder
Type: Poison
Frequency: EOT
AC: 6
Class: Status
Range: 4, 1 Target, Powder
Effect: The target is Poisoned.
Contest Type: Smart
Contest Effect: Excitement

Move: Poison Sting
Type: Poison
Frequency: At-Will
AC: 2
Damage Base 2: 1d6+3 / 7
Class: Physical
Range: 6, 1 Target
Effect: Poison Sting Poisons the target on 17+.
Contest Type: Smart
Contest Effect: Excitement

Move: Poison Tail
Type: Poison
Frequency: At-Will
AC: 2
Damage Base 5: 1d8+8 / 13
Class: Physical
Range: Melee, 1 Target
Effect: Poison Tail is a Critical Hit on 18+, and Poisons the target on 19+.
Contest Type: Smart
Contest Effect: Incentives

Move: Sludge
Type: Poison
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Special
Range: 6, 1 Target
Effect: Sludge Poisons the target on 15+.
Contest Type: Tough
Contest Effect: Desperation

Move: Sludge Bomb
Type: Poison
Frequency: EOT
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Special
Range: 8, 1 Target
Effect: Sludge Bomb Poisons the target on 15+.
Contest Type: Tough
Contest Effect: Desperation

Move: Sludge Wave
Type: Poison
Frequency: Scene x2
AC: 2
Damage Base 10: 3d8+10 / 24
Class: Special
Range: Burst 1 or Close Blast 2
Effect: Sludge Wave Poisons targets on 19+.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Smog
Type: Poison
Frequency: At-Will
AC: 7
Damage Base 3: 1d6+5 / 9
Class: Special
Range: Line 2
Effect: Smog Poisons the target on an Even-Numbered Roll.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Toxic
Type: Poison
Frequency: Scene x2
AC: 4
Class: Status
Range: 4, 1 Target
Effect: The target is Badly Poisoned. If the user is Poison Type, Toxic cannot miss.
Contest Type: Smart
Contest Effect: Excitement

Move: Toxic Spikes
Type: Poison
Frequency: EOT
AC: None
Class: Status
Range: 6, Hazard
Effect: Set 8 square meters of Toxic Spikes, all 8 meters must be adjacent with at least one other space of Toxic Spikes next to each other. Toxic Spikes cause Terrain to become Slow Terrain, and a grounded foe that runs into the hazard becomes Poisoned, and Slowed until the end of their next turn. If there are 2 Layers of Toxic Spikes on the same space, it Deadly Poisons the foes instead. Poison-Type Pokémon may move over Toxic Spikes harmlessly, destroying the Hazards as they do so.
Contest Type: Smart
Contest Effect: Sabotage

Move: Venom Drench
Type: Poison
Frequency: EOT
AC: None
Class: Status
Range: Cone 2
Effect: All Poisoned targets have their Attack, Special Attack, and Speed lowered by 1 Combat Stage. Venom Drench cannot miss.
Contest Type: Smart
Contest Effect: Sabotage

Move: Venoshock

Type: Poison

Frequency: Scene x2

AC: 2

Damage Base 7: 2d6+10 / 17

Class: Special

Range: 6, 1 Target

Effect: If the target is Poisoned, Venoshock has a Damage Base of 13 (4d10+10 / 35) instead.

Contest Type: Smart

Contest Effect: Incentives



PSYCHIC MOVES

Move: Agility
Type: Psychic
Frequency: EOT
AC: None
Class: Status
Range: Self
Effect: Raise the user's Speed 2 Combat Stages.
Contest Type: Cool
Contest Effect: Saving Grace

Move: Ally Switch
Type: Psychic
Frequency: Scene
AC: None
Class: Status
Range: 6, 1 Target, Interrupt
Effect: Ally Switch may be declared during a foe's turn as an Interrupt. The user chooses one willing ally within 6 meters; the target and the user switch places. If the ally was a target of a Move, the user is now the target; If the user was a target of a Move, the ally is now the target.
Contest Type: Cool
Contest Effect: Tease

Move: Amnesia
Type: Psychic
Frequency: EOT
AC: None
Class: Status
Range: Self
Effect: Raise the user's Special Defense 2 Combat Stages.
Contest Type: Cute
Contest Effect: Get Ready!

Move: Barrier
Type: Psychic
Frequency: Scene x2
AC: None
Class: Status
Range: Hazard
Effect: The user creates a Barrier of psychic energy. The user places up to 4 segments of Barrier; each segment must be continuous with another segment, and at least one must be adjacent to the user. These barriers count as blocking terrain and last until the end of the encounter or until they are destroyed. Each Barrier segment is 2 meters tall, 1 meter wide, and 2 centimeters thick. Each segment has 20 Hit Points, 15 Damage Reduction, and takes damage as if it was Psychic Typed.
Contest Type: Cool
Contest Effect: Sabotage

Move: Calm Mind
Type: Psychic
Frequency: EOT
AC: None
Class: Status
Range: Self
Effect: Raise the user's Special Attack 1 Combat Stage and raise the user's Special Defense 1 Combat Stage.
Contest Type: Smart
Contest Effect: Get Ready!

Move: Confusion
Type: Psychic
Frequency: At-Will
AC: 2
Damage Base 5: 1d8+8 / 13
Class: Special
Range: 6, 1 Target
Effect: Confusion Confuses the target on 19+.
Contest Type: Smart
Contest Effect: Steady Performance

Move: Cosmic Power

Type: Psychic

Frequency: EOT

AC: None

Class: Status

Range: Self

Effect: Raise the user's Defense 1 Combat Stage and raise the user's Special Defense 1 Combat Stage.

Contest Type: Cool

Contest Effect: Get Ready!

Move: Dream Eater

Type: Psychic

Frequency: EOT

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Special

Range: Melee, 1 Target

Effect: Dream Eater can only target Sleeping Pokémon or Trainers. After the target takes damage, the user gains Hit Points equal to half of the damage they dealt to the target. Dream Eater does not wake up sleeping targets.

Contest Type: Smart

Contest Effect: Good Show!

Move: Extrasensory

Type: Psychic

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Special

Range: 5, 1 Target

Effect: Extrasensory Flinches the target on 19+.

Contest Type: Cool

Contest Effect: Exhausting Act

Move: Future Sight

Type: Psychic

Frequency: Scene x2

AC: None

Damage Base 12: 3d12+10 / 30

Class: Special

Range: 10, 1 Target

Effect: Future Sight does nothing on the turn it is used. At the end of the user's next turn, Future Sight hits, even if the user is no longer on the field. Future Sight cannot miss.

Contest Type: Smart

Contest Effect: Exhausting Act

Move: Gravity

Type: Psychic

Frequency: Daily x2

AC: None

Class: Status

Range: Field

Effect: For 5 rounds, the area is considered Warped. While Warped, Moves that involve the user being airborne may not be used. Pokémon cannot use Sky or Levitate Capabilities to end their turn at an altitude higher than 1 meter. Flying-Types and Pokémon with the Ability Levitate are no longer immune to Ground-Type Moves. All Accuracy Rolls receive a +2 Bonus.

Contest Type: Beauty

Contest Effect: Sabotage

Move: Guard Split

Type: Psychic

Frequency: Scene

AC: None

Class: Status

Range: Melee, 1 Target

Effect: The target loses 5 Defense and 5 Special Defense. If they do, the user gains 5 Damage Reduction. These effects last until the end of the scene.

Contest Type: Cute

Contest Effect: Inversed Appeal

Move: Guard Swap

Type: Psychic

Frequency: Scene

AC: None

Class: Status

Range: Melee, 1 Target

Effect: The user and the target trade Combat Stage values for the Defense Stat, and then for the Special Defense Stat.

Contest Type: Cute

Contest Effect: Inversed Appeal

Move: Heal Block
Type: Psychic
Frequency: EOT
AC: 2
Class: Status
Range: 6, 1 Target
Effect: Until the end of the encounter, the target may not gain Hit Points or Temporary Hit Points from any source. This effect ends if the target is switched out or Takes a Breather.
Contest Type: Cute
Contest Effect: Sabotage

Move: Healing Wish
Type: Psychic
Frequency: Daily
AC: None
Class: Status
Range: 6, 1 Target
Effect: The user immediately Faints, lowering its HP to 0. The user takes no Injuries from HP Markers when using Healing Wish. The target is immediately cured of up to 3 injuries, healed to their Maximum Hit Points, and has the Frequency of all Moves restored. Healing Wish may target a Pokémon in a Poké Ball. Healing Wish does not restore the Frequency of Healing Wish or Lunar Dance. Injuries healed through Healing Wish count toward the total number of Injuries that can be healed each day, and this healing is limited by the same.
Contest Type: Cute
Contest Effect: Safe Option

Move: Heal Pulse
Type: Psychic
Frequency: Daily x2
AC: None
Class: Status
Range: 6, 1 Target, Aura
Effect: Restores 50% of the target's max Hit Points. Heal Pulse's user may not target itself with Heal Pulse.
Contest Type: Beauty
Contest Effect: Reflective Appeal

Move: Heart Stamp
Type: Psychic
Frequency: EOT
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: Melee, 1 Target
Effect: Heart Stamp Flinches the target on 15+.
Contest Type: Cute
Contest Effect: Steady Performance

Move: Heart Swap
Type: Psychic
Frequency: Daily
AC: None
Class: Status
Range: 10, 2 Targets
Effect: The targets trade Combat Stage values for each Stat.
Contest Type: Cool
Contest Effect: Inversed Appeal

Move: Hypnosis
Type: Psychic
Frequency: Scene x2
AC: 6
Class: Status
Range: 4, 1 Target
Effect: The target falls Asleep.
Contest Type: Smart
Contest Effect: Excitement

Move: Imprison
Type: Psychic
Frequency: Scene x2
AC: None
Class: Status
Range: 10, 1 Target
Effect: The target is Locked for the rest of the Scene. A Locked target may not use any Moves the user knows. Imprison cannot miss.
Contest Type: Smart
Contest Effect: Good Show!

Move: Kinesis
Type: Psychic
Frequency: Scene
AC: None
Class: Status
Range: 6, 1 Target, Trigger, Interrupt
Effect: If the user or an Ally within 6 meters is about to be hit by an attack, the user may use Kinesis as an interrupt. The triggering Accuracy Roll receives a -4 penalty. This may cause Moves to miss.
Contest Type: Smart
Contest Effect: Get Ready!

Move: Light Screen
Type: Psychic
Frequency: Scene
AC: None
Class: Status
Range: Blessing
Effect: Blessing – Any user affected by Light Screen may activate it when receiving Special Damage to resist the Damage one step. Light Screen may be activated 2 times, and then disappears.
Contest Type: Beauty
Contest Effect: Sabotage

Move: Lunar Dance
Type: Psychic
Frequency: Daily
AC: None
Class: Status
Range: 8, 1 Target
Effect: The user immediately Faints, lowering its Hit Points to 0. The user takes no Injuries from Hit Point Markers when using Lunar Dance. The target is immediately cured of up to 3 injuries, healed to their Maximum Hit Points, and has the Frequency of all Moves restored. Lunar Dance may target a Pokémon in a Poké Ball. Lunar Dance does not restore the Frequency of Healing Wish or Lunar Dance. Injuries healed through Lunar Dance count toward the total number of Injuries that can be healed each day, and this healing is limited by the same.
Contest Type: Beauty
Contest Effect: Safe Option

Move: Luster Purge
Type: Psychic
Frequency: Scene x2
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Special
Range: 12, 1 Target
Effect: Luster Purge lowers the target's Special Defense by 1 Combat Stage on an Even-Numbered Roll.
Contest Type: Smart
Contest Effect: Seen Nothing Yet

Move: Magic Coat
Type: Psychic
Frequency: Daily
AC: None
Class: Status
Range: 4, Interrupt, Trigger
Effect: If the user is about to get a hit by a Move that does not have a Damage Dice Roll, they may use Magic Coat as an Interrupt. The Interrupted Move's user is treated as if they were the target of their own Move, with the user of Magic Coat as the user.
Contest Type: Beauty
Contest Effect: Double Time

Move: Magic Room
Type: Psychic
Frequency: Daily x2
AC: None
Class: Status
Range: Field
Effect: The area becomes Useless for 5 rounds. While Useless, Pokémon may not benefit from the effects of any Held Items, and Trainers cannot benefit from any Accessory-Slot equipment. This does not affect consumable or activated items, only Items with Static effects or Triggers.
Contest Type: Cute
Contest Effect: Tease

Move: Meditate
Type: Psychic
Frequency: At-Will
AC: None
Class: Status
Range: Self
Effect: Raise the user's Attack 1 Combat Stage.
Contest Type: Beauty
Contest Effect: Get Ready!

Move: Miracle Eye**Type:** Psychic**Frequency:** Scene x2**AC:** None**Class:** Status**Range:** Self, Swift Action

Effect: Miracle Eye may be activated as a Swift Action on the user's turn. For the rest of the turn, the user's Psychic-Type Moves can hit and affect Dark-Type targets, and the user can see through the Illusion Ability, Moves with the Illusion keyword, and effects created by the Illusionist Capability, ignoring all effects from those.

Contest Type: Cute**Contest Effect:** Good Show!**Move:** Mirror Coat**Type:** Psychic**Frequency:** Scene x2**AC:** None**Class:** Special**Range:** Any, 1 Target, Reaction

Effect: Mirror Coat may be used as a Reaction when the user is hit by a damaging Special Attack. Resolve the Triggering Attack, with Mirror Coat's user resisting the attack one step further. After the attack is resolved, if Mirror Coat's user was not Fainted, the triggering foe then loses Hit Points equal to twice the amount of Hit Points lost by the user from the triggering attack. Note that Mirror Coat is Special, and while it cannot miss, it cannot hit targets immune to Psychic-Type Moves.

Contest Type: Beauty**Contest Effect:** Double Time**Move:** Mist Ball**Type:** Psychic**Frequency:** Scene x2**AC:** 2**Damage Base 7:** 2d6+10 / 17**Class:** Special**Range:** 12, 1 Target

Effect: Mist Ball lowers the target's Special Attack by 1 Combat Stage on an Even-Numbered Roll.

Contest Type: Smart**Contest Effect:** Seen Nothing Yet**Move:** Power Split**Type:** Psychic**Frequency:** Scene**AC:** None**Class:** Status**Range:** Melee, 1 Target

Effect: The target has their Attack and Special Attack lowered by 5. If they do, the user gains a +5 bonus to Damage Rolls. These effects last until the end of the scene.

Contest Type: Beauty**Contest Effect:** Inversed Appeal**Move:** Power Swap**Type:** Psychic**Frequency:** Scene**AC:** None**Class:** Status**Range:** Melee, 1 Target

Effect: The user and the target trade Combat Stage values for the Attack Stat, and then for the Special Attack Stat.

Contest Type: Beauty**Contest Effect:** Inversed Appeal**Move:** Power Trick**Type:** Psychic**Frequency:** Scene**AC:** None**Class:** Status**Range:** Self

Effect: The user's Attack stat and Defense stat are switched for the remainder of the scene, or until the user is switched out or Fainted.

Contest Type: Cool**Contest Effect:** Inversed Appeal**Move:** Psybeam**Type:** Psychic**Frequency:** At-Will**AC:** 2**Damage Base 7:** 2d6+10 / 17**Class:** Special**Range:** 6, 1 Target

Effect: Psybeam Confuses the target on 19+.

Contest Type: Beauty**Contest Effect:** Exhausting Act

Move: Psychic
Type: Psychic
Frequency: EOT
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Special
Range: 5, 1 Target, Push
Effect: The target is Pushed 1 meter in any direction. Psychic lowers the target's Special Defense 1 Combat Stage on 17+.
Contest Type: Smart
Contest Effect: Exhausting Act
Special: Grants Telekinetic

Move: Psycho Boost
Type: Psychic
Frequency: Scene
AC: 4
Damage Base 14: 4d10+15 / 40
Class: Special
Range: 8, Ranged Blast 3, Smite
Effect: Lower the user's Special Attack 2 Combat Stages after damage is resolved.
Contest Type: Smart
Contest Effect: Seen Nothing Yet

Move: Psycho Cut
Type: Psychic
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: 6, 1 Target
Effect: Psycho Cut is a Critical Hit on 18+.
Contest Type: Cool
Contest Effect: Exhausting Act

Move: Psycho Shift
Type: Psychic
Frequency: Scene
AC: None
Class: Status
Range: Melee, 1 Target
Effect: 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.
Contest Type: Cool
Contest Effect: Inversed Appeal

Move: Psyshock
Type: Psychic
Frequency: At-Will
AC: 2
Damage Base 8: 2d8+10 / 21
Class: Special
Range: 4, 1 Target
Effect: When calculating damage, the target subtracts their Defense from Psyshock's damage instead of their Special Defense. Psyshock is still otherwise Special (Special Evasion is used to avoid it, Mirror Coat can reflect it, etc.)
Contest Type: Smart
Contest Effect: Incentives

Move: Psystrike
Type: Psychic
Frequency: EOT
AC: 2
Damage Base 10: 3d8+10 / 24
Class: Special
Range: 4, 1 Target
Effect: When calculating damage, the target subtracts their Defense from Psystrike's damage instead of their Special Defense. Psystrike is still otherwise Special (Special Evasion is used to avoid it, Mirror Coat can reflect it, etc.)
Contest Type: Smart
Contest Effect: Incentives

Move: Psywave
Type: Psychic
Frequency: Scene
AC: 5
Class: Special
Range: 6, 1 Target
Effect: Roll 1d4; on 1 the target loses Hit Points equal to half the user's Level; on 2 the target loses Hit Points equal to the user's Level; on 3 the target loses Hit Points equal to 1.5x the user's level; on 4 the target loses Hit Points equal to the user's Level doubled. Do not apply weakness or resistance, and do not apply Stats. Do apply Immunity.
Contest Type: Smart
Contest Effect: Steady Performance

Move: Reflect
Type: Psychic
Frequency: Scene
AC: None
Class: Status
Range: Blessing
Effect: Blessing – Any user affected by Reflect may activate it when receiving Physical Damage to resist the Damage one step. Reflect may be activated 2 times, and then disappears.
Contest Type: Smart
Contest Effect: Excitement

Move: Rest
Type: Psychic
Frequency: Scene
AC: None
Class: Status
Range: Self
Effect: The user is set to their full Hit Point value. 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 rounds.
Contest Type: Cute
Contest Effect: Reflective Appeal

Move: Role Play
Type: Psychic
Frequency: Daily
AC: None
Class: Status
Range: Melee, 1 Target
Effect: The user gains one of the target's Abilities, chosen at random, for the remainder of the encounter. This effect ends if the user Faints or is switched out. Role Play cannot miss.
Contest Type: Cute
Contest Effect: Catching Up

Move: Skill Swap
Type: Psychic
Frequency: Scene
AC: None
Class: Status
Range: Melee, 1 Target
Effect: The user loses one of their Abilities, selected by the user, and gains one the target's Abilities, selected at random, for the remainder of encounter. The target loses the copied Ability, and gains the user's lost Ability. This effect ends if either the target or the user is Switched out or Fainted, but only for that Pokémon or Trainer.
Contest Type: Smart
Contest Effect: Excitement

Move: Stored Power
Type: Psychic
Frequency: EOT
AC: 2
Damage Base 2: 1d6+3 / 7
Class: Special
Range: 10, 1 Target
Effect: For every Combat Stage the user has above 0, add +2 to Stored Power's Damage Base, up to a maximum of Damage Base 20.
Contest Type: Tough
Contest Effect: Incentives

Move: Synchronoise
Type: Psychic
Frequency: Scene x2
AC: 2
Damage Base 12: 3d12+10 / 30
Class: Special
Range: Burst 3
Effect: Synchronoise can only hit targets that share a type with Synchronoise's user.
Contest Type: Smart
Contest Effect: Incentives

Move: Telekinesis
Type: Psychic
Frequency: Scene x2
AC: None
Class: Status

Range: 4, 1 Target
Effect: The target becomes Lifted. While Lifted, they gain the Levitate Ability, are Slowed, and lose all Movement Capabilities except for the Levitate 4 granted by Levitate (reduced to 2 by the Slow condition). While Lifted, the user may not apply any Evasion bonuses to determine whether they are hit by Moves or not. The Lifted target may use a Shift Action to roll 1d20; on a result of 16+, they stop being Lifted.

Contest Type: Smart
Contest Effect: Steady Performance
Special: Grants Telekinetic

Move: Teleport
Type: Psychic
Frequency: Scene
AC: None
Class: Status
Range: Self, Interrupt

Effect: The user Teleports up to X meters, where X is its Teleporter Capability. Teleport can be used as an Interrupt at any time. Moves that targeted Teleport's user continue through the desired target's space if the Move allows for it as if the user hadn't been there; single target moves simply miss.

Contest Type: Cool
Contest Effect: Saving Grace
Special: Grants Teleporter 4

Move: Trick
Type: Psychic
Frequency: Scene
AC: 2

Class: Status
Range: 5, 2 Targets

Effect: Both targets must be hit for Trick to succeed. The user may target itself or willing allies with Trick; you do not need to roll for Accuracy Check in these cases. Both targets lose their Held Item or Accessory Slot Item, and gain the other target's Held Item or Accessory Slot Item. If a target has no Item, it still can gain the other target's Item.

Contest Type: Smart
Contest Effect: Attention Grabber

Move: Trick Room
Type: Psychic
Frequency: Daily x2
AC: None
Class: Status
Range: Field

Effect: Starting at the beginning of the next round, for 5 rounds, the area is considered Rewinding. While Rewinding, Initiative is reversed, and participants instead go from lowest Initiative to Highest.

Contest Type: Cute
Contest Effect: Tease

Move: Wonder Room
Type: Psychic
Frequency: Daily x2
AC: None
Class: Status
Range: Field

Effect: For 5 rounds, the area is considered Wondered. While Wondered, each individual Pokémon's Defense and Special Defense Stats are switched.

Contest Type: Cute
Contest Effect: Tease

Move: Zen Headbutt
Type: Psychic
Frequency: EOT
AC: 4
Damage Base 8: 2d8+10 / 19
Class: Physical

Range: Melee, 1 Target, Dash
Effect: Zen Headbutt Flinches the target on 15+.
Contest Type: Beauty
Contest Effect: Desperation

ROCK MOVES

Move: Ancient Power**Type:** Rock**Frequency:** EOT**AC:** 2**Damage Base 6:** 2d6+8 / 15**Class:** Special**Range:** 6, 1 Target, Spirit Surge**Effect:** On 19+, the user has each of its stats raised by +1 Combat Stage.**Contest Type:** Tough**Contest Effect:** Desperation**Move:** Diamond Storm**Type:** Rock**Frequency:** Scene**AC:** 3**Damage Base 10:** 3d8+10 / 24**Class:** Physical**Range:** Close Blast 3, Friendly, Smite**Effect:** On Even-Numbered Rolls, Diamond Storm raises the User's Defense by 1 Combat Stage.**Contest Type:** Beauty**Contest Effect:** Seen Nothing Yet**Move:** Head Smash**Type:** Rock**Frequency:** Scene**AC:** 5**Damage Base 15:** 4d10+20 / 45**Class:** Physical**Range:** Melee, 1 Target, Dash, Push, Recoil 1/3**Effect:** The target is pushed 2 meters.**Contest Type:** Tough**Contest Effect:** Seen Nothing Yet**Move:** Power Gem**Type:** Rock**Frequency:** At-Will**AC:** 2**Damage Base 8:** 2d8+10 / 19**Class:** Special**Range:** 6, 1 Target**Effect:** None**Contest Type:** Beauty**Contest Effect:** Steady Performance**Move:** Rock Blast**Type:** Rock**Frequency:** EOT**AC:** 5**Damage Base 3:** 1d6+5 / 9**Class:** Physical**Range:** 6, 1 Target, Five Strike**Effect:** None**Contest Type:** Tough**Contest Effect:** Reliable**Special:** Grants Materializer**Move:** Rock Polish**Type:** Rock**Frequency:** EOT**AC:** None**Class:** Status**Range:** Self**Effect:** Raise the user's Speed 2 Combat Stages.**Contest Type:** Tough**Contest Effect:** Exhausting Act**Move:** Rock Slide**Type:** Rock**Frequency:** Scene x2**AC:** 4**Damage Base 8:** 2d8+10 / 19**Class:** Physical**Range:** 6, Ranged Blast 3**Effect:** Rock Slide Flinches all Legal Targets on 17+.**Contest Type:** Tough**Contest Effect:** Steady Performance**Move:** Rock Throw**Type:** Rock**Frequency:** At-Will**AC:** 4**Damage Base 5:** 1d8+8 / 13**Class:** Physical**Range:** 6, 1 Target**Effect:** None**Contest Type:** Tough**Contest Effect:** Steady Performance

Move: Rock Tomb**Type:** Rock**Frequency:** At-Will**AC:** 5**Damage Base 6:** 2d6+8 / 15**Class:** Physical**Range:** 6, 1 Target**Effect:** Rock Tomb lowers the target's Speed by -1 Combat Stage.**Contest Type:** Smart**Contest Effect:** Desperation**Special:** Grants Materializer**Move:** Rock Wrecker**Type:** Rock**Frequency:** Daily x2**AC:** 4**Damage Base 15:** 4d10+20 / 45**Class:** Physical**Range:** Melee, 1 Target, Dash, Exhaust, Smite**Effect:** None**Contest Type:** Tough**Contest Effect:** Seen Nothing Yet**Special:** Grants Materializer**Move:** Rollout**Type:** Rock**Frequency:** At-Will**AC:** 4**Damage Base 3:** 1d6+5 / 9**Class:** Physical**Range:** Melee, 1 Target, Pass**Effect:** The user continues to use Rollout on each of its turns until they miss any target with Rollout, or are not able to hit any target with Rollout during their turn. Each successive use of Rollout increases Rollout's Damage Base by +4 to a maximum of DB 15.**Contest Type:** Tough**Contest Effect:** Reliable**Move:** Sandstorm**Type:** Rock**Frequency:** Daily x2**AC:** None**Class:** Status**Range:** Field, Weather**Effect:** The weather changes to a Sandstorm for 5 rounds. While it is Sandstorming, all non-Ground, Rock, or Steel Type Pokémon lose a Tick of Hit Points at the beginning of their turn.**Contest Type:** Tough**Contest Effect:** Sabotage**Move:** Smack Down**Type:** Rock**Frequency:** Scene x2**AC:** 2**Damage Base 5:** 1d8+8 / 13**Class:** Physical**Range:** 8, 1 Target**Effect:** The target is knocked down to ground level, and loses all Sky or Levitate Speeds for 3 turns. During this time, they may be hit by Ground-Type Moves even if normally immune.**Contest Type:** Tough**Contest Effect:** Steady Performance**Move:** Stealth Rock**Type:** Rock**Frequency:** Scene**AC:** None**Class:** Status**Range:** Field, Hazard**Effect:** Set 4 square meters of Stealth Rock hazards within 6 meters. If a foe moves within 2 meters of a space occupied by Rocks, move at most one Rock to the offender, then destroy the Rock. When that happens, the Stealth Rock causes a foe to lose a Tick of Hit Points. Stealth Rock is considered to be dealing damage; Apply Weakness and Resistance. Do not apply stats. A Pokémon who has been hit by a Stealth Rock Hazard cannot get hit by another in the same encounter until it is returned to a Poké Ball and then sent back out.**Contest Type:** Cool**Contest Effect:** Sabotage**Special:** Grants Materializer

Move: Stone Edge

Type: Rock

Frequency: EOT

AC: 5

Damage Base 10: 3d8+10 / 24

Class: Physical

Range: 8, 1 Target

Effect: Stone Edge is a Critical Hit on 17+.

Contest Type: Tough

Contest Effect: Incentives

Move: Wide Guard

Type: Rock

Frequency: Scene

AC: None

Class: Status

Range: Burst 1, Interrupt, Shield, Trigger

Effect: If an Ally adjacent to Wide Guard's user is hit by a Move, you may use Wide Guard as an Interrupt. All targets adjacent to Wide Guard's user, including the user, are instead not hit by the triggering Move and do not suffer any of its effects.

Contest Type: Tough

Contest Effect: Inversed Appeal

STEEL MOVES

Move: Autotomize**Type:** Steel**Frequency:** EOT**AC:** None**Class:** Status**Range:** Self**Effect:** For the remainder of the Encounter, the user's Weight Class is one value lower, to a minimum of 1. If the user can, the user's Speed is raised by +2 Combat Stages.**Contest Type:** Smart**Contest Effect:** Get Ready!**Move:** Bullet Punch**Type:** Steel**Frequency:** At-Will**AC:** 2**Damage Base 4:** 1d8+6 / 11**Class:** Physical**Range:** Melee, 1 Target, Priority**Effect:** None.**Contest Type:** Smart**Contest Effect:** Saving Grace**Move:** Doom Desire**Type:** Steel**Frequency:** Scene x2**AC:** None**Damage Base 14:** 4d10+15 / 40**Class:** Special**Range:** 10, 1 Target**Effect:** Doom Desire does nothing on the turn it is used. At the end of the user's next turn, Doom Desire hits, even if the user is no longer on the field. Doom Desire cannot miss.**Contest Type:** Cool**Contest Effect:** Exhausting Act**Move:** Flash Cannon**Type:** Steel**Frequency:** EOT**AC:** 2**Damage Base 8:** 2d8+10 / 19**Class:** Special**Range:** 6, 1 Target**Effect:** Flash Cannon lowers the target's Special Defense by 1 Combat Stage on 17+.**Contest Type:** Smart**Contest Effect:** Exhausting Act**Move:** Gear Grind**Type:** Steel**Frequency:** EOT**AC:** 3**Damage Base 5:** 1d8+8 / 13**Class:** Physical**Range:** Melee, 1 Target, Double Strike**Effect:** None**Contest Type:** Cool**Contest Effect:** Reliable**Move:** Gyro Ball**Type:** Steel**Frequency:** Scene x2**AC:** 2**Damage Base 6:** 2d6+8 / 15**Class:** Physical**Range:** 6, 1 Target**Effect:** The target reveals their Speed Stat (including Combat Stages). If it is higher than the user's (again, including Combat Stages), subtract the user's Speed Stat from the target's, and apply the difference as Bonus Damage.**Contest Type:** Beauty**Contest Effect:** Double Time**Move:** Heavy Slam**Type:** Steel**Frequency:** EOT**AC:** 2**Damage Base 4:** 1d8+6 / 11**Class:** Physical**Range:** Melee, 1 Target**Effect:** For each weight class the user is above the target, increase Heavy Slam's damage base by +2.**Contest Type:** Tough**Contest Effect:** Incentives**Move:** Iron Defense**Type:** Steel**Frequency:** EOT**AC:** None**Class:** Status**Range:** Self**Effect:** Raise the user's Defense 2 Combat Stages.**Contest Type:** Tough**Contest Effect:** Sabotage

Move: Iron Head
Type: Steel
Frequency: EOT
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target, Dash
Effect: Iron Head Flinches the target on 15+.
Contest Type: Tough
Contest Effect: Desperation

Move: Iron Tail
Type: Steel
Frequency: Scene x2
AC: 6
Damage Base 10: 3d8+10 / 24
Class: Physical
Range: Melee, 1 Target, Smite
Effect: Iron Tail lowers the target's Defense 1 Combat Stage on 15+.
Contest Type: Cool
Contest Effect: Desperation

Move: King's Shield
Type: Steel
Frequency: Scene
AC: None
Class: Status
Range: Self, Interrupt, Shield, Trigger
Effect: If the user is hit by an attack, the user may use King's Shield. The user is instead not hit by the Move. You do not take any damage nor are you affected by any of the Move's effects. In addition, if the triggering attack was Melee ranged, the attacker's Attack is lowered by 2 Combat Stages.
Contest Type: Cool
Contest Effect: Inversed Appeal

Move: Magnet Bomb
Type: Steel
Frequency: EOT
AC: None
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: 8, 1 target
Effect: Magnet Bomb cannot miss.
Contest Type: Cool
Contest Effect: Steady Performance
Special: Grants Magnetic

Move: Metal Burst
Type: Steel
Frequency: Scene
AC: None
Damage Base: See Effect
Class: Physical
Range: Burst 1
Effect: Metal Burst causes all targets in the burst to lose Hit Points equal to the total amount of direct Damage the user has taken since the beginning of this Round. Metal Burst cannot miss.
Contest Type: Beauty
Contest Effect: Double Time

Move: Metal Claw
Type: Steel
Frequency: At-Will
AC: 3
Damage Base 5: 1d8+8 / 13
Class: Physical
Range: Melee, 1 Target, Spirit Surge
Effect: Raise the user's Attack 1 Combat Stage on 18+.
Contest Type: Cool
Contest Effect: Incentives

Move: Metal Sound
Type: Steel
Frequency: EOT
AC: 4
Class: Status
Range: Burst 2, Friendly, Sonic
Effect: All Legal Targets have their Special Defense lowered 2 Combat Stages.
Contest Type: Smart
Contest Effect: Unsettling

Move: Meteor Mash
Type: Steel
Frequency: EOT
AC: 4
Damage Base 9: 2d10+10 / 21
Class: Physical
Range: Melee, 1 Target, Dash, Spirit Surge
Effect: Raise the user's Attack 1 Combat Stage on 15+.
Contest Type: Cool
Contest Effect: Desperation

Move: Mirror Shot

Type: Steel

Frequency: EOT

AC: 5

Damage Base 7: 2d6+10 / 17

Class: Special

Range: 6, Ranged Blast 2

Effect: All Legal Targets have their Accuracy lowered by -2 on 16+.

