

New Keywords:

Healing. Add this keyword to Aromatherapy, Heal Bell, Heal Pulse, Healing Wish, Moonlight, Recover, Slack Off, Rest, Synthesis, and Wish.

New Capabilities:

Viral Fusion: Necrozma can assimilate other creatures, and bonding into a single Pokémon.

As an Extended Action, Necrozma may bond with a willing or helpless Pokémon, removing them from play until they are released as another Extended Action. Necrozma's Movement and Jumping capabilities become the bonded Pokémon's, as does Power if the bond's is higher. Necrozma's Athletics, Acrobatics, Combat, Stealth, and Perception become the bonded Pokémon's, though they are increased by one rank, to a maximum of 6d6. Necrozma takes the bond's Primary Type (or Secondary Type if its Primary Type is Psychic) as its Secondary Type.

While bonded, the GM will designate one move as the bonded species' Level-Up Movelist as its 'signature move'. Necrozma may add this move to its learned movelist as long as it is bonded, following normal movelist restrictions, as long as it is of a level to learn it normally.

For Solgaleo, this move is always Sunsteel Strike; for Lunala, this move is always Moongeist Beam. These Pokémon have specific forms used while bonded.

Zygarde Cells: Zygarde is composed of many cells, its strength determined by how many are gathered.

Using a Zygarde Cube, as an Extended Action, 10 Cells may be formed into a 10% Zygarde, and 50 Cells may be formed into a 50% Zygarde. These may be disassembled into the number of Cells that they were created from as an Extended Action. 100 Cells may form either a 10% or 50% Zygarde with the Power Construct Ability instead of Aura Break. The resulting Zygarde may not be disassembled, but may be changed between 10% and 50% Formes as an Extended Action using the Cube. The GM determines the Nature and Level of any Zygarde formed. As an Extended Action, a Cube may Tutor Zygarde available Cube moves for 1 TP each.

New Abilities:

Ability: Anchored

Static

Effect: Dhelmise has an Anchor token on the field, which occupies one square as if it is Medium sized but is otherwise ignored for cover and targeting. Dhelmise cannot move or be moved more than 3 meters away from its Anchor, willingly or otherwise. The Anchor token itself cannot be pushed, pulled, or moved against Dhelmise's will in any way. Dhelmise may shift their Anchor Token as a Swift Action, moving it to any open space within 3 meters of itself.

Bonus: When the user Shifts the Anchor, it may immediately afterwards originate an attack from its Anchor if it has the appropriate action available, giving that attack the following properties: the attack's range changes to "Melee, 1 Target", the attack deals +2d6 damage, and the attack's Class changes to Physical if it wasn't already.

Ability: Battery

Scene x2 – Swift Action

Target: An Adjacent Ally

Effect: The target's next Special Attack deals +2d6+4 damage. If that attack is Electric-Typed, it deals +3d6+6 more damage instead.

Ability: Beast Boost

At-Will – Free Action

Trigger: The user's Damaging Attack causes an opponent to Faint

Effect: The user receives +1 Combat Stage in their highest non-HP stat.

Ability: Berserk

At-Will – Free Action

Trigger: The user's drops to half HP or below for the first time in an encounter, or becomes Enraged

Effect: The user receives +1 Special Attack Combat Stage.

Ability: Chemical Romance

Static

Effect: Connection – Sweet Scent. Whenever the user hits a male target with Poison Gas, Smog, Sweet Scent, Toxic, or Venom Drench, that target becomes Infatuated with the user.

Ability: Comatose

At-Will – Move Action

Effect: The user falls Asleep, and regains a Tick of Hit Points.

Bonus: The user may act normally while Asleep and ignores all other penalties from being Asleep. While Asleep, the user does not make Save Checks to wake up, and wakes up from being hit only if they want to.

Ability: Corrosion

Static

Effect: The user's Poison-Type attacks are resisted one step less, and deal damage to Immune targets as if they were doubly resisted. The user may Poison and Badly Poison Steel and Poison-Type Pokémon.

Ability: Dancer

Scene x2 – Free Action

Trigger: Someone within 10 meters uses a Status-Class Dance Move

Effect: The user may immediately use the triggering Move as a Free Action.

Ability: Dazzling

Scene x2 – Swift Action

Target: An Adjacent Foe

Effect: For the rest of the Scene, the target's Initiative is lowered by 10 and cannot use Priority Moves.

