



CHAPTER 10: INDICES AND REFERENCE

SPECIAL CAPABILITIES

The Basic Capabilities can be found in their own section in the Playing the Game Chapter (page 219) along with the mechanics for how they work. However, there are also special capabilities that denote the various powers that Pokémon have, such as turning invisible and shrinking in size.

Alluring: Pokémon who are Alluring smell very pleasant. Once per day, they may act as if they were a Bait Item. If a Pokémon learns the Move Sweet Scent and does not have the Alluring Capability, they gain the Alluring Capability.

Amorphous: Pokémon that are Amorphous have an inconsistent shape. They can flatten and reform themselves like putty. They can stretch out their body material and condense themselves as well. They're able to squeeze through tight spaces, such as under a door.

Aura Reader: These Trainers and Pokémon can read the Auras of other living beings. Each Aura conveys two pieces of information. First, its hue or color reveals something about the personality of the target. The hue of an Aura may change over time if an individual undergoes significant changes in personality or worldview. Second, Auras also appear brightened or darkened at times. Brightened auras can reflect good moods and intentions, whereas darkened auras can reflect a sour mood or deceptive and negative intentions.

Aura Pulse: Pokémon and Trainers with Aura Pulse are blessed by a great power. They can project their thoughts using Aura, straight into the minds of those they wish to communicate with. They can read the surface thoughts of minds in return, but only minds that open up to them willingly.

Blindsense: Zubat, Deino, and Deino's Evolutions are blind, but can generally function through increased senses – Blindsense can take the form of echolocation, increased hearing, enhanced sense of smell, a supernatural awareness of the environment, and more. It is, however, unable to distinguish colors or exact forms (reading words on a book would be impossible, for example). Pokémon and Trainers with Blindsense can function even in complete darkness, as if they had Darkvision, and they can never be Blinded.

Bloom: When a Pokémon with Bloom, Cherrim, is in Sunny weather it transforms; changing its appearance from the closed bud, purple-petal form into the pink open flower form.

Blender: Pokémon with Blender are capable of changing their color to match their surroundings. As a Shift Action, they may increase their Evasion by +2 against Melee attacks and by +4 against Ranged attacks until the end of their next turn. This Capability may be performed At-Will.

Chilled: Pokémon with the Chilled Capability are always cold.

Darkvision: A Pokémon with the Darkvision Capability never has their vision hampered by a loss of light. They can even see in total darkness and are never Blind or affected by Total Blindness due to low-light conditions.

Dead Silent: A Pokémon with the Dead Silent capability does not breathe or have a heartbeat, and does not shuffle or make noise as they walk unless they wish to.

Delta Evolution: Rayquaza may Mega-Evolve without holding a Mega Stone as long as it knows the Move Dragon Ascent.

Dream Mist: A Pokémon of at least Level 20 who has the Dream Mist Capability can produce Dream Mist once a day as an Extended Action. Dream Mist may be collected with a Collection Jar.

Dream Reader: Pokémon with the Dream Reader Capability may view the dreams of Sleeping Pokémon and Trainers. If the Pokémon or Trainer was put to Sleep with a Dream Mist item, they may also form a moving image of the dream from the Dream Mist in the target, allowing others to get a brief glance of the contents of the dream. Pokémon with this Capability cannot read the dreams of targets with the Mindlock Capability.

Egg Warmer: A Pokémon with Egg Warmer may heat up an egg once per 24 hours. Roll 1d10; on a result of 1, nothing happens; on a result of 2-10, the egg's hatch time is reduced, in hours, by the number rolled.

Firestarter: The Pokémon's Struggle Attacks may be Fire-Typed if they wish. They may also add their Special Attack instead of their Attack and have the attack deal Special Damage, if they wish. Multiple Fire-Type Moves grant Firestarter.

Fortune: Once a day, a Pokémon of at least Level 20 with this Capability may be allowed to roam freely in a City or Town for at least one hour. The user then returns with an amount of money equal to its Level multiplied by 1d10. If the user is a Pokémon with a Loyalty of 1 or 0, it may not return and instead run away.

Fountain: The Pokémon's Struggle Attacks may be Water-Typed if they wish. They may also add their Special Attack instead of their Attack and have the attack deal Special Damage, if they wish. Multiple Water-Type Moves grant Fountain.

Freezer: The Pokémon's struggle Attacks may be Ice-Typed if they wish. They may also add their Special Attack instead of their Attack and have the attack deal Special Damage, if they wish. Multiple Ice-Type Moves grant Freezer.

Gather Unown: Pokémon of at least Level 20 with the Gather Unown Capability can summon a random Unown once a week as a Standard Action. The Unown has a Level of 2d8, but it cannot exceed the user's Level. They are not immediately hostile.

Gilled: A Gilled Pokémon can breathe underwater. It never needs to come up for air and can remain underwater for as long as it wants to.

Glow: A Pokémon with the Glow Capability can emit light from a part of its body. Depending on the variety of wild Pokémon nearby, it might attract Pokémon or ward them away. If a Pokémon learns the Move Flash, Eerie Impulse, or Tail Glow and does not have the Glow Capability, they gain Glow.

Groundshaper: A Pokémon with the Groundshaper Capability can transform the terrain around them to create Rough Terrain or Slow Terrain or Terrain that is both, or flatten out Rough Terrain to create Basic Terrain. Using this Capability is an At-Will Standard Action that affects all cardinally adjacent squares. All squares need not be affected in the same way, and the user may choose not to affect certain squares at all if they wish.

Guster: The Pokémon's Struggle Attacks may be Flying-Typed if they wish. They may also add their Special Attack instead of their Attack and have the attack deal Special Damage, if they wish. Multiple Flying-Type Moves grant Guster.

Heart Gift: Pokémon of at least Level 30 with this Capability can produce a Heart Scale item once a week as an Extended Action.

Heater: A Pokémon with the Heater Capability is always warm.

Herb Growth: Pokémon of at least Level 20 with this Capability may produce a Revival Herb once a day as an Extended Action. This Herb may be harvested by a Trainer.

Honey Gather: Once a day, Pokémon with this Capability can find a Honey item as an Extended Action if they are allowed time in an environment with abundant plant life. Honey may be collected with a Collection Jar.

Illusionist: Pokémon with the Illusionist Capability can create minor visual Illusions as a Standard Action. These may be no more than half a meter in any dimension and produce no sensory sensations outside of sight. Any physical contact noticeably disrupts an Illusion, and all other effects that see through Illusions can do so. Otherwise, the Illusion appears life-like and can be made to move, though it cannot move further than the user's Focus Rank in meters away from the user. Actively manipulating the Illusion requires constant attention from the user. For minor effects such as making an illusionary flame dance, this requires the user to constantly spend its Swift Actions. For more major effects such as animating an illusionary skeleton, the user must constantly spend Standard Actions. If a Pokémon gains the Illusion Ability and does not have the Illusionist Capability, they gain Illusionist.

Inflatable: A Pokémon with the capability Inflatable can expand its size up to 125% of its normal size as a Standard Action. While Inflated, a Pokémon does not change its weight. When Inflated, Pokémon gain a -1 Penalty to Evasion, but become Blocking Terrain; you may not target through an Inflated Pokémon. Returning to normal size is a Shift Action. If a Pokémon learns the Move Growth or Stockpile and does not have the Inflatable Capability, they gain Inflatable.

Invisibility: Pokémon who have the Invisibility Capability can turn invisible as a Shift Action. Pokémon may not perform Moves while invisible. While invisible, you must roll +4 during Accuracy Checks to hit the Pokémon. When a Pokémon turns invisible, they can only remain invisible for up to 4 minutes or can turn

visible again as a Free Action. After becoming visible, they must wait two plus the number of minutes they spent invisible before turning invisible again.

Juicer: When Shuckle is holding a berry, after 24 hours of that Berry going unused, it will be turned into Berry Juice and stored in the Shuckle's shell. Shuckle may use Berry Juice as a Snack Item; if the juice is bottled, other Pokémon and Trainers may drink the Berry Juice as a Refreshment. If a Berry Juice item is left in the Shuckle's shell unused for two weeks it solidifies and turns into a Rare Candy.

Keystone Warp: Spiritomb carries around with it an Odd Keystone. Trainers may collect additional Odd Keystones as they travel. They may then synchronize them with a Spiritomb for the cost of 2 Tutor Points. A Spiritomb may then freely teleport between any Odd Keystones within 10 meters as a Standard Action.

Letter Press: Unown with the Letter Press capability may be combined with other Unown, creating a Prime Unown, or adding to an existing Prime Unown. The first four times you add an Unown to a Prime Unown, including the creation of the Prime Unown, add 5 points to any one of the Prime Unown's Base stats. Combined Unown may retain different instances of Hidden Power from each individual Unown, up the normal Move List limit. When combining Unown with the Letter Press capability, for each instance of Hidden Power, choose whether it will operate on Attack stat or Special Attack stat. This choice is permanent. Unowns combined with Letter Press can be kept in a single Poké Ball, essentially becoming a single Pokémon. Once combined with Letter Press, Unowns cannot be separated. Prime Unown lose the Underdog Capability.

Living Weapon: In addition to being a Pokémon, Honedge and its evolutionary relatives also count as equipment and may be used as such if the Pokémon is willing. Honedge may be used as a Small Melee Weapon. Doublade may be used as two Small Melee Weapons; when one is held in each hand, the user gains +2 to Evasion. Aegislash may be used as a Small Melee Weapon and a Light Shield. When Fainted, these Pokémon may still be used as inanimate pieces of equipment, but all rolls made with them take a -2 penalty.

If the Living Weapon is also being used as an active Pokémon, the Wielder and the Living Weapon use the Wielder's Movement Speed to shift during each of their turns, and the total amount Shifted during the round cannot exceed the Wielder's Movement Speed.

While wielded, the Living Weapon may impart its wielder benefits as if it were a Simple or Fine Weapon, as long as the wielder has the requisite Combat Skill Rank. A Honedge counts as a Simple Weapon and grants the Adept Move Wounding Strike. A Doublade counts as a Simple Weapon and Grants the Adept Move Double Swipe. An Aegislash counts as a Fine Weapon and grants the Adept Move Wounding Strike and the Master Move Bleed!. While used as a Living Weapon, the Pokémon also adds these Moves to its own Move List, so long as their wielder qualifies to access them.

Either the Living Weapon or the Wielder can disengage as a Swift Action during their turn to Shift and attack separately. Re-engaging is a Standard Action that may be taken by either party. While Wielded, a Living Weapon cannot benefit from its No Guard Ability, and an Aegislash is automatically in Blade forme.

Magnetic: Magnetic Pokémon can lightly manipulate magnetic fields. With this, they can repel or attract iron and/or steel, holding it to their body or pushing it away. Through this magnetic manipulation, they can also feel magnetic fields and discern magnetic north. If a Pokémon learns the Move Magnet Rise or Magnet Bomb, or gains the Magnet Pull Ability, and does not have the Magnetic Capability, they gain Magnetic.

Marsupial: Kangaskhan is always born with the Baby Template (see Optional Rules), subtracting 5 from each of its Base Stats. While Kangaskhan have the Baby Template, they live in their mother's pouch and will not willingly leave it for long; their bond is so strong, that both Pokémon are able to be captured in a single Pokeball during this time. While Kangaskhan has the Baby Template, it cannot be Commanded to fight or take any action. Mother Kangaskhan with a Baby in their pouch are exceptional at protecting their babies; attacks cannot target Kangaskhan inside their mother's pouch while she is conscious. Trainers raising a Kangaskhan may choose to have their Mother Kangaskhan gain 20% less experience from any sources and give that Experience to the baby instead. Once a Baby Kangaskhan reaches level 25 and loses the Baby Template, it exits its mother's pouch permanently. If its

mother had a loyalty higher than 1, it will allow itself to be easily caught by its Trainer.

Materializer: The Pokémon's struggle Attacks may be Rock-Typed if they wish. They may also add their Special Attack instead of their Attack and have the attack deal Special Damage, if they wish. Multiple Rock-Type Moves grant Materializer.

Milk Collection: The user may produce a MooMoo Milk Item once a day as an Extended Action as long as they are at least Level 20. MooMoo Milk may be collected with a Collection Jar.

Mindlock: Pokémon who have the Capability Mindlock cannot have their minds read by Telepathy, are immune to the Move Mind Reader, cannot have their emotions calmed with Gentle Vibe, and Telepathic Warning cannot trigger on their attacks. The Dream Reader Capability cannot read their dreams.

Mountable X: This Pokémon may serve as a mount for X average Trainers regardless of Power Capability and ignoring penalties for weight carried. This Capability fails to function if significant weight is added in addition to the Trainer(s). Note that this Capability is meant to be used as a **guideline**, not a hard and fast rule. Feel free to adjust which Pokémon can be ridden as fits your campaign.

Mushroom Harvest: Pokémon of at least Level 20 with this Capability can produce a mushroom item once a day as an Extended Action. Roll 1d20 when this Capability is used. On a roll of 1-12, a Tiny Mushroom is produced. On a roll of 13-18, a Big Mushroom is produced. On a roll of 19-20, a Balm Mushroom is produced.

Naturewalk: Naturewalk is always listed with Terrain types in parentheses, such as Naturewalk (Forest and Grassland). Pokémon with Naturewalk treat all listed terrains as Basic Terrain.

Pack Mon: A Pokémon with Pack Mon instinctively belong to a rigid pack structure, and are naturally inclined to the top of that structure. Wild Pokémon that are of this Pokémon's unevolved form or at least 10 levels lower than the user will instantly obey the user's commands; showing a Pokémon with Pack Mon to a group of Wilds will put them at a Fearful disposition. However, two Pack Mons of the same species and within 10 Levels of each other will fight for dominance of the

group. If a Wild Pack Leader is ten levels higher than your Pokémon, it will expect your Pokémon to obey it, and may attack if it does not.

Pearl Creation: When a Pokémon with this Capability Evolves, it loses this Capability and creates a Pink Pearl Held Item.

Phasing: A Pokémon with Phasing may Shift through Slow Terrain without their Speed Capabilities being affected. As a Standard action, they may turn completely Intangible. While Intangible, they cannot be targeted by Moves or attacks, cannot perform Standard Actions, and lose a Tick of Hit Points at the end of each round. While Intangible, they may pass through solid walls and all other blocking terrain during their Shift Action. Becoming Tangible again is a Shift Action.

Planter: Pokémon with the Planter Capability can act as a Portable Grower, holding one plant at a time. Pokémon with this Capability may be limited in what they can grow. In these cases, they will have parentheses on their Planter Capability denoting what they can grow. For example, Planter (Berries) would allow the Pokémon to grow Berry plants only.

Premonition: Pokémon with this Capability have a supernatural sense for natural disasters such as earthquakes, floods, and volcanic eruptions. The magnitude of the impending disaster and its proximity to the Pokémon both affect how often they get this sense before a disaster and how long in advance the warning is. Closer and bigger disasters tend to have a greater effect and may alert the Pokémon to the specific area where a disaster will occur days in advance, while lesser disasters may simply give the Pokémon an odd sense of unease several hours before they hit.

Reach: A Pokémon with Reach has the Range of their Melee attacks increased based on their size category; Small and Medium Pokémon may make Melee attacks from up to 2 meters away, and Large and bigger Pokémon may make Melee attacks from up to 3 meters away. Pokémon with Reach are either really large or have a stretchy limb with which they can strike foes from a distance.

Shadow Meld: Gengar can melt into shadows to remain unseen as a Standard Action. While doing so, Gengar receives a +4 bonus to Stealth rolls, gains +1 to its evasion, and can travel along a surface as if completely

flat. Gengar may also “ride” along on a living creature’s shadow, moving along with it as the creature moves. Gengar may not use Standard Actions while melded into shadow. Reforming is a Shift Action.

Shapeshifter: Pokémon with this Capability can change their shape at will, taking on different forms as a Standard Action. When using this Capability, the user cannot increase or decrease its total mass by more than 50%, and they cannot replicate complex machines such as computers or phones. They may take on the appearance of these devices, but they will appear simplified in comparison. They can, however, transform into other moving forms such as acting as someone’s prosthetic limb, a living lever or pulley system, or a Pokémon comparable in size. Note in this last case that the Shapeshifter doesn’t gain any qualities of that Pokémon without actually using the Move Transform! Anyone closely examining a Shapeshifter Pokémon may determine its true nature with a Perception Check opposed by the Pokémon’s Stealth. If a Pokémon learns the Move Transform and does not have the Shapeshifter Capability, they gain Shapeshifter.

Shrinkable: A Pokémon with the capability Shrinkable can shrink its size up to 25% of its normal size as a Standard Action, but this does not change its weight. While Shrunk, a Pokémon may not perform Standard Actions except to return to normal size, and gains a +4 bonus to Evasion. Using Shrinkable is not the same as using the Move Minimize, but if a Pokémon learns the Move Minimize and does not have the Shrinkable Capability, they gain Shrinkable.

Soulless: Shedinja is a unique Pokémon. Its default Ability will always be Wonder Guard and Shedinja’s Max Hit Points is always 1. You may not add to a Shedinja’s Hit Point stat, and Shedinja may not have Temporary Hit Points. However, Shedinja can’t die and never gains Injuries. Given an Extended Rest, Shedinja always recovers to 1 Hit Point regardless of natural healing rate and how many Hit Points it had previously.

Split Evolution: Wurmple evolves based on its Nature; if it has a Nature that raises Attack, Special Attack, or Speed, it evolves into Silcoon. If it has a Nature that raises HP, Defense, or Special Defense, it evolves into Cascoon.

Sprouter: Once per week, Pokémon with the Sprouter capability can rapidly influence the growth of plants

and flora around them. As a Standard Action, they may cause a plant around them to bloom, and potentially grow up to 1 meter in any direction. Sprouter may cause planted Berries to instantly give yield.

Stealth: A Pokémon with the Stealth Capability are excellent at approaching the enemy for an up close assault. While Shifting, unless they purposely want to, Stealth Pokémon do not make any noise. Unless a Pokémon with Stealth has used a Ranged Move during the current round or the round previous, Ranged Moves may not target them if the line of sight drawn goes through Rough Terrain or if the Pokémon is on Rough Terrain.

Telekinetic: Telekinetic Pokémon and Trainers can move objects with their mind. They can lift things with Telekinesis as if they were using a Power Capability equal to their Focus Rank. When lifting Staggering Weights with Telekinesis, they roll Focus instead of Athletics, and the DC is 10 instead of 4. They can target objects up to 8 meters away. Count the combined weight of all objects when determining whether they can lift all of them. Using this Capability to lift the user's Drag Weight or greater leaves discoverable psychic residue. Additionally, the user may use Struggle Attacks at a range of X, where X is the user's Focus Rank. These Struggle Attacks deal Normal-Type Damage as usual, but the user may add their Special Attack instead of their Attack and have the attack deal Special Damage, if they wish. The user may perform the Disarm, Trip, and Push Maneuvers at the range of your Telekinetic Capability and using the Focus Skill for all opposed rolls. When the Push Maneuver is used this way, the user does not repeat the Push but instead Pushes the target a number of meters equal to half their Focus Rank. If a Pokémon learns the Move Psychic or Telekinesis and does not have the Telekinetic Capability, they gain Telekinetic.

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 Pokémon species with a Base Stat total of 45 or less. Some exceptions apply.

Volatile Bomb: The Pokémon never loses Loyalty from using Self-Destruct or Explosion.

Wallclimber: Wallclimber Pokémon often have suction cups, hooks, or other means of easily scaling walls or other vertical surfaces. They may travel along a wall or ceiling at a rate of half of their Overland Capability.

Weathershape: Castform's appearance changes with the weather around it. It changes to its orange form in Sunny weather, its blue and grey form in Raining weather, its light blue form when it's Hailing, a rocky brown form in a Sandstorm.

Wielder: Pokémon with the Wielder Capability gain a +2 bonus to Disarming and cannot have their natural weapons disarmed or removed by moves such as Thief, Covet, Switcheroo, and Trick. Small Pokémon with this capability may additionally wield man-made Small Melee weapons, gaining all normal benefits. Medium and higher size category Pokémon may wield Large Melee weapons. These weapons occupy the Pokémon's Held Item slot when Wielded. Pokémon Wielding Weapons can only ever get access to Adept Combat Rank Moves from Weapons, even if their Combat Skill would allow them to qualify for higher.

Wired: Wired Pokémon have a special relation to electronic devices. They can enter machines and travel through connected electronics through any cords that connect them instantly. If used by a Rotom, Rotom may take control of the machine from within, gaining a Move chosen by your GM based on the machine.

X-Ray Vision: Pokémon and Trainers with the X-Ray Vision Capability can see through walls and solid objects up to a foot in thickness. Objects seen through X-Ray vision are seen as white shapes and outlines without much detailed definition. The effectiveness of X-Ray Vision depends on the object's material. Anything thin from paper to light wood to most residential drywall allows clear X-Ray Vision through it, while lead and tungsten would block X-Ray Vision entirely.

Zapper: The user's struggle Attacks may be Electric-Typed if they wish. They may also add their Special Attack instead of their Attack and have the attack deal Special Damage, if they wish. Multiple Electric-Type Moves grant Zapper.

ABILITIES

Abilities are a special type of trait that Pokémon and some Trainers can have. Pokémon are all born with one Ability and may naturally grow to learn others or can be taught them by a dedicated Trainer. Most Abilities are passive effects, or Static in game terms, that are constantly on whether for good or ill. Other activate when certain conditions are met, such as the presence of a particular Weather or being hit by a specific Type of attack. A few Abilities require more active focus to execute and take up a Pokémon or Trainer's Standard Action just as a Move would.

Abilities are read much like Moves or Features are.

Name: The Name is what the Ability is called. This is useful for keeping track of what Ability your Pokémon has.

Frequency – Action Type: The Frequency is how often the Ability can be used. These generally are Static, At-Will, Scene, or Daily. These Frequencies are the same as Feature or Move Frequencies of the same name. The Action Type listed determines the sort of action required to activate the ability – usually a free action.

Effect: The Effect is of course what the Ability does.

ABILITY KEYWORDS

Some abilities may have a Keyword descriptor. See below for the Ability keywords.

Connection: This keyword is followed by a Move, with which the user has an innate connection. Upon gaining the Ability, the user learns the Move, forgetting another Move if necessary. This Move cannot be forgotten through any means. If the user has 1 Tutor Point, they may immediately spend it to gain the “Advanced Connection” Edge and avoid forgetting any Moves.

Defensive:

Immune: Abilities with the keyword Immune cannot be affected by a certain Status Affliction. This is described

per Ability.

Last Chance: Last Chance Abilities are always associated with an Elemental Type. The user gains a +5 bonus to Damage Rolls when using attacks of that Type. This bonus increases to +10 when the user is under 1/3rd of their Maximum Hit Points.

Pickup: The Ability Pickup lets Pokémon or Trainers find items using their natural senses and natural curiosity, or using psychic abilities. Whenever the ability is activated, roll 1d20 and consult the chart below. The chart determines the category of Item, but the GM decides what the specific Item is.

Roll	Item Type	Other
1-5	None	You find nothing
6-7	X-Item	One X Attack, or X Defend, Etc.
8-10	Berries	Any Random Berry
11-13	Poké Ball	Any Random Poké Ball
14-16	Status/Healing	Any Random Status healing item or HP healing item
17	Evolutionary Stones	Any Random Evolutionary Stone
18	Performance Enhancers	Any Random Vitamin
19	Hold Item	Any Random Hold Item
20	TM	Any Random TM



ABILITY LIST: A–E

Ability: Abominable

Static

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

Ability: Absorb Force

Scene – Free Action

Trigger: The user is damaged by a Physical Attack

Effect: The user takes damage as if the attack was resisted one step further.

Ability: Adaptability

Static

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

Ability: Aerilate

At-Will – Free Action

Trigger: The user uses a Normal-Type damaging Move

Effect: The Move is changed to be Flying-Type.

Ability: Aftermath

Scene – Free Action

Effect: When the user is reduced to 0 Hit Points or less, they create a Burst 1. Everything in the Burst loses $\frac{1}{4}$ of its Max Hit Points.

Ability: Air Lock

Scene – Free Action

Effect: The weather is set to normal as long as the Pokémon with Air Lock wants it to remain that way. The user may continue to sustain this effect as a Swift Action each round.

Ability: Ambush

Scene – Free Action

Effect: The user may use a Melee Move with a Damage Base of 6 (before applying STAB or other modifiers) or lower as if it had the Priority keyword. If it hits, the target is Flinched.

Ability: Analytic

Static

Effect: Whenever the user targets uses a damaging Move on a Pokémon or Trainer that has acted before it during Initiative this Round, that Move deals an additional +5 Damage.

Ability: Anger Point

At-Will – Free Action

Effect: When the Pokémon receives a Critical Hit, they become Enraged and gain +6 Attack Combat Stages.

Ability: Anticipation

At-Will – Swift Action

Target: Pokémon or Trainers

Effect: The target reveals if they have any Moves that are Super-Effective against the Pokémon with Anticipation. You may not target a Pokémon or Trainer more than once per encounter with Anticipation. Anticipation only reveals whether the opponent does or does not have those moves, not the specific moves themselves.

Ability: Aqua Boost

At-Will – Free Action

Trigger: An adjacent Ally uses a damaging Water-Type Move

Effect: The allied target gains a +5 Bonus to its damage roll with the triggering Move. A target may not benefit from more than one instance of Aqua Boost at a time.

Ability: Arena Trap

Scene – Free Action

Target: Pokémon or Trainers

Effect: Once Arena Trap is activated, all foes within 5 meters of the user are considered Slowed. This does not affect targets of the Flying Type, or with a Levitate, Sky, or Burrow Speed of 4 or higher. The user may end the effect as a Free Action, and the effect ends if the user is Fainted or returned to a Poké Ball.

Ability: Aroma Veil

Static

Effect: The user and all Pokémon and Trainers within 3 meters cannot be Confused, Enraged, or Suppressed. Defensive.

Ability: Aura Break

Static

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

Ability: Aura Storm

Static

Effect: For each injury the user has, they gain a +3 Damage bonus to all Moves with the Aura keyword. Additionally, while the user is at or under ½ of their Max Hit Points, they gain a +3 Damage Bonus to all Moves with the Aura Keyword.

Ability: Bad Dreams

Static

Effect: At the beginning of the user's turn, all Sleeping Pokémon or Trainers in a Burst 5 lose a Tick of Hit Points.

Ability: Battle Armor

Static

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

Ability: Beam Cannon

Static

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

Ability: Beautiful

Scene – Swift Action

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

Ability: Berry Storage

Daily – Extended Action

Trigger: The user eats a Berry

Effect: The user gains 3 instances of the Berry's Digestion Buff instead of 1. It may only trade in one of these Digestion Buffs each Scene. Neither storing nor trading in these Digestion Buffs counts against the user's normal limits. All Digestion Buffs gained from Berry Storage are lost after an Extended Rest.

Ability: Big Pecks

Static

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

Ability: Big Swallow

Static

Effect: Connection - Stockpile. Whenever the user uses Swallow or Spit Up, it may treat the Stockpile Count as if it was one higher. This Ability has no effect if the Stockpile Counter is already 3.

Ability: Blaze

Static

Effect: The user gains Last Chance with Fire.

Ability: Blessed Touch

Daily x2 – Standard Action

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

Ability: Blow Away

Static

Effect: Connection - Whirlwind. When the user uses Whirlwind, all targets hit lose a Tick of Hit Points.

Ability: Blur

Static

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

Ability: Bodyguard

Scene – Free Action

Trigger: A cardinally adjacent Ally is hit by an attack

Effect: The user and the target switch places, and the user becomes the target of the attack instead, taking damage from the attack as if resisted one step further. If switching places would not move the triggering Ally out of the area-of-effect of a Burst, Blast, Cone, or Line, this Ability does not prevent the ally from being hit. Defensive.

Ability: Bone Lord

Scene – Free Action

Trigger: The user hits with Bone Club, Bonemerang, or Bone Rush

Effect: Connection – Bonemerang. This Ability may be activated when hitting with Bone Club to automatically Flinch its target; or to use Bonemerang as a Priority Move; or when hitting with Bone Rush to cause the attack to automatically hit 5 times.

Ability: Bone Wielder

Static

Effect: This ability is only functional if the user is holding a Thick Club item. The user gains a +1 Accuracy Bonus to Bone Club, Bonemerang, and Bone Rush. Additionally, the user cannot be disarmed, or have their Thick Club forcefully removed by Trick, Switcheroo, Thief, or any other Moves or effects unless the user wishes it.

Ability: Brimstone

Static

Effect: Whenever the user causes a Burn with a damaging Fire-Type Attack, the target is also Poisoned.

Ability: Bulletproof

Static

Effect: The user resists all X target ranged attacks one step further. This refers to attacks and Moves that simply hit one target or specify hitting multiple targets, such as Razor Wind hitting three targets. It has no effect on Moves that are capable of hitting multiple targets through areas of effect, such as Bursts or Cones. Defensive.

Ability: Bully

Scene – Free Action

Trigger: The user hits a target for Super-Effective Damage with a Melee Move

Effect: The target of the attack is pushed 2 Meters, becomes Tripped, and gains an Injury.

Ability: Cave Crasher

Static

Effect: The user resists Ground-Type and Rock-Type attacks one step further. Defensive.

Ability: Celebrate

At-Will – Free Action

Trigger: The user causes a foe to Faint by using a damaging attack

Effect: The user increases their Speed by 1 Combat Stage and may immediately take an additional Shift Action to move as if they were Slowed. This Ability may only be activated if the user is not prevented from shifting.

Ability: Cherry Power

Daily – Swift Action

Effect: The user gains 15 Temporary Hit Points, and is cured of all Persistent Status Afflictions.

Ability: Chlorophyll

Static

Effect: While in Sunny Weather, the user gains +4 Speed Combat Stages.

Ability: Clay Cannons

At-Will – Swift Action

Effect: Until the end of the round, the user may originate any Ranged Move they use from any square adjacent to itself.

Ability: Clear Body

Static

Effect: The user's Combat Stages may not be lowered by the effect of foes' Features, Abilities, or Moves. Status Afflictions may still alter their Combat Stages. Defensive.

Ability: Cloud Nine

Scene – Free Action

Effect: The weather of the field is set to normal.

Ability: Cluster Mind

Static

Effect: The user's Move Pool limit is increased by +2.

Ability: Color Change

At-Will – Free Action

Trigger: The user is hit by a Move

Effect: The user's Type changes to match the Type of the triggering Move.

Ability: Color Theory

Static

Effect: Upon gaining this ability at Birth, the user rolls 1d12 to determine the color of their tail secretions.

1 = Red; 2 = Red-Orange; 3 = Orange; 4 = Yellow-Orange; 5 = Yellow; 6 = Yellow-Green; 7 = Green; 8 = Blue-Green; 9 = Blue; 10 = Blue-Violet; 11 = Violet; 12 = Red-Violet.

Red is tied to Attack, Orange is tied to Defense, Yellow is tied to Special Attack, Green is tied to Special Defense, Blue is tied to Speed, Violet is tied to HP. Users with a "Pure" Color (Red, Orange, Yellow, etc) gain a +6 Bonus to the Base Stat tied to their color. Users with a "Mixed" Color (Red-Orange, Yellow-Orange, etc) gain a +3 Bonus to each Stat tied to the color.

Ability: Competitive

Static

Effect: Whenever the user has its Combat Stages lowered, by something other than its own Moves or Abilities, the user's Special Attack is raised 2 Combat Stages.

Ability: Compound Eyes

Static

Effect: The user gains a +3 Bonus to all Accuracy Rolls.

Ability: Confidence

Scene – Standard Action

Effect: Choose a Combat Stat. All allies within 5 meters of the user gain +1 CS in the Chosen Stat.

Ability: Contrary

Static

Effect: If something would raise the user's Combat Stages, it instead lowers the user's Combat Stages by the same amount. If something would lower the user's Combat Stages, it instead raises the user's Combat Stages by the same amount.

Ability: Conqueror

Scene – Free Action

Trigger: The user causes a foe to Faint by using a damaging Physical or Special Attack

Effect: The user's Attack, Special Attack, and Speed gain +1 Combat Stage.

Ability: Copy Master

Static

Effect: Connection - Copycat. Whenever the user uses Copycat or Mimic, it gains +1 Combat Stage in a Stat of its choice after the Move is resolved.

Ability: Corrosive Toxins

Scene – Free Action

Effect: Connection - Toxic. The user may activate this Ability when using Toxic to allow the Move to ignore Immunity to the Status Affliction, Blessings, and the effects of Abilities that may prevent Hit Point loss from being Badly Poisoned (such as Magic Guard or Poison Heal).

Ability: Courage

Static

Effect: While at or under 1/3rd of its Max Hit Point value, the user gains a +5 Damage Bonus to all Damage Rolls, and 5 Damage Reduction. Defensive.

Ability: Covert

Static

Effect: If this Pokémon is standing on a terrain related to its natural habitat, its Evasion is increased by +2. For Ice types, this is generally snowy or icy terrain; Ground and Ground types are apt to feel at home in sandy terrain or craggy rocks; Grass types, Bug Types, and others likely feel at home in long grass. Some Pokémon may be at home in several types of terrain.

Ability: Cruelty

Scene – Swift Action

Trigger: The user hits a foe with a damaging attack

Effect: After Damage is Resolved, the foe gains an Injury. The user is then informed of the total number of Injuries currently on the target, and may use that number to "purchase" the effects listed below.

- » **1 Injury:** The target loses 2 Hit Points. May be "purchased" multiple times.
- » **1 Injury:** The target is Slowed.
- » **2 Injuries:** Until the end of the encounter, the target may not gain Hit Points or Temporary Hit Points from any source. This effect ends if the target is switched out or Takes a Breather.

Ability: Crush Trap

Scene – Free Action

Trigger: The user successfully Grapples a target

Effect: Connection – Wrap. When you activate this ability, the user may immediately deal damage to the target as if the user had hit with a Struggle Attack. There is no Accuracy Roll and thus this damage cannot miss, be a Critical Hit, or trigger any Effect Ranges.

Ability: Cursed Body

Scene – Free Action

Trigger: The user is hit by a Damaging Move.

Effect: The Move becomes Disabled.

Ability: Cute Charm

Scene – Free Action

Trigger: A foe of the opposite gender attacks the user with a Melee Attack

Effect: The foe becomes Infatuated.

Ability: Cute Tears

Scene – Free Action

Trigger: The user is hit by a Damaging Attack

Effect: The attacking foe loses 2 Combat Stages in the Attack Stat used by the triggering Move.

Ability: Damp

Static

Effect: The Moves Self-Destruct and Explosion may not be used when a Pokémon with Damp is within 10-meters of Self-Destruct or Explosion's user. The Ability Aftermath may not be activated when a Pokémon with Damp is within 10-meters of the Pokémon attempting to activate Aftermath.

Ability: Danger Syrup

Scene – Free Action

Effect: Connection - Sweet Scent. If the user is hit by a damaging attack, it may use Sweet Scent as a Free Action, frequency allowing.

Ability: Dark Art

Static

Effect: The user gains Last Chance with Dark.

Ability: Dark Aura

Static

Effect: The user and all allies have the Damage Base of their damaging Dark Type Attacks increased by +1.

Ability: Daze

Scene – Standard Action

Effect: Make an AC4 Status Attack against a target within 6 meters. If you hit, the target falls asleep.

Ability: Deadly Poison

Daily – Free Action

Trigger: The user Poisons a target

Effect: The target is Badly Poisoned instead.

Ability: Decoy

Scene – Full Action

Effect: The user uses the Move "Follow Me" as if it was on their Move List, and their Evasion is raised by +2 until the end of their next turn.

Ability: Deep Sleep

Static

Effect: When asleep, this Pokémon restores a Tick of Hit Points at the end of each turn.

Ability: Defeatist

Static

Effect: Whenever the user is brought below 50% of their max Hit Points, the user's Attack and Special Attack are lowered by 1 Combat Stage each, and the user's Speed is increased by +2 Combat Stages. If the user is healed above 50% max Hit Points, these changes are reverted.

Ability: Defiant

Static

Effect: Whenever the user has its Combat Stages lowered, by something other than its own Moves or Abilities, the user's Attack is raised 2 Combat Stages.

Ability: Defy Death

Daily – Swift Action

Effect: By activating this Ability, the user is instantly healed of up to 2 Injuries; these counts towards the total number of Injuries that can be healed each day. Additionally, to die, the user must reach -250% Hit Points instead of -200% Hit Points.

Ability: Delayed Reaction

Scene – Free Action

Trigger: The user is hit by a direct damaging attack

Effect: Halve the damage taken by the user. At the end of the user's next turn, the user loses Hit Points equal to the other half of the damage. For example, if the user is hit for 11 damage and triggers this Ability, the user would take 5 damage upon being hit and 6 damage at the end of its next turn. Defensive.

Ability: Delivery Bird

Static

Effect: The user may hold two Held Items at once. Whenever an Ability or Move affects the user's Held Items, you may choose which one is affected.

Ability: Desert Weather

Static

Effect: The user is immune to Sandstorm Damage, resists Fire-Type Moves in Sunny Weather, and regains 1/16th of its Max Hit Points at the end of each of its turns while in Rainy Weather.

Ability: Diamond Defense

Static

Effect: Connection - Stealth Rock. Stealth Rock's Frequency is Scene x2, and the user's Stealth Rocks can be treated as dealing Rock-Type or Fairy-Type Damage, whichever is more effective.

Ability: Dig Away

Daily – Free Action

Effect: Connection - Dig. When hit by a Move, this Pokémon may activate this Feature to use Dig, frequency allowing, as an interrupt to avoid the attack and shift underground immediately. This consumes a command as normal. The terrain must allow for Dig to be used.

Ability: Discipline

Scene – Free Action

Effect: If the user gains initiative and is Confused, Enraged, Infatuated, or Flinched, they may activate Discipline to cure themselves of any of these conditions.

Ability: Dire Spore

Static

Effect: Connection - Spore. Whenever the user hits a target with Spore, that target is also Poisoned.

Ability: Dodge

Daily – Free Action

Trigger: The user is hit by a Damaging Move

Effect: The triggering Move instead misses. Defensive.

Ability: Download

Scene – Free Action

Target: Trainer or Pokémon

Effect: The target must reveal whether its Defense or Special Defense Stats are lower. If the Defense Stat is lower, the user gains a +5 Damage Bonus with Physical Moves when attacking the target. If the Special Defense Stat is lower, the Damage Bonus is instead to Special Moves.

Ability: Dreamspinner

Daily – Standard Action

Effect: For each Sleeping Pokémon or Trainer within 10 meters, the user gains a Tick of Hit Points.

Ability: Drizzle

Scene – Swift Action

Effect: The Weather changes to be Rainy for 5 rounds.

Ability: Drown Out

Scene – Free Action

Trigger: A foe uses a Move with the Sonic keyword

Effect: The user makes a Focus Check with a DC equal to the Move's Accuracy Roll. If the user succeeds, the triggering Move fails.

Ability: Drought

Scene – Free Action

Effect: The Weather changes to be Sunny for 5 rounds.

Ability: Dry Skin

Static

Effect: Whenever the user is hit by a damaging Fire-Type Move or ends their turn in Sunny Weather, they lose a Tick of Hit Points. The user is immune to the damage and effects of Water-Type Moves, and whenever the user is hit by a damaging Water-Type Move or ends their turn in Rainy Weather, they gain a Tick of Hit Points.

Ability: Dust Cloud

Scene – Free Action

Effect: Connection - Poison Powder. Whenever the user uses Poison Powder, Sleep Powder, or Stun Spore, the user may activate this Ability to use it as if that move have a range of Burst 1 instead.

Ability: Early Bird

Static

Effect: The user gains a +3 Bonus to rolls made due to Status Afflictions.

Ability: Effect Spore

Scene – Free Action

Trigger: The user is hit by a Melee Attack

Effect: Roll 1d6. On a result of 1 or 2, the attacker is Poisoned. On a result of 3 or 4, the attacker is Paralyzed. On a result of 5 or 6, the attacker falls Asleep.

Ability: Enfeebling Lips

Static

Effect: Connection - Lovely Kiss. Whenever the user uses the Move Lovely Kiss, they may choose a Stat. If the Move successfully hits, the Pokémon or Trainer being targeted loses 2 Combat Stages in that Stat.

Ability: Electrodash

Scene – Free Action

Effect: The user may make a Sprint Action as a Swift Action.

Ability: Enduring Rage

Static

Effect: The user may not make rolls to cure themselves from the Enraged condition. However, while Enraged, the user gains 5 Damage Reduction.

Ability: Exploit

Static

Effect: Whenever you deal Super-Effective Damage to a target, that target treats your Damage Roll as it were increased by +5.

ABILITY LIST: F-K**Ability: Fabulous Trim**

Static

Effect: Furfrou's Ability depends on its current hairstyle. A Furfrou's hairstyle can be changed as an Extended Action at an appropriate hair parlor.

