

CHAPTER 3: SKILLS, EDGES, AND FEATURES

INTRODUCING YOUR TRAINER OPTIONS

Skills, Edges, and Features are the basic building blocks for a Trainer in Pokémon Tabletop United. Skills and Edges are related components of a Trainer that are used to develop their trained abilities and interests, whether in broader and more general ways with Skills or in more specific ways with Edges. Features are bigger units for character building that are usually contained in Trainer Classes. However, some of them are available to all Trainers.

SKILLS

Skills represent a character's conscious interests and training. They're used when taking most basic actions in Pokémon Tabletop United as well as acting as the main prerequisites for Features in the system.

Skills are organized into three Categories: Body, Mind, or Spirit. While there isn't much of a mechanical impact here outside of the Categorical Inclination Edge, it's an easy way to think about the Skills as groups when making your character.

- » The **Body Skills** are Acrobatics, Athletics, Combat, Intimidate, Stealth, and Survival.
- » The **Mind Skills** are General Education, Medicine Education, Occult Education, Pokémon Education, Technology Education, Guile, and Perception.
- » The **Spirit Skills** are Charm, Command, Focus, and Intuition.

Look to the following pages for a more detailed write-up of each Skill, including their various uses, common situations where each Skill is tested, and the Edges that are associated with each Skill.

There are 6 Ranks of Skills. Each Rank causes you to roll a different number of dice when using Skills. When you "Rank Up" a Skill, it simply increases from one rank to the next. **Skills begin at Untrained unless modified by a Background.**

Rank #	Rank Name	Dice Roll
1	Pathetic	1d6
2	Untrained	2d6
3	Novice	3d6
4	Adept	4d6
5	Expert	5d6
6	Master	6d6

There are **Level prerequisites** for progressing Skill Ranks beyond Novice. Adept Rank requires Level 2. Expert Rank requires Level 6, and Master Rank requires Level 12.

Both the Rank number and the Dice Roll are important when it comes to Skills. The **Skill Rank** is often referred to by Edges and Features which use its numerical value. For example, Group Trainer allows a Trainer to train a number of Pokémon equal to their Command Rank. A Trainer with Adept Command could train four Pokémon at once with the Edge.

The Dice Roll is used in making **Skill Checks**. Simply roll the the appropriate Dice Roll value for your Skill Rank and add any modifiers associated with that Skill coming from Equipment, Edges, and other effects.

For example, a Trainer with an Expert Athletics Skill would roll 5d6. That same Trainer with a Skill Enhancement Edge applied to Athletics would roll 5d6+2.

When making general Skill Checks (that is, Skill Checks caused by a situation rather than directly called for by a Feature), your GM is the one who determines the **Difficulty Check** (or DC for short) for the check. A Skill Check must match or exceed its Difficulty Check to succeed the challenge.

An easy DC for most Untrained or better Trainers would be 5. 10 is a challenging DC. 15 is a hard DC that requires some Skill investment to pass. A DC of 25 would be nigh-impossible for all but masters of their craft. See the Running the Game chapter for more details on setting Skill DCs (page 465).



ACROBATICS

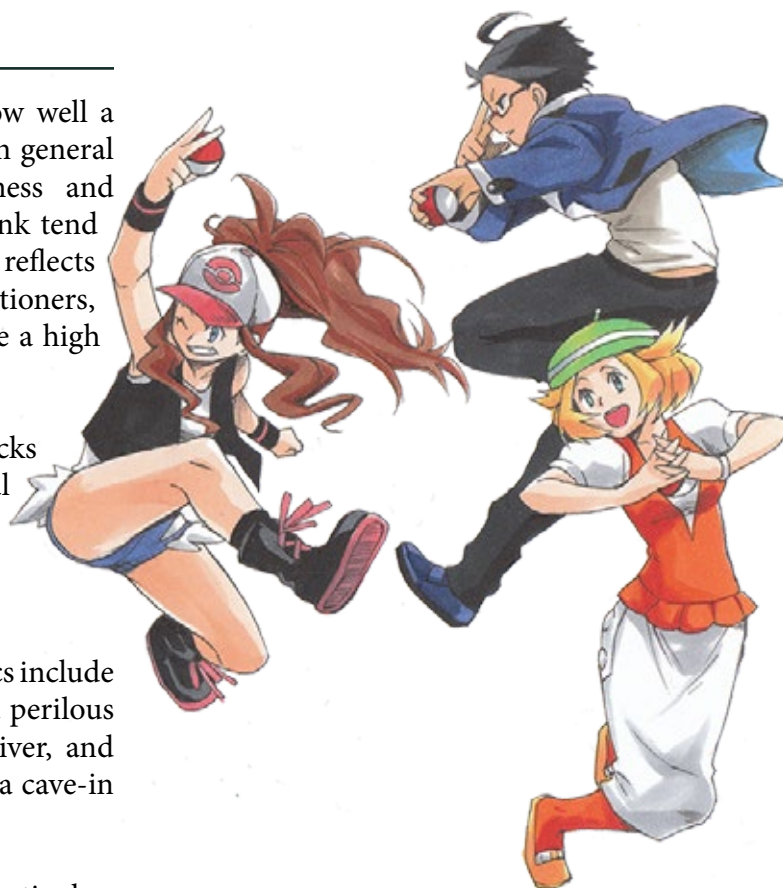
Acrobatics is a Body Skill that represents how well a character can jump, keep their balance, and in general conduct themselves physically with swiftness and grace. Characters with a high Acrobatics Rank tend to be highly agile and well-coordinated, and it reflects in their activities. Gymnasts, parkour practitioners, circus performers, and dancers would all have a high Acrobatics Rank.

The Acrobatics Skill is used to make skill checks when your character has to perform physical tasks requiring a great deal of precision and finesse, usually, but not always, tied to jumping and moving about.

Some situations where you might roll Acrobatics include keeping your balance as you shimmy across a perilous ledge, jumping across slippery stones in a river, and dodging out of the way of falling debris from a cave-in or an earthquake.

Outside of jumping and moving around, Acrobatics has uses when hand-eye coordination is required. Accurate throwing and juggling both rely on Acrobatics, and you will want a high Acrobatics Rank for exact tasks like switching a golden statue on a booby-trapped pedestal with a bag of sand.

Opposed Acrobatics Checks are used for races through obstacle courses or difficult terrain and for determining who recovers their footing first after being thrown off balance by unstable ground.



Acrobatics can be used to mitigate damage taken from falling from great heights, as found in the Combat chapter (page 249). Acrobatics is also used to mount a Pokémon in the middle of battle and keep mounted even when under attack or affected by Status Afflictions (page 218). Acrobatics can be tested during Intercept Maneuvers (page 242).

Acrobat

Prerequisites: Novice Acrobatics

Effect: Increase your Jump and Long Jump Capabilities by +1 each.

Kip Up

Prerequisites: Expert Acrobatics

Effect: You may stand up from being Tripped as a Swift Action.

Mounted Prowess

Prerequisites: Novice Acrobatics or Athletics

Effect: You automatically succeed at Acrobatics and Athletics Checks made to mount a Pokémon, and you gain a +3 Bonus to all Acrobatics and Athletics Checks made to remain Mounted.

Nimble Movement

Prerequisites: Adept Acrobatics or Stealth

Effect: Whenever you Disengage, you Shift 2 meters instead of 1.

Throwing Masteries

Prerequisites: Adept Acrobatics

Effect: Increase the Throwing Range of your Poké Balls, Ranged Weapons, and other small items by +2.

Wallrunner

Prerequisites: Expert Acrobatics

Effect: You may run on vertical surfaces both vertically and horizontally for up to your Acrobatics Rank in meters before jumping off.

ATHLETICS

Athletics is a Body Skill that represents physical training and endurance developed through sports and exercise. Characters with a high Athletics Rank tend to be very active and either spend time training their physique or have physically strenuous occupations.

The Athletics Skill is used to make general skill checks whenever your character's physical endurance is tested, such as when running, climbing, or jumping.

Some situations where you might make use of the Athletics Skill are when climbing a tree or the side of a cliff in the wilds and when trying to keep yourself afloat in the ocean during a storm. A GM may also call for Athletics Checks during a day of long travel, especially over treacherous terrain, to determine how fatigued your characters become from the long and continuous exertion.

Opposed Athletics Checks can be called for determining who tires out first during an extended chase or for someone holding a door closed against someone trying to push it open.

When in doubt, if characters are taking actions that involve strenuous physical activity but not necessarily anything that requires precision and finesse, Athletics is the go-to skill. A GM may also simply look at a character's Athletics Rank and make a judgment call about



whether or not that character is able to perform a certain task without becoming fatigued. If a GM assigns penalties for exhaustion, Athletics may be consulted in that case as well.

Having a high Athletics Skill improves a character's movement speed and throwing range. See Step 6 of Character Creation for further details (page 16). It is also used when fishing (page 217). Athletics can be tested when using Intercept Maneuvers (page 242). Carrying especially heavy loads also requires continuous Athletics Checks (page 222).

Athletic Initiative

Prerequisites: Adept Athletics

Effect: You learn the Move Agility.

Mounted Prowess

Prerequisites: Novice Acrobatics or Athletics

Effect: You automatically succeed at Acrobatics and Athletics Checks made to mount a Pokémon, and you gain a +3 Bonus to all Acrobatics and Athletics Checks made to remain Mounted.

Power Boost

Prerequisites: Expert Athletics

Effect: Increase your Power Capability by +2

Swimmer

Prerequisites: Novice Athletics or Survival

Effect: You gain +2 to your Swim Speed. You may spend X minutes underwater before you begin to suffocate, where X is the higher of your Athletics or Survival Ranks.

Stamina

Prerequisites: Expert Athletics or Expert Combat

Effect: Whenever you Take a Breather or take Massive Damage or a Critical Hit, you gain Temporary Hit Points equal to your Athletics or Combat Rank after the triggering action has resolved.