Bonus: Interrupt Moves may not be declared in response to the user's actions.

Ability: Disguise

Daily – Free Action

Trigger: The user is hit by a Damaging Move.

Effect: The triggering attack instead misses and has no effect. The user then gains +1 CS in a Stat of their choice. Defensive.

Ability: Electric Surge

Scene x3 – Swift Action

Effect: The Field becomes Electrified, as if affected by the Move Electric Terrain, for one full round.

Ability: Emergency Exit

Scene – Free Action

Effect: When the user's Hit Points drop below half their maximum, their trainer may immediately recall the user and send out another Pokémon as a Free Action. If the user hasn't taken their turn yet, their replacement may act this round. Defensive.

Bonus: The user is immune to being Trapped.

Ability: Fluffy

Static

Effect: The user resists damaging Melee attacks one step further, but resists Fire-Type attacks one step less. Defensive.

Ability: Full Metal 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: Galvanize

At-Will – Free Action

Trigger: The user uses a Normal-Type damaging Move

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

Ability: Glisten

Static

Effect: The user is immune to Fairy-Type attacks. Defensive.

Bonus: If the user is hit by a damaging Fairy-Type attack, they receive +1 Defense or Special Defense Combat Stages.

Ability: Grassy Surge

Scene x3 – Swift Action

Effect: The Field becomes Grassy, as if affected by the Move Grassy Terrain, for one full round.

Ability: Handyman

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: Horde Break

At-Will – Free Action

Trigger: The user changes from School Form to Solo Form

Effect: The user is cured of all Status Conditions.

Ability: Innards Out

Scene x2 – Free Action

Trigger: The user is hit by a Damaging Attack

Effect: The user resists the triggering attack one step further. After the attack is resolved, a foe within 2 meters loses Hit Points equal to twice the amount of Hit Points lost by the user from the triggering attack, even if the triggering attack caused the user to Faint.

Ability: Liquid Voice

At-Will – Free Action

Trigger: The user uses a Move with the Sonic keyword

Effect: The triggering move loses the Sonic keyword, but gains the Friendly keyword and becomes Water Typed. If the Move was a Status Class Move, you may treat it as a Special Move with DB1.

Ability: Long Reach

Static

Effect: The user may use damaging attacks as if they had a range of "8, 1 Target" instead of their usual range.

Ability: Merciless

Static

Effect: If the user hits a poisoned target with a damaging attack, it automatically becomes a Critical Hit.

Ability: Misty Surge

Scene x3 – Swift Action

Effect: The Field becomes Misty, as if affected by the Move Misty Terrain, for one full round.

Ability: Mud Shield

Scene – Swift Action

Effect: The user gains two ticks worth of Temporary Hit Points.

Bonus: When standing on any muddy or dirty terrain that is either Slow or Rough Terrain, the user gains +5 Damage Reduction. Defensive.

Ability: Neuroforce

Static

Effect: Whenever you deal Super-Effective Damage to a target, that target treats your Damage Roll as it were increased by +10.

Ability: Power Construct

Daily – Swift Action

Special: The user can only use Power Construct while below 50% HP

Effect: The user changes to Complete Forme until the end of the Scene, and gains Temporary Hit Points equal to half of the maximum hit points that Complete Forme would have. The user cannot gain Temporary Hit Points from other sources while in Complete Forme.

Special: The user still uses the HP total and HP Maximum of the Forme that it was in (10% or 50% Forme) before entering Complete Forme. Both Formes must still follow BSR.

Ability: Power of Alchemy

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: Prism Armor

Static

Effect: The user gains +5 Damage Reduction against Super Effective-Damage. Defensive.

Ability: Psychic Surge

Scene x3 – Swift Action

Effect: The Field becomes Weird, as if affected by the Move Psychic Terrain, for one full round.

Ability: Queenly Majesty

Scene x2 – Free Action

Target: An Adjacent Foe

Trigger: An adjacent foe uses a Priority Move or an Interrupt action

Effect: Connection – Stomp. The user may attack the triggering foe with Stomp as a Free Action Interrupt.

Bonus: The user cannot be targeted by Interrupt Moves and Interrupts may not be declared in response to the user's actions.

