

## 1.04 Changelog

### **Pokémon X&Y:**

Gen VI content has been added, obviously! This means the Fairy Type, new Pokémon, Moves, Abilities, Mega Evolutions, Berries, etc.

For now, the new Pokémon have their own section in the Pokédex so it's easier to find them. In a future update, they'll likely be woven into the order that the rest of the Pokémon are given in the 'dex.

### **Classes:**

There are three new classes, the **Dancer**, the **Fashionista**, **Rider**, the **Roughneck**!

The **Elementalist** has been removed and turned into separate classes for the different Types into Game of Throhs. Check it out!

**Ranger** has been split into two classes to better focus on some of its aspects, **Hunter** and **Survivalist**.

**Petrologist** and **Botanist** have been removed (don't fret just yet, most of their features will still be found elsewhere now, particularly in **Researcher**!)

Almost every class has seen revision, so instead of a twenty page change document we advise you read over them!

### **General Changes:**

The entire PDF has been restructured and given a facelift! This means you might have to get used to some rules and content being in a different place, but everything is much better organized now and should be easy to adjust to. Of note, capabilities are no longer listed in the Pokédex PDF and are instead found only in the main PDF. Otherwise, everything remains in the same PDF it was in before, though organized into different chapters.

Skills have been streamlined. Petrology Education was removed and split into Pokémon Education for the parts dealing with reanimating fossils and Survival for the parts dealing with rare stones and geology. Science Education has been merged with Medicine Education, though now explosives and other inorganic chemistry tends to fall under Technology Education. In addition, you'll find each Skill has a lengthier write-up now describing its uses and giving common examples of when the Skill is tested.

The Battle frequency has been replaced with a Scene frequency. It functions more or less the same but allows GMs to be more clear on what happens with back to back battles and the use of Features outside of battle. Basically, any time you cut to a small time skip for travel or transition to a new location, it counts as a new Scene.

AP is now restored at the beginning of every Scene rather than at the beginning of each day! This means you'll be seeing a return of having more Features running off of AP as it's more freely available.

In general, there's a lot more explanatory content throughout the PDF, and there are plentiful examples to help you grasp concepts such as character creation and statting Pokémon. Pay particular attention to Chapter 9: Running the Game, as we've added a lot of material for GMs to cover common difficulties with the system, such as road bumps when creating encounters and planning sessions.

Along those lines, there's also a set of pre-made adventures set in Kalos for starting GMs. These adventures cover a variety of levels and form a rough campaign outline, though aren't by themselves enough for an entire campaign.

### **Battle Mechanics:**

Trainers now declare their actions in order from slowest to fastest -in League matches only-. This is because whoever chooses their action second actually has the advantage due to being able to respond to switches and other choices. The Trainers' actions are then resolved in order from fastest to slowest. Pokémon Initiative remains unchanged.

Holding Actions is now explicitly defined and can be done once a round, specifying an initiative value to hold until.

We've changed up a bit of how switching works, so be sure to read that section again.

Some status effects got reworded for clarity reasons.

A number of keywords and effects have changed, such as the Smite and Dash keywords and the function of the Move Fling.

The Damage Base chart has been tweaked to give a smoother transition between different Damage Bases.

Moves have gotten an overall boost in frequency, and you'll see a lot of Moves with frequencies such as Scene x2 as well as many more At-Will Moves. There are now also Static Moves that give a persistent benefit as long as they're known. EOT no longer exists and is replaced by a Cooldown frequency keyword that denotes that a move needs a round between uses.

There's now a new combat action called Taking a Breather, which allows Trainers and Pokémon to remove themselves from the heat of battle for a moment to shake off volatile conditions and reset their Combat Stages.

### **Pokémon:**

A number of new PokéEdges have been introduced! They deal with improving the use of Capabilities that Pokemon have.

Slow and Stuck now matter when it comes to capturing Pokémon.

TM/HM entries in the Pokédex now list the name of the move as well.

Some STAB Moves in the Pokédex have been bolded, and some Moves that become STAB for a later evolution are now italicized. We'll finish these in a later update.

The Abilities Teamwork and Pack Hunt have switched names! **DON'T GET THEM MIXED UP** by how they were named before!