POKÉMON TABLETOP UNITED

VERSION 1.04

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Class Contributors
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Artwork
We've used artwork from all over the Internet in PTU. If you see your art here and wish to have it removed, contact us at the forums below.

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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.

The Attribute system has moved away from the D&D set of Str/Dex/Con/Int/Wis/Cha. In addition, Attributes no longer scale to the same huge degree they did in PTA.

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 smoothens 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 a number of new Trainer Classes for high tech campaigns. The **Engineer** commands Pokémon-like robots, the **Upgrader** deals in cybernetic augmentations, the **Jailbreaker** modifies Poké Balls in novel ways, and the **Glitch Trainer** 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 Pokémon Type and the supernatural powers humans can gain related to that Type. Finally, commensurate with this supplement's more in-depth treatment of weapons and armor, there is a **Weapon Specialist** Class 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.Pokémontabletop.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 or even 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.
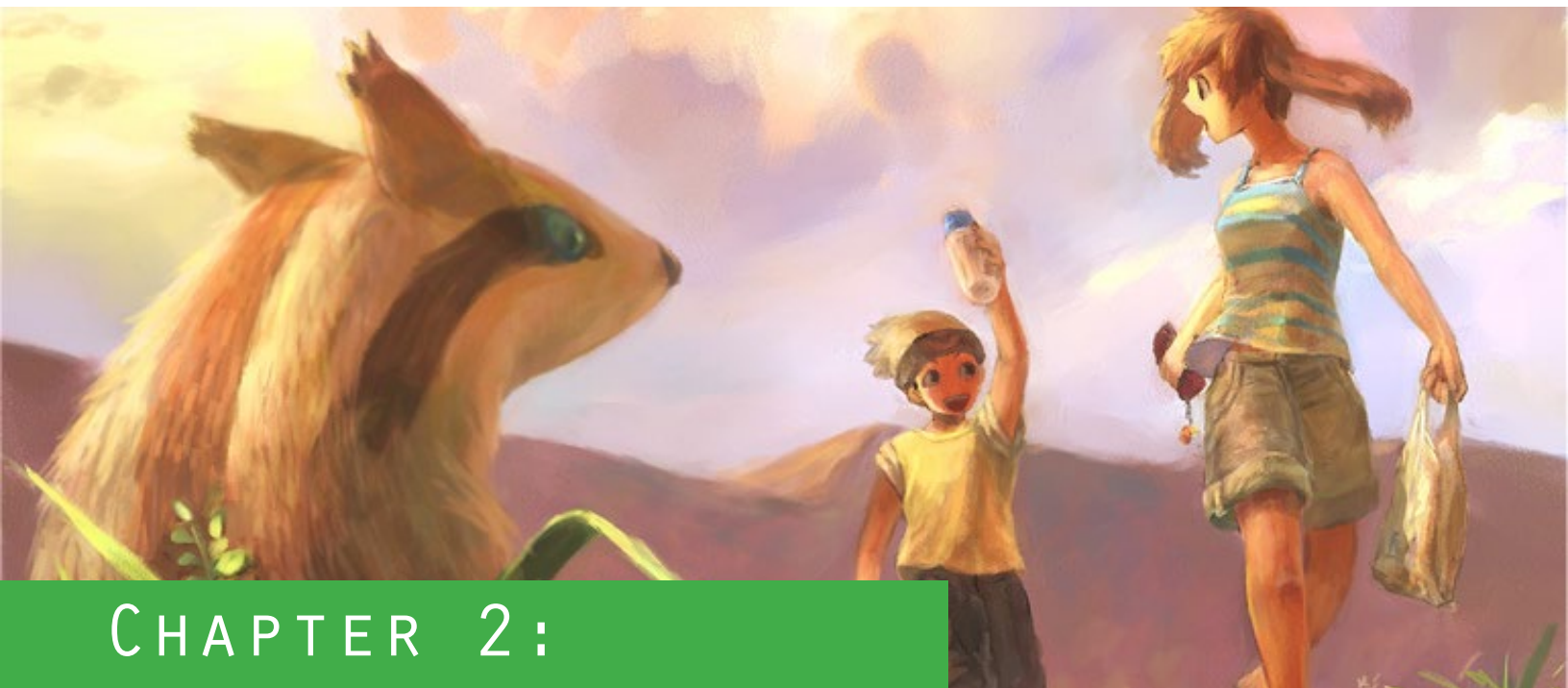
Chapter 2: Character Creation

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: Assign Attributes

Attributes are a basic measure of a Trainer's natural talents and inclinations. There are **three Attributes** in Pokémon Tabletop United: **Body**, **Mind**, and **Spirit**. These are measured with numerical scores on the following scale: Terrible (-2), Poor (-1), Average (0), Fair (+1), Good (+2), Great (+3), Superb (+4), Fabulous (+5), Amazing (+6)

Body represents a Trainer's overall level of physical fitness and helps determine how strong they are. It governs skills ranging from athletic training to wilderness survival.

Mind represents a Trainer's mental capacity and intelligence. It governs skills related to academic fields and learning as well as awareness of one's environment.

Spirit represents a Trainer's force of personality and willpower. It governs skills related to winning others to your point of view and keeping focus on complex tasks.

Trainers begin with a value of Average (0) in all of their Attributes and have 5 points to spend raising them as they wish. You may also lower an Attribute below Average to raise another Attribute by the same amount.

Yes, this means your character will be outstanding compared to the average guy on the street! Training Pokémon and going on an adventure is no easy task, and the people who are up to the challenge tend to be exceptional in some way.

Example: Lisa looks over the ideas she jotted down for her Trainer and decides that she's got a Great (+3) Body score since she's an energetic and active girl. She also figures she has a pretty strong personality and wants to raise Spirit as well.

While her Trainer is naive, Lisa decides that's from her dearth of experience and not due to a lack of intelligence and leaves Mind at Average (0) rather than lowering it for more points. She puts Spirit at Good (+2) with her remaining points.

STEP 3: 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.

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 you may put 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.

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 4: 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, in contrast to the natural talent that Attributes represent. 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 20) 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 2 or 3 Skills and raise them one Rank, and then choose the same number of Skills to lower one Rank. Be sure to give an evocative name to your custom Background!

Example: Lisa thinks about her character and what sorts of hobbies she'd develop. She 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 and Intuition, which Lisa thinks is perfect to represent her character's naiveté.

Step 5: 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 three 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 and then one to further develop her character's Survival Skill by focusing it in the area of Apricorns, taking Apricorn Balls.

Step 6: 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 three Features to distribute as they see fit.

Sample Backgrounds

At Least He's Pretty
Looks aren't everything … but they're better than nothing, right?
Rank Up: Charm, Command, and Intuition.
Rank Down: Combat, Intimidate, and Perception.

Book Worm
Why go outside? Everything you need to know is right here on Bulbapedia!
Rank Up: Three different Education Skills
Rank Down: Athletics, Acrobatics, and Combat.

Just an Average Guy
If you were an ice cream flavor, you'd be vanilla.
Rank Up: Any single Skill.

Hermit
You don't like people, and they tend to not like you.
Rank Up: Two Education Skills, 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: Acrobatics, Athletics
Rank Down: Guile, Intuition

Old Timer
Age comes with wisdom and experience, and bad hips.
Rank Up: Focus, Intuition, Perception, Gen. Education
Rank Down: Acrobatics, Athletics, Combat, Tech Edu

Quick and Small
You're kind of skinny and weak, but smart and quick.
Rank Up: Acrobatics, Guile
Rank Down: Athletics, Intimidate

Rough
You're the kind of guy that's likely to end up with a nickname like 'Knuckles' or 'Spike'.
Rank Up: Athletics, Combat, 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: Charm, Guile, Intimidate, Intuition
Rank Down: Athletics, Combat, Focus, Survival

Street Rattata
Growing up on the street is rough. Well, for all those other suckers.
Rank Up: Guile, Perception, Stealth
Rank Down: Focus, General Education, Survival

Super Nerd
You're smart and cunning, but your social skills …
Rank Up: General Edu, Medicine Edu, Tech Edu, Guile
Rank Down: Charm, Intimidate, Intuition

Wild Child
Maybe you were raised by Mightyenas. Or maybe you just had lousy parents.
Rank Up: Acrobatics, Athletics, Stealth, Survival
Rank Down: All Education Skills!

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

You can take Steps 5 and 6 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 and the Ace Trainer Class. She then eyes some of the Features further into the Ace Trainer Class but decides that she needs to better reflect her character's active nature and goes with the Athlete Class instead. The Athlete Class has a [+2 HP] Tags, so Lisa adds +2 to her Trainer's HP, bringing it up to 15.

Step 7: Find Derived Stats

Your Attributes, 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 200.

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 197).

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 176 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 212).

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 Body Attribute is Terrible (-2) or Poor (-1) **or** Athletics is at Pathetic Rank, lower Power by -1.
» If your Body Attribute is at least Good (+2), increase Power by +1.
» If your Body Attribute is at least Fabulous (+5), increase Power by +1 more.
» 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 6, High Jump 0, Long Jump 1, Overland 6, Swim 3, and Throwing Range 7. She is Medium Size and weighs 120 pounds and therefore is Weight Class 4.

Step 8: 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 Medic 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 9: 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 174) 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 406) 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 10: 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 Poké 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 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 429 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 or an Edge**.
» Every even Level you gain **an Edge**
» **BONUS**: Each level where you unlock a new Rank for your Skills (2 for Adept, 6 for Expert, 12 for Master), you gain an additional Edge. This Edge may be spent on any Skill Edge lower than the one you are unlocking (only up to Basic Skills at 2, up to Adept Skills at 6, and up to Expert Skills at 12) or any other Edge for which you meet the prerequisites.

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 lower an Attribute by one Rank and raise another by one Rank.
» 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.
» You cannot lower an Attribute below -2 in this way.

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.
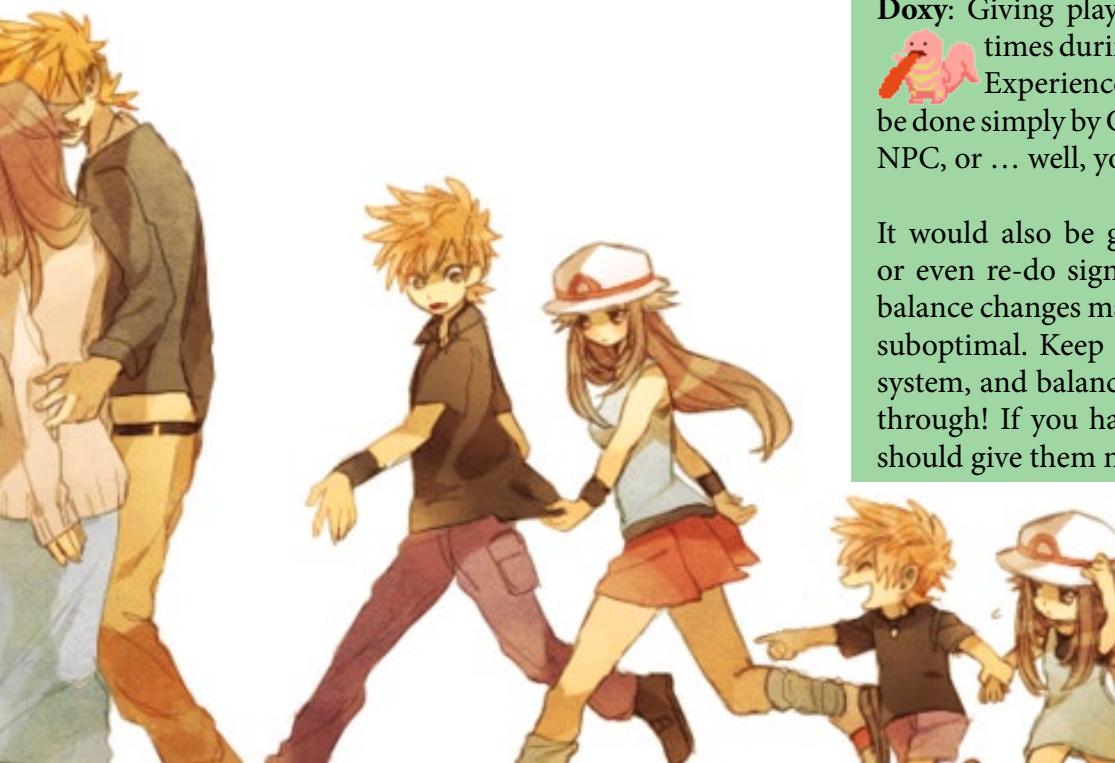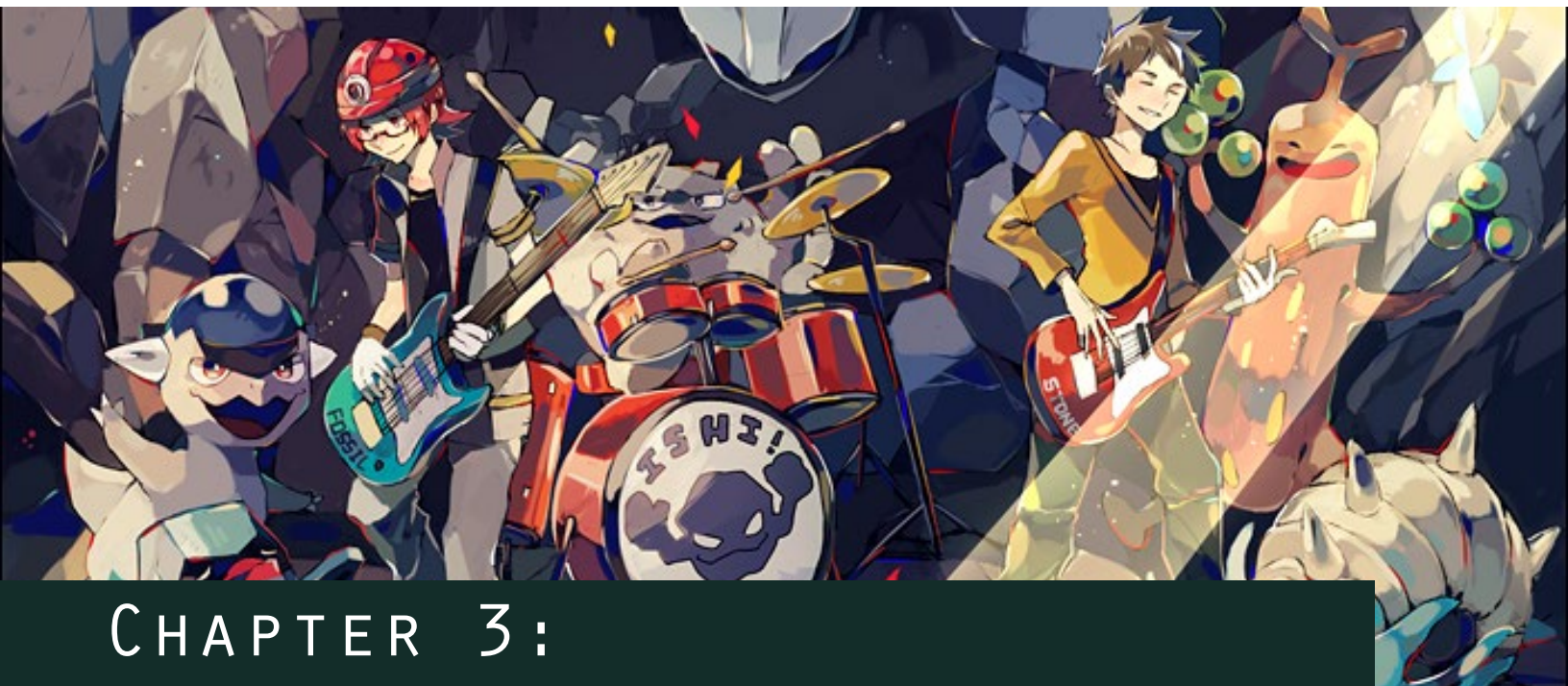
Chapter 3: Skills, Edges, and Features

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 classified according to the Attribute they are associated with, either Body, Mind, or Spirit. This is important because the associated Attribute modifier is added to all Skill Checks.

» The **Body Skills** are Acrobatics, Athletics, Combat, Intimidate, Stealth, and Survival.
» The **Mind Skills** are General Education, Occult Education, Pokémon Education, Science Education, Technology Eduction, 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 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 the Attribute modifier associated with that Skill.

For example, a Trainer with a Body score of Great (+3) and an Expert Athletics Skill would roll 5d6+3.

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 433).

If a GM wants to check an Attribute instead of a Skill, have those characters roll 3d6 and add their Attribute Modifier. We don't recommend making **Attribute Checks** too often; there's usually a skill that can apply instead. But the occasional situation may come up.

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 hgih 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 Ranks 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.
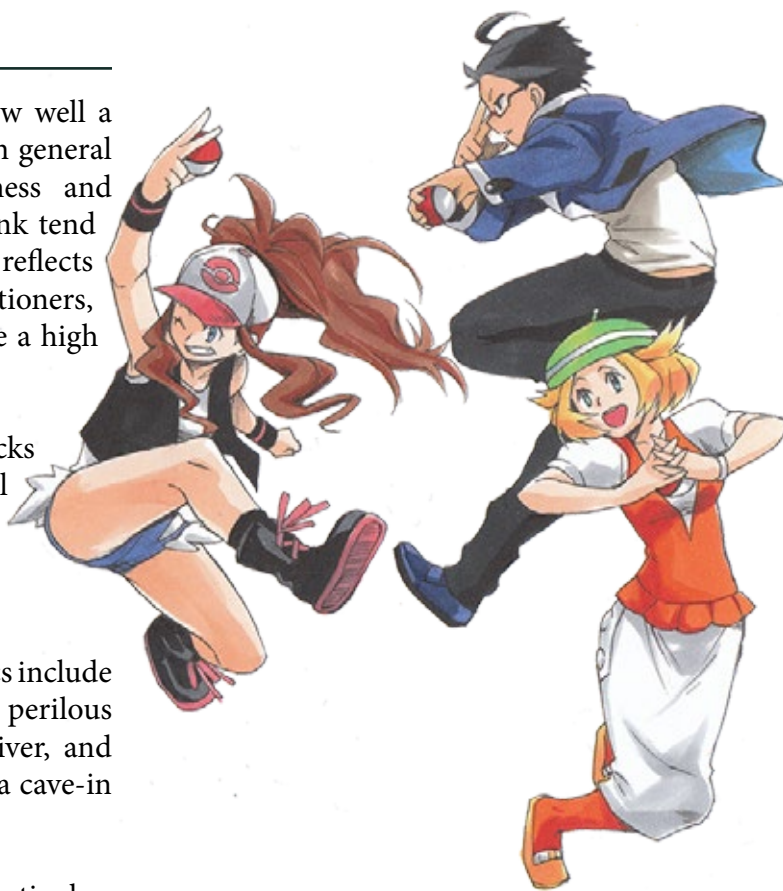
Acrobatics can be used to mitigate damage taken from falling from great heights, as found in the Playing the Game chapter (page 197). Acrobatics is also used to mount a Pokémon in the middle of battle and keep mounted even when under attack or affected by Status Afflictions (page 223). Acrobatics can be tested when a Pokémon Intercepts an attack aimed for its Trainer (page 221).

Acrobat
Prerequisites: Adept Acrobatics
Effect: Increase your Jump and Long Jump Capabilities by +1 each.

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

Nimble Movement
Prerequisites: Expert Acrobatics
Effect: You can move through squares occupied by enemies as if they were normal terrain.

Practiced Movements
Prerequisites: Adept Acrobatics
Effect: You learn the Move Feint.

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.
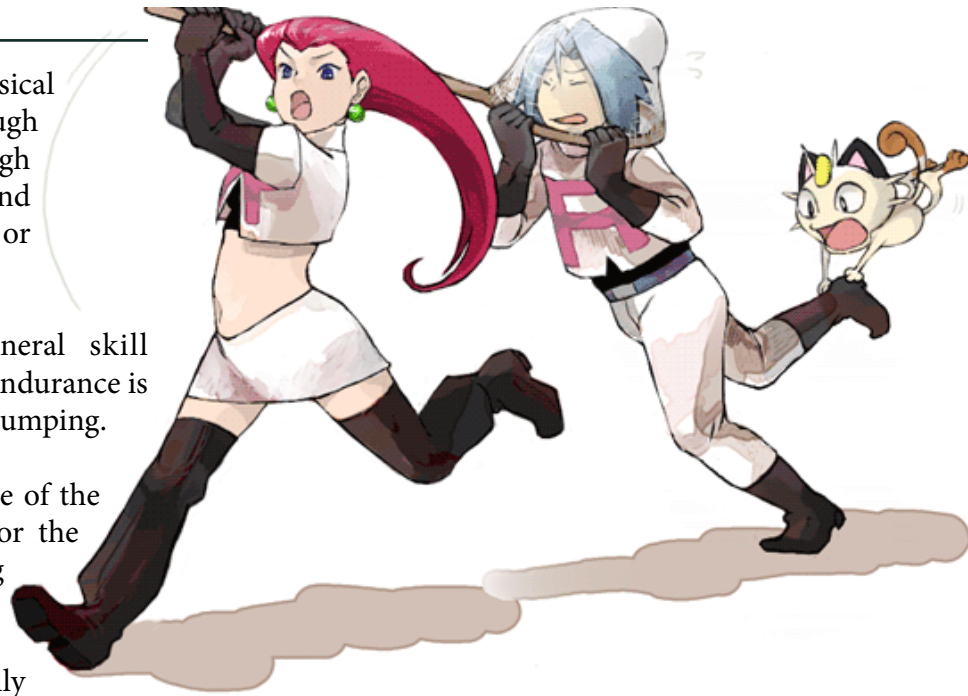
Having a high Athletics Skill improves a character's movement speed and throwing range. See Step 7 of Character Creation for further details (page 17). It is also used when fishing (page 195). Athletics can be tested when a Pokémon Intercepts an attack aimed for its Trainer (page 221). Carrying especially heavy loads also requires continuous Athletics Checks (page 200).

Athletic Prowess
Prerequisites: Adept Athletics
Effect: You learn the Move Agility.

Mounted Prowess
Prerequisites: Novice Acrobatics or Athletics
Effect: You automatically succeed at Acrobatics Checks made to mount a Pokémon, and you gain a +3 Bonus to all Acrobatics 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 Underwater Speed. You may spend X minutes underwater before you begin to suffocate, where X is the higher of your Athletics or Survival Ranks.

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 218).

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.
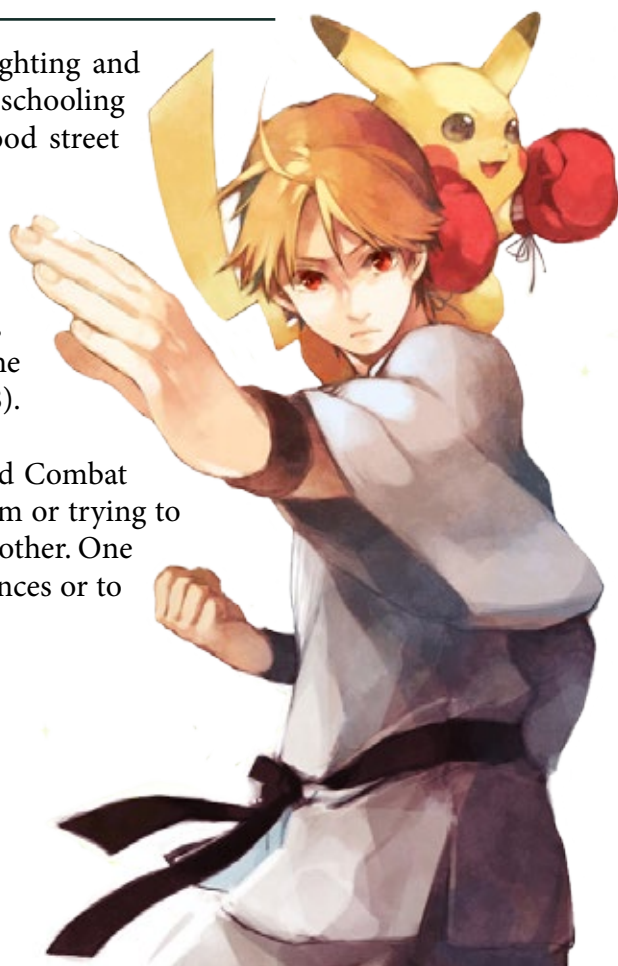
Basic Martial Arts
Prerequisites: Novice Combat
Effect: You learn the Move Rock Smash.

Combat Training
Prerequisites: Novice Combat
Effect: You gain +1 to all Stats.

Aegis Training – Weapon Edge
Prerequisites: Adept Combat
Effect: You learn the Move Protect. You must be using a shield or similar protective device to use Protect.

Clean Shot – Weapon Edge
Prerequisites: Adept Combat
Effect: You learn the Move Drill Peck. You may only use Drill Peck only when using a Ranged Weapon such a bow, throwing knife, or similar, and Drill Peck deals Normal Type damage and has a range equal to your Weapon's instead of its usual range.

Fury of Blows – Weapon Edge
Prerequisites: Adept Combat
Effect: You learn the Move Fury Attack. You must use claws, nunchaku, your fists or a similar light weapon to use these Moves.

Piercing Blow – Weapon Edge
Prerequisites: Adept Combat
Effect: You learn the Move Drill Run. Drill Run does Normal Type damage when used this way, and you must be using a spear or another similar sharp thrusting weapon to use Drill Run.

Smashing Good Time – Weapon Edge
Prerequisites: Adept Combat
Effect: You learn the Move Slam. You must use a hammer, baseball bat, or similar blunt weapon to use Slam.

Way of the Blade – Weapon Edge
Prerequisites: Adept Combat
Effect: You learn the Move Slash. You must use a sword, knife, or similar bladed weapon to use Slash.

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.
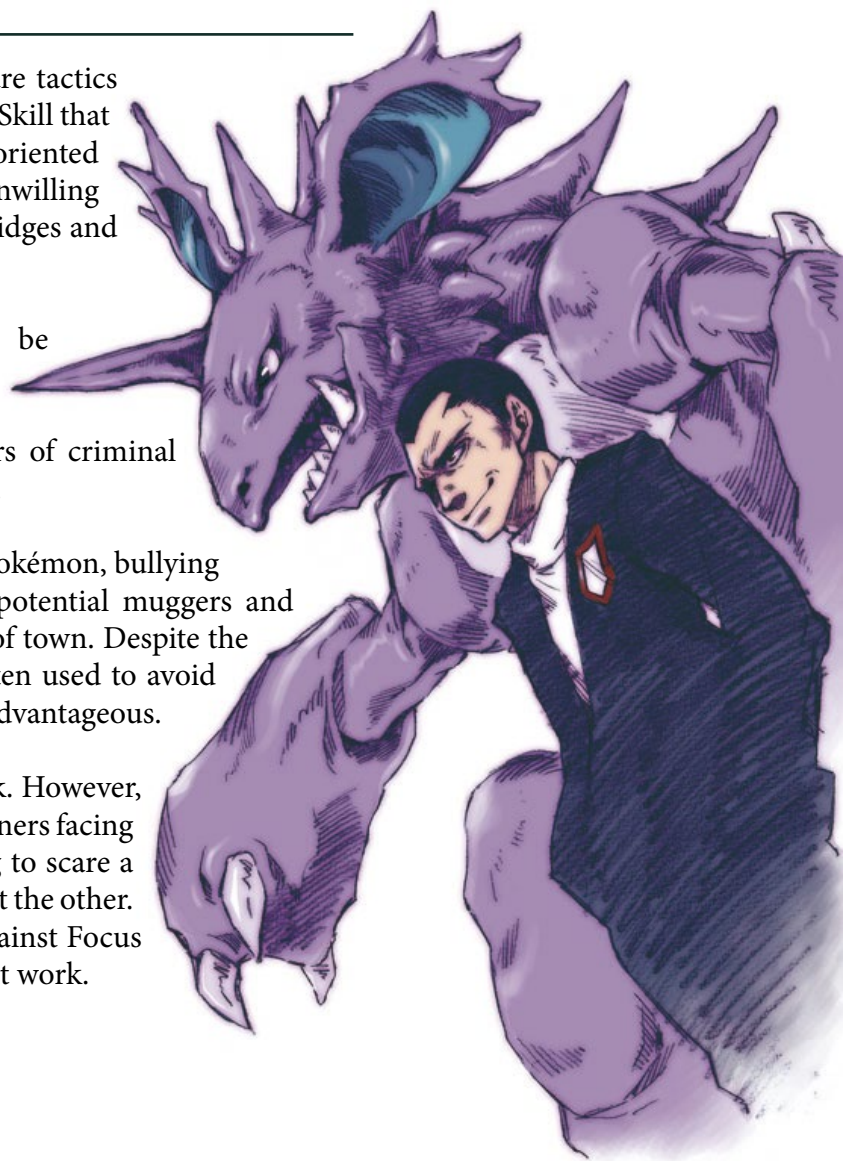
Beast Master
Prerequisite: Novice Intimidate
Effect: Add your Spirit Modifier to all Intimidate Skill Checks instead of your Body Modifier. Intimidate essentially becomes a Spirit-Attribute Skill for you. You may use Intimidate instead of Command to command unruly Pokémon, and to determine the limits and effects of Training.

Intimidating Presence
Prerequisites: Novice Intimidate
Effect: You learn the Move Leer

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.

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 reconaissance 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.

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 258) 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 194). 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.

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.

Natural Theory
Prerequisites: Novice Survival
Effect: You may count Survival as an Education Skill for all Features that reference Education Skills, and you may add your Mind Modifier to all Survival Skill Checks in addition to your Body Modifier.

Paleontologist
Prerequisites: Novice Pokémon Education or Novice Survival
Effect: You can identify fossils with a DC 15 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 194) for more information.

Survivalist
Prerequisites: Adept Survival
Effect: You learn the Move Bulk Up.

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.

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. When building a character who will specialize highly in this Skill, it's probably 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, these rarely make for very exciting or relevant Skill Checks compared to their more advanced equivalents in Medicine and Technology Education, and it's safe to assume that most characters know the basics unless they have a Pathetic Rank in General Eduction.

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 various important issues or being familiar with the details of recent news stories and the nuances of those developments. Knowledge of history is also a common usage of General Education; 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 species was responsible for destructive seismic and volcanic activity that devastated the town half a decade back.

Another way to treat General Education is as a catch-all Skill for a particular setting, covering common items and issues that aren't necessarily associated well with other Education Skills but nonetheless are important to the concept of the setting. A campaign with a law enforcement focus might use General Education to cover police protocol and the intricacies of 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, but General Education Checks can be used for collecting information on topics a character isn't very knowledgeable of.

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.

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 Education
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 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 knowledgable 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 273).

Additionally, Occult Education is used in the operation of Dowsing Rods (page 261), 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.

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.

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 15 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 194) for more.

Egg Index
Prerequisites: Adept Pokémon Education
Effect: You know what Pokémon will hatch from any egg by looking at it. Legendary eggs can't be identified.

Groomer
Prerequisites: Novice Pokémon Education
Effect: You know how to effectively groom your Pokémon. Grooming a Pokémon takes roughly half an hour, and requires access to a Groomer's Kit. When entering a recently groomed Pokémon into a Contest, roll +1d6 during your Introduction. Regular Grooming of Pokémon may raise your Pokémon's loyalty.

Technology Education
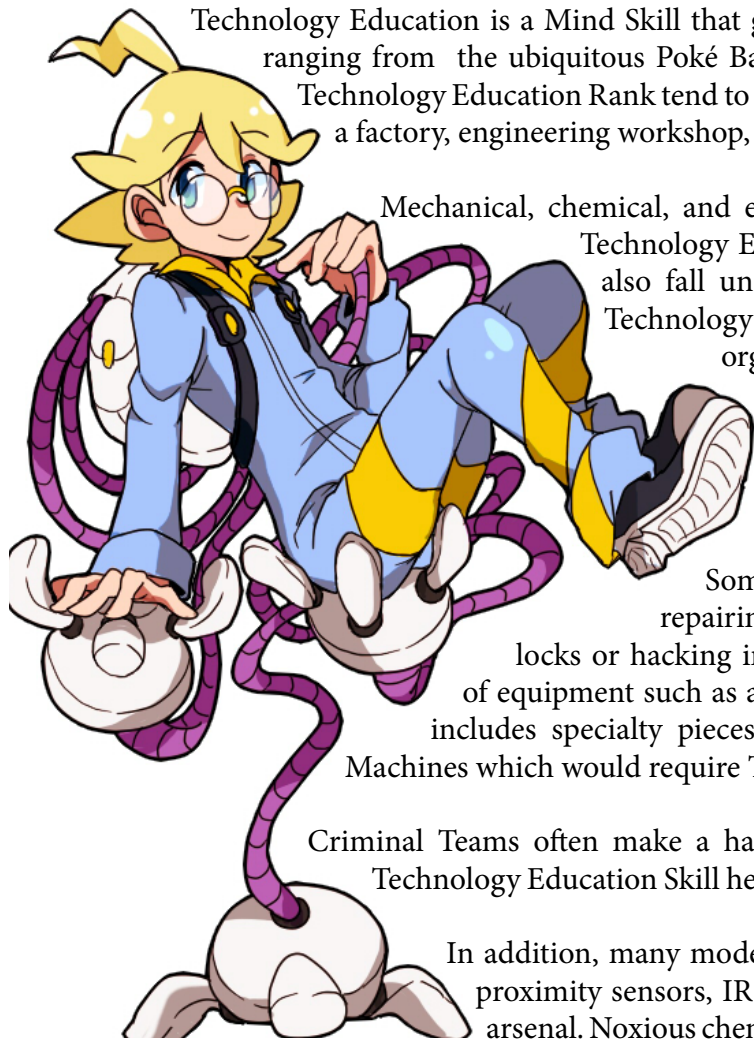
Technology Education is a Mind Skill that governs the creation and use of machines technology, ranging from the ubiquitous Poké Ball to computers and vehicles. Characters with a high Technology Education Rank tend to have many gadgets and can easily find their way around a factory, engineering workshop, 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. Noxious chemicals are also often used in particularly nasty traps, and Technology Education can be used to study and neutralize them. Security is the source of most Opposed Checks using the Technology Education Skill. One party attempts to break security and infiltrate or hack into a database while the other attempts to rebuff their attacks.

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

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.
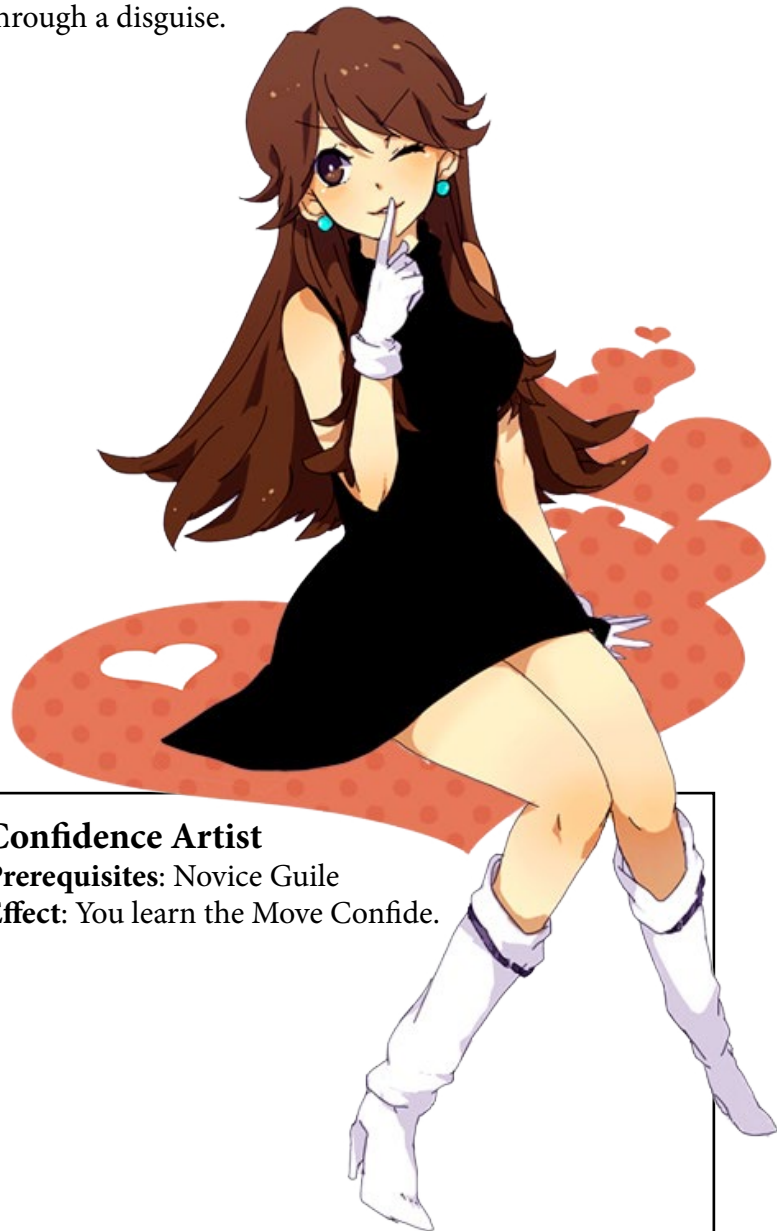
Grace
Prerequisites: Novice Charm, Command, Guile, Intimidate, or Intuition
Effect: Your Pokémon may consume and benefit from 2 more Poffins each. If this Pokémon is traded to a Trainer without the Grace feature, these extra dice from additional Poffins are not lost, but a Trainer without Grace may not 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.

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 previous resources such as Berry Groves (page 193).

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: Adept Charm
Effect: You learn the Move Baby-Doll Eyes.

Personal Connection
Prerequisites: Adept Charm
Effect: Your Pokémon don't lose Loyalty from occasional consumption of Repulsive healing items, use of Moves like Explosion, or Features which cause loss of loyalty. Intentionally abusive uses of these actions will still lower Loyalty, however.

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 188).

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 and the more Pokémon they can train at once (page 180).

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 222).

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.

Group Trainer
Prerequisites: Novice Command
Effect: You may Train a number of Pokémon at a time equal to your Command Rank, instead of half your Command Rank.

Leader
Prerequisites: Adept Command
Effect: You learn the Move After You.

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 222). 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 279). 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.

Elemental Connection
Prerequisites: Novice Focus, Novice Intuition, or Type Ace (must select matching type)
Effect: Choose an Elemental Type. You gain a +2 bonus to Charm, Command, Guile, Intimidate, and Intuition Checks targeting Pokémon of the Chosen Type. This Edge may only be taken at Character Creation or with your GM's permission, unless you gain Type Ace, in which case you may take it at any time as long as it matches your chosen Type for Type Ace.

Basic Psionics
Prerequisites: Elemental Connection (Psychic)
Effect: You learn the Move Confusion.

Iron Mind
Prerequisites: Novice Focus
Effect: Add your Mind Modifier to all Focus Skill Checks instead of your Spirit Modifier. Focus essentially becomes a Mind-Attribute Skill for you. Additionally, you become aware of any 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.

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.

Elemental Connection
Prerequisites: Novice Focus, Novice Intuition, or Type Ace (must select matching type)
Effect: Choose an Elemental Type. You gain a +2 bonus to Charm, Command, Guile, Intimidate, and Intuition Checks targeting Pokémon of the Chosen Type. This Edge may only be taken at Character Creation or with your GM's permission, unless you gain Type Ace, in which case you may take it at any time as long as it matches your chosen Type for Type Ace.

Mystic Senses
Prerequisites: Novice Intuition
Effect: You may use Intuition instead of Charm to improve the disposition of Wild Pokémon. You should consult your GM if you wish to gain this Edge after character creation.

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.

Pokémon Connoisseur
Prerequisites: Adept Intuition
Effect: You can determine a Pokémon's loyalty toward its owner with a DC 15 Intuition Check.

Edges

The following is the list of Edges. You gain 3 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).

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.

Green Thumb
Prerequisites: General Education or Novice Survival
Effect: You know how to grow Apricorns and Tier 1 Berries using a Portable Grower or Fertilized Soil.

Repel Crafter
Prerequisites: Novice Medicine Education
Effect: Create a Repel for ₽100 or a Super Repel for ₽150. Requires access to a Chemistry Set.

Pokémon Training Edges

Beast Master
Prerequisite: Novice Intimidate
Effect: Add your Spirit Modifier to all Intimidate Skill Checks instead of your Body Modifier. Intimidate essentially becomes a Spirit-Attribute Skill for you. You may use Intimidate instead of Command to command unruly Pokémon, and to determine the limits and effects of 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.

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. Grooming a Pokémon takes roughly half an hour, and requires access to a Groomer's Kit. When entering a recently groomed Pokémon into a Contest, roll +1d6 during your Introduction. Regular Grooming of Pokémon may raise your Pokémon's loyalty.

Group Trainer
Prerequisites: Novice Command
Effect: You may train a number of Pokémon equal to your Command Rank, instead of half your Command Rank.

Note: This doesn't refer to a limit on how many Pokémon you can have with you at a time. It refers to the rules for training out of combat (page 180).

Paleontologist
Prerequisites: Novice Pokémon Education or Novice Survival
Effect: You can identify fossils with a DC 15 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 194) for more information.

Pokémon Connoisseur
Prerequisites: Adept Intuition
Effect: You can determine the Loyalty of an owned Pokémon towards its owner with a DC 15 Intuition Check.

Personal Connection
Prerequisites: Adept Charm
Effect: Your Pokémon don't lose Loyalty from occasional consumption of Repulsive healing items, use of Moves like Explosion, or Features which cause loss of loyalty. Intentionally abusive uses of these actions will still lower Loyalty, however.

Combat Edges

Athletic Prowess
Prerequisites: Adept Athletics
Effect: You learn the Move Agility.

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.

Intimidating Presence
Prerequisites: Novice Intimidate
Effect: You learn the Move Leer.

Leader
Prerequisites: Adept Command
Effect: You learn the Move After You.

Practiced Movements
Prerequisites: Adept Acrobatics
Effect: You learn the Move Feint

Sneak's Tricks
Prerequisites: Adept Stealth
Effect: You learn the Move Astonish.

Survivalist
Prerequisites: Adept Survival
Effect: You learn the Move Bulk Up.

Work Up
Prerequisites: Adept Focus
Effect: You learn the Move Work Up.

Aegis Training – Weapon Edge
Prerequisites: Adept Combat
Effect: You learn the Move Protect. You must be using a shield or similar protective device to use Protect.

Clean Shot – Weapon Edge
Prerequisites: Adept Combat
Effect: You learn the Move Drill Peck. You may only use Drill Peck only when using a Ranged Weapon such a bow, throwing knife, or similar, and Drill Peck deals Normal Type damage and has a range equal to your Weapon's instead of its usual range.

Fury of Blows – Weapon Edge
Prerequisites: Adept Combat
Effect: You learn the Move Fury Attack. You must use claws, nun chucks, your fists or a similar light weapon to use these Moves.

Piercing Blow – Weapon Edge
Prerequisites: Adept Combat
Effect: You learn the Move Drill Run. Drill Run does Normal Type damage when used this way, and you must be using a spear or another similar sharp thrusting weapon to use Drill Run.

Smashing Good Time – Weapon Edge
Prerequisites: Adept Combat
Effect: You learn the Move Slam. You must use a hammer, baseball bat, or similar blunt weapon to use Slam.

Way of the Blade – Weapon Edge
Prerequisites: Adept Combat
Effect: You learn the Move Slash. You must use a sword, knife, or similar bladed weapon to use Slash.