Ability: Radiant Beam

Static

Effect: The user may use damaging Grass-Type attacks as if they had a range of "Line 4" instead of their usual range.

Ability: Receiver

Special – Free Action

Effect: Each effect below may be used once per scene when triggered:

- When an ally faints, the user selects one of their Abilities. The user gains that Ability until the end of the encounter.
- When the user faints, they may grant use of one of their Basic Abilities to an ally on the field for the rest of the encounter.

Ability: Revelation

Scene x2 – Free Action

Trigger: Someone within 10 meters uses a Damaging Dance Move

Effect: The user may immediately use the triggering Move as a Standard Action interrupt.

Bonus: Whenever the user uses a Dance Move, they gain +2 to Accuracy Rolls until the end of their next turn.

Ability: RKS System

Scene – Free Action

Effect: If the user is hit by a damaging attack, they may calculate damage as if they were Normal-Type instead. If they were already Normal-Type, they instead resist the damage one step further.

Bonus: The user's Type changes to match the Type of their held Memory Disc.

Ability: Schooling

Daily – Free Action

Effect: The user changes to Schooling Forme, and gains Temporary Hit Points equal to half of its own maximum Hit Points. The user cannot gain Temporary Hit Points from other sources while in Schooling Forme. When the user is below half Maximum HP and has no Temporary Hit Points left, they change back into Solo Forme.

Bonus: The user has two sets of base stats; Solo and Schooling. The HP of both forms must be the same.

Ability: Shadow Shield

Static

Effect: While at full Hit Points, the user resists all damage one step further. Defensive.

Ability: Shields Down

Static

Effect: The user has two sets of base stats; Meteor and Core. The HP of both forms must be the same. When the user is in Meteor Forme and are reduced to half Maximum HP or lower, they change to Core Forme. The user returns to Meteor Forme while outside of combat if above half Maximum HP.

Ability: Slush Rush

Static

Effect: While in Hailing Weather or under half maximum Hit Points, the user's Initiative is doubled.

Ability: Soul Heart

Scene x2 – Free Action

Trigger: A combatant in the encounter Faints

Effect: The user receives +2 Special Attack Combat Stages and gains a tick of Temporary Hit Points.

Ability: Stakeout

Static

Effect: The user gains a +2d6+4 bonus on damage rolls against foes that were released from a Pokéball or entered the encounter since the user's last turn.

Ability: Stamina

At-Will – Free Action

Trigger: The user is hit by a Damaging Attack

Effect: The user receives +1 Defense Combat Stage. Defensive.

Ability: Steelworker

Scene – Free Action

Trigger: The user takes damage while adjacent to its Anchor

Effect: The user calculates damage as if it was only Steel-Typed.

Bonus: The user gains STAB on Steel-Type Moves that originate from its Anchor.

Ability: Surge Surfer

Static

Effect: On Electric Terrain or while under half maximum Hit Points, the user's Initiative is doubled.

Ability: Tangling Hair

At-Will – Free Action

Trigger: The user is hit by a Melee Attack

Effect: The attacker receives -1 Speed Combat Stage and is Slowed until the end of its next turn.

Ability: Triage

Static

Effect: The user's moves with the Healing keyword may be used as Priority moves.

Ability: Water Bubble

Static

Effect: The user resists Fire-Type attacks one step further, is immune to being Burned, and may always act as though in Rainy Weather. Defensive.

Bonus: The user may attack with Water-Type Moves as if they had a range of "Melee, 1 target". If they do, that Move's Class is changed to Physical and it deals +1d6+2 damage.

Ability: Water Compaction

At-Will – Free Action

Trigger: The user is hit by a Water Type Move

Effect: The user receives +2 Defense Combat Stages. Defensive.

Ability: Wily

Static

Effect: The user's X-target Status Class Moves may target an additional target within range.

Adjusted Abilities:

Ability: Accelerate

Scene x2 – Free Action

Effect: The user may use a damaging Move to which they add STAB as a Priority Move. If the Move hits, the user adds half their Speed Stat to the Damage Roll. If the Move already had Priority, the attack gains a +4 Bonus to Accuracy.

Replaces: Maelstrom Pulse, Leaf Rush, & Gale Wings

Ability: Frisk

Static

Effect: The user gains a +2 Bonus to all Accuracy Rolls against adjacent targets.