Contest Type: Cute

Contest Effect: Exhausting Act

Move: Shift Gear

Type: Steel

Frequency: Scene x2

AC: None

Class: Status

Range: Self

Effect: Raise the user's Attack 1 Combat Stage and raise the user's Speed 2 Combat Stages.

Contest Type: Smart

Contest Effect: Get Ready!

Move: Steel Wing

Type: Steel

Frequency: At-Will

AC: 3

Damage Base 7: 2d6+10 / 17

Class: Physical

Range: Melee, 1 Target, Pass, Spirit Surge

Effect: Raise the user's Defense 1 Combat Stage on 15+.

Contest Type: Cool

Contest Effect: Steady Performance

WATER MOVES

Move: Aqua Jet**Type:** Water**Frequency:** At-Will**AC:** 2**Damage Base 4:** 1d8+6 / 11**Class:** Physical**Range:** Melee, 1 Target, Priority**Effect:** None**Contest Type:** Beauty**Contest Effect:** Saving Grace**Move:** Aqua Ring**Type:** Water**Frequency:** Scene**AC:** None**Class:** Status**Range:** Self, Coat**Effect:** Aqua Ring covers the user in a Coat that heals the user at the beginning of their turn. The user is healed a Tick of Hit Points each turn.**Contest Type:** Beauty**Contest Effect:** Safe Option**Move:** Aqua Tail**Type:** Water**Frequency:** EOT**AC:** 4**Damage Base 9:** 2d10+10 / 21**Class:** Physical**Range:** Melee, Pass**Effect:** None**Contest Type:** Cute**Contest Effect:** Steady Performance**Move:** Brine**Type:** Water**Frequency:** Scene x2**AC:** 2**Damage Base 7:** 2d6+10 / 17**Class:** Special**Range:** 6, 1 Target**Effect:** If the target's Hit Points are under 50%, Brine's Damage Base is increased to Damage Base 13 (4d10+10 / 35).**Contest Type:** Smart**Contest Effect:** Incentives**Move:** Bubble**Type:** Water**Frequency:** At-Will**AC:** 2**Damage Base 4:** 1d8+6 / 11**Class:** Special**Range:** Burst 1**Effect:** Bubble lowers the target's Speed on 16+.**Contest Type:** Cute**Contest Effect:** Desperation**Move:** Bubble Beam**Type:** Water**Frequency:** At-Will**AC:** 2**Damage Base 8:** 3d6+10 / 21**Class:** Special**Range:** 4, 1 Target**Effect:** Bubble Beam lowers the target's Speed on 18+.**Contest Type:** Beauty**Contest Effect:** Desperation**Move:** Clamp**Type:** Water**Frequency:** Static**Class:** Static**Effect:** The user gains a +1 Bonus to Accuracy Rolls made to initiate Grapple Maneuvers, and +2 to Skill Checks made to initiate Grapple Maneuvers or gain Dominance. Whenever the user gains Dominance in a Grapple, the target of the Grapple loses a Tick of Hit Points.**Contest Type:** Tough**Contest Effect:** Steady Performance**Move:** Crabhammer**Type:** Water**Frequency:** EOT**AC:** 4**Damage Base 10:** 3d8+10 / 24**Class:** Physical**Range:** Melee, 1 Target**Effect:** Crabhammer is a Critical Hit on 18+.**Contest Type:** Tough**Contest Effect:** Exhausting Act

Move: Dive
Type: Water
Frequency: Scene x2
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Burst 1, Set-Up, Full Action
Set-Up Effect: The user moves underwater and their turn ends. The user must be in water at least 10 meters deep to use Dive. While underwater, the user may not be targeted by Moves.
Resolution Effect: The user may shift horizontally using their underwater speed, and then may shift straight up until reaching a target. The user then attacks with Dive, creating a Burst 1.
Contest Type: Beauty
Contest Effect: Special Attention
Special: Swim +3

Move: Hydro Cannon
Type: Water
Frequency: Daily x2
AC: 4
Damage Base 15: 4d10+20 / 45
Class: Special
Range: Line 9, Smite, Exhaust
Effect: None
Contest Type: Beauty
Contest Effect: Seen Nothing Yet

Move: Hydro Pump
Type: Water
Frequency: Scene x2
AC: 4
Damage Base 11: 3d10+10 / 27
Class: Special
Range: 6, 1 Target, Push
Effect: The target is pushed away from the user 3 meters.
Contest Type: Beauty
Contest Effect: Exhausting Act

Move: Muddy Water
Type: Water
Frequency: EOT
AC: 5
Damage Base 9: 2d10+10 / 21
Class: Special
Range: Close Blast 2
Effect: As a Shift Action, the user may Move to any open square in Muddy Water's area of effect without provoking any Attacks of Opportunity. On 16+, the Accuracy of all targets is lowered by 1.
Contest Type: Tough
Contest Effect: Desperation

Move: Octazooka
Type: Water
Frequency: At-Will
AC: 3
Damage Base 7: 2d6+10 / 17
Class: Special
Range: 6, 1 Target
Effect: On an Even-Numbered Roll, the target's Accuracy is Lowered by 1.
Contest Type: Tough
Contest Effect: Incentives

Move: Origin Pulse
Type: Water
Frequency: Scene x2
AC: 5
Damage Base 12: 3d12+10 / 30
Class: Special
Range: Close Blast 3, Smite
Effect: None
Contest Type: Beauty
Contest Effect: Desperation

Move: Rain Dance
Type: Water
Frequency: Daily x2
AC: None
Class: Status
Range: Field, Weather
Effect: The weather becomes Rainy for 5 rounds. While Rainy, Water-Type Attacks gain a +5 bonus to Damage Rolls, and Fire-Type Attacks suffer a -5 Damage penalty.
Contest Type: Tough
Contest Effect: Sabotage

Move: Razor Shell
Type: Water
Frequency: EOT
AC: 3
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target, Dash
Effect: Razor Shell lowers the Target's Defense 1 Combat Stage on an Even-Numbered Roll.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Scald
Type: Water
Frequency: Scene x2
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Special
Range: 5, 1 Target
Effect: Scald Burns the target on 15+.
Contest Type: Smart
Contest Effect: Steady Performance

Move: Soak
Type: Water
Frequency: Daily
AC: 2
Class: Status
Range: 5, 1 Target
Effect: The target gains the Water Type in addition to its other Types for 5 turns.
Contest Type: Beauty
Contest Effect: Safe Option

Move: Surf
Type: Water
Frequency: EOT
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Special
Range: Line 6
Effect: As a Shift Action, the user may Move to any open square in Surf's area of effect without provoking any Attacks of Opportunity.
Contest Type: Beauty
Contest Effect: Exhausting Act

Move: Water Gun
Type: Water
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Special
Range: 4, 1 Target
Effect: None
Contest Type: Cute
Contest Effect: Steady Performance
Special: Grants Fountain

Move: Water Pledge
Type: Water
Frequency: Scene x2
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Special
Range: 6, 1 Target, Pledge
Effect: If an ally uses Fire Pledge or Grass Pledge, you may use Water Pledge as Priority (Advanced) immediately after their turn to target the same foe. If used in conjunction with Fire Pledge, a Rainbow is created that lasts for 5 rounds. If used in conjunction with Grass Pledge, the target and all foes adjacent to the target are slowed and have their Speed reduced by 2 Combat Stages. Consult the Pledge keyword for additional details.
Contest Type: Beauty
Contest Effect: Safe Option

Move: Water Pulse
Type: Water
Frequency: At-Will
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Special
Range: 8, 1 Target, Aura
Effect: Water Pulse Confuses the target on 17+.
Contest Type: Beauty
Contest Effect: Exhausting Act

Move: Water Shuriken
Type: Water
Frequency: EOT
AC: 2
Damage Base 2: 1d6+3 / 7
Class: Physical
Range: 6, 1 Target, Five Strike, Priority
Effect: None
Contest Type: Cool
Contest Effect: Reliable

Move: Water Sport
Type: Water
Frequency: EOT
AC: None
Class: Status
Range: Burst 2, Coat
Effect: All targets in the burst, including the user, gain a Coat which grants them 1 Step of Resistance to Fire Type Moves. After a target has been hit by a damaging Fire Type Move, the coat is removed.
Contest Type: Cute
Contest Effect: Sabotage
Special: Grants Fountain

Move: Water Spout
Type: Water
Frequency: Daily
AC: 4
Damage Base 15: 4d10+20 / 45
Class: Special
Range: Burst 1*
Effect: For each 10% of HP the user is missing, Water Spout's Damage Base is reduced by 1. Water Spout creates a 1 meter burst, but also affects an area 10 meters tall straight up.
Contest Type: Beauty
Contest Effect: Seen Nothing Yet

Move: Waterfall
Type: Water
Frequency: EOT
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target
Effect: Waterfall Flinches the target on 17+.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Whirlpool
Type: Water
Frequency: Scene x2
AC: 4
Damage Base 4: 1d8+6 / 11
Class: Special
Range: 3, 1 Target
Effect: The target is put in a Vortex.
Contest Type: Beauty
Contest Effect: Safe Option

Move: Withdraw
Type: Water
Frequency: At-Will
AC: None
Class: Status
Range: Self
Effect: The user becomes Withdrawn. While Withdrawn, the user becomes immune to Critical Hits and gain 15 Damage Reduction. However, while Withdrawn, the user cannot Shift, and may only use self-targeting Moves. The user may stop being Withdrawn as a Shift Action.
Contest Type: Cute
Contest Effect: Sabotage

GLOSSARY OF TERMS

Accuracy Check: This is the base value that must be rolled on a d20 to hit with a Move. Evasion is added to this value to determine the value that needs to be rolled to hit a foe.

Accuracy Roll: A d20 roll made to use an attack or Move against a foe.

Adjacent: Two users that are next to each other, or within 1 meter in game terms, are said to be adjacent to each other. If the effect specifies **Cardinally Adjacent** this excludes targets that are next to the user diagonally.

Ally: Pokémon and Trainers that are on your side, of course. Notably “Allies” does not include yourself.

Area of Effect: Area of Effect refers to all squares affected by a particular Move or Feature; often refers to Bursts, Blasts, Lines, or Cones. Area of Effect attacks always use one accuracy and damage roll that is applied to all targets.

Capability: Capabilities merely represent what characters “can do” in various fields. Ranges from very “Basic Capabilities” which include lifting strength and Movement, to Special Capabilities.

Combat Stages: Combat Stages are incremental adjustments to a Pokémon or Trainer’s Stats ranging from -6 to +6 Stages. Each Stage applies a different multiplier to the affected stat. Accuracy and Evasion have changes like Combat Stages but are flat bonuses and penalties ranging from -6 to +6 rather than being associated with multipliers. Often abbreviated as CS in many Moves and Abilities. See page 235 for more information.

Direct Damage: Damage dealt by Physical or Special Moves, as opposed to loss of life caused by effects such as poison or hail.

Effect Range: Refers to the likelihood of activation of effects that occur dependent on accuracy roll. For example, Ember has an Effect Range of 18-20. If an Effect increases this Effect Range by +2, it would then be 16-20.

EOT: A Frequency stands for “Every Other Turn”. So if you did it last round, you can’t do it this round!

Hit Points: A value derived from Hit Points that represents a character’s health and stamina. Damage and Hit Point Loss detracts from Hit Points.

HP: A Combat Stat from which your Hit Points are derived.

Initiative: Initiative refers to both the general order in which characters act in combat, and the actual number which a Pokémon or Trainer uses to act. Usually, a character’s “Initiative” is simply equal to their Speed Stat, and characters then act from highest initiative to lowest. Certain effects, such as the Move Tailwind, may alter Initiative for a character without altering the Speed Stat itself.

Opposed Skill Check: An Opposed Skill Check is a Type of Skill Check in which two participants roll; first the participant that started the check, or the “Initiator”, and then the participant being acted upon – or the “Defender”. Most often, the Defender’s Skill Roll serves as the DC for the Initiator’s Skill Check. An example of an Opposed Skill Check is the Grappling Mechanic.

Scene: A unit of narrative time that is used as a Frequency. Any time there’s a timeskip for traveling, the PCs enter or leave a major location such as a town, or the characters catch a breather after a big event like a major battle, it’s a change in Scene.

Tick of Hit Points: 1/10th of your Maximum Hit Points. Tick Value refers to this value.

One Full Round: From the current Initiative Count to the end of the same Initiative Count during the next round.



CHAPTER 11: RUNNING THE GAME

GETTING STARTED

Fleshing out a world to play Pokémon Tabletop United can be trickier than it seems. It's our philosophy that we should share our opinions and experiences with various types of options rather than prescribe a specific form of setting, so instead of telling you how it's all gonna go down, we've readied a list of questions for you to think about when designing your setting. Thinking about the answers to all of these questions should give you a very firm grasp about your setting, and clarifying these questions early with your players makes sure both you and your players have the same sort of expectations about the campaign. So here we go!

CAMPAIGN TYPE?

What's the emphasis of the campaign? Is it a standard "To be a Master" campaign where the party travels from town to town, collecting badges? Are you going to be fighting villainous teams? Is the campaign set in a non-standard setting? Make sure to be very clear about this with your players! Don't be afraid to do something a bit whacky. Here's a small sample of some of the campaign premises for PTA and PTU we've witnessed over the past few years:

- » **Wild West Mons:** a campaign following a group of travelers as they leave from Missouri and head out into the wild wild west.
- » **Turf Wars:** set in a post-apocalyptic region, a group of Pokémon Trainers fights against gangs for dominance of a ruined city.
- » **Trainer Academy:** Set in a high school for Trainers,

this campaign detailed their adventures as they explored the school and battled a villainous team.

- » **Rocket Game:** In this game the PCs WERE the villainous team! As members of Team Rocket, they had to work together to pull off increasingly dangerous and ridiculous crimes.
- » **Pokétrian Odyssey:** Inspired by the Etrian Odyssey games, a Guild of Trainers explores various dungeons and natural locations while battling powerful corrupted Pokémon and attempting to find the source of an ancient evil.
- » **Monster Hunters:** Inspired by the Monster Hunter games, trainers would team up to take out giant monsters that became threats throughout a region.

As you can see, taking pretty much any other premise and adding Pokémon seems to be one approach. Don't be afraid to try silly things, especially if you're getting tired of "vanilla" games!

IS THERE A POKÉMON LEAGUE?

If so, what's the role of the Pokémon League in your setting? Is it at all related to the government, or completely separate? What are the duties of Gym Leaders in your setting? How are the League and championship structured? Are there "Elite Four" or similar groups? What's their role? What about advanced content; Frontier Brains or similar? If there ISN'T a Pokémon League, is there another activity that serves to give players milestones? Trainer Academy had class exams; Pokétrian gave milestones for defeating bosses. Whatever your setting, it's good to have goals that can be met and rewarded appropriately periodically.

WHAT'S THE TECHNOLOGY LEVEL?

What are the implications of this? What items are and aren't readily available? If modern technology isn't available, are Poké Balls available somehow? Are only Apricorn Balls Available? Are no balls available? How are you going to handle TMs? What about Move Tutors and other NPC services?

COMBAT EMPHASIS?

Is "Trainer Combat" a big part of your campaign; or does it focus on Pokémon-only Combat? Both? How readily available are weapons? Will carrying a sword down the street quickly get law enforcement called, or does no one bat an eye at teenagers carrying guns and swords?

SUPERNATURAL PHENOMENA?

Are Trainers with supernatural powers common? Are Legendary Pokémon merely rare species, or are they actual divinity? Will magic and powerful artifacts feature in the campaign, or are Pokémon the extent of the fantastical elements? You may make decisions about what Trainer Classes you'll allow based on your answer to this question and the previous one.

OPTIONAL RULES?

Are you going to employ any optional rules in your campaign? Make sure to clarify this one with players from the start.

Be sure to check out the extra sourcebooks packaged with this book if you're looking for inspiration to run non-traditional Pokémon campaigns or if you want to add some exotic elements to spice up your campaign!

CONSTRUCTING A POKÉMON LEAGUE

Most traditional Pokémon campaigns will feature a Pokémon League. So you might be asking yourself how you should put together your Pokémon League so it makes sense. Well, look no further! Here's a basic outline for a League structure that's suitable for most campaigns and gives you room to customize as well.

First of all, the Pokémon League usually governs all Pokémon Trainers in a region, including issuing Trainer IDs and tracking the registration of all caught Pokémon. The League often sponsors the Pokémon Professors who provide new Trainers with Starter Pokémon and set rules and regulations such as how many Pokémon a Trainer may carry with them at once.

Leagues are different from Region to Region in a lot of ways, but one thing most of them have in common is the League is an extension of the local law enforcement as well as an entertainment venue. Given the surplus of Teams and criminal organizations in the world of Pokémon, vigilantism is to some degree actively encouraged in certain settings. The League Officials

both take part in this, and testing the region's trainers better equips them to understand their own limits and handling these situations as well. Based on how serious this side of matters are, some Leagues encourage Trainer Combat more than traditional sports based ones do. League Officials can be broken down into three groups: Gym Leaders, The Elite Four, and Frontier Brains.

Gym Leaders are locally elected officials by each township or city to represent the spirit of the town, and help curb local crime. While not always Type based, the geographical and cultural ties of a town often lead them to be. Gym Leaders are also able to enlist Gym Trainers to serve as both aids for testing wandering Trainers, and as Deputies to their local jurisdiction. While not necessarily under the command of an Elite Four member, they typically do answer to one for relations with nearby townships as well.

The Elite Four are individuals chosen by the League as a whole, and assigned sections of the Region to oversee on a broader scale than a Gym Leader does. These

individuals are the cream of the crop and hold a little more political influence than Gym Leaders do. They are usually household names and recognized as both highly skilled Trainers, and great assets in a Region's security. They don't have an exact equivalent of a Gym Trainer, but can deputize Trainers to assist them in crisis situations.

Battle frontiers are areas in a region where Trainers who have conquered the League Challenge go for an additional challenge. They can be independently run and may be sponsored by large corporations or created by individual entrepreneurs. The Frontier Brains who run such areas often come from the more business side of things. They are chosen by powerful corporations in the Region to both assist in a manner similar to the Elite Four, and lobby on behalf of their corporations. While they are not as directly tied to the political side of things, money does talk and the corporations behind them do have their own interests.

A Trainer aspiring to gain one of these titles has some steep competition. Normally a Gym Trainer is going to be a native of their township, or a person of great influence who lives there. And while they are elected officials it's not uncommon for a Gym Leader who has had a long tenure to endorse one of their Gym Trainers, which will almost shoo them into the position. The best route for someone to become a Gym Leader is to gain notoriety in a local populace, or tutor with a Gym Leader and prove themselves that way.

Winning the title of Elite Four or Frontier Brain is a bit trickier. These individuals more often than not are former Champions of the League, heroes, or former Gym Leaders whose fame extended beyond their home towns. Becoming a candidate for such a position not only requires raw skill, but knowing the right people, and doing something for the betterment of the whole Region and being recognized for it.



RUNNING LEAGUE MATCHES

Part of creating your Pokémon League is deciding how challenges are conducted. In a traditional format, Gym Battles and other League challenges are one on one affairs with set numbers of Pokémon on each side.

Depending on the format of your campaign and how you tend to run sessions, this may or may not work. If you have plenty of time to schedule one on one meetings with players to play out League challenges, then by all means keep the traditional format.

However, if you can only get together with your players as a whole group, then conducting one on one Gym Battles might be a bad idea. Battles can become lengthy in PTU, and that means most of your players will spend a lot of time doing a whole lot of nothing unless you can manage to run multiple battles at once (we don't particularly recommend this!).

What might be a better idea in this case is to make a group format for League challenges. Even simply allowing two on two Gym Battles can cut time spent waiting on others to battle in half. You may decide that Trainers create formalized teams or guilds in your setting to challenge the Pokémon League, having Gym Battles pit all of the PCs against the Gym Leader at once. Of course, you'll want to hand-wave the usual limits on how many Pokémon turns a Gym Leader has each round for the purposes of such battles or at least give them Gym Trainers to battle at their side.

While in the video games you often must battle through many Gym Trainers to get to the Gym Leader, this typically isn't a great idea in a tabletop campaign. It can easily become dull and time-consuming. Rather, you should work to make your Gym Battles unique and fun.

Incorporating terrain elements and other environmental factors, creating puzzles to solve as part of the challenge, and using non-traditional victory conditions such as race battles, capture competitions, and fusion Contest-Battles are all ways you can spice up your gyms. If you absolutely need to have the players do something before a Gym Battle, send them on interesting quests rather than running them through a gauntlet of Gym Trainers.

On a final note, don't run a Gym Battle with too many Pokémon. Letting PCs use 3 each is more than enough.

LEAGUE LEGALITY

For formal matches at Gym Battles and Tournaments, or even between trainers, walking straight up to your opponent's Pokémon and personally giving them a swift kick is usually frowned upon quite severely.

But many Features in PTU affect Pokémon, so how are you to know if these Features should be okay to use during such League functions? Well, the League Legality (leaguality?) of some Features may be hard to grasp, so here are some rules of thumb!

- » If the Feature is a static or permanent change upon a Pokémon, such as Ace Trainer or Stat Trainer's Stat boosting features, or an Athlete's Coaching Feature, then they are definitely legal in all scenarios.
- » All Features with the [Orders] Tag are League legal, unless specifically noted otherwise.
- » If Feature is a Move, then it's likely not league-legal. Leagual. Musicians could not use Screech or Sing on an opponent's Pokémon, for example. You can't even Leer with Intimidating Presence.
- » Same goes for Abilities – using Intimidate on an opponent's Pokémon is a no-no in a League match.
- » If a Feature basically represents training or encouragement rather than direct intervention from the trainer (such as Ace Trainer, Cheerleader's Gleeful Interference, or Athlete's Coaching), they should probably be okay to use.
- » If the Feature comes from a supernatural source, such as Warper's re-rolls, or Channeler's ... channeling, then these are not League Legal unless your league is very open to such things. Other features like Rune Master's Words of Power, while supernaturally aided, represent training rather than direct intervention and thus can still be legal.

These are only guidelines, of course. In some campaigns, you may decide that Trainer Combat is allowed or even required for certain Gym Battles or Tournaments. If this is the case, you should probably discuss this with your players so they can build their characters with this quirk of the League in mind.

ALTERNATIVES TO A POKÉMON LEAGUE

Maybe you want to run a Pokémon Tabletop United campaign in an unconventional setting, but your players are accustomed to the Gym Challenge format of the Pokémon franchise. A compromise is possible! It's fairly easy and probably a good idea to apply the basic structure of a Pokémon League to other concepts.

What are the basic elements of the Pokémon League structure? There is a series of challenges, usually each based around a theme, with incremental difficulty and a need to travel between challenges. Iconic personalities represent each challenge. Winning each challenge adds to a Trainer's renown and credibility, and they often need to win a set number of them in order to qualify for a greater challenge or privilege. This is generic enough to allow a great deal of flexibility.

Here are some examples to get you started:

Pokémafia: A campaign based around criminal gangs may be based in a single city, which makes adapting a Gym Challenge format more difficult, but it certainly isn't impossible. Separate rival gangs can be located in particular districts of the city and each given a theme, such as a Type, other means of choosing Pokémon, or a particular battling strategy. Obviously, each gang is headed by a Don who plays a similar role to a Gym Leader when confronted. As the PCs raid rival gang hideouts and gain control over the city, their renown will grow much like gaining Gym Badges. Eventually, they may qualify for a trial of sorts from their higher-ups in their criminal hierarchy in order to take control over the operations in the city, similar to a Pokémon League Challenge.

Alternatively, in a campaign in which the PCs play criminals in a world in which a Pokémon League exists, the iconic Gyms may still exist, but the manner in which the PCs challenge them is different. For example, assassinating Gym Leaders or subverting Gyms from within to take control of them for their criminal organization.

Trainer Academy: Rather than pursue Gym Challenges, the students at a Trainer Academy take regular exams which are designed to test their mastery of particular Types, Stats, or other battling concepts. Each exam is administered by a different Teacher, each with their own style like a Gym Leader would have. Of course, the consequences for failure are a bit more dire than simply failing to qualify for an annual tournament - fail too many exams, and you get kicked out of school! Passing exams with exemplary marks, however, earns you more privileges as a student, such as the right to explore special areas populated with rare wild Pokémon.

Poképirates: The sea can be a crowded place despite its vastness. Taking down other famous pirates, or perhaps the naval commanders and authorities of nearby countries, can help a fledgling pirate crew gain fame and treasure. The captain of a pirate ship or fleet takes the place of a Gym Leader.

Pokéfantasy: A series of large dungeons in the style of The Legend of Zelda can substitute for Gym Challenges. The opportunities for earning treasure and fame are obvious. When using this structure, you may choose to forgo using Trainers who play an analogous role to Gym Leaders. Instead, you may create special boss encounter Pokémon as the monsters at the end of each dungeon with unique powers and quirks. This is a great opportunity to introduce Type Shifted Pokémon, Giant Pokémon, and other variations.

World War Pokémon: As the war advances, the PCs are sent to lead attacks on various enemy cities or to defend allied cities. It's a good idea in this case to put the PCs in charge of attacks on major locations in a city, such as a valuable factory or a military headquarters. Enemy Generals and Commanders take the place of Gym Leaders. Rather than earn Gym Badges, the PCs gain promotions and earn additional privileges within the military hierarchy based on their rank.

COMMON REGION LOCALES

Throughout the six generations of Pokémon games that have been released thus far, a number of similar locations have become recurring fixtures in the franchise. If you're a long-time fan of Pokémon, you're probably already familiar with most of these. However, if you're new to Pokémon or simply want to make sure you cover all your bases with traditional Pokémon region features, this list may help you out!

Research Labs: With so much of the world focused on Pokémon, it's no surprise that institutions for studying Pokémon are commonplace. These are also often where new Trainers begin their journey, receiving their first Pokémon and a Pokédex. Of course, each major Pokémon Professor in the franchise has their own lab.

Safari Zones: While the most common way to acquire new Pokémon is to catch them out on routes or other places in the wilderness, many Pokémon regions have special parks called Safari Zones where rare species are raised in a controlled environment for Trainers to catch. These Safari Zones are usually organized into biomes containing varied species. Also common to Safari Zones is that battling the wild Pokémon is not allowed. Special Poké Balls are provided for capturing the Pokémon within or Trainers are expected to befriend the Pokémon they want. Aside from the Safari Zones in Kanto, Johto, and Hoenn, the Great Marsh in Sinnoh and the Friend Safaris in Kalos are also prominent examples.

Pokémon Graveyards: Unfortunately, not everyone survives a Pokémon adventure. Many regions feature large memorials or graveyards where Trainers honor their fallen companions. Oftentimes, these are also locations where Ghost Type Pokémon tend to gather, and they may even be the only place where Ghost Types are found in abundance. Examples include the Pokémon Tower, Mt. Pyre, and the Celestial Tower.

Ancient Ruins: The mysterious remnants of past civilizations also tend to play a large role in the Pokémon Universe. Many Legendary Pokémon have associations with such places or legends of the past, and they often make their home there. Ancient ruins can also be sources of mystical power and places to find unique artifacts or rare Pokémon. Getting to the ruins is often a challenge in itself, as they may be located in hard to reach places such as the ocean floor. The Ruins of Alph and the Abyssal Ruins are examples of ancient ruins.

Shopping Megacenters: While shops are spread throughout a region, many regions have one particular city with a very large shopping complex that offers many goods that aren't available anywhere else. While there's nothing distinctively Pokémon about such places, they can provide something for players to look forward to after a long journey. Celadon City, Goldenrod City, and Lumiose City are all good examples.

Entertainment Cities: Not every major city is known primarily for its Pokémon Gym. Many cities are primarily known for alternate activities such as Pokémon Contests or creating Pokémon movies. Game Corners where Trainers can gamble to earn prizes such as TMs or rare Pokémon also fall into this category. It's a good idea to include cities of this nature in a region to give the players a break from the standard pattern of Gym Challenges. Virbank City and Hearthome City are well-known examples, being associated with Pokéstar Studios and the Super Contest Hall respectively.

Shrines: While religion isn't often directly addressed in the Pokémon franchise, there is often a culture of reverence for Legendary Pokémon that is represented by shrines dedicated to them. Sometimes these are also ancient ruins, but not always. Shrines provide a vessel for conveying the lore and mythology of a setting and are also handy places where a GM can create a trial for the PCs outside of Gym Challenges. The most famous example is probably the pair of Towers in Ecruteak City.

Fossil Quarries: There are often special caves and other locations in a Pokémon region where the fossils of ancient Pokémon are found. Some of these locations may also contain other rare items such as Type Plates. It's definitely a good idea to include these in a region, as they're great ways to reward exploration. Mt. Moon and the Sinnoh Underground are both examples of places where fossils can be found.

Villain Hideouts: Every criminal team needs a secret hideout! That's just how it works; don't question it. These make for fantastic 'dungeons' to send a group of PCs through, and a raid on a hideout is often the culmination of a long struggle against a criminal team. Team Rocket had hideouts under both the herb shop in Mahogany Town and the Game Corner in Celadon City. Team Magma, on the other hand, preferred to use a cave hidden in the side of Mt. Chimney.

POPULATING YOUR WORLD WITH POKÉMON

So you've created the basics of your campaign setting. You've drawn sweeping mountain ranges and scribbled winding rivers over your map. Labeled black dots mark your towns, and you've even penciled in a few thoughts about each of them in a notepad somewhere.

What next? Well, you have to fill the world with Pokémon for your players to catch and battle, of course!

When doing so, you'll want to keep in mind two main goals, though which one you prioritize is up to you. The first principle is Fun Game Progression – making sure it's enjoyable to journey through your world and the progression of Pokémon encountered from early in the campaign to later on is satisfying to the players. The second is Sensible Ecosystems – that is, making sure the habitats and environments make up a believable world.

FUN GAME PROGRESSION

There's an obvious trend in Pokémon games regarding how the populations of the various routes, forests and caves change as you go through the game – the weaker, more vanilla Pokémon appear in earlier routes, and the more powerful and advanced Pokémon only show up after a good deal of adventuring.

In general, this is a good macro-level principle to hold to when designing your world. It is good for guiding where you place Pokémon on a large scale and in the big picture. If the cave off to the side from your first route has Larvitars, Bagons and Gibles, there's not much to look forward to when exploring more exotic locales.

