POKÉMON
TABLETOP ADVENTURES

Contents

Getting Started

Welcome to the world of Pokemon: Tabletop Adventures.

To play you'll need the following things:

Players

As a Player, you'll create a Trainer, who might choose to take a up a profession, or Class, and capture and train Pokemon to fight alongside their Trainer. Like the protagonists in the Pokemon franchise's games, manga or anime, Players will be the center of the game's action.

A Game Master

One person must fill the special role of Game Master, or GM, who controls every non-Player Trainer or Pokemon. They must build adventures, narrate, control non-Player Trainers, non-Player Pokemon and referee and make judgement for any rules that are not perfectly clear.

Books and Dice

Players will need access to the Player's Handbook and Bestiary. Players have restricted access to the Pokedex section of the Bestiary and should avoid metagaming by only looking up a Pokemon's Pokedex entry when they've used the Pokedex on a particular Pokemon. The GM should have access to the Player's Handbook, the Bestiary and the Game Master's Handbook. Players should use the Character Sheets to help organize information relating to their Trainers and Pokemon. Always use a pencil when writing on your character sheets! Information for your Trainer and Pokemon are constantly changing! You will also need gaming dice (d4, d6, d8, at least 2 d10 for use in the common d100 roll, d12, d20). When rolling dice in Pokemon: Tabletop Adventures, you always want to roll high, the only exception is when you roll two d10s to generate a d100 roll. Whenever you roll a d100 roll in Pokemon: Tabletop Adventures, you will want to roll as low as possible.

The Game's World

The game is played in a world where many fantastic animals are able to be energized and stored nicely in a machine called a Poké Ball. These animals are called "pocket monsters," or Pokemon for short, and they are carried as tools, friends and partners by Pokemon Trainers. Trainers have various skills and abilities each defined by a Trainer's goal. There are Ace Trainers, who focus all of their energy into making their Pokemon the best fighters they can. Breeders, who raise Pokemon as if they are their own children and groom them up to be powerful. The Researcher gathers information and serves as a party's go-to guy when they confront a creature they've never met. Rangers are nature guards who dedicate their life to the protection of a wild creature's habitat while employing wilds in their feats. A Capture Specialist is a techie Trainer who can tweak equipment, including the Poké Ball to expand their collection. The Coordinator employs their Pokemon in Contests instead of battle as she shows off their beauty. Mystics use old magics to link themselves with Pokemon. Finally, the Psychic and Martial Artist get their hands dirty and fight the beasts with their own supernatural powers.

A Trainer may explore the world and battle at Gyms to gather Badges which allow them entrance to the Pokemon League Championships. They may compete in Contests to enter Grand Festivals. Maybe they'll uncover a secret plot to destroy the world and try to stop those who would use Pokemon for evil. They may be breeding the most powerful Pokemon as their goal. No matter the destination, Pokemon will be valuable allies and tools in your journeys.

There are several types of people in the Pokemon world. Naturally trainer types are also various. There are rangers, ace trainers, capture specialists, researchers, coordinators, breeders, master of martial arts and even humans who naturally can use psychic or mystic abilities. When these trainers focus their practices, they can demonstrate unrivaled mastery of their chosen profession.

It is important to note that a Player's Trainer start out at level 0, and are initially 'Classless'. They must earn their title in whatever Class they wish to aim for.

When creating your level 0 trainer, all of your Statistics start at 6, and you have 28 additional points to distribute to a maximum of 14 in any single Stat.

Trainer Levels are gained when you achieve something that can prove your worth as a Trainer. They mark your experience in triumphs, not experience points like your Pokemon. Whenever one of the following events are completed, you gain a Trainer Level. Parentheses indicate how many levels you could potentially gain from that category of ways to gain a level in the Pokemon: Tabletop Adventures canon.

- When you gain a Badge from any Gym Leader. (0-42 Canon)
- When you gain a Ribbon you have not earned before in a Contest. (0-20 Canon)
- If you can defeat a region's Elite Four and gain a Hall of Fame Ribbon, you gain four levels. (0-20 Canon)
- If you can defeat a Frontier Brain, the Symbol they award you will gain you two levels. (0-24 Canon)
- For every ten Pokemon you obtain, you will gain a level. If one of Pokemon evolves, both of their stages in their evolutionary line will be counted towards this count. When you trade a Pokemon away, replace the Pokemon you traded away with the Pokemon you gained for this count unless you own two of the Pokemon you traded away. This is to prevent a party of Trainers from trading and then trading back, just to increase the count of "owned Pokemon". (0-60 Canon)
- For every twenty-five Pokemon you identify with your Pokedex, you will gain a level. This is not a shared total with all of the Trainers in your party. You must actually use your Pokedex, to add to this total. Pokemon are everywhere! Be sure to always Pokedex the new ones! (0-24 Canon)
- If you do something that your GM believes noteworthy, they may award you a level at that time. (0-∞)
- Add all of these canon totals together and that would give 190 ways to level up, not including the GM's awarded levels. Even though there are over 150 ways to level up, the Trainer level cap is 50.

But, most full campaigns, starting at level 0, still only get to the high twenties. Starting a campaign at a higher level can easily change that.

Refer to the leveling chart to determine what is gained during a specific level up. Then refer to the feats list to see what useable feats exist. Gain your Stat Points before taking your Feature when you level up, so you may use those Stats to meet prerequisites. When making your character, it might be a good idea to cater stats toward a particular class even if you cannot yet get a class feat.

When a trainer gains a level they might meet the prerequisites to gain a Trainer Class. In place of gaining a Feature that level, they may instead take a Class Feature. When you choose to take a Class Feature, you do not gain any other type of chosen Feature, as all Class Features, including Advanced Features, come with two Features to go with your new class.

Trainers all start with the title "Pokemon Trainer". A Pokemon Trainer can take up to three Trainer Classes and/or Advanced Classes, and a fourth Trainer Class or Advanced Class at level 25.

Trainer Level Chart				
Trainer Level	Feats Gained	Stats Gained	Feats Gained	Stats Gained
0	0	0	0	0
1	1	1	1	1
2	1	1	2	2
3	1	1	3	3
4	1	1	4	4
5	1	1	5	5
6	1	1	6	6
7	1	1	7	7
8	1	1	8	8
9	1	1	9	9
10	1	1	10	10
11	1	1	11	11
12	1	1	12	12
13	1	1	13	13
14	1	1	14	14
15	1	1	15	15
16	1	1	16	16
17	1	0	17	16
18	1	1	18	17
19	1	0	19	17
20	1	1	20	18
21	1	0	21	18
22	0	1	21	19
23	1	0	22	19
24	0	1	22	20
25(+1 Class)	1	0	23	20
26	0	1	23	21
27	1	0	24	21
28	0	1	24	22
29	1	0	25	22
30	0	1	25	23
31	1	0	26	23
32	0	1	26	24
33	1	0	27	24
34	0	1	27	25
35	1	0	28	25
36	0	1	28	26
37	1	0	29	26
38	0	1	29	27
39	1	0	30	27
40	0	1	30	28
41	1	0	31	28
42	0	1	31	29
43	1	0	32	29
44	0	1	32	30
45	1	0	33	30
46	0	1	33	31
47	1	0	34	31
48	0	1	34	32
49	1	0	35	32
50	0	1	35	33

When creating your Trainer, you'll notice on the Trainer character sheet that a Trainer has six stats. These stats are Strength, Constitution, Dexterity, Intelligence, Wisdom, and Charisma. These are abbreviated throughout the Handbook into STR, CON, DEX, INT, WIS, and CHA.

Strength

Strength measures your physical power. Trainers who possess great physical prowess can actively involve themselves in battle while training alongside their Pokemon to inspire their Pokemon's power as well.

Trainers who excel in Strength become…
- Ace Trainers, inspiring their Pokemon's power with their own.
- Martial Artists, using their muscles to punish those who would harm their friends.
- Mystics, combining their souls with Pokemon and overcoming their will with their own.

Constitution

Constitution measures the body's concentration, stamina and life force. Those with great deals of stamina find themselves lasting much longer while exploring and are more likely to survive a hostile encounter with wild Pokemon.

Trainers who excel in Constitution become…
- Ace Trainers, lasting long enough to command their Pokemon towards victory.
- Coordinators, using their body's make up to influence a judge's opinion.
- Psychics, sacrificing their life force to cause harm to those who would harm them.

Dexterity

Dexterity relates to a Trainer's reflexes, balance, hand-eye coordination and speed. The most nimble Trainers can avoid trouble, or bypass it, by using their skills in inventive ways.

Trainers who excel in Dexterity become…
- Capture Specialists, directing Poke Balls toward desired targets in perfect ways.
- Martial Artists, using their body's perfect training to combat foes acrobatically.
- Rangers, directing their Stylers in order to best restrain wild foes.

Intelligence

Intelligence is a measure of mind and reason. Those Trainers without Intelligence may find it hard to learn new things or retain valuable information. However, with enough smarts, one could memorize the Pokedex.

Trainers who excel in Intelligence become…
- Capture Specialists, using their knowledge of technology to modify their inventions.
- Psychics, using their mind to impact the world in a literal manner.
- Researchers, memorizing thousands of bits of information to lead a team.

Wisdom

Wisdom is used to keep one's mind aware to the world around them. It is one's common sense, intuition, perception and ability to empathize with humans and Pokemon alike. Minor details and the intention of others are clear to one with great Wisdom.

Trainers who excel in Wisdom become…
- Breeders, raising their Pokemon as children in order to empower their family.
- Mystics, synchronizing their souls with nature itself to perceive in ways unmatched.
- Researchers, using their intuitive sense to master all forms of information.

Charisma

Charisma is likened to one's charm, persuasiveness, and general force of personality. With enough Charisma, one could influence others into letting them do whatever they please.

Trainers who excel in Charisma become…
- Breeders, becoming a parent with a great deal of authority and trust among team mates.
- Coordinators, using their charms to cheat their way through any conversation.
- Rangers, who are respected law enforcers who serving their fellow man and Pokemon.

Just because you create a trainer who happens to excel in Strength or Intelliegence doesn't mean you'll need to force them into any particular class. This list is simply a list of suggestions. You'll find that in making a trainer who is good at Dexterity and Strength, they will naturally be adept in the study of martial arts. It might be a good idea to figure out what kind of Class, or even Advanced Class, you'd like to go in to when building your trainer. Their starting stats will affect how early you can pick up your desired class.

Using Trainer Stats

After creating your very own Trainer, with the 28 points you can distribute across the Trainer's stats, you'll be able to calculate modifiers.

Modifiers are used for 'dice checks,' that your GM may ask you to make to see if you are successful in any particular endeavour and while using various Features. Features will constantly ask you to use Stat Modifiers to measure the effectiveness of the Feature.

To find a Stat's Modifier, add 1 point for the Modifier for every 2 points the stat is above 10 or subtract 1 point for the Modifier for every point the stat is below 10. For example, if a stat is 10, it does not have a Modifier; if a stat is 9, its modifier is -1; if a stat is 12, its modifier is +1.

Here are a few more examples of the Modifiers at different levels of the six Stats:

Sometimes a Feature will ask for a Stat instead of Modifier. In that case, just pull the correct stat- No modifiers necessary.

Stat	Modifier
5	-5
7	-3
9	-1
10	0
13	+1
16	+3
17	+3
20	+5

Strength
The STR modifier is added to any improvised attack. Also, whenever performing an athletic act or one that requires great strength, your GM may ask you to make a STR check. Add or subtract your STR modifier from this check.

Constitution
The CON modifier might be used when you are performing a feat of endurance, like skipping a night of sleep or starving yourself. The Constitution stat also serves another special purpose.
- A Trainer's HP is calculated by multiplying their Constitution stat by 4.
- Each time a Trainer levels up, they also gain 4 HP.
- A Trainer's HP is calculated with this forumla:
$$[(CON\ Stat\ X\ 4) + (Trainer\ Level\ X\ 4)]$$

Dexterity
DEX modifier is added to your Evasion bonus, unless it's a negative number. Whenever you are targeted by a hostile attack with a Damage Dice Roll, the attacker must roll your Evasion bonus higher than their usual Accuracy Check to hit (the Evasion bonus from DEX caps at 6). Also, whenever performing an act that requires aim, balance, flexibility or speed, your GM may ask you to make a DEX check. Add or subtract your DEX modifier from this check.

Intelligence
Whenever performing an act that requires academic knowledge, experience, or general intellect your GM may ask you to make a INT check. Add or subtract your INT modifier from this check.

Wisdom
WIS modifier is your Perception Bonus and your Reflex Bonus. Whenever you are targeted by a hostile attack without a Damage Dice Roll, the attacker must roll your Reflex bonus higher than their usual Accuracy Check to hit (the Reflex bonus from WIS caps at 6).Whenever your GM asks you to make a perception check, you must roll and apply your WIS modifier to that check. The better you roll, the more aware you are of a particular situation surrounding you.

Charisma
Whenever performing an act that requires bluffing, diplomacy, or how you present yourself in general your GM may ask you to make a CHA check. Add or subtract your CHA modifier from this check.

Trainer Features will be organized like this:

Feature Name	Class Feature Category
Prerequisites:	
Frequency	
Target/Trigger:	
Effect:	

Feature Name — Class Feature Category

The Feature's Name and Category. Sometimes the category is important when counting how many Features you have for a particular class, when trying to meet a prerequisite. Other then Class Features or Advanced Features, there are a subset of Features for each existing class, Arms Features as well as normal Trainer Features.

Prerequisites

Prerequisites must be met before you can take any Feature.

Frequency

Frequencies limit how often you can use a Feature. If a Feature is Static, it is an ongoing effect that doesn't need activation. If a Feature is At-Will, you can use a Feature as much as you'd like, provided you activate it. Other Features may be limited to once per Hour, Day, Week or even Month, noted as Hourly, Daily, Weekly or Monthly. Sometimes, a Frequency will have a cost or HP or Pokecredits. Also, sometimes a Frequency will have a rate of increase, listing how many Trainer levels once must be in order to use it an additional time per Hour/Day/Week/Month/etc.

Target/Trigger

The Target/Trigger line explains when the Feature may be used, or what kind of target it can be used on. If there is none, it probably means that there is no target, as the Feature is an ongoing effect.

If your available actions allow for it, you may activate multiple feats off one trigger, but you may only activate any single feat only once due to the same instance of a trigger. For example, "I Believe In You!" may be activated only once per attack.

Effect

The Effect will list in detail what the Feature does. Sometime the Effects of Features are ongoing from the moment you get them, or sometimes the Effects will work for a whole encounter or a single turn. Simply follow the Feature's Effect details. If anything a Feature says to do conflicts with another existing rule, the Feature's text overrules that rule for the purpose of that Feature.

Feature Reference Icons

Next to the Feature Category, small icons are placed as a reference as to when a Feature is appropriate to use, and how it affects your Trainer's turn.

A Static ability. These do not require activation and are usually active from the moment they are obtained.

A Free Action. Free Actions are usually activated at any time a Trainer Actions could be activated, but they do not consume your Trainer Action during your turn.

A Trainer Action. These take your Trainer Action during your turn in encounters. They can also be made at almost any time outside of an encounter as well.

An Interrupt Symbol. A Feature with this symbol can be used during combat to immediately activate, even if it is not the Trainer's turn to act. These symbols can appear on Free Action Features or Trainer Action Features. When a Trainer Action is used as an Interrupt, the Trainer will not be able to make a Trainer Action during their next turn. However, if they use another Trainer Action with an Interrupt symbol again, they can prolong that loss of Trainer Action until they do not use an Interrupting Trainer Action and pass during their turn to use a Trainer Action.

The Extended Action Symbol. A Feature with this symbol reminds the Trainer that the Feature takes more than 6 seconds to use. This would mean that it would be odd to activate during an encounter, when rounds are only 6 seconds long. This doesn't mean you can't use a Feature with this symbol during combat, it might just not be a very good idea.

A Non-Possession Icon. This icon is placed on Features that cannot be used while "Possessing" with the Advanced Mystic Class, Shaman.

The League 'Legal' and League 'Illegal' icons. Green is for Legal and Red is for Illegal. If a Feature has a Legal icon, it can be used during official League sanctioned Pokemon battles, such as Gym Battles or even casual Trainer Matches. If a Feature has an Illegal icon, you should refrain from using the Feature during an official League sanctioned Pokemon Battle. These Features are deemed 'Illegal' because they usually will directly interfere with the Pokemon Battle and using them will usually result in your disqualification.

When it comes to the Pokemon franchise, usually the trainer sits back and lets their Pokemon do all the battling, the heavy lifting, travelling, and well pretty much everything that doesn't have to do with handling money or talking to other trainers. In Pokemon: Tabletop Adventures, Trainers take a proactive role during the game to help their Pokemon to victory. Whether it's literally with their Pokemon, like the combat classes; by boosting the power of their Pokemon, like the support classes; or by boosting the efforts of your whole party, like the leader classes; Trainers have a dominant role in Pokemon: Tabletop Adventures.

Each of the 9 Base Classes have multiple Advanced Classes that specialize in something specific. These Advanced Classes can be focused on, or picked up through Cross-Classing. Base Classes immediately make your trainer proficient in a specific type of endeavor and with enough focus into a Base Class, through the use of Advanced Classes, you can find yourself to be a Trainer who dominates the Pokemon scene.

Class Features and Advanced Features, unlike most features, come with a stat Bonus that is immediatley added to your Stats. In addition to these stat Bonuses, each Class Feature and Advanced Feature comes with two Features, it's like three Features at once! This is why you can't take more than 3 total Class/Advanced Features until a very high level.

Below are each of the 9 Base Class Features and the Advanced Features that are built from them.

Ace Trainer -
Chaser, Enduring Soul, Stat Ace, Strategist, Tag Battler, Type Ace, Underdog

Breeder -
Botanist, Chef, Evolver, Groomer, Hatcher, Medic, Move Tutor

Capture Specialist -
Artificer, Collector, Engineer, Juggler, Pokeball Designer, Snagger, Trapper

Coordinator -
Beauty Modeler, Choreographer, Cool Trainer, Cute Idol, Fashion Designer, Smart Teacher, Tough Guy

Martial Artist -
Athlete, Aura User, Black Belt, Dirty Fighter, Massage Therapist, Ninja, Weapons Master

Mystic -
Bodysnatcher, Buffet, Godspeaker, Guardian, Rune Master, Shaman, Touched

Psychic -
Air Adept, Clairsentient, Earth Shaker, Empath, Fire Breather, Hex Maniac, Influential, Rain Waker

Ranger -
Coach, Commander, Detective, Rider, Signer, Special Operations, Survivalist

Researcher -
Cryptozoologist, Dream Doctor, Petrologist, Photographer, Professor, Scientist, Watcher

When playing a campaign with a Party, it might be a good idea to make sure there isn't too much overlapping of Class Features. It might be a better idea if players choose different classes to maximize the amounts of things your party can do well. For example, if each player decided to be Martial Artists, sure your party would be great in combat during wild encounters, but they might be lacking when it comes to League matches. Talk with your party members before a campaign to see if a compromise can be made concerning who will play what. It won't always be needed and depending on the campaign in question, it might even be better to have that Party full of Martial Artists. Consider what Features you take in the same way. If a Feature does something similar to what another party member can do, maybe it might be better to find something else to take for more variety?

Leader Roles -
The Coordinator, Ranger and Researcher Base Classes serve as good "leader roles" in a party. This doesn't means that you will lead your party best of the other players you play with, but it will mean that your role will be of the most supportive to the group as a whole. Coordinators can grant benefits for Pokemon and their Advanced Classes excel in a particular type of boosting. Some of the Coordinator's Advanced Classes can even design special clothing that can benefit anyone who wears it. Rangers serve as great leaders because of their public 'face.' Rangers are enforcers of the law and aid people with their unique Stylers. Advanced Ranger Classes focus on boosting an aspect of that lawful enforcement and usually enable even more Charismatic influence. Researchers are great leaders as well because of their knowledge base. Through them, your team will be very well informed. Advanced Researchers gather more information for your team to use against any foe or gain the ability to use oddities that they make themselves or discover around them.

Support Roles -
Unlike Leaders, who support players and Pokemon alike, a "support role" focuses the most on your own Pokemon. As an Ace Trainer, a Breeder, or a Capture Specialist you will see your group of Pokemon rising above the rest of the party's Pokemon. The Pokemon raised by Ace Trainers grow much faster than any other Trainer's. Their Advanced Classes boast huge boosts in their Pokemon's power and find inventive new ways to infuse their Pokemon with more, more and more power. Breeders hatch and raise Pokemon to improve the quality of their Pokemon. While they might not hit as hard as an Ace Trainer's Pokemon, a Breeder's Pokemon boasts more versatility and with their Advanced Classes a uniqueness unparalleled by any other class. The Capture Specialists improve their Pokemon in a special way too; they expand their collection as a whole very easily. In addition to being able to remove wild targets from a battle, simply by catching them, their vast collection of Pokemon will enable them to be useful in any situation. Their Advanced Classes go farther into the technical aspects of the Pokemon world and use intellect to solve different problems for themselves.

Combat Roles -
"Combat Role" Trainers have a lot of fun in battle. Viewing their Pokemon as equals, or maybe viewing themselves as the equals of Pokemon; they throw themselves into battle. The Classes fall into three modes of power: The Martial Artist uses physical strength, the Psychic uses the power of mind over matter, and the Mystic uses... Well, 'magic' to tie themselves to Pokemon and fight. Martial Artists wield physical power of their body to defend allies and crush foes. At higher levels, the Martial Artist will be able to take on the strongest Pokemon in close-quarters-combat. Psychics use their mind to alter the world around them. Advanced Class Psychics can exhaust their body to create flashy elemental attacks or influence others with their Psychic powers. The Mystic uses ancient methods to become one with their Pokemon. By sharing their mind with their Pokemon, and vice versa, they can borrow abilities to use in battle. The most advanced Mystics can greatly influence their bond with Pokemon or even combine their spirit with Pokemon.

General Features

These features are general Trainer Features, and may be taken by any Trainer, regardless of their classes, as long as they meet the required prerequisite.

Aim For the Horn!   Trainer Feature
Prerequisites: 13 WIS
Daily – Every 4 levels gained, you may perform this Feature another time per day.
Target: Your Pokemon targeting with a Move.
Effect: On a roll of 19 or 20 during Accuracy Check, your Pokemon's attack will deal Neutral damage regardless of Immunities or Resistances.

Aim For the Horn! +   Trainer Feature
Prerequisites: Aim For the Horn!, 16 WIS
Daily – Every 2 levels gained, you may perform this Feature another time per day.
Target: Your Pokemon targeting with a Move.
Effect: On a roll of 16-20 during Accuracy Check, your Pokemon's attack will deal Neutral damage regardless of immunities or resistances. This Feature replaces Aim For the Horn!

Back Off   Trainer Feature
Prerequisites: 13 CHA
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Trigger: A Trainer, not involved in a Gym or Competition battle, challenges you.
Effect: Roll 1d20 and add your CHA modifier. If the result is higher then 10, the Trainer is intimidated and withdraws their challenge.

Chosen One   Trainer Feature
Prerequisites: Level 16
Daily
Trigger: You fail to roll high enough for any type of check.
Effect: You don't fail the check. You may not apply this to a Pokemon's check.

Close Your Eyes!   Trainer Feature
Prerequisites: 13 INT
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Trigger: Your Pokemon is targeted by a Move listed below.
Effect: Use when one of your Pokemon is targeted by one of these Moves: Attract, Astonish, Captivate, Charm, Encore, Follow Me, Flash, Glare, Hypnosis, Leer, Mean Look, Sand-Attack, Scary Face, Sleep Powder, Spore, Tail Whip, Taunt, Teeter Dance. The foe must roll +2 during Accuracy Check to hit your Pokemon.

Cover Your Ears!   Trainer Feature
Prerequisites: 13 WIS
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Trigger: Your Pokemon is targeted by a Move listed below.
Effect: Use when one of you pokemon is targeted by one of these Moves: Bug Buzz, Chatter, Grasswhistle, Growl, Hyper Voice, Metal Sound, Perish Song, Roar, Screech, Sing, Snore, Supersonic, Uproar, Yawn. The foe must roll +2 during Accuracy Check to hit your Pokemon.

Dual Wielding   Trainer Feature
Prerequisites: Level 10, 12 STR , 12 CON, 12 DEX, 12 INT, 12 WIS, 12 CHA
Static
Effect: You may control 2 Pokemon at the same time. During a round of battle, they are each included in the battle queue. You are still only allotted 1 Trainer Action. During a round in which you use Dual Wielding, you may not use the effects of Multitasking.

Give it Your All   Trainer Feature
Prerequisites: Level 1
One Time Use Only - Once you take Give it Your All, gain one additional use per 10 levels gained.
Effect: Target one of your Pokemon's Moves. For one use, it is a Critical Hit that cannot miss.

Hey Guys, Watch This   Trainer Feature
Prerequisites: Level 1
Static
Effect: From now on, instead of gaining a new Feature when you level up during levels that you would gain a Feature, you gain 1 Feat Point. A Feat Point can be spent at anytime you can use a Trainer Action, and does not take a Trainer Action to use. When you spend a Feat Point, you may add any Feature to your Features whose prerequisites you meet. You may not regain any Feat Points you spend. You do not gain a Feat Point on the same level you take Hey Guys, Watch This.

Hold Your Breath!   Trainer Feature
Prerequisites: 13 CON
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Trigger: Your Pokemon is targeted by a Move listed below.
Effect: Use when one of you Pokemon is targeted by one of these Moves: Muddy Water, Poison Gas, Poisonpowder, Smog, Stun Spore, Surf, Sweet Scent, Whirlpool. The foe must roll +2 during Accuracy Check to hit your Pokemon.

I Can Take a Hit   Trainer Feature
Prerequisites: 13 CON
Static
Effect: When taking damage from anything reduce that damage by 5. This does not reduce the cost of activating Features that require HP loss.

I Can Take a Hit +   Trainer Feature
Prerequisites: 17 CON
Static
Effect: When taking damage from anything reduce that damage by 10. This does not reduce the cost of activating Features that require HP loss. This Feature replaces I Can Take a Hit.

I Believe In You!   Trainer Feature
Prerequisites: 19 CHA
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your Pokemon that just hit a target with a Move.
Effect: Your Pokemon deals an additional 1d6 during the Move's damage for each point you have in CHA modifier. You may not use I Believe In You! With Moves that ignore weakness, resistances and stats. This may only be used once per Move.

I've Heard About This Place Before   Trainer Feature

Prerequisites: 12 INT

Daily

Target: A Town or City

Effect: Roll 1d20 and add your WIS and INT modifiers. If you roll higher than 12, you know local lore, Gym specialties, major sights, and the names of important persons related to the town or city.

League Member   Trainer Feature

Prerequisites: 12 Badges OR Medals, Level 20, facilities
       (20,000 for Gym facility/40,000 for Frontier facility)

Static

Effect: You take on the responsibilities of either a Frontier Brain or a Gym Leader, and you must accept challenges at least once a week. If you lose, you must give the victor a Frontier Medal if you are a brain, or a Gym badge if you are a leader. If you have 10 Badges you may become a Gym Leader, but you do not need to choose an elemental type. If you have 10 medals you may become a Frontier Brain. You don't need to remain in your facility's location to accept challenges, but you do need to let those at your facilities know where you are to forward challengers. Each week you are issued 2000 (for Leaders) or 4500 (for Brains) for your services as a League Member and to create Medals/Badges, which can only be done at your facilities for 1050 (for Leaders) or 2050 (for Brains). You are only paid weekly if you accept at least 3 challenges. You may not take League Member more then once, even if you have qualified for multiple positions. Add 2 to your CHA stat.

Let Me Help You With That   Trainer Feature

Prerequisites: Level 1

Daily – Every 4 levels gained, you may perform this Feature another time per day.

Target: An allied Trainer making a check.

Effect: The ally has +2 added to their check. A check is made while using a Feature.

Let Me Help You With That +   Trainer Feature

Prerequisites: Let Me Help You With That

Daily – Every 7 levels gained, you may perform this Feature another time per day.

Target: An allied Trainer making a check.

Effect: The ally has +5 added to their check. A check is made while using a Feature.

Let's Get That Lock Open   Trainer Feature

Prerequisites: 15 INT

Daily – Every 5 levels gained, you may perform this Feature another time per day.

Target: A non-computerized lock.

Effect: Roll 1d20 and add your INT modifier. If the result is higher then 15, the lock is unlocked and is undamaged and doesn't appear tampered with.

Look Out!   Trainer Feature

Prerequisites: 17 DEX

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Your Pokemon that was targeted by a Move.

Effect: Flip a coin until you flip tails. The foe must roll 1 higher during Accuracy Check to hit your Pokemon for each heads during the coin flips.

Multitasking   Trainer Feature

Prerequisites: 12 STR, 12 CON, 12 DEX, 12 INT, 12 WIS, 12 CHA

Static

Effect: During encounters, you may perform 2 Trainer Actions per round. During a round in which you use Multitasking, you may not use the effects of Dual Wielding.

Not Yet!   Trainer Feature

Prerequisites: 17 CON

Daily

Trigger: Your Pokemon is lowered to 0 HP or less, but not greater then -100% HP.

Effect: Before fainting, the targeted Pokemon can make one last shift and Move and then immediately faints afterwards. This cannot be used with the Move Endeavor, Explosion, Flail, Pain Split, Reversal or Selfdestruct.

Random Knowledge   Trainer Feature

Prerequisites: 14 INT or 14 WIS

Daily – Every 5 levels gained, you may perform this Feature another time per day.

Target: Anything you have line of sight to, or an idea or phrase you just heard about from
       any source.

Effect: Roll d20 and add your INT and WIS modifiers to the roll. If you roll higher then 13, you know about the thing you targeted. If you are targeting a Pokemon, you must have targeted the Pokemon with a Pokedex.

Remedial First Aid   Trainer Feature

Prerequisites: 13 INT or 13 WIS

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: A Trainer.

Effect: Roll 1d20 and Add your WIS or INT Modifier. Heal the target this much HP.

Satoshi's Karma   Trainer Feature

Prerequisites: Satoshi's Luck, released 3 fully-evolved, loyal Pokemon

Daily

Target: A roll.

Effect: You may re-roll any single die. This Feature replaces, Satoshi's Luck.

Satoshi's Luck   Trainer Feature

Prerequisites: released a fully-evolved, loyal Pokemon

Daily

Target: A roll.

Effect: At the cost of 15 HP, you may re-roll any single die. The 15 HP may not be reduced in any way.

Step Aside!   Trainer Feature

Prerequisites: Level 1

One Time Use Only – After taking the feature, you gain one additional use,
       per 10 levels gained afterwards.

Trigger: Your Pokemon is targeted by a Move or Trainer Attack.

Effect: Your Pokemon immediately Shifts. If it Shifts away from the targeted area, the Move or Trainer is avoided. If the target is unable to shift out of the way, it takes no damage from the Move or Trainer Attack. Only additional effects with the "Spirit Surge" keyword may activate, should the Accuracy Check permit.

Study Session — Trainer Feature

Prerequisites: Bought a book at least once.
Static
Effect: You must buy a book at each Pokemart for 70 per town visited. If you don't have 70 when you enter a town you have never visited, you lose this Feature and cannot get it back. Your Wisdom stat gains 1 point or your Intelligence stat gains 1 point. You may take the Study Session Feature multiple times. If you take this Feature multiple times, you still only need to spend 70 at a time.

Voltorb Flip — Trainer Feature

Prerequisites: 12 CON or 12 INT or 12 WIS
At-Will
Trigger: A human or pokemon tries to pry into your mind to read it.
Effect: Roll 1d20 and add either your CON, INT or WIS modifier to the roll. If the roll is 13 or higher, you begin to think of an elaborate game of Voltorb Flip. The person reading your mind cannot read anything other then the game of Voltorb Flip in your mind and all other thoughts, secrets and bits of knowledge are safe from the mind reader. If Voltorb Flip is successful, any attempts to read your mind are unsuccessful for the next hour.

What a Guy — Trainer Feature

Prerequisites: Donated to a charity at least once.
Static
Effect: You must donate 70 to a Pokecenter per town visited. If you don't have 70 when you enter a town you have never visited, you lose this Feature and cannot get it back. Your Charisma stat gains 1 point. You may take the What a Guy Feature multiple times. If you take this Feature multiple times, you still only need to donate 70 at a time.

Workout — Trainer Feature

Prerequisites: Exercised at least once.
Static
Effect: You must exercise at least once every 3 days. A workout session should consume at least 30 minutes of time. While exercising you lose 25 HP. If you forget to exercise at least once every 3 days you lose Workout. Your Strength stat gains 1 point or your Constitution stat gains 1 point. You may take the Workout Feature multiple times. If you take this Feature multiple times, you still only lose 25 HP.

Yoga Break — Trainer Feature

Prerequisites: You practice Yoga.
Static
Effect: You must practice yoga at least once every 3 days. A yoga session should consume at least 30 minutes of time. While exercising you lose 25 HP. If you forget to do yoga at least once every 3 days you lose Yoga Break. Your Dexterity stat gains 1 point. You may take the Yoga Break multiple times. If you take this Feature multiple times, you still only lose 25 HP.

Arms Features

Arms Features employ weapons to attack pokemon or other Trainers. These features are to be used when a GM allows Trainers to openly bear weapons in the campaign they are running. However, Arms User and Weapon of Choice can affect "Unarmed" combat, which is always defined as attacks made with no material weapons.

The Weapons themselves are handled abstractly. The only mechanical difference between weapons deals with MELEE, SHORT-RANGE, and LONG-RANGE weapons. Unless affected by a Class Feature, Arms Features always deal Physical Damage, and Normal-Type Damage. The damage dealt is determined by your Arms User or Weapon of Choice Features, and possibly modified by the weapon itself.
- Melee Weapons have a range of 1 Meter.
- Short Range Weapons, which include "Thrown" weapons, have a range of 1 to 5 meters.
- If attacking a target within melee range, Throwing Weapons deal damage at -1 Damage Base.
- Long Range Weapons have a range of 10 Meters, but have a minimum range of 4 Meters.

Damage Base 1	1d10+4
Damage Base 2	1d12+6
Damage Base 3	2d8+6
Damage Base 4	2d10+8
Damage Base 5	3d8+10
Damage Base 6	3d10+12
Damage Base 7	3d12+14
Damage Base 8	4d12+16

Arms User — Trainer Feature

Prerequisite: Gifted - EVERYONE
Static
Effect: Your AC check for Arms attacks is AC6. Whenever you deal damage with an ARMS FEATURE, add the highest of your STR, DEX, or CON modifiers to the damage dealt.
- Whenever you use an Arms feature, you deal [Damage Base 1] damage.
- If you are level 10 or higher, you deal [Damage Base 2] damage instead.
- If you are level 15 or higher, you deal [Damage Base 3] damage instead.

Weapon of Choice — Trainer Feature

Prerequisite: Trainer
Static
Effect: Choose a specific weapon type such as 'longsword', 'unarmed', or 'slingshot'. This becomes your "Weapon of Choice". You may take Weapon of Choice multiple times, each time choosing a new weapon.
- When using your Weapon of Choice, your AC check for Arms Features is AC4, and you deal [Damage Base 2] damage.
- If you are level 10 or higher, you deal [Damage Base 4] damage instead.
- If you are level 15 or higher, you deal [Damage Base 6] damage instead.

Note: Though Pokeballs may be used as part of an Arms Attack, Pokeballs essentially count as a Weapon and not a Pokeball when used in this way. This means you cannot trigger or benefit from any features that rely on a Pokeball being thrown when using them as Arms Features, and you cannot make a Capture Roll after throwing a Pokeball as an Arms Feature.

Ace Trainer

Class Feature

Prerequisites:
13 STR, 13 CON

Bonuses: +1 STR +1 CON
Penalties: -2 WIS

Base Features

Enhanced Training   Ace Trainer Feature
  Static
  Effect: Each of your Pokemon gains and additional 20% the amount of experience they would gain normally.

Improved Attacks   Ace Trainer Feature
  Static
  Trigger: Your Pokemon's damage dealing attack hits.
  Effect: When adding up damage dealt to the foe, add either half of your STR modifier or half of your CON modifier before your foes subtracts their defense or special defense from the attack.

Ace Trainer Features

Affirmation   Ace Trainer Feature
  Prerequisites: Ace Trainer, 16 STR
  At-Will
  Trigger: Your Pokemon fells a foe or scores a critical hit.
  Effect: Your Pokemon gains temporary Hit Points equal to your STR modifier doubled.

Beast Master   Ace Trainer Feature
  Prerequisites: Ace Trainer, 8 Badges
  Static
  Target: Your Pokemon.
  Effect: Your Pokemon do not protest to your commands. They cannot be disobedient unless they are Legendary.

Break Through!   Ace Trainer Feature
  Prerequisites: Ace Trainer, 16 STR
  Daily
  Trigger: Your Pokemon's damage dealing attack hits.
  Effect: Your Pokemon's attack deals typeless damage.

Brutal Workout   Ace Trainer Feature
  Prerequisites: Ace Trainer, 15 CON
  Daily – Every 10 levels gained, you may perform this Feature another time per day.
  Target: Your Pokemon who just defeated another Pokemon.
  Effect: The target loses half of its full HP but gains +100% the experience they would have gained from the foe they just felled. This may only be used once per turn.

Constructive Criticism   Ace Trainer Feature
  Prerequisites: Ace Trainer, 16 CON
  Daily – Every 10 levels gained, you may perform this Feature another time per day.
  Target: Your Pokemon that missed all targets with a move on its previous turn.
  Effect: Your Pokemon needs to roll -1 on accuracy checks for the remainder of the encounter.

Focus   Ace Trainer Feature
  Prerequisites: Ace Trainer, Constructive Criticism
  Daily – Every 15 levels gained, you may perform this Feature another time per day.
  Trigger: Your Pokemon uses a move without a Damage Dice Roll.
  Effect: Subtract half your CON modifier from the move's Accuracy Check. This may not be used with moves that set the target's HP to 0.

Improved Attacks +   Ace Trainer Feature
  Prerequisites: Ace Trainer, 16 STR, 16 CON
  Static
  Trigger: Your Pokemon's damage dealing attack hits.
  Effect: When adding up damage dealt to the foe, add your STR modifier or your CON modifier before your foes subtracts their defense or special defense from the attack. The Feature replaces Improved Attacks.

Improved Attacks Z   Ace Trainer Feature

Prerequisites: Ace Trainer, Improved Attacks +, 20 STR, 20 CON
Static
Trigger: Your Pokemon's damage dealing attack hits.
Effect: When adding up damage dealt to the foe, add your STR modifier and your CON modifier before your foes subtracts their defense or special defense from the attack. The Feature replaces Improved Attacks +.

Intimidate   Ace Trainer Feature

Prerequisites: Ace Trainer, 17 STR, 15 CON
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: A Pokemon.
Effect: You use the Intimidate Ability on the target.

Press   Ace Trainer Feature

Prerequisites: Ace Trainer
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Your own Pokemon.
Effect: Deal damage to your Pokemon equal to 1/5th of their total HP with your weapon. Raise any of their stats' Combat Stages 1 level. Using Press more than once per Pokemon, per day may make them dislike you.

Press +   Ace Trainer Feature

Prerequisites: Ace Trainer, Press
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Your own Pokemon.
Effect: Deal damage to your Pokemon equal to 1/4th of their total HP with your weapon.. Raise any of their stats' Combat Stages 2 levels. Using Press more than once per Pokemon, per day may make them dislike you. This Feature replaces Press.

Taskmaster   Ace Trainer Feature

Prerequisites: Ace Trainer, Press+
Static
Effect: Whenever you use Press, Press+, or Positive Press on a target, remove the Flinched and Confused conditions on the target if applicable, and raise any negative combat stages to 0.

Chaser

Advanced Feature

Prerequisites:
Ace Trainer, 1 major foe's escape or 3 Pokemon with Pursuit

Bonus: +1 STR

Base Features

No Escape   Chaser Feature

Static
Target: Self.
Effect: When Pokemon or trainers try to flee during an encounter that you are participating in and their movement speed is equal to or greater than yours or your Pokemon's, they must roll 1d20 and add either their DEX modifier or half their relevant speed capability. If they surpass 8 + your STR modifier, they successfully escape. Otherwise, they are unable to leave the encounter. Someone using the Run Away ability does not need to roll to escape regardless of their movement speed.

Torrential Assault   Chaser Feature

Daily - Every 10 levels gained, you may perform this Feature another time per day.
Trigger: A pokemon or trainer successfully flees or a trainer recalls their Pokemon.
Effect: You may have an active pokemon make an attack on a Pokemon or trainer as an Interrupt before they escape or are returned. If you are attacking a Pokemon that has fainted and you lower them to -100% they must still make a death savings throw.

Mechanic -Escaping From Combat- If your movement capability (not your Speed stat) is higher than your opponent's and you are not Trapped, you can generally escape without fail. If you cannot outrun your opponent, you generally cannot escape unless the terrain is highly in your favor or you possess the Run Away ability. Chasers are Pokemon trainers who excel at making it difficult for even the fastest of targets from getting away, however, and are living exceptions to this rule.

Chaser Features

Aha! Got you!   Chaser Feature
Prerequisites: Chaser
Daily - Every 5 levels gained, you may perform his Feature another time per day.
Effect: When your Pokemon use a move with the Trap keyword, you may choose to maximize its duration instead of rolling.

Bloodthirst   Chaser Feature
Prerequisites: Chaser, 18 STR
Static
Effect: You can tell if a target is under 50% HP. In addition to this, whenever a hostile target is below 50% HP, your active Pokemon gains 1 Speed Combat Stage. This Speed Combat Stage fades when no hostile targets are below 50% health, and you do not gain multiple Combat Stages when multiple enemies are under 50% HP.

Don't Stop   Chaser Feature
Prerequisites: Chaser, 15 STR
Daily - Every 7 levels gained, you may perform this Feature another time per day.
Trigger: Your Pokemon knocks out a foe.
Effect: After knocking out a foe, the triggering Pokemon may make another Shift and use another Move in that same turn during the encounter. You may only activate this feature once per Pokemon per encounter.

Finish Them!   Chaser Feature
Prerequisites: Chaser, Bloodthirst
Daily - Every 10 levels gained, you may perform this Feature another time per day.
Target: Your Pokemon using a damaging Move.
Effect: Declare this Feature when a Pokemon hits with Move with a Damage Dice Roll. If the Move's target has less than 20 HP after dealing damage, the Pokemon faints, otherwise nothing happens.

Hunting Techniques   Chaser Feature
Prerequisites: Ace Trainer, Chaser, 2 pokemon with Mean Look, Odor Sleuth, or Pursuit.
At-Will
Target: A Pokemon.
Effect: Pay 1200, then roll 1d20 and add your STR modifier. If you roll 15 or higher, that Pokemon learns the Move Mean Look, Odor Sleuth, or Pursuit. You must have two Pokemon that already know the move you attempting to tutor to your Pokemon to be able to tutor that specific move.

Natural High   Chaser Feature
Prerequisites: Chaser, Affirmation
At-Will
Trigger: You Pokemon fells a foe.
Effect: After knocking out a foe, chose a stat other than HP. That stat is raised 1 Combat Stage.

No Escape +   Chaser Feature
Prerequisites: Chaser, No Escape, 15 STR
Static
Target: Self.
Effect: When Pokemon or trainers try to flee during an encounter that you are participating in and their movement speed is equal to or greater than yours or your Pokemon's, they must roll 1d20 and add either their DEX modifier or half their relevant speed capability. If they surpass 12 + your STR modifier, they successfully escape. Otherwise, they are unable to leave the encounter. Someone using the Run Away ability must roll to escape as if they did not have that ability. If the target successfully escapes, your movement speed as well as the movement speed of all of your pokemon increases by 4 meters per round for 10 minutes as long as you try to pursue the escapee.

Pursuit   Chaser Feature
Prerequisites: Chaser, 18 STR
Daily - Every 5 levels gained, you may perform this Feature another time per day.
Target: A Pokemon or human.
Effect: Use the Move Pursuit. Use your STR modifier as your ATK stat.

Shifting Pursuit   Chaser Feature
Prerequisites: Chaser, Pursuit
Static
Target: A Pokemon or human.
Effect: When you purchase this feature, choose a type. When you or one of your Pokemon uses the Move Pursuit, Pursuit may instead be that chosen type instead of Dark. You may not change the Type once you pick the type. You may take this Feature more than once to acquire multiple elemental types for Pursuit.

Sprints   Chaser Feature
Prerequisites: Chaser, 16 STR, a Pokemon with a Speed stat of 30 or greater
Static
Target: Your Pokemon.
Effect: You may add to your Pokemon's Speed stat during level up and ignore Base Relation, but only for the Speed Stat.

Thrill of the Hunt   Chaser Feature
Prerequisites: Chaser
Static
Target: Your Pokemon gaining experience.
Effect: When your Pokemon pursues a foe and fells them, with Pursuit, due to the effects of a Chaser feature, or in an encounter after the target has previously escaped, they gain +25% the experience they would have gained.

Enduring Soul

Advanced Feature

Prerequisites:
Ace Trainer, Trainer knocked unconscious by a foe at least once or 3 Pokemon with Endure

Bonus: +1 CON

Base Features

Boundless Endurance   Enduring Soul Feature
    Static
    Effect: You may add to your Pokemon's HP stat when they level up, ignoring Base Relation.

Press On!   Enduring Soul Feature
    Static
    Effect: Your Pokemon faint when they reach -25% HP instead of at 0 HP. Pokemon cannot use the Moves Endeavor, Explosion, Flail, Pain Split, Reversal or Selfdestruct while they have 0 HP or less. Pokemon with the Soulless ability cannot benefit from Press On!

Enduring Soul Features

Aware   Enduring Soul Feature
    Prerequisites: Enduring Soul
    Static
    Effect: You may sleep and have just as much awareness to sound, feeling, and smell as if you are awake. You also instinctively sense danger while asleep and can wake up instantly. If you have the status affliction Sleep, treat it as normal non-status afflicted sleep. You do not need to make perception checks with a penalty while asleep.

Hold!   Enduring Soul Feature
    Prerequisites: Enduring Soul, 3 Pokemon with a Defense stat of 30 or more
    Daily – Every 10 levels gained, you may perform this Feature another time per day.
    Trigger: You are hit by a Move which consults the Attack stat or you are hit by a
        Trainer Arms Feature attack.
    Effect: Lose 25 HP instead of the damage you would have taken.

Padding   Enduring Soul Feature
    Prerequisites: Enduring Soul, 19 CON
    Static
    Trigger: You are hit by a Move.
    Effect: Subtract your CON modifier from the damage you would take.

Padding +   Enduring Soul Feature
    Prerequisites: Enduring Soul, Padding
    Static
    Trigger: You are hit by a Move.
    Effect: Subtract twice your CON modifier from the damage you would take. This Feature replaces Padding.

Soul's Protection   Enduring Soul Feature
    Prerequisites: Enduring Soul, a Pokemon with the Move Protect
    Daily – Every 10 levels gained, you may perform this Feature another time per day.
    Trigger: You are hit by a Move.
    Effect: Use the Move Protect.

Soul's Endurance   Enduring Soul Feature
    Prerequisites: Enduring Soul, a Pokemon with the Move Endure
    Daily – Every 10 levels gained, you may perform this Feature another time per day.
    Trigger: You are hit by a Move.
    Effect: Use the Move Endure.

Split   Enduring Soul Feature
    Prerequisites: Enduring Soul
    Daily – Every 7 levels gained, you may perform this Feature another time per day.
    Trigger: One of your adjacent Pokemon is hit by a damaging Move.
    Effect: You take half of the damage that would have been done to your Pokemon. Your pokemon takes half of the damage it was supposed to take. Apply DEF and SP.DEF for your Pokemon. Apply any damage modifiers for yourself.

Stand!   Enduring Soul Feature

Prerequisites: Enduring Soul, 3 Pokemon with a Special Defense stat of 30 or more
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Trigger: You are hit by a Move that consults the Special Attack stat.
Effect: Lose 25 HP instead of the damage you would have taken.

Still Standing   Enduring Soul Feature

Prerequisites: Enduring Soul, 18 CON
Static
Trigger: You are lowered to or below 0 HP.
Effect: You may still issue commands to your Pokemon while unconscious. If you chose to, and in that encounter you are lowered to -100% HP, you may not make a death saving roll.

Still Standing +   Enduring Soul Feature

Prerequisites: Enduring Soul, Still Standing
Static
Trigger: You are lowered to or below 0 HP.
Effect: You may still issue commands to your Pokemon while unconscious. You may still make a death savings throw when lowered to -100% HP. This Feature replaces Still Standing.

Stat Ace

-Special- When you take Stat Ace, choose Attack, Defense, Special Attack, Special Defense, or Speed. This becomes your chosen stat. You may take Stat Ace multiple times, choosing different stats each time.

Advanced Feature

Prerequisites:
Ace Trainer, 3 Pokemon with the chosen stat of 20 or more

Bonus: +1 STR

Base Features

Specialist Training   Stat Ace

Static
Target: The stat of choice for any of your Pokemon.
Effect: You may add half of your STR modifier to the Base stat chosen for Stat Ace to your Pokemon. If this changes which of the Pokemon's base stats are the highest, treat the altered base stats appropriately.

Stat Subversion   Stat Ace

At-Will
Target: Enemy Pokemon.
Effect: That Pokemon's stat is decreased by one Combat Stage according to whichever Stat you've chosen for Stat Ace. You may only effect one target with Stat Subversion at a time, you may not change targets until the original is unable to battle.

Stat Ace Features

Fixed Competence   Stat Ace
Prerequisites: Stat Ace, 20 STR
Static
Effect: Your Pokemon may not lose Combat Stages in your chosen Stat.

Positive Press   Stat Ace
Prerequisites: Stat Ace, Press, 15 STR
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your Pokemon .
Effect: Deal damage to your pokemon equal to 1/5th of their total HP with your weapon. Raise your chosen stats Combat Stage 2 levels. This Feature does not replaces Press.

Specialist Training+   Stat Ace
Prerequisites: Stat Ace, Specialist Training, 3 Badges and/or Medals
Static
Target: Your Pokemon.
Effect: Add half your STR modifier to your chosen stat in the base stat of every pokemon you own. For every 10 levels your pokemon have, they gain 1 extra point in your chosen Stat. If these points upset Base Relations, you must fix the upset relation with your subsequent levels. This feature replaces Specialist Training.

Stat Boost   Stat Ace
Prerequisites: Stat Ace, Level 10
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your pokemon.
Effect: For 1 encounter the target gains the Ability Speed Boost. If your chosen Stat is not Speed, replace the Ability's name with Attack Boost, Special Attack Boost, Defense Boost or Special Defense Boost appropriately. Also if your chosen Stat is not Speed, replace the word Speed in Speed Boost's effect with Attack, Special Attack, Defense or Special Defense appropriately.

Stat Overflow   Stat Ace
Prerequisites: Stat Ace, Press + or Positive Press
Daily
Target: A pokemon.
Effect: Your pokemon loses half of its full HP. The Pokemon's Stat, chosen for Stat Ace, is set to +6 Combat Stages. Your Pokemon cannot use a Move during this round of encounter but may still shift.

Stat Subversion +   Stat Ace
Prerequisites: Stat Ace, 15 STR
At-Will
Target: Enemy Pokemon's stat you chose Stat Ace for.
Effect: That Pokemon's stat is decreased by two Combat Stages according to whichever Stat you've chosen for Stat Ace. You may only effect one target with Stat Subversion at a time, you may not change targets until the original is unable to battle. This Feature replaces Stat Subversion.

Stat Unlock   Stat Ace
Prerequisites: Stat Ace, a Pokemon with 30 in your chosen Stat
Static
Target: Your Pokemon .
Effect: Your Pokemon ignore Base Relation, as long as they are adding to the Stat chosen for Stat Ace.

Superior Ability   Stat Ace
Prerequisites: Stat Ace, 5 Badges and/or Medals
Daily – Every 8 levels gained, you may perform this Feature another time per day.
Target: Target Pokemon.
Effect: If your active Pokemon's Stat, chosen for Stat Ace, is higher than the target's particular stat, that Stat is lowered 1 Combat Stage.

Talent Scout   Stat Ace
Prerequisites: Stat Ace, 2 Pokemon with Natures that add to chosen Stat
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: A wild Pokemon.
Effect: Roll 1d20 and add your STR modifier. If the total exceeds 15, that pokemon has a Nature that adds to your chosen Stat. If the total exceeds 25, that pokemon has the Nature of your choice, that adds to your chosen stat.

Strategist

Advanced Feature

Prerequisites:
Ace Trainer, 18 STR, at least 10 Moves without Damage Dice Rolls across your Owned Pokemon

Bonus: +1 STR

Base Features

Field Scout   Strategist Feature

Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Your Pokemon
Effect: On its next turn, the target may use the move Rapid Spin as if it was on their Move List, and deals additional damage equal to your STR modifier.

Terrain Mastery   Strategist Feature

Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Self
Effect: For the remainder of the encounter, none of your Pokemon receive movement penalties for moving through Rough Terrain, nor Accuracy Penalties when targeting foes in Rough Terrain.

Mechanic: The Pokemon League of the region the game is set in sanctions official Matches. The specific rules of the match may change from place to place, but anything that applies during an Official Match will at least apply to a battle against a Gym Trainer, Gym Leader, opponent in a Pokemon League match, Frontier Brain, Elite Four, or Champion.

Strategist Features

Adaptive Boost   Strategist Feature

Prerequisites: Strategist
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Trigger: Your Pokemon uses a Self-Targetting move that raises Combat Stages.
Effect: Your Pokemon gains an additional combat stage in any Stat in which they didn't gain a combat stage that turn.

Heightened Potential   Strategist Feature

Prerequisites: Strategist
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Trigger: Your Pokemon makes a check on a 1d20 to use a Capability
Effect: Add your STR modifier to the 1d20 result. This may be used to modify an Accuracy Roll when using the Threaded Capability.

Helpful Priorities   Strategist Feature

Prerequisites: Strategist
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Trigger: Your Pokemon uses a Move that targets only other allies.
Effect: Your Pokemon gains X HP, where X is your STR Modifier doubled. Helpful Priorities may be triggered on Burst moves like Heal Bell that target Self as well, but only if they affect an Allied Pokemon.

Hazardous Intent   Strategist Feature

Prerequisites: Strategist
Static
Effect: When your Pokemon are placing Hazards, your Pokemon may place an additional X meters of Hazards, where X is your STR modifier. You may place Hazards as you like within your range, and each meter of hazards need not be adjacent to another. If you put Hazards in a square occupied by an enemy, they immediately suffer the effects of the Hazard.

Move Recognition   Strategist Feature

Prerequisites: Strategist, 6 Strategist Features
Static
Effect: When your opponent's pokemon uses a Move that it has already used in that encounter, it must roll 2 higher on Accuracy Check to hit your Pokemon.

Personal Walls   Strategist Feature

Prerequisites: Strategist
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Trigger: Your Pokemon uses a Move with the Wall Keyword.
Effect: When using moves with the Wall keyword, instead of creating a Wall, your Pokemon creates a coat with the wall's effect. This effect has a single target, and your Pokemon may target itself or others with this effect. These coats last until the end of the encounter, or until the target is recalled.

Quick Set-Up　　　　　　　Strategist Feature

Prerequisites: Strategist

Daily

Trigger: Your Pokemon uses a move with the Coat, Hazard, Wall, or Weather keyword, or uses a Capability to affect Terrain.

Effect: Your Pokemon may immediately use a different move with the Coat, Hazard, Wall, or Weather Keyword, or use a different Capability to affect Terrain.

Terrain Tactics　　　　　　Strategist Feature

Prerequisites: Strategist

Static

Target: Your Pokemon

Effect: Your Pokemon with the Fountain, Freezer, Groundshaper, Materializer, or Sprouter Capabilities may, instead of performing a Move on its turn, target up to X square meters within 6 meters, turning the targetted spaces into Rough Terrain. X is equal to half your STR Modifier plus the Pokemon's Power or Intelligence Capability, whichever is higher. This ability may be limited by the targetted terrain; for example, while a Pokemon with Fountain could turn dirt into mud to create rough terrain, it may not be able to create rough terrain when fighting on concrete.

Versatility　　　　　　　Strategist Feature

Prerequisites: Battle Strategist, 24 STR

Daily

Target: Your Pokemon

Effect: The target may forfeit the use of a Battle Frequency Move to regain use of a different Battle Frequency Move, or they may forfeit the use of a Center Frequency Move to regain the use of a different Battle or Center Frequency Move from their Move List.

Weather Vortex　　　　　　Strategist Feature

Prerequisites: Strategist

Daily – Every 15 levels gained, you may perform this Feature another time per day.

Trigger: Your Pokemon uses a move with the Weather keyword

Effect: The target's Weather does not affect the entire field, and does not replace any existing Weather conditions. Instead, your Pokemon targets a space within 6 meters of itself. From that space originates a Blast with a radius of up to 4 meters, though it may be smaller if you wish. Your Weather Move affects only this area, and acts as normal within this area.

Tag Battler

Base Features

Team Spirit　　　　　Tag Battler Feature

Static

Target: Your two active pokemon.

Effect: Each of your pokemon are treated as if one of their Combat Stages are raised 1 Combat Stage. The Combat Stage raised depends on what the highest Base Stat of your other active Pokemon is, ignoring HP. For example, if one of your active pokemon's highest stat, ignoring HP, is Attack, the other active pokemon's Attack will be raised 1 Combat Stage. When switching, the Combat Stages are lowered and then raised again depending on the stats of each active pokemon.

Together!　　　　　　Tag Battler Feature

Daily

Target: Your two active pokemon.

Effect: The targets may combine two moves that share the same Stat, Elemental Type, and can each legally target the target according to each move's range.

Mechanic: When you use a Feature that combines two Moves, the Combined Move happens on the slower participant's turn; the faster participant shifts and uses the move along with the slower on that turn. If the moves are of the same type, the Combined Move shares that type. If combined moves are of differing types, the Combined Move is typeless. The Moves must both be able to legally target the target according to each Move's Range. Neither Move can have the Scatter keyword. The Move's Accuracy Check is the average of the two Moves' Accuracy Checks. The Damage Dice Roll is both of the Moves' Damage Dice Rolls combined. Treat the Frequencies of the Moves chosen as you would if you weren't combining Moves. All Effects are added to the new, combined Move. Combined Moves may not be used by only one pokemon.

Tag Battler Features

Brace Each Other!   Tag Battler Feature
Prerequisites: Tag Battler
Static
Target: Your two adjacent active pokemon.
Effect: As long as your two active pokemon are adjacent, neither can suffer Push damage nor be Pushed. If your pokemon are adjacent to you, you cannot be Pushed nor suffer Push damage either.

Combine Them!   Tag Battler Feature
Prerequisites: Tag Battler, 22 CON
Daily
Target: Your two active pokemon.
Effect: The targets may combine two moves that share the same Stat, and can each legally target the target according to each move's range. This feature does not replace Together!

Dual Assault   Tag Battler Feature
Prerequisites: Tag Battler, Dual Interference
Daily - every 8 levels gained, you may use this Feature another time per day.
Trigger: Your Pokemon damages an opponent another of your pokemon has damaged this turn.
Effect: The damaged pokemon loses one Combat Stage in the triggering pokemon's highest stat.

Dual Interference   Tag Battler Feature
Prerequisites: Tag Battler
Static
Target: Your Pokemon damages a foe another of your pokemon has damaged this turn.
Effect: The targeted foe must roll +2 on Accuracy checks during its next turn when targetting your Pokemon.

Taking One For A Friend   Tag Battler Feature
Prerequisites: Tag Battler
Daily - Every 10 levels gained, you may perform this Feature another time per day.
Trigger: One of your two adjacent active pokemon is targeted by a Move.
Effect: Roll 1d20 and add you CON modifier. If you roll higher than 15, the active pokemon who was not targeted may intercept the Move for the targeted pokemon. If the move's area of effect still hits both pokemon, the pokemon who is intercepting the hit may take both sets of damage before applying Defense or Special Defense.

Taking One For A Friend +   Tag Battler Feature
Prerequisites: Tag Battler, Taking One For A Friend
Daily - Every 10 levels gained, you may perform this Feature another time per day.
Trigger: One of your adjacent active pokemon or ally's pokemon is targeted by a Move.
Effect: Roll 1d20 and add you CON modifier. If you roll higher than 15, the active pokemon who was not targeted may intercept the Move for the targeted pokemon. If the move's area of effect still hits both pokemon, the pokemon who is intercepting the hit may take both sets of damage before applying Defense or Special Defense. This Feature replaces Taking One For A Friend.

With Them!   Tag Battler Feature
Prerequisites: Tag Battler
Daily
Target: Your one active pokemon while you are in a trainer battle with allies.
Effect: Your pokemon and one of your ally's pokemon may combine two moves that share the same Stat, Elemental Type, and can each legally target the target according to each move's range.

Try This!   Tag Battler Feature
Prerequisites: Tag Battler, Combine Them!
Daily
Target: Your two active pokemon.
Effect: The targets may combine two No Damage moves, that do not directly affect HP, have the Wall keyword or copy other moves and can each legally target the target according to each move's range.

Synchronized Shove   Tag Battler Feature
Prerequisites: Tag Battler, Dual Interference
Daily - Every 5 levels gained, you may use this Feature another time per day.
Trigger: Your Pokemon damages an opponent another of your pokemon has damaged this turn.
Effect: The enemy is pushed a number of meters in a direction of your choice equal to the sum of your active pokemon's Power capabilities.

Teamwork   Tag Battler Feature
Prerequisites: Tag Battler, Team Spirit
Static
Target: Your two active pokemon.
Effect: Each of your pokemon are treated as if one of their Speed Capabilities are raised by an amount equal to half of your CON modifier. The Capability raised depends on what the highest Speed Capability of your other active pokemon is.

Type Ace

Advanced Feature

Prerequisites:
Ace Trainer, 4 of the same Type
Pokemon Owned in Pokedex

Bonus: +1 CON

Base Features

Type Training   Type Ace Feature

Static

Trigger: Your chosen type Pokemon gains experience points.

Effect: Each of your chosen typed Pokemon gains +30% the amount of experience they would gain normally.

Improved Type Attacks   Type Ace Feature

Static

Trigger: Your Pokemon's chosen type damage dealing attack hits.

Effect: When adding up damage dealt to the foe, add half of your CON modifier to the total.

Type Ace Features

Elemental Shifting   Type Ace Feature

Prerequisites: Type Ace, 15 CON

Daily – Every 5 levels gained, you may perform this Feature another time per day.

Target: A Pokemon.

Effect: X is your CON modifier multiplied by 6 seconds, or your CON modifier multiplied by 1 round. The target temporarily gains the Type you feel bound to. If it has 2 Types already, temporarily replace one of their types. It becomes that Type for X. At the end of combat apply experience multipliers from Type Training.

Elemental Sync   Type Ace Feature

Prerequisites: Type Ace, Elemental Shifting

One Time Use Only - You gain one additional use, per 15 levels gained.

Target: A pokemon.

Effect: Elemental Sync takes approximately 10 hours to complete. The targeted pokemon is permanently gains the Type you feel bound to. If the target has two Types, permanently replace one Type. If this pokemon is a single type, it gains a second type. The pokemon's physical appearance is altered appropriately. You may take this feature up to three times.

Improved Type Attacks +   Type Ace Feature

Prerequisites: Type Ace, 16 CON

Static

Trigger: Your Pokemon's chosen type damage dealing attack hits.

Effect: When adding up damage dealt to the foe, add your CON modifier to the total. This feature replaces Improved Type Attacks.

Move Shift   Type Ace Feature

Prerequisites: Type Ace, Elemental Shifting

Daily – Every 5 levels gained, you may perform this Feature another time per day.

Target: Your Pokemon's Move.

Effect: The Move's Type temporarily becomes the Type you feel bound to for that use.

Move Sync   Type Ace Feature

Prerequisites: Type Ace, Move Shift

One Time Use Only - You gain one additional use, per 10 levels gained.

Target: A pokemon's move.

Effect: Move Sync takes approximately 5 hours to complete. The targeted move is now permanently the type you feel bound to.

Soulbound   Type Ace Feature

Prerequisites: Type Ace

Static

Effect: When taking damage of your chosen type, treat yourself as if you are Resistant.

Superior Typing   Type Ace Feature

Prerequisites: Type Ace, Type Soul
Static
Target: Your Pokemon of your chosen type.
Effect: When your foe uses attacks of your chosen type they do not add STAB. When your foe uses Moves of your chosen type they cannot Critical Hit or kill your chosen typed pokemon with those Moves.

Type Soul   Type Ace Feature

Prerequisites: Type Ace
Static
Effect: You feel bound to that Elemental Type, but are not obligated to only use that type. You can sense Pokemon of that type nearby; 5-meters multiplied by your CON modifier. You can also sense that Type in Movesets of pokemon; 5-meters multiplied by your CON modifier.

Type Connection   Type Ace Feature

Prerequisite: Type Ace, Type Soul
At-Will
Target: An indifferent or hostile Wild Pokemon of your chosen type
Effect: Roll 1d20 and add your CON modifier. If the result is 15 or higher, the pokemon becomes more friendly. Targets that were initially indifferent may show interest in the trainer. Targets that were initially hostile may still be wary, or may decide to flee, but will cease attacking. Targets may become hostile again if you attack it or its allies. You may target any single Pokemon with this feature only once per day.

With The Elements   Type Ace Feature

Prerequisites: Type Ace
Daily
Trigger: You start an encounter with wild pokemon.
Effect: Roll 1d20 and add your CON modifier. If the result is 15 or higher, if the area contains a wild Pokemon of your chosen type, at least one wild Pokemon of that type appears in the current encounter

Underdog

Advanced Feature

Prerequisites:
Ace Trainer, prevented 3 Pokemon from evolving

Bonus: +1 CON

Base Features

Everstone Finder   Underdog Feature

Weekly
Target: Anywhere on a Route.
Effect: Roll 1d20 and add your CON modifier. If the result is above 15, you find an Everstone.

Hidden Strength   Underdog Feature

Daily - Every 10 Levels gained, you may perform this Feature another time per day.
Target: Your Pokemon, which has at least one evolutionary stage remaining.
Effect: Choose a Move of the same type as the Target that one of its evolved forms can learn naturally. The Target may use that Move once. This may only apply to moves learned at X levels above the target's level or lower where X is your CON modifier doubled.

Mechanic: Preventing a pokemon from evolving is surprisingly simple for an Underdog. If the Pokemon is loyal to you, then it will stop itself from evolving if asked or commanded to, or if touched with an Everstone during evolution. This almost never has an effect on the Pokemon's loyalty, though if you can't get it an Everstone after several instances of attempted evolution, stopping itself from evolving could become very straining.

Underdog Features

Hidden Strength +   Underdog Feature
Prerequisites: Underdog, Hidden Strength
Daily - Every 10 Levels gained, you may perform this Feature another time per day.
Target: Your Pokemon, which has at least one evolutionary stage remaining.
Effect: Choose a Move that one of the Target's evolved forms can learn naturally. The Target may use that move once. This may only apply to moves learned at X levels above the target's level or lower where X is your CON modifier. This Feature replaces Hidden Strength.

Hidden Strength X   Underdog Feature
Prerequisites: Underdog, Hidden Strength+, 18 CON
Daily - Every 8 Levels gained, you may perform this Feature another time per day.
Target: Your Pokemon, which has at least one evolutionary stage remaining.
Effect: Choose a Tutor Move or Level Up Move that one of the Target's evolved forms can learn. The Target may use that move once. This may only apply to moves learned at X levels above the target's level or lower where X is your CON modifier doubled. This Feature replaces Hidden Strength+.

Versatile Technique   Underdog Feature
Prerequisites: Underdog
Static
Target: Your Pokemon, which has at least one evolutionary stage remaining and whose evolved forms are of a different Type.
Effect: The Target may add +1/2 STAB as if it were of a Type that one of its evolved forms has.

Forceful Technique   Underdog Feature
Prerequisites: Underdog
Static
Target: Your first or second-stage Pokemon.
Effect: The Target may add STAB as if it were 10 Levels higher. If the target is at level 91 or higher add +1/2 bonus STAB.

Anything You Can Do   Underdog Feature
Prerequisites: Underdog, 3 Underdog Features
Daily - Every 6 Levels gained, your may perform this feature another time per day.
Target: Your Pokemon, which has at least one evolutionary stage remaining and whose evolved forms are of a different Type.
Effect: Your CON modifier halved is X. For X rounds, the Target replaces one of its Types with that of one of its evolved forms.

Capable   Underdog Feature
Prerequisites: Underdog, 20 CON
Static
Target: Your first or second-stage Pokemon.
Effect: All of the Target's existing numerical Capabilities are increased by 1. You may only apply this Feature to one Target at a time. Changing what it is applied to costs a trainer action.

Highly Capable   Underdog Feature
Prerequisites: Underdog, Capable
Daily - Every 5 Levels gained, you may perform this Feature another time per day.
Target: Your Pokemon, which has at least two evolutionary stages remaining.
Effect: Your CON modifier is X. For X minutes, all of the Target's existing numerical Capabilities are increased by 2.

Incredibly Capable   Underdog Feature
Prerequisites: Underdog, Highly Capable
Daily
Target: Your Pokemon, which has at least one evolutionary stage remaining.
Effect: Your CON modifier halved is X. For X minutes, the Target gains one of the Capabilities of one of its evolved forms.

Everstone Improvement   Underdog Feature
Prerequisites: Underdog, Everstone Finder
Daily
Target: An Everstone.
Effect: Roll 1d20 and add your CON modifier. If the result is above 20, designate a Type. From then on, the Target, when held by a Pokemon of the designated Type that is not fully-evolved or is a first-stage Pokemon that cannot evolve, allows that Pokemon to deal +1/2 STAB.

Everstone Perfection   Underdog Feature
Prerequisites: Underdog, Everstone Improvement, 22 CON, 6 Underdog Features
Daily
Target: An Everstone.
Effect: Roll 1d20 and add your CON modifier. If the result is above 20, designate an evolutionary family. From then on, when held by a Pokemon of the designated family that has at least one evolutionary stage remaining, the target acts as an Eviolite for that Pokemon's two highest Stats.

Champ In The Making   Underdog Feature
Prerequisites: Underdog, has prevented the evolution of a Pokemon whose final stage evolves at a minimum of Level 40 or higher
Daily
Target: A Pokemon with at least two evolutionary stages remaining, the last of which evolves at a minimum of Level 30 or higher.
Effect: Choose one Stat. For one battle, the Target increases the chosen Stat by an amount equal to its final stage's chosen Base Stat.

The Bigger They Are   Underdog Feature
Prerequisites: Underdog
Static
Target: Your Pokemon when dealing damage.
Effect: For every evolutionary stage the Target is below the Pokemon receiving its damage, add your CON modifier to the damage before applying Defense or Special Defenses.

Breeder

Class Feature

Prerequisites:
13 CHA, 13 WIS

Bonuses: +1 CHA +1 WIS
Penalties: -2 DEX

Base Features

Egg Factory   Breeder Feature
Static
Effect: You may make up to 7 different Breeding Checks per day, and the check for Breeding is 35 instead of 25. Subtract your CHA or WIS mod from the breeding check. Your Pokemon must still have at least 4 hours together. You can identify what pokemon will hatch from an Egg.

Natural Edge   Breeder Feature
Daily
Target: A hatching egg you own.
Effect: Add half of your CHA modifier to any of the pokemon's base stat and add half of your WIS modifier to any different base stat of the same pokemon. This becomes your pokemon's new base stats. A Pokemon may only have one Natural Edge or Natural Edge + applied to it when it hatches. This bonus may not exceed +6 in either stat.

Breeder Features

Breed   Breeder Feature
Prerequisites: Breeder, 20 CHA, 18 WIS
Daily
Target: Two pokemon who are compatible for breeding.
Effect: Give the targets at least 8 hours of time alone, they will be guaranteed to produce an egg.

Egg Hatcher   Breeder Feature
Prerequisites: Breeder
Static
Target: Eggs in the possession of the Breeder.
Effect: Eggs hatch at ¾ of the rate they usually would.

Egg Hatcher +   Breeder Feature
Prerequisites: Breeder, Egg Hatcher, 18 CHA
Static
Target: Eggs in the possession of the Breeder.
Effect: Eggs hatch at ½ of the rate they usually would. The Feature replaces Egg Hatcher.

Head Start   Breeder Feature
Prerequisites: Breeder
At-Will
Target: A hatching egg.
Effect: Roll 1d20 and add your Charisma mod. If the result is 15 or greater, the Pokemon learns all moves learned at or before level "X" where X equals your Charisma mod.

Home Cooking   Breeder Feature
Prerequisites: Breeder
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Effect: Roll 1d4 and add your WIS modifier. The total represents the amount of food portions you make for humans and or Pokemon, feeding them for the whole day. Pokemon that eat your food have their loyalty towards you slightly increased. You know what dietary needs a Pokemon has.

I'll Take Good Care Of It   Breeder Feature
Prerequisites: Breeder, 20 CHA
Daily
Target: A non-hostile Female Wild Pokemon with eggs.
Effect: Roll 1d100 and subtract your charisma modifier. If you rolled lower than the target's base capture rate, you may receive an egg from the target Pokemon. This roll can be modified by your GM depending on its mood towards you. If you fail, the target may become hostile.

Latent Potential   Breeder Feature
Prerequisites: Breeder, 18 WIS
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: A Pokemon who is leveling up to a level evenly divisible by 5.
Effect: Roll 1d20 and add your Wisdom Modifier. If the total exceeds 15, the pokemon learns a move from its tutor list marked with an "‡," or any move on its level-up list at a level lower than their current level.

Litters — Breeder Feature

Prerequisites: Breeder, 17 WIS, a Pokemon who has helped to make at least 2 eggs
Daily
Target: Pokemon who are breeding.
Effect: Roll 1d4. The roll represents how many eggs are produced after breeding if the breeding was successful. This number may not be modified.

Litters + — Breeder Feature

Prerequisites: Breeder, Litters, a Pokemon who has produced at least 3 eggs at once.
Daily
Target: Pokemon who are breeding.
Effect: Roll 1d6 and add 1. The roll represents how many eggs are produced after breeding if the breeding was successful. This number may not be modified.

Natural Edge + — Breeder Feature

Prerequisites: Breeder, 20 WIS, 22 CHA
Daily
Target: A hatching egg.
Effect: Add your CHA modifier to any of the Pokemon's base stat and add your WIS modifier to any different base stat of the same Pokemon. This becomes your Pokemon's new base stats. A Pokemon may only have one Natural Edge or Natural Edge + applied to it when it hatches. Neither bonus may exceed +6. This Feature replaces Natural Edge.

Natural Progression — Breeder Feature

Prerequisites: Breeder, 18 CHA
Static
Trigger: A pokemon you own levels up to a level evenly divisible by 5
Effect: The target pokemon gains +1 to two different base stats. The chosen stats must remain the same each time this feature is applied, and the cumulative bonus cannot exceed the limit of your Natural Edge/+ features. If this is used on a Pokemon with Natural Edge/+ applied, the same stats must be chosen and the combination of the two feats still may not exceed the limit. This feature is not retroactive.

Never Would Have Happened — Breeder Feature

Prerequisites: Breeder, 8 Breeder Features
Daily
Target: 2 opposite gendered Pokemon who aren't in the same egg group.
Effect: Roll 1d20 and add your WIS and CHA modifiers. If the total is higher then 22, they are allowed to breed but must still make a Breeding Check to see if an egg is produced.

Tender Loving Care — Breeder Feature

Prerequisites: Breeder
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: A pokemon.
Effect: Roll 1d20 and Add your WIS or CHA Modifier. Heal the target this much HP. You may also spend a use of this feature to heal a number of Pokemon equal to your WIS or CHA modifier to their full HP and cure them of any status afflictions after an 8 hour rest. Center Frequency moves are not restored by Tender Loving Care.

Botanist

Base Features

Berry Planter — Botanist Feature

Static
Effect: You create a portable Planter, able to grow and produce plants which grow Apricorns or Berries. Plant an Apricorn or Berry into the Planter Extension, roll 1d4 and add 1. The berry plant will produce Berries in that many days. Once ready to pick, roll 1d4 to determine how many Berries grow per plant. You may plant up to 4 Berries in your planter. You may not plant a fifth Berry until you harvest Berries and make room for it.

Healer Berry Search — Botanist Feature

Daily - Every 10 levels gained, you may use this Feature another time per day.
Target: A Route, or any wilderness area with plant life.
Effect: Roll 1d20 and add your WIS modifier. On a result of 15 or higher, you find a berry. To determine its type, roll 1d10. The result is the number of the berry you find in the berry index.

Botanist Features

Altering Berry Search   Botanist Feature
Prerequisites: Botanist, four or more Berry Search features
Daily - Every 10 levels gained, you may use this Feature another time per day.
Target: A Route, or any wilderness area with plant life.
Effect: Roll 1d20 and add your WIS modifier, and choose a Pokemon that you own with a stat above 20. On a result of 20 or higher, you find a berry that lowers the stat you selected the Pokemon for.

Berry Efficiency   Botanist Feature
Prerequisites: Botanist
Static
Effect: When using any given berry, the target may not consume it if you choose, but still benefits from its effect. The second time the target benefits from the effects of the same berry, it is consumed as normal. If applied to a reusable berry, this feature allows use of it twice in a day without becoming useless.

Berry Expert   Botanist Feature
Prerequisites: Botanist
Static
Effect: You can identify any Berry, its properties, and what it yields in terms of Contest Stats. When you are making Berries into Poffins, Aprijuice, or PokeBlocks, you get +2 to your rolls. When your pokemon eat a flavor of Berry that they like, any numerical effects of any loyalty gained is doubled.

Berry Merge   Botanist Feature
Prerequisites: Botanist, 22 WIS
Weekly - Every 10 levels gained, you may use this Feature another time per week.
Target: Berries
Effect: Choose 5 berries with an identical set of effects and pay 1,500. The berries are consumed, and you create a hold item that has the same effects as the component berries, but is not consumed on use. If the item is used more than once a day, it loses its flavor and becomes useless. Call the item whatever you'd like.

Booster Berry Search   Botanist Feature
Prerequisites: Botanist, a Pokemon with a stat at 30 or higher.
Daily - Every 10 levels gained, you may use this Feature another time per day.
Target: A Route, or any wilderness area with plant life.
Effect: Roll 1d20 and add your WIS modifier, and choose one of your Pokemon with a stat of 20 or higher. On a result of 15 or higher, you find a berry that increases a Combat Stage when below 50% HP. The stat increased by the berry will be the stat you chose when selecting a Pokemon.

Eat It!   Botanist Feature
Prerequisites: Botanist
Daily - Every 7 levels gained, you may use this Feature another time per day.
Target: An allied Pokemon
Effect: The target immediately consumes and benefits from the effects of what berry they are holding, regardless of their current HP or status.

Effectiveness Berry Search   Botanist Feature
Prerequisites: Botanist, 20 WIS
Daily - Every 10 levels gained, you may use this Feature another time per day.
Target: A Route, or any wilderness area with plant life.
Effect: Roll 1d20 and add your WIS modifier, and optionally choose a Pokemon that you own. On a result of 20 or higher, you find a berry that reduces damage from a type that your chosen Pokemon is weak to. If you do not choose a Pokemon when using this feature, you find a Chilan Berry instead.

Flavor Berry Search   Botanist Feature
Prerequisites: Botanist
Daily - Every 10 levels gained, you may use this Feature another time per day.
Target: A Route, or any wilderness area with plant life.
Effect: Roll 1d20 and add your WIS modifier. On a result of 15 or higher, you find a berry. To determine its type, roll 1d6+10 (reroll a result of 16). The result is the number of the Berry you find in the berry listing.

Hybridization   Botanist Feature
Prerequisites: Botanist, has successfully grown 10 berries
At-Will
Target: Berries
Effect: When planting a berry, you may instead plant two berries in the same spot, using parts of each and being unable to use the remainder. The resulting berry plant will grow berries that are a combination of both the ingredients, and has both their effects. When eaten, if both effects cannot apply, then only apply the relevant one. Berries created as a result of this feature cannot have this feature applied to them.

Plain Berry Search   Botanist Feature
Prerequisites: Botanist
Daily - Every 10 levels gained, you may use this Feature another time per day.
Target: A Route, or any wilderness area with plant life.
Effect: Roll 1d20 and add your WIS modifier. On a result of 15 or higher, you find a berry that has no effect of your choice.

Rare Berry Search   Botanist Feature
Prerequisites: Botanist, has grown a Starf, Enigma, Micle, Custap, Jaboca or Rowap Berry
Daily - Every 10 levels gained, you may use this Feature another time per day.
Target: A Route, or any wilderness area with plant life.
Effect: Roll 1d20 and add your WIS modifier. On a result of 20 or higher, you find a berry. To determine its type, roll 1d6+58. The result is the number of the berry you find in the berry listing.

Special Nutrients   Botanist Feature
Prerequisites: Botanist
Daily
Target: Planted Berries
Effect: Choose a planted berry and pay 550. The berry will grow to full size and bear fruit within 24-X hours, where X is you WIS modifer.

Chef

Advanced Feature

Prerequisites:
Breeder, 18 WIS

Bonus: +1 WIS

Base Features

Energy Boost   Chef Feature
At-Will
Effect: You create an Energy Drink that provides Trainers with Temporary Hit-Points equal to your WIS modifier x5. The Temporary Hit-Points disappear in 1 hour. It costs 250 to create the Energy Drink.

Soul Food   Chef Feature
At-Will
Target: A Pokemon.
Effect: Create a Dish from whatever edible food you'd like. Pokemon that eat this dish will have their mood greatly increased, and will not lose loyalty if they consume Herbal Medicines shortly before or after. It costs 100 to use Soul Food.

Mechanic: Many Chef Features are Extended Actions. They need to be preapred as one would prepare a meal, so keep this in mind to know how long you would take to use a particular Feature with your Trainer based on their skills and available equipment.

Chef Features

Apricorn Blender   Chef Feature
Prerequisites: Chef, 14 WIS
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Aprijuice that is being blended.
Effect: Add your WIS modifier to the value of the Aprijuice.

Baby Food   Chef Feature
Prerequisites: Chef, 22 WIS
Daily – Every 15 levels gained, you may perform this Feature another time per day.
Effect: You create a Dish that, when eaten by a Pokemon of level 25 or lower, causes that Pokemon to gain an additional 25% the amount of experience they would gain normally for the rest of the day. It costs 350 to use Baby Food.

Bait   Chef Feature
Prerequisites: Chef
Daily
Target: Anywhere on a route.
Effect: Roll 1d20 and add you WIS modifier. You create a Dish and place it somewhere on the route. If your roll is less than 10, a random Pokemon, based on your GM's discretion will appear. If you roll 15 or higher a Pokemon of at least the same level as your highest leveled loyal Pokemon will appear. If you roll 20 or higher, a Pokemon at least 5 levels higher than your highest leveled loyal Pokemon will appear. Pokemon acquired through the use of Bait cannot be used as the basis of determining the level of other Pokemon lured by using Bait.

Herbal Medicine   Chef Feature
Prerequisites: Chef
At-Will
Effect: Create a Heal Powder (175) or Energy Powder (150).

Poffin Mixer   Chef Feature
Prerequisites: Chef, 14 WIS
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: A Poffin that is being mixed.
Effect: Add your WIS modifier to the value of the Poffin or Pokeblock.

Soldier Pills   Chef Feature
Prerequisites: Chef, 20 WIS
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Effect: You create a Soldier Pill that provides Trainers with enough energy to go 1 day without sleep. After 48 hours without sleep, the item's consumer loses 10 HP for every hour without sleep. While under the effects of a Soldier Pill, you may not be given the Sleep Status Affliction. If you would be given the Sleep Status Affliction, the Trainer loses 2 of the 48 hours allotted by Soldier Pills +. It costs 500 to create a Soldier Pill.

Sugar Rush

Chef Feature

Prerequisites: Chef, Energy Boost, 20 WIS

At-Will

Effect: You create a Dish that provides Pokemon with Temporary Hit-Points equal to your Wis modifier x2. The Temporary Hit-Points disappear in 1 hour. It costs 150 to use Sugar Rush.

Throw Bait

Chef Feature

Prerequisites: Chef, Bait, Soul Food

Daily - Every 10 levels gained, you may perform this Feature another time per day.

Target: A Wild Pokemon

Effect: You throw a tasty morsel of food a wild pokemon. Roll 1d20 and add your WIS modifier. If the result is 15 or higher, the Pokemon gives up its next move action to sample the food. If the result is 25 or higher, the Pokemon gives up its next attack action to completely eat the food. It costs 100 to use Throw Bait.

Vile Cook

Chef Feature

Prerequisites: Chef, 22 WIS

At-Will

Target: A Dish you've just created

Effect: Choose Paralysis, Poison, or Sleep. Whenever the targeted Dish is consumed, it inflicts the chosen status. It costs 100 to use Vile Cook.

Vitamins

Chef Feature

Prerequisites: Chef, 20 WIS

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Effect: Roll 1d6. On a result of 1, you create an HP Up; on a result of 2, you create a Protein; on a result of 3, you create an Iron; on a result of 4, you create a Calcium; on a result of 5, you create a Zinc; on a result of 6, you create a Carbos. It costs 2,450 to use the Vitamins Feature.

Vitamins +

Chef Feature

Prerequisites: Chef, Vitamins

Daily

Effect: Create a HP Up, a Protein, an Iron, a Calcium, a Zinc or a Carbos. It costs 2,450 to use the Vitamins + Feature. This Feature does not replace Vitamins.

Evolver

Advanced Feature

Prerequisites:
Breeder,
Evolved at least 3 Pokemon

Bonus: +1 CHA

Base Features

Early Evolution

Evolver Feature

Static

Effect: Your CHA modifier is X. Your Pokemon who level up by happiness and level requirement may evolve up to X levels earlier if they meet their requirements.

Quick Study

Evolver Feature

Static

Effect: Your CHA modifier halved is X. Your Pokemon's attacks learned through level up are learned X levels earlier.

Evolver Features

Ancient Evolution   Evolver Feature

Prerequisites: Evolver, 18 CHA, evolved a pokemon who evolved by knowing a Move
Daily
Target: An allied Pokemon or allied Trainer's Pokemon, which can evolve if it knows a specific Move.
Effect: Roll 1d20 and add your CHA modifier. If the result exceeds 18, the pokemon spontaneously evolves and learns the Move that it would have needed to know in order to evolve. If you fail the check, the pokemon loses 2 levels, and its exp is lowered appropriately for it to be 2 levels under where is just was. Lower stats appropriately and remove Moves appropriately.

Clocked Evolution   Evolver Feature

Prerequisites: Evolver, 18 CHA, evolved a pokemon based on time
Daily
Target: An allied Pokemon or allied Trainer's Pokemon, which can evolve based on the time of day.
Effect: Roll 1d20 and add your CHA modifier. If the result exceeds 18, the pokemon spontaneously evolves. If you fail the check, the pokemon loses 2 levels, and its exp is lowered appropriately for it to be 2 levels under where is just was. Lower stats appropriately and remove Moves appropriately.

Devolve!   Evolver Feature

Prerequisites: Evolver, 22 CHA
Daily
Target: A pokemon.
Effect: You may use this Feature when you successfully damage a pokemon. Roll 1d20 and add your CHA modifier. If the result is greater then 21 and the target has less than 10% of its HP left, it is returned to a previous stage of its evolutionary line. If the previous stage is known, it is returned to that particular pokemon. Adjust its stats appropriately, but its Move set is unaltered. That pokemon may not evolve for another 5 levels unless that pokemon is already above level 50.

Early Evolution +   Evolver Feature

Prerequisites: Evolver, 18 CHA
Static
Effect: Your CHA modifier doubled is X. Your Pokemon who level up by happiness and level requirement may evolve up to X levels earlier if they meet their requirements. This Feature replaces Early Evolution.

Environ Evolution   Evolver Feature

Prerequisites: Evolver, 18 CHA, evolved a pokemon based on location
Daily
Target: An allied Pokemon or allied Trainer's Pokemon, which can evolve based on location.
Effect: Roll 1d20 and add your CHA modifier. If the result exceeds 18, the pokemon spontaneously evolves. If you fail the check, the pokemon loses 2 levels, and its exp is lowered appropriately for it to be 2 levels under where is just was. Lower stats appropriately and remove Moves appropriately.

Elemental Evolution   Evolver Feature

Prerequisites: Evolver, 18 CHA, evolved a pokemon with an Elemental Stone
Daily
Target: An allied Pokemon or allied Trainer's Pokemon, which can evolve through the use of an Elemental Stone.
Effect: Roll 1d20 and add your CHA modifier. If the result exceeds 18, the pokemon spontaneously evolves. If you fail the check, the pokemon loses 2 levels, and its experience is lowered appropriately for it to be 2 levels under where it just was. Lower stats appropriately and remove Moves appropriately.

Evolve!   Evolver Feature

Prerequisites: Evolver, evolved at least 5 pokemon
Daily
Target: The roll made during a check made with an Evolver Feature.
Effect: Add your CHA modifier to the check.

Evolve! +   Evolver Feature

Prerequisites: Evolver, Evolve!
Daily
Target: The roll made during a check made with an Evolver Feature.
Effect: Add your CHA modifier doubled to the check. This Feature replaces Evolve!

Keepsake Builder   Evolver Feature

Prerequisites: Evolver, evolved a pokemon that used a held item to evolve
At-Will
Effect: You can create an Item that does nothing in battle, but it can serve as a replacement for a pokemon's requirement to evolve if they would need a held item. The item can be named whatever you'd like. Like all other held items that influence evolution, the item disappears after the pokemon evolves. It costs 1000 to use the Keepsake Builder Feature.