COMBAT

Combat is a Body Skill that represents training in physical fighting and specialized battle techniques. Combat can represent formal schooling in unarmed martial arts, weapons training, or simply very good street fighting and brawling.

Not surprisingly, most uses of the Combat Skill take place in battle. Specifically, Combat is tested when performing certain Combat Maneuvers, including Pushing, Tripping, Grappling, and Disarming. Having a high Combat Skill also improves the damage and accuracy of a character's Struggle Attacks (page 240).

Having a high Combat Rank is also important to making the best use of Weapons. Simple and Fine Quality Weapons grant their wielder Moves that can only be used by a Trainer with a high enough Combat Rank.

That isn't to say Combat has no use outside of battles. Opposed Combat Checks can be used for two characters grabbing at the same item or trying to push each other around without trying to seriously injure one another. One can also make use of the Combat Skill in martial arts performances or to break down obstacles with brute force.



Basic Martial Arts

Prerequisites: Novice Combat

Effect: You learn the Move Rock Smash.

Stamina

Prerequisites: Expert Athletics or Expert Combat

Effect: Whenever you Take a Breather or take Massive Damage or a Critical Hit, you gain Temporary Hit Points equal to your Athletics or Combat Rank after the triggering action has resolved.

INTIMIDATE

Intimidate is a Body Skill that governs the use of scare tactics and coercion to force others to act in one's favor. It is a Skill that is lacking in subtlety compared to the other socially oriented Skills, but it can often compel results from otherwise unwilling parties where the others would fail. Expect to burn bridges and make no friends this way, however.

Characters with a high Intimidate Rank tend to be physically imposing even when they're silent and not acting. They often find work as club bouncers and bodyguards. Gang leaders and ranking members of criminal organizations also tend to have high Intimidate Ranks.

Common uses of Intimidate include scaring off wild Pokémon, bullying a guard into letting you through, and warding off potential muggers and pickpockets when walking through the shadier parts of town. Despite the often unsavory uses of the Skill, Intimidate is also often used to avoid violence and getting into a fight when it would be disadvantageous.

Intimidate is not typically rolled as an Opposed Check. However, special circumstances may exist, such as a group of Trainers facing off against a criminal Team, with both of them trying to scare a pack of wild Pokémon into fighting on their side against the other. Intimidate may also be used in an Opposed Check against Focus to attempt to disrupt someone doing careful or difficult work.



Beast Master

Prerequisite: Novice Intimidate

Effect: You may use Intimidate instead of Command to make Pokémon at 0 or 1 Loyalty obey your commands. You may also use Intimidate instead of Command to determine the limits and Bonus Experience from Training.

Intimidating Presence

Prerequisites: Novice Intimidate

Effect: You learn the Move Leer

Bad Mood

Prerequisites: Expert Intimidate

Effect: Your Critical Hit Range is increased by +1 if you are suffering from a Persistent Status Affliction. Your Critical Hit Range is increased by +1 if you are suffering from a Volatile Status Affliction. These stack with each other, giving a total of +2 to Critical Hit Range if you are suffering from both a Persistent and a Volatile Status Affliction.

Grace

Prerequisites: Novice Charm, Command, Guile, Intimidate, or Intuition

Effect: Your Pokémon may consume and benefit from 2 more Poffins each. If this Pokémon is traded to a Trainer without the Grace feature, these extra dice from additional Poffins are not lost, but a Trainer without Grace may not benefit from more than 6 Dice gained from Poffins. You may always use any of the Skills that are prerequisites for Grace in the Introduction Stage of a Contest to roll for Contest Stat Dice of any kind.

Demoralize

Prerequisites: Adept Intimidate

Effect: Whenever you land a Critical Hit on a foe, that foe becomes Vulnerable. Status-Class Moves with an Accuracy Roll can "Crit" for the purposes of activating this effect on a natural roll of 19 or higher, and any effects that expand your Critical-Hit Range also expand this range.

STEALTH

Stealth is a Body Skill that represents a character's ability to hide, sneak, and generally move and act undetected. Stealth is often associated with less than legal occupations, such as thieves and assassins, but characters with high Stealth Ranks could also easily act on the side of law enforcement or as field researchers studying reclusive or violent Pokémon.

While the most common usage of Stealth is to move around unseen and unheard, the Skill also covers sleight of hand tricks and larceny, meaning it is tested when a character attempts to pickpocket someone or pick a lock. Acts of escape artistry and sleight of hand tricks also fall under the purview of Stealth; for example, characters may make use of the Skill to free themselves from bindings or slip out of a trap.



Stealth can be a lifesaver in dangerous situations, allowing a Trainer to ambush their foes or even sneak by them altogether. Even when these options are impossible, Stealth may be used to covertly perform reconnaissance and gather information.

In Opposed Checks, Stealth is, of course, almost always paired with Perception. However, an Opposed Check may be made between Stealth and an enemy's crafting-related skill such as Technology Education or Occult Education if a character is attempting to slip out of magical restraints or open a lock another character constructed.

Art of Stealth

Prerequisites: Expert Stealth

Effect: You gain the Stealth Capability.

Sneak's Tricks

Prerequisites: Adept Stealth

Effect: You learn the Move Astonish.

Nimble Movement

Prerequisites: Adept Acrobatics or Stealth

Effect: Whenever you Disengage, you Shift 2 meters instead of 1.

Slippery

Prerequisites: Novice Stealth

Effect: You may use your Stealth Skill when defending in Opposed Grapple, Push, or Trip checks. When Grappling, if you win an Opposed Check when using Stealth, you must choose to end the Grapple (you cannot choose to gain Dominance).

Expert Trickster

Prerequisites: Adept Stealth

Effect: You gain a +2 Opposed Checks with all Dirty Trick Maneuvers. The "Once per Scene per Foe" Limitation of each Dirty Trick Maneuver is expended only upon successfully affecting a foe with that Dirty Trick Maneuver.

SURVIVAL

Survival is a Body Skill that governs all sorts of wilderness activities, from starting a fire, to building shelter, to making a trail through heavy brush and shrubbery. Characters with a high Survival Rank spend a lot of time outdoors. Pokémon Rangers and Trainers concerned with conservation efforts and Safari Zones tend to have high Survival Ranks.

Survival can be used in almost any situation in the outdoors, whether it be navigating a snowstorm, foraging for food, or simply setting up camp for the night. It can be used to identify Mushrooms (page 281) that can be picked in the wild as well.

A common use of Survival is to take half an hour or an hour to scout out an area and learn basic information about it – the common Pokémon of the area and what Apricorns or Berries are commonly found in it. For light density wilderness areas such as a savanna or small forest, the DC should be easy for anyone who's invested in Survival – about a 12. Moderately complex ecosystems such as a foggy wetland may require a check of 16 or so. Denser or harsher areas of wilderness such as tropical rainforests or frigid arctic ecosystems may require a check of 20+. Succeeding by a margin of success of at least 4 should usually result in additional info, such as identifying signs of rare Pokémon or plants.

More than just finding the means to live in the wilds, Survival also covers geology and geography and enables a Trainer to search for useful items, such as Elemental Stones and Fossils (page 216). Spelunking also falls under the purview of Survival.

Survival can also be used to track someone through the wilderness. This is usually an Opposed Check between a Trainer's Survival and their target's Stealth. However, certain environments may make tracking easier or more difficult. Impose a circumstantial penalty to a target being tracked through a desert or to the tracker trying to find signs of movement through a dark gloomy cave. **Despite counting as a Body Category Skill, Survival also counts as an Education Skill.**



Apricorn Balls

Prerequisites: Novice Survival or Adept Technology

Effect: As an Extended Action, you may craft Apricorns into their corresponding Poké Ball. Use of this Feature requires access to a Poké Ball Tool Box.

Green Thumb

Prerequisites: Novice General Education or Novice Survival

Effect: You know how to grow Apricorns and Tier 1 Berries using a Portable Grower or Fertilized Soil.

Traveler

Prerequisites: Novice Survival

Effect: You may use Survival instead of Athletics and Acrobatics to determine your Power Capability, High Jump, and Long Jump values. Determine your Overland Movement by substituting your Survival Rank for the lower of your Athletics or Acrobatics Rank.

Paleontologist

Prerequisites: Novice Pokémon Education or Novice Survival

Effect: You can identify fossils with a DC 10 Pokémon Education or Survival Check. You know how to operate Reanimation Machines and can use them to revive Fossils. See the “Pokémon Fossils” section (page 216) for more information.

Survival Drive

Prerequisites: Adept Survival

Effect: You learn the Move Bulk Up.

GENERAL EDUCATION

General Education is a Mind Skill that covers well-rounded academic learning. The universal coursework covered through mandatory schooling along with a liberal arts education are most representative of the General Education Skill.

Characters with a high General Education Rank tend to be masters of trivia and local or regional knowledge, though they often have specializations in more narrow fields such as literature, history, and philosophy. It's a good idea to think about a field of expertise or two to give the Skill more personal flavor.

Of course, General Education also encompasses basic training in mathematics, natural sciences, and other common fields. However, it's safe to assume that most characters know the basics unless they have a Pathetic Rank in General Education.



General Education is most often tested when characters are faced with issues of politics and current events, such as knowing about the stances of local Gym

Leaders or government officials on political issues or being familiar with the details of recent news stories. Knowledge of history is also a common usage; it can be useful to know that the reason a town is wary of the party is because they have a Camerupt with them and a pack of that Pokémon was responsible for devastating the town half a decade back.

Another way to treat General Education is as a catch-all Skill for a particular setting, covering common issues that aren't associated well with other Education Skills but are important to the setting. A campaign with a law enforcement focus might use General Education to cover police protocol and the law, while a wild west campaign might use General Education to cover dueling etiquette and other narrative standbys in frontier life.

While General Education isn't specialized in itself, it also represents a character's skill in conducting research. Obviously, you should use more specific Education Skills instead when the sought after information is highly advanced or it is more relevant.