Ability: Gale Wings

Static

Effect: Connection – Quick Attack. The user may use Quick Attack as a Flying-Type Move.

Ability: Unaware

Static

Effect: Whenever the user attacks, they ignore all positive Combat Stages to the target's Defense, Special Defense, and Speed.

Fletching Line Ability Updates:

Fletchling:

Basic Ability 1: Keen Eye

Basic Ability 2: Gale Wings

Advanced Ability 1: Big Pecks

Advanced Ability 2: Accelerate

High Ability: Rocket

Fletchinder:

Basic Ability 1: Keen Eye

Basic Ability 2: Gale Wings

Advanced Ability 1: Flame Body

Advanced Ability 2: Accelerate

High Ability: Rocket

Talonflame:

Basic Ability 1: Keen Eye

Basic Ability 2: Gale Wings

Advanced Ability 1: Flame Body

Advanced Ability 2: Accelerate

High Ability: Rocket

New / Altered Moves:

Bug Moves:

Move: Fell Stinger

Type: Bug

Frequency: At-Will

AC: 2

Damage Base 5: 1d8+8 / 13

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: First Impression

Type: Bug

Frequency: EOT

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Physical

Range: Melee, 1 Target, Priority

Effect: You may only use First Impression with Priority upon joining an encounter; if you do, First Impression Flinches the target. Switching out resets the requirement of joining an encounter.

Contest Type: Smart

Contest Effect: Exhausting Act

Move: Leech Life

Type: Bug

Frequency: Scene x2

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Physical

Range: Melee, 1 Target

Effect: After the target takes damage, the user gains HP equal to half of the damage they dealt to the target.

Contest Type: Smart

Contest Effect: Good Show

Move: Lunge

Type: Bug

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Physical

Range: Melee, 1 Target

Effect: Lunge 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, Lunge's target receives a -5 penalty to damage rolls for 1 round.

Contest Type: Smart

Contest Effect: Sabotage

Move: Pollen Puff

Type: Bug

Frequency: EOT

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Special

Range: 6, 1 Target

Effect: Once per Scene, Pollen Puff may instead be used on an ally; when used this way, the target recovers 50% of their maximum Hit Points and the Move has the Healing keyword.

Contest Type: Beauty

Contest Effect: Reflective Appeal

Dark Moves:

Move: Brutal Swing

Type: Dark

Frequency: EOT

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: Burst 1

Contest Type: Tough

Contest Effect: Steady Performance

Move: Dark Void

Type: Dark

Frequency: EOT

AC: 10

Class: Status

Range: Melee 1

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: Darkest Lariat

Type: Dark

Frequency: EOT

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Physical

Range: Melee, 1 Target

Effect: This Move ignores the target's positive Defense Combat Stages and all Damage Reduction.

Contest Type: Tough

Contest Effect: Inversed Appeal

Move: Hyperspace Fury

Type: Dark

Frequency: Daily

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Physical

Range: Burst 2

Effect: Interrupts may not be triggered against Hyperspace Fury. The user's Defense is lowered by -1 Combat Stage.

Contest Type: Tough

Contest Effect: Double Time

Move: Power Trip

Type: Dark

Frequency: EOT

AC: 2

Damage Base 2: 1d6+3 / 7

Class: Physical

Range: Melee, 1 Target

Effect: This Move gains +2 to its Damage Base for every positive Combat Stage held by the user, to a maximum of DB 20.

Contest Type: Tough

Contest Effect: Incentives

Move: Sucker Punch

Type: Dark

Frequency: At-Will

AC: 2

Damage Base 7: 2d6+10 / 17

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: Throat Chop

Type: Dark

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Physical

Range: Melee, 1 Target

Effect: The target cannot use Moves with the Sonic keyword for the next two turns.

Contest Type: Tough

Contest Effect: Unsettling

Dragon Moves:

Move: Clanging Scales

Type: Dragon

Frequency: Scene x2

AC: 2

Damage Base 11: 3d10+10 / 27

Class: Special

Range: 6, 1 Target or Burst 1

Effect: The user adds half their Defense Stat to Clanging Scale's Damage Roll. After the Move is resolved, the user's Defense is lowered by 1 CS.