Keepsake Evolution   Evolver Feature

Prerequisites: Evolver, 18 CHA, evolved a pokemon that used a held item to evolve
Daily
Target: An allied Pokemon or allied Trainer's Pokemon, which can evolve through the use of Held Items.
Effect: Roll 1d20 and add your CHA modifier. If the result exceeds 18 and the pokemon has met the level minimum requirement, the pokemon spontaneously evolves. If you fail the check, the pokemon loses 2 levels, and its exp is lowered appropriately for it to be 2 levels under where is just was. Lower stats appropriately and remove Moves appropriately.

Quick Study +   Evolver Feature

Prerequisites: Evolver, 16 CHA
Static
Target: Pokemon the Breeder owns.
Effect: Your CHA modifier is X. Your Pokemon's attacks learned through level up are learned X levels earlier. This Feature replaces Quick Study.

Groomer

Advanced Feature

Prerequisites:
Breeder, 2 Contest Ribbons

Bonus: +1 CHA

Base Features

Good Grooming   Groomer Feature
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: A Pokemon.
Effect: After a 10 minute grooming, the target is temporarily at full Loyalty and appears more appealing. If they level up without a negative incident within 10 minutes of Good Grooming and have met all previous requirements for evolution, evolution is guaranteed. Loyalty returns to its usual level after 1 hour; repeated use of Good Grooming gradually raises its usual level of Loyalty.

Contest Coating   Groomer Feature
Static
Effect: Your Pokemon may have up to 15 points in any Contest Stat. When participating in a Contest, you may burn one extra point of Contest appeal than you would usually be able to whenever you would be able to burn a point.

Groomer Features

Agility Training   Groomer Feature
Prerequisites: Groomer, 4 Ribbons
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: One of your Pokemon.
Effect: After a 10 minute Grooming, the target's Speed Capabilities are +3 for the next 24 hours.

Blinding Coat   Groomer Feature
Prerequisites: Groomer, 3 Ribbons
Daily – Every 15 levels gained, you may perform this Feature another time per day.
Target: An adjacent Pokemon.
Effect: Roll 1d20 and add your CHA modifier. If the total is 13 or higher, any time an enemy Pokemon or Trainer would target the Pokemon, they must roll +2 in order to hit during Accuracy Check for the remainder of the encounter. This may not target the same Pokemon more then once per day.

Contest Breeding   Groomer Feature
Prerequisites: Groomer
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: A hatching Egg.
Effect: Choose a Contest Stat from one of the Egg's parents. The Egg hatches with half of the value of the chosen Contest Stat.

Perfect Contest Breeding   Groomer Feature
Prerequisites: Groomer, Contest Breeding, 18 CHA
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: A hatching Egg.
Effect: Choose a Contest Stat from one of the Egg's parents, and then choose a different Contest Stat from the Egg's other parent. The Egg hatches with either the full value of one of the parents' Contest Stats or hatches with half of each of the Egg's parents' Contest Stats. This Feature replaces Contest Breeding.

Rising Star   Groomer Feature
Prerequisites: Groomer, 3 Ribbons
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: A pokemon who is leveling up to a level evenly divisible by 5.
Effect: Roll 1d20 and add your CHA modifier. If the total is 10 or higher, choose a Contest Stat that the target already has at least 1 point in, and add 2 more points to the Stat. Rising Star can't raise any specific Contest Stat above 15.

Sheen Breeding   Groomer Feature
Prerequisites: Groomer, 21 CHA, 17 WIS
Daily
Target: Pokemon who are breeding and have successfully produced an egg.
Effect: Roll 1d100 and subtract your CHA modifier doubled from the result. If you rolled 0 or under, when the egg hatches, the Pokemon will be Shiny.

Sign Training   Groomer Feature

Prerequisites: Groomer, Agility Training

Static

Effect: Your Pokemon under the effects of Agility Training can use Moves and Shift on your command through non-verbal communication. This could be hand signals, audible cues, or anything that you work out that still requires some action on your part for your Pokemon to interpret.

Specs Grooming   Groomer Feature

Prerequisites: Groomer

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: A Pokemon.

Effect: Raise the target's X Combat Stage 1 level. X is Attack, Defence, Special Attack, Special Defence or Speed, but only if the target has a corresponding Contest Ribbon. For X, Beauty Ribbon allows Special Attack; Cool Ribbon allows Attack; Cute Ribbon allows Speed; Tough Ribbon allows Defence or Smart Ribbon allows Special Defence. When using Specs Grooming, choose only one X at a time per encounter. You cannot target the same Pokemon more than once per encounter with Specs Grooming.

Specs Grooming +   Groomer Feature

Prerequisites: Groomer, 20 CHA, Specs Grooming

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: A Pokemon.

Effect: Raise the target's X Combat Stage 2 levels. X is Attack, Defence, Special Attack, Special Defence or Speed, but only if the target has a corresponding Contest Ribbon. For X, Beauty Ribbon allows Special Attack; Cool Ribbon allows Attack; Cute Ribbon allows Speed; Tough Ribbon allows Defence or Smart Ribbon allows Special Defence. When using Specs Grooming +, choose only one X at a time per encounter. You cannot target the same Pokemon more than once per encounter with Specs Grooming+. This Feature replaces Specs Grooming.

You Get It From Me   Groomer Feature

Prerequisites: Groomer

Daily

Target: A hatching egg.

Effect: Add your CHA modifier to any of the Egg's Contest Stats as long as you've won at least 1 Ribbon for the Contest type you choose.

Hatcher

Advanced Feature

Prerequisites:
Breeder, Egg Hatcher,
Hatched at least 5 Eggs

Bonus: +1 CHA

Base Features

This Is How You Do It, Kid   Hatcher Feature

Static

Target: A Pokemon you've hatched, within at least 20 meters of one of its parents.

Effect: When the parent Pokemon gains Experience Points, instead it gains half of the experience points it would have gained, then the target gains the other half of the experience points. If both parents of a particular target are nearby, you may still only use This Is How You Do It, Kid's Effect once.

Egg Move Advantage   Hatcher Feature

Daily

Target: A hatching egg.

Effect: Your CHA modifier halved is X. The hatching pokemon learns up to X of their Egg Moves, as long as either parents have the Move(s) on their Level Up or Tutor Move list. These Moves are decided at random. You can only have one instance of any attack. If a pokemon has fewer legal Level Up/Tutor Moves than X, they learn all of the possible Moves.

Hatcher Features

Attitude Blinders — Hatcher Feature
Prerequisites: Hatcher
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: A hatching egg.
Effect: Roll 1d20 and add your CHA modifier. If the result is 16 or higher, choose 6 Natures and assign each to the numbers 2, 3, 4, 5, 6. Roll 1d6; on the result, from 1 to 6, give the hatching egg the assigned Nature.

Attitude Blinders + — Hatcher Feature
Prerequisites: Hatcher, 18 CHA, Attitude Blinders
Daily - Every 10 Levels gained, you may perform this Feature another time per day.
Target: A hatching egg.
Effect: Roll 1d20 and add your CHA modifier. If the result is 16 or higher, choose a nature and give the hatching pokemon the assigned Nature. This Feature replaces Attitude Blinders.

Birthright — Hatcher Feature
Prerequisites: Hatcher, CHA 16
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: A hatching egg.
Effect: Roll 1d20 and add your CHA modifier. If the result is higher than 20, the pokemon hatches with the Ability of your choice.

Born Strong — Hatcher Feature
Prerequisites: Hatcher, CHA 16
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: A hatching egg.
Effect: Roll 1d20 and add your CHA modifier. If the result is 13 or higher, the Pokemon hatches with +1 to all of its Speed Capabilities and +1 to its Power Capability. If it evolves, these bonuses carry over to its new stage. This Feature can not raise a Power Capability to 8 or higher.

Egg Move Tutor — Hatcher Feature
Prerequisites: Hatcher, 24 CHA
Daily
Target: An unevolved pokemon who can learn an egg move and is leveling up
to a level evenly divisible by 5.
Effect: Roll 1d20 and add your CHA modifier. If the result is higher than 25, the target can be taught an Egg Move it has not yet learned. Egg Move Tutor can only successfully target a Pokemon 4 times.

Master Hatcher — Hatcher Feature
Prerequisites: Hatcher, 18 CHA
Static
Target: Eggs in the possession of the Breeder.
Effect: Eggs hatch at 1/3 the rate they would normally hatch at. This Feature replaces Egg Hatcher or Egg Hatcher +.

Natural Move Economy — Hatcher Feature
Prerequisites: Hatcher, CHA 16
Static
Effect: Egg Moves and Level Up Moves may be placed in your Pokemon's "TM/Tutor Move" Move Slots. Moves taught by TMs or Tutors, which appear on your Pokemon's Egg Move List or Natural Move List, may be placed on you Pokemon's "Level Up/Egg Move" List.

Not Yet, Little One — Hatcher Feature
Prerequisites: Hatcher
Static
Effect: If an Egg that you, or one of your allied Trainers, own is starting to hatch, you may prevent it from hatching for up to 48 hours. If you do not own the Egg, you need permission from its owner to prevent it from hatching.

Parental Hyperlexia — Hatcher Feature
Prerequisites: Hatcher
Static
Effect: You understand your Pokemon above Level 15 that you have hatched as if they are speaking to you in your language. They are equally capable of understanding you through body language as if you were verbally commanding them.

Philoprogenitive — Hatcher Feature
Prerequisites: Hatcher
At-Will
Effect: If any Pokemon, within your Shift value, that you originally hatched has been successfully hit by a Move or Feature you may Shift as a Free Action to Intercept that Move. You take the damage and effects of that Move or Feature, after subtracting X from the incoming damage, where X is your CHA modifier. You may only use Philoprogenitive once per encounter.

Thoroughbred — Hatcher Feature
Prerequisites: Hatcher, 20 CHA
Static
Effect: Any Pokemon you hatch, that were also hatched from two Pokemon you own and whose parents are of the same species (or evolution lines, including split evolution lines) are "Thoroughbred." Your Thoroughbred Pokemon gains +30% the amount of experience they would gain normally.

Medic

Advanced Feature

Prerequisites:
Breeder,
Field First Aid Kit (650)

Bonus: +1 WIS

Base Features

Treat Minor Wounds   Medic Feature
Daily – Every 4 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Heal the target 20 HP.

Muscle Relaxants   Medic Feature
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: A Paralyzed Trainer or Pokemon.
Effect: The target is no longer Paralyzed.

Medic Features

Better Living Through Medicine   Medic Feature
Prerequisites: Medic, 5 Medic Feats
Daily - Every 25 levels gained, you may perform this Feature another time per day.
Effect: You may use two Medic Features, two restorative items, or a Medic Feature and a restorative item as a single Trainer Action. Features used through Better Living Through Medicine still count toward their daily uses for that feature.

Medicinal Expert   Medic Feature
Prerequisites: Medic
Static
Effect: Whenever you uses a health restoring item, such as a Potion, or an item that cures a Status Affliction, such as an Antidote, it heals an additional amount of HP equal to your WIS Stat.

Pain Killers   Medic Feature
Prerequisites: Medic, 16 WIS
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: A Poisoned or Burned Trainer or Pokemon.
Effect: The target is cured of Poison or Burn.

Restore Strength   Medic Feature
Prerequisites: Medic, 20 WIS
Daily
Target: A Pokemon.
Effect: Treat the target pokemon as if they have not used any Center Frequency Moves since their last Pokemon Center visit.

Shock Therapy   Medic Feature
Prerequisites: Medic, Pain Killers
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: A Frozen or Asleep Trainer or Pokemon.
Effect: The target is cured of Frozen or Sleep.

Treat Wounds   Medic Feature
Prerequisites: Medic
Daily – Every 6 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Heal the target 40 HP.

Treat Major Wounds   Medic Feature
Prerequisites: Medic, Treat Wounds, 16 WIS
Daily – Every 8 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Heal the target 60 HP.

Treat Serious Wounds   Medic Feature
Prerequisites: Medic, Treat Wounds, 18 WIS
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Heal the target 80 HP.

Won't Die On Me   Medic Feature
Prerequisites: Medic, 22 WIS
Daily
Target: A Trainer or Pokemon who failed their Death Saving Throw.
Effect: The Target may re-roll that savings throw. The Target subtracts 5 from their roll if it is a Trainer, or 25 if it is a Pokemon.

Won't Die On Me +   Medic Feature
Prerequisites: Medic, Won't Die On Me
Daily
Target: A Trainer or Pokemon who failed their Death Saving Throw.
Effect: The Target may re-roll that savings throw. The Target subtracts your Wisdom Stat from their roll. This Feature replaces Won't Die On Me.

Move Tutor

Advanced Feature

Prerequisites:
Breeder, used at least
10 TMs on their own Pokemon

Bonus: +1 WIS

Base Features

Natural Arrangement   Move Tutor Feature
Effect: When any of your Pokemon learn a Tutor or TM Move, you may place it on your Pokemon's Natural Move list. When doing so, you may only place up to two Moves that would normally be on your Pokemon's Tutor/TM Move list onto its Natural Move list.

Tutor Pushing   Move Tutor Feature
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: A pokemon. (1 Push Point)
Effect: Roll 1d20 and add your WIS modifier. If the total exceeds 15, chose a Move from the Tutor Move list that the target pokemon can learn. Teach the target that Tutor Move as if you had used a TM. Once you successfully use Tutor Pushing on a pokemon, Tutor Pushing may not target that pokemon ever again.

Mechanic: Pokemon gain one "Push Point" every 5 levels. When a trainer acquires a Pokemon, it retroactively gains all unspent Push Points for all of its previous;y earned levels. To use certain Move Tutor Features, the targeted Pokemon must have a certain amount Push Points. Upon the successful use of certain Move Tutor Features, those Push Points are expended. Move Tutor Features that use Push Points, say so in the "Target" Line of the Feature.

Move Tutor Features

Capability Pushing   Move Tutor Feature
Prerequisites: Move Tutor, 16 WIS, taught or created TMs for
     5 moves that grant changes to capabilities
Daily
Target: A Pokemon (0 Push Points)
Effect: Choose a Move on the targeted Pokemon's Level-up, Egg, TM or Tutor list that grants or modifies a Capability that is not Aura. The Pokemon gains that Capability. Capability Pushing may not target that pokemon ever again.

Elemental Unlock   Move Tutor Feature
Prerequisites: Move Tutor, 21 WIS
One Time Use Only – After taking the feature, you gain one additional use,
     per 8 levels gained afterwards.
Target: A pokemon (3 Push Points)
Effect: Choose an Elemental Type. That pokemon can now learn TMs of that Elemental Type, regardless of its other types. Elemental Unlock may not target that pokemon ever again. You may take Elemental Unlock up to 3 times.

HM Smith   Move Tutor Feature
Prerequisites: Move Tutor, 20 WIS, used an HM before
Daily
Target: A TM.
Effect: Pay 8,000 . Change a TM in to an HM.

Physical Pushing   Move Tutor Feature
Prerequisites: Move Tutor, a pokemon with an Attack stat of 30 or higher
Daily - Every 10 levels gained, you may perform this Feature another time per day.
Target: A pokemon (2 Push Points)
Effect: Roll 1d20 and add your WIS modifier. If the total exceeds 15, chose a TM that teaches a Move that uses the Attack Stat as long as the target pokemon can learn that TM. Teach the target that TM as if you had used a TM. Once you successfully use Physical Pushing on a pokemon, Physical Pushing may not target that pokemon ever again.

Special Pushing   Move Tutor Feature
Prerequisites: Move Tutor, a pokemon with a Special Attack stat of 30 or higher
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: A pokemon (2 Push Points)
Effect: Roll 1d20 and add your WIS modifier. If the total exceeds 15, chose a TM that teaches a Move that uses the Special Attack Stat as long as the target pokemon can learn that TM. Teach the target that TM as if you had used a TM. Once you successfully use Special Pushing on a pokemon, Special Pushing may not target that pokemon ever again.

Status Pushing   Move Tutor Feature
Prerequisites: Move Tutor
Daily - Every 10 levels gained, you may perform this Feature another time per day.
Target: A pokemon (2 Push Points)
Effect: Roll 1d20 and add your WIS modifier. If the total exceeds 15, choose a TM that teaches a Move that does not apply the Attack or Special Attack Stat that the target pokemon can learn. Teach the target that TM as if you had used a TM. Once you successfully use Status Pushing on a pokemon, Status Pushing may not target that pokemon ever again.

TM King   Move Tutor Feature
Prerequisites: Move Tutor, TM Smith, TM Pushing
Static
Effect: Remove the following line from TM Maker's Effect: You may not create the same TM more than once with this Feature. Remove the following line from TM Smith's Effect: You may not create a TM with the same Move more than once with this Feature. Remove the following line from TM Pushing's Effect: You may never select that TM again with TM pushing.

TM Maker   Move Tutor Feature
Prerequisites: Move Tutor, 18 WIS, successfully used Move Tutor Features at least 10 times
Daily
Effect: Pay 1500 , roll 1d20 and add your WIS modifier. If the total exceeds 20, chose a TM you've Pushed onto a pokemon. You create that TM. You may not create the same TM more than once with this Feature.

TM Pushing   Move Tutor Feature
Prerequisites: Move Tutor, 16 WIS,
     Status Pushing, Physical Pushing or Special Pushing
Daily - Every 10 levels gained, you may perform this Feature another time per day.
Target: A pokemon (2 Push Points)
Effect: Roll 1d20 and add your WIS modifier. If the total exceeds 15, chose a TM from TMs 1 to 95 or from A1 to A6 that the target pokemon can learn. Teach the target that TM as if you had used a TM. You may never select that TM again with TM pushing.

TM Smith   Move Tutor Feature
Prerequisites: Move Tutor, TM Maker
Daily
Target: Items.
Effect: Pay 1500 , roll 1d20 and add your WIS modifier. If the total exceeds 20, chose a Move that isn't on the TM list that one of your pokemon can perform. You create a TM with that Move. Give it any number above 101, or add a letter (A-Z) to a number to give it an unique identification. You may not create a TM with the same Move more than once with this Feature.

Tutor Capacity   Move Tutor Feature
Prerequisites: Move Tutor, Used Tutor Pushing on 5 Pokemon
Static
Effect: Remove the following line from Tutor Pushing's Effect: Once you successfully use Tutor Pushing on a pokemon, Tutor Pushing may not target that pokemon ever again.

Capture Specialist

Class Feature

Prerequisites:
13 DEX, 13 INT

Bonuses: +1 DEX +1 INT
Penalties: -2 CON

Base Features

Capture Point   Capture Specialist Feature
   Static
   Trigger: You throw a Poke Ball.
   Effect: Subtract either half of your DEX modifier or half of your INT modifier from your d100 rolls when throwing any Poke Ball.

Curve Ball   Capture Specialist Feature
   Daily – Every 5 levels gained, you may perform this Feature another time per day.
   Trigger: You throw a Poke Ball.
   Effect: You may deal X damage to the target you are throwing a Poke Ball at where X is your DEX modifier. The target's Defense or Special Defense cannot reduce this damage. This Feature cannot be used when throwing Pokeballs as part of an Arms Attack, but may be used when releasing a Pokemon or attempting a Capture roll, or when throwing a Poke Ball specifically to trigger Curve Ball.

Capture Specialist Features

Apricorn Ball   Capture Specialist Feature
   Prerequisite: Capture Specialist, Poke Ball Repair
   Daily – Every 15 levels gained, you may perform this Feature another time per day.
   Target: Any Apricorn
   Effect: Roll 1d20, and add your INT modifiers. On a result of 11 or better, you change the target Apricorn into a Basic Ball.

Bean Ball   Capture Specialist Feature
   Prerequisites: Capture Specialist, 20 DEX
   Daily – Every 15 levels gained, you may perform this Feature another time per day.
   Trigger: You use Curve Ball
   Effect: Roll 1d20. On a result of 11 or higher, you score a critical hit, doubling your damage dealt. Additionally, on a result of 17 or higher, the target is flinched. You may apply the bonuses from critical hits and flinching to the capture roll.

Catch Combo   Capture Specialist Feature
   Prerequisites: Capture Specialist, 18 Dex
   At-Will
   Trigger: An allied trainer or pokemon rolls 17-20 on Accuracy Check while targeting a wild Pokemon.
   Effect: You may throw a pokeball against the targeted enemy immediately after the triggering attack is resolved. You may use Catch Combo only once per encounter.

Capture Point +   Capture Specialist Feature
   Prerequisites: Capture Specialist, 16 INT, 16 DEX
   Static
   Trigger: You throw a Poke Ball.
   Effect: Subtract both half of your DEX modifier and half of your INT modifier from your d100 rolls when throwing any Poke Ball. This Feature replaces Capture Point.

Capture Point Max   Capture Specialist Feature
   Prerequisites: Capture Specialist, Capture Point +, 20 DEX, 20 INT
   Static
   Trigger: You throw a Poke Ball.
   Effect: Subtract your DEX modifier and your INT modifier from your d100 roll when throwing any Poke Ball. This Feature replaces Capture Point +.

False Swipe Tutor   Capture Specialist Feature
   Prerequisites: Capture Specialist, a pokemon with the Move False Swipe, 18 INT
   Daily – Every 10 levels gained, you may perform this Feature another time per day.
   Target: A Pokemon who is leveling up to a level evenly divisible by 5.
   Effect: Roll 1d20 and add your INT modifier. If the total exceeds 15, the Pokemon learns the Move, False Swipe. Once you successfully use False Swipe Tutor on a Pokemon, False Swipe Tutor may not target that Pokemon ever again.

Informed Tracker   Capture Specialist Feature 🔵✅

Prerequisite: Capture Specialist

Daily

Target: A Route, cave, or other wild area.

Effect: Roll 1d20 and add your INT modifier. On a roll of 15 or higher, you identify the area. You know which pokemon are known to commonly inhabit identified areas, and if any apricorns commonly grow in the area.

Informed Tracker +   Capture Specialist Feature 🔵✅

Prerequisite: Capture Specialist, Informed Tracker, 16 INT

Daily

Target: A Route, cave, or other wild area.

Effect: Roll 1d20 and add your INT modifier. On a roll of 12 or higher, you identify the area. You know which pokemon are known to commonly inhabit identified areas, and if any apricorns commonly grow in the area. On a roll of 20 or higher, you know of any rare pokemon that may be said to inhabit the area, and subtract 10 from any Capture Rolls made identified areas for the rest of the day. This Feature replaces Informed Tracker.

Member's Discount   Capture Specialist Feature 🟣✅

Prerequisites: Capture Specialist, Membership Card (2000)

Static

Effect: You gain a 20% Discount from all regular PokeMart products. Whenever you spend 2000 or more a single purchase, you get a complimentary Premier Ball.

Poke Ball Repair   Capture Specialist Feature 🟢❌

Prerequisites: Capture Specialist, Poke Ball Tool Box (1250)

Daily – Every 5 levels gained, you may perform this Class Feature another time per day.

Target: Any Poke Ball that has failed to capture a pokemon and broke.

Effect: Roll d20 and add your DEX and INT modifiers to the roll. If the total exceeds 15, the Poke Ball is fixed and is treated as if it had not broken.

Poke Ball Smith   Capture Specialist Feature 🟢❌

Prerequisites: Capture Specialist, Poke Ball Repair

At-Will

Effect: Create a Basic Ball (100), a Great Ball (250), or an Ultra Ball (500).

Weighted Net   Capture Specialist Feature 🟢❌

Prerequisites: Capture Specialist

At-Will

Target: Pokemon or Trainer

Effect: Pay X multiplied by 100, with a maximum value of 12 for X. You create a weighted net which can be thrown at a target to reduce its movement capabilities by X minus the target's Power capability. If targeting a trainer, use half their STR modifier as their power capability. A target may spend its full turn, taking no actions, to roll 1d20, adding their power capability. On a result of 12 or greater, they break free from the net. Throwing the net is an AC4 attack, and has a range of 4 meters.

Artificer

Advanced Feature

Prerequisites:
Capture Specialist, 17 DEX

Bonus: +1 DEX

Base Features

Type Booster   Artificer Feature 🔵✅

At-Will

Effect: You create a Type Booster that improves the power of any single Type of your choice. Name the item whatever you'd like. Pokemon add their STAB value to attacks of the chosen type. It costs 800 to use Type Booster.

Weaponsmith   Artificer Feature 🟢❌

Daily

Effect: Over 10 hours, which need not be spent consecutively, you create a Weapon. The Weapon is created with a level equal to your Trainer Level plus Xd6, where X is your DEX modifier, up to a maximum of level 100. The weapon will deal additional damage on an attack equal to the STAB bonus of a Pokemon of its level. Additionally, you may include up to two Crafting Materials into a single weapon. It costs 1500 to use Weaponsmith.

Artificer Features

Apprentice Craftsman   Artificer Feature
Prerequisites: Artificer
At-Will
Target: Items
Effect: Light Clay (2500), Quick Claw (2800), Flame Orb (3200), or Toxic Orb (3200).

Elemental Armaments   Artificer Feature
Prerequisites: Artificer, 18 DEX
Static
Effect: You may use any Non-Plate Type Booster as a crafting Material for Weaponsmith. This will cause the Weapon to deal Elemental damage matching that of the Type-Booster used, but will lower the Weapon's default Damage Base by 1. You may include only a single Type Booster into a Weapon.

Expert Craftsman   Artificer Feature
Prerequisites: Artificer, Apprentice Craftsman
At-Will
Effect: Create a Bright Powder (4000), Expert Belt (4000), Shell Bell (3500), or Wide Lens (3500).

Flute Smith   Artificer Feature
Prerequisites: Artificer
At-Will
Target: Items
Effect: Choose Confusion, Infatuation, or Sleep. You create a flute that, when used, cures the chosen Status on all Pokemon or Trainers within 3 meters. A flute may only be activated once per day. It costs 550 to use Flute Smith.

Incense Maker   Artificer Feature
Prerequisites: Artificer, 16 DEX
At-Will
Target: Items.
Effect: Create a Full Incense, Lax Incense, or Luck Incense. It costs 1200 to use Incense Maker.

Keepsake Builder   Artificer Feature
Prerequisites: Artificer, evolved a pokemon that used a held item to evolve
At-Will
Target: Items.
Effect: Create an Item that does nothing in battle, but it can serve as a replacement for a pokemon's requirement to evolve if they would need a held item. The item can be named whatever you'd like. Like all other held items that influence evolution, the item disappears after the pokemon evolves. It costs 500 to use the Keepsake Builder Feature.

Master Craftsman   Artificer Feature
Prerequisites: Artificer, Expert Craftsman, 20 DEX
At-Will
Target: Items
Effect: Create a Focus Band (4500), Focus Sash (4800), or Life Orb (5500).

Protection Charm   Artificer Feature
Prerequisites: Artificer
Daily
Effect: You create a Charm that, when activated, grants the trainer wearing it a Pokemon Ability for X hours, where X is your DEX modifier at the time the Charm was created. The Charm may not be activated for another 24 hours. The ability granted depends on the Item used to craft the Charm, as detailed below. The required Item is destroyed after using Ability Charm. A person may benefit from only a single charm on any given day.

- Razor Claw: Battle Armor
- King's Rock: Inner Focus
- Magmarizer: Magma Armor
- Reaper Cloth: Own Tempo
- Dragon Scale: Vital Spirit
- Metal Coat: Immunity
- Electririzer: Limber
- Oval Stone: Oblivious
- Protector: Sturdy
- Deepseascale/Deepseatooth: Water Veil

Stat Boosters   Artificer Feature
Prerequisites: Artificer
At-Will
Target: Items
Effect: Choose between Attack, Defense, Special Attack, Special Defense or Speed. You create a Held Item that, when released from a Poke Ball, the holder's chosen Stat is raised 1 Combat Stage. Name the Item whatever you'd like. It costs 1000 to use the Stat Boosters Feature.

Stonesmith   Artificer Feature
Prerequisites: Artificer, Weaponsmith
Static
Effect: You may use the listed Stones as crafting Materials for Weaponsmith. Once Daily, on a roll of 16-20 on an Arms Attack using the weapon, you may activate the Stone as a Free Action to cause its listed effect to the attack's target. Only the first target is affected if there are multiple targets due to a Feature.

- Fire Stone: Burn
- Leaf Stone: Poison
- Shiny Stone: Critical Hit
- Thunderstone: Paralyze
- Water Stone: Confusion
- Everstone: The target's defense is lowered by 1 CS

Stonesmith +   Artificer Feature
Prerequisites: Artificer, Stonesmith
Static
Effect: You may use the listed Stones as crafting Materials for Weaponsmith. Once Daily, you may activate the Stone's effect.
- Dawn: You may activate to use an Arm Attack against an adjacent target as an Interrupt, but lower the Damage Base of your attack by 2.
- Dusk: You may activate on a critical hit to have the Sniper ability for that attack.
- Moon: You may activate when declaring an Arms Attack to ignore all Evasion on the target, and bypass Protect or Detect.
- Sun: You may activate when you hit with an arms attack to deal Special damage rather than Physical damage.

Collector

Advanced Feature

Prerequisites:
Capture Specialist, made 12 Pokemon captures

Bonus: +1 DEX

Base Features

Checklist   Collector Feature

Static

Effect: From now on, every 8 different species of Pokemon you own will gain you a trainer level. Your Checklist Value is X, where X is the number of trainer levels you have gained in this way plus your DEX modifier.

Capture Maniac   Collector Feature

Daily – Every 10 levels gained, you may perform this Feature another time per day.
Trigger: You make a Capture Roll
Effect: Subtract your Checklist Value from your Capture Roll.

Collector Features

Assistance   Collector Feature

Prerequisites: Collector, Capture Point Max
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Trigger: Ally makes a Capture Roll.
Effect: Your Ally may subtract your Checklist Value from their Capture Roll, and benefits from your Capture Point Max Feature.

Capture Maniac +   Collector Feature

Prerequisites: Collector, 18 DEX
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Trigger: You make a Capture Roll
Effect: Subtract your Checklist Value from your Capture Roll. This Feature replaces Capture Maniac.

Cosplay   Collector Feature

Prerequisites: Collector, 16 DEX, Costume Kit (400)
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Self.
Effect: You disguise yourself as a pokemon and may approach any wild Pokemon with an intelligence capability of 4 or lower. The pokemon you approach is not instantly provoked but may be startled, and will likely react to you as it would to a typical member of the species you are imitating. You may attempt to befriend the Wild as long as you don't provoke it.

Multi Ball   Collector Feature

Prerequisites: Collector, 16 DEX
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Effect: You may throw two pokeballs at the same time as a Trainer Action. You must target a different Pokemon with each pokeball.

Obsessive Compulsive   Collector Feature

Prerequisites: Collector, 16 DEX
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Trigger: You throw a Poke Ball that fails to capture your Quarry.
Effect: Throw any additional Poke Ball immediately. You may not throw the same Poke Ball that failed on the same turn, even if it was repaired. You may use Obsessive Compulsive only once per turn.

Rarest Prize   Collector Feature

Prerequisites: Collector, 5 Collector Features
Static
Effect: Any shiny pokemon count as two new species for the purposes of leveling and Collector Features, instead of their normal species. Any legendary pokemon, or pokemon with naturally occurring type shifts, count as Four new species for the purposes of leveling and Collector Features, instead of their normal species.

Silent Stalker   Collector Feature

Prerequisite: Collector, 22 DEX, caught Pokemon in 8 different routes.
Static
Target: A Route, cave, or other wild area.
Effect: You make no noise as if you had the Stealth Capability, as long as you move no more than half of your max Overland Speed during your turn.

Stalk the Prey   Collector Feature

Prerequisite: Collector, Silent Stalker
Daily – Every 25 levels gained, you may perform this Feature another time per day.
Effect: For the next X rounds, where X is your DEX modifier, if at the end of your turn you have moved no more than half of your max Overland Speed, you gain the Blender capability until the beginning of your next turn.

Unshakeable   Collector Feature

Prerequisites: Collector
Static
Effect: You and your Pokemon are immune to all effects, excluding damage, from Moves used by other Pokemon which would force you to escape or switch Pokemon.

Wilderness Tracker   Collector Feature

Prerequisites: Collector, Informed Tracker+
Daily
Target: A Route, cave, or other wild area.
Effect: Roll 1d20 and add your DEX and INT modifiers. If the total exceeds 20, you initate an encounter with Pokemon you know to be in the area. If the total exceeds 25, a pokemon you have not captured appears during the encounter.

Zeal   Collector Feature

Prerequisites: Collector, 6 Collector Features
Daily – Every 15 levels gained, you may perform this Feature another time per day.
Trigger: You use Capture Maniac or Capture Maniac+
Effect: Subtract an additional X from your roll, where X is +1 for every 8 different species of Pokemon you own.

Engineer

Advanced Feature

Prerequisites:
Capture Specialist, 16 INT
(5,000 to build Mech Arm)

Bonus: +1 INT

Base Features

Pokedex Modifications   Engineer Feature

Static
Effect: You may alter the Pokedex to have a Radar that works at a great range. You may alter that value from anywhere between a 5m radius to a 50m radius. The Pokedex can also identify how many wilds the radar detects and which direction they are. The radar cannot detect Pokemon who are not moving.

Mech Arm   Engineer Feature

Static
Effect: You now have a mechanical arm you can wear over either your right or left arm. Add 2 points to your Strength stat. The Mech Arm has extending poles that can support the Arm's weight when you are getting tired. The arm weighs 40 pounds.

Engineer Features

Bullet Punch — Engineer Feature
Prerequisites: Engineer, Mech Arm
Daily - Every 5 levels gained, you may use this Feature another time per day.
Target: A trainer or Pokemon.
Effect: Use the move Bullet Punch. Use either your DEX or INT modifiers as your Attack stat.

Drill Run — Engineer Feature
Prerequisites: Engineer, Mech Arm
Daily - Every 8 levels gained, you may use this Feature another time per day.
Target: A trainer or Pokemon.
Effect: Use the move Drill Run. Use either your DEX or INT modifiers as your Attack stat.

Hacker — Engineer Feature
Prerequisites: Engineer, 20 INT
Static
Effect: You can access any information on any computer and make the computer do whatever you want, as long as the computer is capable of the thing you want it to do. If an encrypter wishes to contest hacking, they must have at least 20 INT. If they do, they must roll higher than you do on 1d20, adding their INT modifier while you add your INT modifier. GM decides the contesting stats. If they succeed, you may not use whatever you tried to hack into.

Learning Curve — Engineer Feature
Prerequisites: Engineer
Daily
Trigger: You make a roll that uses your INT modifier.
Effect: You may add X to your INT modifier for the next five minutes. X is the total of different Pokemon owned in your Pokedex divided by 10.

Meteor Mash — Engineer Feature
Prerequisites: Engineer, Mech Arm
Daily
Target: A trainer or Pokemon.
Effect: Use the move Meteor Mash. Use either your DEX or INT modifiers as your Attack stat.

Pokeball Traps — Engineer Feature
Prerequisites: Engineer, Remote Control and Camera set (1000)
Daily - Every 10 levels gained, you may perform this Feature another time per day.
Target: Your Pokeballs.
Effect: At any given time, you may have X of your Pokeballs marked to be usable by Pokeball traps. X is your INT modifier. Applying or removing a modification to make a Pokeball usable with Pokeball Traps takes 10 minutes. Set or throw your Pokeball down anywhere. At any time you may, as a trainer action, trigger a Pokeball set by Pokeball Traps to either capture an adjacent Pokemon if it is empty or to release your Pokemon from a filled Pokeball. You may view the battle and give orders to your Pokemon released this way through a camera on your Pokeball.

Poke Ball Arm Cannon — Engineer Feature
Prerequisites: Engineer, Mech Arm, Launcher Attachment (800)
Static
Effect: Your Mech Arm can now fire Poke Balls, to send out your own or capture wilds. When firing any Poke Ball at a wild, subtract 12 from the Poke Ball's capture rate. Also the Poke Ball deals 1d8 damage to the wild that cannot be reduced by Defense or Special Defense.

Poke Bots — Engineer Feature
Prerequisites: Engineer, 20 INT
At-Will
Effect: You can make small remote controlled pokemon robots for 1000 that is .5m tall, of any species or general appearance of your choice. It can move 5m per turn and can hold any small object. Pokemon with the Wired capability that you own do not need to make a roll to possess one of your Pokebots. By spending additional money upon each use of this feature, you may add additional abilities to the Pokebot (up to three abilities per Pokebot). Basic Pokebots have 20 HP and take Super-Effective damage from Fire, Electric, Ground and Rock Moves, unless possessed by a Wired Pokemon, in which case the Pokebot's Type is the same as the possessing Pokemon.
-Additional Features: Camera (1000), Video Camera (2000), On-Board GPS (1500), Radio (1000), Computer (2500) Motion Sensing Alarm System (1750), Additional HP (1 per 1 HP, up to a maximum of 150), Self-Detonation (500) Deals 1d20 Normal damage in a 1m Burst against Defense, destroys the Pokebot. (500 more for each additional 1d20, up to a maximum of 3d20) (250 more per additional 1m of Burst, up to a maximum 5m) (500 to change its damage to Steel, Fire or Electric Type). Only one Pokebot may be detonated per turn. Detonation ejects any Pokemon possessing the Pokebot and sets them to -50% HP.

Raft Arm — Engineer Feature
Prerequisites: Engineer, Mech Arm, Buoy-Propeller Attachment (800)
Static
Effect: Your Mech Arm is now buoyant and has a compartment that reveals a propeller. In water, you can move 1 meters per second or 10m per round.

Scanner — Engineer Feature
Prerequisites: Engineer, Mech Arm, Scouter Attachment (1250)
Static
Effect: You can see a percentage when you look at a Pokemon that represents how much of its total HP it has remaining.

Vehicle Builder — Engineer Feature
Prerequisites: Engineer, 5 Engineer Features
Daily - Every 6 levels gained, you may perform this Feature another time per day.
Effect: You may build a vehicle using the following price guidelines. Your GM will determine how quickly you make the vehicle. Build it to look like whatever you'd like.

Power Source	~ Man/Pokemon		~ Gas		~ Electric	
Price	Free		300		600	
Passenger Count	~ 1	~ 2	~ 3	~ 4	~ Each Additional Count	
Price	250	500	750	1000	250	
Vehicle Size	~0-2 sq meters	~ 2.1-4 sq meters	~ 4.1-6 sq meters	Max 10 sq meters		
Price	2000	4000	6000	2000 per 2 sq m		
Vehicle Type	~ Land		~ Water	~ Underground	~ Sky	
Price	1000		2500	5000	7500	

For Vehicle Type, you may combine the prices to combine the capabilities and have any combination of the Vehicle Types. For the vehicle's HP, pay 1 for every 1 HP you'd like it to have. Your vehicle cannot have more then 4,500 HP. It is up to you and your GM to determine when your vehicle is out of power based on what your final product is.

Weapon Arm — Engineer Feature
Prerequisites: Engineer, Mech Arm, Weapon Attachment (500)
Static
Effect: You may attach a Melee Weapon Attachment to your Mech Arm. A default Weapon Attachment costs 500, but you may attach Artificer-Crafted Weapon Attachments. You always have the "Weapon of Choice" Feature for Arms Attacks made using your Mech Arm, and you may add your INT modifier to damage rolls instead of STR, DEX, or CON. You cannot be disarmed of your Weapon Attachment, and it may be crafted as being retractable into your Mech Arm.

Juggler

Advanced Feature

Prerequisites:
Capture Specialist, 17 DEX
Juggling Set (350)

Bonus: +1 DEX

Base Features

Throwing Master   Juggler Feature
Static
Effect: You gain the feat "Weapon of Choice" in the Short-Ranged weapon of your choice. You may throw Short-Ranged Weapons and Pokeballs an additional X meters, where X is your DEX modifier.

Quick Switch   Juggler Feature
Daily - Every 10 levels gained, you may use this Feature another time per day.
Trigger: Your Pokemon Faints; or an opponent sends out a Pokemon
Effect: You may return and send out a Pokemon as a Free Action. You may perform this Feature on your turn without a Trigger.

Juggler Features

Bounce Juggle   Juggler Feature
Prerequisites: Juggler, Bounce Shot
At-Will
Trigger: You use a Juggler Feature that removes an item from your possession.
Effect: The item immediately returns to your hand after the effect is triggered.

Bounce Shot   Juggler Feature
Prerequisites: Juggler, 5 Juggler Features
Daily - Every 8 levels gained, you may use this Feature another time per day.
Trigger: A Thrown item hits its intended target or area.
Effect: The thrown item is bounced a number of meters equal to your DEX modifier in any direction. This can cause your Features to hit targets that are otherwise out of range or to hit a second target.

Emergency Release   Juggler Feature
Prerequisites: Juggler, 18 DEX
Daily - Every 10 levels gained, you may use this Feature another time per day.
Effect: You may Release a Pokemon as an Interrupt.

Enter Like Lightning   Juggler Feature
Prerequisites: Juggler, 20 DEX
Daily - Every 10 levels gained, you may perform this Feature another time per day.
Trigger: You release a Pokemon from its Pokeball
Effect: Use the move Flash, centered around where you released your Pokemon. For this round, add your DEX modifier to your Pokemon's Speed Stat for the purposes of determining initiative.

Fast Draw   Juggler Feature
Prerequisites: Juggler
At-Will
Effect: Once per encounter, you may use an Item on yourself or an allied Trainer or Pokemon as a Free Action.

First Blood   Juggler Feature
Prerequisites: Juggler, Enter Like Lightning
Daily
Trigger: You release a pokemon from its pokeball
Effect: Your pokemon may use a Move with the Dash keyword as an interrupt as soon as it is sent out. Moves used in this way have the additional effect of pushing the target 5 meters. This consumes your Command action for the round.

Fling   Juggler Feature
Prerequisites: Juggler
Daily - Every 5 levels gained, you may use this Feature another time per day.
Effect: Use the move Fling. Any item in your possession can count as a Held Item when you use this Move. Use your DEX modifier as your ATK Stat.

No Hands!   Juggler Feature Ⓢ ✓

Prerequisites: Juggler

Static

Effect: You may hide up to 3 Pokeball-sized or smaller items on your person which are undetectable by search. You may activate pokeballs without the use of your hands.

Pokeball Cascade   Juggler Feature Ⓢ ✓

Prerequisites: Juggler

Static

Effect: Pokemon you own add half of your DEX mod to their speeds for the purpose of calculating initiative on the turn they are sent out.

Quick Switch +   Juggler Feature Ⓕ ✓ ①

Prerequisites: Juggler

Daily - Every 5 levels gained, you may use this Feature another time per day.

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

Effect: You may return and send out a Pokemon as a Free Action. You may perform this Feature on your turn without a Trigger.

Round Trip   Juggler Feature Ⓕ ✓ ①

Prerequisites: Juggler, 22 Dex, 4 other Juggler features

Daily - every 10 levels gained, you may use this Feature another time per day.

Trigger: Your Pokemon uses a move.

Effect: You may immediately switch your Pokemon that just performed a move for another of your Pokemon. You may not issue commands to this Pokemon.

Tag In   Juggler Feature Ⓕ ✓ ①

Prerequisites: Juggler, 5 Juggler Features

Daily - Every 10 levels gained, you may use this Feature another time per day.

Trigger: You recall a Pokemon

Effect: The next Pokemon you send out is treated as if the recalled Pokemon had used Baton Pass on it.

Poke Ball Designer

Advanced Feature

Prerequisites:
Capture Specialist,
Poke Ball Smith

Bonus: +1 INT

Base Features

Advanced Design   Poke Ball Designer Feature Ⓣ ✓

At-Will

Effect: You create a Dusk, Dive, Heal, Luxury, Net, Nest, Quick, Repeat, or Timer Ball. It costs 400 to use Advanced Design.

Conditional Advantage   Poke Ball Designer Feature Ⓢ ✓

Static

Trigger: Your throw a Pokeball

Effect: If you would subtract an additional amount due to special circumstances defined by the Pokeball's type - such as when throwing a Dusk Ball at night - you may subtract your INT modifier from the capture roll.

Mechanics: All Pokeballs have, by default, a single Seal Slot on which seals can be applied. Using their Jail Break feature, Pokeball Designers may add an additional two slots for a total of three.

Poke Ball Designer Features

Apricorn Shift   Poke Ball Designer Feature

Prerequisites: Pokeball Designer, Apricorn Smith
Daily
Target: Any two Apricorns.
Effect: Combine the targeted Apricorns into a a single Apricorn of your choice.

Apricorn Smith   Poke Ball Designer Feature

Prerequisites: Pokeball Designer, Apricorn Ball
At-Will
Target: An Apricorn
Effect: Roll 1d20 and add your INT modifier. It the total exceeds 12, you change the target Apricorn into its corresponding Pokeball. If the total is 11 or below, you ruin the targeted Apricorn.

Ball Modification: Habitat Poke Ball Designer Feature

Prerequisites: Poke Ball Designer
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Dive Ball
Effect: Add one of the following keywords to the targeted Dive Ball: Arctic, Mountain, Desert, Grassland, Rainforest, Forest, Tundra, Taiga, Marsh, Beach, Freshwater, Urban or Cave. Instead of when underwater or underground, the modified Poke Ball subtracts 15 from its Capture Rolls when thrown in an area that corresponds with the keyword chosen. It costs 200 to use Ball Modification: Habitat.

Ball Modification: Power   Poke Ball Designer Feature

Prerequisites: Poke Ball Designer
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Nest Ball
Effect: You change the Nest Ball into a Power Ball. It retains the conditional capture modifier of a Nest Ball, but additionally, when a Power Ball captures a target, roll 1d20 and add your INT modifier. On a result of 15 or better, the captured pokemon is raised 1d4 levels upon capture. On a result of 25 or better, the target is raised 2d4 levels upon capture instead. It costs 500 to use Ball Modification: Power.

Ball Modification: Type   Poke Ball Designer Feature

Prerequisites: Poke Ball Designer
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Net Ball
Effect: You change the Net Ball into a Earth Ball, Haunt Ball, Solid Ball, Heat Ball, Mystic Ball, Air Ball or Mold Ball. The properties of these unique balls are identical to the Net Ball, but instead of affecting Bug and Water types like the Net Ball, these Balls correspond to the following types. Earth Ball; Grass and Ground; Haunt Ball, Dark and Ghost; Solid Ball, Rock and Steel; Heat Ball, Electric and Fire; Mystic Ball, Dragon and Psychic; Air Ball, Flying and Ice; Mold Ball, Poison and Fighting.

Booster Seal   Poke Ball Designer Feature

Prerequisites: Poke Ball Designer
At-Will
Target: Any Ball
Effect: Choose any numbered Capability. You create a Booster Seal that corresponds to the chosen capability. Pokemon kept within a pokeball with a Booster Seal gain a +2 bonus to the chosen capability if you chose a Movement capability, or +1 if you chose Intelligence, Jump, or Power. It costs 300 to use Booster Seal. Up to three Booster Seals may be applied to a pokeball, but each must raise a different capability.

Combat Seal   Poke Ball Designer Feature

Prerequisites: Poke Ball Designer
At-Will
Target: Any Ball
Effect: Choose a pokemon stat other than HP. You create a Stat Seal of the chosen stat. Whenever a pokemon with full HP is released from a pokeball with a Stat Seal, the corresponding stat is raised by 1 combat stage. It costs 500 to use Stat Seal. Only one Stat Seal may be applied to a pokeball.

Contest Seal   Poke Ball Designer Feature

Prerequisites: Poke Ball Designer
At-Will
Target: Any Ball
Effect: You create a Contest Seal. Stat. Pokemon captured in a ball with a Contest Seal get a +1d2 bonus during the Introduction Stage of a contest. It costs 500 to use Contest Seal. Up to three Contest Seals may be applied to a pokeball.

Jail Break   Poke Ball Designer Feature

Prerequisites: Poke Ball Designer
At-Will
Target: Any Pokeball
Effect: You may create an additional Seal slot on the target pokeball, or you may remove a Seal thereby opening up a Seal slot. Seals removed in this way are broken and cannot be repaired. You may use this feature to create up to 2 additional Seal slots, up to a maximum of 3 slots.

Save Ball   Poke Ball Designer Feature

Prerequisites: Pokeball Designer, Apricorn Smith
Daily
Effect: Combine a White Apricorn, Red Apricorn, Blue Apricorn, Black Apricorn, Pink Apricorn, Green Apricron and a Yellow Apricorn to make a Save Ball. A Save Ball can capture a pokemon who was felled on the last turn of an encounter. It has no Capture Rate bonuses or penalties.

Snagger

Advanced Feature

Prerequisites:
Capture Specialist,
Snag Machine (1,800 to build)

Bonus: +1 INT

Base Features

Loyalty Meter   Snagger Feature
At-Will
Target: An Owned Pokemon.
Effect: By pointing your Snag Machine at an owned Pokemon, you may determine the Loyalty of that Pokemon. Loyalty is measured from 0 to 4. Pokemon with Loyalty 0 dislike their trainer, and/or is commonly used for attacking defenseless Pokemon or people. Pokemon with Loyalty 1 are newly caught, previously wild, Pokemon who don't trust their trainer and/or are used to commit crimes. Pokemon with Loyalty 2 Like their trainer or were traded to their trainer but are used to commit crimes. Pokemon with Loyalty 3 love their trainers and/or were hatched by their trainers. Pokemon with Loyalty 4 have unbreakable bonds with their trainer.

Snag!   Snagger Feature
Daily
Target: An Owned Pokemon with loyalty 0 or 1.
Effect: Throw a Poke Ball using your Snag Machine as if the target is a wild Pokemon and roll your 1d100 capture roll, subtracting an additional 5 from your check. If you beat the target's Capture Rate you have captured the target. The Pokemon is mistrustful towards you but just as mistrusting and just as trainable as any wild you would have caught in the wild.

Snagger Features

Hate Seeker   Snagger Feature
Prerequisites: Snagger, 17 INT
Static
Effect: When using Snag!, subtract an additional 3 from your roll if your target has Loyalty 1 or subtract an additional 10 from your roll if your target has Loyalty 0.

Rescued Resolve   Snagger Feature
Prerequisites: Snagger, an owned Pokemon with Loyalty 4 who you've Snagged
Static
Target: Your Pokemon with Loyalty 4 who you've Snagged.
Effect: Whenever a Target deals damage, they deal an additional X damage, where X is your INT modifier.

Rescuer   Snagger Feature
Prerequisites: Snagger, an owned Pokemon with Loyalty 4 who you've Snagged
Static
Effect: When you are using Snag! on a Pokemon with Loyalty 0, it may have Loyalty 2 if you capture it and you want it to.

Shadow Berserk   Snagger Feature
Prerequisites: Snagger, a Pokemon who was once another Trainer's Pokemon
Daily
Target: Your Owned Pokemon with Loyalty 0, 1 or 2.
Effect: The target immediately uses the Move Submission, but when applying Weakness/Resistances, treat Submission as having no Elemental Type, hitting for neutral damage. The target may not perform another Move during this round of combat. Using Shadow Berserk makes a Pokemon more prone to disliking its trainer.

Shadow Blaze   Snagger Feature
Prerequisites: Snagger, a Fire-Type Pokemon who was once another Trainer's Pokemon
Daily
Target: Your Owned Pokemon with Loyalty 0, 1 or 2.
Effect: The target immediately uses the Move Flamethrower, but when applying Weakness/Resistances, treat Flamethrower as having no Elemental Type, hitting for neutral damage. The target may not perform another Move during this round of combat. Using a Shadow Blaze makes a Pokemon more prone to disliking its trainer.

Shadow Bolt   Snagger Feature
Prerequisites: Snagger, an Electric-Type Pokemon who was once another Trainer's Pokemon
Daily
Target: Your Owned Pokemon with Loyalty 0, 1 or 2.
Effect: The target immediately uses the Move Thunderbolt, but when applying Weakness/Resistances, treat Thunderbolt as having no Elemental Type, hitting for neutral damage. The target may not perform another Move during this round of combat. Using Shadow Bolt makes a Pokemon more prone to disliking its trainer.

Shadow Chill   Snagger Feature

Prerequisites: Snagger, an Ice-Type Pokemon who was once another Trainer's pokemon

Daily

Target: Your Owned Pokemon with Loyalty 0, 1 or 2.

Effect: The target immediately uses the Move Ice Beam, but when applying Weakness/Resistances, treat Ice Beam as having no Elemental Type, hitting for neutral damage. The target may not perform another Move during this round of combat. Using Shadow Chill makes a Pokemon more prone to disliking its trainer.

Shadow Smash   Snagger Feature

Prerequisites: Snagger, a Fighting-Type Pokemon who was once another Trainer's Pokemon

Daily

Target: Your Owned Pokemon with Loyalty 0, 1 or 2.

Effect: The target immediately uses the Move Brick Break, but when applying Weakness/Resistances, treat Brick Break as having no Elemental Type, hitting for neutral damage. The target may not perform another Move during this round of combat. Using a Shadow Smash makes a Pokemon more prone to disliking its trainer.

Snag Machine Upgrade   Snagger Feature

Prerequisites: Snagger, (6,000)

Static

Effect: The Feature Snag! now has "Daily - Every 5 levels gained, you may perform this Feature another time per day." Instead of "Daily."

Subtle Break   Snagger Feature

Prerequisites: Snagger, a Pokemon who was once another Trainer's Pokemon

Daily

Target: A Pokemon with Loyalty 2.

Effect: Roll 1d20 and add your INT modifier. If you roll 20 or higher, you may target the Pokemon with Loyalty 2 for the next 3 rounds with Snag!

Trapper

Advanced Feature

Prerequisites:
Capture Specialist, 18 DEX

Bonus: +1 DEX

Base Features

Big Game Hunting   Trapper Feature

At-Will

Target: A Wild Pokemon

Effect: Name the Target as your Quarry. When calculating the Catch Rate of your Quarry, their level is considered to be reduced by X. X is equal to half your DEX modifier. You may only have one Quarry at a time, and may only declare or change your Quarry at the start of a round.

Lasso   Trapper Feature

Daily - Every 5 levels gained, you may perform this Feature another time per day

Target: A Pokemon or Trainer

Effect: Roll 1d20 and add your DEX modifier. On a roll of 12 or higher, the target is Lassoed. A Lassoed target cannot move than 6 meters away from you. A Lassoed pokemon may attempt to end the effect by forfeiting its turn, if it is not Confused, Asleep, or Knocked Out. It then rolls 1d20 plus their Power Capability. On a roll of 14 or higher, the Pokemon breaks free. If targeting a trainer, use half their STR modifier as their power capability.

Trapper Features

Big Game Hunting +   Trapper Feature

Prerequisites: Trapper, 20 DEX, Big Game Hunting
At-Will
Target: A Wild Pokemon
Effect: Name the Target as your Quarry. When calculating the Catch Rate of your Quarry, their level is considered to be reduced by X. X is equal to your DEX modifier. You may only have one Quarry at a time, and may only declare or change your Quarry at the start of a round. This feature replaces Big Game Hunting.

Bring 'em Down   Trapper Feature

Prerequisites: Trapper, Lasso
Daily - Every 10 levels gained, you may perform this Feature another time per day
Target: A Lassoed Pokemon or Trainer.
Effect: Roll 1d20 and add your DEX modifier. On a roll of X or higher, the target Pokemon becomes Trapped for a number of rounds equal to half your DEX modifier. X is equal to 10 plus the Pokemon's Power Capability, or 10 plus half the Trainer's Str modifier.

False Strike   Trapper Feature

Prerequisites: Trapper
Daily - Every 5 levels gained, you may perform this Feature another time per day
Trigger: You deal damage to your Quarry.
Effect: When you make attacks with an Arms Feature that would reduce a target to 0 HP or less, you may choose to have the target instead remain at 1 HP.

Ninety-Caliber Net   Trapper Feature

Prerequisites: Collector, Weighted Net, Net Cannon (1,250)
Static
Effect: You obtain a Net Cannon which may be used to launch Weighted Nets, at a distance of 10 meters. Additionally, you may use Curve Ball and Bean Ball with Nets launched from the Net Cannon as if they were pokeballs.

Pheromone Spray   Trapper Feature

Prerequisites: Trapper
Daily - Every 5 levels gained, you may perform this Feature another time per day
Target: A Pokemon
Effect: The target Pokemon becomes Infatuated with the nearest Pokemon of the opposite gender.

Stun Trap   Trapper Feature

Prerequisites: Trapper
Daily - Every 10 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Place a marker on the field adjacent to you. If a pokemon or trainer crosses over that spot on the ground they trigger the Stun Trap. The pokemon or person who triggered the Trap is Paralyzed.

Set for Capture   Trapper Feature

Prerequisites: Trapper
Daily
Trigger: You succesfully use Bring Them Down on a Lassoed Pokemon.
Effect: The target Pokemon's catch rate is increased by 15 for the remainder of the time they are Trapped.

Sweet Trap   Trapper Feature

Prerequisites: Trapper, a Pokemon with Sweet Scent or the Alluring Capability
Daily
Target: A Pokemon
Effect: Use the Move Sweet Scent

Tranquilizer   Trapper Feature

Prerequisite: Collector, Rifle (2,000)
At-Will
Target: Pokemon or Trainers.
Effect: Use the move Yawn on a single target within 30 meters. Firing your Tranquilizer Rifle requires a Tranquilizer dose, which can be purchased at Pokemarts for 100. The Rifle holds only one shot at a time, and loading requires a Trainer Action. After successfully falling asleep due to the effects of Tranquilizer, the target becomes immune to Tranquilizer for 6 hours.

Yank!   Trapper Feature

Prerequisites: Trapper, Lasso
Daily - Every 10 levels gained, you may perform this Feature another time per day
Trigger: A Lassoed Pokemon attempts to use a Move.
Effect: Roll 1d20. On a result of 1-10, the Pokemon takes damage equal to its STAB value, ignoring stats, and may not use any moves this turn. On a result of 11-20, the Pokemon acts normally.

Coordinator

Class Feature

Prerequisites:
13 CHA, 13 CON

Bonuses: +1 CHA +1 CON
Penalties: -2 DEX

Base Features

Natural Grace   Coordinator Feature
Static
Effect: Your Pokemon Learn +20% the amount of experience they would gain normally from contests. If you win a Contest, you gain an additional +15% the amount of prize money you normally would.

Style and Poise   Coordinator Feature
Static
Effect: Your Pokemon may have a total number of combined Contest Stats equal to 24. Furthermore, they may gain the effects of any number of Poffins until they reach this maximum. If a Pokemon is traded away to a non-Coordinator, and the Pokemon has more then 20 points of Contest Stats, they do not lose those stats, but their new trainers may not have access to more than 20 Contest Points per Contest.

Mechanic: Some Coordinator Features have multiple uses, one for Contests and one for non-Contests. They maintain the same prerequisites and frequencies but activate differently based on when they are activated; whether or not it is used during a Contest. Some of these non-Contest Effects allow the Coordinator to perform Pokemon Moves, while others allow their Pokemon to perform them even if they do not know them.

Coordinator Features

Catch Up!   Coordinator Feature
Prerequisites: Coordinator
At-Will
Contest Effect: Replace a keyword on a Contest Move performed by your Pokemon with Catching Up. You may use Catch Up only once per contest.
Battle Effect: Use the move Helping Hand.

Crowd's Cheers   Coordinator Feature
Prerequisites: Coordinator, 16 CHA
Daily
Contest Effect: Replace a Contest Keyword on a Contest Move performed by your Pokemon with Crowd Pleaser for one round of the Contest. You may use Crowd's Cheers only once per contest.
Battle Effect: Use the move Encore.

Electrifying Performance   Coordinator Feature
Prerequisites: Coordinator, 5 Ribbons
Weekly - Every 10 levels gained, you may perform this Feature another time per Week.
Target: One of your Pokemon.
Contest Effect: Add the Contest Keyword Incredible to a Contest Move performed by the Pokemon this Round.
Battle Effect: The target immediately uses the Move Lock-On as a Free Action. During the target's turn it may not use any of the following Moves: Moves Sheer Cold, Guillotine, Horn Drill or Fissure. You may still roll to determine additional effects or Critical Hit. This must be declared before the Accuracy Check is made.

Judge Blinders   Coordinator Feature
Prerequisites: Coordinator, 3 Ribbons
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: One of your Pokemon.
Contest Effect: Replace a Contest Keyword on a Contest Move performed by your Pokemon with Special Attention. You may use Judge Blinders only once per contest.
Battle Effect: The target immediately uses the Move Follow Me as its Move Action, it may still shift during its turn during this round of combat.

Lead Act   Coordinator Feature
Prerequisites: Coordinator, 16 CON
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: One of your Pokemon.
Contest Effect: Replace a Contest Keyword on a Contest Move performed by your Pokemon with Quick Set. You may use Lead Act only once per contest.
Battle Effect: Use the move After You.

Patience — Coordinator Feature

Prerequisites: Coordinator, 16 CON
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: One of your Pokemon.
Contest Effect: Replace a Contest Keyword on a Contest Move performed by your Pokemon with Slow Set. You may use Patience only once per contest.
Battle Effect: Use the move Quash.

Perfect Performance — Coordinator Feature

Prerequisites: Coordinator, 15 CON
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your Pokemon who just received First or Second place in a contest.
Effect: The target gains +30% experience from the Contest if they came in Second place. They gain +80% experience instead if they came in First place.

Voltage Freeze — Coordinator Feature

Prerequisites: Coordinator, 15 CON, 2 Ribbons
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: One of your Pokemon.
Contest Effect: Replace a Contest Keyword on a Contest Move performed by your Pokemon with either Excitement or Hold That Thought this round. You may use Voltage Freeze only once per contest.
Battle Effect: Your Pokemon gains the keyword "Reliable" on the next Battle Frequency Move it performs during this encounter.

Voltage Freeze+ — Coordinator Feature

Prerequisites: Coordinator, Voltage Freeze, 20 CON
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: One of your Pokemon.
Contest Effect: Replace a Contest Keyword on a Contest Move performed by your Pokemon with either Excitement, Hold That Thought, or both. You may use Voltage Freeze+ only once per contest.
Battle Effect: Your Pokemon gains the keyword "Reliable" on the next Battle or Center Frequency moves it performs. This feature replaces Voltage Freeze+

You Call That Impressive? — Coordinator Feature

Prerequisites: Coordinator, 17 CHA
Daily – Every 15 levels gained, you may perform this Feature another time per day.
Target: One of your pokemon.
Contest Effect: Roll 1d20 and add your CHA modifier. On a result of 13 or higher, add the Contest Keyword Seen Nothing Yet to your pokemon's Contest Move for this round.
Battle Effect: The target gains one of these effect based on which Move it will be using during this round of combat: If the Move has the keyword Blast or Burst, increase the size of the Blast/Burst by 2. If the Move does not have either of those keywords and is Ranged, increase its range by 4. If the Move is Melee, increase the target's Speed Capabilities by 4.

Beauty Modeler

Advanced Feature

Prerequisites:
Coordinator,
3 Beauty Contest Ribbons

Bonus: +1 CON

Base Features

Beautiful Advantage — Beauty Modeler Features

Static
Effect: X is your CON modifier. Add X to your Pokemon's appearance appeal in the first round of a Beauty Contest. Your Pokemon are Beautiful. All of your Pokemon with Loyalty 2 or higher may be targeted as if they have a Beauty Ribbon, but do not actually have one. Your Pokemon may have up to 20 points in their Beauty Contest Stat, and burn up to 5 points of its Beauty Stat on a single move.

Beautiful Offense — Beauty Modeler Features

Static
Target: Your Pokemon with a Beauty Contest Ribbon
Effect: Mark your Pokemon with Beauty Ribbons as "Superior." When adding stats during level up for Superior Pokemon, while the Pokemon is still yours, you may add to the Pokemon's Special Attack Stat and ignore Base Relation.

Beauty Modeler Features

Beautiful Grace   Beauty Modeler Features
Prerequisites: Beauty Modeler
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your Pokemon or allied Pokemon with a Beauty Ribbon.
Effect: The target gains the Serene Grace Pokemon ability, in addition to the abilities they already have. If the Pokemon already has Serene Grace, this feature has no effect. This effect ends when the Pokemon is recalled

Beautiful Pull   Beauty Modeler Features
Prerequisites: Beauty Modeler
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your Pokemon or allied Pokemon with a Beauty Ribbon.
Effect: The target gains the Shadow Tag pokemon ability, in addition to the abilities they already have. If the Pokemon already has Shadow Tag, this feature has no effect. This effect ends when the Pokemon is recalled.

Beautiful Shine   Beauty Modeler Features
Prerequisites: Beauty Modeler
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your Pokemon or allied Pokemon with a Beauty Ribbon.
Effect: The target gains the Magic Guard pokemon ability, in addition to the abilities they already have. If the Pokemon already has Magic Guard, this feature has no effect. This effect ends when the Pokemon is recalled

Beautiful Skin   Beauty Modeler Features
Prerequisites: Beauty Modeler
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your Pokemon or allied Pokemon with a Beauty Ribbon.
Effect: The target gains the Marvel Scale Pokemon ability, in addition to the abilities they already have. If the Pokemon already has Marvel Scale, this feature has no effect. This effect ends when the Pokemon is recalled

Beauty's Allies   Beauty Modeler Features
Prerequisites: Beauty Modeler, 1 Cute Ribbon or 1 Cool Ribbon
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your Pokemon or allied Pokemon with a Beauty Ribbon.
Contest Effect: When the target uses a Cute Move or a Cool Move in a Contest, you may choose to have the Move raise the Voltage.
Battle Effect: Once per combat, if the target uses a Move that has a Beauty Contest Type, the Move needs -2 to hit.

Beauty's New Allies   Beauty Modeler Features
Prerequisites: Beauty Modeler, 1 Smart Ribbon or 1 Tough Ribbon
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your Pokemon or allied Pokemon with a Beauty Ribbon.
Effect: When the target uses a Smart Move or Tough Move in a Contest, you may choose to have the Move not lower the Voltage.

Dangerous Allure   Beauty Modeler Features
Prerequisites: Beauty Modeler, 18 CON
Static
Effect: Your Pokemon with at least one Beauty Ribbon have the Alluring capability. When you, your Pokemon, an ally or ally's pokemon, target any wild Pokemon who has attacked one of your Pokemon affected by Dangerous Allure within the same round, or last round, of combat, the Accuracy Check is -2.

Fabulous Max   Beauty Modeler Features
Prerequisites: Beauty Modeler, 18 CON
Daily - Every 10 levels, you may use this feature another time per day.
Target: Your Pokemon with at least 15 in their Beauty Stat.
Effect: When the target uses a Move that has a Beauty Contest Type, the move gains the keyword Burst with a size of 2 if Melee, or Blast with a size of 2 if ranged. If the move is already a Burst or Blast, increase the size of the Move's Range by 2. This Feature may only be applied once per move.

Mind Makeover   Beauty Modeler Features
Prerequisites: Beauty Modeler, 16 CON
Daily
Target: Your Pokemon or allied Pokemon .
Effect: Roll 1d20 and your CON modifier. If your result is 16 or greater, you may change the target's Nature to Bashful, Modest, Mild, Rash or Quiet.

Ravishing Style   Beauty Modeler Features
Prerequisites: Beauty Modeler, a Pokemon with a Beauty Stat of 15.
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your Pokemon with at least 15 in their Beauty Stat.
Contest Effect: When the target uses a Beauty Move, roll an additional 1d4 during the appeal.
Battle Effect: When the target uses a Move that has a Beauty Contest Type, the Move raises the target's Special Attack 1 Combat Stage.

Choreographer

Advanced Feature

Prerequisites:
Coordinator, 16 CON

Bonus: +1 CON

Base Features

Stage Notation   Choreographer Feature
Static
Effect: Once per contest, when of your Pokemon performs a Song Move, roll +1d6 during that appeal. Once per contest, when of your Pokemon performs a Dance Move, roll +1d6 during that appeal.

Writing New Parts   Choreographer Feature
Daily
Target: A Move on a Pokemon's Move List
Effect: Writing New Parts makes the target Move a "Song Move," or a "Dance Move," but only for that Pokemon. Writing New Parts may not make more then five different Moves a Song Move or a Dance Move for a single Pokemon. You can make a new Move a Song Move or Dance Move, even if you already have five total Song Moves and Dance Moves made with Writing New Parts, as long as an older Move is no longer a Song Move/Dance Move. Moves can be Song and Dance Moves, but will count as two, when counting the total of five Song/Dance Moves. When counting the five Song and Dance Moves, ignore those considered Song/Dance Moves listed in the Choreographer Mechanics.

Mechanic: The following Moves are naturally considered "Dance Moves":
Acrobatics, Attract, Dragon Dance, Entrainment, Featherdance, Fiery Dance, Lunar Dance, Petal Dance, Rain Dance, Rapid Spin, Role Play, Swords Dance, Teeter Dance, Quiver Dance, Work Up
                The following Moves are nautrally considered "Song Moves":
Chatter, Belly Drum, Bug Buzz, Echoed Voice, Grasswhistle, Growl, Heal Bell, Hyper Voice, Metal Sound, Perish Song, Relic Song, Roar, Roar of Time, Round, Screech, Sing, Snarl, Snore, Supersonic, Synchronoise, Uproar
                $_N$Natural Song Moves and Dance Moves do not count towards Writing New Parts' "five."

Choreographer Features

Acrobatic Steps   Choreographer Feature
Prerequisites: Choreographer, 18 CON
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Effect: For the remainder of the encounter, you have +3 Evasion. Acrobatic Steps may only be used once per encounter.

Benesh Script   Choreographer Feature
Prerequisites: Choreographer
Daily – Every 8 levels gained, you may perform this Feature another time per day.
Target: One of your Pokemon performing a Dance Move, with a Melee Range, in battle and another Pokemon with a line of sight to your Pokemon.
Effect: Roll 1d20 and add your CON modifier. On a result of 16 or better, the Pokemon you target will perform the same Dance Move that your Pokemon used during their next action. It may choose new targets. If the other target is an owned Pokemon, or has an Intelligence 5 or higher it may ignore Benesh Script.

Dazzling The Stage   Choreographer Feature
Prerequisites: Choreographer, Level 15
Daily – Every 15 levels gained, you may perform this Feature another time per day.
Target: One of your Pokemon performing a Song Move or Dance Move in battle.
Effect: Choose another Song Move or Dance Move without a Damage Dice Roll on the target's Move List. Add its effects to the Song Move or Dance Move the Pokemon is using, then it is Exhausted. Any effects that set a target to a certain HP cannot be used with Dazzling The Stage and any effects that make Hazards or Walls cannot be used with Dazzling The Stage. A Move modified by Dazzling The Stage cannot be combined through the use of Tag Battler Features.

Demiflat Vibrato   Choreographer Feature
Prerequisites: Choreographer
Static
Effect: When your Pokemon would have any of its Combat Stages lowered by a Move with a Damage Dice Roll used by a foe, the foe must have rolled at least a 19 during accuracy check for it to successfully lower your Pokemon's Combat Stages. When your Pokemon use a Song Move, anything targeting them during the same round of combat must roll +1 to hit once per encounter.

Eskhol Stance   Choreographer Feature
Prerequisites: Choreographer
Static
Effect: When your Pokemon use a Dance Move, they cannot be Pushed or Flinched during that round of Combat. When your Pokemon are Paralyzed, if they use a Dance Move you may treat its next Paralyze check as a 16 once per encounter.

Fortissimo Leap — Choreographer Feature

Prerequisites: Choreographer, Level 15

Daily – Every 15 levels gained, you may perform this Feature another time per day.

Target: One of your Pokemon performing a Song Move or Dance Move in battle.

Effect: Your Pokemon uses the Song Move or Dance Move twice during their Move action, then is Exhausted for 2 rounds of Combat. The target cannot be returned to a Poke Ball for 2 rounds of Combat. If the Pokemon uses a Move with Exhaust, it is Exhausted for an additional 2 turns.

Mirror Staccato — Choreographer Feature

Prerequisites: Choreographer

Daily – Every 8 levels gained, you may perform this Feature another time per day.

Target: One of your Pokemon performing a Song Move, with at least one target, in battle.

Effect: The Song Move forces any targets to use a Move with a Damage Dice Roll on the Pokemon using the Song Move during any target's next turn. If your Pokemon is successfully hit during any target's turn during the next round of combat, reduce the damage by your CON modifier. If any targets of the Song Move are owned Pokemon, or have an Intelligence 5 or higher it may ignore Mirror Staccato.

Rising Accompaniment — Choreographer Feature

Prerequisites: Choreographer

Daily

Target: One of your Pokemon performing a Song Move, with no Damage Dice Roll, in battle.

Effect: The Song Move may be used by any allied Pokemon as its Move action for the rest of the round of combat, if, on any allied Pokemon's turn, they roll 8 or better on 1d20. Do not ignore Frequency for any allied Pokemon who may have used an EOT, Battle or Center Song Move during any previous round of combat. If an allied Pokemon fails the roll to use the Song Move, it may still make its normal Move action.

Teamwork Chorus — Choreographer Feature

Prerequisites: Choreographer, 7 Choreographer Features

Daily

Effect: During the next round of combat, all allied Trainers and Pokemon within 10 meters of you either deal X more damage while using Moves or Features that have Damage Dice Rolls or take X less damage from Moves or Features that have Damage Dice Rolls. X is your CON modifier, but cannot exceed 5.

Wachman Flair — Choreographer Feature

Prerequisites: Choreographer

Static

Effect: Once per Contest, when one of your Pokemon uses a Dance Move and if the Pokemon would get a STAB bonus using the Move during combat, you may raise any single judge's voltage one level.

Cool Trainer

Base Features

Cool Advantage — Cool Trainer Feature

Static

Effect: X is your CHA modifier. Add X to your Pokemon's appearance appeal in the first round of a Cool Contest. Your Pokemon are Cool. All of your Pokemon with Loyalty 2 or higher may be targeted as if they have a Cool Ribbon, but do not actually have one. Your Pokemon may have up to 20 points in their Cool Contest Stat, and burn up to 5 points of its Cool Stat on a single move.

Cool Offense — Cool Trainer Feature

Static

Target: Your Pokemon with a Cool Contest Ribbon

Effect: Mark your Pokemon with Cool Ribbons as "Unleashed." When adding stats during level up for Unleashed Pokemon, while the Pokemon is still yours, you may add to the Pokemon's Attack Stat and ignore Base Relation.

Cool Trainer Features

Cool Break   Cool Trainer Feature

Prerequisites: Cool Trainer
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your Pokemon or allied Pokemon with a Cool Ribbon.
Effect: The target gains the Mold Breaker Pokemon ability, in addition to the abilities they already have. If the Pokemon already has Mold Breaker, this feature has no effect. This effect ends when the Pokemon is recalled.

Cool Defiance   Cool Trainer Feature

Prerequisites: Cool Trainer
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your Pokemon or allied Pokemon with a Cool Ribbon.
Effect: The target gains the Defiant Pokemon ability, in addition to the abilities they already have. If the Pokemon already has Defiant, this feature has no effect. This effect ends when the Pokemon is recalled.

Cool Eye   Cool Trainer Feature

Prerequisites: Cool Trainer
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your Pokemon or allied Pokemon with a Cool Ribbon.
Effect: The target gains the Sniper pokemon ability, in addition to the abilities they already have. If the Pokemon already has Sniper, this feature has no effect. This effect ends when the Pokemon is recalled.

Cool Stare   Cool Trainer Feature

Prerequisites: Cool Trainer
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your Pokemon or allied Pokemon with a Cool Ribbon.
Effect: The target gains the Intimidate Pokemon ability, in addition to the abilities they already have. If the Pokemon already has Intimidate, this feature has no effect. This effect ends when the Pokemon is recalled.

Cool's Allies   Cool Trainer Feature

Prerequisites: Cool Trainer, 1 Beauty Ribbon or 1 Tough Ribbon
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your Pokemon or allied Pokemon with a Cool Ribbon.
Contest Effect: When the target uses a Beauty Move or a Tough Move in a Contest, you may choose to have the Move raise the Voltage.
Battle Effect: Once per combat, if the target uses a Move that has a Cool Contest Type, the Move needs -2 to hit.

Cool's New Allies   Cool Trainer Feature

Prerequisites: Cool Trainer, 1 Smart Ribbon or 1 Cute Ribbon
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your Pokemon or allied Pokemon with a Cool Ribbon.
Effect: When the target uses a Smart Move or Cute Move in a Contest, you may choose to have the Move not lower the Voltage.

Crazy Awesome   Cool Trainer Feature

Prerequisites: Cool Trainer, a Pokemon with a Cool Stat of 15.
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your Pokemon with at least 15 in their Cool Stat.
Contest Effect: When the target uses a Cool Move, roll an additional 1d4 during the appeal.
Battle Effect: When the target uses a Move that has a Cool Contest Type, the Move raises the target's Attack 1 Combat Stage.

Leaders Of The Pack   Cool Trainer Feature

Prerequisites: Cool Trainer
Static
Effect: Your Pokemon with at least 2 Cool Ribbons and a Cool Stat of 15 or higher have the Capability Pack Mon.

Raditude   Cool Trainer Feature

Prerequisites: Cool Trainer, 16 CHA
Daily
Target: Your Pokemon or an ally's pokemon.
Effect: Roll 1d20 and your CHA modifier. If your result is 16 or greater, you may change the target's Nature to Desperate, Lonely, Adamant, Naughty or Brave.

Rule of Cool   Cool Trainer Feature

Prerequisites: Cool Trainer, 3 Cool Ribbons, 22 CHA
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your Pokemon with at least 15 in their Cool Stat.
Effect: When the target uses a Move with a Cool Contest Type, that move cannot be Intercepted or Interrupted.

Cute Idol

Advanced Feature

Prerequisites:
Coordinator,
3 Cute Contest Ribbons

Bonus: +1 CHA

Base Features

Cute Advantage   Cute Idol Feature

Static

Effect: X is your CHA modifier. Add X to your Pokemon's appearance appeal in the first round of a Cute Contest. Your Pokemon are Cute. All of your Pokemon with Loyalty 2 or higher may be targeted as if they have a Cute Ribbon, but do not actually have one. Your Pokemon may have up to 20 points in their Cute Contest Stat, and burn up to 5 points of its Cute Stat on a single move.

Cute Moves   Cute Idol Feature

Static

Target: Your Pokemon with a Cute Contest Ribbon

Effect: Mark your Pokemon with Cute Ribbons as "Speedy." When adding stats during level up for Speedy Pokemon, while the Pokemon is still yours, you may add to the Pokemon's Speed Stat and ignore Base Relation.

Cute Idol Features

Cute Chance   Cute Idol Feature

Prerequisites: Cute Idol

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Your Pokemon or allied Pokemon with a Cute Ribbon.

Effect: The target gains the Super Luck pokemon ability, in addition to the abilities they already have. If the Pokemon already has Super Luck, this feature has no effect. This effect ends when the Pokemon is recalled.

Cute Charm   Cute Idol Feature

Prerequisites: Cute Idol

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Your Pokemon or allied pokemon with a Cute Ribbon.

Effect: The target gains the Cute Charm Pokemon ability, in addition to the abilities they already have. If the Pokemon already has Cute Charm, this feature has no effect. This effect ends when the Pokemon is recalled.

Cute Feet   Cute Idol Feature

Prerequisites: Cute Idol

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Your Pokemon or allied Pokemon with a Cute Ribbon.

Effect: The target gains the Quick Feet Pokemon ability, in addition to the abilities they already have. If the Pokemon already has Quick Feet, this feature has no effect. This effect ends when the Pokemon is recalled.

Cute Find   Cute Idol Feature

Prerequisites: Cute Idol

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Your Pokemon or allied Pokemon with a Cute Ribbon.

Effect: The target gains the Pick Up Pokemon ability, in addition to the abilities they already have. If the Pokemon already has Pick Up, this feature has no effect. This effect ends when the Pokemon is recalled.

Cute's Allies   Cute Idol Feature

Prerequisites: Cute Idol, 1 Beauty Ribbon or 1 Smart Ribbon

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Your Pokemon or allied Pokemon with a Cute Ribbon.

Contest Effect: When the target uses a Beauty Move or a Smart Move in a Contest, you may choose to have the Move raise the Voltage.

Battle Effect: Once per combat, if the target uses a Move that has a Cute Contest Type, the Move needs -2 to hit.

Cute's New Allies — Cute Idol Feature

Prerequisites: Cute Idol, 1 Cool Ribbon or 1 Tough Ribbon

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Your Pokemon or allied Pokemon with a Cute Ribbon.

Effect: When the target uses a Cool Move or Tough Move in a Contest, you may choose to have the Move not lower the Voltage.

Dainty — Cute Idol Feature

Prerequisites: Cute Idol, a Pokemon with a Cute Stat of 15.

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Your Pokemon with at least 15 in their Cute Stat.

Contest Effect: When the target uses a Cute Move, roll an additional 1d4 during the appeal.

Battle Effect: When the target uses a Move that has a Cute Contest Type, the Move raises the target's Speed 1 Combat Stage.

Diversion Tactics — Cute Idol Feature

Prerequisites: Cute Idol

Daily - Every 10 levels gained, you may use this Feature another time per day.

Target: Your Pokemon with a Cute Ribbon

Effect: As long as your Pokemon has not yet performed a Move this round during combat, they immediately perform one of the following Moves: Captivate, Charm, Fake Tears or Tickle.

Infantilization — Cute Idol Feature

Prerequisites: Cute Idol, 16 CHA

Daily

Target: Your Pokemon or an ally's Pokemon.

Effect: Roll 1d20 and your CHA modifier. If your result is 16 or greater, you may change the target's Nature to Serious, Timid, Hasty, Jolly or Naive.

Too Cute to Hurt — Cute Idol Feature

Prerequisites: Cute Idol, 3 Cute Ribbons

Daily

Trigger: Your Pokemon with at least two Cute Ribbons is targeted by an attack.

Effect: Roll 1d20 and your CHA modifier. If the result is 16 or greater, your Pokemon convinces the attacker to target a different Pokemon. The attacker keeps their accuracy roll, and must use the same move, but it can choose its new target. If there are no other available targets, the feature fails.

Fashion Designer

Advanced Feature

Prerequisites:
Coordinator,
Fashion Case (1500)

Bonus: +1 CHA

Base Features

Simple Accessory — Fashion Designer Feature

At-Will

Effect: Create an Accessory. When worn, the accessory adds +1 Appeal during the Introduction Stage of a Contest. It costs 300 to use Simple Accessory.

Sparkles and Glitter — Fashion Designer Feature

Static

Target: Your Pokemon entering a contest.

Effect: Add +X to the Pokemon's Appeal during the Introduction Stage, where X is the number of Fashion Designer accessories made by you being worn by the target.

Mechanics: Pokemon and Trainers alike can each equip and benefit from a maximum of 3 Accessories. Clothing Piece items count as Accessories, but may only be equipped and activated by Trainers. Conversely, Held-Items can only be equipped and activated by Pokemon, unless the Held-Item is also a Clothing Piece.

Fashion Designer Features

Ability Design   Fashion Designer Feature
Prerequisites: Fashion Designer, 18 CHA
Daily
Effect: Choose a Pokemon Ability known by a Pokemon you own. You create an Ability Design Held-Item that may be activated once per day. When activated, the holder gains the holder gains the chosen ability for 5 rounds. You may not copy Wonder Guard with Ability Design. It costs 3500 to use Ability Design.

Capability Design   Fashion Designer Feature
Prerequisites: Fashion Designer
At-Will
Effect: Choose a numbered Capability. You create a Capability Design Held-Item that, when activated, adds +2 to the chosen Capability for five minutes. If you chose the Intelligence or Power Capabilities, add only +1 for 5 minutes, and may not raise Intelligence or Power above 7. A Pokemon may not benefit from multiple bonuses to the same Capability from a Capability Design item. Once activated a third time, the Accessory breaks. It costs 550 to use Capability Design.

Designed Stability   Fashion Designer Feature
Prerequisites: Fashion Designer, Designed Volatility
At-Will
Effect: Whenever you create an Accessory or Clothing item that has a limited number of uses, you may pay an additional 500 to instead create that accessory as a Stable Accessory. Stable Accessories and Clothing do not break, but may only be activated once per day.

Designed Volatility Fashion Designer Feature
Prerequisites: Fashion Designer, 5 Fashion Designer features.
At-Will
Effect: Whenever you create a Fashion Designer item that has a limited number of uses, you may pay an additional 200 to instead create that accessory as a Volatile Accessory. Volatile Accessories do not break after a set number of uses; instead, each time they are activated, you must roll 1d20. If you roll less than 5, the accessory or clothing item loses all its abilities.

Item Stylist   Fashion Designer Feature
Prerequisites: Fashion Designer
At-Will
Target: An Item.
Effect: The Targetted item adds +1 Appeal during the introduction stage of a Contest if equipped. If the targetted item was not already an Accessory, it becomes an Accessory. You may not target the same item multiple times with Item Stylist.

Lucky Tailor   Fashion Designer Feature
Prerequisites: Fashion Designer, 18 CHA
At-Will
Effect: You create a Lucky Piece, which is a Clothing Piece. The Lucky Item may be used 1d20 and add the result to any roll made as a result of a trainer action taken by the wearer. Once activated a third time, the Lucky Piece breaks. A Trainer may benefit from a Lucky Piece only once each round. It costs 550 to use Lucky Tailor.

Move Accessory   Fashion Designer Feature
Prerequisites: Fashion Designer, 18 CHA
Daily
Effect: Choose a Pokemon Move known by a Pokemon you own. You create a Move Accessory that may be activated once per day to simulate the Chosen move while in a Contest. Once activated a third time, the Move Accessory loses all its abilities. It costs 400 to use Move Accessory.

Practical Tailor   Fashion Designer Feature
Prerequisites: Fashion Designer
At-Will
Effect: Choose a Trainer Stat. You create a Stat Piece, which is a Clothing Piece. When activated, it adds +1 to the chosen stat's Modifier for five minutes. Once activated a third time, the Stat Piece loses all its abilities. A Trainer may not benefit from multiple pieces of Stat Tailor that add to the same Trainer Stat at the same time. It costs 550 to use Practical Tailor.

Style Accessory   Fashion Designer Feature
Prerequisites: Fashion Designer
At-Will
Effect: Choose a Contest Stat. You create a Type Accessory that, when worn, adds +1 to the appeal roll of any moves of the chosen Contest Type. A Pokemon or Trainer may not benefit from multiple Type Accessories that add to the same Contest Stat. It costs 500 to use Type Accessory.

Style Tailor   Fashion Designer Feature
Prerequisites: Fashion Designer
At-Will
Effect: Choose a Contest Stat. You create a Type Piece, which is a Clothing Piece. that adds +X to the chosen Contest Stat, where X is your base CHA modifier at the time you make the clothing. These Contest Stat points Points may be burned when using a move through a Feature or Accessory to add the to the Appeal score. A Trainer may not benefit from multiple pieces of Type Tailor that add to the same Contest Stat at the same time. It costs 800 to use Contest Tailor.

Smart Teacher

Advanced Feature

Prerequisites:
Coordinator,
3 Smart Contest Ribbons

Bonus: +1 CHA

Base Features

Smart Advantage　　　　Smart Teacher Feature

Static

Effect: X is your CHA modifier. Add X to your Pokemon's appearance appeal in the first round of a Smart Contest. Your Pokemon are Smart. All of your Pokemon with Loyalty 2 or higher may be targeted as if they have a Smart Ribbon, but do not actually have one. Your Pokemon may have up to 20 points in their Smart Contest Stat, and burn up to 5 points of its Smart Stat on a single move.

Smart Defense　　　　Smart Teacher Feature

Static

Target: Your Pokemon with a Smart Contest Ribbon

Effect: Mark your Pokemon with Smart Ribbons as "Aware." When adding stats during level up for Aware Pokemon, while the Pokemon is still yours, you may add to the Pokemon's Special Defense Stat and ignore Base Relation.

Smart Teacher Features

Intelligent Design　　　　Smart Teacher Feature

Prerequisites: Smart Teacher, 16 CHA

Daily

Target: Your Pokemon or an ally's Pokemon.

Effect: Roll 1d20 and your CHA modifier. If your result is 16 or greater, you may change the target's Nature to Calm, Gentle, Sassy, Sickly or Careful.

Linguistics Lesson　　　　Smart Teacher Feature

Prerequisites: Smart Teacher

Monthly - Every 5 levels gained, you may use this Feature another time per month.

Target: Your Pokemon with high loyalty, Intelligence 6 and a Smart Ribbon

Effect: The target can now speak human languages. Upon activation of Linguistics Lesson, the target will be able to have remedial conversations, but within one week should be able to hold discussion as complicated as your conversations. Linguistics Lesson may target the same Pokemon more then once, teaching a new human language each time.

Mental Potential　　　　Smart Teacher Feature

Prerequisites: Smart Teacher, a Pokemon with a Smart Stat of 15.

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Your Pokemon with at least 15 in their Smart Stat.

Contest Effect: When the target uses a Smart Move, roll an additional 1d4 during the appeal.

Battle Effect: When the target uses a Move that has a Smart Contest Type, the Move raises the target's Special Defense 1 Combat Stage.

Schooling　　　　Smart Teacher Feature

Prerequisites: Smart Teacher

Weekly - Every 5 levels gained, you may use this Feature another time per week.

Target: Your Pokemon with a Smart Ribbon

Effect: Raise the target's Intelligence Capability 1 level permanently. Schooling may not be used on a Pokemon with a natural Intelligence Capability level of 6.

Smart Details　　　　Smart Teacher Feature

Prerequisites: Smart Teacher

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Your Pokemon or allied Pokemon with a Smart Ribbon.