General Education, like most Education Skills, doesn't have very many applications in Opposed Checks. At most, it might be used in a race determining who can research a specific piece of information first.

Green Thumb

Prerequisites: Novice General Education or Novice Survival

Effect: You know how to grow Apricorns and Tier 1 Berries using a Portable Grower or Fertilized Soil.

Instruction

Prerequisite: Novice General Education

Effect: Whenever you aid an ally in an Assisted Skill Check using an Education Skill you have at Novice Rank or higher, add your full Rank value as a bonus to their roll instead of half.

Scholar

Prerequisites: Expert General Education

Effect: You gain a +1 Bonus to Skill Checks with General Education, Medicine Education, Occult Education, Pokémon Education, Technology Education, and Survival.

Groomer

Prerequisites: Novice Pokémon Education or Novice General Education

Effect: You know how to effectively groom your Pokémon with access to a Groomer's Kit. You may groom up to 6 Pokémon in one hour. Grooming Pokémon may count as an hour of Training, and you may apply Experience Training, teach Poke-Edges, and apply any Features that could be applied during Training. If you apply Experience Training from Grooming, use your General Education or Pokémon Education Rank to determine Bonus Experience gained during Training. A Pokémon that has been Groomed also gains a +1d6 Bonus to the Introduction Roll of a Contest for the rest of the day.

MEDICINE EDUCATION

Medicine Education is a Mind Skill that covers the science of healing and mending. It covers a wide range of situations, from performing first aid in the field to growing organs and limbs in a lab. Characters with a high Medicine Education Rank usually spend a significant amount of time studying Pokémon and human biology alike in order to effectively treat patients of all different species.

While the damage and Injuries taken in combat in Pokémon Tabletop United typically don't exceed flesh wounds, Medicine Education can certainly be used to treat more traumatic injuries that aren't modeled in the mechanics, such as broken bones and infected wounds. While away from the conveniences of modern hospitals and Pokémon Centers, Medicine Education Checks may be necessary to construct a splint for a broken limb or to clean and dress a particularly nasty wound to avoid infection.

Beyond simply treating the wounds of battle, characters with training in Medicine Education are also useful when it comes to diagnosing diseases such as Pokérus or perhaps ailments stemming from malformed Evolutionary Stones and the dangerous radiation they might give off.

In some extreme cases, characters may have to not only diagnose these ailments but invent new treatments altogether to deal with them. The process of medical research and inventing new medications is of course governed by Medicine Education.

Outside of treatment and diagnosis, Medicine Education represents broader projects of biology intended to further understanding of Pokémon and human bodies and even enhance them. Although this is usually limited to higher tech settings, Medicine Education can certainly be used to conduct gene therapy or produce other biological augmentations. Other more blatantly "mad science" projects may require complex steps with Medicine Education Checks involved along the way.

Characters with sufficient training in Medicine Education can operate devices called Wonder Launchers which allow them to administer combat drugs to their Pokémon from a distance.



Medic Training

Prerequisites: Novice Medicine Education

Effect: When you use Restorative Items on others, they do not forfeit their next turn.

Repel Crafter

Prerequisites: Novice Medicine or Technology Edu

Effect: Create a Repel for ₣100 or a Super Repel for ₣150. Requires access to a Chemistry Set.

OCCULT EDUCATION

Occult Education is a Mind Skill that governs knowledge of all types of supernatural lore and phenomena. Characters with a high Occult Education Rank can have incredibly varied interests and areas of expertise, and this is often dependent on the specific campaign.

Much of the knowledge that falls under Occult Education is particularly esoteric and unknown to the public at large. This can range from passed down tales of Legendary Pokémon and ancient places of power in the world to the functioning of supernatural powers such as Aura Reading and Psychic powers.

While other Skills may govern the use of those powers, in this case Intuition and Focus respectively, Occult Education can be thought of as the science that studies how and why those powers function.

Some situations where Occult Education might be tested include studying magical ancient ruins such as the Ruins of Alph, researching lore about long-forgotten Legendary Pokémon, or studying a strange Psychic phenomenon or malformed Aura in a location.

These can be common occurrences in one campaign but rare in another. Whether or not the Occult Education Skill sees common use varies by campaign to campaign, so it's a good idea for the players and GM to talk about this before characters are created.

Not only will it vary whether or not Occult Education is widely used as a Skill, but the particular function of the Skill will vary as well. In one campaign, occultists would be expected to be knowledgeable about ancient ruins, while in another, ancient ruins may be largely mundane while Legendary Pokémon are the focus of occult studies. Characters developed around Occult Education

tend to have widely ranging specializations, and it is a good idea to discuss not only if the Occult Education skill will be useful in general but whether a character's area of expertise is relevant to a campaign.

The Occult Education Skill is also closely associated with Ghost Type Pokémon and their unique capabilities, such as turning invisible and phasing through walls. As such, Occult Education is tested when a Trainer applies a Cleanse Tag to ward against phantasmal intruders, and it also allows Cleanse Tags to be used to remove several of the Status Afflictions that Ghost Types often inflict (page 302).

Additionally, Occult Education is used in the operation of Dowsing Rods (page 284), which Trainers use to find energized Shards that are used for a variety of crafting purposes.

Occult Education is such a varied Skill that it is often difficult to nail down its uses in Opposed Checks. However, when two sides are competing for control of an arcane artifact or enacting rituals involving the Unown or other mystical Pokémon, Opposed Occult Education Checks could be called for.



Gem Lore

Prerequisites: Novice Occult Education

Effect: As an Extended Action, you may turn a Shard into a Gem of one of its associated Types. Additionally, you can turn 4 Red Shards into a Fire Stone; 4 Blue Shards into a Water Stone; 4 Yellow Shards into a Thunder Stone; 4 Orange Shards into a Shiny Stone; 4 Green Shards into a Leaf Stone; or 4 Violet Shards into a Dusk Stone. You can also destroy any of these six Stones to gain 4 Shards of the corresponding color.

Tag Scribe

Prerequisites: Novice Occult Education

Special - Extended Action

Effect: You create a Cleanse Tag. This may be used a number of times each day equal to half your Occult Education Rank.

POKÉMON EDUCATION

Pokémon Education is a Mind Skill that governs one's knowledge about Pokémon. This ranges from simple practical knowledge such as the diets and caretaking needs of various species to more specialized scientific topics such as Pokémon Evolution and the biology of unusual Pokémon species.

In a world where many institutions are entirely built around the use of Pokémon, it makes sense that they are the focus of much academic research. Pokémon Education is immensely useful in the field when encountering wild Pokémon, of course, and it can be used to understand their behavior patterns, needs, and their means of attack and weaknesses. Being well-versed in Pokémon Education can mean the difference between recognizing the signs of an Ursaring's marked territory and stumbling into the cave of an angry bear.

Dedicated Pokémon battlers also obviously have uses for Pokémon Education. While Type Effectiveness, a Pokémon's Types, and basic information about how their Stats lean or what kinds of Moves they prefer is considered to be common knowledge for anyone without Pathetic Rank Pokémon Education, more detailed information that one would find in the Pokédex such as when specific Moves are learned will generally require higher Ranks in Pokémon Education to recall from memory.

When new Pokémon species are discovered, or variants of existing species come to light, Pokémon Education can be tested to learn about their traits or at least make educated guesses. In more everyday situations, it can be used to identify which Pokémon species are involved in a situation, such as discerning from claw marks left on a shed door what kinds of Pokémon have been breaking into a village's food supply.

Breeders also make use of Pokémon Education to keep track of their work, as the Skill can be tested to identify the species of Pokémon eggs.



Breeder

Prerequisites: Novice Pokémon Education

Effect: If you are able to give two Pokémon that are compatible for breeding at least 4 hours of time alone, you may make a Pokémon Education Check with a DC of 12. If you succeed, the Pokémon are guaranteed to produce an egg if you give them an additional 4 hours.

Paleontologist

Prerequisites: Novice Pokémon Education or Novice Survival

Effect: You can identify fossils with a DC 10 Pokémon Education or Survival Check. You know how to operate Reanimation Machines and can use them to revive Fossils. See the "Pokémon Fossils" section (page 216) for more.

Groomer

Prerequisites: Novice Pokémon Education or Novice General Education

Effect: You know how to effectively groom your Pokémon with access to a Groomer's Kit. You may groom up to 6 Pokémon in one hour. Grooming Pokémon may count as an hour of Training, and you may apply Experience Training, teach Poke-Edges, and apply any Features that could be applied during Training. If you apply Experience Training from Grooming, use your General Education or Pokémon Education Rank to determine Bonus Experience gained during Training. A Pokémon that has been Groomed also gains a +1d6 Bonus to the Introduction Roll of a Contest for the rest of the day.

PokéPsychologist

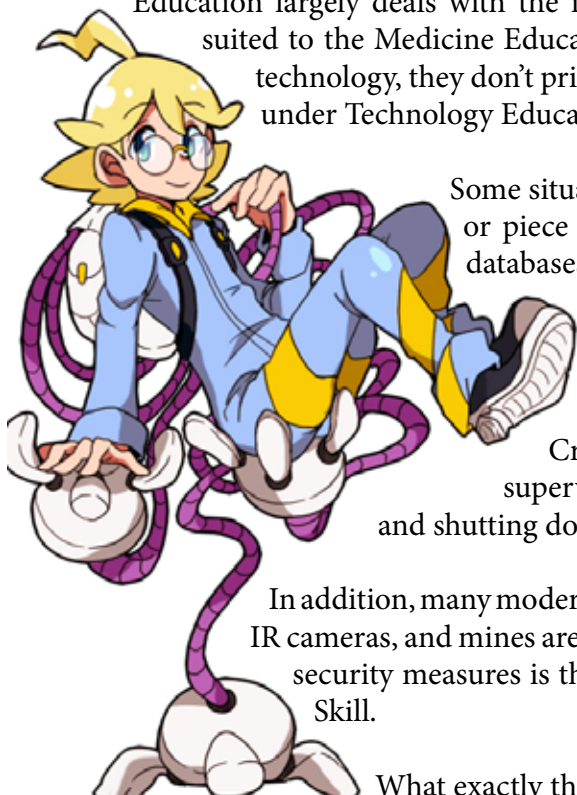
Prerequisites: Novice Pokémon Education

Effect: You may use your Pokémon Education Skill instead of Charm, Guile, Intimidate, or Intuition when making general Skill checks to interact with Pokémon or to raise or lower disposition.