One easy way to do this is to follow the examples of the video games. Many starting GMs, and those who have players with a particular hankering for nostalgia and

playing through the regions they know and love, may choose to set their campaign in a canonical Pokémon region such as Kanto or Sinnoh.

With this in mind, an easy starting point for designing habitats is to take the Pokémon encounter lists for each route or area for these regions and simply modify and add to them to suit your campaign. Of course, this may not always work. Players may find it unsatisfying or dull to face predictable encounters wherever they go. Or perhaps your campaign starts in Blackthorn City, and you don't want your players nabbing Dratinis and Skarmories as their first captures. Either way, it can be a very good idea to deliberately change the possible encounters per area – and you can even tie this into a plot hook explaining why the environments have changed.



What if you have a custom region, as many GMs of the system will? Well, luckily for you, the Pokédex within each generation of Pokémon is still arranged roughly in order from common to rare, discounting the starter Pokémon.

You can be pretty assured that picking mostly Pokémon from early on in any region's Pokédex for the early game and dipping into the Pokémon near the end of the Pokédex more and more often as the game goes on will result in a satisfying distribution of Pokémon for your players.

As a thematic measure, you may also wish to group together Pokémon from the same region. One forest early on has Hoothoots, Spinaraks, Hoppips, etc. A later cave is populated with Machokes, Gravelers, Onixes, etc. This works especially well if you have multiple defined regions in your campaign world or a set of islands or other clear delineations between areas. You do not have to follow this guideline, however, and it is probably easier and more interesting to mix and match Pokémon as you choose in any given area.

SENSIBLE ECOSYSTEMS

Following the games just isn't enough for some GMs and players though. They want their world to make sense under scrutiny, for every chosen species to have its spot in its ecosystem. Or maybe the players just really like using Google in-character to figure out where Pokémon live, or they enjoy studying the interactions within ecosystems wherever they go.

This is when you'll want to give a sense of verisimilitude, making a setting and world feel real even if everyone knows it's being tailored for a game. Where you can apply this idea best is when designing individual habitats and the Pokémon within them on a smaller scale.

Of course, making a sensible ecosystem applies on a large scale as well. You don't put water types in the middle of a desert, and you don't populate a dark cave with grass types who need sunlight to survive. But when you get to individual habitats is where it can really help to think about what makes sense in an ecosystem and how they function.

What if your world is more open? There's not always a clear path your players will take from one gym to the next as they travel. Well, all this means is you should keep the easily accessible parts of your campaign relatively equal in interesting Pokémon populations. This means the well-traveled routes between towns, or the lakes and forests that are in easy reach. Perhaps each has their population of relatively common Pokémon along with a smattering of more rare species.

Save the pseudo-legendaries like Dratini and Beldum for the out of the way, difficult to reach places. In a cave system accessible only by diving underwater in a treacherous sea, for example. Or near the peaks in a mountain range filled with odd electromagnetic activity. This will ensure your players have a reason to seek out exotic locales while not being bored, no matter where they travel. Don't be afraid to fudge things a little if your priority is ensuring satisfying game progression – you want to drop Scythers in a mid-game scenario but aren't sure whether your players will go to one town or the other first? Save them for whichever path they come to later on, and populate the first path with common bugs.

First, think about the energy pyramid in an ecosystem. No, you don't have to get into any advanced biology to do this. Just think generally about food sources and food chains here. Keep in mind that producers, that is, plant-life (or photosynthetic grass Pokémon perhaps!) are the most populous denizens of an environment, and the higher up you go on the food chain, the rarer a species becomes. The Sewaddles which feed off of leaves in the forest will be much more numerous than the Pidgeys eating them which are in turn less common than higher level predators such as Sevipers. This, luckily, works out pretty well when it comes to meshing with satisfying game progression, since most of the rare Pokémon tend to be powerful predators.

Secondly, you will also want to consider niches and competition in an ecosystem, though this is one level of detail that you may wish to ignore to save headaches and maximize fun. However, here is an example. In a dark forest, a Pokémon such as Murkrow may be a much more efficient predator due to its ability to blend

in with its surroundings, compared to Pokémon in the Spearow line. If both exist in one ecosystem, it's likely the Murkrow will out-compete the Spearows and the latter will go extinct. The opposite may be true in the case of a more open plains where the Spearows' coloration helps them blend into the tall grass when they aren't flying. Of course, another possible result of this is, of course, adaptation. Species in a particular area may adopt traits that help them compete against and survive against otherwise better prepared species.

Cast's Note: Essentially what I'm saying here is – Type-shifts, different Ability options, changed Move lists, different Skill or Capability allocations. There's a lot you can do here to represent these adaptations, though you should use this option sparingly. The Spearow population in the aforementioned example may have higher Stealth ranks, a dark coloration, or Moves that let them compete with Murkrow better.

Finally, many Pokémon have very weird diets and other living requirements. Magnemites, Voltorbs, and the like are probably mostly found in industrial areas, where there's enough electrical machinery from human civilization to sustain their populations. And if you're running a historical campaign set before the invention of electric-powered technology, don't be afraid to say some species simply don't exist if they wouldn't make sense. Looking at you, Porygon and Rotom.

You'll want to keep these needs and preferences in mind across all sorts of different species. Ghosts, while they do not strictly require run-down habitats, may be much more comfortable living in abandoned homes and similar places rather than shiny, clean, urban environments. Perhaps they feed off the emotional energy of sites of tragedy. Dragons, even if they have easy to meet biological requirements, may have been hunted to near extinction in the past due to their value. As such, you may only find them nowadays in out of the way caves and mountains.

It may simply be that you need to introduce quirky locations just to facilitate the existence of certain Pokémon species, such as the Ruins of Alph for Unown. You may add an ancient temple floating above a desert to your world to hold Yamask and Sigilyph populations, or you decide ghosts in general are rare enough that you need to introduce a Pokémon Tower or Mt. Pyre counterpart to specially house them. A Safari Zone where rare Pokémon species are bred for trainers to capture is another easy way to solve the problem of exotic species for which you can't find a proper home.

No one can tell you the one right way to handle how you populate your Pokémon world, but if you keep in mind these two goals and maintain balance with what your players want and expect, you'll come out of the worldbuilding process with a set of ecosystems that will keep everyone happy.



POKÉMON BEHAVIOR AND INTELLIGENCE

This has been alluded to before, but another crucial aspect of your campaign that you will need to decide is how animalistic or human-like your Pokémon act.

Do you want to replicate the feeling of the anime where Pokémon generally understand human languages, know what a Poké Ball is and even how to operate it or trick it, and act with pretty much the personality of a person aside from their quirk of repeating their names? Can Pokémon form small gangs like the Squirtle Squad with human-like characteristics or even learn to talk like Meowth? Do Pokémon generally want to be captured and desire a formidable Trainer to call their partner?

Or do you prefer to portray Pokémon as feral animals which need to be tamed and may initially react to Poké Balls and capture with extreme fear and confusion? Is Pokémon training a necessity for survival in a dangerous world rather than a popular sport and pastime?

It's important to discuss your intentions on this subject with your players so there's no confusion once the game starts. You wouldn't want to create a harsh world of feral Pokémon and be met with PCs who immediately try to pet and talk to the local wildlife, nor would you want to create a lighthearted Pokémon setting to find that a player has made a character who treats all Pokémon as inherently dangerous and potential threats to his life.

On a mechanical level, you'll need to decide whether or not Pokémon need social and knowledge skills added to their normal stats. Chapter 5: Pokémon provides some guidelines for creating Skillsets for Pokémon (page 201).

Regardless of your answer here, you should consider Pokémon hierarchies and social organization. Very few Pokémon live in complete isolation. Bug Types have hive structures, many feline and canine Pokémon have packs, Flying Types have flocks, and Water Types may live in large schools of fish. These should factor into encounters you create, as some sort of leader will usually be present in a group of Pokémon.

Further, understand that 'intelligence' is itself a vague term that encompasses plenty of different meanings. Pokémon are unlikely to be well-read or book smart the same way a human might be, though some Psychic types like Alakazam may take an interest in reading. However, a Pokémon like Bellosom might tell time by the position

of the sun and read plant growth patterns to determine soil quality, but not understand how telephones work.

When deciding how intelligent Pokémon are, both in general, and in relation to each other, it's most important to think about types of intelligence rather than trying to make intelligence into a single sliding scale. As a baseline, however, Pokémon should be smart enough to understand basic commands; otherwise Pokémon battling wouldn't get very far.

Take, for example, memory. Some Pokémon may have a hard time being taught complex tasks, such as Combee, but their memory is excellent and perhaps rivals that of humans when it comes to creating a cognitive map and memorizing the layout of a field and where good spots for flowers and other valuables are.

Tool use and social intelligence are other categories to consider. We often associate tool use and the ability to adapt to human language and communication, such as sign language, as signs of intelligence in animals, but some Pokémon species may have highly developed social intelligence and social hierarchies but simply be incompatible with human attempts at complex communication. Birds are one place where the common wisdom says they aren't particularly intelligent, but many birds are able to make use of tools and can learn over time how to more efficiently take advantage of human creations.

In general, assume that a Pokémon is at least as intelligent as it needs to be to survive in its natural habitat. Predator species can tell the difference between Rattata and Nidoran, to avoid getting poisoned by the latter. Canine Pokémon employ pack tactics when hunting, feline Pokémon know how to ambush and hide, bird Pokémon can read air currents, and so on. A Caterpie knows how to eat, how to spin silk, and how to escape predators – anything beyond that is likely to be beyond them unless you're treating Pokémon as a whole as particularly human-like.

Once a Pokémon is captured, it's almost certainly going to get smarter. In the real world, there's a difference between a smart dog and a smart service dog, and that sort of difference can carry over into Pokémon. Exposure to novel situations and a close bond with a trainer can bring out more apparent intelligence from

an individual Pokemon as that Pokemon learns. Even taking an animalistic interpretation of Pokémon into account, the majority of Pokemon can reach a childlike level of intelligence after working with a Trainer, and that's a comfortable place to stop. After being caught, that Caterpie may understand what Poké Balls are for, but not how they work or how to use them.

Some GMs may decide that special exceptions exist for Pokemon with the Telepath, Aura Reader, or Aura Pulse capabilities. These Pokemon are often comparable to humans in how much they understand when it comes to communication, as being able to read thoughts removes any language barrier in place. However, low stage Pokemon may still be limited by juvenile perspectives or a lack of education. Like humans, even these relatively smart Pokemon need experiences and instruction to show off true intelligence.

For most campaigns, an easy guideline to keep in mind is that most Pokemon can be smart, but they shouldn't be so smart that they make the Trainer character obsolete. It's perfectly acceptable to have a Pokemon realize that fire and smoke are bad and to drag an unconscious

trainer out of their house before it burns down. It's less acceptable to have the same Pokemon realize there's a fire extinguisher under the sink and to put out the flames before calling 911 themselves. Coco the Primeape may know sign language, but she doesn't know how to hold down a job. Otherwise, you may run into issues with players feeling uncomfortable with catching Pokémon that are so human-like or having trouble keeping track of so many NPCs with complex personalities. That isn't to say you can't run a campaign with more human-like Pokémon, but you should be aware of the issues and level of work before doing so. Very human-like Pokémon, such as Meowth in the anime, can be a fun and refreshing addition to a campaign.

On a related note, another source of potential awkwardness is Water-Type Pokémon in general. In Pokémon media, aquatic Pokémon are often seen functioning just fine out of water, either by flopping about or floating. It's up to you whether to follow this example or subvert it by restricting fish to the water. We don't take a stance in the system, but you should make sure your players know yours!



POKÉMON HABITAT LIST

This list is simply a compilation of the information in the Pokédex PDF on which Pokémon live in which habitats. If you're stumped on what species to populate a route or section of your world with, this makes for a handy reference. Feel free to deviate from this list, however, if you have other ideas for where Pokémon might make their homes in your setting. For example, you might have a mountain-dwelling version of Spinark and Ariados.

ARCTIC

Spheal
Sealeo
Walrein
Cloyster
Seel
Dewgong
Lapras
Bergmite
Avalugg

BEACH

Squirtle
Wartortle
Blastoise
Totodile
Croconaw
Feraligatr
Piplup
Prinplup
Empoleon
Oshawott
Dewott
Samurott
Sandile
Krookodile
Nosepass
Slowpoke
Slowbro
Slowking
Wingull
Pelipper
Krabby
Klinger
Crawdaunt
Shellos
Gastrodon
Binacle
Barbaracle

CAVE

Charmander
Charmeleon
Charizard
Cyndaquil
Quilava
Typhlosion
Chimchar
Monferno
Infernape
Pignite
Emboar
Zubat
Golbat
Crobat
Cleffa
Clefairy
Clefable
Igglybuff
Jigglypuff
Wigglytuff
Whismur
Loudred
Exploud
Weepinbell
Victreebel
Shinx
Luxio
Luxray
Tynamo
Eelektrik
Eelektross
Magby
Magmar
Magmortar
Vanillite
Vanillish
Vanilluxe
Solosis
Duosion
Reuniclus
Machop
Geodude
Graveler
Golem

Roggenrola
Boldore
Gigalith
Rhyhorn
Rhydon
Swinub
Piloswine
Aron
Lairon
Aggron
Klink
Klang
Klinklang
Gastly
Haunter
Gengar
Duskull
Dusclops
Dusknoir
Litwick
Lampent
Chandelure
Axew
Fraxure
Haxorus
Rattata
Raticate
Teddiursa
Ursaring
Paras
Parasect
Ariados
Dwebble
Crustle
Joltik
Galvantula
Larvesta
Volcarona
Rufflet
Sandshrew
Sandslash
Diglett
Dugtrio
Cubone

Marowak
Gligar
Gliscor
Baltoy
Claydol
Hippopotas
Hippowdon
Drilbur
Excadrill
Nosepass
Onix
Steelix
Bronzor
Bronzong
Foongus
Amoonguss
Ferroseed
Ferrothorn
Slugma
Magcargo
Darumaka
Darmanitan
Glalie
Cubchoo
Beartic
Natu
Xatu
Woobat
Swoobat
Chingling
Chimecho
Wynaut
Wobbuffet
Mienfoo
Mienshao
Makuhita
Hariyama
Meditite
Medicham
Riolu
Lucario
Vullaby
Houndour
Houndoom

Scrafty
Sneasel
Weavile
Pawniard
Bisharp
Misdreavus
Mismagius
Shuppet
Banette
Dunsparce
Smeargle
Shuckle
Durant
Torkoal
Heatmor
Cryogonal
Mawile
Sableye
Spiritomb
Druddigon
Solrock
Lunatone
Sawk
Throh
Unown
Flareon
Umbreon
Omanyte
Kabutops
Lileep
Cradily
Anorith
Armaldo
Cranidos
Rampardos
Shieldon
Bastiodon
Aerodactyl
Dratini
Dragonair
Dragonite
Larvitar
Pupitar
Tyranitar

Bagon
Shelgon
Salamence
Beldum
Metang
Metagross
Gible
Gabite
Garchomp
Deino
Zweilous
Hydreigon
Tyrunt
Tyrantrum
Amaura
Aurorus
Carbink
Noibat
Noivern

DESERT

Sandile
Krokorok
Krookodile
Trapinch
Vibrava
Flygon
Burmy
Wormadam
Mothim
Nincada
Ninjask
Shedinja
Dwebble
Crustle
Doduo
Dodrio
Sandshrew
Sandslash
Gligar
Donphan
Hippopotas
Hippowdon

Golett	Sewaddle	Gallade	Spinarak	Xatu	Vaporeon
Golurk	Swadloon	Abra	Ariados	Spoink	Jolteon
Steelix	Leavanny	Kadabra	Yanma	Grumpig	Espeon
Cacnea	Venipede	Gothita	Yanmega	Munna	Umbreon
Cacturne	Whirlipede	Gothorita	Pineco	Musharna	Leafeon
Numel	Scolipede	Solosis	Forretress	Mankey	Chespin
Camerupt	Wurmple	Duosion	Kricketot	Primeape	Quilladin
Darumaka	Silcoon	Reuniclus	Kricketune	Lucario	Chesnaught
Darmanitan	Beautifly	Duskull	Combee	Murkrow	Fennekin
Xatu	Cascoon	Dusclops	Vespiqueen	Honchkrow	Braixen
Vullaby	Dustox	Dusknoir	Karrablast	Purrloin	Delphox
Mandibuzz	Pidgey	Rattata	Escavalier	Liepard	Bunnelby
Scraggy	Pidgeotto	Raticate	Shelmet	Poochyena	Diggersby
Scrafty	Pidgeot	Sentret	Accelgor	Mightyena	Fletchling
Yamask	Togepi	Furret	Joltik	Zorua	Fletchinder
Cofagrirus	Togetic	Zigzagoon	Galvantula	Zoroark	Talonflame
Dunsparce	Togekiss	Linoone	Scyther	Misdreavus	Scatterbug
Zangoose	Starly	Bidoof	Hoothoot	Mismagius	Spewpa
Seviper	Staravia	Bibarel	Noctowl	Drifloon	Vivillon
Durant	Staraptor	Patrat	Tailow	Drifblim	Flabébé
Maractus	Pidove	Watchog	Swellow	Pansage	Floette
Torkoal	Tranquill	Meowth	Rufflet	Simisage	Florges
Heatmor	Unfezant	Persian	Braviary	Pansear	Skiddo
Sigilyph	Slakoth	Skitty	Swablu	Simisear	Gogoat
Gible	Vigoroth	Delcatty	Altaria	Panpour	Pancham
Gabite	Slaking	Glameow	Stunky	Simipour	Pangoro
Garchomp	Oddish	Purugly	Skuntank	Chatot	Spritzee
Heliopile	Gloom	Mincino	Skorupi	Dunsparce	Aromatisse
Heliolisk	Vileplume	Cinccino	Drapion	Stantler	Hawlucha
FOREST	Bellsprout	Buneary	Dugtrio	Audino	Dedenne
	Weepinbell	Lopunny	Gligar	Spinda	Phantump
	Victreebel	Snubbull	Phanpy	Kecleon	Trevenant
Bulbasaur	Hoppip	Granbull	Bonsly	Castform	Pumpkaboo
Ivysaur	Skiploom	Aipom	Sudowoodo	Smeargle	Gourgeist
Venusaur	Jumpluff	Ambipom	Bronzor	Zangoose	
Chikorita	Ludicolo	Deerling	Sunkern	Seviper	FRESH
Bayleef	Seedot	Sawsbuck	Tangela	Shuckle	WATER
Meganium	Nuzleaf	Lickitung	Cherubi	Pinsir	
Turtwig	Shiftry	Lickilicky	Cherrim	Heracross	Squirtle
Grotle	Budew	Munchlax	Whimsicott	Tropius	Wartortle
Torterra	Roselia	Snorlax	Petilil	Pachirisu	Blastoise
Snivy	Roserade	Burmy	Lilligant	Emolga	Totodile
Servine	Pichu	Wormadam	Foongus	Mawile	Croconaw
Serperior	Pikachu	Mothim	Amoonguss	Absol	Feraligatr
Tepig	Raichu	Nincada	Shroomish	Spiritomb	Lotad
Caterpie	Elekid	Ninjask	Breloom	Plusle	Lombre
Metapod	Electabuzz	Shedinja	Exeggcute	Minun	Ludicolo
Butterfree	Electivire	Venonat	Exeggutor	Volbeat	Tynamo
Weedle	Ralts	Venomoth	Electrike	Illumise	Eelektrik
Kakuna	Kirlia	Ledyba	Manectric	Ditto	Eelektross
Beedrill	Gardevoir	Ledian	Natu	Eevee	

Poliwag	Venusaur	Rhyhorn	Sunflora	Quilladin	Vileplume
Poliwhirl	Chikorita	Rhydon	Tangela	Chesnaught	Bellossom
Poliwrath	Bayleef	Rattata	Cottonee	Fennekin	Bellsprout
Politoed	Meganium	Raticate	Whimsicott	Braixen	Weepinbell
Azurill	Torchic	Sentret	Foongus	Delphox	Victreebel
Marill	Combusken	Furret	Amoonguss	Bunnelby	Poliwag
Azumarill	Blaziken	Zigzagoon	Vulpix	Diggersby	Poliwhirl
Tympole	Tepig	Linoone	Ninetales	Fletchling	Poliwrath
Palpitoad	Pignite	Bidoof	Growlithe	Fletchinder	Politoed
Seismitoad	Emboar	Bibarel	Arcanine	Talonflame	Tympole
Surskit	Starly	Patrat	Ponyta	Scatterbug	Palpitoad
Masquerain	Staravia	Watchog	Rapidash	Spewpa	Seismitoad
Croagunk	Staraptor	Skitty	Buizel	Vivillon	Bidoof
Toxicroak	Pidove	Delcatty	Floatzel	Litleo	Bibarel
Slowpoke	Tranquill	Glameow	Electrike	Pyroar	Yanma
Slowbro	Unfezant	Purugly	Manectric	Flabébé	Yanmega
Slowking	Nidoran F	Minccino	Blitzle	Floette	Shelmet
Goldeen	Nidorina	Cinccino	Zebstrika	Florges	Ekans
Seaking	Nidoqueen	Buneary	Spoink	Skiddo	Koffing
Barboach	Nidoran M	Lopunny	Grumpig	Gogoat	Weezing
Whiscash	Nidorino	Deerling	Musharna	Pancham	Gulpin
Carvanha	Nidoking	Sawsbuck	Drowzee	Pangoro	Swalot
Sharpedo	Igglybuff	Lickitung	Hypno	Furfrou	Garbodor
Ducklett	Jigglypuff	Lickilicky	Wynaut	Espurr	Skorupi
Swanna	Wigglytuff	Kricketot	Wobuffet	Meowstic	Drapion
Psyduck	Happiny	Kricketune	Mankey	Honedge	Croagunk
Golduck	Chansey	Dwebble	Primeape	Doublade	Toxicroak
Wooper	Blissey	Crustle	Purrloin	Aeigslash	Tangrowth
Quagsire	Lillipup	Karrablast	Liepard	Spritzee	Shroomish
Buizel	Herdier	Scyther	Poochyena	Aromatisse	Breloom
Floatzel	Stoutland	Scizor	Mightyena	Swirlix	Barboach
Magikarp	Oddish	Spearow	Zorua	Slurpuff	Whiscash
Gyarados	Gloom	Fearow	Farfetch'd	Sylveon	Ducklett
Feebas	Vileplume	Doduo	Dunsparce	Hawlucha	Swanna
Milotic	Hoppip	Dodrio	Miltank	Dedenne	Corphish
Farfetch'd	Skiploom	Tailow	Tauros	Klefki	Crawdaunt
Stunfisk	Jumpluff	Swellow	Bouffalant	Pumpkaboo	Wooper
Vaporeon	Budew	Ekans	Audino	Gourgeist	Quagsire
Dratini	Roselia	Arbok	Spinda		Drowzee
Dragonair	Roserade	Stunky	Kangaskhan	M A R S H	Hypno
Dragonite	Pichu	Skuntank	Girafarig		Murkrow
Froakie	Pikachu	Gulpin	Absol	Turtwig	Honchkrow
Frogadier	Mareep	Swalot	Plusle	Grotle	Farfetch'd
Greninja	Flaaffy	Trubbish	Minun	Torterra	Carnivine
	Ampharos	Garbodor	Volbeat	Totodile	Tropius
G R A S S -	Shinx	Sandshrew	Illumise	Croconaw	Stunfisk
L A N D S	Luxio	Sandslash	Ditto	Feraligatr	Froakie
	Luxray	Diglett	Eevee	Mudkip	Frogadier
	Elekid	Dugtrio	Espeon	Marshomp	Greninja
Bulbasaur	Electabuzz	Bonsly	Leafeon	Oddish	Goomy
Ivysaur	Electivire	Sunkern	Chespin	Gloom	Sliggoo

Goodra	Fraxure	Tyrogue	Tyranitar	Staryu	Torterra
	Haxorus	Hitmonlee	Bagon	Starmie	Snivy
MOUNTAIN	Rattata	Hitmonchan	Shelgon	Seel	Servine
	Raticate	Hitmontop	Salamence	Dewgong	Serperior
Charmander	Teddiursa	Mankey	Metagross	Shellos	Wurmple
Charmeleon	Ursaring	Primeape	Garchomp	Gastrodon	Silcoon
Charizard	Munchlax	Mienfoo	Deino	Remoraid	Beautifly
Cyndaquil	Snorlax	Mienshao	Zweilous	Octillery	Cascoon
Quilava	Wormadam	Makuhita	Hydreigon	Mantyke	Dustox
Typhlosion	Dwebble	Hariyama	Bunnelby	Mantine	Togepi
Chimchar	Crustle	Meditite	Diggersby	Magikarp	Togetic
Monferno	Scizor	Medicham	Helioptile	Gyarados	Togekiss
Infernape	Larvesta	Riolu	Heliolisk	Wailmer	Slakoth
Tepig	Volcarona	Lucario	Tyunt	Wailord	Vigoroth
Pignite	Spearow	Vullaby	Tyrantrum	Qwilfish	Slaking
Emboar	Fearow	Mandibuzz	Amaura	Basculin	Oddish
Nidoqueen	Rufflet	Houndour	Aurorus	Relicanth	Gloom
Nidoking	Braviary	Houndoom	Bergmite	Corsola	Vileplume
Clefpa	Koffing	Scrafty	Avalugg	Luvdisc	Bellossom
Clefairy	Weezing	Scraggy		Alomomola	Bellsprout
Clefable	Cubone	Pawniard	OCEAN	Lapras	Weepinbell
Magnemite	Marowak	Bisharp		Omanyte	Victreebel
Magnetron	Gligar	Smeargle	Squirtle	Omastar	Seedot
Magnezone	Gliscor	Zangoose	Wartortle	Kabuto	Nuzleaf
Ampharos	Phanpy	Seviper	Blastoise	Kabutops	Shiftry
Luxray	Donphan	Shuckle	Oshawott	Lileep	Budew
Magby	Drilbur	Durant	Dewott	Cradily	Roselia
Magmar	Excadrill	Maractus	Samurott	Anorith	Roserade
Magmortar	Golett	Torkoal	Horsea	Tirtouga	Aipom
Machop	Golurk	Heatmor	Seadra	Carracosta	Ambipom
Machoke	Nosepass	Delibird	Kingdra	Inkay	Lickitung
Machamp	Probopass	Girafarig	Spheal	Malamar	Lickilicky
Timburr	Onix	Mawile	Sealeo	Binacle	Burmy
Gurdurr	Steelix	Skarmory	Walrein	Barbaracle	Wormadam
Conkeldurr	Bronzor	Absol	Clamperl	Skreip	Mothim
Geodude	Bronzong	Sableye	Huntail	Dragalge	Paras
Graveler	Vulpix	Lunatone	Gorebyss	Clauncher	Parasect
Golem	Ninetales	Solrock	Finneon	Clawitzer	Venonat
Roggenrola	Growlithe	Sawk	Lumineon		Venomoth
Boldore	Arcanine	Throh	Chinchou	RAIN	Ledyba
Gigalith	Slugma	Flareon	Lanturn	FOREST	Ledian
Rhyhorn	Magcargo	Cranidos	Carvanha		Spinarak
Rhydon	Numel	Rampardos	Sharpedo		Ariados
Rhyperior	Camerupt	Shieldon	Tentacool	Bulbasaur	Scyther
Aron	Darumaka	Bastiodon	Tentacruel	Ivysaur	Swablu
Lairon	Darmanitan	Archen	Frillish	Venusaur	Altaria
Aggron	Swoobat	Archeops	Jellicent	Treecko	Skorupi
Duskull	Elgyem	Aerodactyl	Shellder	Grovyle	Drapion
Dusclops	Beheeyem	Dragonite	Cloyster	Sceptile	Tangela
Flygon	Wynaut	Larvitar	Corphish	Turtwig	Tangrowth
Axew	Wobbuffet	Pupitar	Crawdaunt	Grotle	Cherubi

Petilil	Empoleon	Spheal	Herdier	Purugly	Purrloin
Lilligant	Slakoth	Sealeo	Stoutland	Minccino	Misdreavus
Shroomish	Vigoroth	Walrein	Porygon	Buneary	Shuppet
Breloom	Slaking	Vanillite	Porygon2	Snubbull	Banette
Exeggcute	Vanillite	Vanillish	Porygon-Z	Granbull	Drifloon
Exeggutor	Vanillish	Vanilluxe	Pichu	Munchlax	Drifblim
Mankey	Vanilluxe	Swinub	Pikachu	Snorlax	Castform
Primeape	Swinub	Piloswine	Magnemite	Burmy	Smeargle
Purrloin	Piloswine	Mamoswine	Magneton	Wormadam	Pachirisu
Liepard	Teddiursa	Snorunt	Elekid	Mothim	Emolga
Pansage	Ursaring	Glalie	Electabuzz	Spearow	Rotom
Simisage	Munchlax	Froslass	Electivire	Grimer	Spiritomb
Pansear	Snorlax	Cubchoo	Ralts	Muk	Plusle
Simisear	Bonsly	Beartic	Kirlia	Koffing	Minun
Panpour	Sudowoodo	Smoochum	Gardevoir	Weezing	Sawk
Simipour	Snover	Jynx	Gallade	Gulpin	Throh
Chatot	Abomasnow	Sneasel	Abra	Swalot	Ditto
Kangaskhan	Snorunt	Weavile	Kadabra	Trubbish	Unown
Shuckle	Glalie	Delibird	Alakazam	Garbodor	Eevee
Pinsir	Froslass	Cryogonal	Gothita	Cubone	Jolteon
Heracross	Cubchoo	Glaceon	Gothorita	Marowak	Flareon
Carnivine	Beartic	Bergmite	Gothitelle	Vulpix	Espeon
Tropius	Spoink	Avalugg	Machoke	Voltorb	Umbreon
Volbeat	Grumpig		Timburr	Electrode	Fennekin
Illumise	Smoochum	U R B A N	Gurdurr	Electrike	Braixen
Leafeon	Jynx		Klink	Elgyem	Delphox
Chespin	Sneasel	Pidgey	Klang	Smoochum	Skiddo
Quilladin	Weavile	Starly	Gastly	Jynx	Gogoat
Chesnaught	Stantler	Staravia	Haunter	Mime Jr.	Furfrou
Goomy	Delibird	Pidove	Gengar	Mr. Mime	Espurr
Sliggoo	Glaceon	Tranquill	Litwick	Chingling	Meowstic
Goodra		Igglybuff	Lampent	Chimecho	Honedge
	T U N D R A	Jigglypuff	Chandelure	Tyrogue	Doublade
T A I G A		Happiny	Rattata	Hitmonlee	Aegislash
	Piplup	Chansey	Meowth	Hitmonchan	Sylveon
Piplup	Prinplup	Blissey	Persian	Hitmontop	Dedenne
Prinplup	Empoleon	Lillipup	Glameow	Murkrow	Klefki

HANDLING PLAYER POKÉMON KNOWLEDGE

Chances are, some or all of your players will practically be walking Pokémon encyclopedias, especially if they spend a lot of time with competitive battling in the video games. Should you be worried about your players bringing this knowledge into your Pokémon Tabletop United campaigns?

In most cases, we think the answer is not to worry about it too much. There may be times you specifically want to tell the players that a particular Pokémon species is one they've never encountered before, such as when you decide a Pokémon hasn't been discovered yet in your region, but otherwise it's safe to allow players to use most of their Pokémon knowledge.

Trainers would typically know quite a lot when it comes to basic Pokémon knowledge, so long as they have at least Untrained Pokémon Education. What Types a Pokémon has, how the Types interact, and even basic qualitative knowledge about how a particular species tends to battle is all assumed to be common sense or part of basic education in the Pokémon world. Remember that society in the Pokémon world revolves around Pokémon to a large degree, which means it's difficult to function without knowing these basics.