Effect: The target gains the Anticipation Pokemon ability, in addition to the abilities they already have. If the Pokemon already has Anticipation, this feature has no effect. This effect ends when the Pokemon is recalled.

Smart Focus — Smart Teacher Feature

Prerequisites: Smart Teacher

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Your Pokemon or allied Pokemon with a Smart Ribbon.

Effect: The target gains the Download Pokemon ability, in addition to the abilities they already have. If the Pokemon already has Download, this feature has no effect. This effect ends when the Pokemon is recalled.

Smart Planning — Smart Teacher Feature

Prerequisites: Smart Teacher

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Your Pokemon or allied Pokemon with a Smart Ribbon.

Effect: The target gains the Adaptability Pokemon ability, in addition to the abilities they already have. If the Pokemon already has Adaptability, this feature has no effect. This effect ends when the Pokemon is recalled.

Smart Skin — Smart Teacher Feature

Prerequisites: Smart Teacher

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Your Pokemon or allied Pokemon with a Smart Ribbon.

Effect: The target gains the Filter Pokemon ability, in addition to the abilities they already have. If the Pokemon already has Filter, this feature has no effect. This effect ends when the Pokemon is recalled.

Smart's Allies — Smart Teacher Feature

Prerequisites: Smart Teacher, 1 Cute Ribbon or 1 Tough Ribbon

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Your Pokemon or allied Pokemon with a Smart Ribbon.

Contest Effect: When the target uses a Cute Move or a Tough Move in a Contest, you may choose to have the Move raise the Voltage.

Battle Effect: Once per combat, if the target uses a Move that has a Smart Contest Type, the Move needs -2 to hit.

Smart's New Allies — Smart Teacher Feature

Prerequisites: Smart Teacher, 1 Tough Ribbon or 1 Beauty Ribbon

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Your Pokemon or allied Pokemon with a Smart Ribbon.

Effect: When the target uses a Cool Move or Beauty Move in a Contest, you may choose to have the Move not lower the Voltage.

Tough Guy

Advanced Feature

Prerequisites:
Coordinator,
3 Tough Contest Ribbons

Bonus: +1 CON

Base Features

Tough Advantage — Tough Guy Feature

Static

Effect: X is your CON modifier. Add X to your Pokemon's appearance appeal in the first round of a Tough Contest. Your Pokemon are Tough. All of your Pokemon with Loyalty 2 or higher may be targeted as if they have a Tough Ribbon, but do not actually have one. Your Pokemon may have up to 20 points in their Tough Contest Stat, and burn up to 5 points of its Tough Stat on a single move.

Tough Defense — Tough Guy Feature

Static

Target: Your Pokemon with a Tough Contest Ribbon

Effect: Mark your Pokemon with Tough Ribbons as "Tank." When adding stats during level up for Tank Pokemon, while the Pokemon is still yours, you may add to the Pokemon's Defense Stat and ignore Base Relation.

Tough Guy Features

Burly Start — Tough Guy Feature
Prerequisites: Tough Guy
Daily - Every 5 levels gained, you may use this Feature another time per day.
Trigger: You send out a Pokemon with a Tough Stat of 10 or higher from a Poke Ball.
Effect: The Pokemon gains Temporary HP equal to their Tough Stat.

Head Strong — Tough Guy Feature
Prerequisites: Tough Guy, 16 CON
Daily
Target: Your Pokemon or an ally's pokemon.
Effect: Roll 1d20 and your CON modifier. If your result is 16 or greater, you may change the target's Nature to Stark, Bold, Impish, Lax or Relaxed.

Immovable — Tough Guy Feature
Prerequisites: Tough Guy, a Pokemon with a Tough Stat of 15.
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your Pokemon with at least 15 in their Tough Stat.
Contest Effect: When the target uses a Tough Move, roll an additional 1d4 during the appeal.
Battle Effect: When the target uses a Move that has a Tough Contest Type, the Move raises the target's Defense 1 Combat Stage.

Muscle Up — Tough Guy Feature
Prerequisites: Tough Guy
Weekly - Every 15 levels gained, you may use this Feature another time per week.
Target: Your Pokemon with a Tough Contest Ribbon
Effect: Raise the target's Power Capability 1 level permanently. Muscle Up may not be used on a Pokemon with a natural Power Capability level of 7.

Tough Blood — Tough Guy Feature
Prerequisites: Tough Guy
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your pokemon or allied Pokemon with a Tough Ribbon.
Effect: The target gains the Big Pecks Pokemon ability, in addition to the abilities they already have. If the Pokemon already has Big Pecks, this feature has no effect. This effect ends when the Pokemon is recalled.

Tough Hide — Tough Guy Feature
Prerequisites: Tough Guy
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your pokemon or allied pokemon with a Tough Ribbon.
Effect: The target gains the Rough Skin Pokemon ability, in addition to the abilities they already have. If the Pokemon already has Rough Skin, this feature has no effect. This effect ends when the Pokemon is recalled.

Tough Spirit — Tough Guy Feature
Prerequisites: Tough Guy
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your Pokemon or allied Pokemon with a Tough Ribbon.
Effect: The target gains the Reckless Pokemon ability, in addition to the abilities they already have. If the Pokemon already has Reckless, this feature has no effect. This effect ends when the Pokemon is recalled.

Tough Protectors — Tough Guy Feature
Prerequisites: Tough Guy
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your Pokemon or allied Pokemon with a Tough Ribbon.
Effect: The target gains the Battle Armor Pokemon ability, in addition to the abilities they already have. If the Pokemon already has Battle Armor, this feature has no effect. This effect ends when the Pokemon is recalled.

Tough's Allies — Tough Guy Feature
Prerequisites: Tough Guy, 1 Smart Ribbon or 1 Cool Ribbon
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your Pokemon or allied Pokemon with a Tough Ribbon.
Contest Effect: When the target uses a Smart Move or a Cool Move in a Contest, you may choose to have the Move raise the Voltage.
Battle Effect: Once per combat, if the target uses a Move that has a Tough Contest Type, the Move needs -2 to hit.

Tough's New Allies — Tough Guy Feature
Prerequisites: Tough Guy, 1 Cute Ribbon or 1 Beauty Ribbon
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your Pokemon or allied Pokemon with a Tough Ribbon.
Effect: When the target uses a Beauty Move or Cute Move in a Contest, you may choose to have the Move not lower the Voltage.

Martial Artist

Class Feature

Prerequisites:
13 STR, 13 DEX

Bonuses: +1 STR +1 DEX
Penalties: -2 INT

Base Features

Combat Focus   Martial Artist Feature
　　Static
　　Effect: Add your STR or DEX modifier to the damage you deal as a trainer.

Martial Endurance   Martial Artist Feature
　　Static
　　Effect: Add half your STR and DEX modifiers and multiply the total by 5 HP. Add this to your HP total.

Martial Artist Features

Brick Break   Martial Artist Feature
　　Prerequisites: Martial Artist, 3 Martial Artist Features
　　Daily – Every 10 levels gained, you may perform this Feature another time per day.
　　Target: Pokemon or Trainers.
　　Effect: Use the Move Brick Break. Use your STR modifier as your ATK stat.

Double Kick   Martial Artist Feature
　　Prerequisites: Martial Artist, a Pokemon who knows Double Kick
　　Daily – Every 4 levels gained, you may perform this Feature another time per day.
　　Target: Pokemon or Trainers.
　　Effect: Use the Move Double Kick. Use your STR modifier as your ATK stat.

Façade   Martial Artist Feature
　　Prerequisites: Martial Artist
　　Daily – Every 10 levels gained, you may perform this Feature another time per day.
　　Target: Pokemon or Trainers.
　　Effect: Use the Move Façade. Use your STR modifier as your ATK stat.

Focus Punch   Martial Artist Feature
　　Prerequisites: Martial Artist, Strength 18
　　Daily – Every 10 levels gained, you may perform this Feature another time per day.
　　Target: Pokemon or Trainers.
　　Effect: Use the Focus Punch. Use your STR modifier as your ATK stat.

Improved Combat Focus   Martial Artist Feature
　　Prerequisites: Martial Artist, 18 STR, 18 DEX
　　Static
　　Effect: Add your STR and DEX modifier to the damage you deal as a Trainer. This Feature replaces Combat Focus.

Improved Martial Endurance Martial Artist Feature
　　Prerequisites: Martial Artist, 16 STR, 16 DEX
　　Static
　　Effect: Add your STR and DEX modifiers and multiply the total by 5 HP. Add this to your HP total. This Feature replaces Martial Endurance.

Jump Kick   Martial Artist Feature
　　Prerequisites: Martial Artist
　　Daily – Every 5 levels gained, you may perform this Feature another time per day.
　　Target: Pokemon or Trainers.
　　Effect: Use the Move Jump Kick. Use your STR modifier as your ATK stat.

Karate Chop   Martial Artist Feature

Prerequisites: Martial Artist
At-Will
Target: Pokemon or Trainers.
Effect: Use the Move Karate Chop. Use your STR modifier as your ATK stat.

Mega Punch   Martial Artist Feature

Prerequisites: Martial Artist
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Mega Punch. Use your STR modifier as your ATK stat.

Resilience   Martial Artist Feature

Prerequisites: Martial Artist, DEX 18
Daily - Every 15 levels gained, you may perform this Feature another time per day.
Target: Self
Effect: Your are cured of any single status condition.

Tough Skin   Martial Artist Feature

Prerequisites: Martial Artist, 13 STR
Static
Effect: When you take damage, from any source, reduce the damage by your STR modifier unless the damage source specifically says it cannot be reduced.

Athlete

Advanced Feature

Prerequisites:
Martial Artist, 18 STR

Bonus: +1 STR

Base Features

C'mon and Slam   Athlete Feature

Daily - Every 5 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the move Slam. Use your STR modifier as your ATK stat. If you hit, the next ally to target that enemy may ignore any Evasion and other effects that modify AC checks on the target.

Run, Baby, Run!   Athlete Feature

Daily - Every 5 levels gained, you may perform this Feature another time per day.
Effect: Add half of your STR modifier to your Overland, Surface, or Underwater capability until the end of your next turn. Run, Baby, Run! may be activated at the beginning of your turn, and only once per round.

Athlete Features

Comeback Kid   Athlete Feature
Prerequisites: Athlete
Daily
Target: Pokemon or Trainers
Effect: Use the move Retaliate. Use your STR modifier as your ATK Stat.

Defensive Line   Athlete Feature
Prerequisites: Athlete, 18 STR
Daily - Every 15 levels gained, you may perform this Feature another time per day.
Trigger: Your Pokemon is hit by an attack.
Effect: Once per round, if you have not already shifted, you may roll to intercept an attack for one of your pokemon. Roll 1d20. If your Strength stat is 20 or below, you must roll 11 or better on the check you may shift into the way of the attack. If your Strength stat exceeds 20, you need only roll 6 or better on the check. If your Strength stat exceeds 35, you do not need to make a check.

Dodge, Dip, Duck, Dive, and Dodge   Athlete Feature
Prerequisites: Athlete, 22 STR
Daily
Effect: Use the move Detect.

Double Play   Athlete Feature
Prerequisites: Athlete, a Pokemon with Power 5 or greater.
Daily - Every 10 levels gained, you may perform this Feature another time per day.
Trigger: Your Pokemon hits with a Damage dealing Melee move.
Effect: If your Pokemon hits a foe that you dealt damage to this turn, it deals an additional X damage and pushes the target X meters, where X is its Power Capability. If the target is pushed into Blocking Terrain, the target takes an additional 2d12 damage. If the target is pushed into another Legal Target, both take 1d12 damage.

Gotta Go Fast   Athlete Feature
Prerequisites: Athlete, 20 STR
Daily - Every 15 levels gained, you may perform this Feature another time per day.
Effect: Use the move Extremespeed. Use your STR modifier as your ATK stat.

In the Zone   Athlete Feature
Prerequisites: Athlete, 16 STR
Static
Trigger: You activate Run, Baby, Run!
Effect: You may use your Strength, instead of your Dexterity, to calculate your Initiative and Evasion until the end of your next turn.

Overtime   Athlete Feature
Prerequisites: Athlete, 26 STR
Daily
Trigger: You are lowered to 0 HP or less, but not greater then -100% HP.
Effect: Before fainting, you may make one last shift, and perform a trainer action targeting an enemy.

Strength Training   Athlete Feature
Prerequisite: Athlete, Work That Body
At-Will
Target: A pokemon with Power 5 or greater who is leveling up to a level evenly divisible by 5
Effect: Roll 1d20 and add your STR modifier. If the total exceeds 15, the Pokemon learns Strength.

Welcome to the Jam   Athlete Feature
Prerequisites: Athlete
Daily - Every 10 levels gained, you may perform this Feature another time per day.
Trigger: You use Slam.
Effect: Slam's AC becomes AC4. If you successfully hit a foe that dealt damage to another of your allies this round or last round, the next time an allied Trainer of Pokemon would damage that foe they deal an additional Xd6 damage, where X is half of your STR modifier.

Work that Body   Athlete Feature
Prerequisites: Athlete
Static
Target: A pokemon who is leveling up to a level evenly divisible by 10
Effect: Choose Power or a Movement Capability that the target has at 4 or higher. Permanently increase the chosen Capability by 1. The Power Capability may not be raised to 7 or higher in this manner.

Aura User

Advanced Feature

Prerequisites:
Martial Artist, 18 STR,
A Pokemon with the
Aura Capability

Bonus: +1 STR

Base Features

Aura Reading — Aura User Feature
Static
Target: Pokemon or Trainers.
Effect: You can read the Aura of your target. Everything has an Aura, but not many can access their Aura. Auras can be any color. The shade of the color varies from very tinted to very darkened. If the color of the Aura is tinted, the target has little negative intentions. If the color of the Aura is very blackened, the target has many malicious intentions. An Aura's shade can be anywhere in between. You may also project your intent to Trainers or Pokemon. This does not allow you to read their minds.

Vacuum Wave — Aura User Feature
Daily – Every 6 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Vacuum Wave. Use your STR modifier as your SP. ATK stat.

Aura User Features

Aura Sphere — Aura User Feature
Prerequisites: Aura User, seen the move Aura Sphere performed
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Aura Sphere. Use your STR modifier as your SP. ATK stat.

Aura Thoughts — Aura User Feature
Prerequisites: Aura User
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: You know the general course of actions the target intends to take such as, 'Meet with associate' 'Fight our enemy' 'Destroy this location' 'Impress close friend'. These intentions can be misinterpreted by the Aura User, like reading the intention to harm someone, when it is simply a friendly competition. These intentions cannot be hidden by Voltorb Flip or the Mind Lock capability.

Dark Pulse — Aura User Feature
Prerequisites: Aura User, has suffered a Dark Pulse attack
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Dark Pulse. Use your STR modifier as your SP. ATK stat.

Drain Punch — Aura User Feature
Prerequisites: Aura User, a Pokemon who knows Drain Punch
Daily
Target: Pokemon or Trainers.
Effect: Use the Move Drain Punch. Use your STR modifier as your ATK stat.

Dragon Pulse — Aura User Feature
Prerequisites: Aura User, has suffered a Dragon Pulse attack
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Dragon Pulse. Use your STR modifier as your SP. ATK stat.

Fire Punch — Aura User Feature
Prerequisites: Aura User, has suffered a Fire Punch attack
Daily – Every 8 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Fire Punch. Use your STR modifier as your ATK stat.

Focus Blast — Aura User Feature
Prerequisites: Aura User, Vacuum Wave, has suffered a Focus Blast attack
Daily
Target: Pokemon or Trainers.
Effect: Use the Move Focus Blast. Use your STR modifier as your SP. ATK stat.

Ice Punch — Aura User Feature

Prerequisites: Aura User, has suffered a Ice Punch attack

Daily – Every 8 levels gained, you may perform this Feature another time per day.

Target: Pokemon or Trainers.

Effect: Use the Move Ice Punch. Use your STR modifier as your ATK stat.

Light Screen — Aura User Feature

Prerequisites: Aura User, a Pokemon who knows Light Screen

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Self

Effect: Use the Move Light Screen.

Shadow Punch — Aura User Feature

Prerequisites: Aura User, has suffered a Shadow Punch attack

Daily – Every 8 levels gained, you may perform this Feature another time per day.

Target: Pokemon or Trainers.

Effect: Use the Move Shadow Punch. Use your STR modifier as your ATK stat.

Sword of Body and Soul — Aura User Feature

Prerequisites: Aura User, 21 STR, 4 Aura User Features

Static

Effect: When you take Sword of Body and Soul, choose an elemental Type. You may have Arms attacks you make deal damage of that type.

Thunderpunch — Aura User Feature

Prerequisites: Aura User, has suffered a Thunderpunch attack

Daily – Every 8 levels gained, you may perform this Feature another time per day.

Target: Pokemon or Trainers.

Effect: Use the Move Thunderpunch. Use your STR modifier as your ATK stat.

Water Pulse — Aura User Feature

Prerequisites: Aura User, has suffered an Water Pulse attack

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Pokemon or Trainers.

Effect: Use the Move Water Pulse. Use your STR modifier as your SP. ATK stat.

Black Belt

Advanced Feature

Prerequisites:
Martial Artist, 18 STR,
Weapon of Choice (Unarmed)

Bonus: +1 STR

Base Features

Close Combat — Black Belt Feature

Daily

Target: Pokemon or Trainers.

Effect: Use the attack Close Combat. Use your STR modifier as your ATK stat. For the next five minutes, attacks you take treat their added damage as if the user had one additional Combat Stage in their appropriate stat, including damage taken from trainers.

Sensei — Black Belt Feature

Static

Effect: Choose a specific Martial Art. You are a master of that form of Martial Arts and can before stunts related without making checks. You may take Sensei as another form of Martial Art again as a secondary feature. Your Unarmed attacks have an AC of 2, and you may deal either Fighting or Normal Type damage with your Unarmed Attacks.

Black Belt Features

Circle Throw — Black Belt Feature
Prerequisites: Black Belt, Go Away!
Daily
Target: Pokemon or Trainers
Effect: Use the move Circle Throw. Use your STR modifier as your ATK stat.

Double-Edge — Black Belt Feature
Prerequisites: Black Belt, 20 STR
Daily - Every 10 Levels gained, you may use this move another time per day.
Target: Pokemon or Trainers.
Effect: Use the move Double-Edge. Use your STR modifier as your ATK stat.

Go Away! — Black Belt Feature
Prerequisites: Black Belt
At-Will
Target: Pokemon or Trainers
Effect: Push the target a number of Meters equal to your STR modifier halved. If the target is pushed into Blocking Terrain, it takes 2d10 damage. If the target is pushed into another Legal Target, both take 1d10.

Hi Jump Kick — Black Belt Feature
Prerequisites: Black Belt, Jump Kick
Daily - Every 5 Levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Hi Jump Kick. Use your STR modifier as your ATK stat.

I Can Take It — Black Belt Feature
Prerequisites: Black Belt, Reckless
Static
Effect: When taking damage from a move that you have used, reduce the damage by your STR modifier plus your DEX modifier. This may not reduce damage that was taken in order to use a Feature.

Low Sweep — Black Belt Feature
Prerequisites: Black Belt, Rolling Kick
Daily - Every 8 Levels gained, you may use this Feature another time per day.
Target: Self
Effect: Use the move Low Sweep. Use your STR modifier as your ATK stat.

Mach Punch — Black Belt Feature
Prerequisites: Black Belt, has suffered a Mach Punch attack
Daily - Every 5 Levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the move Mach Punch. Use your STR modifier as your ATK stat.

Reckless — Black Belt Feature
Prerequisites: Black Belt, 22 STR
Static
Effect: When using a Pokemon move that can deal damage to the user, you may choose to be treated as if you have the Ability Reckless. Declare this Feature before rolling Accuracy Check if you intend to use it.

Rolling Kick — Black Belt Feature
Prerequisites: Black Belt
Daily - Every 7 Levels gained, you may use this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the move Rolling Kick. Use your STR modifier as your ATK stat.

Strong Guy — Black Belt Feature
Prerequisites: Black Belt
Static
Effect: Whenever you make a Strength check, or make a roll that requires you to add your STR modifier to your roll for damage, add 5 to your roll.

Toughest Skin — Black Belt Feature
Prerequisites: Black Belt, Tough Skin
Static
Effect: When you take damage from any source other than recoil, reduce the damage by your STR modifier doubled unless the damage source specifically says it cannot be reduced. This Feature replaces Tough Skin.

Wide Guard — Black Belt Feature
Prerequisites: Black Belt, Toughest Skin
Daily
Target: Pokemon or Trainers.
Effect: Use the move Wide Guard.

Dirty Fighter

Advanced Feature

Prerequisites:
Martial Artist, 17 DEX

Bonus: +1 DEX

Base Features

Battle Chatter   Dirty Fighter Feature
Daily - Every 8 levels gained, you may perform this Feature another time per day
Target: A Trainer or Pokemon
Effect: Select and Use one of the following Moves: Taunt, Swagger, or Flatter. Regardless of Move selected, this Feature does not work on the same target twice in an encounter.

Psyche!   Dirty Fighter Feature
Daily - Every 8 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainer.
Effect: Use the Move Sucker Punch. Use your DEX modifier as your ATK stat. You may use this Feature as a Free Action when attacked by a Melee-ranged Move or action - if you do, you may not perform a Trainer Action during your next turn.

Dirty Fighter Features

Ball Buster   Dirty Fighter Feature
Prerequisites: Dirty Fighter, 20 DEX, 6 Dirty Fighter features
Daily
Target: A Trainer with Pokemon still within Poke Balls
Effect: Make an Arms Feature attack of your choice. If it hits, roll 1d20 and add your STR mod. If the result is 16 or higher, one Poke Ball containing a Pokemon that the target possesses is selected at random. That Poke Ball becomes damaged, and cannot be used to release the Pokemon inside for X hours where X is your level. Poke Balls damaged in this way can be repaired instantly by a Capture Specialist or at a Pokemon Center, Poke Mart, Ranger Station or any general place of Law Enforcement.

Barbed Wire   Dirty Fighter Feature
Prerequisites: Dirty Fighter
Daily - Every 6 levels gained, you may perform this Feature another time per day
Target: One of your weapons
Effect: You may only use this feature when combat begins. Roll 1d20 and add your DEX mod. If the result is 12 or higher, for the rest of the encounter, attacks you make with the target weapon deal an extra 1d10 damage. This may only be activated once per encounter

Below the Belt   Dirty Fighter Feature
Prerequisites: Dirty Fighter, 18 DEX
Daily
Target: A Trainer
Effect: Use the Move Mega Kick. During the Accuracy Check for Mega Kick, if you roll 14 or higher, the target is Paralyzed. Use your DEX modifier as your ATK stat.

Concealed Weapon   Dirty Fighter Feature
Prerequisites: Dirty Fighter, Weapon of Choice in a small weapon.
Static
Effect: Others are not aware you possess your qualifying Weapon of Choice normally. When you first perform an Arms Feature attack using this Weapon of Choice in a combat, your attack has an accuracy check of 2 and ignores the target's evasion, and doubles its Damage Dice Roll. This bonus does not take place on unarmed attacks.

Crocodile Tears   Dirty Fighter Feature
Prerequisites: Dirty Fighter
At-Will
Target: Pokemon or Trainer who dealt damage to you on their last turn.
Effect: The next time you roll an Accuracy Check while targeting Crocodile Tears' target, you need -5 on your Accuracy Check. This effect overrides Think Fast! if both would affect the target. This feature only works once on a target per Encounter.

Desperate Assault   Dirty Fighter Feature
Prerequisites: Dirty Fighter, 20 DEX, 5 Dirty Fighter features
Daily
Target: Pokemon or Trainer
Effect: If you have used four different Dirty Fighter Features during a single Encounter, you may use the Move Last Resort. Use your DEX modifier, multiplied by 3, as your ATK stat.

Face!   Dirty Fighter Feature

Prerequisites: Dirty Fighter
Daily- Every 4 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainer.
Effect: Use the Move Headbutt. Use your DEX modifier as your ATK stat.

Look, A Three Headed Mankey Dirty Fighter Feature

Prerequisites: Dirty Fighter
Daily - Every 8 levels gained, you may perform this Feature another time per day
Target: Pokemon or Trainer
Effect: Your target rolls 1d20 and adds either their INT modifier or their Intelligence Capability as applicable. On a roll of 12 or less, they lose their Trainer Action, for Trainers, or Move, for Pokemon, this round. This Feature does not work on the same target twice in an encounter.

Riposte   Dirty Fighter Feature

Prerequisites: Dirty Fighter, 20 DEX, Weapon of Choice
Daily - Every 8 levels gained, you may perform this Feature another time per day
Trigger: You are attacked with a Melee Arms Feature other than Fists
Effect: Roll 1d20 and add your DEX modifier. If the result is 20 or higher, the target's attack fails and their weapon is knocked 5m away. They must spend a trainer action to retrieve the weapon. A Trainer losing a Weapon as a result of Riposte may make a check to resist losing their Weapon on a 16 or better on 1d20 adding their STR modifier. This may only be used once per turn.

Tax   Dirty Fighter Feature

Prerequisites: Dirty Fighter
Daily- Every 5 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainer
Effect: Use the Move Thief. Use your DEX modifier as your ATK stat. If you target a Trainer with Tax, and you hit with Thief, you may take anything from the Trainer that can be seen on their person.

Think Fast!   Dirty Fighter Feature

Prerequisites: Dirty Fighter, 18 DEX
At-Will
Trigger: You miss with an Arms Feature or Unarmed attack
Effect: Your action on your next turn that targets the same target requires 3 less on Accuracy Check to succeed.

You'll Pay For That!   Dirty Fighter Feature

Prerequisites: Dirty Fighter, 20 DEX
Daily
Target: Pokemon or Trainer.
Effect: Use the Move Payback. Use your DEX modifier, multiplied by 3, as your ATK stat.

Massage Therapist

Advanced Feature

Prerequisites:
Martial Artist, 16 DEX

Bonus: +1 DEX

Base Features

Massage Therapy   Massage Therapist Feature

At-Will
Target: A Pokemon.
Effect: Massage Therapy requires an uninterrupted 5 minutes to apply. The target is temporarily at full happiness and appears more appealing. If they level up without a negative incident within an hour of Massage Therapy and have met all previous requirements for evolution, evolution is guaranteed.

Pressure Points   Massage Therapist Feature

Daily – Every 10 levels gained, you may perform this Feature another time per day.
Trigger: You hit with an Unarmed arms attack
Effect: You flinch the target. If the target is successfully flinched, the target becomes immune to further uses of Pressure Points for the rest of the encounter.

Massage Therapist Features

Boost Therapy   Massage Therapist Feature
Prerequisites: Massage Therapist, Invigorating Massage
Daily - Every 10 levels gained, you may perform this Feature another time per day.
Trigger: You use Massage Therapy
Effect: Choose a trainer stat. The target of Massage Therapy gains +2 to the chosen stat's modifier for 12 hours. You may only apply Boost Therapy to trainers, and a trainer may only benefit from one instance of Boost Therapy at a time.

Hand Burst   Massage Therapist Feature
Prerequisites: Massage Therapist
Daily – Every 8 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Arm Thrust. Use your DEX modifier as your ATK stat. If the same target is hit 4 times in the same round by Arm Thrust, used with Hand Burst, the target is Paralyzed.

Healing Touch   Massage Therapist Feature
Prerequisites: Massage Therapist, 18 DEX
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: The target regains HP equal to 2d12+10 plus your DEX modifier.

Impose Limberness   Massage Therapist Feature
Prerequisites: Massage Therapist, Limber
Daily - Every 5 levels gained, you may perform this Feature another time per day.
Target: Any Paralyzed or Flinched Target.
Effect: The target is cured of their Paralysis and Flinched status.

Invigorating Massage   Massage Therapist Feature
Prerequisites: Massage Therapist
Daily - Every 10 levels gained, you may perform this Feature another time per day.
Trigger: You use Massage Therapy
Effect: The target of Massage Therapy gains temporary HP equal to your DEX modifier. In addition, you may now target other Trainers with Massage Therapy.

Limber   Massage Therapist Feature
Prerequisites: Massage Therapist, 20 DEX
Static
Effect: You are immune to Paralysis.

Muscle Therapy   Massage Therapist Feature
Prerequisites: Massage Therapist, Invigorating Massage
Daily - Every 10 levels gained, you may perform this Feature another time per day.
Trigger: You use Massage Therapy
Effect: The target of Massage Therapy gains the ability 'Limber' for the next encounter that day.

Nerve Strike   Massage Therapist Feature
Prerequisites: Massage Therapist
Daily – Every 15 levels gained, you may perform this Feature another time per day.
Effect: Use an Unarmed Arms Attack. On hit, you paralyze the target.

Precisionist   Massage Therapist Feature
Prerequisites: Massage Therapist
Static
Effect: Whenever you make a Dexterity check, or make a roll that requires you to add your DEX modifier to your roll for damage, add 5 to your roll.

Relaxation Therapy   Massage Therapist Feature
Prerequisites: Massage Therapist, Invigorating Massage
Daily - Every 10 levels gained, you may perform this Feature another time per day.
Trigger: You use Massage Therapy
Effect: The target of Massage Therapy gains the ability 'Inner Focus' for the next encounter that day.

Smelling Salts   Massage Therapist Feature
Prerequisites: Massage Therapist, Hand Burst
Daily – Every 15 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move SmellingSalt. Use your DEX modifier as your Attack stat.

Ninja

Advanced Feature

Prerequisites:
Martial Artist, 18 DEX

Bonus: +1 DEX

Base Features

Alacrity   Ninja Feature
Static
Trigger: Acrobatic stunt.
Effect: Add half of your DEX modifier to your Movement Speeds as a trainer. You may treat Rough Terrain as Normal Terrain. You may run on vertical surfaces for up to your DEX modifier in meters before jumping off. You may also move silently without making checks.

Poisonpowder   Ninja Feature
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the move Poison Powder. You may choose to use it as a Melee move without the Blast keyword.

Ninja Features

Aerial Assault   Ninja Feature
Prerequisites: Ninja, 20 DEX
Daily - Every 4 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Aerial Ace. Use your DEX modifier as your ATK stat.

Ally Switch   Ninja Feature
Prerequisites: Ninja, 22 DEX
Daily
Target: An Ally whom you have line of sight to.
Effect: Use the Move Ally Switch.

Antidotes Master   Ninja Feature
Prerequisites: Ninja
At-Will
Target: Any Poisoned target.
Effect: Roll 1d20 and add your DEX modifier. If the total is 13 or higher, the target is cured of their Poisoning. This effect succeeds automatically if you inflicted the poison.

Blur   Ninja Feature
Prerequisites: Ninja, 19 DEX
Daily
Target: Self
Effect: Attacks and Moves targeting you that don't require an Accuracy Check now require one, as though they had Accuracy Check of 2.

Caltrops   Ninja Feature
Prerequisites: Ninja, Throwing Weapons Proficiency
Daily - Every 5 levels gained, you may perform this Feature another time per day
Target: Any spot on the battlefield
Effect: Use the Move Spikes or Poison Spikes.

Deadly Poisons   Ninja Feature
Prerequisites: Ninja, 5 Ninja Features
Daily - Every 15 levels gained, you may perform this Feature another time per day.
Trigger: You Poison a target.
Effect: The target is Badly Poisoned instead.

Double Team   Ninja Feature
Prerequisites: Ninja, Blur
Daily
Target: Self.
Effect: Use the Move Double Team.

Poison Jab — Ninja Feature

Prerequisites: Ninja, a Poison-type Pokemon

Daily - Every 8 levels gained, you may perform this Feature another time per day.

Target: Pokemon or Trainers.

Effect: Use the Move Poison Jab. Use your DEX modifier as your ATK stat.

Sleep Powder — Ninja Feature

Prerequisites: Ninja

Daily - Every 10 levels gained, you may perform this Feature another time per day.

Target: Pokemon or Trainers.

Effect: Use the Move Sleep Powder as a melee attack. Sleep Powder does not have the Blast keyword while used this way.

Smoke Bomb — Ninja Feature

Prerequisites: Ninja

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Effect: Use the move Smokescreen, then immediately use the move Teleport. Your Accuracy is never modified by a Smokescreen.

Spike Drop — Ninja Feature

Prerequisites: Ninja, Caltrops

At-Will

Trigger: You Shift.

Effect: You may expend a use of the Feature Caltrops to place one square meter of Spikes or Toxic Spikes in the path you took during your Shift Action per square meter of movement. If you choose to place more than 10 Square Meters of Hazard in this way, subtract another use of the relevant Feature.

Vanish — Ninja Feature

Prerequisites: Ninja, 22 DEX

Static

Effect: You may blend with your surrounding objects. You are invisible to others as long as you stay still, If you move, it takes 5 seconds to regain the camouflage with surroundings. In order to remain still you must make a stealth check every 6 seconds, or round during an encounter, to remain still. The check is 16 on 1d20 added to your DEX modifier.

Venoshock — Ninja Feature

Prerequisites: Ninja, 22 DEX, Vile Coating

Daily

Effect: Use the Move Venoshock. Use your DEX modifier as your SP. ATK Stat.

Vile Coating — Ninja Feature

Prerequisites: Ninja, a Poison-type Pokemon

Static

Effect: You are treated as if you have the ability Poison Touch.

Weapons Master

Advanced Feature

Prerequisites:
Martial Artist, 19 STR,
Weapon of Choice

Bonus: +1 STR

Base Features

Master's Expertise — Weapons Master Feature

Static

Effect: The base Accuracy Check for any Weapon of Choice is AC2. This does not apply to Weapon of Choice (Unarmed).

Power Attack — Weapons Master Feature

Daily - Every 10 levels gained, you may perform this Feature another time per day.

Trigger: You hit with an Arms Attack.

Effect: Raise the Damage Base of your Arms Attack with your Weapon of Choice by +2.

Mechanic: Weapon Masters have two basic triggers for the majority of their features; a roll of 16-20 or declaring an arms attack with a weapon (not an unarmed attack). You may only apply one feature per trigger. Note that Power Attack triggers upon a succesful hit, and thus does not conflict with either of these triggers.

Weapons Master Features

Barrage   Weapons Master Feature

Prerequisites: Weapons Master, 22 STR, 5 Weapons Master Features
Daily - Every 10 levels gained, you may perform this Feature another time per day.
Trigger: You declare an Arms Attack with a weapon.
Effect: You must be wielding a ranged weapon to use this Feature. Your next arms attack gains the Blast keyword. The blast radius in meters is equal to half of your Strength modifier.

Kiai Focus   Weapons Master Feature

Prerequisites: Weapons Master
At-Will
Effect: Use the Move Focus Energy.

Master's Aegis   Weapons Master Feature

Prerequisites: Weapons Master
Static
Effect: While holding a weapon you gain 5 damage reduction.

Passing Blade   Weapons Master Feature

Prerequisites: Weapons Master
Daily - Every 10 levels, you may perform this Feature another time per day
Trigger: You declare an Arms attack with a weapon.
Effect: When using a melee weapon, you grant your attack the Pass keyword. If you are wielding a Ranged weapon, the attack is instead a column 1 meter wide, and 15 meters long.

Piercing Shot   Weapons Master Feature

Prerequisites: Weapons Master, 21 STR
Daily - Every 10 levels, you may perform this Feature another time per day.
Trigger: You roll 16-20 with an Arms Feature with a weapon
Effect: Reduce the arm attack's target's defense and special defense combat stages by 1, or lowers their damage reduction by 5 until the end of the encounter.

Quake Hammer   Weapons Master Feature

Prerequisites: Weapons Master, 24 STR, 5 Weapons Master Features
Daily
Target: Pokemon or Trainers.
Effect: You must be wielding a melee weapon to use this Feature. Use the Move Earthquake, centered around yourself, dealing damage of the same type as your weapon. This attack may not hit flying types or pokemon with Levitate, even if its element is not Ground. Use your STR modifier as your ATK stat.

Sword of Sun and Moon   Weapons Master Feature

Prerequisites: Weapons Master, 21 STR, 7 Weapons Master Features
Daily - Every 25 levels, you may perform this Feature another time per day.
Trigger: You declare an Arms attack with a Weapon.
Effect: Your next Arms Attack cannot miss, and deals Special damage rather than Physical damage.

Razor Gash   Weapons Master Feature

Prerequisites: Weapons Master, 20 STR
Daily - Every 15 levels gained, you may perform this Feature another time per day.
Trigger: You roll 16-20 with an Arms Feature with a Weapon.
Effect: You score a critical hit.

Reaper's Maneuver   Weapons Master Feature

Prerequisites: Weapons Master, 21 STR
Daily - Every 15 levels, you may perform this Feature another time per day.
Trigger: You roll 16-20 with an Arms Feature with a Weapon.
Effect: The target is Confused.

Weapons Dance   Weapons Master Feature

Prerequisites: Weapons Master, 26 STR, 5 Weapon Master Features.
Static
Target: Self
Effect: Whenever you roll 16-20 on Arms Attack with your Weapon of Choice, you get a temporary +1 bonus to your STR modifier, up to a maximum bonus of +6. The Bonuses dissapear at the end of the encounter.

Mystic

Class Feature

Prerequisites:
13 STR, 13 WIS

Bonuses: +1 STR +1 WIS
Penalties: -2 CHA

Base Features

Channel   Mystic Feature

At-Will - Drains 10 of user's HP per use.

Target: A Pokemon.

Effect: Make a Link Check, then subtract your Wisdom or Strength Stat from your roll. If it is successful, the Pokemon is being Channeled. The Pokemon is considered Helpful. Until this ally is attacked or severely distracted, it will listen to the Mystic's suggestions and follow the Mystic until they are leaving the Pokemon's home. You have knowledge of its Pokemon's Move List, Abilities and Capabilities. You have knowledge of what happened in the Pokemon's past hour. You and the Channeled Pokemon can communicate telepathically. Any attempt at attacking or capturing the Channeled Pokemon results in the Pokemon fleeing without fail. The Channeled Pokemon will not attack on your command. However, if the Channeled Pokemon is yours, treat it as usual, except it is being "Channeled". You may only have one Pokemon Channeled at a time. If a Pokemon is more than X meters from you, it is no longer Channeled. X is twice the sum of your STR modifier plus your WIS modifier.

Borrow   Mystic Feature

Daily

Trigger: A Pokemon you are Channeling.

Effect: Choose a Move on the Channeled Pokemon's Move List. You may perform this Move, once, as a Trainer Action during the next 24 hours. Use your STR modifier for your Attack stat and your WIS modifier for your Special Attack stat.

Mechanic: Link Checks are made as if they are Capture Rolls. If your roll is less than the Pokemon's Capture rate, you have successfully Channeled the Pokemon.

Mystic Features

Ancient Pulse   Mystic Feature

Prerequisites: Mystic, 17 WIS

Static

Target: Non-electronic, inorganic Items.

Effect: You can identify the abilities of any non-electronic, inorganic Items and know how to activate their abilities and use them.

Channel Friend   Mystic Feature

Prerequisites: Mystic, 16 STR or 16 WIS

Static

Effect: Whenever you target a loyal Pokemon you own with Channel, treat your Possession Check as if you rolled 0.

Channel Friend +   Mystic Feature

Prerequisites: Mystic, Channel Friend, 20 STR or 20 WIS

Static

Effect: Whenever you target a loyal Pokemon you own with Channel, treat your Possession Check as if you rolled 0 and do not lose any HP in order to use Channel. Whenever you target a loyal Pokemon an ally owns with Channel and their permission, treat your Possession Check as if you rolled 0. You may also channel up to two Pokemon at a time. This Feature replaces Channel Friend.

Channel Mind   Mystic Feature

Prerequisites: Mystic

Static

Effect: All Channeled Pokemon are treated as if their Intelligence Capability is as high as the highest Intelligence Capability among all Channeled Pokemon, or equal to your WIS Modifier -1. A Pokemon's Intelligence Capability cannot be higher than 7. A Pokemon's Intelligence can only be raised up to 6 as a result of your WIS modifier.

Experience Shared   Mystic Feature

Prerequisites: Mystic, 16 WIS

Static

Effect: You may see through the eyes of any Channeled Pokemon. You may hear anything a Channeled Pokemon can hear. If you are Channeling more than one Pokemon, you may only change between which Pokemon you are sharing senses with once per round of combat.

Mystic Veil   Mystic Feature

Prerequisites: Mystic, 18 WIS

Static

Effect: Add your WIS modifier added to your STR modifier multiplied by 3 to your total HP. This only applies to your human body.

Perfect Vessel   Mystic Feature

Prerequisites: Mystic, Level 10
Static
Effect: You may Channel up to three Pokemon at the same time. If you have Channel Friend +, instead you may Channel up to five Pokemon at the same time.

Prophet   Mystic Feature

Prerequisites: Mystic, 16 WIS
Static
Effect: You know lore relating to any local Legendary Pokemon.

Sponge   Mystic Feature

Prerequisites: Mystic, Borrowed a move from an owned,
    loyal Pokemon who has been raised at least 20 levels
Static
Effect: You may Borrow up to 3 Moves at a time when using Borrow or Possession Borrow. This does not allow you to use Borrow or Possession Borrow multiple times a day - instead you may choose to Borrow multiple moves at once from the same Pokemon during your Daily use of either Feature. The total number of Moves Borrowed a day may not exceed 3. You may not Borrow multiple copies of the same Move in one day.

Tree Hugger   Mystic Feature

Prerequisites: Mystic
Static
Effect: You can speak to plants that are at least 20 years old, and with a limited response they can inform you of anything that may have touched them in the past 24 hours, any Berries that may grow on them, or any Pokemon who live nearby and commonly visit.

Voodoo Shuffle   Mystic Feature

Prerequisites: Mystic, Perfect Vessel
Static
Effect: You may make two Channel attempts as one Trainer Action.

Zoopathy   Mystic Feature

Prerequisites: Mystic, Channel Friend
At-Will - Drains 5 of user's HP per use.
Target: Adjacent Pokemon.
Effect: You can talk to the Pokemon in its language for 4 hours.

Body Snatcher

Advanced Feature

Prerequisites:
Mystic, Mystic Veil

Bonus: +1 WIS

Base Features

Imposter   Body Snatcher Feature

At-Will - Drains 10 of user's HP per use.
Target: A Trainer.
Effect: Roll 1d20 and add your WIS modifier. If your roll exceeds the target's Wisdom or Constitution score, whichever is lowest, you successfully Imitate the target. While Imitating a target, your physical body changes to look exactly like the target. Your voice, fingerprints, height, and weight all match the target's exactly. You have a natural insight as to their general demeanor, ways of talking, ect. and can match them near perfectly. Your aura, however, remains as your own. For the next 24 hours, or until you sleep or become unconscious, you have access to that Imitation. You may freely switch between your own form and the form of any imitation to which you have access as a trainer action. For every time you use this feature per day past the first use on any day, lower your Max HP by 10 as long as you maintain access to that Imitation. You may, during your turn, give up access to any Imitation as a free action.

Talent Theft   Body Snatcher Feature

Daily
Trigger: You Imitate a trainer.
Effect: Choose a Feature on the Trainer's Feature List. This is considered a Borrowed Feature. For the next 24 hours, as long as you maintain access to their Imitation and are physically in their form, you may perform this feature at its normal frequency, or gain its benefits if it is a static feature. You may only Borrow a single feature from any one single source at a time. You may not use Talent Theft to borrow a One-Time-Use feature.

Body Snatcher Features

A Little Like You — Body Snatcher Feature
Prerequisites: Body Snatcher
Daily - Every 10 levels gained, you may perform this Feature another time per day.
Trigger: You Imitate a Trainer.
Effect: When you Imitate a Trainer, you may use A Little Like You. Choose a Trainer Stat. If the person you are Imitating has a higher Modifier than you in that Stat, your Stat Modifier of the Stat you chose is equal to the Possessed person's Stat Modifier - 1 as long as you maintain access to their Imitation. This does not change the value of your Stats, only Stat Modifier.

Generic Form — Body Snatcher Feature
Prerequisites: Body Snatcher, 24 Wis
At-Will
Effect: You are able to change the appearance your entire body at a whim. You change to the gender, hair-color, height, weight, build, and skin tone of your choice. However, you are unable to significantly specify body features and facial structure, with the end result always looking somewhat generic. You are not able to transform to look like anyone in particular, and any attempts to do so will usually be recognizably and unusually off.

I Like Your Bod — Body Snatcher Feature
Prerequisites: Body Snatcher, Just a Little Longer
At-Will
Target: A Trainer whose Imitation you have had access to for at least 72 hours
Effect: You create a Body Link link with that trainer. You may give up a Body Link during your turn as a free action. As long as you have acces to a Body Link, you may attempt to Imitate that target, regardless of distance or line of sight. You may only have one Body Link at a time, plus one more for every 25 trainer levels gained. In addition, you may use Here In Spirit on a trainer with whom you have a Body Link, regardless of distance.

It's Still Mine — Body Snatcher Feature
Prerequisites: Body Snatcher
At-Will
Effect: Choose a feature you are currently Borrowing. For the next 10 minutes, no one may use that Feature if they are within 10m of you, except yourself. At the end of this time, you stop Borrowing the feature and lose further access to it.

Just a Little Longer — Body Snatcher Feature
Prerequisites: Body Snatcher, 3 Body Snatcher Features
Static
Effect: You no longer lose access to an Imitation due to sleep or unconsciousness. You still lose access to an Imitation after 24 hours are up, unless you lower your Max HP by 10 for as long as you choose to maintain access. If you do, you maintain access to that Imitation for another 24 hours. Maintaining access to an Imitation does not count as performing an Imitation, meaning you may not perform features that trigger upon Imitating a target.

Morphic Control — Body Snatcher Feature
Prerequisites: Body Snatcher
Static
Effect: When you use Impostor to Imitate a target, you may retain your curent form if you wish to, instead of taking the target's form. The Imitation is in all other ways normal, and you still gain access to the Imitation for later use.

Perfect Impostor — Body Snatcher Feature
Prerequisites: Body Snatcher, 3 Body Snatcher Features
Static
Effect: When you Imitate a target, you are able to successfully visually replicate gear and clothing. These are not illusions; these are actual physical replicas However, these replicas do not have any special features that the actual gear or clothing may have, and all useable items do not actually work. For example, you may replicate a potion around their belt, but the potion would have no effect if used. When imitating a target, you are able to successfully mask your aura to appear to be the same as your target's.

Resonance — Body Snatcher Feature
Prerequisites: Body Snatcher, 24 WIS
Static
Effect: Whenever you target an Allied Trainer with Impostor, you automatically pass your check, and you do not lose any HP in order ot use Impostor. Additionally, you may access up to three imitations per day before you must lower your maximum HP.

Talent Mixer — Body Snatcher Feature
Prerequisites: Body Snatcher, 5 Body Snatcher Features
Static
Effect: When in your own form or any Imitated form, you may use and apply any Borrowed Features to which you currently have access.

Talent Sponge — Body Snatcher Feature
Prerequisites: Body Snatcher, Talent Theft, used 3 Features that were not your own
Static
Effect: You may use Talent Theft up to three times per day. You may still only Borrow a single feature from any one single source at a time.

Voice Snatcher — Body Snatcher Feature
Prerequisites: Body Snatcher
At-Will - Drains 10 of user's HP per use.
Trigger: You Imitate a trainer.
Effect: You make a vocal imprint of the target's voice. Once you have this imprint, at anytime while you are in your own form or the form of any Imitation, you may use the person's voice. You may collect as many voices as you'd like with Voice Snatcher.

Buffet

Advanced Feature

Prerequisites:
Mystic, 17 WIS,
Borrowed 3 Moves that
raised Combat Stages

Bonus: +1 WIS

Base Features

Acupressure   Buffet Feature
   Daily – Every 5 levels gained, you may perform this Feature another time per day.
   Target: Self.
   Effect: Use Acupressure.

Empower   Buffet Feature
   At-Will
   Target: A Pokemon.
   Effect: Lower all of your Combat Stages to zero. For each Combat Stage you lowered, raise the target's corresponding Combat Stage by one.

   Mechanic: Buffets can raise Combat Stages, even though Trainers do not have Combat Stages.

Buffet Features

Agility   Buffet Feature
   Prerequisites: Buffet, Borrowed Agility or Rock Polish
   Daily – Every 5 levels gained, you may perform this Feature another time per day.
   Target: Self.
   Effect: Use Agility.

Amnesia   Buffet Feature
   Prerequisites: Buffet, Borrowed Amnesia
   Daily – Every 5 levels gained, you may perform this Feature another time per day.
   Target: Self.
   Effect: Use Amnesia.

Berry Booster   Buffet Feature
   Prerequisites: Buffet, 16 WIS
   At-Will - Drains 5 of user's HP per use.
   Target: Berry.
   Effect: The targeted Berry gains the ability of a Liechi Berry, Ganlon Berry, Petaya Berry, Apicot Berry, or Salac Berry and loses all other abilities. The flavor and appearance of the Berry do not change, but the Berry counts as a Liechi Berry, Ganlon Berry, Petaya Berry, Apicot Berry, or Salac Berry for the purposes of Berry Eater.

Berry Eater   Buffet Feature
   Prerequisites: Buffet, 16 WIS
   Static
   Effect: If you eat a Liechi Berry, Ganlon Berry, Petaya Berry, Apicot Berry, or Salac Berry you are raised 2 Combat Stages instead of 1 when the Berry's effect is activated.

Buffering   Buffet Feature
   Prerequisites: Buffet, 5 Buffet Features
   Daily – Every 10 levels gained, you may perform this Feature another time per day.
   Effect: You may use two different, other Buffet Features that raise Combat Stages. This does not count toward the uses of those Buffet Features per day.

Bulk Up   Buffet Feature
   Prerequisites: Buffet, Borrowed two Moves that raise Attack or Defense Combat Stages
   Daily – Every 5 levels gained, you may perform this Feature another time per day.
   Target: Self.
   Effect: Use Bulk Up.

Calm Mind   Buffet Feature
   Prerequisites: Buffet, Borrowed two Moves that raise S.Atk or S.Def Combat Stages
   Daily – Every 5 levels gained, you may perform this Feature another time per day.
   Target: Self.
   Effect: Use Calm Mind.

Cosmic Power   Buffet Feature

Prerequisites: Buffet, Borrowed two Moves that raise Defense or S.Def Combat Stages
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Self.
Effect: Use Cosmic Power.

Iron Defense   Buffet Feature

Prerequisites: Buffet, Borrowed Iron Defense or Acid Armor or Barrier
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Self.
Effect: Use Iron Defense.

Nasty Plot   Buffet Feature

Prerequisites: Buffet, Borrowed Nasty Plot or Tail Glow
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Self.
Effect: Use Nasty Plot.

Swords Dance   Buffet Feature

Prerequisites: Buffet, Borrowed Swords Dance
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Self.
Effect: Use Swords Dance.

Supreme Presence   Buffet Feature

Prerequisites: Buffet, 8 Buffet Features
Static
Effect: Whenever you use your Buffet features or Empower to raise ally Pokemon's stats by a total of 6 combat stages, all Channeled Pokemon raise a Combat Stage of your choice by 1. Supreme Presence's Combat Stage boost does not count for the purposes of triggering Supreme Presence.

Supreme Intimidation   Buffet Feature

Prerequisites: Buffet, 8 Buffet Features
Static
Effect: Whenever you have a total of 10 Combat Stages raised, or more, all foes within 10m of you are treated as if a Combat Stage of your choice is lowered 1.

Godspeaker

Advanced Feature

Prerequisites:
Mystic, Has Channeled or Possessed a Legendary Pokemon

Bonus: +1 STR

Base Features

Legendary Cry   Godspeaker Feature

Daily - Drains 100 HP of each previously Channeled Legendary Pokemon per use.
Target: Pokemon or Trainer.
Effect: Use the Move Hyper Voice. For every 100 HP drained in order to use Hyper Voice, roll an additional 2d10 for damage while using Hyper Voice. Use your STR modifier multiplied by 5 as your SP. ATK stat. You may not use Legendary Cry for 2 days after using Legendary Cry.

Spotcheck   Godspeaker Feature

Daily – Every 5 levels gained, you may perform this Feature another time per day.
Effect: For five minutes, you can see from the point of view of any of the Legendary Pokemon you have ever possessed. You also know how far each of those Legendaries are from you and which direction they are from wherever you are.

Mechanic: Godspeakers must borrow the power of Legendary Pokemon. If they are in good standing with a Legendary, they may request to the Pokemon to make use of their power - the likelihood of the request being granted is up to the GM but should be tied to the Legendary's current status and the frequency of requests. If the request is not granted, the feature either fails, or the Godspeaker can force it to work. If that is done, the relationship with the Legendary is permanently damaged and may make the Legendary refuse further requests. If this is done too much, the Legendary will begin actively hunting the Godspeaker.

Godspeaker Features

Cold Snap   Godspeaker Feature
Prerequisites: Godspeaker, Borrowed Ice Beam, Blizzard or Sheer Cold
Daily - Drains 100 HP of each previously Channeled Legendary Pokemon per use.
Target: Pokemon or Trainer.
Effect: Use the Move Sheer Cold. For every 200 HP drained in order to use Sheer Cold, subtract 1 from Sheer Cold's Accuracy Check. You may not use Cold Snap for 5 days after using Cold Snap. After using Cold Snap, you may not use Features, Issue Commands or Shift for 1 minute, or 6 rounds.

Flare   Godspeaker Feature
Prerequisites: Godspeaker, Borrowed Overheat, Eruption or Fire Blast
Daily - Drains 25 HP of each previously Channeled Legendary Pokemon per use.
Target: Pokemon or Trainer.
Effect: Use the Move Overheat. Use your STR modifier multiplied by 5 as your SP. ATK stat. You may not use Flare for 2 days after using Flare.

God Shield   Godspeaker Feature
Prerequisites: Godspeaker, took 1000 HP from Legendary Pokemon by using Features
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainer.
Effect: Use the Move Protect.

Kneel   Godspeaker Feature
Prerequisites: Godspeaker, took 5000 HP from Legendary Pokemon by using Features
Daily
Target: Pokemon or Trainer.
Effect: Use the Move Mean Look. The target may also not Shift for 5 Rounds. The target also may not damage you for 5 Rounds. If the target attacks you or does something that would damage you, you take no damage.

Life Beam   Godspeaker Feature
Prerequisites: Godspeaker, Borrowed Hyper Beam
Daily - Drains 100 HP of each previously Channeled Legendary Pokemon per use.
Target: Pokemon or Trainer.
Effect: Use the Move Hyper Beam. For every 100 HP drained in order to use Hyper Beam, roll an additional 2d12 for damage while using Hyper Beam. Use your STR modifier multiplied by 5 as your SP. ATK stat. You may not use Life Beam for 4 days after using Life Beam. After using Life Beam, you may not use Features, Issue Commands or Shift for 1 minute, or 6 rounds.

Outburst   Godspeaker Feature
Prerequisites: Godspeaker, Borrowed Outrage, Thrash or Dragon Rush
Daily - Drains 25 HP of each previously Channeled Legendary Pokemon per use.
Target: Pokemon or Trainer.
Effect: Use the Move Outrage. Use your STR modifier multiplied by 5 as your ATK stat. When you use Outrage with Outburst, ignore the effects of Outrage. You may not use Outburst for 3 days after using Outburst.

Parasitic Embrace   Godspeaker Feature
Prerequisites: Godspeaker, Borrowed Giga Drain, Mega Drain or Absorb
Daily - Drains 25 HP of each previously Channeled Legendary Pokemon per use.
Target: Pokemon or Trainer.
Effect: Use the Move Giga Drain. Use your STR modifier multiplied by 5 as your SP. ATK stat. The HP drained from Legendary Pokemon when this Feature is used counts towards the HP you regain as a result of Giga Drain's Effect. You may not use Parasitic Embrace for 2 days after using Parasitic Embrace.

Power Mimicry   Godspeaker Feature
Prerequisites: Godspeaker, took 300 HP from Legendary Pokemon by using Features
Daily
Target: Pokemon or Trainer.
Effect: Use the Move Mirror Move. Use your STR modifier multiplied by 5 as your SP. ATK or ATK stat, depending on whatever Stat the Move uses.

Praise Me   Godspeaker Feature
Prerequisites: Godspeaker, took 2000 HP from Legendary Pokemon by using Features
Static
Target: Allied Pokemon.
Effect: Channeled Pokemon have and may use the Move Helping Hand to target you. Each Pokemon who uses Helping Hand in this way may not benefit from Praise Me for 24 hours.

Tremor   Godspeaker Feature
Prerequisites: Godspeaker, Borrowed Earthquake, Magnitude or Rock Slide
Daily - Drains 25 HP of each previously Channeled Legendary Pokemon per use.
Target: Pokemon or Trainer.
Effect: Use the Move Earthquake. Use your STR modifier multiplied by 5 as your ATK stat. Instead of Earthquake having the keyword Burst, it instead has the keyword Blast when used with Tremor. You may not use Tremor for 3 days after using Tremor.

Thunder Call   Godspeaker Feature
Prerequisites: Godspeaker, Borrowed Zap Cannon, Thunder or Thunderbolt
Daily - Drains 25 HP of each previously Channeled Legendary Pokemon per use.
Target: Pokemon or Trainer.
Effect: Use the Move Zap Cannon. Use your STR modifier multiplied by 5 as your SP. ATK stat. You may not use Thunder Call for 3 days after using Thunder Call.

Guardian

Advanced Feature

Prerequisites:
Mystic, Borrowed and used the
Moves Light Screen and Reflect

Bonus: +1 WIS

Base Features

Light Screen   Guardian Feature
Daily - Every 5 levels gained, you may perform this Feature another time per day.
Target: Self.
Effect: Use the Move Light Screen.

Reflect   Guardian Feature
Daily - Every 5 levels gained, you may perform this Feature another time per day.
Target: Self.
Effect: Use the Move Reflect.

Guardian Features

Distraction! Distraction!   Guardian Feature
Prerequisites: Guardian
At-Will
Target: Pokemon or Trainer.
Effect: If the target uses a Move or Feature that has a Damage Dice Roll on their next turn, they must target you. This may only be used once per turn.

Enough!   Guardian Feature
Prerequisites: Guardian, borrowed Counter or a high Loyalty Pokemon who knows Counter
Daily - Every 10 levels gained, you may perform this Feature another time per day.
Target: Self.
Effect: Use the Move Counter.

For The Team   Guardian Feature
Prerequisites: Guardian
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Effect: You may Shift twice as an Interrupt, and Shift between an attacking foe and an allied Trainer or allied Pokemon in order to become the target of a successful Move. You take any damage and effects of the attack as if you were the original target. If you have already Shifted during this round of combat, before using For The Team, you may not Shift during the next round of combat.

Guardian's Blessing   Guardian Feature
Prerequisites: Guardian, Light Screen, Reflect, Safeguard
Static
Target: Self, Trainers, or Pokemon.
Effect: You may use the Guardian Features Light Screen, Reflect or Safeguard as a Coat that affects only the target, instead of a wall, and lasts until the end of the encounter or the target is recalled.

Not So Fast!   Guardian Feature
Prerequisites: Guardian, Safeguard
Static
Effect: You may use the Guardian Feature Light Screen, Reflect, Safeguard, or Substitute as an Interrupt.

Reflective Resonance   Guardian Feature
Prerequisites: Guardian, Mystic
Daily - Every 10 levels gained, you may perform this Feature another time per day.
Trigger: You or a Channeled Pokemon are hit by a super-effective attack.
Effect: If any Channeled Pokemon resists or is immune to the elemental Type of the Move with a Damage Dice Roll, you or your pokemon instead take damage as if the attack were neutral.

Repel!   Guardian Feature
Prerequisites: Guardian, borrowed Mirror Coat or a high Loyalty Pokemon who knows Mirror Coat
Daily - Every 10 Levels gained, you may perform this Feature another time per day.
Target: Self.
Effect: Use the Move Mirror Coat.

Safeguard   Guardian Feature   🔵🔴
   Prerequisites: Guardian
   Daily – Every 5 levels gained, you may perform this Feature another time per day.
   Target: Self.
   Effect: Use the Move Safeguard.

Savior's Plight   Guardian Feature   🔵🔴
   Prerequisites: Guardian, Guardian's Blessing, 7 Guardian Features
   Daily - Every 25 levels gained, you may perform this Feature another time per day.
   Target: Self, Trainers, or Pokemon
   Effect: You may use any Feature that targets only yourself as a free action.

Shared Struggle   Guardian Feature   🔵🔴
                                                    🟠
   Prerequisites: Guardian
   At-Will
   Target: An adjacent ally trainer or pokemon is hit by a damaging Move.
   Effect: You take half of the damage that would have been done to your ally. Your ally takes half of the damage it was supposed to take. Pokemon may not apply Defense or Special Defense to damage taken, and trainers, including yourself, may not apply any damage reduction modifiers.

Substitute   Guardian Feature   🟢🔴
   Prerequisites: Guardian, 5 Guardian Features
   Daily - Every 10 levels gained, you may perform this Feature another time per day.
   Target: Self.
   Effect: Once per encounter, you may use the Move Substitute.

War of Attrition   Guardian Feature   🔵🔴
                                                    🟠
   Prerequisites: Guardian, For the Team, 5 Guardian Features
   Daily - Every 20 levels gained, you may perform this Feature another time per day.
   Trigger: You use For The Team or Shared Struggle.
   Effect: Subtract your Strength Stat from the damage you would take. Ignore Shared Struggle's clause about Trainers not being allowed to apply damage reduction, exclusivley for War of Attrition.

Rune Master

Advanced Feature

Prerequisites:
Mystic, Channeled or
Possessed an Unown

Bonus: +1 WIS

Base Features

Calling Chord   Rune Master Feature   🟢🔴
   Daily
   Effect: Roll 1d20 and add your WIS modifier. If the roll exceeds 10, an Unown appears within 5 yards of you. If the roll exceeds 20, you may choose the Unown's letter. It is not immediately hostile. Furthermore, each different Unown symbol counts as a different pokemon for the purposes of determining Pokemon owned.

Letter Press   Rune Master Feature   🟢🔴
   At-Will
   Target: An Unown
   Effect: You may combine up a total of seven separate Unowns into one Pokemon. Combined Unowns retain all different instances of Hidden Power. When using Letter Press on Unown, for each instance of Hidden Power, choose whether it will operate on Attack stat or Special Attack stat. This choice is permanent. When combining Unowns, pick a Unown to be the Prime Unown of that combination. Whenever you add a Unown to a Prime Unown, add 3 points to any one of the Prime Unown's Base stats. Unowns combined with Letter Press can be kept in a single Poke Ball. Once combined with Letter Press, Unowns cannot be separated.

Rune Master Features

Banish   Rune Master Feature

Prerequisites: Rune Master, 21 Unowns

Daily - Every 10 levels gained, you may perform this Feature another time per day, you must have 8 Unown with you.

Target: Pokemon or Trainer.

Effect: Roll 1d20 and add your WIS modifier. If the total exceeds 15, the target is removed from the encounter and placed into a pocket dimension known as Unown Space for until the end of your next turn. At that time, the target returns to the exact same spot it was, when it was Banished. The target does not feel any time lost during the it spends in Unown Space as a result of being hit by Banish. You may use Banish only once per encounter on any single target, but you may expend any number of uses of Banish at once to increase the duration of the banishment by 1 round for each use.

Borrow Power   Rune Master Feature

Prerequisites: Rune Master

Daily – Every 5 levels gained, you may perform this Feature another time per day.

Target: A Pokemon you are channeling.

Effect: Choose an instance of Hidden Power Move on the Channeled Pokemon's Move List. You may peform this move immediately as a Trainer Action. Use your STR mod as your Attack stat and your WIS mod as your Special Attack stat.

Dimension Gate   Rune Master Feature

Prerequisites: Rune Master, 14 Unowns

Daily - Every 25 levels gained, you may perform this Feature another time per day, you must have 14 Unown with you.

Target: An adjacent area, with nothing occupying the targeted area.

Effect: Choose an area you have visited in the past year. In the targeted area a magic door opens that, when stepped through, acts as a one-way door, which teleports you to the area you chose. The door teleports you into an open space that is not occupied by anything, or the nearest available area that isn't occupied by anything.

Explosive Runes   Rune Master Feature

Prerequisite: Rune Master, Borrow Power

Daily

Effect: Expend a use of Borrow Power, and pick an instance of Hidden Power you could have selected with it. You write a sigil of power in Unown script. When a condition, as decided by you, has been met, the sigil explodes in a burst, dealing damage as if you had activated Borrow Power. When a sigil is activated, you become instantly aware of the fact. Only one sigil within 5 meters may detonate at a time; if multiple sigils are triggered, you are still alerted for each one, however. You may have up to X sigils of power active, where X is your Wisdom modifier.

Extra Eyes   Rune Master Feature

Prerequisites: Rune Master

Static

Effect: Any time you or a Channeled Pokemon would be targeted by an attack, add one to the target's Evasion Bonus for each other Channeled Pokemon who is facing the attacker.

Hidden Strength   Rune Master Feature

Prerequisites: Rune Master

Static

Effect: When you or any of your Prime Unown uses one of its Hidden Powers, you may choose to, instead of it acting as a Burst, have it act as a Column 1-meter wide, 15 meters long. Whenever your Prime Unown use Hidden Power, they always add +1/2 STAB to their damage roll, regardless of their typing.

Rewrite   Rune Master Feature

Prerequisites: Rune Master

Daily

Target: A Prime Unown

Effect: Choose one of the target's instances of Hidden Power. You may then choose to reroll the Type for this instance or hidden power, or the base damage for this instance of hidden power.

Ruin   Rune Master Feature

Prerequisites: Rune Master, 14 Unowns

Daily - As long as you have 14 Active Unowns

Target: A Pokemon or Trainer.

Effect: Make up to three AC5 attack rolls against the same target, each time picking one of Paralyzed, Burned, Poisoned, Asleep, or Confused. If an attack hits, the target is inflicted with the appropriate status.

Sentry Runes   Rune Master Feature

Prerequisites: Rune Master

Daily

Effect: You write a sigil of warding in Unown script. You may, at any time, close your eyes to channel the sigil. While channeling the sigil, you may and look and listen through it, and project your voice through it. The sigil may be of any size, but your ability to perceive and communicate through it are proportional to the size of the sigil; tiny writing will allow for a view only as big as a keyhole, for example. If a sigil of warding is destroyed or damaged, you are instantly aware of the fact. You may have up to X sigils of warding active, where X is your Wisdom modifier.

Unown Arms   Rune Master Feature

Prerequisites: Rune Master, 5 Rune Master Features

Daily - Every 20 Levels gained, you may perform this feature another time per day.

Target: A Prime Unown

Effect: The Prime Unown turns into a weapon of your choice. When used with an Arms Feature, an Unown Weapon deals additional damage equal to the Prime Unown's STAB value. Unown Weapons can be used to block incoming attacks, causing the Prime Unown to take the damage in your stead. This effect lasts up to 24 hours, or until the Prime Unown is knocked out or recalled. Prime Unown cannot use moves or special capabilities while in this state.

Wordsmith   Rune Master Feature

Prerequisites: Rune Master, 20 WIS

Static

Effect: You understand all written language. You know the meaning of any word you read, and can fluently read and understand any written passage, even if you cannot speak it.

Shaman

Advanced Feature

Prerequisites:
Mystic, Zoopathy

Bonus: +1 WIS

Base Features

Possession   Shaman Feature
At-Will - Drains 10 of user's HP per use.
Target: A Pokemon.
Effect: Roll a Link Check, subtract half of your Wisdom stat from the result. If you Channel the Pokemon, it is Possessed. While Possessed, you are in complete control of the Pokemon. You may act during an Encounter as any normal Pokemon would. You have access to the Pokemon's Move List, Abilities and Capabilities. You may leave a Possessed Pokemon during your turn as a Trainer Action. If you are Possessing a Pokemon and you are captured, you are trapped until the Pokemon is sent out of its Poke Ball, at which point you may remove yourself from the Pokemon. You may use Trainer Features while Possessing a Pokemon, unless the Feature specifically says that you cannot. While Possessing a Pokemon, using a Move counts as your Trainer Action. If the Pokemon you are possessing faints, you may immediately return to your body. If you are Possessing a Pokemon and they die, you die as well. While you are Possessing a Pokemon, your Body is left unconscious. It cannot make checks and it may not act on its own accord. You may Channel multiple Pokemon with Mystic Features, but you may only Possess one Pokemon at a time.

Possession Borrow   Shaman Feature
Daily
Trigger: You leave a Pokemon you were Possessing.
Effect: Choose a Move on the Pokemon's Move List, whom you are leaving after Possessing them. This is considered a Borrowed Move. You may perform the Borrowed Move, once, as a Trainer Action during the next 24 hours. Use your STR modifier as your attack stat, and your WIS modifier as your special attack stat.

Mechanic: A Shaman who is possessing a Pokemon can still make a Trainer Action, can still Issue a Command and may still Shift. To Shift they must use the Possessed Pokemon's Speed Capabilities. If during your Trainer Action you use a Feat that enables you to use a Pokemon Move, you use the Possessed Pokemon's appropriate stats instead of your own. Your Command works as normal.

Shaman Features

Channel Strength   Shaman Feature
Prerequisites: Shaman, 4 Shaman features.
Static
Effect: Whenever a Channeled Pokemon uses a Move that damages a target while you are Possessing a Pokemon, add 1d6 to the Damage Dice Roll for each other Channeled Pokemon.

Commune With Nature   Shaman Feature
Prerequisites: Shaman
At-Will
Effect: Whenever a Pokemon gains experience while you are Possessing them you may sacrifice 5 HP of your Trainer HP. If you do, the Pokemon gains +50% the amount of experience they would gain. You may only apply this Commune With Nature once per encounter.

Dominant Trait   Shaman Feature
Prerequisites: Shaman, 4 Shaman features.
Daily - Every 8 levels gained, you may perform this Feature another time per day.
Effect: Your mental connection to Pokemon you are Possessing is strengthened; their minds are more difficult to influence. When a Pokemon you are Possessing is afflicted with Infatuation, Confusion or Sleep, you may activate Dominant Trait. Roll 1d20 and add your WIS modifier. If the total exceeds 10 Dominant Trait clears the Status Affliction.

Fangs   Shaman Feature
Prerequisites: Shaman
Daily
Trigger: You hit with a Melee Range Move (this can also be while Possessing a Pokemon)
Effect: Gain HP equal to half the damage dealt with the attack.

Ferocious Embodiment   Shaman Feature
Prerequisites: Shaman
Static
Effect: Whenever a Pokemon you are possessing uses a Move that deals damage to a target, add your WIS modifier to the Damage Dice Roll.

Loan Shark   Shaman Feature
Prerequisites: Shaman
Static
Effect: You may perform Borrowed Moves and Possession Borrowed Moves while Possessing a Pokemon, even if it's not the Pokemon you Borrowed the Move from.

Natural Selection   Shaman Feature

Prerequisites: Shaman

Daily - Every 5 levels gained, you may perform this Feature another time per day.

Effect: When you are leaving the body of a Possessed Pokemon, you may use Natural Selection. Choose one of the following Capabilities. If the Pokemon you are possessing has this Capability, gain that Capability for the next 24 hours: Alluring, Aura, Chilled, Dream Smoke, Firestarter, Fountain, Freezer, Gilled, Glow, Groundshaper, Guster, Heater, Icestep, Inflatable, Magnetic, Materializer, Mind Lock, Pack Mon, Shrinkable, Sprouter, Stealth, Threaded, Tracker, Zapper. Your physical human form changes appropriately per Capability.

Nature Skin   Shaman Feature

Prerequisites: Shaman, Mystic Veil

Static

Effect: Add your WIS modifier added to your STR modifier multiplied by 5 to your total HP. This only applies to your human body. This Feature replaces Mystic Veil.

Primal Surge   Shaman Feature

Prerequisites: Shaman

Static

Effect: The Pokemon you are Possessing has its Speed related Capabilities increased by X where X is half your WIS modifier.

Share with Nature   Shaman Feature

Prerequisites: Shaman, Owned Pokemon who is loyal and has evolved at least once

Static

Effect: When you target a loyal Pokemon you own with Possession, you automatically pass your Link Check.

Survival of the Fittest   Shaman Feature

Prerequisites: Shaman, 6 Shaman Features

Daily

Effect: While Possessing a Pokemon, Survival of the Fittest allows you to use any Move on the Possessed Pokemon's Level Up Move List list that could be learned by level X. X is the sum of the Possessed Pokemon's level and your Level.

Touched

Advanced Feature

Prerequisites:
Mystic, has allied a Legendary Pokemon, a muscial instrument

Bonus: +1 STR

Base Features

Soothing Song   Touched Feature

Daily

Target: Legendary Pokemon within line of sight.

Effect: The target gains 100 HP.

Tired Tune   Touched Feature

At-Will

Effect: Using Tired Tune ends your turn. If this is the third time you used Tired Tune in a row, use the Move Sing before ending your turn.

Mechanic: The Touched uses musical instruments to play music. Touched characters may not issue commands, unless they have a means to communicate with their Pokemon while playing music (Pokemon may, with Intelligence 4 or greater for example, be able to understand musical cues to use moves, or if you can communicate telepathically, you could also get by this need to play music). The way their Features work depend on your playing music for a set amount of time, then activating the Features actual effects after some set time. You may not use more then one Touched Feature per turn. You may not use the same Touched Feature more than once per turn, either. If you are using a Touched Feature, that says that you may use an effect if you've performed the Touched Feature during previous turns, they may be activated multiple turns in a row (Meaning a Touched Feature that activates on its third turn of use, it will also activate on a fourth, fifth or sixth turn afterwards, etc.).

Touched Features

Airy Anthem   Touched Feature
Prerequisites: Touched, 17 STR
At-Will
Effect: Using Airy Anthem ends your turn. If this is the third time you used Airy Anthem in a row, use the Move Whirlwind before ending your turn and you may not use Airy Anthem on your next turn during the next round.

Able Aria   Touched Feature
Prerequisites: Touched, 16 STR
At-Will
Effect: Using Able Aria ends your turn. If this is the third time you used Able Aria in a row, use the Move Aromatherapy before ending your turn.

Cardinal Concert   Touched Feature
Prerequisites: Touched, 7 Touched Features
Daily
Target: Pokemon or Trainer
Effect: Roll 1d20 and add STR modifier. If the total exceeds 10, the target heals 100 HP.

Climate Carol   Touched Feature
Prerequisites: Touched
At-Will
Effect: Using Climate Carol ends your turn. If this is the fourth time you used Climate Carol in a row, use the Move Sunny Day, Rain Dance, Sandstorm or Hail before ending your turn.

Carrying Chorus   Touched Feature
Prerequisites: Touched, 5 Touched Features
At-Will
Effect: If you used Tired Tune, Able Aria, Climate Carol, Daunting Descant, Exhausted Expression, Heroic Hymn, Nauseous Number, Odd Opera, or Perish Piece, during your last turn you may use Carrying Chorus. Carrying Chorus ends your turn. Using Carrying Chorus makes all future uses of any of the listed Touched Features count all previously used Touched Features and Carrying Chorus as the next listed Touched Feature you use. This means, that if you used Tired Tune, then Carrying Chorus, then Climate Carol it would count as you using Climate Carol for three turns.

Daunting Descant   Touched Feature
Prerequisites: Touched
At-Will
Effect: Using Daunting Descant ends your turn. If this is the second time you used Daunting Descant in a row, use the Move Mean Look before ending your turn.

Exhausted Expression   Touched Feature
Prerequisites: Touched
At-Will
Effect: Using Exhausted Expression ends your turn. If this is the second time you used Exhausted Expression in a row, target Pokemon is lowered 1 Combat Stage for the Stat of your choice other than HP before ending your turn.

Harmonious Harbinger   Touched Feature
Prerequisites: Touched, 16 STR
Static
Effect: Divide your STR modifier in half. Subtract this number from the number of turns needed to have a Touched Feature activate its effect. For example, if you are using Heroic Hymn, which activates on the seventh use, and you have a 4 STR modifier, subtract two from the seven turns it takes to activate Heroic Hymn's power, making it activate in five turns and read as "If this is the fifth time you used Heroic Hymn in a row..." No activation can be lowered to less than two, meaning a Feature's activate time cannot read "If this is the first time you used Touched Feature X..." It must always at least read, "If this is the second time you used Touched Feature X in a row,..."

Heroic Hymn   Touched Feature
Prerequisites: Touched, 5 Touched Features
At-Will
Effect: Using Heroic Hymn ends your turn. If this is the seventh time you used Heroic Hymn in a row, all adjacent allies gain 2 Combat Stages for any Stat, per ally before ending your turn and you may not use Heroic Hymn on your next three turns during the next three rounds.

Nauseous Number   Touched Feature
Prerequisites: Touched
At-Will
Effect: Using Nauseous Number ends your turn. If this is the third time you used Nauseous Number in a row, use the Move Teeter Dance before ending your turn and you may not use Nauseous Number on your next turn during the next round.

Odd Opera   Touched Feature
Prerequisites: Touched
At-Will
Effect: Using Odd Opera ends your turn. If this is the fourth time you used Odd Opera in a row, use the Move Trick Room, Magic Room or Gravity before ending your turn.

Perish Piece   Touched Feature
Prerequisites: Touched
At-Will
Effect: Using Perish Piece ends your turn. If this is the fourth time you used Perish Piece in a row, use the Move Perish Song before ending your turn.

Psychic

Class Feature

Prerequisites:
13 INT, 13 CON

Bonuses: +1 INT +1 CON
Penalties: -2 STR

Base Features

Telekinesis   Psychic Feature
At-Will
Target: Any object that you may lift.
Effect: Add your INT and CON modifiers and multiply the total by 5 pounds. This represents the weight you may lift and items you may target with Telekinesis. Multiply your INT and CON modifiers then multiply that product by 3-meters. This is how far the target can be. You may not move that target more than the range of your Telekinesis. You need a line of sight to target the object. You can Shift the target up to X meters/spaces per turn where X is your INT or CON modifier.

Telepathy   Psychic Feature
At-Will
Target: Any other human, some may be immune to Telepathy
Effect: You may read the surface thoughts of other humans, as well as project your surface thoughts to other humans. You may also project telepathic message to your Pokemon, but may not read your Pokemon's minds.

   Mechanic: Some Features leave Psychic Residue. Psychics can "see" residue and identify the culprit of said residue if they see that particular Psychic in action.

Psychic Features

Extrasensory   Psychic Feature
Prerequisites: Psychic, 16 INT (or 16 CON)
At-Will – Drains 8 of user's HP per use.
Target: A human or Pokemon.
Effect: Use the Move Extrasensory. Use your Constitution Stat as your SP. ATK stat.

Gravity   Psychic Feature
Prerequisites: Psychic, Trick Room
At-Will – Drains 20 of user's HP per use.
Target: No Target
Effect: Use the Move Gravity.

Light Screen   Psychic Feature
Prerequisites: Psychic, 15 INT, a Pokemon who knows the Move Light Screen
At-Will – Drains 5 of user's HP per use.
Target: No Target
Effect: Use the Move Light Screen.

Magic Room   Psychic Feature
Prerequisites: Psychic, Trick Room
At-Will – Drains 20 of user's HP per use.
Target: A human or Pokemon.
Effect: Use the Magic Room.

Phasing   Psychic Feature
Prerequisites: Psychic, 15 INT, 17 CON
At-Will – Drains 10 of user's HP per use.
Target: Self.
Effect: Your CON modifier is X. You may move through solid objects for X seconds. Moves will miss and pass through you if you are Phasing. If you are still in a solid object after X seconds, you must reactivate Phasing to prevent death. If you run out of HP and are still in a solid object, you die. You may not make a death savings throw if you die while Phasing. You may take up to X people with you while Phasing. If you stop Phasing, they stop Phasing. If you stop Phasing someone you are Phasing, you stop Phasing as well. If you place a person into an object, and then stop Phasing them while they are still in that object, they may make a Savings throw of 7 on 1d20 to continue Phasing for X seconds, at which point they will stop Phasing. As a Free Action, anyone (Trainer or Pokemon) may resist Phasing.

Probability Control   Psychic Feature
Prerequisites: Psychic, 16 INT
At-Will – Drains 5 of user's HP per use.
Target: Any roll.
Effect: You may reroll any die, or have any ally reroll any die. For every time you use this ability per day, past the first use on any day, your GM gets one Murphy's Law point. They may use this point to have you reroll any die that you haven't targeted with Probability Control, the GM may only target your dice rolls with Murphy's Law Points.

Psychic Finder — Psychic Feature

Prerequisites: Psychic, 16 INT

At-Will

Target: Human or Pokemon.

Effect: You can identify if a psychic has affected someone's mind and identify the meddler, human and Pokemon alike by recognizing Psychic Residue. Also, as a free action, you may also roll 1d20 when using a Feature which leaves Psychic Residue. If your roll plus your INT modifier is higher then 15, you leave no psychic residue.

Psychic Force — Psychic Feature

Prerequisites: Psychic, 18 INT (or 18 CON), a Pokemon who knows the Move Psychic

At-Will - Drains 20 of user's HP per use.

Target: Pokemon or Trainers.

Effect: Use the Move Psychic. Use your Constitution Stat as your SP. ATK stat.

Psychokinesis — Psychic Feature

Prerequisites: Psychic, 19 INT

At-Will

Target: Any object that you may lift.

Effect: You may target objects you know of, but cannot see, with Telekinesis. You do not need a line of sight to move those objects.

Reflect — Psychic Feature

Prerequisites: Psychic, 15 INT, a pokemon who knows the Move Reflect

At-Will – Drains 5 of user's HP per use.

Target: No Target

Effect: Use the Move Reflect.

Reflect Type — Psychic Feature

Prerequisites: Psychic, 16 CON,16 INT

Daily – Drains 8 of user's HP per use.

Target: Self.

Effect: Use the Move Reflect Type.

Teleport — Psychic Feature

Prerequisites: Psychic, 17 INT

At-Will – Drains 15 of user's HP per use.

Target: Self.

Effect: Use the Move Teleport.

Trick Room — Psychic Feature

Prerequisites: Psychic

At-Will – Drains 20 of user's HP per use.

Target: No Target.

Effect: Use the Move Trick Room.

Air Adept

Advanced Feature

Prerequisites:
Psychic, 2 Flying and/or Electric type Pokemon

Bonus: +1 CON

Base Features

Aerokinesis — Air Adept Feature

At-Will

Effect: You may target air up to X meters away with Telekinesis to produce short, but powerful, bursts of air. You can move air rapidly and produce a steady flow of wind that blows at X miles per hour. X is your CON modifier multiplied by 5.

Electrokinesis — Air Adept Feature

At-Will

Effect: You may target electricity up to X meters away with Telekinesis and redirect it. X is your CON modifier multiplied by 5. You can also generate electricity in the air with Telekinesis to produce short, but powerful, bursts of electricity.

Mechanic: Kinesis Features function without applying your base Telekinesis; they replace Telekinesis when targeting certain elements. In the event that a modifier would be 0 or less when using a Kinesis Feature, your modifier is 1.

Air Adept Features

Aerodynamics   Air Adept Feature
Prerequisites: Air Adept, Defog, a Pokemon with 20 Speed or higher
Static
Effect: While the weather is Clear, you are treated as if your DEX was one point higher than the trainer immediately before you in action order, but only for the purposes of who acts first, not for evasion or features.

Air Slash   Air Adept Feature
Prerequisites: Air Adept, 2 Flying Type Pokemon
At-Will – Drains 15 of user's HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Air Slash. Use your Constitution Stat as your SP. ATK stat.

Charge   Air Adept Feature
Prerequisites: Air Adept
At-Will – Drains 5 of user's HP per use.
Target: Self.
Effect: Use the Move Charge.

Defog   Air Adept Feature
Prerequisites: Air Adept
At-Will – Drains 10 of user's HP per use.
Target: No Target.
Effect: Use the Move Defog.

Discharge   Air Adept Feature
Prerequisites: Air Adept, 2 Electric Type Pokemon
At-Will – Drains 10 of user's HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Discharge. Use your Constitution Stat as your SP. ATK stat.

Flight   Air Adept Feature
Prerequisites: Air Adept, a Pokemon with a Sky Speed capability
Static - Costs 2 HP for every round of use in combat,
      or 5 HP for every minute of use when not in combat.
Effect: You are treated as if you have a Sky Speed, using your CON modifier as the value.

Hurricane   Air Adept Feature
Prerequisites: Air Adept, Air Slash, Level 15
At-Will – Drains 25 of user's HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Hurricane. Use your Constitution Stat as your SP. ATK stat.

Magnetic   Air Adept Feature
Prerequisites: Air Adept, a Pokemon with Magnetic
Static
Effect: You are treated as if you have the Magnetic capability.

Mass Levitation   Air Adept Feature
Prerequisites: Air Adept, Flight
At-Will - Drains 10 of user's HP per use.
Target: Willing Trainers or Pokemon.
Effect: While using Flight, once per round, you may decrease your maximum Speed Capability by an amount that is at least 1 and at most your CON modifier minus 1, and divide that amount however you want between all targets. For every round this Feature is in effect, you must pay 5 additional HP.

Tailwind   Air Adept Feature
Prerequisites: Air Adept, 2 features that enable the use of Flying-type moves
At-Will – Drains 10 of user's HP per use.
Target: Area.
Effect: Use the Move Tailwind.

Thunderbolt   Air Adept Feature
Prerequisites: Air Adept, Discharge, Level 10
At-Will – Drains 20 of user's HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Thunderbolt. Use your Constitution Stat as your SP. ATK stat.

Thunder Wave   Air Adept Feature
Prerequisites: Air Adept, 2 features that enable the use of Electric-type moves
At-Will – Drains 20 of user's HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Thunder Wave.

Clairsentient

Advanced Feature

Prerequisites:
Psychic, 22 INT

Bonus: +1 INT

Base Features

Hour's Past   Clairsentient Feature
At-Will

Target: An item, or the exact location you are at.

Effect: You can view a psychic panel summary of what has happened to that item or area in the past hour. The images are jumbled and might not be chronological order.

Image Tailing   Clairsentient Feature
Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: An image seen while reading an object's past.

Effect: Roll 1d20 and add your INT modifier. If the total exceeds 15, you can follow a part of the object's past. You may follow a ghostly image, seen only by yourself, of a person, pokemon or other object that came into contact with the object you were reading and left. The ghostly image can only be followed for up to a mile from the spot you began to read.

Clairsentient Features

Clairaudience   Clairsentient Feature
Prerequisites: Clairsentient, INT 24
Static

Effect: You can hear sounds that occurred while using Hour's Past, Day's Past and Item's Past. You also can tell when a person is lying to you; unless they believe what they are saying is true.

Clairvoyance   Clairsentient Feature
Prerequisites: Clairsentient, CON 17
Static

Effect: When making an attack, subtract 5 from any Accuracy Checks you make. You can see through illusions.

Day's Past   Clairsentient Feature
Prerequisites: Clairsentient
Daily – Every 8 levels gained, you may perform this Feature another time per day.

Target: An item, or the exact location you are at.

Effect: You can view a psychic panel summary of what has happened to that item or area in the past 24 hours. The images are jumbled and might not be chronological order.

Dispel Illusion   Clairsentient Feature
Prerequisites: Clairsentient, Clairvoyance
Daily

Target: An illusion.

Effect: You can eliminate an illusion by touching the area it is projected upon. You can see through illusions and disguises but you cannot dispel them for other people and Pokemon to see more then once per day. Although you can see through disguises, you cannot phsycailly force the disguise to be reverted. An example of a disguise would be a Ditto's transformation. An example of illusions would be a a Double Team or some other source of magical illusion.

Itemfinder   Clairsentient Feature
Prerequisites: Clairsentient, an item of your choice to be used for dowsing
Daily – Every 4 levels gained, you may perform this Feature another time per day.

Target: The exact location you are at.

Effect: Roll 1d20 and add your INT modifier. If the total exceeds 20, you will be guided to a nearby dropped item. The item found will depend on your location.

Item's Past   Clairsentient Feature

Prerequisites: Clairsentient, 26 INT, Day's Past

Daily – Every 8 levels gained, you may perform this Feature another time per day.

Target: An item, or the exact location you are at.

Effect: You can view a psychic panel summary of what has happened to that item or area in the past week. If the item or place has historical significance within the past decade, you are aware of it, but exactly what happened isn't necessarily clear. This Feature replaces Day's Past.

Personfinder   Clairsentient Feature

Prerequisites: Clairsentient, Itemfinder

Daily

Target: A person you have met and physically touched before.

Effect: Roll 1d20 and add your INT modifier. If the total exceeds 15, you know the direction of a person you are looking for.

Personfinder +   Clairsentient Feature

Prerequisites: Clairsentient, Personfinder

Daily – Every 8 levels gained, you may perform this Feature another time per day.

Target: A person you have met and physically touched before.

Effect: Roll 1d20 and add your INT modifier. If the total exceeds 15, you know the direction of a person you are looking for and an estimated distance between that person and yourself. This Feature replaces Personfinder.

Psychometry   Clairsentient Feature

Prerequisites: Clairsentient, an item of your choice to be used for dowsing

At-Will

Target: An item.

Effect: You know the purpose of any non-living thing that you touch. You know of any special abilities the item grants. You also know how to activate any item.

Earth Shaker

Advanced Feature

Prerequisites:
Psychic, 2 Ground, Rock and/or Grass type Pokemon

Bonus: +1 CON

Base Features

Botanokinesis   Earth Shaker Feature

At-Will

Effect: When targeting any type of plant with Telekinesis, multiply your INT and CON modifier's sum by 10 pounds instead of 5 pounds. You can rapidly grow any plant you can lift 5 ft per round by subtracting 10 HP from yourself.