Star Trim: Celebrate**Diamond Trim:** Defiant**Heart Trim:** Cute Tears**Pharaoh Trim:** Sand Veil**Kabuki Trim:** Inner Focus**La Reine Trim:** Intimidate**Matron Trim:** Friend Guard**Dandy Trim:** Moxie**Debutante Trim:** Confidence**Ability: Fade Away**

Scene – Standard Action, Interrupt

Effect: The user becomes Invisible until the beginning of their next turn, and may immediately Shift. This Ability may be activated as an Interrupt when hit by a Physical attack; the user may declare the use of Fade Away to avoid all damage and/or effects of the move. Defensive.

Ability: Fairy Aura

Static

Effect: The user and all allies have the Damage Base of their damaging Fairy Type Attacks increased by +1.

Ability: Fashion Designer

Daily – Extended Action

Effect: The user knows how to make useful accessories from mere common leaves. The user may craft one of the consumable Held Items below by activating this ability.

Lucky Leaf - Grass Type Booster for one encounter.**Tasty Reeds** - Bug Type Booster for one encounter.**Dew Cup** - Same Effect as an Occa Berry.**Thorn Mantle** - Same Effect as a Coba Berry.**Chewy Cluster** - Same Effect as Leftovers.**Decorative Twine** – Roll +2d6 on any Move during a Contest.**Ability: Fiery Crash**

Static

Effect: Whenever the user uses a Move with the Dash keyword, they may either increase that Move's Damage Base by +2, or change the Move to be Fire-Type if it was not already. All Moves with the Dash keyword performed as Fire-Typed burn their target on 19+, or increase the effect range by +2 if they could already inflict Burn.

Ability: Filter

Static

Effect: When the user is hit by a Super-Effective attack, the attack deals x1.25 damage instead of x1.5 damage. If the user is hit by a Super-Super-Effective attack, the attack deals x1.5 damage instead of x2 damage. . If you have both Solid Rock and Filter, you gain 5 Damage Reduction against Super-Effective Damage. Defensive.

Ability: Flame Body

Scene – Free Action

Trigger: The user is hit by a Melee Attack**Effect:** The attacking foe becomes Burned.**Ability: Flame Tongue**

Scene – Free Action

Trigger: The user hits a foe with Lick.

Effect: Connection – Lick. The foe hit with Lick gains an Injury and becomes Burned.

Ability: Flare Boost

Static

Effect: While Burned, the user's Special Attack is raised by 2 Combat Stages. If the user is cured of its Burn, its Special Attack is lowered by 2 Combat Stages.

Ability: Flash Fire

Static

Effect: The user is immune to the damage and effects of Fire-Type attacks. If the user is hit by a Fire-Type attack, the user gains a +5 Bonus to their next Damage Roll with a Fire-Type Move. Defensive.

Ability: Fluffy Charge

Static

Effect: Connection – Charge. Whenever the user uses Charge, they gain +1 CS to Defense.

Ability: Flower Gift

Scene – Free Action

Effect: If it is Sunny, Flower Gift creates a 4-meter Burst. The user and all of their allies in the burst gain +2 Combat Stages, distributed among any Stat or Stats as they wish.

Ability: Flower Power

At-Will – Extended Action

Target: A Grass-Type Pokémon

Effect: The target gains Flower Power for the rest of the day. While the target has Flower Power, they gain a +1 bonus to Skill Checks. A Pokémon with Flower Power may choose to expend their Flower Power when making an Accuracy Roll with a Grass-Type Move or when making a Save Check to gain a +2 Bonus to that roll. This Ability may target a specific target only once per day.

Ability: Flower Veil

Static

Effect: Allied Grass-Type Pokémon within 10 meters cannot have Combat Stages lowered. Defensive.

Ability: Flutter

At-Will – Shift Action

Effect: The user gains +3 Evasion until the end of their next turn, and cannot be Flanked.

Ability: Flying Fly Trap

Static

Effect: The Pokémon takes no damage from Ground Type Moves and Bug Type Moves. Defensive.

Ability: Focus

Static

Effect: The user gains Last Chance with Fighting.

Ability: Forecast

Static

Effect: The user's Type changes depending on the weather. It changes to Fire Type if it is Sunny, Ice Type if it is Hailing, Water Type if it is Rainy, and Rock Type if there is a Sandstorm. It returns to Normal Type if it is in normal weather or foggy weather. If there are multiple Weather Effects on the field, choose one type for the user to be that corresponds with an existing Weather Effect.

Ability: Forest Lord

Scene x2 – Shift Action

Effect: This turn, the user may originate a Grass or Ghost-Typed Move from any fully grown tree within 10 meters. Moves performed this way gain a +2 Bonus on their Accuracy Roll.

Ability: Forewarn

Scene – Free Action

Target: A Pokémon or Trainer

Effect: The Move with the highest Damage Dice Roll known by the targeted foe is revealed. If there is a tie, all tied Moves are revealed. The Moves revealed gain a -2 Penalty during Accuracy Checks when used by the target for the rest of the encounter.

Ability: Fox Fire

Scene – Standard Action

Effect: The user creates 3 Fire Wisps. Whenever the user is targeted by a foe within 6 meters, they may spend a Fire Wisp as an Interrupt to use the Move Ember against that foe as a Free Action, as if it was on their Move List.

Ability: Freezing Point

Static

Effect: The user gains Last Chance with Ice.

Ability: Friend Guard

Scene – Free Action

Trigger: An adjacent Ally takes Damage

Effect: The damage is resisted one step further. Defensive.

Ability: Frighten

Scene – Swift Action

Target: A Pokémon or Trainer within 5 meters

Effect: Lower the target's Speed 2 Combat Stages.

Ability: Frisk

Scene – Free Action

Target: An Adjacent Pokémon

Effect: The target reveals their Type, Ability, Nature, Level, and name of any Held Items they are currently holding, if any.

Ability: Frostbite

Static

Effect: The user's damaging Ice-Type attacks cause the target to become Slowed on 18+, and the Effect Range for Freeze on these Moves is increased by +1. If the Move does not cause Freezing, it now causes Freezing on a roll of 20.

Ability: Fur Coat

Static

Effect: The user resists all Physical Attacks one step further. Defensive.

Ability: Gale Wings

Static

Effect: The user may use Flying-Type Moves as if they have the Priority keyword.

Ability: Gardener

Daily x3 – Extended Action

Target: A yielding plant

Effect: Increase the soil quality of the plant by +1, as if Mulch had been applied. This may target a specific Plant only once per day.

Ability: Gentle Vibe

Scene – Standard Action

Range: Burst 2

Effect: All targets in the burst, including the user, have their Combat Stages reset, and are cured of any Volatile Status ailments.

Ability: Gluttony

Static

Effect: The user may eat up to three Food Items per encounter, and up to two refreshments per half hour.

Ability: Gooney

At-Will – Free Action

Trigger: The user is hit by a Melee Attack

Effect: The triggering attacker has their Speed lowered by 1 Combat Stage.

Ability: Gore

Static

Effect: Connection - Horn Attack. Whenever the user uses Horn Attack, they may push the target away 1 meter. Additionally, Horn Attack has a Critical Range of 18-20 for the user.

Ability: Grass Pelt

Static

Effect: When standing on any grassy or leafy terrain that is either Slow or Rough Terrain, the user gains +5 Damage Reduction. Defensive.

Ability: Gulp

Daily – Extended Action

Effect: If the user is allowed to spend time fully submerged in water for at least 10 minutes, they may heal up to 25% of their Max Hit Points, and remove one Injury.

Ability: Guts

Static

Effect: While suffering from Burn, Poison, Paralysis, Freezing, or while Asleep, the user's Attack is raised 2 Combat Stages. If suffering from none of these conditions, the user loses any Combat Stages gained this way.

Ability: Harvest

At-Will – Free Action

Effect: Whenever the user trades in a Digestion Buff from a Berry, flip a coin. On heads, the user gains all the benefits of the Digestion Buff, but the Buff is not used up. On tails, the Buff is consumed normally. While in Sunny Weather, the Buff is never consumed. The user may trade in a Digestion Buff up to once per turn during an encounter, but only until they flip "Tails".

Ability: Haunt

Static

Effect: The user gains Last Chance with Ghost.

Ability: Hay Fever

At-Will – Swift Action

Trigger: The user uses a Status Move; or the user ends their turn while Asleep.

Effect: The user creates a Burst 2 or Close Blast 3 of allergenic pollen. All Trainers and Pokémon in the burst that are not Bug, Grass, or Poison Typed lose a Tick of Hit Points. This Ability cannot be activated in Rainy Weather, Sandstorms, or if it is Hailing.

Ability: Healer

Scene – Free Action

Target: An Adjacent Pokémon or Trainer

Effect: The target is cured of all Status conditions.

Ability: Heat Mirage

At-Will – Free Action

Trigger: The user uses a Fire-Type Move

Effect: The user's Evasion is increased by +3 until the beginning of their next turn.

Ability: Heatproof

Static

Effect: The user resists Fire Type moves one step further (Super-Effective Becomes Neutral, Doubly-Super Effective becomes Super-Effective, Neutral becomes Resistant, Resistant becomes doubly Resistant).

Ability: Heavy Metal

Static

Effect: When referring to Weight Classes, treat the Pokémon as if it is 2 Weight Classes higher.

Ability: Helper

Static

Effect: Connection - Helping Hand. Whenever the user uses a Move that targets a single Ally, that Ally gains a +1 Bonus to Accuracy and Skill Checks until the end of the user's next turn.

Ability: Honey Paws

Static

Effect: The user may consume Honey to gain a Digestion Buff as if they had consumed Leftovers. This Digestion Buff does not count against their normal limit.

Ability: Honey Thief

Static

Effect: Connection - Bug Bite. If the user uses Bug Bite to steal the effects of a Digestion Buff, they gain a Tick of Temporary Hit Points.

Ability: Huge Power

Static

Effect: The Pokémon's Base Attack stat is doubled. This may double any bonuses from Nature or Vitamins, but not bonuses from Trainer Features.

Ability: Hustle

Static

Effect: The user receives a -2 penalty to all Accuracy Rolls with Physical Attacks, and gains a +10 Bonus to all Physical Damage Rolls.

Ability: Hydration

Static

Effect: At the end of the user's turn, if the weather is Rainy, the user is cured of one Status Affliction.

Ability: Hyper Cutter

Static

Effect: The user's Attack Stat may not be lowered, and its Attack Combat Stages may not be lowered. Defensive.

Ability: Hypnotic

Static

Effect: Connection - Hypnosis. When used by the user, Hypnosis cannot miss.

Ability: Ice Body

Static

Effect: While Hailing, the user gains a Tick of Hit Points at the beginning of each of their turns. The user is not damaged by Hail.

Ability: Ice Shield

Scene – Standard Action, Interrupt

Effect: The user places up to 3 segments of Ice Wall; each segment must be continuous with another segment, and at least one must be adjacent to the user. These Ice Walls count as Blocking Terrain and last until the end of the encounter or until they are destroyed. Each Ice Wall segment is 2 meters tall, 1 meter wide, and 2 centimeters thick. Each segment has 10 Hit Points, 5 Damage Reduction, and takes damage as if it was Ice-Type.

Ability: Ignition Boost

At-Will – Free Action

Trigger: An adjacent Ally uses a damaging Fire-Type Move

Effect: The allied target gains a +5 Bonus to its damage roll with the triggering Move. A target may not benefit from more than one instance of Ignition Boost at a time.

Ability: Illuminate

Static

Effect: Attacks that target the user have a -2 Accuracy Penalty against the user. Does not affect attackers with the Blindsight Capability. Defensive.

Ability: Illusion

Special

Effect: As a Standard Action, the user may mark an object, Pokémon, or Trainer. The user may have a number of targets marked equal to their Focus Rank; to mark a new target, an old mark must be forfeited. Once per round as a Free Action, the user may use illusory powers to make itself look exactly like a marked target. This may be done as the user is being released from a Poké Ball. This change is aesthetic and does not affect typing or Moves. The illusion allows the user to vaguely mimic sounds made by its marked target, but it is not capable of intelligible speech. Whenever the user is hit by a damaging Move, the Illusion is destroyed. The user may also dismiss the Illusion as a Free Action.

Ability: Immunity

Static

Effect: The user cannot be Poisoned or Badly Poisoned. Defensive.

Ability: Imposter

At-Will – Free Action

Trigger: Ditto enters the encounter

Effect: When Ditto is sent out, it may use the Move Transform as a free action. If the target of Transform has any modified Combat Stages, apply these Combat Stages to Ditto. One of the target's Abilities is randomly assigned to Ditto until Ditto uses Transform again.

Ability: Infiltrator

Static

Effect: The user gains a +2 Bonus to Stealth Checks, does not trigger Hazards, Blessings cannot be activated in response to its actions, and the user may bypass the effects of the move Substitute.

Ability: Inner Focus

Static

Effect: The user cannot be Flinched. If an effect would set the user's Initiative to 0, their Initiative is not affected. Defensive.

Ability: Insomnia

Static

Effect: The user is immune to the Sleep condition, and cannot use the move Rest. Defensive.

Ability: Instinct

Static

Effect: The user's default Evasion is increased by +2. Defensive.

Ability: Interference

At-Will - Standard Action

Effect: The accuracy of all foes within 3 meters is reduced by -2 until the end of the user's next turn.

Ability: Intimidate

Scene – Swift Action

Target: Pokémon or Trainer within 5 meters

Effect: Lower the target's Attack 1 Combat Stage.

Ability: Iron Barbs

At-Will - Free Action, Reaction

Trigger: The user is hit by a damaging Melee Attack

Effect: The attacker loses Hit Points equal to Tick of Hit Points.

Ability: Iron Fist

Static

Effect: The user increases the Damage Base of the following Moves by +2; Bullet Punch, Comet Punch, Dizzy Punch, Drain Punch, Dynamic Punch, Fire Punch, Meteor Mash, Shadow Punch, Ice Punch, Mach Punch, Mega Punch, Sky Uppercut, Thunder Punch, Focus Punch, Hammer Arm, and Power-Up Punch.

Ability: Justified

At-Will - Free Action

Trigger: The user is hit by a damaging Dark Type Move

Effect: The user may raise its Attack 1 Combat Stage. The user always gains a +4 bonus to Skill Checks made to Intercept.

Ability: Kampfgeist

Static

Effect: The user gains STAB on Fighting-Type Moves.

Ability: Keen Eye

Static

Effect: The user's Accuracy cannot be lowered, their attacks cannot have Accuracy Penalties (such as from Illuminate), the user is immune to the Blind condition (but not Total Blindness), and the user ignores any Evasion not directly derived from Stats (such as from the Instinct Ability, or from moves like Minimize).

Ability: Klutz

Static

Effect: The Pokémon ignores the effects of all held Items in its possession. The user may drop Held Items At-Will as a Free Action during their turn, even if they have Status Afflictions that prevent them from taking actions.

ABILITY LIST: L-P

Ability: Landslide

Static

Effect: The user gains Last Chance with Ground.

Ability: Last Chance

Static

Effect: The user gains Last Chance with Normal.

Ability: Leaf Gift

Daily – Extended Action

Effect: The user is adept at crafting clothes for itself out of common leaves. As an extended action, the user may craft a Leaf Suit listed below by activating this Ability; each suit has different effects on the user. The user may only wear one Leaf Suit at a time; building a new suit destroys previous suits.

Nourishing Suit - Effect: Grants the Sun Blanket and Leaf Guard Abilities.

Heavy Suit - Effect: Grants the Sturdy and Overcoat Abilities.

Vibrant Suit - Effect: Grants the Chlorophyll and Photosynthesis Abilities.

Ability: Leaf Guard

Static

Effect: At the end of the user's turn, if the weather is Sunny, the user is cured of one Status Condition.

Ability: Leek Mastery

Static

Effect: Connection - Acrobatics. If the user is holding a Rare Leek, they may still use Acrobatics as if they were not holding an item. The user cannot be disarmed of their Stick, nor can it be forcefully removed by Trick, Switcheroo, Thief, or any other Moves or effects unless the user wishes it.

Ability: Levitate

Static

Effect: The Pokémon is immune to the damage and effects of Ground Type Moves, and gains a Levitate Speed of 4, or has existing Levitate Speeds increased by +2. Defensive.

Ability: Life Force

Daily – Swift Action

Effect: The user gains a Tick of Hit Points immediately upon activating this Ability, and gains the same amount at the beginning of each of their turns for the following 4 rounds.

Ability: Light Metal

Static

Effect: When referring to Weight Classes, treat the Pokémon as if it is 2 Weight Classes lower.

Ability: Lightning Kicks

Scene – Free Action

Effect: The user may activate this Ability to use any Move with “Kick” in the name as a Priority Move.

Ability: Lightning Rod

Scene – Free Action

Trigger: A ranged Electric Type Move is used within 10 Meters of the user.

Effect: The Move is turned into a Single-Target Move and is re-directed at the user without fail, and cannot miss. This negates Lock-On or Mind Reader. Additionally, the user is immune to the damage and effects of Electric Type attacks, and each time they are hit by an Electric attack, the user's Special Attack is raised 1 Combat Stage. Defensive.

Ability: Limber

Static

Effect: The user is immune to Paralysis. Defensive.

Ability: Liquid Ooze

Static

Effect: When the Pokémon with Liquid Ooze is damaged by Absorb, Drain Punch, Giga Drain, Horn Leech, Leech Life, Leech Seed or Mega Drain, that Move gains Recoil ½ and the Move's user does not gain any HP.

Ability: Lullaby

Scene – Free Action

Effect: Connection - Sing. Whenever the user uses the Move “Sing”, they may activate this Feature. The user then picks a Pokémon or Trainer being targeted by Sing; Sing automatically hits that target.

Ability: Lunchbox

Scene – Free Action

Trigger: The user trades in a Digestion Buff

Effect: The user gains 5 Temporary Hit Points. These Temporary Hit Points stack with any Temporary Hit Points granted by the triggering Buff.

Ability: Mach Speed

Static

Effect: The user gains Last Chance with Flying.

Ability: Magic Bounce

Scene – Free Action

Trigger: The user is hit by a Status Move

Effect: The user may reflect the Move back to the attacker. This Ability may be used to change the placement and affiliation of any Hazards being set within 10 meters of the user as well. Defensive.

Ability: Magic Guard

Static

Effect: The user is immune to damage and Hit Point loss from Hazards, Weather, Status Afflictions, Vortexes, Recoil, Hay Fever, Iron Barbs, Rough Skin, and Leech Seed. Defensive.

Ability: Magician

Scene – Free Action

Trigger: The user hits a foe with a damaging Single-Target attack

Effect: The user takes the target’s Held Item. This Ability may not be triggered if the user is already holding a Held Item.

Ability: Magma Armor

Static

Effect: The user cannot be Frozen. Defensive.

Ability: Magnet Pull

At-Will – Swift Action

Target: A Steel-Type Pokémon

Effect: Until the end of the user’s next turn, the target may not move more than 8-meters away from the user and/or may not move closer than 3-meters to the user.

Ability: Marvel Scale

Static

Effect: When Asleep, Paralyzed, Burned, Frozen or Poisoned, Marvel Scale raises the user’s Defense by +2 Combat Stages. The Combat Stages return to normal if the user is cured of their status affliction.

Ability: Mega Launcher

Static

Effect: The user increases the Damage Base of Aura Sphere, Dark Pulse, Dragon Pulse, and Water Pulse by +2.

Ability: Memory Wipe

Scene - Special

Effect: The user selects a Pokémon or Trainer within 10 meters. If used as a Swift Action, the last Move used by the target becomes Disabled. If used as a Standard Action, the target is Flinched. If used as an Extended Action that takes about 1 minute, it can erase up to 5 minutes that have occurred within the last 30 minutes from the target’s memory.

Ability: Migraine

Static

Effect: While the user is at 50% Hit Points or less, it gains the Telekinetic Capability and may add STAB to Psychic-Type Moves.

Ability: Mimitree

Static

Effect: Connection - Mimic. Whenever the user uses a Move copied by Mimic, they may choose to replace that Move with Mimic once more. When used this way, the user ignores Mimic’s Frequency.

Ability: Mind Mold

Static

Effect: The user gains Last Chance with Psychic.

Ability: Mini-Noses

Daily - Standard Action

Effect: The user detaches up to three Mini-Noses from themselves and places them adjacent to them on the battlefield. These Mini-Noses have HP equal to the user's level but otherwise uses their user's stats. Each Mini-Nose has a Levitate Speed of 4. The user may Shift them each round on their turn, and they may originate any Ranged Move from one of the Mini-Noses instead of themselves if they choose. If a Mini-Nose is reduced to 0 HP, it is destroyed and takes a full 24 hours to regrow, one at a time. If the user has less than three grown Mini-Noses, then this ability can only place as many on the field as are available. All Mini-Noses deactivate, but are not destroyed, if the user is Fainted. Mini-Noses cannot be made to Shift more than 5 meters away from the user; if they are forced farther away, they will automatically Shift toward the user on the user's turn.

Ability: Minus

Scene - Free Action

Target: An ally with Plus within 10 Meters

Effect: The target's Special Attack is raised by +2 Combat Stages.

Ability: Miracle Mile

Static

Effect: The user gains Last Chance with Fairy.

Ability: Mojo

Static

Effect: Normal Types are not immune to the user's Ghost-Type Moves.

Ability: Mold Breaker

Static

Effect: The user ignores the effect of enemies' Defensive Abilities.

Ability: Moody

At-Will - Free Action

Trigger: The user joins an encounter, misses with a Move, or hurts itself in Confusion

Effect: Moody must be activated whenever it is triggered. Roll 1d10 to determine a Stat to be raised by +2 Combat Stages, then roll 1d10 to determine a Stat to be lowered by 2 Combat Stages. 1 or 2 is Attack, 3 or 4 is Defense, 5 or 6 is Special Attack, 7 or 8 is Special Defense, 9 or 10 is Speed.

Ability: Motor Drive

Static

Effect: The user is immune to the damage and effects of Electric Type attacks. Whenever an Electric Type attack hits the Pokémon, raise their Speed by +1 Combat Stage. Defensive.

Ability: Mountain Peak

Static

Effect: The user gains Last Chance with Rock.

Ability: Moxie

Static

Effect: Whenever the user's Move causes a target to faint, it may raise its Attack Combat Stage by +1. You may only trigger Moxie once per Move, even if the Move causes multiple targets to faint.

Ability: Mud Dweller

Static

Effect: The user resists Ground-Type and Water-Type attacks one step further.

Ability: Multiscale

Static

Effect: When at full Hit Points, when taking damage from a Move, half the total damage before applying weakness and resistance, after applying your Defenses. Defensive.

Ability: Multitype

At Will - Free Action

Effect: The user changes its Elemental Type to any of the Elemental Types. Multitype cannot be copied or disabled.

Ability: Mummy

Daily - Free Action

Trigger: The user is hit by a Melee Attack

Effect: Replace all of the Attacker's Abilities with Mummy until the end of the encounter.

Ability: Natural Cure

Scene - Free Action

Effect: Whenever the user is returned to its Poké Ball or Takes A Breather, it may activate Natural Cure to cure itself of all Persistent Status Afflictions.

Ability: No Guard

Static

Effect: The user may not apply any form of Evasion to avoiding Melee attacks; however, the user ignores all forms of evasion when making Melee attack rolls.

Ability: Normalize

Static

Effect: All Moves performed by the Pokémon are considered Normal Type instead of whatever Type they normally are.

Ability: Oblivious

Static

Effect: The user is immune to the Enraged and Infatuated conditions. Defensive.

Ability: Odious Spray

Scene – Free Action

Effect: Connection - Poison Gas. The user may activate this Ability when using Poison Gas to cause Poison Gas to be a single target attack with a range of 8. When used this way, Poison Gas has an AC of 2, and also flinches its target if it hits.

Ability: Omen

Scene – Swift Action

Effect: Choose a Pokémon or Trainer within 5 meters. The target's Accuracy is lowered by 2.

Ability: Overcharge

Static

Effect: The user gains Last Chance with Electric.

Ability: Overcoat

Static

Effect: The user is immune to Moves with the Powder Keyword, and does not take damage from any Weather that would normally cause it to take damage. Defensive.

Ability: Overgrow

Static

Effect: The user gains Last Chance with Grass.

Ability: Own Tempo

Static

Effect: The user is immune to Confusion. Defensive.

Ability: Pack Hunt

At-Will – Free Action

Trigger: An adjacent foe is damaged by an ally's Melee Attack

Effect: The user may make a Physical Attack with an AC of 5 against the triggering foe. If the attack hits, the foe loses a Tick of Hit Points.

Ability: Parental Bond

Static

Effect: Only Kangaskhan with the Baby Template can be Mega Evolved and gain this Ability. While they have this Ability, the Baby gains 10 Damage Reduction, and will leave its mother's pouch and may be commanded to take action in battle. Both the Baby Kangaskhan with this Ability and its Mother may take their turn when the Mother takes its turn; the Baby will not willingly walk farther than 10 meters from its mother however. If the Baby Kangaskhan with this Ability is Fainted, its mother will become Enraged, and gain 5 Damage Reduction and +5 to Damage Rolls for the remainder of the Scene.

Ability: Parry

Scene – Free Action

Trigger: The user is hit by a Melee Attack

Effect: The attack instead misses. Defensive.

Ability: Perception

At-Will – Shift Action, Interrupt

Trigger: An ally uses an area-of-effect attack that would hit you

Effect: You may Shift to remove yourself from the area-of-effect.

Ability: Permafrost

Static

Effect: The user gains 5 Damage Reduction against Super-Effective Damage. Additionally, whenever the user would lose a Tick of Hit Points due to an effect such as Sandstorm or the Burn Status condition, subtract 5 from the amount of Hit Points lost. Defensive.

Ability: Photosynthesis

Daily – Extended Action

Effect: If the user is allowed to bask in normal sunlight for at least 10 minutes, they may heal up to 25% of their Max Hit Points, and remove one Injury.

Ability: Pickpocket

Scene – Free Action

Trigger: The user is hit by an opponent with a Melee Move

Effect: If the opponent has a Held Item and the user does not, the user takes the Held Item the opponent is holding.

Ability: Pickup

Daily – Extended Action

Effect: You may use Pickup as an Extended Action that requires at least 5 minutes. Roll 1d20, consult the Pickup keyword to figure out what you find!

Ability: Pixilate

At-Will - Free Action

Trigger: The user uses a Normal-Type damaging Move

Effect: The Move is changed to be Fairy-Type.

Ability: Plus

Scene – Free Action

Target: An ally with Minus within 10 Meters

Effect: The target's Special Attack is raised by +2 Combat Stages.

Ability: Poison Heal

Daily – Free Action

Trigger: The user becomes Poisoned

Effect: For the rest of the encounter, while Poisoned or Badly Poisoned, the user gains a Tick of Hit Points at the beginning of each turn instead of losing any Hit Points from Poison. At the end of the encounter, the user is cured of the Poison Status. Additionally, the user does not have any Combat Stages lowered from being Poisoned.

Ability: Poison Point

Scene – Free Action

Trigger: The user is hit by a Melee Move

Effect: The attacking foe is Poisoned.

Ability: Poison Touch

Static

Effect: The Pokémon's Moves which deal damage Poison Legal Targets on 19+. If a move already has a chance of Poisoning foes, Poison Touch increases the effect range by +2.

Ability: Poltergeist

Static

Effect: Rotom gains an Ability and a Move depending on what Form it has taken. This Move cannot be forgotten or replaced in any way.

Standard Rotom: Move - Thunder Shock. Ability - Levitate.

Heat Rotom: Move- Overheat. Ability - Levitate.

Wash Rotom: Move - Hydro Pump. Ability - Aqua Boost.

Frost Rotom: Move - Blizzard. Ability - Frostbite.

Fan Rotom: Move - Air Slash. Ability - Keen Eye

Mow Rotom: Move - Leaf Storm. Ability - Grass Pelt.

Ability: Polycephaly

Static

Effect: The user may make Struggle Attacks as a Swift Action. Struggle Attacks made this way are resisted one step further than they normally would be.

Ability: Prankster

Static

Effect: The user may use Status Moves as Priority (Advanced).

Ability: Pressure

Static

Effect: While within 3 meters of the user, all foes are Suppressed. This effect ends when the user is Fainted.

Ability: Pride

Static

Effect: While suffering from Burn, Poison, Paralysis, Freezing, or while Asleep, the user's Special Attack is raised 2 Combat Stages. If suffering from none of these conditions, the user loses any Combat Stages gained this way.

Ability: Prime Fury

Scene – Swift Action

Effect: The user becomes Enraged, and gains +1 Attack Combat Stage.

Ability: Probability Control

Scene – Free Action

Target: Any roll made by yourself or an ally.

Effect: The user may reroll any roll, or have any ally reroll any roll that has been made. This leaves discoverable Psychic residue.

Ability: Protean

At-Will – Swift Action

Trigger: The user uses a Move

Effect: The user's Type changes to match the Type of the triggering Move. This Ability resolves before the Move is resolved (And thus you may apply STAB, and trigger other Features and Abilities appropriately).

Ability: 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.

Ability: Pure Blooded

Static

Effect: The user gains Last Chance with Dragon.

Ability: Pure Power

Static

Effect: The Pokémon's base attack stat is doubled. This may double any bonuses from Nature or Vitamins, but not bonuses from Features.

ABILITY LIST: Q–U**Ability: Quick Cloak**

At-Will – Standard Action

Effect: Burmy quickly builds a cloak out of nearby materials; using leaves and twigs will give it a Grass Plant Cloak, using sand and rocks will give it a Ground Sandy Cloak, and using trash or scrap will give it a Steel Trash Cloak. While in a Cloak, Burmy gains the Type associated with the Cloak as a secondary Typing, which will become permanent upon evolution into Wormadam. Cloaks are destroyed if Burmy is hit for Super-Effective Damage, or if Burmy makes a new Cloak.

Ability: Quick Curl

Scene – Free Action

Effect: Connection - Defense Curl. The user may activate this Ability to use Defense Curl as a Swift Action.

Ability: Quick Feet

Static

Effect: When Poisoned, Burned, Paralyzed, Frozen or put to Sleep, the user's Speed is raised 2 Combat Stages. The user does not lose Speed Combat Stages from Paralysis. If the user is healed all Status Conditions, their Speed is lowered appropriately.

Ability: Rain Dish

Static

Effect: While Rainy, the user gains a Tick of Hit Points at the beginning of each of their turns.

Ability: Rally

Scene – Swift Action

Effect: All allies within 10 meters may immediately shift 1 Meter in any direction they wish. Rally does not work on sleeping, flinched, stuck, fainted, or otherwise incapacitated allies. Rally does not work on the user.

Ability: Rattled

At-Will – Free Action

Trigger: The user is hit by a Bug, Dark, or Ghost Type Move

Effect: The user's Speed is raised by +1 Combat Stage.

Ability: Razor Edge

Static

Effect: Connection - Poison Tail. The user's Critical Hit Range on all Moves is increased by +2; any Moves with "Tail" in their name have their Critical Hit Range increased by +3 instead.

Ability: Reckless

Static

Effect: Increases the Damage Base of Jump Kick, Hi Jump Kick, and Moves with the Recoil keyword by +2.

Ability: Refreshing Veil

Scene – Free Action

Effect: Connection – Aqua Ring. Whenever the user activates Aqua Ring, they may activate this Feature to cure themselves of all Persistent Status Effects.

Ability: Refrigerate

At-Will – Free Action

Trigger: The user uses a Normal-Type damaging Move
Effect: The Move is changed to be Ice-Type.

Ability: Regal Challenge

Scene – Swift Action

Target: Pokémon or Trainer within 5 Meters

Effect: Make an AC4 Status Attack against the target. If the attack hits, lower the target's Speed by 1 Combat Stage and the target is Slowed. If the attack misses, raise the user's Attack and Special Attack by +1 Combat Stage each.

Ability: Regenerator

Daily x2 – Free Action

Trigger: The user is recalled into a Poké Ball, or Takes a Breather

Effect: The user gains Hit Points equal to 1/3rd of its maximum Hit Points. Regenerator may be activated only once per Scene.

Ability: Rivalry

Static

Effect: Whenever the user deals direct damage to a target of the same gender, increase the Damage dealt by +5.

Ability: Rock Head

Static

Effect: The user ignores the Recoil keyword when attacking.

Ability: Rocket

Scene – Swift Action

Effect: The user's Sky capability is increased by +3 until the end of the user's next turn, and the user goes first on the following round, ignoring initiative; Interrupt Moves may not be used in response to their Moves that round.

Ability: Root Down

At-Will – Shift Action

Effect: Connection - Ingrain. While the user has the Ingrain Coat, they may activate this Ability to gain Temporary Hit Points equal to 1/16th of their Max Hit Points.

Ability: Rough Skin

At-Will - Free Action, Reaction

Trigger: The user is hit by a damaging Melee Attack

Effect: The attacker loses a tick of Hit Points.

Ability: Run Away

Static

Effect: The user cannot be Slowed, Stuck, or Trapped. The user does not provoke Attacks of Opportunity by Shifting.

Ability: Run Up

Static

Effect: If the user moves in a straight line to a target and uses a damaging Melee Attack, it may add the number of meters traveled in a direct line as Bonus Damage to a Damage Roll.

Ability: Sand Force

Static

Effect: While in a Sandstorm, the user's Ground, Rock, and Steel-Type Direct-Damage Moves deal +5 Damage. Additionally, the user is immune to damage from Sandstorms.

Ability: Sand Rush

Static

Effect: While the Weather is a Sandstorm, the user gains +4 Speed Combat Stages. Additionally, the user is immune to damage from Sandstorms.

Ability: Sand Stream

Scene – Free Action

Effect: The Weather changes to a Sandstorm for 5 rounds. As a static effect, the user is not damaged by Sandstorm.

Ability: Sand Veil

Static

Effect: The user's Evasion is increased by +2 while in a Sandstorm. The user and allies adjacent to the user are not damaged by the Sandstorm.

Ability: Sap Sipper

Static

Effect: The user is immune to the damage and effects of Grass Type attacks. If a damaging Grass Type attack hits the user, the user gains +1 Attack Combat Stage. Defensive.

Ability: Scrappy

Static

Effect: Ghost Types are not immune to the user's Normal and Fighting-Type Moves.

Ability: Sequence

Scene – Free Action

Trigger: The user uses an Electric Attack

Effect: For every allied Electric-Type Pokémon cardinally adjacent to the user, raise the user's Attack and Special Attack by +1 CS each before calculating damage for the triggering attack. After the attack is resolved, lose all Combat Stages gained this way.

Ability: Serene Grace

Static

Effect: The user's Effect Range is increased by +2.

Ability: Serpent's Mark

Static

Effect: Arbok's Advanced and High Abilities depend on the Arbok's hood pattern. To determine its pattern, roll 1d6 upon evolution or upon generation. If an Arbok is bred, it will have the same pattern as its parent. If both parents are Arboks with different patterns, determine the pattern randomly.

Pattern Name - Adv Ability / High Ability

- 1) **Attack Pattern** - Rivalry / Strong Jaw
- 2) **Crush Pattern** - Unnerve / Crush Trap
- 3) **Fear Pattern** - Frighten / Regal Challenge
- 4) **Life Pattern** - Regenerator / Defy Death
- 5) **Speed Pattern** - Run Away / Speed Boost
- 6) **Stealth Pattern** - Instinct / Infiltrator

Ability: Shackle

Scene - Free Action

Effect: Shackle creates a Burst 3. All foes in the burst have their movement capabilities halved until the end of their next turn.

Ability: Shadow Tag

Scene - Free Action

Target: An adjacent Trainer or Pokémon

Effect: The target's shadow becomes pinned to the target's current spot for 5 turns. During this time, the target is Slowed and Trapped, and cannot move more than 5 meters from the spot their shadow is pinned to; even being Pushed and other forced movement effects cannot force the target to Move more than 5 meters from that spot.

Ability: Shed Skin

Scene - Swift Action

Effect: The user is cured of one of Paralysis, Freezing, Burns, Poison, or Sleep.

Ability: Sheer Force

Static

Effect: If a Pokémon with Sheer Force uses a Move with a secondary effect that triggers during Accuracy Roll, increase that Move's Damage Base by +2. However, the secondary effects of Move never trigger. This does not affect Critical Hits, or moves with increased Critical Hit ranges.

Ability: Shell Armor

Static

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

Ability: Shell Cannon

Scene - Free Action

Effect: When Blastoise uses Aqua Jet, Dive, Flash Cannon, Hydro Cannon, Hydro Pump, Tackle, Waterfall, Water Gun, and Water Spout they may activate this Ability to gain +2 to their Accuracy Roll and deals +4 Bonus Damage with Damage Rolls. When using Aqua Jet, Dive, Tackle, or Waterfall, Blastoise must shift in a straight line to their target to activate this Ability, but their Overland and Swim Speeds are increased by +2 when doing so.

Ability: Shell Shield

Scene - Free Action

Effect: Connection - Withdraw. The user may activate this Ability to use Withdraw as an Interrupt and a Free Action. The user must still use a Shift Action to stop being Withdrawn.

Ability: Shield Dust

Static

Effect: The user ignores the secondary effects that trigger during Accuracy Roll of damaging Moves that target the user. For example, Flamethrower can never inflict the Burn Condition. Defensive.

Ability: Silk Threads

Static

Effect: Connection - String Shot. Whenever the user uses "String Shot", the target becomes Slowed until the end of their next turn.

Ability: Simple

Static

Effect: When the Pokémon's Combat Stages are altered, double the amount of Combat Stages they are raised or lowered.

Ability: Skill Link

Scene - Free Action

Trigger: The user hits with a Move with the Five Strike keyword.

Effect: The Triggering Move automatically hits 5 Times.

Ability: Slow Start

Static

Effect: For 3 rounds after joining an encounter, the user's Speed and Attack Stats are halved and they have 10 Damage Reduction.

Ability: Sniper

Static

Effect: When the Pokémon gets a Critical Hit, add the value of the Damage Dice Roll an additional time to the total damage.

Ability: Snow Cloak

Static

Effect: The user's Evasion is increased by +2 while in Hail. The user and allies adjacent to the user are not damaged by Hail.

Ability: Snow Warning

Scene – Free Action

Effect: The Weather changes to Hail for 5 rounds. As a static effect the user is not damaged by Hail.

Ability: Solar Power

Static

Effect: When Sunny, the Pokémon loses 1/16th of its Max HP at the beginning of its turn. When Sunny, its Special Attack Stat is increased by 2 Combat Stages.

Ability: Solid Rock

Static

Effect: When the user is hit by a Super-Effective attack, the attack deals 1.5x damage instead of x2 damage. If the user is hit by a Super-Super-Effective attack, the attack deals x2 damage instead of x3 damage. If you have both Solid Rock and Filter, you gain 5 Damage Reduction against Super-Effective Damage. Defensive.

Ability: Sonic Courtship

Scene – Free Action

Trigger: The user uses Attract

Effect: Connection - Attract. Treat Attract as a Cone 2 Move with the Sonic keyword for this use, which affects all targets regardless of Gender.

Ability: Soothing Tone

Static

Effect: Connection - Heal Bell. Whenever the user uses the Move Heal Bell, all targets that recovered from a Status ailment gain a Tick of Hit Points.

Ability: Soulstealer

Scene – Free Action

Trigger: The user's attack causes a foe to Faint

Effect: The user removes one Injury from themselves and recovers 25% of their Maximum Hit Points. If the triggering attack killed its target, the user instead removes all Injuries and recovers all Hit Points.

Ability: Sound Lance

Scene x2 - Swift Action

Trigger: The user uses Supersonic

Effect: Connection – Supersonic. The target of Supersonic takes Special Normal-Type damage equal to the user's Special Attack score. This effect functions independently of whether Supersonic hits its target.

Ability: Soundproof

Static

Effect: The Pokémon is immune to Moves with the Sonic Keyword. Defensive.

Ability: Speed Boost

Static

Effect: The Pokémon's Speed is raised 1 Combat Stage at the end of each of its turns. Speed Boost has no effect while out of combat.

Ability: Spinning Dance

At-Will - Free Action

Trigger: The user is targeted by an attack, but is missed
Effect: If not Fainted, Paralyzed, or Asleep, the user gains +1 Evasion and may immediately Shift 1 meter.

Ability: Spiteful Intervention

Static

Effect: Connection – Spite. The user may use Spite in response to an attack hitting an ally, in addition to hitting themselves.

Ability: Spray Down

Scene – Free Action

Trigger: The user hits an airborne target with a ranged 1-target attack

Effect: The triggering attack's target is knocked down to ground level, and loses all Sky or Levitate Speeds for 3 turns. During this time, they may be hit by Ground-Type Moves even if normally immune.

Ability: Sprint

Scene – Swift Action

Trigger: The user uses the Sprint Action during Combat

Effect: The user gains +2 Speed Combat Stages. Additionally, the user's Overland Speed is always increased by +2.

Ability: Static

Scene – Free Action

Trigger: The user is hit by a Melee Attack

Effect: The attacking foe becomes Paralyzed.

Ability: Stall

Static

Effect: In a round's queue, a Pokémon with Stall is always last. If a Pokémon goes to the end of the queue, the Pokémon with Stall is still the last to move. The user's actions taken on their Initiative Count (not Priority or Interrupt) cannot be Interrupted.