If someone is playing a character with Pathetic Pokémon Education, or you have species that are undiscovered in your campaign world, it's perfectly reasonable to ask your players to roleplay appropriately. Any issues about metagaming should be resolved the same way; talk to your group and figure out what a reasonable standard is for how much a Trainer might know about a given random Pokémon when encountered in the field.

Remember that the Pokémon franchise itself is based around strategic battling that requires knowledge about Pokémon to enjoy, and a lot of players seek out Pokémon Tabletop United to find fresh new avenues to explore that aspect of the franchise, even as they're enjoying the roleplaying experience. Forcing them to pretend away all of their Pokémon knowledge can seriously harm their enjoyment of the campaign.

This isn't to say that players will be able to know everything about Pokémon without making any rolls – Pokémon Education is still useful for learning about behavioral patterns of Pokémon or their biological needs. Even if everyone at the table recognizes a Weavile and can tell you it's an Ice/Dark Type with high Speed and Attack, they wouldn't necessarily know how to describe their social behavior or hunting habits. A Pokédex or high Pokémon Education Skill would also be necessary to know very specific information about what Moves a Pokémon can learn or what Abilities it gains as it grows.

Your play group may also have players who aren't as experienced with the Pokémon franchise. This is fine as well, and you should encourage your other players to help them out when it comes to knowledge that should be common sense for their characters.

Finally, you always have the option as a GM to throw curveballs at your players in the form of Shiny Pokémon, Type Shifted Pokémon, or even homebrew Pokémon of your own creation.



CAMPAIGN STRUCTURE

Even for an experienced GM, Pokémon Tabletop United presents a set of unique challenges. As in most tabletop RPGs, you tend to hit a stride after a certain point where you can either dedicate most of your time and preparation to a central plot, focus upon character-centric plot arcs, or create a “sandbox” of highly varied activities for the players to get into.

However, while in most RPGs you quickly grow out of the simple and repetitive quests used to introduce players into the world or the system, most Pokémon tabletop campaigns will retain a set of those basic activities throughout: catching Pokémon and challenging Gym Leaders. It can be a challenge to maintain an interesting variety in these activities as well as keeping the pacing of a campaign on the right track.

A good guideline is to roughly split the campaign into two different phases: One in which there’s relative calm and the players are able to easily pursue Pokémon Gyms and other personal interests without interference, and one in which your larger plot intercedes and demands that action be taken on it.

Early on in a campaign, you want to lean harder on the former phase, giving players plenty of time to explore on their own terms and develop their Pokémon teams. Later on, as players have formed solid teams and are reluctant to take on new members, you can phase out the idea of throwing in plentiful random encounters.

As you introduce more of your central plot elements or character-centric plots, weave them in with the obligatory standard Trainer activities. A Gym Leader goes on hiatus until a threat to the town is dealt with. Perhaps they’re on call to deal with a criminal Team and have brought their Gym Trainers along to help too. Players stumble upon clues to the overall plot as they’re out catching Pokémon. Maybe they literally fall into some ancient ruins as they battle wild Pokémon over shaky ground, or maybe they might encounter an important NPC while exploring an uncharted route.

Do this sort of weaving in the other direction as well. Perhaps the players need an expert on ancient civilizations to analyze an artifact they found, and their research leads them to an expert who happens to be a Gym Leader. The Gym Leader may even require the PCs

to take on their challenge if they think they’re getting into too dangerous a situation and need to be tested to see if they’re truly ready yet. A search for a wanted Team Rocket member could lead the PCs to find a hideout holding abused Pokémon, some of which the PCs may adopt. This adds to their teams, furthers the plot at the same time, and gives them a personal reason to pursue the villains.

Done well, this will ensure one phase of the campaign flows neatly into the next, always letting the players see when they’ll have an opportunity to pursue their own interests as well as explore the plot you’ve laid out for them. They shouldn’t ever feel like pursuing one has to come at the cost of the other.

When it comes to concluding a campaign, there are two main ways you can approach this when running a traditional League-based game. You can either conclude the overall plot and tie up character arcs before using the Pokémon League tournament as an epilogue of sorts to the campaign, or you can leave a calm before the storm in the sessions leading up to the League tournament, then set in motion the climactic events of the plot after the Pokémon League concludes or even right as post-League celebrations are beginning.

Either way, this ensures the League itself, if it is an important event for your game, is relatively isolated from other matters which might distract your players from it or keep them from fully enjoying it.

Rules are meant to be broken, of course, and you can certainly use disruption of the Pokémon League as a major plot point in and of itself. The suggestions laid out here are just provide a solid foundation to a very traditional game, and you’ll likely want to deviate from this structure as you play and GM more campaigns of Pokémon Tabletop United.

This is just the start of where you can go with the system. In a campaign without a focus on a Pokémon League or Contest Circuit or equivalent event, another well tested structure is to make the PCs part of an organization such as law enforcement, students at a Pokémon Trainer academy, or an exploration team and run mission-based sessions. Not only is this easy to organize, but it makes keeping the PCs well paid easy too!

CREATING COMPELLING SESSIONS

Now you have an idea of how to handle the overall structure of a campaign, but you still have to keep each individual gaming session engaging for your players. Here are some easy guidelines to help with that.

1. Sessions should promote **interactivity**.

This has multiple layers of meaning. First of all, it means your session should give your players plenty of room to make choices and influence the outcome of events. They shouldn't feel like they're simply sitting through a narrated series of events or reading a book.

Second of all, the events in your session should promote interaction between the PCs. Tie together one character's interests with another's. Make tasks require Skills held by different PCs or the use of different Pokémon on their teams, and encourage them to talk through those tasks and turn them into RP opportunities.

2. Sessions should contain **meaningful** content.

More than simply containing interactive choices, those choices should be meaningful and interesting. Combat is by its very nature interactive, but fighting bland swarms of wild Pokémon won't give players a sense that they can make changes that matter in your world.

This doesn't necessarily require you to make world-spanning plots either. The simplest way to create meaningful choices for the PCs is to have them implicate personal goals and bring in character backgrounds. Of course, not every single session needs to be filled with this sort of content; it's a good idea to have occasional fluffier sessions to give players a break.

3. Sessions should provide **self-contained satisfaction** while also **contributing to a larger whole**.

Much like an episode of a good TV show, each segment of a campaign should be satisfying in and of itself while also adding to an overall plot. It's no good to drop a bunch of clues and hints about later plot developments but leave players feeling like they didn't actually do much or accomplish anything in the session, and it's no better to create magnificently crafted sessions after sessions if all of them are completely episodic and unrelated to each other, with no overarching stories or character arcs.

This is another rule that can be bent a little, in the sense that it's okay to have occasional standalone sessions that aren't tied to anything else in particular but are a lot of fun in themselves. Usually, these are sillier off the wall sessions such as bug catching competitions, whacky Contests, and other fun minigame activities.

PRE - CAMPAIGN PREPARATIONS

Let's start with some prep work you should do at the beginning of a campaign, before you even run the first session. Doing this very soon after the first session is okay as well, but it can be time-consuming and cut into your time to prepare your next few sessions.

Create a small dossier on each PC. Don't make it too long; you have to do about 4 or 5 of these in a standard campaign, after all. What should you include in this dossier? Talk to your players about how they want their PCs to develop. Which parts of their character backgrounds are most important to them? What are their characters' main skills and interests? Do they have developed goals from the outset, or will they pick those up as the game goes on? Do your players have any out-of-character desires for the game? For example, if they'd like to have the party visit a particular type of locale sometime or if they want their character to get into trouble and shenanigans often. If you're taking down wishlists, put them in the dossier as well.

These will be your reference documents for what kind of material to include in sessions when you're stumped for ideas. Be especially careful at this stage to make sure you have ideas in mind for how to hook in PCs who have more mundane or obscure Skill choices.

BREAK IN CASE OF PC CHOICES

It's inevitable. You will have your plans dashed by the players making decisions you didn't realize were even in the realm of possibility for them. Plan for a few sessions in a new city, and the PCs will instead latch onto the merchant NPC passing through town who makes an off-handed remark about heading into the desert, and the next thing you know they've declared themselves his bodyguards and are dead set on outfitting themselves in archeology gear and searching for ancient Unown ruins and fossils for the next couple of sessions.

Don't fret. This is a trial by fire that all GMs go through, and you'll emerge from it as a stronger and wiser GM.

Later in this chapter, you'll see guides on quickly building NPCs and fast Pokémon statting for encounters, which can help you improvise in these situations.

However, the best way to prepare for this eventuality is to create a toolkit of modular adventures that can be sprinkled through new locations as you need them. It takes a lot of initial time investment to make these, but when you're done, you can shove 'em in a box, slap a "Break In Case of PC Choices" label on the top, and sit them on your desk feeling much less stressed out about these potential situations.

This works hand-in-hand with the dossiers you've created on your PCs before the start of the campaign. Here are some examples of how to put this into practice:

CAMPAIGN PREP EXAMPLES

First, let's establish two characters for a hypothetical GM to create dossiers and run sessions for.

Marty is a Researcher focusing on botany and herbs. He mainly specializes in Survival and General Education, with a bit of dabbling in other Education Skills such as Technology. He also has a magnetic personality and the Charm Skill to match. Marty's player hasn't really thought much yet about his in-character goals, but he knows that he wants to capture Pokémon like Sneasel and Swinub and puts them on a wishlist for his GM.

Abigail is a quiet and introspective Telepath. Despite her mind reading abilities, she isn't great with people and is lacking in Skills such as Charm and Guile. However, she has great Body Skills such as Acrobatics and Athletics, along with the Focus needed for her telepathic powers. Her major in-character motivation is to uncover the secret behind a mysterious bombing at a Silph Co. office building that took her parents' lives, but out-of-character, Abigail's player wants the adventure to lead to ancient ruins somewhere.

The GM begins thinking on a number of scenarios he can put in his back pocket for sessions where he's caught off guard and needs content.

First, he thinks about his cities. He's left the specific institutions and attractions of each city deliberately

vague aside from a few major defining characteristic of each city, leaving him free to shuffle plot points around.

He comes up with a group of former Silph employee NPCs who knew Abigail's parents and might be able to help her discover who was behind the bombing. They were nearly caught in the explosion as well though, and they're reluctant to talk about what happened. The GM figures he can use this to have either Abigail make use of her Telepathy, or have Marty assist her with his charming personality.

Obviously, with an ominous terrorist attack in one of his PCs' backstories, the GM is going to need to work in some sort of criminal Team angle into his campaign, so he thinks of ways he can get Marty's player invested in this sort of plotline as well. He constructs a scenario about a few high profile murders carried out by Team Verdance, a group of ecological terrorists, using poisons harvested from various Grass Type Pokémon such as Vileplume, Parasect, and Amoonguss – perfect for Marty's botany specialty. For the victims, he creates NPCs who are close to acquaintances or friends of both Marty and Abigail, to give them a way into the scenario and a reason to investigate.

Even with these two scenarios on hand, the GM feels like he'd be more comfortable if he had a few more session ideas he could throw at his players if they make their way to a town where he has little prepared.

Knowing that Marty will find himself poking around herb and berry shops often, he maps out an underground Team Verdance hideout underneath an herb shop. He's not sure exactly how the PCs will stumble upon it, but he's confident that if he has the base prepared, he can improvise a way to rope the PCs into exploring it if he hits a slow session.

Then, realizing that he's been leaning pretty heavily on the criminal team aspect of things, he decides to prepare something lighter and comes up with a celebratory festival he can drop into a town the PCs are visiting. Among the attractions will be Pokémon Contests, a small amateurs' battling tournament, and other small minigames – with prizes such as rare herbs and berries, relics from ancient civilizations, and other items he knows the players will have an interest in.

Done with his "just in case" session ideas for the cities, the GM turns to filling the wilds with adventure seeds,

which is a bit trickier due to the variance in terrains and environments the players will encounter. He needs something that's terrain-agnostic to throw at his PCs. The GM isn't too worried about preparing encounters for capturing Pokémon – he's done some rough planning for what kinds of species go where, and he's sure he can stat them up quickly as need be. However, he does need some events on the road that the PCs can follow up on as adventure seeds.

After some writing, he comes up with a few scenarios that fit multiple different terrains – collapsed bridges that have stopped other traveling Trainers, Pokémon transport vehicles that have crashed and lead to the Pokémon inside escaping, Pokémon driven feral by questionable scientific experiments, etc. He ties some of the NPCs involved in these scenarios to the Team Verdance plotline, some of them to Marty's past and to the research lab he was a part of, and some to various other ideas the GM has had for potential plots, such as a small silly cult worshipping the Unown and a group of researchers searching for Legendary Pokémon.

However, after comparing his notes for his cities and for the wilderness, he concludes that his city-centric adventures are a lot more cohesive and focused due to their ties to the Team Verdance plotline. He decides to create something equivalent for the wilds and realizes he's yet to hit on either Abigail's player's desire to find ancient ruins and Marty's player's wishlist much.

Eventually, he comes up with the idea that an ancient civilization once created a floating city similar to the Sword of the Vale in the Pokémon Black and White movies. However, during a terrible war, the city was destroyed and its parts scattered all over the region. Some of these parts are fragments of wondrous and powerful ancient artifacts, making them valuable and sought after prizes.

To rope the PCs into this hunt, the GM decides he'll drop some hints about Silph Co. researching these artifacts shortly before the bombing that killed Abigail's parents, and for Marty, he has one of the young researcher's mentors who taught him about botany approach him with his discovery of a mysterious plant that was icy cold and exuded a freezing aura around it – found in the ruins of one particularly intact part of the ancient city.

Eventually, Abigail and Marty should find enough hints through the hunt for artifacts to lead them to a set of ruins high up in the snowy mountains – perfect for Marty to catch a Sneasel or Swinub and also a way to satisfy Abigail's player's curiosity about ancient ruins.

Satisfied with his emergency box of session ideas, the GM is confident going into the start of his campaign.

Unfortunately, however, not everything goes perfectly as planned. It turns out the way he wrote the role of the ex-Silph NPCs, it was too easy for Abigail to simply read their minds and get whatever information she needed, and Marty's player consistently felt left out of sessions involving those NPCs.

Luckily, our GM is familiar with this issue, that it is much easier to give out plot hooks to those with supernatural powers and thus necessary to think carefully about making sure everyone is equally involved, whether they are normal humans or gifted with supernatural talents.

It's an easy change for him – he has the NPCs become a bit more willing to give out information, but they are difficult to convince to come along to help investigate old shut down Silph labs and other areas of interest without Marty's smooth talking. Once in those areas, Abigail's athleticism helps everyone stay safe and access hard to reach areas while Marty continues to contribute with his knowledge of technology.

In the end, the players get to experience a wonderful campaign, and the GM has fun as well with relatively worry-free GMing due to the preparation they did before the campaign began.

BASIC GMING TASKS

No matter what kind of campaign you're running, there are some tasks that are universal to GMing. Adjudicating challenges, overseeing character creation, handing out Experience Points, all that good stuff. What about creating combat encounters? you might ask. That will get its own section in this chapter, don't you worry. For now, let's start from the top.

CHARACTER CREATION AND YOU

The very first thing you need to present to your players after describing the premise and assumptions of your campaign is a set of guidelines for building their characters.

For a great many campaigns, what we outlined in the Character Creation chapter is appropriate: Level 1 Trainers with a single Level 5 or 10 Pokémon and ¥5000 to spend on items or to keep as cash.

However, you might decide that your PCs need to be more experienced from the start. Perhaps they're seasoned Trainers brought together in a special task force by the Pokémon League, or maybe they're just mildly experienced Gym Trainers out to find their own adventure.

Either way, you would simply raise the starting Level for characters in the campaign and allow them to choose more and higher leveled Pokémon to start. You may also decide to increment their starting money, increasing it anywhere from ¥500 to ¥750 per additional starting Level. Depending on what level your PCs start at, you may wish to limit what items they can purchase with their starting cash. For instance, you don't want Level 1 Trainers buying Hyper Beam TMs.

It's recommended that you don't have your players start with more than perhaps three starter Pokémon at the maximum (and that's for an experienced Trainer for a game that begins above Trainer Level 1) unless you're having someone join in an ongoing campaign midway where the rest of the players already have established teams. A lot of the fun of Pokémon is discovering Pokémon and forming your team over time, and starting with too many Pokémon can undercut this experience. If players worry about getting all the Pokémon they want, you may ask them to create a wishlist. Don't follow it religiously, but it can help you satisfy your players.

STARTER POKÉMON

In general, you may want players to select Pokémon with three evolutionary stages for their starters so their first Pokémon has room to grow with their Trainer over time. This isn't a hard and fast rule, and you may allow two stage evolutions or even weak single stage Pokémon. Using the classification of Underdog Pokémon is another way of making starter selection easier.

But even within this category, you'll want to keep some guidelines in mind. You may choose to limit "Pseudo-Legendary" Pokémon such as Dratini, Bagon, Gible, and Larvitar. When players begin with such rare Pokémon, it makes it difficult to give them somewhere more exciting to go.

On a more practical and mechanical level, some Pokémon that are available in the end-game of the video games tend to learn much more powerful Moves at lower levels than Pokémon available earlier on do. For instance, Larvitar learns Rock Slide at Level 19, which is a rather low Level for such a strong Move.

You should be careful when looking at the Ability choices Pokémon have as well. Abilities which give a boost to Damage Bases are very potent in the beginning stages of the game. Technician and Iron Fist are two examples of Abilities that can give Pokémon a huge early game boost. We aren't suggesting you ban these Abilities outright, but you should watch carefully as your players select starters to ensure no one is going to be marginalized.

Generally, it's a good idea to allow players to select the Ability, Gender, and Nature of their starter to avoid the RNG leaving them with a poor Pokémon for what's supposed to be one of their most important companions.

Finally, it's not a bad idea to give starter Pokémon an Inheritance List. For Pokémon without Egg Moves, you may even pick from Tutor or TM Moves for this list instead. Generally, the further you get into a campaign, the more interesting and unique Pokémon you'll hand out to your players, whether it be shiny Pokémon, well-bred specimens, or simply rare catches. It can be easy for starters to be left behind mechanically, but a set of 2-3 Inheritance Moves can help offset this.

SAMPLE STARTER POKÉMON LIST

Following the guidelines laid out on the previous page, here are a number of Pokémon that make for good starters, sorted by the canonical Regional starters and then by Type. The Types chosen for this are largely those which are less “mundane” and more likely to have fantastical elemental or supernatural powers. Many Normal, Bug, and Flying Types are not only very common but less interesting than a Fire or Electric Type.

Keep in mind that even within this list some Pokémon may be slightly more useful than others in early levels, particularly because some Pokémon that make for great starters are reliant on Struggle Attacks for the first few levels. Rock, Steel, and Ghost Type starter Pokémon may also end up very powerful if most enemies have mainly Normal Type attacks early on, so GMs should be **very** careful about allowing these Types for starters, even if they are listed below. If early opponents are likely to have varied Typed attacks, then this is much less of an issue.

Kanto Bulbasaur Charmander Squirtle	Johto Chikorita Cyndaquil Totodile	Hoenn Treecko Torchic Mudkip	Sinnoh Turtwig Chimchar Piplup	Unova Snivy Tepig Oshawott	Kalos Chespin Fennekin Froakie
Dark Types Scraggy Sandile Vullaby		Fire Types Vulpix Magby Numel		Poison Types Nidoran Zubat Stunky	
Electric Types Elekid Mareep Shinx		Grass Types Oddish Bellsprout Lotad		Psychic Types Abra Solosis Gothita	
Fairy Types Cleffa Ralts Flabébé		Ground Types Geodude Swinub Sandile		Water Types Poliwag Tympole Spheal	
Fighting Types Machop Timburr Makuhita		Ice Types Swinub Spheal Vanillite			

This isn't meant to be a comprehensive list by any means! Your players will likely have ideas for starters outside of this list, even within the Types represented, and that's perfectly okay. Just consider them on a case by case basis using the guidelines we've laid out already.

There is also some repetition in this list. For the most part, we try to populate it with three-stage Pokémon, but it isn't always possible to find multiple three-stage families in a given Type that are appropriate as Starters.

REWARDS AND EXPERIENCE

Another important part of GMing is handing out Experience so your PCs can grow and advance as they explore the world.

CALCULATING POKÉMON EXPERIENCE

Calculating Experience after an encounter is easy.

- » First off, **total the Level of the enemy combatants which were defeated.** For encounters where Trainers were directly involved in the combat, treat their Level as doubled for the sake of this calculation. For example, if your players fought a Level 10 Trainer with a level 20 Pokémon, Base Experience Value for this encounter is 40.
- » Second, **consider the significance of the encounter.** This will decide a value to multiply the Base Experience Value. See below for details on picking a significance multiplier.
- » Third, **divide the Experience by the number of players gaining Experience.** Divide by the number of Players – not the number of Pokémon. If a Trainer used multiple Pokémon, he will have to split his experience among the Pokémon he used. The resulting number is how much experience is gained by each Trainer!

SIGNIFICANCE MULTIPLIER

The Significance Multiplier should range from x1 to about x5, and there's many things to consider when picking this value.

First, consider narrative significance. This will inform your “base” significance multiplier.

An encounter against wild Pidgeys probably doesn't have any significance; an encounter against a rival trainer has more; and an encounter for the championship title has lots!

- » Insignificant encounters should trend towards the bottom of the spectrum at x1 to x1.5.
- » “Average” everyday encounters should be about x2 or x3.
- » More significant encounters may range anywhere from x4 to x5 depending on their significance; a match against an average gym leader might merit as high as x4. A decisive battle against a Rival or in

the top tiers of a tournament might be worth x5 or even higher!

Next, consider the challenge and threat being posed. Even if a wild Pokémon doesn't have much narrative significance, a very strong wild Pokémon may be able to inflict serious damage to trainers and their Pokémon. Conversely, a fight against an unskilled Gym Leader might hardly be a challenge at all. Lower or raise the significance a little, by x0.5 to x1.5, based on the difficulty of the challenge. Of course, don't use this to punish particular party members if they have an advantage due to type or similar – this should be used to consider more sweeping advantages based on numbers or Level differences.

REGULATING EXPERIENCE

As written, Experience can only be distributed to Pokémon who participated directly in an encounter, and it can be split however the player sees fit, even if that means putting all of the Experience for a large encounter into a single Pokémon. Note that unlike in the video games, Fainted Pokémon can still gain Experience.

In some cases, however, such as boss encounters that mark the end of a major plot arc or chapter in your campaign, you could choose to allow a portion of the Experience being handed out to be distributed even to Pokémon that didn't participate in battle.

This is especially useful if you'll be using timeskips in your campaign. It's also a handy tool to allow players to catch up weaker Pokémon without wasting session time looking for Pidgeys to “grind” on.

On the other hand, you may want to regulate how much Experience can be put into any single Pokémon after an encounter, even if it was a Pokémon that was used in that battle. (Letting one Pokémon on a PC's team greatly outstrip the average Pokémon Level in a party is a bad idea!) You could institute a rule that Pokémon above a certain Level can only receive up to a certain cap of Experience from the encounter, for instance or simply put a flat cap on how much Experience any one Pokémon can receive. This can result in a player having too much Experience to allocate properly if they only used one or two Pokémon in a battle, so you should combine this with the above guideline for allowing non-participant Pokémon to gain Experience as well when used in very large encounters.

TRAINER LEVELS AND MILESTONES

In Pokémon Tabletop United, there are two ways for Trainers to gain levels; **Milestones** and **Experience**.

Milestones are the most straight forward way of leveling up. A Milestone represents meeting a significant goal. For example, gaining a Badge or a Ribbon in a contest should be causes for a Milestone Level-Up. Other events such as defeating a major opponent or very challenging “boss”, or fulfilling a long-term goal that impacts the narrative, should also grant Milestone Level-Ups, subject to GM discretion.

Here’s a sample list of other Milestones you can use for campaigns without a Pokémon League or characters who have no interest in the League.

High Seas Pirate Campaign: +1 Level for each island fully explored or enemy flagship raided and looted.

Space Opera Campaign: +1 Level for each planet explored and catalogued for the fleet.

Pokémon World War Campaign: +1 Level for each enemy city conquered or major encampment destroyed.

Noir Detective Campaign: +1 Level for each mob boss taken down or arrested.

The other way to Level Up is from gaining **Experience**. Whenever a Trainer reaches 10 Experience or higher, they immediately subtract 10 Experience from their **Experience Bank** and gain 1 Level. Leveling Up through a Milestone does not affect your Experience Bank.

There is only one automatic source of experience: Pokémon. Whenever a Trainer catches, hatches, or evolves a Pokémon species they did not previously own, they gain +1 Experience.

Note: Not all characters will want to catch a lot of Pokémon, so it may be a good idea to create alternate Experience goal posts for other characters. You would likely keep Experience from capturing Pokémon for the Capture Specialist since they will do this activity frequently and need to be rewarded for it. However, for another character, they gain no Experience from captures, but you might say they gain 3 Experience every time they compete in a tournament, on top of the Experience the group would normally gain from those sessions. Scale these rewards to how often you think they will occur in comparison to capturing Pokémon.

You may even decide to do this replacement with Milestones as well to create custom advancement goal posts for everyone. The League battler certainly might benefit from Gym Badges as Milestones, but you may decide a detective instead arrests criminal Team admins and officers as their Milestones.

All other Experience must be granted by the GM, and it is up to the GM to decide when to grant experience, and how much, and thus decide the pace of leveling for the campaign.

CALCULATING TRAINER EXPERIENCE

Like with Pokémon Experience, GMs will have to decide how much Trainer Experience to grant after each encounter; and again, we encourage GMs to consider narrative significance and challenge as the main determining factors.

A scuffle with weak or average wild Pokémon shouldn’t be worth any Trainer experience most of the time. An average encounter with other Trainers or with stronger wild Pokémon usually merits 1 or 2 Experience at most.

Significant battles that do not quite merit a Milestone award by themselves should award 3, 4, or even 5 Experience. Alternatively, “lost” battles that would have otherwise awarded a Milestone Level-Up may be worth 1 or 2 Experience as well, or even more if it is a significant and non-repeatable event.

Experience for Trainers can and should also come from non-combat goals and achievements as well, both as a party as an individuals.

As a party, non-combat goals could include narrative progress, such as reaching a new Town or Route, or unraveling a bit of political intrigue. If nothing else, if you have session that has little in the way of action or intrigue, it wouldn’t be a bad idea to grant your party +1 Experience for the session anyway.

As individuals, you probably should not give out too much experience too often unless you’re using the alternate Experience goal posts method, but don’t be shy about giving it for particular achievements. For example, the Ace Trainer that finally got its unruly Camerupt to follow orders deserves a little Experience.

MONEY MATTERS

Giving your Trainers money can sometimes be a bit tricky. In the ideal situation, you want to keep most of your PCs poor enough that they need to constantly be on the lookout for sources of income; but you also want them to have enough money to purchase basic needs, and indulge occasional splurges. Here are some helpful ideas or guidelines that may be of use.

Wagers: Other trainers that travel the region may occasionally challenge your PCs to battles. Usually, they'll make a wager, agreed on by both parties. Whoever wins gets both sides of the wager. Simple. Young, inexperienced trainers often don't have much cash to wager; maybe 2000 at a high bid, but usually much lower. Older, richer, and more experienced trainers may wager up to 5000 however.

Contests & Gym Battles: If your Campaign involves Pokémon Gyms, let Gyms grant money without the risk of a wager. A reward of 4,000 to 8,000 or even more is probably in order – and of course, a TM as well! Contests may give similar rewards, perhaps giving a Held Item instead of a TM.

Parents: Parents or other family members may wish to help a little bit financially! They may send money, coupons, or vouchers electronically.

Promotions & Raffles: Like real-life stores, PokéMarts and PokéCenters may sometimes run promotional offers. Punch Cards for every 100 spent that grant 500 in credit for 10 punches might be a nice way to help trainers keep up on Potions and other basic necessities.

Occasional Raffles for free items may also be nice; on every purchase over 2000 for example, let them make a 1d20 roll; upon success, they win a nice Poké Ball or Restorative item of your choice.

Side Jobs: In the grand tradition of RPGs, side quests are always a good source of income! The amount awarded should be consistent with the difficulty or danger of the task. Some players may also wish to sell goods or services, such as items they can craft or the use of Features from Mentor and similar Classes.

The Ground: The floor can be a great ally to your PCs! If you feel your trainers are having trouble keeping their inventories stocked, once per route, let them make a 1d20 Luck Roll, and grant them items based on the result. Here's a chart that may help – feel free to change the chart as little or as much as you wish.

1-4	Nope.avi	You find nothing
5 - 6	Battle Enhancers	A Random X-Item
7 - 8	Money	You find 1d4 x100 bucks!
9-10	Berries	Any Random Berry
11-12	Poké Ball	Any Random Poké Ball
13-16	Status/Healing	Any Restorative
17	Evolutionary Stones	Any Random Evolutionary Stone
18	Performance Enhancers	Any Random Vitamin
19	Hold Item	Any Random Hold Item
20	TM	Any Random TM

Conversion Rate: Wanna run your campaign on dollars instead of ₣? Easy! \$1 = ₣50. This puts basic Poké Balls at \$5 and candy bars at \$1.50 Even if you want to run your game in ₣, this is a useful way to price random items.



CREATING SHOPS

Stumped on what kinds of shops to fill your world with? Here are 7 ideas for types of shops that will fit most Pokémon worlds and towns.

Commonly available products will show up in a store in most any town, save perhaps for very out of the way areas. Products that are “**Possibly**” available are less common and may be in stock only due to the surrounding environment, such as a Travel Shop near a cave stocking Dark Vision Goggles. “**Rarely**” available items are usually the providence of more specialized or especially large shops, such as the department stores found in cities like Goldenrod and Celadon.

Feel free to mix and match products across rarity levels to best suit your setting and the shops in your world.

PokéMarts

Commonly: Basic Balls, one or two Specialty Poké Balls

Possibly: Great Balls, two or more Specialty Poké Balls, Held Items worth ₡2500 or less, one to three Evolutionary Stones or Keepsakes, one to three TMs

Rarely: Ultra Balls, several Specialty Poké Balls, Held Items worth ₡2500 or more, large selection of Evolutionary Stones and Keepsakes, large selection of TMs

Pharmacy

Commonly: Candy Bars, Potions, Antidotes, Awakenings, Burn Heals, Ice Heals, First Aid Kit, Chemistry Set, Repels

Possibly: Full Heal, Revive, X-Items

Rarely: Full Restore, Vitamins

Very Rarely: Pester Balls

Travel Shop

Commonly: All items listed in the “Travel Gear” section, Repels, Cooking Set, Dowsing Rod, Poké Ball Tool Box, Portable Grower, Snow Boots, Running Shoes, Flippers, Jungle Boots, Old Rods, Hand Nets

Possibly: Light Armor, Stealth Clothes, Dark Vision Goggles, Gas Masks, Helmets, Re-Breathers, Good Rods, Glue Cannons, Weighted Nets, Light Shield

Rarely: Heavy Armor, Heavy Shield, Super Rods, Wonder Launcher, Caltrops, Smoke Balls

Market:

Commonly: Candy Bars, Enriched Water, Tier 1 Berries, Baby Food, Poffin Mixer

Possibly: Super Soda Pop, Leftovers, Tier 2 Berries, Apricorns

Rarely: Sparkling Lemonade, MooMoo Milk

Herb Shop

Commonly: Energy Powder, Heal Powder, Poultices, Tier 1 Berries, Honey

Possibly: Energy Root, Revival Herb, Tier 2 or 3 Berries

Fashion Shop

Commonly: Fancy Clothes, Sunglasses, Running Shoes, Contest Accessories, Contest Fashion, Groomer’s Kit, Egg Warmers, Poffin Mixer

Occult Shops

Commonly: Useless hogwash with no effect

Possibly: Cleanse Tags, Dream Mist

Very Rarely: Magic Flutes



TUTORS AND OTHER SERVICES

Occasionally, your players may want access to a service provided by Class Features – a Move Tutor, for example, or perhaps a breeder. The availability for these services depends on you, and you should consider your setting before making any service available.