Terrakinesis   Earth Shaker Feature

At-Will

Effect: When targeting any type of rock or piece of ground with Telekinesis, multiply your INT and CON modifier's sum by 10 pounds instead of 5 pounds. You can mold earth into rock and break up rock into dirt. As long as you are conscious, you and your non-Pokemon allies within 10 meters do not take damage from Sandstorm.

Mechanic: Kinesis Features function without applying your base Telekinesis; they replace Telekinesis when targeting certain elements. In the event that a modifier would be 0 or less when using a Kinesis Feature, your modifier is 1.

Earth Shaker Features

Aromatherapy   Earth Shaker Feature
    Prerequisites: Earth Shaker, two features that allow the use of Grass Type moves
    At-Will - Drains 15 of user's HP per use.
    Target: Trainer or Pokemon.
    Effect: Use the move Aromatherapy.

Cotton Spore   Earth Shaker Feature
    Prerequisites: Earth Shaker
    At-Will: Drains 5 of user's HP per use.
    Target: A Pokemon.
    Effect: Use the move Cotton Spore.

Digger   Earth Shaker Feature
    Prerequisites: Earth Shaker, a Pokemon with a Burrow Speed Capability
    Static - Costs 2 HP for every round of use in combat,
       or 5 HP for every minute of use when not in combat.
    Effect: You are treated as if you have a Burrow Speed, using your CON modifier as the value.

Earth Vision   Earth Shaker Feature
    Prerequisites: Earth Shaker, Materializer
    Static
    Effect: You may now see through rock, dirt, ground, sand etc as if it were not there, for a distance of up to X meters, where X is your CON modifier plus your INT modifier.

Giga Drain   Earth Shaker Feature
    Prerequisites: Earth Shaker, 2 Grass Type Pokemon
    At-Will - Drains 15 of user's HP per use.
    Target: Trainer or Pokemon.
    Effect: Use the Move Giga Drain. Use your Constitution Stat as your SP. ATK stat.

Leaf Storm   Earth Shaker Feature
    Prerequisites: Earth Shaker, Giga Drain, level 15
    At-Will – Drains 25 of user's HP per use.
    Target: Trainer or Pokemon.
    Effect: Use the Move Leaf Storm. Use your Constitution Stat as your SP. ATK stat.

Materializer   Earth Shaker Feature
    Prerequisites: Earth Shaker, a Pokemon with Materializer
    Static
    Effect: You are treated as if you have the Materializer capability.

Rock Slide   Earth Shaker Feature
    Prerequisites: Earth Shaker, 2 Rock Type Pokemon
    At-Will - Drains 10 of user's HP per use.
    Target: Trainer or Pokemon.
    Effect: Use the Move Rock Slide. Use your Constitution Stat as your ATK stat.

Sandstorm   Earth Shaker Feature
    Prerequisites: Earth Shaker, 5 Earth Shaker features
    At-Will - Drains 20 of user's HP per use.
    Effect: Use the Move Sandstorm.

Sand Tomb   Earth Shaker Feature
    Prerequisites: Earth Shaker
    At-Will - Drains 7 of user's HP per use.
    Target: Trainers or Pokemon.
    Effect: Use the move Sand Tomb. Use your CON stat as your SP. ATK stat.

Sand-Attack   Earth Shaker Feature
    Prerequisites: Earth Shaker
    At-Will: Drains 5 of user's HP per use.
    Target: Trainers or Pokemon.
    Effect: Use the move Sand-Attack.

Stone Edge   Earth Shaker Feature
    Prerequisites: Earth Shaker, Rock Slide, Level 10
    At-Will – Drains 20 of user's HP per use.
    Target: Trainer or Pokemon.
    Effect: Use the Move Stone Edge. Use your Constitution Stat as your ATK stat.

Empath

Advanced Feature

Prerequisites:
Psychic, a Pokemon you've leveled up through training 25 levels

Bonus: +1 INT

Base Features

Calming Vibe   Empath Feature
    At-Will – Drains 7 of user's HP per use.
    Target: Pokemon or Trainers.
    Effect: You calm the target, curing it of Confusion. Calming Vibe can calm rages, focus a distorted mind, or neutralize a paranoid panic. In order to use Calming Vibe, the Trainer must be in a calm state of mind. Using this on a target leaves discoverable psychic residue.

Light Healing Power   Empath Feature
    Daily – Every 4 levels gained, you may perform this Feature another time per day.
    Target: Pokemon or Trainers.
    Effect: Roll 1d12+6 and add twice your INT modifier. The target heals that many Hit Points. Using this on a target leaves discoverable psychic residue.

Empath Features

Bonds   Empath Feature
    Prerequisites: Empath, Connection
    Static
    Effect: While unconscious, your Pokemon can act on their accord as if you are not unconscious. You may only have as many Pokemon acting per round of an encounter as if you were conscious.

Connection   Empath Feature
    Prerequisites: Empath, 4 Pokemon you've leveled up through training 15 levels
    Static
    Target: Your Pokemon.
    Effect: You understand any owned Pokemon's thoughts.

Digging   Empath Feature
    Prerequisites: Psychic, Empath, 18 INT
    Static
    Target: Pokemon or Trainers.
    Effect: You may read thoughts from the past four hours in a mind with Telepathy. Using this on a target leaves discoverable psychic residue.

Healing Power   Empath Feature
    Prerequisites: Empath
    Daily – Every 6 levels gained, you may perform this Feature another time per day.
    Target: Pokemon or Trainers.
    Effect: Roll 2d12+12 and add twice your INT modifier. The target heals that many Hit Points. Using this on a target leaves discoverable psychic residue.

Heal the Body   Empath Feature
    Prerequisites: Empath, 16 INT, Cured Burn and/or Poison three times with items or features
    Daily – Every 5 levels gained, you may perform this Feature another time per day.
    Target: Pokemon or Trainers
    Effect: Cures the target of Burn and Poison. Using this on a target leaves discoverable psychic residue.

Mend the Mind   Empath Feature
    Prerequisites: Empath, 16 INT, Cured Paralysis and/or Sleep three times with items or features
    Daily – Every 5 levels gained, you may perform this Feature another time per day.
    Target: Pokemon or Trainers
    Effect: Cures the target of Paralysis and Sleep. Using this on a target leaves discoverable psychic residue.

Major Healing Power   Empath Feature
    Prerequisites: Empath, 18 INT, Healing Power
    Daily – Every 8 levels gained, you may perform this Feature another time per day.
    Target: Pokemon or Trainers.
    Effect: Roll 3d12+18 and add your INT stat. The target heals that many Hit Points. Using this on a target leaves discoverable psychic residue.

Natural Connection   Empath Feature

    Prerequisites: Empath, Connection, 20 INT

    Static

    Target: Pokemon.

    Effect: You understand Pokemon's thoughts. This Feature replaces Connection.

Serious Healing Power   Empath Feature

    Prerequisites: Empath, 24 INT, Major Healing Power

    Daily – Every 10 levels gained, you may perform this Feature another time per day.

    Target: Pokemon or Trainers.

    Effect: Roll 4d12+24 and add your INT stat. The target heals that many Hit Points. Using this on a target leaves discoverable psychic residue.

Pain Share   Empath Feature

    Prerequisites: Empath

    At-Will

    Target: A Pokemon or Trainer taking damage.

    Effect: You may half the damage the target takes. If you do, subtract the amount of damage you prevent from your HP, then subtract another 5 HP from your HP for each time you've used Pain Share during that day before this instance.

Pain Split   Empath Feature

    Prerequisites: Empath, 16 INT, Pain Share

    Daily

    Target: Pokemon or Trainers.

    Effect: Use the Move Pain Split. Using this on a target leaves discoverable psychic residue.

Rest   Empath Feature

    Prerequisites: Empath, 22 INT, a Pokemon with Move that recovers HP.

    Daily

    Target: Self.

    Effect: After a ten-minute break you recover your full HP.

Trying On Shoes   Empath Feature

    Prerequisites: Psychic, Empath, Digging

    At-Will

    Target: Pokemon or Trainers.

    Effect: You may read thoughts from the past day in a mind with Telepathy. Using this on a target leaves discoverable psychic residue.

Wish   Empath Feature

    Prerequisites: Empath, 20 INT

    Daily

    Target: Pokemon or Trainers.

    Effect: Use the Move Wish. Using this on a target leaves discoverable psychic residue.

Fire Breather

Advanced Feature

Prerequisites:
Psychic, 2 Fire, Dark and/or Ghost type Pokemon

Bonus: +1 CON

Base Features

Photokinesis   Fire Breather Feature

    At-Will

    Effect: You may target light with Telekinesis and produce more light or take it away. You may remove light from an area completely or spontaneously generate light. Photokinesis has a maximum range of X, where X is your CON modifier multiplied by your INT modifier multiplied by 3 meters. If either modifier is negative or zero, use 1 as that modifier instead.

Pyrokinesis   Fire Breather Feature

    At-Will

    Effect: You may target fire up to X meters away with Telekinesis and redirect it. X is your CON modifier multiplied by 5. You can also generate fire in the air with Telekinesis to produce short, but powerful, bursts of fire.

       Mechanic: Kinesis Features function without applying your base Telekinesis; they replace Telekinesis when targeting certain elements. In the event that a modifier would be 0 or less when using a Kinesis Feature, your modifier is 1.

Fire Breather Features

Double Team   Fire Breather Feature
Prerequisites: Fire Breather, a Pokemon who knows the Move Double Team
At-Will – Drains 25 of user's HP per use.
Effect: Use the Move Double Team. You may not have more then three copies of yourself at any time. The copies fade after 10 minutes.

Fire Blast   Fire Breather Feature
Prerequisites: Fire Breather, Lava Plume, Level 15
At-Will – Drains 25 of user's HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Fire Blast. Use your CON stat as your SP. ATK stat.

Fire Spin   Fire Breather Feature
Prerequisites: Fire Breather
At-Will – Drains 7 of user's HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Fire Spin. Use your CON stat as your SP. ATK stat.

Flash   Fire Breather Feature
Prerequisites: Fire Breather
At-Will – Drains 5 of user's HP per use.
Target: Pokemon or Trainers.
Effect: Use the attack Flash.

Heat Seeker   Fire Breather Feature
Prerequisites: Fire Breather
Static
Effect: You can see in the infrared spectrum, allowing you to easily view sources of heat.

Lava Plume   Fire Breather Feature
Prerequisites: Fire Breather, 2 Fire Type Pokemon
At-Will – Drains 10 of user's HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Lava Plume. Use your CON stat as your SP. ATK stat.

Mirage   Fire Breather Feature
Prerequisites: Fire Breather, Photokinesis
At-Will - Drains 20 of user's HP per use
Effect: You create a visual illusion. You must remain within 10 meters of the Mirage and concentrate to maintain and control the illusion. No one dimension of the illusion may exceed X meters, and the illusion persists for Y minutes. At the end of this time, you may continue to maintain the illusion by paying Mirage's activation cost again. X is your CON modifier halved. Y is your CON modifier. You may only have one Mirage active at any given time.

Night Daze   Fire Breather Feature
Prerequisites: Fire Breather, Shadow Ball, level 10
At-Will – Drains 20 of user's HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Night Daze. Use your CON stat as your SP. ATK stat.

Shadow Ball   Fire Breather Feature
Prerequisites: Fire Breather, 2 Ghost or Dark Type Pokemon
At-Will – Drains 10 of user's HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Shadow Ball. Use your CON stat as your SP. ATK stat.

Shimmering Shroud   Fire Breather Feature
Prerequisites: Fire Breather
Static
Effect: When a Move that you use via Fire Breather Features modifies accuracy checks, it modifies the check by one more than it would have.

Shadow Walker   Fire Breather Feature
Prerequisites: Fire Breather, a Pokemon with Invisibility Capability
Static
Effect: You gain the Invisibility capability. Activating the capability costs 15 HP per use. You may not use any Features that do damage or allow you to use Pokemon Moves while Invisible.

Sunny Day   Fire Breather Feature
Prerequisites: Fire Breather, 4 Fire Breather features
At-Will – Drains 20 of user's HP per use.
Target: User.
Effect: Use the Move Sunny Day.

Hex Maniac

Advanced Feature

Prerequisites:
Psychic, 20 INT, a tool or symbol of your choice for Hexing (25)

Bonus: +1 INT

Base Features

Glare   Hex Maniac
At-Will - Drains 10 of user's HP per use.
Target: Pokemon or Trainers.
Effect: Use the Move Glare.

Hypnosis   Hex Maniac
At-Will - Drains 20 of user's HP per use.
Target: Pokemon or Trainers.
Effect: Use the Move Hypnosis. Hypnosis only Drains 10 of the user's HP if it misses.

Hex Maniac Features

Captivate   Hex Maniac
Prerequisites: Hex Maniac, 3 Hex Maniac features
At-Will - Drains 8 of user's HP per use.
Target: Pokemon or Trainers.
Effect: Use the Move Captivate, ignoring genders.

Confuse Ray   Hex Maniac
Prerequisites: Hex Maniac, a Pokemon who knows the Move Confuse Ray
At-Will - Drains 20 of user's HP per use.
Target: Pokemon or Trainers.
Effect: Use the Move Confuse Ray. Using this on a target leaves discoverable psychic residue.

Curse   Hex Maniac
Prerequisites: Hex Maniac, a Pokemon who knows the Move Curse
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Curse as if you are Ghost Type. Using this on a target leaves discoverable psychic residue.

Dream Eater   Hex Maniac
Prerequisites: Hex Maniac
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Sleeping Pokemon or Trainers.
Effect: Use the Move Dream Eater. Use your Intelligence Stat as your SP. ATK stat. Using this on a target leaves discoverable psychic residue.

Fake Tears   Hex Maniac
Prerequisites: Hex Maniac, 6 Hex Maniac features
At-Will - Drains 8 of user's HP per use.
Target: Pokemon or Trainers.
Effect: Use the Move Fake Tears.

Featherdance   Hex Maniac
Prerequisites: Hex Maniac
At-Will - Drains 8 of user's HP per use.
Target: Pokemon or Trainers.
Effect: Use the Move Featherdance.

Fumble   Hex Maniac

Prerequisites: Hex Maniac, 4 Hex Maniac Features

At-Will - Drains 25 of user's HP per use.

Target: Pokemon or Trainers.

Effect: Force the target to reroll any successful check. Using this on a target leaves discoverable psychic residue. For every time you use this ability per day, past the first use on any day, your GM gets one Murphy's Law point. They may use this point to have you reroll any die you did not target with Fumble, the GM may only target your dice rolls with Murphy's Law Points.

Hex   Hex Maniac

Prerequisites: Hex Maniac

At-Will - Drains 15 of user's HP per use.

Target: Pokemon or Trainers.

Effect: Use the Move Hex. Use your Intelligence Stat as your SP. ATK stat.

Poison Gas   Hex Maniac

Prerequisites: Hex Maniac, 3 Hex Maniac features

At-Will - Drains 15 of user's HP per use.

Target: Pokemon or Trainers.

Effect: Use the Move Poison Gas.

Scary Face   Hex Maniac

Prerequisites: Hex Maniac, 3 Hex Maniac features

At-Will - Drains 8 of user's HP per use.

Target: Pokemon or Trainers.

Effect: Use the Move Scary Face.

Screech   Hex Maniac

Prerequisites: Hex Maniac, 6 Hex Maniac features

At-Will - Drains 8 of user's HP per use.

Target: Pokemon or Trainers.

Effect: Use the Move Screech.

Will-O-Wisp   Hex Maniac

Prerequisites: Hex Maniac, 6 Hex Maniac features

At-Will - Drains 15 of user's HP per use.

Target: Pokemon or Trainers.

Effect: Use the Move Will-O-Wisp.

Influential

Advanced Feature

Prerequisites:
Psychic, 22 INT

Bonus: +1 INT

Base Features

Mental Suggestion   Influential Feature

Daily – Every 6 levels gained, you may perform this Feature another time per day.

Target: Pokemon or Trainers.

Effect: Roll 1d20 and add your INT modifier. If the total exceeds 20, you may place a suggestion into the target's mind. The target doesn't need to act on it, nor do they immediately know why they thought of it.

Now to Act   Influential Feature

At-Will – Drains 25 of user's HP per use.

Target: Pokemon or Trainers.

Effect: Roll 1d20 and add your INT modifier. If the total exceeds 15, the target will act on a suggestion on their mind. If the suggestion is entirely contradictory to their regular behavior, they will be hesitant throughout the execution of the suggestion. If it isn't possible to execute the suggestion, they will fail trying. Using this on a target leaves discoverable psychic residue.

Influential Features

Attitude Adjustment   Influential Feature

Prerequisites: Influential

Daily

Target: A Pokemon.

Effect: Roll 1d20 and add your INT modifier. If the result is higher than 15, choose 5 different Natures and assign each to the numbers 2, 3, 4, 5, 6. Roll 1d6; on a result of 1, Attitude Adjustment fails; on a result of 2-6, give the target the assigned Nature.

Attitude Adjustment +   Influential Feature

Prerequisites: Influential, Attitude Adjustment

Daily

Target: A Pokemon.

Effect: Roll 1d20 and add your INT modifier. If the result is higher than 15, choose a Nature and give the target the assigned Nature. This Feature replaces Attitude Adjustment.

Dream Eater   Influential Feature

Prerequisites: Influential

At-Will – Drains 10 of user's HP per use.

Target: Pokemon or Trainers.

Effect: Use the Move Dream Eater. Use your Intelligence Stat as your SP. ATK stat. Using this on a target leaves discoverable psychic residue.

Fear   Influential Feature

Prerequisites: Influential, 23 INT

At-Will – Drains 10 of user's HP per use.

Target: Pokemon or Trainers.

Effect: Roll 1d20 and add your INT modifier. If the result exceeds 15, the target becomes Fearful for 10 minutes. When targeting a Fearful target, rolls need -2 to hit. While Fearful you must roll +2 to hit with anything. Wild targets will try to flee while Fearful. Using this on a target leaves discoverable psychic residue.

Imposed Caution   Influential Feature

Prerequisites: Influential

At-Will – Drains 7 of user's HP per use.

Target: Pokemon or Trainers.

Effect: For 10 minutes, the target needs -3 to hit with any type of attack. For 10 minutes, the target's Speed is halved. Using this on a target leaves discoverable psychic residue.

Imposed Focus   Influential Feature

Prerequisites: Influential

At-Will – Drains 17 of user's HP per use.

Target: Pokemon or Trainers.

Effect: For 10 minutes, the target needs -3 to hit with any type of attack. Using this on a target leaves discoverable psychic residue.

Memory Lapse   Influential Feature

Prerequisites: Influential, a Pokemon with Disable

At-Will – Drains 15 of user's HP per use.

Target: Pokemon or Trainers.

Effect: Roll 1d20 and add your INT modifier. If the result exceeds 15, the target will forget a memory of your choice for 10 minutes. If the result exceeds 20, the target will forget a memory of your choice for 1 hour. This can include a Move, Ability or Feature. Using this on a target leaves discoverable psychic residue.

Mind Control   Influential Feature

Prerequisites: Influential, 28 INT, Level 18

At-Will – Drains 25 HP every 6 seconds.

Target: Pokemon or Trainers.

Effect: You have control of the target entirely. You know what they know and can have them do anything they are capable of doing. If you use mind control for more then 30 seconds at a time, you drain 40 HP every 6 seconds. Anyone may try to break out from Mind Control by making a Will check. The Check is to roll equal to or greater than the difference between the Mind Controller's Intelligence and the target's Intelligence on 1d20, adding the target's INT modifier. If the check is successful, the Mind Controller does not lose the 25, or 40, HP they would have if they were successful in Mind Controlling the target. The target may attempt the Will check once per round. Using this on a target leaves discoverable psychic residue.

Nightmare   Influential Feature

Prerequisites: Influential

At-Will – Drains 20 of user's HP per use.

Target: Trainer or Pokemon.

Effect: Use the Move Nightmare. Using this on a target leaves discoverable psychic residue.

Stop   Influential Feature

Prerequisites: Influential

Daily – Drains 20 of user's HP per use.

Target: Pokemon or Trainers.

Effect: Roll 1d20 and add your INT modifier. If the result exceeds 15, the target becomes immobile for 30 seconds. Using this on a target leaves discoverable psychic residue.

Rain Waker

Advanced Feature

Prerequisites:
Psychic, 2 Water and/or Ice type Pokemon

Bonus: +1 CON

Base Features

Cryokinesis   Rain Waker
At-Will
Effect: When targeting any type of frozen water with Telekinesis, multiply your INT and CON modifier's sum by 10 pounds instead of 5 pounds. You can mold ice into other forms of ice and freeze water by thought. As long as you are conscious, you and your non-Pokemon allies within 10 meters do not take damage from Hail.

Hydrokinesis   Rain Waker
At-Will
Effect: When targeting any type of water with Telekinesis, multiply your INT and CON modifier's sum by 10 pounds instead of 5 pounds. You can mold water into other forms of water and produce small quantities of water from the air by thought.

Mechanic: Kinesis Features function without applying your base Telekinesis; they replace Telekinesis when targeting certain elements. In the event that a modifier would be 0 or less when using a Kinesis Feature, your modifier is 1.

Rain Waker Features

Blizzard   Rain Waker
Prerequisites: Rain Waker, Icicle Crash, level 15
At-Will – Drains 25 of user's HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Blizzard. Use your Constitution Stat as your SP. ATK stat.

Cool Running   Rain Waker
Prerequisites: Rain Waker, Cryokinesis
Static
Effect: You gain the Icestep capability. In addition, you may cross still or slow-moving water by walking on the surface.

Hail   Rain Waker
Prerequisites: Rain Waker, 5 Rain Waker features
At-Will – Drains 20 of user's HP per use.
Target: No Target.
Effect: Use the Move Hail.

Haze   Rain Waker
Prerequisites: Rain Waker
At-Will – Drains 8 of user's HP per use.
Target: No Target.
Effect: Use the Move Haze.

Icicle Crash   Rain Waker
Prerequisites: Rain Waker, 2 Ice Type Pokemon
At-Will – Drains 10 of user's HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Icicle Crash. Use your Constitution Stat as your ATK stat.

Mist   Rain Waker
Prerequisites: Rain Waker
At-Will – Drains 8 of user's HP per use.
Target: No Target.
Effect: Use the Move Mist.

Rain Dance   Rain Waker
Prerequisites: Rain Waker, 5 Rain Waker features
At-Will – Drains 20 of user's HP per use.
Target: No Target.
Effect: Use the Move Rain Dance.

Rainy Mood   Rain Waker

Prerequisites: Rain Waker, Rain Dance or Hail

Static

Effect: As long as either you are near a large body of water such as a lake or ocean or the weather is Rain or Hail, you may have water and ice typed Pokemon Moves you use via Rain Waker Features originate at significant sources of water nearby. Significant sources of water are at least enough to submerge a Small sized Pokemon.

Splash Damage   Rain Waker

Prerequisites: Rain Waker

At-Will - Drains 10 of user's HP per use.

Trigger: You use an Ice or Water Typed Move

Effect: The Move you use hits an additional adjacent target. If the Move you use already hits an area, instead choose an additional target adjacent to any edge of the area of effect. Activate Splash Damage only once per Move. Splash Damage drains only 5 HP if you are using a Water Typed Move and Rain is active or if you are using an Ice Typed Move and Hail is active.

Surf   Rain Waker

Prerequisites: Rain Waker, Waterfall, level 10

At-Will – Drains 20 of user's HP per use.

Target: Trainer or Pokemon.

Effect: Use the Move Surf. Use your Constitution Stat as your SP. ATK stat.

Swimmer   Rain Waker

Prerequisites: Rain Waker, a Pokemon with Surface and Underwater Speed Capabilities

Static

Effect: You are treated as if you have Surface and Underwater Speeds, adding your CON modifier to the value of your Overland Speed. You may breathe underwater for X mins per hour, were X is your Constitution stat in minutes.

Waterfall   Rain Waker

Prerequisites: Rain Waker, 2 Water Type Pokemon

At-Will – Drains 10 of user's HP per use.

Target: Trainer or Pokemon.

Effect: Use the Move Waterfall. Use your Constitution Stat as your ATK stat.

Whirlpool   Rain Waker

Prerequisites: Rain Waker

At-Will – Drains 7 of user's HP per use.

Target: Pokemon or Trainers.

Effect: Use the Move Whirlpool. Use your Constitution Stat as your SP. ATK stat.

Ranger

Class Feature

Prerequisites:
13 CHA, 13 DEX

Bonuses: +1 CHA +1 DEX
Penalties: -2 CON

Base Features

Befriend   Ranger Feature
At-Will

Target: A Restrained Pokemon.

Effect: Give the Pokemon the Helpful title. This ally will remain under the Ranger's guidance until it is hit by an attack, severely distracted, or has helped the Ranger in a significant manner once, such as by making an attack. You do not get a list of any capabilities or moves you cannot deduce yourself, and it cannot be taken from the area you found it in or it will run away. You may only give the Helpful title to one Pokemon at a time.

Companion   Ranger Feature
At-Will

Target: A previously wild, Restrained Pokemon.

Effect: Give the Pokemon the Companion title. You may only have one Companion at a time. If you give a new Pokemon the Companion title, you free your previous Companion and replace it with your new one. This process starts the Companion at Loyalty 2 at least and obedient towards the Ranger, regardless of circumstances before being Restrained. The Companion gains experience and levels exactly like a Captured Pokemon, as well as counting as Owned for the purposes of levels and features, but cannot participate in official battles or contests (doing so is fraud). The Pokemon cannot be returned to a Poke Ball, and Pokemon Centers may charge more for healing a Companion. Companions are considered Helpful, but act in combat as if they were owned.

       Restrain Mechanic: Restraining is a special kind of Capture Check that uses a Ranger's Styler. To attempt to Restrain a Pokemon, roll 1d100 and subtract 10. If the result is equal and less than the Pokemon's unmodified capture rate, they are Restrained'.

Ranger Features

Authority Figure   Ranger Feature
Prerequisites: Ranger, 18 CHA, recognized as having performed distinguished service

Static

Effect: You take on the responsibilities of a ranking Ranger officer. You may give orders to Rangers and police officers. A police chief may overrule your orders to police, but none may overrule your orders to Rangers. When requesting assistance from a local Ranger station on an important issue, you are obligated to receive help in some form except for in extraordinary circumstances.

Befriender   Ranger Feature
Prerequisites: Ranger

Static

Effect: You may subtract an additional 10 from your Restrain rolls, and you may give the Helpful title to two additional Pokemon. You may take this feature up to two times, for a total of -30 on Restrain Rolls and 5 Helpful Pokemon.

Dizzy   Ranger Feature
Prerequisites: Ranger, 17 DEX

Daily - Every 5 levels gained, you may perform this Feature another time per day.

Target: A Pokemon or trainer.

Effect: Roll 1d20 and add your DEX or CHA modifier. If the total is 15 or higher, the Target is Confused. Use of this feature requires your Capture Styler.

Dragonite Bus   Ranger Feature
Prerequisites: Ranger, Authority Figure

Weekly

Effect: You may call the Dragonite Bus to schedule transportation from any major city to any other major city, provided there are no major bodies of water between the cities. You must make plans at least 24 hours ahead of time.

Part Of The Team   Ranger Feature
Prerequisites: Ranger, a Companion that has been with you for two months.

One Time Use Only - After taking Part of the Team, you gain one additional use, per 10 levels gained.

Target: Your Companion that has been with you for at least a month.

Effect: Spend one hour talking and negotiating with the target and roll 1d100, subtracting half of your Charisma stat from the roll. If you roll under the Pokemon's Loyalty multiplied by 10, then the target will agree to being captured by you. After capturing, the Pokemon is still considered your Companion for the purposes of features. You may designate a new Companion as if the previous one had been released without removing the Companion title from the target. If Part of The Team fails, its use is not depleted.

Perfect Practice   Ranger Feature
Prerequisites: Ranger, 16 DEX

Daily - Every 5 levels gained, you may perform this Class Feature another time per day.

Target: A Restrain roll.

Effect: When Restraining a Pokemon, subtract your DEX or CHA modifier multiplied by 3 from your Restrain roll. This may only be used once per restrain roll. If you successfully restrain a Pokemon when using this feature, you are given a partial list of moves known by the Pokemon, and know of all available capabilities.

Poke-Assist   Ranger Feature

Prerequisites: Ranger, one Advanced Class with Ranger as a prerequisite, Level 10.

Daily - Every 15 levels, you may perform this Feature another time per day.

Target: Your Companion or a Helpful Pokemon.

Effect: For a number of rounds equal to half of either your DEX or CHA modifiers, the target acts on its own in combat, attacking opponents of its own free will without requiring orders. The GM controls Pokemon under the effect of this feature. The target does not flee or retreat if injured while under the effects of this feature. Only one Pokemon may be under the effects of this feature at any given time. This feature may not be active while its user is currently using Dual Wielding.

Resources   Ranger Feature

Prerequisites: Ranger, Authority Figure

Weekly

Target: Self

Effect: You call in support from at least one Ranger in the area. This Ranger will go directly to you and meet you as soon as possible, and assist you with any pressing business, but will not leave the area or otherwise completely abandon their current task unless ordered otherwise by an authority above both of you.

Safe Passage   Ranger Feature

Prerequisites: Ranger

Daily - Every 10 levels gained, you may perform this Feature another time per day.

Target: A Route.

Effect: Roll 1d20 and add your DEX and CHA modifiers. If the total exceeds 20, you can make it across the target route without any hostile encounters from any routine wild Pokemon for the day.

Specialist Befriender   Ranger Feature

Prerequisites: Ranger, used Befriend on a Pokemon with the Capability you chose for this Feature.

Daily - Every 10 levels gained, you may perform this Feature

Chose one of the following capabilities: Alluring, Amorphous, Chilled, Firestarter, Fountain, Freezer, Gilled, Glow, Groundshaper, Guster, Heater, Icestep, Inflatable, Magnetic, Shrinkable, Sinker, Sprouter, Threaded.

Target: Any Route, Town, City, Mountain, etc.

Effect: Roll 1d20 and add your CHA modifier, if the total is higher then 17 a Pokemon with your chosen Capability appears nearby. Any attempt at attacking or capturing the Pokemon results in the Pokemon fleeing without fail. The Pokemon must still be made Helpful or Companion to use. You must take this Feature again for a different capability.

Styler Master   Ranger Feature

Prerequisites: Ranger, Perfect Practice, DEX 18, CHA 18

Daily - Every 10 levels gained, you may perform this Class Feature another time per day.

Target: An Owned Pokemon

Effect: Make a Restrain Check. You may target the owned Pokemon with Befriend. Owned Pokemon will not attack their own trainer unless they are Loyalty 2 or lower. Pokemon of Loyalty 3 or higher will not attack allies of their trainer. Owned Pokemon are Helpful until having been returned by their trainer, or until they have attacked a valid target. Attempting to force a high loyalty Pokemon to attack their allies will negate the restrain. You do not learn the Pokemon's Loyalty value upon restraining.

Ward   Ranger Feature

Prerequisites: Ranger

Daily - Every 10 levels gained, you may perform this Feature another time per day.

Trigger: You successfully restrain a wild Pokemon.

Effect: The wild Pokemon flees without fail. Roll 1d20 and add your DEX and CHA modifiers, if the total is higher then 20, the restrained Pokemon and any wild Pokemon of a lower level than the target who are its allies flee without fail.

Coach

Advanced Feature

Prerequisites:
Ranger, 16 CHA

Bonus: +1 CHA

Base Features

Faster   Coach Feature

Daily - Every 4 levels gained, you may use this Feature another time per day.

Target: One of your active Pokemon.

Effect: Your targeted Pokemon's Speed related Capabilities are increased by X where X is your CHA modifier.

Stronger   Coach Feature

Daily - Every 4 levels gained, you may use this Feature another time per day.

Target: One of your active Pokemon.

Effect: For one Round, or one minute out of combat, your targeted Pokemon's Power Capability is increased by X where X is half your CHA modifier.

Coach Features

Better   Coach Feature
Prerequisites: Coach, Smarter
Daily - Every 8 levels gained, you may use this Feature another time per day.
Target: One of your active Pokemon, under the effect of Smarter.
Effect: For one Round, your targeted Pokemon's Special Attack or Special Defense is increased by one Combat Stage. You may use this Feature multiple times at once, but only to a maximum of 2 Combat Stages in each stat.

Harder   Coach Feature
Prerequisites: Coach, Tougher
Daily - Every 8 levels gained, you may use this Feature another time per day.
Target: One of your active Pokemon, under the effect of Tougher.
Effect: For one Round, your targeted Pokemon's Attack or Defense is increased by one Combat Stage. You may use this Feature multiple times at once, but only to a maximum of 2 Combat Stages in each stat.

Higher   Coach Feature
Prerequisites: Coach, a Pokemon with a Jump Capability of 4 or higher
Daily - Every 4 levels gained, you may use this Feature another time per day.
Target: One of your active Pokemon.
Effect: For one Round, or one minute out of combat, your targeted Pokemon's Jump Capability is increased by X where X is half your CHA modifier.

Makes Us Stronger   Coach Feature
Prerequisites: Coach, 20 CHA
Daily - Every 15 levels gained, you may use this Feature another time per day.
Target: One of your Pokemon who felled a Pokemon or trainer during the past 3 rounds of combat.
Effect: For one Round, add half of your CHA modifier to your Pokemon's highest stat. This Feature may grant temporary HP.

More Than Ever   Coach Feature
Prerequisites: Coach, 5 Coach Features
Daily
Effect: For one Round, the Coach Features: Better, Harder and Quicker, may be used up to 3 times in one round on the same Pokemon instead of being limtied to 2 Combat Stages. For one Round, Coach Features that increase Capabilities double their bonuses.

Never Over   Coach Feature
Prerequisites: Coach, Makes Us Stronger
Static
Target: One of your active Pokemon.
Effect: If the Pokemon's HP is lowered to 0 or less, it may still act and shift but may not use Moves. If they are lowered to -50% HP, they make a Death Saving Throw and this Feature's effect is cancelled.

Quicker   Coach Feature
Prerequisites: Coach
Daily - Every 8 levels gained, you may use this Feature another time per day.
Target: One of your active Pokemon under the effect of Faster.
Effect: For one Round, your targeted Pokemon's Speed is increased by one Combat Stage. You may use this Feature multiple times at once, but only to a maximum of 2 Combat Stages per stat.

Smarter   Coach Feature
Prerequisites: Coach, a Pokemon with an Intelligence capability of 5 or higher
Daily - Every 5 levels gained, you may use this Feature another time per day.
Target: One of your active Pokemon.
Effect: For one Round, or one minute out of combat, your targeted Pokemon may ignore the penalties for Rough or Icy Terrain, and may move through a space occupied by a hostile Pokemon or Trainers freely.

Tougher   Coach Feature
Prerequisites: Coach, a Pokemon with a Power capability of 5 or higher
Daily - Every 5 levels gained, you may use this Feature another time per day.
Target: One of your active Pokemon.
Effect: For one Round, your targeted Pokemon may ignore any lowered Stats or Combat Stages from Status Effects.

Work It   Coach Feature
Prerequisites: Coach
Daily - Every 8 levels gained, you may use this Feature another time per day.
Target: One of your active Pokemon.
Effect: For one Round, all your Pokemon's Moves with a Damage Dice Roll gain the Push keyword, and Push any targets a number of meters equal to the Pokemon's Power Capability if the Move uses Attack, or Intelligence Capability if the Move uses Special Attack.

Commander

Advanced Feature

Prerequisites:
Ranger, 18 CHA,
Authority Figure

Bonus: +1 CHA

Base Features

Commander's Demeanor — Commander Feature

Static

Effect: Your experiences under heavy stress and crises situations has made you a natural leader. Whenever you make a Charisma check, add +5 to your roll.

Encourage — Commander Feature

Daily - Every 10 levels gained, you may perform this Feature another time per day.
Target: An Allied Trainer
Effect: If the target successfully deals damage to an enemy on their next turn and you dealt damage to that same enemy on your last turn, they deal additional damage equal to your Charisma modifier.

Commander Features

At My Signal — Commander Feature

Prerequisites: Commander, 22 CHA
Daily - every 8 levels you may use this Feature another time per day.
Target: An Allied Trainer or Pokemon
Effect: Use immediately after dealing damage to an enemy. If the target makes an accuracy roll on their next turn, they add half of your CHA modifier to their Accuracy Roll.

Commander's Rally — Commander Feature

Prerequisites: Commander, 20 CHA
Daily
Effect: All allied trainers within sight or hearing range of you gain +3 to all of their modifiers for a number of rounds equal to your CHA modifier. This Feature may only be in effect once at any given time.

Herder — Commander Feature

Prerequisites: Commander, Ranger, 20 DEX
Static
Effect: You may make two Restraint attempts as one Trainer Action. You must target two, adjacent Pokemon when using Herder.

Inspiring Presence — Commander Feature

Prerequisites: Commander
Daily - Every 15 levels gained, you may use this Feature another time per day.
Target: An Allied Trainer
Effect: Use immediately after dealing damage to an enemy. The target gains Temporary HP equal to twice your CHA modifier until the end of the encounter.

Leader's Guidance — Commander Feature

Prerequisites: Commander
Daily - Every 5 levels gained, you may perform this Feature another time per day.
Target: An Allied Trainer
Effect: Target allied Trainer may immediately perform any trainer action or feature that has a frequency of At-Will.

Master Befriender — Commander Feature

Prerequisites: Commander, Ranger, Befriender taken 2 times
Static
Effect: You may give the Helpful title to two additional Pokemon. Upon taking this Feature you now can control up to 7 Helpful Pokemon. You may still have your Companion in addition to the 7 Helpful Pokemon you may Restrain.

Pull Through!　　　　Commander Feature

Prerequisites: Commander

Daily - Every 10 levels gained, you may perform this Feature another time per day.

Trigger: An Ally makes a roll due to a status condition.

Effect: The Triggering Ally gets a +X Bonus on any rolls made due to Paralysis, Sleep, Frozen, Confusion, or Infatuation that turn, where X is your CHA modifier.

Requested Assistance　　Commander Feature

Prerequisites: Commander, Ranger

Daily - Every 15 levels you may use this Feature another time per day.

Target: Any Route, Town, City, Mountain, etc.

Effect: Roll 1d20 and add your CHA modifier, if the total is higher then 13 you locate a Pokemon who has a Capability of your choice, if choosing a capability with a value, the value may not be higher than 6. If choosing a speed capability, it may not be any higher than 12. If the total is higher than 18, you may pick another capability that the Pokemon will have. Any attempt at attacking or capturing the Pokemon results in the Pokemon fleeing without fail. The Pokemon must still be made Helpful or Companion to use.

Stand Up!　　　　　Commander Feature

Prerequisites: Commander, 6 Commander Features

Daily

Trigger: An Ally Trainer with over 1HP is reduced to 0HP or lower

Effect: That Ally's HP is reduced to 1 instead. This ability may be used as intercept, and only one per encounter on a single target.

Tactician　　　　　Commander Feature

Prerequisites: Commander, At My Signal!, Inspiring Presence, Leader's Guidance

Daily - Every 25 levels you may use this Feature another time per day.

Target: An Allied Trainer

Effect: Choose two of Encourage, At My Signal!, Inspiring Presence, or Leader's Guidance. The target gains the effects of both of the chosen features. Use of Tactician depletes a daily use of Tactician as well as each of the chosen features.

Detective

Advanced Feature

Prerequisites:
Ranger, 18 CHA

Bonus: +1 CHA

Base Features

Conspiracy Beater　　　Detective Feature

Static

Effect: When in an encounter or facing any criminal or criminal suspect, all of your Stat modifiers are raised by 1.

Intuition's Arsenal　　Detective Feature

One Time Use Only - You gain one additional use of Intuition's Arsenal per 15 levels gained.

Effect: When you activate this Feature, choose and gain one of the following Abilities permanently: Forewarn, Frisk, Infiltrator, Insomnia, Inner Focus, Keen Eye, Pickpocket, Unaware, or Unnerve.

Detective Features

Disguise   Detective Feature

Prerequisites: Detective, Face Maker Kit (2,300)
At-Will
Effect: You can disguise yourself as other people and be unrecognizable to the naked eye of everyone around you. It takes 10 minutes to prepare a disguise.

Detective Training   Detective Feature

Prerequisites: Detective, a Pokemon of Loyalty 3 or higher.
One Time Use Only - after taking Detective Training,
    you gain one additional use per 10 levels gained.
Target: Your Pokemon or Companion with Loyalty 3 or higher.
Effect: Mark your Pokemon as an "Investigator". Your Pokemon with Investigator gain +1 Intelligence or have their Intelligence increased to 4, whichever is higher. Additionally, the target gains one of the following capabilities: Stealth, Tracker, or Mind Lock.

Intuition Training   Detective Feature

Prerequisites: Detective, Detective Training
Daily - Every 8 levels gained, you may use this Feature another time per day.
Target: Your Pokemon marked as Investigator
Effect: The target gains a Pokemon ability that you have gained through Intuition's Arsenal, in addition to the abilities they already have. If the Pokemon already has the chosen ability, this feature has no effect. This effect ends when the Pokemon is recalled.

Evidence Search   Detective Feature

Prerequisites: Detective
Daily - Every 8 levels gained, you may use this Feature another time per day.
Target: A crime scene, suspect's home or office, or any area
    that may contain material relevant to your current situation or otherwise incriminating.
Effect: Roll 1d20 and add your CHA modifier to the roll. If you roll 20 or higher, you find a piece of evidence, if available, related to what you are looking for, even if its relevance is not immediately obvious.

Lie Detector   Detective Feature

Prerequisites: Detective, 20 CHA
At-Will
Target: A person that you suspect may be willing to lie.
Effect: When you declare the use of this feature, specify a statement made by the target and you will immediately know whether or not it is completely truthful. This feature may be used on recorded information. If the target is saying something that they believe is true, then they do not appear to be lying.

Master of Disguise   Detective Feature

Prerequisites: Detective, Disguise, 20 CHA
Static
Effect: You can disguise yourself as other people, pokemon or even inanimate objects of your size and be unrecognizable as a fake to the eyes of everyone around you. It takes 10 minutes to prepare a disguise. You may pick two disguises to have on hand, and you may switch between these disguised as a Trainer Action. This Feature replaces Disguise.

Partner's Aid   Detective Feature

Prerequisites: Detective, Detective Training
Daily - Every 10 levels gained, you may perform this Feature another time per day.
Target: A Pokemon marked as "Investigator".
Effect: Using this feature gives up your Command Action for the round. You command your Pokemon to aid you in your current actions, giving you a +3 Bonus to any rolls made when using a Detective Feature. If Conspiracy Beater is currently applicable, it may target any roll. Your Pokemon marked as "Investigator" must be able to act and nearby.

Smooth Talker   Detective Feature

Prerequisites: Detective
Static
Effect: Whenever you make a Charisma check, or make a roll that requires you to add your CHA modifier, add 5 to your roll.

Stop Right There!   Detective Feature

Prerequisites: Detective
Daily
Trigger: You are pursuing a fleeing target or in an encounter
    with an enemy you have been searching for.
Effect: Add half your CHA modifier to your DEX modifier for 5 minutes.

What's That Over There   Detective Feature

Prerequisites: Detective
Daily - Every 8 levels gained, you may use this Feature another time per day.
Target: A person not in combat and not hostile to you, or unaware of your presence.
Effect: Roll 1d20 and add your CHA modifier. If you roll above the target's INT or WIS stat, you are successfully able to distract them with a trick or a menial chore for a number of minutes equal to the difference between their chosen stat and your roll's result. If they have more pressing business or are otherwise alerted, they will stop whatever it is they were doing earlier than normal, if not immediately.

Rider

Advanced Feature

Prerequisites:
Ranger, 2 Pokemon who have served as a mount for a day each

Bonus: +1 DEX

Base Features

Stick to It — Rider Feature
Static
Effect: You automatically succeed on all checks to remain on your mount caused by attacks and status conditions. You can ride your mounts on their side, while hanging upside down from them, while standing on them or any other odd way of staying on your mount as if you are riding the mount as normal.

Battle Capable Riding — Rider Feature
Daily - Every 5 Levels gained, you may use this Feature another time per day.
Trigger: You are hit by an attack while riding a Pokemon.
Effect: Your mount is hit by the attack instead of yourself. If you would have both been hit, your mount may take both sets of damage.

Rider Features

All-Terrain Mount — Rider Feature
Prerequisites: Rider, a Pokemon with Stealth, Phasing, Groundshaper or Icestep
Static
Effect: While mounted, the target may ignore the effects of Rough Terrain and is treated as if it has the Icestep Capability.

Charge! — Rider Feature
Prerequisites: Rider, 6 Rider Features, 26 DEX
Daily - Every 25 Levels gained, you may use this Feature another time per day.
Effect: If you are mounted, for the rest of the round, all attacks you make that deal Physical Damage have the Dash keyword, and do additional damage equal to your Mount's relevant movement capability.

Just Going for a Ride — Rider Feature
Prerequisites: Rider, Ranger
Static
Effect: When making a Wild appear through use of a Ranger Feature or any Advanced Feature, you may choose to specify that the Wild is capable of being ridden.

Lightriding — Rider Feature
Prerequisites: Rider
Static
Effect: While you are mounted, if you are the only person on your mount, your mount does not suffer the usual penalties to Movement Capabilities and Speed Combat Stages. Additionally, while you are mounted, your mount may carry one more person than it usually could regardless of its Power score or body shape.

Mental Crop — Rider Feature
Prerequisites: Rider, a Pokemon with Overland Speed 8 or higher Capabilities
Static
Effect: While you are mounted, your mount gains a +X Bonus to their Movement Capabilities, and a +1 Bonus to its Jump Capability. X is equal to your DEX modifier.

Mobility — Rider Feature
Prerequisites: Rider
Static
Effect: Instead of using your DEX Stat to determine your Initiative during trainer turns, you may choose to use your mount's Speed Stat. You still act during trainer turns as normal.

Mounted Quick Switch   Rider Feature

    Prerequisites: Rider, Odd Riding

    Static

    Effect: You can switch out Pokemon you are mounted on to another Pokemon from your Poke Balls without dismounting, even if your mount is in motion. You may even switch the type of mount while it is moving.

Pure Speed   Rider Feature

    Prerequisites: Rider, a Pokemon with 25 Speed or higher

    Static

    Effect: Your mount, that you are currently riding, has its Speed stat raised by two Combat Stages.

Qualified Ride   Rider Feature

    Prerequisites: Rider

    Daily - Every 5 Levels gained, you may use this Feature another time per day.

    Effect: You may mount a willing Pokemon as a Free Action during your turn, and doing so does not forfeit the Pokemon's Shift Action or Move Action that round.

Watch and Learn   Rider Feature

    Prerequisites: Rider, 5 Rider Features

    At-Will

    Target: An allied trainer who is mounted. You may not target a Rider.

    Effect: The target may benefit from up to two Rider Features you have with Static Frequencies while within 3 meters of you. Only one ally may benefit from Watch and Learn at a time. These benefits last until the ally is no longer in range, is no longer mounted, or receives different benefits.

Signer

Advanced Feature

Prerequisites:
Ranger, Allied with a Legendary Pokemon

Bonus: +1 DEX

Base Features

Guardian Sign   Signer Feature

    Daily - Every 2 levels gained, you may perform this Feature another time per day.

    Trigger: You take damage from a Move.

    Effect: When taking damage, you are considered the same type as whichever Patron's Crest you are using.

Healing Sign   Signer Feature

    Daily - Every 5 levels gained, you may perform this Feature another time per day.

    Target: Pokemon or Trainer.

    Effect: Roll 2d20 and add your DEX modifier. The target heals that many Hit Points.

       Mechanic: Whenever you are allied with a Legendary Pokemon, you gain its Crest. Whenever you use a Signer Feature, choose a Crest belonging to one of the Legendary Pokemon you have allied with. Depending on which Pokemon it is, the effects of the other Signer Features may change. When referring to a Legendary Pokemon related to a Crest, Features refer to the Legendary Pokemon as Patrons. When using a Crest, you must have a flat circle, surface, at least 1-meter diameter large in order to summon the astral form of the allied Pokemon to you. Crests do not inform you of any Patrons' Moves, or Stats. If any Patrons are reduced to less than 25% of their HP, Signers who are allied with their Patrons will know, if they are thinking about their Patron.

Signer Features

Courage Sign — Signer Feature
Prerequisites: Signer, a Companion who has been with you for at least 2 weeks
Daily
Target: A Helpful Pokemon who is about to leave.
Effect: The target may perform one additional At-Will Frequency Move immediately.

Divine Sign — Signer Feature
Prerequisites: Signer, a Companion who has been with you for at least 2 weeks
Daily - Every 10 levels gained, you may perform this Feature another time per day.
Target: Companion who has been with you for at least 2 weeks
Effect: Choose one of your Crests. The Companion uses a Move that the Patron knows, which is not a Signature Move, as chosen by your GM (The GM should choose an appropriate Move for the situation). This counts as Issuing a Command. This may only be used once per turn.

God Sign — Signer Feature
Prerequisites: Signer, Divine Sign, 18 DEX
Daily
Target: Companion who has been with you for at least 1 month
Effect: Choose one of your Crests. The Companion uses a Signature Move, chosen by your GM, which the Patron knows. A Signature Move being a Move which is known almost exclusively by that Patron. This counts as Issuing a Command.

Grand Sign — Signer Feature
Prerequisites: Signer
Daily - Every 6 levels gained, you may perform this Feature another time per day.
Target: A Helpful Pokemon.
Effect: Add your CHA modifier and your DEX modifier together. Add that total to the Helpful Pokemon's next damage-dealing Move. This may only be used once per turn.

Restoring Sign — Signer Feature
Prerequisites: Signer, 18 DEX
Daily
Target: Pokemon or Trainer.
Effect: Roll 3d20 and add three times your DEX modifier . The target heals that many Hit Points.

Revealing Sign — Signer Feature
Prerequisites: Signer
Daily - Every 3 levels gained, you may perform this Feature another time per day.
Trigger: You successfully Restrain a Pokemon.
Effect: The Restrained "Helpful" Pokemon has four Moves revealed to you by your GM that the Restrained Pokemon knows. If the Pokemon knows less than four Moves, each Move is revealed.

Righteous Sign — Signer Feature
Prerequisites: Signer, two or more Patrons
Daily
Target: Self.
Effect: All allies with line of sight to you may pick one Stat, other than HP, and raise its Combat Stage twice.

Smite Sign — Signer Feature
Prerequisites: Signer
Static
Effect: While attacking with a Trainer Attack, you may activate a Crest. When activated, choose one of the Patron's Elemental Types and treat your attack as that Elemental Type. Apply Weaknesses, Resistances and Immunities.

Summoning Sign — Signer Feature
Prerequisites: Signer, 8 Signer Features
Weekly
Target: Adjacent empty space.
Effect: Choose a Crest, you may not use your Styler for the remainder of the encounter. Next to you a miniature, astral form of your Patron appears. It is medium sized. It has HP equal to your DEX stat multiplied by 5. It is identical to the Legendary in every other way including Capabilities, Abilities and Moves. Your GM will determine its stats. It is considered Helpful until it performs 10 tasks that would usually dismiss other Helpful Pokemon. If the astral Patron is attacked it does not counts as something that would otherwise dismiss a Helpful Pokemon for the count of 10 tasks before the astral Patron disappears.

Swift Sign — Signer Feature
Prerequisites: Signer, a Companion who has been with you for at least 2 weeks
Daily
Target: Helpful Pokemon.
Effect: You may immediately issue a command to the target, even if you have commanded another Pokemon during that round of an encounter. The Helpful Pokemon is dismissed as usual afterwards.

Special Operations

Advanced Feature

Prerequisites:
Ranger, CHA 16, DEX 18,
Special Ops. Gear,
Special Ops. Styler, and
Upgrade Kit (2,000)

Bonus: +1 DEX

Base Features

Scanner — Special Ops. Feature
Static
Target: A Pokemon.
Effect: You can see a percentage when you look at a Pokemon that represents how much of its total HP it has remaining.

Specialists Styler — Special Ops. Feature
Static
Target: The Styler you own.
Effect: You upgrade your Styler to your own personal specifications, granting it 30 maximum energy, and adding four slots that allow for future upgrades to be added on. Each upgrade takes up one slot and is powered by the Styler. You may spend a Trainer Action to change one upgrade to a different upgrade.

Mechanic: Spec Ops Stylers make use of an internal power system to operate their upgrades and attachments. This energy does not recharge at the end of the day, instead it needs to be powered by an outside source. A successful use of the Zapper Capability charges the Styler to full, the Styler can also be recharged at any ranger station, or building with appropriate adapters and power supply. The Special Operations Member also has many supplies they must use to do their job well. These supplies are given by the organization the Ranger belongs to, but the GM may force the player to purchase these items on their own, create them through their own means such as an Engineer, buy them from shady supplies, or gain them as rewards. The numbers in the features prerequisites are recommended costs if the player were to purchase them on their own.

Special Operations Features

Coiled Styler Upgrade — Special Ops. Feature
Prerequisites: Spec. Ops. Member, Cable and Compact Two-Way Motor (750)
Daily - Every 8 levels gained, you may perform this feature another time per day.
Target: Pokemon or Trainers
Effect: Use a ranged instance of the Move Wrap up to a range of 4 meters. Use your DEX modifier as your ATK stat. Without the motor, Wrap has a range of 5 meters. 40 meters of cable located somewhere on your person is fed through the upgrade, with the options of a grappling hook, magnetic weight, and adhesive solution. The motor can pull your weight and up to an additional 200 pounds and extends Wrap's range to 10 meters. The motor takes up an additional upgrade slot, but you may use the upgrade without it. Each use of the move Wrap uses 4 points of energy from your Styler, and every 10 minutes spent with the motor running, uses 2 point of energy. You may only have this upgrade on a Specialists Styler.

Crowd Control Upgrade — Special Ops. Feature
Prerequisites: Spec. Ops. Member, Crowd Control Kit (500)
Daily - Every 5 levels gained, you may perform this Feature another time per day.
Target: Pokemon or trainers.
Effect: Use the move Sleep Powder or Smokescreen with a maximum range of 5 meters. Using this feature spends 4 point of energy from your Styler. Using this feature spends 4 point of energy from your Styler.

Crowd Suppression Upgrade — Special Ops. Feature
Prerequisites: Spec. Ops. Member, Crowd Control Upgrade, Crowd Suppression Addon (750)
Daily - Every 6 levels gained, you may perform this Feature another time per day.
Target: Pokemon or trainers.
Effect: Use the move Spider Web or Stun Spore with a maximum range of 4 meters. This add-on fits onto the Crowd Control launcher and does not use an upgrade slot. Using this feature spends 5 point of energy from your Styler.

Elemental Stone Upgrade — Special Ops. Feature
Prerequisites: Spec. Ops. Member, Elemental Stone Catalyst Kit (2000)
Static
Effect: You insert an evolutionary stone into the upgrade to draw out various powers. Once inserted, these stones lose the potency to evolve a Pokemon, but can continued to be used in this upgrade. You may only use one stone at a time, and it takes five rounds to change effects after using a train action to change stones. Using this feature spends 5 points of energy every day. You may only have this upgrade on a Specialists Styler.

Gain the capabilities for appropriate stone which is used:

Stone	Capability
Dawn Stone	Glow
Dusk Stone	Mind Lock
Fire Stone	Firestarter (No manipulation)
Leaf Stone	Juicer
Moon Stone	Stealth
Shiny Stone	Glow
Sun Stone	lluring
Thunder Stone	Adds an additional 10 points to Styler maximum energy
Water Stone	Fountain

Elemental Stone Upgrade + — Special Ops. Feature
Prerequisites: Spec. Ops. Member, Elemental Stone Upgrade, Resonance Cascade Jumpstarter Kit (4000)
Daily - Every 25 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers
Effect: This kit fits on top of the Elemental Stone Upgrade in addition to two other slots. You use the move Hyper Beam, which takes a custom type depending on which stone you have inserted into the Elemental Stone Upgrade. Using Hyper Beam exhausts the trainer for his next action, and you must wait an additional three rounds before using any of the Stylers upgrades. Using this feature spends 15 point of energy from your Styler. You may only have this upgrade on a Specialists Styler.

The types used for the hyper beam are:

Stone	Type	Stone	Type
Fire Stone	Fire	Sun Stone	Flying
Water Stone	Water	Shiny Stone	Fighting
Thunder Stone	Electric	Dusk Stone	Ghost
Leaf Stone	Grass	Dawn Stone	Psychic
Moon Stone	Rock	None	Normal

Endure   Special Ops. Feature
   Prerequisites: Spec. Ops. Member, 20 DEX, Protective Armor
   Daily
   Target: Self.
   Effect: Use the Move Endure.

Lock-On Upgrade   Special Ops. Feature
   Prerequisites: Spec. Ops. Member, Lock-On Kit (1250)
   At-Will
   Target: Pokemon or trainers.
   Effect: Use the Move Lock-On. You receive the targets maximum HP and current HP through your scanner. Using this feature spends 2 point of energy from your Styler.

Protective Armor   Special Ops. Feature
   Prerequisites: Spec. Ops. Member, Light Personal Armor (1000)
   Static
   Effect: When taking damage from attacks, take 10 less damage. This Armor can be hidden under most jackets and multi-layer clothing.

Perfect Armor   Special Ops. Feature
   Prerequisites: Spec. Ops. Member, Full Personal Armor (2500), Protective Armor
   Static
   Effect: When taking damage from attacks, take 25 less damage. This armor cannot be hidden except by some extreme methods, and cannot be used in combination with Protective Armor. You may only factor in one other source of damage reduction along with Perfect Armor.

Protect   Special Ops. Feature
   Prerequisites: Spec. Ops. Member, Endure
   Daily – Every 10 levels gained, you may perform this Feature another time per day.
   Trigger: You are hit by a Move.
   Effect: Use the Move Protect.

Rebreather   Special Ops. Feature
   Prerequisites: Spec. Ops. Member, Rebreather Kit (500)
   Daily - Every 10 levels gained, you may perform this Feature another time per day.
   Target: Self
   Effect: Use the water rebreather, allowing you to breathe underwater for a maximum of 45 minutes per use. After the rebreather is used to its full time, it must be cleaned and dried, rendering it unable to be used for three hours.

Take Down   Special Ops. Feature
   Prerequisites: Spec. Ops. Member
   Daily – Every 10 levels gained, you may perform this Feature another time per day.
   Target: Pokemon or trainers.
   Effect: Use the Move Take Down. Add your DEX modifier as your ATK stat. If you have Perfect Armor, you do not take recoil from Take Down.

Survivalist

Advanced Feature

Prerequisites:
Ranger, 17 DEX,
Spent a total of 7 days away from civilization

Bonus: +1 DEX

Base Features

Food Scavenger   Survivalist Feature
   Daily - Every 10 levels gained, you may perform this Feature another time per day.
   Target: Anywhere on a Route.
   Effect: Roll 1d20 and add your DEX modifier. If the total exceeds 12, you find enough food and water for a whole day for up to seven humans and/or Pokemon.

Internalized Senses   Survivalist Feature
   Static
   Effect: At anytime you can discern the direction you are facing. You know a complete forecast of the day's natural weather. You know a rough estimate of the time of day, to the nearest quarter of an hour.

Survivalist Features

Acid Rain · Survivalist Feature

Prerequisites: Survivalist
Daily
Target: A Pokemon using a Move with the Weather keyword.
Effect: When the Pokemon uses a Move with the Weather keyword, instead of replacing a Weather effect already on the field, both Weather effects simultaneously exist on the field. If a new Weather effect is placed on the field after the two that are out, both are replaced by the third.

Bring Him Down! · Survivalist Feature

Prerequisites: Survivalist
Daily - Every 10 levels gained, you may perform this Feature another time per day.
Trigger: You declare an Arms attack with a ranged weapon.
Effect: On a successful hit, you paralyze the target. If you roll higher than 15 on the AC, this attack Flinches the target as well.

Forecast · Survivalist Feature

Prerequisites: Survivalist, Weather Report
Daily - Every 10 levels gained, you may perform this Feature another time per day.
Target: Any Route, Town, City, Mountain, etc.
Effect: Roll 1d20 and add your DEX modifier, if the total is higher then 18 you locate a Pokemon who can perform one of the following moves of your choice: Sunny Day, Rain Dance, Hail, Sandstorm or Defog. Any attempt at attacking or capturing the Pokemon results in the Pokemon fleeing without fail. The Pokemon must still be made Helpful or Companion to use.

Huntsman · Survivalist Feature

Prerequisites: Survivalist, Level 10, Weapon of Choice in a ranged weapon.
Static
Effect: Targets of your ranged arms attacks gain no speed evasion bonus, gain no bonuses from Moves or effects that say 'you must roll +X during Accuracy Checks,' and no evasion bonuses from terrain or weather. In addition, as long as you are not a Martial Artist, or an Advanced Class with a Martial Artist preprequisite, your ranged arms attacks deal additional damage and range, equal to half your Dexterity.

Master Gyver · Survivalist Feature

Prerequisites: Survivalist, Swiss Army Knife (50)
At-Will
Target: Wood, Bone, Plastic, and any other workable material with a knife
Effect: Roll 1d20 and add your DEX and CHA modifiers, if the total is higher than 22, you can create any non-electronic tool/gadget/etc. within reason. You are a master of ingenuity and can create one time use contraptions to solve your various problems. You can also create partially hidden shelter from the surrounding area large enough for 5 people and/or Pokemon, which will last X days, X being your DEX modifier. More than 2 shelters close together become easy to see by any passing Pokemon or human.

Pacifism · Survivalist Feature

Prerequisites: Survivalist, DEX 16
Daily - Every 6 levels gained, you may perform this Feature another time per day.
Target: A Restrain Roll
Effect: If you successfully restrain the Pokemon, you may not use the Helpful Pokemon to attack anything, but you have -15 added to your restrain roll.

Surviving the Mountains · Survivalist Feature

Prerequisites: Survivalist, DEX 22, Survived an encounter underground or in the mountains, Own a Rock or Steel type Pokemon.
Daily - Every 6 levels gained, you may perform this Feature another time per day.
Trigger: You hit with a Trainer Attack that is unmodified by a Feature that would give it an Elemental Type.
Effect: Your Trainer Attack is Super Effective against Rock and Steel Type Pokemon. You may only take two Surviving the X, Features. (Mountains, Forests, Skies, Swamps) This may only be used once per turn.

Surviving the Forests · Survivalist Feature

Prerequisites: Survivalist, DEX 22, Survived a trip through a significant forest, Own a Grass or Ground type Pokemon.
Daily - Every 6 levels gained, you may perform this Feature another time per day.
Trigger: You hit with a Trainer Attack that is unmodified by a Feature that would give it an Elemental Type.
Effect: Your Trainer Attack is Super Effective against Grass and Ground Type Pokemon. You may only take two Surviving the X, Features. (Mountains, Forests, Skies, Swamps) This may only be used once per turn.

Surviving the Skies · Survivalist Feature

Prerequisites: Survivalist, DEX 22, Survived an attack by an encounter of Flying Types, or Bug Types, Own a Bug or Flying type Pokemon.
Daily - Every 6 levels gained, you may perform this Feature another time per day.
Trigger: You hit with a Trainer Attack that is unmodified by a Feature that would give it an Elemental Type.
Effect: Your Trainer Attack is Super Effective against Bug and Flying Type Pokemon. You may only take two Surviving the X, Features. (Mountains, Forests, Skies, Swamps) This may only be used once per turn.

Surviving the Swamps · Survivalist Feature

Prerequisites: Survivalist, DEX 22, Survived a trip by an ocean or swamp, Own a Poison or Water type Pokemon.
Daily - Every 6 levels gained, you may perform this Feature another time per day.
Trigger: You hit with a Trainer Attack that is unmodified by a Feature that would give it an Elemental Type.
Effect: Your Trainer Attack is Super Effective against Poison and Water Type Pokemon. You may only take two Surviving the X, Features. (Mountains, Forests, Skies, Swamps) This may only be used once per turn.

Watch The Sky · Survivalist Feature

Prerequisites: Survivalist
Daily - Every 10 levels gained, you may perform this Feature another time per day.
Trigger: There is a weather in effect.
Effect: Roll 1d20 and add your DEX modifier, if the total is higher than 10 you temporarily gain the Overcoat Pokemon Ability. If the result is higher than 16, you and all your Pokemon, may temporarily gain the Overcoat Pokemon Ability. If the result is higher than 22, you, all your Pokemon, your allies and their Pokemon, may temporarily gain the Overcoat Pokemon Ability. If the weather changes, or Acid Rain is used, the protection fails and must be reapplied as a trainer action, with no additional roll needed during that encounter. Overcoat may need to temporarily replace a Pokemon's Ability.

Researcher

Class Feature

Prerequisites:
13 INT, 13 WIS

Bonuses: +1 INT +1 WIS
Penalties: -2 STR

Base Features

Frantic Research   Researcher Feature

Daily – Every 5 levels gained, you may perform this Class Feature another time per day.
Target: Any pokemon.
Effect: Roll d20 and add your INT and WIS modifiers to the roll. If you roll higher then 15, you learn what level the pokemon is. If you roll higher then 20, you identify how much HP the target currently has.

Walking Encyclopedia   Researcher Feature

Static
Target: Anything related to knowledge you are allowed to look up.
Effect: You know pokemon data, relating to pokemon in your pokedex, about move sets, type, type advantage, evolution methods, abilities, height, weight, and location. You have access to all information a pokedex would grant, immediately.

Researcher Features

Did The Homework   Researcher Feature

Prerequisites: Researcher, 16 INT
Daily
Target: Location, Trainer, Pokemon, Object
Effect: Spend an hour doing research about the target. Every 12 levels gained, you may research an additional target during this hour. The GM gives you X Insight Points for the target that last until the end of the day, where X is half of your INT modifier. While in the vicinity of the target and taking actions related to that target for the rest of the day, you spend an Insight Point once per round as a free action to treat either your WIS or INT mod as 3 higher for the duration of that round. When you spend an Insight Point, your GM gives you a fact about the target that aids in your current action.

Field Commander   Researcher Feature

Prerequisites: Researcher, 17 INT or 17 WIS
Static
Target: Your ally's pokemon.
Effect: You may issue commands to pokemon who has not already acted on a round of an encounter. There must be understood consent from the trainer unless they are unconscious. Pokemon may only act once per round of an encounter. You still may only issue one command per round unless you have Dual Wielding.

Frantic Research +   Researcher Feature

Prerequisites: Researcher, 16 WIS, 16 INT
Daily – Every 3 levels gained, you may perform this Class Feature another time per day.
Target: Any pokemon.
Effect: Roll d20 and add your INT and WIS modifiers to the roll. If you roll higher then 15, you learn what level the pokemon is and at least 6 of its attacks that a standard one of its species would not naturally have at its level. If it has fewer than 6 attacks meeting this criterion, you learn all of them. If you roll higher then 20, you identify how much HP the target currently has. This Feature replaces Frantic Research.

Game Plan   Researcher Feature

Prerequisites: Researcher, 16 INT
Daily – Every 6 levels gained, you may perform this Class Feature another time per day.
Target: One allied trainer or pokemon.
Effect: Shift the target up to X meters where X is your INT modifier or your WIS modifier.

Game Plan +   Researcher Feature

Prerequisites: Researcher, Game Plan
Daily – Every 8 levels gained, you may perform this Class Feature another time per day.
Target: Your allies and their pokemon.
Effect: Shift all allies and their pokemon up to X meters where X is your INT modifier or your WIS modifier. Game Plan + does not replace Game Plan.

Read the Manual   Researcher Feature

Prerequisites: Researcher
At-Will
Target: An item.
Effect: You know the function of any machine. Additionally, you know the function of the item if it is a standard item with an effect given in the Player Handbook. You know of any defects that might change the way the item normally functions.

Repel Crafting   Researcher Feature

Prerequisites: Researcher
At-Will
Target: Items.
Effect: Create a Repel (200). Name the concoction whatever you'd like out of whatever ingredients you'd like.

Strategic Targeting   Researcher Feature

Prerequisites: Researcher
Daily - Every 8 levels gained, you may perform this Class Feature another time per day.
Target: Allied pokemon.
Effect: Add half your WIS modifier to the target's accuracy roll when they make an attack this turn.

Tactical Response   Researcher Feature

Prerequisites: Researcher, Field Commander
Daily
Target: Your Pokemon
Effect: Choose one Move of any kind and one No Damage - Self Move known by the target. For the rest of the day when your targeted pokemon is active and a foe uses the first Move chosen, it may immediately use the chosen No Damage - Self Move as an interrupt one time. This does not consume your command for the turn.

Trait Theory   Researcher Feature

Prerequisites: Researcher
At-Will – One attempt per target, 2 times per encounter
Target: Any pokemon.
Effect: Roll d20 and add your INT and WIS modifiers to the roll. If you roll higher then 10, you identify what Nature the pokemon has. If you roll higher than 15, you also identify what Abilities the pokemon has.

Trait Theory +   Researcher Feature

Prerequisites: Researcher, Trait Theory, 18 WIS
At-Will – One attempt per target, 2 times per encounter
Target: Any pokemon.
Effect: Roll d20 and add your INT and WIS modifiers to the roll. If you roll higher then 10, you identify what Nature the pokemon has. If you roll higher than 15, you also identify what Abilities the pokemon has. If the target is Wild and you rolled higher then 20, you may pick the target's Nature. This Feature Replaces Trait Theory.

Cryptozoologist

Advanced Feature

Prerequisites:
Researcher, Encountered
at Least 2 Legendary Pokemon

Bonus: +1 WIS

Base Features

Praise   Cryptozoologist Feature

Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: A Legendary Pokemon.
Effect: Roll d20 and add your INT and WIS modifiers to the roll. If you roll higher then 15, the target favors you and will hesitate to attack you and your pokemon. You are also given points determined by your GM towards allying with the target.

Walking Mythos   Cryptozoologist Feature

Static
Target: Anything related to knowledge you are allowed to look up.
Effect: You know pokemon data, relating to pokemon in your pokedex, about move sets, type, type advantage, evolution methods, abilities, height, weight, and location. Restricted to Legendary Pokemon you have encountered.

Cryptozoologist Features

Beckon   Cryptozoologist Feature

   Prerequisites: Cryptozoologist, used Praise on at least one Legendary
   Daily – Every 10 levels gained, you may perform this Feature another time per day.
   Target: A Legendary Pokemon's habitat of a Legendary you've met.
   Effect: Roll 1d20 and add your WIS modifier. If the total exceeds 20, a Legendary pokemon will appear. It will not necessarily appear near you, but you will be able to see it, or evidence of its presence.

Blessing   Cryptozoologist Feature

   Prerequisites: Cryptozoologist, allied with a Legendary Pokemon
   Daily – Every 8 levels gained, you may perform this Feature another time per day.
   Target: A pokemon or Trainer.
   Effect: Roll 1d20 and add your WIS modifier doubled. The target recovers HP equal to the total rolled. You may not use Blessing if you are no longer allied with any Legendary Pokemon.

Channel Divinity   Cryptozoologist Feature

   Prerequisites: Cryptozoologist, Linked to a Legendary Pokemon
   Weekly - Every 10 levels gained, you may perform this Feature another time per week.
   Target: A loyal pokemon.
   Effect: The target may perform a Move that is known by a Legendary Pokemon you are Linked to. This counts as Issuing a Command. This may only be used once per turn.

God Speak   Cryptozoologist Feature

   Prerequisites: Professor, Linguist, allied with a Legendary Pokemon
   Static
   Effect: You can speak to and understand all Legendary Pokemon.

Guardian Link   Cryptozoologist Feature

   Prerequisites: Cryptozoologist, used Praise on at least one Legendary
   Daily
   Target: A Legendary Pokemon.
   Effect: You may only target Legendary Pokemon with Guardian Link if you are allied with them. The Legendary becomes Linked. While a Linked Legendary is in danger, regardless of where you are in the world, you will know. This greatly increases your GM's points towards allying the target.

Legendary Blessing   Cryptozoologist Feature

   Prerequisites: Cryptozoologist, Blessing, 18 WIS
   Daily
   Target: A pokemon or Trainer.
   Effect: Roll 2d20 and add your WIS modifier tripled. The target recovers HP equal to the total rolled. You may not use Legendary Blessing if you are no longer allied with any Legendary Pokemon.

Link Summon   Cryptozoologist Feature

   Prerequisites: Cryptozoologist, Linked to a Legendary Pokemon
   Monthly - Every 10 levels gained, you may perform this Feature another time per Month.
   Target: A Linked Legendary, disregarding any line of sight.
   Effect: You may summon the allied, Linked Legendary Pokemon. You ignore how often you've summoned it in the past, it will appear.

Miracle   Cryptozoologist Feature

   Prerequisites: Cryptozoologist, allied with a Legendary Pokemon
   Weekly - Every 8 levels gained, you may perform this Feature another time per week.
   Trigger: Allied Trainer or Allied Pokemon fails a Death Savings Throw.
   Effect: The target may re-roll that Death Savings throw and subtract 5 from their roll if you target a trainer or subtract 25 if you target a pokemon.

Morale Blessing   Cryptozoologist Feature

   Prerequisites: Cryptozoologist, Field Commander, allied with a Legendary Pokemon
   Daily – Every 5 levels gained, you may perform this Class Feature another time per day.
   Target: Allied pokemon.
   Effect: Pick either Attack, Defense, Special Attack, Special Defense or Speed and raise the chosen stat of each of your ally's pokemon's within X meters of you by 1 Combat Stage until the end of the encounter. X is your WIS modifier.

Omen   Cryptozoologist Feature

   Prerequisites: Cryptozoologist, 17 WIS
   At-Will
   Target: Anywhere on a route.
   Effect: Roll 1d20 and add your WIS modifier. If the total exceeds 10, you learn of the last time a Legendary pokemon has been around the area.

Soul Searching   Cryptozoologist Feature

   Prerequisites: Cryptozoologist, 16 WIS, Linked to a Legendary Pokemon
   Daily
   Target: A Linked Legendary, disregarding any line of sight.
   Effect: Roll 1d20 and add your WIS modifier. If the total exceeds 13, you are pointed in the direction of the target. If the total exceeds 17, you learn of the distance between the Linked Legendary and yourself.

Dream Doctor

Advanced Feature

Prerequisites:
Researcher, 17 WIS,
Portable Dream Machine (5000),
a Pokemon with Dream Smoke

Bonus: +1 WIS

Base Features

Portable Dream Machine   Dream Doctor Feature
Static

Effect: You have a Dream Machine, comparable in size to a laptop. When used on a sleeping pokemon, this machine will allow you to look into their dreams through a viewing window for up to 8 hours, after which, the pokemon will wake up. During this time, the Pokemon is considered to be in the Dream World. If the pokemon is disturbed during its dream, it must roll a normal sleep check as if it was Asleep. Dreams will show any subconscious desires or wishes the pokemon has, although the dream's true meaning may be obscure. A pokemon may only be observed by the Dream Machine once per three days.

Dream Smoke Materializer Dream Doctor Feature
At-Will - As long as an owned Pokemon with Dream Smoke is active.

Target: A Pokemon who has been asleep in the Dream World for 4 hours.

Effect: Roll 1d20 plus your WIS modifier. On a roll of 18 or above, the pokemon will find an item in their dream world and hold onto it, and then immediately wake up. The pokemon will awake holding the item they dreamed about. Pokemon can only dream about a specific item if they have held it before. The dreamt item is chosen by the GM.

Dream Doctor Features

Dream Training Montage   Dream Doctor Feature
Prerequisites: Dream Doctor, WIS 18
Daily

Target: A Pokemon who has been asleep in the Dream World for 7 hours.

Effect: Roll 1d20 and add your WIS modifier. On a result of 20 or better, you may take X amount of points from one of the pokemon's base stats and apply it to a different base stat. X is equal to your WIS modifier halved. If this changes the Base Relation, you must place points where appropriate while leveling in order to right the Base Relation as soon as possible. Dream Training Montage may not target a Pokemon who has been successfully targeted by Dream Training Montage before.

Lucid Dreamers   Dream Doctor Feature
Prerequisites: Dream Doctor
Static

Effect: Add 3 to any check while using a Feature on a Pokemon in the Dream World.

Naptime   Dream Doctor Feature
Prerequisites: Dream Doctor, one pokemon has remained in the dream world for 8 full hours.
Static

Target: Dreaming Pokemon in the Dream Machine.

Effect: The amount of time required for features requiring a specific amount of time asleep is reduced by 1/4th, rounding up.

Naptime +   Dream Doctor Feature
Prerequisites: Dream Doctor, Naptime
Static

Target: Dreaming Pokemon In the Dream machine.

Effect: The amount of time required for features requiring a specific amount of time asleep is reduced by 1/3rd, rounding up. This feature replaces Naptime.

Pokewalker   Dream Doctor Feature
Prerequisites: Dream Doctor, True Ability, Dream Training Montage (1500)
Static

Target: A pokemon in the Dream World.

Effect: At any time a Pokemon is in the Dream World, you may place your Pokewalker, an item about the same size as a pedometer, into a port on the Dream Machine. You may place the Pokemon's subconscious dream into the Pokewalker and immediately return a Pokemon to its Poke Ball. While a Pokemon's subconscious is in the Pokewalker, it gains 500 experience points per 24 hours it remains in the Pokewalker with you and its Poke Ball. These experience points are given to the Pokemon when they are sent out of their Poke Ball, next to your Dream Machine with the Pokewalker in its Dream Machine port. You may target the subconscious of the Pokemon in the Pokewalker with Dream Doctor Features within the eight hours of your putting a Pokemon into the Pokewalker. If a Pokemon whose subconscious is in the Pokewalker is sent out of its Poke Ball without the Pokewalker and Dream Machine ready, the subconscious disappears from the Pokewalker and no experience points are rewarded to the Pokemon.

Psychotherapy — Dream Doctor Feature

Prerequisites: Dream Doctor, Subtle Suggestion, WIS 16

Daily - Every 5 levels gained, you may perform this Feature another time per day.

Target: Dreaming Pokemon in the Dream Machine.

Effect: Roll 1d20 plus WIS modifier. IF the total exceeds 19, you can understand why a pokemon is upset, what the source of the unhappiness is, and what needs to be done in the real world to fix it. You may ask questions to the sleeping Pokemon and the Dream Machine will accurately reveal answers to the best of the pokemon's ability.

Subtle Suggestion — Dream Doctor Feature

Prerequisites: Dream Doctor, successfully used Dream Smoke Materializer 5 times

Daily

Target: Dreaming Pokemon while using Dream Smoke Materializer.

Effect: Declare the name of an item the Dreaming pokemon has seen and used before, roll 1d20 and add WIS modifier. On a result of 18 or better, the pokemon will dream about that item and it will materialize if the Dream Smoke Materializer is successful.

Temporary Ability — Dream Doctor Feature

Prerequisites: Dream Doctor, True Ability

Daily

Target: A Pokemon who has been in the Dream World in the past week.

Effect: Randomly choose an Ability the target has, the target loses that Ability for 1 hour. Randomly assign an Ability from the target's Ability list, the target gains that Ability for 1 hour. The Randomly assigned Ability can potentially grant the same Ability that the Pokemon just lost for 1 hour, changing nothing.

Total Recall — Dream Doctor Feature

Prerequisites: Dream Doctor, True Ability

Static

Effect: Ignore the lines "A pokemon may not have more than two Abilities after using True Ability. If the targeted Pokemon already has two Abilities when using True Ability, on a successful roll, replace one of the Abilities," while using True Ability. This means that a Pokemon can have 3 Abilities after using True ability successfully.

True Ability — Dream Doctor Feature

Prerequisites: Dream Doctor, WIS 18

Daily

Target: A Pokemon who has been asleep in the Dream World for 8 hours.

Effect: Roll 1d20 plus your WIS modifier. On a result of 18 or better, assign an additional Ability to the Pokemon from the Pokemon's Basic Abilities. On a result of 21 or better, assign any additional Ability to the Pokemon from the Pokemon's High Abilities. A pokemon may not have more than two Abilities after using True Ability. If the targeted Pokemon already has two Abilities when using True Ability, on a successful roll, replace one of the Abilities. True Ability may not target a Pokemon who has been successfully targeted by True Ability before.

Petrologist

Advanced Feature

Prerequisites:
Researcher, 18 INT,
Trusty Shovel and
Excavation Kit (1250)

Bonus: +1 INT

Base Features

Digging for the Past — Petrologist Feature

Daily – Every 8 levels gained, you may perform this Feature another time per day.

Target: Anywhere on a Route.

Effect: Roll 1d20 and add your INT modifier. If you roll higher than 20, you either find clues to fossils that are nearby or evidence of the areas history. If you roll higher than 28 you choose to find either a piece of the areas history or a fossil, both are chosen by your GM after you specify. For every use of the feature that exceeds 20 but not 28, add 5 to the roll during the next use of the feature on the same route. You may expend a use of the feature without rolling to add 3 to the roll. This feature requires thirty minutes of time while you search.

Stone Search — Petrologist Feature

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Anywhere on a Route.

Effect: Roll 1d20 and add your INT modifier. If you roll higher than 22, you find an Evolutionary stone chosen by your GM. This feature requires thirty minutes of time while you search.

Mechanics: See the Fossil Reanimation Rules determining how Fossils are re-animated.

Petrologist Features

Adventuring Archeologist — Petrologist Feature

Prerequisites: Petrologist

Static

Effect: You have begun to dabble in exploring ruins as well as caves. You know your regions history at a college level. You are able to sell or donate any pieces of history you find while Digging for the Past for X, where X is 1d20+INT mod times 30.

Call Me Hori Taizo — Petrologist Feature

Prerequisites: Petrologist

Daily - Every 8 levels gained, you may perform this Feature another time per day.

Target: Anywhere on a Route.

Effect: Over the course of five minutes you dig a 5 meter wide and 2 meter tall pit. The pit trap is covered by camouflage that Pokemon or Trainers can't distinguish from the surroundings. You can either choose to activate the trap from nearby or to have it activate when 100 pounds of pressure is put onto the camouflage.

How to Ruin a Gneiss Day — Petrologist Feature

Prerequisites: Petrologist, Call Me Hori Taizo

Daily - Every 15 levels gained, you may perform this Feature another time per day.

Target: Anywhere on a Route.

Effect: You place a trip-line 5 meters wide on the ground. Anyone walking through this trip-line activates a Rock Slide Move from the direction that you specify when placing the trap. Use your INT modifier for ATK. You roll the AC on the rock slide as normal.

Elemental Trapping — Petrologist Feature

Prerequisites: Petrologist, Call me Hori Taizo

Daily

Target: A pit trap you have dug

Effect: You place an Evolution Stone into the Pit Trap. When the trap is activated everyone inside is hit with 2d12+21+INT modifier damage that is the same type as the Evolution Stone. If the stone has been energized with Stone Energizer, the damage is instead 4d12+17+INT modifier. Fire Stones deal Fire Type Damage, Leaf Stones do Grass, Thunder Stone do Electric, Water Stones do Water, and Stones created through Stone Polishing do damage of their assigned type. The Stone is destroyed after use.

Flour Flourish — Petrologist Feature

Prerequisites: Petrologist, Bags of white flour

Daily - Every 10 levels gained, you may perform this Feature another time per day.

Target: Anywhere on a Route.

Effect: You plant a small trap on the ground along with a 4 meter wide tripwire. When a Pokemon or Trainer passes through the tripwire, the flour is released in a 2 meter blast. Any hit targets need to roll 2 higher during AC checks until the end of combat, and lose resistances to fire until the first time they are hit with a fire or water attack.

Movie Magic Quicksand — Petrologist Feature

Prerequisites: Petrologist, Flour Flourish

Daily - Every 10 levels gained, you may perform this Feature another time per day.

Target: A flour trap you have dug

Effect: Instead of being on the ground, the trap is now a 4 meter wide pit filled with a mixture of silt, water, and flour. Trainers and Pokemon falling into the pit are trapped for 2d4+1 rounds. Pokemon with a surface speed or burrow speed of 5 or more instead act as if it is rough terrain.

Reanimator — Petrologist Feature

Prerequisites: Petrologist, My First Reanimation Set(3000)

Daily

Target: A fossil being reanimated

Effect: When you make a check to Reanimate a fossilized Pokemon add 3 to the roll. Reanimators can reanimate fossils anywhere with a steady power supply with their reanimation kit and do not need to visit a specialized lab.

Slated for Renovation — Petrologist Feature

Prerequisites: Petrologist, (T)echnically (N)ot (T)actful Kit (2000)

Daily - Every 6 levels gained, you may perform this Feature another time per day.

Target: Any underground cave.

Effect: While underground you set off a controlled explosion that opens up new caverns. You may set off the explosion from up to 30 meters away. The explosion does not damage anyone inside the cavern it is being set off in, but an effect may. Roll 1d10 to determine additional effects from the detonation.

  1: Cave in - Everyone in the cavern is automatically hit with the move Rock Tomb.
  2: Natural Deterrent - The cave network is partially blocked off by the appropriate natural event, underground spring, sand cave in, lava, or Pokemon interaction.
  3: Wanton Destruction - Any items, fossils, or Pokemon are destroyed or scared off from the entire cave network.
  4-9: Successful demolition
  10: Discovery! - You find a buried site, details are left up to your GM.

Spelunking is the Schist — Petrologist Feature

Prerequisites: Petrologist, Visited 3 separate cave networks

Static

Effect: While underground you know if there are other viable exits to the surface or geologically unstable areas. You may also find areas that grant a +3 bonus to your Digging for the Past and Stone Search Feature rolls.

Stone Energizer — Petrologist Feature

Prerequisites: Petrologist, Found three evolution stones through Stone Search

Weekly - Every 10 levels gained, you may perform this Feature another time per week.

Target: Evolution Stone

Effect: The stone gains a second use before being destroyed. You may not use Stone Energizer on the same stone twice.

Stone Polish — Petrologist Feature

Prerequisites: Petrologist, Stone Energizer

One Time Use - For every 8 levels gained, you may perform this feature an additional time.

Target: An ordinary rock.

Effect: You may turn that stone into an Evolution Stone. Choose one of the seventeen elemental types. When you touch a Pokemon with an Evolution Stone that matches one of their Elemental Types will forcefully evolve them if they meet the evolution level requirement but has not yet evolved.

The Good Doctor — Petrologist Feature

Prerequisites: Petrologist, Reanimator

Weekly

Target: A Pokemon deceased within the last 24 hours.

Effect: Roll 1d20 and add your INT modifier. If you roll higher than 25 you create an artificial fossil from the corpse of the Pokemon. This fossil acts as a normal fossil. You may not target Legendary Pokemon with this feature.

Photographer

Advanced Feature

Prerequisites:
Researcher, 16 WIS,
Camera (2000)

Bonus: +1 WIS

Base Features

Snapshot   Photographer Feature
Daily - Every 5 levels gained, you may perform this Feature another time per day.
Target: A Pokemon, Trainer, or Route.
Effect: Roll 1d20 and add your WIS modifier. Multiply the result by 20. This is the value of the photo. You may choose to sell this photograph anywhere.

Action Photo   Photographer Feature
Daily - Every 10 levels gained, you may perform this Feature another time per day.
Trigger: You or an ally are attacked by a Pokemon using a Move
Effect: Roll 1d20 and add your WIS modifier. If the total exceeds 15, you successfully obtain a photo of the Move. Roll 1d20 and add your WIS modifier. Multiply the total by 20. This it the value of the photo. You may choose to sell this photograph anywhere.

Photographer Features

Action Photo +   Photographer Feature
Prerequisites: Photographer, 22 WIS
Daily - Every 5 levels gained, you may perform this Feature another time per day.
Trigger: A Pokemon performs a move.
Effect: Roll 1d20 and add your WIS modifier. If the total exceeds 15, you successfully obtain a photo of the Move. You may choose to sell this photograph anywhere. If you do, roll 1d20 and add your WIS modifier. Multiply the total by 25. This it the value of the photo. This feature replaces Action Photo.

Battle Study   Photographer Feature
Prerequisites: Photographer
Static
Effect: While you posses a photograph taken with Action Photo of a specific Move, any use of that Move will require +2 on an Accuracy Check to hit you or your Pokemon.

Camera Flash   Photographer Feature
Prerequisites: Photographer, Flash Bulb (500)
At-Will
Effect: Use the Move Flash. You may use this feature as a Free Action when you use Snapshot or Action Photo, but must share the same target as that Feature.

Examine   Photographer Feature
Prerequisites: Photographer, 22 WIS
Daily - Every 5 levels gained, you may perform this Feature another time per day.
Trigger: You use Snapshot on a Pokemon or Trainer
Effect: You may use the move Foresight on Snapshot's Target as a free action. Alternatively, you may, as a Trainer Action, study a Photo you have already taken to use Foresight on the photo's target. If you do, the Photo is destroyed.

Natural Shot   Photographer Feature
Prerequisites: Photographer, 20 WIS
Static
Trigger: You use Snapshot on a Wild Pokemon
Effect: Instead of multiplying your Snapshot roll by 20, multiply the result by 80 minus the Pokemon's species Capture Rate or 20, whichever is higher.

Pester Ball A   Photographer Feature
Prerequisites: Photographer
Daily - Every 8 levels gained, you may perform this Feature another time per day.
Target: A Pokemon.
Effect: Effect: Roll 1d20 and add you WIS modifier. If the total exceeds 15 the target must attempt to attack its nearest enemy and may not flee. Additionally, the target target may only use Moves that can deal damage for the next 1d6 turns. Pester Ball A cannot target a Pokemon who has already been successfully hit with Pester Ball A during this encounter. It costs 50 to use this Feature.

Pester Ball B   Photographer Feature

Prerequisites: Photographer

Daily - Every 8 levels gained, you may perform this Feature another time per day.