TECHNOLOGY EDUCATION

Technology Education is a Mind Skill that governs the creation and use of machines and technology, ranging from the ubiquitous Poké Ball to computers and vehicles. Characters with a high Technology Education Rank tend to have many gadgets and can easily find their way around a factory, engineering workshop, or chemistry lab.

Mechanical, chemical, and electrical engineering are the main fields covered by Technology Education, but materials science and computer science also fall under its purview. However, important to note is that Technology Education largely deals with the inorganic. Biology, organic chemistry, and similar fields are better suited to the Medicine Education Skill. Even if gene therapy treatments might require advanced technology, they don't primarily concern themselves with machines or chemicals and don't fall under Technology Education.



Some situations that call for Technology Education include repairing a vehicle or piece of machinery, cracking electronic locks or hacking into computer databases, and building a custom piece of equipment such as an octopus arm backpack. The world of Pokémon also includes specialty pieces of technology such as Snag Machines and Dream Machines which would require Technology Education to maintain.

Criminal Teams often make a habit of creating technological superweapons, and the Technology Education Skill helps in understanding and shutting down those systems.

In addition, many modern traps are technological in nature. Laser tripwires, proximity sensors, IR cameras, and mines are all part of a modern security arsenal. Dealing with or deploying such security measures is the source of most Opposed Checks using the Technology Education Skill.

What exactly the Technology Education Skill covers will also vary depending on the time period of the campaign. While driving a car and operating basic computers and electronics are common knowledge in modern times, these activities may be limited to those with the appropriate Technology Education Rank in historical settings.

On a final note, most Trainer options using Technology Education are found in our sci-fi sourcebook, *Do Porygon Dream of Mareep?*. Players and GMs are encouraged to look there for building gadgeteer and tech whiz characters!

Apricorn Balls

Prerequisites: Novice Survival or Adept Technology

Effect: As an Extended Action, you may craft Apricorns into their corresponding Poké Ball. Use of this Feature requires access to a Poké Ball Tool Box.

Basic Balls

Prerequisites: Novice Technology

Effect: You may craft Basic Balls for ₣100 and Great Balls for ₣175. Requires access to a Poké Ball Tool Box.

Poké Ball Repair

Prerequisites: Basic Balls or Apricorn Balls

Effect: You may attempt to fix any Poké Ball that has failed to capture a Pokémon and broke. Make a Technology Check with a DC of 15. If you succeed, the Poké Ball is fixed and is treated as if it had not broken. If you fail, the ball is permanently broken. Requires access to a Poké Ball Tool Box.

Repel Crafter

Prerequisites: Novice Medicine or Technology Edu

Effect: Create a Repel for ₣100 or a Super Repel for ₣150. Requires access to a Chemistry Set.

GUILE

Guile is a Mind Skill that governs lying, manipulation, and general deception and subterfuge. Characters with a high Guile Rank think quickly on their feet and are usually clever and witty in conversation.

The most common use of Guile is to lie convincingly. Lying with confidence and spinning believable yarns has many applications, of course, ranging from convincing a guard you have the right security clearance but left your ID at home to fooling a cop into thinking they saw someone else breaking into that house.

Aside from the obvious application, Guile also covers a range of acting skills, from faking emotions to pretending to be someone else entirely. Someone armed with a high Guile Rank and a spare Team Rocket uniform could probably bluff their way into a secret hideout or learn the secrets of the criminal organization. This application of Guile goes beyond blunt deception into subtle manipulation as well, allowing a smooth talker to use carefully worded half-truths and targeted prods at a victim's beliefs and passions to get what they want.

Whereas Stealth would be used to hide from someone's vision or hearing, Guile is often used to "hide in plain sight", such as when blending into a crowd to tail someone through a busy city. Even when there's no hiding place around, someone with high Guile might be able to pose as an innocuous passerby or fast-talk their way out of suspicion.

Guile can also be thought of as a streetwise Skill, representing how well a character can read into situations on the street, gather information, and cut deals. Guile can help someone haggle on the black market, tell the difference between an undercover cop and a real seller or buyer of illicit goods, and realize when they've stepped somewhere they really don't belong.

Uses of Guile aren't limited to just human interactions either. Faced with a hostile wild Pokémon that won't be scared away, a Trainer with a high Guile Rank may attempt to trick it into a trap or distract it long enough to mount an escape.

Opposed checks pitting Guile against Guile might be used in a duel of wits, but far more common is when Guile is rolled against Intuition to decide whether or not someone sees through another's lies. Perception may also be rolled against Guile when attempting to see through a disguise.



Grace

Prerequisites: Novice Charm, Command, Guile, Intimidate, or Intuition

Effect: Your Pokémon may consume and benefit from 2 more Poffins each. If this Pokémon is traded to a Trainer without the Grace feature, these extra dice from additional Poffins are not lost, but a Trainer without Grace may not benefit from more than 6 Dice gained from Poffins. You may always use any of the Skills that are prerequisites for Grace in the Introduction Stage of a Contest to roll for Contest Stat Dice of any kind.

Flustering Charisma

Prerequisites: Adept Charm or Guile

Effect: When you hit with a Move with the Social keyword, the target takes a -2 penalty to Save Checks against Volatile Status Afflictions for 1 full round.

Dynamism

Prerequisites: Novice Guile

Effect: Your initiative is increased by your Guile Rank.

Expert Manipulator

Prerequisites: Adept Guile

Effect: You gain a +2 Opposed Checks with all Manipulate Maneuvers. The "Once per Scene per Foe" Limitation of each Manipulate Maneuver is expended only upon successfully affecting a foe with that Manipulate Maneuver.

Confidence Artist

Prerequisites: Novice Guile

Effect: You learn the Move Confide.

PERCEPTION

Perception is a Mind Skill that represents a character's awareness of their environment and attention to detail. Characters with a high Perception Rank have not only honed senses but a trained mind that knows where to look for details others would normally miss.

Perception is tested whenever your character is faced with a situation where they could miss a crucial detail in their surroundings. Some examples of this include finding a carefully laid trap in Team Rocket's hideout, spotting a Stunfisk buried in the mud, and turning up bloody Pokémon fur and feathers in the corner of a crime scene.

Oftentimes, Perception is a reactive Skill, one that the GM calls a Skill Check for rather than being initiated by a player's actions. Naturally, if only the GM knows about the ambush lying in wait for the PCs, then they have to tell the players to make the Skill Checks to discover it.

Active investigation often uses the Perception Skill as well, such as when a detective is rifling through someone's drawers looking for evidence of a crime or when characters scouring an ancient ruin check a room meticulously for traps.

Perception is by far one of the most often used Skills in Pokémon Tabletop United, and nearly every type of character can benefit from an improved awareness of the world around them. However, just Perception alone can't solve all problems; it often takes other specialized knowledge Skills to make sense of the details that a hawk-eyed character spots.

For example, a character with high Perception might easily spot the Unown-like inscriptions on the bottom of a dusty clay goblet's rim, but they might need to consult someone trained in Occult Education to make sense of them. Traps and hidden locks might stand out with high Perception but be otherwise impossible to deal with without investment in the Stealth Skill.

The most common Opposed Check using Perception is against Stealth, when one character tries to hide from another. Perception is also often tested alongside Acrobatics as an option for situations where it's important to determine which character reacts faster to a surprising or sudden event.



CHARM

Charm is a Spirit Skill that represents how persuasive a character is and how likable they can make themselves seem to others. Characters with a high Charm Rank are charismatic and warm, always knowing what to say to draw people closer to them.

Making people agree with and like you obviously has many uses. Charm can get you into places that would otherwise bar you entry, help you haggle down prices, and aid in cutting beneficial deals for you and your companions. Charm is the Skill of diplomacy and forging positive and constructive relationships.



This is, of course, not limited to humans. The Charm Skill is used to improve the disposition of wild Pokémon and can potentially be used to prevent conflict, seek help while traveling, or gain access to precious resources such as Berry Groves (page 215).

Remember that while Charm is a single Skill, it can cover many different approaches to the same end. Seduction, flattery, and emotional appeals are just a few of the strategies that characters might employ to Charm their targets to their side.

Charm is rarely rolled as part of an Opposed Check. Usually, when it is applied against an NPC, the GM will simply set a static DC rather than opposing it with another Skill. In rare circumstances, you may wish to compare how persuasive one character is versus another when there is a third party evaluating both sides' arguments.

Grace

Prerequisites: Novice Charm, Command, Guile, Intimidate, or Intuition

Effect: Your Pokémon may consume and benefit from 2 more Poffins each. If this Pokémon is traded to a Trainer without the Grace feature, these extra dice from additional Poffins are not lost, but a Trainer without Grace may not benefit from more than 6 Dice gained from Poffins. You may always use any of the Skills that are prerequisites for Grace in the Introduction Stage of a Contest to roll for Contest Stat Dice of any kind.

Charmer

Prerequisites: Novice Charm

Effect: You learn the Move Baby-Doll Eyes.

Flustering Charisma

Prerequisites: Adept Charm or Guile

Effect: When you hit with a Move with the Social keyword, the target takes a -2 penalty to Save Checks against Volatile Status Afflictions for 1 full round.

Smooth

Prerequisites: Expert Charm or Expert Focus

Effect: You gain +4 Evasion against Moves with the Social keyword, and gain a +2 Bonus on Save Checks against Rage and Infatuation.

COMMAND

Command is a Spirit Skill representing a character's ability to lead and inspire. Command is about having presence and being seen and listened to. Characters with a high Command Rank can become the center of attention in a room with a few well-chosen words.