That said, below are some of the more common NPC services accompanied by recommended frequencies of availability and prices.

Commonly available services probably can be given out pretty freely without hurting anything. “**Possibly**” and “**Rarely**” available services should be considered a bit more before inserting them into your setting. Also note, you should of course mix and match across rarity levels as it suits you; A breeder with Master Rank Pokémon Education could only have Rattatas and Pidgeys for adoption, for example.

Specialist Tutors: These Tutors have taken the “Tutoring” Feature, and can teach only a single specific Move to Pokémon that could learn that Move via Level-Up, TM, Egg-Move list, or Move Tutor. Having one of these per town can be an interesting way to keep players looking forward to new locations. Prices should vary from ₣ 1000 to ₣ 3000, depending on the strength of the Move in question.

Generalist Tutors: These Tutors have taken Mentor Features, and are rarer than Specialist Tutors and often more expensive, but can provide varied services.

Commonly: Latent Potential (₣ 800)

Possibly: Move Tutor (Varies Per Move), Corrective Learning (₣ 1200)

Rarely: Changing Viewpoints (₣ 2500), Versatile Teachings (₣ 2500)

Chefs: Rare gourmet foods are relatively common in big cities in restaurants, food stalls, and cafes. However, they are often sold at a significant mark-ups. Items such as Vitamins and Refreshments are usually sold at their normal market price.

Commonly: Super Bait (₣ 400), Vile Bait (₣ 400), Honey Candy (₣ 150), Stat Suppressants (₣ 500)

Possibly: Salty Surprise and Similar (₣ 600), Preserves (Matches Price of original item)

Rarely: Dumplings (Combined Item Price + ₣ 500)

Fashionistas: Oh baby! Salons are common in big cities, and their services widely available - if pricy. Their makeovers will last until your next extended rest.

Commonly: Stylish Makeover (₣ 1000)

Rarely: Elaborate Masquerade (₣ 1000)

Breeders: These are very rare. The difference between various Breeders are their Skill Rank in Pokémon Education which affects which traits they can control when Breeding, and the Eggs or young Pokémon they offer for adoption. You may want to consider the presence and availability of Breeders in your game very carefully.

Commonly: Adept Pokémon Education, Common and cute Pokémon such as Rattata, Sentret, Pidgey, Lillipup, etc. (₣ 1000)

Possibly: Expert Rank Education, Slightly Rarer Pokémon such as Pichu, Sandshrew, or Poliwag (₣ 5000)

Rarely: Master Rank Education, “Starter” Pokémon or other rare breeds (₣ 10,000 or more).

Very Rarely: Stronger or Rare Pokémon (₣ 15,000 or more)

As a final note, some of these services such as Move Tutoring or Hatching Pokémon Eggs may also be good options to offer as prizes for defeating a Gym Leader.



SETTING SKILL CHECK DIFFICULTIES

Some basic ideas for setting difficulties for Skill Checks were touched upon earlier in the book, but here's a more thorough and mathematically rigorous treatment of the subject, if that's your thing.

First of all, here's a mathematical breakdown of percentage chance of success for a given DC a +0 modifier applied to the raw Skill Check. Trainers will often have Equipment, Edges that give them bonus modifiers to their Skills, and other effects which will give them higher probabilities for success than these baseline values might indicate. Be sure to account for that when setting DCs.

If you need to see the chances of success/failure for a specific Trainer, then simply adjust the DC to account for the difference in their modifier. For every point above +0, subtract 1 from the DC. For example, a Trainer making a DC 14 Athletics check with a +4 modifier to their Athletics from equipment and other effects would have the chances associated with DC 10 on the chart. So 84.1% at Adept, 50% at Novice, and 16.67% at Untrained.

DC 4 - 90%+ success rate at Untrained or higher, 50% success rate at Pathetic
DC 6 - 90%+ success rate at Novice or higher, 72.22% at Untrained, 16.67% success rate at Pathetic
DC 8 - 83.8% success rate at Novice, 41.67% at Untrained, impossible at Pathetic
DC 10 - 84.1% success rate at Adept, 50% at Novice, 16.67% at Untrained
DC 12 - 90%+ success rate at Expert or higher, 76.08% at Adept, 37.5% at Novice, 2.78% at Untrained
DC 14 - 84.8% success rate at Expert, 55.63% at Adept, 16.2% at Novice, impossible at Untrained
DC 16 - 90%+ success rate at Master, 69.48% at Expert, 33.56% at Adept, 4.63% at Novice
DC 18 - 79.42% at Master, 50% at Expert, 15.9% at Adept, less than 1% at Novice
DC 20 - 63.69% at Master, 30.52% at Expert, 5.4% at Adept, impossible at Novice
DC 22 - 45.43% at Master, 15.2% at Expert, 1.16% at Adept
DC 24 - 27.94% at Master, 5.88% at Expert, less than 1% at Adept
DC 26 - 14.46% at Master, 3.24% at Expert, impossible at Adept
DC 28 - 6.08% at Master, less than 1% at Expert
DC 30 - 1.97% at Master

That said, here's an easy breakdown – the following DCs represent the average roll for a Skill Check at these DCs. Use them when you want the PCs to succeed most of the time but still want a chance for failure. You should also frequently increase them by a couple points for more difficult situations, especially because most characters will have bonus modifiers to their specialty Skills.

Untrained check – DC 7

Novice check – DC 10

Adept check – DC 13

Expert check – DC 17

Master check – DC 21

Armed with these percentages, or simply the easy breakdown if you wish, you can decide how difficult to make the Skill Checks in your campaign! First of all, what kind of tone are you going for in your campaign?

If you're emulating the Pokémon anime, then DCs may tend toward the easy side. Leaps of faith from building tops to passing airships and hot-air balloons may be difficult but doable even for relatively inexperienced (Novice) acrobats, say, a DC of 12 or 14. Essentially, “anime physics” are in play, and Trainers can expect for acts of heroism to have moderately high chances of success.

Now, if you were running a gritty noir campaign, or a downtrodden post-apocalyptic campaign, you may decide the overall tone is grimmer, making Skill Checks more difficult. That same jump could easily be a DC 20 Acrobatics Check, representing the difficulty of accurately leaping from a building to a quickly moving airship. With more realistic physics in play, Trainers will have to be careful what risks they take.

Second, think about what each level of Skill Rank represents in your campaign. For example, generally, Adept Rank is enough for someone to make a living by their Skill.

So when considering whether or not one of your PCs with an Adept Education: Technology Skill can successfully repair a car engine in a shop, think about whether or not the problem is one they'd be able to routinely handle at any given car mechanic you'd visit.

Simply replacing a part? At DC 10, even someone without bonuses from equipment and other modifiers would succeed an overwhelming amount of the time with an Adept Skill. If it's a more esoteric problem

involving a rarer model of car? At DC 17, even someone with a +3 total modifier from Categorical Inclination and Skill Enhancement and an Adept Skill in Technology is only going to be able to solve the problem a little over half the time – and that might be accurate.

It could be the kind of problem that gets the chief mechanic called in at the shop or requires further research and special equipment that might give a bonus to the Skill Check on a later reattempt.

We don't really believe in handing out tables of set DCs for particular tasks, but hopefully, having these numbers on hand and this guide will allow you to properly set DCs for Skill Checks in a variety of campaign types!

CIRCUMSTANTIAL DIFFICULTIES

When deciding the difficulty for a Skill Check, the target number depends on the difficulty of the task itself, but Skill Checks aren't done in a vacuum. The environment and other external circumstances will affect the difficulty of a task. However, trying to map different activities to a scale of DCs that range from the single digits up to 30+ is a daunting task, and it can be hard to conceptualize that wide a range. It can seem like once players rank up their skills to a certain point, they can't fail at anything anymore.

The recommended solution here is to apply penalty dice to checks in severe circumstances. For each mitigating circumstance that makes a task more difficult, roll 1d6 and subtract that amount from the character's Skill Check. For example, you might set the difficulty for a Perception Check to spy a hidden scroll in the nook of a tree at 12. A character with Adept Perception and a +2 bonus from Skill Enhancement would easily make this check most of the time as they'd average a roll of 16.

However, if they're making this check while in the dark and during a violent rainstorm with high speed winds blowing, you may decide to roll two penalty dice against their check in addition to the DC you set for the task. This makes it easier to create difficult tasks for highly skilled characters without needing to conceptualize an enormous range of DCs.

The reason penalty dice are rolled instead of merely subtracting d6s from the player's roll is that we wanted to avoid situations where a player literally could not roll a check because all of their dice have been subtracted due to circumstantial modifiers. While it is exceedingly unlikely that a player might succeed in a roll where the penalty dice equal or exceed the dice they would roll for a check, it's still possible, and they should have a chance to attempt that roll.



SHINY POKÉMON

“Shiny Pokémon” is a catch-all term for Pokémon with unusual characteristics.

The most common kind of Shiny Pokémon are the kind that simply have a Shiny Color. Most commonly, this is a result of a minor genetic abnormality that simply changes the color of a Pokémon’s fur, scales, or similar outer coatings without additional effect. Nonetheless, these Pokémon are valued highly by collectors and will often draw notice in Contests; they may roll +2d6 during the Introduction Stage. Shiny Pokémon should also give their trainer more cachet when attempting to trade the Pokémon.

Rarer “Shiny Pokémon” are usually the result of an environmental adaptation or more extreme genetic mutation. These Pokémon may have Abilities, Capabilities, or a Moveset different from other Pokémon of their Species – some may even be of a different Type. They may exhibit one or more of these capabilities.

For example, a Shiny Ninetales found in the ruins of a burned haunted house might be Fire/Ghost Type, have Pressure as an ability choice, have the Phasing capability, or have Moves such as Shadow Ball in its level-up Move List.

Even rarer still are Shiny Pokémon which have custom traits such as changes to their Base Stats, completely custom Features, or homebrew Moves. The writers of the system recommend using these two brands of rare Shiny Pokémon sparingly in most settings so as to avoid overshadowing the normal Pokémon the players have.

EXAMPLES OF SHINY POKÉMON

Below we’ve outlined a few example shiny Pokémon to get your creative juices flowing. Listed in order from a “Minor” Shiny to more significant “Shininess”.

Punchy Sentret – This Sentret somehow learned the Move Dizzy Punch! How about that?

Cave Breloom – This stark white Breloom was found deep in a cavern, lightless save from the eerie pale glow of the mushroom Pokémon there. It has the Glow Capability.

Heart-Spot Spinda – This Spinda’s spots are all shaped like hearts! These seem to give her a strange power; they glow whenever she uses the Move Attract, and she can successfully use that Move on any Pokémon, even genderless Pokémon.

Muscle Audino – This Fighting-Type Audino is super hulky! Its base Defense and Special Defense are each lowered by -3, but its Attack is increased by +6! Its Power Capability is increased by +3 as well! It’s capable of learning all Fighting Type TMs, but its natural Move list remains physically ... unimpressive.

Pacifist Chimecho – This Chimecho refuses to hurt others and isn’t even capable of learning Moves that hurt enemies – not even Confusion! Even teaching it offensive Status Moves like Toxic seems to fail! It knows Wish, Light Screen, and Reflect from the start, however.

Crystal Onix – This Onix is made of glass! Its typing is Glass/Ground. The Glass Type’s Elemental weaknesses and resistances are listed below, as are the final resistances of a Glass/Ground Onix. Glass-Type Pokémon gain STAB on Rock-Type Moves.

Glass Type	Glass/Ground
Immune: Water	Immune: Water, Electric
Resist: Normal, Ice, Poison	Resist: Normal, Flying
Weak: Fire, Fighting, Ground, Rock, Steel	Double Resist: Poison
	Weak: Fire, Grass, Fighting, Ground, Steel

Raikou-Bred Manectric – It seems like one of this Manectric’s parents was a Raikou! It has the flowing cape-like purple fur of a Raikou coming from the back of its head, and its tail is identical to a Raikou’s. Its natural Move List is a combination of Raikou and Manectric’s, drawing from both directly, and its choice of Abilities similarly may draw from Raikou’s list in addition to Manectric’s.

Giant Caterpie – This Caterpie is the size of a Rhyhorn! Increase its Base Stats by +6 across the board! Its Power is increased by +3, its Overland Speed is increased by +4, and its Jump Capabilities by +2. It knows the Moves Tackle, String Shot, Bug Bite, Thrash, Body Slam, and Megahorn! However, for some reason, it can’t seem to evolve no matter what you do...

TYPE CHANGES

As a result of a Type Ace's Features or perhaps simply because you're making a Type-shifted Shiny Pokémon to throw at your players, you may have to deal with Moves and Pokémon that have changed Type.

CHANGING MOVE TYPE

Permanently changing a Move's Type with Move Sync may change the effects of the move, sometimes severely. For example, an Ice Beam that is made to be Fire Type should probably no longer have a chance to cause Freezing - Burn would be an appropriate substitute. A Dark-Type Sunny Day would perhaps cause a Dark Day instead - raising the power of Dark Type Moves, and lowering the power of Psychic Type Moves.

These are mere suggestions, and the effects of each Move after Move Sync are up to the individual GM. Be creative, and don't change the viability or power level of the move too significantly. Do not change effects if the effect doesn't seem very inappropriate for the type; Thunderbolt could still paralyze, for example, if it were shifted to Normal, Ghost, Dark, Grass, Psychic and many other types.

And most importantly, change the name of the Move after it's been Type Sync'd! That Ghost-Type Thunderbolt may turn into Spiritbolt, for example.

POKÉMON TYPE CHANGE

Type Sync (found in the fantasy and sci-fi supplement books) permanently changes a Pokémon's Type to match a Trainer's Elemental Connection. Changing a Pokémon's Type has several effects;

First and most obvious, the actual Type is changed. You can either add the Chosen Type to an existing Type, or replace a Type with your Chosen Type. You cannot cause a Pokémon to have more than two types in this way, but you can:

1. Turn a Mono-Typed Pokémon into a Dual Typed Pokémon with both its original Typing and your chosen Type.
2. Turn a Mono-Typed Pokémon into a Mono-Typed Pokémon of your chosen Type.
3. Cause a Dual-Typed Pokémon to become a Dual-Typed Pokémon with your chosen type replacing

one of its original types. If you use Type Sync on a Dual-Typed Pokémon that is already of your chosen type, it loses its additional Typing and becomes a Mono-Typed Pokémon of your chosen Type.

Secondly, the Pokémon can generally learn TMs, HMs, and Move Tutor Moves of that Type. It should be able to learn MOST moves that match its new Types, but there may be exceptions; just like Steelix can't learn Steel Wing, some Pokémon may not be able to learn some Moves that match its new Type. This is up to your GM.

Third, the Pokémon's Capabilities change to match its new Type. It gains Capabilities associated with its new type; Firestarter and Heater for Fire Types, Gilled and Fountain for Water Types, etc. The exact Capabilities gained are up to the GM. If the Pokémon lost a Type, it similarly loses the Capabilities associated with its former Type.

Fourth, the Pokémon's Ability may change. It may not. A Flying/Poison Gengar probably shouldn't retain Levitate; a Dark/Poison Gengar could. Abilities that are very generally indicative of a Type, such as Volt Absorb or Flame Body, should probably not be kept – however, there are always exceptions. It may be worthwhile to be more lenient on weaker Pokémon over Pokémon that are already very strong.

And Fifth, a Pokémon's Level-Up Move List will change. This is a delicate process that is up to the GM. Generally, the thought process for altering a Level-Up List should be as such: Was a Type replaced? Moves of that Type on the Move-List should be changed to that of the new Type. If those moves are very sparse, consider changing a few other moves of another Type to the New Type as well. If no Type was replaced, convert some moves of a Type the Pokémon doesn't have to the new Type; often, many Normal-Type moves will be available for this. Generally, you should turn a Move into a different move of the Chosen Type with the same Frequency and power level.



FLUFFING TYPE CHANGES

The Fluff of changing a Pokémon's type can be tricky. Some Types seem made for it – the Ghost Ace who performs an ancient and eldritch ritual on their Pokémon to take them beyond death. Some Types ... not so much. How do you explain a Pokémon suddenly becoming a Normal Type?

This is up to the GM! Here are a couple of ideas to get your started:

1. Pokémon are inherently mutable and unstable creatures. The easiest way to explain a sudden Type Change is to exploit this aspect of Pokémon. As a GM, you might require a Type-Change to be performed as a Pokémon is evolving; during this mysterious process, due to their Trainer's inherent connection to a Type, the Pokémon changes their own form to match.
2. Single-Staged or Fully Evolved Pokémon may go through this same process, SEEMING to evolve – they glow, change shape slightly, and then wow, they have a new type!
3. Look at the Trainer's other classes. A Type Ace / Researcher could perhaps concoct a strange and powerful potion. A Hex Maniac or Channeler would be a natural candidate for performing strange and unknowable rituals.

4. A Wizard did it. No, seriously; maybe the PCs have to visit a particular NPC and use their powers/super-advanced machine to effect a change in their Pokémon. Perhaps they have to visit an obscure and remote shrine. If the PCs in your game travel often, perhaps there are various of these wizard/machine/shrines throughout the region.

Whichever method you choose to employ, keep these things in mind:

The way in which the GM chooses to implement Type-Sync could affect the requirements and action-type of Type Sync, but we strongly recommend making these FLUFF requirements rather than overtly mechanical ones.

Saying your trainer has to spend some time creating a Potion or setting up a ritual is alright – making it so they have to spend a big chunk of their available funds to do so is probably too mean. If you choose to have an NPC or location be involved in the process, these shouldn't be places that are very hard to reach; you probably do not want to limit the opportunities to use their Features too harshly.

All of these options will of course vary by the campaign.

EXAMPLE TYPE CHANGE

A Fighting Ace / Researcher performs mad science to give his Rapidash big muscley arms, shifting it from Fire Type to Fighting Type. It loses Egg Warmer, Firestarter, Glow, and Heater while gaining +2 Power. Flash Fire is replaced with Discipline and Flame Body with Iron Fist. Its Level-Up Moves also change:

4 Tail Whip - Normal	4 Tail Whip - Normal
9 Ember - Fire	9 Vacuum Wave - Fighting
13 Flame Wheel - Fire	13 Rolling Kick - Fighting
17 Stomp - Normal	17 Stomp - Normal
21 Flame Charge - Fire	21 Power-Up Punch - Fighting
25 Fire Spin - Fire	25 Low Sweep - Fighting
29 Take Down - Normal	29 Take Down - Normal
33 Inferno - Fire	33 Dynamic Punch - Fighting
37 Agility - Psychic	37 Bulk Up - Fighting
40 Fury Attack - Normal	40 Fury Attack - Normal
41 Fire Blast - Fire	41 Focus Blast - Fighting
45 Bounce - Flying	45 Bounce - Flying
49 Flare Blitz - Fire	49 Superpower - Fighting



MEGA EVOLUTION AND END-GAME POKÉMON

Late in a campaign or as the PCs are finalizing their main teams, the players will often want to seek out truly impressive Pokémon to finish off their teams. Much of the time, this will simply mean seeking out a rare “pseudo-legendary” Pokémon such as Dragonite or Metagross, but players will also often express interest in Mega Evolutions and even Legendary Pokémon. How should a GM handle these quests and make them properly challenging and meaningful?

Trainers will often have to prove themselves worthy of such a Pokémon rather than attempting to catch it outright. This is particularly the case for Mega Evolutions where a Trainer probably already owns the Pokémon of the species they'd like to Mega Evolve but must obtain both a Mega Ring and the appropriate Mega Stone.

The Mega Ring itself can be portrayed as advanced technology or a mystical artifact. Either way, it is likely kept under guard by an elite group charged with determining when Trainers are ready to handle a Mega Ring. The test can be anything from a Gym Challenge or series of battle challenges to trials that more broadly test a Trainer's competence or their ethics and character. You may even mix these up and combine them.

For example, a Trainer might be tasked with retrieving an artifact from an ancient ruin to prove their competence. However, upon arriving at the ruins and battling through the Pokémon within, they discover the artifact and reach out for it – and when they touch it, they are sent into a dream-like trance where they're thrust into hypothetical situations that test their strength of character and ethical integrity.

Such trials are useful not only for giving Trainers Mega Rings but for granting entry to caves where rare or Legendary Pokémon make their home.

Of course, to achieve Mega Evolution, a Trainer needs not only a Mega Ring but the appropriate Mega Stone for their Pokémon.

You will have to first decide what exactly a Mega Stone is. They may be similar to Elemental Stones that are used to Evolve Pokémon, just with an affinity to a single species rather than several. You may decide they are the byproducts of world-changing supernatural events, such as the leftover crystallized bits of life energy from

an act by Xerneas or Yveltal. You may decide they are man-made, and a specific ritual or machine can create them when powered by the bond of friendship between Trainer and Pokémon.

What a Mega Stone is will determine what a Trainer has to do to acquire one. If they're ancient relics or simply naturally occurring stones, you may have the PCs go ruin-diving or spelunking to find their Mega Stones. It could be a good idea in these cases to put them in areas where the particular species for the Mega Stone is commonly found, or where they were found in antiquity, for the case of ruins. If they're man-made, then it's likely that whoever provided them with the Mega Ring also has the ability to manufacture Mega Stones.

The proper timing for introducing a quest to acquire the equipment for Mega Evolution, a Legendary Pokémon, or other rare and powerful Pokémon is up to you. A good guideline for when to make Mega Evolution available is when most of the PCs' teams are at least 5-10 Levels past their final Evolutionary Stages. Obviously, if everyone has largely Pokémon that evolve very late or very early, this isn't as useful of a metric.

Requiring in-game research or basing qualification on a number of Gym Badges is another way to pace out the beginning of this type of quest. For finding an area to catch lower-leveled pseudo-legendary Pokémon, all it might take is some research and a dangerous trip out to their natural habitats. For gaining access to Mega Evolution or the homes of Legendary Pokémon, a Trainer might need anywhere from 4-8 Gym Badges depending on the pace of your campaign.



QUICKLY BUILDING NPCs

Building a full character in Pokémon Tabletop United can be pretty time consuming. If you try to build every NPC just as you could build a PC, then you'll quickly find yourself swamped by a lot of work for very little gain. Instead, you should give most NPCs just the bare minimum of what they need to function, especially if you don't foresee using them in combat.

By all means, spend the time to write out full builds for major NPCs that will be showing up often, but most NPCs don't need that treatment.

Use the following process to quickly generate NPCs:

Decide on Level. The easiest way to do this is simply by reference to the PCs' Levels. Is your NPC generally more experienced than the PCs or less? By how much? While you may not use this directly when doing quick stats for an NPC, it's good to have an idea of the Level difference between the NPC and the PCs.

Choose major Classes and Features. You should have a general idea of what kind of archetype this NPC represents or what role you expect to play in the story. Based on this, pick a small handful of Features you know they need, including Class Features. Unless they're at a very low Level, you don't really have to worry about whether they can gain all of these. For Combat Trainers, focus on the Moves and Abilities they'll use in battle.

Choose major Skills and Edges. Look at the Features you chose in the previous step. Mark down any Skill prerequisites for your NPC and any Edges they may need as well. Then, if you feel there's more to the NPC not represented here between the Features, Edges, and Skills, add the missing Skills and Edges within reason. Don't give an NPC everything, but if you build a quick Martial Artist / Ace Trainer but remember he's supposed to be a gadget whiz too, it wouldn't hurt to bump up his Technology Education to Adept or so.

(Optional) Distribute Combat Stats. Starting Trainers have 10 HP and 5 in the rest of their Combat Stats. They then add 10 points on top of that. A fully non-combat Trainer will then have an additional stat point for each Level past 1. A fully combat focused Trainer has twice that due to Stat Tags. Add Stat Points somewhere between those extremes as appropriate.

Example: A GM is preparing a Poké Ball crafter and wilderness guide who lives in a shack outside the woods the PCs are preparing to explore. Here's the quick process for making this NPC.

Decide on Level: The PCs are all about Level 10, having gotten a few Gym Badges under their belt along with the other exploring they've done. The GM decides his crafter is somewhat more experienced than them, having spent his life traveling the region. He sets his Level at 15.

Choose major Classes and Features: Poké Ball Crafter is crucial to this concept of course. This means he has Poké Ball Repair too. On the wilderness guide side of the concept, the GM decides this guy has the Survivalist Class and Hunter Classes from dealing with the wilds nearby. Because he's good at dealing with the rough weather around this area too, he gives him Researcher and the Climatology Field of Study.

Choose major Skills and Edges: The GM first looks over the prerequisites for the Features he's chosen and bumps up his NPC's Technology Education to Expert, General Education to Novice, Stealth to Novice, and Survival to Adept. Since he's good with Pokémon and a researcher, he goes ahead and writes down Novice Charm and Pokémon Education for the NPC too.

(Optional) Distribute Combat Stats: While the GM was just planning to make his NPC a guide through the forest and a source of information, his session takes an interesting turn, and he thinks he'll need to have the guy participate in a battle with wild Pokémon the PCs provoked.

He writes down 10 HP and 5 in the rest of his NPC's Combat Stats. Noting he's a guy who can take a hit, he puts 5 more points into HP and 5 into Defense. He then thinks about how many more Stat Points he'll have. Hunter will give some HP and Speed Stat Tags, but he's also a Researcher. A fully combat ready Trainer has 28 additional Stat Points at Level 15. A fully non-combat Trainer has 14. Since this NPC is somewhere in between, the GM gives him 20 Stat Points, 10 of which he puts in Speed, and 5 each in HP and Special Defense.

ENCOUNTER CREATION GUIDE



What's probably the most time consuming part of being a GM is putting together all the combat encounters your players will face off against. This doesn't have to be a painful process though, and you should have fun coming up with unique and interesting encounters for your players. Here's a guide for doing just that.

SETTING UP THE ENCOUNTER

The first step to crafting a combat encounter is figuring out why the players will be fighting. A lot of the advice in this particular section won't necessarily be exclusive to combat encounters, however, and can be helpful in crafting non-combat events and activities for the players to engage with.

It's easy enough to come up with most League-affiliated or plot-centric encounters. Having to challenge a Gym Leader for a badge or enter a qualifying tournament for the Pokémon League is pretty universal to campaigns with that kind of structure. Pitting your players against Team Rocket or your own custom criminal team is also straightforward.

When your players are traveling between towns, however, it can be boring to always have a pack of wild Pokémon ambush them for no reason simply so you can give the players something to fight and catch. Carnivorous Pokémon may see Trainers as food, but you don't always have the luxury of building an encounter around those species. Here are some common scenarios where your players might get into a scuffle with the local wildlife.

There's an ongoing fight between Pokémon on the road. This can range from Sevipers and Zangoose duking it out to a pack of Mighyenas hunting prey like Buneary. In many cases, Trainers will simply leave such fights alone, but you'd be surprised how many PCs will want to intercede on nature running its course, especially if cute and fluffy Pokémon are in danger.

Alternatively, a conflict could be so large that it's impossible to cross a part of the route without cutting a path through and getting caught in the crossfire. As a twist, you may have a pack of wild Pokémon hunting another wounded Trainer or group of Trainers as prey, even if the local wildlife wouldn't normally go after healthy Trainers.

Pokémon are protecting something valuable. Most wild Pokémon will leave Trainers alone, but if they're guarding eggs, children, or wounded members of their pack, they may act more aggressively. Pokémon can also often be intensely territorial, but this rarely results in a fight unless the PCs don't know they're intruding or if they have a compelling reason to willfully go into dangerous territory. So pair this with the territory or valuables being guarded being in the direct path of the PCs, and you have a good formula for getting the players involved in a fight or at least making a difficult choice how to proceed.

If a storm is approaching while the players are hiking up a treacherous mountain, and the only shelter available is a cave system guarded by a Druddigon taking care of her eggs, what do the players do?

Pokémon are agitated by an external source. A Team Rocket radio broadcast might be riling up the wildlife, or perhaps a group of poachers has set the local Pokémon population on edge. This is a good way to draw the PCs into a larger plot too, if you wish.

BASIC ENCOUNTER CREATION GUIDELINES

With the ease and simplicity of PTU's rules for giving out Experience (page 460), one great method for creating encounters is to work backwards from the Experience drop you want to give your players.

One good guideline here for an everyday encounter is to multiply the average Pokémon Level of your PCs by 2 (average Trainer Level x 4 works in a pinch too given most games maintain Pokémon Levels at twice average Trainer Levels) and use that as a projected **baseline Experience drop per player** for the encounter. This should result in about enough Experience for each player to get a Pokémon half a Level from the encounter. For very low Level parties with few Pokémon, you'll want to decrease baseline Experience when using this method. This assumes an encounter with a Significance Multiplier of 1x, or insignificant. A Significance Multiplier of 2x, or the lower end for an everyday encounter, will double your baseline and nets you about enough Experience for a Pokémon to Level Up once. As you create a more important encounter, not only should you increase the Significance Multiplier, but you should also increase the baseline Experience you're working with, as that will determine the Levels of the enemies you create.

From there, simply multiply the Experience drop by your number of Trainers. This is the number of Levels you have to work with to build your encounter.

Example: A GM is designing an encounter for three Level 10 Trainers, each with Pokémon around Level 20. Multiply the average Pokémon Level by 2 for a baseline Experience drop of 40. Multiply this by 3 for the number of Trainers for a total of 120 levels to build an encounter. The GM splits this six ways and stats up an encounter with six Level 20 Pokémon. If the battle has an everyday Significance modifier of 2x, then each player gets 80 Experience and can approximately Level Up their Pokémon once from the battle.

For a bigger, more important, fight, the GM decides on a baseline Experience drop per player of 60 and a Significance Multiplier of 5x for a total of 300 Experience, enough to give several Pokémon a Level or give one or two Pokémon a couple of Levels. Multiplying 60 by 3 for the number of Trainers, the GM has 180 Levels to build an encounter. He splits it into two Level 40 Pokémon and four Level 25 Pokémon. He could also give up two weaker Pokémon to make a Level 25 Trainer.

For normal encounters, don't sink all of the Levels you have to work with into one or two Pokémon with extremely high Levels! But also, Levels aren't the only factor that should be affected by the Significance Multiplier. How well the enemies synergize, whether they have Egg, TM, or Tutor Moves, and how powerful the species are should vary as well.

Example: Our GM from the previous example may create an encounter of three Cacnea and three Trapinch for a desert encounter in the case of six Level 20 foes. They might not have much special, but maybe the Cacneas have Magical Leaf or Low Kick in their Inheritance Move list, and the Trapinch have Quick Attack to make up for their abysmal speed.

However, for the more important encounter, he uses Level 40 Cacturne and gives them Thunder Punch and Poison Jab to help cover their Flying and Fairy weaknesses, respectively. He also ensures they have the Twisted Power and Sand Veil Abilities. Three Trapinch support them in the encounter and have Rock Slide and Sandstorm. A Researcher / Cheerleader with the Extreme Weather Feature gives all Pokémon damaged by Sandstorm a penalty to accuracy rolls and uses Orders to boost their attacks.

Of course, you can certainly build an encounter without working backwards this way. Either way, be mindful of what your aim for the encounter is as well. The six Level 20s may not seriously threaten the group of Trainers and might just act as a tax on their resources as they travel, but the more significant encounter poses a real threat of taking them all out.

As a final bit of advice, be wary of action economy! A large swarm of low Level foes can quickly overwhelm even the strongest of parties. It's usually better to use a moderate number of foes than go in either extreme, though there are exceptions which will be noted in the more advanced parts of this guide.



QUICK-STATTING POKÉMON

Just as with NPCs, you don't always have the luxury (or desire) of spending hours fine-tuning a combat encounter. Sometimes, you just need something quick to throw at your players as they go exploring the wilderness or looking for Pokémon to catch.

Here are some tips for on-the-fly wild Pokémon battles or last minute prep work.