Contest Type: Cool

Contest Effect: Good Show

Move: Core Enforcer

Type: Dragon

Frequency: Daily x2

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Special

Range: 6, Ranged Blast 3, Spirit Surge

Effect: Each target has its Ability disabled until the end of the encounter. If a target has more than one Ability, you choose one of them to disable.

Contest Type: Cool

Contest Effect: Unsettling

Move: Dragon Hammer

Type: Dragon

Frequency: EOT

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Physical

Range: Melee, 1 Target or Line 3

Contest Type: Cool

Contest Effect: Big Show

Electric Moves:

Move: Magnetic Flux

Type: Electric

Frequency: Scene x2

AC: None

Class: Status

Range: Burst 4

Effect: All targets with the Plus or Minus Abilities receive +1 Defense and Special Defense Combat Stages.

Contest Type: Smart

Contest Effect: Incentives

Move: Parabolic Charge

Type: Electric

Frequency: Scene

AC: 2

Damage Base 7: 2d6+10 / 17

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: Plasma Fists

Type: Electric

Frequency: Scene

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Physical

Range: Melee, 1 Target, Smite

Effect: The target's next damaging Normal Type Move instead becomes Electric Type.

Contest Type: Cool

Contest Effect: Special Attention

Move: Thunder Wave

Type: Electric

Frequency: Scene x2

AC: 4

Class: Status

Range: 6, 1 Target

Effect: Thunder Wave Paralyzes the target. Targets immune to Electric Attacks are immune to Thunder Wave's effects.

Contest Type: Cool

Contest Effect: Excitement

Move: Zing Zap

Type: Electric

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Physical

Range: Melee, 1 Target

Effect: Zing Zap Flinches the target on 15+.

Contest Type: Cool

Contest Effect: Tease

Fairy Moves:

Move: Fleur Cannon

Type: Fairy

Frequency: Scene

AC: 4

Damage Base 13: 4d10+10 / 35

Class: Special

Range: Line 9, Smite

Effect: Lower the user's Special Attack 2 Combat Stages after damage.

Contest Type: Beauty

Contest Effect: Seen Nothing Yet

Move: Floral Healing

Type: Fairy

Frequency: Daily x2

AC: None

Class: Status

Range: Melee, 1 Target, Healing

Effect: The target regains Hit Points equal to half of its full Hit Point value. If the field is Grassy Terrain, the target gains 2/3 of its full Hit Point value instead.

Contest Type: Beauty

Contest Effect: Reflective Appeal

Move: Nature's Madness

Type: Fairy

Frequency: Scene

AC: 4

Class: Special

Range: 4, 1 Target

Effect: The target loses 1/2 of their current Hit Points.

Contest Type: Tough

Contest Effect: Steady Performance

Fighting Moves:

Move: Flying Press

Type: Fighting

Frequency: EOT

AC: 3

Damage Base 10: 3d8+10 / 24

Class: Physical

Range: Melee, 1 Target, Dash

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.

Fire Moves:

Move: Burn Up

Type: Fire

Frequency: Daily x2

AC: 2

Damage Base 13: 4d10+10 / 35

Class: Special

Range: Burst 1, Smite

Effect: Until the end of the encounter, the user loses its Fire-Type. Pure Fire-Types instead become Normal-Type.

Contest Type: Beauty

Contest Effect: Attention Grabber

Move: Fire Lash

Type: Fire

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Physical

Range: 2, 1 Target

Effect: The target's Defense is lowered by 1 Combat Stage.

Contest Type: Cool

Contest Effect: Safe Option

Move: Mind Blown

Type: Fire

Frequency: Daily

AC: 2

Damage Base 15: 4d10+10 / 45

Class: Special

Range: 6, Ranged Blast 3, Smite

Effect: The user's Hit Points are reduced by 50% of their full Hit Point value. This Hit Point loss cannot be prevented or reduced in any way.

Contest Type: Beauty

Contest Effect: Big Show

Move: Shell Trap

Type: Fire

Frequency: Scene

AC: 2

Damage Base 15: 4d10+20 / 45

Class: Special

Range: Melee, 1 Target, Interrupt, Trigger

Effect: If the user is hit by a Melee attack, they may use Shell Trap as an Interrupt.

Contest Type: Tough

Contest Effect: Desperation

Flying Moves:

Move: Beak Blast

Type: Flying

Frequency: Scene x2

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Physical

Range: 6, 1 Target, Priority

Effect: Beak Blast must be declared at the start of the round. If the user is hit by a Melee attack this round, their attacker is Burned. At the end of the round, the user may shift and attack with Beak Blast.