Ability: Stance Change

Static

Effect: Aegislash has two Stances: Shield Stance and Sword Stance. Its default Stance is Shield Stance. Whenever Aegislash uses a damaging attack, it switches to Sword Stance and swaps its Attack Stat with its Defense and its Special Attack Stat with its Special Defense, without changing Combat Stages. Whenever Aegislash uses King's Shield, Protect, a Status Move that raises Defense Combat Stages, or a Blessing, it switches to Shield Stance and swaps its offensive and defensive Stats back to their original arrangement. Aegislash may also change its Stance as a Full Action.

Ability: Starlight

Scene – Swift Action

Effect: The user may activate Starlight while exposed to moonlight or starlight to become Luminous. While the user is Luminous, all foes suffer a -2 penalty to Accuracy Rolls against the user. The user may expend the Luminous condition upon hitting a foe with a damaging attack to cause that foe to become Confused.

Ability: Starswirl

Scene – Swift Action

Effect: Connection – Rapid Spin. The user may activate this Ability to use Rapid Spin as a Swift Action that deals no damage. Rapid Spin need not have a target when used this way.

Ability: Steadfast

At-Will – Free Action

Trigger: The user is Flinched

Effect: The user's Speed is raised by +1 Combat Stage.

Ability: Stench

Static

Effect: The Pokémon's Moves Flinch Targets on a roll of 19+. If a move already has a chance of Flinching foes, the Effect Range is increased by +2 instead.

Ability: Sticky Hold

Static

Effect: The Pokémon's held items cannot be stolen, switched, destroyed or dropped.

Ability: Sticky Smoke

Scene – Free Action

Effect: Connection - Smokescreen. All targets that begin or end their turn in the target's Smokescreen have their Accuracy lowered by -1. This penalty may occur multiple times. This stacks with the usual penalties from Smokescreen.

Ability: Storm Drain

Scene – Free Action

Trigger: A ranged Water-Type Move is used within 10 Meters of the user.

Effect: The Move is turned into a Single-Target Move and is re-directed at the user without fail, and cannot miss. This negates Lock-On or Mind Reader. Additionally, the user is immune to the damage and effects of Water Type attacks, and each time they are hit by a Water-Type attack, the user's Special Attack is raised 1 Combat Stage. Defensive.

Ability: Strange Tempo

At-Will - Special

Effect: While Confused, the user may choose either to 1) As a Free Action, not to roll for Confusion, instead acting normally or 2) As a Standard Action, cure themselves of Confusion and gain +2 Combat Stages to the Stat of their choice.

Ability: Strong Jaw

Static

Effect: The user has the Damage Base of the following Moves increased by +2; Bite, Bug Bite, Crunch, Fire Fang, Ice Fang, Thunder Fang, Poison Fang, and Hyper Fang.

Ability: Sturdy

Static

Effect: The Pokémon is immune to the Moves Sheer Cold, Guillotine, Horn Drill and Fissure. If any attack would lower this Pokémon to 0 Hit Points or less from full Hit Points, instead the Pokémon's Hit Point value is set to 1. This effect fails if the user's full Hit Point value is 1. Pokémon with Sturdy do not gain Injuries from Massive Damage. Defensive.

Ability: Suction Cups

Static

Effect: The user is immune to Push effects, and the effects of Roar. Defensive.

Ability: Sumo Stance

Static

Effect: The user's Weight Class is increased by +1, and the user is immune to Push effects. Defensive.

Ability: Sun Blanket

Static

Effect: The user is one step more resistant to Fire-Type Attacks, and gains a Tick of Hit Points at the beginning of each turn in Sunny weather.

Ability: Sunglow

Scene – Swift Action

Effect: The user may activate Sunglow while exposed to sunlight to become Radiant. While Radiant, the user gains a +5 bonus to all Damage Rolls. The user may expend the Radiant condition upon hitting a foe with a damaging attack to cause that foe to become Blinded until the end of their next turn.

Ability: Super Luck

Static

Effect: The Pokémon's Moves are Critical Hits on 18-20. If a Move already has an extended Critical Hit range, Super Luck extends that range by 2.

Ability: Swarm

Static

Effect: The user gains Last Chance with Bug.

Ability: Sway

Scene – Standard Action, Interrupt

Trigger: The user is hit by a damaging Melee attack

Effect: The triggering attack misses the user and hits the foe that made the attack instead. That foe may then be pushed to any empty square adjacent to the user.

Ability: Sweet Veil

Static

Effect: The user and allies within 3 meters are immune to Sleep. Defensive.

Ability: Swift Swim

Static

Effect: While in Rainy Weather, the user gains +4 Speed Combat Stages.

Ability: Symbiosis

At-Will - Swift Action

Effect: The user may pass its held item to an adjacent ally.

Ability: Synchronize

Scene – Free Action

Trigger: The user is Paralyzed, Frozen, Burned, Poisoned, or put to Sleep.

Effect: The foe which caused the Status Condition is given the same Status they inflicted.

Ability: Tangled Feet

Static

Effect: While Confused, the user gains +3 Evasion.

Ability: Targeting System

Scene – Free Action

Effect: Connection – Lock-On. The user may activate this Ability to use Lock-On as a Swift Action.

Ability: Teamwork

Static

Effect: While you are adjacent to an opponent, allies using Melee attacks against that opponent receive a +2 bonus to Accuracy Checks.

Ability: Technician

Static

Effect: Moves with a Damage Base of 6 or lower have their Damage Base increased by +2. This bonus always applies to Moves with the Double Strike or Fivestrike Keywords.

Ability: Telepathy

At-Will - Shift Action, Interrupt

Trigger: An ally uses an area-of-effect attack that would hit you

Effect: You may Shift to remove yourself from the area-of-effect.

Ability: Teravolt

At-Will - Free Action

Trigger: The user damages a foe

Effect: The damaged foe's Abilities are disabled for the remainder of the encounter.

Ability: Thermosensitive

Static

Effect: While Sunny, the user's Attack and Special Attack are raised by +2 combat stages each. While Hailing, the user's movement capabilities are reduced by half.

Ability: Thick Fat

Static

Effect: The user resists Fire-Type and Ice-Type attacks one step further. Defensive.

Ability: Thrust

Static

Effect: All moves used by this Pokémon which consult the Attack stat now have the Push keyword. The default push for moves is 1 meter. If a move already has the Push Keyword, that move may push 1 additional meter.

Ability: Thunder Boost

At-Will - Free Action

Trigger: An adjacent Ally uses a damaging Electric-Type Move

Effect: The allied target gains a +5 Bonus to its damage roll with the triggering Move. A target may not benefit from more than one instance of Thunder Boost at a time.

Ability: Tingly Tongue

Scene x2 - Free Action

Trigger: The user hits a target with Lick

Effect: Connection - Lick. Lick's Damage Roll gains a +10 Bonus and automatically paralyzes its target. On a roll of 15+, the target automatically fails its Paralysis Save Check on its next turn.

Ability: Tinted Lens

Static

Effect: The user's Resisted Moves are instead Neutral. The user's Doubly Resisted Moves are instead Resisted. The user's Triply Resisted Moves are instead Double Resisted.

Ability: Tochukaso

Static

Effect: The user resists Bug-Type and Poison-Type attacks one step further. Defensive.

Ability: Tolerance

Static

Effect: Any Types resisted by the user are resisted one step further. Defensive.

Ability: Torrent

Static

Effect: The user gains Last Chance with Water.

Ability: Tough Claws

Static

Effect: The user increases the Damage Base of all Melee Moves by +2.

Ability: Toxic Boost

Static

Effect: When Poisoned or Badly Poisoned, the user's Attack is raised by 2 Combat Stages. If the user is cured of its Poisoning, its Attack stat is lowered by 2 Combat Stages.

Ability: Trace

Scene - Free Action

Target: A Trainer or Pokémon within 10 meters

Effect: The Pokémon gains an Ability known by the Target for the remainder of the encounter, or until it is Fainted.

Ability: Transporter

Daily x3 - Free Action

Trigger: You use the Move Teleport or activate the Transporter Capability

Choose One Effect: Connection - Teleport. You activate Transporter as if your Transporter value were three times its normal value or you may take one willing Pokémon or Trainer along with you as you teleport so long as you are touching them when you activate Transporter. You may expend two uses of Transporter at once to choose both effects.

Ability: Truant

Static

Effect: At the beginning of each of its turns, the user must roll 1d20. On a roll of 7 or lower, the target refuses to act; they heal a Tick of Hit Points, and do not get a Standard Action that turn. Turns in which the user refuses to act count towards turns used up by Interrupts or the Exhausted Condition, and the user may make Rolls to cure themselves from Status Effects with a +3 Bonus that turn.

Ability: Turboblaze

At-Will - Free Action

Trigger: The user damages a foe

Effect: The damaged foe's Abilities are disabled for the remainder of the encounter.

Ability: Twisted Power

Static

Effect: The user adds half of their Attack Stat to the damage rolls of their Special Moves; and the user adds half of their Special Attack Stat to the damage of their Physical Moves. This does not change the Damage Class of any attack.

Ability: Type Strategist

Static

Effect: Whenever the user uses a Move of the Type associated with Type Strategist, they gain +5 Damage Reduction for one full round. If they are under 1/3rd of their Maximum Hit Points, they instead gain +10 Damage Reduction. Defensive.

Ability: Ugly

Static

Effect: The Pokémon's Moves Flinch Targets on a roll of 19+. If a move already has a chance of Flinching foes, the Effect Range is increased by +2 instead. During the Introduction Stage of a Contest using this Pokémon, any 6s that are rolled instead count as 1s.

Ability: Unaware

Static

Effect: When the Pokémon is attacking or being attacked, the foe must make all damage calculations as if their Combat Stages were at their default state.

Ability: Unbreakable

Static

Effect: The user gains Last Chance with Steel.

Ability: Unburden

Static

Effect: If the user is not holding a Held Item, their Speed is increased by +2 Combat Stages.

Ability: Unnerve

Static

Effect: Foes within 3 meters of you cannot gain positive Combat Stages or trade in Digestion Buffs. This does not affect any Combat Stages they already have.

ABILITY LIST: V-Z**Ability: Vanguard**

Static

Effect: The user gains a +5 Bonus to all Damage Rolls against targets with an initiative lower than itself that have not yet acted that round (having Anted up your Action via an Interrupt or similar on a previous round does not count as having acted that round).

Ability: Venom

Static

Effect: The user gains Last Chance with Poison.

Ability: Vicious

Scene - Special

Trigger: The user uses Hone Claws

Effect: Connection - Hone Claws. When this Ability is activated, choose one effect; the user gains another Standard Action this round; or the user increase their Critical Hit Range on all attacks by +2 for the remainder of the encounter.

Ability: Victory Star

Static

Effect: Any allied Pokémon in the encounter gain a +2 Bonus to Accuracy Rolls.

Ability: Vigor

Daily - Free Action

Trigger: The user uses Endure

Effect: Connection - Endure. When this Ability is activated, after being set to 1 Hit Point, the user gains a Tick of Hit Points. Furthermore, if the Move that triggered Endure gave the user an Injury from Massive Damage, the user does not gain that Injury. Defensive.

Ability: Vital Spirit

Static

Effect: The user is immune to the Sleep condition, and cannot use the move Rest. Defensive.

Ability: Volt Absorb

Static

Effect: The user is immune to the damage and effects of Electric-Type attacks, and whenever they are hit with an Electric Type attack, they gain Hit Points equal to a Tick of Hit Points. Defensive.

Ability: Voodoo Doll

Daily – Free Action

Trigger: The user uses the Move Curse as a Ghost Type

Effect: Connection - Curse. Choose an additional target within 8 meters of the user to become Cursed.

Ability: Wallmaster

Static

Effect: Connection – Barrier. Whenever the user uses Barrier, they may choose to either gain +2 Defense Combat Stages, or place 2 additional segments of Barrier.

Ability: Wash Away

Daily – Free Action

Trigger: The user hits with a Water Type Move

Effect: Before the Move “hits”, all Combat Stages on targets hit by the Move are reset to their default (usually 0), and all coats on the targets, except ones placed by Water Sport, are destroyed.

Ability: Water Absorb

Static

Effect: The user is immune to the damage and effects of Water-Type attacks, and whenever they are hit with a Water Type attack, they gain a Tick of Hit Points. Defensive.

Ability: Water Veil

Static

Keywords: Immune

Effect: The user is immune to Burns. Defensive.

Ability: Wave Rider

Static

Effect: While in water, the user’s Speed Stat gains +4 Combat Stages. Remove these Combat Stages if the user exits the water.

Ability: Weak Armor

At-Will – Free Action

Trigger: The user takes Physical damage.

Effect: The user may lower its Defense by 1 Combat Stage, and gain +1 Speed Combat Stage. This is done after the triggering damage is resolved.

Ability: Weaponize

Static

Effect: While being wielded as a Living Weapon and being actively Commanded as a Pokémon, the user may Intercept for its Wielder as a Free Action.

Ability: Weeble

At-Will – Standard Action, Reaction

Trigger: The user is hit by a damaging attack

Effect: The user may make an AC4 Physical Attack against an adjacent target. If the attack hits, the target loses Hit Points equal to 1/3rd of the damage taken by the user from the attack that triggered Weeble.

Ability: Whirlwind Kicks

Static

Effect: Connection – Rapid Spin. When the user uses the Move “Rapid Spin”, it has a range of “Burst 1” instead of Melee and gains the Priority keyword.

Ability: White Flame

Static

Effect: The user may not make rolls to cure themselves from the Enraged condition. However, while Enraged, the user gains a +5 Bonus to all Damage Rolls.

Ability: White Smoke

Static

Effect: The user’s Combat Stages, Evasion, or Accuracy may not be lowered except by the user’s own Moves and effects. Defensive.

Ability: Windveiled

Static

Effect: The user is immune to the damage and effects of Flying-Type attacks. If the user is hit by a Flying-Type attack, the user raises the Damage Base of their next Flying-Type Move by +1. Defensive.

Ability: Winter's Kiss

Static

Effect: The user does not take damage from Ice-Type Moves. Whenever the user uses or is hit by an Ice-Type Move, the user is healed by a Tick of Hit Points. Defensive.

Ability: Wishmaster

Static

Effect: Connection – Wish. Whenever the user uses Wish, the user may pick one of the following effects: the target is healed instantly instead of the following round; or the target gains +2 CS to the Stat of their choice upon being healed; or the target is cured of any Status Affliction.

Ability: Wistful Melody

Scene – Free Action

Effect: Connection – Sing. Whenever the user uses Sing, they may activate to his Ability to cause targets that are targeted by Sing have their Attack and Special Attack lowered by -2 CS each, whether Sing successfully hits that target or not. This Ability does not affect targets with the Soundproof Ability.

Ability: Wobble

Scene – Free Action

Trigger: The user is hit by a damaging attack

Effect: The user may use either Counter or Mirror Coat as a Reaction, ignoring Frequency.

Ability: Wonder Guard

Static

Effect: Only damaging attacks that are Super-Effective affect the Pokémon with Wonder Guard; all other damaging attacks cannot hit the user or deal damage. Wonder Guard loses its effect if the user has no weaknesses. Defensive.

Ability: Wonder Skin

Static

Effect: The user gains +6 Evasion against Status Moves. Defensive.

Ability: Zen Mode

Static

Effect: Keep two sets of Base Stats for Darmanitan, the first set of Base Stats are its normal stats while the second will be referred to during Zen Mode. The HP Stat for both sets of Base Stats must be the same. If Darmanitan has its Base Stats altered in any way, both sets of Base Stats are affected. As a Free Action, Darmanitan may activate Zen Mode if it is at less than 50% of its full Hit Points. Darmanitan may change back from Zen Mode as a Free Action if its Hit Point total is at 50% or higher. Darmanitan may switch from one form to another once per Scene.

MOVES



THE FOLLOWING TWO PAGES ARE IMPORTANT, AND YOU SHOULD READ THEM.

Of particular note, look at how the Scene and Daily frequencies work for Moves. They aren't quite the same as how they might work for Features or other effects that have a Frequency.

Moves are the main forms of Pokémon Attacks in Pokémon Tabletop United. Pokémon may know a maximum of 6 Moves; Trainers may know as many Moves as their Features allow. Moves are, unless stated otherwise, performed as a Standard Action. Moves in this document are presented like this:

Move: Attack Order

Type: Bug

Frequency: EOT

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Physical

Range: 6, 1 Target

Effect: Attack Order is a Critical Hit on 18+.

Contest Type: Smart

Contest Effect: Incentives

Move: The first line contains the Name of the Move. This is of course, what you use to keep track of the Move, and write down in your Pokémon's Move List.

Type: Next is the Elemental Type of the Move. There are Bug, Dark, Dragon, Electric, Fairy, Fighting, Fire, Flying, Ghost, Grass, Ground, Ice, Normal, Poison, Psychic, Rock, Steel and Water Moves! This will determine Type Effectiveness since Moves are broken up by their respective Type.

Frequency: The Frequency is the rate of use. There are five levels of Frequency for Moves.

» **At-Will** means your Pokémon can perform the attack as often as it'd like, with no rest needed to perform the attack again.

- » **EOT** is an abbreviation for Every Other Turn, and it means your Pokémon can perform the move once every other turn. If your Pokémon uses an EOT frequency Move outside of battle, it would need ten seconds of rest before performing the move again.
- » **Scene X:** This Frequency means this Move can be performed X times per Scene. Moves that simply have the Scene Frequency without a number can be performed once a Scene. **Moves that can be used multiple times a Scene can still only be used Every Other Turn within a Scene and not on consecutive turns.**
- » **Daily** is the lowest Frequency. This Move's Frequency is only refreshed by an Extended Rest, or by a visit to the Pokémon Center. **Moves that can be used multiple times Daily can still only be used once a Scene and not multiple times within the same Scene.**
- » **Static**, like with Features, means this Move has some effect that is always granted to the user, as long as they know this Move.

Accuracy Check: The Accuracy Check is used when a Pokémon uses a Move as an Attack. The Accuracy Check is the number you need to match or exceed on your Accuracy Roll in order for the Attack to connect to your target. See the Combat chapter for details.

Damage Base: This indicates the base amount of damage dealt. See the 'Damage' section in the Combat Chapter for more details (page 236). Many Abilities and other effects can modify Damage Bases.

Class: Class will denote whether the attack is Physical, Special or Status. **Physical Attacks** are resisted by Defense; **Special Attacks** are resisted by Special Defense. Some attacks may be Physical or Special but not have Damage Dice Rolls; that means the damage these attacks do still interact with other effects such as Counter or Mirror Coat that specify a damage class. **Status Moves** are simply moves that are neither Physical nor Special.

Range: Range specifies the distance in meters from which the Move can hit. **Keywords** are also inserted in this line; see the following section for a detail of keywords. Besides the standard numerical distances, other common distances include **Melee**, **Self**, and **Field**. **Self** moves simply target the user; **Melee** Moves have a range of 1, and thus must target an adjacent target. The **Field** Range drops an effect on the entire area where the battle is taking place. When using area-of-effect Moves, such as ones with the Burst or Cone keywords, make a single Accuracy Roll for the entire attack.

Effect: The Effect lists what the attack does in addition to the Move's damage. Certain effects will only occur if, during Accuracy Roll, a certain number or higher is rolled. Effects do not activate unless the Move hits. Effect Ranges can be extended by other effects. For example, an effect that triggers on 18+ that has its Effect Range extended by +2 now triggers on 16+.

Effects such as Features and Abilities that extend the Critical Hit or Effect Ranges of a Move cannot extend them by more than a total of +6 from their natural ranges.

Contest Type/Effect: These two Contest Fields indicate what Contest Type the Move is tied to. There are only 5 different Contest Types: Beauty, Cool, Cute, Smart, and Tough. The Contest Effect determines what effect the move has in Contests. See the Contest chapter for more.

Special: Some Moves grant Capabilities to Pokémon and Trainers learning the Move. When a Move is forgotten, all Capabilities granted by the Move are also lost.

MOVE KEYWORDS

Aura: Moves with this Keyword manipulate Aura and may be affected by certain Abilities or effects.

Berry: Natural Gift has a different Damage Base and Elemental Type based on the Berry the user has stored a Digestion Buff from. Consult the Chart below.

Berry	DB	Type	Berry	DB	Type
Cheri	6	Fire	Watmel	8	Fire
Chesto	6	Water	Durin	8	Water
Pecha	6	Electric	Belue	8	Electric
Rawst	6	Grass	Occa	6	Fire
Aspear	6	Ice	Passho	6	Water
Leppa	6	Fighting	Wacan	6	Electric
Oran	6	Poison	Rindo	6	Grass
Persim	6	Ground	Yache	6	Ice
Lum	6	Flying	Chople	6	Fighting
Sitrus	6	Psychic	Kebia	6	Poison
Figy	6	Bug	Shuca	6	Ground
Wiki	6	Rock	Coba	6	Flying
Mago	6	Ghost	Payapa	6	Psychic
Aguav	6	Dragon	Tanga	6	Bug
Iapapa	6	Dark	Charti	6	Rock
Razz	6	Steel	Kasib	6	Ghost
Bluk	7	Fire	Haban	6	Dragon
Nanab	7	Water	Colbur	6	Dark
Wepear	7	Electric	Babiri	6	Steel
Pinap	7	Grass	Chilan	6	Normal
Pomeg	7	Ice	Liechi	8	Grass
Kelpsy	7	Fighting	Ganlon	8	Ice
Qualot	7	Poison	Salac	8	Fighting
Hondew	7	Ground	Petaya	8	Poison
Grepa	7	Flying	Apicot	8	Ground
Tamato	7	Psychic	Lansat	8	Flying
Cornn	7	Bug	Starf	8	Psychic
Magost	7	Rock	Enigma	8	Bug
Rabuta	7	Ghost	Micle	8	Rock
Nomel	7	Dragon	Custap	8	Ghost
Spelon	7	Dark	Jaboca	8	Dragon
Pamtre	7	Steel	Rowap	8	Dark
Roseli	8	Fairy	Maranga	8	Dark
Kee	8	Fairy			

Blessing: Safeguard, Lucky Chant, Reflect, and Light Screen provide a Blessing shared by the entire team. All Pokémon and Trainers allied to the user may benefit from the Blessing. The Blessing persists until it's used up, even if the original user is KO'd or switched out.

Coat: Moves with the Coat keyword give the targets a certain effect while the Coat persists. Coats may be passed on by Baton Pass.

Dash: A Dash Move cannot be used if the user is Stuck.

Double Strike: Whenever a Move with Double Strike is used, make two Attack Rolls. If one Attack Roll hits, the Move does damage as indicated by its Damage Base value; if both Attack Rolls hit however, the Damage Base value is doubled. Each hit may Critically Hit separately; when adding damage from Critical Hit, add the Damage Base before it's doubled. For example, if one Double Kick attack is a Critical Hit, add +1d8+5 to the damage roll. If both are Critical Hits, add +2d8+10.

Environ: A Pokémon using a Move with the Environ keyword consults the chart below for what Move or effect to use.

Area	Nature Power Move	Secret Power Effect
Grassland	Grass Knot	Sleep
Forest	Energy Ball	Sleep
Wetlands	Mud Bomb	Lowers Speed by -1 CS.
Ocean	Bubble Beam	Lowers Attack by -1 CS.
Tundra	Aurora Beam	Freezing
Mountain	Power Gem	Flinch
Cave	Ancient Power	Flinch
Urban	Tri-Attack	Paralysis
Desert	Earth Power	Lowers Accuracy by -1.

Execute: These Moves automatically KO the target if they hit. The 1d100 roll may not be modified in any way or re-rolled through any means.

Exhaust: If a Move has the Exhaust keyword, the user forfeits their Standard and Shift actions on their next turn, and forfeits their trainer's Command. If any of these actions has already been used up, the move Fails and does not activate.

Fling: The Move Fling is very unique! Its effect depends on the held item of the user. If used a Trainer, they must throw an item in either hand.

Item	Damage Base	Effect
Consumables	No Damage	The target of the attack takes no damage, and instead consumes the thrown item. This includes Basic Restoratives and Herbs, but not Bandages, Refreshments, or other items that are used as an Extended Action. When used this way, Restoratives don't cause the target to forfeit a turn.
Poison Items	DB 3	The target becomes Poisoned. This category includes Toxic Orbs, and Poison-Type Boosters, Braces, and Plates.
Fire Items	DB 3	The target becomes Burned. This category includes Flame Orbs, and Fire-type Boosters, Braces, and Plates.
Poké Balls	DB 3	A Capture Attempt may be made after damage is applied, if the ball is thrown at a valid target. This category includes all Poké Balls and Apricorn Balls.
Other	DB 6	Anything not specifically falling in any other category.
Held Items	DB 7	This has no special effect. This category includes all Evolutionary Stones, Keepsakes, and Held Items not otherwise listed here.
Rare Item	DB 10	This includes the Metal Powder, Rare Leek, Thick Club, and Pink Pearl Items, but only if the user is able to benefit from that item.
Lagging Item	DB 12	This includes Iron Balls, and any Lagging Item.
Weapon	See Effect	The user instead makes a ranged Struggle Attack using the thrown Weapon to determine damage, but using Fling's Accuracy.

Friendly: Moves with the Friendly Keyword do not hit allies.

Five Strike: Whenever a Move with Five Strike is used, roll 1d8. On a result of 1, the attack hits one time. On a result of 2 or 3, the attack hits two times. On a result of 4, 5, or 6, the attack hits three times. On a result of 7, the attack hits four times. On a roll of 8, the attack hits five times. Multiply the Move's Damage Base by the number of times hit; that becomes its new Damage Base. You may always apply Technician to Moves with Five Strike. Apply STAB and all other effects that raise Damage Base only after the Move's final Damage Base has been calculated.

Groundsource: Moves with the Groundsource keyword do not have their Accuracy modified by targeting into Rough Terrain and ignore Blocking Terrain.

Hazard: If a Move has the Hazard keyword, the effect covers a portion of the field of battle. A Hazard only affects the foes under certain circumstances. You may put extra Layers of the Move with Hazard if the Move allows, but only one per usage of the Move.

Illusion: These Moves are Illusions, and may be ignored by Trainers with the Clairsentient Feature.

Interrupt: Interrupt Moves may be declared in the middle of another combatant's turn to allow the user to take an action. They work similarly to Priority (Advanced, Limited) effects in that they only allow you to take the action that has Interrupt and not a full turn.

Pass: At any point during a Shift, the user may declare a move with the Pass keyword. Once the Move is declared, the user may move forward only in a straight line, for up to 4 meters, treating foes as Regular Terrain and moving through any enemies in its path. The user must end in an empty square. The Pass Move attacks all targets in each square it dashes through, but each target may be hit only once. The user must end their Shift at the end of the dash. Shifting as a result of the Pass keyword does not provoke Attacks of Opportunity.



Pledge: Pledge Moves can generate a number of special effects. A **Rainbow** lasts for 5 rounds and increases the Effect Range of all allies' attacks by +3. A **Fire Hazard** is a special type of Hazard. Any targets that begin or end their turn on a Fire Hazard are Burned. Anyone that passes through a Fire Hazard takes damage equal to 1/8th of their Max Hit Points. If a Ground, Rock, or Water-Type Move targets a square (or a target in a square) with Fire Hazard in them, the Fire Hazards are destroyed. All effects that destroy Hazards extinguish Fire Hazards.

Powder: Moves with the Powder keyword have no effect on Grass Type Pokémon.

Priority: If the user has not already acted this turn, a Move with the Priority keyword may be declared to act immediately; the user takes their full turn, ignoring initiative. This counts as their turn for the round. A priority Move may not be declared during someone else's turn; it must be declared between turns. Priority also comes in Priority (Limited) and Priority (Advanced) varieties. The Priority (Limited) keyword is like Priority except the user may not take their full turn; they may only take the action that itself has Priority and take the rest of their turn on their own Initiative Count. For example, Orders are Priority (Limited), meaning the user only uses their Standard Action and does not take a full turn. Priority (Advanced) Moves don't require that the user hasn't acted that turn; if they have, they simply give up their turn on the following round.

Push: The target of the attack is Pushed a specified amount of meters. Unless specified, the Push direction should be away from the user.

Reaction: Reactions work exactly like Interrupts, except that they happen after the triggering condition is fully resolved, instead of before. Thus, the user must survive the trigger condition to be able to perform the reaction.

Recoil: When a Move says to Recoil, total the amount of damage the target took from your attack, then multiply by the fraction paired with the Keyword Recoil. The Move's user loses Hit Points equal to that result.

Set-Up: These are two-turn Moves which require the user to prepare in some way. On the first turn, the Set-Up Effect is used; then on the following turn the Resolution Effect occurs.

Shield: Moves with this Keyword are Interrupts that are triggered by foes' attacks. They usually prevent the effect of attacks in some manner.

Smite: When Moves with the Smite keyword Miss, instead of doing no damage, they deal damage as if the attack were resisted one step further. Targets dealt damage this way do not suffer any secondary effects of the Move.

Social: Moves with the Social Keyword are based on social manipulation. They cannot be Intercepted and ignore the effects of Substitute. Some Features and other effects also take advantage of this Keyword.

Sonic: Moves with the Sonic Keyword are based on sound. They ignore the effects of Substitute.

Spirit Surge: A Move with the Spirit Surge keyword will have its Effect activate even if the Move does not hit a target. If the Move requires a certain Accuracy Roll, the roll must still be met.

Trigger: Moves with the Trigger keyword are ONLY able to be used whenever the condition in their Effect line is met.

Vortex: While in a Vortex, the target is Slowed, Trapped, and loses a Tick of Hit Points at the beginning of each turn. At the end of each turn, the user may roll 1d20 to end all of these effects; during the first turn, they must roll a 20 or higher to dispel the vortex. The DC is lowered by 6 each following turn, automatically wearing off on the fifth turn (20, 14, 8, 2, Dispel)

Weather: Moves with the Weather keyword affects an area, changing the rules of the battle. Damage can be altered and even the Effects of moves can change depending on the Weather in battle. There can only be one Weather Effect in place at a time; new Weather Effects replace old Weather Effects. Weather Conditions last 5 rounds.

Note that despite their names, Weather Conditions are not usually found as natural occurrences. A bright and sunny day does not count as Sunny Weather, nor does rain count as Rainy Weather. However, particularly severe examples of the corresponding weather can count. For example, a tropical rainstorm could count as Rainy weather.

The following are the four Weather Conditions and their effects:

Hail: While it is Hailing, all non-Ice Type Pokémon lose a Tick of Hit Points at the beginning of their turn.

- » Blizzard cannot miss in Hail.
- » Users with Ice Body recover a Tick of Hit Points at the beginning of each turn.
- » Users with Snow Cloak have their Evasion increased by +2 and adjacent allies are not damaged.
- » Users with Thermosensitive have Movement Capabilities reduced by half.

Rainy: While Rainy, Water-Type Attacks gain a +5 bonus to Damage Rolls, and Fire-Type Attacks suffer a -5 Damage penalty.

- » Thunder and Hurricane cannot miss in Rain.
- » Users with Hydration are cured of one Status Affliction at the end of each turn.
- » Users with Rain Dish recover a Tick of Hit Points at the beginning of each turn.
- » Users with Swift Swim have their Speed Combat Stages increased by +4.
- » Users with Desert Weather gain 1/16th of their Max Hit Points at the end of each turn.
- » Users with Dry Skin gain a Tick of Hit Points at the end of each turn.

Sandstorm: While it is Sandstorming, all non-Ground, Rock, or Steel Type Pokémon lose a Tick of Hit Points at the beginning of their turn.

- » Users with Sand Force gain a +5 Damage Bonus to Ground, Rock, and Steel-Type Moves.
- » Users with Sand Rush have their Speed Combat Stages increased by +4.
- » Users with Desert Weather are immune to Sandstorm.

Sunny: While Sunny, Fire-Type Attacks gain a +5 bonus to Damage Rolls, and Water-Type Attacks suffer a -5 Damage penalty.

- » Thunder and Hurricane are AC 11 in Sun.
- » Users with Dry Skin lose a Tick of Hit Points at the end of each turn.
- » Users with Thermosensitive have their Attack and Special Attack Combat Stages increased by +2.
- » Users with Desert Weather resist Fire-Type Moves one step further.
- » Users with Sun Blanket gain 1/16th of their Max Hit Points at the beginning of each turn.

- » Users with Leaf Guard are cured of one Status Affliction at the end of each turn.
- » Users with Harvest automatically retain uses of Digestion Buffs.
- » Users with Chlorophyll have their Speed Combat Stages increased by +4.
- » Users with Flower Gift can create a Burst 4 that increases the Stats of allies and the user by two 2 Combat Stages, distributed as they wish.

Users with Forecast change their Type based on the Weather. Fire-Type if Sunny, Water-Type if Rainy, Ice-Type if Hailing, and Rock-Type if in a Sandstorm.

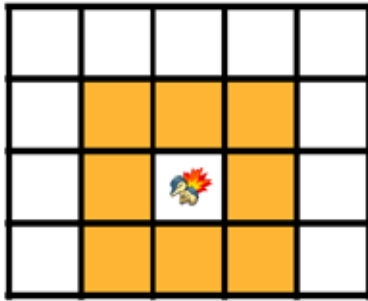
Weather Ball changes Types in Weather. Fire-Type if Sunny, Water-Type if Rainy, Ice-Type if Hailing, and Rock-Type if in a Sandstorm.

Weight Class: A Move with the Weight Class Keyword refers to the following.

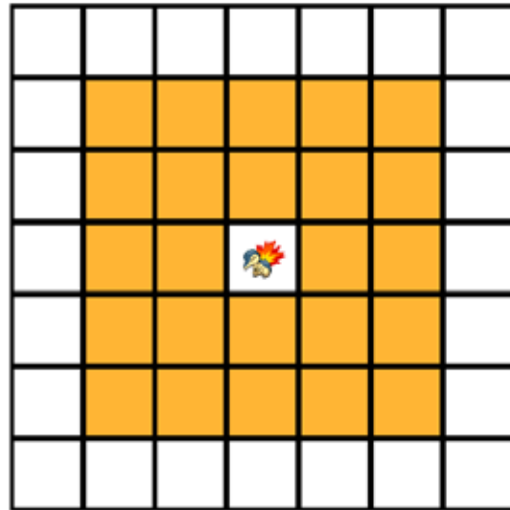
Weight Class 1	0 – 25 lbs; 0 – 11 kg
Weight Class 2	25 – 55 lbs; 11 – 25 kg
Weight Class 3	55 – 110 lbs; 25 – 50 kg
Weight Class 4	110 – 220 lbs; 50 – 100 kg
Weight Class 5	220 – 440 lbs; 100 – 200 kg
Weight Class 6	Any Pokémon heavier than 440 lbs; 200 kg
Weight Class 7	Any Pokémon heavier than 450 lbs with the Heavy Metal Ability.

RANGE KEYWORDS

Burst X – The Move hits all legal targets surrounding the user in a radius of X.

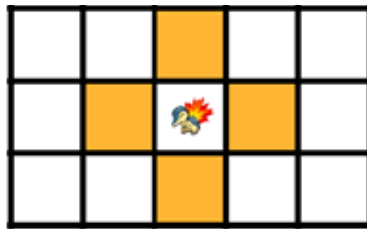


BURST 1

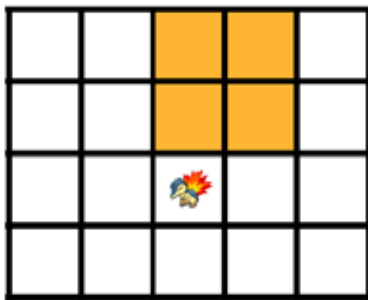


BURST 2

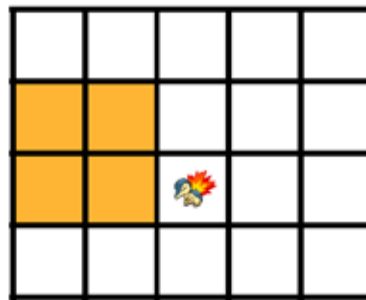
Cardinally Adjacent Targets – The Move hits all cardinally adjacent targets.



Close Blast X – The Move creates an X by X square adjacent to the user and hits all legal targets within.

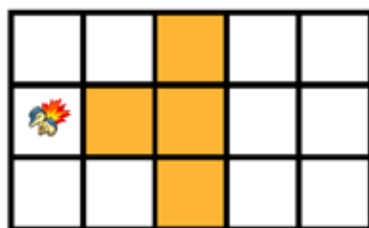


CLOSE BLAST 2

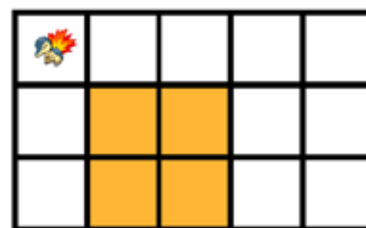


CLOSE BLAST 2

Cone X – The Move hits all legal targets in the square immediately in front of the user and in 3m wide rows extending from that square up to X meters away.

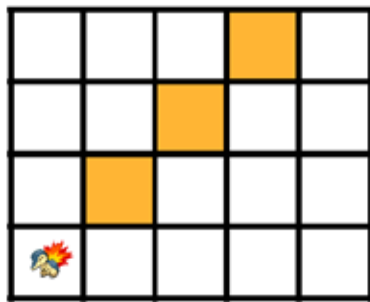


CONE 2

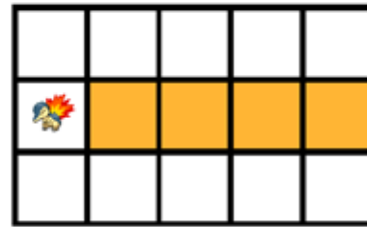


CONE 2 - USED
DIAGONALLY

Line X – The Move creates a line X meters long starting from the user and hits all legal targets in that line. When used diagonally, apply the same rules as for diagonal movement.

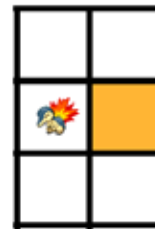


LINE 4 - USED
DIAGONALLY

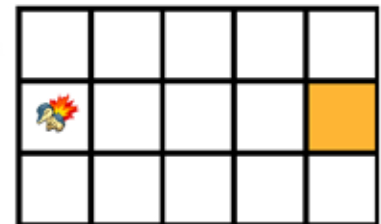


LINE 4

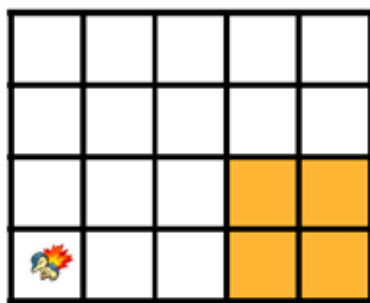
Melee 1 Target – The Move hits one target adjacent to the user.



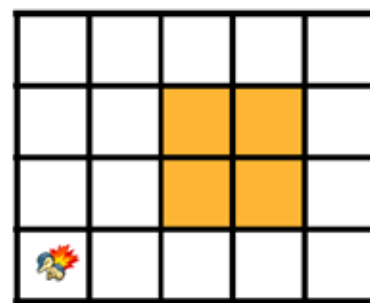
Ranged X – 1 Target – The Move hits one target within X meters of the user. Sometimes, such Moves can hit multiple targets and are labeled as such, in which case each target must be within the requisite number of meters of the user.



Ranged X – Blast Y – The Move creates a Y by Y square up to X meters away and hits all legal targets within.



RANGED 3
BLAST 2



RANGED 3
BLAST 2

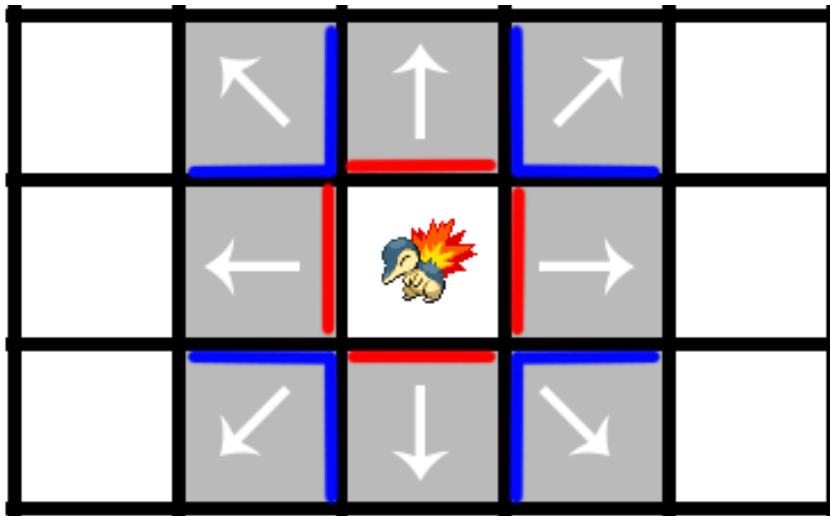
RANGE AND BLOCKING TERRAIN

Blocking Terrain is usually pretty straightforward, but using it in conjunction with Moves that have an Area of Effect may get tricky.

First of all, all **Ranged single target Moves** originate from the center of the user in most cases, though when using non-square shapes for combatants, such as a serpentine shape for a Milotic, they may instead originate from a specific spot on the body, such as the square(s) representing the head.