Other Edges

Acrobat
Prerequisites: Adept 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: Novice Focus, Novice Intuition, or Type Ace (must select matching type)
Effect: Choose an Elemental Type. You gain a +2 bonus to Charm, Command, Guile, Intimidate, and Intuition Checks targeting Pokémon of that Type. This Edge may only be taken at Character Creation or with your GM's permission, unless you gain Type Ace, in which case you may take Elemental Connection at any time as long as it matches your chosen Type for Type Ace.

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: Add your Mind Modifier to all Focus Skill Checks instead of your Spirit Modifier. Focus essentially becomes a Mind-Attribute Skill for you. Additionally, you become aware of any 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 Checks made to mount a Pokémon, and you gain a +3 Bonus to all Acrobatics 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 should consult your GM if you wish to gain this Edge after character creation.

Doxy: You should also consult your GMs if you already have the Elemental Connection (Psychic) Edge, or already have this and are gaining that Edge. Some GMs may not wish for you to have access to both power sources! Just a thought.

Natural Theory
Prerequisites: Novice Survival
Effect: You may count Survival as an Education Skill for all Features that reference Education Skills, and you may add your Mind Modifier to all Survival Skill Checks in addition to your Body Modifier.

Nimble Movement
Prerequisites: Expert Acrobatics
Effect: You can move through squares occupied by enemies as if they were normal terrain.

Power Boost
Prerequisites: Expert Athletics
Effect: Increase your Power Capability by +2

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)**
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 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.

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.

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 "Daily", "Scene", "Weekly", or even "One Time Use".
» **Time/X**, which means you can perform that Feature once per time period, plus one more time for every X levels your character has. For example, a Level 10 Character could perform a Daily/5 Feature 3 times per day.
» **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.
» **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 – this is the fun part!

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 about how Ranked Features or Branch Classes work that could be answered simply 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 the stated amount; for example, a Feature might read as [+2 Attack]. Such a tag without a number increases the Stat by 1. [+2 Any Stat] may be distributed in any way. 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, each time choosing a different specialization. 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.

[**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).

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 Martial Artist and select Cruelty and then later take Martial Artist again and select Guts, when you take Martial Training or any other Feature, mark it on your sheet as "Martial Training (Cruelty)" or "Martial Training (Guts)".

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.

CRAFTING FEATURES

Botanist
Prerequisites: Green Thumb, Adept General Education or Adept Survival
Static
Effect: Increase the Soil Quality of all your plants by +1. Additionally, you may grow Mental Herbs, Power Herbs, White Herbs, Tiny Mushrooms, and Tier 2 Berries.

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.

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.

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.

Tag Scribe
Prerequisites: Novice Occult Education
Drain 1 AP – Standard Action
Effect: You create a Cleanse Tag. Cleanse Tags not used at the end of the day become inactive unless created with materials worth ₽250 as an Extended Action.

Smith
[+2 Attack] [Ranked 2]
Rank 1 Prerequisites: Novice Focus, Novice Athletics
Rank 2 Prerequisites: Adept Focus, Adept Athletics
Rank 1 Effect: You may create Weapons for ₽2000, Shields for ₽2,000, and Light Armor for ₽6,600
Rank 2 Effect: You may create Helmets for ₽1,500, Heavy Shields for ₽3,000 and Heavy Armor for ₽10,000.

Sustainable Recipes
Prerequisites: Repel Crafter or Basic Cooking
Target: An Item from the categories below you can create with Edges or Features
Effect: You scrap the target item for ingredients, gaining Scraps worth half the cost you would pay to create it. These Scraps are tied to the category of the target item and can be used to pay costs for any Edges or Features that allow you to make items in that category. Any additional ingredients such as berries that were used to create the scrapped item are lost. Sustainable Recipes may not be used on items without a monetary cost to create them.
» **Food**: Snack items, Refreshment items, Bait items, Baby Food
» **Medicines**: All Basic Restoratives, X-Items, Dire Hit, Guard Spec, Vitamins
» **Repellants**: All Repel items, items made with Chemical Warfare, all Pester Balls

GM Note: Scrap is a good way to reward players with Crafting Classes. You may choose to let them find items to scavenge with this Feature when you don't want to give out money to a group or it wouldn't make sense to just find cash but you want to make sure your Crafters have enough resources to use their Features. You may even expand Scrap categories given out this way to accomodate other Crafting Features, such as Smith.

Pokémon Raising and Battling Features

Affirmation
Prerequisites: Expert Command or Charm
1 AP – Free Action
Trigger: Your Pokémon fells a foe; or rolls a 20 on an Accuracy Roll against a foe.
Effect: Your Pokémon gains Temporary Hit Points equal to your Command Rank doubled.

Command Versatility
Prerequisites: Adept Command, Guile, or Pokémon Education
1 AP – Free Action
Trigger: You give a Command to a Pokémon.
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.

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.

Species Collector
Prerequisites: Species Savant, 3 Pokémon Level 20 or higher from your chosen family
Static
Effect: You may count each individual Pokémon of your Chosen Species that is level 20 or higher for the purposes of determining Trainer Experience, including any past evolutionary stages. For example, if you raised 3 different Bulbasaur into Venusaur, you would have gained 9 Experience Total, 3 from each of these Venusaurs. You may gain experience retroactively from this Feature.

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.

Type Sync
Prerequisites: Elemental Connection, a Type-Linked Class*, Adept Medicine, Occult, or Tech Education.
Special – Extended Action
Effect: The target gains the Type of your Elemental Connection as an additional Type, or has one of their Types replaced by that Type. See the Type Changes section (page 436) for more information and suggestions. A Pokémon may be targeted by Type Sync only once. This Feature may be performed One Time for each Rank above Untrained you have of your highest of Medicine, Occult, or Tech Education, up to a maximum of 4 times at Master Rank.

*__Type-Linked Classes__ include Type Ace and all Elementalist Classes, all of which are linked to their respective Types. Additionally, Aura Guardian is linked to Fighting; and Clairvoyant, Telekinetic, Telepath, and Warper are linked to Psychic. Obviously, your Type-Linked Class must match your Elemental Connection to apply for Type Sync!

Note: Ask your GM's permission before taking Type Sync! It isn't necessarily appropriate for all campaigns, particularly those with a more conservative take on Pokémon. Often, some form of super advanced technology and/or magic is involved in a Type Sync, and it can have implications on a campaign setting that a GM doesn't want to include in their game.

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.

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 or Channeler's Reach as a Swift Action.

Brace for Impact
[Orders]
Prerequisites: Adept Charm or Intimidate
At-Will – Standard Action
Target: A Pokémon under your control
Effect: The next time the target uses a self-targeting Status Move before the end of your next turn, they gain 5 Damage Reduction until the end of their next turn.

Capricious Whirl
[Orders]
Prerequisites: Adept Charm or Guile
At-Will – Standard Action
Target: A Pokémon under your control
Effect: Until the end of your next turn, the target has a +3 bonus to its Evasion but deals 5 less damage with all damaging attacks.

Pinpoint Strike
[Orders]
Prerequisites: Adept Command or Perception
At-Will – Standard Action
Target: A Pokémon under your control
Effect: Increase the Accuracy and Effect Range of the target's damaging attacks taken before the end of your next turn by +3. The attacks deal damage as if they were resisted one step further.

Reckless Advance
[Orders]
Prerequisites: Adept Command or Intimidate
At-Will – Standard Action
Target: A Pokémon under your control
Effect: Increase the damage rolls of the target's damaging melee attacks taken before the end of your next turn by +8, and these attacks Trip targets on Accuracy Rolls of 18+. When these attacks hit, the target then may not apply their Evasion until the end of their next turn.

Trick Shot
[Orders]
Prerequisites: Adept Perception or Guile
At-Will – Standard Action
Target: A Pokémon under your control
Effect: Decrease the Accuracy Roll of the target's damaging ranged attacks taken before the end of your next turn by -2. The Critical Hit range of those attacks is increased by +3. This Feature does not affect Moves without an AC value.

Focused Command
[Orders]
Prerequisites: Master Command, one of Focus, Guile, Intimidate, or Pokémon Education at Expert
At-Will – Standard Action + Swift Action, Priority
Effect: You gain an Extra Command action with which to command a second Pokémon, 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]

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 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).

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.

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.

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 them if you wish to make a character who is heavily built around using Orders to their best effect.

Ace Trainer: Elite Trainer
Athlete: Athlete, Coaching
Cheerleader: Cheerleader, Moment of Action, Inspired Lucidity, Go, Fight, Win!
Coordinator: Decisive Director
Lasher: Lasher, Desperation

Mastermind: Mastermind, Complex Orders, Grasp of Command, My Word Precedes You!, Behold My Genius!
Photographer: Targeted Profiling
Rider: Conqueror's March, Veteran Cavalry, Stampede
Type Ace: Type Tactician

Combat Features

Aura Cleansing
[+2 Any Stat]
Prerequisites: Mystic Senses, Master Intuition
Static
Effect: You learn the Move Heal Pulse.

Attack of Opportunity
Prerequisites: Expert Combat
1 AP – Free Action
Trigger: See Effect
Effect: You may make a Struggle Attack against the triggering foe. This Feature is triggered when an adjacent foe attacks an ally; or when an adjacent foe picks up a weapon or other item from the ground or retrieves one from their belongings; or when an adjacent foe stands up after being tripped (or from otherwise being prone).

Battle Riding
[+1 Speed] [+1 Def or Sp. Def]
Prerequisites: Mounted Prowess, Adept Acrobatics or Athletics, Novice Combat
Daily/5 – Free Action, Interrupt
Trigger: You or your mount are hit by an Attack.
Effect: The Attack instead hits the one of you that was not hit. If both of you would have been hit, the new target takes both sets of damage.

Blur
[+2 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
[+1 Speed] [+1 Def or Sp. Def]
Prerequisites: Adept Athletics
1 AP – Full Action, Interrupt
Trigger: An Ally is hit by an attack.
Effect: You may attempt to Intercept for your Ally.

Dive
[+2 Speed]
Prerequisites: Adept Acrobatics
2 AP – 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
[+2 Any Stat]
Prerequisites: Learned two Scene or Daily Moves.
1 AP – 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. You may use this Feature only once per Scene.

Multi-Tasking
[+2 Speed]
Prerequisites: 20 Speed Stat, Master Acrobatics
2 AP – Swift Action
Effect: You may take an additional Standard Action during your turn. You may only take At-Will or EOT actions with this additional Standard Action, and you may not activate Multi-Tasking if you have already taken a Standard Action with a Frequency other than At-Will or EOT this turn.

Signature Move
[+2 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.

Swift Mount

[+2 Speed]
Prerequisites: Mounted Prowess
At-Will – Swift Action
Trigger: You mount your Pokémon
Effect: Make an Acrobatics Check with DC 15. On a success, you mount your Pokémon without expending a Standard Action.

Swift Parry

[+2 Defense]
Prerequisites: Expert Combat, a Weapon Edge
Daily – Standard Action, Interrupt
Trigger: You're hit either with a Melee Struggle Attack using a Weapon, or a Melee Move performed by a Weapon Edge
Effect: You may immediately make a Struggle Attack against your attacker as an interrupt; if you hit, make a Disarm Attempt. If you succeed, the target is disarmed and their attack misses.

Throwing Masteries

[+2 Speed]
Prerequisites: Adept Acrobatics
Static
Effect: Increase the Throwing Range of your Poké Balls, Ranged Weapons, and other small items by +2.

Type Expertise

[Ranked 2] [+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

[+2 Any Stat]
Prerequisites: Adept Athletics, Novice Focus
Daily – Extended Action
Effect: Remove one Injury from yourself.

OTHER FEATURES

First Aid

Prerequisites: Novice Medicine Education
Drain 1 AP – Extended Action
Target: Pokémon or Trainers
Effect: Make a Medicine Education Check. The target gains Hit Points equal to the result, and is cured of Burn, Poison, and Paralysis. Requires a First Aid Kit.

Great Advancement

Prerequisites: Any Skill at Master Rank
Static
Effect: Pick a Skill you have at Master Rank; the corresponding Attribute is raised one Step. This cannot make Attributes go above Amazing (+6).

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.

Psionic Sight

[+2 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).

Virtuoso

Prerequisites: A Skill at Master Rank.
Static
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.

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, choosing different specialties each time, such as Grass Ace and Fire Ace within Type Ace or Attack Ace and Speed Ace within Stat Ace. Still other classes offer many choices within them, and can be taken a second time, though with a level requirement.

Classes are separated into two broad categories in Pokémon Tabletop United. First are **Core Classes**, which are the classes we believe will fit in nearly every Pokémon setting and are appropriate to all campaigns.

The Core Classes are: Ace Trainer, Athlete, Capture Specialist, Cheerleader, Chef, Coordinator, Dancer Enduring Soul, Fashionista, Hatcher, Hobbyist, Hunter, Juggler, Lasher, Mastermind, Martial Artist, Medic, Mentor, Musician, Photographer, Researcher, Rogue, Roughneck, Scientist, Soldier, Stat Ace, Style Expert, Survivalist, Type Ace, and Underdog.

The second category is **Supernatural Classes**, classes which can gain the supernatural powers displayed by characters in the Pokémon universe, whether it be the psychic powers of Sabrina, N's Pokémon empathy, or Riley and Ash's Aura abilities.

These abilities are rare, and the Supernatural Classes are not appropriate for all campaigns. Discuss with your GM before building a character with these classes.

The Supernatural Classes are: Aura Guardian, Channeler, Disciple, Medium, Ninja, Clairvoyant, Telekinetic, Telepath, 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, Lasher, and Mastermind 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.

Core Classes

Ace Trainers, **Athletes**, **Coordinators**, **Hatchers**, **Jugglers**, and **Mentors** are Pokémon oriented classes that strive to make their Pokémon the best, each in their own way.

Chefs, **Fashionistas**, **Medics**, **Photographers**, and **Scientists** are support oriented classes that can aid the party by creating useful items and providing services.

Capture Specialists, **Dancers**, **Hunters**, **Martial Artists**, **Musicians**, **Researchers**, **Rogues**, **Roughnecks**, **Soldiers**, and **Survivalists** are all unique classes that specialize in not only achieving but excelling in a certain goal, ranging from Combat to capturing Pokémon to wilderness exploration.

Stat Aces, **Style Experts**, **Type Aces**, and **Underdogs** are classes that strive to raise certain kinds of Pokémon. Most of these classes may be taken multiple times, each time specializing in a new way.

Cheerleaders, **Enduring Souls**, **Lashers**, and **Masterminds** are classes that specialize in battling a certain way with their Pokémon or employing particular strategies.

Ace Trainer
Passive 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, a [Training] Feature
Drain 1 AP – Extended Action
Trigger: You spend at least half an hour training your Pokémon
Effect: For each Pokémon that has been trained during this time, choose a Stat besides HP; that Stat becomes Trained until an Extended Rest is taken. The default State of Trained Stats is +1 Combat Stages instead of 0. A Pokémon may have only one Trained Stat at a time.

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.

Training Techniques

Prerequisites: Ace Trainer
Static
Effect: Your Pokémon with a Trained Stat gain +25% Experience from Battles.

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.

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 6m, 2 Targets.

Selective Fire – Inspired Training: Increase the AC of the Move by 2. It gains the Friendly Keyword. If the Move has no AC, it gains an AC of 2. Selective Fire may not be applied to Perish Song.

Vicious Storm – Brutal Training: Decrease the Damage Base of the Move by 2, to a minimum of 1. It gains the Smite Keyword. Applicable to Damaging Moves only.

Single Target Moves

Exhausting Velocity – Brutal Training: Decrease the Move's AC by 4, to a minimum of 2. The Move gains the Interrupt and Exhaust Keywords. This may not be applied to a Move that already has the Exhaust Keyword.

One-Two Strike – Agility Training: Halve the Damage Base of the Move, rounding down. It gains the Double Strike Keyword. Applicable to Damaging Moves only. Has no effect on Moves that already have Double Strike or Five Strike.

Piercing Force – Focused Training: Increase the AC of the Move by 2. The Move now also hits any target occupying the square directly behind the intended target when drawing a line between the user and the target. If the Move has no AC, it gains an AC of 2.

Damaging Moves

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

Consistent Strength – Inspired Training: The Move ignores all changes to Combat Stages, both the user's and the target's, when determining damage.

Raw Power – Brutal Training: Ignore all secondary effects of the Move that trigger on an Effect Range. Increase the Damage Base of the Move by 2. Applicable to Moves with an Effect Range only.

Status Moves

Burst of Motivation – Inspired Training: When this Move is used, the user may increase one of its Stats with negative Combat Stages by 1 Combat Stage.

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

Tactical Positioning – Agility Training: After this Move is used, the user may take an additional Shift Action to either get up from being Tripped or to move up to 2 meters in any direction.

Athlete

Passive Pokémon Support
⦿⦿⦿

Trainer Combat
⦿⦿

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 coach their Pokémon to do the same. Under an Athlete's guidance, Pokémon can discover the limits of their physical potential, becoming faster and stronger than before.

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. Athletes do not specifically train for combat, but their improved endurance and strength means they are able to handle themselves well in altercations, and they can even learn Moves that are useful in combat.

Athlete
[Class] [+2 HP]
Prerequisites: Agility Training
Static
Effect: As long as you spend at least half an hour working out, you may apply Agility Training onto yourself as a [Training] effect, lasting until the end of your next Extended Rest. You may workout concurrently with training your Pokémon, as long as you apply Agility Training to those Pokémon. When you use Agility Training as Orders, you may target yourself in addition to your Pokémon if you wish.

Defensive Line
[+2 HP]
Prerequisites: Athlete
Static
Effect: You gain the Defender Feature, even if you do not meet its prerequisites. If you already have this Feature, you may choose another Feature for which you qualify. You automatically succeed at Skill Checks made to Intercept attacks.

Coaching
[+2 HP]
Prerequisites: Defensive Line
Static
Effect: Your Pokémon under the effect of Agility Training benefit from some of your Athlete Features, if you have that Feature.
» **Defensive Line**: Your Pokémon also always automatically succeed at Skill Checks made to Intercept Attacks
» **Power Play**: Once per Scene, one of your Pokémon may also trigger Power Play when using Block or Strength. This Frequency is separate from your own.
» **Moment of Triumph**: By spending 2 AP and spending a Swift Action, your Pokémon may also trigger Moment of Triumph.

Athlete's Offense
[+2 HP]
Prerequisites: Athlete, Adept Athletics
Static
Effect: You learn the Moves Block and Strength

Strength Training
[+2 HP]
Prerequisites: Athlete's Offense
At-Will - Extended Action
Target: Your Pokémon with at least 2 Tutor Points
Effect: The target loses 2 Tutor Points and learns the Move Strength or the Move Block. This may target Pokémon not normally capable of learning the Move Strength. You may target a Pokémon only once with Strength Training.

Power Play
[+2 HP]
Prerequisites: Athlete's Offense
Scene – Swift Action
Trigger: You hit with Strength or Block
Effect: Your move gains additional effects based on the Move used.
Strength: You may initiate a Trip Maneuver as a free action, and you gain a bonus to your Skill Roll equal to your Power Capability. If you succeed, after the target is Pushed, they become Tripped.
Block: The target gains a penalty to all rolls equal to your Power Capability until the end of your next turn.

Moment of Triumph
[+2 HP]
Prerequisites: Defensive Line, Athlete's Offense, Master Athletics
2 AP – Swift Action
Trigger: You make a Sprint or Intercept Action
Effect: You may perform one of the following maneuvers.
» **Adrenaline Rush**: Gain +1 Speed CS and gain Temporary HP equal to your Athletics Rank
» **Strike Back**: You may use the Move Strength as a free action against an adjacent target, frequency allowing, at the end of your Movement, after all other attacks have been resolved.
» **Weave and Duck**: Your movement speed is reduced by -2 for the triggering action, but you double your Evasion from all sources until the beginning of your next turn.

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]
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
[Rank 4]
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.

False Strike
Prerequisites: Advanced Capture Techniques Rank 2
2 AP – Free Action
Trigger: You or your Pokémon hit a foe with a damaging attack with a Damage Base of 8 or lower (before applying STAB, Features, or Abilities).
Effect: The triggering attack cannot reduce targets to less than 1 HP.

Gotta Catch 'Em All
Prerequisites: Advanced Capture Techniques Rank 3
Daily/15 – Swift Action
Trigger: Your 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

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.

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.).

Fast Pitch
1 AP – Standard Action, Priority
Effect: You immediately throw a Poké Ball as a Priority Action.

Snare
Static
Effect: You add +2 to 1d20 rolls made to see if a Pokémon is attracted by Bait or a Fishing Lure. Additionally, you may subtract -5 from Capture Rolls made against Pokémon drawn into an encounter by Bait, or that are currently distracted by Bait.

Devitalizing Throw
2 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.

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 three times.

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.

Tools of the Trade
Static
Effect: Add +2 to all Accuracy Rolls made with Poké Balls, Hand Nets, Lassos, Weighted Nets, and Glue Cannons, and add +2 to Athletics Checks made when reeling in a Pokémon with a Fishing Rod.

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
X AP – Free Action
Trigger: You use Orders, or your Pokémon activates an Ability or Status Move that affects only allies
Effect: Choose Cheered, Excited, or Motivated. Up to X allies affected by the triggering effect gain the chosen condition. X is equal to the amount of AP used to activate this Feature.

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 to a damage roll 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 making a Damage Roll to add +5 to the roll.
- » **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.

Note: When considering effects that could trigger Cheerleader, aside from the obvious Moves like Helping Hand and Abilities like Plus and Minus, think about Blessings, Coats, etc too! All allies count as "affected" as soon as a Move with the Blessing keyword is used, not when they trigger a use of the Blessing.

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 with a damaging attack
Effect: Until the end of your Pokémon's next turn, all allies gain a +2 Bonus to Evasion against the target of the triggering attack.

Moment of Action

[Orders]
Prerequisites: Cheerleader
Scene – Standard Action
Effect: Yourself and all allied Trainers in the encounter gain 2 Action Points. The Action Points disappear at the end of your next turn if not used.

Inspired Lucidity

Prerequisites: Cheerleader, Adept Charm
At-Will – Free Action
Trigger: Special
Effect: Whenever an Ally suffering from a Volatile Status condition gains initiative, if you targeted that ally with an Order on your previous turn, you may activate this Feature. If you do, the triggering Ally may take their actions without being restricted by the effects of Volatile Status Afflictions. This Feature may target a specific Pokémon or Trainer only once per scene.

Note: If your ally fails a Save Check for Confusion while under the effect of Inspired Lucidity, they still attack themselves. They just aren't limited from taking other actions due to that.

Go, Fight, Win!

[Orders]

Prerequisites: Cheerleader, Expert Charm

Special – Standard Action

Effect: Choose and perform one of the cheers below. You may perform each Cheer only once per Scene. This Feature may be activated a number of times per day equal to your Charm Rank, up to a maximum of 6 times at Master Rank.

» **Show Your Best!**: Choose a Combat Stat. 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 Cheered.

» **I Believe In You!**: All allies on the field gain a +2 bonus to their next Accuracy Check, and become Excited.

Keep Fighting!

Prerequisites: 5 Cheerleader Features, Master Charm

Daily/25 – 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 10 Temporary Hit Points.

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, or simply candies to help Repulsive medicine go down. 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
Static
Effect: You learn the Salty Surprise, Spicy Wrap, Sour Candy, Dry Wafer, Bitter Treat, and Sweet Confection Recipes.

Developed Taste
Prerequisites: Chef
1 AP – Free Action
Trigger: You or your Pokémon consume a Snack Item
Effect: The target gains Temporary HP equal to your Intuition Rank doubled. This Temporary HP stacks with any Temporary HP granted by the triggering item or the Lunchbox Ability.

Chef's Taste
Prerequisites: Chef
Static
Effect: Choose Gluttony or Lunchbox. You gain the chosen Ability.

Meal Planner
Prerequisites: Chef
At-Will – Extended Action
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

Practical Cooking
Prerequisites: Chef, Adept Intuition
Static
Effect: You learn the Bait Mixer, Honeyed Candy, and Hearty Meal Recipes.

Kitchen Efficiency
Prerequisites: Chef, Expert Intuition
Static
Effect: You learn the Leftovers, Preserves, and Dumplings Recipes.

Duke of Nutrition
Prerequisites: Chef, Master Intuition
At-Will – Extended Action
Effect: You create an HP Up, Protein, Iron, Calcium, Zinc, or Carbos for ₽2450, or Stat Suppressants for ₽200.

Chef Recipes

Salty Surprise
Cost: ₽200
Effect: The user may consume this Snack when being hit by an attack to gain 5 Temporary HP. If the user likes Salty Flavors, they gain 10 Temporary HP Instead. If the user dislikes Salty Food, they become Enraged.

Spicy Wrap
Cost: ₽200
Effect: The user may consume this Snack when making a Physical attack to deal +4 Additional Damage. If the user prefers Spicy Food, it deals +8 additional damage instead. If the user dislikes Spicy Food, they become Enraged.

Sour Candy
Cost: ₽200
Effect: The user may consume this Snack when being hit by a Physical Attack to increase their Damage Reduction by +4 against that attack. If the user prefers Sour Food, they gain +8 Damage Reduction instead. If the user dislikes Sour Food, they become Enraged.

Dry Wafer
Cost: ₽200
Effect: The user may consume this Snack when making a Special attack to deal +4 Additional Damage. If the user prefers Dry Food, it deals +8 additional damage instead. If the user dislikes Dry Food, they become Enraged.

Sweet Confection
Cost: ₽200
Effect: The user may consume this Snack 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.

Bitter Treat
Cost: ₽200
Effect: The user may consume this Snack when being hit by a Special Attack to increase their Damage Reduction by +4 against that attack. If the user prefers Bitter Food, they gain +8 Damage Reduction instead. If the user dislikes Bitter Food, they become Enraged.

Bait Mixer
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.

Honeyed Medicine
Ingredient: x1 Honey
Effect: x3 Honey Candy. These items do not count as Food for the purposes of becoming Full. Honey Candy may be eaten in tandem with Repulsive Medicine, causing it to become not Repulsive.

Hearty Meal
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 +1 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.

Leftovers
Cost: ₽100
Effect: You create Leftovers.

Preserves
Rank 2
Ingredients: ₽50, any Berry, Herb, or Mushroom
Effect: The user creates x2 Units of Preserves from the Berry, Herb, or Mushroom. Preserves have the exact same effect as the consumable from which they were made.

Dumplings
Ingredients: See Text
Effect: To use this recipe, you require Leftovers, Preserves, or a Snack made with Chef; and you require either Leftovers or Preserves. You mix the two ingredient Snacks into one Snack that has the same effect as its ingredients when consumed

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
1 AP – 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.

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 are not very powerful in Battle, but 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 243) 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: At-Will
AC: None
Class: Status
Range: Self
Effect: Raise the Stat associated with the Contest Type of this Move by +1 Combat Stage.

Template #2

Type: Varies
Frequency: EOT
AC: Varies
Class: Varies
Range: Varies, Spirit Surge
Effect: Make a Struggle Attack, increasing the Damage Base by +1. Follow all other normal rules for making Struggle attacks, including any modifications from capabilities, features, or special effects. On an accuracy roll of 18+, the user's Stat associated with the Contest Type of this Move is raised by +1 Combat Stage.

Template #3

Type: Normal
Frequency: Scene
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 #4

Type: Normal
Frequency: Daily x2
AC: None
Class: Status
Range: Burst 1
Effect: All allies in the Burst besides the user gain +1 Combat Stage in the Stat associated with the Contest Type of this Move.

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] [+Any Stat] [+Speed]
Prerequisites: Novice Acrobatics; Novice Athletics or Charm
Static
Effect: Choose Spinning Dance or Own Tempo. You gain the chosen Ability.

Pirouette
[+Any Stat] [+Speed]
Prerequisites: Dancer
Static
Effect: You learn the Moves Dragon Dance and Rapid Spin.

Counterpoint
[+Any Stat] [+Speed]
Prerequisites: Dancer
Static
Effect: You learn the Moves Feather Dance and Swords Dance.

Strange Dance
[+Any Stat] [+Speed]
Prerequisites: Dancer, Expert Acrobatics, Athletics, or Charm
Static
Effect: You learn the Moves Quiver Dance and Teeter Dance.

Choreographer
[+Any Stat] [+Speed]
Prerequisites: Pirouette
At-Will – Extended Action
Target: Your Pokémon with at least 2 Tutor Points
Effect: The target loses 2 Tutor Point and learns the Move Rapid Spin or Dragon Dance, even if they could not normally learn the chosen Move.

Dance Practice
[+Any Stat] [+Speed]
Prerequisites: Dancer; Pirouette, Counterpoint, or Strange Dance
At-Will – Extended Action
Target: Your Pokémon with at least 2 Tutor Points
Effect: The target loses 2 Tutor Points and gains the Ability you gained when taking the Dancer Class Feature. Dance Practice may target a Pokémon only once.

Passing Waltz
[+Any Stat] [+Speed]
Prerequisites: Dance Practice, Adept Acrobatics, Athletics, or Charm
1 AP – Free Action
Trigger: You or one of your Pokémon with Own Tempo or Spinning Dance uses Swords Dance, Dragon Dance, or Quiver Dance
Effect: Choose an ally within 3 meters of the triggering target. That ally gains Combat Stages from the triggering Move instead of the user.

Magic Twist
[+Any Stat] [+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 Swords Dance, Dragon Dance, or Quiver Dance
Effect: You may choose which Stats are raised by the triggering Move, but it must be in the same distribution as the original move (Swords Dance raises a single Stat by +2, Dragon Dance two Stats by +1 each, and Quiver Dance three Stats by +1 each).

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 into 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 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.

Note: The "Defensive Abilities" here are Abilities that grant Immunity or Resistance to a Type, Immunity to critical hits or a status effect, or prevent Combat Stages from being lowered. Oh and Sturdy.

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 Command as normal. This cannot be used with the Move Explosion, Flail, Pain Split, Reversal or Selfdestruct.

Vim and Vigor

Prerequisites: Shrug Off, Master Athletics or Focus
At-Will – Extended Action
Target: Your Pokémon with at least 2 Tutor Points
Effect: You spend an hour with the target. The target loses 2 Tutor Points, and gains the Vigor Ability. Vim and Vigor may target a Pokémon only once.

Fashionista

Passive Pokémon Support
●●

Crafting
●●

Travel and Investigation
●

Associated Skills: Charm, Command, Guile, Intimidate, Intuition

Clothes don't make the man, but they can make the man look great. Fashionistas understand that most people put a lot of stock into their first impressions of someone, whether they realize it or not. They take advantage of this by developing a versatile sense of personal style that can help them win over anyone they meet or put forward the side of themselves that they'd prefer someone see for the ideal first impression.

Moreover, they can apply their fashion sense to helping others, giving everyone the edge they have in social interactions. Fashion can even help them raise their Pokémon, particularly when it comes to Pokémon Contests where appearances are key. They're no slouches in battle either though. Held Items can easily turn the tide of battle, and a Fashionista is an expert at preparing impromptu Held Items and quickly outfitting their Pokémon with just the right items for the job.

Unlike other Crafting Classes, the Fashionista makes only temporary items, and they cost only AP rather than consuming money or other resources, meaning it will conflict less with other Crafting Classes which use money, but at the same time might compete with the AP use of more active Classes. Nonetheless, Fashionista remains useful for a variety of different Trainer types and can benefit almost any kind of Pokémon with its versatile Held Item themed Features.

Fashionista
[Class]
Prerequisites: Novice Intuition, two of Charm, Command, Guile, or Intimidate at Novice
Static
Effect: You may wear and benefit from two Accessory Slot Items at once. The two items must be different 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.

Stylish Makeover
Prerequisites: Fashionista
Bind 1 AP – Extended Action
Target: A Trainer
Effect: The target becomes Stylish. Raise one of the target's Charm, Command, Guile, Intimidate, or Intuition by one rank and lower another of those Skills by one rank. This may not lower a Skill below Pathetic Rank. If Stylish Makeover would raise a Skill above Master Rank or a Trainer's maximum Skill Rank according to Level prerequisites, instead give a +1 bonus to all rolls using that Skill. Stylish is removed and AP unbound as an Extended Action or automatically after Extended Rest.

Note: Stylish Makeover can be fluffed in a number of ways, from make-up to putting together an outfit to being a hair stylist, as a player chooses.

Changes to Skill Ranks from Stylish Makeover aren't applied when checking if a Trainer meets Prerequisites.

Elaborate Masquerade
Prerequisites: Stylish Makeover, Adept Intuition, one of Charm, Command, Guile, or Intimidate at Adept
At-Will – Free Action
Trigger: You use Stylish Makeover on a Trainer
Effect: The triggering Trainer adds a Move to their Move List as long as they are Stylish based on their raised Skill.

Charm Raised: Charm
Command Raised: Noble Roar
Guile Raised: Fake Tears
Intimidate Raised: Scary Face
Intuition: Captivate

Parfumier
Prerequisites: Fashionista
1 AP – Extended Action
Effect: You create an Incense Held Item for Pokémon only that lasts until the end of the Scene. You can create a Lax Incense, Luck Incense, or Full Incense, which all function exactly the same as the listed Held Item. Whenever you create an Incense Held Item, they also act as Contest Fashion Held Items for the Contest Stat of your choice, chosen upon creation.

Scents of Sophistication
Prerequisites: Parfumier; two of Charm, Command, Guile, or Intimidate at Adept
1 AP – Exended Action
Effect: You create one of the following Incense Held Items for Pokémon only that lasts until the end of the Scene. Additionally, you may equip Held Items with Incense in the name even if they are not normally usable by Trainers. They count as Accessory Slot Items for you but do not have the Contest Fashion effect.

Therapeutic Incense: The holder gains a +2 Bonus on all Save Rolls.
Sweet Incense: Whenever the holder is hit by a melee range attack, the foe making the attack lowers their Evasion by -1. You may activate this effect only once per foe per Scene.
Unsettling Incense: The holder's attacks cause Flinch on Accuracy Rolls of 19+. This does not stack with any Abilities, Moves, or effects that extend Flinch rate.

Fashion Companion

Prerequisites: Stylish Makeover, Parfumier, two of Intuition, Charm, Command, Guile, or Intimidate at Expert

At-Will – Extended Action

Target: Your Pokémon with at least 2 Tutor Points remaining

Effect: Your Pokémon loses 2 Tutor Points and becomes Chic. Chic Pokémon may hold an additional Held Item as long as all Held Items they are holding are different, non-consumables, and do not share an effect.

Dazzling the Stage

Prerequisites: 4 Fashionista Features, two of Intuition, Charm, Command, Guile, or Intimidate at Expert

1 AP – Swift Action

Target: You or one of your adjacent Chic Pokémon

Effect: You perform any combination of the following: remove one or more of the target's Accessory Slot Items or Held Items, swap them for other Items, or fill any of the target's empty Accessory or Held Item slots. You may also activate Dazzling the Stage while recalling or sending out a Pokémon, or when recalling a Pokémon and then sending out a different Pokémon to swap items from the first Pokémon to the second.

Hatcher
Passive Pokémon Support

Associated Skills: Pokémon Education

Hatchers are expert Pokémon breeders that know how to care for and hatch eggs and bring out the full potential of young ones. Hatchers tend to be educated; many learn the basics of Pokémon Breeding at schools or universities; others may have had more pragmatic introductions to the subject, such as growing up at a ranch or nursery. They also tend to be rather diplomatic if not charming; learning to control lots of young Pokémon takes a certain amount of patience and affability.

The motivations to become a Hatcher vary wildly; some hatchers breed Pokémon to give to friends and family; others seek only profit. Others still simply love the experience of raising Pokémon from birth, as if they were their own children.

Whatever their motivation, there's no doubt Hatchers are good at what they do, and that the Pokémon they produce are top notch; increased Stats, access to otherwise unattainable Egg Moves, boosted Capabilities, and more.

Hatcher
[Class]
Prerequisites: Breeder
Static
Effect: Whenever an Egg that you have cared for hatches, add +1 to each of the hatching Pokémon's Base Stats; or add +2 to two different base stats; or add +3 to a single Base Stat.

Birthright
Prerequisites: Hatcher
Static
Effect: Whenever an Egg that you have cared for hatches, you may choose to apply any of the effects below for which you qualify. Each effect may only be applied one time. The qualifications are based upon your Pokémon Education Rank.
» **Novice**: You may pick the Pokémon's Ability, chosen from its Basic Abilities.
» **Adept**: You may pick the Pokémon's Nature.
» **Expert**: Add a single Move to the Pokémon's Inheritance Move List chosen from its Egg Move List. This effect fails if the target's species does not have an Egg Move List.
» **Master**: You may pick the Pokémon's Gender and Species (choosing from either parent).

Complex Personality
Prerequisites: Birthright
Static
Effect: Whenever you target a Pokémon Egg with Hatcher, you may choose to give the Pokémon a Complex Nature. When the Egg hatches, in addition to its other effects, the Pokémon's Nature adds +1 to any Base Stat of your choice it does not already alter, and subtract -1 from any other Base Stat it does not already alter. You may rename the resulting Nature to any fitting description you wish. If the Pokémon's Nature is later changed for any reason, apply this Feature again, choosing Base Stats to modify as appropriate. This Feature may only be used only once per Pokémon.

Hatcher's Training
Prerequisites: Hatcher, Adept Pokémon Education
Static
Effect: You gain the Basic Cooking, Groomer, and Personal Connection Edges. If you already have any of these Edges, for each you already have, you may gain another Edge whose prerequisites you meet.

This One's Special, I Know It
Prerequisites: 3 Hatcher Features
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.

Note: GM should consult the "Shiny Pokémon" section (page 435) and decide what could be appropriate for the Pokémon in question. Pokémon should receive small to medium bonuses from this Feature, depending on the strength of the species being modified; a Weedle should receive more bonuses than a Dratini, for example.

Hatcher's Pride
Prerequisites: Hatcher's Training
2 AP – Free Action
Trigger: Your Pokémon that you hatched yourself enters combat or gains initiative
Effect: The triggering Pokémon gains Temporary HP equal to your Pokémon Education Rank. This Feature may target a specific Pokémon only once per day.

Bloodline Development
Prerequisites: Hatcher, Expert Pokémon Education
At-Will – Extended Action
Target: A Pokémon you hatched yourself with at least 1 Tutor Point
Effect: The target loses 1 Tutor Point, and gains any three of the following Poke Edges: Skill Improvement, Advanced Mobility, or Capability Training. A Pokémon may be targeted only once by Bloodline Development. The target may gain Poke 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.

Hobbyist

Active Pokémon Support
◉

Passive Pokémon Support
◉

Crafting
◉

Trainer Combat
◉

Travel and Investigation
◉
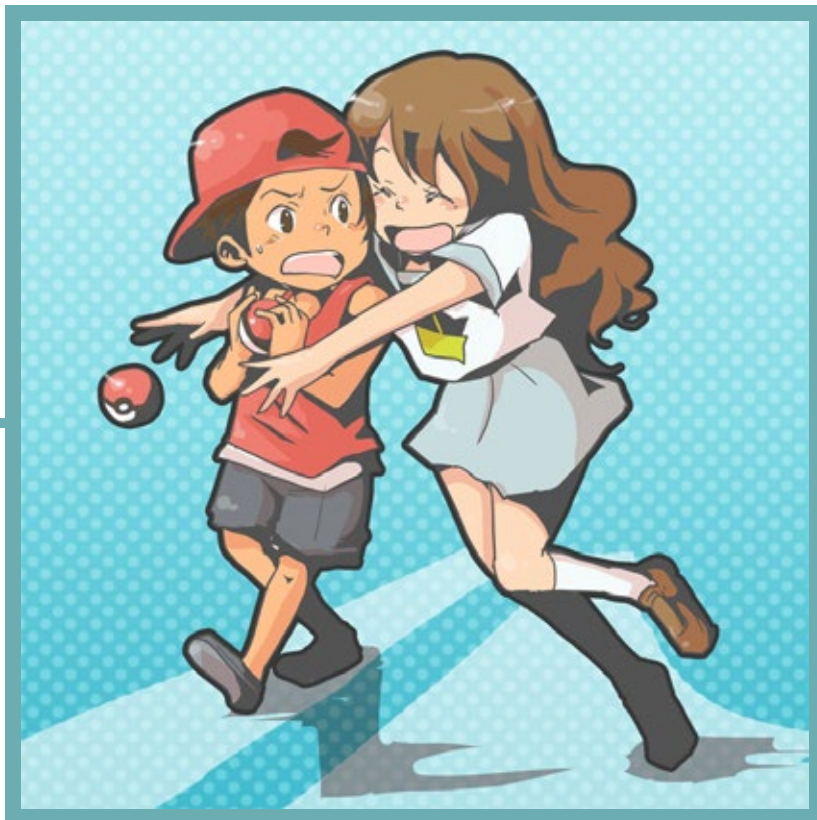
Associated Skills: General Education, Perception

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: Gain any two of the following Edges, even if you do not meet the prerequisites: Apricorn Balls, Basic Cooking, Repel Crafter, Grace, Groomer, Group Trainer, Basic Martial Arts, Green Thumb, Iron Mind, Natural Theory, Mounted Prowess, Swimmer.

Varied Hobbies
[Ranked 3]
Rank 1 Prerequisites: Hobbyist
Rank 2 Prerequisites: Hobbyist, Adept General Education or Adept Perception
Rank 3 Prerequisites: Hobbyist, Expert General Education or Expert Perception
Static
Effect: Each Rank, gain one of the following Features, even if you do not meet the prerequisites: Attack of Opportunity, Defender, Dive, Swift Mount, Affirmation, Focused Training, Brutal Training, Agility Training, Inspired Training, Press, Quick Switch, or First Aid.

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

Vanilla Boost
Prerequisites: Hobbyist, Expert General Education or Expert Perception
Static
Effect: Increase your lowest Attribute by +1 step. If there is a tie, you may choose which Attribute to raise.

Hobbyist Adept
Prerequisites: Hobbyist, Adept General Education or Adept Perception
Static
Effect: Gain any two of the following Edges, even if you do not meet the prerequisites: Apricorn Balls, Basic Balls, Basic Cooking, Repel Crafter, Egg Index, Grace, Groomer, Group Trainer, Personal Connection, Basic Martial Arts, Charmer, Acrobat, Green Thumb, Iron Mind, Instinctive Aptitude, Natural Theory, Nimble Movement, Mounted Prowess, or Swimmer.

Look and Learn
Prerequisites: Hobbyist, Master General Education or Perception
One-Time Use – Free Action
Trigger: You observe the use of any of the Features listed below
Effect: You permanently learn the observed Feature, despite being a Class Feature from another Class. You do not need to meet its normal prerequisites, but must meet the prerequisites listed here.

Feature	Source Class	Prerequisites
Perseverance	Ace Trainer	Affirmation
Advanced Capture Techniques (Must take Snare and Tools of the Trade only)	Capture Specialist	Basic Balls
Moment of Action	Cheerleader	Inspired Training
Adaptable Performance	Coordinator	Grace
Emergency Release	Juggler	Quick Switch
Smite	Martial Artist	Basic Martial Arts
Therapeutic Care	Medic	First Aid
Mobility Training	Rider	Mounted Prowess or Swift Mount
Natural Fighter	Survivalist	Green Thumb or Natural Theory

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 Mastermind. Hunters who prefer to mix their debilitating tactics with direct assaults might choose the Soldier or Martial Artist Class.

Hunter
[+HP][+Speed]
Prerequisites: Novice Surival, Novice Stealth
Scene – Swift Action
Target: A Pokémon or Trainer
Effect: You designate the target as your Quarry until the end of your next extended rest. You and your Pokémon gain a +1 Bonus on Accuracy Rolls and a +2 bonus to Skill Checks when targeting or opposing your Quarry. The frequency of this Feature is refreshed if your Quarry is captured, fainted, or otherwise defeated. You may mark a Quarry that is not present in the Scene if you or your Pokémon have managed to begin successfully tracking the target.