The most obvious and common use of the Command Skill is in giving orders to Pokémon and particularly retaining control of unruly or untamed Pokémon. For example, Pokémon with Loyalty 0 or 1 require Command checks to successfully order them in battle (page 210).

Expanding on this notion, a Trainer's Command Rank also affects their ability to train their Pokémon in downtime outside of combat. The higher their Command Rank, the more effective their training (page 202).

Outside of Pokémon-related applications, Command has a number of uses. Command is tested when trying to disperse a riot or when directing a panicking crowd to safety in the aftermath of a Team Rocket terrorist attack. For Pokémon Rangers and other members of law enforcement, Command may be necessary to keep subordinates in line, especially rebellious elements, similar to low Loyalty Pokémon.

During combat, Command also lets a Trainer help their allies Take a Breather and recover from Status Afflictions such as Confusion and Rage (page 245).

Command doesn't have to relate to explicitly giving orders either. It can be used to gain presence and attention in a scene or give an impression of authority without issuing directives. For example, while Charm may often be tested when giving speeches to a crowd to win them over to an idea, a character who wants to make a show of a community's solidarity and the strength of its leadership during a time of crisis might roll their Command Skill instead when delivering a speech.

In Opposed Checks, Command may be used against a foe's Intimidate to keep a crowd or a squad of allies from falling to fear and panic. Command is also tested to help snap allies out of supernatural mental influences, such as powerful Legendary Pokémon or Ghost and Psychic Types. In these cases, roll Command against the foe's relevant Skill, usually Focus or Intimidate.



Grace

Prerequisites: Novice Charm, Command, Guile, Intimidate, or Intuition

Effect: Your Pokémon may consume and benefit from 2 more Poffins each. If this Pokémon is traded to a Trainer without the Grace feature, these extra dice from additional Poffins are not lost, but a Trainer without Grace may not benefit from more than 6 Dice gained from Poffins. You may always use any of the Skills that are prerequisites for Grace in the Introduction Stage of a Contest to roll for Contest Stat Dice of any kind.

Train the Reserves

Prerequisites: Novice Command

Effect: You may apply Experience Training to a number of Pokemon equal to twice your Command Rank, instead of equal to your Command Rank.

Note: Beast Master or Groomer do not change the Skill that this Edge uses.

Leader

Prerequisites: Adept Command

Effect: You learn the Move After You.

Trainer of Champions

Prerequisites: Expert Command

Effect: Whenever you apply Experience Training to a Pokemon, they gain an additional +5 Experience.

FOCUS

Focus is a Spirit Skill that represents a character's ability to concentrate on difficult or complex tasks or to work under pain and stress. It can be thought of as analogous to willpower, and characters with a high Focus Rank are often intensely driven and ambitious, or at the least unshakable once they've dedicated themselves to a task.

The most common uses of Focus come into play when it's rolled alongside a use of another Skill to test how well you can concentrate on the other task. For example, it may be a Stealth Check to pick a lock, but if a character was suffering from the painful venomous bite of a Seviper on their hand, they might also need to test Focus to keep steady and concentrated on the task. A complicated maneuver such as jumping into the air, throwing a knife to hit a specific target, then teleporting to a platform mid-air and pulling a lever at an exact timing when landing would also call for a Focus Check in addition to the Acrobatics Check that would be invoked.

Some tasks might require Focus Checks by their very nature, even if they're not excessively complicated. Disarming a bomb, for example, would almost always call for a Focus Check due to the stress of the situation.

Another example is when performing delicate actions under the stress of being attacked in combat (page 245). These actions always require a Focus Check.

Focus is also closely associated with a number of supernatural abilities. The Telepathy and Telekinetic Capabilities run off of the user's Focus Rank, for example (page 308). In general, Focus is used for resisting supernatural mental influence as well, such as possession by powerful Ghosts. This is usually an Opposed Check against the foe's Focus Skill.

Even outside of supernatural influences, emotions can disrupt someone's ability to act in tip-top condition. Focus is tested to keep self-control in the face of very strong fear, anger, or other volatile emotions. Focus is often used in an Opposed Check against Intimidate in this context, to continue acting under duress.



Basic Psionics

Prerequisites: Elemental Connection (Psychic)

Effect: You learn the Move Confusion.

Iron Mind

Prerequisites: Novice Focus

Effect: You become aware of all attempts to read your mind with Telepathy, whether the attempt is successful or not.

Work Up

Prerequisites: Adept Focus

Effect: You learn the Move Work Up.

Smooth

Prerequisites: Expert Charm or Expert Focus

Effect: You gain +4 Evasion against Moves with the Social keyword, and gain a +2 Bonus on Save Checks against Rage and Infatuation.

INTUITION

Intuition is a Spirit Skill that represents one's reliability when making decisions from the gut or gaining insights into a situation through instinct. Intuition can often be thought of as encompassing common sense, and characters with a high Intuition Rank will often find themselves making the right decision on a hunch without necessarily understanding why.

In addition, Intuition governs empathy and reading emotions, the interpretation of body language, and other unspoken social cues. Intuition is tested when attempting to discern someone's emotional state or tell whether or not they are lying or being deceitful. This makes Intuition crucial for Trainers with aspirations of joining law enforcement or getting involved in politics.

When presented with many clues and small bits of information about a situation, a Trainer can call on their Intuition Skill to try to discern connections between the clues and filter out relevant data from the irrelevant. Investigative characters such as detectives and spies would do well to train their Intuition for this reason.

Finally, a number of artistic endeavors and practical skills fall under Intuition, such as cooking. While recipes can usually guarantee a good result, the true test of a chef is in how well they can intuitively assemble dishes from a variety of ingredients. Painting and other non-performance arts are covered by Intuition, and the interpretation of those arts and reading into an artist's intent are as well.

In Opposed Checks, Intuition is most often rolled against Guile to test if a character can see past another's deception.



Basic Cooking

Prerequisites: Novice Intuition

Effect: You may create “Candy Bars” or “Baby Food” with cooking ingredients costing 50. You may fluff the food in any reasonable manner you like.

Mystic Senses

Prerequisites: Novice Intuition

Effect: You may use Intuition instead of Charm to improve the disposition of Wild Pokémon. You may not take Mystic Senses if you have the Elemental Connection Edge, and you may not take Elemental Connection if you have Mystic Senses.

Grace

Prerequisites: Novice Charm, Command, Guile, Intimidate, or Intuition

Effect: Your Pokémon may consume and benefit from 2 more Poffins each. If this Pokémon is traded to a Trainer without the Grace feature, these extra dice from additional Poffins are not lost, but a Trainer without Grace may not benefit from more than 6 Dice gained from Poffins. You may always use any of the Skills that are prerequisites for Grace in the Introduction Stage of a Contest to roll for Contest Stat Dice of any kind.

Instinctive Aptitude

Prerequisite: Adept Intuition

Effect: Whenever you spend AP to raise your roll on an Accuracy Roll or Skill Check, you get a +2 bonus instead of +1. This cannot be used on Rolls made by your Pokémon.

EDGES

The following is the list of Edges. You gain 4 Edges during character creation, another at every even Level, and additional Edges with restricted uses at every Level at which your maximum Skill Rank increases.

Most likely, the vast majority of Edges will be to increase Skill Ranks, but there are a variety of Edges that can be taken based on other prerequisites. In a way, however, all of these Edges will relate to ways of advancing your Skills, whether in broader ways such as increasing Skill Ranks, or in more specific ways such as developing a particular weapon technique to hone your Combat or learning to ride Pokémon better as a narrow focus of Athletics or Acrobatics. Edges are much like mini-Features, but unlike Features always Static and have relatively simple prerequisites. Some Edges can only be gained at character creation, or with your GM's permission.

SKILL EDGES

Basic Skills

Prerequisites: None

Effect: You Rank Up a Skill from Pathetic to Untrained, or Untrained to Novice. You may take this Edge multiple times.

Adept Skills

Prerequisites: Level 2

Effect: You Rank Up a Skill from Novice to Adept. You may take this Edge multiple times.

Expert Skills

Prerequisites: Level 6

Effect: You Rank Up a Skill from Adept to Expert. You may take this Edge multiple times.

Master Skills

Prerequisites: Level 12

Effect: You Rank Up a Skill from Expert to Master. You may take this Edge multiple times.

Skill Stunt

Prerequisites: A Skill at Novice Rank or higher

Effect: Choose a Skill you have at Novice Rank or higher. Choose a specific use of that Skill; when rolling that skill under those circumstances, you may choose to roll one less dice, and instead add +6 to the result. You may take this Edge multiple times, choosing a different circumstance each time.

Cast's Note: Obviously, Skill Stunt is subject to GM approval, but it is a neat way to develop a character's niche. GMs should feel free to bar players from taking it for activities that are too vague, too frequent, or too easily taken advantage of (eg: Perception to notice hidden objects).



Categoric Inclination

Prerequisites: None

Effect: Choose Body, Mind, or Spirit. You gain a +1 Bonus to all Skill Checks of that Category.

Skill Enhancement

Prerequisites: None

Effect: Choose two different Skills. You gain a +2 bonus to each of those skills. Skill Enhancement may be taken multiple times, but the bonus may be applied only once to a particular skill.

Virtuoso

Prerequisites: A Skill at Master Rank, Level 20

Effect: Choose a Skill at Master Rank. Consider that Skill to be effectively "Rank 8" for any Features or effects that depend on Skill Rank. Virtuoso may be taken multiple times, but you must choose a different Skill each time.

CRAFTING EDGES

Apricorn Balls

Prerequisites: Novice Survival or Adept Technology Education

Effect: As an Extended Action, you may craft Apricorns into their corresponding Poké Ball. Use of this Feature requires access to a Poké Ball Tool Box.

Basic Balls

Prerequisites: Novice Technology Education

Effect: You may craft Basic Balls for ₣100 and Great Balls for ₣175. Requires access to a Poké Ball Tool Box.

