Pokemon

Moves

招式

招式可以指一个精灵进入战场后能做的任何事情。一旦一个精灵使用了一个招式，它的回合就结束了。

一个招式有名字，类型，使用频率，命中骰，范围，伤害骰，效果范围，效果。

一个精灵可以拥有最多八个招式，四个天生招式，breeding moves遗传招式和升级动作。以及四个战术招式，TM and HM moves传授招式和秘籍招式。

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 eight Moves. Four natural Moves, Breeding Moves and Level Up Moves; and four Technical Moves, Tutor TM and HM Moves..

一般像这样排序：

招式名字-招式类型（不同招式有不同颜色）

伤害骰--频率-命中骰（颜色由频率决定）

招式调整属性-招式范围（移动格数/远程招式的距离范围（米））

效果：目标数量/效果范围，额外招式关键字

对抗类型：执行骰-对抗关键字（颜色由对抗类型决定）

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

将你的招式名字记录在精灵的攻击表上，招式名字用来记录攻击的样式。

类型是几种宝可梦世界中的元素类型之一。

元素类型有：虫，黑暗，龙，电，格斗，火，飞行，鬼魂，草，地面，冰，普通，物理，岩石，钢铁和水。

伤害骰表格说明了使用那种骰子来决定在招式命中时造成的额外伤害。

伤害骰包含了所有“基本”值（1d8+10中的10）.如果没有伤害骰，说明招式不会造成伤害或是伤害数值在效果中已经列出。

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.

频率表示招式的使用频率。频率分为四个等级：

任意：（at-will）你的精灵可以随意发动该招式。

EOT：EOT是每个回合（every other turn）的简写，精灵可以每个回合用一次该技能.如果你的精灵需要再战斗外使用该招式，它每次使用需要休息六个小时以获得充足的精力来再次使用该招式.

战斗Battle：你的精灵每次战斗仅能使用一次该招式，一个战斗招式需要消耗大量的能量，所以你的精灵在使用下个战斗招式前需要五分钟的休息时间。

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.

频率超载.超载频率的招式需要精灵彻底的集中并且完全压榨它的身体潜能.一个超载频率的招式每次使用之后都要到精灵中心进行疗养。一只使用了超载频率的招式的精灵直到在精灵中心疗养之前都无法使用超载频率的招式.

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.

使用招式攻击时，你的D20结果需要等于或高于命中检定值才能使你的招式集中目标.

如果招式没有命中检定值，这个招式不会失手.如果你在D20检定中投出了1，这次攻击无法命中除非有其它的效果。如果在检定中投出20，这次攻击造成暴击，伤害骰翻倍（包括基础伤害数值）

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.

属性值添加在你的攻击或特殊攻击的伤害骰中。

距离用于确定你的招式是近身攻击或是远程攻击。

距离被分类为自身，进展，远程，和范围。

一个范围为自身的招式只能以使用者自身为目标。

一个范围为近战的招式可以对相邻的目标使用。

一个范围为远程的招式可以对不相邻的目标使用，远程招式都会事先指定范围。

一个有影响范围的招式对范围区域内的所有对象生效。

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.

招式里的目标说明定义了哪些目标以及什么目标是可以作为攻击对象的。

招式的效果说明列出了除了招式的伤害之外造成的额外效果。

在效果叙述中会详细说明：

一个范围攻击是否会击中多于一个的目标；这个招式命中后是否会有附加效果；发动这次攻击的前提要求；是否会击退以及所有这个招式可能造成的影响。

所有效果都会在这个招式击中后生效。

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.

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.

树果：一个带有[树果]关键字的招式，叫做自然恩惠。根据所持的树果，自然恩惠会造成不同的元素伤害。

Berry Damage Dice Roll Type Berry Damage Dice Roll Type

树果的伤害骰和伤害类型

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

Hondew 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

Roseli 1d10+10 Fairy Kee 2d12+15 Fairy

Magost 2d12+15 Normal

Blast – A Move with the Blast Keyword can hit multiple targets. The size of the Blast is usually

爆炸——一个有[爆炸]关键词的招式可以击中多个目标，一个爆炸的大小通常会在招式的效果栏中规定。以范围大小的数值为半径，所有在这个半径范围内的合法目标都会被这个爆炸招式影响。

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.

阻碍地形：如果一个物品使你的精灵无法看到它的目标，那这就视为阻碍地形。你无法攻击在阻碍地形后面的对手。有些可以看到对面的阻碍地形不会造成阻碍。

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.

Keywords

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.

爆发——一个有[爆发]关键词的招式可以击中多个目标，一个爆炸的大小通常会在招式的效果栏中规定。以范围大小的数值为半径，所有在这个半径范围内的合法目标都会被这个爆炸招式影响。

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.

外套——一个有[外套]关键字会给目标覆盖上一层材料。不同材料会产生不同的效果。如果外套使目标抵抗一个招式种类，对该种类招式的抗性增加。除了效果有说明之外，你无法从同种外套招式中获得额外效果。

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.

射线——一个带有[射线]关键词的招式可以击中多个目标。射线的大小通常在招式的效果栏中规定：以目标和使用者为效果线，然后使用效果栏内的宽度为半径制定一个长方形为效果区域。如果未到达最大射程，射线招式在攻击到目标后还会延伸2米。所有在区域内的合法目标都会受到攻击。

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.