Pack Tactics
[+HP][+Speed]
Prerequisites: Hunter
At-Will – Extended Action
Target: A 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.

Take 'Em Down
[+HP][+Speed]
Prerequisites: Hunter
Static
Effect: You gain a +2 bonus to Accuracy Rolls made with Poké Balls, Hand Nets, Weighted Nets, and Glue Cannons, or with Struggle Attacks used to initiate Combat Maneuvers. Additionally, your attacks always consider you to be adjacent to your target for the purposes of benefiting from your Pokémon's Teamwork Ability, or triggering their Pack Hunt Ability.

Surprise!
[+HP] [+Speed]
Prerequisites: Take 'Em Down, Adept Stealth or Survival
1 AP – Swift Action
Trigger: You make an attack with a Poké Ball, Hand Net, Lasso, Weighted Net, Glue Cannon, or Struggle Attack against a foe that does not anticipate an attack.
Effect: If the attack misses, it instead automatically hits. If you would hit, the target is Flinched.

Finisher
[+HP][+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
[+HP][+Speed]
Prerequisites: Pack Tactics, Adept Stealth or Survival
1 AP – Free Action
Trigger: A foe that is adjacent to your Pokémon with the Pack Hunt or Teamwork Ability and at least one other Ally and attempts to Shift or is recalled
Effect: Your Pokémon with the Pack Hunt or Teamwork Ability may immediately make a Struggle Attack as a Free Action against the triggering foe. Your Pokémon may attempt a Trip Combat Maneuver or damage the target normally. If your Pokémon successfully damages the target, the target is Slowed. Don't Look Away may be triggered only once per round.

Opportunist's Training
[+HP][+Speed]
Prerequisites: Don't Look Away, Expert Stealth, Expert Survival
Static
Effect: Don't Look Away is also triggered whenever a foe adjacent to your Pokémon with Pack Hunt or Teamwork attempts to attack an ally, picks up a weapon or other item from the ground or retrieves one from their belongings, or tries to stand up after being tripped (or from otherwise being prone). Attacks triggered by Don't Look Away gain a +1 Bonus to Accuracy, and cause the target to lose 1/10th of their Max Hit Points if they hit.
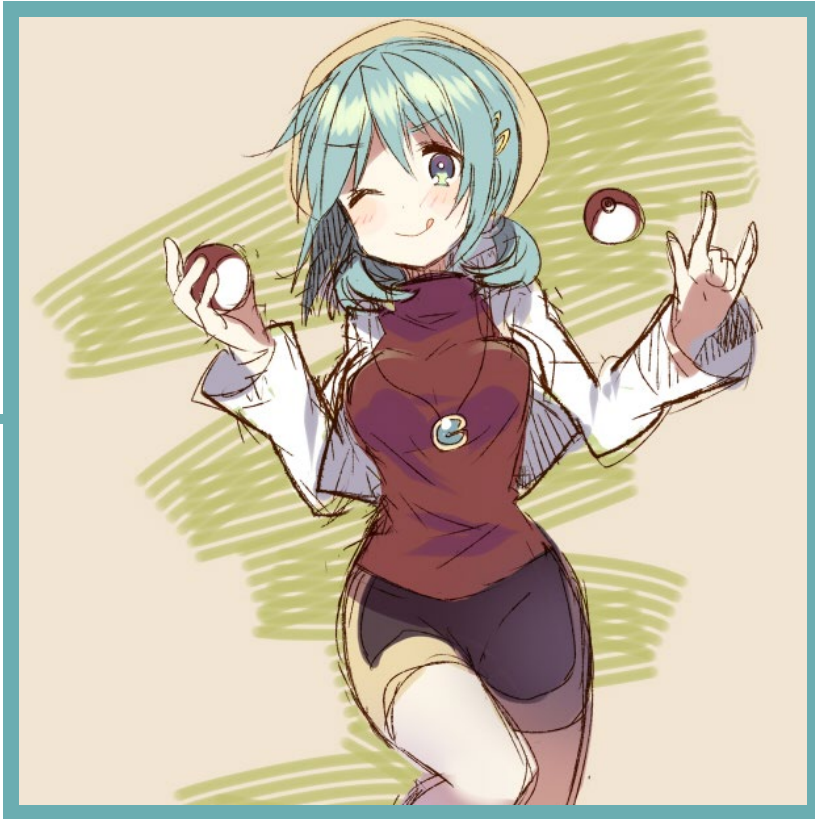
Juggler
Active Pokémon Support

Associated Skills: Acrobatics, Guile

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] [+2 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
[+2 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
[+2 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
[+2 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
[+2 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
[+2 Speed]
Prerequisites: Juggler, Expert Acrobatics or Guile
2 AP – Shift Action, Interrupt
Effect: You may Release a Pokémon as an Interrupt.

First Blood
[+2 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 Command Action available this round or next, your Pokémon may use a Move as an Interrupt as soon as it is sent out. This consumes your Command action for the round (or the following round) as normal.

Lasher

Active Pokémon Support
⊙⊙⊙

Passive Pokémon Support
⊙⊙

Associated Skills: Intimidate

Lashers are known for their brutal and demanding style, and are often reviled by other trainers. Most assume that Lashers rule their Pokémon through threats and abuse. Some Lashers may have a deeper understanding with their Pokémon, but the sad truth is many Lashers 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 cruel and brutal training often produces cruel and brutal Pokémon that can channel their anger and pain with devastating effect.

Many Lashers are Ace Trainers, but Lashers can come from all walks of life; Rogues, Roughnecks, and Tough Experts are especially apt to become Lashers.

Lasher

Prerequisites: Beast Master, Brutal Training

At-Will – Extended Action

Trigger: You apply Brutal Training as a Training action

Effect: Your training is especially harsh and brutal; each Pokémon trained during this time that does not have at least 1 Injury gains 1 Injury. While your Pokémon are under the effect of Brutal Training and have at least 1 Injury, they gain a bonus to all damage rolls equal to your Intimidate Rank. Using Lasher will cause your Pokémon to dislike you.

No Pain, No Gain

Prerequisites: Lasher

Static

Effect: Your Pokémon gain an additional +5% Experience from Battles for each Injury they have at the end of the encounter, up to a maximum of 30%.

Fear into Cruelty

Prerequisites: Lasher

At-Will – Extended Action

Target: A Pokémon with at least 2 Tutor Points

Effect: The target loses 2 Tutor Points, and gains the Cruelty Ability.

Desperation

Prerequisites: Fear into Cruelty

1 AP – Free Action

Trigger: You use Brutal Training as an Order on your Pokémon with the Cruelty Ability

Effect: Until the end of your next turn, the target gains a bonus to all rolls it makes equal to the number of Injuries it has, up to a maximum equal to your Intimidate Rank.

Strike of the Whip

Prerequisites: Lasher, 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 Temporary Hit Points equal to your Intimidate Rank

» Spend 1 AP and cure the target of Confusion, Infatuation, Rage, and Suppression.

» Use an [Order] you know on the target as a Swift Action.

Press On!

Prerequisites: No Pain, No Gain, Fear Into Cruelty, Expert Intimidate

2 AP – Free Action

Trigger: Your Pokémon with the Cruelty Ability is Fainted, but remains at above -30% Hit Points

Effect: Your Pokémon instead does not Faint, and instead Faints upon reaching -30% Hit Points. Pokémon cannot use the Moves Explosion, Endure, Flail, Pain Split, Reversal or Selfdestruct while they have 0 Hit Points or less. Pokémon with the Soulless capability cannot benefit from Press On!

Deadly Gambit

Prerequisites: 5 Lasher 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.

Martial Artist

Trainer Combat

Passive Pokémon Support

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.

Cruelty: This cruel style is more like a rejection of style; the dirty fighting tactics used on the street or in pub brawls.
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] [Branch]
Prerequisites: Basic Martial Arts, Combat Training
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.

Cruelty	[+Attack] [+Speed]
Guts	[+HP] [+Attack]
Inner Focus	[+Attack] [+Speed]
Iron Fist	[+2 Defense]
Limber	[+Defense] [+Speed]
Reckless	[+2 Attack]
Technician	[+Attack] [+Defense]

Note: You may take Martial Artist up to two times. Each time you must choose a new Ability. Whenever you gain a Martial Artist Feature, you must decide for which instance of Martial Artist you are gaining that Feature, and gain the associated Stat Tags accordingly (ie: You don't get both sets of tags you cheater!). You must be Level 15 or higher to take a second instance of Martial Artist.

Martial Training
[Ranked 3] [Branch]
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
Agility	None
Chip Away	None
Double Kick	None
Endure	None
Feint	None
Focus Energy	None
Karate Chop	Inner Focus
Low Sweep	None
Mach Punch	Iron Fist
Triple Kick	Technician
Vital Throw	Guts

Rank 2 Moves	
Move	**Prerequisites**
Brick Break	None
Circle Throw	Guts
Comet Punch	Iron Fist
Counter	Limber
Headbutt	Cruelty
Low Kick	Inner Focus
Jump Kick	Reckless
Mega Kick	Reckless
Mega Punch	None
Power Trick	Limber
Rolling Kick	Technician
Sucker Punch	Cruelty

Rank 3 Moves	
Move	**Prerequisites**
Body Slam	None
Close Combat	None
Extreme Speed	Technician
Focus Punch	Mega Punch
Foul Play	Cruelty
Hi Jump Kick	Jump Kick
Sky Uppercut	Iron Fist
Storm Throw	Guts
Superpower	Inner Focus

Smite
Prerequisites: Martial Training Rank 1
Daily x3 – Free Action
Trigger: You Miss with a Damaging Move
Effect: The Move gains the Smite keyword for that use.

Martial Achievement
[Branch]
Prerequisites: Martial Artist
Static
Effect: You gain a Martial Achievement based on your Chosen Ability.

Sparring Partner
Prerequisites: Martial Training Rank 1, Expert Combat
At-Will – Extended Action
Target: A willing Pokémon with at least 2 Tutor Points
Effect: The target loses 2 Tutor Point and learns a Rank 2 or lower Move you have learned through Martial Training, that the target can learn by Level Up, TM or by Move Tutor. When targeting you own Pokémon, you can choose any Rank 2 or lower Move you have learned through Martial Training, even if the target Pokémon could not normally learn that Move. You may target a Pokémon only once with Sparring Partner.

Martial Achievements

Dirty Fighting
Prerequisites: Cruelty Ability
Bind 1 AP – Standard Action
Effect: Your Struggle Attacks made to perform Combat Maneuvers Flinch foes on Accuracy Rolls of 16+.

Wrestlemania
Prerequisites: Guts Ability
1 AP – Shift Action
Trigger: You use a Grapple Maneuver to continue Grappling a foe you have Grappled the previous turn
Effect: You perform this Grapple attempt as a Shift Action.

Heightened Intensity
Prerequisites: Inner Focus Ability
Bind 1 AP – Standard Action
Effect: Extend your Critical Hit range for all attacks by +2.

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.

Bend Like the Willow
Prerequisites: Limber Ability
1 AP – Standard Action, Interrupt
Trigger: An adjacent foe misses you with their Struggle Attack used to perform a Combat Maneuver or you successfully resist their Combat Maneuver
Effect: You instead apply your foe's intended Combat Maneuver against them. For example, if they attempted to Trip you, they are instead Tripped, and if they attempted to Grapple you, you instead Grapple them.

Skirmisher
Prerequisites: Reckless Ability
1 AP – Swift Action
Trigger: You perform any Standard Action
Effect: After your Standard Action is resolved, you may Shift using any remaining Movement Speed. For example, if your Overland Speed is 8, and you shift 2 Spaces, and then perform your Standard Action, you may shift up to 6 more meters by activating this Feature.

Whirlwind Strikes
Prerequisites: Technician
1 AP – Full Action
Effect: You may attempt Struggle Attacks against any number of adjacent foes. These Struggle Attacks may be used to deal damage normally or perform Combat Maneuvers.

Mastermind
Active Pokémon Support

Associated Skills: Guile, Command

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

Masterminds 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 directing their allies to use traps, weather changes, or Stat-Boosting Moves in preparation for fights, or simply organizing deadly and well-coordinated assaults.

Mastermind
[Class]
Prerequisites: One Feature with the [Orders] Tag that has targets, Novice Guile, Novice Command
Static
Effect: Whenever you give [Orders] that have targets, you may target up to two additional Allies with the [Orders]. This may be used with Features such as Focused Training that normally cannot target Allies besides your own Pokémon.

Grasp of Command
Prerequisites: Mastermind
Static
Effect: Choose two Features from the following list: Command Versatility, Commander's Voice, or any General Feature with the [Orders] tag. You gain the chosen Features. You must meet each Feature's prerequisites to choose that Feature.

Complex Orders
Prerequisites: Mastermind, at least two Features with the [Orders] Tag that have targets
Daily x3 – Free 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.

Mobilize
Prerequisites: Mastermind, Adept Command
At-Will – Free Action
Trigger: A Turn Begins
Effect: An ally within 8 meters may immediately shift 1 Meter in any direction they wish. When using Mobilize, the user may spend up to 4 AP; increase the number of targets and the amount shifted by all targets by the amount of AP spent. For example, if you spend 2 AP, 3 Targets may move up 3 Meters each. This Feature does not work on sleeping, flinched, stuck, fainted, or otherwise incapacitated allies, and it cannot target the user. Mobilize may be used only once per round.

Note: This Feature happens in-between turns, and cannot be used in the middle of a turn in reaction to an attack or anything else.

My Word Precedes You!
Prerequisites: Mastermind, Adept Guile
Static
Effect: You may use [Orders] as if they had the Priority keyword.

You Are Not Prepared!
Prerequisites: Mastermind, Expert Guile
Daily/10 – 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; or if they are placing Hazards, they may place +2 Units; or if they are activating a Weather Effect it lasts +2 Turns; or if they are activating a Blessing, it gains +2 Uses.

Behold My Genius!!!
Prerequisites: Mastermind, Expert Command
2 AP – Shift Action
Trigger: You give [Orders] that have targets.
Effect: Your [Orders] instead target all allies within 10 Meters. This does not target the user.

Note: Using both Mastermind and Behold My Genius!!! on the same Feature has no effect. If you use Commander's Voice to use two different [Orders] in one turn, you may activate either Mastermind or BMG!!! for each Feature, but AP Costs must be paid each time

Medic

Active Pokémon Support
🔴🔴🔴

Travel and Investigation
🔴🔴

Associated Skills: Medicine Education

Wilderness Exploration, Competitive Battling, and Fighting Crime all run the risk of injury or worse. While Potions and other medical equipment are readily available, not much really compares to someone trained in how to treat injuries and medical emergencies. While the introduction of Poké Centers has somewhat lessened demand, the world of Pokémon has always had a great need for medical professionals ready to assist those in need.

Groups of Trainers on the road rarely do not have a trained Medic among them, not only for the practicality but also for the great number of them. Most begin their studies at local Poké Centers learning simple nursing; others come from Medical Schools; those from more out-of-the-way areas might just have knowledge on how to handle local herbal remedies. Regardless of how experienced they are, their presence is usually a welcome one.

The Medic Class builds off the array of healing options available to Trainers and Pokémon and expands them. It provides Trainers with readily available healing options without money investment, additional healing from Potions, and most importantly a counter measure against death. Along with all this, it's a relatively easy class to access, making it a great pickup for Trainers who are not based on combat but could use an outlet for their Standard Actions in Combat.

Medic
[Class]
Prerequisites: First Aid
Special – Standard Action
Target: An adjacent Pokémon or Trainer
Choose One Effect: Spend 1 AP to cure the target of Burn, Paralysis, or Poison; or Drain 1 AP to make a Medicine Education Check, and restore Hit Points to the target equal to the result doubled. You must have a First Aid Kit to use this Feature.

Healer's Touch
Prerequisites: Medic
Static
Effect: Whenever you use Stay With Us! or a Non-Repulsive Restorative Item, the target gains Hit Points equal to your Medicine Education Rank, and they may immediately make a Save Roll against Sleep, Confuse, Rage, or Infatuation.

Overheal
Prerequisites: Medic
Static
Effect: Whenever you use Medic or a Restorative Item to restore Hit Points on a target and cause the target to reach their Maximum Hit Points, the target gains Temporary Hit Points equal to your Medicine Education Rank doubled. This effect may occur on a specific target only once per Scene.

Therapeutic Care
Prerequisites: Medic
Static
Effect: Pokémon and Trainers in your care heal twice as many Hit Points during resting, heal Injuries twice as quickly, and may heal an additional Injury per day. This stacks with use of Bandages.

Field Medic
Prerequisites: Medic, Medic Training
Static
Effect: You may apply Restorative Items to an adjacent target as a Swift Action after taking a Sprint Action. When helping Trainers or Pokémon "Take a Breather", you may roll Medicine Education in the place of Command and do not become Tripped or lose your Evasion as a result of helping them.

Stay With Us!
Prerequisites: Medic, Expert Medicine Education
Scene – Full Action, Interrupt
Target: A Trainer or Pokémon who has just died
Effect: You must be able to Shift to your target to use this Feature. If you can, you immediately do so, and make a Medicine Check. The Target gains Hit Points equal to the result doubled, and immediately removes one Injury. If after this, their health is above their death threshold (usually -200% Hit Points) and with less than 10 Injuries, they are saved and do not die.

Restore Strength
Prerequisites: Stay With Us!, Master Medicine Education
Daily/15 – Extended Action
Target: Trainers or Pokémon
Effect: The target's Move Frequencies are completely refreshed. You may target a Pokémon or Trainer only once per day with Restore Strength.

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 both dealing with Pokémon with odd Stats, Natures, and Move Lists. They allow Pokémon to learn moves earlier than they normally would, learn more Moves, increase Loyalty of the newly captured, 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

Static

Effect: Your Pokémon learn Moves on their Level-Up list X levels earlier. You may choose to have your Pokémon learn any moves within this new range immediately when you gain Mentor, or when X increases. X is the sum of your Mentor Skill Ranks.

Special: When you take Mentor, choose two of Charm, Intimidate, Intuition, and Pokémon Education to become your Mentor Skills.

Changing Viewpoints

Prerequisites: Mentor, Intuition as a Mentor Skill

Daily – Extended Action

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.

Inspired Growth

Prerequisites: Mentor, Charm as a Mentor Skill

Daily – Extended Action

Target: A Pokémon with at least 1 Tutor Point that can Evolve

Effect: The target loses 1 Tutor Point, and then immediately Evolves. If the target evolves by level-up, you may only use Inspired Growth if it is within X levels of its minimum Evolution Level, where X is the sum of your Mentor Skills. This may target Pokémon regardless of their usual evolution method (exposure to an Elemental Stone, for example), and you don't need access to these items.

Versatile Teachings

Prerequisites: Mentor, Pokémon Education as a Mentor Skill

Daily – Extended Action

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.

Corrective Learning

Prerequisites: Mentor, Intimidate as a Mentor Skill

Daily – Extended Action

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. This may only be done up to three times per Pokémon.

Guidance

Prerequisites: Mentor

Static

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

Latent Potential

Prerequisites: Guidance

Daily – Extended Action

Target: A Pokémon with at least 1 Tutor Point.

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 at a level lower than their current level. Note that despite being Tutored, these Moves count as if they were "natural" for organizational purposes.

Move Tutor

Prerequisites: Latent Potential, 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.

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.

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] [+Any Stat] [+Special Attack] [Branch]
Prerequisites: Novice Charm, Novice Focus
Static
Effect: You gain a Rank 1 Musician Talent.

Mechanic: **Songs** – Musician Songs can be triggered one of three ways.
» 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.
» 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.

Note: You may take Musician up to two times, each time selecting a different Musician Talent. You must be Level 15 or higher to take a second instance of Musician

Musical Ability
[+Any Stat] [+Special Attack] [Branch]
Prerequisites: Musician
Static
Effect: Choose Drown Out or Soundproof. You gain the chosen Ability.

Musical Training
[+Any Stat] [+Special Attack] [Ranked 5] [Branch]
Rank 1 Prerequisites: Musician
Rank 2 Prerequisites: Musician
Rank 3 Prerequisites: Musician, Adept Charm or Focus
Rank 4 Prerequisites: Musician, Expert Charm or Focus
Rank 5 Prerequisites: Musician, Master Charm or Focus
Static
Effect: You may learn a Musician Talent from the list on the next page, marked with the Musical Training Rank you are gaining or lower. You must additionally meet any Prerequisites of the Talent.

Musician Talents

Bardic Flair
Rank 1
2 AP – Special
Trigger: Song
Effect: All Allies in the Area of Effect gain Temporary Hit Points equal to 1/10th of their Max Hit Points.

Mt. Moon Blues
Rank 1
Static
Effect: You learn the Move Sing and Supersonic.

Voice Lessons
Rank 1
Static
Effect: Whenever your Pokémon use a Move with the Sonic Keyword in a Contest, they may roll +1d6.

War Song
Rank 1
Prerequisites: Bardic Flair
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.

Cacophony
Rank 2
Static
Effect: You learn the Moves Screech and Metal Sound.

Natural Performer
Rank 2
Static
Effect: You gain a +2 Bonus to Charm and Focus Checks; this bonus is doubled when making checks related to musical performances. You may roll an additional 1d6 during the Introduction Stage of a Contest. You may choose any Contest Stat to attempt to gain Dice for with this roll.

Nuanced Note
Rank 2
Prerequisites: Voice Lessons
Static
Effect: You and your Pokémon's Moves with the Sonic keyword gain the Friendly keyword. Nuanced Note may not affect the Move Perish Song.

Noise Complaint
Rank 3
Prerequisites: Cacophony
Static
Effect: You learn the Moves Uproar and Hyper Voice.

Lively Beat
Rank 3
Prerequisites: War Song
1 AP – Special
Trigger: Song
Effect: All Allies in the Area of Effect gain 5 Damage Reduction until the end of your next turn.

Dance Time
Rank 4
Prerequisites: Lively Beat
Daily/10 – Free Action
Trigger: An Ally uses a Move with "Dance" in its Name
Effect: If on your previous turn you used a Move with the Sonic keyword or played music as a standard action, you may activate this Feature to immediately grant the triggering Ally the benefits of Bardic Flair, War Song, or Lively Beat by paying that Feature's AP Cost.

Power Chord
Rank 4
Prerequisites: Noise Complaint
2 AP – Swift Action
Trigger: You declare use of a Status Move with the Sonic Keyword
Effect: Make a Charm or Focus Check. Targets hit by the Move take that much Special Damage. Add your Special Attack to this damage. This damage is reduced by Special Defense, and is applied before the Move's effects.

Photographer

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 on film?

Photographers capitalize on this concept, getting close to the fray and capturing the finest details on how a Move is executed. From this they can learn how to best avoid it in the future, and potentially even teach their Pokémon to use it.

The Photographer Class introduces bonuses for taking pictures of Moves and Environments, but it's main draw is an alternative tutoring method using these Photos and Recreation. These Features allow you to take the Moves you commonly see and turn them against your foes. Additionally, its low entry requirements make it a nice class for Trainers who don't specialize in Trainer Combat.

Photographer
[Class]
Prerequisites: Novice Perception
1 AP – Standard Action, Interrupt
Target: A Pokémon, Trainer, Move, or Location.
Effect: You take a Photograph of the target. Photographs can be placed in an Album as an Extended Action. When you take Photographer, you gain one Album.

Albums:
Profile Album: You may place Photographs of Pokémon and Trainers in your Profile Album. You gain a +2 bonus to Charm, Guile, Command, Intimidate, and Intuition Checks targeting Pokémon and Trainers in your Profile Album.

Technique Album: You may place Photographs of Moves in your Technique Album. You and your Pokémon gain +2 Evasion against Moves in your Technique Album.

Travel Album: You may place Photographs of Locations in your Travel Album. When you gain Travel Album, choose Keen Eye or Perception. While you are in a Location in your Travel Album, you have the Chosen Ability and gain a +2 bonus to Perception Checks to notice the environment.

Photography Training
[Ranked 2]
All Rank Prerequisites: Photographer
Static
Effect: Each Rank, you gain an Album.

Photo Tutor
Prerequisites: Technique Album, Expert Perception
Daily – Extended Action
Target: A Pokémon with 2 Tutor Points.
Effect: Select a Photo in your Technique Album 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 Photo Tutor; you may target your own Pokémon any number of times with Photo 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 Album, Expert Perception
2 AP – Standard Action
Target: Your Pokémon
Effect: Until the end of your next turn, the target acts as if they had the Mold Breaker Ability against all Pokémon and Trainers in your Profile Album and gains a +2 bonus to Accuracy Rolls against these targets.

Observation Party
Prerequisites: Travel Album, Adept Perception
Static
Effect: While they are in a Location in your Travel Album, your Pokémon have the Ability you chose when gaining Travel Album and gain a +2 bonus to Perception Checks to notice the environment.

Cinematic Analysis

Prerequisites: 4 Photographer Features, Master Perception
Daily x3 – Free Action
Effect: You analyze a Photograph in one of your Albums. Cinematic Analysis's effect depends on the Album the Photograph is in. Each of these effects may only be used once per Scene.

Character Study – Profile Album: You may trigger Character Study when you or an ally makes a Charm, Command, Guile, Intimidate, or Intuition Check targeting the subject of your Photograph. Make a Perception Check and substitute the triggering Skill Check with the result.

Recreation – Technique Album: Recreation may be triggered as your Pokémon gains Initiative. Select a Photograph of a Move in your Technique Album 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 Album: You may only use Situational Awareness if you analyze a Photograph 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 an Interrupt.

Researcher

Crafting
🔴🔴

Passive Pokémon Support
🔴🔴

Travel and Investigation
🔴

Associated Skills: Education Skills, Survival

The world is 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!

Researcher
[Class][Branch]
Prerequisites: Novice General Education, another Education Skill at Novice Rank
Static
Effect: You gain a Researcher Talent for which you qualify.

Note: You may take Researcher any number of times.

Field of Study
[Ranked 6] [Branch]
All Ranks Prerequisites: Researcher, can qualify for a new Researcher Talent
Static
Effect: You gain a Researcher Talent for which you qualify.

RESEARCHER TALENTS

GENERAL RESEARCH TALENTS

Breadth of Knowledge
Prerequisites: None
Static
Effect: You gain two Skill Edges for which you qualify. These Edges must be applied to Education Skills. This Talent may be taken once per instance of the Researcher Class.

Live and Learn
Prerequisites: Adept General Education
Daily/15 – 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.

A Practiced Mind
Prerequisites: Expert General Education
Static
Effect: Rank Up your Mind Attribute. If your Mind Attribute is already at Amazing, Rank Up your lowest Attribute instead.

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.

ARTIFICER RESEARCH TALENTS

Crystal Artificer
Prerequisites: Gem Lore
Ingredients: x4 Shards of the same Color
Effects: You create a Type Booster or Brace. The Type chosen must be one of the Types associated with the color of the shards used.

Crystal Focus
Prerequisites: Crystal Artificer, Expert Occult Education
Ingredients: Any Six Shards
Effect: You create a Focus or Stat Booster.

Plate Crafter
Prerequisites: Crystal Artificer, Master 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 Talents

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: Botanist
Static
Effect: You may grow Revival Herbs, Energy Roots, Big Mushrooms, and Tier 3 Berries.

Climatology Research Talents

Climatology
Prerequisites: Natural Theory, Adept 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.

Extreme Weather
Prerequisites: Climate Control, Master Survival
Daily/15 – 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.

Gadgeteer Research Talents

Improvised Gadgets
[Ranked 2]
Rank 1 Prerequisites: Adept Technology Education
Rank 2 Prerequisites: Expert Technology Education
X Daily – Extended Action
Effect: You can create temporary improvised gadgets with the assistance of Pokémon and their natural abilities. At each rank of Improvised Gadgets, choose two of the Capabilities below. You may target a willing Pokémon with those Capabilities to gain that Capability and add one of the Moves listed next to the Capability to your Move List for the remainder of the day. You may not use Improvised Gadgets to have multiple instances of the same Move in your Move list. Improvised Gadgets may be used twice per day per Rank. Whenever you deal damage with a Move or Capability gained from Improvised Gadgets, add twice your Technology Education Rank instead of your Attack or Special Attack.

Magnetic: Magnet Rise, Magnet Bomb
Zapper: Electrify, Thunder Wave
Threaded: String Shot, Spider Web
Glow: Flash, Eerie Impulse

Note: Unlike Seed Bag, Improvised Gadgets doesn't require the targeted Pokémon to know the listed Moves.

Tinkering
Prerequisites: Improvised Gadgets Rank 1, Master Technology Education
At-Will – Extended Action
Ingredients: Items listed below
Effect: You may augment and upgrade the following Evolutionary Keepsake items to act as Held Items for Pokémon that cannot be used by Trainers. When modified in this way, they may no longer be used to Evolve Pokémon.

Electirizer: The holder is immune to Paralysis.
Magmarizer: The holder is immune to Freeze.
Metal Coat: The holder is immune to Poison.
Up-Grade: The holder is immune to Confusion.
Dubious Disc: The holder is immune to Infatuation.

Note: Hey GMs and players. Obviously, this Feature is useless if these items aren't made available somewhere. Talk about that **before** this Feature is taken and work out how feasible it will be to acquire the ingredients for it!

Herbology Research Talents

Herb Lore
Prerequisites: Novice Medicine Education
Static
Effect: You may create Energy Powder, Heal Powder, or Poultices from ingredients, as listed below.

Energy Powder: A Sitrus 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.

Cleansing Herbs
Prerequisites: Herb Lore, Expert Medicine Education
Static
Effect: Herbal Medicine you create also cures a single Volatile Status affliction on its target when used.

Medicinal Research
Prerequisites: Herb Lore, Master Medicine Education
Static
Effect: Berries, Herbs, and Repulsive Restorative Items that you craft (or grow) cause the target to gain Hit Points equal to half your Medicine Education Rank when applied or consumed in addition to any other effects. All Repulsive Restorative Items that you personally apply cause the target to gain Hit Points equal to half your Medicine Education Rank (If you both crafted and applied the item, add your full Medicine Education Rank).

PALEONTOLOGY RESEARCH TALENTS

Fossil Restoration
Prerequisites: Paleontologist, Novice Pokémon Edu
At-Will – Extended Action
Target: A Fossil you are reviving
Effect: You refine your Fossil sample to better reflect the original ecosystem and terrain in which the fossilized Pokémon lived. The resulting Pokémon is born with 2 fewer Tutor Points and gains an Ability based on this original terrain according to the list below.

Desert	Sand Veil	Ocean	Hydration
Forest	Leaf Guard	Tundra	Snow Cloak
Grassland	Grass Pelt	Cave	Covert
Mountain	Steadfast	Wetland	Damp

Note: GMs, don't feel absolutely bound to the habitats listed in the Pokédex if you wanted to, for example, have a population of Kabuto that lived in a cave with an underground river that better fits the Cave terrain than the Ocean terrain, or a Lileep population that lived up in the Mountains.

In fact, the Pokédex is better at saying where these Pokémon might live if they were alive in their revived forms today but don't necessarily reflect where you might decide their natural ecosystems were millions of years ago. You may also notice Urban is not on this list; that's because it's not usually relevant to Fossil Pokémon. If you do decide a Pokémon lived in, say, an ancient civilization's city, use the closest approximate terrain.

Ultimately, it's up to you where the **original** Fossil Pokémon lived. Even if the Fossil itself is found in a dry and hot quarry in modern days, for example, nothing is stopping you from saying that quarry was once underwater or part of a frigid ecosystem in ancient times before the climate shifted.

Ancient Heritage
Prerequisites: Paleontologist, Novice Pokémon Edu
Static
Effect: Your Fossil Pokémon are revived with the Move Ancient Power in their Move List. Whenever your Pokémon use Ancient Power, its activated effect occurs on 18+ and you may choose whether it deals Physical or Special Damage (and your Pokémon adds the appropriate attack Stat).

Prehistoric Bond
Prerequisites: Fossil Restoration, Expert Pokémon Edu
At-Will – Extended Action
Trigger: You revive a Fossil
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, they lose 1/10th of their maximum Hit Points.
Sp. Attack – Primal Cloak: The holder's damaging attacks have their Effect Range extended by +1.
Sp. Defense – Prehistoric Aegis: The holder gains 5 Damage Reduction against Ranged Attacks.
Speed – Relic Sash: The holder gains +2 Evasion against Status Moves.

Pokémon Psychology Research Talents

PokéManiac
Prerequisites: Adept Pokémon Education
1 AP – Swift Action
Target: A Pokémon
Effect: Make a Pokémon Education check with a DC of 15. If you succeed, you determine the target's Level, Type, Nature, and Ability on a successful Pokémon Education Check.

PokéPsychologist
Prerequisites: Adept Pokémon Education
Static
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.

PokéTherapist
Prerequisites: PokéPsychologist, Master Pokémon Education
At-Will – Extended Action
Target: A Pokémon with at least 1 Tutor Point.
Effect: The target loses 1 Tutor Point and gains +1 in any Base Stat. You may target a Pokémon up to three times with this Feature.

Psionics Research Talents

Witch Hunter
Prerequisites: Adept 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.

Mental Resistance
Prerequisites: Psionic Sight
Static
Effect: You gain the Mindlock Capability and 10 Damage Reduction against Psychic-Type damage.

Psionic Analysis
Prerequisites: Psionic Sight, Master Occult Education
Daily – 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 are a Human, which of the following Class Features, if any, they possess: Telepath, Telekinetic, Warper, Clairvoyant

Rider

Passive Pokémon Support
◉◉◉

Active Pokémon Support
◉◉

Associated Skills: Acrobatics, Athletics, Command

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.

Riders who want to make the most of their Pokémon's mobility often also take the Athlete Class. 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] [+2 Speed]
Prerequisites: Mounted Prowess, Novice Acrobatics or Athletics, Novice Command
Static
Effect: Whenever you Shift during your turn using your Mount's Movement Capabilities, the first 3 meters of that movement don't count against your Mount's remaining movement on their turn.

Ride as One
[+2 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. When a new Round begins, you may pay 1 AP as a Free Action to switch you and your Mount's Initiative Scores.

Conqueror's March
[Orders][+2 Speed]
Prerequisites: Ride as One, Adept Acrobatics or Athletics
Daily x3 – Standard Action
Target: Your Pokémon
Effect: If the target is being used as a Mount for its Trainer, all Moves it uses this turn with the Dash Keyword gain the Pass Keyword. Conqueror's March is not League Legal.

Mobility Training
[+2 Speed]
Prerequisites: Rider
Static
Effect: Choose Run Up or Run Away. As long as you are Mounted, your Mount gains the Chosen Ability.

Flank and Strike
[+2 Speed]
Prerequisites: Mobility Training
2 AP – Free Action
Trigger: Your Mount hits with a damaging melee range attack
Effect: Your Pokémon adds their Speed Stat, including Combat Stages, in addition to their normal attacking Stat when determining the damage dealt by their attack. The Defender in turn subtracts both their normal defending Stat and Speed Stats from the damage dealt before applying Type Effectiveness.

Veteran Cavalry
[+2 Speed]
Prerequisites: Rider, Adept Command, a Feature with the [Training] tag
Bind 1 AP – Standard Action
Effect: The effects of your [Training] Features are applied a second time to your Pokémon as long as you are Mounted on them. This effect applies only to their use as [Training] Features and not to their use as [Orders]. As long as you have not already given an Order in a given round, you may Order your Mount as a Swift Action but can give no further Orders until the beginning of your next turn if you do so using this Feature. You may not use Focused Command or Channeler's Reach as a Swift Action with this Feature.

Stampede
[Orders] [+2 Speed]
Prerequisites: 4 Rider Features, Expert Command, Acrobatics, or Athletics
Scene – Standard Action
Target: Your Pokémon
Effect: If the target is being used as a Mount for its Trainer, then if it takes a Sprint Action on its next turn, it does not treat foes as Rough or Slow terrain this turn and may make Struggle Attacks against up to X foes it passes through when Shifting. In addition to dealing damage, they may choose to also use a Push or Trip Combat Maneuver when hitting with these attacks, chosen per target. X is equal to half your Acrobatics, Athletics, or Command Rank. Stampede may affect each Pokémon only once per Scene. Stampede is not League Legal.
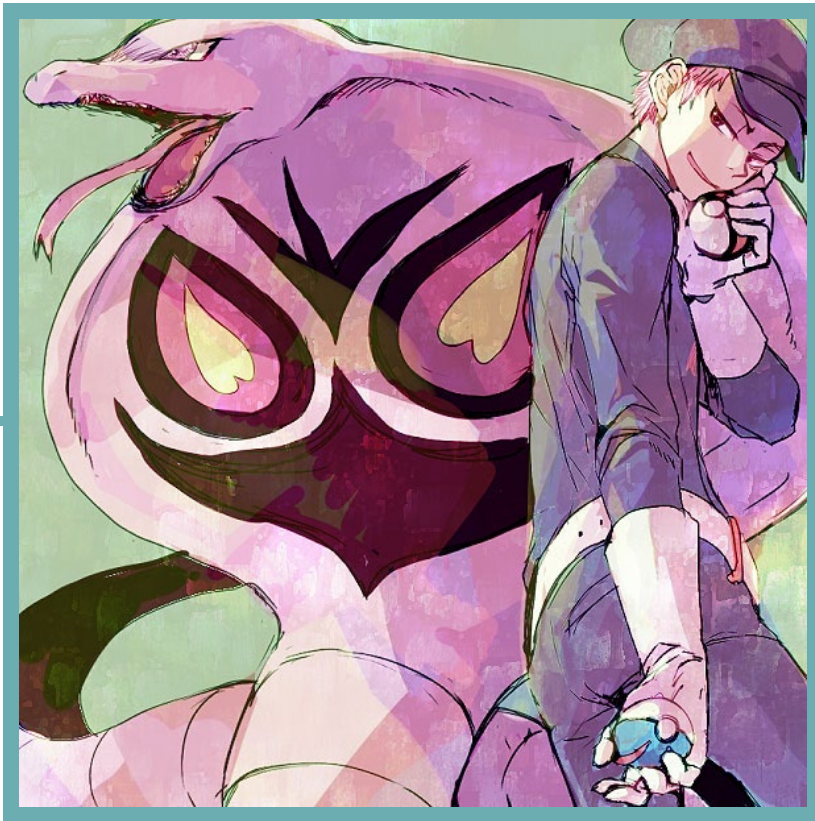
Rogue

Trainer Combat

Travel and Investigation

Associated Skills: Acrobatics, Charm, Guile, Intimidate, Stealth

Rogues are slippery characters. With a strong predisposition for Acrobatics, Charm, Guile, Intimidation, and Stealth rogues make great thieves, tricksters, and other scoundrels. They make an excellent "Jack of All Trades"; though they don't remain restricted to being "Masters of None"!

Mechanically, you never know what to really expect from a rogue; the versatility of their Features mean they can build for almost any goal, from cunning social manipulators to tricky combatants. They combine well with almost any class for this reason, and can make builds that rely on many skills run much more smoothly.

Rogue
[Class] [+2 Speed]
Prerequisites: Two of Acrobatics, Charm, Guile, Intimidation, or Stealth at Novice Rank
Static
Effect: Choose any two Skills at Untrained Rank or lower. Rank Up each of those Skills.

Stunt Expert
[+2 Speed]
Prerequisites: Rogue
Static
Effect: You gain the Skill Stunt Edge in the Skill of your choice. Whenever you make a Skill Check in which a Skill Stunt applies, you reroll all 1s you roll one time.

Skill Monkey
[+2 Speed]
Prerequisite: Stunt Expert, 2 Skills at Expert Rank
Daily/15 – Free Action
Trigger: You make a Skill Check
Effect: If you do not like the result, you may re-roll. You must keep the new result, even if it is worse.

Versatility
[+2 Speed]
Prerequisites: Rogue; Charmer, Confidence Artist, Intimidating Presence, Practiced Movement, or Sneak's Tricks
Static
Effect: Choose two of the following edges; Charmer, Clever Fighting, Intimidating Presence, Practiced Movement, or Sneak's Tricks. You gain the chosen Edge even if you do not meet its prerequisites. Additionally, lower the Acrobatics, Charm, Guile, Intimidation, and Stealth Skill Rank Prerequisites for any Edges by one Rank (For example, if an Edge requires Expert Acrobatics, you may qualify for that edge with only Adept Acrobatics).

Note: If you already have all the listed Edges, you may choose other Edges for which you qualify (before applying Versatility's effect).

Uncanny Agility
[+2 Speed]
Prerequisites: Rogue's Arsenal, 2 Skills at Master Rank
Static
Effect: Choose Ambush or Dodge. You gain the chosen Ability.

Rogue's Arsenal
[Ranked 2] [+2 Speed]
Rank 1 Prerequisites: Versatility
Rank 2 Prerequisites: Versatility, 2 Skills at Expert Rank
Static
Effect: Learn two Rogue Moves. You may choose any Move marked with the Rogue's Arsenal Rank you are taking or lower.

ROGUE MOVES

Rank 1 Moves	Rank 2 Moves
Covet	Fling
Feint Attack	Pursuit
Thief	Swagger
Torment	Taunt

Roughneck

Trainer Combat

Passive Pokémon Support

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. A Roughneck's Pokémon often reflect this philosophy as well, and they are often just as mean and scary as their Trainers. Working in concert, Trainer and Pokémon can bring even the most impressive of foes to their knees through their debuffs.

Roughneck makes a good counterpart to other Trainer Combat Classes such as Martial Artist or Soldier, though it can also be used to give a little extra versatility to Classes focused on Pokémon Support such as Lasher or Tough Expert.

Roughneck
[Class] [+Any Stat] [+Defense]
Prerequisites: Intimidating Presence
1 AP – Swift Action
Trigger: You Make a Struggle Attack
Effect: You may immediately use any Move gained from Intimidating Presence or a Roughneck Feature as a Free Action, frequency allowing. You must include the target of your Struggle Attack as a target of the Move.

Rough Customer
[+Any Stat] [+Defense]
Prerequisites: Roughneck
Static
Effect: Choose Intimidate or Frighten. You gain the Chosen Ability.

Nasty Business
[+Any Stat] [+Defense]
Prerequisites: Rough Customer
At-Will – Extended Action
Target: Your Pokémon with at least 2 Tutor Points.
Effect: The Target Pokémon loses 2 Tutor Points, and gains your choice of the Frighten or Intimidate Abilities. You may target a Pokémon with Nasty Business only one time.

Fearsome Display
[+Any Stat] [+Defense]
Prerequisites: Nasty Business
1 AP – Free Action
Trigger: Your Pokémon with the Frighten or Intimidate Ability deals an Injury
Effect: The target is Slowed, and until the end of their next turn, their Initiative is lowered to 0.

Stare Down
[+Any Stat] [+Defense]
Prerequisites: Roughneck
Static
Effect: You learn the Moves Mean Look and Scary Face.

Crushing Malice
[+Any Stat] [+Defense]
Prerequisites: Stare Down, Expert Intimidate
Static
Effect: You learn the Moves Torment and Quash.

Ultimate Terror
[+Any Stat] [+Defense]
Prerequisites: 4 Roughneck Features, Master Intimidate
2 AP – Free Action
Trigger: A foe reaches -4 or lower in a Stat's Combat Stages due to you or your Pokémon's effect
Effect: Ultimate Terror's effect depends on the Stat affected. Ultimate Terror may only affect a foe once per Scene per Stat.