Basic Cooking

Prerequisites: Novice Intuition

Effect: You may create “Candy Bars” or “Baby Food” with cooking ingredients costing ₣50. You may fluff the food in any reasonable manner you like.

Gem Lore

Prerequisites: Novice Occult Education

Effect: As an Extended Action, you may turn a Shard into a Gem of one of its associated Types. Additionally, you can turn 4 Red Shards into a Fire Stone; 4 Blue Shards into a Water Stone; 4 Yellow Shards into a Thunder Stone; 4 Orange Shards into a Shiny Stone; 4 Green Shards into a Leaf Stone; or 4 Violet Shards into a Dusk Stone. You can also destroy any of these six Stones to gain 4 Shards of the corresponding color.

POKÉMON TRAINING EDGES

Beast Master

Prerequisite: Novice Intimidate

Effect: You may use Intimidate instead of Command to make Pokemon at 0 or 1 Loyalty obey your commands. You may also use Intimidate instead of Command to determine the limits and Bonus Experience from Training.

Breeder

Prerequisites: Novice Pokémon Education Static

Effect: If you are able to give two Pokémon that are compatible for breeding at least 4 hours of time alone, you may make a Pokémon Education Check with a DC of 12. If you succeed, the Pokémon are guaranteed to produce an egg if you give them an additional 4 hours.

Green Thumb

Prerequisites: Novice General Education or Novice Survival

Effect: You know how to grow Apricorns and Tier 1 Berries using a Portable Grower or Fertilized Soil.

Poké Ball Repair

Prerequisites: Basic Balls or Apricorn Balls

Effect: You may attempt to fix any Poké Ball that has failed to capture a Pokémon and broke. Make a Technology Check with a DC of 15. If you succeed, the Poké Ball is fixed and is treated as if it had not broken. If you fail, the ball is permanently broken. Requires access to a Poké Ball Tool Box.

Repel Crafter

Prerequisites: Novice Medicine or Technology Edu

Effect: Create a Repel for ₣100 or a Super Repel for ₣150. Requires access to a Chemistry Set.

Tag Scribe

Prerequisites: Novice Occult Education
Special - Extended Action

Effect: You create a Cleanse Tag. This may be used a number of times each day equal to half your Occult Education Rank.

Grace

Prerequisites: Novice Charm, Command, Guile, Intimidate, or Intuition

Effect: Your Pokémon may consume and benefit from 2 more Poffins each. If this Pokémon is traded to a Trainer without the Grace feature, these extra dice from additional Poffins are not lost, but a Trainer without Grace may not benefit from more than 6 Dice gained from Poffins. You may always use any of the Skills that are prerequisites for Grace in the Introduction Stage of a Contest to roll for Contest Stat Dice of any kind.

Groomer**Prerequisites:** Novice Pokémon Education**Effect:** You know how to effectively groom your Pokémon with access to a Groomer's Kit. You may groom up to 6 Pokémon in one hour. Grooming Pokémon may count as an hour of Training, and you may apply Experience Training, teach Poke-Edges, and apply any Features that could be applied during Training. If you apply Experience Training from Grooming, use your General Education or Pokémon Education Rank to determine Bonus Experience gained during Training. A Pokémon that has been Groomed also gains a +1d6 Bonus to the Introduction Roll of a Contest for the rest of the day.**Paleontologist****Prerequisites:** Novice Pokémon Education or Novice Survival**Effect:** You can identify fossils with a DC 10 Pokémon Education or Survival Check. You know how to operate Reanimation Machines and can use them to revive Fossils. See the "Pokémon Fossils" section (page 216) for more information.**Train the Reserves****Prerequisites:** Novice Command**Effect:** You may apply Experience Training to a number of Pokemon equal to twice your Command Rank, instead of equal to your Command Rank.**Note:** Beast Master or Groomer do not change the Skill that this Edge uses.**Trainer of Champions****Prerequisites:** Expert Command**Effect:** Whenever you apply Experience Training to a Pokemon, they gain an additional +5 Experience.**COMBAT EDGES****Athletic Initiative****Prerequisites:** Adept Athletics**Effect:** You learn the Move Agility.**Bad Mood****Prerequisites:** Expert Intimidate**Effect:** Your Critical Hit Range is increased by +1 if you are suffering from a Persistent Status Affliction. Your Critical Hit Range is increased by +1 if you are suffering from a Volatile Status Affliction. These stack with each other, giving a total of +2 to Critical Hit Range if you are suffering from both a Persistent and a Volatile Status Affliction.**Basic Martial Arts****Prerequisites:** Novice Combat**Effect:** You learn the Move Rock Smash.**Basic Psionics****Prerequisites:** Elemental Connection (Psychic)**Effect:** You learn the Move Confusion.**Charmer****Prerequisites:** Novice Charm**Effect:** You learn the Move Baby-Doll Eyes.**Confidence Artist****Prerequisites:** Novice Guile**Effect:** You learn the Move Confide.**Demoralize****Prerequisites:** Adept Intimidate**Effect:** Whenever you land a Critical Hit on a foe, that foe becomes Vulnerable. Status-Class Moves with an Accuracy Roll can "Crit" for the purposes of activating this effect on a natural roll of 19 or higher, and any effects that expand your Critical-Hit Range also expand this range.**Dynamism****Prerequisites:** Novice Guile**Effect:** Your initiative is increased by your Guile Rank.**Expert Manipulator****Prerequisites:** Adept Guile**Effect:** You gain a +2 Opposed Checks with all Manipulate Maneuvers. The "Once per Scene per Foe" Limitation of each Manipulate Maneuver is expended only upon successfully affecting a foe with that Manipulate Maneuver.

Expert Trickster

Prerequisites: Adept Stealth

Effect: You gain a +2 Opposed Checks with all Dirty Trick Maneuvers. The “Once per Scene per Foe” Limitation of each Dirty Trick Maneuver is expended only upon successfully affecting a foe with that Dirty Trick Maneuver.

Flustering Charisma

Prerequisites: Adept Charm or Guile

Effect: When you hit with a Move with the Social keyword, the target takes a -2 penalty to Save Checks against Volatile Status Afflictions for 1 full round.

Intimidating Presence

Prerequisites: Novice Intimidate

Effect: You learn the Move Leer.

Kip Up

Prerequisites: Expert Acrobatics

Effect: You may stand up from being Tripped as a Swift Action

Leader

Prerequisites: Adept Command

Effect: You learn the Move After You.

Nimble Movement

Prerequisites: Adept Acrobatics or Stealth

Effect: Whenever you Disengage, you Shift 2 meters instead of 1.

Slippery

Prerequisites: Novice Stealth

Effect: You may use your Stealth Skill when defending in Opposed Grapple, Push, or Trip checks. When Grappling, if you win an Opposed Check when using Stealth, you must choose to end the Grapple (you cannot choose to gain Dominance).

Smooth

Prerequisites: Expert Charm or Expert Focus

Effect: You gain +4 Evasion against Moves with the Social keyword, and gain a +2 Bonus on Save Checks against Rage and Infatuation.

Sneak's Tricks

Prerequisites: Adept Stealth

Effect: You learn the Move Astonish.

Stamina

Prerequisites: Expert Athletics or Expert Combat

Effect: Whenever you Take a Breather or take Massive Damage or a Critical Hit, you gain Temporary Hit Points equal to your Athletics or Combat Rank after the triggering action has resolved.

Survival Drive

Prerequisites: Adept Survival

Effect: You learn the Move Bulk Up.

Throwing Masteries

Prerequisites: Adept Acrobatics

Effect: Increase the Throwing Range of your Poké Balls, Ranged Weapons, and other small items by +2.

Weapon of Choice

Prerequisites: A Feature with the [Weapon] tag

Effect: Choose a specific weapon type. You gain a +2 Bonus on Opposed Rolls to prevent being disarmed while wielding weapons of your chosen type. If you would be disarmed anyway, you may pay 1 AP to prevent yourself from being Disarmed.

Work Up

Prerequisites: Adept Focus

Effect: You learn the Move Work Up.

OTHER EDGES

Acrobat

Prerequisites: Novice Acrobatics

Effect: Increase your Jump and Long Jump Capabilities by +1 each.

Art of Stealth

Prerequisites: Expert Stealth

Effect: You gain the Stealth Capability.

Elemental Connection

Prerequisites: None

Effect: Choose an Elemental Type. You gain a +2 bonus to Charm, Command, Guile, Intimidate, and Intuition Checks targeting Pokémon of that Type. You may not take Elemental Connection if you have the Mystic Senses Edge, and you may not take Mystic Senses if you have Elemental Connection.

Instinctive Aptitude

Prerequisite: Adept Intuition

Effect: Whenever you spend AP to raise your roll on an Accuracy Roll or Skill Check, you get a +2 bonus instead of +1. This cannot be used on Rolls made by your Pokémon.

Instruction

Prerequisite: Novice General Education

Effect: Whenever you aid an ally in an Assisted Skill Check using an Education Skill you have at Novice Rank or higher, add your full Rank value as a bonus to their roll instead of half.

Iron Mind

Prerequisites: Novice Focus

Effect: You become aware of all attempts to read your mind with Telepathy, whether the attempt is successful or not.

Medic Training

Prerequisites: Novice Medicine Education

Effect: When you use Restorative Items on others, they do not forfeit their next turn.

Mounted Prowess

Prerequisites: Novice Acrobatics or Athletics

Effect: You automatically succeed at Acrobatics and Athletics Checks made to mount a Pokémon, and you gain a +3 Bonus to all Acrobatics and Athletics Checks made to remain Mounted.

Mystic Senses

Prerequisites: Novice Intuition

Effect: You may use Intuition instead of Charm to improve the disposition of Wild Pokémon. You may not take Mystic Senses if you have the Elemental Connection Edge, and you may not take Elemental Connection if you have Mystic Senses.

PokéPsychologist

Prerequisites: Novice Pokémon Education

Effect: You may use your Pokémon Education Skill instead of Charm, Guile, Intimidate, or Intuition when making general Skill checks to interact with Pokémon or to raise or lower disposition.