Contest Type: Cool

Contest Effect: Special Attention

Ghost Moves:

Move: Moongeist Beam

Type: Ghost

Frequency: Scene x2

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Special

Range: Line 6

Effect: This Move ignores any Abilities that would cause it to fail or miss, such as Dodge or Wonder Guard; those Abilities cannot be activated in response to Moongeist Beam.

Contest Type: Smart

Contest Effect: Good Show

Move: Shadow Bone

Type: Ghost

Frequency: EOT

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Physical

Range: Melee, 1 Target

Effect: The target's Defense is lowered by 1 Combat Stage on a 17+.

Contest Type: Tough

Contest Effect: Steady Performance

Move: Spectral Thief

Type: Ghost

Frequency: Scene

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Physical

Range: Melee, 1 Target

Effect: Before rolling damage, transfer all Combat Stages on the target to the user.

Contest Type: Smart

Contest Effect: Attention Grabber

Move: Spirit Shackle

Type: Ghost

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Physical

Range: 8, 1 Target

Effect: The Target is Trapped for 2 rounds.

Contest Type: Smart

Contest Effect: Sabotage

Grass Moves:

Move: Leafage

Type: Grass

Frequency: At-Will

AC: 2

Damage Base 4: 1d8+6 / 11

Class: Physical

Range: 6, 1 Target

Contest Type: Beauty

Contest Effect: Steady Performance

Move: Solar Blade

Type: Grass

Frequency: Scene x2

AC: 2

Damage Base 13: 4d10+10 / 35

Class: Physical

Range: Melee, 1 Target, Set Up

Set-Up Effect: If the weather is not Sunny, the user gains +1 Combat Stage in Attack and Special Defense, and 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.

Effect: The user attacks with Solar Blade. If the weather is Rainy, Sandstorming, or Hailing, Solar Blade's Damage Base is lowered to 6 (2d6+8 / 15).

Contest Type: Cool

Contest Effect: Special Attention

Move: Strength Sap

Type: Grass

Frequency: Daily x2

AC: 2

Class: Status

Range: Melee, 1 Target

Effect: The user gains Hit Points equal to the higher of the target's Attack or Special Attack; the target then loses 1 Combat Stage in that Stat.

Contest Type: Smart

Contest Effect: Incentives

Move: Trop Kick

Type: Grass

Frequency: EOT

AC: 2

Damage Base 7: 2d6+10 / 17

Class: Physical

Range: Melee, 1 Target

Effect: The target receives a -5 penalty to damage rolls for 1 round.

Contest Type: Tough

Contest Effect: Double Time

Ground Moves:

Move: High Horsepower

Type: Ground

Frequency: Scene x2

AC: 3

Damage Base 10: 3d8+10 / 24

Class: Physical

Range: Melee, 1 Target

Effect: High Horsepower 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, High Horsepower gains Smite.

Contest Type: Tough

Contest Effect: Big Show

Move: Shore Up

Type: Ground

Frequency: Daily x2

Class: Status

Range: Self

Effect: The user regains Hit Points equal to half of its full Hit Point value. If it is Sand Storming, the user gains 2/3 of its full Hit Point value instead. If it is Sunny, Rainy or Hailing the user gains 1/4 of their full Hit Point value instead.

Contest Type: Tough

Contest Effect: Reflective Appeal

Move: Stomping Tantrum

Type: Ground

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Physical

Range: Melee, 1 Target

Effect: If the user's last attack failed or missed, Stomping Tantrum is DB 15 (4d10+10 / 45) instead.

Contest Type: Tough

Contest Effect: Unsettling

Move: Thousand Arrows

Type: Ground

Frequency: Scene

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Physical

Range: 6, 1 Target

Effect: When calculating Weakness and Resistance for Thousand Arrows, Flying-Typed targets calculate damage as if Flying was neutral to Ground. Thousand Arrows ignores the Levitate ability. 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: Thousand Waves

Type: Ground

Frequency: Scene

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Physical

Range: Burst 1, Groundsource

Effect: Legal Targets are Trapped for 2 rounds.