Attack or Special Attack: The next damaging attack the foe makes deals damage as if it were resisted one more step.
Defense or Special Defense: The next damaging attack the foe suffers deals damage as if it were resisted one less step. This cannot increase the Type Effectiveness of an attack beyond neutral.
Speed: The foe is Stuck until the end of their next turn.
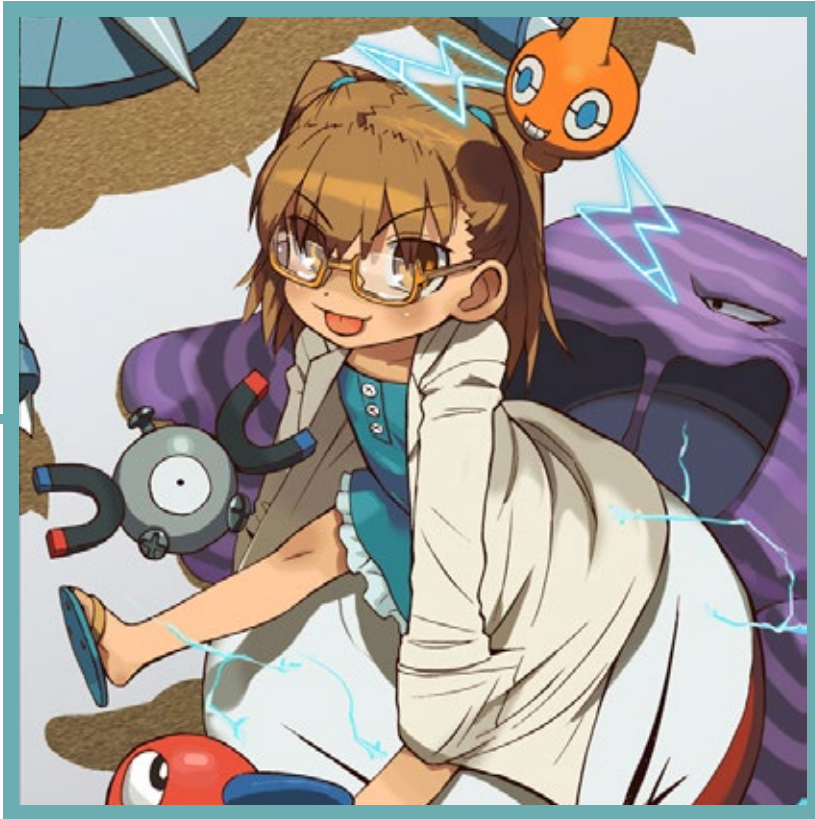
Scientist

Crafting

Associated Skills: Medicine Education, Technology Education

The world today is filled with a surplus of medical goods and chemical stimulants used by Trainers for both Pokémon and themselves alike. The brilliant minds behind these substances are none other than Scientists. Scientists are master chemists that know how to concoct useful items with their trusty chemistry sets. They create potions, combat boosters, and even life itself.

The Scientist Class is a highly customizable crafting class that can create a large number of items on the fly. Much like Medics, they can allow you to save money and time on medical items, can create a number of offensive items, and also allow you to create a number of Pokémon, depending on how you wish to progress.

Scientist
[Class] [Branch]
Prerequisites: Repel Crafter
Static
Effect: You gain a Rank 1 Scientist Talent.

Note: You may take Scientist up to two times. You must be Level 15 or higher to take a second instance of Scientist.

Repel Mastery
Prerequisites: Scientist, Expert Medicine Education
Static
Effect: You may craft a Max Repel for ₽200. Whenever you successfully spray a Repel you have crafted directly onto a Pokémon, they are Blinded until the end of their next turn.

Research and Development
[Branch]
Rank 1 Prerequisites: Scientist
Rank 2 Prerequisites: Scientist
Rank 3 Prerequisites: Scientist
Rank 4 Prerequisites: Scientist
Rank 5 Prerequisites: Scientist
Static
Effect: You may learn a Scientist Talent from the list below, marked with the Research and Development Rank you are gaining or lower. You must additionally meet any Prerequisites of the Talent.

Scientist Talents

Chemical X
Rank 1
Prerequisites: None
Cost: ₽260
Effect: You can create any X-Item, Dire Hit, or Guard Spec.

Restorative Science
Rank 1
Prerequisites: None
Cost: ₽150
Effect: You create an Antidote, Paralyze Heal, Awakening, Burn Heal, Ice Heal, or Potion.

Acid Vial
Rank 1
Prerequisites: Novice Technology Education
Drain 1 AP – Extended Action
Effect: You create an Acid Vial. Acid Vials not used at the end of the day become inactive unless made with materials worth ₽200. Acid Vials may be used to use the Move Acid. Do not Add Stats to Moves used through Vials; instead add your Technology Education Rank doubled, even if someone else is using the Vial.

Chemical Warfare
Rank 2
Prerequisites: Adept Technology Education
Cost: ₽250
Effect: You create a Pepper Spray (inflicts Burn), Toxic Shot (inflicts Poison), or Numbing Agent (inflicts Paralysis). These Items may be used as an AC 4 Melee Status Attack, performed as a Standard Action. If you successfully hit, the appropriate Status Condition is inflicted on the target.

For Science!
Rank 2
Prerequisites: Adept Medicine Education
At-Will - Extended Action
Effect: Choose Grimer, Trubbish, or Voltorb. You create an artificial Egg of the Chosen Pokémon, that hatches within a day with the Pokémon at Level 5. The created Pokémon has the Nature of your choice, and ability of your choice chosen from the Basic Abilities normally available to that species. It costs ₽2000 to create a Grimer, Trubbish, or Voltorb.

Pester Balls Basic
Rank 2
Prerequisites: Adept Technology Education
Cost: ₽250
Effect: You create a Pester Ball A or Pester Ball B.

Medical Innovations
Rank 3
Prerequisites: Restorative Science, Expert Medicine Education
Effect: You can create Revives for ₱225, Full Heals for ₱340, Super Potions for $240, Hyper Potions for ₱450, and Full Restores for ₱725.

Pester Balls Advanced
Rank 3
Prerequisites: Expert Technology Education
Cost: ₱250
Effect: You create a Pester Ball C or Pester Ball D.

Playing God
Rank 3
Prerequisites: For Science!, Expert Medicine Education, Expert Technology Education
Static
Effect: When using For Science!, you may also create Porygon, Castform, Solosis, or Magnemite. It costs ₱6000 to create a Porygon, and ₱3500 to create a Castform, Solosis, or Magnemite. Additionally, when creating any Pokémon, you may enhance the Pokémon in several ways by paying the listed cost.

» ₱500: The Pokémon is born knowing its second Ability, as if it had reached level 20. It does not learn another Ability at Level 20, but learns one at 40 as normal. (**Note**: This does not stack with the "Birthright" Feature)
» ₱1000: The Pokémon is of an unusual coloration, gaining a +2d6 Bonus to the Introduction Stage of a Contest toward a single Contest Stat.
» ₱1500: 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.
» ₱1500: 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.

Explosive Vial
Rank 4
Prerequisites: Acid Vial, Master Technology Education
Drain 1 AP – Extended Action
Effect: You create an Explosive Vial. Explosive Vials not used at the end of the day become inactive unless created with materials worth ₱600. Explosive Vials may be used to use the Move Egg Bomb. Do not Add Stats to Moves used through Vials; instead add your Technology Education Rank doubled, even if someone else is using the Vial.

Fusion Science
Rank 4
Prerequisites: Chemical X, Restorative Science, Master Medicine Education
Ingredients: An X Item or Dire Hit or Guard Spec + a Restorative Item
Effect: You may combine the two target items into a single item with both effects.

Performance Enhancers
Rank 4
Prerequisites: Master Medicine Education
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.

Soldier

Trainer Combat

⊙⊙⊙

Passive Pokémon Support

⊙⊙

Associated Skills: Athletics, Combat

While Martial Artists are all about learning a specialized combat art that can often be as theatrical as it is practical, Soldiers rely on their disciplined training regime to make up for their lack of flashy moves. Whether armed with a weapon or using their bare fists, they perform techniques that let them make the most of even just basic punches and kicks.

Soldiers excel at working in a team and can teach their Pokémon military style squad tactics that allow them to do the same. Because of this, Soldiers work well with a variety of Pokémon Types. Most Soldiers will invest in other combat classes such as Martial Artist or Ninja, and particularly brutal Soldiers may be Lashers. However, many Soldiers will also take Pokémon battling classes to synergize even better with their teammates.

Soldier

[Class][+Attack][+Defense]
Prerequisites: Novice Combat, Novice Athletics, Combat Training
Drain 1 AP – Extended Action
Effect: Soldiers gain the ability to train themselves to hone their skills. After 1 hour of training themselves, a Soldier may 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 Soldier may have only one Trained Stat at a time.

Maneuver Training

[+Attack][+Defense]
Prerequisites: Soldier
1 AP – Swift Action
Target: Yourself, or your Pokémon with the Teamwork or Discipline Ability
Effect: Until the beginning of your next turn, the target gains a +2 Bonus to Accuracy Checks made with Struggle Attacks and a +2 Bonus to Combat Skill Checks made to make or resist Combat Maneuvers.

Called Shot

[+Attack][+Defense]
Prerequisites: Maneuver Training
At-Will – Free Action
Trigger: You attack a target with a Struggle Attack.
Effect: Increase the AC of the Attack by 2. If you hit, the Target loses 1 Combat Stage in the stat of your choice and the Attack does no damage. Using Called Shot counts as a Combat Maneuver.

Offensive Maneuver

[+Attack][+Defense]
Prerequisites: Maneuver Training
1 AP – Free Action
Trigger: You use a Combat Maneuver
Effect: You also deal damage as if you had hit the target with a Struggle Attack in addition to any effects from the maneuver.

Basic Training

[+Attack][+Defense]
Prerequisites: Soldier
Static
Effect: You gain the Teamwork or Discipline Ability.

PokéSoldier

[+Attack][+Defense]
Prerequisites: Basic Training
At-Will – Extended Action
Target: Your Pokémon with at least 2 Tutor Points.
Effect: The Target Pokémon loses 2 Tutor Points, and gains your choice of the Teamwork or Discipline Abilities. You may target a Pokémon with PokéSoldier only one time.

Enhanced Training

[+Attack][+Defense]
Prerequisites: Soldier, Master Athletics or Combat
At-Will – Free Action
Trigger: You use Soldier to give yourself Trained Stats
Effect: You may give yourself two Trained Stats instead of one.

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. Granted, 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 odd 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 manners, such as having a Gengar focused on physical attacks and taking advantage of their awesome Egg Moves and Level Up Moves for it. It also allows you to further improve Pokémon who are already slanted in such a manner with innate Combat Stage bonuses, extra Abilities and bonus stats.

Stat Ace

[Class] [Branch]
Prerequisites: Ace Trainer or Style Expert, 3 Pokémon with the chosen stat of 15 or more
Prerequisites: 3 Pokémon with the chosen stat as their Highest Stat and at 20 or higher, Adept 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: Swords Dance (Attack), Iron Defense (Defense), Nasty Plot (Sp.Atk), Amnesia (Sp.Def), or Agility (Speed), even if your Pokémon cannot normally learn this Move.

Stat Expertise

[Branch]
Prerequisites: Stat Training
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: Rage (Attack), Reflect (Defense), Hidden Power (Sp.Atk), Light Screen (Sp. Def), or Quick Attack (Speed), even if your Pokémon cannot normally learn this Move.

Stat Maneuver

[Branch]
Prerequisites: 3 Stat Ace Features
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 its 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 CS were at +6 instead of its current value.
Speed Effect: You may activate this ability to cause your Pokémon to use a Priority Move as an Interrupt.

Stat Mastery
[Branch]
Prerequisites: Stat Maneuver
Static
Effect: Stat Mastery's Effect depends on your Chosen Stat!

Attack Effect: Your Pokémon may choose to Push all targets hit by their Physical Melee Moves 1 meter.
Defense Effect: Your Pokémon do not take Injuries from receiving Massive Damage.
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: Foes need to roll 2 higher on Effect Ranges that trigger on Accuracy Roll to trigger those effects on your Pokémon. Natural 20s on these Effect Ranges will still always trigger the effect.
Speed Effect: Your Pokémon's Movement Capabilities are increased by +2.

Stat Embodiment
[Branch]
Prerequisites: 4 Stat Ace Features
1 AP – Swift Action
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

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
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
X 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. X is the Rank of the chosen Move.

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
Daily/10 – 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
X 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. X is the Rank of the chosen Move.

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 Priority or Interrupt Keywords 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/10 – 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. An example trigger is charging into a burning building for a heroic rescue. Skill Checks invoked by Intercepting attacks, Combat Maneuvers, Moves, and Abilities don't trigger this Feature.

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
X 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. X is the Rank of the chosen Move.

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
Daily/5 – 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
X 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. X is the Rank of the chosen Move.

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/5 – 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
X 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. X is the Rank of the chosen Move.

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
Daily/10 – 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.

Survivalist

Travel and Investigation
◉◉

Passive Pokémon Support
◉◉

Active Pokémon Support
◉

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. Additionally, a Survivalist can teach what they've learned to their Pokémon, allowing them to traverse the land just as easily as they or to take advantage of the terrain during battle.

Survivalist

Prerequisites: Novice Survival
One Time Use - Extended Action
Effect: Choose a Terrain in which you have spent at least three nights. The Terrain becomes Mastered. 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

Mechanic - Mastered Terrain: You gain a +2 bonus to Athletics, Acrobatics, Stealth, Perception, and Survival Checks made in Mastered Terrains. Additionally, your Movement and Accuracy Rolls are not hindered by Rough Terrain or Slow Terrain common in terrains you have Mastered, within reason (The two feet of snow on the ground slowing everyone else down isn't any trouble for you; eight feet of loose snow would be a different matter).

Natural Fighter

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.

Wilderness Guide

Prerequisites: Survivalist
At-Will – Extended Action
Target: A Pokémon with at least 1 Tutor Point.
Effect: The target loses 1 Tutor Point and gains the Naturewalk Capability for one of the Terrains you have mastered. You may target a Pokémon multiple times with Wilderness Guide, choosing a different Mastered Terrain each time.

Force of Nature

Prerequisites: Natural Fighter, Wilderness Guide, Expert Survival
At-Will – Extended Action
Target: Your Pokémon with the Naturewalk Capability and at least 2 Tutor Points
Effect: The target loses 2 Tutor Points and learns the Move Nature Power. Whenever your Pokémon uses a Move via Nature Power, you choose whether it deals Physical or Special Damage (and your Pokémon adds the appropriate attack Stat).

Versatile Geography

Prerequisites: Force of Nature
2 AP – Free Action
Trigger: Your Pokémon uses the Move Nature Power
Effect: You may choose for your Pokémon to use a Move from a terrain adjacent to the terrain they are in on the following graphic instead of the normal Move. For example, if your Pokémon is in Wetlands Terrain, they may use Nature Power as if they were in Forest or Ocean Terrain instead.

GRASSLAND
DESERT   FOREST
URBAN   WETLANDS
CAVE   OCEAN
MOUNTAIN   TUNDRA

Terrain Talent
[Ranked 2]
Rank 1 Prerequisites: Survivalist, 2 Mastered Terrains
Rank 2 Prerequisites: Survivalist, Master Survival, 4 Mastered Terrains
Static
Effect: Each Rank, you gain two Terrain Talents, chosen from the Terrains you have Mastered.

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, but you still have your Combat Stages lowered and 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 slow 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 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.

Traceur – Urban Terrain
Static
Effect: The city is your jungle. Your gain a +1 Bonus to your Jump Capabilities. Whenever you would fall from a ledge, you may roll a Survival Check with a DC of 25. If you succeed, you manage to grab the edge of the ledge if there is one to hold.

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.

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 and their 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 and it's signature benefit, Type Syncing. No class lets you customize Pokémon in such a dynamic way as Type Ace. Changing the Type of a Pokémon can have significant impacts on its Capabilities, Abilities, and Moves. The ability to change the Type of a Move is also highly valuable. Furthermore, Type Aces can gain a number of passive benefits to better their 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

Effect: Apply one of your following Boons to one of your Pokémon. A Pokémon may only have one Boon at a time.

Type Assault: Your Pokémon's damaging Moves of your chosen Type have their Damage Bases increased by +1.

Type Strategy: Whenever your Pokémon uses a Status Move of your chosen Type, they gain 5 Damage Reduction until the end of their next turn.

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*__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.

Last Chance

[Branch]

Prerequisites: Type Ace

At-Will – Extended Action

Target: Your Pokémon with at least 2 Tutor Points.

Effect: The Target Pokémon loses 2 Tutor Points, and gains the Last Chance Ability of your Chosen Type. If the target already has that Ability, you may choose another Ability that the target can access. This Feature may target an individual Pokémon only once.

Type Tactician

[Branch]

Prerequisites: Type Ace, a Feature with the [Orders] tag

1 AP – Free Action

Trigger: You use a Feature with the [Orders] tag

Effect: For the Order's duration, all of your Pokémon affected by the Order gain +X to Accuracy Rolls with Status Moves of your Chosen Types, and +Y to Damage Rolls with Damaging Moves of your Chosen Types. X is equal to to half of your Type-Linked Skill Rank, and Y is equal to your full Type-Linked Skill Rank.

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 436) 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 Combat Maneuvers, including Grapple and Push.
» **Wallclimber**: Your Pokémon becomes Immune to Push and Trip effects.
» **Naturewalk**: Your Pokémon cannot be Slowed or Stuck in its appropriate Terrains.
» **Sky**: Your Pokémon has a +1 bonus to its Speed Evasion.

Iterative Evolution
Prerequisites: Insectoid Utility, Type-Linked Skill at Adept
2 AP – Free Action
Trigger: Your Pokémon uses a damaging Bug Type Move that deals Not Very Effective damage
Effect: For the rest of the Scene, the triggering Pokémon's damaging Bug-Type Moves are no longer resisted by one of the Types resisting Bug that the triggering target has. Iterative Evolution may only be triggered once per Pokémon per Scene.

Disruption Order
Prerequisites: Insectoid Utility, Type-Linked Skill at Master
Daily x3 – Free Action
Trigger: Your Pokémon hits with a Bug-Type Move
Effect: All targets of the Move are Slowed and suffer a -X penalty to all Accuracy Rolls until the end of their next turn. X is equal to half your Type-Linked Skill Rank.

Dark Ace Features

Sneak Attack
Prerequisites: Type Ace, Dark as Chosen Type
Static
Effect: Your Pokémon gain a bonus to damage rolls equal to your Type-Linked Skill Rank when attacking foes that are unaware of your Pokémon's presence, foes that otherwise do not expect an attack, or foes that are Flanked.

Assassinate
Prerequisites: Sneak Attack, Type-Linked Skill at Adept
2 AP – Free Action
Trigger: Your Pokémon attacks a target with Injuries
Effect: Your Pokémon gains a +1 bonus to its Accuracy Roll for the triggering attack for each Injury the target has. Their attack inflicts an additional Injury on 19+, and you may apply their Accuracy bonus from Assassinate when determining whether their attack triggers this effect.

Manipulative
Prerequisites: Sneak Attack, Type-Linked Skill at Master
Daily x3 – Free Action
Trigger: Your Dark-Type Pokémon uses a Status Move that targets a foe
Effect: Your Pokémon may immediately use a naturally Dark-Typed Status Move targeting the same foe as a Shift Action. This must be a different Move than the triggering attack, and must follow all Frequency limitations as normal.

Dragon Ace Features

Highlander
Prerequisites: Type Ace, Dragon as Chosen Type
Static
Effect: Your Dragon-Type Pokémon gain X Damage Reduction against Dragon-Type Attacks, and deal X Bonus damage with Dragon-Type Attacks against Dragon-Typed targets. X is equal to your Type-Linked Skill Rank.

Overwhelming Majesty
Prerequisites: Highlander, Type-Linked Skill at Adept
1 AP – Free Action
Trigger: Your Pokémon damages a foe using a Dragon Type Move.
Effect: The Foe has all Stats with Positive Combat Stages lowered by 1 Combat Stage.

Tyrant's Roar
Prerequisites: Highlander, Type-Linked Skill at Master
Daily x3 – Free Action
Trigger: Your Pokémon knocks out a foe using a Dragon Type Move
Effect: All foes within a Burst 2 of your Pokémon are Stuck until the end of their next turn.

Electric Ace Features

Lockdown
Prerequisites: Type Ace, Electric as Chosen Type
Static
Effect: If ever your Pokémon would paralyze an already Paralyzed foe using a damaging Electric-Type Move, that foe becomes Suppressed, Slowed, and loses all Temporary Hit Points.

Chain Lightning
Prerequisites: Lockdown, Type-Linked Skill at Adept
2 AP – Free Action
Trigger: Your Pokémon hits with a damaging Electric Type attack
Effect: Pick another Pokémon or Trainer within 3 meters of one of the targets of the triggering attack; you may repeat the triggering attack against that target.

Note: Chain Lightning may be activated multiple times in one round as long as you continue to hit and spend AP, but you cannot target the same Pokémon or Trainer more than once in one round.

Shocking Speed
Prerequisites: Lockdown, Type-Linked Skill at Master
Daily x3 – 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. This consumes a Command as normal.

Fairy Ace Features

Arcane Favor
Prerequisites: Type Ace, Fairy as Chosen Type
Static
Effect: Whenever your Pokémon uses a Fairy Type Move, they may grant an ally within 3 meters a +1 Bonus to all rolls until the end of the target's next turn.

Fey Trance
Prerequisites: Arcane Favor, Type-Linked Skill at Adept
2 AP – Free Action
Trigger: Your Pokémon uses Attract, Captivate, or a Fairy-Type Status Move on a foe
Effect: The foe immediately Shifts towards your Pokémon, forfeiting their next Shift Action.

Sparkle Motion
Prerequisites: Arcane Favor, Type-Linked Skill at Master
Daily x3 – Free Action
Trigger: A Round begins
Effect: Your Fairy-Type Pokémon may activate this Feature as a Standard Action Interrupt when a Round begins. For this Round and the next 2 Rounds, attacks made by all allies on the field have their Effect Range increased by half your Type-Linked Skill Rank.

Fighting Ace Features

Close Quarters Mastery
Prerequisites: Type Ace, Fighting as Chosen Type
At-Will – Free Action
Trigger: Your Pokémon uses a Fighting-Type Move against an adjacent foe, and ends their turn adjacent to that foe.
Effect: Until the end of their next turn, your Pokémon Marks all targets of the triggering attack. Marked foes gain a Penalty to all Accuracy Checks that target anyone other than the Pokémon that Marked them equal to your Type-Linked Skill Rank. Targets cannot be Marked by more than one Pokémon at a time.

Piercing Strike
Prerequisites: Close Quarters Mastery, Type-Linked Skill at Adept
1 AP – Free Action
Trigger: Your Pokémon uses a damaging Fighting Type Move
Effect: Your Pokémon's Move ignores positive Defense and Special Defense Combat Stages and cannot have Blessings activated in response to it.

Exploit Opening
Prerequisites: Close Quarters Mastery, Type-Linked Skill at Master
Daily x3 – Free Action
Trigger: See effect
Effect: Your Pokémon may use a Fighting Type Move against the triggering foe, Frequency allowing. This Feature is triggered when an adjacent foe attacks an ally; or when an adjacent foe picks up a weapon or other item from the ground or retrieves one from their belongings; or when an adjacent foe stands up after being tripped (or from otherwise being prone).

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 19+. If a Move already has a chance to Burn a target, this Effect Range is instead increased by +2. 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
2 AP – 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. 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.

Fan The Flames
Prerequisites: Brightest Flame, Type-Linked Skill at Master
Daily x3 – Free Action
Trigger: Your Pokémon uses a 1-Target Fire-Type Move
Effect: If the the triggering Move was ranged, it is instead a Cone 2. If the triggering Move was melee, it instead hits all cardinally adjacent targets.

Flying Ace Features

Celerity
Prerequisites: Type Ace, Flying as Chosen Type
Static
Effect: Your Pokémon gain +1 to their Speed Evasion and a bonus to Initiative equal to your Type-Linked Skill Rank.

Hawkeye
Prerequisites: Celerity, Type-Linked Skill at Adept
2 AP – Free Action
Trigger: Your Pokémon uses a Flying-Type Move with an Accuracy Check
Effect: You may roll the Accuracy Roll twice and keep the better result.

Eye of the Storm
Prerequisites: Celerity, Type-Linked Skill at Master
Daily x3 – Free Action
Effect: Your Flying-Type Pokémon may activate Eye of the Storm as a Standard Action, or a Swift Action during the Set-Up phase of a Move with the Set-Up keyword. Your Pokémon whisks up a windstorm around it, destroying all Hazards and Smokescreens in a Burst 2. Until the end of their next turn, all ranged attacks that are targeted at your Pokémon or at or through an adjacent square suffer a -3 penalty to Accuracy Roll and a -10 penalty to Damage Rolls.

Ghost Ace Features

Phantom Limb
Prerequisites: Type Ace, Ghost as Chosen Type
At-Will – Free Action
Trigger: Your Pokémon uses a single target Ghost Type Move
Effect: Extend the Move's range by X meters, where X is half of your Type-Linked Skill Rank. Even if a melee Move is used at a distance in this way, it still counts as a melee Move for the purposes of triggering effects.

Soul Feast
Prerequisites: Phantom Limb, Type-Linked Skill at Adept
1 AP – Free Action
Trigger: Your Pokémon causes an Injury with a Ghost-Type Move
Effect: Your Pokémon gains Temporary Hit Points equal to your Type-Linked Skill Rank.

Ghost Step
Prerequisites: Phantom Limb, Type-Linked Skill at Master
Daily x3 – 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.

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
Prerequisites: Foiling Foliage, Type-Linked Skill at Adept
1 AP – Free Action
Trigger: A new Round begins
Effect: Your Pokémon may activate Moves and Abilities this Round as if they were in Sunny Weather. (This does not raise the Damage Base of Fire-Type moves)

Enduring Bloom
Prerequisites: Foiling Foliage, Type-Linked Skill at Master
Daily x3 – 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 may increase any Stat by +1 Combat Stage. If it is Sunny, they may choose a second Stat and increase it by +1 Combat Stage. You may activate Enduring Bloom only once per Pokémon per Scene.

Ground Ace Features

Mold the Earth
Prerequisites: Type Ace, Ground as Chosen Type
At-Will – Free Action
Trigger: Your Pokémon rolls 17+ on Accuracy Roll when using a Ground-Type Move
Effect: Your Pokémon may use the Groundshaper Capability as a Free Action. 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.

Earthroil
Prerequisites: Mold the Earth, Type-Linked Skill at Adept
2 AP – Free Action
Trigger: Your Pokémon uses a damaging Ground-Type Move
Effect: Your Pokémon may use a Ground-type Move as if instead of its normal range, its range was "Line X" and had the Groundsource keyword. X is equal to your Type-Linked Skill Rank.

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

Frost Bringer
Prerequisites: Type Ace, Ice as Chosen Type
Static
Effect: On Even-Numbered Rolls, your Pokémon's Ice-Type attacks apply Frost until the end of your Pokémon's next turn. Targets with Frost receive a penalty to Damage Rolls equal to your Type-Linked Skill Rank, and have all Movement Capabilities reduced by 1. Frost is removed if the target uses or is hit by a Fire-Type Move, and Ice-Type Pokémon and targets with the Thick Fat or Magma Armor Abilities are immune to Frost.

Glacial Ice
Prerequisites: Frost Bringer, Type-Linked Skill at Adept
2 AP – Free Action
Trigger: Your Ice-Typed Pokémon is hit by a damaging Fighting Type, Fire Type, Rock Type, or Steel Type attack that deals Super-Effective Damage
Effect: Your Pokémon resists the attack one step further than they usually would (For example, if the move would normally be Super Effective, it instead deals neutral damage).

Deep Cold
Prerequisites: Frost Bringer, Type-Linked Skill at Master
Daily x3 – Free Action
Trigger: Your Pokémon hits with a damaging Ice-Type Move
Effect: The target becomes Slowed until the end of your next turn, and has their Evasion lowered by -2. If the target is suffering from Frost, they are also Frozen until the end of your next turn and cannot make a Save Check to end this effect.

Normal Ace Features

Extra Ordinary
Prerequisites: Type Ace, Normal as Chosen Type
Static
Effect: You may apply both Type Assault and Type Strategy to your Pokémon.

Note: If you have multiple instances of Type Ace, this of course applies only to Normal-Type!

True Neutral
Prerequisites: Extra Ordinary, Type-Linked Skill at Adept
2 AP – Free Action
Trigger: Your Normal-Type Pokémon hits with a damaging Move
Effect: The triggering Move deals Typeless Damage for this use.

Equilibrium
Prerequisites: Extra Ordinary, Type-Linked Skill at Master
Daily x3 – Free Action
Effect: Your Pokémon may activate this Feature as a Shift Action. If they do, total together all of that Pokémon's Combat Stages. That Pokémon's Combat Stages are then reset to their default value, and your Pokémon then restores Hit Points equal to X/10ths of their Max Hit Points, where X are the total number of positive Combat Stages lost from the reset. Equilibrium may only be activated once per Scene per Pokémon.

Doxy: So for example if your Rattata has +3 Attack and -1 Defense on Combat Stages, they restore Hit Points equal to 2/10ths of their Max Hit Points. And you can't lose Hit Points from Equilibrium, FYI!

Poison Ace Features

Potent Venom
Prerequisites: Type Ace, Poison as Chosen Type
At-Will – Free Action
Trigger: Your 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.

Corrosive Blight
Prerequisites: Potent Venom, Type-Linked Skill at Adept
1 AP – Free Action
Trigger: Your Pokémon hits a foe with a Poison-Type Attack
Effect: Until the end of your Pokémon's next turn, whenever the target is hit by an attack, the foe loses 5 HP. If the attack is Poison-Typed, they also lose 1/10th of their Max HP. These effects occur even if an attack deals no damage due to Immunity.

Miasma
Prerequisites: Potent Venom, Type-Linked Skill at Master
Daily x3 – Free Action
Trigger: Your Pokémon misses with a Poison-Type Move
Effect: Your Pokémon instead creates a cloud of toxic Miasma in a Burst 1 from the square targeted by the triggering attack. Pokémon or Trainers that begin their turn in the Miasma are slowed; Pokémon or Trainers that end their turn in the Miasma are Blinded until the end of their next turn. Miasma does not affect Poison-Type Pokémon. Miasma may also be triggered deliberately against an adjacent foe as a Standard Action.

Psychic Ace Features

Psionic Sponge
Prerequisites: Type Ace, Psychic as Chosen Type
At-Will – Free Action
Trigger: Your Psychic-Type Pokémon gains Initiative
Effect: Your Pokémon may add any Psychic Type Move known by an ally on the field 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.

Madness Network
Prerequisites: Psionic Sponge, Type-Linked Skill at Adept
1 AP – Free Action
Trigger: Your Pokémon inflicts Confuse or Sleep on a foe using the Synchronize Ability or a Psychic Type Move
Effect: Choose a Pokémon or Trainer within 3 meters of that foe. They gain the Status Affliction that triggered this Feature.

Note: Unlike Chain Lightning, Madness Network can't be chained over and over. Its own effect does not count for its trigger.

Force of Will
Prerequisites: Psionic Sponge, Type-Linked Skill at Master
Daily x3 – Free Action
Trigger: Your Pokémon uses a Psychic-Type 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

Unbreakable
Prerequisites: Type Ace, Rock as Chosen Type
Static
Effect: Your Rock-Type Pokémon gain damage reduction equal to your Type-Linked Skill Rank against Water, Grass, Fighting, and Steel type attacks that deal Super-Effective damage.

Cobble Armor
Prerequisites: Unbreakable, Type-Linked Skill at Adept
1 AP – Free Action
Trigger: Your Pokémon uses a damaging Rock Type Move
Effect: Reduce the Damage Base of the Move by 2 and increase your Pokémon's Defense by 1 Combat Stage.

Gneiss Aim
Prerequisites: Unbreakable, 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.

Assault Armor
Prerequisites: Polished Shine, Type-Linked Skill at Adept
2 AP – 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

Crashing Spray
Prerequisites: Type Ace, Water as Chosen Type
At-Will – Free Action
Trigger: Your Pokémon hits a foe with a Water-Type Move
Effect: On Even-Numbered rolls, the target is pushed 1 Meter. On a roll of 19+, the target becomes Blinded until the end of their next turn.

Waterlog
Prerequisites: Crashing Spray, Type-Linked Skill at Adept
2 AP – Free Action
Trigger: Your Pokémon hits with a damaging Water-Type Move
Effect: All targets of the Move receive a penalty to their Evasion equal to half your Type-Linked Skill Rank and a penalty to their Initiative equal to your full Type-Linked Skill Rank.

Personal Maelstrom
Prerequisites: Crashing Spray, Type-Linked Skill at Master
Daily x3 – Free Action
Trigger: Your Pokémon uses a damaging Water-Type Move while in a body of water deep enough to count as Slow or Underwater Terrain
Effect: Rather than its normal area of effect, the Move instead is a ranged attack that may target a number of Pokémon or Trainers within 2 meters equal to half your Type-Linked Skill Rank.

Associated Skills: Pokémon Education, Charm, Command

Underdog

Passive Pokémon Support

While many Trainers seek out the absolute strongest species to battle with, Underdogs eschew this notion in favor of seeking out dark horse Pokémon. Their reasons may vary – one Trainer may do it for the challenge of beating the League with a team of supposedly weak Pokémon while another may choose to raise all cute and fluffy Pokémon that normally don't quite measure up to the behemoths and leviathans of the Pokémon world.

Underdogs will find their pay-off when they surprise their opponents with unevolved Pokémon that have learned Moves of their evolved forms or display unexpected tenacity against stronger foes. The Underdog obviously prefers unevolved Pokémon or weaker and underused single-stage Pokémon and plays well with a variety of Pokémon support classes. The Mentor and Stat Ace classes in particular can bring out the potential of an underused Pokémon in conjunction with Underdog.

Underdog
[Class]
Prerequisites: Novice Pokémon Education, Charm, or Command; own an Underdog Pokémon
At-Will – Extended Action
Target: Your Underdog Pokémon with at least 2 Tutor Points
Effect: The target loses 2 Tutor Points and gains the Courage Ability.

Mechanic: Underdog Pokémon are any single stage or not fully evolved Pokémon whose species (not the individual Pokémon) has a base stat total of 45 or lower. Underdog is a marked capability in the PTU Pokédex, so don't worry about doing this math yourself!

Inner Strength
Prerequisites: Underdog
Static
Effect: Your Underdog Pokémon have each of their Base Stats increased by +1.

The Learnings of Youth
Prerequisites: Underdog
Static
Effect: Your Underdog Pokémon may gain the Skill Improvement, Advanced Mobility, or Capability Training Edges and apply them to the same Skill or Capability up to two times. If the Pokémon ever evolves to a species that is not an Underdog Pokémon, these Pokémon Edges are no longer valid, and are removed and refunded.

Genetic Memory
Prerequisites: Underdog, Adept Charm, Command, or Pokémon Education
At-Will – Free Action
Trigger: Your Underdog Pokémon levels up to a Level evenly divisible by 5
Effect: Choose a Move that your Pokémon's final Evolution could learn at Level X or Lower, where X is its current Level plus the highest of your Pokémon Education, Charm, or Command Ranks. The target learns the chosen Move as a Level-Up Move.

Note: If an Underdog Pokémon has multiple possible Final Evolutions, choose one Final Evolution. All Moves learned through Genetic Memory and Technical Memory must be chosen only from that Evolution's Move Pool. If the target is an Underdog Pokémon that is already at its final evolution, it may use this Feature to learn a Move a bit early.

Technical Memory
Prerequisites: Genetic Memory
Static
Effect: Your Underdog Pokémon that have learned at least one Move through Genetic Memory may learn TMs, HMs, and Tutor Moves from the lists of their final evolution.

Giant Slayer
Prerequisites: Underdog, Expert Charm, Command, or Pokémon Education, an Underdog Pokémon with the Courage Ability
1 AP – Swift Action
Target: Your Underdog Pokémon with the Courage Ability
Effect: The target's Courage Ability is activated until the end of your next turn, even if they are not under 1/3rd of their Max HP. This Feature may only be used if the target is fighting a non-Underdog Pokémon.

Final Potential
Prerequisites: Inner Strength, Master Charm, Command, or Pokémon Education
At-Will – Extended Action
Target: Your Level 30 or Higher Underdog Pokémon with at least 2 Tutor Points and the Courage Ability
Effect: The target loses 2 Tutor Points. Subtract the target'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.

Note: This is going off of the SPECIES Base Stats. Don't add in Stats from Vitamins, Features, Natures, or anything else. Okay? Okay.

Supernatural Classes

These Classes are supernatural or occult Classes that rely on strange powers. Talk to your GM about the tone of his campaign before you select these Classes. A couple of the Supernatural Classes actually have subtle enough supernatural powers to fit well nearly everywhere, such as Disciple and Ninja. Others such as Channeler have blatant supernatural powers but are useful and appropriate in campaigns of almost any tone due to their rooting in the Pokémon Universe and useful role in interacting with Pokémon. However, you may decide some of these Classes may fit better in more fantastical campaigns and aren't suitable for all campaigns.

Aura Guardians, **Channelers**, and **Disciples** are rare humans that for some reason have powers that allow them see or manipulate Aura, the soul or essence of all things.

Mediums and **Ninjas** are both versed in a particular form of occultism or study to which they devote their lives. Unlike most other Supernatural sources of power, their abilities are learned, not born to them. Their powers can be very specific to the calling they choose.

Clairvoyants, **Telekinetics**, **Telepaths**, and **Warpers** are all Psychics, a (relatively) common genetic anomaly found in Humans in the Pokémon Universe. Their Psychic Powers link them to Psychic-Type Pokémon, giving them many of the same strange powers.

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 and even teach Aura Reading Pokémon to do the same.

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] [+HP] [+SpAtk]
Prerequisites: Mystic Senses
2 AP – Swift Action
Effect: You gain the Aura Reading Capability for the rest of the scene. If your Intuition is Adept Rank or higher, you also gain the Aura Pulse Capability.

Aura Warrior
[+HP] [+SpAtk]
Prerequisites: Aura Guardian
Static
Effect: You learn the Moves Vacuum Wave and Detect.

The Power of Aura
[+HP] [+SpAtk] [Ranked 2]
Rank 1 Prerequisites: Aura Warrior
Rank 2 Prerequisites: Aura Warrior, Expert Intuition
Static
Effect: Each Rank, choose Scrappy or Aura Storm. You gain the Chosen Ability.

Aura Barrier
[+HP] [+SpAtk]
Prerequisites: Aura Warrior, Adept Intuition
Daily/10 – Standard Action, Interrupt
Target: Self, Pokémon, or Trainer within 5 meters
Effect: You create a visible energy barrier around the target, granting them Damage Reduction until the end of your next turn, equal to your Intuition Rank doubled.

Aura Sight
[+HP] [+SpAtk]
Prerequisites: Aura Guardian, Expert Intuition
1 AP – Free Action
Effect: You gain Aura Sight. While you have Aura Sight, you may detect any Auras within 10 meters by sight. This may let you see Auras through walls or other objects, in complete darkness, or even if you have your eyes closed. Ambient Aura allows you to make sense out of your environment, giving you the Blindsense Capability. This Feature may be activated only while you have the Aura Reading Capability.

Sword of Body and Soul
[+HP] [+SpAtk]
Prerequisites: Aura Warrior
1 AP – Swift Action
Trigger: You use Vacuum Wave, Aura Sphere, or Focus Blast against an adjacent foe
Effect: The triggering Move deals Physical Damage instead of Special Damage, but you still add your Special Attack Stat instead of Attack to determine damage calculations. If you are holding a weapon, you may channel your strike through the weapon, modifying the Accuracy Check and Damage Base of your attack by the weapon's properties (For example, standard Small Melee Weapons would grant +1 DB, while standard Large Melee Weapons would grant +2 DB but -1 to your Accuracy Roll).

Aura Mastery
[+HP] [+SpAtk]
Prerequisites: Aura Warrior, Expert Intuition
Static
Effect: You learn the Moves Aura Sphere and Focus Blast.

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 – Standard 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 20 to Channel the Target. You may stop Channeling a Pokémon as a Free Action at any time. You may Channel a number of Pokémon up to your Intuition Rank. If a Channeled Pokémon goes further than 20 meters from you, they stop being Channeled. While Channeling a Pokémon, it may communicate its intentions, emotions, and reasons to you and you may communicate similarly with them. You also become aware of all of its Moves, Abilities, Capabilities, and Features. If you are Fainted, all you stop Channeling all Pokémon.

Soul Shuffle
Prerequisites: Channeler, Adept Intuition
1 AP – Special
Choose One Effect: You may make two Channel attempts as one Standard Action; or make a Channel Attempt as a Swift Action.

Shared Senses
Prerequisites: Channeler
At-Will – Swift Action
Target: Self
Effect: You receive all sensory information being sensed by a Channeled Pokémon. If you are Channeling more than one Pokémon, you may only share senses with one Pokémon at a time, and only choose one such Pokémon per round. Additionally, whenever you Channel a Pokémon, you now have a vague knowledge of what has happened in the Pokémon's past hour as if they were your own memories.

Channel Vision
Prerequisites: Shared Senses
2 AP – Free Action
Trigger: A Channeled Pokémon hits a foe with an attack
Effect: Each other Channeled Pokémon that attacks that same foe this round gains a +1 bonus to their Accuracy Roll for each Channeled Pokémon that successfully hit that foe earlier in the round.

Channel Strength
Prerequisites: Shared Senses
Daily x3 – Free Action
Trigger: You or a Channeled Pokémon gains Combat Stages from a Move
Effect: You (if you are not the trigger) or another Pokémon you are Channeling gain the same number of Combat Stages in the same Stats.

Shared Fate
Prerequisites: Channel Strength, Expert Intuition
Scene – Free Action
Trigger: Your Channeled Pokémon takes Super-Effective Damage
Effect: If another of the Pokémon you are Channeling would resist or be immune to the attack, your Pokémon takes damage as if it was one step more resistant instead.

Channeler's Reach
[Orders]
Prerequisites: 4 Channeler Features, Master Intuition
At-Will – Standard Action + Swift Action, Priority
Effect: You gain an Extra Command action with which to command a second Pokémon. You must be Channeling both Pokémon you Command in a given round, and both Pokémon can only take At-Will actions that round. You may pay 1 AP at the beginning of the round to lift this Frequency Restriction. This Feature cannot be used on the same round as Focused Command.

Note: Channeler's Reach has no targets, which may be relevant to certain Features which refer to [Orders]

DISCIPLE
TRAINER COMBAT

Associated Skills: Intuition, Combat

While Aura Guardians and Channelers turn their Intuition outward, Disciples turn their attention inward, looking deep within. For a Disciple, finding mental, spiritual, and physical balance and clarity is a constant struggle which they often pursue above all else. With supreme discipline, they hone themselves to the pinnacle of human ability.

Their intense focus and discipline allow them to enter a deep state of trance while meditating, enabling them to take more hits before going down or augmenting their abilities in battle. Disciples strike a balance between martial and mental training as they develop their combat techniques, blending traditional martial arts with mystical traditions.

Patient, disciplined Pokémon, such as Psychic and Fighting Types, make good companions to a Disciple and can keep them company as they go through their daily meditation routines.

Disciple
[Class] [+Attack][+SpDef]
Prerequisites: Mystic Senses, Novice Combat
Static
Effect: Choose Clear Body or Instinct. You gain the chosen Ability.

Spirit Trance
[+Attack][+SpDef]
Prerequisites: Disciple
Static
Effect: You learn the Moves Force Palm and Meditate.

Mystic's Power
[+Attack][+SpDef]
Prerequisites: Disciple, Expert Combat
Static
Effect: You learn the Moves Drain Punch and Focus Punch.