Power Boost

Prerequisites: Expert Athletics

Effect: Increase your Power Capability by +2

Scholar

Prerequisites: Expert General Education

Effect: You gain a +1 Bonus to Skill Checks with General Education, Medicine Education, Occult Education, Pokémon Education, Technology Education, and Survival.

Swimmer

Prerequisites: Novice Athletics or Survival

Effect: You gain a +2 bonus to your Swim Speed. You may spend X minutes underwater before you begin to suffocate, where X is the higher of your Athletics or Survival Ranks.

Traveler

Prerequisites: Novice Survival

Effect: You may use Survival instead of Athletics and Acrobatics to determine your Power Capability, High Jump, and Long Jump values. Determine your Overland Movement by substituting your Survival Rank for the lower of your Athletics or Acrobatics Rank.

Wallrunner

Prerequisites: Expert Acrobatics

Effect: You may run on vertical surfaces both vertically and horizontally for up to your Acrobatics Rank in meters before jumping off.

FEATURES

HOW TO READ FEATURES

Features are what truly define a character and what they are good at. Thus, understanding your features is critical to playing the game. Below is an example Feature that has been labeled:

Ace Trainer (Feature Name)

[Class] (Tags)

Prerequisites: Novice Command, a [Training] Feature (**Prerequisites**)

Drain 1 AP – Extended Action (**Frequency and Action**)

Trigger: You spend at least half an hour training your Pokémon (**Trigger or Target**)

Effect: For each Pokémon that has been trained during this time, choose a Stat besides HP; that Stat becomes Trained until an Extended Rest is taken. The default State of Trained Stats is +1 Combat Stages instead of 0. A Pokémon may have only one Trained Stat at a time. (**Effect**)

Note: Just to clarify, this Feature Drains 1 AP per training session, not per Pokémon. So train as many as you can to get the most out of this Feature! (**Notes**)

The **Feature Name** is simply the name of the Feature, of course.

The [TAGS] under each Feature convey important information. The “Ace Trainer” Feature only has one tag: [CLASS] which indicates it is a Class Feature. More information about tags in the next section.

The **Prerequisites** list the minimum requirements needed to take that feature. Often these requirements are other Features, or Skill Ranks. For example, your Command Skill must be at Novice or higher, and you must have a [Training] Feature to take Ace Trainer. Some Features require “X [Class Name] Features”. This means you need at least X Features from that Class. The “Base” Feature counts towards this total.

Frequency and Action determines how often a Feature may be performed and what kind of action is required to perform them. The “Ace Trainer” Feature is “Drain 1 AP – Extended Action” which means it can be performed At-Will as long as you Drain 1 AP and are out of combat and have enough time. See page 227 for more information on types of actions.

However, it also has a **Trigger** which specifies when you may activate the feature. Some features instead list a **Target** which means it can be used any time on the specified targets. Others have a **Condition** that must be met in order to use the Feature

Frequencies that you may see include:

- » **At-Will** – which simply means you may use the Feature as much as you’re able!
- » **Static** which means the Feature is passive and always in effect.
- » **Time X**, which simply means you can perform that Feature X times per mentioned amount of Time. Times include “Scene”, “Daily”, or even “One Time Use”. For example Daily is once a day, and Scene x2 is twice a Scene.
- » **X AP** – These Features may be performed At-Will, but you must pay X Action Points to do so.
- » **Bind X AP** – These Features have an effect as long as X AP are “Bound” and unable to be used. They can be Unbound and the AP freed on your turn as a Free Action.
- » **Drain X AP** – like X AP, except AP spent on these Features is “Drained” and does not recover until you take an Extended Rest.

The **Effect** Line simply details the effect of the feature.

Crafting Features may be formatted a bit differently than other Features. They generally include a **Cost** or **Ingredient** line instead of **Frequency**. Crafting Features, unless stated otherwise, have a Frequency of At-Will, and are an Extended Action. These Features may indicate equipment necessary to use the Feature.

Finally, Features often have clarifying **Notes**. A Single Feature cannot be taken multiple times, unless otherwise stated by its effect, or unless it has the [Ranked X] tag.

FEATURE TAGS

Many Features have one or more Tags under the Feature Name. These are a list of the tags that may appear.



THIS PAGE IS IMPORTANT, AND YOU SHOULD READ IT.

Every time someone asks us a question that could be answered by reading this page, Arceus kills a baby Espurr.

[Class] – Unlike in many other game systems, such as Dungeons and Dragons, your “Classes” are simply special Features that you can take as you are able to qualify for them. These Features are the beginnings of a chain of many other Features. A Trainer may only have a maximum of 4 Class Features.

[+Stat] – Features with this tag increase a Stat by one point; for example, a Feature might read as [+Attack]. This Tag is usually found on Features related to Combat or in Combat-related Classes.

[Ranked X] – A Feature with the Ranked Tag can be taken up to X Times. Each time you take a new rank, follow the directions in the listed effect. Latter Ranks by default always require any previous ranks. Each time you Rank Up a ranked feature, this counts as gaining a new Feature; thus you apply any [Tags], and may count each Rank for the purposes of prerequisites that require a certain number of class Features.

[Branch] – If on a [Class] Feature, this tag means that Feature may be taken multiple times using a Class slot and choosing a different specialization each time. All other Features under this class with the [Branch] tag may be taken again with other instances of the Class, and function under their new Specialization.

[Orders] – This tag signifies these Features as Orders. Orders can only be given when the user is capable of communication with their Pokémon; usually this requires verbal communication unless other means of communication have been previously established (such as training your Pokémon to respond to visual cues). [Order] Features are almost always League Legal, and the user usually cannot target themselves with [Orders].

Exceptions to both of these rules will be noted. [Orders] are always Priority (Limited) actions.

[Training] – You may choose to use Training Features as either a [Training] or an [Orders] Feature; it never has both tags at once when used.

You may use it as a [Training] Feature as an Extended Action after you spend at least half an hour training your Pokémon. If you do, the effect applies to any of the Pokémon Trained, and lasts until the end of your next Extended Rest. A Pokémon can be under the effect of only one Training Regime at a time this way.

However, these Features may also be used as [Orders] as a Standard Action. When used as [Orders], this applies only to one of your Pokémon, and lasts only until the beginning of your next turn. When used as [Orders], they may stack with the effects of any active [Training] (whether the [Orders] be for Training of the same Feature, or a different Feature).

[Stratagem] – These Features are special Orders which are activated once and then have a persistent effect while AP is bound. [Stratagem] Features may only be bound during combat and automatically unbind when combat ends. Only one [Stratagem] may be bound by a Pokémon at a given time.

When using a [Stratagem] on multiple targets, each AP Bind is paid separately and may be released separately as well.

[Weapon] – Features with this tag make use of Weapons in some way, often allowing the user to gain extra effects when wielding a Weapon.

Doxy: An easy way to keep track of Branching Classes is to mark each Feature down by the specialization it's currently applying to. For example, if you take Stat Ace and select Defense and then later take Stat Ace again and select Special Defense, when you take Stat Link or any other Feature, mark it on your sheet as “Stat Link (Defense)” or “Stat Link (Special Defense)”.



GENERAL FEATURES

These Features are available to all Trainers as long they meet the prerequisites and are not contained as part of a Trainer Class. They are separated into several categories, just like Edges are.

POKÉMON RAISING AND BATTLING FEATURES

Command Versatility

Prerequisites: Adept Command, Guile, or Pokémon Education

1 AP – Free Action

Trigger: Your Pokémon takes its turn.

Effect: Your Pokémon may give up use of a Scene or Daily Move to regain use of a Scene or Daily Move which it has already used. Your Pokémon may give up use of a Daily Move to regain use of a Scene Move, but not vice-versa. You may use Command Versatility only once per Scene per Pokémon.

Press

Prerequisites: Adept Intimidate

At-Will – Standard Action

Target: Your own Pokémon.

Effect: You hit your Pokémon, and they lose 1/6th of their Max Hit Points and are cured of Sleep. Raise any two of their Stats by +1 CS each, and you may add half of your Intimidate Rank to any Skill Checks made this round to make this Pokémon obey orders. Using Press on a Pokémon may make them dislike you.

Quick Switch

Prerequisites: Novice Acrobatics or Novice Guile

2 AP – Free Action

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

Effect: You may return and send out a Pokémon as a Free Action. You may perform this Feature on your turn without a Trigger. Pokémon sent out by Quick Switch cannot trigger another trainer's Quick Switch. When you swap Pokémon using Quick Switch, you do not lose a Pokémon turn.

Species Savant

Prerequisites: 3 different individual Pokémon of the same evolutionary line.

Static

Effect: When you take Species Savant, choose a single Evolutionary Family. Your Pokémon of your Chosen Evolutionary Family have each of their Base Stats increased by +1.

Tutoring

Prerequisites: Novice General Education, Special (See Effect)

One Time Use x 3 – Extended Action

Effect: When activating this Feature, select a Move known either by yourself or by 3 Pokémon you own. This Move is Mastered. As an Extended Action, you may have Pokémon spend 2 Tutor Points to learn a Move you have Mastered. Pokémon targeted this way can only learn Moves that they could learn by Level Up, TM, Egg Move, or Move Tutor. You may take Tutoring multiple times, each time gaining 3 uses of the Feature.

Note: To be clear, this Feature lets you choose a total of three different Moves you can Tutor. The use limitation isn't on how often you can Tutor them; once you have Mastered a Move, you can Tutor it At-Will.

POKÉMON TRAINING AND ORDER FEATURES

These Features are also used in the raising and battling of Pokémon but have special rules associated with them – all of them have the [Orders] tag or are Features that manipulate other Features with this tag.

Training Features: The following four Features are special types of Orders which can also be used to train your Pokémon outside of battle. They have special rules noted on the Feature Tags page that will be repeated here.