Contest Type: Tough

Contest Effect: Tease

Ice Moves:

Move: Aurora Veil

Type: Ice

Frequency: Scene

AC: None

Class: Status

Range: Blessing

Effect: Blessing – Any user affected by Aurora Veil may activate it when receiving Damage to resist the Damage one step. Aurora Veil may be activated 2 times, and then disappears.

Special: Aurora Veil can only be used when the user is in Hailing Weather. The Blessings persist even after Hailing Weather has ended, however.

Contest Type: Beauty

Contest Effect: Excitement

Move: Ice Hammer

Type: Ice

Frequency: EOT

AC: 4

Damage Base 10: 3d8+10 / 24

Class: Physical

Range: Melee, 1 Target

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

Contest Type: Cool

Contest Effect: Good Show

Normal Moves:

Move: Laser Focus

Type: Normal

Frequency: Scene x2

AC: None

Class: Status

Range: Self

Effect: The next successful damaging attack made by the user is automatically a Critical Hit.

Contest Type: Smart

Contest Effect: Get Ready

Move: Multi-Attack

Type: Normal

Frequency: EOT

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Physical

Range: Melee, 1 Target

Effect: Multi-Attack is the same Type as the Memory Disc, Plate, or Drive Item held.

Contest Type: Cool

Contest Effect: Reflective Appeal

Move: Revelation Dance

Type: Normal

Frequency: EOT

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Special

Range: 6, 1 Target

Effect: Revelation Dance is the same Type as the user's primary Type (the first one listed in the Pokédex). Revelation Dance deals +5 Bonus Damage for every other Dance Move used by the user this round, to a maximum of +15.

Contest Type: Beauty

Contest Effect: Reliable

Move: Spotlight

Type: Normal

Frequency: Daily

AC: None

Class: Status

Range: 6, 1 Target, Priority

Effect: Until the end of the user's next turn, the target is Blinded and Vulnerable.

Contest Type: Smart

Contest Effect: Attention Grabber

Move: Swagger

Type: Normal

Frequency: EOT

AC: 5

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: Tackle

Type: Normal

Frequency: At-Will

AC: 2

Damage Base 4: 1d8+6 / 11

Class: Physical

Range: Melee, 1 Target, Dash, Push

Effect: The target is pushed 2 Meters.

Contest Type: Tough

Contest Effect: Steady Performance

Move: Tearful Look

Type: Normal

Frequency: EOT

AC: 2

Class: Status

Range: Burst 1, Social, Friendly

Effect: Tearful Look lowers all Legal Targets' Attack and Special Attack 1 Combat Stage.

Contest Type: Cute

Contest Effect: Sabotage

Poison Moves:

Move: Baneful Bunker

Type: Poison

Frequency: Scene

AC: None

Class: Status

Range: Self, Interrupt, Shield, Trigger

Effect: If the user is hit by an attack, the user may use Baneful Bunker. 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 is Poisoned.

Contest Type: Smart

Contest Effect: Inversed Appeal

Move: Purify

Type: Poison

Frequency: Scene

AC: None

Class: Status

Range: Melee, 1 Target

Effect: The target is cured of all Permanent and Volatile Statuses. For every status removed, the user recovers a Tick of Hit Points.

Contest Type: Smart

Contest Effect: Reflective Appeal

Move: Toxic Thread

Type: Poison

Frequency: Scene x2

AC: 2

Class: Status

Range: 6, 1 Target

Effect: The target is Poisoned and has their Speed lowered by 1 Combat Stage. If the target is already Poisoned, they instead lose a Tick of Hit Points and has their Speed lowered by 2 Combat Stages.

Contest Type: Smart

Contest Effect: Excitement

Psychic Moves:

Move: Instruct

Type: Psychic

Frequency: Scene x2

AC: None

Class: Status

Range: Melee, 1 Target

Effect: The target immediately reuses the attack it performed last, ignoring frequency, as a Free Action. They may choose new targets for the copied attack. Instruct may not be used if the Target's last Move was Instruct.

Contest Type: Smart

Contest Effect: Catching Up

Move: Hyperspace Hole

Type: Psychic

Frequency: Daily

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Special

Range: Melee, 3 Targets

Effect: Make and resolve of Hyperspace Hole's attacks separately. In between each attack, the user may Shift using their Teleporter capability, ending the Shift next to a legal target. Interrupts may not be triggered against Hyperspace Hole.