Deep Meditation
[+Attack][+SpDef]
Prerequisites: Spirit Trance, Expert Intuition
2 AP – Shift Action
Trigger: You use Meditate or Focus Punch
Choose Two Effects: You heal one Status Condition of your choice; or you gain Temporary HP equal to your Intuition Rank; or you gain +1 CS to the Stat of your choice (Meditate only); or you cannot lose focus while preparing Focus Punch (Focus Punch only).

Deep Breaths
[+Attack][+SpDef]
Prerequisites: Disciple
Scene – Swift Action
Trigger: You Take a Breather
Effect: You gain 10 Damage Reduction until the end of your next turn, and you may choose not to reset your Stats to their default. You may "Take a Breather" even if you are Confused or Enraged, and you do not Trip or have to Shift away from enemies as part of your action.

Sight Beyond Sight
[+Attack][+SpDef]
Prerequisites: Disciple
Static
Effect: You gain a Skill Edge for which you qualify, which must be spent on Perception or Focus. Additionally, you gain the Blindsense Capability.

Unbroken
[+Attack][+SpDef]
Prerequisites: Deep Breaths, Expert Intuition, Expert Combat
1 AP – Free Action
Trigger: You are Fainted, but remain at above -20% HP
Effect: You do not Faint, and instead Faint upon reaching -20% HP. You cannot use the Moves Explosion, Endure, Flail, Pain Split, Reversal or Selfdestruct while at 0 HP or less.

Medium

Trainer Combat
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Travel and Investigation
⊙

Associated Skills: Occult Education

Mediums make a difficult choice early on in their studies of dangerous occult magic - do they embrace the curses of forbidden lore, or do they learn the methods of combatting them? Life and death are just sides of the same coin, but you can only ever look at one side at a time. So it is for the Medium, who must choose either to develop blessings that aid their allies or foul hexes to plague their enemies. They cannot do both.

However, even the righteous may find that Black Magic is a useful tool for their ends, and the corrupt still benefit from the ability to aid their allies. The choice between White Magic and Black Magic is often one of method and philosophy, not a simple choice between good and evil.

Regardless of their choice, Mediums have a tendency to associate with Ghost Type Pokémon, either collecting them to aid in their study of dark magic, or using Cleanse Tags and their blessings to exorcise them and cleanse haunted locales.

Cast's Note: For dramatic effect and character development reasons, a Medium may at some point in their career make a choice to swap their affiliation. Maybe a White Magic Medium has lost sight of their ideals. Maybe a Black Magic Medium has taken a vow of pacifism or grown sick of causing suffering to others. Either way, if it is appropriate, a GM may allow a Medium to swap all of their White Magic Features for Black Magic or vice versa. This reflects a deep personal change, and is not one to be taken lightly.

Medium
[Class] [+HP] [+Speed]
Prerequisites: Novice Occult Education
Static
Effect: Choose White Magic or Black Magic. If you choose White Magic, you gain your choice of the Blessed Touch or Healer Ability. If you choose Black Magic, you gain your choice of the Cursed Body or Omen Ability.

Exorcist
[+HP] [+Speed]
Prerequisites: Medium, Tag Scribe
Static
Effect: Whenever you destroy a Cleanse Tag in a way that causes foes to make a Focus Check in response, you may make an Occult Education Roll. If the roll's result is higher than the Cleanse Tag's Power Value, you may treat this new result as the Cleanse Tag's new Power Value. Additionally, you never affect friendly targets with the effects of your Cleanse Tags.

Highly Responsive to Prayers
[+HP] [+Speed]
Prerequisites: Exorcist, Sage Training / Hex Manic Studies Rank 1
Daily/15 – Swift Action
Trigger: You use a Move learned through a Medium Feature
Effect: You may destroy a Cleanse Tag. If you do, you may select an additional target with the Move. If using a Blessing, the Blessing gains two additional activations.

Sage's Benediction
[+HP] [+Speed]
Prerequisites: Sage Training Rank 1, Expert Occult Education, Chose White Magic
2 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.

Reflect: +1 Defense Combat Stage
Light Screen: +1 Sp. Defense Combat Stage
Safeguard: +1 Evasion
Lucky Chant: +1 Accuracy

Hex Maniac's Malediction
[+HP] [+Speed]
Prerequisites: Hex Maniac Studies Rank 1, Expert Occult Education, chose Black Magic
2 AP – Free Action
Trigger: A foe within 5 Meters misses all targets with an attack
Effect: The foe's sloppy attack turns into a punishing fumble, and the target suffers consequences chosen by your GM. Common consequences include becoming Tripped, dropping a Held Item or Hand-Slot Equipment, or losing Hit Points equal to 1/8th of their Max Hit Points. Even more punishing consequences may be chosen depending on the situation to the GM's discretion.

Doxy: GMs! If you choose a different consequence, don't do something that's too negligible. This is your chance to create some memorable, cinematic moments!

Sage Training / Hex Maniac Studies
[+HP] [+Speed] [Ranked 3]
Rank 1 Prerequisites: Medium
Rank 2 Prerequisites: Medium
Rank 3 Prerequisites: Medium, Expert Occult Education
Static
Effect: Learn two Medium Moves. You may choose any Move marked with the Sage Training / Hex Maniac Studies Rank you are taking or lower. You may only pick Moves from the list of your chosen type of Magic.

Black Magic Moves		White Magic Moves	
Confuse Ray	Rank 1	Light Screen	Rank 1
Curse*	Rank 1	Lucky Chant	Rank 1
Hypnosis	Rank 1	Reflect	Rank 1
Spite	Rank 1	Refresh	Rank 1
Will-O-Wisp	Rank 1	Safeguard	Rank 1
Hex	Rank 3	Wish	Rank 3

*__Note__: When using Curse, you must use Curse as if you were a Ghost-Type Pokémon

Ninja

Trainer Combat

Crafting

Associated Skills: Acrobatics, Stealth, Combat

Practitioners of the ancient art of ninjutsu, Ninjas are deadly and feared warriors that excel at using not only strong and powerful attacks, but also 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 acrobatics and 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 can choose to specialize in powerful poison-based attacks or a more deceptive approaches to combat such as creating illusionary clones of themselves.

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] [Branch] [+Any Stat] [+Speed]
Prerequisites: Novice Acrobatics, Novice Stealth, Novice Combat
Static
Effect: Choose Infiltrator or Poison Touch. You gain the Chosen Ability.

Note: You may take Ninja up to two times, picking a different Ability each time. You must be at least Level 15 or higher to take Ninja a second time.

Ninjutsu
[Branch] [+Any Stat] [+Speed] [Ranked 4]
Rank 1 Prerequisites: Ninja
Rank 2 Prerequisites: Ninja, two of Acrobatics, Combat, and Stealth at Adept
Rank 3 Prerequisites: Ninja, two of Acrobatics, Combat, and Stealth at Expert
Rank 4 Prerequisites: Ninja, two of Acrobatics, Combat, and Stealth at Master
Static
Effect: You may learn a Ninja Talent from the list on the next page, marked with the Ninjutsu Rank you are gaining or lower. You must additionally meet any Prerequisites of the Talent.

Ninja Training
[Branch] [+Any Stat] [+Speed] [Ranked 3]
Rank 1 Prerequisites: Ninja
Rank 2 Prerequisites: Ninja, Acrobatics, Combat, or Stealth at Expert
Rank 3 Prerequisites: Ninja, Acrobatics, Combat, or Stealth at Master
Static
Effect: You may learn two Ninja Moves from the list below, marked with the Ninja Training Rank you are gaining or lower. You must additionally meet any Prerequisites of the Moves.

NINJA MOVES

Rank 1 Moves	
Move	**Prerequisites**
Double Hit	Infiltrator
Cross Poison	Poison Touch
Feint	None
Poison Sting	None

Rank 2 Moves	
Move	**Prerequisites**
Aerial Ace	Infiltrator
Double Team	None
Fling	Poison Sting
Fury Swipes	None
Poison Jab	Poison Touch
Poison Powder	None

Rank 3 Moves	
Move	**Prerequisites**
Acrobatics*	Infiltrator
Substitute	None
Spike Cannon	Fling
Toxic	Poison Touch

*****Note**: Trainers may use Acrobatics as if they had no "held item" as long as they have at least one hand with no equipment

Ninja Talents

Crawling Ninjask Step
Rank 1
1 AP – Special
Effect: You may activate this Feature as a Swift Action to gain +1 Speed Combat Stage; or as a Shift Action to gain +2 Speed Combat Stages; or as a Standard Action to gain +3 Speed Combat Stages. Crawling Ninjask Step may be activated only once per encounter.

Swooping Feint of the Swarming Scyther
Rank 1
Prerequisites: Learned Feint
1 AP – Free Action
Trigger: You activate Feint on an adjacent target
Effect: In addition to Feint's effect, you may attempt to Disarm, Trip, or Push the target of your Feint.

Ninja's Arsenal
Rank 1
Prerequisites: Ninja
Drain 1 AP – Extended Action
Effect: You may create an Antidote, Smoke Ball, Caltrops, or Toxic Caltrops. These items must be used the same day they are created, unless you pay ₱200 to make them permanent.

Three-Point Heart Strike of the Black Beedrill
Rank 1
Prerequisites: Learned Poison Sting
1 AP – Swift Action
Effect: For the remainder of your turn, Poison Sting's range is Melee, but it Poisons the target on a successful attack regardless of Accuracy Roll.

Path of the Rolling Forretress
Rank 3
Prerequisites: Ninja's Arsenal
At-Will – Free Action
Trigger: You Shift.
Effect: You may use a Smoke Ball, Caltrops, or Toxic Caltrops as a Swift 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.

Vanishing Venomoth Wing Technique
Rank 3
At-Will – Full Action
Effect: Make a Stealth Check with a DC of 20. If you are in shadow or near to convenient concealment (such as a bush or Smokescreen), the DC is instead 10. If you are not being observed in any way, the check automatically succeeds. If you succeed, you become Invisible. You remain invisible until you shift or make an attack, in which case you become visible again at the end of that turn.

Volley of the Nimble Weavile
Rank 3
Prerequisites: Ninja
2 AP – Swift Action
Trigger: You hit with a thrown Ranged Weapon, Poison Sting (used as a Ranged attack only), Fling, or Spike Cannon
Choose One Effect: Pick another Pokémon or Trainer within 3 meters of one of the targets of the triggering attack and you may repeat the triggering attack against that target as your projectile bounces off the original target towards them; or you may have your projectile bounce back into your hand, such as when using Fling with a non-consumable item.

Claw of the Grinning Toxicroak
Rank 4
Prerequisites: Poison Touch Ability
Daily – Free Action
Trigger: You Poison a target
Effect: The target is Badly Poisoned instead.

Dance of the Crobat's Shadow
Rank 4
Prerequisites: Infiltrator Ability
Daily – Shift Action
Effect: You become Invisible and then Teleport up to X Meters. You become visible at the end of your next turn, or upon making a Standard Action. X is equal to your Overland Speed plus 4.

Clairvoyant

Travel and Investigation
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Trainer Combat
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Associated Skills: Focus, Perception

Clairvoyants have trained their psionic abilities to a mastery over past and future. With a few minutes of concentration, a Clairvoyant 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 Clairvoyants cannot also hold their own in a fight - it turns out that peering into the future is quite an advantage in battle. Clairvoyants can use their powers to more readily assure that their attacks strike true or to avoid the attacks of others. Illusions mean nothing to them, and they can draw upon their psionic abilities to scramble another's mind with odd perceptions of past and future or to simply launch raw psionic energy into the future for a delayed strike against a foe.

Clairvoyant
[Class] [+HP] [+SpAtk]
Prerequisites: Elemental Connection (Psychic), Novice Perception
Static
Effect: You gain the Pickup Ability.

Claircognizant
[+HP] [+SpAtk]
Prerequisites: Clairvoyant
Daily x3 – Free Action
Trigger: You make an Education or Intuition Check
Effect: You may make a Perception Check instead, and use that result.

Scry
Prerequisites: Claircognizant
[+HP] [+SpAtk]
2 AP – Extended Action
Target: An item or your current location.
Effect: You can view a psychic panel summary of what has happened to the target item or area over the last 24 hours. The images may be jumbled and unclear, to the discretion of your GM. See the next page for more details. Using Scry leaves discoverable Psychic Residue.

Augury
Prerequisites: Claircognizant, Master Perception
[+HP] [+SpAtk]
Daily – Extended Action
Effect: The user has a vision, dream, or similar that may depict 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.

Inner Eye
[+HP] [+SpAtk]
Prerequisites: Clairvoyant
Static
Effect: You learn the Moves Miracle Eye and Protect.

Sixth Sense
[+HP] [+SpAtk]
Prerequisites: Inner Eye, Expert Perception
Static
Effect: You learn the Moves Extrasensory and Future Sight.

Clairsentient
[+HP] [+SpAtk]
Prerequisites: Clairvoyant, Expert Perception
At-Will – Standard Action
Effect: You can always see through illusions and magical disguises, and are not affected by illusions. By activating this ability, you may destroy any Illusion adjacent to you.

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.

Scry and Augury

GM's of the world! It's up to you to make Scry 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 psychic 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.

Scry is the more straightforward Feature, 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).

Oh, and consider the Mindlock capability! Since this dark capability tends to repel psychic powers, it's very likely the presence of a Pokémon or Trainer with Mindlock can interfere with visions. Perhaps they show up in a vision as a black stain, with an undecipherable form; or perhaps they show up clearly, but the entire vision becomes a jumbled mess of information. Make sure not to use this as an excuse to give completely useless information; you can do it once or twice, but it'd be better to give useful but difficult to decipher information than completely nothing.

Telekinetic

Trainer Combat
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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] [+SpAtk] [+Speed]
Prerequisites: Elemental Connection (Psychic), Iron Mind
Static
Effect: You gain the Telekinetic Capability.

PK Alpha
[+SpAtk] [+Speed]
Prerequisites: Telekinetic
Static
Effect: You learn the Moves Kinesis and Barrier.

PK Omega
[+SpAtk] [+Speed]
Prerequisites: PK Alpha, Expert Focus
Static
Effect: You learn the Moves Telekinesis and Psychic.

Power of the Mind
[+SpAtk] [+Speed]
Prerequisites: Telekinetic
Static
Effect: Choose Interference or Levitate. You gain the chosen Ability.

PK Combat
[+SpAtk] [+Speed]
Prerequisites: Telekinetic, Adept Focus
Bind 1 AP – Standard Action
Effect: You may use your Focus Skill instead of your Combat Skill when making Combat Maneuvers using Struggle Attacks made with Telekinesis.

PK Finesse
[+SpAtk] [+Speed]
Prerequisites: PK Combat
Bind 1 AP – Standard Action
Effect: You may 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 may add your Special Attack instead of your Attack Stat. The Attacks remain Physical, however. You must have PK Combat active in order to use PK Finesse.

Telekinetic Burst
[+SpAtk] [+Speed]
Prerequisites: 5 Telekinetic Features, Master Focus
1 AP – Swift Action
Effect: You may make a Struggle Attack using your Telekinesis as a Swift Action. This Struggle Attack must be used to attempt a Push, Trip, or Disarm Combat Maneuver.

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] [+Def] [+SpDef]
Prerequisites: Elemental Connection (Psychic), Iron Mind
2 AP – Swift Action
Effect: You gain the Telepathy Capability for the rest of the scene.

Mood Control
[+SpAtk] [+SpDef]
Prerequisites: Telepath
Static
Effect: You learn the Moves Amnesia and Calm Mind.

Telepathic Awareness
[+SpAtk] [+SpDef]
Prerequisites: Mood Control
Static
Effect: Choose Gentle Vibe or Telepathy. You gain the chosen Ability.

Thought Detection
[+SpAtk] [+SpDef]
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
[+SpAtk] [+SpDef]
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. The triggering attack automatically misses any allied targets. Using this leaves discoverable Psychic Residue on each ally. You may only use Telepathic Warning as long as you have the Telepathy Capability. Telepathic Warning may not be applied to the Move Perish Song.

Mind Probe
[+SpAtk] [+SpDef]
Prerequisites: Telepath
Static
Effect: You learn the Moves Mind Reader and Psych Up.

Suggestion
[+SpAtk] [+SpDef]
Prerequisites: Mind Probe, 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.
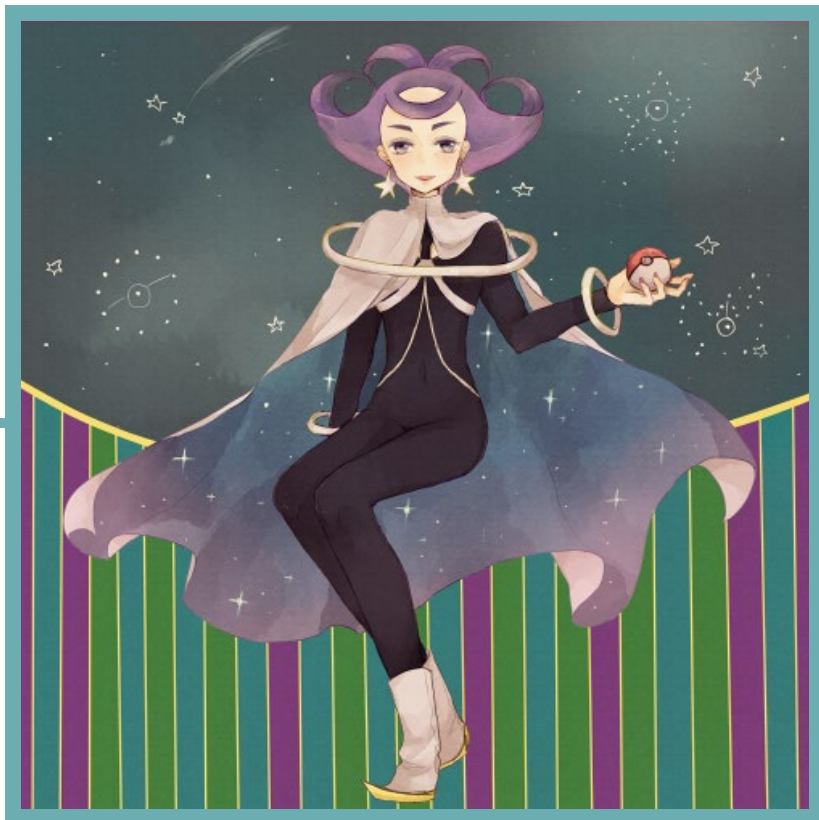
Warper

Trainer Combat
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Travel and Investigation
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Associated Skills: Focus, Guile

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] [+SpDef] [+Speed]
Prerequisites: Elemental Connection (Psychic), Novice Guile
Static
Effect: You gain the Probability Control Ability.

Space Distortion
[+SpDef] [+Speed]
Prerequisites: Warper
Static
Effect: You learn the Moves Teleport and Ally Switch.

Warping Ground
[+SpDef] [+Speed]
Prerequisites: Warper
Static
Effect: You learn the Moves Gravity and Trick.

Strange Energy
[+SpDef] [+Speed]
Prerequisites: Warping Ground, Space Distortion
Static
Effect: You learn the Moves Heal Block and Magic Coat.

Farcast
[+SpDef] [+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 Mind
[+SpDef] [+Speed]
Prerequisites: Strange Energy, Master Guile
Static
Effect: You gain the Magic Bounce Ability.

Reality Bender
[+SpDef] [+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…

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

General Features such as **Defender** can be fitting for Spirited Battlers who aren't afraid to get hurt for their Pokémon's sake. **Affirmation** and the General Feature **Orders** and **Training Features** are also good options.

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.

Underdog is an option for Spirited Battlers who prefer using Pokémon that aren't always seen as the strongest, and you may even choose to begin with that class if you know for sure that's the path you'll take.

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**, **Medic**, **Hatcher**, 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 the **Hatcher** class perfectly fits these characters. Not only do they excel at caring for eggs, but they often learn secondary skills such as cooking and grooming to continue caring for the Pokémon well after they've hatched.

The **Chef** and **Medic** classes 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. For Chefs and Medics who want to provide even more supplies to their allies, the **Scientist** is a good option. Caretakers 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 **Medium** with its White Magic option 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 **Mastermind** or **Mentor**

The **Mastermind** 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.

From there, **Chef** may be a good choice for Tacticians who realize the importance of pre-battle preparations and make the most of Snack Items and Berries. 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 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 **Rogue**. Rogue 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. **Scouting Trek** is a valuable General Feature for this too, even without taking the Survivalist class afterwards. **Photographer** may also be valuable for their Travel Albums 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 **Scientist** is a good option for Trainers who may wish to make their own Pokémon as part of their research.

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 **Medium**.

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**, **Disciple**, 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**, **Disciple**, and **Martial Artist** Classes specializes in Trainer Combat to various degrees. 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.

Particularly disciplined Sportsmen with a penchant for fighting may choose the **Soldier** Class, directing their strict exercise regimens to improving their capability in a battle. Similarly, the **Weapon Specialist** Class from the *Game of Throhs* supplement fits 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 **Medic** Class is a great boon to any group of Trainers taking long trips through the wilderness, and many Outdoorsmen study at least basic medicine.

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

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. Paired with the **Rogue** and its extra Skill Edges and proficiency with Skill Checks, the Fashionista 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** or **Rogue**

The Jack of All Trades needs a variety of Edges and Skills starting from the very beginning, which both the **Hobbyist** and **Rogue** classes are 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, **Photographer** 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, Lasher**, 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 **Lasher** 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 **Soldier** or **Ace Trainer** Classes, as their rough and tumble lifestyles often make them good at keeping up with physical training.

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. A **Scientist** Thug might add explosives to their rather unsubtle arsenal, while an **Upgrader** from the *Do Porygon Dream of Mareep?* supplement may have grafted themselves with augmentations to better scare and overwhelm their victims.

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 turn Invisible 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** is more of a jack of all trades, filling in the gaps in a Thief's skill set.

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** 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 **Photographer** 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, Hunter**, or **Soldier**

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. The **Soldier** is the obvious option for a well-trained police officer. **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 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. Given the dangerous situations that this Archetype often finds itself in, the **Medic** Class is another option that shouldn't be overlooked.

When it comes to actually chasing down and catching criminals, few Classes can match the **Rider** in mobility and speed, especially when paired with **Athlete** or **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** Class 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 **Clairvoyant** 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 **Scientist** or **Researcher**

Given the name, it's obvious that the **Scientist** Class is a great fit for this Archetype. It does everything a Mad Scientist would want, from making chemical weapons to crafting explosives to creating Life itself. Nonetheless, the **Researcher** is also a solid starting option for the Education Skills Edges a Mad Scientist needs as well as offering specializations such as Gadgeteering, 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 Class options. The **Upgrader** builds cybernetic augmentations for themselves and their Pokémon and is probably the most representative of this Archetype. The **Engineer** Class specializes in building and controlling Pokébots, robots that play a similar role to Pokémon.

Both of these Classes 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** Class from the supplement, 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 **Mastermind** 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 **Photographer** or **Rogue**

Sleuths who work in the media obviously tend towards the **Photographer** Class to begin with. With their talents in photography, 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 or rely upon their silver tongue to get their juicy tidbits of information. 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.

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.

From there, many Sleuths who don't mind being a little flashy pick the **Fashionista** Class for its ability to grant additional versatility in social situations. A Sleuth needs to be able to gel with people from all sorts of backgrounds, and the Stylish Makeover Feature helps greatly with that.

Sleuths who like to study their opponents and formulate clever strategies to use against them will tend toward the **Mastermind** Class 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.

Another peaceful pastime for this Archetype is Pokémon breeding, and many Gentlemen and Ladies settle down to run breeding services as **Hatchers**.

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** or **Medium**

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 **Medium** represents a school of learned supernatural power. It focuses 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 **Medic** and **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, Perception, Guile
How to Build: Start with **Clairvoyant**, **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 and **Clairvoyants** 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 Attribute Skills within their Classes, which makes **Researcher** and **Scientist** worthy options to consider. Some Psychics may wish to develop skills in tracking others of their kind, and the Psionics 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, Occult Education
How to Build: Start with **Channeler** 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 at a glance.

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.

From there, many Mystics choose to focus further on the respective roles of their starting Class. Aura Guardians may choose **Musician** to add more Special attacks to their arsenal, or they may pursue an **Elementalist Class** from the *Game of Throhs* supplement book if they have an affinity for a particular Type. 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 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 Hatchers carrying around extra Pokémon Eggs that may hatch during travel time or Trainers with a 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.

608. FROAKIE

Base Stats:

Hit Points:	4
Attack:	6
Defense:	4
Special Attack:	6
Special Defense:	4
Speed:	7

Basic Information

Type : Water
Basic Ability 1: Mud Dweller
Basic Ability 2: Wash Away
Adv Ability 1: Protean
Adv Ability 2: Hydration
High Ability: Courage

Evolution:
1 - Froakie
2 - Frogadier Minimum 15
3 - Greninja Minimum 30

Size Information
Height : 1' 00" / 0.3m (Small)
Weight : 15.4 lbs. / 7kg (1)

Breeding Information
Gender Ratio : 87.5% M / 12.5% F
Egg Group : Water 1
Average Hatch Rate: 10 Days

Diet : Herbivore
Habitat : Freshwater, Marsh

Capability List
Overland 5, Swim 4, Jump 2/2, Power 2, Intelligence 3, Fountain, Gilled, Underdog, Wallclimber

Skill List
Athl 2d6, Acro 3d6+2, Combat 2d6, Stealth 3d6+2, Percep 2d6+1, Focus 2d6

Move List
Level Up Move List
1 Pound - Normal
1 Growl - Normal
5 Bubble - Water
8 Quick Attack - Normal
10 Lick - Ghost
14 Water Pulse - Water
18 Smokescreen - Normal
21 Round - Normal
25 *Fling - Dark*
29 Smack Down - Rock
35 Substitute - Normal
39 Bounce - Flying
43 Double Team - Normal
48 Hydro Pump - Water

TM/HM Move List
A1 Cut, **A3 Surf,** A4 Strength, **A5 Waterfall**, 06 Toxic, 10 Hidden Power, 12 Taunt, 13 Ice Beam, 14 Blizzard, 17 Protect, 18 Rain Dance, 21 Frustration, 23 Smack Down, 27 Return, 28 Dig, 32 Double Team, 39 Rock Tomb, 40 Aerial Ace, 42 Facade, 44 Rest, 45 Attract, *46 Thief,* 48 Round, 49 Echoed Voice, **55 Scald**, *56 Fling*, 62 Acrobatics, 80 Rock Slide, 86 Grass Knot, 87 Swagger, 88 Sleep Talk, 89 U-Turn, 90 Substitute, 94 Rock Smash, 98 Power-Up Punch, 100 Confide

Egg Move List
Bestow, Camouflage, Mind Reader, Mud Sport, Water Sport, Toxic Spikes

Tutor Move List
Water Pledge

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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 simply holds that the total for each stat must exceed the total of any base stats lower than itself, and must be less than any base stat higher than itself. For example, with a neutral nature, Charmander's speed must always be its highest stat; no other stat can be invested in to match or exceed it.

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. In addition to the normal capabilities that Trainers also have, Pokémon have an Intelligence capability that measures how smart they are. Note that this value isn't equivalent to a human's Mind Attribute; it measures a far wider range of possible intelligence, from barely competent to super-computer levels of intelligence. See the chapter on Playing the Game for more details (page 197).

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 274 for a list.

Unlike Trainers, Pokémon do not derive their Capabilities from their Skill Ranks and Attributes; 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 rather than Attributes.

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 or Survival 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 178).

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 Feature or a 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.

Besides Leveling Up, the only other way to gain Tutor Points is through Heart Boosters, which are vitamins that grant 2 Tutor Points.

Evolution

Upon Evolving, several changes occur in a Pokémon. Simply take the new form's Base Stats, apply the Pokémon's Nature again, reapply any Vitamins that may have been 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. Abilities change to match the Ability in the same spot in the Evolution's Ability List.

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, to improve their skills in Combat.

Trainers can train **a number of Pokémon at a time equal to half of their Command Rank**; this means Trainers with Pathetic Command cannot Train Pokémon.

The amount of Experience gained depends on the amount of time trained that day, and the trainer's Command Rank.

For the first half-hour of training, a Pokémon gains Experience equal to a quarter of its own Level, plus the trainer's Command Rank. For example, a Trainer with Expert Command trains a Level 20 Pokémon. That Pokémon gains 10 Experience (20/4 = 5, 5+5 = 10).

For the second half-hour of training, the Experience is halved, rounded down as always. That same Pokémon would thus receive 5 Experience. For each further half-hour, the Experience gain is again halved; the third half hour would give 2 Experience, the fourth half-hour would give 1 Experience. The fifth and further half-hours in this particular example would give 0 Experience.

A Trainer can have their Pokémon benefit from a total **number of half-hour training sessions equal to their Command Rank**; this includes all Pokémon being trained simultaneously. For example, a Trainer with Adept Command can train for a total of 2 hours. If they trained 2 Pokémon for an hour, that would use up all of their Training Time for the day.

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: Level 15
Cost: 2 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 1 Prerequisites: Level 20, Invested at least 10 Level-Up Stat Points into both Attack and Special Attack
Rank 1 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.

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.

Evolved Memory
Prerequisites: See Effect
Cost: 1 Tutor Point
Effect: Evolved Memory can only be taken by a Pokémon that has Moves in its Level Up Move List that are learned at a Level lower than their Evolution Level but are unavailable by Level Up to all unevolved forms. For example, Snorlax Evolves at Level 25 but learns Belly Drum at Level 17. Munchlax does not learn Belly Drum by Level Up.

Choose one Move that meets these qualifications. The user learns this Move. Evolved Memory may be taken multiple times per Pokémon, learning a different Move each time.

Capability Poké Edges

Many Pokémon have Special Capabilities that represent innate talents made possible by their unique biology or elemental powers they command. While every Pokémon of the species can use their family line's Capabilities, Trainers can guide their Pokémon to further hone their skills in wielding these talents.

Capability Training
Prerequisites: Level 20
Cost: 1 Tutor Point
Effect: Increase Intelligence, 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, Alakazam, Gengar, Kangaskhan, Pinsir, Gyarados, Aerodactyl, Mewtwo, Ampharos, Scizor, Heracross, Houndoom, Tyranitar, Blaziken, Gardevoir, Mawile, Aggron, Medicham, Manectric, Banette, Absol, Garchomp, Lucario, Abomasnow.

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 welll 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 / Calming Scent
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

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.

Ability Choices: Confidence, Calming Scent

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.

Moves: Poison Powder, Sleep Powder, Leech Seed, Worry Seed, Synthesis, Attract

This Venusaur has picked up Attract from a TM and Synthesis and Worry Seed from a Tutor. Poison Powder and Leech Seed can wear down foes over time, while Worry Seed can disable powerful abilities. Synthesis rounds off the build with more survivability.

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.

Poké Edges: Mixed Sweeper Rank 1 and 2

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

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 tthe 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.

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.

Moves: Leaf Storm, Sludge Bomb, Earthquake, Outrage, Razor Leaf, Take Down

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 releasead 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 221). 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, **Gender**, and **Ability** should be decided by the GM, or randomly generated – as your GM prefers.

Some Features may allow Players to influence these factors.

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, choose a Neutral Nature.

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.

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 435).

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 and 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: Poliwag, 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

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 easy 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 reigns, 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.

USING MOUNTS IN BATTLE

»   Mounting a Pokémon is a **Standard Action** with an **Acrobatics or Athletics Check with a DC of 10**.
»   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 Command Action to instruct 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 Command Action to order another Pokémon in battle.

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 60% 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 chracter'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 Attribute modifier and any 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.

Sometimes your GM will call for an **Attribute Check** which is simply 3d6 plus your modifier for that Attribute.

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 433 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 woud 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 Photographer putting away a photo in an album 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 at any time and the AP unbound 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. In addition, Pokémon have an Intelligence Capability that is used as rough guideline for determining their behavior.

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 274.

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 which 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.

Underwater: The Underwater 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 Underwater Capability, they gain Underwater 3. If they already have the Underwater Capability, the Underwater 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.

INTELLIGENCE

The Intelligence Capability is paired with a number from 1 to 7 that defines the Pokémon's competence when it comes to simple thought. The Intelligence is an average expectancy of all members of that Pokémon's species. The smarter the Pokémon is, the easier it is to act of their own accord if you can't command them. This also means that the Species of Pokémon is more competent in the wild and a greater threat to the average Trainer if provoked.

Intelligence Value	Meaning	Examples of this Thought Level
Intelligence 1	Feeble-mindedness	Slow reaction time, unable to do simple tasks
Intelligence 2	Deficiency	Self-aware
Intelligence 3	Dullness	Can't figure out tasks by self, but can follow
Intelligence 4	Normal	Can build, use tools
Intelligence 5	Superior	Average, human intellect
Intelligence 6	Vastly Superior	Able to function as a leader, act by self
Intelligence 7	Genius	Super Computer thought, human languages

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 191), Capturing Pokémon (page 192), befriending them in the wild (page 193), finding Pokémon fossils (page 194), Fishing (page 195), and using Pokémon as Mounts (page 196). 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, Ice Beam, and Thunderbolt 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 litte 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 hardline 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.
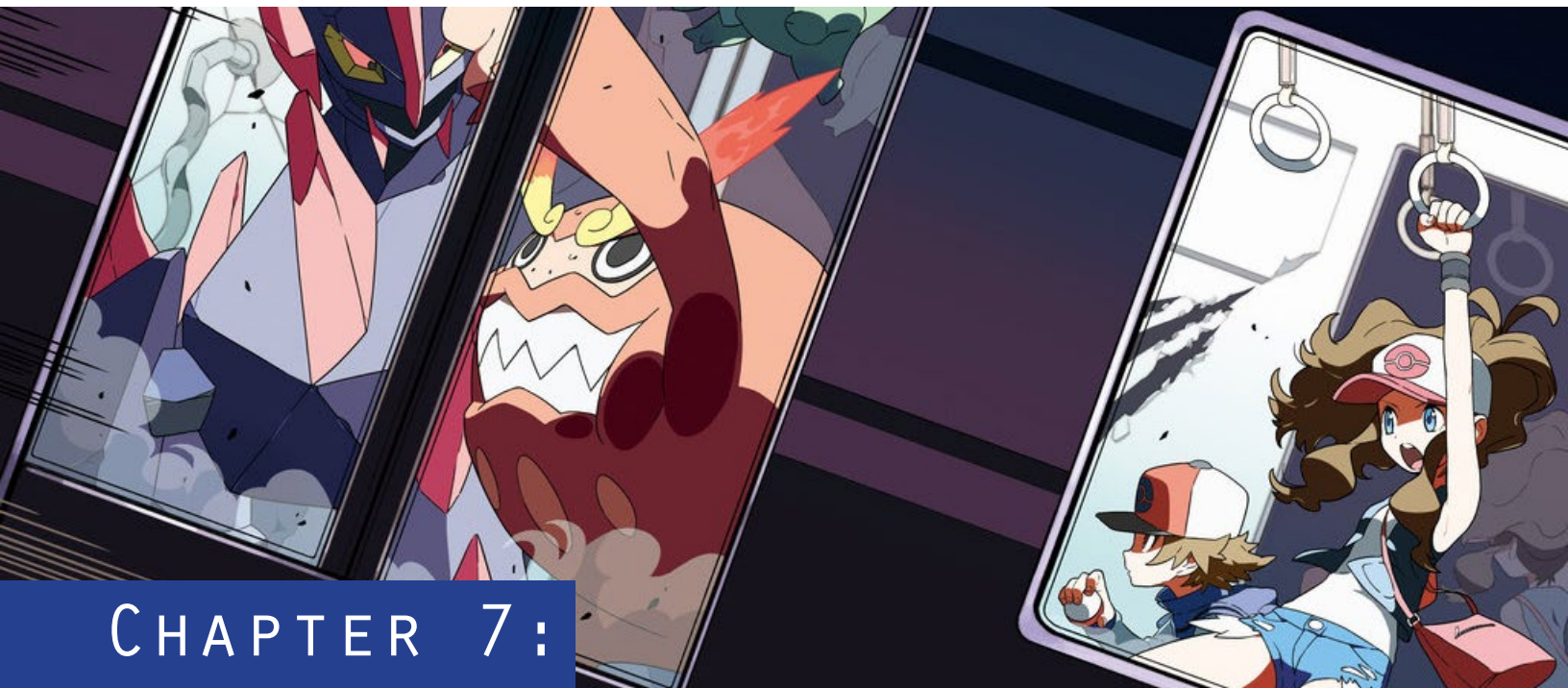
Chapter 7: Combat

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 409 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 Masterminds will have their chance to shine in Gym Challenges and tournaments, but Martial Artists will be helpful 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.

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.

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.

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.
- » Take a **Sprint Action**. This allows the user to increase their Movement Speed by 50% when taking a Shift Action for Movement this round.

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 effectively 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 222), **Coup de Grâce** (228), and **Intercept** (221) Actions are all Full Actions.

Interrupt Actions: Interrupt Actions aren't really a type of Action, though they are normally Full Actions. Interrupt Actions indicate that the stated effect can be activate outside of the user's normal turn, but causes them to forfeit their next turn. This works much likes Moves with the Interrupt keyword.

Finally, Trainers have a special kind of action each round called a **Command Action**. Owned Pokémon normally do not have turns in a round of combat; a Command Action is declared at any time during the round, usually the beginning, and simply designates that a Pokémon has a turn this round of combat. While you may roleplay your Trainer as barking orders to their Pokémon in battle, this isn't a prerequisite to using your Command Action, and you can Command a Pokémon even if your Trainer is knocked out or unable to speak. Trainers only have a single Command Action each round.

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. The **Command Action** is more of a Meta-Action, giving the player control over their Pokémon, instead of a true Trainer Action; a player should still get to control their Pokémon if the trainer is Sleeping, busy talking, unable to talk, etc. unless the Pokémon has Loyalty 0 or 1 (since the Trainer can't make the appropriate Command checks).

Pokémon can do the following with a **Standard Action**:
» Use a Move or Struggle Attack
» Take a Sprint Action
» 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 or Channeler's Reach.

Another place where you may wish to bend the rules when it comes to Command Actions is how many Pokémon a villain or other NPC can Command at a time. Remember that the limit on Command Actions is there for the sake of balance. 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 Ticks. 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 Command Action 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 Trainer has a Command Action available, a Pokémon may act during the round it was released. If the Pokémon's Initiative Tick has already passed, then this means they may act immediately.

For a visual representation, see the flowchart below.

Ready to Switch Pokémon!
Are you Switching Pokémon, Recalling Pokémon, or Releasing Pokémon?

Switching

Standard Action; either Trainer's or Pokémon's
Is it a League Battle?

— No —
You may Command your Released Pokémon this round.

— Yes —
Are you Switching out a Fainted Pokémon or due to a forced effect such as Roar?

— No —
You may **NOT** Command your Released Pokémon this round.

— Yes —
You may Command your Released Pokémon this round.

Recalling

Trainer's Shift Action for one or Standard Action for two

You may Command Any Remaining Active Pokémon this round.

Releasing

Trainer's Shift Action for one or Standard Action for two

You may Command your Released Pokémon this round.

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 all further Command Actions for the Sandshrew 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 Command Action is lost.

Hoppip goes first, and uses Seed Bomb. Slowpoke is KO'd. Trainer B technically has a Command Action 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 Command Action 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.

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 an Underwater 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 Rough 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.
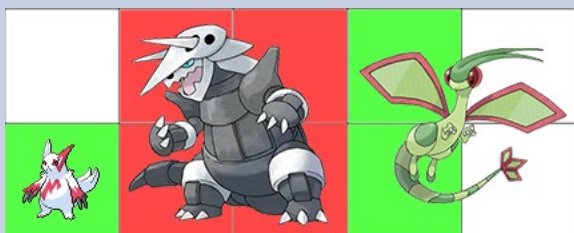
However, a Flygon occupying two adjacent squares to the Aggron counts as two foes, so it can be Flanked by just this Flygon and the Zangoose.

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 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.

> Pokémon Hit Points = Pokémon's Level + (HP stat x3) + 10
> Trainer Hit Points = Trainer's Level x2 + (HP stat x3) + 10

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 25%, rounded down. For every Combat Stage below 0, a Stat is lowered by 12.5%, rounded down.

This means that if a Stat has raised 6 Combat Stages; its affected stat should be 250% of its original value. If a stat has been lowered 6 Combat Stages, its affected stat should be 25% of its original value. 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.

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 0.25
-5	x 0.375
-4	x 0.50
-3	x 0.625
-2	x 0.75
-1	x 0.875
0	x 1
+1	x 1.25
+2	x 1.50
+3	x 1.75
+4	x 2
+5	x 2.25
+6	x 2.50

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 not be neither 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.

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 x2 damage. A Doubly Super-Effective hit will deal x3 damage. Rare Triply-Effective Hits will deal x4 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 216 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 or 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 4d8+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 227.

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 simply takes a rough average of these rolls. 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					Set Damage			
Damage Base	Actual Damage	Damage Base	Actual Damage		Damage Base	Actual Damage	Damage Base	Actual Damage
1	1d6+1	15	4d10+20		1	5	15	45
2	1d6+3	16	5d10+20		2	7	16	50
3	1d6+5	17	5d12+25		3	9	17	60
4	1d8+6	18	6d12+25		4	11	18	65
5	1d8+8	19	6d12+30		5	13	19	70
6	2d6+8	20	6d12+35		6	15	20	75
7	2d6+10	21	6d12+40		7	17	21	80
8	2d8+10	22	6d12+45		8	19	22	85
9	2d10+10	23	6d12+50		9	21	23	90
10	3d8+10	24	6d12+55		10	24	24	95
11	3d10+10	25	6d12+60		11	27	25	100
12	3d12+10	26	7d12+65		12	30	26	110
13	4d10+10	27	8d12+70		13	35	27	120
14	4d10+15	28	8d12+80		14	40	28	130

TYPE EFFECTIVENESS

created by pokemondb.net

Legend: 0 = No effect (0%) | ½ = Not very effective (50%) | Normal (100%) | 2 = Super-effective (200%)

ATTACK ↓ \ DEFENSE →	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	

This is the Type-Effectiveness chart! Whenever a Move of one of the Types on the left targets a Pokémon, find its Type on the right to check for Type Effectiveness. Multiply the damage dealt, **after** defenses are applied, by the number shown above.

Note that Type Effectiveness does not generally affect Status Moves; only Physical and Special Moves are affected. Confuse Ray, for example, despite being Ghost type, is perfectly able to hit Normal Types.

Moves like Sonic Boom or Counter, on the other hand, despite having non-standard Damage, are affected by Immunity, though not by resistance.

Unlike Pokémon, Trainers do not have a Type, and thus all attacks by default do Neutral damage to them.

Type-Effectiveness is a bit more complicated if the defender has two types:
» If both Types are neutral, the attack of course is simply neutral
» If both Types are resistant, the attack is doubly resisted and does 1/4th damage
» If both Types are weak, the attack is doubly super-effective and does x3 damage.
» If one Type is weak and one is resistant, the attack is neutral.
» If either Type is Immune, the attack does 0 damage.

» 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 x4 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 also add their Special Attack instead of their Attack and have the attack deal Special Damage, if they wish. If a Pokémon learns the Move Psychic or Telekinesis and does not have the Telekinetic Capability, they gain Telekinetic.

Zapper: The Pokémon'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. These are simply performed like Struggle Attacks but deal no damage.

However, when an effect would tell you to use a Struggle Attack or triggers off of connecting with a Struggle Attack, such as the Polycephaly Ability, Combat Maneuvers do not count for these effects unless specifically noted. Only Struggle Attacks used to deal damage are normally affected by these effects.