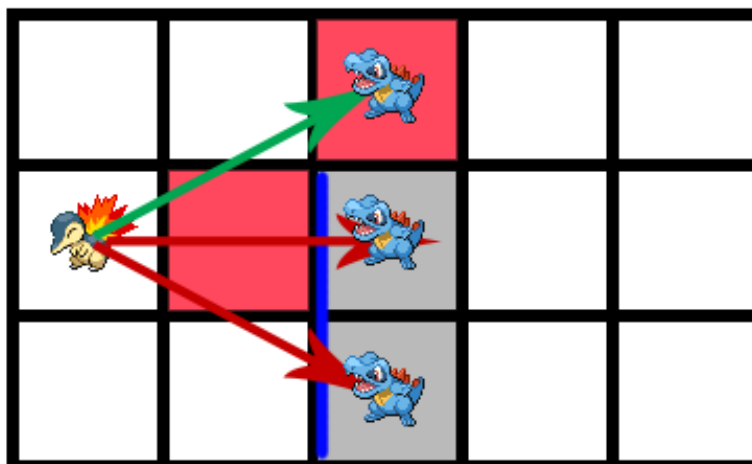
When determining whether Blocking Terrain applies, trace the path between the origin of a Move and the target and determine whether or not it passes through any Blocking Terrain that way.

Bursts and Moves that hit all **Cardinally Adjacent Targets** originate from the user and spread outwards in all directions as shown below. In this case, Blocking Terrain placed blocking where the red lines are would prevent the Move from hitting targets in the corresponding cardinally adjacent squares. Pairs of red lines or blue lines forming “L” shapes could block the corner squares from being hit.



Ranged Blasts work similarly to Bursts; consider their origin point to be the center of the Blast.

Cones, **Close Blasts**, and **Lines** are all considered to originate from the user, and you trace the path between the user and the target square as with single target Moves to determine whether Blocking Terrain stops the Move. In the example below, there is a blue wall of Blocking Terrain in the way of the Cone. The Pink squares are hit, but the Gray ones are not, meaning only one of the three Totodiles is hit by the attack.



BUG MOVES

Move: Attack Order**Type:** Bug**Frequency:** EOT**AC:** 2**Damage Base 9:** 2d10+10 / 21**Class:** Physical**Range:** 6, 1 Target**Effect:** Attack Order is a Critical Hit on 18+.**Contest Type:** Smart**Contest Effect:** Incentives**Move:** Bug Bite**Type:** Bug**Frequency:** At-Will**AC:** 2**Damage Base 6:** 2d6+8 / 15**Class:** Physical**Range:** Melee, 1 Target**Effect:** If the target has a stored Digestion Buff or has traded in a Digestion Buff this Scene, the user may gain the effects of the Digestion Buff. This does not count towards the usual limit on the user's Digestion Buffs.**Contest Type:** Tough**Contest Effect:** Attention Grabber**Move:** Bug Buzz**Type:** Bug**Frequency:** Scene x2**AC:** 2**Damage Base 9:** 2d10+10 / 21**Class:** Special**Range:** Cone 2 or Close Blast 2, Sonic, Smite**Effect:** Bug Buzz lowers the Special Defense of all targets on 19+.**Contest Type:** Cute**Contest Effect:** Incentives**Move:** Defend Order**Type:** Bug**Frequency:** EOT**AC:** None**Class:** Status**Range:** Self**Effect:** Raise the user's Defense and Special Defense 1 Combat Stage each.**Contest Type:** Smart**Contest Effect:** Get Ready!**Move:** Fell Stinger**Type:** Bug**Frequency:** At-Will**AC:** 2**Damage Base 3:** 1d6+5 / 9**Class:** Physical**Range:** Melee, 1 Target**Effect:** If the user successfully knocks out a target with Fell Stinger, raise their Attack by 2 Combat Stages.**Contest Type:** Smart**Contest Effect:** Desperation**Move:** Fury Cutter**Type:** Bug**Frequency:** At-Will**AC:** 3**Damage Base 4:** 1d8+6 / 11**Class:** Physical**Range:** Melee, 1 Target**Effect:** If Fury Cutter is used successfully and consecutively on the same target, the Damage Base is increased by +4 to a maximum of 16. For example, the first hit would have a DB of 4; the second hit a DB of 8; the third hit a DB of 12; the fourth and further hits a DB of 16. If Fury Cutter misses or fails to damage its target, its Damage Base resets.**Contest Type:** Cool**Contest Effect:** Reliable**Move:** Heal Order**Type:** Bug**Frequency:** Daily x2**AC:** None**Class:** Status**Range:** Self**Effect:** The user regains Hit Points equal to half of its full Hit Point value.**Contest Type:** Smart**Contest Effect:** Reflective Appeal

Move: Infestation
Type: Bug
Frequency: Scene x2
AC: 4
Damage Base 4: 1d8+6 / 11
Class: Special
Range: 3, 1 Target
Effect: The target is put in a Vortex.
Contest Type: Smart
Contest Effect: Gamble

Move: Leech Life
Type: Bug
Frequency: At-Will
AC: 2
Damage Base 2: 1d6+3 / 7
Class: Physical
Range: Melee, 1 Target
Effect: After the target takes damage, the user gains Hit Points equal to half of the damage they dealt to the target.
Contest Type: Smart
Contest Effect: Good Show!

Move: Megahorn
Type: Bug
Frequency: Scene x2
AC: 5
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: Melee, 1 Target, Push
Effect: The target is pushed 1 Meter.
Contest Type: Cool
Contest Effect: Desperation

Move: Pin Missile
Type: Bug
Frequency: EOT
AC: 4
Damage Base 3: 1d6+5 / 9
Class: Physical
Range: 6, 1 Target, Five Strike
Effect: None
Contest Type: Cool
Contest Effect: Reliable

Move: Powder
Type: Bug
Frequency: Scene x2
AC: None
Class: Status
Range: 6, 1 Target, Interrupt, Powder
Effect: The target is dusted with a Coat of flammable powder. If it uses a damaging Fire-Type attack, the attack is negated and instead creates a Blast 3 centered on itself as the powder explodes, and the Coat is removed. All targets within the Blast take damage equal to what the user of the Fire-Type attack would roll for the damage of their attack. This damage is Typeless or Fire-Type, whichever would be more effective.
Contest Type: Beauty
Contest Effect: Sabotage

Move: Quiver Dance
Type: Bug
Frequency: Scene x2
AC: None
Class: Status
Range: Self
Effect: Raise the user's Special Attack, Special Defense, and Speed by +1 Combat Stage each.
Contest Type: Cool
Contest Effect: Get Ready!

Move: Rage Powder
Type: Bug
Frequency: Scene x2
AC: None
Class: Status
Range: Burst 1 or Line 6, Powder
Effect: All targets hit by Rage Powder are Enraged. While enraged, they must shift to target the user when using a Move or Attack if the user is within reach. If the user is Fainted or Switched out, all targets hit by Rage Powder are cured of rage.
Contest Type: Smart
Contest Effect: Tease

Move: Signal Beam**Type:** Bug**Frequency:** EOT**AC:** 2**Damage Base 8:** 2d8+10 / 19**Class:** Special**Range:** 6, 1 Target**Effect:** Signal Beam confuses the target on 19+.**Contest Type:** Beauty**Contest Effect:** Incentives**Move:** Silver Wind**Type:** Bug**Frequency:** At-Will**AC:** 2**Damage Base 6:** 2d6+8 / 15**Class:** Special**Range:** 6, 1 Target, Spirit Surge**Effect:** On 19+, the user has each of its stats raised by +1 Combat Stage.**Contest Type:** Beauty**Contest Effect:** Incentives**Move:** Spider Web**Type:** Bug**Frequency:** Scene x2**AC:** None**Class:** Status**Range:** 5**Effect:** Spider Web cannot miss. The target is Stuck and Trapped. If the user is freed of the Stuck condition, they are freed of Trapped as well.**Contest Type:** Smart**Contest Effect:** Sabotage**Special:** Grants Threaded**Move:** Steamroller**Type:** Bug**Frequency:** EOT**AC:** 2**Damage Base 7:** 2d6+10 / 17**Class:** Physical**Range:** Melee, Pass**Effect:** Steamroller Flinches the target on 15+. If the target is Small, Steamroller deals an additional +5 Damage.**Contest Type:** Tough**Contest Effect:** Steady Performance**Move:** Sticky Web**Type:** Bug**Frequency:** EOT**AC:** None**Class:** Status**Range:** 6, Hazard**Effect:** Set 8 square meters of Sticky Web hazards within your range, all 8 meters must be adjacent with at least one other space of Sticky Web. Sticky Web causes Terrain to become Slow Terrain, and a foe that runs into the hazard has its Speed lowered by one stage, and they become Slowed until the end of their next turn. Flying-type Pokémon and Pokémon and Trainers with Levitate are not affected by Sticky Web. Bug-type Pokémon may move over Sticky Web harmlessly, destroying the Hazards as they do so.**Contest Type:** Smart**Contest Effect:** Sabotage**Special:** Grants Threaded**Move:** String Shot**Type:** Bug**Frequency:** At-Will**AC:** 3**Class:** Status**Range:** Cone 2**Effect:** Targets have their Speed CS lowered by -1. If this lowers their Speed CS to -6, or if their Speed CS was already at -6, the target is instead Stuck.**Contest Type:** Smart**Contest Effect:** Excitement**Special:** Grants Threaded**Move:** Struggle Bug**Type:** Bug**Frequency:** At-Will**AC:** 2**Damage Base 5:** 1d8+8 / 13**Class:** Special**Range:** Cone 2**Effect:** On hit, lowers the target's Special Attack by -1 CS.**Contest Type:** Smart**Contest Effect:** Excitement

Move: Tail Glow

Type: Bug

Frequency: Scene

AC: None

Class: Status

Range: Self

Effect: Raise the user's Special Attack 3 Combat Stages.

Contest Type: Beauty

Contest Effect: Get Ready!

Special: Grants Glow

Move: Twineedle

Type: Bug

Frequency: At-Will

AC: 3

Damage Base 3: 1d6+5 / 9

Class: Physical

Range: Melee, 1 Target, Double Strike

Effect: Twineedle Poisons the target on an Accuracy Check of 18+

Contest Type: Cool

Contest Effect: Reliable

Move: U-Turn

Type: Bug

Frequency: At-Will

AC: 2

Damage Base 7: 2d6+10 / 17

Class: Physical

Range: Melee, 1 Target, Dash

Effect: If U-Turn successfully hits its target, the user deals damage and then immediately is returned to its Poké Ball in the same turn. A New Pokémon may immediately be sent out. Using U-Turn lets a Trapped user be recalled.

Contest Type: Cute

Contest Effect: Inversed Appeal

Move: X-Scissor

Type: Bug

Frequency: At-Will

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Physical

Range: Melee, 1 Target, Dash

Effect: None

Contest Type: Beauty

Contest Effect: Exhausting Act

DARK MOVES

Move: Assurance**Type:** Dark**Frequency:** At-Will**AC:** 2**Damage Base 6:** 2d6+8 / 15**Class:** Physical**Range:** Melee, 1 Target**Effect:** When you hit with Assurance, if Assurance's target has already been damaged by a Move on the same round Assurance is being used, Assurance has a Damage Base of 12 (3d12+10 / 30) instead. This effect may trigger only once per Scene per Target.**Contest Type:** Beauty**Contest Effect:** Double Time**Move:** Beat Up**Type:** Dark**Frequency:** EOT**Class:** Physical**Range:** Melee, 1 Target**Effect:** The user and up to two allies adjacent to the target may each make a Struggle Attack against the target. These Struggle Attacks hit for Dark-Type Damage instead of their usual Type. Beat Up may trigger Pack Hunt only once, no matter the number of attacks.**Contest Type:** Smart**Contest Effect:** Reliable**Move:** Bite**Type:** Dark**Frequency:** At-Will**AC:** 2**Damage Base 6:** 2d6+8 / 15**Class:** Physical**Range:** Melee, 1 Target**Effect:** Bite Flinches the target on 15+.**Contest Type:** Tough**Contest Effect:** Steady Performance**Move:** Crunch**Type:** Dark**Frequency:** EOT**AC:** 2**Damage Base 8:** 2d8+10 / 19**Class:** Physical**Range:** Melee, 1 Target**Effect:** Crunch lowers the target's Defense 1 Combat Stage on 17+**Contest Type:** Tough**Contest Effect:** Exhausting Act**Move:** Dark Pulse**Type:** Dark**Frequency:** EOT**AC:** 2**Damage Base 8:** 2d8+10 / 19**Class:** Special**Range:** 8, 1 Target, Aura**Effect:** Dark Pulse Flinches the target on 17+**Contest Type:** Cool**Contest Effect:** Exhausting Act**Move:** Dark Void**Type:** Dark**Frequency:** EOT**AC:** 4**Class:** Status**Range:** Melee, 1 Target**Effect:** The target falls Asleep. Once per Scene, Dark Void may be used as if its range were "Burst 5, Friendly" instead.**Contest Type:** Smart**Contest Effect:** Excitement**Move:** Embargo**Type:** Dark**Frequency:** At-Will**AC:** 2**Class:** Status**Range:** 6, 1 Target**Effect:** The target cannot use or benefit from held items for the remainder of the encounter. Embargo may only affect one target at a time; if Embargo is used on a new target, the previous target is freed from the effect.**Contest Type:** Cute**Contest Effect:** Sabotage

Move: Fake Tears
Type: Dark
Frequency: EOT
AC: 2
Class: Status
Range: 8, 1 Target, Social
Effect: Lower the target's Special Defense 2 Combat Stages.
Contest Type: Smart
Contest Effect: Excitement

Move: Feint Attack
Type: Dark
Frequency: EOT
AC: None
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: Melee, 1 Target
Effect: Feint Attack cannot miss.
Contest Type: Smart
Contest Effect: Desperation

Move: Flatter
Type: Dark
Frequency: At-Will
AC: 2
Class: Status
Range: 6, 1 Target, Social
Effect: The target's Special Attack is raised by +1 Combat Stage. Flatter Confuses the target.
Contest Type: Smart
Contest Effect: Excitement

Move: Fling
Type: Dark
Frequency: Scene x2
AC: 2
Damage Base X: See Effect
Class: Physical
Range: 6, 1 Target, Fling
Effect: The user throws a held item, determining the effect of Fling.
Contest Type: Tough
Contest Effect: Catching Up

Move: Foul Play
Type: Dark
Frequency: Scene x2
AC: 2
Damage Base 10: 3d8+10 / 24
Class: Physical
Range: Melee, 1 Target
Effect: The target reveals its Attack stat. When calculating damage, add the target's Attack stat instead of the user's Attack stat.
Contest Type: Smart
Contest Effect: Steady Performance

Move: Hone Claws
Type: Dark
Frequency: At-Will
AC: None
Class: Status
Range: Self
Effect: The user's Accuracy is raised by +1, and the user gains +1 Attack Combat Stage.
Contest Type: Cool
Contest Effect: Get Ready!

Move: Knock Off
Type: Dark
Frequency: Scene
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target
Effect: Choose one of the target's Held Items or Accessory Slot Items. It is knocked to the ground.
Contest Type: Smart
Contest Effect: Steady Performance

Move: Memento
Type: Dark
Frequency: Scene
AC: None
Class: Status
Range: 8, 1 Target, Trigger, Free Action
Effect: Memento may be used as a Free Action when the user becomes Fainted. Memento's target has each of their stats lowered by -2 CS.
Contest Type: Tough
Contest Effect: Big Show

Move: Nasty Plot
Type: Dark
Frequency: EOT
AC: None
Class: Status
Range: Self
Effect: Raise the user's Special Attack 2 Combat Stages.
Contest Type: Cute
Contest Effect: Get Ready!

Move: Night Daze
Type: Dark
Frequency: EOT
AC: 3
Damage Base 9: 2d10+10 / 21
Class: Special
Range: 4, 1 Target
Effect: Night Daze lowers the target's Accuracy by -1 on 13+.
Contest Type: Tough
Contest Effect: Unsettling

Move: Night Slash
Type: Dark
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, Pass
Effect: Night Slash is a Critical Hit on 18+
Contest Type: Beauty
Contest Effect: Steady Performance

Move: Parting Shot
Type: Dark
Frequency: At-Will
AC: 2
Class: Status
Range: 6, 1 Target, Social
Effect: If Parting Shot successfully hits, the target's Attack and Special Attack stats are lowered by one Combat Stage and the user is immediately recalled in the same turn. A new Pokémon may immediately be sent out. Using Parting Shot lets a Trapped user be recalled.
Contest Type: Smart
Contest Effect: Catching Up

Move: Payback
Type: Dark
Frequency: EOT
AC: 2
Damage Base 5: 1d8+8 / 13
Class: Physical
Range: Melee, 1 Target
Effect: If the target hit the user with a Damaging Move on the previous turn, Payback has a Damage Base of 10 (3d8+10 / 24) instead.
Contest Type: Cool
Contest Effect: Special Attention

Move: Punishment
Type: Dark
Frequency: EOT
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: Melee, 1 Target
Effect: Punishment's Damage Base is raised by +1 for each positive Combat Stage the target has, to a maximum of DB 12.
Contest Type: Smart
Contest Effect: Catching Up

Move: Pursuit
Type: Dark
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: Melee, 1 Target
Effect: If the foe is fleeing or being switched out, Pursuit may be used as an Interrupt, targeting the triggering foe. When used as an Interrupt, Pursuit grants the user a +5 bonus to all Movement Speeds, and has a Damage Base of 8 (2d8+10 / 19).
Contest Type: Smart
Contest Effect: Good Show!

Move: Quash
Type: Dark
Frequency: At-Will
AC: 2
Class: Status
Range: 10, 1 Target, Social
Effect: Quash changes the target's Initiative to 0 for the remainder of the round.
Contest Type: Smart
Contest Effect: Saving Grace

Move: Snarl
Type: Dark
Frequency: EOT
AC: 3
Damage Base 6: 2d6+8 / 15
Class: Special
Range: Cone 2, Sonic
Effect: All Legal Targets have their Special Attack lowered 1 Combat Stage.
Contest Type: Cute
Contest Effect: Excitement

Move: Snatch
Type: Dark
Frequency: Scene x2
AC: None
Class: Status
Range: 6, 1 Target, Interrupt
Effect: If the target uses a Self-Targeting Move, you may use Snatch. You gain the benefits of the Self-Targeting Move instead of the target.
Contest Type: Smart
Contest Effect: Attention Grabber

Move: Sucker Punch
Type: Dark
Frequency: At-Will
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target, Interrupt, Trigger
Effect: If an adjacent foe targets the user with a Damaging Attack, Sucker Punch may be used as an Interrupt Move against the triggering foe.
Contest Type: Smart
Contest Effect: Saving Grace

Move: Switcheroo
Type: Dark
Frequency: At-Will
AC: 2
Class: Status
Range: Melee, 1 Target
Effect: The user and the target exchange Held Items or Accessory Slot Items.
Contest Type: Cool
Contest Effect: Attention Grabber

Move: Taunt
Type: Dark
Frequency: EOT
AC: 3
Class: Status
Range: 6, 1 Target, Social
Effect: The target becomes Enraged.
Contest Type: Smart
Contest Effect: Inversed Appeal

Move: Thief
Type: Dark
Frequency: At-Will
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: Melee, 1 Target
Effect: Thief takes the target's Held Item or Accessory Slot Item and attaches it to Thief's user, if the user is not holding anything.
Contest Type: Tough
Contest Effect: Attention Grabber

Move: Topsy-Turvy
Type: Dark
Frequency: EOT
AC: 4
Class: Status
Range: 6, 1 Target
Effect: The target's Combat Stages are inverted; +1 Stage becomes -1 Stage, -3 Stages becomes +3 Stages, etc.
Contest Type: Smart
Contest Effect: Unsettling

Move: Torment
Type: Dark
Frequency: Scene x2
AC: 2
Class: Status
Range: 10, 1 Target, Social
Effect: The target becomes Suppressed.
Contest Type: Tough
Contest Effect: Inversed Appeal

DRAGON MOVES

Move: Draco Meteor**Type:** Dragon**Frequency:** Scene**AC:** 4**Damage Base 13:** 4d10+10 / 35**Class:** Special**Range:** 8, Ranged Blast 3, Smite**Effect:** Lower the user's Special Attack 2 Combat Stages after damage.**Contest Type:** Smart**Contest Effect:** Seen Nothing Yet**Move:** Dragon Claw**Type:** Dragon**Frequency:** At-Will**AC:** 2**Damage Base 8:** 2d8+10 / 19**Class:** Physical**Range:** Melee, 1 Target**Effect:** None**Contest Type:** Cool**Contest Effect:** Exhausting Act**Move:** Dragon Dance**Type:** Dragon**Frequency:** EOT**AC:** None**Class:** Status**Range:** Self**Effect:** Raise the user's Attack 1 Combat Stage and raise the user's Speed 1 Combat Stage.**Contest Type:** Cool**Contest Effect:** Get Ready!**Move:** Dragon Pulse**Type:** Dragon**Frequency:** EOT**AC:** 2**Damage Base 9:** 2d10+10 / 21**Class:** Special**Range:** 8, 1 Target, Aura**Effect:** None**Contest Type:** Smart**Contest Effect:** Incentives**Move:** Dragon Rage**Type:** Dragon**Frequency:** At-Will**AC:** 2**Damage Base:** Special**Class:** Special**Range:** 4, 1 Target**Effect:** If it hits, Dragon Rage causes the target to lose 15 Hit Points. Dragon Rage is Special and interacts with other moves and effects as such (Special Evasion may be applied to avoid it, Mirror Coat can reflect it, etc.).**Contest Type:** Cool**Contest Effect:** Steady Performance**Move:** Dragon Rush**Type:** Dragon**Frequency:** Scene x2**AC:** 4**Damage Base 10:** 3d8+10 / 24**Class:** Physical**Range:** Melee, 1 Target, Dash, Push, Smite**Effect:** The target is Pushed 3 meters. Dragon Rush Flinches the target on 17+.**Contest Type:** Cool**Contest Effect:** Desperation**Move:** Dragon Tail**Type:** Dragon**Frequency:** At-Will**AC:** 3**Damage Base 6:** 2d6+8 / 15**Class:** Physical**Range:** Melee, 1 Target, Push**Effect:** The target is Pushed 6 meters minus their Weight Class. On a roll of 15+, the target is also Tripped.**Contest Type:** Smart**Contest Effect:** Big Show**Move:** Dragon Breath**Type:** Dragon**Frequency:** EOT**AC:** 2**Damage Base 6:** 2d6+8 / 15**Class:** Special**Range:** 6, 1 Target**Effect:** Dragon Breath Paralyzes the Target on 15+.**Contest Type:** Cool**Contest Effect:** Exhausting Act

Move: Dual Chop
Type: Dragon
Frequency: EOT
AC: 3
Damage Base 5: 1d8+8 / 13
Class: Physical
Range: Melee, 1 Target, Double Strike
Effect: None
Contest Type: Tough
Contest Effect: Reliable

Move: Outrage
Type: Dragon
Frequency: Scene x2
AC: 3
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: Melee, all adjacent foes, Smite
Effect: After damage is dealt, the user becomes Enraged and Confused.
Contest Type: Cool
Contest Effect: Reliable

Move: Roar of Time
Type: Dragon
Frequency: Daily x2
AC: 4
Damage Base 15: 4d10+20 / 45
Class: Special
Range: Burst 8, Smite, Exhaust
Effect: All legal targets are Slowed, even if the attack misses.
Contest Type: Cool
Contest Effect: Seen Nothing Yet

Move: Spacial Rend
Type: Dragon
Frequency: Daily x2
AC: 3
Damage Base 10: 3d8+10 / 24
Class: Special
Range: 10, 1 Target
Effect: Spacial Rend is a Critical Hit on Even-Numbered Rolls.
Contest Type: Tough
Contest Effect: Incentives

Move: Twister
Type: Dragon
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Special
Range: 6, Ranged Blast 3
Effect: Small or Medium targets in the central square of the blast are not hit. Twister Flinches the target on 18-20 during Accuracy Check. Any Pokémon Airborne as a result of Fly or Sky Drop above the Blast are hit, ignoring range, and Twister has a Damage Base of 8 against those targets instead.
Contest Type: Cool
Contest Effect: Steady Performance

ELECTRIC MOVES

Move: Bolt Strike**Type:** Electric**Frequency:** Scene x2**AC:** 5**Damage Base 13:** 4d10+10 / 35**Class:** Physical**Range:** 10, 1 Target, Smite**Effect:** Bolt Strike Paralyzes the target on 17+.**Contest Type:** Cool**Contest Effect:** Exhausting Act**Move:** Charge**Type:** Electric**Frequency:** EOT**AC:** None**Class:** Status**Range:** Self**Effect:** If the user performs an Electric Move on their next turn that deals damage, add its Damage Dice Roll an extra time to the damage. Raise the user's Special Defense 1 Combat Stage.**Contest Type:** Smart**Contest Effect:** Get Ready!**Move:** Charge Beam**Type:** Electric**Frequency:** At-Will**AC:** 4**Damage Base 5:** 1d8+8 / 13**Class:** Special**Range:** 6, 1 Target**Effect:** If Charge Beam successfully hits a target, roll 1d20. On a roll of 7+, the user's Special Attack is raised by +1 Combat Stage.**Contest Type:** Beauty**Contest Effect:** Exhausting Act**Move:** Discharge**Type:** Electric**Frequency:** EOT**AC:** 2**Damage Base 8:** 2d8+10 / 19**Class:** Special**Range:** All Cardinaly Adjacent Targets**Effect:** Discharge Paralyzes all legal targets on 15+.**Contest Type:** Cool**Contest Effect:** Exhausting Act**Move:** Eerie Impulse**Type:** Electric**Frequency:** EOT**AC:** 2**Class:** Status**Range:** 6, 1 Target**Effect:** The target's Special Attack is lowered 2 Combat Stages.**Contest Type:** Cool**Contest Effect:** Excitement**Special:** Grants Glow**Move:** Electric Terrain**Type:** Electric**Frequency:** Daily x2**AC:** None**Class:** Status**Range:** Field**Effect:** The field becomes Electrified for 5 rounds. While Electrified, Pokémon and Trainers touching the ground are immune to Sleep, and Electric-Type attacks used by Pokémon and Trainers touching the ground gain a +10 Bonus to Damage Rolls.**Contest Type:** Cool**Contest Effect:** Sabotage**Move:** Electrify**Type:** Electric**Frequency:** EOT**AC:** None**Class:** Status**Range:** 6, 1 Target**Effect:** Until the end of the user's next turn, the target's damaging Water-Type attacks and Melee attacks of any Type deal Electric-Type Damage instead of their usual Type.**Contest Type:** Cool**Contest Effect:** Sabotage

Move: Electro Ball

Type: Electric

Frequency: Scene x2

AC: 2

Damage Base 6: 2d8+6 / 15

Class: Special

Range: 10, 1 Target

Effect: The user adds their Speed Stat, including Combat Stages, in addition to their Special Attack when determining the damage dealt by Electro Ball. The Defender in turn subtracts both their Special Defense and Speed Stats from the damage dealt before applying Type Effectiveness.

Contest Type: Beauty

Contest Effect: Double Time

Move: Electroweb

Type: Electric

Frequency: EOT

AC: 3

Damage Base 6: 2d6+8 / 15

Class: Special

Range: 4, Ranged Blast 2

Effect: All Legal Targets are lowered 1 Speed Combat Stage.

Contest Type: Smart

Contest Effect: Sabotage

Move: Fusion Bolt

Type: Electric

Frequency: Scene x2

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Physical

Range: 8, 1 Target, Smite

Effect: If Fusion Flare was used this round or last round by any participant of the encounter, Fusion Bolt has its Damage Base increased by +3.

Contest Type: Beauty

Contest Effect: Seen Nothing Yet

Move: Ion Deluge

Type: Electric

Frequency: Scene

AC: None

Class: Status

Range: 5, Ranged Blast 3, Interrupt

Effect: An ion cloud is dispersed in the targeted area. All Normal-Type Moves targeting into or originating from the area become Electric-Typed Moves.

Contest Type: Smart

Contest Effect: Attention Grabber

Move: Magnet Rise

Type: Electric

Frequency: Daily x2

AC: 2

Class: Status

Range: Self, Swift Action

Effect: The user gains the Levitate Ability for 5 turns. Magnet Rise may be activated as a Swift Action if the user is otherwise given an action that consumes a Command.

Contest Type: Cute

Contest Effect: Sabotage

Special: Grants Magnetic

Move: Magnetic Flux

Type: Electric

Frequency: Scene

AC: None

Class: Status

Range: Burst 4

Effect: All targets with the Minus or Plus Ability have their Defense and Special Defense raised by +1 Combat Stage.

Contest Type: Smart

Contest Effect: Incentives

Move: Nuzzle

Type: Electric

Frequency: Scene

AC: 2

Damage Base 2: 1d6+3 / 7

Class: Physical

Range: Melee, 1 Target

Effect: Nuzzle Paralyzes the target.

Contest Type: Cute

Contest Effect: Double Time

Move: Parabolic Charge**Type:** Electric**Frequency:** Scene**AC:** 4**Damage Base 5:** 1d8+8 / 13**Class:** Special**Range:** Cone 2**Effect:** After the targets take damage, the user gains Hit Points equal to half of the total damage they dealt to all targets.**Contest Type:** Cool**Contest Effect:** Desperation**Move:** Shock Wave**Type:** Electric**Frequency:** At-Will**AC:** None**Damage Base 6:** 2d6+8 / 15**Class:** Special**Range:** 6, 1 Target**Effect:** Shock Wave cannot miss.**Contest Type:** Cool**Contest Effect:** Exhausting Act**Special:** Grants Zapper**Move:** Spark**Type:** Electric**Frequency:** EOT**AC:** 2**Damage Base 6:** 2d6+8 / 15**Class:** Physical**Range:** Melee, 1 Target, Dash**Effect:** Spark Paralyzes the target on 15+.**Contest Type:** Cool**Contest Effect:** Steady Performance**Move:** Thunder**Type:** Electric**Frequency:** Scene x2**AC:** 7**Damage Base 11:** 3d10+10 / 27**Class:** Special**Range:** 12, 1 Target, Smite**Effect:** Thunder Paralyzes its target on 15+. If the target is in Sunny Weather, Thunder's Accuracy Check is 11. If the target is in Rainy Weather, Thunder cannot miss. If the target is airborne as a result of Fly or Sky Drop, Thunder cannot miss.**Contest Type:** Cool**Contest Effect:** Exhausting Act**Move:** Thunder Fang**Type:** Electric**Frequency:** At-Will**AC:** 3**Damage Base 7:** 2d6+10 / 17**Class:** Physical**Range:** Melee, 1 Target**Effect:** Thunder Fang Paralyzes or Flinches on 18-19 during Accuracy Check; flip a coin to determine whether the foe gets Paralyzed or Flinches. On 20 during Accuracy Check, the foe is Paralyzed and Flinched.**Contest Type:** Smart**Contest Effect:** Steady Performance**Move:** Thunderbolt**Type:** Electric**Frequency:** EOT**AC:** 2**Damage Base 9:** 2d10+10 / 21**Class:** Special**Range:** 4, 1 Target**Effect:** Thunderbolt Paralyzes the target on 19+.**Contest Type:** Cool**Contest Effect:** Exhausting Act**Move:** Thunder Punch**Type:** Electric**Frequency:** At-Will**AC:** 2**Damage Base 8:** 2d8+10 / 19**Class:** Physical**Range:** Melee, 1 Target**Effect:** Thunder Punch Paralyzes the target on 19+.**Contest Type:** Cool**Contest Effect:** Exhausting Act**Move:** Thunder Shock**Type:** Electric**Frequency:** At-Will**AC:** 2**Damage Base 4:** 1d8+6 / 11**Class:** Special**Range:** 4, 1 Target**Effect:** Thunder Shock Paralyzes the target on 17+.**Contest Type:** Cool**Contest Effect:** Steady Performance**Special:** Grants Zapper

Move: Thunder Wave

Type: Electric

Frequency: Scene x2

AC: None

Class: Status

Range: 6, 1 Target

Effect: Thunder Wave cannot miss. Thunder Wave Paralyzes the target. Targets immune to Electric Attacks are immune to Thunder Wave's effects.

Contest Type: Cool

Contest Effect: Excitement

Move: Volt Switch

Type: Electric

Frequency: At-Will

AC: 2

Damage Base 7: 2d6+10 / 17

Class: Special

Range: 5, 1 Target

Effect: If Volt Switch successfully hits its target, the user deals damage and then immediately is returned to its Poké Ball in the same turn. A New Pokémon may immediately be sent out. Using Volt Switch lets a Trapped user be recalled.

Contest Type: Cute

Contest Effect: Inversed Appeal

Move: Volt Tackle

Type: Electric

Frequency: Scene x2

AC: 2

Damage Base 12: 3d12+10 / 30

Class: Physical

Range: Melee, 1 Target, Dash, Recoil 1/3

Effect: Volt Tackle Paralyzes the target on 19+.

Contest Type: Cool

Contest Effect: Seen Nothing Yet

Move: Wild Charge

Type: Electric

Frequency: At-Will

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Physical

Range: Melee, 1 Target, Dash, Recoil 1/3

Effect: None.

Contest Type: Tough

Contest Effect: Steady Performance

Move: Zap Cannon

Type: Electric

Frequency: At-Will

AC: 9

Damage Base 12: 3d12+10 / 30

Class: Special

Range: 12, 1 Target

Effect: Zap Cannon Paralyzes the target. Zap Cannon ignores the target's Evasion if there are no other combatants or Rough or Blocking Terrain within 2 meters of the target.

Contest Type: Cool

Contest Effect: Incentives

FAIRY MOVES

Move: Aromatic Mist**Type:** Fairy**Frequency:** EOT**AC:** None**Class:** Status**Range:** Burst 1**Effect:** All allies in Aromatic Mist's area of effect have their Special Defense raised 1 Combat Stage.**Contest Type:** Cute**Contest Effect:** Get Ready!**Move:** Baby-Doll Eyes**Type:** Fairy**Frequency:** EOT**AC:** 2**Class:** Status**Range:** 4, 1 Target, Priority, Social**Effect:** The target's Attack is lowered 1 Combat Stage.**Contest Type:** Cute**Contest Effect:** Excitement**Move:** Charm**Type:** Fairy**Frequency:** EOT**AC:** 2**Class:** Status**Range:** 6, 1 Target, Social**Effect:** Charm lowers the target's Attack 2 Combat Stages.**Contest Type:** Cute**Contest Effect:** Excitement**Move:** Crafty Shield**Type:** Fairy**Frequency:** Scene**AC:** None**Class:** Status**Range:** Burst 2, Interrupt, Shield, Trigger**Effect:** If the user or an Ally within 2 meters of Crafty Shield's user is hit by a Status Move, you may use Crafty Shield as an Interrupt. All targets in Crafty Shield's area-of-effect including the user, are instead not hit by the triggering Move and do not suffer any of its effects.**Contest Type:** Smart**Contest Effect:** Inversed Appeal**Move:** Dazzling Gleam**Type:** Fairy**Frequency:** EOT**AC:** 2**Damage Base 8:** 2d8+10 / 19**Class:** Special**Range:** Cone 2**Effect:** None**Contest Type:** Cute**Contest Effect:** Exhausting Act**Move:** Disarming Voice**Type:** Fairy**Frequency:** At-Will**AC:** None**Damage Base 4:** 1d8+6 / 11**Class:** Special**Range:** Burst 1**Effect:** Disarming Voice cannot miss.**Contest Type:** Cute**Contest Effect:** Exhausting Act**Move:** Draining Kiss**Type:** Fairy**Frequency:** EOT**AC:** 2**Damage Base 5:** 1d8+8 / 13**Class:** Special**Range:** Melee, 1 Target**Effect:** After the target takes damage, the user gains Hit Points equal to half of the damage they dealt to the target.**Contest Type:** Cute**Contest Effect:** Good Show!**Move:** Fairy Lock**Type:** Fairy**Frequency:** Scene**AC:** None**Class:** Status**Range:** Burst 3, Friendly**Effect:** All legal targets become Trapped and Slowed while the user remains in the encounter. This effect ends if the user switches or is Fainted.**Contest Type:** Cute**Contest Effect:** Unsettling

Move: Fairy Wind
Type: Fairy
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Special
Range: 6, 1 Target
Effect: None
Contest Type: Cute
Contest Effect: Steady Performance

Move: Flower Shield
Type: Fairy
Frequency: Scene
AC: None
Class: Status
Range: Burst 2
Effect: All Grass Type Pokémon in Flower Shield's area of effect have their Defense raised by +2 Combat Stages.
Contest Type: Cute
Contest Effect: Get Ready!

Move: Geomancy
Type: Fairy
Frequency: Scene
AC: None
Class: Status
Range: Self, Set-Up
Set-Up Effect: The user may not shift this round. The user may create as many squares of Rough Terrain as it wants within a Burst 3 as plants burst through the ground, regardless of the surface material.
Resolution Effect: The user raises its Special Attack, Special Defense, and Speed by 2 Combat Stages each.
Contest Type: Beauty
Contest Effect: Catching Up

Move: Light of Ruin
Type: Fairy
Frequency: Scene
AC: 4
Damage Base 14: 4d10+15 / 40
Class: Special
Range: 8, Ranged Blast 3, Smite, Recoil 1/2
Effect: None
Contest Type: Beauty
Contest Effect: Seen Nothing Yet

Move: Misty Terrain
Type: Fairy
Frequency: Daily x2
AC: None
Class: Status
Range: Field
Effect: The area becomes Misty for 5 turns. While Misty, all Pokémon and Trainers standing on the ground ignore the first turn of all Status Afflictions, and Dragon-type attacks targeting or originating from a grounded Pokémon or Trainer take a -10 Penalty to Damage Rolls.
Contest Type: Beauty
Contest Effect: Get Ready

Move: Moonblast
Type: Fairy
Frequency: EOT
AC: 2
Damage Base 10: 3d8+10 / 24
Class: Special
Range: 6, 1 Target
Effect: Moonblast lowers the target's Special Attack by 1 Combat Stage on 15+.
Contest Type: Beauty
Contest Effect: Reflective Appeal

Move: Moonlight
Type: Fairy
Frequency: Daily x2
AC: None
Class: Status
Range: Self
Effect: The user regains Hit Points equal to half of its full Hit Point value. If it is Sunny, the user gains 2/3 of its full Hit Point value. If it is Rainy, Sand Storming or Hailing the user gains 1/4 of their full Hit Point value.
Contest Type: Beauty
Contest Effect: Reflective Appeal

Move: Play Rough
Type: Fairy
Frequency: EOT
AC: 4
Damage Base 9: 2d10+10 / 21
Class: Physical
Range: Melee, 1 Target
Effect: Play Rough lowers the target's Attack 1 Combat Stage on 17-20 during Accuracy Check.
Contest Type: Cute
Contest Effect: Excitement

Move: Sweet Kiss

Type: Fairy

Frequency: Scene x2

AC: 6

Class: Status

Range: 6, 1 Target, Social

Effect: The target becomes Confused. On miss, the target suffers a -2 penalty to Accuracy Rolls for one full round.

