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.

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.

武器



使用武器去攻击神奇宝贝或者其他训练师。仅当GM允许训练师在战役中使用

武器时才可以使用。

然而”武器大师“专长和”武器专精“专长可以影响”非武装“战斗，并且被定义为没有使用实体武器的攻击。

武器分为，近战，近距和远距。武器永远造成物理伤害和普通伤害除非受到职业特性的影响。造成的伤害由”武器专长“，”武器大师“决定，有些武器本身有伤害修正。

近战武器的攻击距离为1米。

近距武器(投掷武器)射程为1-5米。

在近身时，投掷武器的伤害-1。

长距武器的射程为4-10米。

武器大师训练

先决条件：所有人

被动

效果：你的武器的AC为6.当你使用武器造成伤害时，将你STR,DEX,CON中最高修正值加到伤害上。

当你使用武器时，你造成基础伤害等级1的伤害。

当你高于10级时，造成基础伤害等级2的伤害。

当你高于15级是造成基础伤害等级3的伤害。

武器专精

先决条件：训练师

被动

效果：选择一样武器类型，该武器在10级之前的AC视为4，造成基础伤害等级2的伤害

，10级之后造成基础伤害等级4的伤害，15级之后造成基础伤害等级6的伤害。

该特长可以多次选择，但是每次必须选择一样新的武器类型。

PS：虽然精灵球可以用作武器攻击，但是如此使用时精灵球被视为投掷武器而不是精灵球，你无法从任何影响精灵球的特长中获得好处，并且无法进行捕获检定。