Contest Type: Smart

Contest Effect: Gamble

Move: Photon Geyser

Type: Psychic

Frequency: Scene

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Special

Range: Burst 2

Effect: This attack uses the highest of the user's Attack or Special Attack Stat, though it remains a Special Move. This Move ignores any Abilities that would cause it to fail or miss, such as Dodge or Wonder Guard; those Abilities cannot be activated in response to Photon Geyser.

Contest Type: Smart

Contest Effect: Seen Nothing Yet

Move: Prismatic Laser

Type: Psychic

Frequency: Daily x2

AC: 4

Damage Base 16: 5d10+20 / 50

Class: Special

Range: Line 8, Smite, Exhaust

Contest Type: Cool

Contest Effect: Exhausting Act

Move: Psychic Fangs

Type: Psychic

Frequency: EOT

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Physical

Range: 4, 1 Target

Effect: Light Screen, Reflect and Aurora Veil cannot be declared in response to Psychic Fangs.

Contest Type: Smart

Contest Effect: Steady Performance

Move: Psychic Terrain

Type: Psychic

Frequency: Daily x2

AC: None

Class: Status

Range: Field

Effect: The Field becomes Weird for five rounds. While the Field is Weird, non-Flying and non-Levitating Pokémon cannot declare Priority or Interrupt Moves outside their own Initiatives. Damaging Psychic-Type attacks deal an additional 10 damage

Contest Type: Smart

Contest Effect: Sabotage

Move: Speed Swap

Type: Psychic

Frequency: Scene

AC: 2

Class: Status

Range: Melee, 1 Target

Effect: The user and the target trade Initiative values.

Contest Type: Cute

Contest Effect: Inversed Appeal

Rock Moves:

Move: Accelerock

Type: Rock

Frequency: At-Will

AC: 2

Damage Base 4: 1d8+6 / 1

Class: Physical

Range: Melee, 1 Target, Priority

Contest Type: Tough

Contest Effect: Saving Grace

Steel Moves:

Move: Anchor Shot

Type: Steel

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Physical

Range: Melee, 1 Target

Effect: The Target is Trapped for 2 rounds. Anchor Shot may only be used from the user's Anchor Token.

Contest Type: Tough

Contest Effect: Catching Up

Move: Gear Up

Type: Steel

Frequency: Scene x2

Class: Status

Range: Burst 4

Effect: All targets with the Plus or Minus Abilities receive +1 Attack and Special Attack Combat Stages

Contest Type: Smart

Contest Effect: Get Ready

Move: Smart Strike

Type: Steel

Frequency: EOT

AC: None

Damage Base 7: 2d6+10 / 17

Class: Physical

Range: Melee, 1 Target

Effect: Smart Strike cannot miss.

Contest Type: Smart

Contest Effect: Safe Option

Move: Sunsteel Strike

Type: Steel

Frequency: Scene x2

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Physical

Range: Close Blast 2

Effect: This Move ignores any Abilities that would cause it to fail or miss, such as Dodge or Wonder Guard; those Abilities cannot be activated in response to Sunsteel Strike.

Contest Type: Cool

Contest Effect: Big Show

Water Moves:

Move: Liquidation

Type: Water

Frequency: EOT

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Physical

Range: Melee, 1 Target

Effect: The target's Defense is lowered by 1 Combat Stage on a 17+.

Contest Type: Beauty

Contest Effect: Steady Performance

Move: Sparkling Aria

Type: Water

Frequency: EOT

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Special

Range: Melee, 2 Targets

Effect: When you hit a target with Sparkling Aria, the user may choose to deal no damage and instead cure that target of Burn, Confusion, Infatuation, or Rage.

Contest Type: Beauty

Contest Effect: Attention Grabber

Move: Steam Eruption

Type: Water

Frequency: Scene

AC: 3

Damage Base 11: 3d10+10 / 27

Class: Special

Range: Close Blast 3, Smite

Effect: Steam Eruption burns all legal targets on a 15+.

Contest Type: Cool

Contest Effect: Seen Nothing Yet

Move: Water Shuriken

Type: Water

Frequency: EOT

AC: 2

Damage Base 2: 1d6+3 / 7

Class: Special

Range: 6, 1 Target, Five Strike, Priority

Contest Type: Cool

Contest Effect: Reliable