Contest Type: Cute

Contest Effect: Excitement



FIGHTING MOVES

Move: Arm Thrust**Type:** Fighting**Frequency:** EOT**AC:** 4**Damage Base 2:** 1d6+3 / 7**Class:** Physical**Range:** Melee, 1 Target, Five Strike**Effect:** None**Contest Type:** Tough**Contest Effect:** Reliable**Move:** Aura Sphere**Type:** Fighting**Frequency:** EOT**AC:** None**Damage Base 8:** 2d8+10 / 19**Class:** Special**Range:** 8, 1 Target, Aura**Effect:** Aura Sphere cannot miss.**Contest Type:** Beauty**Contest Effect:** Exhausting Act**Move:** Brick Break**Type:** Fighting**Frequency:** At-Will**AC:** 2**Damage Base 8:** 2d8+10 / 19**Class:** Physical**Range:** Melee, 1 Target**Effect:** Light Screen and Reflect may not be activated in response to Brick Break.**Contest Type:** Cool**Contest Effect:** Steady Performance**Move:** Bulk Up**Type:** Fighting**Frequency:** EOT**AC:** None**Class:** Status**Range:** Self**Effect:** Raise the user's Attack 1 Combat Stage and raise the user's Defense 1 Combat Stage.**Contest Type:** Beauty**Contest Effect:** Get Ready!**Move:** Circle Throw**Type:** Fighting**Frequency:** At-Will**AC:** 4**Damage Base 6:** 2d6+8 / 15**Class:** Physical**Range:** Melee, 1 Target, Push**Effect:** The target is Pushed 6 meters minus their Weight Class. On 15+, the target is also Tripped.**Contest Type:** Tough**Contest Effect:** Big Show**Move:** Close Combat**Type:** Fighting**Frequency:** Scene x2**AC:** 2**Damage Base 12:** 3d12+10 / 30**Class:** Physical**Range:** Melee, 1 Target, Dash**Effect:** The user's Defense and Special Defense are each lowered by -1 Combat Stage.**Contest Type:** Smart**Contest Effect:** Seen Nothing Yet**Move:** Counter**Type:** Fighting**Frequency:** Scene x2**AC:** None**Class:** Physical**Range:** Melee, 1 Target, Reaction, Trigger**Effect:** Counter may be used as a Reaction when the user is hit by a damaging Physical Attack. Resolve the Triggering Attack, with Counter's user resisting the attack one step further. After the attack is resolved, if Counter's user was not Fainted, the triggering foe then loses Hit Points equal to twice the amount of Hit Points lost by the user from the triggering attack. Note that Counter is Physical, and while it cannot miss, it cannot hit targets immune to Fighting-Type Moves.**Contest Type:** Tough**Contest Effect:** Double Time

Move: Cross Chop
Type: Fighting
Frequency: Scene x2
AC: 4
Damage Base 10: 3d8+10 / 24
Class: Physical
Range: Melee, 1 Target
Effect: Cross Chop is a Critical Hit on 16+.
Contest Type: Cool
Contest Effect: Desperation

Move: Detect
Type: Fighting
Frequency: Scene
AC: None
Class: Status
Range: Self, Interrupt, Shield, Trigger
Effect: If the user is hit by a Move, the user may use Detect. The user is instead not hit by the Move. You do not take any damage nor are you affected by any of the Move's effects.
Contest Type: Cool
Contest Effect: Inversed Appeal

Move: Double Kick
Type: Fighting
Frequency: At-Will
AC: 3
Damage Base 3: 1d6+5 / 9
Class: Physical
Range: Melee, 1 Target, Double Strike
Effect: None
Contest Type: Cool
Contest Effect: Reliable

Move: Drain Punch
Type: Fighting
Frequency: Scene x2
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target, Aura
Effect: After the target takes damage, the user gains HP equal to half of the damage they dealt to the target.
Contest Type: Beauty
Contest Effect: Good Show!

Move: Dynamic Punch
Type: Fighting
Frequency: At-Will
AC: 9
Damage Base 10: 3d8+10 / 24
Class: Physical
Range: Melee, 1 Target
Effect: Dynamic Punch Confuses the target. Dynamic Punch ignores the target's Evasion if they are Flanked.
Contest Type: Cool
Contest Effect: Desperation

Move: Final Gambit
Type: Fighting
Frequency: Scene
AC: 2
Class: Special
Range: Melee, 1 Target
Effect: Final Gambit lowers the user to 0 Hit Points and causes them to Faint. Final Gambit then deals 1 point of damage to the target for every Hit Point lost by the user. Final Gambit does not cause items to activate.
Contest Type: Tough
Contest Effect: Big Show

Move: Flying Press
Type: Fighting
Frequency: EOT
AC: 3
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, Dash, 1 Target
Effect: Flying Press may deal Flying Type damage if the user wishes.
Contest Type: Tough
Contest Effect: Big Show

Note: If Flying Press is Move Sync'd, it only changes the Fighting Type portion of the Move. You can still only choose between that Type and Flying Type; you cannot shift Flying Press to change the Flying part to another Type.

Move: Focus Blast
Type: Fighting
Frequency: Scene x2
AC: 7
Damage Base 12: 3d12+10 / 30
Class: Special
Range: 6, 1 Target, Smite, Aura
Effect: Focus Blast lowers the target's Special Defense 1 Combat Stage on 18+.
Contest Type: Cool
Contest Effect: Exhausting Act

Move: Focus Punch
Type: Fighting
Frequency: Scene x2
AC: 2
Damage Base 15: 4d10+20 / 45
Class: Physical
Range: Melee, 1 Target, Priority (Limited), Aura
Effect: Use of Focus Punch must be declared as a Priority (Limited) action at the beginning of the round. Nothing happens at this time. At the end of the round, if the target hasn't been hit by an attack dealing damage equal to at least 25% of the user's Maximum Hit Points, the user may Shift and use Focus Punch. Focus Punch's Frequency is not expended if it is negated by an attack.
Contest Type: Tough
Contest Effect: Special Attention

Move: Force Palm
Type: Fighting
Frequency: At-Will
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: Melee, 1 Target, Aura
Effect: Force Palm Paralyzes the target on 18+.
Contest Type: Cool
Contest Effect: Desperation

Move: Hammer Arm
Type: Fighting
Frequency: EOT
AC: 3
Damage Base 10: 3d8+10 / 24
Class: Physical
Range: Melee, 1 Target
Effect: The user lowers their Speed 1 Combat Stage.
Contest Type: Cool
Contest Effect: Desperation

Move: High Jump Kick
Type: Fighting
Frequency: EOT
AC: 3
Damage Base 13: 4d10+10 / 35
Class: Physical
Range: Melee, Dash, 1 Target
Effect: If High Jump Kick misses, the user loses Hit Points equal to 1/4th of their Max Hit Points. A failure to hit due to a Move with the Shield keyword does not count as a miss. This Move cannot be used if Gravity is in effect.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Jump Kick
Type: Fighting
Frequency: At-Will
AC: 3
Damage Base 10: 3d8+10 / 24
Class: Physical
Range: Melee, Dash, 1 Target
Effect: If Jump Kick misses, the user loses Hit Points equal to 1/4th of their Max Hit Points. A failure to hit due to a Move with the Shield keyword does not count as a miss. This Move cannot be used if Gravity is in effect.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Karate Chop
Type: Fighting
Frequency: At-Will
AC: 2
Damage Base 5: 1d8+8 / 13
Class: Physical
Range: Melee, 1 Target
Effect: Karate Chop is a Critical Hit on 17+.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Low Kick
Type: Fighting
Frequency: EOT
AC: 2
Damage Base: See Effect
Class: Physical
Range: Melee, 1 Target, Weight Class
Effect: Low Kick's Damage Base is equal to twice the target's Weight Class.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Low Sweep
Type: Fighting
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target
Effect: Lowers the target's Speed 1 Combat Stage.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Mach Punch
Type: Fighting
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: Melee, 1 Target, Priority
Effect: None
Contest Type: Cool
Contest Effect: Saving Grace

Move: Mat Block
Type: Fighting
Frequency: Scene
AC: None
Range: Self, Interrupt, Shield, Trigger
Effect: If the user or an adjacent ally is hit by a damaging attack, the user may use Mat Block. The attack instead does not hit any targets, and it deals no damage and no has effects. You may only use Mat Block during the first round of an encounter.
Contest Type: Tough
Contest Effect: Reflective Appeal

Move: Power-Up Punch
Type: Fighting
Frequency: EOT
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: Melee, 1 Target
Effect: If Power-Up Punch successfully hits a target, the user's Attack is raised by +1 Combat Stage
Contest Type: Tough
Contest Effect: Catching Up

Move: Quick Guard
Type: Fighting
Frequency: Scene
AC: None
Class: Status
Range: Melee, Interrupt, Shield, Trigger
Effect: If the user or an adjacent ally is targeted by a Priority or Interrupt Attack, Quick Guard may be declared as an Interrupt, causing the triggering attack to have no effect.
Contest Type: Cool
Contest Effect: Inversed Appeal

Move: Revenge
Type: Fighting
Frequency: EOT
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: Melee, 1 Target, Priority (Limited)
Effect: When declaring Revenge, the user does nothing and may not Shift. At the end of the round, the user may shift and use Revenge. If the target has damaged the user this round, Revenge has a Damage Base of 12 (3d12+10 / 30).
Contest Type: Tough
Contest Effect: Double Time

Move: Reversal
Type: Fighting
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target
Effect: For each Injury the user has, Reversal's Damage Base is increased by +1.
Contest Type: Cool
Contest Effect: Double Time

Move: Rock Smash
Type: Fighting
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: Melee, 1 Target
Effect: Rock Smash lowers the target's Defense 1 Combat Stage on 17+.
Contest Type: Tough
Contest Effect: Desperation

Move: Rolling Kick
Type: Fighting
Frequency: At-Will
AC: 4
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: Melee, 1 Target
Effect: Rolling Kick Flinches the target on 15+.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Sacred Sword
Type: Fighting
Frequency: EOT
AC: None
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target
Effect: Sacred Sword cannot miss.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Secret Sword
Type: Fighting
Frequency: At-Will
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Special
Range: Melee, 1 Target
Effect: When calculating damage, the target subtracts their Defense from Secret Sword's damage instead of their Special Defense. Secret Sword is still otherwise Special (Special Evasion is used to avoid it, Mirror Coat can reflect it, etc.).
Contest Type: Cool
Contest Effect: Steady Performance

Move: Seismic Toss
Type: Fighting
Frequency: Scene x2
AC: 2
Class: Physical
Range: Melee, 1 Target
Effect: The target loses Hit Points equal to the level of Seismic Toss' user.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Sky Uppercut
Type: Fighting
Frequency: At-Will
AC: 4
Damage Base 9: 2d10+10 / 21
Class: Physical
Range: Melee, 1 Target
Effect: Sky Uppercut may be used as an Interrupt when against a target initiating Bounce, Fly, or Sky Drop to allow the user to Shift and use Sky Uppercut. If Sky Uppercut successfully hits its target, the triggering Move fails (though the target may take their next turn normally).
Contest Type: Cool
Contest Effect: Exhausting Act

Move: Storm Throw
Type: Fighting
Frequency: EOT
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: Melee, 1 Target
Effect: If Storm Throw hits, it is a Critical Hit.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Submission
Type: Fighting
Frequency: At-Will
AC: 6
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target, Recoil 1/3
Effect: On an accuracy roll of 15+, the target is Tripped.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Superpower
Type: Fighting
Frequency: Scene x2
AC: 2
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: Melee, 1 Target, Dash
Effect: Superpower lowers the user's Attack and Defense by 1 Combat Stage each.
Contest Type: Tough
Contest Effect: Desperation

Move: Triple Kick
Type: Fighting
Frequency: At-Will
AC: 3
Damage Base X: See Effect
Class: Physical
Range: Melee, 1 Target
Effect: Make three attacks with Triple Kick. If you hit once, Triple Kick has a DB of 1. If you hit two times, Triple Kick has a DB of 3. If you hit three times, Triple Kick has a DB of 6.
Contest Type: Cool
Contest Effect: Reliable

Move: Vacuum Wave
Type: Fighting
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Special
Range: 4, 1 Target, Priority, Aura
Effect: None
Contest Type: Smart
Contest Effect: Saving Grace

Move: Vital Throw
Type: Fighting
Frequency: EOT
AC: None
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target, Push, Reaction
Effect: If the user is targeted by a Melee attack and has not yet taken a turn this round, the user may declare Vital Throw. After the triggering attack is resolved, the user may use Vital Throw against the triggering foe as a Reaction. Vital Throw cannot miss.
Contest Type: Cool
Contest Effect: Desperation

Move: Wake-Up Slap
Type: Fighting
Frequency: At-Will
AC: 2
Damage Base 5: 1d8+8 / 13
Class: Physical
Range: Melee, 1 Target
Effect: If the target is Asleep, Wake-Up Slap has a Damage Base of 10 (3d8+10 / 24) instead, and cures the target of Sleep.
Contest Type: Smart
Contest Effect: Inversed Appeal

FIRE MOVES

Move: Blast Burn**Type:** Fire**Frequency:** Daily x2**AC:** 4**Damage Base 15:** 4d10+20 / 45**Class:** Special**Range:** Close Blast 3, Smite, Exhaust**Effect:** None**Contest Type:** Beauty**Contest Effect:** Seen Nothing Yet**Move:** Blaze Kick**Type:** Fire**Frequency:** EOT**AC:** 4**Damage Base 9:** 2d10+10 / 21**Class:** Physical**Range:** Melee, 1 Target**Effect:** Blaze Kick Burns the target on 19+, and is a Critical Hit on 18+.**Contest Type:** Beauty**Contest Effect:** Exhausting Act**Move:** Blue Flare**Type:** Fire**Frequency:** Scene x2**AC:** 5**Damage Base 13:** 4d10+10 / 35**Class:** Special**Range:** 10, 1 Target, Smite**Effect:** Blue Flare Burns the target on 17+.**Contest Type:** Beauty**Contest Effect:** Steady Performance**Move:** Ember**Type:** Fire**Frequency:** At-Will**AC:** 2**Damage Base 4:** 1d8+6 / 11**Class:** Special**Range:** 4, 1 Target**Effect:** Ember Burns the target on 18+.**Contest Type:** Beauty**Contest Effect:** Steady Performance**Special:** Grants Firestarter**Move:** Eruption**Type:** Fire**Frequency:** Daily**AC:** 4**Damage Base 15:** 4d10+20 / 45**Class:** Special**Range:** Burst 1***Effect:** For each 10% of Hit Points the user is missing, Eruption's Damage Base is reduced by 1. Eruption creates a 1 meter burst, but also affects an area 10 meters tall straight up.**Contest Type:** Beauty**Contest Effect:** Desperation**Move:** Fiery Dance**Type:** Fire**Frequency:** EOT**AC:** 2**Damage Base 8:** 2d8+10 / 19**Class:** Special**Range:** 4, 1 Target**Effect:** If Fiery Dance successfully hits a foe, it raises the user's Special Attack by 1 Combat Stage on Even-Numbered Rolls.**Contest Type:** Cool**Contest Effect:** Desperation**Move:** Fire Blast**Type:** Fire**Frequency:** Scene x2**AC:** 4**Damage Base 11:** 3d10+10 / 27**Class:** Special**Range:** 6, 1 Target, Smite**Effect:** Fire Blast burns the target on 19+.**Contest Type:** Beauty**Contest Effect:** Exhausting Act

Move: Fire Fang**Type:** Fire**Frequency:** At-Will**AC:** 3**Damage Base 7:** 2d6+10 / 17**Class:** Physical**Range:** Melee, 1 Target**Effect:** Fire Fang Burns or Flinches on 18-19 during Accuracy Check; flip a coin to determine whether the foe gets Burned or Flinches. On 20 during Accuracy Check, the foe is Burned and Flinches.**Contest Type:** Beauty**Contest Effect:** Steady Performance**Move:** Fire Pledge**Type:** Fire**Frequency:** Scene**AC:** 2**Damage Base 8:** 2d8+10 / 19**Class:** Special**Range:** 6, 1 Target, Pledge**Effect:** If an ally uses Grass Pledge or Water Pledge, you may use Fire Pledge as Priority (Advanced) immediately after their turn to target the same foe. If used in conjunction with Grass Pledge, Fire Hazards are created in a Burst 1 around the target. If used in conjunction with Water Pledge, a Rainbow is created that lasts for 5 rounds. Consult the Pledge keyword for additional details.**Contest Type:** Beauty**Contest Effect:** Safe Option**Move:** Fire Punch**Type:** Fire**Frequency:** At-Will**AC:** 2**Damage Base 8:** 2d8+10 / 19**Class:** Physical**Range:** Melee, 1 Target**Effect:** Fire Punch Burns the target on 19+ during Accuracy Check.**Contest Type:** Beauty**Contest Effect:** Exhausting Act**Move:** Fire Spin**Type:** Fire**Frequency:** Scene x2**AC:** 4**Damage Base 4:** 1d8+6 / 11**Class:** Special**Range:** 3, 1 Target**Effect:** The target is put in a Vortex.**Contest Type:** Beauty**Contest Effect:** Safe Option**Special:** Grants Firestarter**Move:** Flame Burst**Type:** Fire**Frequency:** At-Will**AC:** 2**Damage Base 7:** 2d6+10 / 17**Class:** Special**Range:** 6, 1 Target**Effect:** Any Trainers or Pokémon cardinally adjacent to the target lose 5 Hit Points.**Contest Type:** Beauty**Contest Effect:** Exhausting Act**Move:** Flame Charge**Type:** Fire**Frequency:** At-Will**AC:** 2**Damage Base 5:** 1d8+8 / 13**Class:** Physical**Range:** Melee, 1 Target, Dash**Effect:** Raise the user's Speed 1 Combat Stage.**Contest Type:** Tough**Contest Effect:** Excitement**Move:** Flame Wheel**Type:** Fire**Frequency:** At-Will**AC:** 2**Damage Base 6:** 2d6+8 / 15**Class:** Physical**Range:** Melee, 1 Target, Dash**Effect:** Flame Wheel Burns the target on 19+.**Contest Type:** Beauty**Contest Effect:** Reliable

Move: Flamethrower
Type: Fire
Frequency: EOT
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Special
Range: 4, 1 Target
Effect: Flamethrower Burns the target on 19+.
Contest Type: Beauty
Contest Effect: Exhausting Act

Move: Flare Blitz
Type: Fire
Frequency: Scene x2
AC: 2
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: Melee, 1 Target, Dash, Recoil 1/3
Effect: Flare Blitz Burns the target on 19+.
Contest Type: Smart
Contest Effect: Seen Nothing Yet

Move: Fusion Flare
Type: Fire
Frequency: Scene x2
AC: 2
Damage Base 10: 3d8+10 / 24
Class: Special
Range: 8, 1 Target, Smite
Effect: If Fusion Bolt was used this round or last round by any participant of the encounter, Fusion Flare has its Damage Base increased by +3.
Contest Type: Beauty
Contest Effect: Seen Nothing Yet

Move: Heat Crash
Type: Fire
Frequency: EOT
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: Melee, 1 Target, Dash
Effect: For each weight class the user is above the target, increase Heat Crash's Damage Base by +2.
Contest Type: Tough
Contest Effect: Incentives

Move: Heat Wave
Type: Fire
Frequency: Scene x2
AC: 4
Damage Base 10: 3d8+10 / 24
Class: Special
Range: Close Blast 3, Smite
Effect: Heat Wave Burns all Legal Targets on 18+.
Contest Type: Beauty
Contest Effect: Exhausting Act

Move: Incinerate
Type: Fire
Frequency: At-Will
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Special
Range: Line 3
Effect: If a target is holding a Held Item or Main or Off-Hand item, they must either drop it immediately or lose a Tick of Hit Points. This may only cause a target to lose at most one Tick of Hit Points, no matter how many items they were holding.
Contest Type: Beauty
Contest Effect: Steady Performance

Move: Inferno
Type: Fire
Frequency: At-Will
AC: 9
Damage Base 10: 3d8+10 / 24
Class: Special
Range: 6, 1 Target
Effect: Inferno Burns the target. Inferno ignores the target's Evasion if there are no other combatants or Rough or Blocking Terrain within 2 meters of the target.
Contest Type: Beauty
Contest Effect: Steady Performance

Move: Lava Plume
Type: Fire
Frequency: EOT
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Special
Range: Burst 1
Effect: Lava Plume burns all targets on 16+.
Contest Type: Tough
Contest Effect: Exhausting Act

Move: Magma Storm**Type:** Fire**Frequency:** Scene**AC:** 6**Damage Base 10:** 3d8+10 / 24**Class:** Special**Range:** 6, 1 Target**Effect:** The target is put in a Vortex; this effect occurs even if Magma Storm misses its target.**Contest Type:** Tough**Contest Effect:** Reliable**Move:** Mystical Fire**Type:** Fire**Frequency:** EOT**AC:** 2**Damage Base 7:** 2d6+10 / 17**Class:** Special**Range:** 6, 1 Target**Effect:** Mystical Fire lowers the target's Special Attack by 1 Combat Stage.**Contest Type:** Beauty**Contest Effect:** Special Attention**Move:** Overheat**Type:** Fire**Frequency:** Scene**AC:** 4**Damage Base 13:** 4d10+10 / 35**Class:** Special**Range:** 8, Ranged Blast 3, Smite**Effect:** Lower the user's Special Attack 2 Combat Stages after damage.**Contest Type:** Beauty**Contest Effect:** Seen Nothing Yet**Move:** Sacred Fire**Type:** Fire**Frequency:** EOT**AC:** 3**Damage Base 10:** 3d8+10 / 24**Class:** Physical**Range:** 6, 1 Target**Effect:** Sacred Fire Burns the target on Even-Numbered Rolls.**Contest Type:** Beauty**Contest Effect:** Seen Nothing Yet**Move:** Searing Shot**Type:** Fire**Frequency:** EOT**AC:** 2**Damage Base 10:** 3d8+10 / 24**Class:** Special**Range:** Burst 1**Effect:** Searing Shot Burns all targets on 15+.**Contest Type:** Beauty**Contest Effect:** Exhausting Act**Move:** Sunny Day**Type:** Fire**Frequency:** Daily x2**AC:** None**Class:** Status**Range:** Field, Weather**Effect:** The weather becomes Sunny for 5 rounds. While Sunny, Fire-Type Attacks gain a +5 bonus to Damage Rolls, and Water-Type Attacks suffer a -5 Damage penalty.**Contest Type:** Beauty**Contest Effect:** Sabotage**Move:** V-Create**Type:** Fire**Frequency:** Daily**AC:** 5**Damage Base 18:** 6d12+25 / 65**Class:** Physical**Range:** Melee, 1 Target, Smite**Effect:** Lower the user's Defense, Special Defense, and Speed by 1 CS each.**Contest Type:** Beauty**Contest Effect:** Seen Nothing Yet**Move:** Will-O-Wisp**Type:** Fire**Frequency:** EOT**AC:** 5**Class:** Status**Range:** 6, 1 Target**Effect:** The target is Burned.**Contest Type:** Beauty**Contest Effect:** Exhausting Act

FLYING MOVES

Move: Acrobatics
Type: Flying
Frequency: EOT
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: Melee, Dash, 1 Target
Effect: If the user is not holding an item, Acrobatics instead has a Damage Base of 11 (3d10+10 / 27).
Contest Type: Smart
Contest Effect: Incentives

Move: Aerial Ace
Type: Flying
Frequency: EOT
AC: None
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: Melee, 1 Target
Effect: Aerial Ace cannot miss.
Contest Type: Cool
Contest Effect: Exhausting Act

Move: Aeroblast
Type: Flying
Frequency: Daily
AC: 3
Damage Base 10: 3d8+10 / 24
Class: Special
Range: Line 6
Effect: Aeroblast is a Critical Hit on an Even-Numbered Roll.
Contest Type: Cool
Contest Effect: Seen Nothing Yet

Move: Air Cutter
Type: Flying
Frequency: At-Will
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Special
Range: Cone 2
Effect: Air Cutter is a Critical Hit on 18+.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Air Slash
Type: Flying
Frequency: EOT
AC: 3
Damage Base 8: 2d8+10 / 19
Class: Special
Range: 6, 1 Target
Effect: Air Slash Flinches the target on 15+.
Contest Type: Cool
Contest Effect: Exhausting Act

Move: Bounce
Type: Flying
Frequency: Scene x2
AC: 4
Damage Base 9: 2d10+10 / 21
Class: Physical
Range: Melee, 1 Target, Dash, Full Action
Effect: The user first Shifts, gaining a +1 Bonus to Movement Speed and to their Jump Capabilities. After the user Shifts, they may attack with Bounce. The target becomes Vulnerable, and is Paralyzed on 16+.
Contest Type: Cute
Contest Effect: Special Attention
Special: Grants High Jump +1

Move: Brave Bird
Type: Flying
Frequency: Scene x2
AC: 2
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: Melee, Dash, Push, Recoil 1/3
Effect: The target is pushed back 2 meters.
Contest Type: Cute
Contest Effect: Desperation

Move: Chatter
Type: Flying
Frequency: At-Will
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Special
Range: 4, 1 Target, Sonic
Effect: Chatter confuses all targets on 16+.
Contest Type: Smart
Contest Effect: Catching Up

Move: Defog
Type: Flying
Frequency: Daily x2
AC: None
Class: Status
Range: Field, Weather
Effect: The Weather becomes Clear, and all Blessings, Coats, and Hazards are destroyed. Clear Weather is the default weather, conferring no innate bonuses or penalties of any sort.
Contest Type: Beauty
Contest Effect: Sabotage

Move: Dragon Ascent
Type: Flying
Frequency: Scene x2
AC: 2
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: Melee, 1 Target, Dash
Effect: The user's Defense and Special Defense are each lowered by -1 Combat Stage.
Contest Type: Beauty
Contest Effect: Seen Nothing Yet

Move: Drill Peck
Type: Flying
Frequency: At-Will
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target, Dash
Effect: None
Contest Type: Cool
Contest Effect: Steady Performance

Move: Feather Dance
Type: Flying
Frequency: EOT
AC: 2
Class: Status
Range: Burst 1, Friendly
Effect: All legal targets have their Attack lowered 2 Combat Stages.
Contest Type: Beauty
Contest Effect: Excitement

Move: Fly
Type: Flying
Frequency: At-Will
AC: 3
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, Dash, Set-Up
Set-Up Effect: The user is moved up 25 meters into the air.
Resolution Effect: The user may shift twice while in the air, using their overland or sky speed, and then comes down next to a legal target, and attacks with Fly.
Contest Type: Smart
Contest Effect: Special Attention
Special: Grants Sky +3

Move: Gust
Type: Flying
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Special
Range: 4, 1 Target
Effect: If the target is airborne as a result of Fly or Sky Drop, Gust can hit them, ignoring Range and has a Damage Base of 8 instead.
Contest Type: Smart
Contest Effect: Steady Performance
Special: Grants Guster

Move: Hurricane
Type: Flying
Frequency: Scene x2
AC: 7
Damage Base 11: 3d10+10 / 27
Class: Special
Range: Burst 1, Smite
Effect: Hurricane Confuses its target on 15+. If the target is in Sunny Weather, Hurricane's Accuracy Check is 11. If the target is in Rainy Weather, Hurricane cannot miss. If the target is airborne as a result of Fly or Sky Drop, Hurricane cannot miss.
Contest Type: Cool
Contest Effect: Exhausting Act

Move: Mirror Move

Type: Flying

Frequency: Scene x2

AC: None

Class: Status

Range: 6, 1 Target, Illusion

Effect: Use the Move the target has used on their last turn. You may choose new targets for the Move. Mirror Move cannot miss.

Contest Type: Smart

Contest Effect: Double Time

Move: Oblivion Wing

Type: Flying

Frequency: Daily

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Special

Range: Melee, 1 Target

Effect: The user gains Hit Points equal to Oblivion Wing's Damage Roll.

Contest Type: Cool

Contest Effect: Catching Up

Move: Peck

Type: Flying

Frequency: At-Will

AC: 2

Damage Base 4: 1d8+6 / 11

Class: Physical

Range: Melee, 1 Target

Effect: None

Contest Type: Cool

Contest Effect: Steady Performance

Move: Pluck

Type: Flying

Frequency: At-Will

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: Melee, 1 Target

Effect: Pluck takes the target's Held Item or Accessory Slot Item and attaches it to Pluck's user, if the user is not holding anything.

Contest Type: Cute

Contest Effect: Attention Grabber

Move: Roost

Type: Flying

Frequency: Daily x2

AC: None

Class: Status

Range: Self

Effect: The user regains Hit Points equal to half of its full Hit Points. If the user is a Flying Type, it loses the Flying Type until the start of their next turn.

Contest Type: Cool

Contest Effect: Safe Option

Move: Sky Attack

Type: Flying

Frequency: Scene x2

AC: 4

Damage Base 14: 4d10+15 / 40

Class: Physical

Range: Melee, Pass, Set-Up, Full Action

Set-Up Effect: The user is moved up 25 meters into the air.

Resolution Effect: The user may shift until they are next to a legal target in the encounter. They may then shift again, and pass through legal targets to attack with Sky Attack. Sky Attack Flinches a target on 17-20 during Accuracy Check.

Contest Type: Cool

Contest Effect: Special Attention

Move: Sky Drop

Type: Flying

Frequency: Scene x2

AC: 3

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: Melee, Target, Set-Up

Set-Up Effect: Make Sky Drop's Accuracy Check. If the user hits, the user and target are moved 25 meters into the air. The target forfeits their next turn, and cannot Shift or take actions until Sky Drop is resolved.

Resolution Effect: Shift while in the air, and lower both the user and the target heights back to the ground. Then apply Sky Drop's damage. If the target has a Sky or Levitate Speed, Sky Drop fails to deal damage.

If the user is Fainted after the Set-Up but before the Resolution, the target falls to the ground and takes damage as if Sky Drop had a Damage Base of 3 (1d6+5/8) unless they have a Sky or Levitate Speed, in which case they take no damage.

Contest Type: Smart

Contest Effect: Special Attention

Move: Tailwind

Type: Flying

Frequency: Scene

AC: None

Class: Status

Effect: For the remainder of the encounter, all allied trainers and Pokémon gain +5 to their Initiative. Multiple instances of Tailwind cannot stack.

Contest Type: Smart

Contest Effect: Saving Grace

Special: Grants Guster

Move: Wing Attack

Type: Flying

Frequency: At-Will

AC: 2

Damage Base 6: 2d6+8 / 15

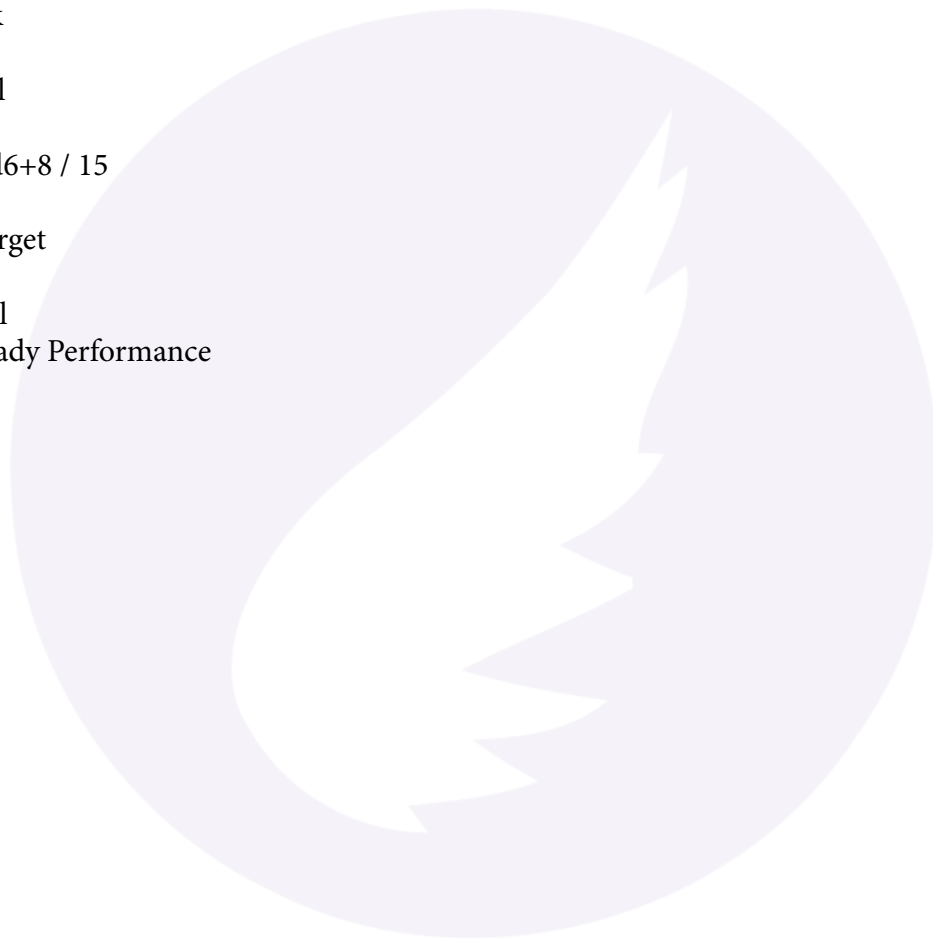
Class: Physical

Range: Melee, 1 Target

Effect: None.

Contest Type: Cool

Contest Effect: Steady Performance



GHOST MOVES

Move: Astonish**Type:** Ghost**Frequency:** At-Will**AC:** 2**Damage Base 3:** 1d6+5 / 9**Class:** Physical**Range:** Melee, 1 Target**Effect:** Astonish Flinches the target on 15+. Once per scene, if the target is unaware of the user's presence, Astonish automatically Flinches the target.**Contest Type:** Smart**Contest Effect:** Steady Performance**Move:** Confuse Ray**Type:** Ghost**Frequency:** Scene x2**AC:** 2**Class:** Status**Range:** 6, 1 Target**Effect:** The target is Confused.**Contest Type:** Smart**Contest Effect:** Unsettling**Move:** Curse**Type:** Ghost**Frequency:** See Text**AC:** None**Class:** Status**Range:** Self**Effect:** If the user is not a Ghost Type, Curse has a Frequency of EOT, and when used the user lowers its Speed by -1 Combat Stage, but raises Attack and Defense by +1 Combat Stage each. If the user is a Ghost Type, Curse has a Frequency of Scene, and when used the user loses 1/3rd of their Max Hit Points and a target Pokémon or Trainer within 8 meters of the user becomes Cursed. This Hit Point loss cannot be prevented in any way.**Contest Type:** Tough**Contest Effect:** Safe Option**Move:** Destiny Bond**Type:** Ghost**Frequency:** EOT**AC:** None**Class:** Status**Range:** Burst 10, Friendly**Effect:** All enemy targets in the burst become Bound to the user until the end of the user's next turn. If a Bound target causes the user to Faint through a Damaging Attack, the Bound target immediately faints after their attack is resolved.**Contest Type:** Smart**Contest Effect:** Big Show**Move:** Grudge**Type:** Ghost**Frequency:** Daily**AC:** None**Class:** Status**Range:** 6, 1 Target, Interrupt**Effect:** You may use Grudge as an Interrupt when a Damaging Attack causes the user to faint. Grudge is activated as a Free Action (does not take up a Command). The attack is resolved as usual, and the user Faints. The attacker that caused the user to Faint becomes Suppressed for the remainder of the encounter; switching and Taking a Breather does not end Suppression when used this way.**Contest Type:** Tough**Contest Effect:** Unsettling**Move:** Hex**Type:** Ghost**Frequency:** EOT**AC:** 2**Damage Base 7:** 2d6+10 / 17**Class:** Special**Range:** 6, 1 Target**Effect:** Once a Scene, if Hex's target has a Status Affliction, you may have Hex's Damage Base be 13 instead (4d10+10 / 35).**Contest Type:** Smart**Contest Effect:** Incentives

Move: Lick
Type: Ghost
Frequency: At-Will
AC: 2
Damage Base 3: 1d6+5 / 9
Class: Physical
Range: Melee, 1 Target
Effect: Lick Paralyzes the target on 15+ during Accuracy Check.
Contest Type: Tough
Contest Effect: Inversed Appeal

Move: Night Shade
Type: Ghost
Frequency: Scene x2
AC: 2
Class: Special
Range: 8, 1 Target
Effect: The target loses Hit Points equal to the level of Night Shade's user. Do not apply weakness or resistance. Do not apply stats.
Contest Type: Smart
Contest Effect: Steady Performance

Move: Nightmare
Type: Ghost
Frequency: Scene x2
AC: 2
Class: Status
Range: Melee, 1 Target
Effect: Nightmare can only hit Legal Targets that are Asleep. The target gains Bad Sleep.
Contest Type: Smart
Contest Effect: Excitement

Move: Ominous Wind
Type: Ghost
Frequency: EOT
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Special
Range: 6, 1 Target, Spirit Surge
Effect: On 19+, the user has each of its stats raised by +1 Combat Stage.
Contest Type: Smart
Contest Effect: Get Ready!

Move: Phantom Force
Type: Ghost
Frequency: Scene x2
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Physical
Range: Melee, 1 Target, Set-Up
Set-Up Effect: The user is removed from the field, and their turn ends.
Resolution Effect: Phantom Force's user appears adjacent to any legal target on the field, ignoring Movement Capabilities, and then uses Phantom Force's attack. Phantom Force cannot be avoided by Moves with the Shield Keyword, the Dodge Ability, or similar effects, and Intercepts may not be attempted in response.
Contest Type: Smart
Contest Effect: Seen Nothing Yet

Move: Shadow Ball
Type: Ghost
Frequency: EOT
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Special
Range: 8, 1 Target
Effect: Shadow Ball lowers the foe's Special Defense 1 Combat Stage on 17+.
Contest Type: Smart
Contest Effect: Exhausting Act

Move: Shadow Claw
Type: Ghost
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, Pass
Effect: Shadow Claw is a Critical Hit on 18+.
Contest Type: Cute
Contest Effect: Exhausting Act

Move: Shadow Force

Type: Ghost

Frequency: Daily x3

AC: 2

Damage Base 12: 3d12+10 / 30

Class: Physical

Range: Melee, 1 Target, Set-Up

Set-Up Effect: The user is removed from the field, and their turn ends.

Resolution Effect: Shadow Force's user appears adjacent to any legal Target, ignoring Movement Capabilities, and then uses Shadow Force's attack. Shadow Force cannot be avoided by Moves with the Shield Keyword, the Dodge Ability, or similar effects, and Intercepts may not be attempted in response.

Contest Type: Smart

Contest Effect: Seen Nothing Yet

Move: Shadow Punch

Type: Ghost

Frequency: EOT

AC: None

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: 6, 1 Target

Effect: Shadow Punch cannot miss.

Contest Type: Smart

Contest Effect: Exhausting Act

Move: Shadow Sneak

Type: Ghost

Frequency: At-Will

AC: 2

Damage Base 4: 1d8+6 / 11

Class: Physical

Range: Melee, 1 Target, Priority

Effect: None.

Contest Type: Smart

Contest Effect: Saving Grace

Move: Spite

Type: Ghost

Frequency: Scene

AC: None

Class: Status

Range: 1 Target, Trigger

Effect: Spite may be used as a Free Action that does not take up a Command whenever the user is hit by a Move. That Move becomes Disabled for the attacker.

Contest Type: Tough

Contest Effect: Excitement

Move: Trick-or-Treat

Type: Ghost

Frequency: Daily

AC: 2

Class: Status

Range: 6, 1 Target

Effect: The target gains the Ghost Type in addition to its other Types for 5 turns.

Contest Type: Cute

Contest Effect: Good Show

GRASS MOVES

Move: Absorb**Type:** Grass**Frequency:** At-Will**AC:** 2**Damage Base 2:** 1d6+3 / 7**Class:** Special**Range:** 4, 1 Target**Effect:** After the target takes damage, the user gains Hit Points equal to half of the damage they dealt to the target.**Contest Type:** Smart**Contest Effect:** Good Show!**Move:** Aromatherapy**Type:** Grass**Frequency:** Scene**AC:** None**Class:** Status**Range:** Burst 1**Effect:** All allies in the burst are cured of one status condition of their choice.**Contest Type:** Smart**Contest Effect:** Reflective Appeal**Move:** Bullet Seed**Type:** Grass**Frequency:** EOT**AC:** 4**Damage Base 3:** 1d6+5 / 9**Class:** Physical**Range:** 6, 1 Target, Five Strike**Effect:** None**Contest Type:** Cool**Contest Effect:** Reliable**Move:** Cotton Guard**Type:** Grass**Frequency:** Scene**AC:** None**Class:** Status**Range:** Self**Effect:** Raise the user's Defense 3 Combat Stages.**Contest Type:** Cute**Contest Effect:** Get Ready!**Move:** Cotton Spore**Type:** Grass**Frequency:** EOT**AC:** 2**Class:** Status**Range:** Burst 1, Powder**Effect:** All Legal Targets have their Speed lowered 2 Combat Stages.**Contest Type:** Beauty**Contest Effect:** Saving Grace**Move:** Energy Ball**Type:** Grass**Frequency:** EOT**AC:** 2**Damage Base 9:** 2d10+10 / 21**Class:** Special**Range:** 8, 1 Target**Effect:** Energy Ball lowers the foe's Special Defense 1 Combat Stage on 17+.**Contest Type:** Beauty**Contest Effect:** Exhausting Act**Move:** Forest's Curse**Type:** Grass**Frequency:** Daily**AC:** 2**Class:** Status**Range:** 6, 1 Target**Effect:** The target gains the Grass Type in addition to its other Types for 5 turns.**Contest Type:** Smart**Contest Effect:** Good Show**Move:** Frenzy Plant**Type:** Grass**Frequency:** Daily x2**AC:** 4**Damage Base 15:** 4d10+20 / 45**Class:** Special**Range:** 3, 5 Targets, Smite, Exhaust**Effect:** None**Contest Type:** Cool**Contest Effect:** Seen Nothing Yet

Move: Giga Drain
Type: Grass
Frequency: Scene x2
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Special
Range: 6, 1 Target
Effect: After the target takes damage, the user gains Hit Points equal to half of the damage they dealt to the target.
Contest Type: Smart
Contest Effect: Good Show!