Target: A Pokemon.

Effect: Roll 1d20 and add you WIS modifier. If the total exceeds 15, the target becomes Confused. Additionally, the target has its movement Capabilities reduced by X for 1d6 turns, where X is half your WIS modifier. Pester Ball B cannot target a Pokemon who has already been successfully hit with Pester Ball B during this encounter. It costs 50 to use this Feature.

Pester Ball C   Photographer Feature

Prerequisites: Photographer, a Pester Ball A or B

Daily - Every 10 levels gained, you may perform this Feature another time per day.

Target: A Pokemon.

Effect: Roll 1d20 and add you WIS modifier. If the total exceeds 20, the target is Poisoned. Additionally, the target must roll +1 to hit during Accuracy Checks for the rest of the encounter. Pester Ball C cannot target a Pokemon who has already been successfully hit with Pester Ball C during this encounter. It costs 90 to use this Feature.

Pester Ball D   Photographer Feature

Prerequisites: Photographer, a Pester Ball A or B

Daily - Every 10 levels gained, you may perform this Feature another time per day.

Target: A Pokemon.

Effect: Roll 1d20 and add you WIS modifier. If the total exceeds 20, the target may not use any moves that target a foe on its next turn, though it may still use moves that target its allies or itself. Additionally, for the remainder of the encounter the target's Capture Rate is raised by 20. Pester Ball D cannot target a Pokemon who has already been successfully hit with Pester Ball D during this encounter. It costs 90 to use this Feature.

Photo Research   Photographer Feature

Prerequisites: Photographer, Did The Homework

Daily - Every 5 levels gained, you may perform this Feature another time per day.

Effect: Select a Photo of a Pokemon, Trainer, or Route taken with Snapshot. You gain a single Insight Point of the Photo's target, as if you had used Did The Homework. The Photo is Destroyed.

Photo Tutor   Photographer Feature

Prerequisites: Photographer, 5 Photographer Features

Daily - Every 10 levels gained, you may perform this Feature another time per day.

Target: A Pokemon.

Effect: Select a Photo taken with Action Photo or Action Photo +, that is of a Move that the target can be learn by Level Up, TM or by Move Tutor. Roll 1d20 and add your WIS modifier. If the total exceeds 20, the target learns that Move. Regardless of success, the Photo is destroyed. Once you successfully use Photo Tutor on a pokemon, Photo Tutor may not target that pokemon ever again.

Tutor Mastery   Photographer Feature

Prerequisites: Photo Tutor

Static

Effect: You may target your own Pokemon up to three times with Photo Tutor. If you later trade away your Pokemon, they forget all but one of the Tutored moves.

Professor

Advanced Feature

Prerequisites:
Researcher, 21 INT

Bonus: +1 INT

Base Features

Walking Doctorate   Professor Feature

Static

Target: Anything related to knowledge you are allowed to look up.

Effect: You know pokemon data, relating to pokemon in your pokedex, about specific location and base stats. You may consult the GM's Bestiary. Restricted to non-Legendary Pokemon.

Flawless Classification   Professor Feature

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Any Pokemon.

Effect: Roll d20 and add your INT and WIS modifiers to the roll. If you roll higher than 15, you know which stat is the highest for the targeted Pokemon and which stat is the lowest. If you roll higher than 20, you know the exact values for those stats.

Professor Features

Critical Advice   Professor Feature
Prerequisites: Professor, Field Commander, Level 10
Daily – Every 8 levels gained, you may perform this Class Feature another time per day.
Target: Allies.
Effect: During the next round of an encounter, all Moves and Trainer Attacks are Critical Hits on 16-20. The Critical Hit range may not be altered in any other way during the next round of combat.

Demoralize   Professor Feature
Prerequisites: Professor, Field Commander
Daily – Every 10 levels gained, you may perform this Class Feature another time per day.
Target: Foe pokemon.
Effect: Pick either Attack, Defense, Special Attack, Special Defense or Speed and lower the chosen stat of each enemy pokemon's within X meters of by 1 Combat Stage. X is your INT modifier.

Efficiency Boost   Professor Feature
Prerequisites: Professor, Field Commander, Level 10
Daily – Every 10 levels gained, you may perform this Class Feature another time per day.
Target: Allies.
Effect: During the next round of an encounter, any action that an ally performs that requires a d20 roll may add X to their roll where X is your INT modifier. Cannot be used with Moves that set targets to a certain HP.

Fighting Read   Professor Feature
Prerequisites: Professor
Daily - Every 4 levels gained, you may perform this Class Feature another time per day.
Target: Any trainer.
Effect: Roll d20 and add your INT and WIS modifiers to the roll. If you roll higher then 15, your GM must give to you 6 pokemon species of which 4 are owned by the target trainer. If the target does not own 4 pokemon, only two pokemon which are owned are revealed.

Morale Boost   Professor Feature
Prerequisites: Professor, Field Commander
Daily – Every 7 levels gained, you may perform this Class Feature another time per day.
Target: Allied pokemon.
Effect: Pick either Attack, Defense, Special Attack, Special Defense or Speed and raise the chosen stat of each of your ally's pokemon's within X meters of you by 1 Combat Stage until the end of the encounter.

Morale Rally   Professor Feature
Prerequisites: Professor, Morale Boost
Daily
Target: Allied pokemon.
Effect: Pick either Attack, Defense, Special Attack, Special Defense or Speed and raise the chosen stat of each of your ally's pokemon's within X meters of you by X. X is your INT modifier. Morale Rally lasts until the end of the encounter.

Poke Linguist   Professor Feature
Prerequisites: Professor
Static
Effect: You can speak and understand a single species of Pokemon and all of the evolutions related to that Pokemon. You may take Poke Linguist more then once.

Sabotage   Professor Feature
Prerequisites: Professor, Game Plan
Daily
Target: Wild pokemon.
Effect: Roll 1d20 and add your INT modifier. If you rolled above 15, shift all wild foes up to X meters where X is your INT modifier or your WIS modifier.

Tactical Maneuver   Professor Feature
Prerequisites: Professor, Tactical Strike
Daily – Every 4 levels gained, you may perform this Class Feature another time per day.
Target: One of your pokemon who just succesfully used a Move.
Effect: Roll 1d20 and add your INT modifier. If you rolled above 15, an allied Trainer's pokemon may perform an At-Will Move or EOT Move even if it has already used a Move during that round of the encounter. The target may shift an additional time. You must have line of sight to the Pokemon who is reciving your extra command.

Tactical Strike   Professor Feature
Prerequisites: Professor, Field Commander
Daily – Every 6 levels gained, you may perform this Class Feature another time per day.
Target: One of your pokemon who just succesfully used a Move.
Effect: Roll 1d20 and add your INT modifier. If you rolled above 15, an allied Trainer's pokemon may perform an At-Will Move even if it has already used a Move during that round of the encounter. You must have line of sight to the Pokemon who is reciving your extra command.

Scientist

Advanced Feature

Prerequisites:
Researcher, 18 INT

Bonus: +1 INT

Base Features

Potions Mastery   Scientist Feature
At-Will
Target: Items.
Effect: Create either a Potion (100), a Super potion (175), or a Hyper Potion (225). Name the concoction whatever you'd like out of whatever ingredients you'd like.

Repels Mastery   Scientist Feature
At-Will
Target: Items.
Effect: Create a Repel (100), a Super Repel (150) or a Max Repel (200). Name the concoction whatever you'd like out of whatever ingredients you'd like.

Scientist Features

Body Pills   Scientist Feature
Prerequisites: Scientist, a pokemon with at least 20 HP stat or Speed stat
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Items.
Effect: Create a HP Up or Carbos. It costs 2450 to use Body Pills. Name the concoction whatever you'd like out of whatever ingredients you'd like.

Defense Pills   Scientist Feature
Prerequisites: Scientist, a pokemon with at least 20 Defense stat or Special Defense stat
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Items.
Effect: Create an Iron or Zinc. It costs 2450 to use Defense Pills. Name the concoction whatever you'd like out of whatever ingredients you'd like.

Energy Brewer   Scientist Feature
Prerequisites: Scientist
Daily – Every 2 levels gained, you may perform this Feature another time per day.
Target: Items.
Effect: Create an Ether. It costs 80 to use Energy Brewer. Name the concoction whatever you'd like out of whatever ingredients you'd like.

Energy Mastery   Scientist Feature
Prerequisites: Scientist, Energy Brewer
Daily – Every 2 levels gained, you may perform this Feature another time per day.
Target: Items.
Effect: Create an Elixir. It costs 270 to use Energy Mastery. Name the concoction whatever you'd like out of whatever ingredients you'd like.

Offense Pills   Scientist Feature
Prerequisites: Scientist, a pokemon with at least 20 Attack stat or Special Attack stat
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Items.
Effect: Create a Protein or Calcium. It costs 2450 to use Offense Pills. Name the concoction whatever you'd like out of whatever ingredients you'd like.

Performance Enhancers   Scientist Feature
Prerequisites: Scientist, 14 WIS
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Items.
Effect: Roll 1d8. On a result of 1, you create a X Attack; on a result of 2, you create a X Defend; on a result of 3, you create a X Special; on a result of 4, you create a X Sp. Def; on a result of 5, you create a X Speed; on a result of 6, you create a X Accuracy; on a result of 7, you create a Dire Hit; on a result of 8, you create a Guard Spec. It costs 75 to use the Performance Enhancers Feature. Name the concoction whatever you'd like out of whatever ingredients you'd like.

Performance Enhancer Mastery   Scientist Feature

Prerequisites: Scientist, Performance Enhancers has been used at least 3 times

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Items.

Effect: Create either a X Attack, a X Defend, a X Special, a X Sp. Def, a X Speed, a X Accuracy, a Dire Hit or a Guard Spec. It costs 50 to use the Performance Enhancer Mastery Feature. This Feature replaces Performance Enhancers. Name the concoction whatever you'd like out of whatever ingredients you'd like.

Frequency Pills   Scientist Feature

Prerequisites: Scientist, Body Pills, Defense Pills, Offense Pills

Daily

Target: Items.

Effect: Create a PP Up. It costs 4900 to use Frequency Pills. Name the concoction whatever you'd like out of whatever ingredients you'd like.

Status Brewer   Scientist Feature

Prerequisites: Scientist

Daily – Every 5 levels gained, you may perform this Feature another time per day.

Target: Items.

Effect: Roll 1d6. On a result of 1, you create an Antidote; on a result of 2, you create an Awakening; on a result of 3, you create a Burn Heal; on a result of 4, you create an Ice Heal; on a result of 5, you create a Paralyze Heal; on a result of 6, you create a Full Heal. It costs 100 to use the Status Brewer Feature. Name the concoction whatever you'd like out of whatever ingredients you'd like.

Status Mastery   Scientist Feature

Prerequisites: Scientist, Status Brewer has been used at least 3 times

Daily – Every 5 levels gained, you may perform this Feature another time per day.

Target: Items.

Effect: Create an Antidote, Awakening, Burn Heal, Ice Heal or Paralyze Heal for 100 or create a Full Heal for 250 . This Feature replaces Status Brewer. Name the concoction whatever you'd like out of whatever ingredients you'd like.

Trait Suppressant   Scientist Feature

Prerequisites: Scientist

Daily – Every 5 levels gained, you may perform this Feature another time per day.

Target: Items.

Effect: Create an item with the same effect as a Pomeg, Kelpsy, Qualot, Hondew, Grepa or Tomato Berry. It costs 1250 to use Trait Suppressant. Name the concoction whatever you'd like out of whatever ingredients you'd like.

Watcher

Advanced Feature

Prerequisites:
Researcher, 16 WIS

Bonus: +1 WIS

Base Features

Family Finder   Watcher Feature

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Wild Pokemon.

Effect: Roll 1d20 and add your INT and WIS modifiers. If the total exceeds 15, you track where this pokemon lives in the area. If there are other pokemon of the same species or evolution line in the area, you will either find them there or hints to where they may be. If the total exceeds 20, you locate food sources and other resources pokemon of this evolutionary line rely upon, which may include berry plants, vegetation, sources of water and other things depending on GM discretion.

Close Watch   Watcher Feature

Daily – Every 3 levels gained, you may perform this Feature another time per day.

Target: Wild Pokemon.

Effect: Multiply your WIS modifier by 5m. This is the farthest you may move without alerting a Wild's attention. You may approach a Wild Pokemon without alerting it to your presence, until you stop moving. The pokemon you approach is not instantly provoked but may be startled. You may attempt to befriend the Wild as long as you don't provoke it.

Watcher Features

Applied Psychology   Watcher Feature

Prerequisites: Watcher
At-Will
Target: A person that you suspect may be willing to lie.
Effect: When you declare the use of this feature, specify a statement made by the target and you will immediately know whether or not it is completely truthful. This feature may be used on recorded information. If the target is saying something that they believe is true, then they do not appear to be lying.

Berrydex   Watcher Feature

Prerequisites: Watcher
Static
Target: Berries.
Effect: You can identify any Berry its properties and what it yields in terms of Contest Stats. When you are making Berries into Poffins, Aprijuice or PokeBlocks, you get +2 to your rolls.

Discriminating Gaze   Watcher Feature

Prerequisites: Watcher, 18 WIS
Daily - Every 5 levels gained, you may perform this Feature another time per day.
Target: Pokemon
Effect: Roll 1d20 and add your WIS modifier. If the total exceeds 10, you identify whether the target pokemon has an elemental typing, ability, capability or move not natural to its species. If the total exceeds 20, you know all the specific differences between that pokemon and a normal member of its species.

Improved Tracking   Watcher Feature

Prerequisites: Watcher, a pokemon with Tracker capability
Static
Effect: Whenever your Pokemon roll to use the Tracker capability, add 5 to the roll.

Odor Sleuth Tutor   Watcher Feature

Prerequisites: Watcher, Improved Tracking
Daily - Every 10 levels gained, you may perform this Feature another time per day.
Target: A pokemon who is leveling up to a level evenly divisible by 5.
Effect: Roll 1d20 and add your WIS modifier. If the total exceeds 15, the pokemon learns the Move, Odor Sleuth. Once you successfully use Odor Sleuth Tutor on a pokemon, Odor Sleuth Tutor may not target that pokemon ever again.

Quick Draw   Watcher Feature

Prerequisites: Watcher, 18 WIS, Drawing Pad, Writing Utensils
Static
Effect: You are a master sketch artist. It takes you less than a minute to sketch anything you see.

Shiny Hunt   Watcher Feature

Prerequisites: Watcher, 24 WIS
Daily - Every 20 levels gained, you may perform this Feature another time per day.
Target: Anywhere on a route.
Effect: Roll 1d100. If you rolled under you WIS modifier multiplied by 3, a shiny pokemon will appear in the next wild encounter.

Silent Study   Watcher Feature

Prerequisites: Watcher, WIS 18
Static
Effect: If you use Close Watch, you don't alert the pokemon's attention unless you want to after approaching with Close Watch. As long as you do not make it obvious you are there, the Wild will not know you are there.

Treacherous Research   Watcher Feature

Prerequisites: Watcher, 22 WIS
Daily - Every 15 levels gained, you may perform this Feature another time per day.
Target: An area, trainer or organization
Effect: Spend at least 15 minutes studying research material about or watching the target. Choose up to three Moves. For the rest of the day, you may use the move Spite one time as a trainer action against the target trainer or a pokemon or trainer from or owned by the target as if their last used Move was one of the chosen Moves. You may only use Treacherous Research once per target per day.

Type Finder   Watcher Feature

Prerequisites: Watcher
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Wild Pokemon.
Effect: Roll 1d20 and add your WIS modifier. If the total exceeds 13, you find hints that indicate what other pokemon of the same Type live in the area. You must still use other means to find these pokemon. If the total exceeds 20, you locate food sources and other resources pokemon of this Type commonly rely upon, which may include berry plants, vegetation, sources of water and other things depending on GM discretion.

Watchful Tactician   Watcher Feature

Prerequisites: Watcher, Game Plan
Daily - Every 10 levels gained, you may perform this Feature another time per day.
Trigger: You start an encounter with wild pokemon
Effect: You may, as a free action, use Game Plan, Game Plan+, or Sabotage at the beginning of this encounter before any other trainers or pokemon take actions. You must have the corresponding Feature to use it via Watchful Tactician. Using a Feature in such a way depletes both a use of that Feature and of Watchful Tactician. You may only activate Watchful Tactician once per trigger.

Watchful Tactician+   Watcher Feature

Prerequisites: Watcher, Watchful Tactician
Daily - Every 10 levels gained, you may perform this Feature another time per day.
Trigger: You start an encounter of any sort
Effect: You may, as a free action, use Game Plan, Game Plan+, or Sabotage at the beginning of this encounter before any other trainers or pokemon take actions. You must have the corresponding Feature to use it via Watchful Tactician+. Using a Feature in such a way depletes both a use of that Feature and of Watchful Tactician+. You may only activate Watchful Tactician+ once per trigger. Watchful Tactician+ replaces Watchful Tactician.

Cross Classing

Cross Classing is the means through which a player can take up an Advanced Class, without having the usual Trainer Class prerequisite. Taking a Class through Cross Classing does take up one of a player's Class slots, but provides you with a way to take multiple Advanced Classes from different base Classes. Taking any class through the Cross Classing list does come with a penalty: You do not gain the Stat Bonus, usually gained through taking the Advanced Class. However, you still gain both starting Features.

Below is the list for Cross Classing, sorted by Trainer Classes, then the Advanced Classes that usually branch from those Trainer Classes. If a Class is available for Cross Classing, the prerequisites will be listed below the Advanced Class' name. Some classes will have multiple lists of prerequisites. You do not have to meet all of the sets of prerequisites; only one of the lists must be met in order to qualify for that Cross Classing. If the Class is not allowed for Cross Classing, it will be stated that it is an Advanced Class exclusive to the Trainer Class it stems from.

Ace Trainer

Chaser
- Pokemon Trainer, 18 STR, 3 Pokemon with Pursuit

Enduring Soul
- Tough Guy, 16 CON, 12 STR, Trainer knocked unconscious by a foe at least once or 3 pokemon with Endure
- Guardian, 18 CON, Trainer knocked unconscious by a foe at least once or 3 pokemon with Endure

Stat Ace
- Buffet, 16 STR, 14 CON, 3 Pokemon with the chosen stat of 20 or more
- Coach, 16 STR, 3 Pokemon with the chosen stat of 20 or more
- Beauty Modeler (Must choose Special Attack Ace), 16 STR, 3 Pokemon with Special Attack of 20 or more
- Cool Trainer (Must choose Attack Ace), 16 STR, 3 Pokemon with Attack of 20 or more
- Cute Idol (Must choose Speed Ace), 16 STR, 3 Pokemon with Speed of 20 or more
- Tough Guy (Must choose Defense Ace), 16 STR, 3 Pokemon with Defense of 20 or more
- Smart Teacher (Must choose Special Defense Ace), 16 STR, 3 Pokemon with Special Defense of 20 or more
- Enduring Soul (Must choose Defense or Special Defense Ace), 3 Pokemon with the chosen stat of 20 or more
- Chaser (Must choose Speed Ace), 3 Pokemon with Speed of 20 or more

Strategist
- Pokemon Trainer, 4 Badges and/or Frontier Medals

Tag Battler
- Pokemon Trainer, Dual Wielding, 6 loyal Pokemon, 14 CON, 14 STR

Type Ace
- Pokemon Trainer, 14 CON, 4 Pokemon of the chosen Type

Underdog
- Pokemon Trainer, Prevented 4 Pokemon from evolving, 16 CON, 12 STR

Breeder

Botanist
- Survivalist, 14 WIS, Portable Berry Planter (2500)
- Buffet, 12 CHA, Portable Berry Planter (2500)
- Watcher, Berrydex, 14 CHA, Portable Berry Planter (2500)

Chef
- Pokemon Trainer, 20 WIS

Evolver
- Unique to the Breeder

Groomer
- Coordinator, 14 WIS, 2 Contest Ribbons

Hatcher
- Unique to the Breeder

Medic
- Ranger, 14 WIS, Field First Aid Kit (650)
- Pokemon Trainer, Remedial First Aid, 20 WIS, Field First Aid Kit (650)

Move Tutor
- Scientist, 18 WIS, 14 CHA, Used 10 TMs on your Pokemon
- Photographer, 14 CHA, used 10 TMs on your Pokemon, Photo Tutor
- Coach, 18 WIS, used 10 TMs on your Pokemon

Capture Specialist

Artificer
- Martial Artist, 16 DEX, 12 INT
- Fashion Designer, 14 DEX
- Researcher, 14 DEX

Collector
- Pokemon Trainer, 14 DEX, 14 INT, 20 different Pokemon Owned in Pokedex

Engineer
- Researcher, 18 INT, Mech Arm (10,000)
- Pokemon Trainer: 20 INT, Mech Arm (10,000)
- Artificer, 16 INT, Mech Arm (10,000)

Juggler
  - Martial Artist, 18 DEX

Pokeball Designer
  - Unique to the Capture Specialist

Snagger
  - Unique to the Capture Specialist

Trapper
  - Survivalist, 12 INT
  - Petrologist, Call Me Hori Taizo, 14 DEX
  - Watcher, 14 DEX, 14 INT
  - Collector, 18 DEX
  - Chaser, 16 DEX, Hunting Techniques

Coordinator

Beauty Modeler
  - Pokemon Trainer, 2 Beauty Ribbons, a Pokemon with 12 Beauty Stat, 16 CON

Choreographer
  - Touched, 16 CON, 12 CHA
  - Juggler, 16 CON, 12 CHA

Cool Trainer
  - Pokemon Trainer, 2 Cool Ribbons, a Pokemon with 12 Cool Stat, 16 CHA
  - Ace Trainer, 2 Cool Ribbons, a Pokemon with 12 Cool Stat, 14 CHA

Cute Idol
  - Pokemon Trainer, 2 Cute Ribbons, a Pokemon with 12 Cute Stat, 16 CHA
  - Breeder, 2 Cute Ribbons, a Pokemon with 12 Cute Stat

Fashion Designer
  - Unique to the Coordinator

Smart Teacher
  - Pokemon Trainer, 2 Smart Ribbons, a Pokemon with 12 Smart Stat, 16 CHA
  - Researcher, 2 Smart Ribbons, a Pokemon with 12 Smart Stat, 14 CHA

Tough Guy
  - Pokemon Trainer, 2 Tough Ribbons, a Pokemon with 12 Tough Stat, 16 CON
  - Martial Artist, 2 Tough Ribbons, a Pokemon with 12 Tough Stat, 14 CON

Martial Artist

Athlete
  - Tag Battler, 18 STR
  - Commander, 18 STR
  - Tough Guy, 18 STR, 12 DEX

Aura User
  - Pokemon Trainer, Chosen One, 18 STR, a Pokemon with the Aura capability.

Black Belt
  - Unique to the Martial Artist

Dirty Fighter
  - Pokemon Trainer, 20 DEX

Massage Therapist
  - Groomer, 14 DEX

Ninja
  - Juggler, 14 STR
  - Poison Ace, 16 DEX

Weapon Master
  - Pokemon Trainer, Weapon of Choice, 20 STR

Mystic

Bodysnatcher
  - Detective, 20 WIS, Master of Disguise, Lie Detector

Buffet
  - Coach, 14 WIS
  - Botanist, 12 STR, has Merged a stat-affecting Berry

Godspeaker
  - Unique to the Mystic

Guardian
  - Aura User, 14 WIS, own pokemon with reflect and light screen
  - Enduring Soul, 16 STR, 12 WIS, own pokemon with reflect and light screen

Rune Master
  - Cryptozoologist, 5 Unowns
  - Petrologist, 5 Unowns
  - Watcher, 5 Unowns

Shaman
- Unique to the Mystic

Touched
- Pokemon Trainer, Allied with a legendary Pokemon, a musical instrument, 18 STR

Psychic

Air Adept
- Type Ace (Electric or Flying), 16 INT

Clairsentient
- Pokemon Trainer, 22 INT, 2 Psychic Type Pokemon, Voltorb Flip

Eearth Shaker
- Type Ace (Rock, Ground or Grass), 16 INT

Empath
- Mystic, 16 INT, a Pokemon you've leveled up through training 25 levels
- Watcher, 16 INT, 12 CON, a Pokemon you've leveled up through training 25 levels

Fire Breather
- Type Ace (Fire, Dark or Ghost), 16 INT

Hex Maniac
- Pokemon Trainer, 20 INT, a Ghost Pokemon, a symbol or tool used for Hexing (25)

Influential
- Unique to the Psychic

Rain Waker
- Type Ace (Water or Ice), 16 INT

Ranger

Coach
- Coordinator, 16 CHA, 12 DEX
- Move Tutor, 16 CHA, 12 DEX
- Stat Ace, 16 CHA, 12 DEX
- Rider, 16 CHA

Commander
- Pokemon Trainer, 18 CHA, Let Me Help You With That+

Detective
- Pokemon Trainer: 20 CHA

Rider
- Pokemon Trainer: 20 DEX, 2 Pokemon who have served as a mount for a day each

Signer
- Unique to the Ranger

Special Operations Member
- Unique to the Ranger

Survivalist
- Watcher, 18 DEX, Spent a full week in the wild
- Capture Specialist, 18 DEX, Informed Tracker+, Spent a full week in the wild
- Botanist, 16 DEX, Spent a full week in the wild

Researcher

Cryptozoologist
- Signer, 16 WIS, Encountered at least 2 Legendary Pokemon
- Mystic, 16 INT, Encountered at least 2 Legendary Pokemon

Dream Doctor
- Unique to the Researcher

Petrologist
- Trapper, 18 INT, Trusty Shovel and Excavation Kit (2500)
- Rune Master, 16 INT, Trusty Shovel and Excavation Kit (2500)
- Type Ace (Ground or Rock), 16 INT, Trusty Shovel and Excavation Kit (2500)
- Artificer, 18 INT, Trusty Shovel and Excavation Kit (2500)

Photographer
- Pokemon Trainer: 19 WIS, Camera (4,500)

Professor
- Unique to the Researcher

Scientist
- Chef, 14 INT
- Smart Teacher, 16 INT
- Capture Specialist, 16 INT, 12 WIS

Watcher
- Pokemon Trainer, 20 WIS, Drawing Pad (50)

Managing Your Pokemon

Before capturing your Pokemon, you'll need to know how to manage your Pokemon! The next section details what you need to know to use the Pokemon character sheet provided at the end of the Player's Handbook. Note that you should always round down unless otherwise specified.

First off- you'll want to name your Pokemon! If you call your Bulbasaur, Bulbasaur, it'd be no different from parents giving their kid the name, Human. Bulbasuar is an example of the Pokemon's Species, not it's name. Keep track of your Pokemon's Level with experience points or EXP. It's important to keep track of EXP so you know when your Pokemon learns new moves. The Pokemon's Type is relevant to know when you Pokemon is weak or resistant against a particular Type of Moves.

Stats

Pokemon Stats are different from Trainer stats. Like Trainer, there are six distinct stats, but these stats are used for very different things and do not commonly cross over with Trainer Stats.

- HP

HP is used to keep track of your Pokemon's Hit Points. When the Pokemon's Hit Points reach 0, the Pokemon is unable to make any actions and in unconscious. Hit Points are calculated with this formula:

$$\text{Pokemon's Level} + (\text{HP stat} \times 3)$$

- Attack

The Attack stat is used to calculate damage when making a physical based attack. After calculating damage, add the value of your Pokemon's Attack stat to Melee - Attack damage and Ranged - Attack damage.

- Defense

The Defense Stat is used when you receive damage from a Melee - Attack or Ranged - Attack Move. Subtract the Defense stat from Damage from Melee - Attack or Ranged - Attack Moves. You may add 1 Defense Evasion bonus for every 5 points in Defense when targeted by a Ranged - Attack or Melee - Attack Move.

- Special Attack

The Special Attack stat is used to calculate damage when making a special based attack. After calculating damage, add the value of your Pokemon's Special Attack stat to Ranged - Special Attack damage and Melee - Special Attack damage.

- Special Defense

The Special Defense Stat is used when you receive damage from a Ranged - Special Attack or Melee - Special Attack Move. Subtract the Special Defense stat from Damage from Ranged - Special Attack or Melee - Special Attack Moves. You may add 1 Special Defense Evasion bonus for every 5 points in Special Defense when targeted by a Ranged - Special Attack or Melee - Special Attack Move.

- Speed

The Pokemon with the highest Speed stat goes first during round. You may add 1 Speed Evasion bonus for every 10 points in Speed when targeted by any Move.

Evasion

Pokemon have three different sets of Evasion. Physical Evasion, Special Evasion, and Speed Evasion. Evasion helps Pokemon avoid being hit by moves. When being targeted by a move that has an Accuracy Check, a Pokemon adds their Evasion score to the move's accuracy check. Physical Evasion may modify only attacks that use the attack stat, while Special Evasion may modify only attacks that use the Special Attack Stat. Speed Evasion may be used to modify the Accuracy Check of any attack, but you may only add one of your three Evasion scores to any one check.

- Physical and Special Evasion are determined by a Pokemon's Defense and Special Defense Stats respectively. For every 5 points they have in the relevant defense stat, that evasion is increased by +1, up to a maximum of +6.
- Speed Evasion is determined by a Pokemon's Speed Stat. For every 10 points they have in Speed, their evasion is increased by +1, up to a maximum of +6.

Beside these base values for evasion, many other things can modify Evasion. Raising your Defense, Special Defense, and Speed Combat Stages raises the relevant Evasion by +1. You do not gain further benefits to evasion from the artificially increased defense score, however. Abilities and Move Effects that modify your Evasion do so for all three of your Evasion scores. For example, the Illuminate Ability helps you avoid all three kinds of attacks.

No matter from which sources you're receiving evasion, you may only ever raise a move's Accuracy Check by a maximum of +9. This mean that a Move with an accuracy Check of 2 can be, at most, raised to 11. An Accuracy Check may not be raised above 20 with Evasion scores.

Combat Stages

Many moves alter the stats of Pokemon , either making them more formidable or less threatening. During battle, any stat can only be only be risen or lowered up to six times positively or six times negatively. This makes a scale, from -6 to +6 that can be altered as many times as the battle allows but never more then +6 Combat Stages or less than -6 Combat Stages.

- If a Pokemon's stat is raised a Combat Stage during battle, they gain a 25% bonus the buffed stat, rounded down.
- If a pokemon's stat is lowered one Combat Stage during battle, they lose 12.5% of the affected stat, rounded up.

This means that if a stat has raised 6 Combat Stages; its affected stat should be 250% of its original value. If a stat has been lowered 6 Combat Stages, its affected stat should be 25% of its original value. For every 2 Combat Stages the Speed stat is raised, the Pokemon's Speed Capabilities are raised 1 value. For every 3 Combat Stages the Speed stat is lowered, the Pokemon's Speed Capabilities are lowered 1 value. Speed Capabilities may not be lowered below 1.

When keeping track of Pokemon Stats, keep the Pokemon's Base Stats in one column on the Pokemon's character sheet. Keep the added stats, gained through level up, in another column. Keep their Actual Stats in the third column. The Actual Stats is the sum of the Base Stats and added stats.

Here is a neutral Nature Charmander's Base Stats. This Charmander is at level 1.

HP   - 4
ATK   - 5
DEF   - 4
SPATK   - 6
SPDEF   - 5
SPEED   - 7

When a Pokemon levels up, you must put one stat point into a stat that won't ruin the Base Relation of a Pokemon's base stats. The Base Relation of stats is the order of the stats according to the highest Base Stat of a Pokemon, followed by the seconded highest Base Stat and the next highest Base Stats after that, until you have created a list of the order of a Pokemon's Base Stats from highest to lowest. Ruining the Base Relation means when you add a Stat Point to a stat while leveling up, the Base Relation was changed.

This Charmander's Base Relation is:
Speed (7) > Special Attack (6) > Attack and Special Defense (5) > Hit Points and Defense (4)

This means you must put a stat point into Charmander's SPEED at level 2. So that the Special Attack of the Charmander does not equal Speed, ruining the Base Relation.

When it comes to ties in a Pokemon's Base Relation, you never need to keep those two stats equal. The difference between two stats, tied in the Base Relation, does not matter, as long as the next highest stats in the Base Relation is kept higher then the tied Base Stats and the next lowest stats in the Base Relation is kept lower then the tied Base Stats.

Let's say at level 4, you added to Charmander's ATK. This is what its stats now look like:

Stat	Base	Added	Total
HP	4	0	4
ATK	5	1	6
DEF	4	0	4
SPATK	6	1	7
SPDEF	5	0	5
SPEED	7	1	8

In order to preserve Base Relation, at level 2, 1 point was added to SPEED. At level 3, 1 point was added to SPATK. At level 4, 1 point was added to ATK. At level 5, for example, you may not add to HP or DEF because that will ruin Base Relation. It would tie with ATK.

Here is that Charmander at level 20, when spreading its stats evenly.

Stat	Base	Added	Total
HP	4	3	7
ATK	5	3	8
DEF	4	3	7
SPATK	6	3	9
SPDEF	5	3	8
SPEED	7	4	11

Notice that the Stat points that are being added are almost all equal per different Stat when choosing to evenly distribute Stats.

Here is that same Charmander when its trainer is raising only its prominent stats.

Stat	Base	Added	Total
HP	4	0	4
ATK	5	0	5
DEF	4	0	4
SPATK	6	9	15
SPDEF	5	0	5
SPEED	7	10	17

The Base Relation of the Base Stats is maintained here. You do not need to add stats evenly as long as the Base Stats' Base Relation is kept.

Here is that same Charmander when its trainer is trying to make it hit harder with Melee Moves.

Stat	Base	Added	Total
HP	4	0	4
ATK	5	6	11
DEF	4	0	4
SPATK	6	6	12
SPDEF	5	0	5
SPEED	7	7	14

This can be frustrating when you want a Charmander who is a Melee sweeper.
This is where Natures come in to play.

A Brave, which adds ATK and takes SPEED, natured Charmander instead
would have these Base Stats at Level 1:

HP   - 4
ATK   - 7 (Instead of 5)
DEF   - 4
SPATK   - 6
SPDEF   - 5
SPEED   - 5 (Instead of 7)

A Nature will add two to a Base Stat and subtract two to another Base Stat, making a completely different Base Relation in many cases. Now you can focus more on this Charmander's ATK without even worrying about increasing its SPEED.

IMPORTANT: The only exception is the HP stat! When a Nature adds to or takes from the
Base Stats in the HP category, the HP Base Stat is only changed by 1 point.

Look at this Brave Charmander, now at level 20.

Stat	Base	Added	Total
HP	4	0	4
ATK	7	10	17
DEF	4	0	4
SPATK	6	5	11
SPDEF	5	0	5
SPEED	7	5	10

This Charmander can now potentially be a sweeper with its superior ATK and SP.ATK, plus with some SPEED it gains evasion bonuses. Though, due to its lower other stats, if this Charmander fails to defeat an opponent it is likely to be swept itself.

Like Natures, Vitamins can alter Base Stats. Vitamins are expensive items that can be fed to a Pokemon, with any combination of 5 vitamins at max, improving a Pokemon's Base Stats in order to allow them to change how they distribute stats as they level up.

A Base Stat can never be 0 as a result of Nature.
If a Pokemon's Nature changes a Base Stat to 0, instead the stat is 1.

- Starting at level 51, Pokemon gain two Added Stats per level gained. These two stats may not be put into the same Stat. When adding stats, a Pokemon's Base Relation must still be maintained.
- Starting at level 76, Pokemon gain three Added Stats per level gained. These three stats may not be put into the same Stat. When adding stats, a Pokemon's Base Relation must still be maintained.

On the Natures page is a chart of Natures and how they effect your Pokemon's Base Stats. Natures also effect what kinds of food your Pokemon like.

Natures

When you catch a Pokemon, your GM will provide the Pokemon's Nature. Add stats accordingly up to whatever level it is. When your Pokemon evolves, reset its Base Stats and add stats up to whatever level it is.

When a Nature adds to or takes from the Base Stats in the HP category, the HP Base Stat is only changed by 1 point. This means that Desperate, Stark, Bashful, Sickly and Serious only take away 1 point in the HP Base Stat. In addition to that; Hardy, Docile, Proud, Quirky and Lazy only add 1 point in the HP Base Stat.

Value	Nature	Raise	Lower	Liked Flavor	Disliked Flavor
1	Hardy	HP	Attack	None	Spicy
2	Docile	HP	Defense	None	Sour
3	Proud	HP	Special Atk.	None	Dry
4	Quirky	HP	Special Def.	None	Bitter
5	Lazy	HP	Speed	None	Sweet
6	Desperate	Attack	HP	Spicy	None
7	Lonely	Attack	Defense	Spicy	Sour
8	Adamant	Attack	Special Atk.	Spicy	Dry
9	Naughty	Attack	Special Def.	Spicy	Bitter
10	Brave	Attack	Speed	Spicy	Sweet
11	Stark	Defense	HP	Sour	None
12	Bold	Defense	Attack	Sour	Spicy
13	Impish	Defense	Special Atk.	Sour	Dry
14	Lax	Defense	Special Def.	Sour	Bitter
15	Relaxed	Defense	Speed	Sour	Sweet
16	Bashful	Special Atk.	HP	Dry	None
17	Modest	Special Atk.	Attack	Dry	Spicy
18	Mild	Special Atk.	Defense	Dry	Sour
19	Rash	Special Atk.	Special Def.	Dry	Bitter
20	Quiet	Special Atk.	Speed	Dry	Sweet
21	Sickly	Special Def.	HP	Bitter	None
22	Calm	Special Def.	Attack	Bitter	Spicy
23	Gentle	Special Def.	Defense	Bitter	Sour
24	Careful	Special Def.	Special Atk.	Bitter	Dry
25	Sassy	Special Def.	Speed	Bitter	Sweet
26	Serious	Speed	HP	Sweet	None
27	Timid	Speed	Attack	Sweet	Spicy
28	Hasty	Speed	Defense	Sweet	Sour
29	Jolly	Speed	Special Atk.	Sweet	Dry
30	Naive	Speed	Special Def.	Sweet	Bitter
31	Composed	None	None	None	None
32	Dull	None	None	None	None
33	Patient	None	None	None	None
34	Poised	None	None	None	None
35	Stoic	None	None	None	None

STAB Chart

Same-Type-Attack Bonus, or STAB, is a bonus damage you gain when using a Move that deals damage and has a matching Type with one of the Pokemon's Type.

This is the Stab Chart.

Level	STAB Bonus	Level	STAB Bonus
5	1	55	11
10	2	60	12
15	3	65	13
20	4	70	14
25	5	75	15
30	6	80	16
35	7	85	17
40	8	90	18
45	9	95	19
50	10	100	20

When you level up to a Level that ends in the number 5 or 0, your STAB value will change. Please note that these values can go above 20 due to the effects of Moves, Feats or Abilities

Pokemon Experience Chart

Unlike Trainers, Pokemon individually gain experience points from encounters in battle, from a Trainer's role playing in raising their Pokemon, or Contests. Keep track of EXP. It let's you know when you gain more stat points and when you learn new Natural Moves.

Level	Exp Needed	Level	Exp Needed	Level	Exp Needed	Level	Exp Needed
1	0	26	19,000	51	110,000	76	360,000
2	25	27	20,500	52	120,000	77	370,000
3	50	28	22,000	53	130,000	78	380,000
4	100	29	23,500	54	140,000	79	390,000
5	150	30	25,000	55	150,000	80	400,000
6	200	31	27,500	56	160,000	81	410,000
7	400	32	30,000	57	170,000	82	420,000
8	600	33	32,500	58	180,000	83	430,000
9	800	34	35,000	59	190,000	84	440,000
10	1,000	35	37,500	60	200,000	85	450,000
11	1,500	36	40,000	61	210,000	86	460,000
12	2,000	37	42,500	62	220,000	87	470,000
13	3,000	38	45,000	63	230,000	88	480,000
14	4,000	39	47,500	64	240,000	89	490,000
15	5,000	40	50,000	65	250,000	90	500,000
16	6,000	41	55,000	66	260,000	91	510,000
17	7,000	42	60,000	67	270,000	92	520,000
18	8,000	43	65,000	68	280,000	93	530,000
19	9,000	44	70,000	69	290,000	94	540,000
20	10,000	45	75,000	70	300,000	95	550,000
21	11,500	46	80,000	71	310,000	96	560,000
22	13,000	47	85,000	72	320,000	97	570,000
23	14,500	48	90,000	73	330,000	98	580,000
24	16,000	49	95,000	74	340,000	99	590,000
25	17,500	50	100,000	75	350,000	100	600,000

Breeding

When attempting to mate 2 Pokemon, you must roll d100 when you retrieve them.

Pokemon need at least 8 hours of privacy in order to make a Breeding Check. For each hour after the required 8 that the the two Pokemon have alone, up to 5 additional hours, you may subtract 2 from your Breeding Check's roll (up to 10).

- If you roll under 25, an egg is produced. Trainers may only try to make a Breeding Check once per every 24 hours.
- If you roll under 5, you may flip a coin to choose which parents' species is passed to the Egg. Otherwise, the Mother's species is passed on to the egg.

Any moves that the parents know that are on the baby Pokemon's Egg Move list, once it hatches, are learned. Any moves that the parents know that are on the baby Pokemon's TM Move list, once it hatches, are learned. Only four Moves may be passed on to the baby Pokemon in these ways.

Fossil Reanimation

Reanimation occurs when a fossil is used to either clone, reanimate, or replicate a long dead imprint into a living Pokemon. This can occur at specialized labs or at the hands of a Petrologist with access to the right equipment. No matter the location or assistance, any reanimation takes 6 hours, in addition to any other time needed for the Pokemon to become active. After providing an appropriate fossil for reanimation, roll a d20 to see how successful the procedure was. In all cases of a regular trainer attempting a reanimation, the fossil is destroyed.

Roll	Result
20	The sample was able to create 1d4 eggs, that will hatch after incubating as normal. The eggs contain Pokemon of the same species with random genders, natures, abilities, egg moves, and chances of being shiny.
19	The sample was able to be cloned and you obtain a Pokemon that is identical to the Pokemon that created the fossil. It can be up to level X, where X is your INT Stat.
13-18	The sample was able to be replicated and obtain an egg, that will hatch after incubating as normal. The egg contains a Pokemon of the same species with a random gender, nature, ability, and set of egg moves.
7-12	The sample was used to create a single egg that contains a Pokemon of the same species, random gender, random nature, random ability, and no egg moves.
4-6	The procedure fails, but the fossil is not damaged.
3	The fossil is destroyed in the failed procedure.
2	The fossil is destroyed in a total failure of equipment, the equipment is unable to be used for 1d10 days as it is being repaired.
1	The Pokemon that is created breaks free and escapes, the fossil is destroyed. Details of this Pokemon are left up to the GM.

Loyalty

A Trainer's Pokemon does not exist in a vacuum. Natures, likes, dislikes, and the habits of species do and should play a part in how a trainer interacts with his team. Cruel conduct and bitter medicine, even in the pursuit of being the best, can have major consequences if a trainer goes overboard.

A Pokemon's Loyalty is measured in a secret statistic measured by the GM. There are 5 ranks of loyalty, 0 to 4, and these ranks measure how well the Pokemon listens to you, how defiant they may become, or how vulnerable they are to being snagged and stolen by illicit parties. In General, Loyalty 3 is the sweet spot for most Pokemon, while Loyalty 4 is reserved for well-treated Starter Pokemon or Pokemon that have been with the trainer for so many years and through so many adventures that they might as well be that trainer's starter. Captured Pokemon will vary but generally start at loyalty 1, and Pokemon hatched from eggs always start at loyalty 2. These are, however, only guidelines. A particularly traumatic birth can render a baby Pokemon scarred, lowering them to Loyalty 1 or worse, while a cruel or undeserved capture may give you a Pokemon at loyalty 0. On the other hand, a capture via befriending a Pokemon, rather than beating it up, may result in a higher starting loyalty.

Another way Loyalty is important is in the use of some features and Pokemon moves. Return will only work if used by a Loyalty 3 or 4 Pokemon, while Frustration will only work when used by Loyalty 0 or 1. The GM may give you hints about how much a Pokemon loves you, but is not obligated to tell you a Pokemon's precise Loyalty Rank, and it is ultimately his call to raise or lower a particular Pokemon's loyalty rank if he deems your action worthy of it.

Mounts

Traveling on foot can become hard for any trainer, but with the proper tools and training, any pokemon can become a useful ride on the ground, the sea or the sky! When Trainers are using Pokemon as Mounts, travel becomes quicker for the party and the pokemon get to be out of their Poke Ball, grabbing some excercise. So then, what are the qualifications for a pokemon to be a mount? Ultimately, whether a Pokemon can serve as a mount or not is up to your GM, but here are some things to consider:

- Size. If a Pokemon is too small, it wouldn't make sense for a Trainer to be riding it, when the Trainer's legs are dragging on the ground. This could be confusing for certain species of pokemon, but a quick lookat the pokemon's level should serve as a hint as to whether or not the pokemon is too small for you. For example, a Ponyta around level 20 or 25, can serve as a mount. Ponyta may not be very tall, but it can support an average sized human considering its shape and its legs that are built to lift itself with little burden and quickly move around. However, a newly born Ponyta should not be able to lift a person at all. It would be very tiny. Another example would be an Onix. Onix could easy serve as an entire party's land Mount. However, a newly born Onix would not be able to serve as even one person's Mount as it would probably be no longer than a meter.

- Power. If a Pokemon is large, but is as light as a feather or weak as a twig, it probably cannot carry your weight and keep itself up as well. This would be most obvious for a sky Mount. If the Pokemon's Power is one or two, there should be no circumstance in which the pokemon would be able to carry your weight on their body.

- Equipment. Some Pokemon might not ever be able to be a Mount, by itself. However, with a couple of Pokemon, such as a Nidorino and a Nidorina, some rope to use as reigns, a sled and some training, you could have a single mount between the two pokemon. A school of Magikarp could hold a matress up and make a raft-Mount. Several creative combinations of tools and Pokemon could create modes of transportation.

Mount Mechanics:

- Mounting a Pokemon is a Trainer Action, and forfeits the Pokemon's Shift and Move Actions that round.

- When a Pokemon is being used as a Mount, its Speed Capabilities are lowered by three, and its Speed stat is lowered one Combat Stage. If you weigh less than a fourth of the pokemon's weight, neither the pokemon's Speed Capabilities nor their Speed stat's Combat Stages are affected.

- When mounted on a Pokemon, you may shift during your trainer turn using your Mount's Speed Capabilities instead of your own. During Pokemon turns, your Mount may use any unused Speed, and may make a Move Action as normal if you use your Command Action.

- If either you or your Pokemon who is being used as a Mount are hit by a damaging attack that deals damage equal or greater to 1/5th of the target's Max HP, or are hit by a move that causes Paralysis, Confusion, or Sleep, you must make a check to remain mounted. Roll 1d20 and add your STR or DEX modifier. On a roll of 12 or higher, you remain on your mount. If the move had a Push effect, you must roll 15 or higher. A single Move may only cause you to roll this check once per round.

Pokemon: Abilities/ Moves

Abilities and Moves distinguish Pokemon, but are shared across many species. Very few Pokemon have Moves that no other can use but those in its family. The same it true of Abilities. The following two sections are to be used with the Pokedex book in order to fill out Pokemon you have properly used your Pokedex on or Captured.

Pokemon can naturally have up to 2 Abilities, but through the use of various Features or Items, they can have up to three Active Abilities. Moves are more complicated; Pokemon can have up to fourteen Moves, as long as seven of them are naturally learned and the other seven are used for artificially taught/tutored Moves.

Pokemon Abilities

An Ability is something a Pokemon is born with. Some Abilities are something they can't turn off, and constantly follow them good or bad. Some of the Abilities naturally activate, under certain circumstances. Some Abilities require focus to execute; they release effects that give them and upper hand.

Abilities have a Name, an Activation/Limit, Effects, and some Effects utilize Keywords.

It's ordered as such:

Name
Activation - Limit
Keywords:
Effect:

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

The Activation is how the Ability is used. If the Activation is Static, the pokemon cannot disable their ability, which normally means they have no Limit on their Ability. If the Activation is a Trigger, they can only use their Ability under certain circumstances described per move; some Triggered Abilities have Limits. An Ability with the Cast Activation must be declared to use its benefits; usually Cast Abilities have Limits but can be Activated instantly. Limits limit how often you can benefit from an Ability. Each Limit is detailed per move.

The Effect details what the Ability does. Sometimes, a Keyword is placed above the Effect line, to easily describe the Ability without jumbling up the rest of the Ability text. Some Ability Keywords derive from Move Keywords.

- At level 40, a Pokemon can learn a second Ability if you would like it to.
- You may choose this second Ability from its Basic Abilities or High Abilities.
- You can never have more then three active Abilities on a Pokemon at any given time!

Keywords

Immune

Abilities with the keyword Immune cannot be affected by a certain status effect. This is described per Move. Immune Abilities are usually Constant.

Last Chance

Abilities with the keyword Last Chance trigger when the Pokemon's HP has been lowered to 1/3 of their full HP or less. When activated, one elemental Type, defined per Ability, receives a boost for Moves performed by the Pokemon with the Last Chance Ability. All Moves that are the Type defined in the Ability receive an additional STAB when dealing damage (If a Pokemon's STAB is 4, the attack will deal 4 STAB + 4 more for the Last Chance Ability).

Pickup

The Ability with the Keyword Pickup is Pickup. When Pickup is used, you might find an item on the ground. The GM decides what the item is; the roll determines what kind of items it is.

Roll	Item Type	Other
1-5	None	You find nothing
6-8	Battle Enhancers	One X Attack, or X Defense, Etc.
9-10	Berries	Any Random Berry
11-12	Poke Ball	Any Random Poke Ball
13-16	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

Sustain

Abilities with the keyword Sustain have their effects last as long as the user wants them to. Usually the Pokemon must remain out to Sustain the Ability. The requirements of Sustaining an effect, if any, are defined per Ability.

Ability List

A -

Adaptability
Static

Effect: When using Moves with a Damage Dice Roll that are the same elemental Type as the Pokemon with Adaptability, add 2 STAB instead of 1.

Aftermath
Trigger

Effect: When the Pokemon is reduced to 0 HP or less, they create a 5-meter Burst. Everything in the Burst loses ¼ of their full HP. Do not apply weakness or resistance. Do not apply stats.

Air Lock
Cast – Hourly

Keyword: Sustain

Effect: The weather is set to normal as long as the Pokemon with Air Lock wants it to remain that way.

Analytic
Cast - Hourly

Effect: For the next 5 rounds, if the user's turn comes immediately after any of its target's, in the queue, the user deals +1 STAB on Moves with Damage Dice Rolls, ignoring the Type of Move used.

Anger Point
Trigger

Effect: When the Pokemon receives a Critical Hit, raise their Attack 6 Combat Stages.

Anticipation
Cast – Hourly

Effect: During an encounter you may target a Pokemon. Roll 1d20; on roll, the target reveals if they have any Moves that are Super-Effective against the Pokemon with Anticipation; on 11 or better, the target reveals up to 3 moves that are Super-Effective against the Pokemon with Anticipation; on 16 or better, the target reveals up to 5 moves that are Super-Effective against the Pokemon with Anticipation and all of those Moves must roll +1 during Accuracy Check to hit the Pokemon with Anticipation.

Arena Trap
Cast – Daily

Effect: A large wall of sand, 10-meters high surrounds the encounter. The diameter of the Arena Trap must be at least 10-meters but cannot be greater then 40-meters. There must be sufficient ground around to manipulate or the Ability cannot be used. The walls are constantly shifting making it impossible to climb. If a section of the wall is destroyed, it immediately restores itself. If the caster is felled or returned to a Poke Ball, the Arena Trap falls.

B -

Bad Dreams
Static

Effect: Anything sleeping within 30-meters of the Pokemon with Bad Dreams lose 1/8th of their full HP at the beginning of each round.

Battle Armor
Static

Keyword: Immune

Effect: Critical Hits

Big Pecks
Static

Keyword: Immune

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

Blaze
Trigger

Keyword: Last Chance

Effect: Fire

C -

Chlorophyll
Trigger - Hourly

Effect: While in Sunny Weather, the Speed stat of the Pokemon is doubled.

Clear Body
Static

Effect: The Pokemon's Combat Stages may not be lowered by the effect of Abilities or Moves. Status effects may still alter their Combat Stages.

Cloud Nine
Cast – Hourly

Effect: Return the Weather of the field to Normal if the Pokemon with Cloud Nine is a higher level then the Pokemon who caused the weather effect.

Color Change
Trigger

Effect: Whenever the Pokemon is hit by a damage-dealing Move, the Pokemon with Color Change will have its Type changed to the same Type as that of the Move it was damaged by.

Compound Eyes
Static

Effect: The user needs -3 to hit on any Accuracy Check.

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.

Cursed Body
Cast - Daily

Effect: When a foe hits the Pokemon with Cursed Body with a melee Move, that Move becomes Disabled after damaged is dealt.

Cute Charm
Trigger - Daily

Effect: When an opposite gendered foe attacks the Pokemon with Cute Charm, they become Infatuated after damaged is dealt.

D -

Damp
Static

Effect: The Moves Selfdestruct and Explosion may not be used when a Pokemon with Damp is within 20-meters of Selfdestruct or Explosion's user. The Ability Aftermath may not be activated when a Pokemon with Damp is within 20-meters of the Pokemon attempting to activate Aftermath.

Dark Art

Trigger

Keyword: Last Chance

Effect: Dark

Defeatist

Trigger

Effect: When below 50% HP, this Pokemon's Attack and Special Attack is set at -3 Combat Stages. It cannot be raised or lowered unless the user recovers HP above 50% HP.

Defiant

Static

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

Download

Static

Effect: When the Pokemon with Download targets with a damage-dealing Move, the target must reveal which of its defenses are lower. When the Pokemon with Download attacks a foe, they are treated as if their Attack is raised 1 Combat Stage if the target's Defense is lower then the target's Special Defense. When the Pokemon with Download attacks a foe, they are treated as if their Special Attack is raised 1 Combat Stage if the target's Special Defense is lower then the target's Defense.

Drizzle

Cast – Hourly

Keyword: Sustain, Weather

Effect: As a Free Action, the Pokemon uses the Move Rain Dance. The Rain does not go away like normal Rain; instead to Sustain, the Pokemon must remain out of a Poke Ball and must be above 0 HP. The Raining effect can be replaced by other major Weather conditions.

Drought

Cast – Hourly

Keyword: Sustain, Weather

Effect: As a Free Action, the Pokemon uses the Move Sunny day. The Sun does not go away like normal Sun; instead to Sustain, the Pokemon must remain out of a Poke Ball and must be above 0 HP. The Sunny effect can be replaced by other major Weather conditions.

Dry Skin

Static

Effect: While in Sunny Weather, the user loses 1/8 of its full HP at the beginning of each round. While in Rainy Weather, the user gains 1/8 of its full HP at the beginning of each round. Fire Type Moves made towards the Pokemon with Dry Skin deal damage as if the offender is 1 Combat Stage higher in whichever Attack Stat the Move consults. Water Type Moves heal the Pokemon with Dry Skin by calculating damage as if Dry Skin's user is resistant to Water Moves then healing that much HP instead of dealing damage.

E -

Early Bird

Static

Effect: When making Sleep Checks, the Sleep Check counter starts at 11.

Effect Spore

Trigger

Effect: When hit by a melee Move, roll 1d20; on a result of 15-16, the attacker is Poisoned; on a result of 17-18, the attacker is Paralyzed; on a result of 19-20, the attacker falls Asleep.

F -

Filter

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 x3 damage instead of x4 damage.

Flame Body

Trigger - Daily

Effect: When a foe hits the Pokemon with Flame Body with a melee Move, they become Burned after damaged is dealt.

Flare Boost

Static

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

Flash Fire

Static

Effect: The user does not take damage from Fire Type Moves and may not be Frozen. If the user is hit by a Fire Type Move, the user adds +1/2 STAB to the next Fire Type Move they use in the encounter.

Flower Gift

Trigger - Hourly

Keyword: Burst

Effect: If it is Sunny, Flower Gift creates a 4-meter Burst. The user and all of their allies in Sunny Weather have their Attack raised 2 Combat Stages and have their Special Defense raised 2 Combat Stages.

Focus

Trigger

Keyword: Last Chance

Effect: Fighting

Forecast

Trigger

Effect: The user's Type changes depending on the Weather the Pokemon is in. It changes to Fire Type if it is Sunny, Ice Type if it is Hailing, Water Type if it is Rainy. It returns to Normal Type if it is any other condition. If there are multiple Weather Effects on the field, choose one type for the user to be that corresponds with an existing Weather Effect.

Forewarn

Cast - Hourly

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 must roll +2 to hit during Accuracy Checks.

Freezing Point

Trigger

Keyword: Last Chance

Effect: Ice

Friend Guard

Cast - Daily

Effect: For the rest of the encounter, any adjacent allied Pokemon who would be hit by any Moves that have a Damage Dice Roll of more than one die, including STAB or extra effects, the enemy does not include any STAB in their Damage Dice Roll(s).

Frisk

Cast - Hourly

Effect: The adjacent target reveals what item they are holding, if any.

G -

Gather
Cast - Weekly

Effect: 1d2 Unown appear. They are not immediately hostile.

Gluttony
Trigger

Effect: When given a consumable item, the Pokemon immediately eats it.

Guts
Trigger - Hourly

Effect: When Burned, Poisoned, Paralyzed, Frozen or put to Sleep, the user's Attack is raised 2 Combat Stages. When a Pokemon loses the status, their Combat Stages are lowered what they raised.

H -

Harvest
Trigger - At-Will

Effect: Whenever the user eats a Berry, flip a coin. On heads, the user produce another berry of the exact same variety as a held item available for use next turn. On tails nothing happens. When in Sunny Weather, Harvest will always activate successfully.

Haunt
Trigger

Keyword: Last Chance

Effect: Ghost

Healer
Cast - Hourly

Effect: One adjacent target suffering from at least one status affliction is instantly cured of all status afflictions.

Heat Proof
Static

Effect: The user halves the damage they would take from Fire Type Moves after they apply weakness and resistance.

Heavy Metal
Static

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

Honey Gather
Cast - Daily

Effect: The user finds Honey if they are not holding an item.

Huge Power
Static

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

Hustle
Static

Effect: The user's Attack is raised 1 Combat Stages. The user must roll +2 during Accuracy Checks to hit with attack that consult the Attack stat.

Hydration
Trigger

Effect: When in Rainy Weather, the user is healed of Paralysis, Burns, Poison, Freezing or Sleep.

Hyper Cutter
Static

Effect: The user's Attack Combat Stages may not be lowered.

I -

Ice Body
Trigger

Effect: While in Hailing Weather, the user gains 1/16 of their full HP at the beginning of each of their turns.

Illuminate
Static

Effect: Moves that target the user must roll +2 to hit during Accuracy Check.

Illusion
Trigger - At-Will

Effect: Whenever you this Pokemon is sent out of its Poke Ball, you may choose another Pokemon that you have with you. The user now looks exactly like that Pokemon from your team until the user takes Damage as a result of a Move. This change is aesthetic and does not affect typing or Moves. You may dismiss Illusion whenever you want.

Immunity
Static

Keyword: Immune

Effect: Poisoning

Imposter
Cast - Daily

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

Infiltrator
Static

Effect: The user ignores Walls and Hazards.

Inner Focus
Static

Keyword: Immune

Effect: Flinching

Insomnia
Static

Keyword: Immune

Effect: Sleep

Intimidate
Cast - Hourly

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

Iron Barbs
Static

Effect: When hit by a Melee Ranged Move, the attacking foe loses 1/8 of their full HP. Do not apply weakness or resistance. Do not apply stats.

Iron Fist
Static

Effect: Bullet Punch, Comet Punch, Dizzy Punch, Drain Punch, Dynamicpunch, Fire Punch, Meteor Mash, Shadow Punch, Sucker Punch, Ice Punch, Mega Punch, Sky Uppercut, Thunderpunch, Focus Punch, and Hammer Arm deal an additional +1/2 STAB when the Pokemon with Iron Fist uses the Move as an attack.

J -

Justified
Trigger - At-Will

Effect: When hit by a damaging Dark Type Move, the user may raise its Attack 1 Combat Stage.

K -

Keen Eye
Static

Effect: The Pokemon cannot have its Accuracy Checks negatively affected by anything except Defense, Special Defense or Speed stats.

Klutz
Static

Effect: The Pokemon with Klutz may drop held items, at-will, as a Free Action, even if they have Status Afflictions. The Pokemon may also hold an item, and ignore any effects the item has.

L -

Landslide
Trigger

Keyword: Last Chance

Effect: Ground

Last Chance
Trigger

Keyword: Last Chance

Effect: Normal

Leaf Guard
Trigger

Effect: While in Sunny Weather, the user is healed of Paralysis, Burns, Poison, Freezing or Sleep.

Levitate
Static

Effect: The Pokemon is immune to Ground Type Moves.

Light Metal
Static

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

Lightningrod
Static

Effect: If any other Pokemon within 25-meters uses a Ranged Electric Type Move, the Move is drawn to the Pokemon with Lightning Rod without fail, and it cannot miss. This negates Lock-On or Mind Reader. This Pokemon is immune to damage and effects from Electric Moves, and each time they are hit by an Electric Move, the Pokemon's Special Attack is raised 1 Combat Stage.

Limber
Static

Keyword: Immune

Effect: Paralysis

Liquid Ooze
Static

Effect: When the Pokemon with Liquid Ooze is damaged or looses life as a result of Absorb, Drain Punch, Giga Drain, Horn Leech, Leech Life, Leech Seed or Mega Drain, the Pokemon using one of the above Moves lose life instead of gaining life as described per Move. Do not apply weakness or resistance. Do not apply stats.

M -

Mach Speed
Trigger

Keyword: Last Chance

Effect: Flying

Magic Bounce
Trigger - Hourly

Effect: When the user is hit by a Melee - No Damage or Ranged - No Damage Move, it may reflect the Move back to the offender. This Ability may be used to change the placement of any Hazards being set within 10 meters of the user as well.

Magic Guard
Static

Effect: Whenever the user would lose HP or take damage that isn't a result of a Damage Dice Roll the user does not lose HP or take Damage. This includes, but is not limited to, Weather, Leech Seed, Afflictions, Traps, Recoil, etc.

Magma Armor
Static

Keyword: Immune

Effect: Freezing

Magnet Pull
Cast - Hourly

Effect: Target Steel Type pokemon may not move more then 20-meters away from the user, or target Steel Type pokemon may not move closer then 20-meters to the user.

Marvel Scale
Static

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

Mind Mold
Trigger

Keyword: Last Chance

Effect: Psychic

Minus
Static

Effect: When an ally with the Ability Plus is within 10 meters, they are treated as if their Special Attack is raised 2 Combat Stages. The ally with Plus can only have one Minus Ability applied to its Special Attack.

Mold Breaker
Cast - Hourly

Effect: The target's Ability is disabled, it cannot be used until the end of the encounter.

Moody
Cast - Required on first turn of an Encounter.

Effect: Cast Moody again in 1d4+1 rounds. Roll 1d6; on 1, re-roll; on 2, raise the user's Attack 2 Combat Stages; on 3, raise the user's Defense 2 Combat Stages; on 4, raise the user's Special Attack 2 Combat Stages; on 5, raise the user's Special Defense 2 Combat Stages; on 6, raise the user's Speed 2 Combat Stages. Then roll 1d6; on 1, re-roll; on 2, lower the user's Attack 1 Combat Stages; on 3, lower the user's Defense 1 Combat Stages; on 4, lower the user's Special Attack 1 Combat Stages; on 5, lower the user's Special Defense 1 Combat Stages; on 6, lower the user's Speed 1 Combat Stages.

Motor Drive
Static

Effect: The pokemon is immune to damage and the effects of Electric Type Moves. Whenever an Electric Type Move hits the pokemon, raise their Speed 1 Combat Stage.

Mountain Peak
Trigger

Keyword: Last Chance

Effect: Rock

Moxie
Static

Effect: Whenever a user's Move causes a target to faint, it may raise its Attack Combat Stage by 1.

Multiscale
Static

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

Multitype
Cast - At Will

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

Mummy
Static

Effect: Whenever the user is a Legal Target of a Melee Range Move, the offender replaces all of its Abilities with Mummy for 1d6+2 rounds.

N -

Natural Cure
Cast - Hourly

Effect: The Pokemon is cured of Paralysis, Poisoning, Burns, Freezing and Sleep when returned to its Poke Ball.

No Guard
Cast - At Will

Effect: Once used, No Guard is in effect until the end of the Encounter. All Moves you perform cannot miss and all Moves that target you cannot miss.

Normalize
Cast - At Will

Effect: Once used, Normalize is in effect until the end of the Encounter. All Moves performed by the Pokemon are considered Normal Type instead of whatever Type they normally are.

O -

Oblivious
Static

Keyword: Immune

Effect: Infatuation.

Overcharge
Trigger

Keyword: Last Chance

Effect: Electric

Overcoat
Static

Effect: The user does not take damage from any Weather that would normally cause it to take damage.

Overgrow
Trigger

Keyword: Last Chance

Effect: Grass

Own Tempo
Static

Keyword: Immune

Effect: Confusion

P -

Pickpocket
Trigger - Daily

Effect: When the user hits an opponent that has a Held Item with a Melee Move, the user takes that item if it is not holding any.

Pickup
Cast - Daily

Keyword: Pickup

Effect: You may use Pickup at the end of any encounter. Roll 1d20, consult the Pickup keyword to figure out what you find.

Plus
Static

Effect: When an ally with the Ability Minus is within 10 meters, they are treated as if their Special Attack is raised 2 Combat Stages. The ally with Minus can only have one Plus Ability applied to its Special Attack.

Poison Heal
Static

Effect: When Poisoned or Badly Poisoned, the pokemon gains 1/8 of its full HP each turn instead of losing any HP. The pokemon does not have any Combat Stages lowered as a result of being Poisoned.

Poison Point
Trigger - Daily

Effect: When hit by a melee Move, the Pokemon who attacked Poison Point's user is Poisoned.

Poison Touch
Static

Effect: The Pokemon's Moves with a Damage Dice Roll that use the Attack Stat, Poison Legal Targets on 15-20. If the Move already Poisons on a different Accuracy Check, replace it with 15-20.

Prankster
Cast - Daily

Effect: For the remainder of the encounter, any Ranged - No Damage, Melee - No Damage, Self - No Damage or Field - No Damage Moves the user knows gain the keyword Interrupt. Prankster may not be used with Moves that set a Legal Target's HP to 0.

Pressure
Cast - Daily

Effect: When this Ability is activated, all enemies have their Moves set to their original frequency if they were able to be used more frequently. In addition, At-Will moves are now EOT.

Pure Blooded
Trigger

Keyword: Last Chance

Effect: Dragon

Pure Power
Static

Effect: The Pokemon's base Attack Stat is doubled. This may double any bonuses from Nature or Vitamins, but not bonuses from Features.

Q -

Quick Feet
Static

Effect: When Poisoned, Burned, Frozen or put to Sleep, the user's Speed is raised 2 Combat Stages. When Paralyzed, the user's Speed is raised 4 Combat Stages. When a Pokemon loses the status, their Combat Stages are lowered what they raised.

R -

Rain Dish
Trigger

Effect: While in Rainy Weather, the user gains 1/16 of their full HP at the beginning of each of their turns.

Rattled
Trigger

Effect: When hit by Bug, Dark, or Ghost Type Move, the user may raise its Speed 1 Combat Stage.

Reckless
Static

Effect: Submission, Double-Edge, Take Down, Jump Kick, Hi Jump Kick, Volt Tackle, Wood Hammer, Flare Blitz, Brave Bird and Head Smash deal an additional +1 STAB when the Pokemon with Reckless uses the Move as an attack.

Regenerator
Cast - Hourly

Effect: The user instantly heals 1/4th of its max HP.

Rivalry
Static

Effect: When battling a same gendered foe, the user may raise their Attack 2 Combat stages. Rivalry may only be only applied once per Encounter.

Rock Head
Static

Effect: When the Pokemon uses Volt Tackle, Wood Hammer, Submission, Take Down, Brave Bird, Double-Edge, Flare Blitz, Head Smash, Jump Kick or Hi Jump Kick they do not lose any HP as a result of the Move's effect.

Rough Skin
Static

Effect: When hit by a Melee Ranged Move, the attacking foe loses 1/8 of their full HP. Do not apply weakness or resistance. Do not apply stats.

Run Away
Cast - Daily

Effect: The Pokemon escapes an encounter without fail. It can escape Traps. If Run Away's user can hold another Pokemon or their trainer, they are freed from the encounter as well.

Sand Force
Trigger - Daily

Effect: While in Sandstorming Weather, the user may activate Sand Force until the end of an encounter. While active, Sand Force makes the user immune to damage from Sandstorms and the user deals an additional +1 STAB with Rock, Steel and Ground Moves regardless of the user's Type.

Sand Rush
Trigger - Daily

Effect: While in Sandstorming Weather, the user may activate Sand Rush until the end of an encounter. While active, Sand Rush makes the user immune to damage from Sandstorms and its Speed stat is raised 4 Combat Stages. Do not add extra evasion to the user rasiing Combat Stages.

Sand Stream
Cast - Daily

Keyword: Sustain, Weather

Effect: As a Free Action, the Pokemon uses the Move Sandstorm. The Sandstorm does not go away like normal Sandstorm; instead to Sustain, the Pokemon must remain out of a Poke Ball and must be above 0 HP. The Sandstorming effect can be replaced by other major Weather conditions.

Sand Veil
Cast - Hourly

Keyword: Sustain

Effect: Sand Veil may only be activated while in Sandstorming Weather. The Pokemon creates a pocket of Clear Weather around itself and any other targets it wants to that is less then 15-meters away within the Sandstorm. These are Sand Bubbles. Any Move that tries to target into a Sand Bubble must roll +2 to hit during Accuracy Check. To Sustain, the Pokemon must remain out of a Poke Ball and must be above 0 HP.

Sap Sipper
Static

Effect: The user does not take damage from Grass Type Moves. If a Grass Type Move hits the user, the user may raise its Attack 1 Combat Stage up to once per turn.

Scrappy
Static

Effect: Moves the Pokemon uses against Ghost Type foes can always hit them. Do not apply extra weaknesses or resistances. Do not apply Immunities. Count Moves those Ghost Type foes would usually be Immune to as Neutral Damaging Moves.

Serene Grace
Static

Effect: When a Move's effect has something that activates during Accuracy Check, but only if you roll high enough, all of those checks' requirements to activate are reduced by 3. This does not apply to Critical Hits.

Shadow Tag
Cast - Daily

Effect: Once adjacent to the target, they are Trapped. They may still Shift, but cannot Shift more then 20-meters from Shadow Tag's user.

Shed Skin
Cast - Hourly

Effect: The Pokemon is cured of Paralysis, Freezing, Burns, Poison, and Sleep.

Sheer Force
Cast - Daily

Effect: Once used, Sheer Force is in effect until the end of the Encounter. Whenever you use a move that has a secondary effect, which activates during Accuracy Check, that effect is ignored. If an effect has been ignored, that attack now deals an additional +1 STAB.

Shell Armor
Static

Keyword: Immune

Effect: Critical Hits

Shield Dust
Static

Effect: The effects of damage dealing Moves that target the Pokemon with Shield Dust are disabled.

Simple
Static

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

Skill Link
Static

Effect: The Pokemon's Moves with the keyword Scatter can be used for their maximum amounts of time, even if one of the first attempts misses.

Slow Start
Static

Effect: For 3 rounds, the Pokemon's Speed and Attack Stats are halved.

Sniper
Static

Effect: When the Pokemon gets a Critical Hit, add an additional Damage Dice Roll. This includes any base damage in the Damage Dice Roll.

Snow Cloak
Cast - Hourly

Keyword: Sustain

Effect: Snow Cloak may only be activated while in Hailing Weather. The Pokemon creates a pocket of Clear Weather around itself and any other targets it wants to that is less then 15-meters away within the Hail. These are Snow Bubbles. Any Move that tries to target into a Snow Bubble must roll +2 to hit during Accuracy Check. To Sustain, the Pokemon must remain out of a Poke Ball and must be above 0 HP.

Snow Warning
Cast - Hourly

Keyword: Sustain, Weather

Effect: As a Free Action, the Pokemon uses the Move Hail.The Hail does not go away like normal Hail; instead to Sustain, the pokemon must remain out of a Poke Ball and must be above 0 HP. The Hailing effect can be replaced by other major Weather conditions.

Solar Power
Trigger

Effect: While in Sunny Weather, the Pokemon loses 1/8 of its full HP on its turn. When Sunny, its Special Attack Stat is increased by 2 Combat Stages.

Solid Rock
Static

Effect: Super Effective Moves that target the Pokemon are only regularly effective and Super Super Effective Moves that target the Pokemon are only Super Effective.

Soundproof
Static

Effect: The Pokemon is immune to damage caused by and the effects of the Moves Bug Buzz, Chatter, Echoed Voice, Grasswhistle, Growl, Heal Bell, Hyper Voice, Metal Sound, Perish Song, Relic Song, Roar, Roar of Time, Screech, Sing, Snore, Supersonic and Uproar.

Speed Boost
Cast - Hourly

Effect: The Pokemon's Speed is raised 1 Combat Stage on each of its turns.

Static
Trigger - Daily

Effect: When a foe hits the Pokemon with Static with a melee Move, they become Paralyzed after damage is dealt.

Stall
Static

Effect: In a round's queue, a Pokemon with Stall is always last. If a Pokemon goes to the end of the queue, the Pokemon with Stall is still the last to move.

Steadfast
Trigger

Effect: When Flinched, the Pokemon's Speed is raised 1 Combat Stage.

Stench
Static

Effect: The Pokemon's Moves which deal damage Flinch Legal Targets on 19-20. If a move already has a chance of Flinching foes, Stench lowers the number needed to roll in order to Flinch by -2.

Sticky Hold
Static

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

Storm Drain
Static

Effect: If any other Pokemon within 25-meters uses a Ranged Water Type Move, the Move is drawn to the Pokemon with Storm Drain without fail, and it cannot miss. This negates Lock-On or Mind Reader. This Pokemon is immune to damage and effects from Water Moves, and each time they are hit by an Water Move, the Pokemon's Special Attack is raised 1 Combat Stage.

Sturdy
Static

Effect: The Pokemon is immune to the Moves Sheer Cold, Guillotine, Horn Drill and Fissure. If any attack would lower this Pokemon to 0 HP or less from full HP, instead the Pokemon's HP is set to 1.

Suction Cups
Static

Effect: The Pokemon is immune to the Moves Roar and Whirlwind. The Pokemon is immune to Push effects.

Super Luck
Static

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

Swarm
Trigger

Keyword: Last Chance

Effect: Bug

Swift Swim
Trigger - Hourly

Effect: While in Rainy Weather, the Speed stat of the Pokemon is raised 4 Combat Stages.

Synchronize
Trigger - Hourly

Effect: When a foe Paralyzes, Freezes, Burns, Poisons, or puts the pokemon with Synchronize to Sleep, the foe is given the same Status effect they inflicted.

T -

Tangled Feet
Trigger

Effect: While Confused, the Pokemon's foes must roll +3 during Accuracy Check to hit the pokemon with Tangled Feet.

Technician
Static

Effect: Moves with the Damage Dice Rolls whose Max Damage are less than 30 add an additional 2d10 to their Damage Dice Roll. Technician may only be applied once when used with a Move that has Scatter.

Telepathy
Static

Effect: Whenever the Pokemon is a Legal Target, if the offender whose Move is hitting the Pokemon does not want the Pokemon to be considered a Legal Target; it is not.

Teravolt
Cast - Hourly

Effect: The Target's Abilities are Disabled. They cannot be used until the end of the encounter.

Thick Fat
Static

Effect: The Pokemon is treated as if they are Resistant to Fire Type Moves and Ice Type Moves.

Tinted Lens
Static

Effect: The user's Resisted Moves instead deal Neutral Damage. The user's Doubly Resisted Moves are instead Resisted.

Torrent
Trigger

Keyword: Last Chance

Effect: Water

Toxic Boost
Static

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

Trace
Cast - Hourly

Keyword: Sustain

Effect: The Pokemon gains the Ability of a target within 10-meters of the Pokemon with Trace. To sustain, the Pokemon must remain out of a Poke Ball and above 0 HP.

Truant
Static

Effect: Roll 1d20 when a Pokemon with Truant tries to Shift and/or use a Move; on 1-8, the Pokemon does nothing; on 9-20, the Pokemon uses its turn normally.

Turboblaze
Cast - Hourly

Effect: The Target's Abilities are Disabled. They cannot be used until the end of the encounter.

U -

Unaware
Static

Effect: When the pokemon is attacking or being attacked, it ignores all Combat Stages on the relevant target or attacker

Unbreakable
Trigger

Keywords: Last Chance

Effect: Steel

Unburden
Trigger

Effect: After consuming a held item, the Pokemon's Speed is raised 2 Combat Stages.

Unnerve
Static

Effect: During battle, as long as you have a line of sight to a foe, that foe may not eat or drink anything. This includes berries, vitamins, or anything else that must be eaten to affect the foe.

V -

Venom
Trigger

Keywords: Last Chance

Effect: Poison

Victory Star
Static

Effect: Any allied Pokemon in the encounter will require -2 to hit during any Accuracy Check.

Vital Spirit
Static

Keywords: Immune

Effect: Sleep

Volt Absorb
Trigger

Effect: After calculating damage that would be dealt from an Electric Type Move that hit the Pokemon, heal the Pokemon half of what it would have been dealt, instead of damaging the Pokemon. Do this before applying Defense but after applying weakness and resistance.

W -

Water Absorb
Trigger

Effect: After calculating damage that would be dealt from an Water Type Move that hit the Pokemon, heal the Pokemon half of what it would have been dealt instead of damaging the Pokemon. Do this before applying Defense but after applying weakness and resistance.

Water Veil
Static

Keywords: Immune

Effect: Burns

Weak Armor
Trigger

Effect: Whenever the user is hit by an attack that consults the user's Defense stat, the user may lower its Defense Combat Stage one level in order to raise its Speed Combat Stage one level.

White Smoke
Static

Effect: The user's Combat Stages may not be lowered.

Wonder Guard
Static

Effect: Only damaging Moves that are Super-Effective hit the Pokemon with Wonder Guard, all other moves always deal 0 damage. Wonder Guard does not work if the Pokemon who has it has no weaknesses. Only Shedinja and Arceus may ever have the ability Wonder Guard. Wonder Guard loses its effect if the user has no weaknesses.

Z -

Pokemon Moves

A Move is anything a pokemon can do on its turn after shifting on the battlefield. Once a pokemon uses a Move, they end their turn. A Move has a Name, a Type, a Frequency, an Accuracy Check, a Range, a Damage Dice Roll, an Area of Effect, and an Effect. A Pokemon may have up to fourteen Moves. Seven natural Moves, Breeding Moves and Level Up Moves; and seven Technical Moves, Tutor TM and HM Moves..

It's ordered as such:

Move Name - Move Type   (color varies based on Move Type)
Damage Dice Roll - Frequency - Accuracy Check (color varies based on Move Frequency)
Stat Used for Move - Range of Move (Number of Spaces/Meters of Range if it is not Melee)
Effect: *Number of Targets/Area of Effect, Additional Move Keywords*
Effect
Contest Type - Performance Dice Roll - *Contest Keyword* **(color varies based on Contest Type)**

*Capabilities Granted

The **Name** of the **Move** is what you use to keep track of what your attack is, list the Names of your Moves on your pokemon's attack list.

The **Type** is one of the elemental types of attacks in the pokemon world. There is Bug, Dark, Dragon, Electric, Fighting, Fire, Flying, Ghost, Grass, Ground, Ice, Normal, Psychic, Rock, Steel and Water.

Damage Dice Roll lists what dice to roll for additional damage if the Move deals damage. The Damage Dice Roll includes any 'base' value (the "10" in 1d8+10). If there is no Damage Dice Roll, the Move isn't an attack that deals damage or the Move deals a set amount of damage detailed in the Effect.

The **Frequency** is the rate of use. There is four levels of Frequency for attacks. *At-Will* means your pokemon 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 pokemon can perform the move once every other turn. If your pokemon would like to use a move with the EOT frequency outside of battle, it would need six of rest before performing the move again. The *Battle* Frequency means that your pokemon can only perform the move once per Battle. The Battle move exerts so much power that your pokemon needs a rest about five minutes long before they can perform such a straining move again. The final Frequency is *Center*. Center moves require intense focus and strain on your pokemon's mental and physical state of being. A move with the Center Frequency can only be performed once per Pokemon Center visit. A pokemon may not perform that move again until they have been healed or rested at a pokemon center.

The **Accuracy Check** is used when a pokemon uses a Move as an Attack. You need to roll a d20 equal to or higher then the Accuracy Check in order for the Attack to connect to your target. There is several ways for the Accuracy Check to be modified so be aware of these modifiers, as they may be able to increase your likelihood of a successful attack or conversely hinder your success. If there is no Accuracy Check, the Move never misses. If you roll a 1 during the check, it is a critical miss and the move fails to hit unless an effect says otherwise. If you roll a 20 during the check, it is a Critical Hit add the Damage Dice Roll an additional time, including any base amount in the damage.

The **Stat** which will be added to your Damage Dice Roll is either Attack or Special Attack. It is mentioned right before...

Range is used to let you know if your Move is to be used as an Attack while next to your foe or from a distance. These are sorted into *Self*, *Melee*, *Ranged* and *Field*. A Move with the *Self* Range targets the pokemon using the Move. The *Melee* Range is used to target foes or allies adjacent to you, and you may also target the pokemon using the Move with a Melee ranged attack. The *Ranged* Range targets foes or allies that are not adjacent to the pokemon using the Move. The range of the *Ranged* attacks are specified in the parenthesis, use them as spaces or meters, whatever your campaign uses. The *Field* Range drops an effect on the entire area where the battle is taking place.

The **Target/Keyword** line is next to the Effect. It defines what target or targets can be targeted, while showing Keywords, which help to condense the Effect area.

The **Effect** lists what the attack does in addition to the Move's damage. Within the Effect description, an Area of Effect is detailed to show if the attack hits more then one target. The Effect also lists any status effects the Move may have caused during the Accuracy Check. The Effect also will list requirements to make the attack, knock back caused by the Move and anything else related to what the Move does. Effects do not activate unless the Move hits.

Keywords

Berry – A Move with the Berry keyword, is Natural Gift. Depending on the berry held, Natural Gift does different damage and has a different elemental Type.

Berry	Damage Dice Roll	Type	Berry	Damage Dice Roll	Type
Cheri	**1d10+10**	Fire	Watmel	**2d12+15**	Fire
Chesto	**1d10+10**	Water	Durin	**2d12+15**	Water
Pecha	**1d10+10**	Electric	Belue	**2d12+15**	Electric
Rawst	**1d10+10**	Grass	Occa	**1d10+10**	Fire
Aspear	**1d10+10**	Ice	Passho	**1d10+10**	Water
Leppa	**1d10+10**	Fighting	Wacan	**1d10+10**	Electric
Oran	**1d10+10**	Poison	Rindo	**1d10+10**	Grass
Persim	**1d10+10**	Ground	Yache	**1d10+10**	Ice
Lum	**1d10+10**	Flying	Chople	**1d10+10**	Fighting
Sitrus	**1d10+10**	Psychic	Kebia	**1d10+10**	Poison
Figy	**1d10+10**	Bug	Shuca	**1d10+10**	Ground
Wiki	**1d10+10**	Rock	Coba	**1d10+10**	Flying
Mago	**1d10+10**	Ghost	Payapa	**1d10+10**	Psychic
Aguav	**1d10+10**	Dragon	Tanga	**1d10+10**	Bug
Iapapa	**1d10+10**	Dark	Charti	**1d10+10**	Rock
Razz	**1d10+10**	Steel	Kasib	**1d10+10**	Ghost
Bluk	**1d12+15**	Fire	Haban	**1d10+10**	Dragon
Nanab	**1d12+15**	Water	Coulbur	**1d10+10**	Dark
Wepear	**1d12+15**	Electric	Babiri	**1d10+10**	Steel
Pinap	**1d12+15**	Grass	Chilan	**1d10+10**	Normal
Pomeg	**1d12+15**	Ice	Liechi	**2d12+15**	Grass
Kelpsy	**1d12+15**	Fighting	Ganlon	**2d12+15**	Ice
Qualot	**1d12+15**	Poison	Salac	**2d12+15**	Fighting
Hondeew	**1d12+15**	Ground	Petaya	**2d12+15**	Poison
Grepa	**1d12+15**	Flying	Apicot	**2d12+15**	Ground
Tamato	**1d12+15**	Psychic	Lansat	**2d12+15**	Flying
Cornn	**1d12+15**	Bug	Starf	**2d12+15**	Psychic
Magost	**1d12+15**	Rock	Enigma	**2d12+15**	Bug
Rabuta	**1d12+15**	Ghost	Micle	**2d12+15**	Rock
Nomel	**1d12+15**	Dragon	Cutsap	**2d12+15**	Ghost
Spelon	**1d12+15**	Dark	Jaboca	**2d12+15**	Dragon
Pamtre	**1d12+15**	Steel	Rowap	**2d12+15**	Dark

Blast – A Move with the Blast Keyword can hit multiple targets. The size of the Blast is usually specified in the Effect of the Move. To find the area affected by the move, draw a radius equal to the length specified per Move. Draw a circumference surrounding the target that has an equal radius throughout the circle. All Legal Targets within the drawn area is hit by the Move with the Blast keyword.

Blocking Terrain – If an object that your pokemon cannot see through is between itself and a desired target, it is Blocking Terrain. You may not attack a target behind Blocking Terrain. Some blocking terrain can be seen through, that does not make it Hindering Terrain.

Burst – A Move with the Burst keyword can hit multiple targets. The length of the radius for the Burst is usually specified in the Effect of the Move. To find the area affected by the move, draw a radius equal to the length specified per Move. Draw a circumference surrounding the user that has an equal radius throughout the circle. All Legal Targets within the drawn area is hit by the Move with the Burst keyword.

Coat – A Move with the keyword Coat covers the target in a layer of material, which has various effects. If a Coat makes the user Resist a type, treat it as if the user is one step more Resistant to that type. Regardless of effect, you may not benefit from more than one application of the same Coat.

Column – A Move with the Column keyword can hit multiple targets. The size of the Column is usually specified in the Effect of the Move. To find the area affected by the Move, draw a line from the user to the target, and then create a rectangle centered on that line using the width specified in the Move. If the Range allows, Column Moves continue through the target up to 2 more meters. All Legal Targets within the drawn area are hit by the Move with the Column keyword.

Combat Stages – During battle, the stats of a Pokemon can be altered to buff or debuff a pokemon, making them more formidable or less threatening. During battle, any stat can only be only be risen or lowered up to six times positively or six times negatively. This makes a scale, from -6 to +6 that can be altered as many times as the battle allows but never more then +6 Combat Stages or less than -6 Combat Stages. If a pokemon's stat is raised a Combat Stage during battle, they gain a 25% bonus the buffed stat, rounded down. If a pokemon's stat is lowered one Combat Stage during battle, they lose 12.5% of the affected stat rounded up. This means that if a stat has raised 6 Combat Stages; its affected stat should be 250% of its original value. If a stat has been lowered 6 Combat Stages, its affected stat should be 25% of its original value. For every 2 Combat Stages the Speed stat is raised, the Pokemon's Speed Capabilities are raised 1 value. For every 3 Combat Stages the Speed stat is lowered, the Pokemon's Speed Capabilities are lowered 1 value. Speed Capabilities may not be lowered below 1.

Dash – A Move with the Dash keyword can only be used if the Move's user has moved towards its target before choosing a target. You may move away from the target and then move back towards the target in the same turn to make them a Legal Target as long as you have the appropriate Speed to allow for the movement.

Environ – A Move with the Environ keyword look at the chart below to see what they use for their move.

Area	Nature Power Attack	Secret Power Effect
Building	Swift	Paralysis
Cave	Shadow Ball	Flinch
Rocky	Rock Slide	Confusion
Sandy	Sand-Attack	+2 needed during Accuracy Check
Grassy	Stun Spore	Poison
Thick Brush	Razor Leaf	Sleep
Water	Surf	Lowers Speed 1 Combat Stage
Underwater	Hydro Pump	Lowers Attack 1 Combat Stage
Snowy	Blizzard	Freeze
Forest	Magical Leaf	Lowers Defense 1 Combat Stage
Volcanic	Heat Wave	Burn
Sky	Whirlwind	Lowers Special Attack 1 Combat Stage
Beach	Muddy Water	Lowers Special Defense 1 Combat Stage

Exhaust – If a Move has the Exhaust keyword, the user may not do anything on their next turn. The user may still be a target of Moves or be returned.

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.

Hindering Terrain – If an object that you can see through or around is between your pokemon and its target, there is Hindering Terrain. For each piece of Hindering Terrain, you must roll 1 higher during Accuracy Check.

Intercept – A Move with the Intercept keyword can be declared on the foe's turn. Moves with Intercept each have different situations where it can be used. If no specific means are mentioned, you may use the Intercept Move at any time (on the Pokemon's turn or to Intercept another Pokemon's turn). Once those circumstances show up, you may declare the Intercept Move and use it. Intercept Moves can be used out of turn as a Free Action, however once you perform an Intercept you may not perform additional Moves during that round of Combat.

