Chaser

Advanced Feature

Prerequisites:

Ace Trainer, 1 major foe’s escape

or 3 Pokemon with Pursuit

Bonus: +1 STR

追逐者

进阶职业

先决要求：王牌训练师，有一只同伴逃跑或者追逐三只精灵

额外加成：+1STR

基础特性

脱逃禁止

被动

目标：自己

效果：当精灵或者训练师尝试从你参与的战斗中逃离并且他们的移动速度大于或者等于你或者你的精灵，他们必须投1D20加上他们的DEX调整或者他们相对速度容量的一半。如果该检定高于8+你的力量调整，他们才能成功逃离。使用“逃跑”技能不需要通过检定，无论他们的速度是多少。

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.

基本特性

风暴狂袭

每天1次，每10级获得一次额外使用次数

发动时机：当一个精灵或者训练师成功逃离或者一个训练师唤回他的精灵

效果:在目标逃离或者返回之前，你可以以一个妨碍动作让一个处于活动状态的精灵进行一次攻击。如果你攻击一个晕厥的对象并且将他的生命值降低到-100%以下，他们仍旧需要投死亡豁免检定。

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.

机制(逃离战斗):如果你的速度容量高于你的对手并且没有被束缚，你可以逃离。如果那你比你的对手跑得更慢，你无法逃离除非周围地形是你的擅长地形或者你有逃脱能力。

追逐者是能让再快的目标也无法逃离他们的训练师。然而，这总是有例外。

Chaser Features

追逐者特长

抓到你了

先决条件：追逐者

每天1次，每五级获得一次额外的使用次数。

效果：当你的精灵使用一个带有“陷阱”特效的移动动作，你可以使其持续时间取最大值。

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

嗜血

先决条件：追逐者，18 STR

被动

效果：你可以知道你的目标的生命值是否在50%以下，并且当一个敌对目标的生命值低于50%，你的正在活动的精灵获得1级的战斗速度加成。该加成在没有目标的生命低于50%时消失。无法因为复数对象获得复数加成。

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

不可阻挡

先决条件：追逐者，15 STR

每天一次，每七级获得一次额外的使用次数

发动条件：你的精灵击败一个敌人

效果：当你击败一个敌人后，发动效果的精灵在这次战斗中可以再移动一次并获得一次额外的移动动作。每只精灵在一次战斗中只能使用该特效一次。

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

终结一击

先决条件：追逐者，嗜血

每日一次，每10级获得一次额外使用机会。

目标：当你的精灵使用一次造成伤害的移动

效果：你必须在你的精灵使用一个带有伤害的移动动作击中目标时确定是否使用该特性。如果目标在受到伤害后低于20HP，目标精灵晕厥，否则无效。

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

狩猎技巧

先决条件：王牌训练师，追逐者，2只有黑暗眼神, 气味追踪或者追打的精灵

随意发动

目标:一只精灵

效果：支付1200，投掷一个加上你力量调整的1D20。如果结果高于15，这只精灵学会黑暗眼神, 气味追踪或者 追打.你必须拥有两只已经会这些技能的精灵来教导目标精灵。

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

狩猎快感

先决条件：追逐者，Affirmation

随意发动

发动条件：你的精灵击倒一个敌人

效果：当你击倒一个敌人之后，选择一个不是HP的属性，该属性上升一级。持续到战斗结束或者被击倒。（原文没有提到，为了平衡先加上限制）

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

脱逃禁止

先决条件：追逐者，STR 15

被动

目标：自己

效果：当精灵或者训练师尝试从你参与的战斗中逃离并且他们的移动速度大于或者等于你或者你的精灵，他们必须投1D20加上他们的DEX调整或者他们相对速度容量的一半。如果该检定高于12+你的力量调整，他们才能成功逃离。使用“逃跑”技能不需要通过检定，无论他们的速度是多少。

当你尝试追赶逃脱敌人的时候，你和你的所有精灵的移动速度上升4米/轮，持续十分钟。

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

追赶

先决条件:追逐者，18STR

每天一次，每五级增加一次使用次数

目标：一个精灵或者一个人类

效果：使用移动追寻，使用你的STR调整作为攻击力数值。

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

急速追赶

先决条件：追赶者，追赶

被动

目标：一个精灵或者人类

效果：当你获得这个特性的时候，选择一个类型。当你或者你的一个精灵使用追赶，追赶可以被视为你选择的类型伤害而不是黑暗。你无法在选择后改变你选择的类型。你可以选择该特性多次使你的追赶技能获得多种属性。

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

狂奔

先决条件：追赶者，16STR，一个速度属性高于30的精灵

目标：你的精灵

效果：你可以在升级时无视属性相关来增加你精灵的速度属性。只有增加速度属性时可以无视。

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

狩猎欲望

先决条件：追逐者

被动

触发条件：你的精灵获得经验的时候

效果：当你的精灵追上一个敌人并且以一个追赶者特性的追赶技能击倒他们的时候，或者在一场与之前逃走目标的战斗之后，他们可以获得额外的25%的经验。

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.