The four basic Combat Maneuvers are **Disarm**, **Push**, **Trip**, and **Grapple**. To perform a Combat Maneuver, declare a Struggle Attack with a -3 penalty to your Accuracy. If it hits, instead of having it deal damage, you may choose one of the following.

Note: There is one strange exception with combat maneuvers; even though they do not deal "Damage", they still trigger effects as if they were "Damaging" Melee Physical Attacks. This includes being dodged by Physical Evasion, and activating Abilities such as Rough Skin on their targets.

Disarm – You and your target roll a Combat Skill Check. If you roll higher than your target, they are disarmed of one piece of equipment in their hands. For Trainers, this means a Main Hand or Off-Hand equipment. For Pokémon, this refers to Held Items with the Wielded keyword. Generally, it takes a Standard Action to recover and re-equip a piece of Disarmed equipment.

Push – **Pushes may only be performed with Melee Struggle Attacks.** You and your target roll a Combat Skill Check. If you roll higher than your target, they are pushed 1 meter in the direction of your choice. Push may only be used against a target whose weight is at or under your Heavy Lifting rating according to your Power Capability.

Trip – You roll a Combat Skill Check opposed by your target rolling a Combat or Acrobatics Skill Check. If you roll higher than your target, the target falls to the ground and cannot Shift until they use a Shift Action to stand up. Trip does not work against Pokémon or Trainers that are flying, levitating, or don't use appendages to support themselves.

Grapple – **Grapples may only be performed with Melee Struggle Attacks**. You and your target each roll a Combat Skill Check. Grapple may only be used against a target whose weight is at or under your Heavy Lifting rating according to your Power Capability, and who is the same size category or smaller than yourself. While Grappling a target, your shifting is restricted by the weight of the grappled target; if you Shift away from a target, the Grapple simply ends. You may however, try and take them with you; calculate this as if you were trying to Move that much weight. However, since the target is struggling, double their weight for the purposes of calculating weight limits. See the Power Capability for more details on pushing or pulling weight.

When using Grapple on a target someone else has Grappled or when using Grapple to maintain your hold on someone you've Grappled, you gain a +3 Bonus to Accuracy and Combat Checks.

While Grappled, a target is Stuck* and Trapped. On their turn, they may try to end the grapple by forcing an opposed Combat Skill Check with a -3 penalty as a Shift Action. If they roll higher than their grappler, the grapple ends. Grappled targets take a -6 penalty when making attacks if they target anyone other than their Grappler.

*Pokémon and Trainers with Phasing or the Teleport Capability do not become Stuck by Grapples, and can easily escape the Grapple without a check on their turns by activating these Capabilities.

COMBAT
Combat

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.

Additional 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.

Intercepting Attacks

No loyal Pokémon likes seeing their trainer get attacked; they may try to take attacks in their Trainer's stead if they can. This is called the **Intercept Action**.

When the target they wish to save is hit by a Move, Pokémon may attempt to Intercept the Move for their Trainer, being hit by the Move in their stead. Intercepting is a Full Action when successful; unsuccessful attempts to Interrupt are only Shift Actions. Intercepting of course, is performed as an Interrupt.

Before attempting to Intercept, **two conditions** must be met; **Loyalty** and **Distance**.

Pokémon must have a Loyalty of 3 or higher to Intercept, otherwise the Pokémon refuses to put themselves in danger for their Trainer's sake. Pokémon with a Loyalty of 6 can attempt to Intercept for ANY ally, however!

The Pokémon must also simply be close enough. **They must be able to reach the square their target is occupying using their Shift distance in an appropriate Movement Capability**. Any modifiers on Movement speed are of course taken into consideration – this includes bonuses, the Slowed condition, and even terrain.

If both conditions are met, the Pokémon then makes an **Acrobatics or Athletics Check**, with a DC equal to twice the number of meters they have to move to reach their target.

On failure, the Pokémon may Shift up to a number of squares equal to half of their check's result, but since they cannot reach their trainer, they cannot Intercept the attack successfully.

On a success however, the Pokémon Shifts into the space occupied by their Trainer, and pushes them 1 meter away. The Intercepting Pokémon is then hit by the attack targeting their Trainer.

Trainers can attempt to Intercept using the "Defender" Feature. They follow all the same conditions and guidelines as Pokémon, except for the Loyalty clause.

Additional Rules
» Pokémon 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.
» 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 Pokémon to be hit by the Move however.
» 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.

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 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 treated as having 0 Evasion 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 Conditions

Persistent Conditions 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 1/8th of their Max 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 care 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 1/8th of their Max 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).

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: consuming a Chesto Berry or 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.

Volatile Status

Volatile Status 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 Conditions.

Bad Sleep: The user takes a -4 penalty to Save Checks for Sleep. Whenever the user makes a Save Check to save against Sleep, they lose 1/4th of their Max 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 1/6th of their Max Hit Points at the end of that turn.

Disabled: When the user gains the Disabled Condition, 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.
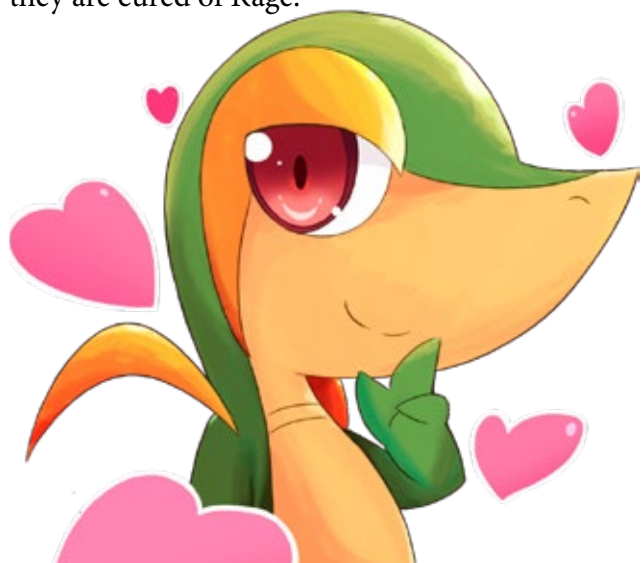
Flinch: You may not take actions during your next turn that round. The Flinched Status does not carry over onto the next round.

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.

Suppressed: While Suppressed, Pokémon and Trainers cannot benefit from PP Ups, and have the frequency of their At-Will and EOT Moves lowered; At-Will Moves become EOT, and EOT Moves become Scene.

Temporary Hit Points: Some effects grant Temporary Hit Points, or Temp HP for short. Temp HP is 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.

Temp HP is "bonus" health that stacks on top of "real" Hit Points - so you can benefit from gaining Temp HP even if you are already at full health.

However, Temp HP is always lost first from damage or any other effects. Damage carries over directly to real HP once the Temp HP is 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 Temp HP - nothing happens. If the next turn you were then to gain 15 Temp HP, your Temp HP would go up to 15 since that is the highest value.

Temp HP also does not stack with "Real" Hit Points for the purposes of determining current percentages of Hit Points. If a Pokémon has exactly 1 real Hit Point and has 50 Temporary Hit Points (somehow!), 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.
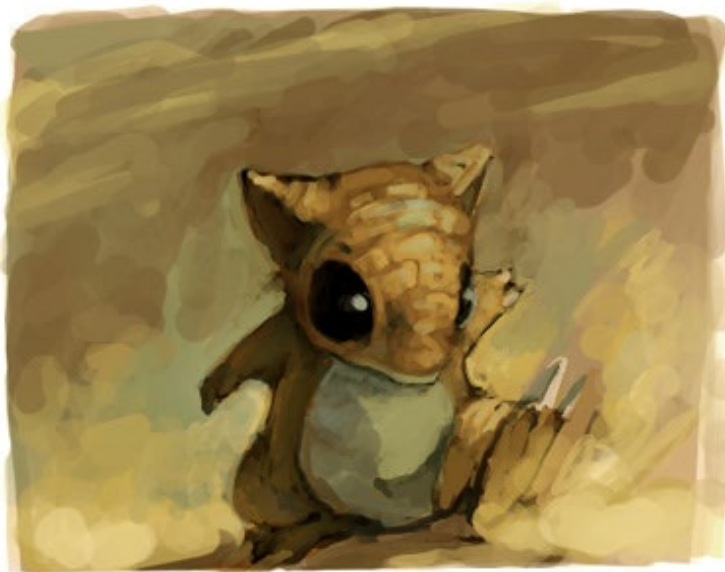
Total Blindness: Total Blindness is more than just obscured vision; it's total and complete sightlessness. Such as experienced in a completely dark cave or building interior. Total Blindness has the same disadvantages as Blindness, and more. Totally Blinded Pokémon or Trainers have no awareness of the 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 Blindesense 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 an 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.

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 229) 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, a Medic, 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.

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 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 Pokémon, Healing takes an additional 30 minutes. If the 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 statted.

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 HP, 7 Attack, 5 Sp. Defense, 10 Speed

Maya is a Martial Artist. 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: 50 HP, 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**.

The **wild Oddishes** are **Level 13** and all have neutral Natures.
They all share these combat stats: 43 HP, 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…
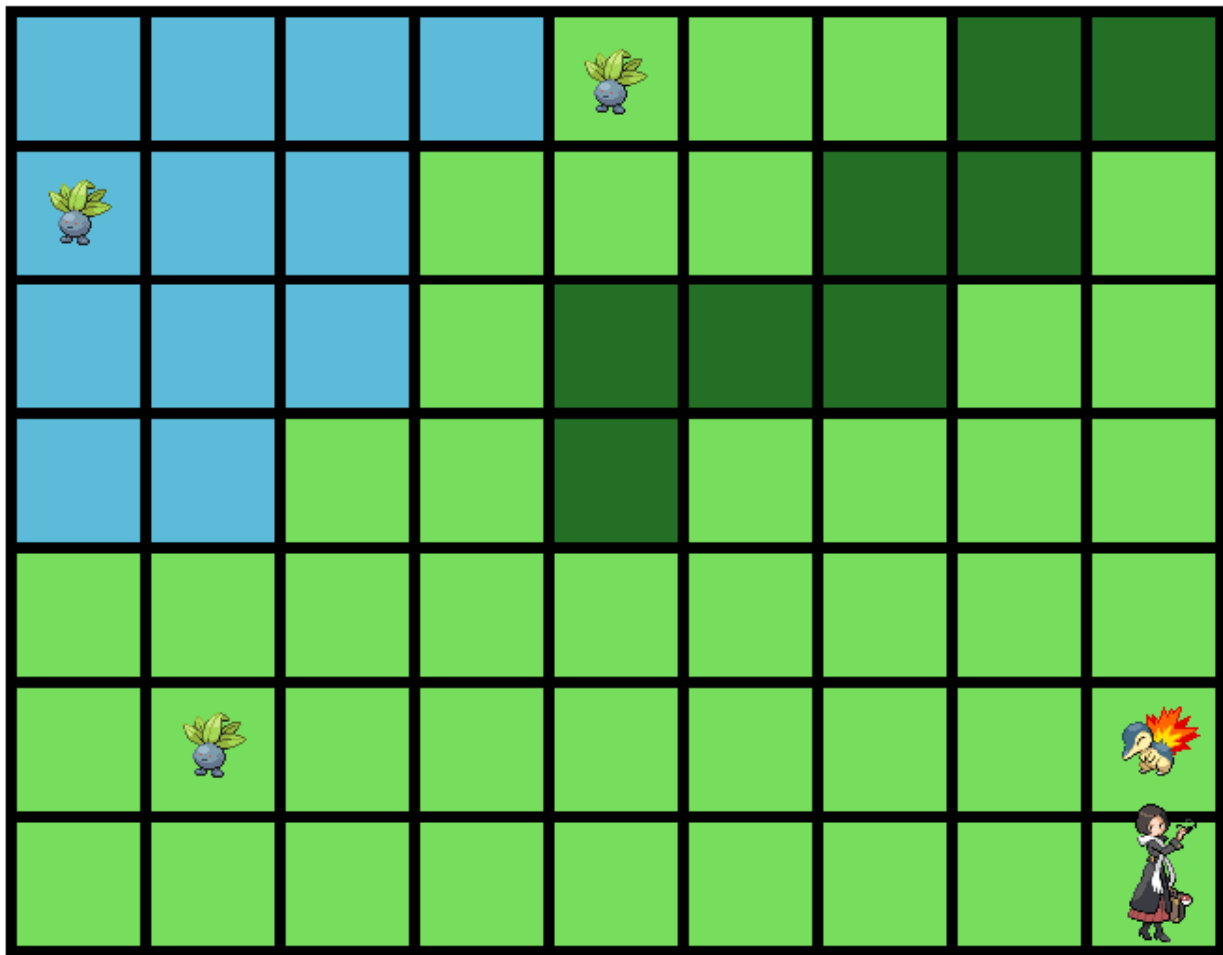
ROUND ONE

GM: Okay, tallying up your speeds, the **initiative order** will be Archie, then Sylvana, then the three Oddish. Archie's up – take your **Command Action**.

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 17 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. The GM starts calculating the Oddish's **capture rate**. He starts with 100, and then subtracts twice the Oddish's level (13x2=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 40 Hit Points. If the Oddish were damaged, it would recover 5 Hit Points from the Absorb Move, half the damage it dealt.*
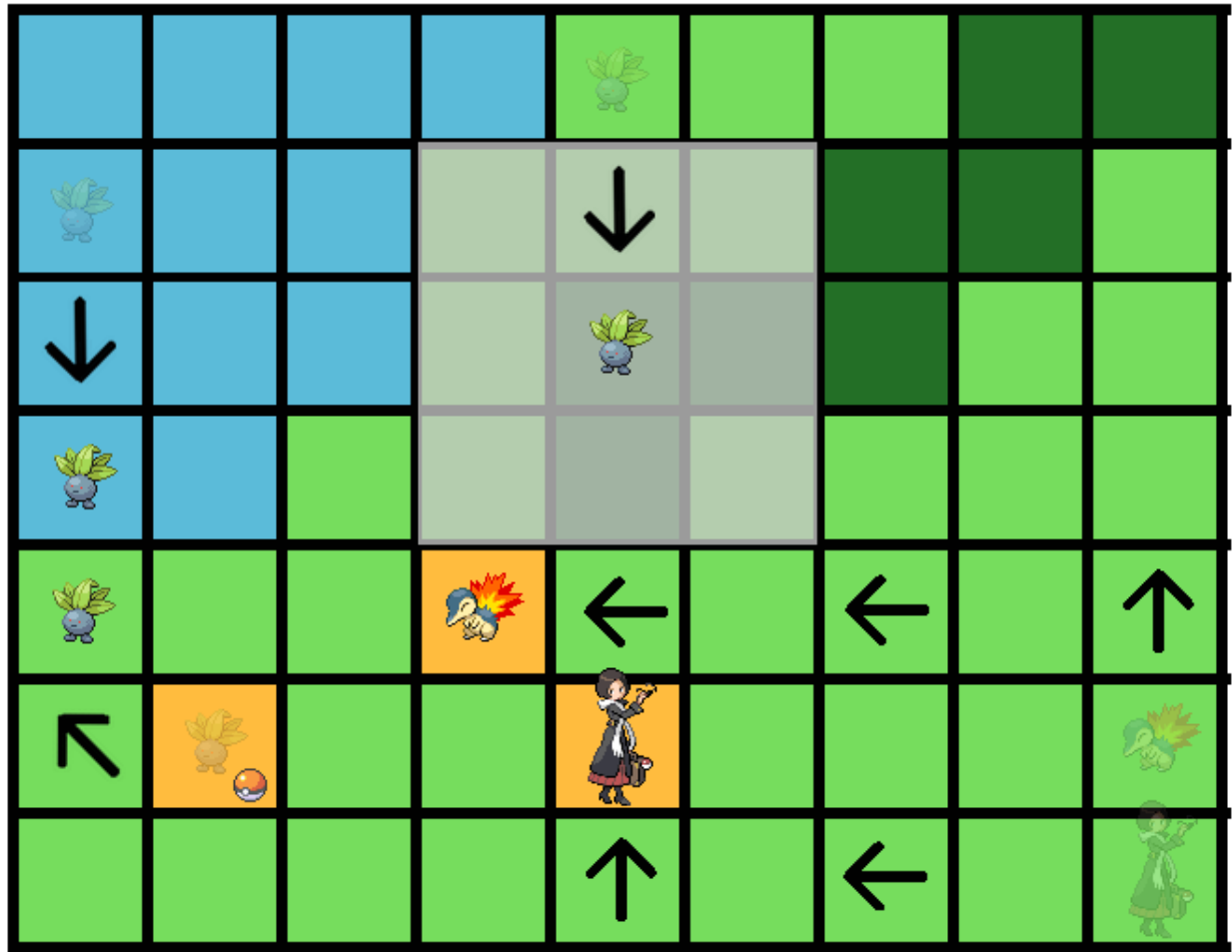
Round Two

Sylvana: Okay so it's my command 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. Fire Pledge!

An astute reader might notice that Fire Pledge isn't an attack Cyndaquil normally knows at this level. Sylvana's an enterprising trainer though, and she and her companions met a Move Tutor who taught one of their Pokémon each the Fire Pledge, Grass Pledge, or Water Pledge Moves.

Fire Pledge has an AC of 2. Sylvana rolls an 8 on her accuracy check, easily overcoming the 2 evasion from the Oddish's Special Defense. It's a Damage Base 8 attack, but Archie also gets STAB for using it, raising it to DB 10. The damage roll is 3d8+10, and Sylvana rolls a [5, 3, 5]. She totals up the damage, adding Archie's 17 Special Attack. The attack does 40 damage, subtracting the Oddish's Special Defense of 13 for 27 damage. However, it is then

*doubled 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 Fire Pledge 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 1/10th of his max Hit Points – that's 5 Hit Points for him with his max of 50. He's now at 35/50 Hit Points.

Sylvana: Oh…I guess I'll have to use a weaker Move if I want to catch these. 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, 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], 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 both of them below the 50% Hit Point Marker, so they each take injuries! Sylvana takes two and Archie one. Sylvana's max Hit Points are reduced by 2/10, becoming 36, leaving her at 22/36 Hit Points, and Archie's max Hit Points become 45, leaving him at 12/45 Hit Points.

GM: Just calling it an injury is boring, so let's actually describe how you're hurt. Oddish are pretty short, so you probably just got a nasty chemical burn across your legs. Archie's about their height though, so he'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 you a penalty to your speed combat stages and Archie 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.
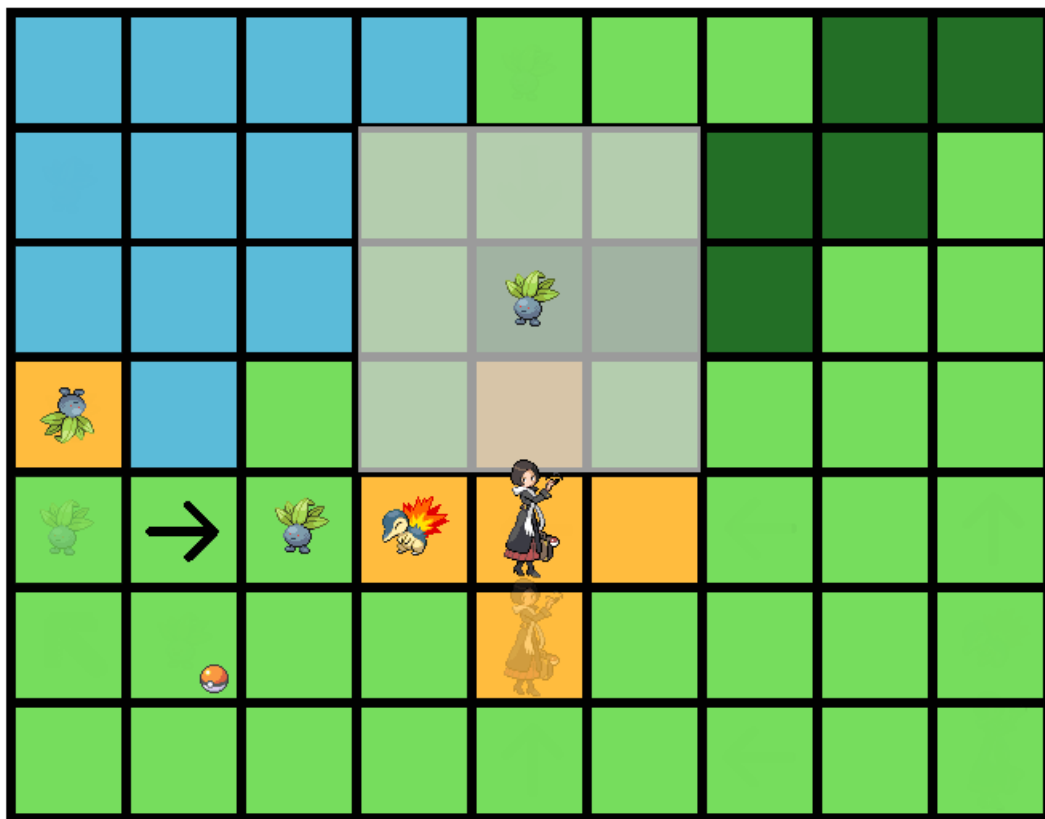
Round Three

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 7 from her attack stat for a total of 15. With the Oddish's 12 Defense, it only takes 3 damage and is hardly hurt at all.

GM: The Oddish giggles like it's being tickled. You're not really suited for going into combat yourself, so it shouldn't be too surprising that you weren't able to do much to the Oddish.

Maya: But I'm a Martial Artist, so this is what I live for! I'll charge onto the scene, straight into the smokescreen and heavy brush so I can Headbutt the Oddish there with a "HYAH!"

Maya is a Martial Artist, which is one of the Trainer Classes that has more access to Moves. Headbutt is a Move she chose to take when she took the Martial Training Feature.

Maya: Hey, I rolled a 20 for my accuracy check!

GM: That means you get a critical hit! Double the damage roll on the Move when calculating damage.

Headbutt is a Damage Base 7 Move, with a damage roll of 2d6+10. Doubled, that becomes 4d6+20. Maya only adds her attack stat of 12 once though. Only the damage roll gets doubled on a crit. She rolls [4,4,3,6] for a total of 49 damage. The Oddish subtracts 12 damage for its defense, taking 37 damage. It gains two injuries – one for massive damage and one for hitting the 50% Hit Point Marker. It's at 6/35 Hit Points now. In addition, since Maya rolled at least a 15 on her accuracy check for Headbutt, the Oddish is Flinched and can't take an action this round.

GM: The Oddish teeters over from the blow. It's still awake, but it needs a moment to recover from that. The remaining Oddish though spits out more acid all over Sylvana.

The GM rolls a 6, hitting Sylvana. The attack does 26 damage, reduced by 5 by special defense, for a final total of 21. This leaves Sylvana at exactly 1 Hit Point!

Sylvana: Owww! 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?
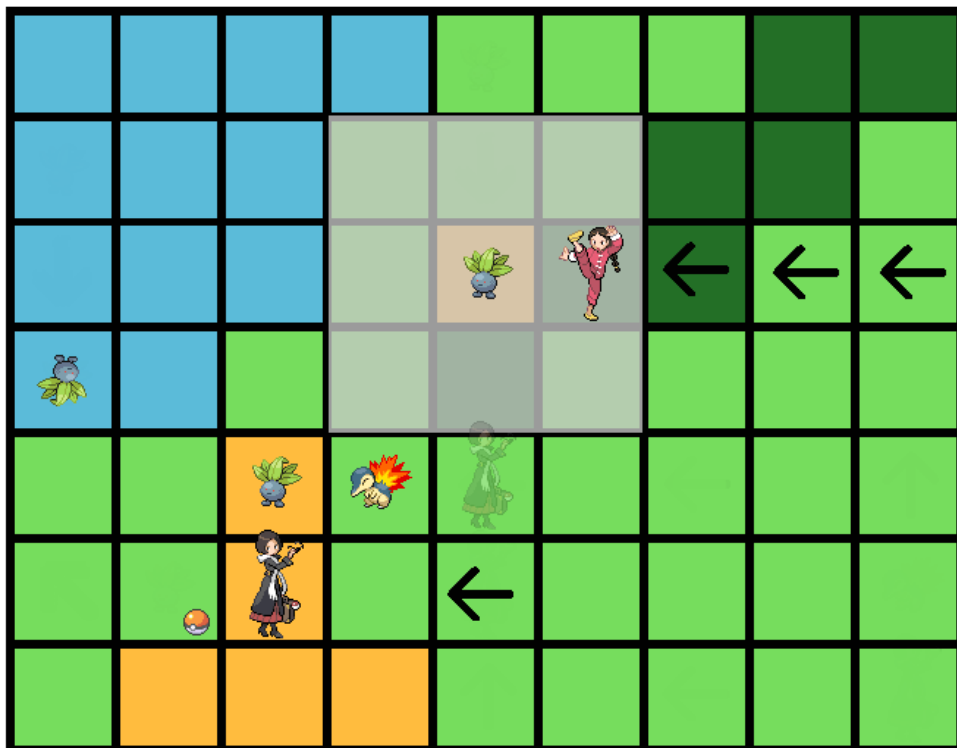
Round four

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 check, 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 32 damage total, which is reduced by 13 for special defense, and then doubled for super effectiveness, for a total of 38 damage. The Oddish is brought down to 2 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. 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 25% Hit Points, so he then adds 25 to the capture rate. 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 119!

GM: …Yeah, you actually would've caught it no matter what you rolled. 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 rolls her own Struggle Attack, getting a 9 on accuracy check. With a Damage Base of 4, the attack does 11 damage plus her 12 attack for 23 total. With only 12 defense, the Oddish is unable to take the blow and Faints, ending the encounter.

GM: 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, they have injuries, so Sylvana won't be able to recover to more than 36 Hit Points, and Archie's maxed out at 45 Hit Points as well. 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 may or may not choose to reward her with an additional trainer experience for her first catch. The GM totals up the levels of the Oddish fought, getting 39. The GM decides this was an everyday encounter, with a significance multiplier of 1. Normally this 39 experience would be split, but the GM decides that since Maya arrived late and didn't use a Pokémon anyway, that Sylvana can get the full amount herself. Charging in by herself against all those Oddish seems to have paid off this time, at least.
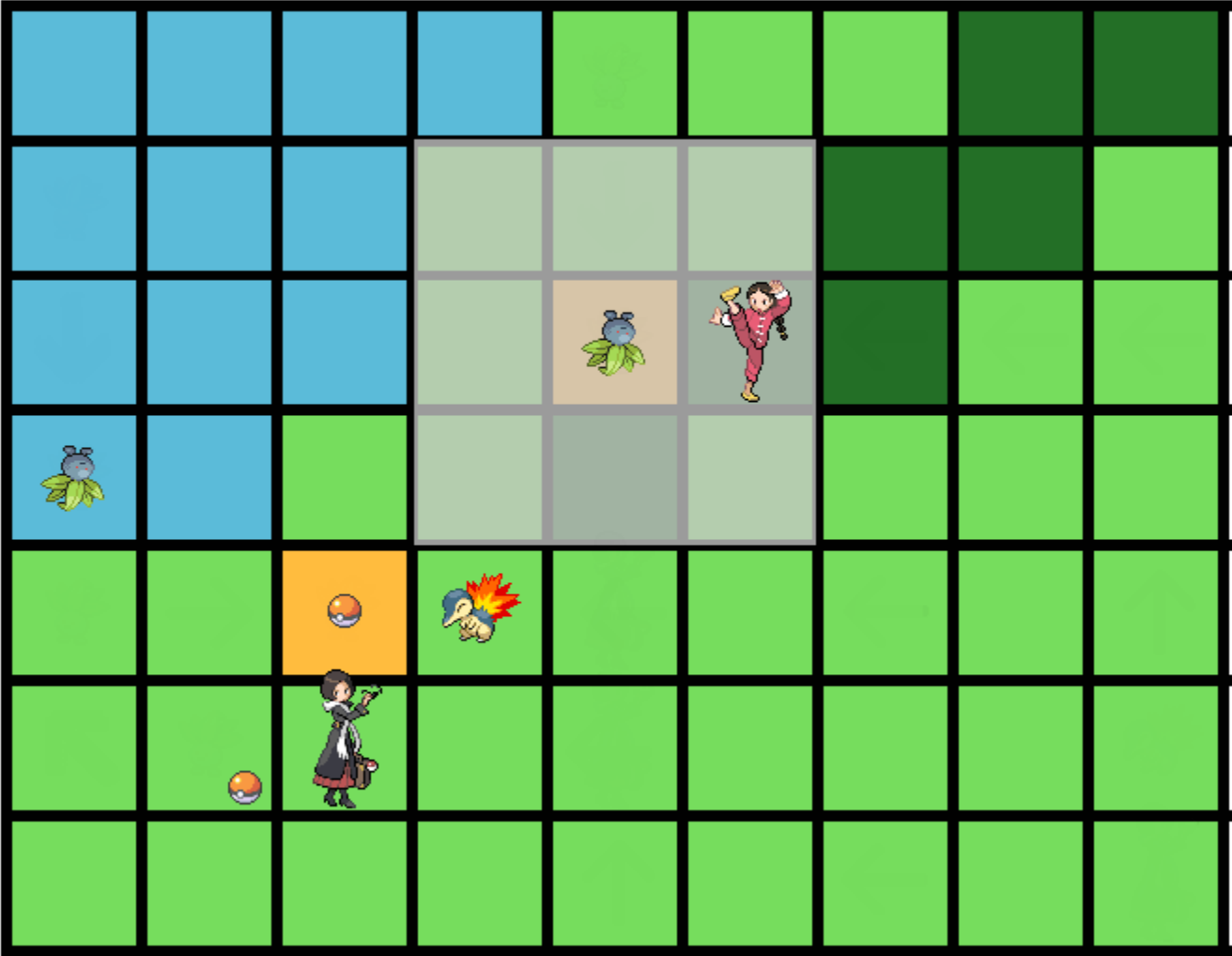
Chapter 8: Pokémon Contests

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.
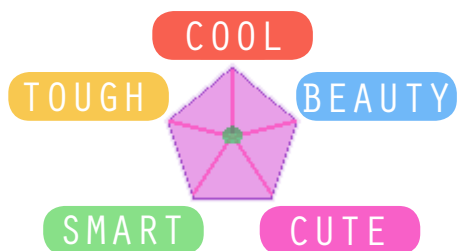
Pokémon can gain Contest Stats in two main ways: through their **Combat Stats** and through eating **Poffins**.

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 Contests 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 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".

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 Command Actions 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 though 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 HP 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 Feature. By spending 1 AP, any Trainer may make a Medicine Check on another Trainer or Pokémon. On a result of 6 or higher, the target gains HP equal to half of the result. 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, 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 meters cubed – 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, X Items**, or **Food 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
Awakening	Cures Sleep	₽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.

If a **Medic** with the **Medical Care Feature** applies a Bandage, that Bandage instead lasts 3 hours, and the target will instead heal 1/4th of their Hit Points per half hour, and heal an Injury at the end of the three hours.

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.
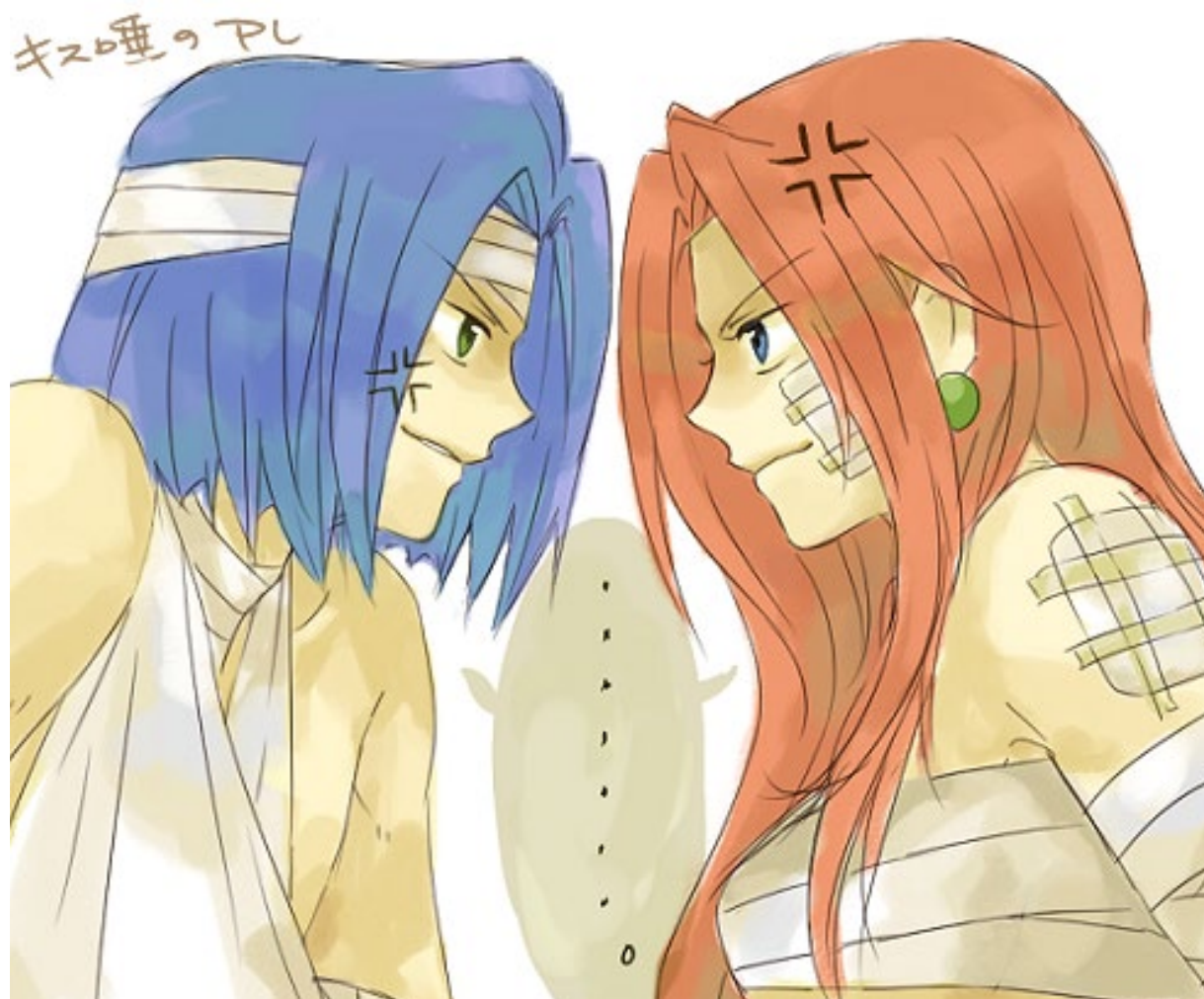
Food Items

Food Items are just what they sound like. When consumed in battle, they give the eater a small bonus. 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	Heals 5 Hit Points.	₱75
Honey	Heals 5 Hit Points. May be used as Bait	₱100
Leftovers	Leftovers may be used as a Free action at any time. Once the item is used, as long as the holder keeps the item in their possession, they recover 1/16th of their max Hit Points at the beginning of each turn for the rest of the encounter. The item is then destroyed.	₱350
Black Sludge	When held by Pokémon or Trainers that are not Poison-Typed, the Black Sludge causes that holder to lose Hit Points at the beginning of each turn as if they were Poisoned. Poison-Type Pokémon may consume the Black Sludge as a Free Action at any time; once they do, as long as the holder keeps the Black Sludge in their possession, they recover 1/8th of their Max Hit Points at the beginning of each turn for the rest of the encounter. The item is then destroyed.	₱500

Snacks

Snacks may be held as a **Held Item** by Pokémon. They may be consumed at any time by the Pokémon as a Standard Action; if they are at 50% Hit Points or lower, they may instead consume them as a Free Action. Trainers must always spend a Standard Action to consume a snack. Berries may be used as a Free action regardless of Hit Points if the holder is suffering from a Status Condition the berry can cure. If Berries have a condition to be used, they may be eaten as a Free Action when the condition is met. Snacks may be dropped as a Swift Action rather than a Shift.

Like with Restorative Items, giving someone else a Food Item in the middle of combat is awkward for everyone involved; doing so requires a Standard Action on the part of the user, and forfeits the target's next Standard Action and Shift Action. So it's more efficient to simply hand-off the treat to the desired target, and let them eat or drink it on their own.

Berries and Herbs are considered snacks. 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.

The actions required for using Food Items differs, but all food items are limited by shared frequencies. **A Pokémon or Trainer can only consume one snack portion per encounter**, unless they have the Gluttony or Harvest Ability.

Refreshment Items

Pokémon and Trainers alike love to relax and have some food. Refreshments are Items that grant their effects when **they are consumed as an Extended Action outside of combat**.

While they don't can't heal in a pinch like Potions do, they are a cheaper alternative for healing while outside of battle. **A Pokémon or Trainer can only consume one refreshment per half hour, unless they have the Gluttony Ability**.

Item	Effects	Cost
Enriched Water	Heals 20 Hit Points.	₽75
Shuckle's Berry Juice	Heals 30 Hit Points.	---
Super Soda Pop	Heals 30 Hit Points.	₽125
Sparkling Lemonade	Heals 50 Hit Points.	₽250
MooMoo Milk	Heals 80 Hit Points.	₽500

Miscellaneous Food

Food under this category is basically only food Fluff-wise; they are consumable items that require an Extended Action to consume, have varying effects, and do not affect how many Snacks or Refreshments you can eat or drink.

Baby Food: A nutritious food that causes young Pokémon to grow quickly. When consumed, increases Experience Gain of Pokémon at level 15 or lower by 20% for the rest of the day.

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, Sitrus 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
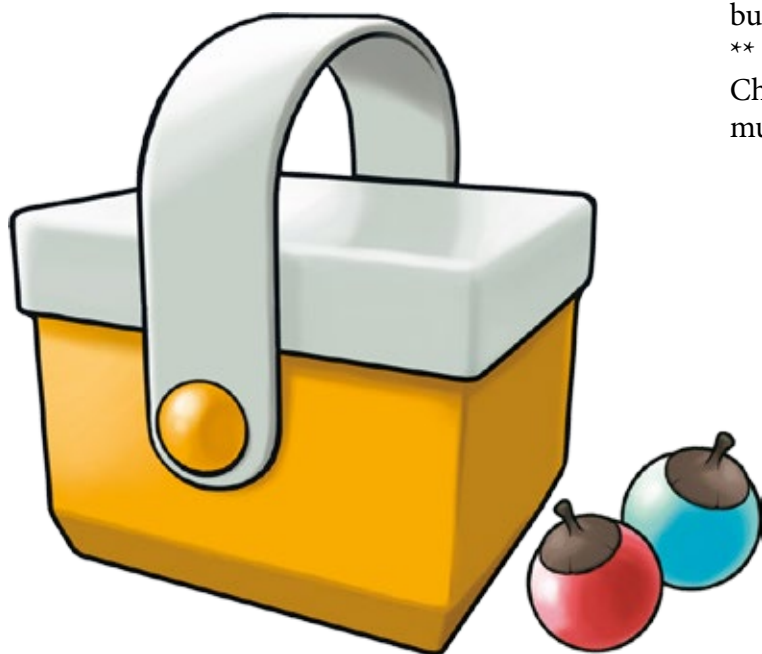
Herbs

Herbs have varied effects, ranging from acting as repulsive restorative items to giving Pokémon unique advantages in the middle of battle.

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 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

Tier	Spr	Name	Effect
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 supereffective 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** grant one step of resistance when hit by a Move of the indicated type.

Crafting Kits

Thes 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 that have been attuned to the energy resonance given off by Shards. They may be used while in any route, cave, or outside area. 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 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.

Poké Ball Tool Box: These tool boxes let those with the knowhow 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.

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 useable 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 also allow Trainers to use Moves through the use of various general Edges marked as 'Weapon Edges' such as the 'Way of the Blade' Edge.

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.

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 should be 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.

GM Tips: The cost of weapons should be very dependent on the region; if weapons are commonplace and legal, they may be as cheap as ₽4000. If all weapons are very illegal, they may cost ₽10,000 or more. On average, they should cost about ₽6000.

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 – but what about baseball bats, slingshots, and hockey sticks? Establishing the framework of what constitutes a common 'weapon' in your campaign is important, and can help set the tone of the campaign.

The Smith Feature creates Weapons and Armor. You may want to consider talking to your players about the Feature if they take it to help establish the expectations and tone of the campaign when it comes to weapons.

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 gives you +4 to Stealth Checks made to remain unseen.	₱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.	₱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, and increase your Overland Speed by +1.	₱2000
Flippers	Flippers grant a +2 bonus to your Swim speed when fully submerged, and decrease your Movement speed otherwise 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 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 Science 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 Scientist 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. 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. On a result of 16-20, the holder does not faint, and is left with 1HP. Accessory Item for Trainers.	₱4700
Focus Sash	If damage from a Move would take Focus Sash's holder's HP from Max to 0 or less, Focus Sash's holder instead has 1 HP remaining. 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 19-20. 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 damage from Weather conditions and to Moves with the Powder Keyword. Accessory or Head Item for Trainers.	₽4000
Shell Bell	Whenever the user damages a foe, they heal 1/8th of their Max Hit Points as 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 Spoink, 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 194).

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 Swirlix

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 Scientists, 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 178).

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.
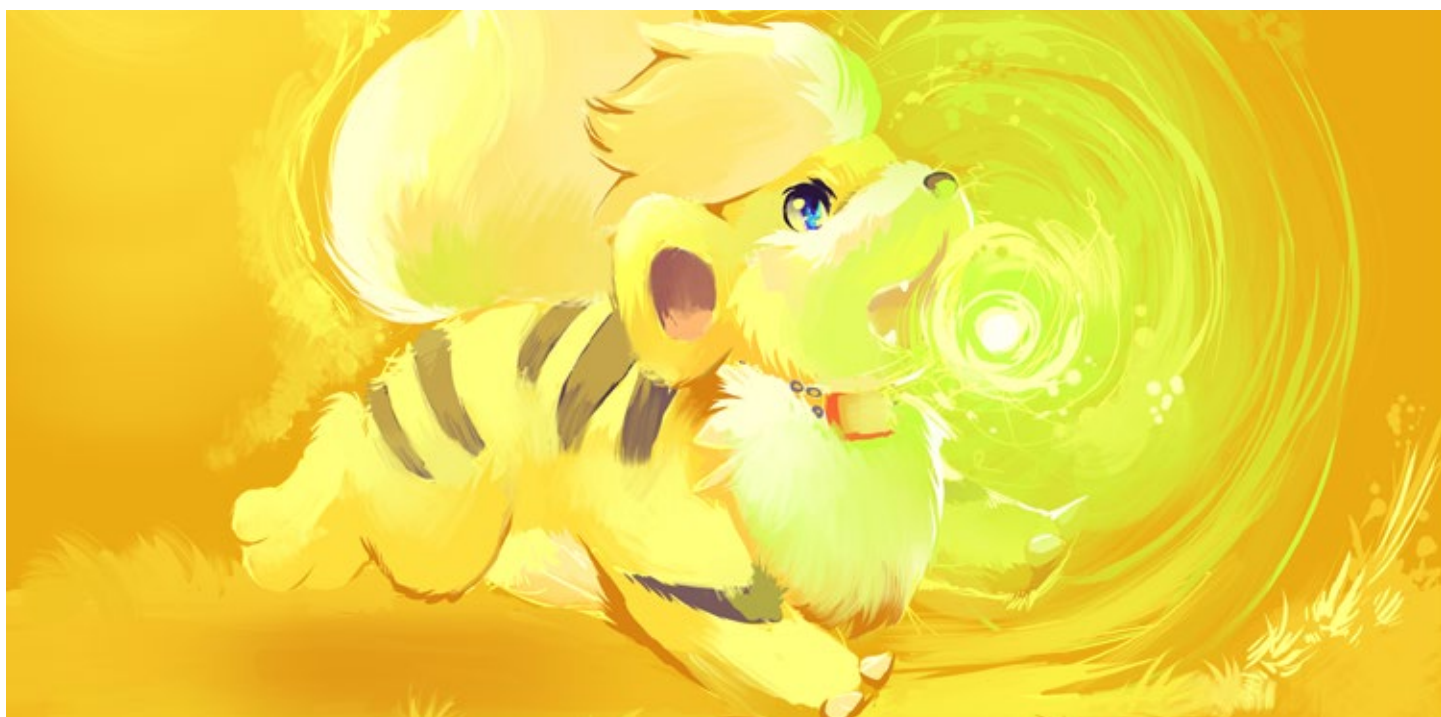
TM Chart

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 - Telekinesis	₽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 Tags 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 four varieties. Pester Balls A and Pester Ball B (₽350); and Pester Ball C and Pester Ball D (₽500). Pester Balls can be thrown at a Pokémon to cause certain effects.
» Pokémon hit by a **Pester Ball A** become Enraged and Trapped.
» Pokémon hit by a **Pester Ball B** become Confused and Slowed.
» Pokémon hit by a **Pester Ball C** become Paralyzed and Suppressed.
» Pokémon hit by a **Pester Ball D** become Asleep and Poisoned.