Interrupt – A Move with the Interrupt keyword can be declared on the foe's turn. Moves with Interrupt each have different situations where it can be used. If no specific means are mentioned, you may use the Interrupt Move at any time (on the Pokemon's turn or to Intercept another Pokemon's turn). Once those circumstances show up, you may declare the Interrupt Move and use it. When you use an Interrupt Move out of turn, you forfeit your next turn. You may not Interrupt an Intercept Move except with Feint. You may not declare the use of an Interrupt, in response to someone using an Interrupt after you've declared the use of your non-Interrupt Move. However, if you are using a Move that is an Interrupt Move when you are being attacked by an Interrupt Move, the offender may not Interrupt you if your Speed stat exceeds theirs.

Legal Target – All pokemon and people, friend and foe alike, in an area that has an unblocked line of sight.

On Miss – If a Move's effect says On Miss, the effect detailed happens and makes everything within its range a Legal Target for the Move.

Pass – A Move with the Pass keyword moves through the target. The Move's user must move before it hits a target and continues through the target, ending their movement on the side opposite of the side of the target they attacked. If the Pokemon's capabilities allow it the Pokemon may keep shifting, Passing through as many targets as you'd like and attacking each one. Each additional target attacked during the Pass Move, the Accuracy Check is increased by 2. The user must be at least 1-meters away from its last target after their turn ends.

Push – A Move with the Push keyword moves the target on hit. The distance the target is Pushed is usually specified in the Effect of the Move. The target is moved in the direction opposite of the Move's user. If taking damage from being Pushed, do not reduce the damage with Defense or Special Defense stats and do not apply weaknesses or resistances.

Recoil – When A Move says to Recoil, total the amount of damage the target took from your attack, ignoring additional Damage from status afflictions or Push damage, then divide by the number paired with the Keyword Recoil. The Move's user loses HP equal to that dividend, ignoring stats weaknesses and resistances.

Scatter – A Move with the Scatter keyword can hit multiple targets. The amount of times you may target with the Move is usually specified in the Effect of the Move. Each time you attack, you may target a different Legal Target. After calculating total damage from hits, apply the appropriate Attack stat once to each target, then each target applies their appropriate Defense stat.

Set Up – A 'Set Up' Move are extended Moves that take up multiple turns or fail to be used. When a Trainer commands a Pokemon to use a Move with the Set Up Keyword, the Pokemon's turn usually ends. If the Trainer does not tell the same Pokemon to use the Set Up Move during the next round, the Pokemon cancels its use of that Move and the Pokemon may perform a different Move if commanded to do so.

Spirit Surge – A Move with the Spirit Surge keyword will always have its Effect activate. A Move with the Spirit Surge keyword still needs to successfully hit a Legal Target to deal damage, but will still gain its effect's benefits. Moves with the Spirit Surge keyword usually cause buffs or debuffs to Combat Stages.

Target Area – A Move that says Target Area does not target a person or a pokemon. Instead, target a particular spot on the field.

Trap – A Move with the Trap keyword prevents the target from fleeing. A Trapped target may not flee, and may not be recalled. A Trapped target may not move from the spot they were Trapped in. If the user of the Move with the Trap keyword faints, flees, or is recalled the Trapped target is freed.

Wall – A Move with the keyword Wall can place Wall terrain of the field of battle. The amount of Wall is specified per Move. The Move will give a length of Wall, which can be separated at 1-meter intervals. The height of the Wall, unless specified otherwise, is 2-meters. You may stack Walls to make tall shields, or cut width in many 1-meter intervals to make several Walls all over the field. Walls are only a few inches thick, unless the Move specifies otherwise. At the end of an encounter, Walls fade after a few minutes. All walls can be Shifted through or have ranged attacks aimed through; however this may affect Shift or Accuracy.

Weather – Move 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. Weather can replace Weather that already is in place. If a Weather effect does not replace Weather effects, it is Lesser Weather and it cannot be replaced.

Move List Colors

Frequencies -

| At-Will |
| Every Other Turn (EOT) |
| Battle |
| Center |

Move Types -

| Bug |
| Dark |
| Dragon |
| Electric |
| Fighting |
| Fire |
| Flying |
| Ghost |
| Grass |
| Ground |
| Ice |
| Normal |
| Poison |
| Psychic |
| Rock |
| Steel |
| Water |

Contest Types -

| Beauty |
| Cool |
| Cute |
| Smart |
| Tough |

Move List

Bug Moves

Attack Order - Bug
3d12+14 - Battle - 2
Attack - Ranged (10)
Effect: *1 Target*
Attack Order is a Critical Hit on 18-20 during Accuracy Check.
Smart - 2d4 - *Incentives*

Bug Bite - Bug
2d10+8 - EOT - 2
Attack - Melee
Effect: *1 Target*
If the target has a consumable Held Item, Bug Bite destroys the Item and Bug Bite's user may use the Item's effect.
Tough - None - *Attention Grabber*

Bug Buzz - Bug
3d12+14 - Battle - 2
Special Attack - Ranged (3)
Effect: *No Target, Burst*
Bug Buzz creates a 3-meter Burst. Bug Buzz lowers the target's Special Defense 1 Combat Stage on 19-20 during Accuracy Check.
Cute - 2d4 - *Incentives*

Defend Order - Bug
EOT - None
Effect - Self
Effect: *No Target*
Raise the user's Defense 1 Combat Stage and raise the user's Special Defense 1 Combat Stage.
Smart - None - *Get Ready!*

Fury Cutter - Bug
1d4 - At-Will - 3
Attack - Melee
Effect: *1 Target*
If Fury Cutter is used successfully and consecutively on the same target, use **1d12+6** on the second hit instead, **2d12+12** on the third hit instead, **3d12+18** on the fourth hit instead and **4d12+24** on the fifth hit and any successful hits following the fifth hit instead.
Cool - 2d4 - *Reliable*

Heal Order - Bug
Center - None
Effect - Self
Effect: *No Target*
The user regains HP equal to half of its full HP.
Smart - None - *Reflective Appeal*

Leech Life - Bug
1d6+1 - EOT - 2
Attack - Melee
Effect: *1 Target*
After the target takes damage, the user gains HP equal to half of the damage they dealt to the target.
Smart - 1d4 - *Good Show!*

Megahorn - Bug
5d12+18 - Battle - 5
Attack - Melee
Effect: *1 Target, Push*
The target is Pushed 3-meters. The target takes an additional **1d6** if it is Pushed into Blocking Terrain. If the target is pushed into another Legal Target, instead, both take **1d6.**
Cool - 2d4 - *Round Ender*

Pin Missile - Bug
1d6+1 - EOT - 4
Attack - Ranged (10)
Effect: *1 Target, Scatter*
Pin Missile can hit up to 5 times. Once the user misses, they cannot attempt to make another Pin Missile attack on that turn.
Cool - 2d4 - *Reliable*

Quiver Dance - Bug
EOT - None
Effect - Self
Effect: *No Target*
Raise the user's Special Attack 1 Combat Stage, raise the user's Special Defense 1 Combat Stage and raise the user's Speed 1 Combat Stage.
Cool - None - *Get Ready!*

Rage Powder - Bug
Center - None
Effect - Ranged (5)
Effect: *No Target, Column, Intercept*
Rage Powder creates a Column 1 meter wide. All legal targets may only target the user when using a Move until the user is knocked out or switched out. This Effect lasts for one round of combat.
Smart - 2d4 - *Scrambler*

Signal Beam - Bug
3d10+12 - EOT - 2
Special Attack - Ranged (8)
Effect: *1 Target, Column*
Signal Beam creates a Column 1 meter wide. Signal Beam confuses the target and any Legal Targets on 19-20 during Accuracy Check.
Beauty - None - *Incentives*

Silver Wind - Bug
2d10+8 - Battle - 2
Special Attack - Ranged (15)
Effect: *1 Target, Column, Spirit Surge*
Silver Wind creates a Column that is 2-meters wide. If you rolled 11-20 during Accuracy Check for Silver Wind, the user has each of its stats raised 1 Combat Stage. If you rolled 16-20 on the Accuracy Roll, all allies in the Column also have each of their stats raised 1 Combat Stage and are not damaged by Silver Wind.
Beauty - 2d4 - *Incentives*

Spider Web - Bug
Center - None
Effect - Ranged (5)
Effect: *1 Target, Trap*
Spider Web cannot miss.
Smart - 2d4 - *Hold That Thought*

*Grants: Threaded

Steamroller - Bug
3d8+10 - EOT - 2
Attack - Melee
Effect: *1 Target, Pass*
Steamroller Flinches the target on 15-20 during Accuracy Check. If the target is Small, Steamroller deals an additional **1d10**.
Tough - 3d4 - *No Effect*

String Shot - Bug
At-Will - 3
Effect - Ranged (6)
Effect: *1 Target, Column*
String Shot creates a Column 2-meters wide. All Legal Targets within the Column lower their Speed 1 Combat Stage. If a target is hit by String Shot 5 times within 5 rounds of combat, they are Trapped. If a target's Speed Combat Stage has already been lowered 6 times, String Shot Traps them.
Smart - 2d4 - *Excitement*

*Grants: Threaded

Struggle Bug - Bug

1d10+4 - EOT - 2

Special Attack - Ranged (3)

Effect: *1 Target, Column*

Struggle Bug creates a Column 1 meter wide. Struggle Bug lowers all Legal Targets Special Attack 1 Combat Stage.

Smart - 2d4 - *Excitement*

Tail Glow - Bug

Battle - None

Effect - Self

Effect: *No Target*

Raise the user's Special Attack 3 Combat Stages.

Beauty - None - *Get Ready!*

*Grants: Glow

Twineedle - Bug

1d8+3 - EOT - 3

Attack - Melee

Effect: *1 Target, Scatter*

Twineedle can hit up to 2 times. If Twineedle misses its first target, you may still use it a second time. If you rolled an 18-20 on either Accuracy Check, the target is Poisoned.

Cool - 2d4 - *Reliable*

U-Turn - Bug

3d8+10 - Battle - 2

Attack - Melee

Effect: *1 Target, Dash*

If U-Turn successfully hits its target, the user deals damage and then immediately is returned to its Poke Ball in the same turn. A New Pokemon may immediately be sent out.

Cute - None - *Inversed Appeal*

X-Scissor - Bug

3d10+12 - EOT - 2

Attack - Melee

Effect: *1 Target, Dash*

Beauty - 2d4 - *Round Starter*

Dark Moves

Assurance - Dark

2d8+6 - Battle - 2

Attack - Melee

Effect: *1 Target*

If Assurance's target has already been damaged by a Move on the same round Assurance is being used, use **4d12+16** instead for Assurance's Damage Dice Roll.

Beauty - 2d4 - *Final Appeal*

Beat Up - Dark

1d8+X - Battle - 2

Attack - Melee

Effect: *1 Target, Scatter*

Beat Up can hit up to X times. X is the amount of pokemon on the user's roster including the user, up to a maximum of 6. Once the user misses, they cannot attempt to make another Beat Up attack on that turn. For each target, use a different pokemon's Attack stat from your roster to calculate damage.

Smart - 2d4 - *Reliable*

Bite - Dark

2d10+8 - At-Will - 2

Attack - Melee

Effect: *1 Target*

Bite Flinches the target on 15-20 during Accuracy Check.

Tough - 3d4 - *No Effect*

Crunch - Dark

3d10+12 - EOT - 2

Attack - Melee

Effect: *1 Target*

Crunch lowers the target's Defense 1 Combat Stage on 17-20 during Accuracy Check.

Tough - 2d4 - *Round Starter*

Dark Pulse - Dark

3d10+12 - EOT - 2

Special Attack - Ranged (3)

Effect: *No Target, Burst*

Dark Pulse creates a 3-meter Burst. Dark Pulse Flinches all Legal Targets on 17-20 during Accuracy Check.

Cool - 2d4 - *Round Starter*

*Grants: Aura

Dark Void - Dark

Battle - 4

Effect - Ranged (10)

Effect: *No Target, Burst*

Dark Void creates a 10-meter Burst. All Legal Targets fall Asleep.

Smart - 2d4 - *Excitement*

Embargo - Dark

Battle - 2

Effect - Ranged (6)

Effect: *1 Target*

If the target has a held item, they cannot use it for the remainder of the encounter.

Cute - 2d4 - *Hold That Thought*

Faint Attack - Dark

1d10+10 - EOT - None

Attack - Melee

Effect: *1 Target*

Faint Attack cannot miss.

Smart - 2d4 - *Round Ender*

Fake Tears - Dark

EOT - 2

Effect - Ranged (10)

Effect: *1 Target*

Lower the target's Special Defense 2 Combat Stages.

Smart - 2d4 - *Excitement*

Flatter - Dark

EOT - None

Effect - Ranged (8)

Effect: *1 Target*

Flatter Confuses the target and raises the target's Special Attack 1 Combat Stage.

Smart - 2d4 - *Excitement*

Fling - Dark

2d12+5 - Battle - 2

Attack - Ranged (12)

Effect: *1 Target*

The user may throw its held item when using Fling, changing its Damage Dice Roll. If a berry is thrown, the target receives the berry's benefits as if the target, instead of taking any damage, consumed the berry. If an item that causes an effect is thrown, the item's effect is activated. If any other item is thrown the user deals an additional **2d6** during Damage Dice Roll. All berries or other cosumable held items are destroyed when used with Fling. Items that are not destroyed by Fling may be retrieved after an encounter.

Tough - 1d4 - *Catching Up*

Foul Play - Dark

4d12+16 - Battle - 2

Attack - Melee

Effect: *1 Target*

The target reveals its Attack stat. When calculating damage, add the target's Attack stat instead of the user's Attack stat.

Smart - 3d4 - *No Effect*

Hone Claws - Dark

EOT - None

Effect - Self

Effect: *No Target*

Raise the user's Attack 1 Combat Stage. For the remainder of Combat, the user's *Attack - Melee* Moves need -1 on Accuracy Checks to hit.

Cool - None - *Get Ready!*

Knock Off - Dark

1d6+3 - EOT - 6

Attack - Melee

Effect: *1 Target*

If the target has a held item, the target drops it and the item cannot be picked up or held for the remainder of combat.

Smart - 3d4 - *No Effect*

Memento - Dark

Battle - None

Effect - Ranged (15)

Effect: *1 Target*

The user's HP is set to 0. The user does not need a line of sight to the target. Momento cannot be used if the user is at or below 0 HP. Each of the target's stats are lowered 2 Combat Stages.

Tough - None - *Big Show*

Nasty Plot - Dark

EOT - None

Effect - Self

Effect: *No Target*

Raise the user's Special Attack 2 Combat Stages.

Cute - None - *Get Ready!*

Night Daze - Dark

3d12+14 - Battle - 2

Special Attack - Ranged (10)

Effect: *1 Target*

The Target must roll +1 during Accuracy Checks for the remainder of the encounter on 13-20 during Accuracy Check.

Tough - 2d4 - *Unsettling*

Night Slash - Dark

3d8+10 - EOT - 2

Attack - Melee

Effect: *1 Target, Pass*

Night Slash is a Critical Hit on 18-20 during Accuracy Check.

Beauty - 3d4 - *No Effect*

Payback - Dark

2d8+6 - Battle - 2

Attack - Melee

Effect: *1 Target*

If the target damaged Payback's user on their last turn, deals **4d12+16** instead for Damage Dice Roll.

Cool - 1d4 - *Special Attention*

Punishment - Dark

1d10+15 - Battle - 2

Attack - Melee

Effect: *1 Target*

Punishment deals an additional **1d10** for each Combat Stage the target has above 0 per raised stat up to an additional **6d10** per stat.

Smart - 1d4 - *Catching Up*

Pursuit - Dark

1d12+6 - EOT - 2

Attack - Melee

Effect: *1 Target, Interrupt*

If the foe is fleeing or being switched out, Pursuit may be used as an Interrupt. While being used as an Interrupt, Pursuit may shift the user adjacent to the fleeing foe, up to 25 meters, ignoring Speed Capabilities, and attack them before they escape or are switched out with an additional **3d10+12** added to the Damage Dice Roll.

Smart - 1d4 - *Good Show!*

Quash - Dark

Battle - 2

Effect - Ranged (10)

Effect: *1 Target, Intercept*

Quash will not affect a Legal Target if it has already acted that round. Quash causes the target to act as if their Speed is 0, meaning their action is last for that turn.

Smart - 2d4 - *Quick Set*

Snarl - Dark

2d10+8 - EOT - 3

Special Attack - Ranged (5)

Effect: *No Target, Burst*

Snarl creates a 5-meter Burst. All Legal Targets have their Special Attack lowered 1 Combat Stage.

Cute - 2d4 - *Excitement*

Snatch - Dark

Battle - None

Effect - Ranged (10)

Effect: *1 Target, Intercept*

If the target is gaining a Combat Stage, you may use Snatch. The user gains the same Combat Stages the target does. Then, the target loses all Combat Stages they gained that turn. If the target is using a No Damage - Self Move, you may use Snatch. You use the No Damage - Self Move and the target does not.

Smart - None - *Attention Grabber*

Sucker Punch - Dark

3d10+12 - Battle - 2

Attack - Melee

Effect: *1 Target, Interrupt*

If something is targeting the user with a damaging *Attack - Melee* Move, you may use Sucker Punch on the offender as an Interrupt.

Smart - 2d4 - *Quick Set*

Switcheroo - Dark

Battle - 2

Effect - Melee

Effect: *1 Target*

The user and the target exchange held items.

Cool - None - *Attention Grabber*

Taunt - Dark

2d10+8 - EOT - 3

Effect - Ranged (10)

Effect: *1 Target*

Taunt's target can only use Moves that have Damage Dice Rolls for the next **1d4+1** turns.

Smart - None - *Inversed Appeal*

Thief - Dark

1d12+6 - Battle - 2

Attack - Melee

Effect: *1 Target*

Thief takes the target's held item and attaches it to Thief's user, if the user is not holding anything.

Tough - None - *Attention Grabber*

Torment - Dark

Battle - 2

Effect - Ranged (10)

Effect: *1 Target*

For **1d4+2** turns, Torment's target may not use a Move they have already used in their last 2 turns.

Tough - None - *Inversed Appeal*

Dragon Moves

Draco Meteor - Dragon
6d12+22 - Center - 4

Special Attack - Ranged (15)

Effect: *Target Area, Blast*

Draco Meteor creates a 4-meter Blast. Lower the user's Special Attack 2 Combat Stages after damage.

Smart - 2d4 - *Seen Nothing Yet*

Dragon Claw - Dragon
3d10+12 - EOT - 2

Attack - Melee

Effect: *1 Target*

Cool - 2d4 - *Round Starter*

Dragon Dance - Dragon
EOT - None

Effect - Self

Effect: *No Target*

Raise the user's Attack 1 Combat Stage and raise the user's Speed 1 Combat Stage.

Cool - None - *Get Ready!*

Dragon Pulse - Dragon
3d12+14 - Battle - 2

Special Attack - Ranged (3)

Effect: *No Target, Burst*

Dragon Pulse creates a 3-meter Burst.

Smart - 2d4 - *Incentives*

*Grants: Aura

Dragon Rage - Dragon
40 - Battle - 2

Effect - Ranged (8)

Effect: *1 Target*

Dragon Rage always deals 40 points of Damage. Do not apply weakness or resistance. Do not apply stats.

Cool - 3d4 - *No Effect*

Dragon Rush - Dragon
4d12+16 - Battle - 4

Attack - Melee

Effect: *1 Target, Dash, Push*

The target is Pushed 3-meters and it takes an additional **1d6** if it is Pushed into Blocking Terrain. If the target is pushed into another Legal Target, instead, both take **1d6.** Dragon Rush Flinches the target on 17-20 during Accuracy Check.

Cool - 2d4 - *Round Ender*

Dragon Tail - Dragon
2d10+8 - Battle - 3

Attack - Melee

Effect: *1 Target, Push*

The target is Pushed 40-meters expelling them from the encounter if the terrain allows. They may still rejoin the encounter if they want to. During a trainer battle, the target's owner must recall the Pushed target and replace them.

Smart - None - *Big Show*

Dragonbreath - Dragon
2d10+8 - EOT - 2

Special Attack - Ranged (3)

Effect: *1 Target, Column*

Dragonbreath creates a Column 1 meter wide. Dragonbreath Paralyzes all Legal Targets on 15-20 during Accuracy Check.

Cool - 2d4 - *Round Starter*

Dual Chop - Dragon
2d8+6 - EOT - 3

Attack - Melee

Effect: *1 Target, Scatter*

Dual Chop can hit up to 2 times. If Dual Chop misses its first target, you may still use it a second time.

Tough - 2d4 - *Reliable*

Outrage - Dragon
5d12+18 - Center - 3

Attack - Melee

Effect: *1 Target*

Outrage's user must make another Melee attack for **1d2** more turns. The attack is identical to Outrage except for Outrage's effect. After the first target is declared, Outrage targets the nearest Legal Target for its second or third round of use if the original target is unconscious. If potential targets are an equal distance from the user, you may choose the target. After Outrage's additional use(s) end(s), the user becomes Confused. For Pokemon users, the additional **1d2** are their Trainer's Command Actions, unless the Trainer is unconscious, in which case the Pokemon acts on its own until finished.

Cool - 2d4 - *Reliable*

Roar of Time - Dragon
7d10+28 - Center - 4

Special Attack - Ranged (10)

Effect: *No Target, Burst, Trap, Exhaust*

Roar of Time creates a 10-meter Burst. All legal targets are Trapped until they roll a 16-20 saving throw. They may attempt to make this save at any time once per round.

Cool - 2d4 - *Seen Nothing Yet*

Spacial Rend - Dragon
4d12+16 - Center - 3

Special Attack - Ranged (20)

Effect: *1 Target*

Spacial Rend is a Critical Hit on 11-20 during Accuracy Check.

Tough - 2d4 - *Incentives*

Twister - Dragon
1d12+6 - At-Will - 2

Special Attack - Ranged (10)

Effect: *1 Target*

Twister Flinches the target on 18-20 during Accuracy Check. If the target is airborne as a result of Fly or Sky Drop, Twister can hit them, ignoring Range and deals **2d12+16** for its Damage Dice Roll instead.

Cool - 3d4 - *No Effect*

Electric Moves

Bolt Strike - Electric
5d12+22 - Center - 5

Attack - Ranged (20)

Effect: *1 Target*

Bolt Strike Paralyzes the target on 17-20 during Accuracy Check.

Cool - 2d4 - *Round Starter*

Charge - Electric
EOT - None

Effect - Self

Effect: *No Target*

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.

Smart - None - *Get Ready!*

*Grants: Zapper

Charge Beam - Electric
2d8+6 - Battle - 3

Special Attack - Ranged (5)

Effect: *1 Target, Column, Spirit Surge*

Charge Beam creates a Column 1 meter wide. Charge Beam raises the user's Special Attack 1 Combat Stage on 11-20 during Accuracy Check.

Beauty - 2d4 - *Round Starter*

Discharge - Electric

3d10+12 - EOT - 2

Special Attack - Ranged (3)

Effect: *No Target, Burst*

Discharge creates a 3-meter Burst. Discharge Paralyzes all legal targets on 15-20 during Accuracy Check.

Cool - 2d4 - *Round Starter*

*Grants: Zapper

Electro Ball - Electric

See Effect - Battle - 2

Special Attack - Ranged (10)

Effect: *1 Target*

The target reveals their current Speed stat, applying Combat Stages. If the user's Speed stat, applying Combat Stages is four times that of the target's, Electro Ball uses **5d10+16** for Damage Dice Roll; if the user three times that of the target's, Electro Ball uses **3d10+14**; if the user is twice that of the target, Electro Ball uses **2d10+12**; if the user is not twice as fast as the target, Electro Ball uses **1d10+10**.

Beauty - 2d4 - *Final Appeal*

Electroweb - Electric

1d10+10 - EOT - 3

Special Attack - Ranged (4)

Effect: *1 Target, Column*

Electroweb creates a Column 2-meters wide. All Legal Targets are lowered 1 Speed Combat Stage.

Smart - 2d4 - *Hold That Thought*

*Grants: Threaded

Fusion Bolt - Electric

4d12+22 - Center - 2

Attack - Ranged (10)

Effect: *1 Target, Column*

Fusion Bolt creates a 4-meter Column. If an opponent in this, or the last, round of the encounter used Fusion Flare, Fusion Bolt deals an additional **8d12** in Damage Dice Roll.

Beauty - 2d4 - *Seen Nothing Yet*

Magnet Rise - Electric

Battle - None

Effect - Self

Effect: *No Target*

Magnet Rise grants the user the Levitate Ability until the end of the Encounter. This does not replace the user's normal Ability. If the user already has Levitate, they now have two instances of Levitate.

Cute - 2d4 - *Hold That Thought*

*Grants: Magnetic

Shock Wave - Electric

2d10+8 - EOT - None

Special Attack - Ranged (2)

Effect: *1 Target, Column*

Shock Wave creates a Column 2-meters wide. Shock Wave cannot miss.

Cool - 2d4 - *Round Starter*

*Grants: Zapper

Spark - Electric

3d8+10 - EOT - 2

Attack - Melee

Effect: *1 Target, Dash*

Spark Paralyzes the target on 15-20 during Accuracy Check.

Cool - 3d4 - *No Effect*

Thunder - Electric

5d12+18 - Battle - 6

Special Attack - Ranged (15)

Effect: *1 Target, Blast*

A 3-meter Blast surrounds the target. Thunder Paralyzes all Legal Targets on 13-20 during Accuracy Check. All Legal Targets within the Blast's radius are Pushed outward, away from the target, 3-meters. 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 them

Cool - 2d4 - *Round Starter*

Thunder Fang - Electric

3d8+10 - EOT - 3

Attack - Melee

Effect: *1 Target*

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 Flinches.

Smart - 3d4 - *No Effect*

Thunder Wave - Electric

Center - None

Effect - Ranged (6)

Effect: *1 Target*

Thunder Wave cannot miss. Thunder Wave Paralyzes the target.

Cool - 2d4 - *Excitement*

Thunderbolt - Electric

4d12+16 - Battle - 2

Special Attack - Ranged (7)

Effect: *1 Target, Column*

Thunderbolt creates a Column 1 meter wide. Thunderbolt Paralyzes all Legal Targets on 19-20 during Accuracy Check.

Cool - 2d4 - *Round Starter*

*Grants: Zapper

Thunderpunch - Electric

3d10+12 - EOT - 2

Attack - Melee

Effect: *1 Target*

Thunderpunch Paralyzes the target on 19-20 during Accuracy Check.

Cool - 2d4 - *Round Starter*

Thundershock - Electric

1d12+6 - At-Will - 2

Special Attack - Ranged (10)

Effect: *1 Target*

Thundershock Paralyzes the target on 17-20 during Accuracy Check.

Cool - 2d4 - *No Effect*

*Grants: Zapper

Volt Switch - Electric

3d8+10 - Battle - 2

Special Attack - Ranged (5)

Effect: *1 Target*

If Volt Switch successfully hits its target, the user deals damage and then immediately is returned to its Poke Ball in the same turn. A New Pokemon may immediately be sent out.

Cute - None - *Inversed Appeal*

Volt Tackle - Electric

5d12+18 - EOT - 2

Attack - Melee

Effect: *1 Target, Dash, Push, Recoil 1/3*

The target is pushed back 5-meters. The target takes an additional **1d6** if it is Pushed into Blocking Terrain. If the target is pushed into another Legal Target, instead, both take **1d6**. Volt Tackle Paralyzes the target on 19-20 during Accuracy Check. After Volt Tackle deals damage, Recoil.

Cool - 2d4 - *Seen Nothing Yet*

Wild Charge - Electric

3d12+14 - EOT - 2

Attack - Melee

Effect: *1 Target, Dash, Recoil 1/4*

After Wild Charge deals damage, Recoil.

Tough - 3d4 - *No Effect*

Zap Cannon - Electric

5d12+18 - Battle - 12

Special Attack - Ranged (10)

Effect: *1 Target, Blast*

A 2-meter Blast surrounds the target, Paralyzing all Legal Targets in the Blast.

Cool - 2d4 - *Incentives*

Fighting Moves

Arm Thrust - Fighting
1d6+1 - EOT - 4

Attack - Melee

Effect: *1 Target, Scatter*

Arm Thrust can hit up to 5 times. Once the user misses, they cannot attempt to make another Arm Thrust attack on that turn.

Tough - 2d4 - *Reliable*

Aura Sphere - Fighting
3d12+14 - Battle - None

Special Attack - Ranged (10)

Effect: *1 Target*

Aura Sphere cannot miss.

Beauty - 2d4 - *Round Starter*

*Grants: Aura

Brick Break - Fighting
3d10+12 - EOT - 2

Attack - Melee

Effect: *1 Target*

Brick Break can destroy Walls.

Cool - 3d4 - *No Effect*

Bulk Up - Fighting
EOT - None

Effect - Self

Effect: *No Target*

Raise the user's Attack 1 Combat Stage and raise the user's Defense 1 Combat Stage.

Beauty - None - *Get Ready!*

Circle Throw - Fighting
2d10+8 - Center - 4

Attack - Melee

Effect: *1 Target, Push*

The target is Pushed 40-meters expelling them from the encounter if the terrain allows. They may still rejoin the encounter if they want to. During a trainer battle, the target's owner must recall the Pushed target and replace them.

Tough - None - *Big Show*

Close Combat - Fighting
5d12+18 - Battle - 2

Attack - Melee

Effect: *1 Target, Dash*

The user's Defense is lowered 1 Combat Stage and the user's Special Defense is lowered 1 Combat Stage.

Smart - 2d4 - *Seen Nothing Yet*

Counter - Fighting
Battle - None

Effect - Ranged (25)

Effect: *1 Target, Intercept*

If the user is being hit by a Move that consults Attack for damage, you may use Counter. If the user survives the hit, the target is dealt damage equal to twice the amount of damage the user received. Do not apply weakness, resistance or immunity. Do not apply stats.

Tough - 2d4 - *Final Appeal*

Cross Chop - Fighting
4d12+16 - Battle - 4

Attack - Melee

Effect: *1 Target, Dash, Push*

Cross Chop is a Critical Hit on 16-20 during Accuracy Check. Cross Chop Pushes the target 1-meter. On Critical Hit, the target is Pushed 5-meters and the target takes an additional **1d6** if it is Pushed into Blocking Terrain. If the target is pushed into another Legal Target, instead, both take **1d6**.

Cool - 2d4 - *Round Ender*

Detect - Fighting
Center - None

Effect - Self

Effect: *No Target, Intercept*

If the user is hit by a Move, instead you are not hit by the Move. You do not take any damage nor are you affected by any of the Move's effects.

Cool - None - *Inversed Appeal*

*Grants: Aura

Double Kick - Fighting
1d10+4 - EOT - 3

Attack - Melee

Effect: *1 Target, Scatter*

Double Kick can hit up to 2 times. If Double Kick misses its first target, you may still use it a second time.

Cool - 2d4 - *Reliable*

Drain Punch - Fighting
3d10+12 - Battle - 2

Attack - Melee

Effect: *1 Target*

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

Beauty - 1d4 - *Good Show!*

Dynamicpunch - Fighting
4d12+16 - Battle - 12

Attack - Melee

Effect: *1 Target*

Dynamicpunch Confuses the target.

Cool - 2d4 - *Round Ender*

Final Gambit - Fighting
Center - 2

Effect - Melee

Effect: *1 Target*

Final Gambit lowers the user to 0 HP, and deals 1 point of damage to the foe for every point of health lost this way. Final Gambit does not cause items to activate.

Tough - None - *Big Show*

Focus Blast - Fighting
5d12+18 - Battle - 6

Special Attack - Ranged (10)

Effect: *1 Target*

Focus Blast lower the target's Special Defense 1 Combat Stage on 18-20 during Accuracy Check.

Cool - 2d4 - *Round Starter*

*Grants: Aura

Focus Punch - Fighting
7d10+28 - EOT - 2

Attack - Melee

Effect: *1 Target, Push*

Once you declare the use of Focus Punch the user's turn ends. If you are not hit by a damaging Move until your next turn you may use Focus Punch's damage and effects. The target is Pushed 10-meters and it takes an additional **2d12** if it is Pushed into Blocking Terrain. If the target is pushed into another Legal Target, instead, both take **1d12**. If the user is hit by a damaging Move before it's next turn, it may not use a Move on that turn.

Tough - 1d4 - *Special Attention*

Force Palm - Fighting
2d10+8 - EOT - 2

Attack - Melee

Effect: *1 Target*

Force Palm Paralyzes the target on 18-20 during Accuracy Check.

Cool - 2d4 - *Round Ender*

*Grants: Aura

Hammer Arm - Fighting
4d12+16 - Battle - 3

Attack - Melee

Effect: *1 Target*

The user lowers their Speed 1 Combat Stage.

Cool - 2d4 - *Slow Set*

Hi Jump Kick - Fighting
5d12+22 - Battle - 3

Attack - Melee

Effect: *1 Target, Pass*

If Hi Jump Kick misses, roll **4d10** and subtract the result from the user's HP. Do not apply weakness, resistance or stats.

Cool - 3d4 - *No Effect*

Jump Kick - Fighting

2d10+8 - EOT - 3

Attack - Melee

Effect: *1 Target, Pass*

If Jump Kick misses, roll **2d10** and subtract the result from the user's HP. Do not apply weakness, resistance or stats.

Cool - 3d4 - *No Effect*

Karate Chop - Fighting

2d8+6 - At-Will - 2

Attack - Melee

Effect: *1 Target*

Karate Chop is a Critical Hit on 17-20 during Accuracy Check.

Tough - 3d4 - *No Effect*

Low Kick - Fighting

See Effect - Battle - 2

Attack - Melee

Effect: *1 Target, Weight Class*

If the target is in Weight Class 1, use **1d10** for Damage Dice Roll. If the target is in Weight Class 2, use **1d10+5**. If the target is in Weight Class 3, use **1d10+10**. If the target is in Weight Class 4, use **2d10+12**. If the target is in Weight Class 5, use **3d10+14**. If the target is in Weight Class 6, use **5d10+16** for damage.

Tough - 3d4 - *No Effect*

Low Sweep - Fighting

1d10+10 - EOT - 2

Attack - Melee

Effect: *1 Target*

Lowers the target's Speed 1 Combat Stage.

Tough - 3d4 - *No Effect*

Mach Punch - Fighting

1d12+6 - At-Will - 2

Attack - Melee

Effect: *1 Target, Interrupt*

If a foe wants to declare a Move, you may instead use Mach Punch on their turn before they can use their Move.

Cool - 2d4 - *Quick Set*

Quick Guard - Fighting

Center - None

Effect - Self

Effect: *1 Target, Intercept*

Quick Guard prevents the user and allies from being targeted by Moves used as an Interrupt or Intercept for one round. For that round Interrupt or Intercept attacks can only target you, or other allies using Quick Guard.

Cool - None - *Inversed Appeal*

Revenge - Fighting

2d10+8 - Battle - 2

Attack - Melee

Effect: *1 Target*

If the target damaged Revenge's user on their last turn, deals **4d12+16** instead during Damage Dice Roll.

Tough - 2d4 - *Final Appeal*

Reversal - Fighting

See Effect - EOT - 2

Attack - Melee

Effect: *1 Target*

If the user has more than 70% of its total HP, use **1d10+5** for Damage Dice Roll. If the user has more than 36% of its total HP, use **2d10+10**. If the user has more than 21% of its total HP, use **3d10+10**. If the user has more than 6% of its total HP, use **4d10+10**. If the user has 1-5% of its total HP, use **5d10+20**.

Cool - 2d4 - *Final Appeal*

Rock Smash - Fighting

1d12+6 - EOT - 2

Attack - Melee

Effect: *1 Target*

Rock Smash lowers the target's Defense 1 Combat Stage on 17-20 during Accuracy Check.

Tough - 2d4 - *Round Ender*

Rolling Kick - Fighting

2d10+8 - EOT - 4

Attack - Melee

Effect: *1 Target, Dash*

Rolling Kick Flinches the target on 15-20 during Accuracy Check.

Cool - 3d4 - *No Effect*

Sacred Sword - Fighting

3d12+14 - Battle - 2

Attack - Melee

Effect: *1 Target, Pass*

Sacred Sword's Accuracy Check may not be modified.

Cool - 3d4 - *No Effect*

Secret Sword - Fighting

3d12+14 - Battle - 2

Special Attack - Ranged (15)

Effect: *1 Target*

When calculating damage, the target must use their Defense against Secret Sword.

Cool - 3d4 - *No Effect*

Seismic Toss - Fighting

Center - 2

Effect - Melee

Effect: *1 Target*

The target loses HP equal to the level of Seismic Toss' user. Do not apply weakness or resistance. Do not apply stats.

Tough - 3d4 - *No Effect*

Sky Uppercut - Fighting

3d12+14 - EOT - 3

Attack - Melee

Effect: *1 Target, Push*

The target is Pushed 2-meters. If the target is airborne, Sky Uppercut deals an additional **2d10**. If the target is airborne as a result of Fly or Sky Drop, Sky Uppercut cannot miss as long as you are in a space adjacent to the airborne target.

Cool - 2d4 - *Round Starter*

Storm Throw - Fighting

20 - Battle - 2

Attack - Melee

Effect: *1 Target*

Storm Throw is a Critical Hit. Do not double Storm Throw's Damage Dice Roll for Critical Hits.

Cool - 3d4 - *No Effect*

Submission - Fighting

3d10+12 - At-Will - 6

Attack - Melee

Effect: *1 Target, Recoil 1/4*

After Submission deals damage, Recoil.

Cool - 3d4 - *No Effect*

Superpower - Fighting

5d12+18 - Battle - 2

Attack - Melee

Effect: *1 Target, Dash, Push*

Superpower lowers the user's Attack 1 Comabt Stage and Defense by 1 Combat Stage. The target is Pushed 6-meters and it takes an additional **1d6** if it is Pushed into Blocking Terrain. If the target is pushed into another Legal Target, instead, both take **1d6.**

Tough - 2d4 - *Round Ender*

Triple Kick - Fighting

1d6+1 - Battle - 3

Attack - Melee

Effect: *1 Target, Scatter*

Triple Kick can hit up to 3 times. If Triple Kick misses its first or second target, you may still use it a second and third time. For the third use of Triple Kick, if you successfully hit the same target for the first two uses of Triple Kick use **3d12+8** for Triple Kick's Damage Dice Roll.

Cool - 3d4 - *Reliable*

Vacuum Wave - Fighting

1d12+6 - At-Will - 2

Special Attack - Ranged (6)

Effect: *1 Target, Interrupt*

If a foe wants to declare a Move, you may instead use Vacuum Wave on their turn before they can use their Move.

Smart - 2d4 - *Quick Set*

*Grants: Aura

Vital Throw - Fighting

3d8+10 - Battle - None

Attack - Melee

Effect: *1 Target, Push*

Vital Throw may only be used if the user was targeted by a Move on a foe's last turn while the foe was adjacent. Vital Throw can only target that foe. Vital Throw cannot miss. The target is Pushed 5-meters and it takes an additional **1d6** if it is Pushed into Blocking Terrain. If the target is pushed into another Legal Target, instead, both take **1d6.**

Cool - 2d4 - *Slow Set*

Wake-Up Slap - Fighting

2d8+6 - Battle - 2

Attack - Melee

Effect: *1 Target*

If the target is Asleep, Wake-Up Slap does an additional **5d10** for Damage Dice Roll and cures the target of Sleep.

Smart - None - *Inversed Appeal*

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Fire Moves
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Blast Burn - Fire

7d10+28 - Center - 4

Special Attack - Ranged (15)

Effect: *Target Area, Blast, Exhaust*

Blast Burn creates a 3-meter Blast. On Miss, Blast Burn deals the user's Special Attack instead to all possible targets.

Beauty - 2d4 - *Seen Nothing Yet*

Blaze Kick - Fire

3d12+14 - Battle - 4

Attack - Melee

Effect: *1 Target, Push*

Blaze Kick Pushes the target 2-meters. Blaze Kick Burns the target on 19-20 during Accuracy Check. Blaze Kick is a Critical Hit on 16-20 during Accuracy Check.

Beauty - 2d4 - *Round Starter*

Blue Flare - Fire

5d12+22 - Center - 5

Special Attack - Ranged (10)

Effect: *1 Target*

Blue Flare Burns the target on 17-20 during Accuracy Check.

Beauty - 3d4 - *No Effect*

Ember - Fire

1d12+6 - At-Will - 2

Special Attack - Ranged (8)

Effect: *1 Target*

Ember Burns the target on 18-20 during Accuracy Check.

Beauty - 3d4 - *No Effect*

*Grants: Firestarter

Eruption - Fire

7d10+28 - Center - 4

Special Attack - Ranged (10)

Effect: *No Target, Burst*

Eruption creates a 10-meter Burst. Eruption may not be performed unless the user has at least 90% of its HP.

Beauty - 2d4 - *Round Ender*

Fiery Dance - Fire

3d10+12 - Battle - 2

Special Attack - Ranged (4)

Effect: *1 Target, Spirit Surge*

Fiery Dance raises the user's Special Attack by 1 Combat Stage on 11-20 on Accuracy Check.

Cool - 2d4 - *Round Ender*

Fire Blast - Fire

5d12+18 - Battle - 6

Special Attack - Ranged (10)

Effect: *1 Target, Blast*

Fire Blast creates a 2-meter Blast. Fire Blast burns all Legal Targets on 19-20 during Accuracy Check.

Beauty - 2d4 - *Round Starter*

*Grants: Firestarter

Fire Fang - Fire

3d8+10 - EOT - 3

Attack - Melee

Effect: *1 Target*

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.

Beauty - 3d4 - *No Effect*

Fire Pledge - Fire

2d8+6 - EOT - 2

Special Attack - Ranged (6)

Effect: *1 Target, Pledge*

If used on the same turn as Water Pledge, all secondary effects of Moves are activated at a -3 during the Accuracy Check for **1d4+1** turns. If used on the same turn as Grass Pledge, all foes within 20 meters of the user lose 1/8th of their max HP at the end of each round of combat for **1d4+1** turns.

Beauty - None - *Torrential Appeal*

Fire Punch - Fire

3d10+12 - EOT - 2

Attack - Melee

Effect: *1 Target*

Fire Punch Burns the target on 19-20 during Accuracy Check.

Beauty - 2d4 - *Round Starter*

Fire Spin - Fire

1d12+6 - EOT - 4

Special Attack - Ranged (10)

Effect: *1 Target, Trap*

Fire Spin Traps the target for **1d4+1** turns. At the beginning of the target's turn, if the target is Trapped, roll **1d12** and the target loses that much HP. Do not apply weakness or resistance to the HP lost. Do not apply stats to the HP lost. Fire Spin may not trap more then one target at a time.

Beauty - None - *Torrential Appeal*

*Grants: Firestarter

Flame Burst - Fire

3d8+10 - EOT - 2

Special Attack - Ranged (6)

Effect: *No Target, Blast*

Flame Burst creates a 4-meter Blast. All Legal Targets, not including the central taget, hit in the Blast lose 1/16th of their max HP instead of taking the Damage Dice Roll for damage.

Beauty - 2d4 - *Round Starter*

*Grants: Firestarter

Flame Charge - Fire

2d8+6 - EOT - 2

Attack - Melee

Effect: *1 Target*

Raise the user's Speed 1 Combat Stage.

Tough - 2d4 - *Excitement*

Flame Wheel - Fire

2d10+8 - At-Will - 2

Attack - Melee

Effect: *1 Target, Dash*

Flame Wheel Burns the target on 19-20 during Accuracy Check.

Beauty - 2d4 - *Reliable*

Flamethrower - Fire

4d12+16 - Battle - 2

Special Attack - Ranged (4)

Effect: *1 Target, Column*

Flamethrower creates a Column 1 meter wide. Flamethrower Burns the target on 19-20 during Accuracy Check.

Beauty - 2d4 - *Round Starter*

*Grants: Firestarter

Flare Blitz - Fire

5d12+18 - EOT - 2

Attack - Melee

Effect: *1 Target, Dash, Push, Recoil 1/3*

The target is pushed back 5-meters. The target takes an additional **1d6** if it is Pushed into Blocking Terrain. If the target is pushed into another Legal Target, instead, both take **1d6**. Flare Blitz Burns the target on 19-20 during Accuracy Check. After Flare Blitz deals damage, Recoil.

Smart - 2d4 - *Seen Nothing Yet*

Fusion Flare - Fire

4d12+16 - Center - 2

Special Attack - Ranged (10)

Effect: *1 Target, Column*

Fusion Flare creates a 4-meter Column. If an opponent in this, or the last, round of the encounter used Fusion Bolt, Fusion Flare deals an additional **8d12** in Damage Dice Roll.

Beauty - 2d4 - *Seen Nothing Yet*

Heat Crash - Fire

See Effect - Battle - 2

Attack - Melee

Effect: *1 Target, Dash, Weight Class*

If the user is in the same Weight Class as the target, use **1d10** for Damage Dice Roll; if the user is one Weight Class higher than the target, use **1d10+10**; if the user is two Weight Classes higher than the target, use **2d12+12**; if three classes, **3d10+14**; if four classes, **5d10+16**.

Tough - 2d4 - *Incentives*

Heat Wave - Fire

4d12+16 - Battle - 4

Special Attack - Ranged (3)

Effect: *No Target, Burst*

Heat Wave creates a 3-meter burst. Heat Wave Burns all Legal Targets on 18-20 during Accuracy Check.

Beauty - 2d4 - *Round Starter*

Incinerate - Fire

1d10+4 - EOT - 2

Special Attack - Ranged (6)

Effect: *1 Target*

If the target is holding a Berry, the Berry is destroyed, without its ability activating.

Beauty - 3d4 - *No Effect*

Inferno - Fire

4d12+16 - Center - 11

Special Attack - Ranged (2)

Effect: *No Target, Blast*

Inferno creates a 2-meter Blast. Inferno Burns all Legal Targets.

Beauty - 3d4 - *No Effect*

Lava Plume - Fire

3d10+12 - EOT - 2

Special Attack - Ranged (6)

Effect: *1 Target*

Lava Plume Burns the target on 16-20 during Accuracy Check.

Tough - 2d4 - *Round Starter*

Magma Storm - Fire

5d12+18 - Center - 7

Special Attack - Ranged (8)

Effect: *1 Target, Trap*

Magma Storm Traps the target for **1d4+1** turns. At the beginning of the target's turn, if the target is Trapped, roll **2d20** and the target loses that much HP. Do not apply weakness or resistance to the HP lost. Do not apply stats to the HP lost. Magma Storm may not trap more then one target at a time.

Tough - 2d4 - *Reliable*

Overheat - Fire

6d12+22 - Center - 4

Special Attack - Ranged (2)

Effect: *No Target, Burst*

Overheat creates a 2-meter Burst. Lower the user's Special Attack 2 Combat Stages after damage.

Beauty - 2d4 - *Seen Nothing Yet*

Sacred Fire - Fire

4d12+16 - Center - 3

Attack - Ranged (7)

Effect: *1 Target, Burst*

Sacred Fire creates a 7-meter Burst. Sacred Fire Burns all Legal Targets in the Burst on 11-20 during Accuracy Check.

Beauty - 2d4 - *Seen Nothing Yet*

Searing Shot - Fire

4d12+16 - Center - 2

Special Attack - Ranged (10)

Effect: *1 Target*

Searing Shot Burns the Target on 15-20 during Accuracy Check.

Beauty - 2d4 - *Round Starter*

Sunny Day - Fire

Battle - None

Field - Effect

Effect: *Target Area, Weather*

For **1d4+1** rounds, the area is considered Sunny. While Sunny, Fire-Type attacks deal 1.5x damage. Water-Type attacks deal ½ the damage they normally would.

Beauty - 2d4 - *Hold That Thought*

V-Create - Fire

8d10+36 - Center - 5

Attack - Melee

Effect: *No Target, Burst*

V-Create creates a 10-meter Burst. Lower the user's Defense 1 Combat Stage, lower the user' Special Defense 1 Combat Stage and lower the user's Speed 1 Combat Stage.

Beauty - 2d4 - *Seen Nothing Yet*

Will-O-Wisp - Fire

Battle - 4

Effect - Ranged (10)

Effect: *1 Target*

The target is Burned.

Beauty - None - *Round starter*

Flying Moves

Acrobatics - Flying
2d10+8 - Battle - 2

Attack - Melee

Effect: *1 Target*

If the user is not holding an item, Acrobatics deals **4d12+16** instead during Damage Dice Roll.

Smart - 2d4 - *Incentives*

Aerial Ace - Flying
2d10+8 - EOT - None

Attack - Melee

Effect: *1 Target, Pass*

Aerial Ace cannot miss.

Cool - 2d4 - *Round Starter*

Aeroblast - Flying
4d12+16 - Center - 3

Special Attack - Ranged (20)

Effect: *1 Target, Column*

Aeroblast creates a Column 2-meters wide. Aeroblast is a Critical Hit on 11-20 during Accuracy Check.

Cool - 2d4 - *Seen Nothing Yet*

Air Cutter - Flying
2d10+8 - At-Will - 2

Special Attack - Ranged (8)

Effect: *1 Target*

Air Cutter is a Critical Hit on 18-20 during Accuracy Check.

Cool - 3d4 - *No Effect*

Air Slash - Flying
3d10+12 - EOT - 3

Special Attack - Ranged (8)

Effect: *1 Target*

Air Slash Flinches the target on 15-20 during Accuracy Check.

Cool - 2d4 - *Round Starter*

Bounce - Flying
3d12+14 - Battle - 4

Attack - Melee

Effect: *1 Target, Burst*

Once you declare the use of Bounce, the user is moved up to 10-meters into the air and then the user's turn ends. On your next turn, shift while in the air, lower your height back to the ground, and then use Bounce's damage and the rest of its Effect. Bounce creates a Burst equal half the user's Weight Class. Bounce Paralyzes all Legal Targets on 17-20 during Accuracy Check.

Cute - 1d4 - *Special Attention*

*Grants: Jump +1

Brave Bird - Flying
5d12+18 - EOT - 2

Attack - Melee

Effect: *1 Target, Dash, Push, Recoil 1/3*

The target is pushed back 5-meters. The target takes an additional **1d6** if it is Pushed into Blocking Terrain. If the target is pushed into another Legal Target, instead, both take **1d6**. After Brave Bird deals damage, Recoil.

Cute - 2d4 - *Round Ender*

Chatter - Flying
2d10+8 - EOT - 2

Special Attack - Ranged (4)

Effect: *1 Target, Column*

Chatter creates a Column 1 meter wide. Chatter Confuses all Legal Targets.

Smart - 1d4 - *Catching Up*

Defog - Flying
EOT - None

Field - Effect

Effect: *Target Area, Weather*

For **1d4+1** rounds, the area is considered Clear. While Clear, all hindering terrain is no longer hindering terrain and all bonuses or penalties to Accuracy Checks are ignored. All Walls, Coats and Hazards are destroyed.

Beauty - 2d4 - *Hold That Thought*

Drill Peck - Flying
3d10+12 - EOT - 2

Attack - Melee

Effect: *1 Target, Dash*

Cool - 3d4 - *No Effect*

Featherdance - Flying
EOT - 2

Effect - Ranged (10)

Effect: *1 Target, Blast*

Feather Dance creates a 1-meter Blast. All Legal Targets in the Blast have their Attack lowered 2 Combat Stages.

Beauty - 2d4 - *Excitement*

Fly - Flying
3d12+14 - EOT - 3

Attack - Melee

Effect: *1 Target, Dash, Set Up*

Once you declare the use of Fly, the user is shifted 25-meters into the air and then the user's turn ends. On your next turn, shift while in the air, lower the user back to the target's level on the battlefield, then use Fly's damage.

Smart - 1d4 - *Special Attention*

*Grants: Sky +3

Gust - Flying
1d12+6 - At-Will - 2

Special Attack - Ranged (10)

Effect: *1 Target*

If the target is airborne as a result of Fly or Sky Drop, Gust can hit them, ignoring Range and deals **2d12+16** for its Damage Dice Roll instead.

Smart - 3d4 - *No Effect*

*Grants: Guster

Hurricane - Flying
5d12+18 - Battle - 6

Special Attack - Ranged (8)

Effect: *1 Target, Blast*

Hurricane creates a 4-meter Blast. Hurricane Confuses all Legal Targets on 13-20 during Accuracy Check. All Legal Targets within the Blast's radius are Pushed outward, away from the target, 3-meters. 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 them.

Cool - 2d4 - *Round Starter*

Mirror Move - Flying
See Effect - Center - None

Effect - Ranged (15)

Effect: *1 Target*

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

Smart - 2d4 - *Final Appeal*

Peck - Flying
1d12+6 - At-Will - 2

Attack - Melee

Effect: *1 Target*

Cool - 3d4 - *No Effect*

Pluck - Flying
2d10+8 - EOT - 2

Attack - Melee

Effect: *1 Target*

If the target is holding a Berry, Pluck deals an additional **2d10** during Damage Dice Roll and Pluck destroys the Berry then Pluck's user uses the Berry's effect.

Cute - None - *Attention Grabber*

Flying Moves (continued)

Roost - Flying

Center - None

Effect - Self

Effect: *No Target*

The user regains HP equal to half of its full HP. The user looses any resistances or immunities to Ground-type Moves until the end of their next turn.

Cool - None - *Torrential Appeal*

Sky Attack - Flying

6d12+22 - Battle - 4

Attack - Melee

Effect: *1 Target, Pass*

Once you declare the use of Sky Attack, the user is moved 10-meters into the air and then the user's turn ends. On your next turn, shift while in the air, lower your height back to the target and then use Sky Attack's damage. Sky Attack Flinches the target on 17-20 during Accuracy Check.

Cool - 1d4 - *Special Attention*

Sky Drop - Flying

2d10+8 - Center - 3

Attack - Melee

Effect: *1 Target, Set Up*

Once you declare the use of Sky Drop, the user and target are moved 25-meters into the air, the Target is Trapped and then the user's turn ends. On your next turn, shift while in the air, lower both the user and the target's heights back to the ground, then use Sky Drop's damage and the target is no longer Trapped. This move does not damage Flying type pokemon. If used without following up with the rest of Sky Drop's actions on the turn following its use, Lower the user and the target back down, do not use Sky Drop's damage and the target is no longer Trapped.

Smart - 1d4 - *Special Attention*

Tailwind - Flying

At-Will - None

Field - Effect

Effect: *Target Area, Column*

Tailwind creates a Column 5-meters wide. For **1d6+1** turns, Tailwind's user and all of the user's allies in the Column have their Speed raised 1 Combat Stage. When the user or the user's allies leave the Column or when the Column dissapears, their Speed is lowered 1 Combat Stage. Whenever you make a new Tailwind Cloumn, the last one the user made disappears.

Smart - 2d4 - *Quick Set*

*Grants: Guster

Wing Attack - Flying

2d10+8 - At-Will - 2

Attack - Melee

Effect: *1 Target, Pass*

Cool - 3d4 - *No Effect*

Ghost Moves

Astonish - Ghost

1d10+4 - EOT - 2

Attack - Melee

Effect: *1 Target*

Astonish Flinches the target on 18-20 during Accuracy Check.

Smart - 3d4 - *No Effect*

Confuse Ray - Ghost

Center - None

Effect - Ranged (10)

Effect: *1 Target, Column*

Confuse Ray creates a Column 1 meter wide. Confuse Ray cannot miss. All targets are Confused.

Smart - 2d4 - *Unsettling*

Curse - Ghost

If: User is Ghost Type

Center - None

Effect - Ranged (4)

Effect: *1 Target*

The user loses ½ of their full HP and the target Pokemon is Cursed. A Cursed Pokemon loses 1/8th of their full HP at the beginning of each of their turns. Do not apply weakness, resistance or stats to the lost HP.

If: User is Not Ghost Type

EOT - None

Effect - Self

Effect: *No Target*

The user's Speed is lowered 1 Combat Stage. The user's Attack is raised 1 Combat Stage and the user's Defense is raised 1 Combat Stage.

Tough - None - *Torrential Appeal*

Destiny Bond - Ghost

Center - None

Effect - Ranged (20)

Effect: *1 Target, Intercept*

When the user faints after taking damage from a Move, you may use Destiny Bond as an Intercept to target the Pokemon who lowered the user to 0 HP or less. Roll 1d20, on a roll of 6 or better the target is set to 0 HP.

Smart - None - *Big Show*

Grudge - Ghost

Center - None

Effect - Ranged (20)

Effect: *1 Target, Intercept*

When the user faints, you may use Grudge as an Intercept. The Move that caused the user to drop to 0 HP or less has its Frequency changed to Center for 1 hour.

Tough - 2d4 - *Unsettling*

Hex - Ghost

2d8+6 - Battle - 2

Special Attack - Ranged (8)

Effect: *1 Target*

If the target has a status affliction, Hex deals **4d12+16** instead during Damage Dice Roll.

Smart - 2d4 - *Incentives*

Lick - Ghost

1d6+3 - At-Will - 2

Attack - Melee

Effect: *1 Target*

Lick Paralyzes the target on 15-20 during Accuracy Check.

Tough - None - *Inversed Appeal*

Night Shade - Ghost

Center - 2

Effect - Ranged (8)

Effect: *1 Target*

The target loses HP equal to the level of Night Shade's user. Do not apply weakness or resistance. Do not apply stats.

Smart - 3d4 - *No Effect*

Nightmare - Ghost

EOT - 2

Effect - Melee

Effect: *1 Target*

Nightmare can only hit Legal Targets that are Asleep. Nightmare gives a special affliction, Bad Sleep. Bad Sleep makes a target lose ¼ of its full HP per turn while it is Bad Sleeping. When the target wakes up, they are cured of Bad Sleep.

Smart - 2d4 - *Excitement*

Ominous Wind - Ghost

2d10+8 - Battle - 2

Special Attack - Ranged (10)

Effect: *1 Target, Column, Spirit Surge*

Ominous Wind creates a Column that is 2-meters wide. If you rolled 11-20 during Accuracy Check for Ominous Wind, the user has each of its stats raised 1 Combat Stage. If you rolled 16-20 on the Accuracy Roll, all allies in the Column also have each of their stats raised 1 Combat Stage and are not damaged by Ominous Wind.

Smart - None - *Get Ready!*

Shadow Ball - Ghost

3d10+12 - EOT - 2

Special Attack - Ranged (10)

Effect: *1 Target*

Shadow Ball lowers the foe's Special Defense 1 Combat Stage on 17-20 during Accuracy Check.

Smart - 2d4 - *Round Starter*

Shadow Claw - Ghost

3d8+10 - EOT - 2

Attack - Melee

Effect: *1 Target, Pass*

Shadow Claw is a Critical Hit on 18-20 during Accuracy Check.

Cute - 2d4 - *Round Starter*

Shadow Force - Ghost

5d12+18 - Center - 2

Attack - Melee

Effect: *1 Target, Set Up*

Once you declare the use of Shadow Force, the user is removed from the field and the user's turn ends. On the next turn, Shadow Force's user appears adjacent to any target, ignoring Speed Capabilties, and then uses Shadow Force's damage.

Smart - 2d4 - *Seen Nothing Yet*

Shadow Punch - Ghost

2d10+8 - EOT - None

Attack - Ranged (6)

Effect: *1 Target*

Shadow Punch cannot miss.

Smart - 2d4 - *Round Starter*

Shadow Sneak - Ghost

1d12+6 - At-Will - 2

Attack - Melee

Effect: *1 Target, Pass, Interrupt*

If a foe wants to declare a Move, you may instead use Shadow Sneak on their turn before they can use their Move.

Smart - 2d4 - *Quick Set*

Spite - Ghost

Battle - 2

Effect - Ranged (15)

Effect: *1 Target*

Spite lowers the target's last move's Frequency for the remainder of the encounter. EOT Frequency Moves are changed into Battle Frequency. At-Will Frequency Moves are changed into EOT Frequency. Spite may not target the same target's Move more then once per encounter.

Tough - 2d4 - *Excitement*

Grass Moves

Absorb - Grass

1d6+3 - At-Will - 2

Special Attack - Melee

Effect: *1 Target*

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

Smart - 1d4 - *Good Show!*

Aromatherapy - Grass

Battle - 2

Special Attack - Ranged (10)

Effect: *1 Target*

The target has 1 status effect of their choice removed. Aromatherapy cannot miss.

Smart - None - *Reflective Appeal*

Bullet Seed - Grass

1d10+4 - At-Will - 4

Attack - Ranged (8)

Effect: *1 Target, Scatter*

Bullet Seed can hit up to 5 times. Once the user misses, they cannot attempt to make another Bullet Seed attack on that turn.

Cool - 2d4 - *Reliable*

Cotton Guard - Grass

Battle - None

Effect - Self

Effect: *No Target*

Raise the user's Defense 3 Combat Stages.

Cute - None - *Get Ready!*

Cotton Spore - Grass

EOT - 2

Effect - Ranged (10)

Effect: *1 Target, Blast*

Cotton Spore creates a 2-meter Blast. All Legal Targets have their Speed lowered 2 Combat Stages.

Beauty - 2d4 - *Quick Set*

Energy Ball - Grass

3d10+12 - EOT - 2

Special Attack - Ranged (8)

Effect: *1 Target*

Energy Ball lowers the foe's Special Defense 1 Combat Stage on 17-20 during Accuracy Check.

Beauty - 2d4 - *Round Starter*

Frenzy Plant - Grass

7d10+28 - Center - 4

Special Attack - Ranged (15)

Effect: *Target Area, Blast, Exhaust*

Frenzy Plant creates a 3-meter Blast. On Miss, Frenzy Plant deals the user's Special Attack instead to all possible targets.

Cool - 2d4 - *Seen Nothing Yet*

Giga Drain - Grass

3d10+12 - Battle - 2

Special Attack - Ranged (4)

Effect: *1 Target*

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

Smart - 1d4 - *Good Show!*

Grass Knot - Grass

See Effect - Battle - 2

Special Attack - Ranged (5)

Effect: *1 Target, Weight Class*

If the target is in Weight Class 1, use **1d10** for Damage Dice Roll. If the target is in Weight Class 2, use **1d10+5**. If the target is in Weight Class 3, use **1d10+10**. If the target is in Weight Class 4, use **2d10+12**. If the target is in Weight Class 5, use **3d10+14**. If the target is in Weight Class 6, use **5d10+16** for damage.

Smart - 2d4 - *Incentives*

Grass Pledge - Grass

2d8+6 - EOT - 2

Special Attack - Ranged (6)

Effect: *1 Target, Pledge*

If used on the same turn as Water Pledge, all foes are treated as if at -2 Speed Combat Stages for **1d4+1** turns, if any foe has additional Speed Combat Stages, apply them as usual. If used on the same turn as Fire Pledge, all foes within 20 meters of the user lose 1/8th of their max HP at the end of each round of combat for **1d4+1** turns.

Beauty - None - *Torrential Appeal*

Grasswhistle - Grass
EOT - 11

Effect - Ranged (6)

Effect: *No Target, Burst*

Grasswhistle creates a 5-meter Burst. All Legal Targets fall Asleep.

Smart - 2d4 - *Excitement*

Horn Leech - Grass
3d10+12 - Battle - 2

Attack - Melee

Effect: *1 Target*

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

Smart - 1d4 - *Good Show!*

Ingrain - Grass
Battle - None

Effect - Self

Effect: *No Target, Coat*

Ingrain is a Coat with the following abilities: The user cannot be forced to switch out or flee but they can still be willingly switched out. At the beginning of each of the user's turns, the user gains 1/16th of its full HP. The user loses any immunities to Ground-Type Moves.

Smart - None - *Torrential Appeal*

*Grants: Sprouter

Leaf Blade - Grass
3d12+14 - Battle - 2

Attack - Melee

Effect: *1 Target, Pass*

Leaf Blade is a Critical Hit on 18-20 during Accuracy Check.

Cool - 2d4 - *Round Starter*

Leaf Storm - Grass
6d12+22 - Center - 4

Special Attack - Ranged (3)

Effect: *Target Area, Column*

Leaf Storm creates a 2-meter Column. Lower the user's Special Attack 2 Combat Stages after damage.

Cute - 2d4 - *Seen Nothing Yet*

Leaf Tornado - Grass
3d8+10 - Battle - 4

Special Attack - Ranged (6)

Effect: *No Target, Burst*

Leaf Tornado creates a 2-meter Burst. On 15-20 during Accuracy Check, all Legal Targets must roll 1 higher on Accuracy Checks for the remainder of the combat.

Beauty - 1d4 - *Good Show!*

Leech Seed - Grass
Center - 4

Effect - Ranged (6)

Effect: *1 Target*

At the beginning of each of the target's turns, Leech Seed's target loses 1/8th of their full HP. Do not apply weakness or resistance to the HP lost. Do not apply stats to the HP lost. Leech Seed's user then gains HP equal to the amount the target lost. Leech Seed lasts until the target faints or is returned to a Poke Ball. Leech Seed cannot hit a Grass type Pokemon.

Smart - None - *Torrential Appeal*

Magical Leaf - Grass
2d10+8 - EOT - None

Special Attack - Ranged (10)

Effect: *1 Target*

Magical Leaf cannot miss.

Beauty - 2d4 - *Round Starter*

Mega Drain - Grass
1d12+6 - EOT - 2

Special Attack - Melee

Effect: *1 Target*

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

Smart - 1d4 - *Good Show!*

Needle Arm - Grass
2d10+8 - EOT - 2

Attack - Melee

Effect: *1 Target*

Needle Arm Flinches the target on 15-20 during Accuracy Check.

Smart - 3d4 - *No Effect*

Petal Dance - Grass
5d12+18 - Center - 3

Special Attack - Ranged (3)

Effect: *No Target, Burst*

Petal Dance's user must make another Ranged attack for **1d2** more turns. The attack is identical to Petal Dance except for Petal Dance's effect. Petal Dance creates a 3-meter Burst, but only on the first round of its use. After the first use is declared, Petal Dance targets the nearest Legal Target for its second or third round of use if the original target is unconscious. If potential targets are an equal distance from the user, you may choose the target. After Petal Dance's additional use(s) end(s), the user becomes Confused. For Pokemon users, the additional **1d2** are their Trainer's Command Actions, unless the Trainer is unconscious, in which case the Pokemon acts on its own until finished.

Beauty - None - *Torrential Appeal*

Power Whip - Grass
5d12+18 - Battle - 5

Attack - Ranged (10)

Effect: *1 Target*

Beauty - 3d4 - *No Effect*

*Grants: Threaded

Razor Leaf - Grass
2d10+8 - At-Will - 4

Attack - Ranged (10)

Effect: *1 Target*

Razor Leaf is a Critical Hit on 18-20 during Accuracy Check.

Cool - 3d4 - *No Effect*

Seed Bomb - Grass
3d10+12 - EOT - 2

Attack - Ranged (8)

Effect: *1 Target, Blast*

Seed Bomb creates a 2-meter Blast.

Smart - 3d4 - *No Effect*

Seed Flare - Grass
5d12+18 - Center - 5

Special Attack - Ranged (15)

Effect: *1 Target, Blast*

Seed Flare creates a 3-meter Blast. All Legal Targets have their Special Defense lowered 1 Combat Stage.

Cool - 2d4 - *Seen Nothing Yet*

Sleep Powder - Grass
Center - 6

Effect - Ranged (6)

Effect: *1 Target, Blast*

Sleep Powder creates a 1-meter Blast. All Legal Targets fall Asleep.

Smart - None - *Inversed Appeal*

Grass Moves (continued)

Solarbeam - Grass
5d12+18 - Battle - 2

Special Attack - Ranged (10)

Effect: *1 Target, Column, Set Up*

Once you declare the use of Solarbeam, the user's turn ends. On its next turn, the user may shift and use Solarbeam's damage. If the user is in Sunny Weather, Solarbeam uses its damage on the turn you declare its use. If the user is in Rainy or Sand Storming Weather Solarbeam's user must end their turn immediately at the start of their second turn after declaring Solarbeam's use, only getting to use Solarbeam's damage on the third turn. If the user is in Hailing Weather, Solarbeam's damage is **3d10**. Solarbeam creates a Column 1 meter wide.

Cool - 1d4 - *Special Attention*

Spore - Grass
Center - None

Effect - Ranged (6)

Effect: *1 Target*

The target falls Asleep.

Beauty - 2d4 - *Get Ready!*

Stun Spore - Grass
At-Will - 11

Effect - Ranged (6)

Effect: *1 Target, Blast*

Stun Spore creates a 1-meter Blast. Stun Spore paralyzes al Legal Targets.

Smart - 2d4 - *Excitement*

Synthesis - Grass
Center - None

Effect - Self

Effect: *No Target*

The user regains HP equal to half of its full HP. If it is Sunny, the user gains 2/3 of its full HP. If it is Rainy, Sand Storming or Hailing the user gains ¼ of their full HP.

Smart - None - *Reflective Appeal*

*Grants: Sprouter

Vine Whip - Grass
1d12+6 - At-Will - 2

Attack - Ranged (10)

Effect: *1 Target*

Cool - 3d4 - *No Effect*

*Grants: Threaded

Wood Hammer - Grass
5d12+18 - EOT - 2

Attack - Melee

Effect: *1 Target, Dash, Push, Recoil 1/3*

The target is pushed back 5-meters. The target takes an additional **1d6** if it is Pushed into Blocking Terrain. If the target is pushed into another Legal Target, instead, both take **1d6**. After Wood Hammer deals damage, Recoil.

Tough - 2d4 - *Round Ender*

Worry Seed - Grass
Battle - 2

Effect - Ranged (8)

Effect: *1 Target*

The target's Ability is replaced with Insomnia. If the target has multiple Abilities, Worry Seed only replaces one.

Beauty - 2d4 - *Excitement*

Ground Moves

Bone Club - Ground
3d8+10 - EOT - 5

Attack - Melee

Effect: *1 Target*

Bone Club Flinches the target on 18-20 during Accuracy Check.

Tough - 3d4 - *No Effect*

Bone Rush - Ground
1d10+4 - EOT - 4

Attack - Melee

Effect: *1 Target, Scatter*

Bone Rush can hit up to 5 times. Once the user misses, they cannot attempt to make another Bone Rush attack on that turn.

Tough - 2d4 - *Reliable*

Bonemerang - Ground
2d12+8 - EOT - 3

Attack - Ranged (8)

Effect: *1 Target, Scatter*

Bonemerang can hit up to 2 times. If Bonemerang misses its first target, you may still use it a second time.

Tough - 2d4 - *Reliable*

Bulldoze - Ground
2d10+8 - EOT - 2

Attack - Ranged (3)

Effect: *No Target, Burst*

Bulldoze creates a 3-meter Burst. All Legal Targets are lowered 1 Speed Combat Stage.

Cool - 3d4 - *No Effect*

Dig - Ground
3d10+12 - Battle - 2

Attack - Melee

Effect: *1 Target, Dash, Set Up*

Once you declare the use of Dig, the user is moved underground and their turn ends. On the next turn, Dig's user may shift, using their Overland or Burrow Speed then uses Dig's damage. While underground, Dig's user may not be the target of Moves.

Smart - 1d4 - *Special Attention*

*Grants: Burrow +3

Drill Run - Ground
3d10+12 - EOT - 3

Attack - Melee

Effect: *1 Target*

Drill Run is a Critical Hit on 18-20 during Accuracy Check.

Cool - 3d4 - *No Effect*

Earth Power - Ground
3d12+14 - Battle - 2

Special Attack - Ranged (6)

Effect: *1 Target, Blast*

Earth Power creates a 3-meter Blast. Earth Power lowers the Special Defense of all Legal Targets 1 Combat Stage on 16-20 during Accuracy Check.

Smart - 2d4 - *Round Ender*

Earthquake - Ground
4d12+16 - Battle - 2

Attack - Ranged (5)

Effect: *No Target, Burst*

Earthquake creates a 5-meter Burst. Earthquake can hit targets using the Move Dig.

Tough - 2d4 - *Round Ender*

*Grants: Groundshaper

Fissure - Ground
Center - 15

Effect - Ranged (5)

Effect: *1 Target, Column*

Fissure creates a Column that is 3-meters wide. All Legal Targets have their HP set to 0. Fissure can hit targets using the Move Dig.

Tough - None - *Big Show*

Magnitude - Ground

See Effect - EOT - 2

Attack - Ranged (2)

Effect: *No Target, Burst*

Magnitude creates a 2-meter Burst. Roll **1d6**. On a result of 1, use **1d4** for damage. On a result of 2, use **1d8** for damage. On a result of 3, use **2d8** for damage. On a result of 4, use **2d10** for damage. On a result of 5, use **3d10** for damage. On a result of 6, use **4d10** for damage. Magnitude can hit targets using the Move Dig.

Tough - 2d4 - *Round Ender*

*Grants: Groundshaper

Mud Bomb - Ground

3d8+10 - EOT - 4

Special Attack - Ranged (6)

Effect: *1 Target, Blast*

Mud Bomb creates a 1-meter Blast. All Legal Targets must roll +1 during Accuracy Checks for the remainder of the encounter on 17-20 during Accuracy Check.

Smart - 2d4 - *Round Ender*

Mud Shot - Ground

2d10+8 - EOT - 3

Special Attack - Ranged (3)

Effect: *1 Target, Column*

Mud Shot creates a Column 1 meter wide. All Legal Targets have their Speed lowered 1 Combat Stage.

Tough - 2d4 - *Slow Set*

Mud Sport - Ground

EOT - None

Effect - Ranged (8)

Effect: *1 Target, Coat*

Mud Sport makes a Coat that resists Electric Moves. Mud Sport can Target Self.

Cute - 2d4 - *Hold That Thought*

Mud-Slap - Ground

1d6+3 - EOT - 2

Special Attack - Ranged (2)

Effect: *1 Target, Column*

Mud-Slap creates a Column 1-meter wide. All Legal Targets must roll +1 during Accuracy Checks for the remainder of the encounter.

Cute - 3d4 - *No Effect*

Sand Tomb - Ground

1d12+6 - EOT - 4

Attack - Ranged (6)

Effect: *1 Target, Trap*

Sand Tomb Traps the target for **1d4+1** turns. At the beginning of the target's turn, if the target is Trapped, roll **1d20** and the target loses that much HP. Do not apply weakness or resistance to the HP lost. Do not apply stats to the HP lost. Sand Tomb may not trap more then one target at a time.

Smart - None - *Torrential Appeal*

Sand-Attack - Ground

EOT - 2

Effect - Ranged (2)

Effect: *1 Target, Column*

Sand-Attack creates a Column 1 meter wide. All Legal Targets must roll +1 during Accuracy Checks for the remainder of the encounter.

Cute - 1d4 - *Excitement*

Spikes - Ground

At-Will - None

Effect - Ranged (6)

Effect: *No Target, Hazard*

Set 10 square meters of Spikes, all 10 meters must be adjacent with at least one other space of Spikes next to each other. Spikes cause all foes to lose 1/8th of their full HP when moving onto or over the occupied spaces with an Overland Capability. If there are 2 Layers of Spikes on the same space, the foes lose 1/6th of their full HP. If there are 3 or more Layers of Spikes on the same space, the foes lose 1/4th of their full HP.

Smart - 2d4 - *Hold That Thought*

Ice Moves

Aurora Beam - Ice

3d8+10 - EOT - 2

Special Attack - Ranged (6)

Effect: *1 Target, Column*

Aurora Beam creates a Column 1 meter wide. Aurora Beam lowers the target's Attack 1 Combat Stage on 18-20 during Accuracy Check.

Beauty - 2d4 - *Round Starter*

*Grants: Freezer

Avalanche - Ice

2d10+8 - Battle - 2

Attack - Ranged (5)

Effect: *1 Target, Column*

Avalanche creates a Column 2-meters wide. If a target damaged Avalanche's user on their last turn, deal an additional **2d10** during Damage Dice Roll.

Cool - 2d4 - *Final Appeal*

Blizzard - Ice

5d12+18 - Battle - 7

Special Attack - Ranged (6)

Effect: *1 Target, Column*

Blizzard creates a Column that is 3-meters wide. Blizzard Freezes all legal targets on 16-20 during accuracy Check. If the target is in Hailing Weather, Blizzard cannot miss.

Beauty - 2d4 - *Round Starter*

*Grants: Freezer

Freeze Shock - Ice

6d12+22 - Center - 4

Attack - Ranged (10)

Effect: *1 Target, Column, Push*

Freeze Shock creates a Column 2-meters wide. All Legal Targets are pushed 10-meters and take an additional **1d6** if Pushed into Blocking Terrain. If the target is pushed into another Legal Target, instead, both take **1d6**. Freeze Shock paralyzes all Legal Targets on 15-20 on Accuracy Check.

Beauty - 2d4 - *Seen Nothing Yet*

Frost Breath - Ice

20 - Battle - 4

Special Attack - Ranged (2)

Effect: *1 Target*

Frost Breath is a Critical Hit. Do not double Frost Breath's Damage Dice Roll for Crtical Hits.

Beauty - 3d4 - *No Effect*

Glaciate - Ice

3d8+10 - Battle - 3

Special Attack - Ranged (5)

Effect: *1 Target*

Glaciate creates a 5-meter Burst. All Legal Targets have their Speed lowered 1 Combat Stage. On a roll of 11-20 during Accuracy Check, all Legal Targets on the ground are Trapped and cannot shift for 2 rounds.

Beauty - 3d4 - *No Effect*

Hail - Ice

Battle - None
Field - Effect
Effect: *Target Area, Weather*
For **1d4+1** rounds, the area is considered Hailing. At the beginning of each round, all non-Ice Type Pokemon lose 1/16th of their full HP. Ice Type Pokemon are treated as if their Defense is raised 2 Combat Stages while Hailing.
Beauty - 2d4 - *Hold That Thought*

Haze - Ice

At-Will - None
Field - No Effect
Effect: *Target Area, Weather*
For 3 rounds, the area is considered Hazy. Hazy does not replace other Weather Statuses. In Hazy Weather, all Combat Stages get set to 0.
Beauty - 2d4 - *Hold That Thought*

Ice Ball - Ice

1d10+4 - EOT - 4
Attack - Melee
Effect: *1 Target, Pass*
The user must use Ice Ball until it misses, or fails to be able to shift enough to hit a target for their next 4 turns. On the second turn, Ice Ball uses **2d10+8** for its Damage Dice Roll. On the third turn, Ice Ball uses **2d10+12**. On the fourth turn, Ice Ball uses **3d10+16**. On the fifth and final turn, Ice Ball uses **4d10+20**.
Beauty - 2d4 - *Reliable*

Ice Beam - Ice

4d12+16 - Battle - 2
Special Attack - Ranged (8)
Effect: *1 Target, Column*
Ice Beam creates a Column 1 meter wide. Ice Beam Freezes all Legal Targets on 19-20 during Accuracy Check.
Beauty - 2d4 - *Round Starter*

*Grants: Freezer

Ice Burn - Ice

6d12+22 - Center - 4
Special Attack - Ranged (10)
Effect: *1 Target, Column*
Ice Burn creates a Column 2-meters wide. All Legal Targets are pushed 10-meters and take an additional **1d6** if Pushed into Blocking Terrain. If the target is pushed into another Legal Target, instead, both take **1d6**. Ice Burn Burns all Legal Targets on 15-20 on Accuracy Check.
Beauty - 2d4 - *Seen Nothing Yet*

Ice Fang - Ice

3d8+10 - EOT - 3
Attack - Melee
Effect: *1 Target*
Ice Fang Freezes or Flinches on 18-19 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.
Cool - 3d4 - *No Effect*

Ice Punch - Ice

3d10+12 - EOT - 2
Attack - Melee
Effect: *1 Target*
Ice Punch Freezes the target on 19-20 during Accuracy Check.
Beauty - 2d4 - *Round Starter*

Ice Shard - Ice

1d12+6 - At-Will - 2
Attack - Ranged (10)
Effect: *1 Target, Interrupt*
If a foe wants to declare a Move, you may instead use Ice Shard on their turn before they can use their Move.
Beauty - 2d4 - *Quick Set*

Icicle Crash - Ice

3d12+14 - Battle - 4
Attack - Ranged (6)
Effect: *1 Target*
Icicle Crash Flinches the target on 15-20 during Accuracy Check.
Tough - 3d4 - *No Effect*

Icicle Spear - Ice

1d10+4 - EOT - 4
Attack - Ranged (6)
Effect: *1 Target, Scatter*
Icicle Spear can hit up to 5 times. Once the user misses, they cannot attempt to make another Icicle Spear attack on that turn.
Beauty - 2d4 - *Reliable*

Icy Wind - Ice

2d10+8 - EOT - 3
Special Attack - Ranged (6)
Effect: *1 Target, Column*
Icy Wind creates a Column 1-meter wide. All Legal Targets have their Speed lowered 1 Combat Stage.
Beauty - 2d4 - *Slow Set*

Mist - Ice

At-Will - None
Effect - Ranged (5)
Effect: *1 Target, Coat*
The target with Mist's Coat may not have their Combat Stages lowered. Mist can Target Self.
Beauty - 2d4 - *Hold That Thought*

Powder Snow - Ice

1d12+6 - At-Will - 2
Special Attack - Ranged (3)
Effect: *1 Target, Column*
Powder Snow creates a 1-meter wide. Powder Snow Freezes all Legal Targets on 19-20 during Accuracy Check.
Beauty - 3d4 - *No Effect*

*Grants: Freezer

Sheer Cold - Ice

Center - 16
Effect - Ranged (4)
Effect: *1 Target, Blast*
Sheer Cold creates 3-meter Blast. All Legal Targets have their HP set to 0.
Beauty - 2d4 - *Big Show*

*Grants: Freezer

Normal Moves

Acupressure - Normal

EOT - 2
Effect - Melee
Effect: *1 Target or Target Self*
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, the target needs -2 to hit during Accuracy Checks.
Cool - None - *Get Ready!*

After You - Normal

Center - None
Effect - Self
Effect: *1 Target*
The target goes first during the next round of combat, ignoring Speed stats. They may not be Interrupted by any Moves that round.
Smart - 2d4 - *Slow Set*

Assist - Normal

Battle - None
Effect - Self
Effect: *No Target*
Randomly select another pokemon on the user's roster and then randomly select a Move that Pokemon knows. Assist's user uses that Move immediatley.
Cute - 2d4 - *Scrambler*

Attract - Normal

EOT - 2	
Effect - Ranged (10)	
Effect: *1 Target*	

Attract Infatuates the target. Attract may not affect something that is the same gender as the user or something that is genderless.

Cute - 2d4 - *Excitement*

Barrage - Normal

1d6+3 - EOT - 4	
Attack - Ranged (8)	
Effect: *1 Target, Scatter*	

Barrage can hit up to 5 times. Once the user misses, they cannot attempt to make another Barrage attack on that turn.

Tough - 2d4 - *Reliable*

Baton Pass - Normal

At-Will - None	
Effect - Self	
Effect: *No Target*	

The user is replaced with another pokemon from their trainer's roster. All Combat Stages and Coats on Baton Pass' user are transferred to the replacement. Baton Pass can ignore Traps, but the replacement is then Trapped.

Cute - None - *Inversed Appeal*

Belly Drum - Normal

Battle - None	
Effect - Self	
Effect: *1 Target*	

Belly Drum's user loses HP equal to half of its full HP. Do not appliy the user's stats to the HP lost. Belly Drum sets the user's Attack to +6 Combat Stages.

Cute - None - *Get Ready!*

Bestow - Normal

Battle - 2	
Effect - Ranged (4)	
Effect: *1 Target*	

The user gives its held item to the target, unless the target is already holding an item.

Cute - None - *Attention Grabber*

Bide - Normal

Battle - None	
Effect - Ranged (15)	
Effect: *1 Target, Intercept*	

You may use Bide as an Intercept upon being targeted by a Move. After declaring the use of Bide, the user ends their turn. At the start of their next turn, end their turn. On the turn after that, add up all of the damage the user has taken in the past 2 turns, call that total X. Bide's Target loses HP equal to twice the value of X. Do not apply weakness or resistance to the HP lost as a result of Bide. Do not apply stats to the HP lost as a result of Bide. Bide cannot miss.

Tough - 2d4 - *Final Appeal*

Bind - Normal

1d6+3 - EOT - 4	
Attack - Melee	
Effect: *1 Target, Trap*	

Bind Traps the target and the user for **1d4+1** turns. At the beginning of the target's turn, if the target is Trapped, roll **1d12** and the target loses that much HP. Do not apply weakness or resistance to the HP lost. Do not apply stats to the HP lost. Bind may not trap more then one target at a time unless the User is Huge or Gigantic.

Tough - None - *Torrential Appeal*

Block - Normal

Battle - 2	
Effect - Melee	
Effect: *1 Target, Trap*	

Both the user and the target are Trapped.

Cute - 2d4 - *Hold That Thought*

Body Slam - Normal

3d12+14 - EOT - 2	
Attack - Melee	
Effect: *1 Target*	

Body Slam Paralyzes the target on 15-20 during Accuracy Check.

Tough - 3d4 - *No Effect*

Camouflage - Normal

EOT - None	
Effect - Self	
Effect: *1 Target*	

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.

Smart - 2d4 - *Hold That Thought*

*Grants: Blender

Captivate - Normal

EOT - 2	
Effect - Ranged (10)	
Effect: *1 Target*	

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.

Beauty - 2d4 - *Excitement*

Charm - Normal

EOT - 2	
Effect - Ranged (10)	
Effect: *1 Target*	

Charm lowers the target's Attack 2 Combat Stages.

Cute - 2d4 - *Excitement*

Chip Away - Normal

3d8+10 - EOT - 2	
Attack - Melee	
Effect: *1 Target*	

Ignore any changes in the target's Defense or Special Defense when calculating damage.

Tough - 2d4 - *Reliable*

Comet Punch - Normal

1d6+3 - EOT - 4	
Attack - Melee	
Effect: *1 Target, Scatter*	

Comet Punch can hit up to 5 times. Once the user misses, they cannot attempt to make another Comet Punch attack on that turn. When adding stats only add ½ Attack.

Tough - 2d4 - *Reliable*

Constrict - Normal

1d6+1 - At-Will - 2	
Attack - Melee	
Effect: *1 Target*	

Constrict lowers the target's Speed 1 Combat Stage.

Tough - None - *Torrential Appeal*

Conversion - Normal

At-Will - None	
Effect - Self	
Effect: *No Target*	

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.

Beauty - 1d4 - *Catching Up*

Conversion2 - Normal

At-Will - None	
Effect - Self	
Effect: *1 Target*	

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.

Beauty - 1d4 - *Catching Up*

Copycat - Normal
Center - None

Effect - Ranged (15)

Effect: *1 Target*

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

Cool - None - *Attention Grabber*

Covet - Normal
2d10+8 - Battle - 2

Attack - Melee

Effect: *1 Target*

Covet takes the target's held item and attaches it to Covet's user, if the user is not holding anything.

Cute - None - *Attention Grabber*

Crush Claw - Normal
3d10+12 EOT - 3

Attack - Melee

Effect: *1 Target, Dash*

Crush Claw lowers the target's Defense 1 Combat Stage on 11-20 during Accuracy Check.

Cool - 3d4 - *No Effect*

Crush Grip - Normal
5d12+18 - Battle - 2

Attack - Melee

Effect: *1 Target*

For every 10% the target is below their full HP, Crush Grip's Damage Dice Roll is reduced by **1d12** to a minimum of **20.**

Tough - 2d4 - *Final Appeal*

Cut - Normal
2d8+6 - At-Will - 3

Attack - Melee

Effect: *1 Target*

Cool - 3d4 - *No Effect*

Defense Curl - Normal
At-Will - None

Effect - Self

Effect: *No Target*

Defense Curl raises the user's Defense 1 Combat Stage. If the user uses the Move Ice Ball or Rollout later in the encounter without having been switched out, each hit deals an additional **1d12+4** during Damage Dice Roll. The extra damage bonus for Ice Ball or Rollout does not stack.

Cute - 2d4 - *Hold That Thought*

Disable - Normal
EOT - 2

Effect - Ranged (10)

Effect: *1 Target*

Name a Move. For the remainder of the encounter, the target may not use that Move; the Move is considered Disabled. A target may not have more then 1 Move Disabled, if a new move is Disabled, the last Disabled Move is no longer Disabled.

Smart - 2d4 - *Excitement*

Dizzy Punch - Normal
3d8+10 - Battle - 2

Attack - Melee

Effect: *1 Target, Push*

The target is Pushed 2-meters. Dizzy Punch Confuses the target on 17-20 during Accuracy Check.

Cool - None - *Inversed Appeal*

Double Hit - Normal
1d12+6 - EOT - 3

Attack - Melee

Effect: *1 Target, Scatter*

Double Hit can hit up to 2 times. If Double Hit misses its first target, you may still use it a second time.

Smart - 2d4 - *Reliable*

Double Team - Normal
Center - None

Effect - Self

Effect: *No Target*

The user makes three copies of themselves and places them into the encounter adjacent to the user. The user must place some sign under the token of the original copy to mark it as the original. If a copy is hit by a damaging Move, it is destroyed. If the original is hit by a damaging Move, all copies are destroyed. Any copy can perform a Move but the user is still only allowed one Move per turn. All copies may shift each turn. When the user and its copies are targeted by a Move, foes must roll +2 during Accuracy Check to hit for the remainder of the encounter. When a copy disappears, the user loses **1d6** HP. Do not apply weakness or resistance to HP lost. Do not apply stats to HP lost.

Cool - 2d4 - *Reliable*

Double-Edge - Normal
5d12+18 - EOT - 2

Attack - Melee

Effect: *1 Target, Dash, Push, Recoil 1/3*

The target is pushed back 5-meters. The target takes an additional **1d12** if it is Pushed into Blocking Terrain. If the target is pushed into another Legal Target, instead, both take **1d12**. After Double-Edge deals damage, Recoil.