Move: Grass Knot
Type: Grass
Frequency: EOT
AC: 2
Damage Base: See Effect
Class: Special
Range: 5, 1 Target, Weight Class
Effect: Grass Knot's Damage Base is equal to twice the target's Weight Class.
Contest Type: Smart
Contest Effect: Incentives

Move: Grass Pledge
Type: Grass
Frequency: Scene
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Special
Range: 6, 1 Target, Pledge
Effect: If an ally uses Fire Pledge or Water Pledge, you may use Grass Pledge as Priority (Advanced) immediately after their turn to target the same foe. If used in conjunction with Fire Pledge, Fire Hazards are created in a Burst 1 around the target. If used in conjunction with Water Pledge, the target and all foes adjacent to the target are slowed and have their Speed reduced by 2 Combat Stages. Consult the Pledge keyword for additional details.
Contest Type: Beauty
Contest Effect: Safe Option

Move: Grass Whistle
Type: Grass
Frequency: Scene x2
AC: 6
Class: Status
Range: 6, 1 Target, Sonic
Effect: The target falls Asleep.
Contest Type: Smart
Contest Effect: Excitement

Move: Grassy Terrain
Type: Grass
Frequency: Daily x2
AC: None
Class: Status
Range: Field
Effect: The area becomes Grassy for 5 rounds. While Grassy, all Pokémon and Trainers standing on the ground recover a Tick of Hit Points at the start of every turn, and Grass-Type attacks performed by grounded Pokémon and Trainers gain a +10 bonus to Damage Rolls.
Contest Type: Beauty
Contest Effect: Get Ready

Move: Horn Leech
Type: Grass
Frequency: Scene x2
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target, Dash
Effect: After the target takes damage, the user gains Hit Points equal to half of the damage they dealt to the target.
Contest Type: Smart
Contest Effect: Good Show!

Move: Ingrain
Type: Grass
Frequency: Scene
AC: None
Class: Status
Range: Self, Coat
Effect: Ingrain applies a Coat to the user, which has the following effect; the user cannot be pushed or pulled, and cannot be switched out. At the beginning of each of the user's turn, the user gains a Tick of Hit Points.
Contest Type: Smart
Contest Effect: Safe Option

Move: Leaf Blade
Type: Grass
Frequency: EOT
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Physical
Range: Melee, Pass
Effect: Leaf Blade is a Critical Hit on 18+.
Contest Type: Cool
Contest Effect: Exhausting Act

Move: Leaf Storm
Type: Grass
Frequency: Scene
AC: 4
Damage Base 13: 4d10+10 / 35
Class: Special
Range: 8, Ranged Blast 3, Smite
Effect: Lower the user's Special Attack 2 Combat Stages after damage.
Contest Type: Cute
Contest Effect: Seen Nothing Yet

Move: Leaf Tornado
Type: Grass
Frequency: EOT
AC: 4
Damage Base 7: 2d6+10 / 17
Class: Special
Range: 6, Ranged Blast 3
Effect: Small or Medium targets in the central square of the blast are not hit. On 15+, all legal targets have their Accuracy lowered by -1.
Contest Type: Beauty
Contest Effect: Good Show!

Move: Leech Seed
Type: Grass
Frequency: Daily x2
AC: 4
Class: Status
Range: 6, 1 Target
Effect: At the beginning of each of the target's turns, Leech Seed's target loses a Tick of Hit Points. Leech Seed's user then gains Hit Points equal to the amount the target lost. Leech Seed lasts until the target faints or is returned to a Poké Ball. Grass Types and targets immune to Grass Attacks are immune to Leech Seed.
Contest Type: Smart
Contest Effect: Safe Option

Move: Magical Leaf
Type: Grass
Frequency: EOT
AC: None
Damage Base 6: 2d6+8 / 15
Class: Special
Range: 8, 1 Target
Effect: Magical Leaf cannot miss.
Contest Type: Beauty
Contest Effect: Exhausting Act

Move: Mega Drain
Type: Grass
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Special
Range: 6, 1 Target
Effect: After the target takes damage, the user gains Hit Points equal to half of the damage they dealt to the target.
Contest Type: Smart
Contest Effect: Good Show!

Move: Needle Arm
Type: Grass
Frequency: At-Will
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: Melee, 1 Target
Effect: Needle Arm Flinches the target on 15+.
Contest Type: Smart
Contest Effect: Steady Performance

Move: Petal Blizzard
Type: Grass
Frequency: EOT
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Physical
Range: Burst 1
Effect: None.
Contest Type: Beauty
Contest Effect: Big Show

Move: Petal Dance
Type: Grass
Frequency: Scene x2
AC: 3
Damage Base 12: 3d12+10 / 30
Class: Special
Range: Melee, all adjacent foes, Smite
Effect: After damage is dealt, the user becomes Enraged and Confused.
Contest Type: Beauty
Contest Effect: Safe Option

Move: Power Whip
Type: Grass
Frequency: Scene x2
AC: 5
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: 8, 1 Target, Smite
Effect: None
Contest Type: Beauty
Contest Effect: Steady Performance
Special: Grants Threaded

Move: Razor Leaf
Type: Grass
Frequency: At-Will
AC: 4
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: Cone 2
Effect: Razor Leaf is a Critical Hit on 18+.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Seed Bomb
Type: Grass
Frequency: At-Will
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: 8, 1 Target
Effect: None
Contest Type: Smart
Contest Effect: Steady Performance

Move: Seed Flare
Type: Grass
Frequency: Scene
AC: 5
Damage Base 12: 3d12+10 / 30
Class: Special
Range: 6, Ranged Blast 3
Effect: All Legal Targets have their Special Defense lowered 1 Combat Stage.
Contest Type: Cool
Contest Effect: Seen Nothing Yet

Move: Sleep Powder
Type: Grass
Frequency: Scene x2
AC: 6
Class: Status
Range: 4, 1 Target, Powder
Effect: The target falls asleep.
Contest Type: Smart
Contest Effect: Inversed Appeal

Move: Solar Beam
Type: Grass
Frequency: Scene x2
AC: 2
Damage Base 12: 3d12+10 / 30
Class: Special
Range: Line 6, 1 Target, Set-Up
Set-Up Effect: If the weather is not Sunny, the user's turn ends. If the weather is Sunny, immediately proceed to the Resolution Effect instead and this Move loses the Set-Up keyword.
Resolution Effect: The user attacks with Solar Beam. If the weather is Rainy, Sandstorming, or Hailing, Solar Beam's Damage Base is lowered to 6 (2d6+8 / 15).
Contest Type: Cool
Contest Effect: Special Attention

Move: Spiky Shield**Type:** Grass**Frequency:** Scene**AC:** None**Class:** Status**Range:** Self, Interrupt, Shield, Trigger**Effect:** If the user is hit by an attack, the user may use Spiky Shield. The user is instead not hit by the Move. You do not take any damage nor are you affected by any of the Move's effects. In addition, if the triggering attack was Melee ranged, the attacker loses a Tick of Hit Points.**Contest Type:** Tough**Contest Effect:** Inversed Appeal**Move:** Spore**Type:** Grass**Frequency:** Scene**AC:** None**Class:** Status**Range:** 4, 1 Target, Powder**Effect:** The target falls Asleep.**Contest Type:** Beauty**Contest Effect:** Get Ready!**Move:** Stun Spore**Type:** Grass**Frequency:** Scene x2**AC:** 6**Class:** Status**Range:** 6, 1 Target, Powder**Effect:** The target is Paralyzed.**Contest Type:** Smart**Contest Effect:** Excitement**Move:** Synthesis**Type:** Grass**Frequency:** Daily x2**AC:** None**Class:** Status**Range:** Self**Effect:** The user regains Hit Points equal to half of its full Hit Point value. If it is Sunny, the user gains 2/3 of its full Hit Point value instead. If it is Rainy, Sand Storming or Hailing the user gains 1/4 of their full Hit Point value instead.**Contest Type:** Smart**Contest Effect:** Reflective Appeal**Move:** Vine Whip**Type:** Grass**Frequency:** At-Will**AC:** 2**Damage Base 4:** 1d8+6 / 11**Class:** Physical**Range:** 4, 1 Target**Effect:** None**Contest Type:** Cool**Contest Effect:** Steady Performance**Special:** Grants Threaded**Move:** Wood Hammer**Type:** Grass**Frequency:** Scene x2**AC:** 2**Damage Base 12:** 3d12+10 / 30**Class:** Physical**Range:** Melee, 1 Target, Dash, Recoil 1/3**Effect:** None**Contest Type:** Tough**Contest Effect:** Desperation**Move:** Worry Seed**Type:** Grass**Frequency:** Scene**AC:** 2**Class:** Status**Range:** 8, 1 Target**Effect:** You choose one of the target's Abilities. Worry Seed changes that Ability to Insomnia for the remainder of the encounter.**Contest Type:** Beauty**Contest Effect:** Excitement

GROUND MOVES

Move: Bone Club
Type: Ground
Frequency: At-Will
AC: 5
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target
Effect: Bone Club Flinches the target on 18+.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Bone Rush
Type: Ground
Frequency: EOT
AC: 4
Damage Base 3: 1d6+5 / 9
Class: Physical
Range: Melee, 1 Target, Five Strike
Effect: None
Contest Type: Tough
Contest Effect: Reliable

Move: Bonemerang
Type: Ground
Frequency: EOT
AC: 3
Damage Base 5: 1d8+8 / 13
Class: Physical
Range: 6, Double Strike
Effect: None
Contest Type: Tough
Contest Effect: Reliable

Move: Bulldoze
Type: Ground
Frequency: EOT
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: Burst 1
Effect: All Legal Targets are lowered 1 Speed Combat Stage.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Dig
Type: Ground
Frequency: EOT
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Burst 1, Set-Up, Full Action, Groundsource
Set-Up Effect: The user shifts 25 meters underground and their turn ends.
Resolution Effect: The user may shift horizontally using their burrow or overland speed, and then shifts 25 meters straight up. Upon reaching the surface, the user attacks with Dig, creating a Burst 1.
Contest Type: Smart
Contest Effect: Special Attention
Special: Grants Burrow +3

Move: Drill Run
Type: Ground
Frequency: At-Will
AC: 3
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target
Effect: Drill Run is a Critical Hit on 18+.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Earth Power
Type: Ground
Frequency: EOT
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Special
Range: 6, 1 Target, Groundsource
Effect: Earth Power lowers the Special Defense of all Legal Targets 1 Combat Stage on 16+.
Contest Type: Smart
Contest Effect: Desperation

Move: Earthquake
Type: Ground
Frequency: Scene
AC: 2
Damage Base 10: 3d8+10 / 24
Class: Physical
Range: Burst 3, Groundsource
Effect: Earthquake can hit targets that are underground, including those using the Move Dig.
Contest Type: Tough
Contest Effect: Desperation
Special: Grants Groundshaper

Move: Fissure
Type: Ground
Frequency: Daily
AC: None
Class: Status
Range: 5, 1 Target, Execute, Groundsource
Effect: Roll 1d100. This roll may not be modified in any way. If you roll X or lower, the target Faints. X is equal to 30 + The User's Level - The Target's Level.
Contest Type: Tough
Contest Effect: Big Show
Special: Grants Groundshaper

Move: Land's Wrath
Type: Ground
Frequency: Scene x2
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Physical
Range: Burst 5, Friendly, Groundsource
Effect: None.
Contest Type: Tough
Contest Effect: Big Show
Special: Grants Groundshaper

Move: Magnitude
Type: Ground
Frequency: EOT
Damage Base: See Effect
Class: Physical
Range: Burst 2, Groundsource
Effect: When you use Magnitude, roll 1d6. Magnitude's Damage Base is equal to 5+X, where X is the value of the d6. Magnitude can hit targets that are underground, including those using the Move Dig.
Contest Type: Tough
Contest Effect: Desperation
Special: Grants Groundshaper

Move: Mud Bomb
Type: Ground
Frequency: At-Will
AC: 4
Damage Base 7: 2d6+10 / 17
Class: Special
Range: 6, 1 Target
Effect: The target's Accuracy is lowered by -1 on 16+.
Contest Type: Smart
Contest Effect: Desperation

Move: Mud Shot
Type: Ground
Frequency: At-Will
AC: 3
Damage Base 6: 2d6+8 / 15
Class: Special
Range: 3, 1 Target
Effect: The target's Speed is lowed by -1 Combat Stage.
Contest Type: Tough
Contest Effect: Desperation

Move: Mud Sport
Type: Ground
Frequency: EOT
AC: None
Class: Status
Range: Burst 2
Effect: All targets in the burst, including the user, gain a Coat which grants them 1 Step of Resistance to Electric Type Moves. After a target has been hit by a damaging Electric Type Move, the coat is removed.
Contest Type: Cute
Contest Effect: Sabotage

Move: Mud-Slap
Type: Ground
Frequency: At-Will
AC: 2
Damage Base 2: 1d6+3 / 7
Class: Special
Range: 3, 1 Target
Effect: The target's Accuracy is lowered by -1.
Contest Type: Cute
Contest Effect: Steady Performance

Move: Precipice Blades
Type: Ground
Frequency: Scene x2
AC: 5
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: Burst 1, Smite
Effect: None.
Contest Type: Cool
Contest Effect: Desperation

Move: Rototiller
Type: Ground
Frequency: Scene
AC: None
Class: Status
Range: Burst 2
Effect: All Grass-type Pokémon in the area raise their Attack and Special Attack 1 Combat Stage.
Contest Type: Tough
Contest Effect: Special Attention

Move: Sand Tomb
Type: Ground
Frequency: Scene x2
AC: 4
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: 5, 1 Target
Effect: The target is put in a Vortex.
Contest Type: Smart
Contest Effect: Safe Option

Move: Sand Attack
Type: Ground
Frequency: EOT
AC: 2
Class: Status
Range: 2, 1 Target
Effect: The target is Blinded until the end of their next turn.
Contest Type: Cute
Contest Effect: Excitement

Move: Spikes
Type: Ground
Frequency: At-Will
AC: None
Class: Status
Range: 6, Hazard
Effect: Set 8 square meters of Spikes within your range, all 8 meters must be adjacent with at least one other space of Spikes. Spikes cause terrain to count as Slow Terrain, and a grounded foe that runs into the hazards will lose a Tick of Hit Points and become Slowed until the end of their next turn.
Contest Type: Smart
Contest Effect: Sabotage

ICE MOVES

Move: Aurora Beam**Type:** Ice**Frequency:** At-Will**AC:** 2**Damage Base 7:** 2d6+10 / 17**Class:** Special**Range:** 6, 1 Target**Effect:** Aurora Beam lowers the target's Attack 1 Combat Stage on 18+.**Contest Type:** Beauty**Contest Effect:** Exhausting Act**Special:** Grants Freezer**Move:** Avalanche**Type:** Ice**Frequency:** EOT**AC:** 2**Damage Base 6:** 2d6+8 / 15**Class:** Physical**Range:** Melee, 1 Target**Effect:** When declaring Avalanche, the user does nothing and may not Shift. At the end of the round, the user Shifts and uses Avalanche on any legal target. If the target damaged the user this round, Avalanche has a Damage Base of 12 (4d10+15 / 40) instead.**Contest Type:** Cool**Contest Effect:** Double Time**Move:** Blizzard**Type:** Ice**Frequency:** Scene x2**AC:** 7**Damage Base 11:** 3d10+10 / 27**Class:** Special**Range:** 4, Ranged Blast 2, Smite**Effect:** Blizzard Freezes all legal target on 15+. If the target is in Hailing Weather, Blizzard cannot miss.**Contest Type:** Beauty**Contest Effect:** Exhausting Act**Move:** Freeze-Dry**Type:** Ice**Frequency:** EOT**AC:** 2**Damage Base 7:** 2d6+10 / 17**Class:** Special**Range:** 6, 1 Target.**Effect:** When calculating Weakness and Resistance for Freeze-Dry, Water-Typed targets calculate damage as if Water was weak to Ice.**Contest Type:** Tough**Contest Effect:** Saving Grace**Move:** Freeze Shock**Type:** Ice**Frequency:** Scene**AC:** 4**Damage Base 14:** 4d10+15 / 40**Class:** Physical**Range:** 10, Single Target, Set-Up, Full Action**Set-Up Effect:** The user may shift, then ends their turn.**Resolution Effect:** The user uses Freeze Shock. Freeze Shock paralyzes on 15+.**Contest Type:** Beauty**Contest Effect:** Seen Nothing Yet**Move:** Frost Breath**Type:** Ice**Frequency:** EOT**AC:** 3**Damage Base 6:** 2d6+8 / 15**Class:** Special**Range:** 4, 1 Target**Effect:** If Frost Breath hits, it is a Critical Hit.**Contest Type:** Beauty**Contest Effect:** Steady Performance**Special:** Grants Freezer

Move: Glaciate**Type:** Ice**Frequency:** EOT**AC:** 3**Damage Base 7:** 2d6+10 / 17**Class:** Special**Range:** Burst 2**Effect:** All Legal Targets have their Speed lowered 1 Combat Stage. On an Even-Numbered Roll, all Legal Targets on the ground are Slowed.**Contest Type:** Beauty**Contest Effect:** Steady Performance**Move:** Hail**Type:** Ice**Frequency:** Daily x2**AC:** None**Class:** Status**Range:** Field, Weather**Effect:** The weather changes to Hail for 5 rounds. While it is Hailing, all non-Ice Type Pokémon lose a Tick of Hit Points at the beginning of their turn.**Contest Type:** Beauty**Contest Effect:** Sabotage**Move:** Haze**Type:** Ice**Frequency:** Scene x2**AC:** None**Class:** Status**Range:** Field**Effect:** The Combat Stages of the user and all Pokémon and Trainers in the encounter are set to their default state (usually 0).**Contest Type:** Beauty**Contest Effect:** Sabotage**Move:** Ice Ball**Type:** Ice**Frequency:** At-Will**AC:** 4**Damage Base 3:** 1d6+5 / 9**Class:** Physical**Range:** Melee, 1 Target**Effect:** The user continues to use Ice Ball on each of its turns until they miss any target with Ice Ball, or are not able to hit any target with Ice Ball during their turn. Each successive use of Ice Ball increases Ice Ball's Damage Base by +3 to a maximum of DB 15.**Contest Type:** Beauty**Contest Effect:** Reliable**Move:** Ice Beam**Type:** Ice**Frequency:** EOT**AC:** 2**Damage Base 9:** 2d10+10 / 21**Class:** Special**Range:** 4, 1 Target**Effect:** Ice Beam Freezes on 19+ during Accuracy Check.**Contest Type:** Beauty**Contest Effect:** Exhausting Act**Move:** Ice Burn**Type:** Ice**Frequency:** Scene**AC:** 4**Damage Base 14:** 4d10+15 / 40**Class:** Special**Range:** 10, Single Target, Set-Up, Full Action**Set-Up Effect:** The user may shift, then ends their turn.**Resolution Effect:** The user uses Ice Burn. Ice Burn Burns on 15+.**Contest Type:** Beauty**Contest Effect:** Seen Nothing Yet**Move:** Ice Fang**Type:** Ice**Frequency:** At-Will**AC:** 3**Damage Base 7:** 2d6+10 / 17**Class:** Physical**Range:** Melee, 1 Target**Effect:** Ice Fang Freezes or Flinches on 18+ during Accuracy Check; flip a coin to determine whether the foe gets Frozen or Flinches. On 20 during Accuracy Check, the foe is Frozen and Flinches.**Contest Type:** Cool**Contest Effect:** Steady Performance**Move:** Ice Punch**Type:** Ice**Frequency:** At-Will**AC:** 2**Damage Base 8:** 2d8+10 / 19**Class:** Physical**Range:** Melee, 1 Target**Effect:** Ice Punch Freezes the target on 19+ during Accuracy Check.**Contest Type:** Beauty**Contest Effect:** Exhausting Act

Move: Ice Shard
Type: Ice
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: 4, 1 Target, Priority
Effect: None
Contest Type: Beauty
Contest Effect: Saving Grace

Move: Icicle Crash
Type: Ice
Frequency: EOT
AC: 4
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: 6, 1 Target
Effect: Icicle Crash Flinches the target on 15+.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Icicle Spear
Type: Ice
Frequency: EOT
AC: 4
Damage Base 3: 1d6+5 / 9
Class: Physical
Range: 6, 1 Target, Five Strike
Effect: None
Contest Type: Beauty
Contest Effect: Reliable

Move: Icy Wind
Type: Ice
Frequency: EOT
AC: 3
Damage Base 6: 2d6+8 / 15
Class: Special
Range: Cone 2
Effect: All Legal Targets have their Speed lowered 1 Combat Stage.
Contest Type: Beauty
Contest Effect: Desperation

Move: Mist
Type: Ice
Frequency: Scene x2
AC: None
Class: Status
Range: Blessing
Effect: Blessing – Any user affected by Mist may activate it when having Combat Stages lowered by any effect; if they do, those Combat Stages are instead not lowered. Mist may be activated 3 times, and then disappears.
Contest Type: Beauty
Contest Effect: Sabotage

Move: Powder Snow
Type: Ice
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Special
Range: Line 4
Effect: Powder Snow Freezes all Legal Targets on 19+.
Contest Type: Beauty
Contest Effect: Steady Performance
Special: Grants Freezer

Move: Sheer Cold
Type: Ice
Frequency: Daily
AC: None
Class: Status
Range: 4, 1 Target, Execute
Effect: Roll 1d100. This roll may not be modified in any way. If you roll X or lower, the target Faints. X is equal to 30 + The User's Level - The Target's Level.
Contest Type: Beauty
Contest Effect: Big Show
Special: Grants Freezer

NORMAL MOVES

Move: Acupressure**Type:** Normal**Frequency:** EOT**AC:** 2**Class:** Status**Range:** Melee, 1 Target or Self**Effect:** Roll 1d6. On a result of 1, raise the target's Attack 2 Combat Stages. On a result of 2, raise the target's Defense 2 Combat Stages. On a result of 3, raise the target's Special Attack 2 Combat Stages. On a result of 4, raise the target's Special Defense 2 Combat Stages. On a result of 5, raise the target's Speed 2 Combat Stages. On a result of 6, raise the target's Accuracy by +2.**Contest Type:** Cool**Contest Effect:** Get Ready!**Move:** After You**Type:** Normal**Frequency:** Scene x2**AC:** None**Class:** Status**Range:** 6, 1 Target**Effect:** After You is a Swift Action. The target takes their turn for the round immediately after the user finishes their turn, ignoring Initiative. After You may only affect a target that has not yet acted that round and can only affect willing targets.**Contest Type:** Smart**Contest Effect:** Desperation**Move:** Assist**Type:** Normal**Frequency:** Scene x2**AC:** None**Class:** Status**Range:** Self**Effect:** Randomly select another Pokémon on the user's roster and then randomly select a Move that Pokémon knows. Assist's user uses that Move immediately.**Contest Type:** Cute**Contest Effect:** Tease**Move:** Attract**Type:** Normal**Frequency:** Scene x2**AC:** 2**Class:** Status**Range:** 3, 1 Target, Social**Effect:** Attract Infatuates the target if its gender is the opposite of the user's. Attract fails when used by or against Genderless targets.**Contest Type:** Cute**Contest Effect:** Excitement**Move:** Barrage**Type:** Normal**Frequency:** At-Will**AC:** 4**Damage Base 2:** 1d6+3 / 7**Class:** Physical**Range:** 6, 1 Target, Five Strike**Effect:** None**Contest Type:** Tough**Contest Effect:** Reliable**Move:** Baton Pass**Type:** Normal**Frequency:** At-Will**AC:** None**Class:** Status**Range:** Self**Effect:** The user is replaced with another Pokémon from their trainer's roster. All Combat Stage, Coats, and [Stratagems] on Baton Pass' user are transferred to the replacement. Baton Pass may be used to switch even if the user is Trapped.**Contest Type:** Cute**Contest Effect:** Inversed Appeal**Move:** Belly Drum**Type:** Normal**Frequency:** Scene**AC:** None**Class:** Status**Range:** Self**Effect:** The user gains +6 Attack Combat Stages, and loses Hit Points equal to ½ of their Max Hit Points.**Contest Type:** Cute**Contest Effect:** Get Ready!

Move: Bestow
Type: Normal
Frequency: At-Will
AC: --
Class: Status
Range: Melee, 1 Target
Effect: The user gives its held item to the target, unless the target is already holding an item. Using Bestow is a Swift Action.
Contest Type: Cute
Contest Effect: Attention Grabber

Move: Bide
Type: Normal
Frequency: Scene
AC: None
Class: Physical
Range: Burst 1, Friendly
Effect: The user may use Bide as a Reaction Move upon being Hit by a Damaging Move. During their next available turn, the user may Shift and then use Bide, causing all Adjacent foes to lose X HP, where X is the amount of Damage taken since declaring use of Bide (Loss of life through effects such as Poison is not 'Damage').
Contest Type: Tough
Contest Effect: Double Time

Move: Bind
Type: Normal
Frequency: Static
Class: Static
Effect: The user gains a +1 Bonus to Accuracy Rolls made to initiate Grapple Maneuvers, and +2 to Skill Checks made to initiate Grapple Maneuvers or gain Dominance. Whenever the user gains Dominance in a Grapple, the target of the Grapple loses a Tick of Hit Points.
Contest Type: Tough
Contest Effect: Safe Option

Move: Block
Type: Normal
Frequency: At-Will
AC: 2
Class: Status
Range: Melee, 1 Target
Effect: The target is Stuck and Trapped until the beginning of your next turn.
Contest Type: Cute
Contest Effect: Sabotage

Move: Body Slam
Type: Normal
Frequency: Scene x2
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Physical
Range: Melee, 1 Target
Effect: Body Slam Paralyzes the target on 15+.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Boomburst
Type: Normal
Frequency: Scene
AC: 2
Damage Base 14: 4d10+15 / 40
Class: Special
Range: Burst 1, Sonic
Effect: None
Contest Type: Cool
Contest Effect: Seen Nothing Yet

Move: Camouflage
Type: Normal
Frequency: EOT
AC: None
Class: Status
Range: Self
Effect: The user changes their Type to match the field. Forests and grassy areas change the user into Grass-Type. Watery areas change the user into Water-Type. Caves and Mountains could change the user into Rock-Type or Ground-Type. An icy terrain would turn the user into Ice-Type. A building may change the user into Steel-Type or Normal-Type. Weather affects what Type the user becomes. Use common sense, if you are having difficult determining what type the user should become, consult the GM.
Contest Type: Smart
Contest Effect: Sabotage
Special: Grants Blender

Move: Captivate
Type: Normal
Frequency: Scene
AC: 2
Class: Status
Range: Cone 2, Friendly, Social
Effect: Captivate lowers the target's Special Attack 2 Combat Stages. Captivate may not affect something that is the same gender as the user or something that is genderless.
Contest Type: Beauty
Contest Effect: Excitement

Move: Chip Away
Type: Normal
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target
Effect: Ignore any Armor, Damage Reduction, or changes in the target's Defense or Special Defense (such as from Combat Stages) when calculating damage.
Contest Type: Tough
Contest Effect: Reliable

Move: Comet Punch
Type: Normal
Frequency: At-Will
AC: 4
Damage Base 2: 1d6+3 / 7
Class: Physical
Range: Melee, 1 Target, Five Strike
Effect: None
Contest Type: Tough
Contest Effect: Reliable

Move: Confide
Type: Normal
Frequency: At-Will
AC: 2
Class: Status
Range: 4, 1 Target, Social
Effect: The target's Special Attack is lowered 1 Combat Stage.
Contest Type: Cute
Contest Effect: Excitement

Move: Constrict
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 1: 1d6+1 / 4
Class: Physical
Range: Melee, 1 Target
Effect: Constrict lowers the target's Speed 1 Combat Stage. Constrict may be used as a Swift Action against targets the user is Grappling, and automatically hits when performed this way.
Contest Type: Tough
Contest Effect: Safe Option

Move: Conversion
Type: Normal
Frequency: At-Will
AC: None
Class: Status
Range: Self
Effect: The user becomes the elemental Type of their choice as long as they have a Move that is the same elemental Type until the end of the encounter. Replace all other Types.
Contest Type: Beauty
Contest Effect: Catching Up

Move: Conversion2
Type: Normal
Frequency: At-Will
AC: None
Class: Status
Range: Self
Effect: The user becomes the elemental Type of their choice as long as the Type resists the elemental Type of the Move it last took damage from until the end of the encounter. Replace all other Types.
Contest Type: Beauty
Contest Effect: Catching Up

Move: Copycat
Type: Normal
Frequency: Scene x2
AC: None
Class: Status
Range: 4, 1 Target
Effect: Use the Move the target has used on their last turn. You may choose new targets for the Move. Copycat cannot miss.
Contest Type: Cool
Contest Effect: Attention Grabber

Move: Covet
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: Melee, 1 Target
Effect: Covet takes the target's Held Item or Accessory Slot Item and attaches it to Covet's user, if the user is not holding anything.
Contest Type: Cute
Contest Effect: Attention Grabber

Move: Crush Claw
Type: Normal
Frequency: EOT
AC: 3
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target, Dash
Effect: Crush Claw lowers the target's Defense 1 Combat Stage on Even-Numbered Rolls.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Crush Grip
Type: Normal
Frequency: Scene
AC: 2
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: Melee, 1 Target
Effect: For every 10% the target is below their full Hit Points, Crush Grip's Damage Base is reduced by 1.
Contest Type: Tough
Contest Effect: Double Time

Move: Cut
Type: Normal
Frequency: At-Will
AC: 3
Damage Base 5: 1d8+8 / 13
Class: Physical
Range: Melee, Pass
Effect: Cut ignores up to 5 Damage Reduction (Defenses are not Damage Reduction).
Contest Type: Cool
Contest Effect: Steady Performance

Move: Defense Curl
Type: Normal
Frequency: At-Will
AC: None
Class: Status
Range: Self
Effect: The user becomes Curled Up. While Curled Up, the user becomes immune to Critical Hits and gains 10 Damage Reduction. However, while Curled Up, the user is Slowed and their Accuracy is lowered by -4. The user may stop being Curled Up as a Swift Action. If the user has Rollout or Ice Ball in their Move List, they do not become Slowed while Curled Up. Furthermore, when using the Moves Rollout or Ice Ball while Curled Up, the user gains a +10 bonus to the damage rolls of those Moves and does not suffer Accuracy Penalties from being Curled Up.
Contest Type: Cute
Contest Effect: Sabotage

Move: Disable
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: 1 Target, Trigger
Effect: Disable may be used as a Free Action that does not take up a Command whenever the user is hit by a Move. That Move becomes Disabled for the attacker.
Contest Type: Smart
Contest Effect: Excitement

Move: Dizzy Punch
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target
Effect: Dizzy Punch Confuses the target on 17+
Contest Type: Cool
Contest Effect: Inversed Appeal

Move: Double Hit
Type: Normal
Frequency: EOT
AC: 3
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: Melee, 1 Target, Double Strike
Effect: None
Contest Type: Smart
Contest Effect: Reliable

Move: Double Team
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: Self, Illusion, Coat
Effect: The user gains 3 activations of Double Team. The user may either activate Double Team when being targeted by an attack to increase their Evasion by +2 against that attack; or when making an attack to increase their Accuracy by +2 for that attack.
Contest Type: Cool
Contest Effect: Reliable

Move: Double-Edge
Type: Normal
Frequency: Scene x2
AC: 2
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: Melee, 1 Target, Dash, Recoil 1/3
Effect: None
Contest Type: Tough
Contest Effect: Big Show

Move: Double Slap
Type: Normal
Frequency: At-Will
AC: 4
Damage Base 2: 1d6+3 / 7
Class: Physical
Range: Melee, 1 Target, Five Strike
Effect: None
Contest Type: Tough
Contest Effect: Reliable

Move: Echoed Voice
Type: Normal
Frequency: EOT
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Special
Range: 3, 1 Target, Sonic
Effect: If Echoed Voice was used by any Pokémon or Trainer in the Encounter on the previous round, increase its Damage Base by +4. If Echoed Voice was used by any Pokémon or Trainers during both the previous two rounds, increase its Damage Base by +8.
Contest Type: Smart
Contest Effect: Reliable

Move: Egg Bomb
Type: Normal
Frequency: Scene x2
AC: 6
Damage Base 10: 3d8+10 / 24
Class: Physical
Range: 5, Blast 2
Effect: None.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Encore
Type: Normal
Frequency: Scene x2
AC: 2
Class: Status
Range: 4, 1 Target, Social
Effect: Roll 1d6. On a result of 1 or 2, the target becomes Confused; on a result of 3 or 4 the target becomes Suppressed; on a result of 5 or 6 the target becomes Enraged.
Contest Type: Cute
Contest Effect: Good Show!

Move: Endeavor
Type: Normal
Frequency: Scene
AC: 2
Damage Base: See Effect
Class: Physical
Range: Melee, 1 Target, Dash
Effect: The target loses a Tick of Hit Points for each Injury the user has.
Contest Type: Tough
Contest Effect: Double Time

Move: Endure
Type: Normal
Frequency: Daily
AC: None
Class: Status
Range: Self, Reaction, Trigger
Effect: If the user is hit by a damaging Move, you may use Endure as a Free Action. If the Move would bring Endure's user down to 0 Hit Points or less, Endure's user instead is set to 1 Hit Point.
Contest Type: Tough
Contest Effect: Sabotage

Move: Entrainment
Type: Normal
Frequency: Scene
AC: 2
Class: Status
Range: 4, 1 Target
Effect: The target gains one of the user's Abilities for 3 turns.
Contest Type: Cute
Contest Effect: Catching Up

Move: Explosion
Type: Normal
Frequency: Daily
AC: 2
Damage Base 25: 6d12+60 / 100
Class: Physical
Range: Burst 2
Effect: The user's Hit Points are set to -50% of their full Hit Point value. This Hit Point loss cannot be prevented or reduced in any way. The user's loyalty toward its trainer may be lowered.
Contest Type: Beauty
Contest Effect: Big Show

Move: Extreme Speed
Type: Normal
Frequency: EOT
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target, Dash, Priority
Effect: None
Contest Type: Cool
Contest Effect: Saving Grace

Move: Façade
Type: Normal
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target
Effect: If the user is afflicted with a Persistent Status Affliction, Façade's Damage Base is doubled to DB 14 (4d10+15 / 40).
Contest Type: Cute
Contest Effect: Double Time

Move: Fake Out
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: Melee, 1 Target, Priority
Effect: You may only use Fake Out with Priority upon joining an encounter; if you do, Fake Out Flinches the target. Switching out resets the requirement of joining an encounter.
Contest Type: Cute
Contest Effect: Exhausting Act

Move: False Swipe
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: Melee, Pass
Effect: False Swipe's damage cannot bring a target lower than 1 Hit Point.
Contest Type: Cool
Contest Effect: Inversed Appeal

Move: Feint
Type: Normal
Frequency: Scene
Class: Status
Range: Trigger
Effect: If a foe uses a Move with the Shield Keyword in response to one of your actions, you may activate Feint to cause the triggering Move to Fail. Feint is activated as a Free Action.
Contest Type: Beauty
Contest Effect: Inversed Appeal

Move: Flail
Type: Normal
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target
Effect: For each Injury the user has, Flail's Damage Base is increased by +1.
Contest Type: Cute
Contest Effect: Double Time

Move: Flash
Type: Normal
Frequency: EOT
AC: 2
Class: Status
Range: Cone 2
Effect: The Accuracy of all Legal Targets is lowered by -1.
Contest Type: Beauty
Contest Effect: Unsettling
Special: Grants Glow

Move: Focus Energy
Type: Normal
Frequency: At-Will
AC: None
Class: Status
Range: Self
Effect: The user becomes Pumped. While Pumped, the user's Critical Range is extended by 2, or 18+ if the Critical Range is not otherwise extended. Being switched will cause this effect to end.
Contest Type: Cool
Contest Effect: Get Ready!

Move: Follow Me
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: Burst 5, Social
Effect: Until the end of the user's next turn, all Foes must target the user when using a Move that targets their opponents. This effect ends if the user is Fainted or Switched out.
Contest Type: Cute
Contest Effect: Tease

Move: Foresight
Type: Normal
Frequency: Scene x2
AC: None
Class: Status
Range: Self, Swift Action
Effect: Foresight may be activated as a Swift Action on the user's turn. For the rest of the turn, the user's Normal-Type and Fighting-Type Moves can hit and affect Ghost-Type targets, and the user can see through the Illusion Ability, Moves with the Illusion keyword, and effects created by the Illusionist Capability, ignoring all effects from those.
Contest Type: Smart
Contest Effect: Good Show!

Move: Frustration
Type: Normal
Frequency: At-Will
AC: 2
Damage Base X: See Effect
Class: Physical
Range: Melee, 1 Target
Effect: Frustration's Damage Base is equal to 9 minus the user's Loyalty Value. Using Frustration may make your Pokémon dislike you.
Contest Type: Cute
Contest Effect: Desperation

Move: Fury Attack
Type: Normal
Frequency: At-Will
AC: 4
Damage Base 2: 1d6+3 / 7
Class: Physical
Range: Melee, 1 Target, Five Strike
Effect: None
Contest Type: Cool
Contest Effect: Reliable

Move: Fury Swipes
Type: Normal
Frequency: EOT
AC: 5
Damage Base 3: 1d6+5 / 9
Class: Physical
Range: Melee, 1 Target, Five Strike
Effect: None
Contest Type: Tough
Contest Effect: Reliable

Move: Giga Impact
Type: Normal
Frequency: Daily x2
AC: 4
Damage Base 15: 4d10+20 / 45
Class: Physical
Range: Melee, 1 Target, Dash, Exhaust, Smite
Effect: None
Contest Type: Beauty
Contest Effect: Seen Nothing Yet

Move: Glare
Type: Normal
Frequency: Scene x2
AC: 2
Class: Status
Range: 4, 1 Target, Social
Effect: Glare Paralyzes the target.
Contest Type: Tough
Contest Effect: Excitement

Move: Growl
Type: Normal
Frequency: At-Will
AC: 2
Class: Status
Range: Burst 1, Friendly, Sonic, Social
Effect: Growl lowers all Legal Targets Attack 1 Combat Stage.
Contest Type: Cute
Contest Effect: Excitement

Move: Growth
Type: Normal
Frequency: EOT
AC: None
Class: Status
Range: Self
Effect: Raise the user's Attack 1 Combat Stage and raise the user's Special Attack 1 Combat Stage. If it is Sunny, double the amount of Combat Stages gained.
Contest Type: Beauty
Contest Effect: Get Ready!
Special: Grants Inflatable

Move: Guillotine
Type: Normal
Frequency: Daily
AC: None
Class: Status
Range: Melee, 1 Target, Execute
Effect: Roll 1d100. This roll may not be modified in any way. If you roll X or lower, the target Faints. X is equal to 30 + The User's Level - The Target's Level.
Contest Type: Cool
Contest Effect: Big Show

Move: Harden
Type: Normal
Frequency: At-Will
AC: None
Class: Status
Range: Self
Effect: Raise the user's Defense 1 Combat Stage.
Contest Type: Tough
Contest Effect: Sabotage

Move: Headbutt
Type: Normal
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target
Effect: Headbutt Flinches the target on 15+.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Head Charge
Type: Normal
Frequency: Scene x2
AC: 2
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: Melee, 1 Target, Push, Recoil 1/3
Effect: The target is Pushed back 2 meters.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Heal Bell
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: Burst 3, Sonic
Effect: All targets are cured of any Persistent Status ailments.
Contest Type: Beauty
Contest Effect: Reflective Appeal

Move: Helping Hand
Type: Normal
Frequency: EOT
AC: None
Class: Status
Range: 4, 1 Target, Priority
Effect: Helping Hand grants the target +2 on their next Accuracy Roll this round, and +10 to the next Damage Roll this round.
Contest Type: Smart
Contest Effect: Good Show!

Move: Hidden Power
Type: Normal
Frequency: EOT
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Special
Range: Burst 1
Effect: When a Pokémon first obtains the Move Hidden Power, roll 1d20. Hidden Power's Elemental Type will be changed from Normal to Bug on a result of 1; Dark on 2; Dragon on 3; Electric on 4; Fairy on 5; Fighting on 6; Fire on 7; Flying on 8; Ghost on 9; Grass on 10; Ground on 11; Ice on 12; Normal on 13; Poison on 14; Psychic on 15; Rock on 16; Steel on 17; Water on 18; and on 19 or 20, reroll until you roll another number. This effect is permanent –if Hidden Power is forgotten and relearned, the chosen Type remains the same.
Contest Type: Smart
Contest Effect: Catching Up

Move: Hold Hands
Type: Normal
Frequency: Scene x2
AC: None
Class: Status
Range: Melee, 1 Target
Effect: Both the user and the target become Cheered. They may give up the Cheered condition when making a Save Check to roll twice and take the best result.
Contest Type:
Contest Effect:

Move: Horn Attack
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target, Dash
Effect: None
Contest Type: Cool
Contest Effect: Steady Performance

Move: Horn Drill
Type: Normal
Frequency: Daily
AC: None
Class: Status
Range: Melee, 1 Target, Execute
Effect: Roll 1d100. This roll may not be modified in any way. If you roll X or lower, the target Faints. X is equal to 30 + The User's Level - The Target's Level.
Contest Type: Cool
Contest Effect: Big Show

Move: Howl
Type: Normal
Frequency: At-Will
AC: None
Class: Status
Range: Self
Effect: Raise the user's Attack 1 Combat stage.
Contest Type: Cool
Contest Effect: Get Ready!