After being hit by any Pester Ball, a Pokémon 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.

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.
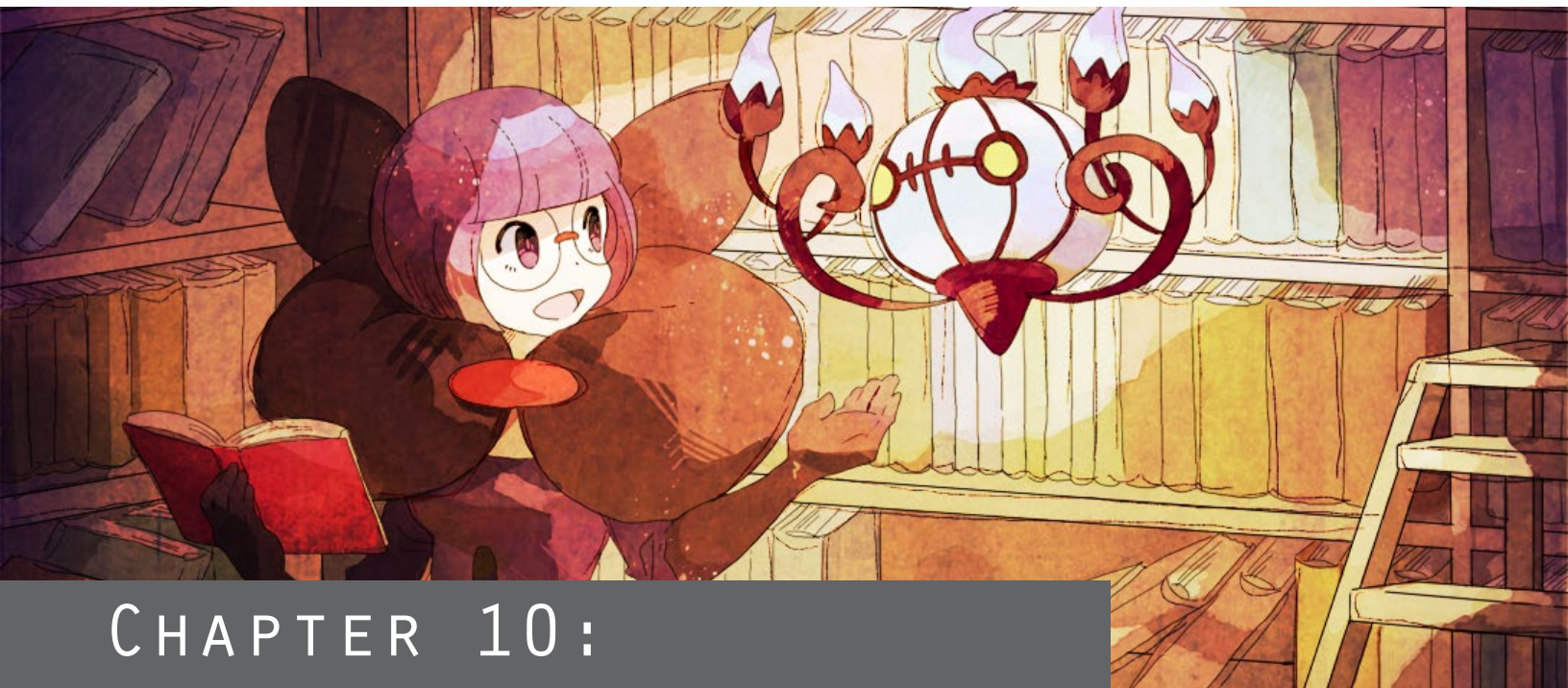
Chapter 10: Indices and Reference

Special Capabilities

The Basic Capabilities can be found in their own section in the Playing the Game Chapter (page 197) 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 Pokémon who can read the Auras of other Pokémon and Humans, and see their intentions at a glance. Each Aura has its own unique color or hue, which may reveal something about the personality of the target. The hue of an Aura may change over time if an individual undergoes significant changes in personality or worldview. More importantly, Auras also appear darkened if the target has negative or malicious 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.

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.

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 Ability 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 squares next to the user, but not diagonally. 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.

Doxy: If you're a Chef with a Shuckle, you CAN use "King of Condiments" to augment some Berry Juice – but then it's only useable by a Shuckle. TAKE NOTE!

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 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.

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 the Living Weapon may also benefit from some of the Features of its wielder. If a Living Weapon's Wielder has the Way of the Blade Edge, the Living Weapon may act as if it had Slash in its Move List. Whenever the Living Weapon makes Struggle Attacks while Wielded, its Wielder may apply any Features that effect or trigger upon using Struggle Attacks with a Weapon.

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 iron and/ or steel 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 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 be 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 1/10th of their HP 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 any Moves or make Struggle Attacks 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 Shrunken, a Pokémon may not perform Standard Actions, such as using Moves, 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 also add their Special Attack instead of their Attack and have the attack deal Special Damage, if they wish. If a Pokémon learns the Move Psychic or Telekinesis and does not have the Telekinetic Capability, they gain Telekinetic.

Telepath: A Telepathic Pokémon can read the surface thoughts of people and other Pokémon X meters away where X is Focus Rank doubled. Pokémon with Telepathy can project their thoughts to the minds of other Trainers or Pokémon with Telepathy. Trainers with Telepathy can project their thoughts to the minds of any Trainer or Pokémon. Telepathy 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 single stage or not fully evolved Pokémon species with a Base Stat total of 45 or less.

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.

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 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 Pokémon'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.

Immune: Abilities with the keyword Immune cannot be affected by a certain status effect. This is described per Ability.

Last Chance: Abilities with the keyword Last Chance trigger when the Pokémon's HP has been lowered to 1/3 of their full HP or less. When activated, one elemental Type, defined per Ability, receives a boost for Moves performed by the Pokémon with the Last Chance Ability. All Moves that are the Type defined in the Ability have their Damage Base increased by +2.

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

Abominable
Static
Effect: The user ignores the Recoil keyword when attacking, and does not gain injuries from Massive Damage.

Absorb Force
Scene – Free Action
Trigger: The user is damaged by a Physical Attack
Effect: The user takes damage as if the attack was one step less effective.

Adaptability
Static
Effect: Increase the Damage of all Moves with which the user shares an Elemental Type by +1 Damage Base.

Aerilate
At-Will – Free Action
Trigger: The user uses a Normal-Type damaging Move
Effect: The Move is changed to be Flying-Type.

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 ¼ of its Max Hit Points.

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.

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.

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.

Anger Point
At-Will – Free Action
Effect: When the Pokémon receives a Critical Hit, they become Enraged and gain +6 Attack Combat Stages.

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.

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.

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.

Aroma Veil
Static
Effect: Allies within 10 meters cannot be Confused, Enraged, or Suppressed.

Aura Break
Static
Effect: Foes may not benefit from Abilities that increase the Combat Stages or the damage dealt by themselves or their allies.

Aura Storm
Static
Effect: For each injury the user has, they gain a +1 Damage Base 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 +1 Damage Base Bonus to all Moves with the Aura Keyword.

Bad Dreams

Static

Effect: At the beginning of the user's turn, all Sleeping Pokémon or Trainers in a Burst 5 lose 1/10th of their max Hit Points.

Battle Armor

Static

Effect: The user is immune to Critical Hits; they are instead normal hits.

Beam Cannon

Static

Effect: The Effect Range and Critical Hit Range of the user's Ranged, 1-Target Moves are increased by 3.

Beautiful

Scene – Swift Action

Effect: The user may activate Beautiful to either grain +2 Beauty Dice in a Contest, or to cure any adjacent targets of the Enraged Condition.

Berry Storage

Static

Effect: The user may hold a Berry within their Shell. This is in addition to any held items being held normally. This Berry may be consumed by the user as normal when appropriate, and does not count towards the Snack Food limit for the user. This Berry cannot be removed, stolen, consumed, or destroyed by any external forces.

Big Pecks

Static

Effect: The user cannot have its Defense Stat lowered. The user cannot have its Defense Combat Stages lowered.

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.

Blaze

Static

Effect: The user gains Last Chance with Fire.

Blessed Touch

Daily x2 – Standard Action

Effect: An adjacent Pokémon or Trainer gains Hit Points equal to 1/4th of its maximum Hit Points.

Blow Away

Static

Effect: Connection - Whirlwind. When the user uses Whirlwind, all targets hit lose 1/10th of their Max Hit Points.

Blur

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.

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. 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.

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.

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 Bonerush. 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.

Brimstone

Static

Effect: Whenever the user causes a Burn with a damaging Fire-Type Attack, the target is also Poisoned.

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.

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.

Cave Crasher
Static
Effect: The user is one step more Resistant to Ground Type Moves and Rock Type Moves.

Celebrate
At-Will – Free Action
Trigger: The user causes a foe to Faint by using a damaging attack
Effect: The user 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.

Cherry Power
Daily – Swift Action
Effect: The user gains 15 Temporary Hit Points, and is cured of all Persistent Status Afflictions.

Chlorophyll
Static
Effect: While in Sunny Weather, the user gains +4 Speed Combat Stages.

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.

Clear Body
Static
Effect: The Pokémon's Combat Stages may not be lowered by the effect of Abilities or Moves. Status effects may still alter their Combat Stages.

Cloud Nine
Scene – Free Action
Effect: The weather of the field is set to normal.

Cluster Mind
Static
Effect: The user's Move Pool limit is increased by +2.

Color Change
At-Will – Free Action
Trigger: The user is targeted by a Move
Effect: The User's Type changes to match the Type of the triggering Move.

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.

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.

Compound Eyes
Static
Effect: The user gains a +3 Bonus to all Accuracy Rolls.

Confidence
Scene – Standard Action
Effect: Choose a Combat Stat. All allies within 5 meters of the user gain +1 CS in the Chosen Stat. This does not affect the User.

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.

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.

Copy Master
Static
Effect: Connection - Copycat. Copycat's frequency is Scene. Whenever the user uses Copycat or Mimic, it gains +1 Combat Stage in a Stat of its choice after the Move is resolved.

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).

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.

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.

Cruelty
Scene – Swift Action
Trigger: The user hits a foe with a damaging attack
Effect: The foe gains an injury, and then loses 2 HP for each Injury it has. The user is then informed of the number of Injuries currently on the target. (**Note**: Only affects one foe if triggered by a multi-target attack)

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 attack roll and thus this damage cannot miss, be a critical hit, or trigger any Effect Ranges.

Cursed Body
Scene – Free Action
Trigger: The user is hit by a Damaging Move.
Effect: The Move becomes Disabled.

Cute Charm
Scene – Free Action
Trigger: A foe of the opposite gender attacks the user with a Melee Attack
Effect: The foe becomes Infatuated.

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.

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.

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.

Dark Art
Static
Effect: The user gains Last Chance with Dark.

Dark Aura
Static
Effect: The user and all allies have the Damage Base of their damaging Dark Type Attacks increased by +1.

Daze
Scene – Standard Action
Effect: Make an AC4 Status Attack against a target within 6 meters. If you hit, the target falls asleep.

Deadly Poison
Daily – Free Action
Trigger: The user Poisons a target
Effect: The target is Badly Poisoned instead.

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.

Deep Sleep
Static
Effect: When asleep, this Pokémon restores 1/10th of their maximum Hit Points at the end of each turn.

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.

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.

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.

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.

Delivery Bird
Static
Effect: Delibird may hold two Held Items at once. Whenever an Ability or Move affects Delibird's Held Items, you may choose which one is affected.

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.

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.

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.

Dire Spore
Static
Effect: Connection - Spore. Whenever the user hits a target with Spore, that target is also Poisoned.

Dodge
Daily – Free Action
Trigger: The user is hit by a Damaging Move
Effect: The triggering Move instead misses.

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.

Dreamspinner

Daily – Standard Action
Effect: For each Sleeping Pokémon or Trainer within 10 meters, the user gains HP equal to 1/10h of its max Hit Points.

Drizzle

Scene – Swift Action
Effect: The Weather changes to be Rainy.

Drown Out

Scene – Free Action
Trigger: An Opponent 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.

Drought

Scene – Free Action
Effect: The Weather changes to be Sunny.

Dry Skin

Static
Effect: Whenever the user is hit by a damaging Fire Type Move or ends their turn in Sunny Weather, they lose 1/10th of their Max 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 1/10th of their Max Hit Points.

Dust Cloud

Scene – Free Action
Effect: Connection - PoisonPowder. Whenever the user uses PoisonPowder, Sleep Powder, or Stun Spore, the user may activate this Ability to use if it as if that move have a range of Burst 1 instead.

Early Bird

Static
Effect: The user gains a +3 Bonus to rolls made due to Status Afflictions.

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.

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.

Electrodash

Scene – Free Action
Effect: The user may make a Sprint Action as a Swift Action.

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.

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

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

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.

Fairy Aura
Static
Effect: The user and all allies have the Damage Base of their damaging Fairy Type Attacks increased by +1.

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.

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.

Filter
Static
Effect: When the user is hit by a Super-Effective attack, the attack deals x1.5 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.

Flame Body
Scene – Free Action
Trigger: The user is hit by a Melee Attack
Effect: The attacking foe becomes Burned.

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.

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.

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.

Fluffy Charge
Static
Effect: Connection – Charge. Whenever the user uses Charge, they gain +1 CS to Defense.

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.

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.

Flower Veil

Static

Effect: Allied Grass-type Pokémon within 10 meters cannot have Combat Stages Lowered.

Flutter

At-Will – Shift Action

Effect: The user gains +3 Evasion until the end of their next turn, and cannot be Flanked.

Flying Fly Trap

Static

Effect: The Pokémon takes no damage from Ground Type Moves and Bug Type Moves.

Focus

Static

Effect: The user gains Last Chance with Fighting.

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, 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.

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.

Forewarn

Scene – Free Action

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.

Fox Fire

Scene – Standard Action

Effect: The user creates 3 Fire Wisps. Whenever the user is targeted by a foe within 6 meters, the user may expend a Fire Wisp to immediately use the Move Ember, as if it was on their Move List, against their Attacker as a Free Action.

Freezing Point

Static

Effect: The user gains Last Chance with Ice.

Friend Guard

Scene – Free Action

Trigger: An adjacent Ally takes Damage

Effect: The damage is resisted one step further.

Frighten

Scene – Swift Action

Target: A Pokémon or Trainer within 5 meters

Effect: Lower the target's Speed 2 Combat Stages.

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.

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.

Fur Coat
Static
Effect: The user resists all Physical Moves one step.

Gale Wings
Static
Effect: The user may use Flying-Type Moves as if they have the Priority keyword.

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.

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.

Gluttony
Static
Effect: The user may eat up to three Food Items per encounter, and up to two refreshments per half hour.

Gooey
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.

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.

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.

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.

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.

Harvest
At-Will – Free Action
Effect: Whenever the user eats a Berry, flip a coin. On heads, the user gains all the benefits of eating the Berry, but the Berry is not consumed or used up. On tails, the berry is consumed normally. While in Sunny Weather, the Berry is never consumed. The user may "eat" a Berry up to once per turn during an encounter, disregarding the "Food Limit" Rule, but only until they flip "Tails", after which they become full as normal.

Haunt
Static
Effect: The user gains Last Chance with Ghost.

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 Hit Points equal to 1/10th of their max Hit Points. This Ability cannot be activated in Rainy Weather, Sandstorms, or if it is Hailing.

Healer
Scene – Free Action
Target: An Adjacent Pokémon or Trainer
Effect: The target is cured of all Status conditions.

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.

Heat Proof
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).

Heavy Metal
Static
Effect: When referring to Weight Classes, treat the Pokémon as if it is 2 Weight Classes higher.

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.

Honey Paws
Static
Effect: The user may soak Honey into their paws, converting the Honey into Leftovers. They user may hold Leftovers created this way in addition to any held items being held normally. These Leftovers may be consumed by the user as normal when appropriate, and do not count towards the Snack Food limit for the user. These Leftovers can never be removed from the user by any means after they have been created (except by being consumed).

Honey Thief
Static
Effect: Connection - Bug Bite. If the user uses Bug Bite to steal the effects of a Berry or other consumable held item, they gain 5 Temporary HP.

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.

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.

Hydration
Static
Effect: At the end of the User's turn, if the weather is Rainy, the user is cured of one Status Condition.

Hyper Cutter
Static
Effect: The user's Attack Stat may not be lowered, and its Attack Combat Stages may not be lowered.

Hypnotic
Static
Effect: Connection - Hypnosis. When used by the user, Hypnosis cannot miss.

Ice Body
Static
Effect: While Hailing, the user gains 1/10th of their full Hit Points at the beginning of each of their turns. The user is not damaged by Hail.

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 Typed.

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.

Illuminate
Static
Effect: Attacks that target the user have a -2 Accuracy Penalty against the user. Does not affect attackers with the Blindsense Capability.

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.

Immunity
Static
Effect: The user cannot be Poisoned or Badly Poisoned.

Impostor
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.

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.

Inner Focus
Static
Effect: The user cannot be Flinched.

Insomnia
Static
Effect: The user is immune to the Sleep condition, and cannot use the move Rest.

Instinct
Static
Effect: The user's default Evasion is increased by +2.

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.

Intimidate
Scene – Swift Action
Target: Pokémon or Trainer within 5 meters
Effect: Lower the target's Attack 1 Combat Stage.

Iron Barbs
At-Will - Free Action
Trigger: The user is hit by a damaging Melee Attack
Effect: The attacker loses Hit Points equal to 1/10th of their Max Hit Points.

Iron Fist
Static
Effect: The user increased 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, and Hammer Arm.

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.

Kampfgeist
Static
Effect: The user gains STAB on Fighting-Type Moves.

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).

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

Landslide
Static
Effect: The user gains Last Chance with Ground.

Last Chance
Static
Effect: The user gains Last Chance with Normal.

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.
Vivrant Suit - Effect: Grants the Chlorophyll and Photosynthesis Abilities.

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.

Leek Mastery
Static
Effect: Connection - Acrobatics. If the user is holding a Stick, they may still use Acrobatics as if they were not holding an item. The user cannot be disarmed of their Stick, nor can be it be forcefully removed by Trick, Switcheroo, Thief, or any other Moves or effects unless the user wishes it.

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.

Life Force
Daily – Swift Action
Effect: The user gains Hit Points equal to 1/10th of their maximum 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.

Light Metal
Static
Effect: When referring to Weight Classes, treat the Pokémon as if it is 2 Weight Classes lower.

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.

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.

Limber
Static
Effect: The user is immune to Paralysis.

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.

Lullaby
Scene – Fee 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.

Lunchbox
Scene – Free Action
Trigger: The user eats a Snack Item
Effect: The user gains 5 Temporary Hit Points. These Temporary Hit Points stack with any Temporary Hit Points granted by the triggering item.

Mach Speed
Static
Effect: The user gains Last Chance with Flying.

Magic Bounce
Scene – Free Action
Trigger: The user is hit by a Status Move
Effect: The user may reflect the Move back to the offender. This Ability may be used to change the placement and affiliation of any Hazards being set within 10 meters of the user as well.

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.

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.

Magma Armor
Static
Effect: The user cannot be Frozen.

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 then 8-meters away from the user and/or may not move closer than 3-meters to the user.

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.

Mega Launcher
Static
Effect: The user increases the Damage Base of Aura Sphere, Dark Pulse, Dragon Pulse, and Water Pulse by +2.

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.

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.

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.

Mind Mold
Static
Effect: The user gains Last Chance with Psychic.

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.

Minus
Scene – Free Action
Target: An ally with Plus within 10 Meters
Effect: The target's Special Attack is raised by +2 Combat Stages.

Miracle Mile
Static
Effect: The user gains Last Chance with Fairy.

Mojo
Static
Effect: Normal Types are not immune to the user's Ghost-Type Moves.

Mold Breaker
Static
Effect: The user ignores the effect of enemies' Defensive Abilities. Defensive Abilities are Abilities that grant Immunity or Resistance to a Type, Immunity to critical hits or a status effect, or prevent Combat Stages from being lowered. Sturdy is also a Defensive 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 lower 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.

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.

Mountain Peak
Static
Effect: The user gains Last Chance with Rock.

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.

Mud Dweller
Static
Effect: The user is one step more Resistant to Ground Type Moves and Water Type Moves.

Multiscale
Static
Effect: When at full HP, when taking damage from a Move, half the total damage before applying weakness and resistance, after applying your Defenses.

Multitype
At Will – Free Action
Effect: The user changes its Elemental Type to any of the Elemental Types. Multitype cannot be copied or disabled.

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.

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.

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.

Normalize
Static
Effect: All Moves performed by the Pokémon are considered Normal Type instead of whatever Type they normally are.

Oblivious
Static
Effect: The user is immune to the Enraged and Infatuated conditions.

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.

Omen
Scene – Swift Action
Effect: Choose a Pokémon or Trainer within 5 meters. The target's Accuracy is lowered by 2.

Overcharge
Static
Effect: The user gains Last Chance with Electric.

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.

Overgrow
Static
Effect: The user gains Last Chance with Grass.

Own Tempo
Static
Effect: The user is immune to Confusion.

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 Roll with an AC of 5 against the triggering foe. If the attack hits, the foe loses 1/10th of its Max HP.

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 commanded to take action in battle. Both the Baby Kangaskhan with this Ability and its Mother may be Commanded to act with a single Command Action; 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.

Parry
Scene – Free Action
Trigger: The user is hit by a Melee Attack
Effect: The attack instead misses.

Perception
Static
Effect: The user is never hit by the area-of-effect attacks of allied targets.

Permafrost
Static
Effect: The user gains 5 Damage Reduction against Super-Effective Damage. Additionally, whenever the user would lose Hit Points equal to 1/10th of their max Hit Points due to an effect such as Sandstorm or the Burn Status condition, subtract 5 from the amount of Hit Points lost.

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.

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.

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!

Pixilate
At-Will - Free Action
Trigger: The user uses a Normal-Type damaging Move
Effect: The Move is changed to be Fairy-Type.

Plus
Scene – Free Action
Target: An ally with Minus within 10 Meters
Effect: The target's Special Attack is raised by +2 Combat Stages.

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 1/10th of its full 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.

Poison Point
Scene – Free Action
Trigger: The user is hit by a Melee Move
Effect: The attacking foe is Poisoned.

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.

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 Cloak.

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.

Prankster
Static
Effect: The user may use Status Moves as Interrupts.

Pressure
Static
Effect: While within 3 meters of the user, all foes are Suppressed. This effect ends when the user is Fainted.

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.

Prime Fury
Scene – Swift Action
Effect: The user becomes Enraged, and gains +1 Attack Combat Stage.

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.

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).

Pumpkingrab
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.

Pure Blooded
Static
Effect: The user gains Last Chance with Dragon.

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

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.

Quick Curl
Scene – Free Action
Effect: Connection - Defense Curl. The user may activate this Ability to use Defense Curl as a Swift Action.

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.

Rain Dish
Static
Effect: While Rainy, the user gains 1/16th of their Max Hit Points at the beginning of each of their turns.

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.

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.

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.

Reckless
Static
Effect: Increases the Damage Base of Jump Kick, Hi Jump Kick, and Moves with the Recoil keyword by +2.

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.

Refrigerate
At-Will – Free Action
Trigger: The user uses a Normal-Type damaging Move
Effect: The Move is changed to be Ice-Type.

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.

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.

Rivalry
Static
Effect: Whenever the user deals direct damage to a target of the same gender, increase the Damage dealt by +5.

Rock Head
Static
Effect: The user ignores the Recoil keyword when attacking.

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 or Priority Moves may not be used in response to their Moves that round.

Rough Skin
At-Will - Free Action
Trigger: The user is hit by a damaging Melee Attack
Effect: The attacker loses Hit Points equal to 1/10th of their Max Hit Points.

Run Away
Static
Effect: The user cannot be Slowed, Stuck, or Trapped.

Run Up
Static
Effect: If the user moves in a straight line to a target using its Overland Capability 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.

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.

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.

Sand Stream
Scene – Free Action
Effect: The Weather changes to a Sandstorm.

Sand Veil
Static
Effect: The user's Evasion is increased by +2 while in a Sandstorm. Allies adjacent to the user are not damaged by the Sandstorm.

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.

Scrappy
Static
Effect: Ghosts are not immune to the user's Normal and Fighting-Type Moves.

Sequence
Scene – Free Action
Trigger: The user uses an Electric Attack
Effect: For every allied electric type Pokémon adjacent to the user, not counting diagonals, 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.

Serene Grace
Static
Effect: The user's Effect Range is increased by +2.

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

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.

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.

Shed Skin
Scene – Swift Action
Effect: The user is cured of one of Paralysis, Freezing, Burns, Poison, or Sleep.

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.

Shell Armor
Static
Effect: The user is immune to Critical Hits; they are instead normal hits.

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.

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.

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.

Silk Threads
Static
Effect: Connection - String Shot. Whenever the user uses "String Shot", the target becomes Slowed until the end of their next turn.

Simple
Static
Effect: When the Pokémon's Combat Stages are altered, double the amount of Combat Stages they are raised or lowered.

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.

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.

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.

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.

Snow Warning
Scene – Free Action
Effect: The Weather changes and it begins Hailing.

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.

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.

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.

Soothing Tone
Static
Effect: Connection - Heal Bell. Whenever the user uses the Move "Heal Bell", all targets that recovered from a Status ailment regain 1/10th of their Max Hit Points.

Soulstealer
Daily – Standard Action
Effect: Choose a Pokémon or Trainer within 5 meters. The target gains 1 Injury, and has their Special Defense lowered by -X CS, where X is half the number of Injuries on the target. If this Injury causes death, the user may remove all Injuries from themselves and their HP is fully restored.

Sound Lance
Scene x2 - Swift Action
Trigger: The user uses Supersonic
Effect: Connection – Supersonic. All targets in Supersonic's area of effect take Special Normal-Type damage equal to the user's Special Attack score. This effect functions independently of whether Supersonic hits its targets.

Soundproof
Static
Effect: The Pokémon is immune to damage caused by and the effects of the Moves Bug Buzz, Chatter, Echoed Voice, Grass Whistle, Growl, Heal Bell, Hyper Voice, Metal Sound, Perish Song, Relic Song, Roar, Screech, Sing, Snore, Supersonic and Uproar.

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.

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.

Spiteful Intervention
Static
Effect: Connection – Spite. The user may use Spite in response to an attack hitting an ally, in addition to hitting themselves.

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.

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.

Static
Scene – Free Action
Trigger: The user is hit by a Melee Attack
Effect: The attacking foe becomes Paralyzed.

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.

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.

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.

Starswirl
Scene – Swift Action
Effect: Connection – Rapid Spin. The user may activate this Ability to user Rapid Spin as a Swift Action that deals no damage. Rapid Spin need not have a target when used this way.

Steadfast
At-Will – Free Action
Trigger: The user is Flinched
Effect: The user's Speed is raised by +1 Combat Stage.

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.

Sticky Hold
Static
Effect: The Pokémon's held items cannot be stolen, switched, destroyed or dropped.

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.

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.

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.

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 Hyperfang.

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.

Suction Cups
Static
Effect: The user is immune to Push effects, and the effects of Roar.

Sumo Stance
Static
Effect: The user's Weight Class is increased by +1, and the user is immune to Push effects.

Sun Blanket
Static
Effect: The user is one step more resistant to Fire-Type Attacks, and gains 1/16th of their Max Hit Points at the beginning of each turn in Sunny weather.

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.

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.

Swarm
Static
Effect: The user gains Last Chance with Bug.

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.

Sweet Veil
Static
Effect: The user and allies within 3 meters are immune to Sleep.

Swift Swim
Static
Effect: While in Rainy Weather, the user gains +4 Speed Combat Stages.

Symbiosis
At-Will - Swift Action
Effect: The user may pass its held item to an adjacent ally. If passing a consumable item, the item may be immediately applied to the target.

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.

Tangled Feet
Trigger
Effect: While Confused, the user gains +3 Evasion.

Targeting System
Scene – Free Action
Effect: Connection – Lock On. By activating this Ability, the target may use Lock-On as a Swift Action.

Teamwork
Static
Effect: While you are adjacent to an opponent, allies using Melee attacks against that opponent receive a +2 bonus to Accuracy Checks.

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.

Telepathy
Static
Effect: The user is never hit by the area-of-effect attacks of allied targets.

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.

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.

Thick Fat
Static
Effect: The user is one step more Resistant to Fire Type Moves and Ice Type Moves.

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.

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.

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 paralyses its target. On a roll of 15+, the target automatically fails its Paralysis Save Check on its next turn.

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.

Tochukaso
Static
Effect: The user is one step more resistant to Bug and Poison Type Moves.

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.

Tolerance
Static
Effect: Any Types resisted by the user are resisted one step further.

Torrent
Static
Effect: The user gains Last Chance with Water.

Tough Claws
Static
Effect: The user gains increases the Damage Base of all Melee Moves by +2.

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.

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.

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 1/10th of their Max 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.

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.

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.

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.

Unaware

Static

Effect: When the Pokémon is attacking or being attacked, it the foe must make all damage calculations as if their Combat Stages were at their default state.

Unbreakable

Static

Effect: The user gains Last Chance with Steel.

Unburden

Static

Effect: If the user is not holding a Held Item, their Speed is increased by +2 Combat Stages.

Unnerve

Static

Effect: During battle, as long as you have a line of sight to a foe, that foe may not eat or drink any Food Items.

Ability List: V–Z

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 Ante'd up your Action via an Interrupt or similar on a previous round does not count as having acted that round).

Venom

Static

Effect: The user gains Last Chance with Poison.

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.

Victory Star

Static

Effect: Any allied Pokémon in the encounter gain a +2 Bonus to Accuracy Rolls.

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 Hit Points equal to 1/10th of its own max Hit Points. Furthermore, if the Move that triggered Endure gave the user an Injury from Massive Damage, the user does not gain that Injury.

Vital Spirit

Static

Effect: The user is immune to the Sleep condition, and cannot use the move Rest.

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 1/10th of their Max Hit Points.

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.

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.

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.

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 Hit Points equal to 1/10th of their Max Hit Points.

Water Veil
Static
Keywords: Immune
Effect: Burns

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.

Weak Armor
At-Will – Free Action
Trigger: The user takes Physical damage.
Effect: The user may lower its Defense Combat Stage by 1 Combat Stage, and gain +1 Speed Combat Stage. This is done after the triggering damage is resolved.

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 and automatically succeeds on all checks to do so.

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.

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.

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.

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.

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.

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 1/10th of their Max HP.

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.

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.

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.

Wonder Guard

Static

Effect: Only damaging attacks that are Super-Effective hit 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.

Wonder Skin

Static

Effect: The user gains +6 Evasion against Status Moves.

Zen Mode

At-Will – Free Action

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

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 documented are presented like this:

Move: Attack Order
Type: Bug
Frequency: At-Will
AC: 2
Damage Base 8: 2d8+10 / 19
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, 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 214). 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 of 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+.

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 being held. 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 its 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, Berries, Snacks, 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 are advanced Priority Moves. Interrupt Moves may be declared in the middle of another player's turn, much like Priority Moves, and the same rules for resolution apply. However, Interrupt 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 (taking up the 'command' action as usual). If the user hasn't acted that round, they simply give up their turn for that round, like a Priority Move.

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. Make separate Attack Rolls for each target. The user must end their Shift at the end of the dash.

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. If a priority Move is declared during someone else's turn, the target that was interrupted may continue their turn when the user that used the Priority Move has completed theirs. They may choose new targets for their actions if their previous actions have been invalidated by the Priority Move.

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.

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 1/10th of its Max 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.

Weight Class: A Move with the Weight Class Keyword refers to the following.

Weight Class 1	Any Pokémon between 0 – 25 lbs; 0 – 11 kg
Weight Class 2	Any Pokémon between 25 – 55 lbs; 11 – 25 kg
Weight Class 3	Any Pokémon between 55 – 110 lbs; 25 – 50 kg
Weight Class 4	Any Pokémon between 110 – 220 lbs; 50 – 100 kg
Weight Class 5	Any Pokémon between 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.
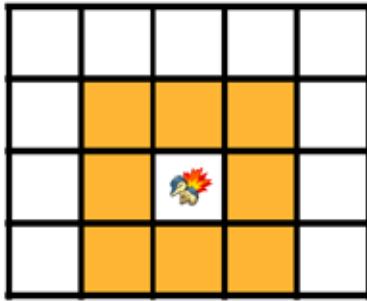
Burst 1
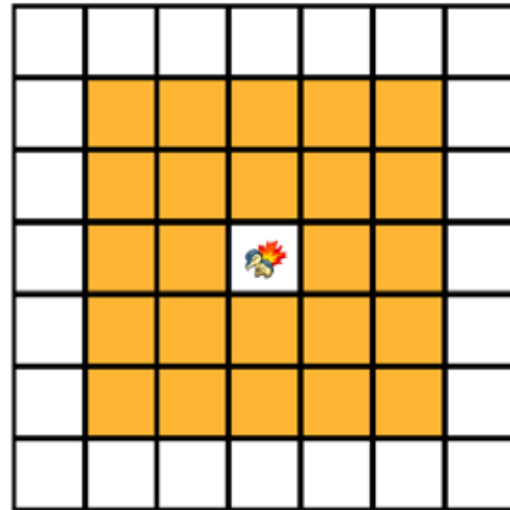
Burst 2

Cardinally Adjacent Targets – The Move hits all cardinally adjacent targets.
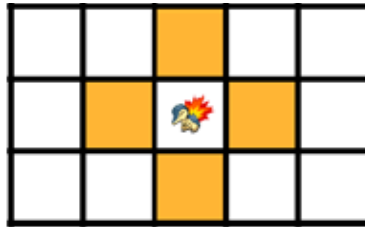
Close Blast X – The Move creates an X by X square adjacent to the user and hits all legal targets within.
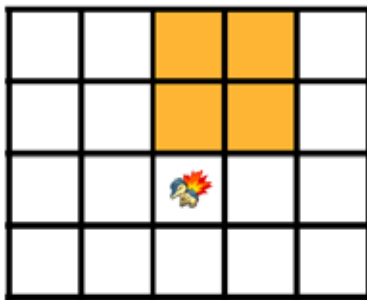
Close Blast 2
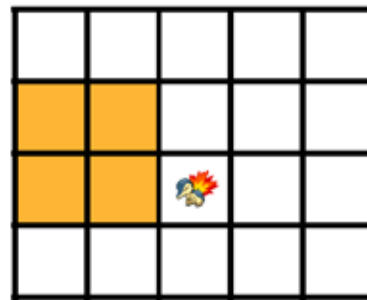
Close Blast 2

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.
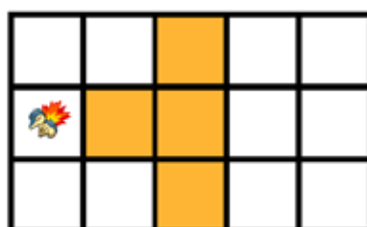
Cone 2
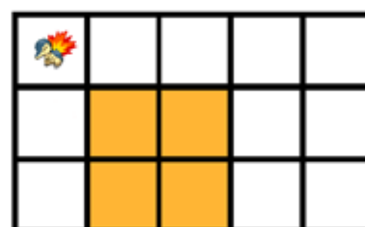
Cone 2 - used diagonally

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.
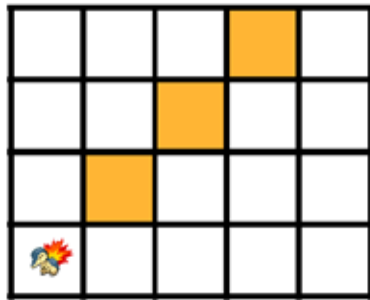
Line 4 - Used Diagonally

Line 4

Melee 1 Target – The Move hits one target adjacent to the user.
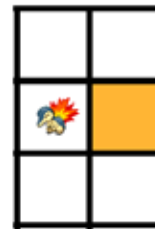
Ranged X – 1 Target – The Move hits one target within X meters of the user. Sometimes, such Moves can hit multiple targets and are labeled as such, in which case each target must be within the requisite number of meters of the user.
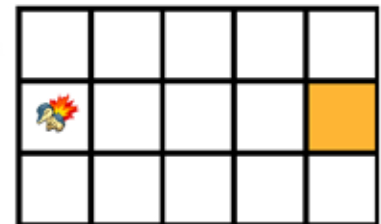
Ranged X – Blast Y – The Move creates a Y by Y square up to X meters away and hits all legal targets within.
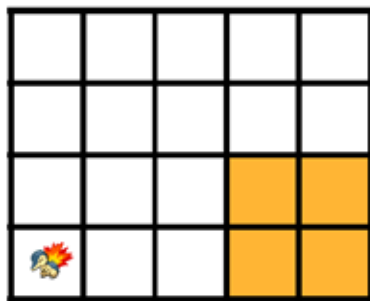
Ranged 3 Blast 2
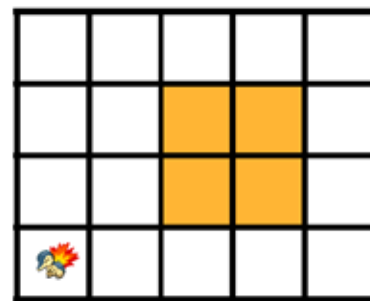
Ranged 3 Blast 2

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.
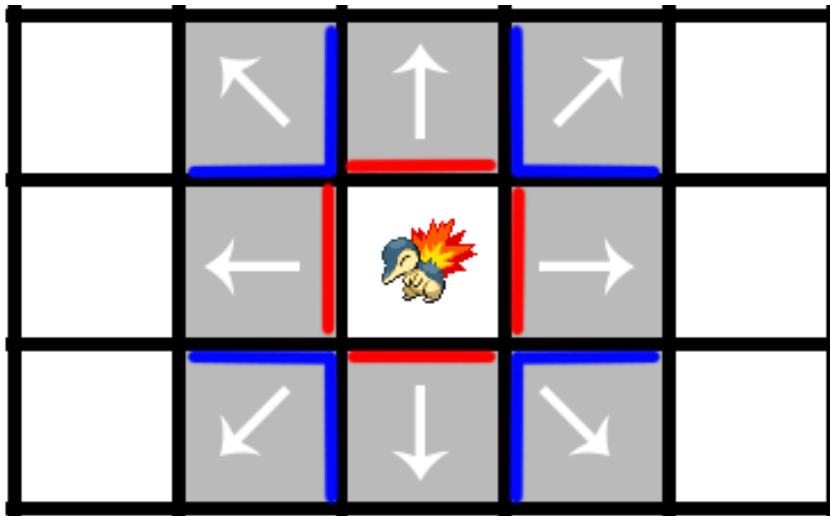
Ranged Blasts work similarly to Bursts; consider their origin point to be the center of the Blast.

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.
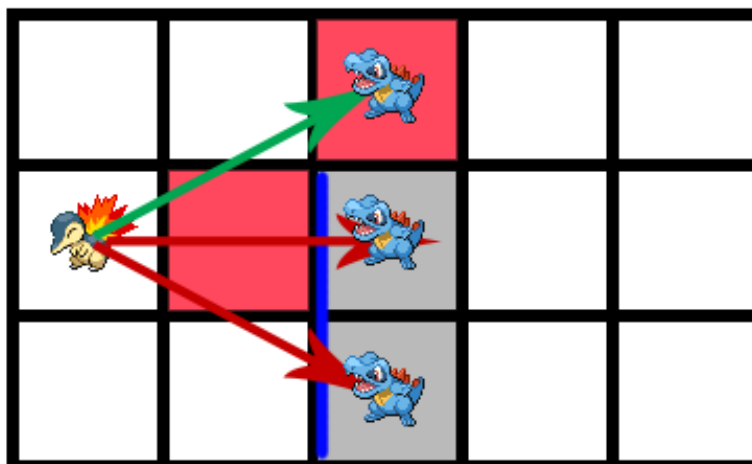
Bug Moves

Move: Attack Order
Type: Bug
Frequency: At-Will
AC: 2
Damage Base 8: 2d8+10 / 19
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 consumable Held Item, Bug Bite destroys the Item and Bug Bite's user may use the Item's effect.
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. 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 Cuter 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, Priority, Powder
Effect: The target is dusted with a layer of flammable powder. If it uses a damaging Fire-Type attack, it creates a Blast 3 centered on itself as the powder explodes, and the powder 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: Physical
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: EOT
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.
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: At-Will
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: At-Will
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
Effect: Lower the target's Special Defense 2 Combat Stages.
Contest Type: Smart
Contest Effect: Excitement

Move: Feint Attack
Type: Dark
Frequency: At-Will
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
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: At-Will
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: Static
Range: Melee, 1 Target
Effect: You automatically Disarm the target; consumables Disarmed this way are destroyed.
Contest Type: Smart
Contest Effect: Steady Performance

Move: Memento
Type: Dark
Frequency: Scene x1
AC: None
Class: Status
Range: 8, 1 Target, Trigger, Free Action
Effect: Memento may be used as a Free Action that does not consume a Command 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: The target's Accuracy is lowered 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
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 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.
Contest Type: Smart
Contest Effect: Good Show!