1. Stick to 2 or 3 different species.

You want to clone a few Pokémon to populate your encounter, but you don't want an encounter made entirely of one species either. Luckily, it makes logical sense for most Pokémon to travel in packs, and you can pick species which supplement the "main" species you select for the encounter.

2. Pick species that are easy to stat.

An ideal Pokémon for quickly statting an encounter has one attacking Stat and HP as their highest Base Stats or is in a position where a choice of Nature can easily make that the case. Pokémon with very low base HP make for difficult statting on the fly.

3. Pick 3-4 Stats to focus on per Pokémon.

If you've picked a fairly easy to stat species, then you can simply evenly divide Stat Points for the Pokémon among their highest 3 or 4 stats, depending on their specific Base Stat configuration. This will usually raise HP, one attack stat, and then some combination of speed and the defenses, making for a reasonably well-rounded combatant that can still hold its own.

As an emergency option, you can grab just about any species, distribute Stat Points evenly across all six Stats, and then throw them into an encounter. Keep in mind though that enemies written with this method will be much weaker than an equivalently Leveled PC Pokémon almost all of the time.

Example: The players have suddenly taken a detour away from the beach path to the grassy plains, and the GM's prepared Krabby and Crawdaunt encounter is now completely out of place. They're still looking to catch wild Pokémon though, and so the GM needs a new set of stats, and quick!

Glancing through the list of grassland Pokémon, the GM finds Growlithe and glances over its Base Stats. Attack and Special Attack are highest, followed by HP and Speed. Pretty good for this exercise. She tosses in an Arcanine as the pack leader and decides that the group also adopted a Herdier, to give the encounter some variety.

Growlithe's Stats are simple. The GM distributes all Stat Points evenly between Attack, Special Attack, HP, and Speed, creating a mixed attacker easily even with an unadjusted neutral Nature.

She takes a quick moment to be fancier with Arcanine, giving it a Curious Nature to raise HP and lower Special Attack, making it focused on Physical attacks. She then distributes Stat Points evenly between HP, Attack, and Speed only.

For the Herdier, a neutral Nature works as well. Stat Points are split between Attack, HP, and both defensive Stats, making it the tankier part of this encounter.

Finally, all the GM needs to do is write down their Abilities and Level Up Moves and then decide on whether to give them an Inheritance Move or two if she's getting really fancy with her hastily stattd encounter.

RUNNING FASTER COMBAT

Sometimes, not only do you need to stat the encounter quickly, but you want to run the players through it as quickly as possible as well. Here are a few tips for doing just that.

- 1. Don't use maps.** Abstract distances instead so you and the players have to spend less time thinking about exactly which square to move to and what's in range from there.
- 2. Pre-roll Accuracy Rolls for your foes.** Simply keep a sheet of randomly generated numbers from 1 to 20 (either rolling manually before the session or using an online generator or spreadsheet) and use them in order for Accuracy Rolls for your enemies, crossing them off as you go.
- 3. Use the set damage chart,** not the rolled damage chart. This will save you loads of time finding the right dice and counting them up for damage.

THE TYPES AND ROLES OF COMBAT ENCOUNTERS

This section of the encounter creation guide gets a bit theoretical, so if you find it boring, feel free to skip ahead to the next page. It's mainly for those GMs who really want to think about what their aims are when they create a combat encounter for their players and how to design and execute encounters to meet those aims.

For many veteran GMs, the advice here will seem familiar and broadly applicable to many tabletop roleplaying games, but there's also going to be discussion of how the particular dynamics of PTU affect encounter creation. Specifically, unlike most other roleplaying systems, the player controls a team of varied Pokémon in PTU that play many roles and have individual strengths and weaknesses rather than a single character which is rather static in both role and its strengths and weaknesses.

Broadly speaking, combat encounters can do two things to the PCs. They can **Tax** them or **Threaten** them.

An encounter that Taxes the PCs most likely won't have a high chance of resulting in their defeat and may even seem to be an almost assured victory for them. However, what it does do is cost them resources. This doesn't just mean Hit Points or the healing items used to recover them, but those certainly are the most obvious resources that are taxed. Pokémon and Trainer alike can become Injured, which takes a long time to heal. Knocked out Pokémon may present a conundrum to a party ill-equipped to revive them. Features and Moves with Daily Frequencies are expended. An encounter that Taxes the party makes future encounters more difficult until resources are recovered, and it can set up for an encounter meant to Threaten the PCs.

An encounter that Threatens the PCs does just what it sounds like. It threatens to defeat the PCs and result in their demise, capture, or other form of incapacitation. Usually, this takes the form of a boss encounter and only occurs after the PCs have already been Taxed by other encounters or adventures. Simply put, with a full team of six Pokémon per PC, it's very unlikely that a single encounter will take them all out from full health unless either 1) the enemies target down PC Trainers quickly while deprioritizing their Pokémon or 2) the encounter stretches out for a very long time. Neither of these situations are particularly fun when used liberally.

So what do you do with these two types of combat encounters in mind? Well, that's simple, when you sit down to create an encounter, think about which role you want it to play and tailor it accordingly.

When you want to Tax the PCs, widespread damage over time such as Hail and Sandstorm are good ways of bringing down Hit Points over the whole party in a way that doesn't threaten death but will either weaken them for future encounters or cost them healing resources. Persistent Status Afflictions also play this role well. Injuries are perhaps the most lasting way to Tax a party, and while they can be accrued naturally through the course of battle, throwing in enemies with Cruelty or similar effects can accelerate this.

When you Threaten the PCs, you will usually be in for a longer encounter no matter what, unless you simply create enemies capable of one-shotting them, which is usually no fun. High damage is more important, however, and you may wish to use Moves such as Heal Block to further ramp up the danger.

Encounters meant to Threaten the PCs should typically be designed in concert with those that will Tax them. Part of this is to create interesting choices in your campaign – the PCs know they will almost certainly defeat a caravan of Team Plasma grunts they encounter on the road on the way to the hideout, but they also know it will cost them precious resources to do so that will hinder them in attacking the hideout. If the caravan is possibly holding an experimental weapon or perhaps kidnapped prisoners, this may become a tough decision.

Another reason to design these encounters parallel to each other is that you may wish to Tax the PC party in particular ways before an upcoming encounter. For example, grunts under the command of a Fire Ace villain may be instructed to weaken or target down any Water and Rock Type Pokémon that intruders use. In this way, even encounters that the PCs know they will win for sure become dangerous – not because there is some chance they might lose, but because not winning soundly enough could cost them a future victory against more imposing or vital foes.

SPICING UP ENCOUNTERS

Now that you've got the basics down, it's time to get interesting. Battles don't happen in a vacuum, or they shouldn't anyway. If all of your encounters take place against a stock number of opponents and on a flat and empty plane, then your players are liable to get bored from the lack of tactical variety. Here are some ideas for mixing it up!

USE THE ENVIRONMENT

Consider the environment the encounter takes place in. A couple of simple rules for a hazardous environment such as traps, poor visibility, or restricted movement can turn what is ordinarily a mundane and easy encounter into a real trial for the players. You can also set up scenarios where the players' actions and choices leading up to the encounter affect the final environment they fight in. This can be especially handy to make the characters who aren't built for combat feel more useful if they can put their skills to work making the battle easier before it even starts. Here are some examples.

Dark Caves: These caves are pitch black without light sources available, making fighting nigh impossible without Darkvision or Blindsight. Light sources help, but they can only perfectly illuminate your surroundings for a short distance around you.

A standard lantern or a small or medium sized Pokémon with the Glow Capability creates a Burst 2 of light around it where you can see unimpeded. Every meter between a character and their target imposes a -2 penalty to Accuracy Rolls and Perception Checks regarding that target, but squares illuminated by light do not count toward this total. So for example, if a Trainer is holding a standard lantern, they have no problem making Perception Checks and Accuracy Rolls against anything up to 2 meters away from them because those all fall in illuminated squares, but an Accuracy Roll against something 4 meters away would suffer a -4 penalty, -2 for each unilluminated meter.

The size and quality of the light source affects the usable radius around it. Large Pokémon with Glow and powerful artificial light sources generate a Burst 3, Huge Pokémon generate a Burst 4, and the Illuminate Ability adds 1 to the Burst radius of a light source.



To make penalties easy to calculate, simply draw a line from a character to their target, count the number of meter squares the line passes through, subtract any illuminated squares the line goes through, and multiply that by -2 to calculate the appropriate Perception and Accuracy penalty.

An Arctic Battle: A battle over a frozen lake could pose a unique challenge to even experienced Trainers. The thin ice makes it dangerous to use any Pokémon of significant size – anything with a Weight Class of 5 or higher breaks the ice and falls into the lake. Groundsource attacks and other Moves at the GM's discretion also make holes in the ice in their area of effect.

You could make the ice slow terrain as well to represent how one must move slowly over it, and you could even call for Acrobatics checks to prevent being Tripped when hit by attacks that cause an Injury.

And finally, to impose an actual danger to falling in the water, you could make everyone in the freezing water suffer Hail damage each turn and also impose a Speed Combat Stage debuff on anyone who falls in.

The Hazard Factory: This abandoned factory still has power thanks to the multitude of Electric Type Pokémon that make it their home. Many of the other species in the factory have even learned to operate the machinery in basic ways and often use it to their advantage in battle.

Here, the gadget whiz of the party who otherwise has had trouble contributing to battles can thrive. Suppose the PCs are looking to recover an important hard drive or piece of equipment from deep within the factory, but it is surrounded by hostile wild Pokémon.

Before the battle even begins, the gadget whiz can find where the Electric Types live in the factory and sabotage the wiring system to prevent them from powering the machines the Pokémon use to defend the factory. In the midst of battle, she may even operate the machines herself, using cranes to pick up and move enemies, activating electro-magnets to pin Steel Type opponents in place, or shocking enemies with overloaded circuits.

Collateral Damage: Set your encounter indoors or in an area with many fragile items or innocent bystanders. Players might be more careful to use their powerful area of effect attacks if they have to keep collateral damage to a minimum. Even single target attacks such as Flamethrower can be extremely dangerous to use in a wooden shack. Your players will have to plan their tactics carefully or make hard decisions about what they're willing to do to win the battle.

SET UNCONVENTIONAL VICTORY CONDITIONS

Not all battles have to continue until only one side is left standing. Unconventional victory conditions can allow you to turn easy encounters into tougher affairs or pit the PCs against foes they normally couldn't handle. Remember, running away is always an option too. Even strong foes may back down if a few of them are beaten.

Perhaps the PCs are faced with a group of very high Level Pokémon they cannot hope to defeat, but all they have to manage is to get to a boat waiting for them at the beach so they can make their escape. Moves that deal a lot of damage may not be as valuable here compared to Moves that can Slow foes, inflict debilitating Status Afflictions like Sleep, or otherwise impede their foes, such as Barrier.

On the flip side, defeating a pack of weaker foes becomes a much more tense situation when they're the ones trying to escape and throwing every trick they can against the PCs to slow them down and buy time. Brute force might not be enough when time isn't on their side.

Other unconventional victory conditions you can use are trying to disable a machine that's being guarded – the players will have to choose between focusing their attacks on the machine itself and the guards who may be too powerful to completely defeat in a straight up fight, quietly defeating a set of guards without triggering noise sensors or allowing them to trip the alarm system, and retrieving an artifact from underwater ruins and putting it on their boat while assaulted by unending waves of aquatic Pokémon.

DEFY PLAYER EXPECTATIONS

Using the occasional Type Shift or other variants of a Pokémon can take players by surprise and turn their battle tactics upside down. Even when a Type Shift is obvious, it can throw off expectations enough to make it a formidable foe, and some Type Shifts are not obvious at all. A Normal/Psychic Claydol may clearly look like it's not a Ground Type, but PCs may not realize its Typing until one of them fails to damage it with a Ghost Type attack.

Type Shifts are only the start of the variations you can use to give more variety to your encounters. As a bonus, not only do these help you make more difficult and exciting encounters, but if they're wild Pokémon, then players will likely be more interested in capturing them for their uniqueness.

Alternate Move Effects: Change up how standard combat mechanics work. Poison doesn't always have to have the same effect, for example. You may create a breed of Poison Type Swampert with a Toxic venom that's designed to immobilize and weaken a foe rather than knock them out. Instead of Poison's normal effect, Poisoned targets are Slowed and suffer -1 to a random Combat Stage each turn, becoming weaker over time. Add in Venom Drench for an even stronger debuffer.



Giant Pokémon: Larger variations of a typically small Pokémon are also great for adding unpredictability to a fight. Take for example the Shiny Giant Caterpie described earlier in this chapter. Few players might expect it to know a powerful Move like Megahorn. Other great candidates for making giant Pokémon are Trapinch, Magikarp, and Ditto. Imagine a giant Ditto transforming into a super-sized version of the party's biggest and scariest Pokémon. Aquatic Pokémon and Bug Types in general make natural fits for this treatment.

Give giant Pokémon boosted stats and changes to their Move and Ability lists to account for their size. Body Slam, Thrash, Earthquake, and Bounce are all appropriate Moves, and Abilities such as Thrust and Thick Fat could prove a nasty surprise as well.

Swarm Pokémon: Typically, it isn't recommended to use large numbers of Pokémon in an encounter, for two main reasons. First of all, it slows down combat tremendously to have many more actions per turn, and players can become bored waiting for their turn to act. Second of all, the action economy of many weaker combatants is incredibly dangerous, and you can very easily overestimate what your players can deal with.



If you encounter a swarm of Joltiks, the zoofbat encourages you to run for your life, as they are the most deadly predators you will ever encounter in the vast world of Pokémon. No, really, they'll bind you in webs and eat your face.

Sometimes, however, you have to break a few rules to make an interesting encounter. Sometimes it just plain makes sense that the PCs will be assaulted by a huge swarm of bugs or other small Pokémon.

For these cases, you can create a Swarm Template that lets you abstract large numbers of Pokémon into a single entity that roughly emulates how fighting a swarm would work. Note that this still results in a rather nasty encounter! Save it for special occasions.

First, decide on how big the swarm is in your encounter. This may vary from merely being a way to group a dozen or so enemies into one to save time and trouble to representing a fight against a flood of Zubat swooping out of a cave to attack the PCs. You can generalize the sizes of swarms into a **Swarm Multiplier** according to the following chart.

Swarm Multiplier	Size of Swarm
1	Less than a dozen Pokémon
2	15-25 Pokémon
3	25-40 Pokémon
4	40-60 Pokémon
5	60+ Pokémon

These numbers may seem high, but, of course, it's assumed that each individual Pokémon is trivially weak in this case and is only strong due to their numbers.

Here are the mechanics for the Swarm Template.

The Swarm is treated as one entity and should be given one stat block for a Pokémon of an appropriate Level. It has a number of "Hit Point bars" to its Swarm Multiplier. It can't suffer Injuries, but as it takes damage in battle and loses all the Hit Points in a bar, its Swarm Multiplier decreases by one each time.

The Swarm acts multiple times each turn in battle – it has a number of **Swarm Points** each turn equal to its Swarm Multiplier that it spends on actions. The first Standard Action or attack each turn is free for the Swarm. It then subtracts 5 from its Initiative and can act again on that new value. Even if a Swarm hits Initiative 0, it can still act, even acting multiple times in a row on that Initiative tick. However, these actions have a cost according to their Frequency. At-Will actions cost 1 Swarm Point, EOT costs 2, Scene costs 3, and Daily costs 4. Yes, this means an especially large Swarm may use Daily Moves multiple times in a battle, making it especially dangerous. These costs apply only to Standard Actions. For Swift and Free Actions that are limited to Scene or Daily frequency, a Swarm can use each a number of times a Scene equal to its Swarm Multiplier. Otherwise, a Swarm can take At-Will and EOT Swift and Free Actions each time it acts, frequency allowing.

When a Swarm fails to be able to act due to a Status Affliction such as Sleep, it instead loses 1 Swarm Point for that turn. A Swarm always has at least one action each turn, no matter the result of its Save Rolls.

Accuracy Rolls to hit the Swarm gain a bonus equal to its Swarm Multiplier, but all single target damage is resisted one step further. Area of effect attacks and attacks that hit multiple targets are treated as one step more super-effective, however.

BUILDING RECURRING RIVALS AND VILLAINS

Team Rocket would've been much less memorable in the Pokémon anime if Ash had fought off nameless grunts around every corner rather than consistently facing off against Jessie and James. Rivals are also a staple of Pokémon media, and it's a good idea to establish both recurring villains and rivals for your campaign.

Honestly, this is a much less daunting task than it might seem at first because many of the guidelines and principles you'd follow for making an interesting PC apply equally to writing recurring NPCs!

Give these important NPCs a theme. This applies both on a fluff level and on a level of mechanics and how they handle battle strategy and approach the PCs. One villain may like to lay ambushes and use sneaky Pokémon while another is all about flashiness and honorable duels.

Just as you may wish to focus your characterization of the PCs' Pokémon on one or two per character, do the same with the rival or villain's team, creating a recognizable mascot of sorts for them.

It's important to stat up rivals and villains in a way where they have room to grow alongside the PCs. Absolutely don't stat out an early rival appearance with more than one or two Classes, because you'll want to save those Class slots for giving them surprising new tricks in future meetings or for growing their characters in unexpected directions in reaction to the events of the game or how the PCs interact with them.

On that note, you definitely do want to have them learn and change from their interactions with the PCs. A villain whose bumbling and reckless full frontal assaults keep failing will eventually learn more subtle and nuanced ways of attacking the PCs. A rival who sees their PC nemesis begin to focus on Fire Types and walk down the path of a Type Ace might go out of their way to pick up a strong Rock or Water Type Pokémon.

Keep some things the same, of course, or else you risk destroying any sense of identity for these NPCs. Also important is allowing PCs to develop counters to these NPCs the same way the NPCs do for them.

ENCOUNTER CREATION FOR UNBALANCED PARTIES

In a perfect world, all PC parties would be perfectly balanced, well-oiled machines where each component plays a crucial but balanced role. That's rarely the case, whether due to honest mistakes, munchkins that aren't properly reined in, or other reasons.

Your first step to deal with this is to develop a plan for restoring game balance. This tends to begin with talking to any players of PCs that are vastly outshining the others and making your concerns known, possibly arranging for tweaks that will tone down the characters in question. You may also begin planning ways to give weaker characters nifty bonuses for their Pokémon or opportunities to capture strong additions to their team to restore balance over time.

In the meantime though, you'll have to cope with writing encounters for an unbalanced party. Don't worry. It's easier than you think.

The most common mistake a GM makes in this situation is to overcompensate and insert many hard counters to the powerful PCs or to focus fire down their Pokémon immediately in encounters. Don't do this.

A more fun and reasonable way to deal with this issue is to create compartmentalized encounters, where one foe or subset of foes may be acting in a slightly separate area from the others and is clearly meant for the stronger PC and their Pokémon to take on. For example, if the PCs are investigating a criminal laboratory, you might have a large threat like a Metagross bursting in from the outside of the area for the strong PC to hold off while the others delve deeper inside, fighting off more minor scientists and their Magnemites and Voltorbs as they try to get to the heart of the facility and steal its secrets.

This can be combined with the earlier advice on creating non-traditional goals for combat that can enable scenarios like having the combat monster PC hold off enemies while the others set up a crucial piece of equipment. This is especially useful because oftentimes, a character built to be very good at combat is less adept at many non-combat tasks.

While you don't want to hard counter strong PCs at every corner, using Status Afflictions and some selected counters to their strategies, especially if villains have learned them over time, can help even the playing field.

TEAMWORK IN BATTLES

The Pokémon video games usually focus on single battles, but that will typically not be the case for a tabletop campaign! A number of Moves and Abilities in the video games make it easy to create teams that have a lot of synergy for double and triple battles, and Pokémon Tabletop United takes this idea and expands upon it.

Your encounters will be more interesting if you play with these parts and show off cool interactions and teamwork between your enemies instead of having them all function as individual units. GMs, **show your players this section too!** They'll probably have a lot of fun coming up with teamwork tactics amongst themselves, and it will make battles more exciting for everyone.

First of all, consider which Trainer Classes contribute well to working as a team. In League Battles, the Cheerleader and Mastermind are obvious choices, both able to use Orders that affect a large number of allies at once, or even just their partners in double and triple battles. In the tradition of Bards in tabletop RPGs, the Musician is also capable of providing support to multiple allies with Bardic Flair, War Song, and Lively Beat.

In full contact fights, the Channeler, Dancer, and Hunter are all good at supporting other allies as well. Every Channeled Pokémon can benefit from a variety of buffs depending on other Channeled Pokémon such as gaining Combat Stages when they do or resisting attacks that other Channeled Pokémon resist. The Dancer provides Combat Stage buffs to its allies. And finally, the Hunter takes advantage of positioning and ganging up on single foes.

These are only the most obvious examples, and most Classes have some way of helping out their allies if you look for them.

Next, consider Abilities. The most obvious choice for Abilities that help allies are Helper, Teamwork, Pack Hunt, Friend Guard, Bodyguard, Sequence, and the Veil and Boost Abilities (Flower Veil, Ignition Boost, etc). A number of Abilities also let Pokémon use their Standard Actions to support the team – Interference, Confidence, and Rally are just a few. And of course, Plus and Minus work together well. When picking Pokémon for a team or encounter based on teamwork, look for these.

Many Moves are also designed to support teammates. Helping Hand and Blessings are the most obvious choices among these. A number of Moves can heal allies of Status Afflictions or restore their Hit Points – Soft-Boiled, Wish, Heal Pulse, Heal Bell, Aromatherapy. The Pledge Moves, Echoed Voice, and Round also are at their most powerful when used together by a number of allies.

Rototiller, Magnetic Flux, and similar Moves provide buffs to allies in a more situational manner. Weather effects can also be useful to allies by boosting Move damage or ensuring normally inconsistent Moves such as Hurricane always hit; weather can easily be the basis of a themed team.

Psych Up is often used for copying an opponent's Combat Stages, but it can also be used for a team to copy one self-buffing ally's Combat Stages.

You can also look for places in the system where you can find synergy that isn't quite as obvious.

For example, when looking at Plusle and Minun, what stands out the most from a teamwork perspective are their Plus and Minus Abilities, as well as Sequence. To make that combination even more potent, however, a Plusle or Minun with an Electric Type Hidden Power can power up the other through the Lightning Rod Ability. A similar tactic can be used with any area of effect Moves of a particular Type and similar Abilities, such as Storm Drain, Flash Fire, or Water Absorb.

Anger Point can be triggered by an ally's Frost Breath or Storm Throw, and if the ally is built so that attack would do minimal damage, this can be an incredibly potent way to boost an ally to maximum Attack Combat Stages.

Finally, there are some basic system mechanics which encourage cooperation and working as a team. Flanking enemies makes them easier to hit, and clever positioning can also make use of the fact that combatants count as Rough Terrain to help protect allies. Pokémon who have achieved a Loyalty Rank of 6 can attempt to Intercept attacks aimed at any of their allies.

CREATING GYM CHALLENGES

Gym Challenges should have a special place in any PTU GM's heart. They're where you can go all out in giving an NPC nasty and whacky strategies and throw tough challenges at your PCs without worrying that you might kill them all off with too difficult an encounter. In Gym Challenges and other League matches, death tends not to be an issue, and Trainers can always challenge a Gym again at a later date if they fail the first time. This doesn't mean you should intentionally create impossible Gyms or pay absolutely no heed to balance, but it does mean you can relax a little and be more experimental.

In a standard League-based campaign, Gym Challenges are the one main constant when it comes to significant encounters. You'll want to do your best to make sure they stay interesting throughout the campaign and don't become stagnant. Here are some tips and things to consider when crafting your region's Gyms.

Theme: A region's Gym Leaders aren't just a collection of powerful Trainers. Usually, each Gym Leader has a specific theme to his or her Gym Challenge. Most commonly, this is a specialty in a certain elemental Type, but you can certainly deviate from the standard and build Gym Leaders around a particular Combat Stat, a particular kind of battling style, or other factors. Feel free to combine themes as well, such as pairing a Type with a Combat Stat for a Gym.

Unique Mechanics: Gym Leaders should pose a special challenge to the PCs, and a straight up bog standard League match is anything but in most cases. Even adding just a small twist to the standard battling procedure can help, such as using an electrified floor in an Electric Type Gym. You can go further with this and create Gyms built around completely different victory conditions, such as Capture the Flag or obstacle courses.

While many Leagues will require that Gyms adhere to standard League battling regulations – Pokémon battles only with no direct Trainer involvement, it is also interesting and exciting to break from that and create Gyms that challenge the Trainers directly as well.

Here are some examples of Gyms with a strong theme that also works well into the unique mechanics they present for the Gym Challenge.

A Dark Type Gym that also themes itself on the Stealth Skill. The Gym Challenge isn't about facing off in open field combat, but instead the challengers must work as a team to retrieve a number of artifacts from a dark labyrinth within a time limit while facing assassination style attacks from the Gym Leader's Pokémon.

A Gym that themes itself off the Cool Contest Stat. It has no particular Type affiliation, but it leans somewhat toward Flying and Electric Types due to the number of Cool Moves of those Types. The battle arena is designed as a series of floating platforms that encourage combatants to make cool and risky acrobatic maneuvers to move around efficiently. An audience judges the combatants' every Move with Appeal Points much like a Contest, and special bonuses are given for high Appeal such as healing items and buffs.

A Gym that replicates the terror and arduousness of extreme mountain climbing. Set on the peak of a large mountain itself, it takes advantage of the permanent Hail conditions of its locale to wear down opponents. Most of the Gym Leader's Pokémon are Ground or Ice Type, and she throws in the bite of a Sandstorm into the challenge for added difficulty. Pokémon with push effects are common, replicating the ever-present danger of falling in mountain climbing.

A Grass and Bug Typed Gym that is designed as an obstacle course challenge. Winning is simply a matter of getting to the end. However, the path to the finish line is littered with traps and Bug and Grass Pokémon that will try their best to wear the challengers down with Status Afflictions rather than attacking directly.



That's not all you should think about when making your region's Gyms, however! Ideally, your region's Gyms should fit together in a cohesive whole.

Part of this is simply working to make sure that while each Gym has its special theme, the pattern of themes used throughout the region is predictable or at the least consistent. For example, the previous four example Gyms might seem like they're all over the place in terms of theme, but if you make a pattern where Gyms always borrow existing facilities or structures for their challenges, it could make sense.

The Dark Gym borrows an old archaeological dig site that's been fully excavated already, or old mine tunnels perhaps. The Cool Gym uses a sports arena, perhaps one designed for Pokéathlons. The mountain climbing Gym borrows the peak of a ski resort during times of intense winter storms. The obstacle course Gym borrows a forested path through a wildlife preserve.

Part of this is considering what the role of a Gym Leader is in your region, which was covered earlier in the section on Constructing a Pokémon League (page 438).

You will also want to consider how the Pokémon League expects challengers to approach the Gym circuit. Do challengers simply need to win once and keep a Badge for life? Or is qualification to an annual League tournament contingent on winning a number of Badges again each year?

Here are some further assorted thoughts and advice on creating Gyms.

Don't enforce a strict Gym order! This isn't the video games, and you have the flexibility of writing the stats for a Gym as you need them rather than setting them all in stone at the beginning of the campaign. Naturally, Gym Leaders keep Pokémon of a wide range of strength, using what's appropriate for a given challenger based on the number of other Badges they already have.

If you want to give a little more structure to your League, one way to do so without forcing a single right order for Gym Challenges is to create two or three tiers of Gyms, where you need to clear one tier to access to the next but Gyms within the same tier can be challenged in any order otherwise. You could also let Trainers choose from a pool of Gyms. Perhaps there are 12 Gyms, but you only need 8 Badges to qualify for the League.

Give Gym Leaders personality! Gym Leaders should exist for a reason other than for Gym Challenges. They should have a place in the community and are often well-known figures. Introducing PCs to a Gym Leader before the Gym Challenge, such as helping them defend the town from a criminal Team's attack, can help get players more invested in the upcoming challenge.

Don't be afraid to go all out! Gym Leaders are likely to have great resources at their disposal, not to mention having many connections who can help them out. Except perhaps at the lower tiers of Gym Challenges, there's no reason for your Gym Leaders not to make full use of TMs, Breeding bonuses, Tutor Moves, Vitamins, Held Items, and other edges and bonuses in battle. Some may even use Shiny Pokémon with special characteristics or make liberal use of Type Shifted Pokémon.

REWARDS FOR GYM CHALLENGES

It's standard in the video games to hand out a TM and some money as a reward for besting a Gym Challenge, but you may wish to go further with interesting ideas and offer players a choice between different rewards upon their victory. Here are a few to get you started.

Custom Moves: Gym Leaders will often have their own signature Moves they can give out as TMs. This can be as simple as, say, giving the Dark Gym Leader mentioned previously a Dark Type Phantom Force, and it can be as complicated as the Cool Gym Leader developing a physical Electric Typed Move that lets the user bounce like a pinball between nearby targets, hitting them all if they can find a continuous path bouncing off them.

Badges as Held Items: Badges can be for more than show! The Dark Gym Leader's Badge may grant a Pokémon the Dead Silent Capability or Ambush Ability, for example, or the mountain climbing Gym Leader's may grant the Snow Cloak Ability.

Pokémon Eggs: Eggs can make great rewards as well, especially when Gym Leaders use Pokémon with special traits. The Cool Gym Leader may offer eggs for Flying/Electric Typed winged Blitzle.

Trainer Equipment: If Trainers are directly involved in the Gym Challenge, it can make sense to give them equipment as part of a reward. The Grass and Bug Gym may hand out Wallclimber Trainer Feet slot equipment, for example.

SAMPLE GYM CHALLENGE

This can be rather a lot to consider at once, so we're providing you with a sample Pokémon Gym Challenge, based on one of the Gym ideas that was described earlier in this section. The entry has details on the Gym Leader and their Pokémon as well as some fluff on their role in the community.

The sample Gym Challenge is the mountain climbing gym, which is actually a fairly traditional Gym Challenge despite its theme. The aim is still to knock out all the opponent's Pokémon, and Trainers can only give orders on the sidelines. However, this type of Gym Challenge can be easily modified to accommodate full contact battling, and it can be exciting for the players to have their Trainers take part directly in the challenge to try to climb the mountain alongside their Pokémon.

The other Gym concepts aren't given stats here, but you can easily use them as a basis to create your own unique and exciting Gym Challenges. There are enough tools and tips in the rest of the Encounter Creation Guide for you to create exciting unconventional Gym Challenges if you so desire.

NICOLETTE, THE MOUNTAIN'S MAIDEN

Name: Nicolette Myra

Age: 27

Gender: Female

Specialty: Ground and Ice Types, Climatology, Battlefield Control

Battle Theme: Cold Wind Flash! – Tales of Graces OST

Cast's Note: Yes, all Gym Challenges must have their own themes.



This is absolutely mandatory, and you are banned from ever GMing PTU again on pain of Mawile bite if you don't do this. You have been warned!