Move: Hyper Beam
Type: Normal
Frequency: Daily x2
AC: 4
Damage Base 15: 4d10+20 / 45
Class: Special
Range: 10, 1 Target, Exhaust, Smite
Effect: None
Contest Type: Cool
Contest Effect: Seen Nothing Yet

Move: Hyper Fang
Type: Normal
Frequency: At-Will
AC: 4
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target
Effect: Hyper Fang Flinches the target on 19+
Contest Type: Cool
Contest Effect: Desperation

Move: Hyper Voice
Type: Normal
Frequency: Scene x2
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Special
Range: Close Blast 3, Sonic, Smite
Effect: All Legal Targets are pushed back to the squares immediately outside the blast, away from the user.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Judgment
Type: Normal
Frequency: Daily
AC: 2
Damage Base 10: 3d8+10 / 24
Class: Special
Range: 6, Ranged Blast 3, Smite
Effect: Judgment's Type can be whatever Elemental Type the user wants it to be.
Contest Type: Smart
Contest Effect: Tease

Move: Last Resort
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 14: 4d10+15 / 40
Class: Physical
Range: Melee, 1 Target, Dash
Effect: Last Resort can only be used after the user has performed 5 other different Moves in its Move List during a single fight, without being switched out.
Contest Type: Cute
Contest Effect: Safe Option

Move: Leer
Type: Normal
Frequency: At-Will
AC: 2
Class: Status
Range: Cone 2, Friendly, Social
Effect: All legal targets have their Defense lowered by 1 Combat Stage.
Contest Type: Cool
Contest Effect: Excitement

Move: Lock-On
Type: Normal
Frequency: At-Will
AC: None
Class: Status
Range: 10, 1 Target
Effect: The target is Locked-On. The next Move that the user uses against the Target that requires an Accuracy Check cannot miss. Lock-On's effect, on both the User and Target, is passed on by Baton Pass.
Contest Type: Smart
Contest Effect: Good Show!

Move: Lovely Kiss
Type: Normal
Frequency: Scene x2
AC: 6
Class: Status
Range: 6, 1 Target, Social
Effect: The target falls Asleep.
Contest Type: Beauty
Contest Effect: Excitement

Move: Lucky Chant
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: Blessing
Effect: Blessing – Any user affected by Lucky Chant may activate it when receiving a Critical Hit to cause the attack to instead deal damage as if it was not a Critical Hit. Lucky Chant may be activated 3 times, and then disappears.
Contest Type: Cute
Contest Effect: Sabotage

Move: Me First
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: Self, Trigger, Interrupt
Effect: If an opponent declares a Damaging Attack against the user, and Me First's user has a higher Speed stat than the target, the user may use Me First as an Interrupt. The User will then use the same Move the triggering foe was about to use on that foe.
Contest Type: Cute
Contest Effect: Saving Grace

Move: Mean Look
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: 6, 1 Target, Social
Effect: The user casts a foul spell on the target, causing it to become Trapped and Slowed for the remainder of the encounter.
Contest Type: Beauty
Contest Effect: Unsettling

Move: Mega Kick
Type: Normal
Frequency: Scene x2
AC: 6
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: Melee, 1 Target, Dash, Push, Smite
Effect: The target is Pushed 2 meters.
Contest Type: Cool
Contest Effect: Desperation

Move: Mega Punch
Type: Normal
Frequency: At-Will
AC: 4
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target
Effect: None
Contest Type: Tough
Contest Effect: Desperation

Move: Metronome
Type: Normal
Frequency: Scene x2
AC: None
Class: Status
Range: Self
Effect: Metronome randomly uses any other Move except for After You, Assist, Bestow, Copycat, Counter, Covet, Crafty Shield, Destiny Bond, Detect, Endure, Feint, Focus Punch, Follow Me, Helping Hand, King's Shield, Metronome, Me First, Mimic, Mirror Coat, Mirror Move, Protect, Quash, Quick Guard, Rage Powder, Sketch, Sleep Talk, Snatch, Snore, Spiky Shield, Switcheroo, Thief, Transform, Trick, and Wide Guard. The GM helps to pick the random Move.
Contest Type: Cute
Contest Effect: Tease

Move: Milk Drink
Type: Normal
Frequency: Daily x2
AC: None
Class: Status
Range: Melee, 1 Target
Effect: The target regains Hit Points equal to half of its full Hit Point value. The user may target themselves with Milk Drink.
Contest Type: Cute
Contest Effect: Reflective Appeal

Move: Mimic
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: 6, 1 Target
Effect: Choose a Move that the target has used during the encounter. For the remainder of the encounter, that Move replaces Mimic on the user's Move List. Mimic cannot miss.
Contest Type: Cute
Contest Effect: Attention Grabber

Move: Mind Reader
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: 6, 1 Target
Effect: The target becomes Read to the user until the end of the user's next turn. The user may end this effect when making an Attack on the user, causing that attack to automatically hit; OR when the Read target uses an Attack against the user, causing that attack to automatically miss. If the user has the Telepathy Capability, the user automatically succeeds on a mind-reading attempt against the target, and may listen to the target's surface thoughts as long as they remain Read. Mind Reader automatically misses against targets with the Mindlock Capability.
Contest Type: Smart
Contest Effect: Good Show!

Move: Minimize
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: Self
Effect: The user gains +4 Evasion, and user's size is lowered to Small for the remainder of the encounter.
Contest Type: Cute
Contest Effect: Sabotage
Special: Grants Shrinkable

Move: Morning Sun
Type: Normal
Frequency: Daily x2
AC: None
Class: Status
Range: Self
Effect: The user regains Hit Points equal to half of its full Hit Point value. If it is Sunny, the user gains 2/3 of its full Hit Point value. If it is Rainy, Sand Storming or Hailing the user gains 1/4 of their full Hit Point value.
Contest Type: Beauty
Contest Effect: Reflective Appeal

Move: Natural Gift
Type: Normal
Frequency: Scene
AC: 2
Damage Base: See Effect
Class: Physical
Range: 6, 1 Target, Berry
Effect: Refer to the Move Keywords Berry list. Natural Gift deals damage according to the Berry list and Natural Gift's Type is also defined there. The Berry's Digestion Buff is nullified and is not used.
Contest Type: Cool
Contest Effect: Desperation

Move: Nature Power
Type: Normal
Frequency: EOT
AC: See Effect
Class: Status
Damage Base: See Effect
Range: See Effect
Effect: Nature Power uses a Move defined by the Environ keyword.
Contest Type: Beauty
Contest Effect: Tease

Move: Noble Roar
Type: Normal
Frequency: EOT
AC: 2
Class: Status
Range: Burst 1, Sonic, Friendly, Social
Effect: Noble Roar lowers all targets' Attack and Special Attack by 1 Combat Stage.
Contest Type: Cool
Contest Effect: Excitement

Move: Odor Sleuth
Type: Normal
Frequency: Scene x2
AC: None

Class: Status

Range: Self, Swift Action

Effect: Odor Sleuth may be activated as a Swift Action on the user's turn. For the rest of the turn, the user's Normal-Type and Fighting-Type Moves can hit and affect Ghost-Type targets, and the user can see through the Illusion Ability, Moves with the Illusion keyword, and effects created by the Illusionist Capability, ignoring all effects from those.

Contest Type: Smart

Contest Effect: Good Show!

Special: Grants Tracker

Move: Pain Split
Type: Normal
Frequency: Daily x2
AC: None

Class: Status

Range: 4, 1 Target

Effect: The user and the target both lose $\frac{1}{2}$ of their current Hit Points. Add the amount of Hit Points the user and the target lost together, and divide the value by 2. Both the target and the user gain Hit Points equal to this value. Do not add Injuries from Pain Split from Hit Point Markers until the full effect of the Move has been resolved. Pain Split never causes Massive Damage. Hit Point loss from Pain Split cannot be prevented in any way

Contest Type: Smart

Contest Effect: Unsettling

Move: Pay Day
Type: Normal
Frequency: Daily
AC: 2

Damage Base 4: 1d8+6 / 11

Class: Physical

Range: Cone 2

Effect: Pay Day scatters metal coins equal in value to 1d8 times the user's level. If it is a trainer battle, the winner of the battle gets to pick up the coins.

Contest Type: Smart

Contest Effect: Catching Up

Move: Perish Song
Type: Normal
Frequency: Daily
AC: None

Class: Status

Range: Burst 15, Sonic

Effect: Perish Song cannot miss. All targets, including the user, receive a Perish Count of 3. At the beginning of each of the target's turns, their Perish count is lowered by 1. Once a Perish Count reaches 0, set the Pokémon's Hit Points to 0. A Perish Count disappears if a target returns to their Poké Ball, Takes a Breather, or is knocked out. Perish Song never causes Massive Damage.

Contest Type: Beauty

Contest Effect: Unsettling

Move: Play Nice
Type: Normal
Frequency: At-Will
AC: 2

Class: Status

Range: 6, 1 Target, Social

Effect: Play Nice lowers the target's Attack by 1 Combat Stage.

Contest Type: Cute

Contest Effect: Excitement

Move: Pound
Type: Normal
Frequency: At-Will
AC: 2

Damage Base 4: 1d8+6 / 11

Class: Physical

Range: Melee, 1 Target

Effect: None

Contest Type: Tough

Contest Effect: Steady Performance

Move: Present
Type: Normal
Frequency: EOT
AC: 3
Damage Base: See Effect
Class: Physical
Range: 4, 1 Target
Effect: Roll 1d6; Present has a Damage Base equal to twice the result. On a result of 1, instead of taking damage, the target gains 20 Hit Points.
Contest Type: Cute
Contest Effect: Inversed Appeal

Move: Protect
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: Self, Interrupt, Shield, Trigger
Effect: If the user is hit by a Move, the user may use Protect. The user is instead not hit by the Move. You do not take any damage nor are you affected by any of the Move's effects.
Contest Type: Cute
Contest Effect: Inversed Appeal

Move: Psych Up
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: 6, 1 Target
Effect: The user's Combat Stages are changed to match the target's Combat Stages. Psych Up cannot miss.
Contest Type: Smart
Contest Effect: Get Ready!

Move: Quick Attack
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: Melee, 1 Target, Priority
Effect: None.
Contest Type: Cool
Contest Effect: Saving Grace

Move: Rage
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 2: 1d6+3 / 7
Class: Physical
Range: Melee, 1 Target, Spirit Surge
Effect: The user becomes Enraged. Until the end of the user's next turn, if the user is Enraged, the user gains +1 Attack Combat Stage whenever they are damaged by an Damaging Move or Attack.
Contest Type: Cool
Contest Effect: Get Ready!

Move: Rapid Spin
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 2: 1d6+3 / 7
Class: Physical
Range: Melee, 1 Target, Spirit Surge
Effect: Rapid Spin destroys all Hazards within 5 meters, removes Leech Seeds, and removes the user's Trapped or Stuck status.
Contest Type: Cool
Contest Effect: Exhausting Act

Move: Razor Wind
Type: Normal
Frequency: EOT
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Special
Range: 10, 3 Targets, Set-Up
Set-Up Effect: The user may not shift this round. The user whips up a whirlwind around themselves, granting +2 Evasion until the end of their next turn, and destroying any Smokescreen or Hazards on any squares they are standing on and in all squares adjacent to them.
Resolution Effect: The user attacks with Razor Wind. Razor Wind is a Critical Hit on 18+.
Contest Type: Cool
Contest Effect: Special Attention

Move: Recover
Type: Normal
Frequency: Daily x2
AC: None
Class: Status
Range: Self
Effect: The user regains Hit Points equal to half of its full Hit Point value.
Contest Type: Smart
Contest Effect: Reflective Appeal

Move: Recycle
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: Self
Effect: The effect of a consumable item used earlier in the encounter is used again as if it had not been destroyed. The item is still gone.
Contest Type: Smart
Contest Effect: Attention Grabber

Move: Reflect Type
Type: Normal
Frequency: Scene
AC: 2
Class: Status
Range: Melee, 1 Target
Effect: Reflect Type changes one of the user's Types into one Type of your choice that the target has for the rest of the scene.
Contest Type: Beauty
Contest Effect: Attention Grabber

Move: Refresh
Type: Normal
Frequency: Scene x2
AC: None
Class: Status
Range: Self
Effect: The user is cured of all Poison, Burns, and Paralysis.
Contest Type: Cute
Contest Effect: Reflective Appeal

Move: Relic Song
Type: Normal
Frequency: Scene
AC: 2
Damage Base 8: 3d6+10 / 21
Class: Special
Range: Burst 3, Friendly, Sonic
Effect: All Legal Targets fall Asleep on 16+. As long as Meloetta knows Relic Song, it may change between Aria Form and Step Form as a Swift Action when using Relic Song, or as a Standard Action otherwise. Both Aria and Step Form must be statted with the same HP Stat.
Contest Type: Beauty
Contest Effect: Excitement

Move: Retaliate
Type: Normal
Frequency: Scene x2
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target
Effect: Retaliate's Damage Base is doubled to DB 14 (4d10+15 / 40) if an ally has been Fainted by a Damaging Move used by the Target in the last 2 rounds of Combat.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Return
Type: Normal
Frequency: At-Will
AC: 2
Damage Base X: See Effect
Class: Physical
Range: Melee, 1 Target
Effect: Return's Damage Base is equal to 3 plus the user's Loyalty Value.
Contest Type: Cute
Contest Effect: Exhausting Act

Move: Roar
Type: Normal
Frequency: Scene
AC: 2
Class: Status
Range: Burst 1, Sonic, Social
Effect: When declaring Roar, the user does nothing and may not Shift. At the end of the round, the user Shifts and uses Roar. Targets hit by Roar immediately Shift away from the target using their highest usable movement capability, and towards their Trainer if possible. If the target is an owned Pokémon and ends this shift within 6 meters of their Poké Ball, they are immediately recalled to their Poké Ball. If that Trainer sends out a replacement, they do not lose their Pokémon turn.
Contest Type: Cool
Contest Effect: Excitement

Move: Rock Climb
Type: Normal
Frequency: At-Will
AC: 5
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target, Dash
Effect: Rock Climb Confuses the target on 17+.
Contest Type: Cool
Contest Effect: Desperation

Move: Round
Type: Normal
Frequency: EOT
AC: 2
Damage Base X: See Effect
Class: Special
Range: Burst 1, Sonic
Effect: Round's Damage Base is equal to 6, plus +2 more for each previous use of Round by any Trainer or Pokémon this round, up to a maximum of DB12.
Contest Type: Tough
Contest Effect: Reliable

Move: Safeguard
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: Blessing
Effect: Blessing – Any user affected by Safeguard may activate it when receiving a Status Affliction to ignore the effects of that Status Affliction on their next turn. Safeguard may be activated 3 times, and then disappears.
Contest Type: Beauty
Contest Effect: Sabotage

Move: Scary Face
Type: Normal
Frequency: EOT
AC: 2
Class: Status
Range: 4, 1 Target, Social
Effect: The target's Speed is lowered 2 Combat Stages.
Contest Type: Tough
Contest Effect: Desperation

Move: Scratch
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: Melee, Pass
Effect: None
Contest Type: Tough
Contest Effect: Steady Performance

Move: Screech
Type: Normal
Frequency: EOT
AC: 4
Class: Status
Range: Burst 2, Friendly, Sonic
Effect: All Legal Targets have their Defense lowered 2 Combat Stages.
Contest Type: Smart
Contest Effect: Unsettling

Move: Secret Power
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Special
Range: 4, 1 Target, Environ
Effect: Secret Power's effect depends on Environ. Secret Power's effect activates on 17+.
Contest Type: Smart
Contest Effect: Tease

Move: Self-Destruct
Type: Normal
Frequency: Daily
AC: 2
Damage Base 20: 6d12+35 / 75
Class: Physical
Range: Burst 3
Effect: The user's Hit Points are set to -50% of their full Hit Point value. This Hit Point loss may not be prevented or reduced in any way. The user's loyalty toward its trainer may be lowered.
Contest Type: Beauty
Contest Effect: Big Show

Move: Sharpen
Type: Normal
Frequency: At-Will
AC: None
Class: Status
Range: Self
Effect: Raise the user's Attack 1 Combat Stage.
Contest Type: Cute
Contest Effect: Get Ready!

Move: Shell Smash
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: Self
Effect: Raise the user's Attack 2 Combat Stages, raise the user's Special Attack 2 Combat Stages and raise the user's Speed 2 Combat Stages. Lower the user's Defense 1 Combat Stage and lower the user's Special Defense 1 Combat Stage.
Contest Type: Tough
Contest Effect: Get Ready!

Move: Simple Beam
Type: Normal
Frequency: Scene
AC: 2
Class: Status
Range: 6, 1 Target
Effect: You choose one of the target's Abilities. Simple Beam changes that Ability to Simple for the remainder of the encounter.
Contest Type: Beauty
Contest Effect: Steady Performance

Move: Sing
Type: Normal
Frequency: Scene
AC: 10
Class: Status
Range: Burst 2, Friendly, Sonic
Effect: All legal Targets fall Asleep. On a miss, Sing instead causes targets to become Slowed and suffer a -2 penalty to their Evasion until the end of the user's next turn.
Contest Type: Cute
Contest Effect: Excitement

Move: Sketch
Type: Normal
Frequency: Daily
AC: None
Class: Status
Range: 15, 1 Target
Effect: Sketch cannot miss. Once Sketch has been used, remove Sketch from the user's Move list. The last Move that the target used is added to the user's Move list permanently. Sketch may not be Interrupted or Intercepted.
Contest Type: Smart
Contest Effect: Catching Up

Move: Skull Bash
Type: Normal
Frequency: Scene x2
AC: 2
Damage Base 13: 4d10+10 / 35
Class: Physical
Range: Melee, 1 Target, Dash, Push, Set-Up
Set-Up Effect: The user gains +1 Defense CS.
Resolution Effect: The user may attack with Skull Bash. The target is pushed 3 meters.
Contest Type: Tough
Contest Effect: Special Attention

Move: Slack Off
Type: Normal
Frequency: Daily x2
AC: None
Class: Status
Range: Self
Effect: The user regains Hit Points equal to half of its full Hit Points.
Contest Type: Cute
Contest Effect: Reflective Appeal

Move: Slam
Type: Normal
Frequency: At-Will
AC: 6
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target, Dash
Effect: Slam may be used as a Free Action at the end of a Sprint Maneuver taken as a Standard Action, as long as the user Shifted at least 3 meters in a straight line towards the target. When used this way, Slam gains the Smite keyword.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Slash
Type: Normal
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, Pass
Effect: Slash is a Critical Hit on 18+.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Sleep Talk
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: Self
Effect: Select another of the user's Moves at random; this turn, the user may Shift and use that Move despite being Asleep. Sleep Talk can be only be used by Sleeping targets.
Contest Type: Cute
Contest Effect: Steady Performance

Move: Smelling Salts
Type: Normal
Frequency: Scene x2
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target
Effect: If the target is Paralyzed, Smelling Salt's Damage Base is doubled to 14 (4d10+15 / 40), and cures the target of Paralysis.
Contest Type: Smart
Contest Effect: Unsettling

Move: Smokescreen
Type: Normal
Frequency: EOT
AC: None
Class: Status
Range: 5, Ranged Blast 3
Effect: Smokescreen creates a blast of Smoke that covers the target area; the Smoke persists until the end of the encounter, or until Defog or Whirlwind are used. All targets attacking from or into the Smoke receive a -3 penalty to Accuracy.
Contest Type: Smart
Contest Effect: Unsettling

Move: Snore
Type: Normal
Frequency: EOT
AC: 2
Damage Base 5: 1d8+8 / 13
Class: Special
Range: Burst 1, Sonic
Effect: Snore Flinches all legal targets on 15+. Snore may only be used by Sleeping users.
Contest Type: Cute
Contest Effect: Steady Performance

Move: Soft-Boiled
Type: Normal
Frequency: Daily x2
AC: None
Class: Status
Range: Melee, 1 Target
Effect: The target regains Hit Points equal to half of its full Hit Points. The user may target themselves with Soft-Boiled.
Contest Type: Beauty
Contest Effect: Reflective Appeal

Move: Sonic Boom
Type: Normal
Frequency: EOT
AC: 6
Class: Special
Damage Base: Special
Range: 8, 1 Target
Effect: Sonic Boom causes the target to lose 15 Hit Points. Sonic Boom is Special and interacts with other moves and effects as such (Special Evasion may be applied to avoid it, Mirror Coat can reflect it, etc.)
Contest Type: Cool
Contest Effect: Steady Performance

Move: Spike Cannon
Type: Normal
Frequency: EOT
AC: 4
Damage Base 3: 1d6+5 / 9
Class: Physical
Range: 6, 1 Target, Five Strike
Effect: None
Contest Type: Cool
Contest Effect: Reliable

Move: Spit Up
Type: Normal
Frequency: Scene
AC: 2
Damage Base X: See Effect
Class: Special
Range: 4, 1 Target
Effect: For each Stockpiled Count the user has, Spit Up's Damage Base is increased by +8. If the user has no Stockpiled count, Spit Up cannot be used.
Contest Type: Tough
Contest Effect: Desperation

Move: Splash
Type: Normal
Frequency: At-Will
AC: None
Class: Status
Range: Self
Effect: Shift Action - The user may make a single Jump, adding +1 to their Long Jump and High Jump values, and gains +2 Evasion until the end of their next turn.
Contest Type: Cute
Contest Effect: Inversed Appeal
Special: Grants Long Jump +1

Move: Stockpile
Type: Normal
Frequency: EOT
AC: None
Class: Status
Range: Self
Effect: The user adds 1 to their Stockpiled count to a maximum of 3. For each number a Stockpiled count is above 0, raise the user's Defense 1 Combat Stage and raise the user's Special Defense 1 Combat Stage. If a Stockpiled count is set to 0, the Combat Stages gained from the Stockpiled count are removed.
Contest Type: Tough
Contest Effect: Get Ready!

Move: Stomp
Type: Normal
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target
Effect: Stomp Flinches the target on 15+. If the target is at least one size category smaller than the user, Stomp deals an additional 10 damage.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Strength
Type: Normal
Frequency: EOT
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target, Push
Effect: You may immediately initiate a Push Maneuver as a Free Action. The Maneuver automatically hits, but you must still make the Opposed Roll.
Contest Type: Tough
Contest Effect: Steady Performance
Special: Grants +1 Power

Move: Substitute
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: Self, Illusion, Coat
Effect: The user loses 1/4 of their maximum Hit Points. This Hit Point loss cannot be prevented in any way. The user creates an Illusory Substitute Coat, which has Hit Points equal to 1/4th of the user's full Hit Points +1. If the user would be hit by a Move or attack, instead the Substitute gets hit. Apply weakness, resistance and stats to the Substitute. The Substitute is immune to Status Afflictions and Status Moves. Moves with the Social or Sonic keywords completely ignore and bypass the Substitute. Once the Substitute has been destroyed, the user may be hit as normal. Substitute cannot be used if the user has less than 1/4 of their full Hit Points.
Contest Type: Smart
Contest Effect: Catching Up

Move: Super Fang
Type: Normal
Frequency: Scene
AC: 4
Class: Physical
Range: Melee, 1 Target
Effect: The target loses 1/2 of their current Hit Points.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Supersonic
Type: Normal
Frequency: Scene x2
AC: 6
Class: Status
Range: 4, 1 Target, Sonic
Effect: The target becomes Confused. On miss, the target suffers a -2 penalty to Accuracy Rolls for one full round.
Contest Type: Smart
Contest Effect: Excitement

Move: Swagger
Type: Normal
Frequency: EOT
AC: 4
Class: Status
Range: 6, 1 Target, Social
Effect: The target's Attack is raised 2 Combat Stages. Swagger Confuses the target.
Contest Type: Cute
Contest Effect: Excitement

Move: Swallow
Type: Normal
Frequency: Daily x2
AC: None
Class: Status
Range: Self
Effect: If the user's Stockpiled count is 1, they are healed 25% of their full Hit Point value; if their Stockpiled count is 2, they are healed half of their full Hit Point value; if their Stockpiled count is 3, they are healed back to full Hit Points. After using Swallow, the user's Stockpiled count is set to 0. If the user has no Stockpiled count, Swallow does nothing.
Contest Type: Tough
Contest Effect: Reflective Appeal

Move: Sweet Scent
Type: Normal
Frequency: Scene
AC: 2
Class: Status
Range: Burst 2, Friendly
Effect: Targets hit by Sweet Scent gain a -2 Penalty to Evasion. (Total Evasion may not be lowered to a negative value.)
Contest Type: Cute
Contest Effect: Excitement
Special: Grants Alluring

Move: Swift
Type: Normal
Frequency: EOT
AC: None
Damage Base 6: 2d6+8 / 15
Class: Special
Range: 8, Ranged Blast 2, Friendly
Effect: Swift cannot Miss.
Contest Type: Cool
Contest Effect: Exhausting Act

Move: Swords Dance
Type: Normal
Frequency: EOT
AC: None
Class: Status
Range: Self
Effect: The user's Attack is raised 2 Combat Stages.
Contest Type: Beauty
Contest Effect: Get Ready!

Move: Tackle
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 5: 1d8+8 / 13
Class: Physical
Range: Melee, 1 Target, Dash, Push
Effect: The target is pushed 2 Meters.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Tail Slap
Type: Normal
Frequency: EOT
AC: 4
Damage Base 3: 1d6+5 / 9
Class: Physical
Range: Melee, 1 Target, Five Strike
Effect: None
Contest Type: Cute
Contest Effect: Reliable

Move: Tail Whip
Type: Normal
Frequency: At-Will
AC: 2
Class: Status
Range: Burst 1, Friendly
Effect: All legal targets have their Defense lowered by 1 Combat Stage.
Contest Type: Cute
Contest Effect: Excitement

Move: Take Down
Type: Normal
Frequency: EOT
AC: 5
Damage Base 9: 2d10+10 / 21
Class: Physical
Range: Melee, 1 Target, Dash, Recoil 1/3
Effect: You may perform a Trip Maneuver against the target as a Free Action.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Techno Blast
Type: Normal
Frequency: Scene
AC: 2
Damage Base 12: 3d12+10 / 30
Class: Special
Range: 6, Ranged Blast 2
Effect: Techno Blast's Type can be any Type while holding the appropriate Drive item or Plate item.
Contest Type: Smart
Contest Effect: Seen Nothing Yet

Move: Teeter Dance
Type: Normal
Frequency: Scene
AC: 2
Class: Status
Range: Burst 1
Effect: Teeter Dance Confuses all Legal Targets.
Contest Type: Cute
Contest Effect: Tease

Move: Thrash
Type: Normal
Frequency: Scene x2
AC: 3
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: Melee, all adjacent foes, Smite
Effect: After damage is dealt, the user becomes Enraged and Confused.
Contest Type: Tough
Contest Effect: Reliable

Move: Tickle
Type: Normal
Frequency: EOT
AC: 2
Class: Status
Range: Melee, 1 Target
Effect: Lower the target's Attack 1 Combat Stage and lower the target's Defense 1 Combat Stage.
Contest Type: Cute
Contest Effect: Excitement

Move: Transform
Type: Normal
Frequency: At-Will
AC: None
Class: Status
Range: 10, 1 Target
Effect: The user targets a Pokémon within 10 meters, and assumes the form of the target. It gains all of the user's Moves, gains its Abilities, copies its weight and height and Capabilities. Transform lasts until the user is switched out, KO'd or until the end of the encounter. The user may choose to end the Transformation on its turn as a free action, regaining its previous Move List. The user's Stats do not change from using Transform. Transform cannot miss.
Contest Type: Smart
Contest Effect: Catching Up

Move: Tri Attack
Type: Normal
Frequency: EOT
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Special
Range: 6, 1 target
Effect: Tri Attack gives the target a Status ailment on 17+ during Accuracy Check. If this effect is triggered, roll 1d3; on 1 the target is Paralyzed; on 2 the target is Burned; on 3 the target is Frozen.
Contest Type: Beauty
Contest Effect: Steady Performance

Move: Trump Card
Type: Normal
Frequency: EOT
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Special
Range: 6, 1 Target
Effect: Whenever Trump Card is used, the user gains a Trump Count after the attack is resolved. Trump Card's Damage Base is increased by +2 for each Trump Count.
Contest Type: Cool
Contest Effect: Exhausting Act

Move: Uproar
Type: Normal
Frequency: EOT
AC: 2
Damage Base 5: 1d8+8 / 13
Class: Special
Range: Burst 1, Spirit Surge, Sonic
Effect: All Pokémon and Trainers within 5 meters of the user are cured of sleep.
Contest Type: Cute
Contest Effect: Unsettling

Move: Vice Grip
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: Melee, 1 Target
Effect: None
Contest Type: Tough
Contest Effect: Steady Performance

Move: Weather Ball

Type: Normal

Frequency: EOT

AC: 2

Damage Base 5: 1d8+8 / 13

Class: Special

Range: 8, 1 Target

Effect: If it is Sunny, Weather Ball is Fire-Type. If it is Rainy, Weather Ball is Water-Type. If it is Hailing, Weather Ball is Ice-Type. If it is Sandstorming, Weather Ball is Rock-Type. When a weather effect is on the field, Weather Ball has a Damage Base of 10 (3d8+10 / 24). If there are multiple Weather Effects on the field, choose one type for Weather Ball to be that corresponds with an existing Weather Effect.

Contest Type: Smart

Contest Effect: Incentives

Move: Whirlwind

Type: Normal

Frequency: Scene x2

AC: 2

Class: Status

Range: Line 6

Effect: All targets are pushed X meters, where X is 8 minus their weight class. If the Line targets into a Smokescreen, the smoke is dispersed. All hazards in the Whirlwind are destroyed.

Contest Type: Smart

Contest Effect: Big Show

Move: Wish

Type: Normal

Frequency: Daily x2

AC: None

Class: Status

Range: 15, 1 Target

Effect: At the end of the user's next turn, the target regains Hit Points equal to half of its full Hit Point value. If the user targets themselves and are replaced in battle, the replacement is healed.

Contest Type: Cute

Contest Effect: Reflective Appeal

Move: Work Up

Type: Normal

Frequency: EOT

AC: None

Class: Status

Range: Self

Effect: Raise the user's Attack 1 Combat Stage and raise the user's Special Attack 1 Combat Stage.

Contest Type: Tough

Contest Effect: Get Ready!

Move: Wrap

Type: Normal

Frequency: Static

Class: Static

Effect: The user gains a +1 Bonus to Accuracy Rolls made to initiate Grapple Maneuvers, and +2 to Skill Checks made to initiate Grapple Maneuvers or gain Dominance. Whenever the user gains Dominance in a Grapple, the target of the Grapple loses a Tick of Hit Points.

Contest Type: Tough

Contest Effect: Safe Option

Move: Wring Out

Type: Normal

Frequency: Scene x2

AC: 2

Damage Base 12: 3d12+10 / 30

Class: Special

Range: Melee, 1 Target

Effect: For every 10% the target is below their full Hit Points, Wring Out's Damage Base is reduced by 1.

Contest Type: Smart

Contest Effect: Seen Nothing Yet

Move: Yawn

Type: Normal

Frequency: Scene x2

AC: None

Class: Status

Range: 2, 1 Target, Social

Effect: The target falls Asleep at the end of their next turn. Yawn cannot miss.

Contest Type: Cute

Contest Effect: Excitement

POISON MOVES

Move: Acid**Type:** Poison**Frequency:** At-Will**AC:** 2**Damage Base 4:** 1d8+6 / 11**Class:** Special**Range:** Cone 2**Effect:** Acid lowers the target's Special Defense 1 Combat Stage on 18+.**Contest Type:** Smart**Contest Effect:** Steady Performance**Move:** Acid Armor**Type:** Poison**Frequency:** Scene**AC:** None**Class:** Status**Range:** Self, Set-Up**Set-Up Effect:** The user becomes Liquefied. While Liquefied, the user is Slowed and cannot take Standard Actions except to Resolve the effect of Acid Armor, and the user's Movement is never obstructed by rough or slow terrain, and they can shift even through the smallest openings. Furthermore, while liquefied, the user is completely immune to all Physical damage, and becomes completely invisible if fully submerged in any liquid.**Resolution Effect:** The user gains +1 Defense Combat Stage, and then stops being liquified.**Contest Type:** Tough**Contest Effect:** Get Ready!**Move:** Acid Spray**Type:** Poison**Frequency:** EOT**AC:** 2**Damage Base 4:** 1d8+6 / 11**Class:** Special**Range:** 4, 1 Target**Effect:** Acid Spray lowers the target's Special Defense 2 Combat Stages.**Contest Type:** Smart**Contest Effect:** Unsettling**Move:** Belch**Type:** Poison**Frequency:** Scene x2**AC:** 4**Damage Base 12:** 3d12+10 / 30**Class:** Special**Range:** Cone 2**Effect:** Belch cannot be used if the user has not traded in a Digestion Buff during this Scene.**Contest Type:** Tough**Contest Effect:** Desperation**Move:** Clear Smog**Type:** Poison**Frequency:** Scene x2**AC:** None**Damage Base 5:** 1d8+8 / 13**Class:** Special**Range:** 6, 1 Target**Effect:** The target's Combat Stages are reset to their default, and all Coats on the target are destroyed. Clear Smog cannot miss.**Contest Type:** Smart**Contest Effect:** Sabotage**Move:** Coil**Type:** Poison**Frequency:** Scene x2**AC:** None**Class:** Status**Range:** Self**Effect:** Raise the user's Attack 1 Combat Stage, raise the user's Defense 1 Combat Stage, and the user gains +1 Accuracy.**Contest Type:** Cute**Contest Effect:** Get Ready!**Move:** Cross Poison**Type:** Poison**Frequency:** EOT**AC:** 2**Damage Base 7:** 2d6+10 / 17**Class:** Physical**Range:** Melee, Pass**Effect:** Cross Poison is a Critical Hit on 18+, and Poisons the target on 19+.**Contest Type:** Cool**Contest Effect:** Steady Performance

Move: Gastro Acid
Type: Poison
Frequency: Scene
AC: 2
Class: Status
Range: 4, 1 Target
Effect: The target's Ability is disabled until the end of the encounter. If the target has more than one Ability, you choose one of them to disable.
Contest Type: Beauty
Contest Effect: Sabotage

Move: Gunk Shot
Type: Poison
Frequency: Daily x2
AC: 5
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: 6, 1 Target, Smite
Effect: Gunk Shot Poisons the Target on 15+.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Poison Fang
Type: Poison
Frequency: EOT
AC: 2
Damage Base 5: 1d8+8 / 13
Class: Physical
Range: Melee, 1 Target
Effect: Poison Fang Badly Poisons the target on 17+.
Contest Type: Smart
Contest Effect: Incentives

Move: Poison Gas
Type: Poison
Frequency: Scene
AC: 6
Class: Status
Range: Burst 1 or Cone 2
Effect: Poison Gas Poisons all Legal Targets.
Contest Type: Smart
Contest Effect: Steady Performance

Move: Poison Jab
Type: Poison
Frequency: EOT
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target
Effect: Poison Jab Poisons the target on 15+.
Contest Type: Smart
Contest Effect: Incentives

Move: Poison Powder
Type: Poison
Frequency: EOT
AC: 6
Class: Status
Range: 4, 1 Target, Powder
Effect: The target is Poisoned.
Contest Type: Smart
Contest Effect: Excitement

Move: Poison Sting
Type: Poison
Frequency: At-Will
AC: 2
Damage Base 2: 1d6+3 / 7
Class: Physical
Range: 6, 1 Target
Effect: Poison Sting Poisons the target on 17+.
Contest Type: Smart
Contest Effect: Excitement

Move: Poison Tail
Type: Poison
Frequency: At-Will
AC: 2
Damage Base 5: 1d8+8 / 13
Class: Physical
Range: Melee, 1 Target
Effect: Poison Tail is a Critical Hit on 18+, and Poisons the target on 19+.
Contest Type: Smart
Contest Effect: Incentives

Move: Sludge
Type: Poison
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Special
Range: 6, 1 Target
Effect: Sludge Poisons the target on 15+.
Contest Type: Tough
Contest Effect: Desperation

Move: Sludge Bomb
Type: Poison
Frequency: EOT
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Special
Range: 8, 1 Target
Effect: Sludge Bomb Poisons the target on 15+.
Contest Type: Tough
Contest Effect: Desperation

Move: Sludge Wave
Type: Poison
Frequency: Scene x2
AC: 2
Damage Base 10: 3d8+10 / 24
Class: Special
Range: Burst 1 or Close Blast 2
Effect: Sludge Wave Poisons targets on 19+.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Smog
Type: Poison
Frequency: At-Will
AC: 7
Damage Base 3: 1d6+5 / 9
Class: Special
Range: Line 2
Effect: Smog Poisons the target on an Even-Numbered Roll.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Toxic
Type: Poison
Frequency: Scene x2
AC: 4
Class: Status
Range: 4, 1 Target
Effect: The target is Badly Poisoned. If the user is Poison Type, Toxic cannot miss.
Contest Type: Smart
Contest Effect: Excitement

Move: Toxic Spikes
Type: Poison
Frequency: EOT
AC: None
Class: Status
Range: 6, Hazard
Effect: Set 8 square meters of Toxic Spikes, all 8 meters must be adjacent with at least one other space of Toxic Spikes next to each other. Toxic Spikes cause Terrain to become Slow Terrain, and a grounded foe that runs into the hazard becomes Poisoned, and Slowed until the end of their next turn. If there are 2 Layers of Toxic Spikes on the same space, it Deadly Poisons the foes instead. Poison-Type Pokémon may move over Toxic Spikes harmlessly, destroying the Hazards as they do so.
Contest Type: Smart
Contest Effect: Sabotage

Move: Venom Drench
Type: Poison
Frequency: EOT
AC: None
Class: Status
Range: Cone 2
Effect: All Poisoned targets have their Attack, Special Attack, and Speed lowered by 1 Combat Stage. Venom Drench cannot miss.
Contest Type: Smart
Contest Effect: Sabotage

Move: Venoshock

Type: Poison

Frequency: Scene x2

AC: 2

Damage Base 7: 2d6+10 / 17

Class: Special

Range: 6, 1 Target

Effect: If the target is Poisoned, Venoshock has a Damage Base of 13 (4d10+10 / 35) instead.

Contest Type: Smart

Contest Effect: Incentives



PSYCHIC MOVES

Move: Agility
Type: Psychic
Frequency: EOT
AC: None
Class: Status
Range: Self
Effect: Raise the user's Speed 2 Combat Stages.
Contest Type: Cool
Contest Effect: Saving Grace

Move: Ally Switch
Type: Psychic
Frequency: Scene
AC: None
Class: Status
Range: 6, 1 Target, Interrupt
Effect: Ally Switch may be declared during a foe's turn as an Interrupt. The user chooses one willing ally within 6 meters; the target and the user switch places. If the ally was a target of a Move, the user is now the target; If the user was a target of a Move, the ally is now the target.
Contest Type: Cool
Contest Effect: Tease

Move: Amnesia
Type: Psychic
Frequency: EOT
AC: None
Class: Status
Range: Self
Effect: Raise the user's Special Defense 2 Combat Stages.
Contest Type: Cute
Contest Effect: Get Ready!

Move: Barrier
Type: Psychic
Frequency: Scene x2
AC: None
Class: Status
Range: Hazard
Effect: The user creates a Barrier of psychic energy. The user places up to 4 segments of Barrier; each segment must be continuous with another segment, and at least one must be adjacent to the user. These barriers count as blocking terrain and last until the end of the encounter or until they are destroyed. Each Barrier segment is 2 meters tall, 1 meter wide, and 2 centimeters thick. Each segment has 20 Hit Points, 15 Damage Reduction, and takes damage as if it was Psychic Typed.
Contest Type: Cool
Contest Effect: Sabotage

Move: Calm Mind
Type: Psychic
Frequency: EOT
AC: None
Class: Status
Range: Self
Effect: Raise the user's Special Attack 1 Combat Stage and raise the user's Special Defense 1 Combat Stage.
Contest Type: Smart
Contest Effect: Get Ready!

