

# POKÉ EDGES

While many Features allow Tutor Points to be spent to improve your Pokémon, that does not mean Tutor Points need to sit idly if you don't have access to those Features.

After an hour of training, Pokémon may spend Tutor Points to gain any of the **Poké Edges** listed below, provided they meet all prerequisites. If a Pokémon ever loses prerequisites for a Poké Edge they have, it is removed and the Tutor Points refunded.

## STAT AND SKILL POKÉ EDGES

Pokémon do not need to be limited by their natural inclinations. Trainers can use these Poké Edges to allow their Pokémon to excel in unexpected ways.

### Skill Improvement

**Prerequisites:** None

**Cost:** 1 Tutor Point

**Effect:** Rank up one Skill that is currently at or below its default level for the species. This Edge may be taken multiple times, each time selecting a different Skill.

**Note:** If Evolution or another permanent effect would cause the Skill Rank to go beyond 6, this Poké Edge is refunded.

### Attack Conflict

**Prerequisites:** None

**Cost:** 1 Tutor Points

**Effect:** Select Attack or Special Attack. From now on, that Stat does not need to remain higher than Stats it surpasses in Base Relations, and similarly all other Stats surpassed by it do not need to remain lower.

### Mixed Sweeper

[Ranked 3]

**Rank 1 Prerequisites:** Level 10, Invested at least 5 Level-Up Stat Points into both Attack and Special Attack

**Rank 2 Prerequisites:** Level 20, Invested at least 10 Level-Up Stat Points into both Attack and Special Attack

**Rank 3 Prerequisites:** Level 40, Invested at least 15 Level-Up Stat Points into both Attack and Special Attack

**Cost:** 1 Tutor Point each Rank

**Effect:** Each Rank, the user gains 3 Stat Points to distribute freely between HP, Defense, Special Defense, or Speed. These bonus points are treated as if they were "Level Up" points, and do not alter Base Stats.

**Note:** The Stat points gained at Level 1 count as "Level Up" points for the purposes of meeting prerequisites, to be clear.

### Underdog's Strength

**Prerequisites:** Level 15, User is an Underdog Pokémon

**Cost:** 1 Tutor Point

**Effect:** The user has each of their Base Stats increased by +1. The user may no longer undergo Evolution.

### Realized Potential

**Prerequisites:** Level 30, User is an Underdog Pokémon

**Cost:** 2 Tutor Points

**Effect:** Subtract the user's Species Base Stat Total from 45. The user gains Bonus Stat Points equal to the remainder. These Stat Points must follow Base Stat Relations as normal. If the user evolves to a species with a Base Stat Total 45 or higher, Realized Potential is removed and the Tutor Points refunded.

**Note:** This is going off of the SPECIES Base Stats. Don't add in Stats from Vitamins, Features, Natures, or anything else. Okay? Okay.

## ABILITY AND MOVE POKÉ EDGES

While all Pokémon can make use of their Abilities and Moves, skilled Trainers can teach their Pokémon to learn more of those techniques or refine them.

### Ability Mastery

**Prerequisites:** Level 60

**Cost:** 3 Tutor Points

**Effect:** The Pokémon gains an additional Ability, picked from any Ability it could naturally qualify for.

### Advanced Connection

**Prerequisites:** An Ability with the Connection Keyword

**Cost:** 1 Tutor Point

**Effect:** Choose an Ability with the Connection Keyword that the target has; the Connected Move no longer takes up a Move Slot for the user.

## Accuracy Training

**Prerequisites:** Level 20

**Cost:** 1 Tutor Point

**Effect:** Pick a Move with an AC of 3 or higher; the AC of the target Move is permanently lowered by 1. This Poké Edge may be taken up to three times, each time selecting a different Move.

## Underdog's Lessons

**Prerequisites:** Underdog's Strength

**Cost:** 1 Tutor Point

**Effect:** Choose a Level-Up Move from one of the user's Final Evolutions that it can learn at or below its current Level. The user learns that Move as if it were a Level-Up Move and can now learn Moves from TMs, HMs, and Tutoring from the lists of that Final Evolution. Underdog's Lessons may be taken up to three times but must use the same Final Evolution each time in the case of Pokémon with multiple Final Evolutions.

## CAPABILITY POKÉ EDGES

Many Pokémon have Special Capabilities that represent innate talents made possible by their unique biology or elemental powers. While every Pokémon can use their family line's Capabilities, Trainers can guide their Pokémon to further hone their skills in these talents.

## Capability Training

**Prerequisites:** Level 20

**Cost:** 1 Tutor Point

**Effect:** Increase Power or a Jump Capability by 1. Capability Training may be taken multiple times, each time increasing a different Capability.

## Advanced Mobility

**Prerequisites:** Level 20

**Cost:** 1 Tutor Point

**Effect:** Increase one Movement Capability by 2. This Edge may be taken multiple times, but may not be applied more than once to the same Movement Capability.

## Basic Ranged Attacks

**Prerequisites:** Level 20, one of Firestarter, Fountain, Freezer, Guster, Materializer, or Zapper

**Cost:** 1 Tutor Point

**Effect:** Choose one of the Capabilities listed in the prerequisites for this Poké Edge. Struggle Attacks modified by that Capability may now be made at a range of up to 6 meters. This Poké Edge may be taken multiple times, selecting a different Capability each time.

## Aura Pulse

**Prerequisites:** Level 30, Aura Reading, owned by a Trainer with Aura Pulse

**Cost:** 2 Tutor Points

**Effect:** The Pokémon gains the Aura Pulse Capability.

## Enticing Bait

**Prerequisites:** Level 20, Alluring Capability

**Cost:** 1 Tutor Point

**Effect:** When activating the Alluring Capability, the user adds the higher of its Athletics or Focus Ranks to its d20 roll.

## Extended Invisibility

**Prerequisites:** Level 20, Invisibility Capability

**Cost:** 1 Tutor Point

**Effect:** The user may remain Invisible for up to 8 minutes.

## Far Reading

**Prerequisites:** Level 20, Telepath Capability

**Cost:** 1 Tutor Point

**Effect:** The user treats their Focus Rank as 2 higher for the purposes of determining the range of Telepath.

## Precise Threadings

**Prerequisites:** Level 20, Threaded Capability

**Cost:** 1 Tutor Point

**Effect:** The user may use their Threaded Capability at a range of 6 meters and with an AC of 3 rather than 6.

## Seismometer

**Prerequisites:** Level 20, Tremorsense Capability

**Cost:** 1 Tutor Point

**Effect:** The user's Tremorsense range is increased by a number of meters equal to their Perception Rank.

## TK Mastery

**Prerequisites:** Level 20, Telekinetic Capability

**Cost:** 1 Tutor Point

**Effect:** The user treats their Focus Rank as 2 higher for the purposes of the Telekinetic Capability.

## Trail Sniffer

**Prerequisites:** Level 20, Tracker Capability

**Cost:** 1 Tutor Point

**Effect:** The user gets a bonus to all Perception Rolls to use the Tracker Capability equal to their Focus Rank.