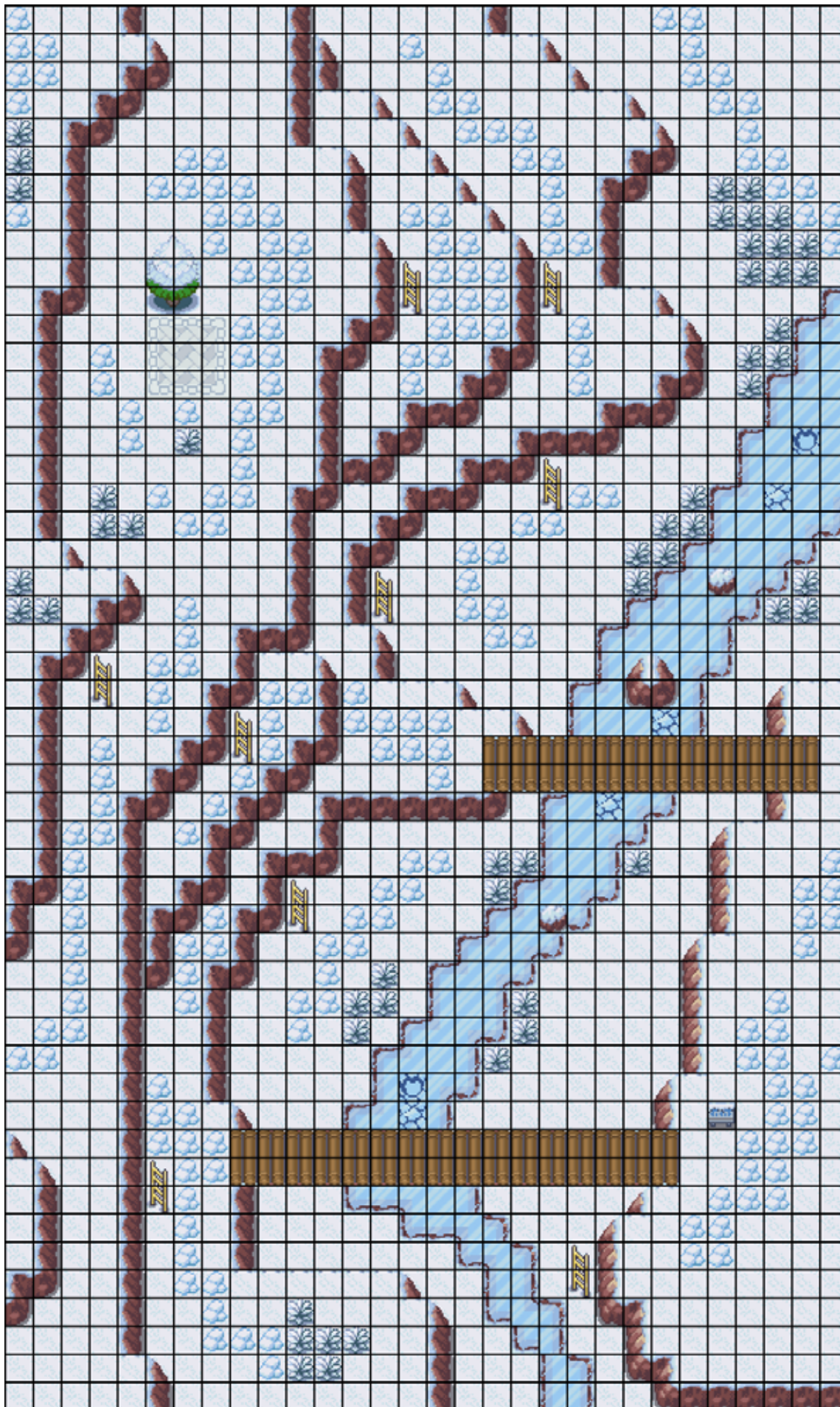
Trainer Classes: Researcher, Commander, Survivalist, Enduring Soul

Important Features: **Researcher:** [Climate Control, Extreme Weather], **Commander:** [Leadership, Battlefield Conductor, Complex Orders, Scheme Twist], **Survivalist:** [Wilderness Guide, Adaptive Geography], **Enduring Soul:** [Resilience, Awareness, Not Yet!], **General:** [Focused Training, Inspired Training, Trickster Orders, Precision Orders, Commander's Voice, Command Versatility]

Background: Nicolette hails from the snowy city of Kale, where a ski resort and other tourist attractions drive the local economy. While the snow falls year round, her Gym accepts challenges only during the winter months when the ski resort closes its highest peaks due to the strong storms in the area. For the rest of the year, Nicolette helps run an orphanage in the city, passing the responsibility entirely to her brother in winter while she runs the Gym. She is bubbly, incredibly excitable, and very generous, often bringing the children to learn to ski or taking them around the mountain on her snowmobile. She is also known for coordinating the city's biggest donation drive during the holiday season right before her Gym duties begin. The donations go to the orphanage's children, of course, along with the other poor and homeless of the cold city.

If Nicolette needs to be given stats for use outside of her Gym duties, she excels in the Mind Category Skills and tends to solve problems through cleverness and ingenuity. Athletics, Survival, Command, and Perception are her best Skills, though she also has training in Acrobatics, Charm, Focus, and General Education.





Map Notes:

Each level of the mountain is 3 meters apart in height. With the small 3rd level, there's essentially 6 meters between the larger 2nd and 4th levels. Using the ladders counts as Overland, but Pokémon can attempt to climb up 3m of cliff directly as a Standard Action with an Acrobatics or Athletics Check with DC 12.

The mounds of snow are deep snow and count as Slow Terrain. The bushes are similar but also count as Rough Terrain. The icy river cracks when anyone of Weight Class 3 or higher falls onto it or when anyone of Weight Class 5 or 6 steps onto it. Each turn spent in frigid water lowers a non-Ice Type's Speed by 1 CS at the end of their turn.

The players send out their Pokémon near the sign post on the right side, while Nicolette's Pokémon are spread on the left side near the bridges. The square area next to the tree is where Nicolette stands, but she isn't part of the battle.

NICOLETTE'S POKÉMON

Donder the Mamoswine (M), Level 40 @ King's Rock

Hit Points: 131			
Stat	Base	Added	Total
HP	11	16	27
ATK	15	15	30
DEF	8	3	11
SPATK	5	0	5
SPDEF	6	4	10
SPEED	8	12	20

Abilities: Snow Cloak, Thick Fat, Ice Body

Moves: Ice Shard, Rock Slide (PP Upped), Stealth Rock, Superpower, Double-Hit, Ice Fang

Poké Edges: Accuracy Training (Rock Slide)

Comet the Hippowdon (F), Level 40 @ Summit Badge

Hit Points: 125			
Stat	Base	Added	Total
HP	10	15	25
ATK	11	16	27
DEF	14	16	30
SPATK	5	0	5
SPDEF	7	3	10
SPEED	5	0	5

Abilities: Sand Stream, Arena Trap, Sand Force

Moves: Stealth Rock, Fire Fang, Sand Tomb (PP Upped), Earthquake, Strength, Whirlwind

Poké Edges: Advanced Mobility (Overland)

Blitzen the Sigilyph (M), Level 41 @ Focus Band

Hit Points: 108			
Stat	Base	Added	Total
HP	8	11	19
ATK	4	0	4
DEF	8	7	15
SPATK	10	11	21
SPDEF	8	7	15
SPEED	10	15	25

Abilities: Wonder Skin, Magic Guard, Instinct

Moves: Whirlwind, Hypnosis, Toxic, Light Screen, Smack Down, Air Slash (PP Upped)

Poké Edges: Advanced Mobility (Sky)

Vixen the Glaceon (F), Level 40 @ Safety Goggles

Hit Points: 122			
Stat	Base	Added	Total
HP	7	17	24
ATK	4	0	4
DEF	11	10	21
SPATK	15	10	25
SPDEF	10	10	20
SPEED	7	3	10

Abilities: Snow Cloak, Ice Body, Frostbite

Moves: Barrier, Heal Bell, Hyper Voice (PP Upped), Signal Beam, Icy Wind, Wish

Poké Edges: Capability Training (High and Long Jump)

Cupid the Aurorus (F), Level 40 @ Leftovers

Hit Points: 140			
Stat	Base	Added	Total
HP	12	18	30
ATK	6	0	6
DEF	7	8	15
SPATK	12	13	25
SPDEF	9	11	20
SPEED	6	0	6

Abilities: Ice Shield, Solid Rock, Ice Body

Moves: Freeze-Dry, Haze, Sandstorm, Discharge, Ancient Power, Blizzard (PP-Upped)

Poké Edges: Advanced Mobility (Overland)

Rudolph the Castform (M), Level 40 @ Lum Berry

Hit Points: 101			
Stat	Base	Added	Total
HP	7	10	17
ATK	5	0	5
DEF	7	8	15
SPATK	9	16	25
SPDEF	7	8	15
SPEED	7	8	15

Abilities: Forecast, Levitate, Snow Warning

Moves: Weather Ball (PP Upped), Blizzard, Hex, Shock Wave, Energy Ball, Scald

Poké Edges: Advanced Mobility (Sky)

Special: Rudolph is Ice/Ground Type in Hail/Sandstorm combination; Weather Ball may deal Ground Damage

Strategy: Nicolette's Gym Challenge is appropriate for Trainers with Pokémon in their late 20s and early 30s. She challenges Trainers in groups rather than individually, and she is capable of commanding her entire team each turn regardless of the normal number of Pokémon turns per round. Each PC Trainer commands only one Pokémon at a time, but set up the challenge so that the total number of Pokémon the PCs can use throughout the battle is about one and a half times the number Nicolette uses. Nicolette herself is at least Trainer Level 40, though this should only come into play for determining AP pool. You may also give her bonus AP to make up for the players' numbers advantage.

Nicolette's strategy revolves around taking advantage of **weather effects** and using **battlefield control** to slowly wear down her opponents. The mountain on which she sets her Gym Challenge is enveloped in a permanent **Hailstorm**, at least for the winter months, and this results in a special mechanic for the challenge: Effects such as Defog and Cloud Nine only temporarily hold the weather's effects at bay, lasting for only two rounds. On top of this, Nicolette uses the **Climate Control** Feature to add a **Sandstorm** on top of the Hail, adding additional damage over time to her Gym Challenge. The **Extreme Weather** Feature ensures that her opponents also do less damage with their attacks and hit less often.

All of Nicolette's Pokémon have had her special training applied, allowing them to treat deep snow and ice as Normal Terrain. Additionally, they are well-trained in mountain climbing and can run up the cliffs around the map as if they had the Wallclimber Capability. Remember also to apply **Training Features**!

The other part of her strategy revolves around controlling the battlefield. The map on the previous page is designed to facilitate this, containing choke points and giving opportunity for **Push Moves** to send opponents down cliffs for falling damage or into the icy river to be further slowed. The map is actually fairly flat for a mountain, and this was deliberately chosen for the sake of making battles run smoother. By all means, feel free to make a map that is more steep if you feel that is an appropriate challenge.

A typical battle against Nicolette will see her set up **Stealth Rock** and **Barrier** Hazards near the bridge choke points. Depending on the composition of the PCs' teams, she may or may not open with a **Light Screen** for defense.

From there, her tactics center around a battle of attrition for the most part. Several of Nicolette's Pokémon have the **Ice Body** Ability, so don't forget to apply that each turn as the Hail rages on. She will use Moves like Icy Wind and Sand Tomb to lower Speed Combat Stages or slow her enemies directly to keep them struggling to reach her other Pokémon while taking damage each round. Push Moves such as Whirlwind and Strength let her push opponents down cliffs for falling damage and to slow down their approach further. Vixen plays a small cleric role on her team, curing Status Afflictions and restoring Hit Points. Nicolette will often have her Pokémon retreat up the mountain, forcing opponents to take more damage as they try to follow. **Haze** prevents them from setting up Combat Stages during this time.

On her turns, Nicolette will use **Orders** and **Stratagems** such as **Focused Training** or **Capricious Whirl**, boosting the number of targets she can affect with her Commander Features. **Command Versatility** lets her reuse useful Moves, such as using Blitzen's Smack Down more often or gaining more uses of Vixen's Heal Bell. **Resilience** helps her win the battle of attrition.

Flying opponents and other opponents with high mobility are Nicolette's greatest weakness, of course. She tends to deal with most fliers by hitting them with high damage Ice attacks such as **Blizzard**, which always hits during Hail. Failing that, Rudolph and Cupid both have Electric Type attacks for dealing with them, and Blitzen may use **Smack Down** to bring them back to earth, especially if that lets Comet trap them with Sand Tomb. Pokémon with Magic Guard also give her trouble.

It's recommended that you leave this weakness as part of Nicolette's challenge because it will give the players an angle to prepare from. Her vision behind the Gym is to test the challengers' preparedness for extreme environmental conditions after all, so her team is built to reward exploiting that weakness. That said, if you feel the battle may become too easy that way, you can easily give her Mold Breaker Pokémon like Excadrill, more Pokémon with Smack Down, and swifter hard-hitting fliers of her own. You may even create a custom Move that is an Ice-Typed Fire Spin to deal with high mobility.

Rewards: Summit Badge (Pokémon Held Item, grants the Snow Cloak Ability), ₣6000, and a choice of one of the following: Amaura Egg (Inheritance Moves: Discharge and Haze), Blizzard TM, Overcloak (Held Item/Accessory Item: Grants Overcoat Ability).

BOSS ENCOUNTERS

Even in a League-based campaign of Pokémon Tabletop United, there are times you need to throw a traditional “boss” encounter at the PCs outside of a Gym Challenge or tournament match. It can be a fight against a criminal Team admin and his experimental superweapon or even a face off against a Legendary Pokémon.

One important bit of advice you should keep in mind in these situations is that merely throwing a single high level enemy at a group of PCs is not going to provide a challenge. A group of 3 or 4 Trainers with average Level 20 Pokémon will often make short work of even a Level 80 opponent. If you want to make a single foe an imposing challenge for a group, you will have to apply some special rules to them in the encounter.

STANDARD BOSS TEMPLATE

When Do I Use It?

The Boss Template need not be reserved for gargantuan plot-arc-concluding encounters. The nature of action economy and combat in PTU makes it a good idea to use the Boss Template much more frequently, whenever you want a particular enemy to shine in battle. While you shouldn’t be making enemies which have the full number of Hit Point bars and Initiative Counts in battle all the time, you can make lieutenants and enemy commanders in regular encounters more significant by giving them one extra hit point bar and one extra action each turn.

Basic Stats

Begin by statting the enemy for the Boss Template as normal. This is done just like a normal enemy, but you want to keep in mind several considerations:

- » HP is even more important. The Boss Enemy’s final number of Hit Points will be multiplied across several Hit Point bars, so skimping here will have a multiplied effect in making the encounter easier than it should be when you apply all the changes from the template.
- » More than other foes, Bosses need access to reliable high-frequency Moves. With all of their actions per round, stuffing them with Scene and Daily Moves will ensure that they run out of steam quickly.
- » Players typically expect Bosses to be big damage dealers and threats on their own. Of course, you don’t have to abide by these expectations, but keep in mind that a Boss Enemy will often be the very last

foe that the players take down in a fight. If you’ve built a Boss that’s purely dedicated to support and relies on its minions for damage output, then you’re going to see a very anticlimactic end to your fight compared to if you build a powerful bruiser.

- » Especially powerful Boss Pokémon can have some of their Combat Stages set above zero as their Default.

Actions and Initiative

Count up the number of Pokémon turns your players typically have each round. Typically, this will be equal to the number of players, but frequent use of Focused Command may increase this number. Then add the number of Trainers who are mostly specialized towards Trainer Combat. Usually, you would only count someone who has built their character to be dedicated to spending their Standard Actions using Moves and other attacks.

This final number is the baseline for how many actions per round a fully fledged Boss Enemy should have when facing your party. When making minor Bosses, or for lieutenants and commanders in more regular fights, you can use a fraction of this final value instead. You should space out these actions throughout the Initiative order to ensure each round is well paced. Start with the Boss Enemy’s base Initiative value. Then subtract 5 and add an additional turn at that new Initiative Count. Subtract 5 again and add another additional turn. Repeat this process until you’ve distributed all of the Boss Enemy’s turns throughout the Initiative order or you reach the point where you can’t subtract 5 anymore without going below 1. If you still have leftover turns to distribute, then start adding 5 from the enemy’s original Initiative. On each round, your Boss Enemy acts on each of these Initiative Counts.

Let’s take for example a Boss Enemy with 20 base Initiative and 5 turns per round. Start with giving it its normal turn at Initiative Count 20. Then distribute turns to Initiative Counts 15, 10, and 5. You still have 2 turns left to distribute, so those go to 25 and 30.

EOT Frequency Moves also work differently for Boss Template enemies. Rather than needing to wait an entire round between using those Moves, they can use EOT Moves multiple times a round as long as they put a turn in between each use. This also applies to the restriction on using Scene x2 Moves multiple times in a row.

Hit Points and Injuries

Just as Boss Template enemies have their actions per round multiplied, so do they have their number of Hit Point bars, making them effectively as powerful as several enemies. For each action a Boss Enemy has each round, give them one Hit Point bar.

When taking percentile damage, such as Poison or Sandstorm, recovering percentile Hit Points, such as Ingrain or Heal Pulse, or using effects that set Hit Points to a certain number, such as Pain Split, use only the current Hit Point bar; these effects do not touch the other ones. You might notice this looks very similar to the Swarm Rules so far. However, do not lower a Boss Template enemy's number of actions per turn as it loses Hit Point bars. Doing so would make them degrade in power too much to be threatening.

Additionally, Boss Template enemies do not follow normal Injury rules and instead gain an Injury only when:

- » They take Massive Damage. This does not give them an Injury for Hit Point Markers, just for Massive Damage itself.
- » They lose half of their total Hit Point Bars.
- » An effect such as Cruelty specifically mandates giving them an Injury.

Keep in mind that Injuries a Boss suffers early in an encounter will affect its later Hit Point bars. Plan accordingly.

Whenever a Boss Enemy loses a Hit Point bar, additional damage or loss of Hit Points carries over to the next. The Boss is considered Staggered when it loses a Hit Point bar. Mechanically, this doesn't mean anything in the context of the system, but for the sake of pacing your encounter and giving the players a sense of progress when fighting an enemy that has much more health than normal, it can be a good idea to have one or more of the following effects occur whenever a Boss Enemy is Staggered. Both positive and negative effects are included, as there are some Boss encounters you may wish to make easier as they go on and some more difficult.

- » They become Vulnerable until the next time they are hit by a damaging attack.
- » Become Flinched and lose their next turn (not a whole round).
- » Increase a Combat Stage by 1.
- » They regain a use of a Scene Frequency Move.
- » They become cured of a single Volatile Affliction.

Additionally, you may wish for special effects to trigger when a Boss Template enemy is down to its last Hit Point bar. What exactly this is should depend on the Boss itself. A feral Wild Pokémon may become Enraged and set its default Attack Combat Stages to +6. A skilled and disciplined Fighting-Type Pokémon may unlock access to a powerful signature attack. A Boss may simply clear itself of negative Combat Stages and Status Afflictions.

Status Afflictions

Status Afflictions must be modified for Boss Template enemies. If you were have a Boss lose a Tick of Hit Points on every single turn from Poison, for example, it would quickly go down without much of a fight. Here are some suggestions for how to modify Status Afflictions.

- » Burn, Poison, Curse, Sandstorm, Hail, and other effects that cause a target to lose Hit Points over time occur only once at the beginning of each round, rather than on each turn.
- » Similarly, effects that cause action denial, such as Confuse and Paralyze only affect one turn each round. When a Move or effect is used which causes one of these Status Afflictions, it affects the immediate next turn the Boss has and is assigned to that Initiative Count until it is cured.
- » Sleep and Frozen instead become Drowsy and Chilled respectively. These are identical effects that affect all of a Boss Enemy's turns each round but do not cause them to lose their actions. Instead, they cause a Boss to lose half of their Evasion, and upon failing a Save Check, they suffer a -10 penalty to their next Damage Roll. Otherwise, they may recover from these Status Afflictions as normal, though taking damage does not automatically cure Drowsy as it would cure Sleep.
- » Disable can affect only one of a Boss Enemy's Moves at a time, to prevent a party from completely locking down their actions.
- » Boss Enemies cannot lose multiple turns each round from Flinch.

Environment and Minions

Even with a boss template applied, a single boss enemy should not be the entirety of the encounter. Giving minions to supply support or adding extra effects from the environment (such as giving a turn for a volcanic environment to "act" by spreading Fire Hazards and splashing molten lava out of pools at combatants) is still a good move to prevent type advantage from completely trivializing a boss as well as to allow the players to split up instead of all mobbing around one Boss Enemy.

Experience and Rewards

When awarding Experience for a Boss encounter, do not divide the Experience from the Boss Enemy itself by the number of players. Looking back to the Basic Encounter Creation section, the GM there had 180 Levels to build an important encounter. A similar boss encounter with a single Pokémon may only be Level 60, which would be far less Experience despite a similar level of difficulty!

While rare, there may be times when you have a Boss Enemy or other high level encounter be caught by the players. First of all, you should make the Boss Enemy immune to Poké Balls until it is on its last Hit Point bar, but you should make it very clear and obvious when that immunity is broken.

In the case of a successful capture, there's no shame in ratcheting down their Level to be a more reasonable catch for the players, rather than trying to deal with them having a new Pokémon far above their average party level. You can use a variety of in-universe explanations to justify this, such as a Pokémon suffering grievous Injuries that make it require a long period of training and rehabilitation to reach its former strength. Many Boss Enemies are also often artificially boosted in power, such as a Pokémon corrupted by dark magic or twisted science experiments. Defeating them and cleansing them of these factors can weaken them and make them more on par with a normal Pokémon.

Obviously, you would never allow a player to use a caught Pokémon as if it had the Boss Template, even if it had it before as an encounter.



SAMPLE BOSS: MEWTWO

Mewtwo

Level 70

Modest Nature (-Attack / +Special Attack)

Hit Points: 167 (x4 bars)			
Stat	Base	Added	Total
HP	11	18	29
ATK	9	0	9
DEF	9	6	15
SPATK	17	33	50
SPDEF	9	6	15
SPEED	13	17	30

Acts on Initiative 30, 25, 20, and 15.

Abilities: Pressure, Frighten, Memory Wipe

Moves: Psychic (PP Upped to At-Will), Swift, Shadow Ball, Energy Ball, Hidden Power (Fairy), Guard Swap

Zoofbat: For Legendary Pokémon in particular, you might find it useful to take a look at *The Blessed and the Damned* splat! In fact, many of these ideas are similar to how Legendary Pokémon battles are handled there.



MULTI-PART ENEMIES

Another method for making boss encounters involves splitting up the boss into multiple parts, each with their own Initiative, bar of Hit Points, and often their own set of Moves and Abilities as well.

Think about classic video game bosses such as the Dragon Tank in Chrono Trigger with Head, Body, and Wheel parts. The tactical choice of which area of the enemy to target adds depth to an encounter and can make it more exciting.

In particular, this method is useful for creating giant Pokémon as bosses. You may create a giant Hydreigon boss encounter where the dragon perches each of its three heads over the top edge of a cliff to face the PCs, each of those heads armed with different attacks.

Simply give each part of the Pokémon stats as if they were an individual of the whole species. You can make modifications to Base Stats here and use different Abilities, but that can add complexity to your statting process. Do it if you have the time, but it isn't necessary.

When it comes to Movement and turns, this can be a little trickier. Typically, however, if you're using this method for a giant Pokémon, each individual part will be big enough to occupy a sizable part of the battlefield and have some freedom of movement itself, for example a giant Charizard's claws or the tail of a giant Steelix.

SAMPLE BOSS: HYDREIGON

Each of the three heads takes up a 4x1 area, and they can stretch to move 7 meters from their starting position. Occasionally, the Hydreigon may reposition itself entirely to allow itself better access to the battlefield.

Hydreigon's Left Head

Level 50

Adamant Nature (-Special Attack / +Attack)

Poké Edges: Attack Conflict (Special Attack)

Hit Points: 117			
Stat	Base	Added	Total
HP	9	10	19
ATK	13	28	41
DEF	9	6	15
SPATK	11	0	11
SPDEF	9	6	15
SPEED	10	10	20

Abilities: Levitate, Polyccephaly, Cruelty

Moves: Crunch, Body Slam, Ice Fang, Thunder Fang, Outrage, Fire Fang

Hydreigon's Right Head

Level 50

Modest Nature (-Attack / +Special Attack)

Hit Points: 117			
Stat	Base	Added	Total
HP	9	10	19
ATK	9	0	9
DEF	9	6	15
SPATK	15	28	43
SPDEF	9	6	15
SPEED	10	10	20

Abilities: Levitate, Cruelty, Pride

Moves: Tri-Attack, Dragon Pulse (PP Upped to At-Will), Signal Beam, Earth Power, Flamethrower, Roar

Hydreigon's Center Head

Level 70

Brave Nature (-Speed / +Attack)

Poké Edges: Mixed Sweeper 1, 2, 3

Hit Points: 158			
Stat	Base	Added	Total
HP	9	17	26
ATK	13	30	43
DEF	9	6	15
SPATK	13	30	43
SPDEF	9	6	15
SPEED	8	0	8

Abilities: Levitate, Cruelty, Twisted Power

Moves: Hyper Voice, Superpower, Draco Meteor, Stone Edge, Crunch, Dragon Pulse (PP Upped to At-Will)

TRULY COLOSSAL FOES

Sometimes, simply making a multi-part enemy isn't enough for the scale of your encounter. Sometimes, an enemy is so large it doesn't really make sense how you would attack them from the ground or with another traditional approach.

In this case, you may turn the entire enemy into a "dungeon" or "level", turning the encounter into a matter of climbing all over them and striking at weak spots. Think Shadow of the Colossus. Of course, in such a challenge, the boss itself isn't likely to directly attack the PCs. More likely, you will want to turn back a few pages and take a look at the advice for using the environment to spice up an encounter. In addition, such colossal Pokémon are likely to be ecosystems unto themselves, and you would create the encounter much like any other, using the Pokémon who would live there.

The big addition comes in adding the vulnerable parts of the colossal Pokémon. A colossal Torterra may have certain ancient trees on its back that supply it with much of its energy and life force. An Avalugg large enough to carry a frozen lake on its back may have support structures in that lake which can be broken. An ancient Regigigas may have been animated from inorganic material, and ancient seals adorn its surface which must be broken to shut it down. Give each weak spot its own set of stats, or just Hit Points. It's unlikely these can attack directly, but you may have the trees on the Torterra's back use Powder moves, for example.

SPECIAL BOSS POWERS

If you really want to take a boss battle to the next level, it can be a good idea to give them special powers in battle that further distinguish them from normal foes. A powerful boss may have some or all of their default Combat Stages set to a higher value, for example.

Boss creatures may also be enhanced in some way – maybe a gigantic Claydol is also encrusted with Unown that give it additional mysterious powers, a Nidoking could be strapped into a mechanical power frame, or a Delphox could be empowered by eldritch magic. This could serve as a convenient in-universe explanation for additional Hit Point bars and actions – all of these enhancements could account for a boss Pokémon's increased durability and offensive capability in combat.

These special boss powers can be as complicated or as simple as you want. Here are write-ups based on the above examples in ascending complexity.

Mechanical Power Frame: This Pokémon or Trainer's Attack Combat Stages default to +3, and they add the following Moves to their Move List: Metal Claw, Iron Head, Meteor Mash.

Eldritch Magic: This Pokémon or Trainer is empowered by powerful magic. Their damaging attacks inflict Dementia on 16+. Dementia is identical to Confusion except with these additional effects:

- » The target suffers a -2 penalty to all Save Checks.
- » On a roll of 1-8, the target also loses a Combat Stage in a Stat chosen at random.
- » If a target affected by Dementia would be afflicted with Dementia again, they are instead Cursed.

Unown Imbuement: This Pokémon or Trainer has one to five Clusters of Unown grafted onto their body. Each active Cluster of Unown gives them a passive +1 bonus to both Accuracy and Evasion. Clusters of Unown can also be burned away and deactivated for the rest of the Scene to produce the following effects, depending on how many Clusters are burned at once:

- » **One Cluster** – Use the Move Hidden Power as a Swift Action as either a Physical or Special Attack. The user picks Hidden Power's Type for each use.
- » **Two Clusters** – Add a +5 bonus to the Accuracy Roll of one attack as a Swift Action.
- » **Three Clusters** – Use the Move Detect as a Free Action.

OTHER ASSORTED BOSS TIPS

Even with strong bosses with multiple Hit Point bars and actions per turn, it's usually a good idea to create some smaller minions to fight alongside the boss, since defeating them gives a concrete measurement of progress for the players.

Injuries are usually applied meaningfully only to the PCs. Except in cases where enemies use an inordinate amount of healing, the PCs will typically knock out their foes before they accrue enough Injuries to make a difference. Bosses are one place where you can buck this trend and make strategies based on inflicting or taking advantage of Injuries more useful.

One way to do this is to have a boss or other important enemy try to escape during an encounter. It's not realistic to have all enemies fight until the last man standing, after all. If the PCs manage to track down the villain again within a day or so, it's probable he will still have Injuries from their previous encounter, making it easier to defeat them.

Another way to use Injuries is to throw an already Injured villain at the PCs. This can weaken a foe that might otherwise be too difficult for the PCs to handle, and it can make a lot of sense in situations such as when a villain emerges from the ancient temple full of traps having found the artifact he was searching for.

Bosses are also a great place to use unconventional strategies and combinations that might take your players by surprise. Having a series of weaker foes launch Guard and Power Split attacks against a party's strongest Pokémon can really put a spanner in the works for the players and give them a memorable encounter. Trick Room is another rarely seen strategy that can be put to good use in a boss encounter if a boss has many slow minions in the battle.

It's a good idea to consider the various different roles Pokémon can play in battle and make them work together in a boss encounter. A strong multi-action boss will usually be a bulky or speedy damage dealer, but you can throw a pair of disablers like Spiritomb or Whimsicott alongside them or a pair of clerics like Blissey or Meganium to support them and act as force multipliers. Think about supporting Trainers for boss encounters too. They may even act as direct participants in battle using combat-oriented Classes.

COMMON GM PITFALLS

Because we've all made mistakes, and we want to help you avoid the ones we've made! A lot of these will be common mistakes that GMs make when just starting a campaign, when PCs and their Pokémon tend to be weak and limited, but many of these will continue to apply throughout a campaign.

PLAYERS SHOULD INVEST IN HP

This is more of a player-side issue, but a GM should still have their finger on the pulse of their game enough to identify it when they see it.

Especially early on when Levels are low, investment in HP is very important for Pokémon and Trainers alike. If a player is putting very few or no Stat Points into HP, you should probably intercede and tell them that they're going to have a rough time early on.

Later on, when higher Levels automatically provide a decent buffer of Hit Points to a Pokémon, it can be safer to slack off on HP investment, but it's almost never a good idea to ignore it entirely.

On the GM side, aside from watching what the players do with their stats, another good idea is to watch the Base Stat Relations of the Pokémon you hand out for capture. Species with HP as their lowest, or close to lowest, Base Stat are very difficult to raise early on. Choosing Natures carefully can help alleviate this problem, as can providing suppressant berries or other means of tweaking Base Stats. Alternatively, simply save these species for later in the campaign.

BEWARE FLYING POKÉMON

In the video games, Pidgey and its equivalents are chump-change encounters. Depending on your players' starter Pokémon, that could remain the case, or they could be terrifying demonspawn due to their simple ability to fly and launch attacks from range while remaining out of reach of melee attacks.

Of course, it wouldn't make sense to simply remove all Flying Pokémon from your routes or render them pacifistic until your players have Pokémon capable of dealing with them in a traditional manner, but you can make encounters with them less one-sided and boring for your players.

First of all, remind your players that they can do more than simply use the Moves they have. Improvised attacks such as throwing rocks can allow a melee combatant to take aim at flyers, for example. Ambushes with Bait can catch birds off guard before they take off, and Combat Maneuvers like Grappling can keep them on the ground.

Pokémon in the anime and manga often leap and perform great feats of acrobatics to fight their flying foes, and that's no different in PTU. Create an environment where Pokémon can leap off outcroppings, trees, and other geographical features to reach flying foes with melee attacks. In a pinch, they may even use their Trainers for a boost. A relatively tall Trainer with their hands stretched above their heads will be able to boost a small Pokémon up 2 meters, often enough to help close the distance between them and a low-flying bird.



BE CAREFUL WITH HOMEBREW

By all means, we encourage you to make tweaks and modifications to our system to best fit your campaign, and, in fact, we provide optional rules and ideas for doing so throughout this book. However, it's probably best as a new GM to keep your adjustments and modifications within manageable limits as you learn the system.