Move: Confusion
Type: Psychic
Frequency: At-Will
AC: 2
Damage Base 5: 1d8+8 / 13
Class: Special
Range: 6, 1 Target
Effect: Confusion Confuses the target on 19+.
Contest Type: Smart
Contest Effect: Steady Performance

Move: Cosmic Power**Type:** Psychic**Frequency:** EOT**AC:** None**Class:** Status**Range:** Self**Effect:** Raise the user's Defense 1 Combat Stage and raise the user's Special Defense 1 Combat Stage.**Contest Type:** Cool**Contest Effect:** Get Ready!**Move:** Dream Eater**Type:** Psychic**Frequency:** EOT**AC:** 2**Damage Base 10:** 3d8+10 / 24**Class:** Special**Range:** Melee, 1 Target**Effect:** Dream Eater can only target Sleeping Pokémon or Trainers. After the target takes damage, the user gains Hit Points equal to half of the damage they dealt to the target. Dream Eater does not wake up sleeping targets.**Contest Type:** Smart**Contest Effect:** Good Show!**Move:** Extrasensory**Type:** Psychic**Frequency:** EOT**AC:** 2**Damage Base 8:** 2d8+10 / 19**Class:** Special**Range:** 5, 1 Target**Effect:** Extrasensory Flinches the target on 19+.**Contest Type:** Cool**Contest Effect:** Exhausting Act**Move:** Future Sight**Type:** Psychic**Frequency:** Scene x2**AC:** None**Damage Base 12:** 3d12+10 / 30**Class:** Special**Range:** 10, 1 Target**Effect:** Future Sight does nothing on the turn it is used. At the end of the user's next turn, Future Sight hits, even if the user is no longer on the field. Future Sight cannot miss.**Contest Type:** Smart**Contest Effect:** Exhausting Act**Move:** Gravity**Type:** Psychic**Frequency:** Daily x2**AC:** None**Class:** Status**Range:** Field**Effect:** For 5 rounds, the area is considered Warped. While Warped, Moves that involve the user being airborne may not be used. Pokémon cannot use Sky or Levitate Capabilities to end their turn at an altitude higher than 1 meter. Flying-Types and Pokémon with the Ability Levitate are no longer immune to Ground-Type Moves. All Accuracy Rolls receive a +2 Bonus.**Contest Type:** Beauty**Contest Effect:** Sabotage**Move:** Guard Split**Type:** Psychic**Frequency:** Scene**AC:** None**Class:** Status**Range:** Melee, 1 Target**Effect:** The target loses 5 Defense and 5 Special Defense. If they do, the user gains 5 Damage Reduction. These effects last until the end of the scene.**Contest Type:** Cute**Contest Effect:** Inversed Appeal**Move:** Guard Swap**Type:** Psychic**Frequency:** Scene**AC:** None**Class:** Status**Range:** Melee, 1 Target**Effect:** The user and the target trade Combat Stage values for the Defense Stat, and then for the Special Defense Stat.**Contest Type:** Cute**Contest Effect:** Inversed Appeal

Move: Heal Block**Type:** Psychic**Frequency:** EOT**AC:** 2**Class:** Status**Range:** 6, 1 Target**Effect:** Until the end of the encounter, the target may not gain Hit Points or Temporary Hit Points from any source. This effect ends if the target is switched out or Takes a Breather.**Contest Type:** Cute**Contest Effect:** Sabotage**Move:** Healing Wish**Type:** Psychic**Frequency:** Daily**AC:** None**Class:** Status**Range:** 6, 1 Target**Effect:** The user immediately Faints, lowering its HP to 0. The user takes no Injuries from HP Markers when using Healing Wish. The target is immediately cured of up to 3 injuries, healed to their Maximum Hit Points, and has the Frequency of all Moves restored. Healing Wish may target a Pokémon in a Poké Ball. Healing Wish does not restore the Frequency of Healing Wish or Lunar Dance. Injuries healed through Healing Wish count toward the total number of Injuries that can be healed each day, and this healing is limited by the same.**Contest Type:** Cute**Contest Effect:** Safe Option**Move:** Heal Pulse**Type:** Psychic**Frequency:** Daily x2**AC:** None**Class:** Status**Range:** 6, 1 Target, Aura**Effect:** Restores 50% of the target's max Hit Points. Heal Pulse's user may not target itself with Heal Pulse.**Contest Type:** Beauty**Contest Effect:** Reflective Appeal**Move:** Heart Stamp**Type:** Psychic**Frequency:** EOT**AC:** 2**Damage Base 6:** 2d6+8 / 15**Class:** Physical**Range:** Melee, 1 Target**Effect:** Heart Stamp Flinches the target on 15+.**Contest Type:** Cute**Contest Effect:** Steady Performance**Move:** Heart Swap**Type:** Psychic**Frequency:** Daily**AC:** None**Class:** Status**Range:** 10, 2 Targets**Effect:** The targets trade Combat Stage values for each Stat.**Contest Type:** Cool**Contest Effect:** Inversed Appeal**Move:** Hypnosis**Type:** Psychic**Frequency:** Scene x2**AC:** 6**Class:** Status**Range:** 4, 1 Target**Effect:** The target falls Asleep.**Contest Type:** Smart**Contest Effect:** Excitement**Move:** Imprison**Type:** Psychic**Frequency:** Scene x2**AC:** None**Class:** Status**Range:** 10, 1 Target**Effect:** The target is Locked for the rest of the Scene. A Locked target may not use any Moves the user knows. Imprison cannot miss.**Contest Type:** Smart**Contest Effect:** Good Show!

Move: Kinesis
Type: Psychic
Frequency: Scene
AC: None
Class: Status
Range: 6, 1 Target, Trigger, Interrupt
Effect: If the user or an Ally within 6 meters is about to be hit by an attack, the user may use Kinesis as an interrupt. The triggering Accuracy Roll receives a -4 penalty. This may cause Moves to miss.
Contest Type: Smart
Contest Effect: Get Ready!

Move: Light Screen
Type: Psychic
Frequency: Scene
AC: None
Class: Status
Range: Blessing
Effect: Blessing – Any user affected by Light Screen may activate it when receiving Special Damage to resist the Damage one step. Light Screen may be activated 2 times, and then disappears.
Contest Type: Beauty
Contest Effect: Sabotage

Move: Lunar Dance
Type: Psychic
Frequency: Daily
AC: None
Class: Status
Range: 8, 1 Target
Effect: The user immediately Faints, lowering its Hit Points to 0. The user takes no Injuries from Hit Point Markers when using Lunar Dance. The target is immediately cured of up to 3 injuries, healed to their Maximum Hit Points, and has the Frequency of all Moves restored. Lunar Dance may target a Pokémon in a Poké Ball. Lunar Dance does not restore the Frequency of Healing Wish or Lunar Dance. Injuries healed through Lunar Dance count toward the total number of Injuries that can be healed each day, and this healing is limited by the same.
Contest Type: Beauty
Contest Effect: Safe Option

Move: Luster Purge
Type: Psychic
Frequency: Scene x2
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Special
Range: 12, 1 Target
Effect: Luster Purge lowers the target's Special Defense by 1 Combat Stage on an Even-Numbered Roll.
Contest Type: Smart
Contest Effect: Seen Nothing Yet

Move: Magic Coat
Type: Psychic
Frequency: Daily
AC: None
Class: Status
Range: 4, Interrupt, Trigger
Effect: If the user is about to get a hit by a Move that does not have a Damage Dice Roll, they may use Magic Coat as an Interrupt. The Interrupted Move's user is treated as if they were the target of their own Move, with the user of Magic Coat as the user.
Contest Type: Beauty
Contest Effect: Double Time

Move: Magic Room
Type: Psychic
Frequency: Daily x2
AC: None
Class: Status
Range: Field
Effect: The area becomes Useless for 5 rounds. While Useless, Pokémon may not benefit from the effects of any Held Items, and Trainers cannot benefit from any Accessory-Slot equipment. This does not affect consumable or activated items, only Items with Static effects or Triggers.
Contest Type: Cute
Contest Effect: Tease

Move: Meditate
Type: Psychic
Frequency: At-Will
AC: None
Class: Status
Range: Self
Effect: Raise the user's Attack 1 Combat Stage.
Contest Type: Beauty
Contest Effect: Get Ready!

Move: Miracle Eye**Type:** Psychic**Frequency:** Scene x2**AC:** None**Class:** Status**Range:** Self, Swift Action**Effect:** Miracle Eye may be activated as a Swift Action on the user's turn. For the rest of the turn, the user's Psychic-Type Moves can hit and affect Dark-Type targets, and the user can see through the Illusion Ability, Moves with the Illusion keyword, and effects created by the Illusionist Capability, ignoring all effects from those.**Contest Type:** Cute**Contest Effect:** Good Show!**Move:** Mirror Coat**Type:** Psychic**Frequency:** Scene x2**AC:** None**Class:** Special**Range:** Any, 1 Target, Reaction**Effect:** Mirror Coat may be used as a Reaction when the user is hit by a damaging Special Attack. Resolve the Triggering Attack, with Mirror Coat's user resisting the attack one step further. After the attack is resolved, if Mirror Coat's user was not Fainted, the triggering foe then loses Hit Points equal to twice the amount of Hit Points lost by the user from the triggering attack. Note that Mirror Coat is Special, and while it cannot miss, it cannot hit targets immune to Psychic-Type Moves.**Contest Type:** Beauty**Contest Effect:** Double Time**Move:** Mist Ball**Type:** Psychic**Frequency:** Scene x2**AC:** 2**Damage Base 7:** 2d6+10 / 17**Class:** Special**Range:** 12, 1 Target**Effect:** Mist Ball lowers the target's Special Attack by 1 Combat Stage on an Even-Numbered Roll.**Contest Type:** Smart**Contest Effect:** Seen Nothing Yet**Move:** Power Split**Type:** Psychic**Frequency:** Scene**AC:** None**Class:** Status**Range:** Melee, 1 Target**Effect:** The target has their Attack and Special Attack lowered by 5. If they do, the user gains a +5 bonus to Damage Rolls. These effects last until the end of the scene.**Contest Type:** Beauty**Contest Effect:** Inversed Appeal**Move:** Power Swap**Type:** Psychic**Frequency:** Scene**AC:** None**Class:** Status**Range:** Melee, 1 Target**Effect:** The user and the target trade Combat Stage values for the Attack Stat, and then for the Special Attack Stat.**Contest Type:** Beauty**Contest Effect:** Inversed Appeal**Move:** Power Trick**Type:** Psychic**Frequency:** Scene**AC:** None**Class:** Status**Range:** Self**Effect:** The user's Attack stat and Defense stat are switched for the remainder of the scene, or until the user is switched out or Fainted.**Contest Type:** Cool**Contest Effect:** Inversed Appeal**Move:** Psybeam**Type:** Psychic**Frequency:** At-Will**AC:** 2**Damage Base 7:** 2d6+10 / 17**Class:** Special**Range:** 6, 1 Target**Effect:** Psybeam Confuses the target on 19+.**Contest Type:** Beauty**Contest Effect:** Exhausting Act

Move: Psychic
Type: Psychic
Frequency: EOT
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Special
Range: 5, 1 Target, Push
Effect: The target is Pushed 1 meter in any direction. Psychic lowers the target's Special Defense 1 Combat Stage on 17+.
Contest Type: Smart
Contest Effect: Exhausting Act
Special: Grants Telekinetic

Move: Psycho Boost
Type: Psychic
Frequency: Scene
AC: 4
Damage Base 14: 4d10+15 / 40
Class: Special
Range: 8, Ranged Blast 3, Smite
Effect: Lower the user's Special Attack 2 Combat Stages after damage is resolved.
Contest Type: Smart
Contest Effect: Seen Nothing Yet

Move: Psycho Cut
Type: Psychic
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: 6, 1 Target
Effect: Psycho Cut is a Critical Hit on 18+.
Contest Type: Cool
Contest Effect: Exhausting Act

Move: Psycho Shift
Type: Psychic
Frequency: Scene
AC: None
Class: Status
Range: Melee, 1 Target
Effect: The user is cured of a Status ailment and the target is given that Status ailment. Psycho Shift cannot miss. Psycho Shift can only be used if the user has a Status ailment and the target does not have the status ailment that is being transferred.
Contest Type: Cool
Contest Effect: Inversed Appeal

Move: Psyshock
Type: Psychic
Frequency: At-Will
AC: 2
Damage Base 8: 2d8+10 / 21
Class: Special
Range: 4, 1 Target
Effect: When calculating damage, the target subtracts their Defense from Psyshock's damage instead of their Special Defense. Psyshock is still otherwise Special (Special Evasion is used to avoid it, Mirror Coat can reflect it, etc.)
Contest Type: Smart
Contest Effect: Incentives

Move: Psystrike
Type: Psychic
Frequency: EOT
AC: 2
Damage Base 10: 3d8+10 / 24
Class: Special
Range: 4, 1 Target
Effect: When calculating damage, the target subtracts their Defense from Psystrike's damage instead of their Special Defense. Psystrike is still otherwise Special (Special Evasion is used to avoid it, Mirror Coat can reflect it, etc.)
Contest Type: Smart
Contest Effect: Incentives

Move: Psywave
Type: Psychic
Frequency: Scene
AC: 5
Class: Special
Range: 6, 1 Target
Effect: Roll 1d4; on 1 the target loses Hit Points equal to half the user's Level; on 2 the target loses Hit Points equal to the user's Level; on 3 the target loses Hit Points equal to 1.5x the user's level; on 4 the target loses Hit Points equal to the user's Level doubled. Do not apply weakness or resistance, and do not apply Stats. Do apply Immunity.
Contest Type: Smart
Contest Effect: Steady Performance

Move: Reflect
Type: Psychic
Frequency: Scene
AC: None
Class: Status
Range: Blessing
Effect: Blessing – Any user affected by Reflect may activate it when receiving Physical Damage to resist the Damage one step. Reflect may be activated 2 times, and then disappears.
Contest Type: Smart
Contest Effect: Excitement

Move: Rest
Type: Psychic
Frequency: Scene
AC: None
Class: Status
Range: Self
Effect: The user is set to their full Hit Point value. The user is cured of any Status ailments. Then, the user falls Asleep. The user cannot make Sleep Checks at the beginning of their turn. They are cured of the Sleep at the end of their turn in 2 rounds.
Contest Type: Cute
Contest Effect: Reflective Appeal

Move: Role Play
Type: Psychic
Frequency: Daily
AC: None
Class: Status
Range: Melee, 1 Target
Effect: The user gains one of the target's Abilities, chosen at random, for the remainder of the encounter. This effect ends if the user Faints or is switched out. Role Play cannot miss.
Contest Type: Cute
Contest Effect: Catching Up

Move: Skill Swap
Type: Psychic
Frequency: Scene
AC: None
Class: Status
Range: Melee, 1 Target
Effect: The user loses one of their Abilities, selected by the user, and gains one the target's Abilities, selected at random, for the remainder of encounter. The target loses the copied Ability, and gains the user's lost Ability. This effect ends if either the target or the user is Switched out or Fainted, but only for that Pokémon or Trainer.
Contest Type: Smart
Contest Effect: Excitement

Move: Stored Power
Type: Psychic
Frequency: EOT
AC: 2
Damage Base 2: 1d6+3 / 7
Class: Special
Range: 10, 1 Target
Effect: For every Combat Stage the user has above 0, add +2 to Stored Power's Damage Base, up to a maximum of Damage Base 20.
Contest Type: Tough
Contest Effect: Incentives

Move: Synchronoise
Type: Psychic
Frequency: Scene x2
AC: 2
Damage Base 12: 3d12+10 / 30
Class: Special
Range: Burst 3
Effect: Synchronoise can only hit targets that share a type with Synchronoise's user.
Contest Type: Smart
Contest Effect: Incentives

Move: Telekinesis
Type: Psychic
Frequency: Scene x2
AC: None

Class: Status
Range: 4, 1 Target

Effect: The target becomes Lifted. While Lifted, they gain the Levitate Ability, are Slowed, and lose all Movement Capabilities except for the Levitate 4 granted by Levitate (reduced to 2 by the Slow condition). While Lifted, the user may not apply any Evasion bonuses to determine whether they are hit by Moves or not. The Lifted target may use a Shift Action to roll 1d20; on a result of 16+, they stop being Lifted.

Contest Type: Smart
Contest Effect: Steady Performance
Special: Grants Telekinetic

Move: Teleport
Type: Psychic
Frequency: Scene
AC: None

Class: Status
Range: Self, Interrupt

Effect: The user Teleports up to X meters, where X is its Teleporter Capability. Teleport can be used as an Interrupt at any time. Moves that targeted Teleport's user continue through the desired target's space if the Move allows for it as if the user hadn't been there; single target moves simply miss.

Contest Type: Cool
Contest Effect: Saving Grace
Special: Grants Teleporter 4

Move: Trick
Type: Psychic
Frequency: Scene
AC: 2

Class: Status
Range: 5, 2 Targets

Effect: Both targets must be hit for Trick to succeed. The user may target itself or willing allies with Trick; you do not need to roll for Accuracy Check in these cases. Both targets lose their Held Item or Accessory Slot Item, and gain the other target's Held Item or Accessory Slot Item. If a target has no Item, it still can gain the other target's Item.

Contest Type: Smart
Contest Effect: Attention Grabber

Move: Trick Room
Type: Psychic
Frequency: Daily x2
AC: None

Class: Status
Range: Field

Effect: Starting at the beginning of the next round, for 5 rounds, the area is considered Rewinding. While Rewinding, Initiative is reversed, and participants instead go from lowest Initiative to Highest.

Contest Type: Cute
Contest Effect: Tease

Move: Wonder Room
Type: Psychic
Frequency: Daily x2
AC: None

Class: Status
Range: Field

Effect: For 5 rounds, the area is considered Wondered. While Wondered, each individual Pokémon's Defense and Special Defense Stats are switched.

Contest Type: Cute
Contest Effect: Tease

Move: Zen Headbutt
Type: Psychic
Frequency: EOT
AC: 4

Damage Base 8: 2d8+10 / 19
Class: Physical

Range: Melee, 1 Target, Dash

Effect: Zen Headbutt Flinches the target on 15+.

Contest Type: Beauty
Contest Effect: Desperation

ROCK MOVES

Move: Ancient Power**Type:** Rock**Frequency:** EOT**AC:** 2**Damage Base 6:** 2d6+8 / 15**Class:** Special**Range:** 6, 1 Target, Spirit Surge**Effect:** On 19+, the user has each of its stats raised by +1 Combat Stage.**Contest Type:** Tough**Contest Effect:** Desperation**Move:** Diamond Storm**Type:** Rock**Frequency:** Scene**AC:** 3**Damage Base 10:** 3d8+10 / 24**Class:** Physical**Range:** Close Blast 3, Friendly, Smite**Effect:** On Even-Numbered Rolls, Diamond Storm raises the User's Defense by 1 Combat Stage.**Contest Type:** Beauty**Contest Effect:** Seen Nothing Yet**Move:** Head Smash**Type:** Rock**Frequency:** Scene**AC:** 5**Damage Base 15:** 4d10+20 / 45**Class:** Physical**Range:** Melee, 1 Target, Dash, Push, Recoil 1/3**Effect:** The target is pushed 2 meters.**Contest Type:** Tough**Contest Effect:** Seen Nothing Yet**Move:** Power Gem**Type:** Rock**Frequency:** At-Will**AC:** 2**Damage Base 8:** 2d8+10 / 19**Class:** Special**Range:** 6, 1 Target**Effect:** None**Contest Type:** Beauty**Contest Effect:** Steady Performance**Move:** Rock Blast**Type:** Rock**Frequency:** EOT**AC:** 5**Damage Base 3:** 1d6+5 / 9**Class:** Physical**Range:** 6, 1 Target, Five Strike**Effect:** None**Contest Type:** Tough**Contest Effect:** Reliable**Special:** Grants Materializer**Move:** Rock Polish**Type:** Rock**Frequency:** EOT**AC:** None**Class:** Status**Range:** Self**Effect:** Raise the user's Speed 2 Combat Stages.**Contest Type:** Tough**Contest Effect:** Exhausting Act**Move:** Rock Slide**Type:** Rock**Frequency:** Scene x2**AC:** 4**Damage Base 8:** 2d8+10 / 19**Class:** Physical**Range:** 6, Ranged Blast 3**Effect:** Rock Slide Flinches all Legal Targets on 17+.**Contest Type:** Tough**Contest Effect:** Steady Performance**Move:** Rock Throw**Type:** Rock**Frequency:** At-Will**AC:** 4**Damage Base 5:** 1d8+8 / 13**Class:** Physical**Range:** 6, 1 Target**Effect:** None**Contest Type:** Tough**Contest Effect:** Steady Performance

Move: Rock Tomb
Type: Rock
Frequency: At-Will
AC: 5
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: 6, 1 Target
Effect: Rock Tomb lowers the target's Speed by -1 Combat Stage.
Contest Type: Smart
Contest Effect: Desperation
Special: Grants Materializer

Move: Rock Wrecker
Type: Rock
Frequency: Daily x2
AC: 4
Damage Base 15: 4d10+20 / 45
Class: Physical
Range: Melee, 1 Target, Dash, Exhaust, Smite
Effect: None
Contest Type: Tough
Contest Effect: Seen Nothing Yet
Special: Grants Materializer

Move: Rollout
Type: Rock
Frequency: At-Will
AC: 4
Damage Base 3: 1d6+5 / 9
Class: Physical
Range: Melee, 1 Target, Pass
Effect: The user continues to use Rollout on each of its turns until they miss any target with Rollout, or are not able to hit any target with Rollout during their turn. Each successive use of Rollout increases Rollout's Damage Base by +4 to a maximum of DB 15.
Contest Type: Tough
Contest Effect: Reliable

Move: Sandstorm
Type: Rock
Frequency: Daily x2
AC: None
Class: Status
Range: Field, Weather
Effect: The weather changes to a Sandstorm for 5 rounds. While it is Sandstorming, all non-Ground, Rock, or Steel Type Pokémon lose a Tick of Hit Points at the beginning of their turn.
Contest Type: Tough
Contest Effect: Sabotage

Move: Smack Down
Type: Rock
Frequency: Scene x2
AC: 2
Damage Base 5: 1d8+8 / 13
Class: Physical
Range: 8, 1 Target
Effect: The target is knocked down to ground level, and loses all Sky or Levitate Speeds for 3 turns. During this time, they may be hit by Ground-Type Moves even if normally immune.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Stealth Rock
Type: Rock
Frequency: Scene
AC: None
Class: Status
Range: Field, Hazard
Effect: Set 4 square meters of Stealth Rock hazards within 6 meters. If a foe moves within 2 meters of a space occupied by Rocks, move at most one Rock to the offender, then destroy the Rock. When that happens, the Stealth Rock causes a foe to lose a Tick of Hit Points. Stealth Rock is considered to be dealing damage; Apply Weakness and Resistance. Do not apply stats. A Pokémon who has been hit by a Stealth Rock Hazard cannot get hit by another in the same encounter until it is returned to a Poké Ball and then sent back out.
Contest Type: Cool
Contest Effect: Sabotage
Special: Grants Materializer

Move: Stone Edge

Type: Rock

Frequency: EOT

AC: 5

Damage Base 10: 3d8+10 / 24

Class: Physical

Range: 8, 1 Target

Effect: Stone Edge is a Critical Hit on 17+.

Contest Type: Tough

Contest Effect: Incentives

Move: Wide Guard

Type: Rock

Frequency: Scene

AC: None

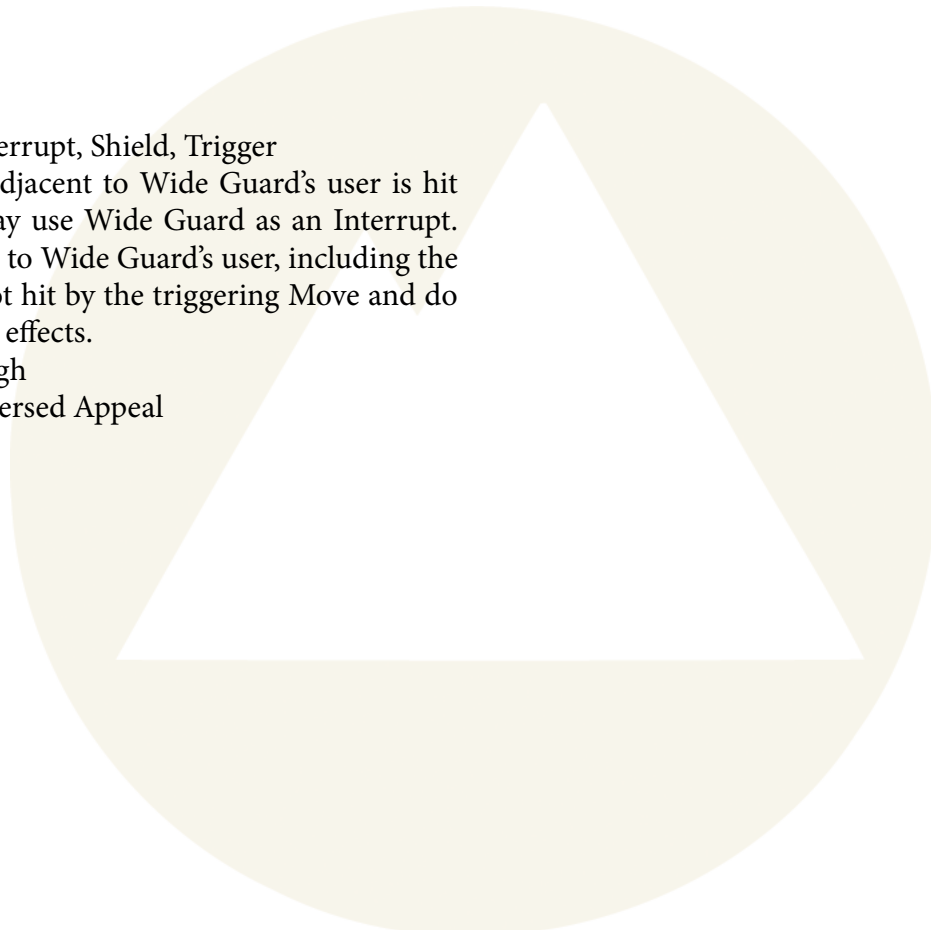
Class: Status

Range: Burst 1, Interrupt, Shield, Trigger

Effect: If an Ally adjacent to Wide Guard's user is hit by a Move, you may use Wide Guard as an Interrupt. All targets adjacent to Wide Guard's user, including the user, are instead not hit by the triggering Move and do not suffer any of its effects.

Contest Type: Tough

Contest Effect: Inversed Appeal



STEEL MOVES

Move: Autotomize**Type:** Steel**Frequency:** EOT**AC:** None**Class:** Status**Range:** Self**Effect:** For the remainder of the Encounter, the user's Weight Class is one value lower, to a minimum of 1. If the user can, the user's Speed is raised by +2 Combat Stages.**Contest Type:** Smart**Contest Effect:** Get Ready!**Move:** Bullet Punch**Type:** Steel**Frequency:** At-Will**AC:** 2**Damage Base 4:** 1d8+6 / 11**Class:** Physical**Range:** Melee, 1 Target, Priority**Effect:** None.**Contest Type:** Smart**Contest Effect:** Saving Grace**Move:** Doom Desire**Type:** Steel**Frequency:** Scene x2**AC:** None**Damage Base 14:** 4d10+15 / 40**Class:** Special**Range:** 10, 1 Target**Effect:** Doom Desire does nothing on the turn it is used. At the end of the user's next turn, Doom Desire hits, even if the user is no longer on the field. Doom Desire cannot miss.**Contest Type:** Cool**Contest Effect:** Exhausting Act**Move:** Flash Cannon**Type:** Steel**Frequency:** EOT**AC:** 2**Damage Base 8:** 2d8+10 / 19**Class:** Special**Range:** 6, 1 Target**Effect:** Flash Cannon lowers the target's Special Defense by 1 Combat Stage on 17+.**Contest Type:** Smart**Contest Effect:** Exhausting Act**Move:** Gear Grind**Type:** Steel**Frequency:** EOT**AC:** 3**Damage Base 5:** 1d8+8 / 13**Class:** Physical**Range:** Melee, 1 Target, Double Strike**Effect:** None**Contest Type:** Cool**Contest Effect:** Reliable**Move:** Gyro Ball**Type:** Steel**Frequency:** Scene x2**AC:** 2**Damage Base 6:** 2d6+8 / 15**Class:** Physical**Range:** 6, 1 Target**Effect:** The target reveals their Speed Stat (including Combat Stages). If it is higher than the user's (again, including Combat Stages), subtract the user's Speed Stat from the target's, and apply the difference as Bonus Damage.**Contest Type:** Beauty**Contest Effect:** Double Time**Move:** Heavy Slam**Type:** Steel**Frequency:** EOT**AC:** 2**Damage Base 4:** 1d8+6 / 11**Class:** Physical**Range:** Melee, 1 Target**Effect:** For each weight class the user is above the target, increase Heavy Slam's damage base by +2.**Contest Type:** Tough**Contest Effect:** Incentives**Move:** Iron Defense**Type:** Steel**Frequency:** EOT**AC:** None**Class:** Status**Range:** Self**Effect:** Raise the user's Defense 2 Combat Stages.**Contest Type:** Tough**Contest Effect:** Sabotage

Move: Iron Head
Type: Steel
Frequency: EOT
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target, Dash
Effect: Iron Head Flinches the target on 15+.
Contest Type: Tough
Contest Effect: Desperation

Move: Iron Tail
Type: Steel
Frequency: Scene x2
AC: 6
Damage Base 10: 3d8+10 / 24
Class: Physical
Range: Melee, 1 Target, Smite
Effect: Iron Tail lowers the target's Defense 1 Combat Stage on 15+.
Contest Type: Cool
Contest Effect: Desperation

Move: King's Shield
Type: Steel
Frequency: Scene
AC: None
Class: Status
Range: Self, Interrupt, Shield, Trigger
Effect: If the user is hit by an attack, the user may use King's Shield. The user is instead not hit by the Move. You do not take any damage nor are you affected by any of the Move's effects. In addition, if the triggering attack was Melee ranged, the attacker's Attack is lowered by 2 Combat Stages.
Contest Type: Cool
Contest Effect: Inversed Appeal

Move: Magnet Bomb
Type: Steel
Frequency: EOT
AC: None
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: 8, 1 target
Effect: Magnet Bomb cannot miss.
Contest Type: Cool
Contest Effect: Steady Performance
Special: Grants Magnetic

Move: Metal Burst
Type: Steel
Frequency: Scene
AC: None
Damage Base: See Effect
Class: Physical
Range: Burst 1
Effect: Metal Burst causes all targets in the burst to lose Hit Points equal to the total amount of direct Damage the user has taken since the beginning of this Round. Metal Burst cannot miss.
Contest Type: Beauty
Contest Effect: Double Time

Move: Metal Claw
Type: Steel
Frequency: At-Will
AC: 3
Damage Base 5: 1d8+8 / 13
Class: Physical
Range: Melee, 1 Target, Spirit Surge
Effect: Raise the user's Attack 1 Combat Stage on 18+.
Contest Type: Cool
Contest Effect: Incentives

Move: Metal Sound
Type: Steel
Frequency: EOT
AC: 4
Class: Status
Range: Burst 2, Friendly, Sonic
Effect: All Legal Targets have their Special Defense lowered 2 Combat Stages.
Contest Type: Smart
Contest Effect: Unsettling

Move: Meteor Mash
Type: Steel
Frequency: EOT
AC: 4
Damage Base 9: 2d10+10 / 21
Class: Physical
Range: Melee, 1 Target, Dash, Spirit Surge
Effect: Raise the user's Attack 1 Combat Stage on 15+.
Contest Type: Cool
Contest Effect: Desperation

Move: Mirror Shot

Type: Steel

Frequency: EOT

AC: 5

Damage Base 7: 2d6+10 / 17

Class: Special

Range: 6, Ranged Blast 2

Effect: All Legal Targets have their Accuracy lowered by -2 on 16+.

Contest Type: Cute

Contest Effect: Exhausting Act

Move: Shift Gear

Type: Steel

Frequency: Scene x2

AC: None

Class: Status

Range: Self

Effect: Raise the user's Attack 1 Combat Stage and raise the user's Speed 2 Combat Stages.

Contest Type: Smart

Contest Effect: Get Ready!

Move: Steel Wing

Type: Steel

Frequency: At-Will

AC: 3

Damage Base 7: 2d6+10 / 17

Class: Physical

Range: Melee, 1 Target, Pass, Spirit Surge

Effect: Raise the user's Defense 1 Combat Stage on 15+.

Contest Type: Cool

Contest Effect: Steady Performance

WATER MOVES

Move: Aqua Jet
Type: Water
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: Melee, 1 Target, Priority
Effect: None
Contest Type: Beauty
Contest Effect: Saving Grace

Move: Aqua Ring
Type: Water
Frequency: Scene
AC: None
Class: Status
Range: Self, Coat
Effect: Aqua Ring covers the user in a Coat that heals the user at the beginning of their turn. The user is healed a Tick of Hit Points each turn.
Contest Type: Beauty
Contest Effect: Safe Option

Move: Aqua Tail
Type: Water
Frequency: EOT
AC: 4
Damage Base 9: 2d10+10 / 21
Class: Physical
Range: Melee, Pass
Effect: None
Contest Type: Cute
Contest Effect: Steady Performance

Move: Brine
Type: Water
Frequency: Scene x2
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Special
Range: 6, 1 Target
Effect: If the target's Hit Points are under 50%, Brine's Damage Base is increased to Damage Base 13 (4d10+10 / 35).
Contest Type: Smart
Contest Effect: Incentives

Move: Bubble
Type: Water
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Special
Range: Burst 1
Effect: Bubble lowers the target's Speed on 16+.
Contest Type: Cute
Contest Effect: Desperation

Move: Bubble Beam
Type: Water
Frequency: At-Will
AC: 2
Damage Base 8: 3d6+10 / 21
Class: Special
Range: 4, 1 Target
Effect: Bubble Beam lowers the target's Speed on 18+.
Contest Type: Beauty
Contest Effect: Desperation

Move: Clamp
Type: Water
Frequency: Static
Class: Static
Effect: The user gains a +1 Bonus to Accuracy Rolls made to initiate Grapple Maneuvers, and +2 to Skill Checks made to initiate Grapple Maneuvers or gain Dominance. Whenever the user gains Dominance in a Grapple, the target of the Grapple loses a Tick of Hit Points.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Crabhammer
Type: Water
Frequency: EOT
AC: 4
Damage Base 10: 3d8+10 / 24
Class: Physical
Range: Melee, 1 Target
Effect: Crabhammer is a Critical Hit on 18+.
Contest Type: Tough
Contest Effect: Exhausting Act

Move: Dive
Type: Water
Frequency: Scene x2
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Burst 1, Set-Up, Full Action
Set-Up Effect: The user moves underwater and their turn ends. The user must be in water at least 10 meters deep to use Dive. While underwater, the user may not be targeted by Moves.
Resolution Effect: The user may shift horizontally using their underwater speed, and then may shift straight up until reaching a target. The user then attacks with Dive, creating a Burst 1.
Contest Type: Beauty
Contest Effect: Special Attention
Special: Swim +3

Move: Hydro Cannon
Type: Water
Frequency: Daily x2
AC: 4
Damage Base 15: 4d10+20 / 45
Class: Special
Range: Line 9, Smite, Exhaust
Effect: None
Contest Type: Beauty
Contest Effect: Seen Nothing Yet

Move: Hydro Pump
Type: Water
Frequency: Scene x2
AC: 4
Damage Base 11: 3d10+10 / 27
Class: Special
Range: 6, 1 Target, Push
Effect: The target is pushed away from the user 3 meters.
Contest Type: Beauty
Contest Effect: Exhausting Act

Move: Muddy Water
Type: Water
Frequency: EOT
AC: 5
Damage Base 9: 2d10+10 / 21
Class: Special
Range: Close Blast 2
Effect: As a Shift Action, the user may Move to any open square in Muddy Water's area of effect without provoking any Attacks of Opportunity. On 16+, the Accuracy of all targets is lowered by 1.
Contest Type: Tough
Contest Effect: Desperation

Move: Octazooka
Type: Water
Frequency: At-Will
AC: 3
Damage Base 7: 2d6+10 / 17
Class: Special
Range: 6, 1 Target
Effect: On an Even-Numbered Roll, the target's Accuracy is Lowered by 1.
Contest Type: Tough
Contest Effect: Incentives

Move: Origin Pulse
Type: Water
Frequency: Scene x2
AC: 5
Damage Base 12: 3d12+10 / 30
Class: Special
Range: Close Blast 3, Smite
Effect: None
Contest Type: Beauty
Contest Effect: Desperation

Move: Rain Dance
Type: Water
Frequency: Daily x2
AC: None
Class: Status
Range: Field, Weather
Effect: The weather becomes Rainy for 5 rounds. While Rainy, Water-Type Attacks gain a +5 bonus to Damage Rolls, and Fire-Type Attacks suffer a -5 Damage penalty.
Contest Type: Tough
Contest Effect: Sabotage

Move: Razor Shell
Type: Water
Frequency: EOT
AC: 3
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target, Dash
Effect: Razor Shell lowers the Target's Defense 1 Combat Stage on an Even-Numbered Roll.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Scald
Type: Water
Frequency: Scene x2
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Special
Range: 5, 1 Target
Effect: Scald Burns the target on 15+.
Contest Type: Smart
Contest Effect: Steady Performance

Move: Soak
Type: Water
Frequency: Daily
AC: 2
Class: Status
Range: 5, 1 Target
Effect: The target gains the Water Type in addition to its other Types for 5 turns.
Contest Type: Beauty
Contest Effect: Safe Option

Move: Surf
Type: Water
Frequency: EOT
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Special
Range: Line 6
Effect: As a Shift Action, the user may Move to any open square in Surf's area of effect without provoking any Attacks of Opportunity.
Contest Type: Beauty
Contest Effect: Exhausting Act

Move: Water Gun
Type: Water
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Special
Range: 4, 1 Target
Effect: None
Contest Type: Cute
Contest Effect: Steady Performance
Special: Grants Fountain

Move: Water Pledge
Type: Water
Frequency: Scene x2
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Special
Range: 6, 1 Target, Pledge
Effect: If an ally uses Fire Pledge or Grass Pledge, you may use Water Pledge as Priority (Advanced) immediately after their turn to target the same foe. If used in conjunction with Fire Pledge, a Rainbow is created that lasts for 5 rounds. If used in conjunction with Grass Pledge, the target and all foes adjacent to the target are slowed and have their Speed reduced by 2 Combat Stages. Consult the Pledge keyword for additional details.
Contest Type: Beauty
Contest Effect: Safe Option

Move: Water Pulse
Type: Water
Frequency: At-Will
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Special
Range: 8, 1 Target, Aura
Effect: Water Pulse Confuses the target on 17+.
Contest Type: Beauty
Contest Effect: Exhausting Act

Move: Water Shuriken
Type: Water
Frequency: EOT
AC: 2
Damage Base 2: 1d6+3 / 7
Class: Physical
Range: 6, 1 Target, Five Strike, Priority
Effect: None
Contest Type: Cool
Contest Effect: Reliable

Move: 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: 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: Withdraw
Type: Water
Frequency: At-Will
AC: None
Class: Status
Range: Self
Effect: The user becomes Withdrawn. While Withdrawn, the user becomes immune to Critical Hits and gain 15 Damage Reduction. However, while Withdrawn, the user cannot Shift, and may only use self-targeting Moves. The user may stop being Withdrawn as a Shift Action.
Contest Type: Cute
Contest Effect: Sabotage

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

GLOSSARY OF TERMS

Accuracy Check: This is the base value that must be rolled on a d20 to hit with a Move. Evasion is added to this value to determine the value that needs to be rolled to hit a foe.

Accuracy Roll: A d20 roll made to use an attack or Move against a foe.

Adjacent: Two users that are next to each other, or within 1 meter in game terms, are said to be adjacent to each other. If the effect specifies **Cardinally Adjacent** this excludes targets that are next to the user diagonally.

Ally: Pokémon and Trainers that are on your side, of course. Notably “Allies” does not include yourself.

Area of Effect: Area of Effect refers to all squares affected by a particular Move or Feature; often refers to Bursts, Blasts, Lines, or Cones. Area of Effect attacks always use one accuracy and damage roll that is applied to all targets.

Capability: Capabilities merely represent what characters “can do” in various fields. Ranges from very “Basic Capabilities” which include lifting strength and Movement, to Special Capabilities.

Combat Stages: Combat Stages are incremental adjustments to a Pokémon or Trainer’s Stats ranging from -6 to +6 Stages. Each Stage applies a different multiplier to the affected stat. Accuracy and Evasion have changes like Combat Stages but are flat bonuses and penalties ranging from -6 to +6 rather than being associated with multipliers. Often abbreviated as CS in many Moves and Abilities. See page 235 for more information.

Direct Damage: Damage dealt by Physical or Special Moves, as opposed to loss of life caused by effects such as poison or hail.

Effect Range: Refers to the likelihood of activation of effects that occur dependent on accuracy roll. For example, Ember has an Effect Range of 18-20. If an Effect increases this Effect Range by +2, it would then be 16-20.

EOT: A Frequency stands for “Every Other Turn”. So if you did it last round, you can’t do it this round!

Hit Points: A value derived from Hit Points that represents a character’s health and stamina. Damage and Hit Point Loss detracts from Hit Points.

HP: A Combat Stat from which your Hit Points are derived.

Initiative: Initiative refers to both the general order in which characters act in combat, and the actual number which a Pokémon or Trainer uses to act. Usually, a character’s “Initiative” is simply equal to their Speed Stat, and characters then act from highest initiative to lowest. Certain effects, such as the Move Tailwind, may alter Initiative for a character without altering the Speed Stat itself.

Opposed Skill Check: An Opposed Skill Check is a Type of Skill Check in which two participants roll; first the participant that started the check, or the “Initiator”, and then the participant being acted upon – or the “Defender”. Most often, the Defender’s Skill Roll serves as the DC for the Initiator’s Skill Check. An example of an Opposed Skill Check is the Grappling Mechanic.

Scene: A unit of narrative time that is used as a Frequency. Any time there’s a timeskip for traveling, the PCs enter or leave a major location such as a town, or the characters catch a breather after a big event like a major battle, it’s a change in Scene.

Tick of Hit Points: 1/10th of your Maximum Hit Points. Tick Value refers to this value.

One Full Round: From the current Initiative Count to the end of the same Initiative Count during the next round.