Move: Quash
Type: Dark
Frequency: At-Will
AC: 2
Class: Status
Range: 10, 1 Target
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, Priority, Trigger
Effect: If an adjacent foe targets the user with a Damaging Attack, Sucker Punch may be used as a Priority 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.
Contest Type: Cool
Contest Effect: Attention Grabber

Move: Taunt
Type: Dark
Frequency: EOT
AC: 3
Class: Status
Range: 6, 1 Target
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 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
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: None, see effect
Class: Special
Range: 4, 1 Target
Effect: If it hits, Dragon Rage causes the target to lose 15 HP. 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: At-Will
AC: 4
Damage Base 10: 3d8+10 / 24
Class: Physical
Range: Melee, 1 Target, Dash, Push
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, Priority
Effect: Priority - 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 19+. 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
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
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 adjacent to Crafty Shield's user is hit by a Status Move, you may use Crafty Shield as an Interrupt. All targets adjacent to Crafty Shield's user, 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. Switching or being knocked out both end this effect.
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: Lovely Kiss
Type: Fairy
Frequency: Scene x2
AC: 6
Class: Status
Range: 6, 1 Target
Effect: The target falls Asleep.
Contest Type: Beauty
Contest Effect: Excitement

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 are immune to 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

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 CS.
Contest Type: Smart
Contest Effect: Seen Nothing Yet

Move: Counter
Type: Fighting
Frequency: Scene x2
AC: None
Class: Physical
Range: Melee, 1 Target, Interrupt, Trigger
Effect: Counter may be used as an Interrupt 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 HP equal to twice the amount of HP 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
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
Range: Melee, 1 Target
Effect: Final Gambit lowers the user to 0 Hit Points and causes them to Faint. Final Gambit deals deals 1 point of damage to the taret for every point of health 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: At-Will
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: EOT
AC: 2
Damage Base 15: 4d10+20 / 45
Class: Physical
Range: Melee, 1 Target, Priority
Effect: Use of Focus Punch must be declared as a Priority 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 a foe's attack, the user may Shift and use Focus Punch.
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
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, 1 Target
Effect: If High Jump Kick misses, the user loses Hit Points equal to 1/4rd 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 Protect 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: Priority - If the user has not yet taken their turn that round, Mach Punch may be declared during a foe's turn to immediately take your turn and use Mach Punch.
Contest Type: Cool
Contest Effect: Saving Grace

Move: Mat Block
Type: Fighting
Frequency: Daily
AC: None
Range: Self, Interrupt, 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. 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 miss all targets.
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
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.
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: Physical
Range: Melee, 1 Target
Effect: The user adds their Special Attack instead of Attack Stat when calculating damage for Secret Sword.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Seismic Toss
Type: Fighting
Frequency: Scene x2
AC: 2
Class: Status
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. 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: Priority - If the user has not yet taken their turn that round, Vacuum Wave may be declared during a foe's turn to immediately take your turn and use Vacuum Wave.
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 uses Damage Base 10 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 8: 2d8+10 / 19
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 an Interrupt 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, Push, 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 Berry, the Berry is destroyed, without its ability activating.
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. While Sunny, Fire-Type attacks have their Damage Base increased by +2, and Water-Type Attacks have their Damage Base reduced by -2 (minimum 1).
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: At-Will
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: Melee, Dash, 1 Target
Effect: Once per scene, if the user is not holding an item, Acrobatics instead has a Damage Base of 12 (3d12+10 / 30).
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: At-Will
AC: 4
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target, Set-Up, Full Action
Set-Up Effect: The user is moved up 15 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 Bounce. Bounce Paralyzes the target 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: Drill Peck
Type: Flying
Frequency: EOT
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 HP 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: If the target has a consumable Held Item, Pluck destroys the Item and Pluck's user may consume that Item – Snacks consumed this way do not count towards the snack limit.
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
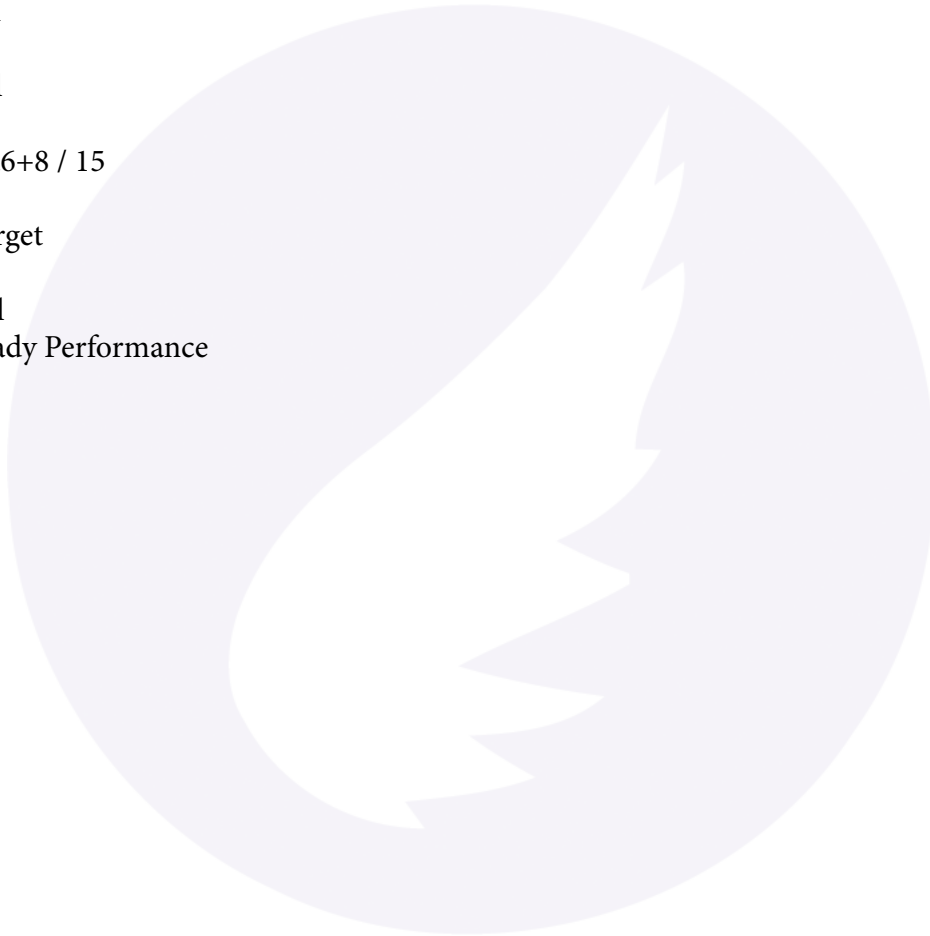
Ghost Moves

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: None
Class: Status
Range: 6, 1 Target
Effect: The target is Confused. Confuse Ray cannot miss.
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 Battle, 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: Scene
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Special
Range: 6, 1 Target
Effect: If Hex's target has a Persistent Status Affliction, Hex's Damage Base is 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: At-Will
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: At-Will
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, Pass
Effect: Shadow Claw is a Critical Hit on 18+ during Accuracy Check.
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.
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: Priority - If the user has not yet taken their turn that round, Shadow Sneak may be declared during a foe's turn to immediately take your turn and use Shadow Sneak.
Contest Type: Smart
Contest Effect: Saving Grace

Move: Spite
Type: Ghost
Frequency: Scene
AC: 2
Class: Status
Range: 6, 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 an Interrupt 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 1/10th of their maximum 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 Hit Points equal to 1/10th of its max 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: At-Will
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 1/10th of their full Hit Point value. 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
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 Hit Points equal to 1/10th of their max 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: The target's Ability is replaced with Insomnia. If the target has multiple Abilities, Worry Seed only replaces one, chosen at random.
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: 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 1/10th of their full 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's attack. 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. While it is Hailing, all non-Ice Type Pokémon lose 1/10th of their full 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.
Contest Type: Beauty
Contest Effect: Reliable

Move: Ice Beam
Type: Ice
Frequency: EOT
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Special
Range: 6, 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's attack. 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: Priority - If the user has not yet taken their turn that round, Ice Shard may be declared during a foe's turn to immediately take your turn and use Ice Shard.
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: At-Will
AC: None
Class: Status
Range: 6, 1 Target
Effect: 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
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 Stages and Coats 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 Priority 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 Checks to Struggle Attacks made to initiate Grapple Maneuvers, and +2 to Skill Checks made to initiate Grapple Maneuvers. Whenever the user ends their turn and is grappling a target, that target loses 1/10th of their Max Hit Points. All effects stack with Wrap and Clamp.
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 10: 3d8+10 / 24
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 difficulty 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
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
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: Daily
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 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: 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: 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
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 two rounds ago, 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
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 1/10th of its current 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: Priority - If the user has not yet taken their turn that round, Extreme Speed may be declared during a foe's turn to immediately take your turn and use Extreme Speed.
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 effect, 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: Priority - 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 that does not consume a Command.
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 3, or 17-20 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
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
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
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: Priority - If the user has not yet taken their turn that round, Helping Hand may be declared during an Ally's turn, before they make any rolls, to immediately take your turn and use Helping Hand. 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: 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: Special
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
Effect: The target's Defense is lowered 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: 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 then 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
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: Special
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 user's Berry is destroyed and is not consumed.
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
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: 6, 1 Target
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!
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 ½ 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. Perish Song can affect only Pokémon. 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 Pokémon 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
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: Priority - If the user has not yet taken their turn that round, Quick Attack may be declared during a foe's turn to immediately take your turn and use Quick Attack.
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
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 Command action.
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 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 Ailment to instead not gain that Status Ailment. 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
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 use 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: None
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, 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 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: The user jumps a number of meters equal to their Acrobatics Rank doubled.
Contest Type: Cute
Contest Effect: Inversed Appeal

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: 4
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target, Push
Effect: The target is Pushed 2 meters.
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 Sonic keyword 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: Supersonic Confuses all Legal Targets.
Contest Type: Smart
Contest Effect: Excitement

Move: Swagger
Type: Normal
Frequency: EOT
AC: 4
Class: Status
Range: 6, 1 Target
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 is Stockpiled 1, they are healed 25% of their full Hit Point value; if the user is Stockpiled 2, they are healed half of their full Hit Point value; if the user is Stockpiled 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: 3
Damage Base 4: 1d8+6 / 11
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: The target's Defense is lowered 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: The target and the user are both Tripped on 15+; on 18+ the user is not Tripped.
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 x2
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 +2 Bonus to Accuracy Checks to Struggle Attacks made to initiate Grapple Maneuvers, and +1 to Skill Checks made to initiate Grapple Maneuvers. Whenever the user ends their turn and is grappling a target, that target loses 1/10th of their Max Hit Points. All effects stack with Bind and Clamp.
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
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 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 targets' 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 consumed a Snack Item during that 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: See Effect, Full Action
Effect: The user shifts up to 5 meters in a straight line, attacking all targets along the path. The user may stop at any point; when they do, they create a Burst 1. You may not a specific target more than once per use of Sludge Wave.
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: At-Will
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 attack roll receives a -4 penalty. This may causes 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 3 times, and then disappears.
Contest Type: Beauty
Contest Effect: Sabotage

Move: Lunar Dance
Type: Psychic
Frequency: Daily
AC: None
Class: Status
Range: 8
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: 8, 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
AC: None
Class: Status
Range: Any, 1 Target, Reaction
Effect: Reaction - Mirror Coat may be used as a Reaction to Attacks that deal Special Damage to the user. The target loses Hit Points equal to the amount of damage the user received. Do not apply weakness or resistance, do apply immunity. Do not apply stats.
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: 3d6+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 3 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, and gain the other target's Held Item. If a target has no Held Item, the still can gain the other target's Held Item.
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 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: 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. While it is Sandstorming, all non-Ground, Rock, or Steel Type Pokémon lose 1/10th of their full 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. All 4 Rocks must be adjacent with at least one other space of Rocks next to each other. 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 1/10th of their full Hit Point value. 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 yo 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: Priority - If the user has not yet taken their turn that round, Bullet Punch may be declared during a foe's turn to immediately take your turn and use Bullet Punch.
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: At-Will
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: EOT
AC: 6
Damage Base 10: 3d8+10 / 24
Class: Physical
Range: Melee, 1 Target
Effect: Iron Tail lowers the target's Defense 1 Combat Stage on 19+.
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 it 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, 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
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: Priority - If the user has not yet taken their turn that round, Aqua Jet may be declared during a foe's turn to immediately take your turn and use Aqua Jet.
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 1/10th of their maximum 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 doubled to Damage Base 14 (4d10+15 / 40).
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 +2 Bonus to Accuracy Checks to Struggle Attacks made to initiate Grapple Maneuvers, and +2 to Skill Checks made to initiate Grapple Maneuvers. Whenever the user ends their turn and is grappling a target, that target loses 1/10th of their Max Hit Points. All effects stack with Bind and Wrap.
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

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: Scene x2
AC: 5
Damage Base 9: 2d10+10 / 21
Class: Special
Range: See Effect, Full Action
Effect: The user shifts up to 5 meters in a straight line, attacking all targets along the path. The user may stop at any point; when they do, they create a Burst 1. You may not a specific target more than once per use of Muddy Water. 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: Rain Dance
Type: Water
Frequency: Daily x2
AC: None
Class: Status
Range: Field, Weather
Effect: The weather becomes Rainy. While Rainy, Water-Type attacks have their Damage Base increased by half (rounded down), and Fire Type Attacks have their Damage Base reduced by half (rounded down).
Contest Type: Tough
Contest Effect: Sabotage

Move: Razor Shell
Type: Water
Frequency: EOT
AC: 3
Damage Base 7: 2d6+10 / 17
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: Scene x2
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Special
Range: See Effect, Full Action
Effect: The user shifts up to 5 meters in a straight line, attacking all targets along the path with Surf. The user may stop at any point; when they do, they create a Burst 1. You may not a specific target more than once per use of Surf.
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 an Interrupt 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: 4
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: Hold That Thought

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.

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 213 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 derrived 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 derrived.

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.

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 is the League and championship structured? Are there "Elite 4" 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 my campaign; or does it focus on Pokémon-only Combat? Both? Neither? 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 shoehorn 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 Command Actions 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, usually 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 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, Musician's Bardic Flair, or Soldier's Maneuver Training), 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

This has been alluded to before this, 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 4: Pokémon provides some guidelines for creating Skillsets for Pokémon (page 179).

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.

On a somewhat related note, another source of potential awkwardness is Water Type Pokémon in general. In Pokémon media, fish and other aquatic Pokémon are often seen functioning just fine out of water, either by flopping about or floating. It's up to you whether you want 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
Kingler
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
Darumakka
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
Golurk
Steelix
Cacnea
Cacturne
Numel
Camerupt
Darumakka
Darmanitan
Xatu
Vullaby
Mandibuzz
Scraggy
Scrafty
Yamask
Cofagrigus
Dunsparce
Zangoose
Seviper
Durant
Maractus
Torkoal
Heatmor
Sigilyph
Gible
Gabite
Garchomp
Helioptile
Heliolisk

Forest

Bulbasaur
Ivysaur
Venusaur
Chikorita
Bayleef
Meganium
Turtwig
Grotle
Torterra
Snivy
Servine
Serperior
Tepig
Caterpie
Metapod
Butterfree
Weedle
Kakuna
Beedrill

Sewaddle
Swadloon
Leavanny
Venipede
Whirlipede
Scolipede
Wurmple
Silcoon
Beautifly
Cascoon
Dustox
Pidgey
Pidgeotto
Pidgeot
Togepi
Togetic
Togekiss
Starly
Staravia
Staraptor
Pidove
Tranquill
Unfezant
Slakoth
Vigoroth
Slaking
Oddish
Gloom
Vileplume
Bellsprout
Weepinbell
Victreebel
Hoppip
Skiploom
Jumpluff
Ludicolo
Seedot
Nuzleaf
Shiftry
Budew
Roselia
Roserade
Pichu
Pikachu
Raichu
Elekid
Electabuzz
Electivire
Ralts
Kirlia
Gardevoir

Gallade
Abra
Kadabra
Gothita
Gothorita
Solosis
Duosion
Reuniclus
Duskull
Dusclops
Dusknoir
Rattata
Raticate
Sentret
Furret
Zigzagoon
Linoone
Bidoof
Bibarel
Patrat
Watchog
Meowth
Persian
Skitty
Delcatty
Glameow
Purugly
Minccino
Cinccino
Buneary
Lopunny
Snubbull
Granbull
Aipom
Ambipom
Deerling
Sawsbuck
Lickitung
Lickilicky
Munchlax
Snorlax
Burmy
Wormadam
Mothim
Nincada
Ninjask
Shedinja
Venonat
Venomoth
Ledyba
Ledian

Spinarak
Ariados
Yanma
Yanmega
Pineco
Forretress
Kricketot
Kricketune
Combee
Vespiquen
Karrablast
Escavalier
Shelmet
Accelgor
Joltik
Galvantula
Scyther
Hoothoot
Noctowl
Taillow
Swellow
Rufflet
Braviary
Swablu
Altaria
Stunky
Skuntank
Skorupi
Drapion
Dugtrio
Gligar
Phanpy
Bonsly
Sudowoodo
Bronzor
Sunkern
Tangela
Cherubi
Cherrim
Whimsicott
Petilil
Lilligant
Foongus
Amoongus
Shroomish
Breloom
Exeggcute
Exeggutor
Electrike
Manectric
Natu

Xatu
Spoink
Grumpig
Munna
Musharna
Mankey
Primeape
Lucario
Murkrow
Honchkrow
Purrloin
Liepard
Poochyena
Mightyena
Zorua
Zoroark
Misdreavus
Mismagius
Drifloon
Drifblim
Pansage
Simisage
Pansear
Simisear
Panpour
Simipour
Chatot
Dunsparce
Stantler
Audino
Spinda
Kecleon
Castform
Smeargle
Zangoose
Seviper
Shuckle
Pinsir
Heracross
Tropius
Pachirisu
Emolga
Mawile
Absol
Spiritomb
Plusle
Minun
Volbeat
Illumise
Ditto
Eevee

Vaporeon
Jolteon
Espeon
Umbreon
Leafeon
Chespin
Quilladin
Chesnaught
Fennekin
Braixen
Delphox
Bunnelby
Diggersby
Fletchling
Fletchinder
Talonflame
Scatterbug
Spewpa
Vivillon
Flabébé
Floette
Florges
Skiddo
Gogoat
Pancham
Pangoro
Spritzee
Aromatisse
Hawlucha
Dedenne
Phantump
Trevenant
Pumpkaboo
Gourgeist

Fresh water

Squirtle
Wartortle
Blastoise
Totodile
Croconaw
Feraligatr
Lotad
Lombre
Ludicolo
Tynamo
Eelektrik
Eelektross

Poliwag
Poliwhirl
Poliwrath
Politoed
Azurill
Marill
Azumarill
Tympole
Palpitoad
Seismitoad
Surskit
Masquerain
Croagunk
Toxicroak
Slowpoke
Slowbro
Slowking
Goldeen
Seaking
Barboach
Whiscash
Carvanha
Sharpedo
Ducklett
Swanna
Psyduck
Golduck
Wooper
Quagsire
Buizel
Floatzel
Magikarp
Gyarados
Feebas
Milotic
Farfetch'd
Stunfisk
Vaporeon
Dratini
Dragonair
Dragonite
Froakie
Frogadier
Greninja

Grasslands

Bulbasaur
Ivysaur

Venusaur
Chikorita
Bayleef
Meganium
Torchic
Combusken
Blaziken
Tepig
Pignite
Emboar
Starly
Staravia
Staraptor
Pidove
Tranquill
Unfezant
Nidoran F
Nidorina
Nidoqueen
Nidoran M
Nidorino
Nidoking
Igglybuff
Jigglypuff
Wigglytuff
Happiny
Chansey
Blissey
Lillipup
Herdier
Stoutland
Oddish
Gloom
Vileplume
Hoppip
Skiploom
Jumpluff
Budew
Roselia
Roserade
Pichu
Pikachu
Mareep
Flaaffy
Ampharos
Shinx
Luxio
Luxray
Elekid
Electabuzz
Electivire

Rhyhorn
Rhydon
Rattata
Raticate
Sentret
Furret
Zigzagoon
Linoone
Bidoof
Bibarel
Patrat
Watchog
Skitty
Delcatty
Glameow
Purugly
Minccino
Cinccino
Buneary
Lopunny
Deerling
Sawsbuck
Lickitung
Lickilicky
Kricketot
Kricketune
Dwebble
Crustle
Karrablast
Scyther
Scizor
Spearow
Fearow
Doduo
Dodrio
Taillow
Swellow
Ekans
Arbok
Stunky
Skuntank
Gulpin
Swalot
Trubbish
Garbodor
Sandshrew
Sandslash
Diglett
Dugtrio
Bonsly
Sunkern

Sunflora
Tangela
Cottonee
Whimsicott
Foongus
Amoonguss
Vulpix
Ninetales
Growlithe
Arcanine
Ponyta
Rapidash
Buizel
Floatzel
Electrike
Manectric
Blitzle
Zebstrika
Spoink
Grumpig
Musharna
Drowzee
Hypno
Wynaut
Wobbuffet
Mankey
Primeape
Purrloin
Liepard
Poochyena
Mightyena
Zorua
Farfetch'd
Dunsparce
Miltank
Tauros
Bouffalant
Audino
Spinda
Kangaskhan
Girafarig
Absol
Plusle
Minun
Volbeat
Illumise
Ditto
Eevee
Espeon
Leafeon
Chespin

Quilladin
Chesnaught
Fennekin
Braixen
Delphox
Bunnelby
Diggersby
Fletchling
Fletchinder
Talonflame
Scatterbug
Spewpa
Vivillon
Litleo
Pyroar
Flabébé
Floette
Florges
Skiddo
Gogoat
Pancham
Pangoro
Furfrou
Espurr
Meowstic
Honedge
Doublade
Aeigslash
Spritzee
Aromatisse
Swirlix
Slurpuff
Sylveon
Hawlucha
Dedenne
Klefki
Pumpkaboo
Gourgeist

Marsh

Turtwig
Grotle
Torterra
Totodile
Croconaw
Feraligatr
Mudkip
Marshtomp
Oddish
Gloom

Vileplume
Bellossom
Bellsprout
Weepinbell
Victreebel
Poliwag
Poliwhirl
Poliwrath
Politoed
Tympole
Palpitoad
Seismitoad
Bidoof
Bibarel
Yanma
Yanmega
Shelmet
Ekans
Koffing
Weezing
Gulpin
Swalot
Garbodor
Skorupi
Drapion
Croagunk
Toxicroak
Tangrowth
Shroomish
Breloom
Barboach
Whiscash
Ducklett
Swanna
Corphish
Crawdaunt
Wooper
Quagsire
Drowzee
Hypno
Murkrow
Honchkrow
Farfetch'd
Carnivine
Tropius
Stunfisk
Froakie
Frogadier
Greninja
Goomy
Sligoo

Running The Game

Goodra

Mountain

Charmander
Charmeleon
Charizard
Cyndaquil
Quilava
Typhlosion
Chimchar
Monferno
Infernape
Tepig
Pignite
Emboar
Nidoqueen
Nidoking
Cleffa
Clefairy
Clefable
Magnemite
Magneton
Magnezone
Ampharos
Luxray
Magby
Magmar
Magmortar
Machop
Machoke
Machamp
Timburr
Gurdurr
Conkledurr
Geodude
Graveler
Golem
Roggenrola
Boldore
Gigalith
Rhyhorn
Rhydon
Rhyperior
Aron
Aggron
Lairon
Duskull
Dusclops
Flygon
Axew

Fraxure
Haxorus
Rattata
Raticate
Teddiursa
Ursaring
Munchlax
Snorlax
Wormadam
Dwebble
Crustle
Scizor
Larvesta
Volcarona
Spearow
Fearow
Rufflet
Braviary
Koffing
Weezing
Cubone
Marowak
Gligar
Gliscor
Phanpy
Donphan
Drilbur
Excadrill
Golett
Golurk
Nosepass
Probopass
Onix
Steelix
Bronzor
Bronzong
Vulpix
Ninetales
Growlithe
Arcanine
Slugma
Magcargo
Numel
Camerupt
Darumakka
Darmantian
Swoobat
Elgyem
Beheeyem
Wynaut
Wobbuffet

Tyrogue
Hitmonlee
Hitmonchan
Hitmontop
Mankey
Primeape
Mienfoo
Mienshao
Makuhita
Hariyama
Meditite
Medicham
Riolu
Lucario
Vullaby
Mandibuzz
Houndour
Houndoom
Scrafty
Scraggy
Pawniard
Bisharp
Smeargle
Zangoose
Seviper
Shuckle
Durant
Maractus
Torkoal
Heatmor
Delibird
Girafarig
Mawile
Skarmory
Absol
Sableye
Lunatone
Solrock
Sawk
Throh
Flareon
Cranidos
Rampardos
Shieldon
Bastiodon
Archen
Archeops
Aerodactyl
Dragonite
Larvitar
Pupitar

Tyranitar
Bagon
Shelgon
Salamence
Metagross
Garchomp
Deino
Zweilous
Hydreigon
Bunnelby
Diggersby
Helioptile
Heliolisk
Tyrunt
Tyrantrum
Amaura
Aurorus
Bergmite
Avalugg

Ocean

Squirtle
Wartortle
Blastoise
Oshawott
Dewott
Samurott
Horsea
Seadra
Kingdra
Spheal
Sealeo
Walrein
Clamperl
Huntail
Gorebyss
Finneon
Lumineon
Chinchou
Lanturn
Carvanha
Sharpedo
Tentacool
Tentacruel
Frillish
Jellicent
Shellder
Cloyster
Corphish
Crawdaunt

Staryu
Starmie
Seel
Dewgong
Shellos
Gastrodon
Remoraid
Octillery
Mantyke
Mantine
Magikarp
Gyarados
Wailmer
Wailord
Qwilfish
Basculin
Relicanth
Corsola
Luvdsic
Alomoloma
Lapras
Omanyte
Omastar
Kabuto
Kabutops
Lileep
Cradily
Anorith
Tirtouga
Carracosta
Inkay
Malamar
Binacle
Barbaracle
Skrelp
Dragalge
Clauncher
Clawitzer

Rain forest

Bulbasaur
Ivysaur
Venusaur
Treecko
Grovyle
Sceptile
Turtwig
Grotle

Torterra
Snivy
Servine
Serperior
Wurmple
Silcoon
Beautifly
Cascoon
Dustox
Togepi
Togetic
Togekiss
Slakoth
Vigoroth
Slaking
Oddish
Gloom
Vileplume
Bellossom
Bellsprout
Weepinbell
Victreebel
Seedot
Nuzleaf
Shiftry
Budew
Roselia
Roserade
Aipom
Ambipom
Lickitung
Lickilicky
Burmy
Wormadam
Mothim
Paras
Parasect
Venonat
Venomoth
Ledyba
Ledian
Spinarak
Ariados
Scyther
Swablu
Altaria
Skorupi
Drapion
Tangela
Tangrowth
Cherubi

419

Petilil
Lilligant
Shroomish
Breloom
Exeggcute
Exeggutor
Mankey
Primeape
Purrloin
Liepard
Pansage
Simisage
Pansear
Simisear
Panpour
Simipour
Chatot
Kangaskhan
Shuckle
Pinsir
Heracross
Carnivine
Tropius
Volbeat
Illumise
Leafeon
Chespin
Quilladin
Chesnaught
Goomy
Sligoo
Goodra

Taiga

Piplup
Prinplup

Empoleon
Slakoth
Vigoroth
Slaking
Vanillite
Vanillish
Vanilluxe
Swinub
Piloswine
Teddiursa
Ursaring
Munchlax
Snorlax
Bonsly
Sudowoodo
Snover
Abomasnow
Snorunt
Glalie
Froslass
Cubchoo
Beartic
Spoink
Grumpig
Smoochum
Jynx
Sneasel
Weavile
Stantler
Delibird
Glaceon

Tundra

Piplup
Prinplup
Empoleon

Spheal
Sealeo
Walrein
Vanillite
Vanillish
Vanilluxe
Swinub
Piloswine
Mamoswine
Snorunt
Glalie
Froslass
Cubchoo
Beartic
Smoochum
Jynx
Sneasel
Weavile
Delibird
Cryogonal
Glaceon
Bergmite
Avalugg

Urban

Pidgey
Starly
Staravia
Pidove
Tranquill
Igglybuff
Jigglypuff
Happiny
Chansey
Blissey
Lillipup

Herdier
Stoutland
Porygon
Porygon2
Porygon-Z
Pichu
Pikachu
Magnemite
Magneton
Elekid
Electabuzz
Electivire
Ralts
Kirlia
Gardevoir
Gallade
Abra
Kadabra
Alakazam
Gothita
Gothorita
Gothitelle
Machoke
Timburr
Gurdurr
Klink
Klang
Gastly
Haunter
Gengar
Litwick
Lampent
Chandelure
Rattata
Meowth
Persian
Glameow

Purugly
Minccino
Buneary
Snubbull
Granbull
Munchlax
Snorlax
Burmy
Wormadam
Mothim
Spearow
Grimer
Muk
Koffing
Weezing
Gulpin
Swalot
Trubbish
Garbodor
Cubone
Marowak
Vulpix
Voltorb
Electrode
Electrike
Elgyem
Smoochum
Jynx
Mime Jr.
Mr. Mime
Chingling
Chimecho
Tyrogue
Hitmonlee
Hitmonchan
Hitmontop
Murkrow

Purrloin
Misdreavus
Shuppet
Banette
Drifloon
Drifblim
Castform
Smeargle
Pachirisu
Emolga
Rotom
Spiritomb
Plusle
Minun
Sawk
Throh
Ditto
Unown
Eevee
Jolteon
Flareon
Espeon
Umbreon
Fennekin
Braixen
Delphox
Skiddo
Gogoat
Furfrou
Espurr
Meowstic
Honedge
Doublade
Aegislash
Sylveon
Dedenne
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 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	**Johto**	**Hoenn**	**Sinnoh**	**Unova**	**Kalos**
Bulbasaur	Chikorita	Treecko	Turtwig	Snivy	Chespin
Charmander	Cyndaquil	Torchic	Chimchar	Tepig	Fennekin
Squirtle	Totodile	Mudkip	Piplup	Oshawott	Froakie

Grass Types	**Electric Types**	**Ghost Types**
Oddish	Pichu/Pikachu	Gastly
Bellsprout	Magnemite	Duskull
Hoppip	Elekid	Shuppet
Seedot	Mareep	Yamask
Lotad	Shinx	Frillish
Skiddo	Joltik	Honedge

Fire Types	**Ice Types**	**Fairy Types**
Vulpix	Swinub	Cleffa/Clefairy
Growlithe	Snorunt	Igglybuff/Jigglypuff
Magby	Spheal	Azurill/Marill
Houndour	Vanillite	Togepi
Numel	Cubchoo	Cottonee
Litwick	Bergmite	Flabébé

Water Types	**Psychic Types**	**Ground Types**
Slowpoke	Abra	Geodude
Poliwag	Ralts	Cubone
Staryu	Meditite	Wooper
Shellos	Gothita	Phanpy
Tympole	Espurr	Trapinch
Clauncher	Inkay	Sandile

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.

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 destoryed.
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 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, Hatcher 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.

Running The Game

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 Hatcher. 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 Hatcher 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)

Hatchers: Hatchers are very rare. All Hatchers can be assumed to have Breeder, Hatcher, Birthright, and Complex Personality. The difference between various Hatchers are their Skill Rank in Pokémon Education which affects the effects of Birthright, and the Eggs or young Pokémon they offer for adoption. You may want to consider the presence and availability of Hatchers 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 assuming Average (+0) Attribute applied to the Skill Check. With 5 Attribute points to distribute, characters will average 1.67 in each Attribute, meaning you will need to keep in mind when using these difficulties that Skill Checks are rarely rolled with a +0 modifier.

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 Attribute modifier. For every point above Average (+0), subtract 1 from the DC. For every point below Good (+2), add 1 to the DC. For example, a Trainer with Superb (+4) Body making a DC 14 Athletics check 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 when a lower Skill Rank is unable to make the Skill Check at least half the time, this time assuming a Good (+2) Attribute because it is near the average of what a Trainer will have in any given Attribute. These DCs won't be a perfect fit for every situation, but if you need an on-the-fly call, they'll do in a pinch.

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 natural aptitude toward Mind Skills 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 Great (+3) aptitude toward Mind Skills 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 Good (+2) Mind 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 Onyx 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 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 Pidgey can't learn Fly, 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 / Scientist could perhaps concoct a strange and powerful potion. A Medium 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 / Scientist 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. The guardians of a cave where rare or Legendary Pokémon make their home may subject would-be visitors to a similar trials to test their worthiness.

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 forsee 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. Choose Attributes at this step too.

(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. He notes the Natural Theory requirement too and figures he'll make him Mind oriented giving him Average (+0) Body, Superb (+4) Mind, and Fair (+1) Spirit. 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 428), 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 Modifier of 1x, or insignificant. A Significance Modifier 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 statted 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 Blindsense. 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 NPCSs 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 407).

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, Hatcher 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, Mastermind, Survivalist, Enduring Soul

Important Features: **Researcher**: [Climate Control, Extreme Weather], **Mastermind**: [Mobilize, You Are Not Prepared!, Complex Orders, My Word Precedes You!], **Survivalist**: [Wilderness Guide], **Enduring Soul**: [Resilience, Caution, Awareness, Not Yet!], **General**: [Focused Training, Inspired Training, Capricious Whirl, Pinpoint Strike, 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 attribute and tends to solve problems through cleverness and ingenuity. Athletics, Survival and Perception are her best Skills, though she also has training in Acrobatics, Command, Guile, Charm, Focus, and General Education.
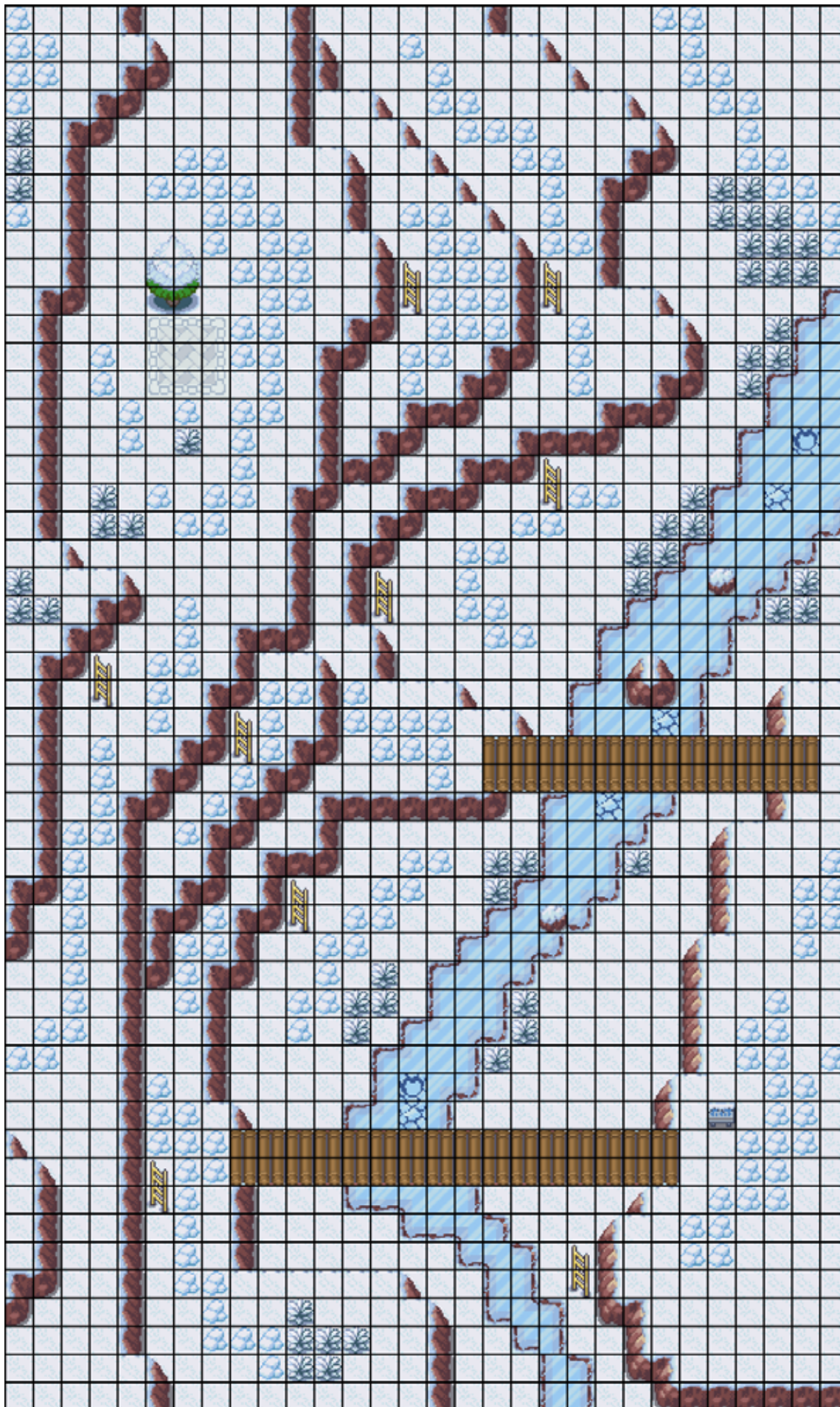
Map Notes:

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, Ancientpower, 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 Command Actions 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 twice the number Nicolette uses. Nicolette herself is at least Trainer Level 40, though this should only come into play for the purpose of determining Feature use and AP pool.

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 **Wilderness Guide** applied to them, 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 immediately, using **You Are Not Prepared!** to boost the number of Hazards. Depending on the composition of the PCs' teams, she may or may not open with a **Light Screen** boosted in the same manner.

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** such as **Focused Training** or **Capricious Whirl**, boosting the number of targets she can affect with her Mastermind 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** and other Enduring Soul Features help 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, Safety Goggles.

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

You can think of the Swarm template described earlier as a variant of this standard template for boss fights, though this goes in the opposite direction, taking one enemy and giving it more actions and HP instead of abstracting a large group of enemies down into one entity.

Begin by counting the number of Command Actions your players generally have access to each round. Usually, this number is simply equal to the number of Trainers, but if you have a Channeler in the party or someone who makes very frequent use of Focused Command, this may differ. Add to this the number of combat-oriented Trainers in the party. Usually, you would only count someone who has built their character to be dedicated to spending their Standard Actions using Moves and other attacks.

Now, stat your boss encounter as normal, which will typically be a very high Level Pokémon. This is one time where you break the guidelines earlier about not concentrating the Levels in an encounter into a single monstrosity! To make a boss even tougher, you may give them increased default Combat Stages.

When you're done, give the boss a number of separate bars of Hit Points according to your total of Command Actions plus combat Trainers, each of the bars equal to its fully statted Hit Point count, similar to the Swarm template. For example, a group of four Trainers typically commands one Pokémon each. One of the Trainers,

however, is built primarily as a Martial Artist and uses most of their actions punching things in the face. You would give a boss five bars of Hit Points in this case. Whenever you calculate percentile damage, such as from Poison or Sandstorm, or you use any effect that sets Hit Points to a certain number, such as Endeavor or Fissure, the effect only applies to the current Hit Points bar and doesn't touch the others. Bosses receive Injuries only when an attack deals damage equal to a full bar of Hit Points or when they lose half their Hit Point bars, barring other specific effects.

Unlike the Swarm template, you would simply give the boss a number of actions per round equal to its total Hit Point bars, and this number does not go down during the fight as it weakens. The main reasoning for this is that a Swarm has many individuals that might use Daily or Scene frequency attacks separately, which is balanced by the Swarm Points system to avoid being overwhelming. As a Swarm is worn down in Hit Points, many members of the Swarm are being knocked out, reducing its ability to attack, whereas this isn't the case for a standard boss.

The easy way to separate these turns in the initiative order is to use increments of 5 or 10 away from its Speed stat. For example, if the boss above with five actions had 30 Speed, you could give it turns at 30, 25, 20, 15, and 10 Initiative. For particularly slow bosses, you may even give it turns at a faster Initiative tick than it normally has. For example, a boss with Speed 10 and three actions could act at 15, 10, and 5. This is preferable to giving a boss many actions at the very end of initiative. Battles go smoother if you have more back and forth between combatants throughout the Initiative count.

Note that Status Afflictions that deal damage over time or damaging weather effects should take place only once per round. Effects like Paralysis trigger on each turn, however.

As a final note, for single boss encounters, you may wish to forgo the step in giving out Experience where you divide 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!

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 Point, 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, Polycephaly, 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, Pride
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 eenmy 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 gong 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.

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 mecanical 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	5	15	45
2	7	16	50
3	9	17	60
4	11	18	65
5	13	19	70
6	15	20	75
7	17	21	80
8	19	22	85
9	21	23	90
10	24	24	95
11	27	25	100
12	30	26	110
13	35	27	120
14	40	28	130

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 and 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.

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: _____

POKÉMON TABLETOP UNITED

Height / Size: _____
Weight: _____
Description: _____
_____

BODY

Acrobatics	
Athletics	
Combat	
Intimidate	
Stealth	
Survival	

MIND

General Edu	
Medicine Edu	
Occult Edu	
Pokémon Edu	
Technology Edu	
Guile	
Perception	

SPIRIT

Charm	
Command	
Focus	
Intuition	

CAPABILITIES

Overland: ___ Swim: _____
Power: ___ Throwing Range: ___
Jump L/H __/__ _____
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Overland = 3 + [(Athl+Acro)/2]
Swim = Overland/2
Throwing Range = 4 + Athl

CLASS: _____

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GENERAL FEATURES

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MOVES

STATS

Level: _____ EXP: ____ / 10
Action Points: _____
Hit Points: _____
Injuries: _____

HP:		SpAtk:	
Atk:		SpDef:	
Def:		Speed:	

PhyEva: ___ SpcEva ___ SpdEva__
Abilities: _____
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_____
_____

CHARACTER CREATION

Background Name: _____
+ Skills: _____
- Skills: _____

Body:	Mind:	Spirit:

HP:	SpAtk:
Atk:	SpDef:
Def:	Speed:

Level 1 Edge: _____
Level 1 Edge: _____
Level 1 Edge: _____
Level 1 Feat: _____
Level 1 Feat: _____
Level 1 Feat: _____

NOTES:

EQUIPMENT AND INVENTORY

Head: _____
Body: _____
Main Hand: _____
Off-Hand: _____
Feet: _____
Accessory: _____

ITEM	#	ITEM	#
		MONEY:	

PROGRESSION

Level	Edge/Feature	Stat Point	Level	Edge/Feature	Stat Point
2			26		
3			27		
4			28		
5			29		
6			30		
7			31		
8			32		
9			33		
10			34		
11			35		
12			36		
13			37		
14			38		
15			39		
16			40		
17			41		
18			42		
19			43		
20			44		
21			45		
22			46		
23			47		
24			48		
25			49		
			50		

Pokémon Sheet

Name:

Species: _____
Type: _____ / _____
Level: ____
EXP: _____ / _____
Held Item: _____
Loyalty: _____
Gender: _____
Nature: _____ (+ _____ / - _____)
Abilities: _____ / _____ / _____ / _____
_____ / _____ / _____ / _____
Height / Size: _____ **Weight Class:** _____
Capabilities: Overland __, Swim ___, Jump L/H __ / __,
Power ___, Int ____, _____
_____
Skills: Athl _____, Acro _____, Combat _____,
Stealth _____, Percep _____, Focus _____,
_____

PokéEdge / Tutor Item	Cost
Remaining Tutor Points:	

Inheritance Moves: _____
Vitamins: _____

Beauty: _____, **Cool:** _____, **Cute:** _____,
Smart: _____, **Tough:** _____

Poffins: _____

Hit Points: ___ / ___		Phys Evade: _____
HP:	SpAtk:	Spec Evade: _____
Atk:	SpDef:	Speed Evade: _____
Def:	Speed:	Injuries: _____

Notes:

Move	Freq	AC	Type	Damage Roll/Type	Range	Special Effect	Contest Effect

What's Coming Next?

Pokémon Tabletop United 1.04 has been a massive update for us, so our next update will focus on small tweaks and refinements rather than more sweeping changes. With so many changes, undoubtedly we'll have made typos or other mistakes somewhere, and we'd like to get all of those ironed out. It's probable we'll release an update more quickly than our usual schedule just to fix typos and make small changes.

Pokémon Contests are one area of the core mechanics we want to take a look at improving, but you won't be seeing tons of Class overhauls or new Classes like there were in this update.

We've started work on a few pre-made adventures for the system. Unfortunately, if we took the time to finish them right now, it'd delay the release of this update far too long. You should see them in our upcoming updates, however!

Feel free to leave us feedback on our forums at http://forums.Pokemontabletop.com/index/ or visit our IRC channel on the Rizon network at #PokemonTabletop if you catch mistakes in the PDF or have ideas for what can be improved or what you'd like to see.

– The PTU Development Team