Tough - None - *Big Show*

Doubleslap - Normal
1d6+1 - EOT - 4

Attack - Melee

Effect: *1 Target, Scatter*

Doubleslap can hit up to 5 times. Once the user misses, they cannot attempt to make another Doubleslap attack on that turn.

Tough - 2d4 - *Reliable*

Echoed Voice - Normal
1d12+6 - At-Will - 2

Special Attack - Ranged (10)

Effect: *1 Target*

For every consecutive use of Echoed Voice, add **1d20** to its Damage Dice Roll to a maximum of **5d20.** Consecutive uses of Echoed Voice can be used across different Pokemon. If Echoed Voice is not used at least once every turn, the consecutive uses of Echoed Voice reset.

Smart - 2d4 - *Reliable*

Egg Bomb - Normal
4d12+16 - Battle - 6

Attack - Ranged (8)

Effect: *1 Target, Blast*

Egg Bomb creates a 2-meter Blast.

Tough - 3d4 - *No Effect*

Encore - Normal
Center - 2

Effect - Ranged (10)

Effect: *1 Target*

The target must use the same Move that it most recently used for the next **1d2+1** turns. If the Frequency of the move doesn't allow the Move to be used so often, the target instead cannot use a Move.

Cute - 1d4 - *Good Show!*

Endeavor - Normal
Center - 2

Effect - Melee

Effect: *1 Target, Dash*

The target's HP is set to equal the user's HP if the user's current HP is less then the target's current HP. If the user's HP is equal to or greater than the target's HP nothing happens.

Tough - 2d4 - *Final Appeal*

Endure - Normal

Center - None

Effect - Self

Effect: *No Target, Intercept*

If the user is being hit by a damaging Move, you may use Endure. If the Move would bring Endure's user down to 0 HP or less, Endure's user instead is set to 1 HP.

Tough - 2d4 - *Hold That Thought*

Entrainment - Normal

Battle - 2

Effect - Ranged (10)

Effect: *1 Target*

Entrainment changes one of the target's abilities into one Ability that the user has for **1d4+1** turns.

Cute - 1d4 - *Catching Up*

Explosion - Normal

6d20+55 - Center - 2

Attack - Ranged (7)

Effect: *No Target, Burst*

Explosion creates a 7-meter Burst. The user's HP is set to -50% of their full HP. If the user is above Loyalty 1, their Loyalty is lowered at least 1 stage.

Beauty - None - *Big Show*

Extremespeed - Normal

3d10+12 - Battle - 2

Attack - Melee

Effect: *1 Target, Dash, Interrupt*

If a foe wants to declare a Move, you may instead use Extremespeed on their turn before they can use their Move. Extremespeed may not be Interrupted. After the user finishes the damage step of their turn, they may shift again.

Cool - 2d4 - *Quick Set*

Façade - Normal

3d8+10 - EOT - 2

Attack - Melee

Effect: *1 Target*

If the user is afflicted with a Status effect, use an additional **4d12** during Damage Dice Roll. If the user is afflicted with a Status effect, Façade's Frequency drops (EOT to Battle or At-Will to EOT).

Cute - 2d4 - *Final Appeal*

Fake Out - Normal

1d12+6 - Battle - 2

Attack - Melee

Effect: *1 Target, Interrupt*

You may only use Fake Out at the beginning of an encounter, as an Interrupt. Fake Out Flinches the target.

Cute - 2d4 - *Round Starter*

False Swipe - Normal

1d12+6 - At-Will - 2

Attack - Melee

Effect: *1 Target, Pass*

If False Swipe would lower the target to 0 HP or less, the target is instead set to 1 HP unless the target was already below 0 HP.

Cool - None - *Inversed Appeal*

Feint - Normal

1d10+4 - Center - 2

Attack - Melee

Effect: *1 Target, Interrupt*

Feint may only Interrupt Intercepts. If used as an Interrupt, the target flips a coin, if they win the flip, they may retain the use of their Intercept for the encounter as if they did not use it during the encounter. If the target loses the flip, they use up their Intercept. Feint ignores all Intercept effects, dealing damage as if the Intercept was not used.

Beauty - None - *Inverse Appeal*

Flail - Normal

See Effect - EOT - 2

Attack - Melee

Effect: *1 Target*

If the user has more than 70% of its total HP, use **1d10+5** for Damage Dice Roll. If the user has more than 36% of its total HP, use **2d10+10**. If the user has more than 21% of its total HP, use **3d10+10**. If the user has more than 6% of its total HP, use **4d10+10**. If the user has 1-5% of its total HP, use **5d10+20**

Cute - 2d4 - *Final Appeal*

Flash - Normal

EOT - 2

Effect - Ranged (4)

Effect: *No Target, Burst*

Flash creates a 4-meter Burst. Flash makes all Legal Targets need +1 to hit during Accuracy Checks.

Beauty - 1d4 - *Unsettling*

*Grants: Glow

Focus Energy - Normal

At-Will - None

Effect - Self

Effect: *No Target, Coat*

The user's Moves are Critical Hits on 17-20. If a Move already has an extended Critical Hit range, Focus energy extends that range by -3. Focus Energy's effect cannot be used more then once per encounter unless the user somehow loses the benefit of Focus Energy.

Cool - None - *Get Ready!*

Follow Me - Normal

Center - None

Effect - Self

Effect: *No Target, Intercept*

All Foes may only target the user when using a Move until the user is knocked out or switched out. This Effect lasts for one round of combat.

Cute - 2d4 - *Scrambler*

Foresight - Normal

At-Will - None

Effect - Self

Effect: *No Target*

The user's Normal-Type and Fighting-Type Moves can now hit and affect Ghost-Type targets. Foresight's user is unaffected by the effects of Moves which make them have to roll higher during Accuracy Checks to hit. Targets may not use their Speed stat to modify Accuracy Checks. Foresight's user can identify the real target using Double Team.

Smart - 1d4 - *Good Show!*

Frustration - Normal

4d12+16 - EOT - 2

Attack - Melee

Effect: *1 Target*

The user may only use Frustration if its Loyalty is level 0 or 1.

Cute - 2d4 - *Round Ender*

Fury Attack - Normal

1d6+3 - EOT - 4

Attack - Melee

Effect: *1 Target, Scatter*

Fury Attack can hit up to 5 times. Once the user misses, they cannot attempt to make another Fury Attack attack on that turn.

Cool - 2d4 - *Reliable*

Fury Swipes - Normal

1d6+3 - EOT - 4

Attack - Melee

Effect: *1 Target, Scatter*

Fury Swipes can hit up to 5 times. Once the user misses, they cannot attempt to make another Fury Swipes attack on that turn.

Tough - 2d4 - *Reliable*

Giga Impact - Normal

7d10+28 - Center - 4
Attack - Melee
Effect: *1 Target, Dash, Burst, Exhaust*
Giga Impact creates a 3-meter Burst around the target. On Miss, Giga Impact deals the user's Attack instead to all possible targets.
Beauty - 2d4 - *Seen Nothing Yet*

Glare - Normal

At-Will - 3
Effect - Ranged (5)
Effect: *1 Target*
Glare Paralyzes the target.
Tough - 2d4 - *Excitement*

Growl - Normal

At-Will - 2
Effect - Ranged (5)
Effect: *No Target, Burst*
Growl creates a 5-meter Burst. Growl lowers all Legal Targets Attack 1 Combat Stage.
Cute - 2d4 - *Excitement*

Growth - Normal

At-Will - None
Effect - Self
Effect: *No Target*
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.
Beauty - None - *Get Ready!*

*Grants: Inflatable

Guillotine - Normal

Center - 15
Effect - Melee
Effect: *1 Target*
The target is set to 0 HP.
Cool - None - *Big Show*

Harden - Normal

At-Will - None
Effect - Self
Effect: *No Target*
Raise the user's Defense 1 Combat Stage.
Tough - 2d4 - *Hold That Thought*

Headbutt - Normal

3d8+10 - EOT - 2
Attack - Melee
Effect: *1 Target, Dash*
Headbutt Flinches the target on 15-20 during Accuracy Check.
Tough - 3d4 - *No Effect*

Head Charge - Normal

5d12+18 - EOT - 2
Attack - Melee
Effect: *1 Target, Push, Recoil 1/4*
The target is Pushed back 5-meters. The target takes an additional **1d12** if it is Pushed into Blocking Terrain. If the target is pushed into another Legal Target, instead, both take **1d12**. After Head Charge deals damage, Recoil.
Tough - 3d4 - *No Effect*

Heal Bell - Normal

Center - None
Effect - Ranged (3)
Effect: *No Target, Burst*
Heal Bell creates a 3-meter Burst. All targets are cured of any Status ailments. Heal Bell cannot miss.
Beauty - None - *Reflective Appeal*

Helping Hand - Normal

EOT - None
Effect - Melee
Effect: *1 Target*
The ally targeted with Helping Hand will have their next Move deal an additional **1d20** if the Move has a Damage Dice Roll. Helping Hand cannot miss.
Smart - 1d4 - *Good Show!*

Hidden Power - Normal

See Effect - EOT - 2
Special Attack - Ranged (3)
Effect: *No Target, Burst*
Hidden Power makes a 3-meter Burst. When a pokemon first obtains the Move Hidden Power, roll **1d4** and **1d20**. For the **1d4** roll, a result of 1 makes Hidden Power's Damage Dice Roll **1d12+6**; a result of 2 makes the Damage Dice Roll **2d8+6**; a result of 3 makes the Damage Dice Roll **2d10+8**; a result of 4 makes the Damage Dice Roll **3d8+10**. For the **1d20** roll, 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; Fighting on 5; Fire on 6; Flying on 7; Ghost on 8; Grass on 9; Ground on 10; Ice on 11; Normal on 12; Poison on 13; Psychic on 14; Rock on 15; Steel on 16; Water on 17; and on a result of 18-20, reroll the d20. Those become the Hidden Power's permanent stats for that user.
Smart - 1d4 - *Catching Up*

Horn Attack - Normal

3d8+10 - At-Will - 2
Attack - Melee
Effect: *1 Target, Dash*
Cool - 3d4 - *No Effect*

Horn Drill - Normal

Center - 15
Effect - Melee
Effect: *1 Target*
The target is set to 0 HP.
Cool - None - *Big Show*

Howl - Normal

At-Will - None
Effect - Self
Effect: *No Target*
Raise the user's Attack 1 Combat stage.
Cool - None - *Get Ready!*

Hyper Beam - Normal

7d10+28 - Center - 4
Special Attack - Ranged (15)
Effect: *1 Target, Column, Exhaust*
Hyper Beam creates a Column 1 meter wide. On Miss, Hyper Beam deals the user's Special Attack instead to all possible targets.
Cool - 2d4 - *Seen Nothing Yet*

Hyper Fang - Normal

3d10+12 - EOT - 4
Attack - Melee
Effect: *1 Target*
Hyper Fang Flinches the target on 19-20 during Accuracy Check.
Cool - 2d4 - *Round Ender*

Hyper Voice - Normal

3d12+14 - Battle - 2
Special Attack - Ranged (4)
Effect: *1 Target, Column, Push*
Hyper Voice creates a Column 4-meters wide. All Legal Targets are Pushed back 3-meters.
Cool - 3d4 - *No Effect*

Judgement - Normal

4d12+16 - Center - 2
Special Attack - Ranged (25)
Effect: *1 Target, Blast*
Judgement makes a 5-meter Blast. Judgment's Type can be whatever Elemental Type the user wants it to be.
Smart - 2d4 - *Scrambler*

Last Resort - Normal

6d12+22 - Battle - 2

Special Attack - Melee

Effect: *1 Target, Dash*

Last Resort can only be used after the user has performed 6 other different Moves.

Cute - 2d4 - *Torrential Appeal*

Leer - Normal

At-Will - 2

Effect - Ranged (5)

Effect: *1 Target*

The target's Defense is lowered 1 Combat Stage.

Cool - 2d4 - *Excitement*

Lock-On - Normal

Center - None

Effect - Ranged (25)

Effect: *1 Target*

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, can be affected by Baton Pass.

Smart - 1d4 - *Good Show!*

Lovely Kiss - Normal

Battle - 2

Effect - Melee

Effect: *1 Target*

The target falls Asleep.

Beauty - 2d4 - *Excitement*

Lucky Chant - Normal

At-Will - None

Effect - Ranged (4)

Effect: *No Target, Burst*

Lucky Chant creates a 4-meter Burst. All allies in the Burst, including the user, take damage from Critical Hits as if they are not Critical Hits for **1d4+1** turns.

Cute - 2d4 - *Hold That Thought*

Me First - Normal

Center - None

Effect - Self

Effect: *1 Target, Interrupt*

If the target declares a Move that has a Damage Dice Roll and Me First's user has a higher Speed stat then the target, you may Interrupt with Me First. Me First will use the same Move the target was about to use on that target.

Cute - 2d4 - *Quick Set*

Mean Look - Normal

Battle - None

Effect - Ranged (6)

Effect: *1 Target*

The target may not flee or be switched until it is knocked out, for the remainder of the encounter.

Beauty - 2d4 - *Unsettling*

Mega Kick - Normal

5d12+18 - Center - 6

Attack - Melee

Effect: *1 Target, Dash, Push*

The target is Pushed 6-meters. The target takes an additional **1d12** if it is Pushed into Blocking Terrain. If the target is pushed into another Legal Target, instead, both take **1d12.**

Cool - 2d4 - *Round Ender*

Mega Punch - Normal

3d10+12 - EOT - 4

Attack - Melee

Effect: *1 Target*

Tough - 2d4 - *Round Ender*

Metronome - Normal

Battle - None

Effect - Self

Effect: *No Target*

Metronome randomly uses any other Move except for After You, Assist, Bestow, Copycat, Counter, Covet, Destiny Bond, Detect, Endure, Feint, Focus Punch, Follow Me, Helping Hand, Metronome, Me First, Mimic, Mirror Coat, Mirror Move, Protect, Quash Quick Guard, Rage Powder, Sketch, Sleep Talk, Snatch, Snore, Switcheroo, Thief, Transform, Trick, Wide Guard. The GM helps to pick the random Move.

Cute - 2d4 - *Scrambler*

Milk Drink - Normal

Center - None

Effect - Melee

Effect: *1 Target*

The target regains HP equal to half of its full HP. The user may target themselves with Milk Drink.

Cute - None - *Reflective Appeal*

Mimic - Normal

Battle - None

Effect - Ranged (15)

Effect: *1 Target*

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.

Cute - None - *Attention Grabber*

Mind Reader - Normal

Center - None

Effect - Ranged (10)

Effect: *1 Target*

The target is Locked-On. The next Move that the User uses against the Target that requires an Accuracy Check cannot miss. Mind Reader's effect, on both the User and Target, can be affected by Baton Pass.

Smart - 1d4 - *Good Show!*

Minimize - Normal

Center - None

Effect - Self

Effect: *No Target*

Foes need an additional +4 during Accuracy Check to hit Minimize's user and the user's size is lowered one level for the remainder of the encounter (Gigantic to Huge, to Large, to Medium to Small).

Cute - 2d4 - *Hold That Thought*

*Grants: Shrinkable

Moonlight - Normal

Center - None

Effect - Self

Effect: *No Target*

The user regains HP equal to half of its full HP. If it is Sunny, the user gains 2/3 of its full HP. If it is Rainy, Sand Storming or Hailing the user gains ¼ of their full HP.

Beauty - None - *Reflective Appeal*

Morning Sun - Normal

Center - None

Effect - Self

Effect: *No Target*

The user regains HP equal to half of its full HP. If it is Sunny, the user gains 2/3 of its full HP. If it is Rainy, Sand Storming or Hailing the user gains ¼ of their full HP.

Beauty - None - *Reflective Appeal*

Natural Gift - Normal

See Effect - Battle - 2

Special Attack - Ranged (10)

Effect: *1 Target, Berry*

Refer to the Move Keywords Berry list. Natural Gift deals damage according to the Berry list and Natural Gift's Type is also defined there. The user's Berry is destroyed and is not consumed.

Cool - 2d4 - *Round Ender*

*Grants: Sprouter

Nature Power - Normal

See Effect - EOT - See Effect

See Effect

Effect: *Environ*

Nature Power uses a Move defined by Environ. If the Move's Frequency is Battle or Center, Nature Power may not be used for the remainder of the encounter.

Beauty - 2d4 - *Scrambler*

*Grants: Sprouter

Odor Sleuth - Normal

At-Will - None

Effect - Ranged

Effect: *1 Target*

The user's Normal-Type and Fighting-Type Moves can now hit and affect Ghost-Type targets. Odor Sleuth's user is unaffected by the effects of Moves which make them have to roll higher during Accuracy Checks to hit. Targets may not use their Speed stat to modify Accuracy Checks. Odor Sleuth's user can identify the real target using Double Team.

Smart - 1d4 - *Good Show!*

*Grants: Tracker

Pain Split - Normal

Battle - None

Effect - Ranged (4)

Effect: *1 Target*

Add the user's and the target's current HP together and divide the value by 2, calling the result X. The user and target's HP are set to X. If X exceeds a target's or user's full HP, the excess is ignored and they are set to full HP.

Smart - 2d4 - *Unsettling*

Pay Day - Normal

1d12+6 - Center - 2

Attack - Ranged (8)

Effect: *1 Target*

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.

Smart - 1d4 - *Catching Up*

Perish Song - Normal

Center - None

Effect - Ranged (15)

Effect: *No Target, Burst*

Perish Song creates a 15-meter Burst. Perish Song cannot miss. Perish Song can affect only pokemon. 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 pokemon's HP to 0. A Perish Count disspears if a Pokemon returns to their Poke Ball or is knocked out.

Beauty - 2d4 - *Unsettling*

Pound - Normal

1d12+6 - At-Will - 2

Attack - Melee

Effect: *1 Target*

Tough - 3d4 - *No Effect*

Present - Normal

See Effect - EOT - 3

Attack - Ranged (8)

Effect: *1 Target*

Roll **1d4**. On a result of 1, use **1d10+10** for Present's Damage Dice Roll; on a result of 2, use **2d10+10**; on a result of 3, use **3d10+10**; on a result of 4 the target is healed **65** HP.

Cute - None - *Inversed Appeal*

Protect - Normal

Center - None

Effect - Self

Effect: *No Target, Intercept*

If the user is hit by a Move, instead you are not hit by the Move. You do not take any damage nor are you affected by any of the Move's effects.

Cute - None - *Inversed Appeal*

Psych Up - Normal

Battle - None

Effect - Ranged (10)

Effect: *1 Target*

The user's Combat Stages are changed to match the target's Combat Stages. Psych Up cannot miss.

Smart - None - *Get Ready!*

Quick Attack - Normal

1d12+6 - At-Will - 2

Attack - Melee

Effect: *1 Target, Interrupt*

If a foe wants to declare a Move, you may instead use Quick Attack on their turn before they can use their Move.

Cool - 2d4 - *Quick Set*

Rage - Normal

1d6+3 - At-Will - 2

Attack - Melee

Effect: *1 Target, Spirit Surge*

The user's Attack is raised 1 Combat Stage as long as they used Rage on their previous turn. If the user is damaged by an attack before it's next turn, its Attack is raised 1 Combat Stage.

Cool - None - *Get Ready!*

Rapid Spin - Normal

1d6+3 - At-Will - 2

Attack - Melee

Effect: *1 Target*

On hit, Rapid Spin destroys Hazards within 5 meters, removes Leech Seeds, and removes the user's Trapped status.

Cool - 2d4 - *Round Starter*

Razor Wind - Normal

3d10+12 - Battle - 2

Special Attack - Ranged (15)

Effect: *1 Target*

Once you declare the use of Razor Wind, the user's turn ends. On its next turn, the user may shift and use Razor Wind's damage. Razor Wind is a Critical Hit on 18-20 during Accuracy Check.

Cool - 1d4 - *Special Attention*

Recover - Normal

Center - None

Effect - Self

Effect: *No Target*

The user regains HP equal to half of its full HP.

Smart - None - *Reflective Appeal*

Recycle - Normal

Center - None

Effect - Self

Effect: *No Target*

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.

Smart - None - *Attention Grabber*

Reflect Type - Normal

Battle - 2

Effect - Ranged (10)

Effect: *1 Target*

Reflect Type changes one of the user's Types into one Type of your choice that the target has for **1d4+1** turns.

Beauty - None - *Attention Grabber*

Refresh - Normal

Battle - None

Effect - Self

Effect: *No Target*

The user is cured of all Status ailments.

Cute - None - *Reflective Appeal*

Relic Song - Normal
3d12+12 - Battle - 2

Special Attack - Ranged (4)

Effect: *No Target, Burst*

Relic Song creates a 4-meter Burst. All Legal Targets fall Asleep on 16-20 during Accuracy Check.

Beauty - 2d4 - *Excitement*

Retaliate - Normal
3d8+10 - Center - 2

Attack - Melee

Effect: *1 Target*

Retaliate deals an additional **5d12** during Damage Dice Roll if an ally has been lowered to 0 HP or less by the target's Moves or Features during the last 2 rounds of combat.

Cool - 3d4 - *No Effect*

Return - Normal
4d12+16 - EOT - 2

Attack - Melee

Effect: *1 Target*

The user may only use Return if its Loyalty is 3 or 4.

Cute - 1d4 - *Round Starter*

Roar - Normal
Battle - 11

Effect - Ranged (6)

Effect: *1 Target*

The target flees away from the user 15 meters, ignoring Speed Capabilities, if terrain allows. The target may not use Moves for 4 rounds. During a trainer battle, the target's owner must recall the fleeing target and replace them.

Cool - 2d4 - *Excitement*

Rock Climb - Normal
3d12+14 - EOT - 5

Attack - Melee

Effect: *1 Target, Dash*

Rock Climb Confuses the target on 17-20 during Accuracy Checks.

Cool - 2d4 - *Round Ender*

Round - Normal
2d10+8 - EOT - 2

Special Attack - Ranged (3)

Effect: *No Target, Burst*

Round creates a 3-meter Burst. The next Pokemon who uses Round during this round of Combat uses **20+2d10** for Round's Damage Dice Roll. The third or any use after the third use of Round during this round of Combat uses **30+3d10** for Round's Damage Dice Roll.

Tough - 2d4 - *Reliable*

Safeguard - Normal
At-Will - None

Effect - Ranged (2)

Effect: *No Target, Wall*

Place 10-meters of Wall. If the effect of a Move that targets through any Walls of Safeguard cause a Status Affliction, they cannot cause a Status Affliction. The Walls sustain for 5 rounds.

Beauty - 2d4 - *Hold That Thought*

Scary Face - Normal
EOT - 2

Effect - Ranged (6)

Effect: *1 Target*

The target's Speed is lowered 2 Combat Stages.

Tough - 2d4 - *Slow Set*

Scratch - Normal
1d12+6 - At-Will - 2

Attack - Melee

Effect: *1 Target, Pass*

Tough - 3d4 - *No Effect*

Screech - Normal
EOT - 4

Effect - Ranged (4)

Effect: *No Target, Burst*

Screech creates a 4-meter Burst. All Legal Targets have their Defense lowered 2 Combat Stages.

Smart - 2d4 - *Unsettling*

Secret Power - Normal
3d8+10 - EOT - 2

Special Attack - Ranged (8)

Effect: *1 Target, Environ*

Secret Power's effect depends on Environ. Secret Power's effect activates on 17-20 during Accuracy Check.

Smart - 2d4 - *Scrambler*

*Grants: Sprouter

Selfdestruct - Normal
10d10+46 - Center - 2

Attack - Ranged (4)

Effect: *No Target, Burst*

Selfdestruct creates a 4-meter Burst. The user's HP is set to -50% of their full HP. If the user is above Loyalty 1, their Loyalty is lowered at least 1 stage.

Beauty - None - *Big Show*

Sharpen - Normal
At-Will - None

Effect - Self

Effect: *1 Target*

Raise the user's Attack 1 Combat Stage.

Cute - None - *Get Ready!*

Shell Smash - Normal
Center - None

Effect - Self

Effect: *No Target*

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.

Tough - None - *Get Ready!*

Simple Beam - Normal
Battle - 2

Effect - Ranged (7)

Effect: *1 Target*

Simple Beam changes one of the target's abilities to Simple for the remainder of the encounter.

Beauty - 3d4 - *No Effect*

Sing - Normal
Battle - 11

Effect - Ranged (4)

Effect: *No Target, Burst*

Sing creates a 4-meter Burst. All Legal Targets fall Asleep.

Cute - 2d4 - *Excitement*

Sketch - Normal
Center - None

Effect - Ranged (25)

Effect: *1 Target*

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.

Smart - 1d4 - *Catching Up*

Skull Bash - Normal

4d12+16 - Battle - 2

Attack - Melee

Effect: *1 Target, Dash, Push, Set Up*

Once you declare the use of Skull Bash, the user's turn ends. On its next turn, the user may shift and use Skull Bash's damage and effect. The target is Pushed 4-meters. The target takes an additional **1d12** if it is Pushed into Blocking Terrain. If the target is pushed into another Legal Target, instead, both take **1d12.**

Tough - 1d4 - *Special Attention*

Slack Off - Normal

Center - None

Effect - Self

Effect: *No Target*

The user regains HP equal to half of its full HP.

Cute - None - *Reflective Appeal*

Slam - Normal

3d10+12 - EOT - 6

Attack - Melee

Effect: *1 Target, Dash*

Tough - 3d4 - *No Effect*

Slash - Normal

3d8+10 - EOT - 2

Attack - Melee

Effect: *1 Target, Pass*

Slash is a Critical Hit on 18-20 during Accuracy Check.

Cool - 3d4 - *No Effect*

Sleep Talk - Normal

Battle - None

Effect - Self

Effect: *No Target*

The user randomly uses one of their other Moves, ignoring Frequencies. Sleep Talk can only be used while the user is Asleep.

Cute - 3d4 - *No Effect*

SmellingSalt - Normal

2d10+8 - Battle - 2

Attack - Melee

Effect: *1 Target*

If the target is Paralyzed, Wake-Up Slap does an additional **5d10** for Damage Dice Roll and cures the target of Paralysis.

Smart - None - *Unsettling*

Smokescreen - Normal

EOT - None

Effect - Ranged (3)

Effect: *No Target, Wall*

Place 5-meters of Wall. Smokescreen's Walls must be placed within 3-meters of the user. If anyone's Move tries to target through a Smokescreen wall, they must roll +3 during Accuracy Check to hit. The walls remain for 5 rounds. Brick Break cannot break Smokescreen's Walls.

Smart - 2d4 - *Unsettling*

Snore - Normal

1d12+6 - EOT - 2

Special Attack - Ranged (5)

Effect: *No Target, Burst*

Snore creates a 5-meter Burst. Snore Flinches all legal targets on 15-20 during Accuracy Check. Snore can only be used by a Sleeping pokemon.

Cute - 3d4 - *No Effect*

Softboiled - Normal

Center - None

Effect - Melee

Effect: *1 Target*

The target regains HP equal to half of its full HP. The user may target themselves with Softboiled.

Beauty - None - *Reflective Appeal*

Sonicboom - Normal

15 - EOT - 6

Effect - Ranged (4)

Effect: *1 Target, Column*

Sonicboom creates a Column 1 meter wide. Sonicboom always deals 15 points of Damage. Do not apply weakness or resistance. Do not apply stats.

Cool - 3d4 - *No Effect*

Spike Cannon - Normal

1d6+3 - EOT - 4

Attack - Ranged (6)

Effect: *1 Target, Scatter*

Spike Cannon can hit up to 5 times. Once the user misses, they cannot attempt to make another Spike Cannon attack on that turn. When adding stats only add ½ Attack.

Cool - 2d4 - *Reliable*

Spit Up - Normal

See Effect - Battle - 2

Special Attack - Ranged (8)

Effect: *1 Target*

If the user is Stockpiled 1, use **3d10+12** for Spit Up's Damage Dice Roll; if the user is Stockpiled 2, use **4d12+16**; if the user is Stockpiled 3, use **5d12+18**. After using Spit Up, the user's Stockpiled count is set to 0. If the user has no Stockpiled count, Spit Up does nothing.

Tough - 2d4 - *Round Ender*

Splash - Normal

At-Will - None

Effect - Self

Effect: *No Target*

Cute - None - *Inversed Appeal*

Stockpile - Normal

At-Will - None

Effect - Self

Effect: *No Target*

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.

Tough - None - *Get Ready!*

*Grants: Inflatable

Stomp - Normal

3d8+10 - EOT - 2

Attack - Melee

Effect: *1 Target, Dash*

Stomp Flinches the target on 15-20 during Accuracy Check. If the target is Small, Stomp deals an additional **1d10**.

Tough - 3d4 - *No Effect*

Strength - Normal

3d10+12 - EOT - 4

Attack - Melee

Effect: *1 Target, Push*

The target is Pushed 8-meters.

Tough - 3d4 - *No Effect*

*Grants: +1 Power

Substitute - Normal

Battle - None

Effect - Self

Effect: *No Target, Coat*

The user loses ¼ of their full HP. A Coat is made which has HP equal to the HP lost when using this Move +1. If the user would be hit by a Move, instead the Coat gets hit. Apply weakness, resistance and stats to the Coat. The Coat is immune to Status Afflictions. Substitute cannot be used if the user has less then ¼ of their full HP.

Smart - 1d4 - *Catching Up*

Super Fang - Normal

Battle - 4
Effect - Melee
Effect: *1 Target*
The target's HP is halved. Do not apply weakness or resistance to the HP lost. Do not apply stats to the HP lost. When halving the target's HP with Super Fang, round up.
Tough - 3d4 - *No Effect*

Supersonic - Normal

EOT - 11
Effect - Ranged (6)
Effect: *1 Target, Column*
Supersonic creates a Column 1 meter wide. Supersonic Confuses all Legal Targets.
Smart - 2d4 - *Excitement*

Swagger - Normal

EOT - 4
Effect - Ranged (8)
Effect: *1 Target*
The target's Attack is raised 2 Combat Stages. Swagger Confuses the target.
Cute - 2d4 - *Excitement*

Swallow - Normal

Center - None
Effect - Self
Effect: *No Target*
If the user is Stockpiled 1, they are healed 25% of their full HP; if the user is Stockpiled 2, they are healed half of their full HP; if the user is Stockpiled 3, they are healed back to full HP. After using Swallow, the user's Stockpiled count is set to 0. If the user has no Stockpiled count, Swallow does nothing.
Tough - None - *Reflective Appeal*

Sweet Kiss - Normal

Battle - 6
Effect - Ranged (8)
Effect: *1 Target*
Sweet Kiss Confuses the target.
Cute - 2d4 - *Excitement*

Sweet Scent - Normal

Battle - 2
Effect - Ranged (5)
Effect: *No Target, Burst*
Sweet Scent creates a 5-meter Burst. For the remainder of the encounter, when targeting any Legal Targets that were hit by Sweet Scent, you need -2 to hit that target during Accuracy Check.
Cute - 2d4 - *Excitement*

*Grants: Alluring

Swift - Normal

2d10+8 - EOT - None
Special Attack - Ranged (10)
Effect: *1 Target*
Swift cannot Miss.
Cool - 2d4 - *Round Starter*

Swords Dance - Normal

EOT - None
Effect - Self
Effect: *No Target*
The user's Attack is raised 2 Combat Stages.
Beauty - None - *Get Ready!*

Tackle - Normal

2d8+6 - At-Will - 3
Attack - Melee
Effect: *1 Target, Dash*
Tough - 3d4 - *No Effect*

Tail Slap - Normal

1d10+4 - EOT - 4
Attack - Melee
Effect: *1 Target,* Scatter
Tail Slap can hit up to 5 times. Once the user misses, they cannot attempt to make another Tail Slap attack on that turn.
Cute - 2d4 - *Reliable*

Tail Whip - Normal

At-Will - 2
Effect - Ranged (4)
Effect: *1 Target*
The target's Defense is lowered 1 Combat Stage.
Cute - 2d4 - *Excitement*

Take Down - Normal

3d12+14 - EOT - 5
Attack - Melee
Effect: *1 Target, Dash, Recoil 1/4*
After Take Down deals damage, Recoil.
Tough - 3d4 - *No Effect*

Techno Blast - Normal

3d12+18 - Center - 2
Special Attack - Ranged (10)
Effect: *1 Target*
Techno Blast's Type can be any Type while holding the appropriate Drive item or Plate item.
Smart - 2d4 - *Seen Nothing Yet*

Teeter Dance - Normal

Battle - 2
Effect - Ranged (7)
Effect: *No target, Burst*
Teeter Dance creates a 7-meter Burst. Teeter Dance Confuses all Legal Targets.
Cute - 2d4 - *Scrambler*

Thrash - Normal

5d12+18 - Center - 3
Attack - Melee
Effect: *1 target*
Thrash's user must make another Melee attack for **1d2** more turns. The attack is identical to Thrash except for Thrash's effect. After the first target is declared, Thrash targets the nearest Legal Target for its second or third round of use if the original target is unconscious. If potential targets are an equal distance from the user, you may choose the target. After Thrash's additional use(s) end(s), the user becomes Confused. For Pokemon users, the additional **1d2** are their Trainer's Command Actions, unless the Trainer is unconscious, in which case the Pokemon acts on its own until finished.
Tough - 2d4 - *Reliable*

Tickle - Normal

EOT - 2
Effect - Melee
Effect: *1 Target*
Lower the target's Attack 1 Combat Stage and lower the target's Defense 1 Combat Stage.
Cute - 2d4 - *Excitement*

Transform - Normal

Battle - None
Effect - Ranged (25)
Effect: *No Target*
The user assumes the form of the Pokemon-target gaining its type(s) and learns all of that specific target's Moves, gains its Abilitys, copies its weight and height and Capabilties for the remainder of the encounter, or until the user chooses to revert to its original form, or until the user uses Transform to change into something else. The user's Stats do not change. Transform cannot miss.
Smart - 1d4 - *Catching Up*

Tri Attack - Normal

3d10+12 - Battle - 2

Special Attack - Ranged (8)

Effect: *1 target*

Tri Attack gives the target a Status ailment on 17-20 during Accuracy Check. If you rolled 17-20, roll **1d4**; on 2 the target is Paralyzed; on 3 the target is Burned; on 4 the target is Frozen; on 1 reroll the die.

Beauty - 3d4 - *No Effect*

Trump Card - Normal

See Effect - EOT - 2

Special Attack - Ranged (10)

Effect: *1 Target*

If the user has only used Trump Card once this encounter, use **1d10+4** for Trump Card's Damage Dice Roll. If it is the second time the user is using Trump Card, use **1d10+4**. If it is the third time the user is using Trump Card, use **1d12+6**. If it is the fourth time the user is using Trump Card, use **2d10+8**. If it is the fifth time the user is using Trump Card, use **7d10+28** and Trump Card's Frequency changes to Center for the rest of the encounter.

Cool - None - *Round Starter*

Uproar - Normal

3d12+14 - Battle - 2

Special Attack - Ranged (5)

Effect: *No Target, Burst*

Uproar creates a 5-meter Burst that continues for **1d4+1** turns. At the beginning of the user's turn where Uproar is continuing, they may shift then must immediately use Uproar again. Anyone in Uproar's Burst on any turn Uproar is continuing is cured of Sleep.

Cute - 2d4 - *Unsettling*

Vicegrip - Normal

2d10+8 - At-Will - 2

Attack - Melee

Effect: *1 Target*

Tough - 3d4 - *No Effect*

Weather Ball - Normal

2d8+6 - Battle - 2

Special Attack - Ranged (10)

Effect: *1 Target*

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's Damage Dice Roll is **4d12+16**. If there are multiple Weather Effects on the field, choose one type for Weather Ball to be that corresponds with an existing Weather Effect.

Smart - 2d4 - *Incentives*

Whirlwind - Normal

Center - 2

Effect - Ranged (6)

Effect: *1 Target, Push*

The target is Pushed 40-meters expelling them from the encounter if the terrain allows. They may still rejoin the encounter if they want to. During a trainer battle, the target's owner must recall the Pushed target and replace them.

Smart - None - *Big Show*

Wish - Normal

Center - None

Effect - Ranged (15)

Effect: *1 Target*

At the end of the target's next turn, the target regains HP equal to half of its full HP. If the user targets themselves and are replaced in battle, the replacement is healed.

Cute - None - *Reflective Appeal*

Work Up - Normal

EOT - None

Effect - Self

Effect: *No Target*

Raise the user's Attack 1 Combat Stage and raise the user's Special Attack 1 Combat Stage.

Tough - None - *Get Ready!*

Wrap - Normal

1d6+3 - EOT - 4

Attack - Melee

Effect: *1 Target, Trap*

Wrap Traps the target and the user for **1d4+1** turns. At the beginning of the target's turn, if the target is Trapped, roll **1d12** and the target loses that much HP. Do not apply weakness or resistance to the HP lost. Do not apply stats to the HP lost. Wrap may not trap more then one target at a time unless the user is Huge or Gigantic.

Tough - None - *Torrential Appeal*

Wring Out - Normal

5d12+18 - Battle - 2

Special Attack - Melee

Effect: *1 Target*

For every 10% the target is below their full HP, Wring Out's Damage Dice Roll is reduced by **1d12** to a minimum of **18.**

Smart - 2d4 - *Seen Nothing Yet*

Yawn - Normal

Battle - None

Effect - Ranged (4)

Effect: *No Target, Burst*

Yawn creates a 4-meter Burst. All targets fall Asleep at the end of their next turn. Yawn cannot miss.

Cute - 2d4 - *Excitement*

Poison Moves

Acid - Poison

1d12+6 - At-Will - 2

Special Attack - Ranged (6)

Effect: *1 Target*

Acid lowers the target's Defense 1 Combat Stage on 18-20 during Accuracy Check.

Smart - 3d4 - *No Effect*

Acid Armor - Poison

EOT - None

Effect - Self

Effect: *No Target*

Raise the user's Defense 2 Combat Stages.

Tough - None - *Get Ready!*

Acid Spray - Poison

1d12+6 - EOT - 2

Special Attack - Ranged (3)

Effect: *1 Target, Column*

Acid Spray creates a Column 1 meter wide. Acid Spray lowers all Legal Targets' Special Defense 2 Combat Stages.

Smart - 2d4 - *Unsettling*

Clear Smog - Poison

2d8+6 - Battle - None

Special Attack - Ranged (10)

Effect: *1 Target*

The target's Combat Stages are reset to 0.

Smart - 2d4 - *Hold That Thought*

Coil - Poison

Battle - None

Effect - Self

Effect: *No Target*

Raise the user's Attack 1 Combat Stage and raise the user's Defense 1 Combat Stage. For the remainder of Combat, the user needs -1 on Accuracy Checks to hit.

Cute - None - *Get Ready!*

Cross Poison - Poison

3d8+10 - EOT - 2

Attack - Melee

Effect: *1 Target, Pass*

Cross Poison is a Critical Hit on 18-20 during Accuracy Check. Cross Poison Poisons the target on a Critical Hit during Accuracy Check.

Cool - 3d4 - *No Effect*

Gastro Acid - Poison

Battle - 2

Effect - Ranged (8)

Effect: *1 Target*

The target's ability is disabled until the end of the encounter. If the target has more then one ability, Gastro Acid disables one of them.

Beauty - 2d4 - *Hold That Thought*

Gunk Shot - Poison

5d12+18 - Center - 7

Special Attack - Ranged (8)

Effect: *Target Area, Blast*

Gunk Shot creates a 3-meter Blast. Gunk Shot Poisons all Legal Targets on 11-20 during Accuracy Check. On Miss, Gunk Shot deals the user's Special Attack to potential targets but cannot Poison.

Cool - 3d4 - *No Effect*

Poison Fang - Poison

2d8+6 - EOT - 2

Attack - Melee

Effect: *1 Target*

Poison Fang Badly Poisons the target on 17-20 during Accuracy Check.

Smart - 2d4 - *Incentives*

Poison Gas - Poison

EOT - 6

Effect - Ranged (4)

Effect: *No Target, Burst*

Poison Gas makes a 4-meter Burst. Poison Gas Poisons all Legal Targets.

Smart - 3d4 - *No Effect*

Poison Jab - Poison

3d10+12 - EOT - 2

Attack - Melee

Effect: *1 Target*

Poison Jab Poisons the target on 15-20 during Accuracy Check.

Smart - 2d4 - *Incentives*

Poison Sting - Poison

1d6+3 - At-Will - 2

Attack - Ranged (6)

Effect: *1 Target*

Poison Sting Poisons the target on 17-20 during Accuracy Check.

Smart - 2d4 - *Excitement*

Poison Tail - Poison

2d8+6 - At-Will - 2

Attack - Melee

Effect: *1 Target, Pass*

Poison Tail is a Critical Hit on 18-20 during Accuracy Check. Poison Tail Poisons the target on 19-20 during Accuracy Check.

Smart - 2d4 - *Incentives*

Poisonpowder - Poison

EOT - 6

Effect - Ranged (4)

Effect: *1 Target, Blast*

Poisonpowder creates a 1-meter Blast. Poisonpowder Poisons all Legal Targets.

Smart - 2d4 - *Excitement*

Sludge - Poison

3d8+10 - EOT - 2

Special Attack - Ranged (8)

Effect: *1 Target, Column*

Sludge creates a Column 2-meters wide. Sludge poisons all Legal Targets on 15-20 during Accuracy Check.

Tough - 2d4 - *Round Ender*

Sludge Bomb - Poison

3d12+14 - Battle - 2

Special Attack - Ranged (8)

Effect: *1 Target, Blast*

Sludge Bomb creates a 3-meter Blast. Sludge Bomb poisons all Legal Targets on 15-20 during Accuracy Check.

Tough - 2d4 - *Round Ender*

Sludge Wave - Poison

4d12+16 - Battle - 2

Special Attack - Ranged (4)

Effect: *1 Target*

Sludge Wave makes a Column 4-meters wide. Slime Wave Poisons all legal targets on 19-20 during Accuracy Check.

Cool - 3d4 - *No Effect*

Smog - Poison

1d6+3 - EOT - 5

Special Attack - Ranged (3)

Effect: *1 Target, Blast*

Smog creates a 3-meter Blast. Smog Poisons all Legal Targets on 13-20 during Accuracy Check.

Tough - 3d4 - *No Effect*

Toxic - Poison

Battle - 4

No Damage - Ranged (4)

Effect: *1 Target*

The target is Badly Poisoned.

Smart - 2d4 - *Excitement*

Toxic Spikes - Poison

EOT - None

Field - Effect

Effect: *Target Area, Hazard*

Set 10 square meters of Toxic Spikes, all 10 meters must be adjacent with at least one other space of Toxic Spikes next to each other. Toxic Spikes Poisons a foe when moving onto or over the occupied spaces with an Overland Capability. If there are 2 Layers of Toxic Spikes on the same space, it Deadly Poisons the foes instead.

Smart - 2d4 - *Hold That Thought*

Venoshock - Poison

3d8+10 - Battle - 2

Special Attack - Ranged (4)

Effect: *1 Target*

If the target is Poisoned, Venoshock deals **5d12+22** instead during Damage Dice Roll.

Smart - 2d4 - *Incentives*

Psychic Moves

Agility - Psychic

EOT - None

Effect - Self

Effect: *No Target*

Raise the user's Speed 2 Combat Stages.

Cool - 2d4 - *Quick Set*

Ally Switch - Psychic

Battle - None

Effect - Self

Effect: *1 Target, Intercept*

Choose one willing ally, shift the user's position to the ally's position and shift the ally's position to the user's position, trading 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.

Cool - 2d4 - *Scrambler*

Amnesia - Psychic

EOT - None
Effect - Self
Effect: *No Target*
Raise the user's Special Defense 2 Combat Stages.
Cute - None - *Get Ready!*

Barrier - Psychic

EOT - None
Effect - Self
Effect: *No Target*
Raise the user's Defense 2 Combat Stages.
Cool - 2d4 - *Hold That Thought*

Calm Mind - Psychic

EOT - None
Effect - Self
Effect: *No Target*
Raise the user's Special Attack 1 Combat Stage and raise the user's Special Defense 1 Combat Stage.
Smart - None - *Get Ready!*

Confusion - Psychic

2d8+6 - At-Will - 2
Special Attack - Ranged (10)
Effect: *1 Target*
Confusion Confuses the target on 19-20 during Accuracy Check.
Smart - 3d4 - *No Effect*

Cosmic Power - Psychic

EOT - None
Effect - Self
Effect: *No Target*
Raise the user's Defense 1 Combat Stage and raise the user's Special Defense 1 Combat Stage.
Cool - None - *Get Ready!*

Dream Eater - Psychic

4d12+16 - EOT - 2
Special Attack - Melee
Effect: *1 Target*
Dream Eater can only target someone Asleep. After the target takes damage, the user gains HP equal to half of the damage they dealt to the target.
Smart - 1d4 - *Good Show!*

*Grants: Dream Smoke

Extrasensory - Psychic

3d10+12 - EOT - 2
Special Attack - Ranged (5)
Effect: *1 Target*
Extrasensory Flinches the target on 19-20 during Accuracy Check.
Cool - 2d4 - *Round Starter*

Future Sight - Psychic

4d12+16 - Center - 2
Special Attack - Ranged (10)
Effect: *1 Target, Column*
Future Sight does nothing on the turn it is used. At the end of the second turn after Future Sight's use, use Future Sight's damage and effect. Future Sight creates a Column 1 meter wide, which starts from anywhere on the field. Future Sight is Typeless.
Smart - 2d4 - *Round Starter*

Gravity - Psychic

Battle - None
Field - Effect
Effect: *Target Area, Weather*
For **1d4+1** rounds, the area is considered Warped. While Warped, Moves that involve the user being airborne may not be used. Flying-Types and Pokemon with the Ability Levitate are no longer immune to Ground-Type Moves. All Accuracy Checks are lowered by -2. Warped does not replace other Weather effects.
Beauty - 2d4 - *Hold That Thought*

Guard Split - Psychic

Battle - None
Effect - Melee
Effect: *1 Target*
Choose between Defense and Special Defense. The target reveals the value of whichever stat you chose, and then adds it to the user's stat of the same choice. Divide the total by two and call the result X. For the remainder of the encounter, the target and the user's stat that you chose is X.
Cute - None - *Inversed Appeal*

Guard Swap - Psychic

Battle - None
Effect - Melee
Effect: *1 Target*
The user trades all Combat Stages related to Defense and Special Defense with the target. It is okay for the user or the target to exchange Combat Stages, positive or negative, for none. Guard Swap cannot miss.
Cute - None - *Inversed Appeal*

Heal Block - Psychic

EOT - 2
Effect - Ranged (10)
Effect: *1 Target*
For **1d4+1** turns, the target may not gain HP by itself or be healed.
Cute - 2d4 - *Hold That Thought*

Healing Wish - Psychic

Center - None
Effect - Ranged (10)
Effect: *1 Target, Intercept*
If the user's HP is lowered to 0 or less, you may use Healing Wish as an Intercept. The target is treated as if it had been healed at a Pokemon Center. Healing Wish may target a pokemon in a Poke Ball as long as they immediately join the encounter or are sent out. If the target knows Healing Wish or Lunar Dance, the user's Healing Wish does not restore its Center Frequency.
Cute - None - *Torrential Appeal*

Heal Pulse - Psychic

Center - None
Effect - Self (2)
Effect: *No Target, Burst*
Heal Pulse creates a 2-meter Burst. Restores 50% of all Legal Targets max HP. Heal Pulse does not target the user.
Beauty - None - *Reflective Appeal*

*Grants: Aura

Heart Stamp - Psychic

2d10+8 - EOT - 2
Attack - Melee
Effect: *1 Target*
Heart Stamp Flinches the target on 15-20 during Accuracy Check.
Cute - 3d4 - *No Effect*

Heart Swap - Psychic

Center - None
Effect - Ranged (25)
Effect: *2 Targets*
The targets trade their Combat Stages, both positive and negative.
Cool - None - *Inversed Appeal*

Hypnosis - Psychic

Battle - 6
Effect - Ranged (4)
Effect: *1 Target*
The target falls Asleep.
Smart - 2d4 - *Excitement*

Imprison - Psychic

Battle - None
Effect - Ranged (10)
Effect: *1 Target*
The target is Locked. A Locked target may not use any Moves the user knows. Each user may only make 1 target Locked at a time. Using Imprison on a new target transfers Locked to the new target. Imprison cannot miss.
Smart - 1d4 - *Good Show!*

Kinesis - Psychic

EOT - None
Effect - Ranged (3)
Effect: *No Target, Wall*
Place 5-meters of Wall. If anyone's Move tries to target through a Kinesis Wall, they must roll +3 during Accuracy Check to hit. The walls remain for 5 rounds. Brick Break cannot break Kinesis' Walls.
Smart - None - *Get Ready!*

Light Screen - Psychic

EOT - None
Effect - Melee
Effect: *No Target, Wall*
The user may shift while placing Light Screen Walls if their Speed allows for the extra movement. Place 5-meters of Wall. If a foe tries to target Light Screen's user or the user's allies through Light Screen Walls, treat the target as if their Special Defense is raised 2 Combat Stages. This bonus cannot be awarded more then once. The walls sustain for **1d4+1** turns.
Beauty - 2d4 - *Hold That Thought*

Lunar Dance - Psychic

Center - None
Effect - Ranged (25)
Effect: *1 Target, Intercept*
If the user's HP is lowered to 0 or less, you may use Lunar Dance as an Intercept. The target is treated as if it had been healed at a Pokemon Center. Healing Wish may target a pokemon in a Poke Ball as long as they immediately join the encounter or are sent out. If the target knows Healing Wish or Lunar Dance, the user's Lunar Dance does not restore its Center Frequency.
Beauty - None - *Torrential Appeal*

Luster Purge - Psychic

3d8+10 - Center - 2
Special Attack - Ranged (15)
Effect: *1 Target, Column, Blast*
Luster Purge creates a Column 1 meter wide, Luster Purge creates a 5-meter Blast. Luster Purge lowers all Legal Targets Special Defense 1 Combat Stage on 11-20 during Accuracy Check.
Smart - 2d4 - *Seen Nothing Yet*

Magic Coat - Psychic

Center - None
Effect - Ranged (4)
Effect: *1 Target, Intercept*
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 Intercept. The Intercepted Move's user is treated as if they were the target of their own Move.
Beauty - 2d4 - *Final Appeal*

Magic Room - Psychic

Center - None
Field - Effect
Effect: *Target Area, Weather*
For **1d4+1** rounds, the area is considered Useless. While Useless, Pokemon may not use the effects of any Held items or activate any Held items. Useless does not replace other Weather effects.
Cute - 2d4 - *Scrambler*

Meditate - Psychic

At-Will - None
Effect - Self
Effect: *No Target*
Raise the user's Attack 1 Combat Stage.
Beauty - None - *Get Ready!*

Miracle Eye - Psychic

At-Will - None
Effect - Self
Effect: *No Target*
The user's Psychic-Type Moves can now hit and affect Dark-Type targets. Miracle Eye's user is unaffected by the effects of Moves which make them have to roll higher during Accuracy Checks to hit. Targets may not use their Speed stat to modify Accuracy Checks. Miracle Eye's user can identify the real target using Double Team.
Cute - 1d4 - *Good Show!*

Mirror Coat - Psychic

Battle - None
Effect - Ranged (20)
Effect: *1 Target, Intercept*
If the user is being hit by a Move that consults Special Attack for damage, you may use Mirror Coat. If the user survives the hit, the target is dealt damage equal to twice the amount of damage the user received. Do not apply weakness, resistance or immunity. Do not apply stats.
Beauty - 2d4 - *Final Appeal*

Mist Ball - Psychic

3d8+10 - Center - 2
Special Attack - Ranged (10)
Effect: *1 Target, Column, Blast*
Mist Ball creates a Column 1 meter wide and creates a 5-meter Blast. Mist Ball lowers all Legal Targets Special Attack 1 Combat Stage on 6-20 during Accuracy Check.
Smart - 2d4 - *Seen Nothing Yet*

Power Split - Psychic

Battle - None
Effect - Melee
Effect: *1 Target*
Choose between Attack and Special Attack. The target reveals the value of whichever stat you chose, and then adds it to the user's stat of the same choice. Divide the total by two and call the result X. For the remainder of the encounter, the target and the user's stat that you chose is X.
Beauty - None - *Inverse Appeal*

Power Swap - Psychic

Battle - None
Effect - Melee
Effect: *1 Target*
The user trades all Combat Stages related to Attack and Special Attack with the target. It is okay for the user or the target to exchange Combat Stages, positive or negative, for none. Power Swap cannot miss.
Beauty - None - *Inverse Appeal*

Power Trick - Psychic

Battle - None
Effect - Self
Effect: *No Target*
The user's Attack stat and Defense stat are switched for **1+1d8** rounds.
Cool - None - *Inversed Appeal*

Psybeam - Psychic

3d8+10 - EOT - 2

Special Attack - Ranged (7)

Effect: *1 Target, Column*

Psybeam creates a Column 1 meter wide. Psybeam Confuses all Legal Targets on 19-20 during Accuracy Check.

Beauty - 2d4 - *Round Starter*

Psychic - Psychic

3d12+14 - Battle - 2

Special Attack - Ranged (10)

Effect: *1 Target, Push*

The target is Pushed 5-meters in any direction. Psychic lowers the target's Special Defense 1 Combat Stage on 17-20 during Accuracy Check.

Smart - 2d4 - *Round Starter*

*Grants: Telekinetic

Psycho Boost - Psychic

6d12+22 - Center - 4

Special Attack - Ranged (10)

Effect: *Target Area, Blast*

Psycho Boost creates a 4-meter Blast. Lower the user's Special Attack 2 Combat Stages after damage.

Smart - 2d4 - *Seen Nothing Yet*

Psycho Cut - Psychic

3d8+10 - EOT - 2

Attack - Ranged (6)

Effect: *1 Target*

Psycho Cut is a Critical Hit on 18-20 during Accuracy Check.

Cool - 2d4 - *Round Starter*

Psycho Shift - Psychic

Center - None

Effect - Melee

Effect: *1 Target*

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.

Cool - None - *Inversed Appeal*

Psyshock - Psychic

2d10+12 - EOT - 2

Special Attack - Ranged (4)

Effect: *1 Target*

When calculating damage, the target must use their Defense against Psyshock.

Smart - 2d4 - *Incentives*

Psystrike - Psychic

4d12+16 - Center - 2

Special Attack - Ranged (4)

Effect: *1 Target*

When calculating damage, the target must use their Defense against Psystrike.

Smart - 2d4 - *Incentives*

Psywave - Psychic

Battle - 5

Effect - Ranged (4)

Effect: *1 Target, Column*

Psywave creates a Column 2-meters wide. Roll **1d4**; on 1 and 2 all Legal Targets lose HP equal to half the user's level; on 3, all Legal Targets lose HP equal to the user's level; on 4 all Legal Targets lose HP equal to 1.5x the user's level. Do not apply weakness, resistance or immunity. Do not apply stats.

Smart - 3d4 - *No Effect*

Reflect - Psychic

EOT - None

Effect - Melee

Effect: *No Target, Wall*

The user may shift while placing Reflect Walls if their Speed allows for the extra movement. Place 5-meters of Wall. If a foe tries to target Reflect's user or the user's allies within two meters of a Reflect Wall, treat the target as if their Defense is raised 2 Combat Stages. This bonus cannot be awarded more then once. The walls remain for **1d4+1** turns.

Smart - 2d4 - *Excitement*

Rest - Psychic

Center - None

Effect - Self

Effect: *No Target*

The user's HP is set to their full HP. 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.

Cute - None - *Reflective Appeal*

Role Play - Psychic

Battle - None

Effect - Ranged (10)

Effect: *1 Target*

Add on of the target's Ability to the user's Abilities for **1+1d8** rounds. Role Play cannot miss.

Cute - 1d4 - *Catching Up*

Skill Swap - Psychic

Battle - None

Effect - Melee

Effect: *1 Target*

The user loses their Abilities and gains the target's Abilities for the remainder of encounter. The target loses their Abilities and gains the user's Abilities for the remainder of the encounter.

Smart - None - *Excitement*

Stored Power - Psychic

1d6+3 - Battle - 2

Special Attack - Ranged (10)

Effect: *1 Target*

For every Combat Stage the user is above 0, in each stat, add **1d10** to Stored Power's Damage Dice Roll.

Tough - 2d4 - *Incentives*

Synchronoise - Psychic

3d8+12 - Battle - 2

Special Attack - Ranged (6)

Effect: *No Target, Burst*

Synchronoise creates a 6-meter Burst. Synchronoise can only hit legal targets that share a type with Synchronoise's user.

Smart - 2d4 - *Incentives*

Telekinesis - Psychic

Battle - None

Effect - Ranged (10)

Effect: *1 Target*

For **1d4+1** turns, the target is immune to Ground-type Moves and whenever the target is targeted by a Move, the Move's user needs -5 to hit. Telekinesis' effect cannot stack, if a target is already under the effect of Telekinesis, the newest successful instance of Telekinesis replaces the old one.

Smart - 3d4 - *No Effect*

*Grants: Telekinetic

Teleport - Psychic

Battle - None

Effect - Self

Effect: *No Target, Intercept*

Teleport can be used as an Intercept at any time. If used as an Intercept, roll **1d20** and if you don't roll 7 or higher, Teleport fails to activate. The user can shift **1d10+10** meters. They can move through blocking terrain and hindering terrain as if it is regular terrain. Moves that targeted Teleport's user continues through the desired target's space if the Move allows for it. If Teleport fails when used as an Intercept, treat it as if you did not use it for purposes of Frequency.

Cool - 2d4 - *Quick Set*

Trick - Psychic

Battle - 2

Effect - Ranged (5)

Effect: *2 Targets*

Both targets must be hit for Trick to succeed. If Trick targets the user, you do not need to roll an Accuracy Check for the user. Both targets lose their Held Item, and gain the other target's Held Item. If a target has no Held Item, the still can gain the other target's Held Item.

Smart - None - *Attention Grabber*

Trick Room - Psychic

Center - None

Field - Effect

Effect: *Target Area, Weather*

For **1d4+1** rounds, the area is considered Rewinding. While Rewinding, the order in which combatants go during a round of Combat isn't ordered from highest Speed to lowest Speed; instead it is order from lowest Speed to Highest Speed. Rewinding does not replace other Weather effects.

Cute - 2d4 - *Scrambler*

Wonder Room - Psychic

Center - None

Field - Effect

Effect: *Target Area, Weather*

For **1d4+1** rounds, the area is considered Wondered. While Wondered, each individual Pokemon's Defense and Special Defense are switched. Wondered does not replace other Weather effects.

Cute - 2d4 - *Scrambler*

Zen Headbutt - Psychic

3d10+12 - EOT - 4

Attack - Melee

Effect: *1 Target, Dash*

Zen Headbutt Flinches the target on 15-20 during Accuracy Check.

Beauty - 2d4 - *Round Ender*

Rock Moves

Ancientpower - Rock

2d10+8 - Battle - 2

Special Attack - Ranged (8)

Effect: *1 Target, Column, Spirit Surge*

Ancientpower creates a Column that is 2-meters wide. If you rolled 11-20 during Accuracy Check for Ancientpower, the user has each of its stats raised 1 Combat Stage. If you rolled 16-20 on the Accuracy Roll, all allies in the Column also have each of their stats raised 1 Combat Stage and are not damaged by Ancientpower.

Tough - 2d4 - *Round Ender*

Head Smash - Rock

7d10+28 - Battle - 5

Attack - Melee

Effect: *1 Target, Dash, Push, Recoil 1/2*

The target is pushed back 5-meters. The target takes an additional **1d12** if it is Pushed into Blocking Terrain. If the target is pushed into another Legal Target, instead, both take **1d12**. After Head Smash deals damage, Recoil.

Tough - 2d4 - *Seen Nothing Yet*

Power Gem - Rock

3d8+10 - EOT - 2

Special Attack - Ranged (8)

Effect: *1 Target*

Beauty - 3d4 - *No Effect*

Rock Blast - Rock

1d10+4 - EOT - 5

Attack - Ranged (6)

Effect: *1 Target, Scatter, Trap*

Rock Blast can hit up to 5 times. Once the user misses, they cannot attempt to make another Rock Blast attack on that turn.

Tough - 2d4 - *Reliable*
*Grants: Materializer

Rock Polish - Rock

EOT - None

Effect - Self

Effect: *No Target*

Raise the user's Speed 2 Combat Stages.

Tough - 2d4 - *Round Starter*

Rock Slide - Rock

3d10+12 - Battle - 4

Attack - Ranged (4)

Effect: *1 Target, Column*

Rock Slide creates a Column 4-meters wide. Rock Slide Flinches all Legal Targets on 17-20 during Accuracy Check.

Tough - 3d4 - *No Effect*

Rock Throw - Rock

2d8+6 - EOT - 4

Attack - Ranged (8)

Effect: *1 Target*

Tough - 3d4 - *No Effect*

Rock Tomb - Rock

2d8+6 - Battle - 5

Attack - Ranged (6)

Effect: *1 Target, Blast*

Rock Tomb creates a 3-meter Blast. Rock Tomb lowers all Legal Targets Speed 1 Combat Stage.

Smart - 2d4 - *Slow Set*
*Grants: Materializer

Rock Wrecker - Rock

7d10+28 - Center - 4

Attack - Melee

Effect: *1 Target, Pass, Exhaust*

On Miss, Rock Wrecker deals the user's Attack instead to all possible targets.

Tough - 2d4 - *Seen Nothing Yet*
*Grants: Materializer

Rollout - Rock

1d10+4 - EOT - 4

Attack - Melee

Effect: *1 Target, Pass*

The user must use Rollout until it misses, or fails to be able to shift enough to hit a target for their next 4 turns. On the second turn, Rollout uses **2d10+8** for its Damage Dice Roll. On the third turn, Rollout uses **2d10+12**. On the fourth turn, Rollout uses **3d10+16**. On the fifth and final turn, Rollout uses **4d10+10**.

Tough - 2d4 - *Reliable*

Sandstorm - Rock

Battle - None

Field - Effect

Effect: *Target Area, Weather*

For **1d4+1** rounds, the area is considered Sandstorming. At the beginning of each round, all non-Ground, Rock, or Steel Type Pokemon lose 1/16th of their full HP. Rock Type Pokemon are treated as if their Special Defense is raised 2 Combat Stages while Sandstorming.

Tough - 2d4 - *Hold That Thought*

Smack Down - Rock

2d8+6 - Battle - 2

Attack - Ranged (8)

Effect: *1 Target*

If the target is Flying-type or is floating because of Magnet Rise, Telekenisis, or Levitate, then the target is no longer immune to Ground-type Moves for **1d4+1** turns.

Tough - 3d4 - *No Effect*

Stealth Rock - Rock

Battle - None

Field - Effect

Effect: *No Target, Hazard*

Set 5 square meters of Stealth Rock, "Rocks." All 5 Rocks must be adjacent with at least one other space of Rocks next to each other. If a foe moves within 10 meters of a space occupied by Rocks, move at most one Rock to the offender, then destory the Rock. When that happens, Stealth Rock causes a foe to lose 1/8th of their full HP. Stealth Rock is considered to be dealing damage. Apply Weakness and Resistance. Do not apply stats. A Pokemon who has been hit by a Stealth Rock Hazard cannot get hit by another in the same encounter until it is returned to a Poke Ball and then sent back out.

Cool - 2d4 - *Hold That Thought*

*Grants: Materializer

Stone Edge - Rock

4d12+16 - Battle - 5

Attack - Ranged (8)

Effect: *1 Target, Dash*

Stone Edge is a Critical Hit on 17-20 during Accuracy Check.

Tough - 2d4 - *Incentives*

Wide Guard - Rock

Center - None

Effect - Self

Effect: *No Target, Intercept*

If a foe uses Move that hits multiple targets and Wide Guard's user is one of the targets you may use Wide Guard as an Interrupt. If a Move would hit the user and one of the user's allies, the Move only hits Wide Guard's user. If the user is hit by a Move this way, the user does not take any damage and is not affected by any other effects the Move has. This Effect lasts for one turn.

Tough - None - *Inversed Appeal*

Steel Moves

Autotomize - Steel

Battle - None

Effect - Self

Effect: *No Target*

For the remainder of the Encounter, the user's Wieght Class is one value lower, to a minimum of 1. Raise the user's Speed 2 Combat Stages.

Smart - None - *Get Ready!*

Bullet Punch - Steel

1d12+6 - At-Will - 2

Attack - Melee

Effect: *1 Target, Interrupt*

If a foe wants to declare a Move, you may instead use Bullet Punch on their turn before they can use their Move.

Smart - 2d4 - *Quick Set*

Doom Desire - Steel

6d12+22 - Center - 2

Special Attack - Ranged (15)

Effect: *1 Target, Column*

Doom Desire does nothing on the turn it is used. At the end of the second turn after Doom Desire's use, use Doom Desire's damage and effect. Doom Desire creates a Column 1 meter wide, which starts from anywhere on the field. Doom Desire is Typeless.

Cool - 2d4 - *Interrupting Appeal*

Flash Cannon - Steel

3d10+12 - EOT - 2

Special Attack - Ranged (10)

Effect: *1 Target*

Flash Cannon lowers the target's Special Defense 1 Combat Stage on 17-20 during Accuracy Check.

Smart - 2d4 - *Round Starter*

Gear Grind - Steel

2d8+6 - EOT - 3

Attack - Melee

Effect: *1 Target, Scatter*

Gear Grind can hit up to 2 times. If Gear Grind misses its first target, you may still use it a second time.

Cool - 2d4 - *Reliable*

Gyro Ball - Steel

1d12+6 - Center - None

Attack - Ranged (6)

Effect: *1 Target*

For every 10 Speed the target is above the user, add **1d12** to the Damage dice Roll. Gyro Ball cannot miss.

Beauty - 2d4 - *Final Appeal*

Heavy Slam - Steel

See Effect - Battle - 2

Attack - Melee

Effect: *1 Target*

If the user is in the same Weight Class as the target, use **1d10** for Damage Dice Roll; if the user is one Weight Class higher than the target, use **1d10+10**; if the user is two Weight Classes higher than the target, use **2d12+12**; if three classes, **3d10+14**; if four classes, **5d10+16**.

Tough - 2d4 - *Incentives*

Iron Defense - Steel

EOT - None

Effect - Self

Effect: *No Target*

Raise the user's Defense 2 Combat Stages.

Tough - 2d4 - *Hold That Thought*

Iron Head - Steel

3d10+12 - EOT - 2

Attack - Melee

Effect: *1 Target, Dash*

Iron Head Flinches the target on 15-20 during Accuracy Check.

Tough - 2d4 - *Round Ender*

Iron Tail - Steel

4d12+16 - EOT - 6

Attack - Melee

Effect: *1 Target, Pass*

Iron Tail lowers the target's Defense 1 Combat Stage on 19-20 during Accuracy Check.

Cool - 2d4 - *Round Ender*

Magnet Bomb - Steel

2d10+8 - EOT - None	
Attack - Ranged (8)	
Effect: *1 target*	
Magnet Bomb cannot miss.	
Cool - 3d4 - *No Effect*	

*Grants: Magnetic

Metal Burst - Steel

See Effect - Battle - 2
Attack - Ranged (3)
Effect: *No Target, Burst*
Metal Burst may only be used if the user didn't move first in the round and the user has taken damage from a Move this round. The Target is dealt damage equal to 1.5x the amount of damage the user received during the last Move that hit it. Do not apply weakness, resistance or immunity. Do not apply stats.
Beauty - 2d4 - *Final Appeal*

Metal Claw - Steel

2d8+6 - At-Will - 3
Attack - Melee
Effect: *1 Target, Pass, Spirit Surge*
Raise the user's Attack 1 Combat Stage on 18-20 during Accuracy Check.
Cool - 2d4 - *Incentives*

Metal Sound - Steel

EOT - 4
Effect - Ranged (4)
Effect: *No Target, Burst*
Metal Sound creates a 4-meter Burst. All Legal Targets have their Special Defense lowered 2 Combat Stages.
Smart - 2d4 - *Unsettling*

Meteor Mash - Steel

4d12+16 - Battle - 4
Attack - Melee
Effect: *1 Target, Dash, Spirit Surge*
Raise the user's Attack 1 Combat Stage on 15-20 during Accuracy Check.
Cool - 2d4 - *Round Ender*

Mirror Shot - Steel

3d8+10 - EOT - 5
Special Attack - Ranged (7)
Effect: *1 Target, Column*
Mirror Shot creates a Column 1 meter wide. All Legal Targets must roll +2 during Accuracy Checks to hit on 16-20 during Accuracy Check.
Cute - 2d4 - *Round Starter*

Shift Gear - Steel

Battle - None
Effect - Self
Effect: *No Target*
Raise the user's Attack 1 Combat Stage and raise the user's Speed 2 Combat Stages.
Smart - None - *Get Ready!*

Steel Wing - Steel

3d8+10 - At-Will - 3
Attack - Melee
Effect: *1 Target, Pass, Spirit Surge*
Raise the user's Defense 1 Combat Stage on 15-20 during Accuracy Check.
Cool - 3d4 - *No Effect*

Water Moves

Aqua Jet - Water

1d12+6 - At-Will - 2
Attack - Melee
Effect: *1 Target, Interrupt*
If a foe wants to declare a Move, you may instead use Aqua Jet on their turn before they can use their Move.
Beauty - 2d4 - *Quick Set*

Aqua Ring - Water

Center - None
Effect - Self
Effect: *No Target, Coat*
Aqua Ring covers the user in a Coat that heals the user at the beginning of each of their turns. The user is healed 1/16th of their full HP each turn.
Beauty - None - *Torrential Appeal*

Aqua Tail - Water

3d12+14 - Battle - 4
Attack - Melee
Effect: *1 Target, Pass*
Cute - 3d4 - *No Effect*

Brine - Water

3d8+10 - Battle - 2
Special Attack - Ranged (6)
Effect: *1 Target*
If the target is below 50% HP, Brine deals **5d12+22** during Damage Dice Roll.
Smart - 2d4 - *Incentives*

Bubble - Water

1d6+3 - At-Will - 2
Special Attack - Ranged (8)
Effect: *1 Target*
Bubble lowers the target's Speed on 16-20 during Accuracy Check.
Cute - 2d4 - *Slow Set*

Bubblebeam - Water

3d8+10 - EOT - 2
Special Attack - Ranged (8)
Effect: *1 Target, Column*
Bubblebeam creates a Column 1 meter wide. Bubblebeam lowers the target's Speed on 18-20 during Accuracy Check.
Beauty - 2d4 - *Slow Set*

Clamp - Water

1d12+6 - EOT - 4
Attack - Melee
Effect: *1 Target, Trap*
Clamp Traps the target and the user for **1d4+1** turns. At the beginning of the target's turn, if the target is Trapped, roll **1d12** and the target loses that much HP. Do not apply weakness or resistance to the HP lost. Do not apply stats to the HP lost. Clamp may not trap more then one target at a time unless the user is Huge or Gigantic.
Tough - 3d4 - *No Effect*

Crabhammer - Water

3d12+14 - Battle - 3
Attack - Melee
Effect: *1 Target, Push*
Crabhammer Pushes the target 2-meters. Crabhammer is a Critical Hit on 18-20 during Accuracy Check.
Tough - 2d4 - *Round Starter*

Dive - Water

3d10+12 - Battle - 2
Attack - Melee
Effect: *1 Target, Dash, Set Up*
Once you declare the use of Dive, the user is moved underwater and their turn ends. On the next turn, Dive's user may shift then use Dive's damage. While underwater, Dive's user may not be the target of Moves. There must be a body of water around the battlefield to use Dive.
Beauty - 1d4 - *Special Attention*

*Grants: Underwater +3
*Eliminates: Sinker

Hydro Cannon - Water

7d10+28 - Center - 4

Special Attack - Ranged (15)

Effect: *Target Area, Blast, Exhaust*

Hydro Cannon creates a 3-meter Blast. On Miss, Hydro Cannon deals the user's Special Attack instead to all possible targets.

Beauty - 2d4 - *Seen Nothing Yet*

Hydro Pump - Water

5d12+18 - Battle - 4

Special Attack - Ranged (9)

Effect: *1 Target, Column*

Hydro Pump creates a Column 1 meter wide.

Beauty - 2d4 - *Round Starter*

*Grants: Fountain

Muddy Water - Water

4d12+16 - Battle - 5

Special Attack - Ranged (4)

Effect: *1 Target, Column*

Muddy Water makes a Column 4-meters wide. All Legal Targets must roll +2 during Accuracy Checks to hit on 16-20 during Accuracy Check.

Tough - 2d4 - *Round Ender*

Octazooka - Water

3d8+10 - Battle - 4

Special Attack - Ranged (8)

Effect: *1 Target*

All Legal Targets must roll +1 during Accuracy Checks to hit on 11-20 during Accuracy Check.

Tough - 2d4 - *Incentives*

Rain Dance - Water

Battle - None

Field - Effect

Effect: *Target Area, Weather*

For **1d4+1** rounds, the area is considered Rainy. While Rainy, Water-Type attacks deal 1.5x damage. Fire-Type attacks deal ½ the damage they normally would.

Tough - 2d4 - *Hold That Thought*

Razor Shell - Water

3d10+12 - EOT - 3

Attack - Melee

Effect: *1 Target, Pass*

Razor Shell lowers the Target's Defense 1 Combat Stage on 11-20 during Accuracy Check.

Cool - 3d4 - *No Effect*

Scald - Water

3d10+12 - EOT - 2

Special Attack - Ranged (5)

Effect: *1 Target*

Scald Burns the target on 15-20 during Accuracy Check.

Smart - 3d4 - *No Effect*

Soak - Water

Battle - 2

Effect - Ranged (5)

Effect: *1 Target*

For **1d4+1** turns, the target's Elemental Type(s), become(s) Water Type.

Beauty - None - *Torrential Appeal*

Surf - Water

4d12+16 - Battle - 2

Special Attack - Ranged (4)

Effect: *1 Target, Column*

Surf makes a Column 4-meters wide.

Beauty - 2d4 - *Round Starter*

*Grants: Surface +3
*Eliminates: Sinker

Water Gun - Water

1d12+6 - At-Will - 2

Special Attack - Ranged (10)

Effect: *1 Target*

Cute - 3d4 - *No Effect*

*Grants: Fountain

Water Pledge - Water

2d8+6 - EOT - 2

Special Attack - Ranged (6)

Effect: *1 Target, Pledge*

If used on the same turn as Fire Pledge, all secondary effects of Moves are activated at a -3 during the Accuracy Check for **1d4+1** turns. If used on the same turn as Grass Pledge, all foes are treated as if at -2 Speed Combat Stages for **1d4+1** turns, if any foe has additional Speed Combat Stages, apply them as usual.

Beauty - None - *Torrential Appeal*

Water Pulse - Water

2d8+8 - EOT - 2

Special Attack - Ranged (3)

Effect: *No Target, Burst*

Water Pulse creates a 3-meter Burst. Water Pulse Confuses all Legal Targets on 17-20 during Accuracy Check.

Beauty - 2d4 - *Round Starter*

*Grants: Fountain

Water Sport - Water

EOT - None

Effect - Ranged (4)

Effect: *1 Target, Coat*

Water Sport makes a Coat that resists Fire Moves. Water Sport can Target Self.

Cute - 2d4 - *Hold That Thought*

Water Spout - Water

7d10+28 - Center - 4

Special Attack - Ranged (10)

Effect: *No Target, Burst*

Water Spout creates a 10-meter Burst. Water Spout may not be performed unless the user has at least 90% of its HP.

Beauty - 2d4 - *Seen Nothing Yet*

Waterfall - Water

3d10+12 - EOT - 2

Attack - Melee

Effect: *1 Target, Push*

The target is Pushed 2-meters. If the target is airborne, Waterfall deals an additional **1d12** during Damage Dice Roll. Waterfall Flinches the target on 17-20 during Accuracy Check.

Tough - 3d4 - *No Effect*

Whirlpool - Water

1d12+6 - EOT - 4

Special Attack - Ranged (5)

Effect: *1 Target, Trap*

Whirlpool Traps the target for **1d4+1** turns. At the beginning of the target's turn, if the target is Trapped, roll **1d12** and the target loses that much HP. Do not apply weakness or resistance to the HP lost. Do not apply stats to the HP lost. Whirlpool may not trap more then one target at a time.

Beauty - None - *Torrential Appeal*

Withdraw - Water

At-Will - None

Effect - Self

Effect: *No Target*

Raise the user's Defense 1 Combat Stage.

Cute - 2d4 - *Hold That Thought*

Combat

In Pokemon: Tabletop Adventures, Combat happens in 10 second rounds. Each round, a Trainer has the ability to perform one Command Action, one Shift Action, and one Trainer Action. Pokemon get one Shift Action and one Move Action, as a result of their Trainer's Command Action.

Initiative

The Initiative of Pokemon and Trainers are determined by their DEX stats and Speed Stats respectively. During each round, Trainers will go first, in order of highest DEX to lowest DEX. Following Trainers, Pokemon then have their initiatives, going from highest Speed to lowest Speed.

Trainers

During a Trainer's turn there are many different things they can do; they may use one of their Trainer Features, use their Pokedex, use an Item, switch their active Pokemon, or attack another trainer or Pokemon. The majority of actions a trainer can take a Trainer Action, though many are Free Actions, and some are even Shift Actions.

Trainer Actions

Many feats require a Trainer Action during your turn to activate and use. Arms Attacks are an example of a common Trainer Action. Other actions that require a Trainer Action include:
- Using an item on a Pokemon or a Trainer, unless specified otherwise by the item or one of your features.
- Throwing a Pokeball to Capture a wild Pokemon
- Switching from one Weapon to another.
- In place of a Trainer Action, a Trainer may send out two Pokemon, return two Pokemon, or send out one Pokemon and return one Pokemon (If the returned Pokemon is under 1% of its full HP, returning the Pokemon and sending out a different Pokemon is a Free Action).

Shift Actions

The Shift Action is the most straightforward action during your trainer turn; it's simply your movement. How far your Trainer moves may depend on your Trainer stats.
- Trainers have an Overland Capability of 5, or 3 plus half of the highest of your STR, DEX, or CON modifier, whichever is higher.
- Trainers have an Surface Capability of 4, or 2 plus half of the highest of your STR, DEX, or CON modifier, whichever is higher.
- Trainers have an Underwater Capability of 4, or 2 plus half of the highest of your STR, DEX, or CON modifier, whichever is higher.
- Additionally, returning or sending out only one Pokemon, or returning a knocked out Pokemon and sending out only one Pokemon, can also be a Shift Action.

Free Actions

Many features can be activated as Free Actions, but one Free Action available to most trainers is particularly notable: using the Pokedex. Using the Pokedex is an important part of any trainer's life. In Pokemon: Tabletop Adventures, when a trainer uses a Pokedex on a Pokemon they have never identified with their Pokedex before, they gain "DexExp." As a reminder, for every twenty-five different Pokemon that are identified with a trainer's Pokedex, that Trainer gains one level.

When someone uses their Pokedex on a Pokemon, they gain access to the Pokemon's entry in the Bestiary/Pokedex. However, when a Trainer uses their Pokedex, they are not immediately informed of what Pokemon their Pokemon just identified. It takes 15 seconds, just over three Rounds, for the Pokedex to load all relevant information. Until then, you're still in the dark about what Pokemon you've just identified, unless you have a trusty Researcher on your team who can recognize the Pokemon by appearance without the help of their Pokedex. Using your Pokedex is a Free Action.

Issue Command

When you Issue a Command, you are telling one of your active Pokemon how to Shift and which of their Moves, Abilities or Capabilities to use during that round of the Encounter. If you have any additional instructions to give to your Pokemon, you would do so during your Issue a Command part of your turn during that round.

You do not need to announce the Move of your Pokemon during your Trainer Turn - rather the 'Command' action should just be announced during the Pokemon's turn, but you must have a Command action available to have a Pokemon act.

Pokemon

Pokemon generally have two actions each turn; a Move Action, and a Shift Action.

Move Action

The most basic use of a Move Action is performing a Pokemon Move. Unless otherwise noted, every move, from Leer to Hyper Beam, requires a Move Action.

Shift Action

Shifting is much the same for Pokemon as it is for Trainers; they may take their Shift Action to move, depending on their Movement Capabilities. However, Pokemon have one special ability that trainers do not - Covering.

If a Trainer is being targeted by an attack, one of that Trainer's Pokemon may may a check on a 1d20 to try and Shift into the line of sight in order to Cover the attack. If the Pokemon's Speed stat is 20 or below they must roll 11 or better on the d20 check to be allowed to Shift into the way of the attack. If their Speed stat exceeds 20, they need only to roll 6 or better on the d20 Check. If a Pokemon's Speed stat exceeds 35, they do not need to make a check. Covering an Attack for their trainer forfeit's a Pokemon's next Shift action.

Calculating Damage

So, you've declared your attack, you've passed the Accuracy Check and now you're dealing some damage to the enemy. But, how much damage?

When Calculating Damage, you'll go through this order:
- Roll Damage, and then add the total to the appropriate Attack Stat.
- At this point, you'll hand over the total damage to the target(s) and they'll subtract the appropriate Defense Stat.
- Finally, they will apply Weaknesses and Resistances and subtract that total from their HP.

Rolling Damage

Look up the Move's Damage Dice Roll and roll the dice. Add up the total on the rolls, this should be the easy part. Don't forget to add STAB when using a same-typed Move.

Add Appropriate Attack Stat

Look up next to the Range of the Move, whether it be Melee or Ranged, and after each Move's Range it should either say No Damage (in which case you wouldn't be calculating damage), Attack, or Special Attack. Attack and Special Attack specifies which stat you'll be adding to the Damage Dice Roll. Ranged Moves tend to use Special Attack and Melee Moves tend to use Attack, but pay attention to the Range line to know which Stat to add.

Apply Defenses

After Rolling Damage, adding the Appropriate Attack Stat, you give the total damage to the target and they will subtract the appropriate Defense Stat from the total they receive. If the Move used the Attack Stat, the defender will use their Defense Stat. If the Move used the Special Attack Stat, the defender will use their Special Defense Stat.

Apply Weaknesses and Resistances

Weaknesses, Resistances and Immunities are arguably one of the most important mechanics of Pokemon: Tabletop Adventures. They dictate which Pokemon are good to be fighting with against the threat at hand and which Moves should be used whenever attacking a Pokemon. When the attacking Pokemon's Move is an Elemental Type that the target Pokemon's Elemental Type or Types is Weak against, multiply the total from Rolling Damage and Adding the Appropriate Attack Stat by two. If both of the defending Pokemon's Types are weak to the attacking Move, multiply the total damage by four. If one of the defending Pokemon's Types is weak to the attacking Move, while the defending Pokemon's other Type resists the attack's Type, do not apply a multiplier to the total damage. If the defending Pokemon's Type resists the attacking Move's Type, divide the total damage by two. If the defending Pokemon's has two Types that both resist the attacking Move's Type, divide the total damage by four. If the defending Pokemon's type is Immune to the Move's type, the Move deals no damage.

After applying Weaknesses, Resistances and Immunities, subtract that total from the defending Pokemon's HP.

The following chart displays weaknesses, resistances and immunities by type. When a Pokemon has two types, multiply the two type's weakness values to find it's new ones.

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

DEFENSE → / ATTACK ↓	NOR	FIR	WAT	ELE	GRA	ICE	FIG	POI	GRO	FLY	PSY	BUG	ROC	GHO	DRA	DAR	STE
NORMAL													½	0			½
FIRE		½	½		2	2						2	½		½		2
WATER		2	½		½				2				2		½		
ELECTRIC			2	½	½				0	2					½		
GRASS		½	2		½			½	2	½		½	2		½		½
ICE		½	½		2	½			2	2					2		½
FIGHTING	2					2		½		½	½	½	2	0		2	2
POISON					2			½	½				½	½			0
GROUND		2		2	½			2		0		½	2				2
FLYING				½	2		2					2	½				½
PSYCHIC							2	2			½					0	½
BUG		½			2		½	½		½	2			½		2	½
ROCK		2				2	½		½	2		2					½
GHOST	0										2			2		½	½
DRAGON															2		½
DARK							½				2			2		½	½
STEEL		½	½	½		2							2				½

Elemental Interactions per Type:

Bug Type:
- Resisted by: Fighting, Fire, Flying, Ghost, Poison, Steel
- Super Effective Against: Dark, Grass, Psychic
- Weak to: Fire, Flying, Rock
- Resists: Fighting, Grass, Ground

Dark Type:
- Resisted by: Dark, Fighting, Steel
- Super Effective Against: Ghost, Psychic
- Weak to: Bug, Fighting
- Resists: Dark, Ghost

Dragon Type:
- Resisted by: Steel
- Super Effective Against: Dragon
- Weak to: Dragon, Ice
- Resists: Electric, Fire, Grass, Water

Electric Type:
- Resisted by: Dragon, Electric, Grass
- Super Effective Against: Flying, Water
- Weak to: Ground
- Resists: Electric, Flying, Steel

Fighting Type:
- Resisted by: Bug, Flying, Poison, Psychic
- Super Effective Against: Dark, Ice, Normal, Rock, Steel
- Weak to: Flying, Psychic
- Resists: Bug, Dark, Rock

Fire Type:
- Resisted by: Dragon, Fire, Rock, Water
- Super Effective Against: Bug, Grass, Ice, Steel
- Weak to: Ground, Rock, Water
- Resists: Bug, Fire, Grass, Ice, Steel

Flying Type:
- Resisted by: Electric, Rock, Steel
- Super Effective Against: Bug, Fighting, Grass
- Weak to: Electric, Ice, Rock
- Resists: Bug, Fighting, Grass

Ghost Type:
- Resisted by: Dark, Steel
- Super Effective Against: Ghost, Psychic
- Weak to: Dark, Ghost
- Resists: Bug, Poison

Grass Type:
- Resisted by: Bug, Dragon, Fire, Flying, Grass, Poison, Steel
- Super Effective Against: Ground, Rock, Water
- Weak to: Bug, Fire, Flying, Ice, Poison
- Resists: Electric, Grass, Ground, Water

Ground Type:
- Resisted by: Bug, Grass
- Super Effective Against: Electric, Fire, Poison, Rock, Steel
- Weak to: Grass, Ice, Water
- Resists: Poison, Rock

Ice Type:
- Resisted by: Fire, Ice, Steel, Water
- Super Effective Against: Dragon, Flying, Grass, Ground
- Weak to: Fighting, Fire, Rock, Steel
- Resists: Ice

Normal Type:
- Resisted by: Rock, Steel
- Super Effective Against: Normal is not Super Effective against any Type
- Weak to: Fighting
- Resists: Normal does not resist any Type

Poison Type:
- Resisted by: Ghost, Ground, Poison, Rock
- Super Effective Against: Grass
- Weak to: Ground, Psychic
- Resists: Bug, Fighting, Grass, Poison

Psychic Type:
- Resisted by: Psychic, Steel
- Super Effective Against: Fighting, Poison
- Weak to: Bug, Dark, Ghost
- Resists: Fighting, Psychic

Rock Type:
- Resisted by: Fighting, Ground, Steel
- Super Effective Against: Bug, Fire, Flying, Ice
- Weak to: Fighting, Grass, Ground, Steel, Water
- Resists: Fire, Flying, Normal, Poison

Steel Type:
- Resisted by: Electric, Fire, Steel, Water
- Super Effective Against: Ice, Rock
- Weak to: Fighting, Fire, Ground
- Resists: Bug, Dark, Dragon, Flying, Ghost, Grass, Ice, Normal, Psychic, Rock, Steel

Water Type:
- Resisted by: Dragon, Grass, Ice, Water
- Super Effective Against: Ground, Fire, Rock
- Weak to: Electric, Grass
- Resists: Fire, Steel, Water

Immunities:
- Dark is Immune to Psychic
- Flying is Immune to Ground
- Ghost is Immune to Fighting and Normal
- Ground is Immune to Electric
- Normal is Immune to Ghost
- Steel is Immune to Poison

Encounters

Encounters with other Trainers are generally nonthreatening and are occasionally made with wagers. It is important to decide before the battle what you'll be wagering or their could be disagreement after the fact. However, it is not unheard of for Trainers to agree on a change of the wager during a Battle. Usually, Trainers in these kind of battles will only have one active Pokemon at a time to issue commands to. These battles can easily be expanded into two versus two, three versus three or even four versus four if the party of Trainers happen to find other willing trainers. The amount of Pokemon each trainer will use is also usually agreed upon before battle so that Trainers with only a few Pokemon do not feel overwhelmed by their opponent who has a team of six powerful Pokemon.

Gyms may have their own special rules depending on the setting your GM is handling so it's important to ask during the start of a campaign the format in which Gym Battles take place. Usually Gym Battles are tests of skills in one on one battles against a Gym Leader to prove your worth but with the limitless campaign settings, anything could be different. One thing that will always remain the same is that once you beat a Gym Leader, you will receive a Gym Badge.

Wild encounters are a different story. Wild Pokemon will commonly see Trainers as a threat to their home, or, in the case of larger predatory pokemon, tasty food. In these cases, Wilds will swarm your Party and for this reason, when you are travelling in the wild, you should always try to have an alert, active Pokemon. It's unusual to come across a Wild by itself, unless it is a predator out on the hunt by itself, but even then many predatory Pokemon will hunt in packs. Wild Pokemon whose territory you've entered will usually try to flee when weakened or defeated in battle, losing their will to fight. This is your chance to capture a Pokemon! Pokemon who are hunting your party might also try to flee if you defeat them, or they just might fight until they are felled. Rangers and Law Enforcement usually do not mind when you are led to kill an aggressive Pokemon, however if you leave a trail of dead Pokemon who wanted to disengage from battle, you'll likely get arrested.