战斗状态：在战斗中，精灵的属性可能因为附加状态增加或者减少，但所有状态无论是增益还是减益只能叠加6次，并以+6或者-6标识。

增益状态BUFF每层使受影响的属性增加25%，向下取整。减益状态DEBUFF每层使影响属性减少12.5%，向上取整。6层增益使属性增加到250%，6层减益使属性减少到25%。

以速度为例，每两层增益速度容量增加1.每三层减益速度容量减少1.速度容量无法减少到1以下。

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

冲刺：一个带有冲刺关键词的招式只能在朝目标移动时使用，如果你已经在目标旁边，你可以在该回合内离开目标再向目标移动来发动这个招式。

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.

虚弱：一个带虚弱关键词的招式会使使用者下个回合无法行动。

使用者可以被精灵球收回。

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.

妨碍地形：如果一个不阻碍视线的物体阻挡在你的精灵和目标之间，该物体视为妨碍地形。每个妨碍地形会使命中骰-1。

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).

拦截：一个带有拦截关键词的招式可以在敌人的回合发动。不同的拦截招式有不同的发动时机。如果招式没有声明发动时机你可以在任何时候使用。一旦符合发动条件你可以立刻用自由动作使用拦截招式，但是一旦你使用了拦截招式，你无法在该轮的战斗中执行额外动作。

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.

打断：一个带有打断关键词的招式可以在敌人回合发动。不同打断招式有不同的使用条件。如果没有特殊声明，你可以在任何时候使用打断招式。一旦符合发动条件你可以立刻发动该招式。如果你在回合外使用打断招式，你失去你的下一个回合。除非你使用伪装(Feint)否则你无法打断打断招式。当你使用一个其他招式并被打断招式打断时你无法使用打断招式。

当你使用一个打断招式反制对手的打断招式时，如果攻击者的速度比你慢，它就无法打断你。

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.

合法目标——任何在可视范围内的精灵，人，朋友以及敌人。

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.

失手：如果一个招式有提及失手，其对一个合法目标的影响会详细列出。

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.

闯越：一个带有闯越关键词的招式会穿过目标。这类招式必须在击中目标之前移动并且穿过目标，在攻击目标另外一头停止移动。只要精灵还能继续移动，他可以穿过任意多的目标并且攻击所有目标。但是每个穿过的目标会是命中要求+2.在回合结束时，使用者必须远离目标一米以上。

推挤：一个带有推挤关键字的招式击中目标时会使其移动。移动的距离会在招式效果说明中列出。如果因为推挤效果而受伤，该伤害不会被防御，特殊防御属性所减免，并且不会受到弱点或者抗性的影响。

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.

反弹：如果一个招式提到了反弹，将使用者对目标造成的伤害总值（不计算因为状态属性获得的加值以及推挤造成的伤害）除以反弹的系数，然后使用者受到除出结果的HP。该伤害无视所有弱点以及抗性。

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.

散射：一个带有散射关键字的招式可以击中多个目标。可以击中目标的数量会在招式效果中说明。每次攻击，你可以选择不同的合法目标。在计算了总伤害之后，每个击中目标的攻击伤害加上攻击属性的加值以及减目标防御属性对攻击的减值。

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.

布局：布局招式可以持续保留数个回合或者根本不会发动。当一个训练师命令精灵去使用布局招式时，精灵的回合结束。如果训练师在下一回合没有命令该精灵使用布局招式，精灵会取消使用布局招式并做其他动作。

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.

灵魂爆发：一个带有该关键字的招式启动后会一直生效。这类招式无论是否击中目标，他的效果都会生效，并在战斗状态上添加增益效果（BUFF）或减益效果（DEBUFF）。

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.

目标区域：一个带有该关键字的招式表明该招式以某个范围区域为目标。

Target Area – A Move that says Target Area does not target a person or a pokemon. Instead,

target a particular spot on the field.

禁锢：一个带有该关键字的招式可以阻止目标逃跑。被陷阱招式影响的目标无法逃跑也无法被召回。目标无法离开中陷阱的地点直到招式的使用者昏迷，逃跑或是被召回。

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.

墙：一个带有该关键字的招式可以在战场上放置墙体。每个招式可以放置的墙体长度不一样，放置时至少以长一米，高两米为单位。你可以使其堆叠成为高墙，或将其分散布置在战场上。

除非招式特别说明，否则墙只有几英尺厚。在一场遭遇的数分钟之后，墙会消失。

墙可以被闯过或者被远程攻击击穿，但是这回使攻击更难命中。

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.

天气：带有该关键字的招式会影响一个区域，改变战斗的规则。

天气招式可以影响招式的伤害和效果。一个已经生成的天气可以被另外一个天气招式所改变，但是强天气无法被弱天气取代。

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 – 频率

At-Will 任意

Every Other Turn (EOT) 每回合

Battle 战斗

Center 超载

Move Types -

Bug 虫

Dark黑暗

Dragon龙

Electric电气

Fairy仙

Fighting格斗

Fire火

Flying飞行

Ghost鬼

Grass草

Ground地面

Ice冰

Normal通常

Poison毒

Psychic物理

Rock岩石

Steel 钢铁

Water水

Contest Types -

Beauty美丽

Cool帅气

Cute可爱

Smart聪明

Tough坚毅