Particularly, newcomers to the system often have a hard time balancing custom Trainer Classes or assessing the balance effect of homebrew Classes that others have written, not to mention the possibility that some homebrew Classes haven't been updated to match the latest official rules. If you're new to GMing the system, it's recommended that you have players stick to the Classes available in the official releases, whether in this book or in one of the supplementary books.

Even if you're an experienced GM, if you have new players, it may be easier to stick to the official Classes until everyone is more familiar with the system and less likely to get tripped up by homebrew Classes.

Another place where new GMs often throw a spanner into their own works is by creating more complex subsystems for the game or increasing the complexity of existing systems, such as reintroducing differing base capture rates by Pokémon species.

This kind of added complexity can often slow down the game considerably, especially if it requires looking up data often! We fully acknowledge that PTU is already a rather complex system with many moving parts, and this means the more you can keep things simple, the better off you'll usually be.

USE SHINIES JUDICIOUSLY

Many GMs and players find themselves drawn to Pokémon tabletop gaming so they can give their Pokémon the quirks and personality they couldn't in the handheld games. Those with a creative streak have often imagined variations on their favorite Pokémon or "fakemon" species they've always wanted to see. With the existence of Type Shifts and Shiny Pokémon, it can be tempting to flood your campaign world with special specimens and make even the mundane species such as Rattata routinely extraordinary or to give such Pokémon extravagant effects that outstrip normal specimens.

Hold yourself back. We've seen cases where campaigns can devolve into Shiny Pokémon "arms races" where players feel the need to reserve spots on their team for Shiny Pokémon only and where any normal specimen of a species is going to be grossly devalued once a Shiny version is inevitably discovered. This is no fun for anyone, and it can be especially frustrating to have early game captures or even starter Pokémon that have become important to a character from an RP perspective rendered dull, uninteresting, and weak compared to the plethora of Shiny Pokémon that are made available.

While Shiny Pokémon and Type Shifts are useful for spicing up a campaign, especially for veterans of the handheld games and of PTU, they are, like most good things in life, best in moderation.

PACE OUT ITEM AVAILABILITY

No, really, be judicious with how available you make powerful items, especially early on. There's little else that's less fun in PTU than having every battle become a game of rocket tag, which can easily happen if starting Trainers get their hands on an Earthquake or Blizzard TM. It may make sense in a modern society that just about anything can be ordered online from the equivalent of Amazon.com, but you probably want to sacrifice a little realism there for the sake of fun.

More broadly speaking, don't make every item available in every store, regardless of the item's power.

First of all, it removes a lot of the incentive to visit new places and the excitement players feel when browsing stores in new towns. Giving different towns different selections of Poké Balls, TMs, Held Items, Evolution Stones, and other items is an easy way to give them flavor, especially if you designate specialties to particular towns like putting a lot of Poké Ball vendors in a town with a Poké Ball factory.

Second of all, players who took crafting Features such as Ninja's Arsenal will feel their Features are cheapened if their specialty items can be bought just about anywhere.

If you need a stronger in-universe reason for limitations on TMs and other powerful items, it could simply be that the Pokémon League regulates their sale and use, making the powerful selections off limits to everyone without the requisite Gym Badges.

BEWARE SINGLE 'MON TRAINERS

The Pokémon video games teach players to diversify their teams and not rely on a single Pokémon for everything. The same principle applies to Pokémon Tabletop United.

Pouring a lot of Experience into a single Pokémon will result in a Pokémon that is very powerful in certain situations yet absolutely useless in others. It can be very difficult for a GM to manage encounter difficulty in such a situation. A Pokémon far above the average Level of the others in the party would contribute far more than the others if left alone, but if it's taken out, the player who had that Pokémon is usually left crippled if they haven't been raising the rest of their team. Neither situation produces a fun dynamic.

It's for this reason that we recommend putting maximum caps on the amount of Experience that can be allocated to a single Pokémon after an encounter. Even if a player uses only one Pokémon throughout a large boss encounter, it's okay to let them allocate some of their Experience to their weaker team members in order to catch them up and to spread Experience among their team.

Don't be afraid to talk to your players either if they're trying to pump up one Pokémon to the exclusion of the rest of their team. If most players have Pokémon in the Level 15 range, but one has mostly Level 5 Pokémon aside from one that they're attempting to shoot up to Level 30 for a third stage evolution, then that's probably an issue that should be addressed.

DON'T RUN FOR A CROWD

Pokémon Tabletop United really plays best when you have four or fewer players at the table, plus a GM. Once you get into the realm of having five, six, or more players, then combat starts getting bogged down, and overall it can become quite a slow experience.

KEEP COMBAT GOING BRISKLY

There are a number of pitfalls that can cause combat to go slowly. First of all, make sure you and all of the players are well acquainted with the rules in the system. Taking time in the middle of a turn to look up rules is an easy way for combat to slow to a crawl.

Second of all, ask the players to pay attention to combat and decide on their actions while others' turns are happening. That way, they don't need to spend time once it's their turn to figure out what they want to do and can instead announce their actions immediately.

Third, keep aids such as the Type Effectiveness Chart and Damage Charts at hand for quick reference. This is especially important if any of your players are new to Pokémon or aren't familiar with new Types and the updates to Type Effectiveness from the newest video games.

Finally, when you're roleplaying online via real time text, such as a chatroom or IRC channel, it's a good idea to conduct the dice rolls and other mechanical parts of a turn in combat first before doing all the fluff and description. That way, everyone can apply damage and other effects while the person attacking types up their description for their attack.

OPTIONAL RULES

BABY TEMPLATE

You may wish to roleplay baby Pokémon has having a small handicap, due to their newborn status.

If so, simply subtract 2, 3, or even 4 from each of the Pokémon's Base Stats, lower each of their Skills one Rank, and lower their Capabilities by 2. Weight and height are lowered accordingly, by up to 50%.

Pokémon tend to grow quickly; every 5 levels, they gain +1 to each of their Base Stats, and they grow in size a little. When they have finally regained all of their Base Stats, remove the penalties to skills and capabilities.

This template isn't necessary for Pokémon that are already quite weak; a baby Sentret probably doesn't need this applied, for example, and don't even consider it on a Weedle. If your Trainers somehow gain a baby Pinsir or Tauros early on, you may wish to dampen those Stats however.

You can also use this Template to make Legendary Pokémon usable by PCs! You could even make it permanent or partly permanent, especially on Pokémon with a Base Stat Total of over 60 or so.

GROUND ATTACKS + FLYING TYPES

Did it ever seem odd to anyone that Mud Bomb or Bonemerang can't hit flying Types? But somehow Venomoth and Beedrill are fully susceptible to earthquakes?

Here's a simple Optional Rule that addresses that:

Instead, Flying-Type Pokémon resist Ground-Type moves.

However, Moves with the Groundsource keyword (Earthquake, Magnitude, Dig, Fissure, Earth Power) do not affect Pokémon that are currently Levitating or Flying, regardless of Type.

NARRATIVE FREQUENCY

When the game says "Per day", it generally refers to one in-game day.

But if you play a game where there are often in-character time-skips in between days represented by sessions, or even if you would just like to keep all of those things a bit easier to track, you may want to consider putting your game on Narrative Frequency.

"Per Day" can instead be interpreted as "Per Session". Depending on how much do in a single session, this may really push your PCs to the limit – which can be both a good and bad thing.

If you end the session in the middle of an encounter, you may also want to establish that the session "refreshes" after you finish any encounters that are still unfinished.

Oh, and be mindful of some features or effects – Egg hatching for example would take FOREVER under narrative structure. Consider speeding up Egg Hatching when running a Narrative-Frequency game.

LIMITED COMBAT STAGE MOVES

With the wide range of options in Pokémon mobility such as flight and burrowing, you might run into the problem of having combatants retreat far above or below the battlefield to repeatedly use Combat Stage boosting Moves until they're maxed out and ready to fight.

One way to overcome this is to not allow effects that only raise Combat Stages, such as Moves like Swords Dance or Abilities like Speed Boost, to take effect unless a combatant is within 6 meters of a foe. Unless they're engaged in the midst of battle, they can't pump themselves up for the fight as effectively.

USEFUL CHARTS

POKÉMON EXPERIENCE CHART

Level	Exp Needed	Level	Exp Needed	Level	Exp Needed	Level	Exp Needed	Level	Exp Needed
1	0	21	460	41	2,355	61	6,110	81	11,910
2	10	22	530	42	2,480	62	6,360	82	12,320
3	20	23	600	43	2,610	63	6,610	83	12,735
4	30	24	670	44	2,740	64	6,865	84	13,155
5	40	25	745	45	2,875	65	7,125	85	13,580
6	50	26	820	46	3,015	66	7,390	86	14,010
7	60	27	900	47	3,155	67	7,660	87	14,445
8	70	28	990	48	3,300	68	7,925	88	14,885
9	80	29	1,075	49	3,445	69	8,205	89	15,330
10	90	30	1,165	50	3,645	70	8,485	90	15,780
11	110	31	1,260	51	3,850	71	8,770	91	16,235
12	135	32	1,355	52	4,060	72	9,060	92	16,695
13	160	33	1,455	53	4,270	73	9,350	93	17,160
14	190	34	1,555	54	4,485	74	9,645	94	17,630
15	220	35	1,660	55	4,705	75	9,945	95	18,105
16	250	36	1,770	56	4,930	76	10,250	96	18,585
17	285	37	1,880	57	5,160	77	10,560	97	19,070
18	320	38	1,995	58	5,390	78	10,870	98	19,560
19	360	39	2,110	59	5,625	79	11,185	99	20,055
20	400	40	2,230	60	5,865	80	11,505	100	20,555

DAMAGE CHARTS

ROLLED DAMAGE			
Damage Base	Actual Damage	Damage Base	Actual Damage
1	1d6+1	15	4d10+20
2	1d6+3	16	5d10+20
3	1d6+5	17	5d12+25
4	1d8+6	18	6d12+25
5	1d8+8	19	6d12+30
6	2d6+8	20	6d12+35
7	2d6+10	21	6d12+40
8	2d8+10	22	6d12+45
9	2d10+10	23	6d12+50
10	3d8+10	24	6d12+55
11	3d10+10	25	6d12+60
12	3d12+10	26	7d12+65
13	4d10+10	27	8d12+70
14	4d10+15	28	8d12+80

SET DAMAGE			
Damage Base	Actual Damage	Damage Base	Actual Damage
1	2 / 5 / 7	15	24 / 45 / 60
2	4 / 7 / 9	16	25 / 50 / 70
3	6 / 9 / 11	17	30 / 60 / 85
4	7 / 11 / 14	18	31 / 65 / 97
5	9 / 13 / 16	19	36 / 70 / 102
6	10 / 15 / 20	20	41 / 75 / 107
7	12 / 17 / 22	21	46 / 80 / 112
8	12 / 19 / 26	22	51 / 85 / 117
9	12 / 21 / 30	23	56 / 90 / 122
10	13 / 24 / 34	24	61 / 95 / 127
11	13 / 27 / 40	25	66 / 100 / 132
12	13 / 30 / 46	26	72 / 110 / 149
13	14 / 35 / 50	27	78 / 120 / 166
14	19 / 40 / 55	28	88 / 130 / 176

TYPE-EFFECTIVENESS CHART

created by pokemondb.net

0	No effect (0%)	½	Not very effective (50%)		Normal (100%)	2	Super-effective (200%)											
DEFENSE → ATTACK ↙	NOR	FIR	WAT	ELE	GRA	ICE	FIG	POI	GRO	FLY	PSY	BUG	ROC	GHO	DRA	DAR	STE	FAI
NORMAL													½	0			½	
FIRE		½	½		2	2						2	½		½		2	
WATER		2	½		½				2				2		½			
ELECTRIC			2	½	½				0	2					½			
GRASS		½	2		½			½	2	½		½	2		½		½	
ICE		½	½		2	½			2	2					2		½	
FIGHTING	2					2		½		½	½	½	2	0		2	2	½
POISON					2			½	½				½	½			0	2
GROUND		2		2	½			2		0		½	2					2
FLYING				½	2		2					2	½				½	
PSYCHIC							2	2			½					0	½	
BUG		½			2		½	½		½	2			½		2	½	½
ROCK		2				2	½		½	2		2					½	
GHOST	0										2			2		½		
DRAGON															2		½	0
DARK							½				2			2		½		½
STEEL		½	½	½		2							2				½	2
FAIRY		½					2	½							2	2	½	

- » **Immune:** x0 Damage
- » **Triply Resisted:** .125 (1/8th) Damage
- » **Doubly Resisted:** x.25 Damage
- » **Resisted:** x.5 Damage
- » **Neutral:** x1 Damage
- » **Super-Effective:** x1.5 Damage
- » **Doubly Super-Effective:** x2 Damage
- » **Triply Super-Effective:** x3 Damage

In addition to the Type Effectiveness for damaging attacks, several Types have their own quirks that are important in battle as well!

- » Electric Types are immune to Paralysis
- » Fire Types are immune to Burn
- » Ghost Types cannot be Stuck or Trapped
- » Grass Types are immune to the effects of all Moves with the Powder Keyword
- » Ice Types are immune to being Frozen
- » Poison and Steel Types are immune to Poison

COMBAT MANEUVERS

Maneuver: Attack of Opportunity

Action: Free

Trigger: See Below

Effect: You may make a Struggle Attack against the triggering foe as an Interrupt. You may use Attack of Opportunity only once per round. Attacks of Opportunity cannot be made by Sleeping, Flinched, or Paralyzed targets.

Attacks of Opportunity can be triggered in multiple ways:

- » An adjacent foe uses a Push, Grapple, Disarm, Trip, or Dirty Trick Maneuver that does not target you.
- » An adjacent foe stands up.
- » An adjacent foe uses a Ranged Attack that does not target someone adjacent to it.
- » An adjacent foe uses a Standard Action to pick up or retrieve an item.
- » An adjacent foe Shifts out of a Square adjacent to you.

Maneuver: Disengage

Action: Shift

Effect: You may Shift 1 Meter. Shifting this way does not provoke an Attack of Opportunity.

Maneuver: Disarm

Action: Standard

AC: 6

Class: Status

Range: Melee, 1 Target

Effect: You and the target each make opposed Combat or Stealth Checks. If you win, the target's Held Item (Main Hand or Off-Hand for humans) falls to the ground.

Maneuver: Dirty Trick

Action: Standard

AC: 2

Class: Status

Range: Melee, 1 Target

Effect: You may perform any of the Dirty Tricks listed below. You may use each trick only once each Scene per target.

Hinder	You and the target make Opposed Athletics Checks. If you win, the target is Slowed and takes a -2 penalty to all Skill Checks for one full round.
Blind	You and the target make Opposed Stealth Checks. If you win, the target is Blinded for one full round.
Low Blow	You and the target make Opposed Acrobatics Checks. If you win, the target is Vulnerable and has their Initiative set to 0 until the end of your next turn.

Maneuver: Manipulate

Action: Standard

AC: 2

Class: Status

Range: 6, 1 Target

Effect: You may perform any of the Manipulations listed below. You may use each Manipulation only once each Scene per target. Manipulate can only be performed by Trainers.

Bon Mot	Make a Guile Check, opposed by the target's Guile or Focus. If you win, the target is Enraged and cannot spend AP for one full round. The target does not gain a Save Check against this effect.
Flirt	Make a Charm Check, opposed by the target's Charm or Focus. If you win, the target is Infatuated with you for one full round. The target automatically fails their Save Check.
Terrorize	Make an Intimidate Check, opposed by the target's Intimidate or Focus. If you win, the target loses all Temporary Hit Points and can only use At-Will Frequency Moves for one full round.

Maneuver: Push

Action: Standard

AC: 4

Class: Status

Range: Melee, 1 Target

Effect: You and the target each make opposed Combat or Athletics Checks. If you win, the target is Pushed back 1 Meter directly away from you. If you have Movement remaining this round, you may then Move into the newly occupied Space, and Push the target again. This continues until you choose to stop, or have no Movement remaining for the round. Push may only be used against a target whose weight is no heavier than your Heavy Lifting rating.

Maneuver: Sprint

Action: Standard

Class: Status

Range: Self

Effect: Increase your Movement Speeds by 50% for the rest of your turn.

Maneuver: Trip

Action: Standard

AC: 6

Class: Status

Range: Melee, 1 Target

Effect: You and the target each make opposed Combat or Acrobatics Checks. If you win, the target is knocked over and Tripped.

Maneuver: Intercept Melee

Action: Full Action, Interrupt

Class: Status

Trigger: An ally within Movement range is hit by an adjacent foe.

Effect: You must make an Acrobatics or Athletics Check, with a DC equal to three times the number of meters they have to move to reach the triggering Ally; If you succeed, you Push the triggering Ally 1 Meter away from you, and Shift to occupy their space, and are hit by the triggering attack. On Failure to make the Check, the user still Shifts a number of meters equal a third of their check result.

Note: If the target that was Intercepted was hit by an Area of Effect Move, and the 1 meter push does not remove them from the Area of Effect, the Intercept has no effect since they are still in the area of the attack – it would cause the Interceptor to be hit by the Move however.

Maneuver: Intercept Ranged

Action: Full Action, Interrupt

Class: Status

Trigger: A Ranged X-Target attack passes within your Movement Range.

Effect: Select a Square within your Movement Range that lies directly between the source of the attack and the target of the attack. Make an Acrobatics or Athletics Check; you may Shift a number of Meters equal to half the result towards the chosen square. If you succeed, you take the attack instead of its intended target. If you fail, you still Shift a number of Meters equal to half the result.

Special: Pokemon must have a Loyalty of 3 or greater to make Intercept Melee and Intercept Range Maneuvers, and may only Intercept attacks against their Trainer. At Loyalty 6, Pokemon may Intercept for any Ally.

Additional Rules

- » Pokémon and Trainers may only Intercept against Priority and Interrupt Moves if they are faster than the user of those Moves.
- » Moves that cannot miss (such as Aura Sphere or Swift) cannot be Intercepted.
- » Pokémon and Trainers cannot attempt Intercepts if they are Asleep, Confused, Enraged, Frozen, Stuck, Paralyzed, or otherwise unable to move.
- » Intercepts may not be used to move the Intercepting Pokémon or Trainer OUT of the way of an attack. They will always be hit, regardless.

Maneuver: Grapple

Action: Standard

AC: 4

Class: Status

Range: Melee, 1 Target

Effect: You and the target each make opposed Combat or Athletics Checks. If you win, you and the target each become Grappled, and you gain Dominance in the Grapple.

Pokémon and Trainers that are Grappled

- » Are Vulnerable
- » Cannot take Shift Actions, or any actions that would cause them to Shift.
- » Gain a -6 penalty to Accuracy Rolls if targeting anyone outside of the Grapple.
- » Additionally, Grapple has other effects on whether the target has or doesn't have Dominance.

If a target begins their turn as a part of a Grapple but with no Dominance, they may choose to contest the Grapple as a Full Action. If they do, all participants make opposed Combat or Athletics Check. Whoever wins then may choose to either continue the Grapple and gain Dominance, or to end the Grapple.

If a target has the Phasing or Teleporter Capability, they may also use those to escape from a Grapple on their turn with no check required.

If a target begins their turn as part of a Grapple and has Dominance, they may take one of the following actions as a Full Action.

- » End the Grapple.
- » **Secure:** They gain a +3 Bonus to the next opposed check they make in the Grapple.
- » **Attack:** They may automatically hit with an Unarmed Struggle Attack.
- » **Move:** They Shift, dragging the other person in the grapple with them. The user's Movement Capability is lowered by the other grappler's Weight Class.

POKÉMON NATURE CHART

Value	Nature	Raise	Lower	Value	Nature	Raise	Lower
1	Cuddly	HP	Attack	19	Rash	Special Atk.	Special Def.
2	Distracted	HP	Defense	20	Quiet	Special Atk.	Speed
3	Proud	HP	Special Atk.	21	Dreamy	Special Def.	HP
4	Decisive	HP	Special Def.	22	Calm	Special Def.	Attack
5	Patient	HP	Speed	23	Gentle	Special Def.	Defense
6	Desperate	Attack	HP	24	Careful	Special Def.	Special Atk.
7	Lonely	Attack	Defense	25	Sassy	Special Def.	Speed
8	Adamant	Attack	Special Atk.	26	Skittish	Speed	HP
9	Naughty	Attack	Special Def.	27	Timid	Speed	Attack
10	Brave	Attack	Speed	28	Hasty	Speed	Defense
11	Stark	Defense	HP	29	Jolly	Speed	Special Atk.
12	Bold	Defense	Attack	30	Naive	Speed	Special Def.
13	Impish	Defense	Special Atk.	31	Composed*	HP	HP
14	Lax	Defense	Special Def.	32	Hardy*	Attack	Attack
15	Relaxed	Defense	Speed	33	Docile*	Defense	Defense
16	Curious	Special Atk.	HP	34	Bashful*	Special Atk.	Special Atk.
17	Modest	Special Atk.	Attack	35	Quirky*	Special Def.	Special Def.
18	Mild	Special Atk.	Defense	36	Serious*	Speed	Speed

*These Natures are **neutral**; they simply do not affect Base Stats, since they cancel themselves out.

CALCULATING CAPTURE RATES

A Pokémon's **Capture Rate** depends on its **Level**, **Hit Points**, **Status Afflictions**, **Evolutionary Stage**, and **Rarity**.

First, begin with 100. Then subtract the Pokémon's Level x2.

Next, look at the Pokémon's current Hit Points. If the Pokémon is above 75% Hit Points, subtract 30 from the Pokémon's Capture Rate. If the Pokémon is at 75% Hit Points or lower, subtract 15 from the Pokémon's Capture Rate. If the Pokémon is at 50% or lower, the Capture Rate is unmodified. If the Pokémon is at 25% Hit Points or lower, add a total of +15 to the Pokémon's Capture Rate. And if the Pokémon is at exactly 1 Hit Point, add a total of +30 to the Pokémon's Capture Rate. Pokémon reduced to 0 Hit Points or less cannot be captured. Poké Balls will simply fail to attempt to energize them.

Next, look at the Pokémon's Evolutionary Stage. If the Pokémon has two evolutions remaining, add +10 to the Pokémon's Capture Rate. If the Pokémon has one evolution remaining, don't change the Capture Rate. If the Pokémon has no evolutions remaining, subtract 10 from the Pokémon's Capture Rate.

Next, consider the Pokémon's Rarity. Shiny Pokémon subtract 10 from the Pokémon's Capture Rate. Legendary Pokémon subtract 30 from the Pokémon's Capture Rate.

And last, consider any Status Afflictions and Injuries. Persistent Conditions add +10 to the Pokémon's Capture Rate; Injuries and Volatile Conditions add +5. Additionally, Stuck adds +10 to Capture Rate, and Slow adds +5.

STATUS AFFLICTIONS CHART

Persistent Afflictions

Burn: -2 Def CS, Lose 1 Tick of Hit Points when taking a Standard Action.

Frozen: Cannot take actions or apply Evasion. DC 16 Save Check to become cured. DC 11 for Fire-Type Pokémon. +4 to Save Check in Sunny Weather. Automatically cured if hit by Fire, Fighting, Rock, or Steel attack.

Paralysis: -4 Speed CS, DC 5 Save Check to act each turn.

Poisoned: -2 Sp Def CS. Lose 1 Tick of Hit Points when taking a Standard Action.

Badly Poisoned: As Poison, but lose 5 Hit Points, then 10, then 20, etc.

Volatile Afflictions

Sleep: Cannot take actions or apply Evasion. DC 16 Save Check to wake up at the end of turns. Automatically wake up upon taking damage.

Bad Sleep: Lose 2 Ticks of Hit Points when making Save Checks vs Sleep. Cured when Sleep is cured.

Confused: Save Check at beginning of turn. 1-8 on Save Check - the target hits itself with a Typeless Physical Struggle Attack and cannot take other actions that turn. 9-15 act normally. 16+ cured of Confusion.

Cursed: Lose 2 Ticks of Hit Points when taking a Standard Action.

Disabled: The specified Move cannot be used.

Rage: Must use damaging attacks for Standard Action. Roll a DC 15 Save Check at the end of each turn to become cured.

Flinch: Cannot act for a turn.

Infatuation: Save Check at beginning of turn. 1-10 on Save Check - cannot target the Pokémon or Trainer that Infatuated you. 11-18 - take turn normally, 19+ cured of Infatuation.

Suppressed: PP Ups are canceled. At-Will becomes EOT. EOT and Scene x2 become Scene.

POWER CHART

Power Value	Heavy Lifting	Staggering Weight Limit	Drag Weight Limit
1	2-5 lb.	10 lb.	20 lb.
2	20-30 lb.	60 lb.	120 lb.
3	35-50 lb.	100 lb.	200 lb.
4	45-70 lb.	140 lb.	280 lb.
5	60-90 lb.	180 lb.	360 lb.
6	75-115 lb.	230 lb.	460 lb.
7	100-140 lb.	300 lb.	600 lb.
8	120-190 lb.	380 lb.	760 lb.
9	150-240 lb.	480 lb.	960 lb.
10	200-300 lb.	600 lb.	1200 lb.
11	250-375 lb.	750 lb.	1500 lb.
12	350-450 lb.	900 lb.	1800 lb.
13	450-525 lb.	1050 lb.	2100 lb.
14	500-600 lb.	1200 lb.	2400 lb.
15	550-675 lb.	1350 lb.	2700 lb.
16	600-750 lb.	1500 lb.	3000 lb.

WEIGHT CLASS CHART

Weight Class 1	0 – 25 lbs; 0 – 11 kg
Weight Class 2	25 – 55 lbs; 11 – 25 kg
Weight Class 3	55 – 110 lbs; 25 – 50 kg
Weight Class 4	110 – 220 lbs; 50 – 100 kg
Weight Class 5	220 – 440 lbs; 100 – 200 kg
Weight Class 6	Any Pokémon heavier than 440 lbs; 200 kg
Weight Class 7	Any Pokémon heavier than 450 lbs with the Heavy Metal Ability.

CONTEST MECHANICS

Introduction Stage: Roll Charm for Cute, Command for Cool, Guile for Smart, Intimidate for Tough, or Intuition for Beauty. Gain Contest Stat Dice on 3+.

Performance Stage: Gain 0 Appeal on 1, gain 1 Appeal on 2-5, gain 2 Appeal on 6.

Center of Attention: Gain 1 Fumble Point on 1. Gain 0 Appeal on 2-3. Gain 2 Appeal on 4-5. Gain 3 Appeal on 6.

CONTEST EFFECTS

Attention Grabber: 1d6 – Each adjacent competitor loses up to two Voltage; you gain Voltage equal to the amount lost this way.

Big Show: 1d6 – You gain +3 Voltage

Catching Up: 2d6 – Roll +3d6 if all adjacent competitors have more Voltage Points than you do, and you gain +1 Voltage.

Desperation: 5d6 – All results of 1 grant you +1 Fumble, and all results of 6 grant you +1 more Appeal Point. This Stacks with being at the Center of Attention.

Double Time: Xd6 – You lose 2 Voltage. Roll +1d6 for every point of Voltage competitors adjacent to you have, minus 1d6 for each point of Voltage you have remaining.

Excitement: 3d6 – You gain +2 Voltage

Exhausting Act: 4d6 – If you have 2 or more voltage, roll +2d6; you then lose 2 Voltage

Gamble: 2d6 – All results of 6 this round grant you +1 Voltage.

Get Ready: 1d6 – You lose 2 Voltage. Double the number of Dice from your Move next round. Bonus Dice from Contest Stats and Voltage are not doubled.

Good Show: 2d6 – Roll +3d6 if all adjacent competitors have less Voltage Points than you do, and you gain +1 Voltage.

Incentives: 3d6 – If this Move matches the current contest Type, you gain 1 Voltage and each adjacent Competitor loses 1 Voltage.

Inversed Appeal: Xd6 – X is equal to 5 minus your current Voltage.

Reflective Appeal: Xd6 – X is equal to your current Voltage.

Reliable: 3d6 – If you used the same Move last turn, roll +1d6 and gain 1 Voltage. Moves with Reliable may be used consecutively.

Sabotage: 3d6 – All dice rolled this round do not give points; instead they give all adjacent competitors that many Fumble Points.

Safe Option: 4d6 – Rolls of 6 during this round only grant 1 Point, but you cannot gain Fumble Points from rolling a 1.

Saving Grace: 1d6 – You lose 1 Fumble Point for each level of Voltage you have. If you lose two or less Fumble Points this way, you gain +1 Voltage. You cannot gain Fumble from Competitor's moves for the remainder of the round.

Seen Nothing Yet: Xd6 – You lose all Voltage. For each point of Voltage lost this way, roll +2d6.

Special Attention: 5d6 – Each adjacent competitor gains 1 Voltage

Steady Performance: 5d6 – You gain +1 Voltage

Tease: 4d6 – All results of 5 or 6 grant only +1 Point; but all results of 6 cause each adjacent competitor to gain +1 Fumble Point.

Unsettling: 5d6 – You lose 2 Voltage, and each adjacent competitor loses 1 Voltage.

Name: _____
 Gender: _____
 Age: _____
 Background: _____



Height / Size: _____
 Weight: _____
 Description: _____

BODY		CLASS: _____		CLASS: _____	
Acrobatics					
Athletics					
Combat					
Intimidate					
Stealth					
Survival					
MIND		CLASS: _____		CLASS: _____	
General Edu					
Medicine Edu					
Occult Edu					
Pokémon Edu					
Technology Edu					
Guile					
Perception					
SPIRIT		EDGES		GENERAL FEATURES	
Charm					
Command					
Focus					
Intuition					
CAPABILITIES		MOVES		STATS	
Overland: ____ Swim: ____				Level: ____ EXP: ____ / 10	
Power: ____ Throwing Range: ____				Action Points: ____	
Jump L/H ____/____				Hit Points: ____	
				Injuries: ____	
				HP: ____	SpAtk: ____
				Atk: ____	SpDef: ____
				Def: ____	Speed: ____
				PhyEva: ____ SpcEva ____ SpdEva ____	
				Abilities: ____	
Overland = 3 + [(Athl+Acro)/2]					
Swim = Overland/2					
Throwing Range = 4 + Athl					

POKÉMON SHEET

NAME :

Species: _____

Type: _____ / _____

Level: ____

EXP: _____ / _____

Held Item: _____

Loyalty: _____

Gender: _____

Nature: _____ (+ _____ / - _____)

Abilities: _____ / _____ / _____ / _____

_____ / _____ / _____ / _____

Height / Size: _____ **Weight Class:** _____

Capabilities: Overland __, Swim ____, Jump L/H __ / __,

Power ____, _____

Skills: Athl _____, Acro _____, Combat _____,

Stealth _____, Percep _____, Focus _____,

Hit Points: ____ / ____

HP:

SpAtk:

Atk:

SpDef:

Def:

Speed:

Phys Evade: _____

Spec Evade: _____

Speed Evade: _____

Injuries: _____

POKÉEDGE / TUTOR ITEM	COST
Remaining Tutor Points:	

Inheritance Moves: _____

Vitamins: _____

Beauty: ____, Cool: ____, Cute: ____,

Smart: _____, Tough: _____

Poffins: _____

NOTES:

Hit Points: ____ / ____		Phys Evade: _____ Spec Evade: _____ Speed Evade: _____ Injuries: _____
HP:	SpAtk:	
Atk:	SpDef:	
Def:	Speed:	

[illegible]

WHAT'S COMING NEXT?

The last time we wrote something here, it ended up being completely off. So let's just say we don't have explicit and concrete plans for the near future right now. Contests are still something we need to completely overhaul. Just keep in touch with us at our forums at <http://forums.Pokemontabletop.com/index/> or visit our IRC channel on the Rizon network at #PokemonTabletop to keep up with development, ask us questions, give feedback, etc.

Also watch the blog at <http://pokemontabletop.com/> for posts about pre-made adventures and other exciting supplements to the PTU experience.

– The PTU Development Team