- After any battle encounter, your Pokemon should receive experience points!
- Some wild Encounters don't always go as planned. This is when it's best to count your losses and get out of there. Your party will need to make escape checks, but it might be worth it!

Escaping

An Escape Check removes a player from a wild Encounter, by using a Pokemon as cover. If a player has no more active Pokemon, an ally's Pokemon may cover the escaping player. The Escape Check takes up your entire turn (Trainer Action, Pokemon Action and Shift). To make the check, roll 1d20. You need to roll a 11 or better to successfully escape, removing your Pokemon and yourself from the encounter. However, if there is more than twice the amount of wild Pokemon as there are players and Pokemon on your team or if all of the wild Pokemon in the encounter are twice the level of your active Pokemon who is helping you make the Escape Check, the Escape Check is 16 or better. On a successful roll, Shift yourself and the Pokemon helping you make the Escape Check 15 meters away from the Encounter, ignoring Speed Capabilities and Trainer Shifting limitations. Wild Pokemon will ignore players who successfully make an Escape Check, however if they rejoin the encounter, all future Escape Checks for the remainder of the Encounter are 20 on 1d20.

Wild Pokemon may make these checks too, to escape players. Usually on successful rolls, they'll be Shifted over 20 meters per round away from players until Players give up the chase.

Status Afflictions

You may suffer up to three Status afflictions at the same time. If you get a fourth Status affliction while already having three, the offender who causes the fourth affliction may choose which prior affliction to replace or to not replace any prior affliction at all. While suffering the effects of afflictions, the afflicted may choose in which order they take damage from their afflictions and which order they make checks to cure themselves of the afflictions.

Asleep
On the first round of Sleep, a 16 or better will wake you. On following turns, you must roll two less then the previous turn to wake up, capping at 6 (16,14,12,10,8,6). On a failed roll, the Pokemon may not use a Move or Shift unless they have a special Move. When a pokemon uses Rest, it remains asleep to two turns no matter what, no longer no shorter. When a Sleeping Pokemon is sent out of its Poke Ball , the Sleep check starts at 12. On Turns following that, you must roll two lower, capping at 6.

Burned
The Pokemon's Defense Stat is treated as if it has been lowered 2 Combat Stages. Once per turn, you may try to roll for self-curing the Burn in place of a Pokemon's Move. On d20, the check is a 17. Fire-Type Pokemon only need to roll a 13 when attempting to self-cure burn. At the end of every round, the Burned Pokemon loses 1/10th of its Max HP. A Pokemon does not suffer the effects of Burn while in a Poke Ball.

Confused
Before using a Move or Shifting roll 1d20. On 1-10, you deal twice your STAB to yourself. Do not apply Weakness, Resistance, Defense or Special Defense. On 11-15, you may use a Move and Shift as normal. On 16-20, you are cured of confusion.

Critical Hit
A Critical Hit adds the Damage Dice Roll a second time, including any base amount in the Damage Dice Roll.

Flinch
You may not Shift or use a Move during your next turn.

Frozen
The Frozen Pokemon may not use a Move or Shift. Once per turn, you may try to roll for self-curing the Freeze in place of a Pokemon's Move. On d20, the check is a 16. This roll is only 11 for Ice, Fighting, and Fire Pokemon. If you are hit with a Fire, Fighting, Rock, or Steel attack, which has a Damage Dice Roll, you are Defrosted.

Infatuation
Before using a Move or Shifting roll 1d20. On 1-10, you may not target the Pokemon you are Infatuated towards with a Move. On 11-19 you may use a Move and Shift as normal. On 20, you are cured of the Infatuation.

Paralysis
The Pokemon's Speed Stat is halved. On the first round of Paralysis, roll 6 or better on 1d20 to act as usual. On the rounds following that, you must roll one higher, capping at 16 (6,7,8,9,10, 11,12,13,14,15,16). On a failed roll, no Move may be used. You may not Shift either. Dragon and Electric type Pokemon may attempt to self-cure paralysis, only a roll of 20 will cure during their turn instead of shifting and/or moving. When a Paralyzed Pokemon is sent out of its Poke Ball , the Paralysis check starts at 11. On Turns following that, you must roll one higher, capping at 16.

Poisoned
The Pokemon's Special Defense Value is treated as if it has been lowered 2 Combat Stages. Once per turn, you may try to roll for self-curing the Poison in place of a Pokemon's Move. You may not try this for Badly Poisoned. On d20, the check is a 17. Poison and Steel type Pokemon are immune to becoming Poisoned. At the end of every round, the Poisoned loses 1/10th of its total HP. When Badly poisoned, the afflicted loses 5 HP, then twice that, 10 HP, then twice that, 20 HP, then twice that, 40 HP, etc. at the end of each round. A Pokemon does not suffer the effects of Poison while in a Poke Ball.

Terrain

Terrain is what covers, well, everything. It is the ground and the water that Pokemon Shift around on.

Basic

- Basic Terrain affects which Speed Capability you use to Shift.
- Earth Terrain: Earth Terrain is underground terrain that has no existing tunnel that you are trying to Shift through. You may only Shift through Earth Terrain if you have a Burrow Capability.
- Regular Terrain: Regular Terrain is dirt, short grass, cement, smooth rock, indoor building etc. Shift through Regular Terrain, per meter or space as normal with the Overland Capability.
- Surface Terrain: Surface Terrain is Water that is deep enough for a Pokemon or Trainer to stand waist level in. A Pokemon Shifting through Surface Terrain uses its Surface Capability for its Shift value. What is Surface Terrain for one person or Pokemon might not necessarily be Surface terrain for all Pokemon or Trainers, depending on their height.
- Underwater: Underwater Terrain is any water that a Pokemon or Trainer can be submerged in. You may not move through Underwater Terrain during an encounter if you do not have an Underwater Capability.

Hindering

- Hindering Terrain modifies both how Pokemon Shift and how Pokemon Target anything.
- Blocking Terrain: Blocking Terrain is any wall, mountain or structure in general that you would not be able to naturally walk through. You cannot Shift through Blocking Terrain, you cannot target through Blocking Terrain. If the object creating Blocking Terrain allows, you may travel over Blocking Terrain or target over Blocking Terrain.
- Rough Terrain: Rough Terrain is anywhere with enough debris or brush around so that Trainers are up to their waists in terrain. Some examples of Rough Terrain is scorched earth, building debris, forests, mountainsides, etc. When Shifting through Rough Terrain, Trainers and their Pokemon treat every meter, or space, as two meters, or two spaces. When targeting through Rough Terrain, you must roll +2 during Accuracy Check to hit. Spaces occupied by other Pokemon are considered Rough Terrain.

Difficult

- Difficult Terrain only modifies how Pokemon Shift during their turn.
- Icy Terrain: Pokemon moving on Icy Terrain do not stop moving in the direction they start moving until they hit Blocking Terrain or leave Icy Terrain. If a Pokemon Shifts towards a Target on Icy Terrain, they stop adjacent to the Target and the Target is Shifted in the direction opposite of the Shifting Pokemon until they hit Blocking Terrain or leave Icy Terrain. A Pokemon may choose to make a Stop Check instead of using a Move during their turn to stop Shifting as a result of Icy Terrain's effect. The check on 1d20 must be 14 or higher.
- Sandy Terrain: Sandy Terrain is not basic sand on the ground. Sandy Terrain is loose, grainy sand that you'd find in a desert. While moving on Sandy Terrain, Pokemon who do not have a Burrow Capability or the Sand Veil Ability treat all of their Speed Capabilities as if they are Shifting through Rough Terrain.

Contests

In Pokemon: Tabletop Adventures, Combat isn't the only way to compete against other Trainer's Pokemon. Moves can also be used to impress Contest Judges and win Ribbons!

Contest Stats

There are five distinct Contest Stats, like there are six distinct battle stats. The Contest Stats are Cool, Tough, Beauty, Smart, and Cute. Each of these corresponds to one of the five flavors found in berries: Spicy corresponds to Cool; Sour to Tough; Dry to Beauty; Bitter to Smart; and Sweet to Cute. When you feed Poffins to Pokemon you can increase a Pokemon's Cool, Tough, Beauty, Smart or Cute Stats.

The Contest Stats on a single pokemon, when added together, may not exceed 20. Furthermore, no single stat may have more than 12 points.

Whenever you use a move during a contest, you may Burn a point of your matching Contest Stat to increase the appeal power of a move by +1. You may burn up to four points in this manner in a single move. For example, if you use Brick Break (with a flat appeal of 3d4) in a contest and burn 2 points of your Cool stat, your appeal for the round will be 3d4+2

All burned points are refreshed when the contest is over.

Poffins

The value of a poffin is X, where X is the number of berries you added to the food, up to a maximum of five. You may add more than 5 berries into the mix, to change the flavor of the food, but X cannot be higher than 5. The Poffin's flavor depends on the flavors of berries put into the food; whichever flavor had the highest number of berries in the mix becomes the flavor of the food. If there is an equal amount of flavor in the food, the food is double-typed, but the value is deducted by 2.

If you feed a Poffin to a Pokemon, the pokemon gains the the value of that food to the pokemon's Cool, Tough, Beauty, Smart or Cute stats. A Bitter food with a value of 5 will add 5 points to a pokemon's Smart stats. A Dry and Sweet food with a value of 3 will add 3 to a pokemon's Beauty and Cute stats.

Only the first five Poffins that you feed to your pokemon will raise its contest stats. You may still feed foods to your pokemon, but after the fifth one, it will not add points to their stats any more. If you feed a food which has a disliked flavor to your Pokemon, when it gains half of the value of the food, subtract an additional point from it when adding the points to the Contest Stats. If there is a liked flavor in the food, add a single point into the liked flavor's associated Contest Stat.

Contest Stages

In all Contests, there are two stages. The Introduction Stage, and the Appeal Stage. You must manipulate your opponents, their pokemon and the Judges to be awarded the most points. At the begining of each Contest, a Contest Type should be announced. This will determine what kind of Moves you will want to use.

Introduction Stage

In the Introduction Stage, a pokemon is sent out and an initial appeal is made to the judges based on a pokemon's grooming, held items, accessories, and any other preperations a trainer may have made for themselves or their pokemon.

Appeal Stage

The Appeal Stage takes place over a number of rounds equal to the number of contestants. In most "Standard" Contests, this is usually 4. When the Appeal stage is finished, the contestant with the most points is the winner!

Rounds

Each Round, the Trainer will tell a pokemon to perform a Move for one of the three Judges.

Moves, when used in Contests, function differently from when they would if they were used in battle. Moves have Contest Types and when they are used in a Contest, they can raise the Judge's Voltage, or lower the Judge's Voltage. How a Move affects a Judge's Voltage depends on the Contest's Type, and the Type of Move you used.

Whenever you perform a Move with the same Contest Type as the current Contest, roll an additional 1d4 for the Appeal. Using the same Move two rounds in a row will not gain any appeal points, but it may still raise Voltage

All three Judges have their Voltage level start at 1. If you perform a move in a Contest with the same Contest Type as the event, the Judge you perform for will have their Voltage raised. When a Judge's Votage is raised to level 6, the Pokemon who raises the Judge's Voltage to 6 gets to roll an additional 4d4 for their appeal that round.

However, there is also a way to lower a Judge's Voltage; whenever you perform a Move with a Contest Type that is opposite the Type of Contest, the Judge will be displeased and lower their Voltage. If you use a Move of a type that is adjacent to the current contest type, nothing happens to the Judge's Voltage.

For example, in a Cool Contest, using a Smart or Cute Move will lower the Voltage.
Using a Tough or Beauty Move will not affect the Voltage. Using a Cool Move will raise the Voltage.

Round Order

On odd numbered rounds, Trainers will perform in the order their total Appeals, including points from the Introduction Stage, ordered from lowest to highest. The Value of the totals are not announced, only the order in which they currently stand is announced.

On even numbered rounds, Trainers will perform in the order their total Appeals, including points from the Introduction Stage, are ordered from highest to lowest. The Value of the totals are not announced, only the order in which they currently stand is announced.

Alternate Contest Styles

There's many variations of contests - and different venues may have different rules. Any of these templates may be applied to contests - and in some cases, more than one template may be applied!

Trainer-Appeal Contests

In Trainer Appeal Contests, it's not only the Trainers that compete - the trainer's performance is just as crucial to success as that of the pokemon!
- In the Introduction Stage, trainers add any points they may gain from accessories, as well as the highest of their CHA or CON modifiers.
- In the Appeal Stage, trainers may use their Trainer Features to perform moves just like pokemon. Alternatively, they may activate an accessory to emulate a pokemon move.

Supercontest

While "Standard" Contests have a fixed Contest Type, Supercontests are completely random. At the beginning of each round, before moves are chosen, the GM rolls 1d6. On a result of 1, the Type is Cool for that round. 2 is Tough, 3 is Beauty, 4 is Smart, and 5 is Cute. On a result of 6, there is a Free Round. In a Free Round, no type gets the +1d4 bonus - but ALL types can raise the voltage, so be careful!

Festival

Festivals are much like Super Contests, in that the Contest Type is constantly fluctuating. However, in a Festival, each judge individually rolls to see which type of move they would like to see that round.

High Voltage

In a High Voltage Contest, the Voltage rules are slightly different. Each Judge begins with 1 Voltage. Whenever the voltage of a judge is RAISED up to an odd-numbered value, the voltage of the other two judges decreases by 1.

On Odd-Numbered rounds, whenever a pokemon performs a move that raises the voltage, they gain an extra +Xd4 appeal, where X was the level of the judge's voltage before it was raised ie, if a pokemon raises the voltage from 4 to 5, they gain +4d4 appeal.

On Even-Numbered rounds, whenever a pokemon performs a move that raises the voltage, they gain an extra +Xd4 appeal, where X is 7 minus the level of the judge's voltage before it was raised ie, if a pokemon raises the voltage from 1 to 2, they gain +6d4 appeal

Contest Keywords

Attention Grabber
A Contest Move with the keyword Attention Grabber halves the Appeal Points, rounding down, of the pokemon who last went during that Appeal round, then adds that result to their own Appeal Points for the round.

Big Show
A Contest Move with the keyword Big Show rolls 15d4 if each contestant performs for the same judge. You may only use the effect of a Big Show Contest Move if you are performing fourth or fifth in a round.

Catching Up
A Contest Move with the keyword Catching Up rolls an additional 3d4 if they have the lowest amount of total Appeal Points.

Crowd Pleaser
A Contest Move with the keyword Crowd Pleaser raises the target Judge's Voltage 2, regardless of the Contest Type.

End Set
A Contest Move with the keyword End Set will perform third, fourth or last during the next appeal round. You must choose when performing the Contest Move. A Contest Move with the keyword End Set has been modified by a Feature.

Excitement
A Contest Move with the keyword Excitement prevents the target Judge's Voltage from going down during that round.

Final Appeal
A Contest Move with the keyword Final Appeal rolls twice the dice shown in the Appeal Roll if the Move is performed during the last round of Appeals.

Get Ready!
A Contest Move with the keyword Get Ready! rolls twice the amount of dice during their next appeal during the Contest then they usually would in their Appeal Roll or Effect. If they perform a move that raises a Judge's Voltage to max, you gain 14d4 Voltage points instead of 7d4.

Good Show!
A Contest Move with the keyword Good Show! rolls an additional 3d4 if any Voltage was raised during both of the last two turns during the Appeal Round.

Hold That Thought
A Contest Move with the keyword Hold That Thought prevents the target judge's Voltage from being raised for the remainder of the round, after the Pokemon's Appeal.

Incredible
A Contest Move with the keyword Incredible raises each Judge's Voltage 1 level, regardless of Contest Types. A Contest Move with the keyword Incredible has been modified by a Feature.

Incentives
A Contest Move with the keyword Incentives rolls an additional 2d4 when their appeal raises the judge's Voltage.

Interrupting Appeal
A Contest Move with the keyword Interrupting Appeal goes first during the appeal round, ignoring the order.

Inversed Appeal
A Contest Move with the keyword Inversed Appeal rolls 1d4 for each point of voltage the target judge does not have.

Quick Set
A Contest Move with the keyword Quick Set makes it so the Pokemon using it will perform first during the next appeal round.

Reflective Appeal
A Contest Move with the keyword Reflective Appeal rolls 1d4 for each point of voltage the target judge has.

Reliable
A Contest Move with the keyword Reliable may use the same Move during their next round and when they do they get to roll and additional 1d4 during the appeal.

Round Ender
A Contest Move with the keyword Round Ender rolls an additional 2d4 during their turn in the Contest round if they make their appeal last that round.

Round Starter
A Contest Move with the keyword Round Starter rolls an additional 2d4 during their turn in the Contest round if they make their appeal first that round.

Scrambler
A Contest Move with the keyword Scrambler randomizes the order of appeals during the next round.

Seen Nothing Yet
A Contest Move with the keyword Seen Nothing Yet rolls an additional 3d4 when a pokemon raised a judge's Voltage to max during that round or the round before.

Slow Set
A Contest Move with the keyword Slow Set makes it so the Pokemon using it will perform last during the next appeal round.

Special Attention
A Contest Move with the keyword Special Attention rolls an additional 3d4 if no other participant Appealed to the same judge during that round yet.

Start Set
A Contest Move with the keyword Start Set will perform first, second or third during the next appeal round. You must choose when performing the Contest Move. A Contest Move with the keyword Start Set has been modified by a Feature.

Torrential Appeal
A Contest Move with the keyword Torrential Appeal use 1d4 as its Appeal Roll if they perform first or second during the round, 2d4 as its Appeal Roll if they perform third or fourth, and 3d4 if they perform last during the round.

Unsettling
A Contest Move with the keyword Unsettling lowers each judge's Voltage 1 level.

Items

There are various Items for use in the Pokemon world. Each of these may not necessarily be available in the campaign you're playing and may be priced differently from campaign to campaign. Keep in mind that your GM ultimately chooses prices and availability, so before looking into finding a particular item, it might be a good idea to ask your GM about the item.

Apricorns:

Apricorns can be used to make Aprijuice or Apricorn Poke Balls. Finding a Smith to make them isn't always easy. It's usually simpler to just buy the Poke Balls in stores.

Apricorn Type:	Poke Ball:	Apricorn Type:	Poke Ball:
Red Apricorns	Level Ball	Pink Apricorns	Love Ball
Yellow Apricorns	Moon Ball	White Apricorns	Fast Ball
Blue Apricorns	Lure Ball	Black Apricorns	Heavy Ball
Green Apricorns	Friend Ball		

Aprijuice:

Aprijuice, made from Apricorns, is a drink for Pokemon that temporarily increases the Capabilities of a Pokemon. The price of Aprijuice depends on how well the Aprijuice is made, which is the quality of the Aprijuice, and the color of the Aprijuice, which depends on which Apricorns you use. Different colors of Aprijuice influence different Capabilities.

When you blend Apricorns into Aprijuice, roll 1d4 then add 1 for each Apricorn you mixed into the drink, up to 3. Add an additional 1 point to the value for each Apricorn in the Aprijuice that matches the final Color of the Aprijuice. You may not add more then 3 Apricorns into the mix. After tallying all of these points, you'll have the value of the Aprijuice. The Aprijuice's color depends on what kind of flavors you put into the drink. Whatever flavor you put the most of in the Aprijuice, is the type of the Aprijuice. If there is an equal amount of flavor in the drink, choose 1 flavor; the Aprijuice will be that flavor.

When you give Aprijuice to a Pokemon, they will add a varying value of the Aprijuice to the pokemon's related Capability for X days, where X is the value of the Aprijuice. A Pokemon may not benefit from the effects of more than 3 Aprijuices at a time. The Power, Intelligence and Jump Capabilities may not be raised above the usual cap. You may not stack the effects of multiple Aprijuices of the same color on the same Pokemon. Meaning, a Pokemon cannot gain an additional 4 Overland with two Pink Aprijuices that each give them +2.

- Here is a list of Colors, Capabilities and the flavors associated with Aprijuice:

Apricorns Type:	Shake Color:	Capabilities Increased:	Flavor:	Increase per Value:
- PinkApricorns	Pink	Overland/Surface	Sweet	1 per 2 points of Value
- Blue Apricorns	Blue	Burrow/Sky/Underwater	Dry	1 per 2 points of Value
- Yellow Apricorns	Yellow	Power	Sour	1 per 4 points of Value
- Green Apricorns	Green	Intelligence	Bitter	1 per 4 points of Value
- Red Apricorns	Red	Jump	Spicy	1 per 4 points of Value

- White Apricorns   Flavor Dampener - If added to Aprijuice, no matter what the final flavor is, it will not be disliked by the Pokemon drinking it.
- Black Apricorns   Flavor Enhancer - If added to Aprijuice, choose another Apricorn in the mix; for the purposes of finding the value of the Aprijuice, the Black Apricorn becomes a copy of the chosen Apricorn.

- Aprijuice made only of White or Black Apricorns give no bonuses to Pokemon.

This means that certain types of Aprijuice will be inherently disliked by your Pokemon based on their Natures. This does not affect the effectiveness of the Aprijuice, but it's something to think about while asking your Pokemon to drink something that it dislikes.

Aprijuice made this way should conventionally only have a value up to 10; adding 5 to a Capability for 10 days with Pink and Blue Shakes or adding 2 to a Capability for 10 days with Yellow, Green or Red Shakes. Some Features can increase this value further.

Aprijuice's price depends on its value, marked after the item with VX, where X is the value of the Aprijuice. Usually, Aprijuice is priced 150 per point value. A Pink Aprijuice V10 would cost 1500, a Blue Aprijuice V4 would cost 600, and a Green Aprijuce V8 would cost 1200.

Berries:

Berries, or fruits, cover the Pokemon world's trees and brush with flavorful food, tasty to humans and useful to pokemon. Berries may be consumed, or held to be consumed during battle as a free action. Tastes correspond to the different types of Contests in the pokemon world. Spicy foods are for Cool contests; Sour for Tough; Dry for Beauty; Bitter for Smart; Sweet for Cute. Berries can be mixed into bready Poffin cakes, or candy-like Pokeblocks. For the purposes of increasing your Pokemon's Contest Stats, Poffins and Pokeblocks are identical.

In the following pages, the Berrydex details each berry's number, name, flavor and any special effects the berry naturally has upon eating it. In addition, there is a suggested price value next the picture of each berry- however it should be noted that berries with special effects are not commonly sold in stores. Contest halls, should have specialty stores with berries but are normally more generously priced.

Berrydex:

#	Name	Flavors	Effect
01	Cheri Berry	Spicy	Heals Paralysis.
	225		
02	Chesto Berry	Dry	Heals Sleep.
	225		
03	Pecha Berry	Sweet	Heals Poison.
	225		
04	Rawst Berry	Bitter	Heals Burns.
	225		
05	Aspear Berry	Sour	Heals Freeze.
	225		
06	Leppa Berry	Spicy, Sweet, Bitter, Sour	Restores a Battle or Center use Move.
	375		
07	Oran Berry	Spicy, Dry, Bitter, Sour	Heals 1d8 HP.
	90		
08	Persim Berry	Spicy, Dry, Sweet, Sour	Heals Confusion.
	45		
09	Lum Berry	Spicy, Dry, Sweet, Bitter	Heals any Status Affliction.
	555		
10	Sitrus Berry	Dry, Sweet, Bitter, Sour	Heals 2d8 HP.
	155		
11	Figy Berry	Spicy	Recovers 1/8th of pokemon's Max HP. Confuses Pokemon who don't like Spicy food.
	155		
12	Wiki Berry	Dry	Recovers 1/8th of pokemon's Max HP. Confuses Pokemon who don't like Dry food.
	155		
13	Mago Berry	Sweet	Recovers 1/8th of pokemon's Max HP. Confuses Pokemon who don't like Sweet food.
	155		
14	Aguav Berry	Bitter	Recovers 1/8th of pokemon's Max HP. Confuses Pokemon who don't like Bitter food.
	155		
15	Iapapa Berry	Sour	Recovers 1/8th of pokemon's Max HP. Confuses Pokemon who don't like Sour food.
	155		
16	Razz Berry	Spicy, Dry	No Effect.
	90		
17	Bluk Berry	Dry, Sweet	No Effect.
	90		
18	Nanab Berry	Sweet, Bitter	No Effect.
	90		
19	Wepear Berry	Bitter, Sour	No Effect.
	90		
20	Pinap Berry	Spicy, Sour	No Effect.
	90		
21	Pomeg Berry	Spicy, Sweet, Bitter	Only if you want it to, it will lower the Pokemon's HP Base Stat 1.
	375		
22	Kelpsy Berry	Dry, Bitter, Sour	Only if you want it to, it will lower the Pokemon's Attack Base Stat 1.
	375		
23	Qualot Berry	Spicy, Sweet, Sour	Only if you want it to, it will lower the Pokemon's Defense Base Stat 1.
	375		
24	Hondew Berry	Spicy, Dry, Bitter	Only if you want it to, it will lower the Pokemon's Special Attack Base Stat 1.
	375		
25	Grepa Berry	Dry, Sweet, Sour	Only if you want it to, it will lower the Pokemon's Special Defense Base Stat 1.
	375		
26	Tamato Berry	Spicy, Dry	Only if you want it to, it will lower the Pokemon's Speed Base Stat 1.
	375		
27	Cornn Berry	Dry, Sweet	No Effect.
	90		
28	Magost Berry	Sweet, Bitter	No Effect.
	90		
29	Rabuta Berry	Bitter, Sour	No Effect.
	90		
30	Nomel Berry	Spicy, Sour	No Effect.
	90		
31	Spelon Berry	Spicy, Dry	No Effect.
	90		
32	Pamtre Berry	Dry, Sweet	No Effect.
	90		
33	Watmel Berry	Sweet, Bitter	No Effect.
	90		
34	Durin Berry	Bitter, Sour	No Effect.
	90		
35	Belue Berry	Spicy, Sour	No Effect.
	90		
36	Occa Berry	Spicy, Sweet	If hit by a super-effective Fire-Type Move, the attack deals neutral damage instead.
	275		
37	Passho Berry	Dry, Bitter	If hit by a super-effective Water-Type Move, the attack deals neutral damage instead.
	275		
38	Wacan Berry	Sweet, Sour	If hit by a super-effective Electric-Type Move, the attack deals neutral damage instead.
	275		
39	Rindo Berry	Spicy, Bitter	If hit by a super-effective Grass-Type Move, the attack deals neutral damage instead.
	275		
40	Yache Berry	Dry, Sour	If hit by a super-effective Ice-Type Move, the attack deals neutral damage instead.
	275		
41	Chople Berry	Spicy, Bitter	If hit by a super-effective Fighting-TypeMove, the attack deals neutral damage instead.
	275		
42	Kebia Berry	Dry, Sour	If hit by a super-effective Poison-Type Move, the attack deals neutral damage instead.
	275		
43	Shuca Berry	Spicy, Sweet	If hit by a super-effective Ground-Type Move, the attack deals neutral damage instead.
	275		
44	Coba Berry	Dry, Bitter	If hit by a super-effective Flying-Type Move, the attack deals neutral damage instead.
	275		
45	Payapa Berry	Sweet, Sour	If hit by a super-effective Psychic-Type Move, the attack deals neutral damage instead.
	275		
46	Tanga Berry	Spicy, Sour	If hit by a super-effective Bug-Type Move, the attack deals neutral damage instead.
	275		
47	Charti Berry	Spicy, Dry	If hit by a super-effective Rock-Type Move, the attack deals neutral damage instead.
	275		
48	Kasib Berry	Dry, Sweet	If hit by a super-effective Ghost-Type Move, the attack deals neutral damage instead.
	275		
49	Haban Berry	Sweet, Bitter	If hit by a super-effective Dragon-Type Move, the attack deals neutral damage instead.
	275		
50	Colbur Berry	Bitter, Sour	If hit by a super-effective Dark-Type Move, the attack deals neutral damage instead.
	275		

51 Babiri Berry	Spicy, Dry	If hit by a super-effective Steel-Type Move, the attack deals neutral damage instead.
275		
52 Chilan Berry	Dry, Sweet	If hit by a Normal-Type Move, the attack deals damage as if the pokemon resists it instead.
275		
53 Liechi Berry	Spicy, Dry, Sweet	When below 50% HP, raise Attack 1 Combat Stage.
365		
54 Ganlon Berry	Dry, Sweet, Bitter	When below 50% HP, raise Defense 1 Combat Stage.
365		
55 Salac Berry	Sweet, Bitter, Sour	When below 50% HP, raise Speed 1 Combat Stage.
365		
56 Petaya Berry	Spicy, Bitter, Sour	When below 50% HP, raise Special Attack 1 Combat Stage.
365		
57 Apicot Berry	Spicy, Dry, Sour	When below 50% HP, raise Special Defense 1 Combat Stage.
365		
58 Lansat Berry	Spicy, Dry, Sweet, Bitter, Sour	When below 50% HP, pokemon's Moves are Critical Hits on 18-20 for 3 rounds.
365		
59 Starf Berry	Spicy, Dry, Sweet, Bitter, Sour	When below 50% HP, raise a random stat, other then HP, 1 Combat Stage.
365		
60 Enigma Berry	Spicy, Dry	If hit by a super-effective Move, recover 1/4th of pokemon's Max HP.
2,555		
61 Micle Berry	Dry, Sweet	When below 50% HP, the pokemon needs -2 to hit with any Move for 3 rounds.
2,555		
62 Custap Berry	Sweet, Bitter	When below 10% HP, grant the Effect Keyword "Interrupt" to any of the user's At-Will Moves, with Damage Dice Rolls for 1 round.
2,555		
63 Jaboca Berry	Bitter, Sour	When hit by a Melee attack, the attacker loses 1/2 the damage delt to Jaboca Berry's user.
2,555		
64 Rowap Berry	Spicy, Sour	When hit by a Ranged attack, the attacker loses 1/2 the damage delt to Rowap Berry's user.
2,555		

Healing/Restoration Items:

Most of these items are almost always available for sale at Poke Marts. They are essential equipments that adventuring Trainers want to have access to while they are out on the road, far from any Pokemon Centers.

Pokemon who are fainted (below 0 HP), may only be immediately revived by specific items such as "Revive" or by a Trainer Feature that applies enough healing to bring it above 0 HP. Potions and other healing items bring a Pokemon above 0 HP, but not make it regain consciousness until 10 minutes after it received the healing that brought it above 0 HP.

It is a Trainer Action to use a Healing/Restoration Item on a allied Pokemon, and the allied Pokemon that is targeted cannot Shift, use Moves, or activate Abilities during that round of combat. When using a Healing/Restoartion Item on yourself, it still takes a Trainer Action to apply the item, you may not Shift or Issue Commands, on a turn that you use a Healing/Restoration Item on yourself.

Healing another Trainer uses the healing Trainer's, Trainer Action and the Trainer being healed loses their next Shift Action that round. A Trainer may refuse healing from an item. Trainer Class Features that heal are not restricted by this, and only use up the appropriate action of the healer.

Potions/Status Affliction Curatives:

Potions are a useful way for Trainers to keep their Pokemon in fighting shape without needing to return to a pokemon center every single time they run into an angry wild pokemon. Potions are sold in small, one time use spray bottles that when sprayed on a pokemon, sterilize and heal wounds. Potions are meant for Pokemon use. When used on humans, it will sterilize or stabilize a wound, but it cannot repair damaged tissue and seal wounds. If the entire bottle of Potion isn't used, it cannot take effect on the pokemon. Be careful with "Repulsive" medicines! They decrease a Pokemon's loyalty with repeated use.

Cost:	Name:	Effect:
200	Potion	Heals 2d12+10 HP when used.
350	Super Potion	Heals 3d12+20 HP when used.
450	Hyper Potion	Heals 4d12+30 HP when used.
400	MooMoo Milk	Heals 8d6+25
250	Antidote	Cures Poison.
200	Paralyze Heal	Cures Paralysis.
200	Awakening	Cures Sleep.
250	Burn Heal	Cures Burns.
200	Ice Heal	Cures Freezing.
500	Full Heal	Cures all Status Afflictions.
300	Revive	Revives a fainted Pokemon, setting the Pokemon's HP to 20.
350	Ether	Restores a Battle or Center Frequency Move for another use.
750	Elixir	Restores all Battle and Center Frequency Moves for more uses.
300	Energy Powder	Heals 4d10+15 HP - Repulsive.
450	Energy Root	Heals 4d20+15 HP - Repulsive.
300	Heal Powder	Cures all Status Afflcitions - Repulsive.
200	Revival Herb	Revives a fainted Pokemon, setting the Pokemon's HP to 10. - Repulsive.

Vitamins and Battle Pills:

These items are not always available for sale at Poke Marts. Usually you'd need to be at a large city or a speciality store to purchase them.

Performance Enhancers:

These pills give a temporary boost to your Pokemon's Combat Stages until they're returned to your Poke Ball or after ten minutes. Be careful with "Repulsive" Enhancers! They decrease a Pokemon's loyalty with repeated use.

Price:	Name:	Effect:
80	X Attack	Raises the user's Attack 1 Combat Stage
80	X Defend	Raises the user's Defense 1 Combat Stage
80	X Special	Raises the user's Special Attack 1 Combat Stage
80	X Sp. Def	Raises the user's Special Defense 1 Combat Stage
80	X Speed	Raises the user's Speed 1 Combat Stage
80	X Accuracy	The user's Accuracy Checks are lowered by 2
80	Dire Hit	The user's Moves are Critical Hits on 18-20
80	Guard Spec.	For five rounds, the user's Combat Stages may not be lowered
200	Herbal Booster	Raises the user's Attack or Special Attack 2 Combat Stages - Repulsive
200	Endurance Root	Raises the user's Defense or Special Defense 2 Combat Stages - Repulsive
200	Quick Weed	Raises the user's Speed 2 Combat Stages - Repulsive

Vitamins:

In order to make better use of your Pokemon, you sometimes need to modify their Base Stats. Vitamins do just that. However, you may only get use out of up to five Vitamins per pokemon. after you have used five vitamins on a pokemon, any vitamins fed to a pokemon afterwards will have no effect.

Price:	Name:	Effect:
4,900	HP Up	Raise the user's HP Base Stat 1.
4,900	Protein	Raise the user's Attack Base Stat 1.
4,900	Iron	Raise the user's Defense Base Stat 1.
4,900	Calcium	Raise the user's Special Attack Base Stat 1.
4,900	Zinc	Raise the user's Special Defense Base Stat 1.
4,900	Carbos	Raise the user's Speed Base Stat 1.
9,800	PP Up	Raise one of the user's Move's Frequency one level. Use only once per Move.
48,000	Rare Candy	The user gains 15,000 experience points.

Trainer Items:

Not all items are just for Pokemon. These are some items and suggested prices for Trainer healing and other useful items a Trainer might want to pick up at a Poke Mart. Don't forget to eat! Eating is important. Without at least two meals a day, a Trainer might start to feel very fatigued which might give a GM a reason to start penalizing your rolls.

Trainer Recovery Drinks:

These special drinks will invigorate Trainers and give them the strength to carry on. They cannot mend a broken arm or cure blindness, but stablizing Trainer on the way to a city hospital is always a good idea. These are specially made drinks- not any old bottle of water will do what Enriched Water does!

Cost:	Name:	Effect:
300	Enriched Water	Heals 30 HP.
400	Super Soda Pop	Heals 45 HP.
500	Sparkling Lemonade	Heals 60 HP.
350	Lumlum Juice	Cures all Status Afflictions.

General Items:

Usually available in most Poke Marts are these kinds of camping supplies which are very useful for a Trainer on the road. I'm sure there's more, but you'd have to ask your GM for specifics.

Cost:	Name:	Effect:
650	Field First Aid Kit	After 10 minutes of use, a Trainer with at least 14 Intelligence or 14 Wisdom can stabalize another Trainer. This will bring any Trainer below 0% HP to 1HP. They will not be conscious.
250	Trainer's Road Kit	Backpack, Bedroll, Tent-1x1m, Poke Ball belt, Solar-Rechargeable Flashlight, Tarp-2x2m (Backpack with everything inside is about 20kg, lots of room left)
20	Writer's Kit	Two Notebooks (one unlined, one lined), pack of four pencils and four pens
100	Basic Tool Kit	Hammer, Screwdriver, Wrench, Steel Ruler (30cm)
35	Nails and Screws	20 Nails, 20 Screws, 20 Nuts and Bolts
50	Sturdy Rope	Strong rope, ten meters worth. Will reliably withstand 100kg of force.
25	Grappling Hook	Two or three pronged, with a hole on its shaft for rope.
10	Grab-and-Go Meal	A meal. Breakfast, lunch or dinner. Your first natural 1 during a non-feature dice check, within 1 hour, will count as a natural 5 instead (ability limited to once per day).
10	Field Rations	Who knows how long you'll be out there? These meals do not go bad, are very light, and are not bigger then a small book (Most Poke Marts also sell theses in packs of three for 25).

Town Services:

Sometimes, a Trainer Recovery Drink won't do enough- Some Trainers get hit hard. Medics can be found at any sizeable City and usually even in smaller Towns. To repair a broken Trainer can get pretty costly, but what were they doing in the first place to get like that?

Cost:	Name:	Effect:
1,500	Cast	Broken arm or leg? These casts should hold you in place for two weeks and mend the break.
10,000	A Complete Recovery	Sometimes, a Trainer goes far into the negative. If they're not dead, a Trainer brought to the proper facilities will surely get them back on their feet, after a few days' rest.

Held Battle Items:

During battle, a Pokemon may hold and make use of a single Item. Some Items, Static, are activated as long as a Pokemon is holding it. Others must be activated on purpose like Use and Daily, items. Berries are holdable items that can eaten on command, however they can also be used outside of Encounters. Use frequency items are one-time use consumable held items, not unlike a Berry. Daily frequency Held items do not disappear when used, but are so powerful that they take at least twenty hours to recharge their power. Held Items are activated as Free Actions during a pokemon's turn during a round of combat. This is list of examples of Held items and some of these Held Items are Evolution Inducing Keepsakes. It is possible that a unique non-Player Artificer may invent new, powerful Held Items for your party or maybe you could discover some ancient item yourself.

Name/Price:	Frequency:	Effect:
Absorb Bulb 200	Use	When hit by a Water-Type Move, the holder may use Absorb Bulb to raise the user's Special Attack 1 stage.
Big Root 1,000	Static	Moves that gain HP by dealing damage gain twice the HP they normally would.
Binding Band 1,400	Static	When the holder uses a Trapping Move that deals 1d12 per turn while Trapping a target, instead use 1d20 for those rolls.
Black Sludge 4,000	Static	Restores 1/16th HP each turn to Poison types, non-Poison Types to lose 1/8th HP each turn.
Bright Powder 6,000	Static	+2 to the user's Speed Evasion.
Cell Battery 200	Use	When hit by a Electric-Type Move, the holder may use Cell Battery to raise the user's Attack 1 stage.
Cleanse Tag 1,000	Daily	Target Wild Pokemon flees without fail.
Damp Rock 3,500	Daily	If the holder uses the move Rain Dance, Damp Rock may be activated to cause the Weather to last for 3 minutes (18 rounds) instead of 2.
Deepseascale 3,000	Static	While Underwater, the holder's Special Defense is raised by 1 Combat Stage and the holder gains Underwater 4, or Underwater +3 if they already have the Underwater Capability. The holder does not lose the Sinker Capability.
Deepseatooth 3,000	Static	While Underwater, the holder's Special Attack is raised by 1 Combat Stage and the holder gains Underwater 4, or Underwater +3 if they already have the Underwater Capability. The holder does not lose the Sinker Capability.
Destiny Knot 3,000	Static	If holder becomes infatuated, the foe that caused the Infatuation becomes Infatuated as well.
Dragon Scale 3,000	Static	Any of the holder's Moves with the Spirit Surge Keyword activate their Spirit Surge Effects on 2 less than the required number during Accuracy Check.
Dubious Disc 3,000	Static	The holder, when gaining EXP, gains 30 less EXP.
Electririzer 3,000	Static	The holder gains the Static Ability. If a foe is Paralysed as a result of the Electririzer, the user is Paralysed as well.
Everstone 3,000	Static	As long as Everstone is Held, the holder may not evolve.
Eviolite 6,000	Static	Only affects un-evolved Pokemon. Raises Combat Stage by +1 for two different Stats, decided when the Eviolite is made.
Expert Belt 6,000	Static	Whenever the holder deals Super Effective Damage, they may add their STAB value to the damage dealt.
Flame Orb 4,800	Static	Induces Burn on holder.

Name/Price:	Frequency:	Effect:
Float Stone 1,000	Static	The holder's Weight Class is 2 lower.
Focus Band 6,700	Static	If the holder would be brought to 0 HP or less as the result of a foe's Move, roll 1d20. On a result of 16-20, the holder is left with 1HP, once per encounter.
Focus Sash 7,200	Static	If damage from a single Move would take Focus Sash's holder's HP from Max to 0 or less, Focus Sash's holder instead has 1 HP remaining, once per encounter.
Full Incense 1,800	Static	The holder gains the Stall Ability.
Grip Claw 3,500	Static	Moves with the Trap Keyword last for their full duration.
Heat Rock 3,500	Daily	If the holder uses the move Sunny Day, Heat Rock may be activated to cause the Weather to last for 3 minutes (18 rounds) instead of 2.
Icy Rock 3.500	Daily	If the holder uses the move Hail, Icy Rock may be activated to cause the Weather to last for 3 minutes (18 rounds) instead of 2.
Iron Ball 1,000	Static	The holder's speed is halved, and any Immunities to Ground Type are lost. The holder gains the Sinker Capability.
King's Rock 3,000	Static	Melee Attacks cause the target to Flinch on a roll of 19-20. This does not stack with any Abilities, Moves, or Effects that extend Flinch rate.
Lagging Item 1,000	Static	The Lagging Items; Lagging Tail, Lagging Fist, Lagging Eyes, each set a stat to -4 Combat Stages. The Lagging Tail affects Speed, the Lagging Fist affects Attack and the Lagging Eyes affect Special Attack.
Lax Incense 1,800	Static	+1 to the user's Attack, Special Attack and Speed Evasions
Leftovers 2,000	Use	Recovers 1/16th of the Holder's Max HP each round for the rest of the encounter.
Life Orb 8,200	Static	Whenever the holder deals damage, they may add their STAB value to the damage dealt, but must then lose HP equal to that same value.
Light Clay 3,700	Static	When the holder uses Reflect, Light Screen, or Safeguard, each always last 5 turns.
Luck Incense 1,800	Static	The holder needs to roll -1 to hit during accuracy rolls. A roll of 1 always misses.
Lucky Egg -----	Use	Lucky Egg may be activated when gaining EXP. The EXP gained is doubled.
Lucky Punch 2,400	Use	The holder's Critical Hit range is increased by 3 for the remainder of the encounter.
Magmarizer 3,000	Static	The holder gains the Flame Body Ability. If a foe is Burned as a result of the Magmarizer, the user is Burned as well.
Mental Herb 2,000	Use	Removes the effects of Infatuation, Taunt, Encore, Torment, Disable, or Cursed Body
Metal Coat 3,000	Daily	The holder is treated as if it has Steel-Type Resistances and Immunities until after it is hit with a damaging move that would be Resisted or Ignored due to Metal Coat. After taking the Damage from the Move as if it were Resisted or Ignored, Metal Coat becomes inactive for another 20 hours.
Metronome 1,000	Static	When using an At-Will Move, that the holder used during their last turn, add +1/2 STAB to the total Damage.
Oval Stone 3,000	Static	The holder's Power Capability is +1, but cannot raise the holder's Power Capability if it is already 3 or higher.
Poke Doll 1,000	Use	Target Pokemon with an Intelligence Capability of 4 or lower is distracted for 1d6 turns, during which time it will not attack or pursue any targets unless it is provoked.

Name/Price:	Frequency:	Effect:
Power Herb 2,000	Use	If used while performing one of the following Moves: SolarBeam, Skull Bash, Sky Attack, Razor Wind, Fly, Dig, Dive, Bounce or Shadow Force, act as if you have already performed any turn requirements in the Effect and perform the second turn on the Move.
Protector 3,000	Daily	If the holder would be hit by a Move that would deal x4 Damage after applying Weaknesses, instead for that Move, only take x2 Damage.
Quick Claw 4,200	Static	The holder adds their STAB value to their Speed Stat for the purposes of determining turn order.
Razor Claw 3,000	Static	Attacks are Critical Hits on a roll of 18-20. This does not stack with any Abilities, Moves, or Effects that extend Critical Hit rate.
Razor Fang 3,000	Static	Melee Attacks cause the target to Flinch on a roll of 19-20. This does not stack with any Abilities, Moves, or Effects that extend Flinch rate.
Reaper Cloth 3,000	Use	The holder covers themselves in the Reaper Cloth, making any Ranged attack target through Rough Terrain for the remainder of the encounter. This will activate the Stealth Capability.
Ring Target 1,000	Static	Do not acknowledge the holder's Immunities when applying Weakness/Resistance/Immunities.
Shell Bell 5,200	Daily	Shell Bell may be activated when the user deals damage to a foe with a Move. After the target of the Move takes damage, the holder gains HP equal to half of the damage they dealt to the target.
Smoke Ball 2,000	Use	Creates Smoke in a 2 Meter Blast, with effects as if having used the Move, Smokescreen
Smooth Rock 3,500	Daily	If the holder uses the move Sandstorm, Smooth Rock may be activated to cause the Weather to last for 3 minutes (18 rounds) instead of 2.
Stat Boosters 2,000	Daily	These items have a chosen Stat, either Attack, Defense, Special Attack, Special Defense, or Speed. When released from a Poke Ball, the holder's chosen Stat is raised 1 Combat Stage.
Sticky Barb 3,650	Static	During each round, the holder loses 1/10th of it's Max HP. If the holder is hit by a Melee Move, or uses a Melee Move on another Pokemon, flip a coin; on heads, give Sticky Bard to the offender/target if they are not holding an item.
Toxic Orb 4,800	Static	Induces Bad Poison on holder.
Training Stick 3,000	Static	The Holder's Melee Moves that do not include the word Head, Kick or Punch have an increased Range of 2, but are still Melee Moves.
Type Boosters 1,800	Static	These items come in a variety of each of the Elemental Types, and grant a +1/2 STAB bonus to a particular Type's Moves, regardless if the holder is the same Type as the Move.
Type Plates -----	Static	Plates are ancient tiles, the size of a business card, and grant +1 STAB bonus to a particular Type's Moves, regardless if the holder is the same Type as the Move.
Up-Grade 3,000	Static	The holder, when gaining EXP, gains an additional 15 EXP.
White Herb 2,000	Use	Any negative Combat Stages are set to 0.
Wide Lens 5,200	Daily	Activate before making an Accuracy Roll. The user needs to roll -3 to hit on its next Accuracy Roll. A roll of 1 always misses.

Held Evolutionary Stones/Keepsakes:

Some Pokemon evolve upon contact with radioactive Elemental Stones, while rarer evolutions take place only once a Pokemon becomes bonded to a keepsake of sorts. Here are the relevant Elemental Stones and a list of Evolutionary Keepsakes (which also appear with Effects in the Held Items list).

Everything Priced at 3,000 each ---

Stone Name:	Related Pokemon:
Fire Stone	Evolves Vulpix, Growlithe, Eevee, Pansear
Water Stone	Evolves Poliwhirl, Shellder, Staryu, Eevee, Lombre, Panpour
Thunder Stone	Evolves Pikachu, Eevee, Eelektrik
Leaf Stone	Evolves Gloom, Weepinbell, Exeggcute, Eevee, Nuzleaf, Pansage
Moon Stone	Evolves Nidorina, Nidorino, Clefairy, Jigglypuff, Eevee, Skitty, Munna
Sun Stone	Evolves Gloom, Eevee, Sunkern, Cottonee, Whimsicott
Shiny Stone	Evolves Eevee, Togetic, Roselia, Minccino
Dusk Stone	Evolves Eevee, Murkrow, Misdreavus, Lampent
Dawn Stone	Evolves Eevee, Male Kirlia, Female Snorunt

Keepsake Name:	Related Pokemon:	Keepsake Name:	Related Pokemon:
Deepseascale/Deaseatooth	Evolves Clamperl	Metal Coat	Evolves Onix, Scyther
Dragon Scale	Evolves Seadra	Protector	Evolves Rhydon
Dubious Disc	Evolves Porygon2	Razor Claw	Evolves Sneasel
Electirizer	Evolves Electabuzz	Razor Fang	Evolves Gligar
Oval Stone	Evolves Happiny	Reaper Cloth	Evolves Dusclops
Magmarizer	Evolves Magmar	Up-Grade	Evolves Porygon
King's Rock	Evolves Poliwhirl, Slowpoke		

Miscellaneous Items:

Magical Flutes:

Magical Flutes are rare artifacts made only by skilled Artificers. They are not usually found in stores. These are not the exactly same as the Flutes that a Player Artificer can make, so an Artificer's Flutes might not sell as well as these price indicate.

Price:	Flute Color:	Effects:
1850	Blue Flute	When played, all Pokemon within 3m afflicted with Sleep are cured. Use only once per day.
1750	Red Flute	When played, all Pokemon within 3m afflicted with Infatuation are cured. Use only once per day.
1750	Yellow Flute	When played, all Pokemon within 3m afflicted with Confusion are cured. Use only once per day.
1500	Black Flute	When played, target a wild pokemon within 10m of you. Roll 1d20; if you roll higher than a 5 and the Pokemon is less than 10 levels higher than an allied active pokemon, the targeted pokemon flees the encounter without fail. Use only once per day.
1500	White Flute	When played, target a wild pokemon within 10m of you. Roll 1d20; if you roll higher than a 15 and the Pokemon is less than 10 levels higher than an allied active pokemon, the targeted pokemon cries out for allies. The GM determines how many more wild Pokemon join the encounter. Use only once per Week.

Repels:

Repels can be sprayed on one's self in order to ward of wilds with a subtle smell that greatly annoys pokemon. It's best to not make your own pokemon endure the smell while using Repels yourself. Only really desperate, wild pokemon will bother with attacking you when you spray Repel on yourself.

Price:	Strength:	Effect:
200	Repel	Lasts 1d6+3 Hours.
300	Super Repel	Lasts 1d8+4 Hours.
400	Max Repel	Lasts 1d10+5 Hours.

Other:

There are hundreds of Items to use in the Pokemon world, those listed here are only suggested Items! Your GM can provide additional Items and maybe you can create your own while on your Pokemon Adventure.

Poke Balls:

When you use a Poke Ball, add or subtract the Poke Ball's modifier from your d100 Capture Roll. These are a few existing Poke Balls, your campaign might feature Poke Balls not seen here, or as a Poke Ball Designer, you may invent your own Poke Balls. Most Poke Marts will at least carry Balls numbered 1-3.

Ball Name:	Mod:	Special:
01 Basic Ball	+5	
02 Great Ball	+0	
03 Ultra Ball	-10	
04 Master Ball	-100	Incredibly Rare. Worth at least 300,000. Sold nowhere.
05 Safari Ball	+0	Used during Safari hunts.
06 Level Ball	+5	-15 Modifier, if the target is under half the level your active pokemon is.
07 Lure Ball	+0	-10 Modifier, if the target was baited into the encounter with food.
08 Moon Ball	+0	-15 Modifier, if the target evolves with an Evolution Stone.
09 Friend Ball	-5	A caught pokemon will start with Loyalty 2.
10 Love Ball	+0	-15 Modifier, if the target is the opposite gender of an ally Pokemon.
11 Heavy Ball	+5	-5 Modifier, for each Weight Class the target is above 2.
12 Fast Ball	+5	-15 Modifier, if the target has a Speed Capability above 7.
13 Sport Ball	+0	Used during Safari hunts.
14 Premier Ball	+0	Given as promotional balls during sales.
15 Repeat Ball	+10	-15 Modifier, if you already own a Pokemon of the target's species.
16 Timer Ball	+5	-5 to the Modifier after every 2 rounds until the Modifier is -20.
17 Nest Ball	+0	-15 Modifier, if the target is under level 10.
18 Net Ball	+0	-15 Modifier, if the target is Water or Bug type.
19 Dive Ball	+5	-15 Modifier, if the target was found underwater or underground.
20 Luxury Ball	-5	A caught pokemon is easily pleased and starts with a raised happiness.
21 Heal Ball	-5	A caught pokemon will heal to Max HP immediatley upon capture.
22 Quick Ball	-20	+5 Modifier after 1 round of the encounter, +10 Modifier after round 2.
23 Dusk Ball	+0	-15 Modifier if it is dark, or if there is very little light out, when used.
24 Cherish Ball	-5	
25 Park Ball	+0	Used during Safari hunts.

Basic Balls are sold for 200, Great Balls for 500 and Ultra Balls for 1000. All Special balls are usually sold for 1000 as well.

Technical Medicine and Horizon Medicine Syringes:

      The TMs and HMs in Pokemon: Tabletop Adventures work unlike the TMs and HMs in other Pokemon canon. TMs are syringes, usually kept in a small protective case that bear the TM/HM number. HMs are similar fashion, but unlike TMs, they are reusable jet injectors that are about a foot long. These do not actually have needles on their end and instead fire a high-pressure stream of the injection for the pokemon. TMs and HMs are numbered so that the Move inside the injection can be identified, for example TM 01 and HM01 both can teach Focus Punch. HMs continuously replenish their supply but need at least two days between their uses or else the HM's supply will deplete.

      Once injected, the TM or HM uses poke-engineering technology to grow an artificial organ, or modify an existing organ, necessary for the pokemon to perform the Move associated with the TM. The process is usually painful so it is best to use TMs and HMs at a Pokemon Center where a nurse can help inject the pokemon after giving them anesthetics so the Pokemon feels nothing at all during the process. After using the TM/HM the pokemon should know the related Move, unless the pokemon was incompatible with the TM/HM in which case nothing will happen. Like pokemon who are incompatible with particular Moves, an injection of TM or HM into a human will do nothing.

#:	Name:	Price:	#:	Name:	Price:
01	- Hone Claws	1200	32	- Double Team	2500
02	- Dragon Claw	2400	33	- Reflect	1500
03	- Psyshock	2900	34	- Sludge Wave	4200
04	- Calm Mind	1200	35	- Flamethrower	4200
05	- Roar	1000	36	- Sludge Bomb	4300
06	- Toxic	1900	37	- Sandstorm	1500
07	- Hail	1500	38	- Fire Blast	5100
08	- Bulk Up	1200	39	- Rock Tomb	2800
09	- Venoshock	2300	40	- Aerial Ace	2800
10	- Hidden Power	1500	41	- Torment	1000
11	- Sunny Day	1500	42	- Facade	3100
12	- Taunt	1000	43	- Flame Charge	2100
13	- Ice Beam	4200	44	- Rest	2000
14	- Blizzard	5100	45	- Attract	1200
15	- Hyper Beam	5000	46	- Thief	2200
16	- Light Screen	1500	47	- Low Sweep	2400
17	- Protect	2500	48	- Round	2800
18	- Rain Dance	1500	49	- Echoed Voice	1500
19	- Telekinesis	2500	50	- Overheat	5100
20	- Safeguard	1000	51	- Ally Switch	1800
21	- Frustration	3000	52	- Focus Blast	4400
22	- Solarbeam	4600	53	- Energy Ball	2700
23	- Smack Down	2500	54	- False Swipe	1200
24	- Thunderbolt	4200	55	- Scald	3000
25	- Thunder	5100	56	- Fling	2000
26	- Earthquake	4000	57	- Charge Beam	2300
27	- Return	3000	58	- Sky Drop	2800
28	- Dig	3400	59	- Incinerate	1400
29	- Psychic	3500	60	- Quash	1000
30	- Shadow Ball	2700	61	- Will-O-Wisp	2200
31	- Brick Break	2400	62	- Acrobatics	2800

#:	Name:	Price:	#:	Name:	Price:
63	- Embargo	1000	83	- Work Up	1200
64	- Explosion	7500	84	- Poison Jab	3000
65	- Shadow Claw	2400	85	- Dream Eater	3000
66	- Payback	2500	86	- Grass Knot	2900
67	- Retaliate	3600	87	- Swagger	1000
68	- Giga Impact	5000	88	- Pluck	2300
69	- Rock Polish	1200	89	- U-Turn	3100
70	- Flash	1500	90	- Substitute	2000
71	- Stone Edge	3900	91	- Flash Cannon	2700
72	- Volt Switch	3100	92	- Trick Room	2000
73	- Thunder Wave	2200	93	- Wild Charge	2500
74	- Gyro Ball	2500	94	- Rock Smash	1500
75	- Swords Dance	1200	95	- Snarl	2400
76	- Struggle Bug	1700	A1	- Cut	75
77	- Psych Up	2100	A2	- Fly	3200
78	- Bulldoze	2400	A3	- Surf	5000
79	- Frost Breath	1000	A4	- Strength	3400
80	- Rock Slide	4200	A5	- Waterfall	3700
81	- X-Scissor	2400	A6	- Dive	2900
82	- Dragon Tail	2800			

      This is a list of distributed TMs available in stores. Not all of them are widely available and HMs are very rarely available. HMs are usually cost at least 20 times the HM's TM counterpart would be. This list in not exhaustive. Sometimes, TM 112 (Scratch), TM F7 (String Shot) or TM 082 (an alternate TM that carries Rock Slide as well) are carried in stores, or a TM 66 that doesn't teach Payback. Ask store owners about what it is you are purchasing and check with Pokemon Centers before applying TMs!

Combat Demo

Scenario:

New Trainers, Tyrone, Charlotte and Jimmy, have encountered a group of wild Pokemon. Each have different approaches to how they want to handle the situation, but will work together to defeat the wild group.

Tyrone is an Ace Trainer who picked up a Torchic and Turtwig, aiming to take down the Indigo League Conference.

Charlotte is a Researcher; she studied up on Squirtle and Bulbasaur before choosing them to take on her journey.

Jimmy is a Martial Artist who wants to train with his Charmander and Mudkip, fighting along side them in combat.

GM: After a few minutes of traveling through the forest, you come across some water. It's only a few inches deep, but it's covering the forest floor. There are various trees nearby, and some bubbles seems to be popping up from under the trees every once in a while.
Jimmy: Is there supposed to be any running water nearby?
Charlotte: The map says that there is a small stream a quarter mile from here.
Tyrone: Then, there shouldn't be this much water around here. I'm sending out my Turtwig. Go! P.B.!
Charlotte: My Squirtle might be able to help if anything appears. Come out! Clip!
Jimmy: I think we'll be fine. It's just some water.
GM: You hear various grunts from the tree bases that surround you as several brown Pokemon about a foot long each appear. They approach on all fours and have large front teeth. There are six of them.
Jimmy: Go! Dirgen!
Charlotte: Wait, Jimmy! Your Charmander won't do too well in all this water!
Jimmy: Dirgen! Scratch the nearest brown rodent! I'll kick the next nearest one!
GM: Your Charmander can't attack right away, you just sent it out.

COMBAT STARTS:

ROUND 1-

Jimmy rolls for his Trainer Attack anyway, an Improvised Kick:
8 on 1d20 for Accuracy Check, needed a 5, it Hits.
GM: I'll let that use a 1d8+4 for your damage, since you're unarmed, as Fist Weapons User.
Jimmy rolls for his Trainer Attack's Damage:
4 on 1d8, adding STR modifier (3) and DEX and STR modifier for Martial Artist's Improved Combat (5).
Jimmy: That's 16 damage!
Bidoof A takes 12 damage. It has 4 Defense.

GM: After seeing one of their friends get kicked by the intruding trainers, each of the Pokemon become very upset and start attacking your group!
Jimmy: My bad, guys.
Charlotte: I already know these are Bidoofs! I'm a Walking Encyclopedia, but I'm going to still scan them with my Pokedex!
Tyrone: Me too! Charlotte, what type of Pokemon are these?
Charlotte: Bidoof are Normal Type Pokemon.
The Pokedex is used by Charlotte and Tyrone. In two Rounds, the Trainers will identify the Pokemon, even though they already have access to their information thanks to Charlotte being a Researcher.
Charlotte: Clip! Withdraw!
Squirtle's Defense is raised one Combat Stage, from 10 to 12.
Tyrone: P.B., you use Withdraw as well!
Turtwig's Defense is raised one Combat Stage, from 9 to 11.
GM: The brown Pokemon inch towards your party cautiously, they are unsure of how powerful your Pokemon are. Three of them work up the courage to jump at your party. One of them Tackles Tyrone, another one Tackles Clip and the third Tackles Dirgen.
Tyrone: P.B.! Intercept the attack!
Because P.B. has not Shifted yet this round, it may attempt intercept an attack. Its check is 11 on 1d20.
Tyrone rolls and gets an 18 on 1d20. PB Shifts between the wild Pokemon and Tyrone, taking the attack.
For Bidoof B, GM rolls a 3 on 1d20. Tackle's AC is 2.
Bidoof B hits, but only deals 10 damage, which is entirely reduced by P.B.

GM: The Pokemon rushes forward and slams into P.B., who is unphased by the impact due to its defenses.
For Bidoof C, GM rolls a 12 on 1d20. Tackle's AC is 2, so Bidoof C hits Clip. GM rolls for damage and adds Bidoof C's Attack Stat. 2d6 + STAB(1) +5, GM rolls 11+ 1+5, 17. STAB is added because Bidoof is Normal type, and Tackle is Normal Type.
GM: One Pokemon slams into Clip's side. Your Squirtle takes 17 damage.
Charlotte: 5, after Defense.
For Bidoof D, GM rolls a 17 on 1d20. Tackle's AC is 2, so Bidoof d hits Dirgen. GM rolls for damage and adds Bidoof D's Attack Stat. 2d6 + STAB(1)+ 6, GM rolls 11+2+6, 17.
GM: Another Pokemon lands onto of Dirgen. Your Charmander takes 17 damage.
Jimmy: 12, after Defense.

ROUND 2 -

Jimmy: I'll elbow drop the same Bidoof who I already hit! Dirgen! Scratch up the nearest Bidoof!
Jimmy rolls for his Trainer Attack, another Fist Weapons attack:
12 on 1d20 for Accuracy Check, he needed a 5, it Hits.
Jimmy rolls for his Trainer Attack's Damage:
2 on 1d8+4, adding STR modifier (3) and DEX and STR modifier for Martial Artist's Improved Combat (5).
Jimmy: That's 14 damage!
Bidoof A takes 10 more damage.
Tyrone: I want that Pokemon! I'm throwing a Poke Ball!
Jimmy: But I'm the one who beat it up!
Tyrone rolls 57 on 1d100, because he used a Poke Ball, he adds 5 to his rolled number; 62.
The GM compares Bidoof A's capture rate, 60 and adds any modifiers, +15 for under 25% HP, +20 for under level 20. The Bidoof's capture rate is 95, which Tyrone rolled under.
GM: The ball shakes once before stopping, you've captured the Pokemon.
Tyrone: All right!
Charlotte: Clip! Use Withdraw again!
Squirtle's Defense is raised one more Combat Stage, making the Defense 15, after being raised two Combat Stages.
Tyrone: Dirgen! Scratch a Bidoof!
For his Charmander, Tyrone rolls 1d20 and get a 15, greatly exceeding the needed roll during the Accuracy Check. He then rolls 2d6 +9 for his damage and gets 19.
GM: The Pokemon receives a deep cut into its side from Dirgin's attack, it passes out immediately.
      Tyrone: Good job, Dirgen!

GM: After seeing one of their allies disappear into a Poke Ball and another get knocked unconscious, the Pokemon panic and rush angrily at the party. Each Pokemon Tackles a nearby target.
For Bidoof B, GM rolls a 13 on 1d20. Tackle's AC is 2, so Bidoof B hits Clip, who only has an Evasion Bonus of 3. GM rolls for damage and adds Bidoof B's Attack Stat. 2d10 + STAB + 5, GM rolls 6+3+5, 14.
GM: Squirtle is Tackled for 14 damage.
Charlotte: Clip brushes it off, his shell is too hard!
For Bidoof C, GM rolls a 20 on 1d20. It's a Critical Hit, so Bidoof C hits Clip. GM calculates max damage and adds Bidoof C's Attack Stat. 2d6 + STAB + 5, 12+1+5, 18.
GM: The Pokemon slams into Clip's head, it's a Critical Hit! Squirtle takes 18 damage.
Charlotte: That's still only 3 damage!
For Bidoof F, GM rolls a 2 on 1d20. Tackle's AC is 2, so Bidoof D misses Jimmy, who only has an Evasion Bonus of 2 because of his DEX modifier.
GM: Jimmy jumps over a Pokemon as it barrels towards him, dodging its tackle.
For Bidoof E, GM rolls a 13 on 1d20. Tackle's AC is 2, so Bidoof C hits Dirgen. GM rolls for damage and adds Bidoof E's Attack Stat. 2d6 + STAB + 5, GM rolls 9+1+5, 15.
GM: A slamming tackle from the last wild Pokemon hits Dirgen. Charmander takes 15 damage.
Jimmy: Oh crap! Dirgen is unconscious!
GM: A larger brown Pokemon appears from behind another one of the trees. This one has a large, flat dark brown tail, but otherwise looks very similar to the smaller brown Pokemon.
Charlotte: Jimmy! Return your Charmander! That's Bidoof's evolved form, Bibarel! It's water type!

ROUND 3 -

Jimmy: Come back, Dirgen! My Mudkip might be able to help out. GO! Beastman!

Charlotte: I'll use my Pokedex on the Bibarel!

Tyrone: Me too!

GM: Pokedex data comes in, listing all the details of Bidoof, which Charlotte already knew everything about.

Charlotte: Clip! Tackle that Bibarel!

Tyrone: P.B.! Help out by tackling it too!

Both Players roll their Accuracy Checks and get 12 and 16. Both numbers are way over the required number to hit. They both roll damage dice rolls and add attack. 2d6 + 1 for Clip; 9. 2d6 + 1 and an additional 1 because of Ace Trainer's Improved Attacks Feature for P.B.; resulting in 7 and 11.

The wild Bibarel has 5 Defense. It takes 2 damage, then 6 damage.

GM: Both Pokemon impact the large wild, making it much angrier. It lets loose a stream of water.

For the Bibarel, GM rolls a 13 on 1d20. It's easily higher than Clip's Evasion bonus from Special Defense so it hits and the GM rolls Water Gun's damage plus Bibarel's Special Attack Stat. 2d6 + 7, 11+7, 18. The attack hits for half-damage because the Water attack is not very effective against Squirtle's Water type, after Squirtle applies its Special Defense. 19, halved by resistance.

Charlotte: Clip has 3 Special Defense.

GM: Clip is blasted for 16 points of Special Attack damage, which means 8 after resistances.

GM: Concerned that their pack leader isn't very effective against the intruding Trainers, some Bidoof begin to try and escape!

The GM rolls a few escape rolls, but after failing them with Bidoof B and Bidoof C, he decides to attack with Bidoof E and Bidoof F.

GM: A Bidoof charges towards Jimmy while another jumps at P.B.!

For Bidoof E, GM rolls a 13 on 1d20. Tackle's AC is 2, so Bidoof E hits Jimmy, who only has an Evasion Bonus of 2. GM rolls for damage and adds Bidoof E's Attack Stat. 2d6 + 5, GM rolls 11+5, 16.

GM: Jimmy is hit for 16 damage.

Jimmy: I can take a hit.

Jimmy is not in danger of becoming unconscious, he is a Martial Artist with over 40 HP thanks to Improved Endurance. Also, Jimmy has the generic Trainer Feature, "I Can Take a Hit," reducing all forms of damage by 5.

For Bidoof F, GM rolls a 19 on 1d20. Tackle's AC is 2, so Bidoof E hits P.B., who only has an Evasion Bonus of 1. GM rolls for damage and adds Bidoof E's Attack Stat. 2d6 + 5, GM rolls 11+5, 16.

GM: P.B. is rammed for 16 damage.

Tyrone: 5 after Defense.

Charlotte: We can't stick around for too much longer, our Pokemon are taking some bad hits.

Jimmy: I want to catch the Bibarel! Tyrone stole the Bidoof I was attacking!

Tyrone: I'd prefer to end this quickly, but if that's what you want...

ROUND 4 -

Charlotte: Clip! Watergun that Bidoof!

Tyrone: P.B. use Razor Leaf on the Bidoof next to Jimmy!

Jimmy: Beastman! Mud-Slap the nearest Bidoof!

As each player rolls their Accuracy Check, they pass and roll high for damage as well, felling each of the targeted Bidoofs by knocking them below 0 HP. Clip deals even more damage due to it's Ability, Torrent, activating.

GM: The Bibarel fires off another Watergun, aiming at Beastman. The last remaining Bidoof rushes towards Clip for another tackle.

The GM rolls for Bibarel's Watergun and the final Bidoof's Tackle, hitting with both. Bibarel's Watergun is not very effective towards the Turtwig, P.B., and ends up only dealing 4 damage. Bidoof B's tackle hits, but it deals less damage than Clip's defense, so it doesn't do anything to Clip.

ROUND 5 -

GM: Pokdex information is finished loading for Bibarel, Bidoof's evolution.

Charlotte: Let's go! Clip Watergun the Bidoof!

Tyrone: P.B. Tackle the Bibarel to make it easier for Jimmy to catch!

Jimmy: Stand by, Beastman! I'm throwing a Great Ball!

Charlotte's Squirtle fells the remaining Bidoof and Tyrone's Turtwig is able to deal a few points of damage to the Bibarel, making it easier for Jimmy's Great Ball throw.

Jimmy: Come on Great Ball!

Jimmy rolls 1d100 for Bibarel's capture roll and gets a 61. A Great Ball does not modify his rolls. The GM compares Bibarel's capture rate, 40 and adds any modifiers, +5 for under 50% HP, +20 for under level 20. The Bibarel's capture rate is 65, which Jimmy barely rolled under.

GM: The Great Ball shakes for a few seconds before violently jumping up and down, then suddenly stops moving. Jimmy has captured the Bibarel.

With all wilds captured, or knocked unconscious, the players leave in order to avoid any further encounters with the Pokemon who dammed up the nearby stream.

At this point, Experience points would be awarded.

The GM distributes 990 Experience. 570 points are from the level 19 Bibarel, after consulting the Exp Drop Chart in the GM Guide, he gets 19 x 30. Then the GM adds the 6 Bidoofs who each drop 10 Exp for each level. They were all at level 7, so 7 x 10 = 70. Then 70 x 6 = 420. Total Exp awarded: 990.

Jimmy must split that between his Mudkip and his Charmander, awarding them each 495.

Charlotte awards the entire drop to her Squirtle.

Tyrone awards 1188 Exp to his Turtwig, since he has the Ace Trainer Feature, Enhanced Training.

In addition to this, Tyrone and Charlotte each have raised their Pokedex Seen number by 2.

Tyrone and Jimmy each raised their Pokemon Owned number by 1.

Pokemon Tabletop Adventures: Character Sheet

Player Name: _____

Character Name: _____ Age: ____ Gender: ____ Height: ____ Weight: ____ Level: ____

Class: _____ Class: _____ Class: _____

STAT	VALUE	MOD
STR		
DEX		
CON		
INT		
WIS		
CHA		

Max HP: _____ Current HP: _____ Evasion Bonus: _____
(Con Value X 5) (Dexterity Modifier, only if positive)

Perception: _____ Bluff/Diplomacy: _____
(Wisdom Modifier) (Charisma Modifier)

Damage Bonus: _____ Knowledge/Academics: _____
(Strength Modifier, only if positive) (Intelligence Modifier)

Badges, Ribbons, Medals, Trophies:

Inventory: _____
_____
_____

Features: _____
_____
_____
_____

Current Pokemon: _____ _____ _____ _____ _____ _____
Stored Pokemon: _____
_____
_____

Name: _____
Level: _____ Total XP: _____
Species: _____ Gender: _____
Type: _____ / _____
Nature: _____ +2 ____ -2 ____
Egg Group: _____
Max HP: _____ Current HP: _____

STAT	BASE	ADDED	TOTAL	STAB:
HP				Evasion Bonus
ATK				Atk
DEF				S Atk
S ATK				Either
S DEF				
SPD				

Capabilities   Height: _____ Weight: _____

	VALUE	NOTES
Overland		
Surface		
U. Water		
Sky		
Burrow		
Jump		
Power		
Intel.		

Abilities:

Natural Moves   (Level/ Egg)

Type	Name	AC	Freq	Dmg C	Range	Effect/Notes

Technical Moves   (TM/ HM/Tutor)

Type	Name	AC	Freq	Dmg C	Range	Effect/Notes

Notes:

Name: _____
Level: _____ Total XP: _____
Species: _____ Gender: _____
Type: _____ / _____
Nature: _____ +2 ____ -2 ____
Egg Group: _____
Max HP: _____ Current HP: _____

STAT	BASE	ADDED	TOTAL	STAB:
HP				Evasion Bonus
ATK				Atk
DEF				S Atk
S ATK				Either
S DEF				
SPD				

Capabilities   Height: _____ Weight: _____

	VALUE	NOTES
Overland		
Surface		
U. Water		
Sky		
Burrow		
Jump		
Power		
Intel.		

Abilities:

Natural Moves   (Level/ Egg)

Type	Name	AC	Freq	Dmg C	Range	Effect/Notes

Technical Moves   (TM/ HM/Tutor)

Type	Name	AC	Freq	Dmg C	Range	Effect/Notes

Notes:

Pokedex (Owned) /(Pokedexed)

Name	Owned	Pokedexed
Abomasnow	___	___
Abra	___	___
Absol	___	___
Accelgor	___	___
Aerodactyl	___	___
Aggron	___	___
Aipom	___	___
Alakazam	___	___
Alomomola	___	___
Altaria	___	___
Ambipom	___	___
Amoonguss	___	___
Ampharos	___	___
Anorith	___	___
Arbok	___	___
Arcanine	___	___
Archen	___	___
Archeops	___	___
Ariados	___	___
Armaldo	___	___
Aron	___	___
Audino	___	___
Axew	___	___
Azumarill	___	___
Azurill	___	___
Bagon	___	___
Baltoy	___	___
Banette	___	___
Barboach	___	___
Basculin	___	___
Bastiodon	___	___
Bayleef	___	___
Beartic	___	___
Beautifly	___	___
Beedrill	___	___
Beheeyem	___	___
Beldum	___	___
Bellossom	___	___
Bellsprout	___	___
Bibarel	___	___
Bidoof	___	___
Bisharp	___	___
Blastoise	___	___
Blaziken	___	___
Blissey	___	___
Blitzle	___	___
Boldore	___	___
Bonsly	___	___
Bouffalant	___	___
Braviary	___	___
Breloom	___	___
Bronzong	___	___
Bronzor	___	___
Budew	___	___
Buizel	___	___
TOTALS	___	___
Bulbasaur	___	___
Buneary	___	___
Burmy	___	___
Butterfree	___	___
Cacnea	___	___
Cacturne	___	___
Camerupt	___	___
Carnivine	___	___
Carracosta	___	___
Carvanha	___	___
Cascoon	___	___
Castform	___	___
Caterpie	___	___
Chandelure	___	___
Chansey	___	___
Charizard	___	___
Charmander	___	___
Charmeleon	___	___
Chatot	___	___
Cherrim	___	___
Cherubi	___	___
Chikorita	___	___
Chimchar	___	___
Chimecho	___	___
Chinchou	___	___
Chingling	___	___
Cinccino	___	___
Clamperl	___	___
Claydol	___	___
Clefable	___	___
Clefairy	___	___
Cleffa	___	___
Cloyster	___	___
Cofagrigus	___	___
Combee	___	___
Combusken	___	___
Conkeldurr	___	___
Corphish	___	___
Corsola	___	___
Cottonee	___	___
Cradily	___	___
Cranidos	___	___
Crawdaunt	___	___
Croagunk	___	___
Crobat	___	___
Croconaw	___	___
Crustle	___	___
Cryogonal	___	___
Cubchoo	___	___
Cubone	___	___
Cyndaquil	___	___
Darmanitan	___	___
Darumaka	___	___
Deerling	___	___
Deino	___	___
Delcatty	___	___
Delibird	___	___
TOTALS	___	___
Dewgong	___	___
Dewott	___	___
Diglett	___	___
Ditto	___	___
Dodrio	___	___
Doduo	___	___
Donphan	___	___
Dragonair	___	___
Dragonite	___	___
Drapion	___	___
Dratini	___	___
Drifblim	___	___
Drifloon	___	___
Drilbur	___	___
Drowzee	___	___
Druddigon	___	___
Ducklett	___	___
Dugtrio	___	___
Dunsparce	___	___
Duosion	___	___
Durant	___	___
Dusclops	___	___
Dusknoir	___	___
Duskull	___	___
Dustox	___	___
Dwebble	___	___
Eelektrik	___	___
Eelektross	___	___
Eevee	___	___
Ekans	___	___
Electabuzz	___	___
Electivire	___	___
Electrike	___	___
Electrode	___	___
Elekid	___	___
Elgyem	___	___
Emboar	___	___
Emolga	___	___
Empoleon	___	___
Escavalier	___	___
Espeon	___	___
Excadrill	___	___
Exeggcute	___	___
Exeggutor	___	___
Exploud	___	___
Farfetch'd	___	___
Fearow	___	___
Feebas	___	___
Feraligatr	___	___
Ferroseed	___	___
Ferrothorn	___	___
Finneon	___	___
Flaaffy	___	___
Flareon	___	___
Floatzel	___	___
Flygon	___	___
Foongus	___	___
TOTALS	___	___
Forretress	___	___
Fraxure	___	___
Frillish	___	___
Froslass	___	___
Furret	___	___
Gabite	___	___
Gallade	___	___
Galvantula	___	___
Garbodor	___	___
Garchomp	___	___
Gardevoir	___	___
Gastly	___	___
Gastrodon	___	___
Gengar	___	___
Geodude	___	___
Gible	___	___
Gigalith	___	___
Girafarig	___	___
Glaceon	___	___
Glalie	___	___
Glameow	___	___
Gligar	___	___
Gliscor	___	___
Gloom	___	___
Golbat	___	___
Goldeen	___	___
Golduck	___	___
Golem	___	___
Golett	___	___
Golurk	___	___
Gorebyss	___	___
Gothita	___	___
Gothitelle	___	___
Gothorita	___	___
Granbull	___	___
Graveler	___	___
Grimer	___	___
Grotle	___	___
Grovyle	___	___
Growlithe	___	___
Grumpig	___	___
Gulpin	___	___
Gurdurr	___	___
Gyarados	___	___
Happiny	___	___
Hariyama	___	___
Haunter	___	___
Haxorus	___	___
Heatmor	___	___
Heracross	___	___
Herdier	___	___
Hippopotas	___	___
Hippowdon	___	___
Hitmonchan	___	___
Hitmonlee	___	___
Hitmontop	___	___
Honchkrow	___	___
TOTALS	___	___
Hoothoot	___	___
Hoppip	___	___
Horsea	___	___
Houndoom	___	___
Houndour	___	___
Huntail	___	___
Hydreigon	___	___
Hypno	___	___
Igglybuff	___	___
Illumise	___	___
Infernape	___	___
Ivysaur	___	___
Jellicent	___	___
Jigglypuff	___	___
Jolteon	___	___
Joltik	___	___
Jumpluff	___	___
Jynx	___	___
Kabuto	___	___
Kabutops	___	___
Kadabra	___	___
Kakuna	___	___
Kangaskhan	___	___
Karrablast	___	___
Kecleon	___	___
Kingdra	___	___
Kingler	___	___
Kirlia	___	___
Klang	___	___
Klink	___	___
Klinklang	___	___
Koffing	___	___
Krabby	___	___
Kricketot	___	___
Kricketune	___	___
Krokorok	___	___
Krookodile	___	___
Lairon	___	___
Lampent	___	___
Lanturn	___	___
Lapras	___	___
Larvesta	___	___
Larvitar	___	___
Leafeon	___	___
Leavanny	___	___
Ledian	___	___
Ledyba	___	___
Lickilicky	___	___
Lickitung	___	___
Liepard	___	___
Lileep	___	___
Lilligant	___	___
Lillipup	___	___
Linoone	___	___
Litwick	___	___
Lombre	___	___
Lopunny	___	___
TOTALS	___	___
Lotad	___	___
Loudred	___	___
Lucario	___	___
Ludicolo	___	___
Lumineon	___	___
Lunatone	___	___
Luvdisc	___	___
Luxio	___	___
Luxray	___	___
Machamp	___	___
Machoke	___	___
Machop	___	___
Magby	___	___
Magcargo	___	___
Magikarp	___	___
Magmar	___	___
Magmortar	___	___
Magnemite	___	___
Magneton	___	___
Magnezone	___	___
Makuhita	___	___
Mamoswine	___	___
Mandibuzz	___	___
Manectric	___	___
Mankey	___	___
Mantine	___	___
Mantyke	___	___
Maractus	___	___
Mareep	___	___
Marill	___	___
Marowak	___	___
Marshtomp	___	___
Masquerain	___	___
Mawile	___	___
Medicham	___	___
Meditite	___	___
Meganium	___	___
Meowth	___	___
Metagross	___	___
Metang	___	___
Metapod	___	___
Mienfoo	___	___
Mienshao	___	___
Mightyena	___	___
Milotic	___	___
Miltank	___	___
Mime Jr.	___	___
Minccino	___	___
Minun	___	___
Misdreavus	___	___
Mismagius	___	___
Monferno	___	___
Mothim	___	___
Mr. Mime	___	___
Mudkip	___	___
Muk	___	___
Munchlax	___	___
TOTALS	___	___
Munna	___	___
Murkrow	___	___
Musharna	___	___
Natu	___	___
Nidoking	___	___
Nidoqueen	___	___
Nidoran F	___	___
Nidoran M	___	___
Nidorina	___	___
Nidorino	___	___
Nincada	___	___
Ninetales	___	___
Ninjask	___	___
Noctowl	___	___
Nosepass	___	___
Numel	___	___
Nuzleaf	___	___
Octillery	___	___
Oddish	___	___
Omanyte	___	___
Omastar	___	___
Onix	___	___
Oshawott	___	___
Pachirisu	___	___
Palpitoad	___	___
Panpour	___	___
Pansage	___	___
Pansear	___	___
Paras	___	___
Parasect	___	___
Patrat	___	___
Pawniard	___	___
Pelipper	___	___
Persian	___	___
Petilil	___	___
Phanpy	___	___
Pichu	___	___
Pidgeot	___	___
Pidgeotto	___	___
Pidgey	___	___
Pidove	___	___
Pignite	___	___
Pikachu	___	___
Piloswine	___	___
Pineco	___	___
Pinsir	___	___
Piplup	___	___
Plusle	___	___
Politoed	___	___
Poliwag	___	___
Poliwhirl	___	___
Poliwrath	___	___
Ponyta	___	___
Poochyena	___	___
Porygon	___	___
Porygon2	___	___
Porygon-Z	___	___
TOTALS	___	___
Primeape	___	___
Prinplup	___	___
Probopass	___	___
Psyduck	___	___
Pupitar	___	___
Purrloin	___	___
Purugly	___	___
Quagsire	___	___
Quilava	___	___
Qwilfish	___	___
Raichu	___	___
Ralts	___	___
Rampardos	___	___
Rapidash	___	___
Raticate	___	___
Rattata	___	___
Relicanth	___	___
Remoraid	___	___
Reuniclus	___	___
Rhydon	___	___
Rhyhorn	___	___
Rhyperior	___	___
Riolu	___	___
Roggenrola	___	___
Roselia	___	___
Roserade	___	___
Rotom	___	___
Rufflet	___	___
Sableye	___	___
Salamence	___	___
Samurott	___	___
Sandile	___	___
Sandshrew	___	___
Sandslash	___	___
Sawk	___	___
Sawsbuck	___	___
Sceptile	___	___
Scizor	___	___
Scolipede	___	___
Scrafty	___	___
Scraggy	___	___
Scyther	___	___
Seadra	___	___
Seaking	___	___
Sealeo	___	___
Seedot	___	___
Seel	___	___
Seismitoad	___	___
Sentret	___	___
Serperior	___	___
Servine	___	___
Seviper	___	___
Sewaddle	___	___
Sharpedo	___	___
Shedinja	___	___
Shelgon	___	___
Shellder	___	___
TOTALS	___	___

Column 1		Column 2		Column 3	
Shellos	__ __	Swalot	__ __	Vulpix	__ __
Shelmet	__ __	Swampert	__ __	Wailmer	__ __
Shieldon	__ __	Swanna	__ __	Wailord	__ __
Shiftry	__ __	Swellow	__ __	Walrein	__ __
Shinx	__ __	Swinub	__ __	Wartortle	__ __
Shroomish	__ __	Swoobat	__ __	Watchog	__ __
Shuckle	__ __	Tailow	__ __	Weavile	__ __
Shuppet	__ __	Tangela	__ __	Weedle	__ __
Sigilyph	__ __	Tangrowth	__ __	Weepinbell	__ __
Silcoon	__ __	Tauros	__ __	Weezing	__ __
Simipour	__ __	Teddiursa	__ __	Whimsicott	__ __
Simisage	__ __	Tentacool	__ __	Whirlipede	__ __
Simisear	__ __	Tentacruel	__ __	Whiscash	__ __
Skarmory	__ __	Tepig	__ __	Whismur	__ __
Skiploom	__ __	Throh	__ __	Wigglytuff	__ __
Skitty	__ __	Timburr	__ __	Wingull	__ __
Skorupi	__ __	Tirtouga	__ __	Wobbuffet	__ __
Skuntank	__ __	Togekiss	__ __	Woobat	__ __
Slaking	__ __	Togepi	__ __	Wooper	__ __
Slakoth	__ __	Togetic	__ __	Wormadam	__ __
Slowbro	__ __	Torchic	__ __	Wurmple	__ __
Slowking	__ __	Torkoal	__ __	Wynaut	__ __
Slowpoke	__ __	Torterra	__ __	Xatu	__ __
Slugma	__ __	Totodile	__ __	Yamask	__ __
Smeargle	__ __	Toxicroak	__ __	Yanma	__ __
Smoochum	__ __	Tranquill	__ __	Yanmega	__ __
Sneasel	__ __	Trapinch	__ __	Zangoose	__ __
Snivy	__ __	Treecko	__ __	Zebstrika	__ __
Snorlax	__ __	Tropius	__ __	Zigzagoon	__ __
Snorunt	__ __	Trubbish	__ __	Zoroark	__ __
Snover	__ __	Turtwig	__ __	Zorua	__ __
Snubbull	__ __	Tympole	__ __	Zubat	__ __
Solosis	__ __	Tynamo	__ __	Zweilous	__ __
Solrock	__ __	Typhlosion	__ __		__ __
Spearow	__ __	Tyranitar	__ __		__ __
Spheal	__ __	Tyrogue	__ __		__ __
Spinarak	__ __	Umbreon	__ __		__ __
Spinda	__ __	Unfezant	__ __		__ __
Spiritomb	__ __	Unown	__ __		__ __
Spoink	__ __	Ursaring	__ __		__ __
Squirtle	__ __	Vanillish	__ __		__ __
Stantler	__ __	Vanillite	__ __		__ __
Staraptor	__ __	Vanilluxe	__ __		__ __
Staravia	__ __	Vaporeon	__ __		__ __
Starly	__ __	Venipede	__ __		__ __
Starmie	__ __	Venomoth	__ __		__ __
Staryu	__ __	Venonat	__ __		__ __
Steelix	__ __	Venusaur	__ __		__ __
Stoutland	__ __	Vespiquen	__ __		__ __
Stunfisk	__ __	Vibrava	__ __		__ __
Stunky	__ __	Victreebel	__ __		__ __
Sudowoodo	__ __	Vigoroth	__ __		__ __
Sunflora	__ __	Vileplume	__ __		__ __
Sunkern	__ __	Volbeat	__ __		__ __
Surskit	__ __	Volcarona	__ __		__ __
Swablu	__ __	Voltorb	__ __		__ __
Swadloon	__ __	Vullaby	__ __		__ __
TOTALS	__ __	TOTALS	__ __	TOTALS	__ __

TOTALS __ __

TOTALS __ __   TOTALS __ __   TOTALS __ __

Total Owned _____

Pokemon is owned by Nintendo.
Not anyone related to making Pokemon: Tabletop Adventures.
Pokemon is Nintendo's thing. Give us a break, we're just playing some tabletop.

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If you paid anything for this, well, you're a sucker.

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PoKèMoN
Tabletop Adventures

Welcome to Pokemon: Tabletop Adventures.

This game is played in a world where many fantastic animals are able to be energized and stored nicely in a machine called a Poké Ball. These animals are called "pocket monsters," or Pokemon for short, and they are carried as tools, friends and partners by Pokemon Trainers. Trainers have various skills and abilities each defined by a Trainer's goal. There are Ace Trainers, who focus all of their energy into making their pokemon the best fighters they can. Breeders, who raise pokemon as if they are their own children and groom them up to be powerful. The Researcher gathers information and serves as a party's go-to guy when they confront a creature they've never met. Rangers are natural guardians who dedicate their life to the protection of a wild creature's habitat while employing wilds in their feats. A Capture Specialist is a techie Trainer who can tweak equipment, including the Poké Ball to expand their collection. The Coordinator employs their pokemon in Contests instead of battle as she shows off their beauty. Finally, the Psychic, Mystic and Martial Artist get their hands dirty and fight the beasts with their own supernatural powers.

A Trainer may explore the world and battle at Gyms to gather Badges which allow them entrance to the Pokemon League Championships. They may compete in Contests to enter Grand Festivals. Maybe they'll uncover a secret plot to destroy the world and try to stop those who would use Pokemon for evil. They may be breeding the most powerful Pokemon as their goal. No matter the destination, Pokemon will be valuable allies and tools in your journeys.