You may choose to use Training Features as either a [Training] or an [Orders] Feature; it never has both tags at once when used.

You may use it as a [Training] Feature as an Extended Action after you spend at least an hour training your Pokémon. If you do, the effect applies to any of the Pokémon Trained, and lasts until the end of your next Extended Rest. A Pokémon can be under the effect of only one Training Regime at a time this way.

However, these Features may also be used as [Orders] as a Standard Action. When used as [Orders], this applies only to one of your Pokémon, and lasts only until the beginning of your next turn. When used as [Orders], they may stack with the effects of any active [Training] (whether the [Orders] be for Training of the same Feature, or a different Feature).

Agility Training

[Training] [Orders]

Prerequisites: Novice Athletics, Untrained Command At-Will – Special

Effect: The target becomes Agile until the end of the effect duration. Agile Pokémon gain a +1 bonus to Movement Capabilities and +4 to Initiative.

Brutal Training

[Training] [Orders]

Prerequisites: Novice Intimidate, Untrained Command At-Will – Special

Effect: The target becomes Brutal until the end of the effect duration. Brutal Pokémon increase the Critical-Hit and Effect Range of all attacks by +1.

Commander's Voice

Prerequisites: Two Features with the [Orders] tag Static

Effect: You may give two different [Orders] as a single Standard Action, or you may give one set of [Orders] as a Swift Action.

Special: If this is used to use Focused Command and another [Order] that has targets, the second Order applies to both Pokémon you are commanding that turn. Commander's Voice doesn't allow you to use Focused Command as a Swift Action.

Focused Training

[Training] [Orders]

Prerequisites: Novice Command At-Will – Special

Effect: The target becomes Focused until the end of the effect duration. Focused Pokémon gain a +1 bonus to Accuracy Rolls and +2 to Skill Checks.

Inspired Training

[Training] [Orders]

Prerequisites: Novice Charm, Untrained Command At-Will – Special

Effect: The target becomes Inspired until the end of the effect duration. Inspired Pokémon gain a +1 bonus to Evasion and +2 to Save Checks.

Focused Command

[Orders]

Prerequisites: Master Command, one of Focus, Guile, Intimidate, or Pokémon Education at Expert At-Will – Standard Action + Swift Action

Effect: You may have a second Pokémon take a turn this round, but both Pokémon can only take At-Will actions that round. Additionally, both Pokémon receive a -5 Penalty on all Damage Rolls. You may pay 1 AP at the beginning of the round to lift the Frequency Restriction OR the Damage Penalty for the remainder of the round, or pay 2 AP to lift both.

Note: Focused Command has no targets, which may be relevant to certain Features which refer to [Orders]

ORDERS, TRAINING FEATURES, AND TRAINER CLASSES

A number of Trainer Classes have their own Orders, or Features which are reliant on Orders and Training Features to function. Because the effectiveness of using some of these Classes is often reliant on choosing other Order-related Features for them to use, we're putting a list of all such Classes and their Features which are either Orders or somehow synergize with Orders and Training Features in one place for you to easily browse.

Ace Trainer: Elite Trainer, Critical Moment

Channeler: Battle Synchronization, Spirit Boost

Cheerleader: Cheerleader; Moment of Action; Go, Fight, Win!

Commander: The entire Class

Coordinator: Decisive Director

Duelist: Expend Momentum, Directed Focus, Duelist's Manual

Chronicler: Targeted Profiling

Fashionista: Dress to Impress

Rider: Rider, Conqueror's March

Stat Ace: Stat Stratagem

Survivalist: Wilderness Guide

Taskmaster: Taskmaster, Strike of the Whip

Type Ace: Type Refresh, Type-Specific Stratagems

[Stratagem] Features are special Orders which are activated once and then have a persistent effect while AP is Bound. [Stratagem] Features may only be Bound during combat and automatically Unbind when combat ends. Only one [Stratagem] may be Bound by a Pokémon at a given time.

When using a [Stratagem] on multiple targets, each AP Bind is paid separately and may be released separately as well.

Ravager Orders

Prerequisites: Expert Command or Intimidate
Static

Effect: You gain the Reckless Advance and Strike Again! Orders.

Reckless Advance

[Orders] [Stratagem]

Bind 2 AP – Standard Action

Target: Your Pokémon

Effect: While this Feature is Bound, increase the damage rolls of the target's damaging melee attacks by +8, and these attacks Trip targets on Accuracy Rolls of 18+. When the target of Reckless Advance hits with a damaging melee attack, they become Vulnerable for one full round.

Strike Again!

[Orders]

Scene – Standard Action

Target: Your Pokémon

Effect: The target may immediately take an additional Standard Action to use an At-Will attack.

Marksman Orders

Prerequisites: Expert Perception or Guile
Static

Effect: You gain the Trick Shot and Long Shot Orders.

Trick Shot

[Orders] [Stratagem]

Bind 2 AP – Standard Action

Target: Your Pokémon

Effect: While this Feature is Bound, decrease the Accuracy Roll of the target's damaging ranged attacks by -2. The Critical Hit range of those attacks is increased by +3. This Feature does not affect Moves without an AC value.

Long Shot

[Orders]

Scene x2 – Standard Action

Target: Your Pokémon

Effect: The target's damaging ranged attacks have their range doubled until the end of their next turn, and deal X additional damage. X is equal to the distance in meters that the attack traveled. Long Shot does not increase the size of area of effect attacks. If attacks altered by Long Shot are Critical Hits, add the value of the Damage Dice Roll an additional time to the total damage.

Trickster Orders

Prerequisites: Expert Charm or Guile

Static

Effect: You gain the Capricious Whirl and Dazzling Dervish Orders.

Capricious Whirl

[Orders] [Stratagem]

Bind 2 AP – Standard Action

Target: Your Pokémon

Effect: While this Feature is Bound, the target has a +3 bonus to its Evasion but deals 5 less damage with all damaging attacks.

Dazzling Dervish

[Orders]

Scene x2 – Standard Action

Target: Your Pokémon

Effect: Until the end of their next turn, the target adds their non-stat Evasion to their Movement Capabilities and whenever they attack a foe or Shift through a square occupied by a foe, that foe suffers a -3 penalty to all rolls until the end of their next turn. This effect may only affect a foe once per round.

Guardian Orders

Prerequisites: Expert Charm or Intimidate

Static

Effect: You gain the Brace for Impact and Sentinel Stance Orders.

Brace for Impact

[Orders] [Stratagem]

Bind 2 AP – Standard Action

Target: Your Pokémon

Effect: While this Feature is Bound, once a round, when the target uses a self-targeting Status Move, they may gain 5 Damage Reduction until the end of their next turn. They may also activate this effect as a Standard Action.

Sentinel Stance

[Orders]

Scene x2 – Standard Action

Target: Your Pokémon

Effect: Until the end of your next turn, the target may attempt to Intercept attacks for allies as a Shift Action. If they do so, they gain 10 Damage Reduction against the attack. If the target is also under the effect of Brace for Impact, they may gain 5 Damage Reduction from it as if they had used a self-targeting Status Move.

Precision Orders

Prerequisites: Expert Command or Perception

Static

Effect: You gain the Pinpoint Strike and Perfect Aim Orders.

Pinpoint Strike

[Orders] [Stratagem]

Bind 2 AP – Standard Action

Target: Your Pokémon

Effect: Increase the Accuracy and Effect Range of the target's damaging attacks by +2. These attacks deal 5 less damage, before applying weakness and resistance.

Perfect Aim

[Orders]

Scene x2 – Standard Action

Target: Your Pokémon

Effect: The next damaging attack the target performs before the end of your next turn automatically hits and ignores Defensive Abilities but deals damage as if it were resisted one step further than normal. You may still roll to trigger any Effect Ranges or Critical Hits. All targets of the attack may not activate any Blessings in response, and the attack may not be Intercepted or avoided in any way (ex: with Dodge, Shield Moves, etc).

COMBAT FEATURES

Blur

[+Speed]

Prerequisites: Expert Acrobatics, Expert Stealth
Static

Effect: Attacks and Moves targeting you that don't require an Accuracy Check now require one, as though they had Accuracy Check of 2. You may only apply half of your Evasion to these Attacks and Moves.

Defender

[+HP]

Prerequisites: Adept Athletics
Static

Effect: Using the Intercept Maneuvers requires only a Shift Action Interrupt.

Dive

[+Speed]

Prerequisites: Adept Acrobatics
Scene x2 – Shift Action, Interrupt

Trigger: You are targeted by a Ranged 1-Target Attack, or are in a Cone, Burst, Blast, or Line.

Effect: You may immediately Shift 1 Meter, and then become Tripped. This Feature cannot be used if you are Stuck, Grappled, or otherwise impaired from Shifting. This Feature causes you to dodge Ranged attacks aimed at you, and may let you avoid Cones, Bursts, Blasts, or Lines if the shift removes you from the area of effect.

Fighter's Versatility

[+Any Stat]

Prerequisites: Learned two Scene or Daily Moves.
Scene – Free Action

Trigger: You gain Initiative.

Effect: You may give up use of a Scene or Daily Move to regain use of a Scene or Daily Move which you have already used. You may give up use of a Daily Move to regain use of a Scene Move, but not vice-versa.

Multi-Tasking

[+Speed]

Prerequisites: 20 Speed Stat, Master Acrobatics
Scene x2 – Swift Action

Effect: You may take two Standard Actions instead of one this turn, but both actions must have an At-Will Frequency.

Signature Move

[+Any Stat]

Prerequisites: Learned four Moves.
Static

Effect: Choose a Move you know. Increase the Move's Frequency one step, as if you had used a PP Up. This choice cannot be changed once made. This Feature may not select Moves known through temporary means, nor can these Moves be used to qualify for this Feature.

Type Expertise

[Ranked 2] [+Any Stat]

All Ranks Prerequisites: Level 9, 3 Moves of the Chosen Type in your Move List
Static

Effect: Each Rank, choose a Type of which you know at least 3 Moves. You gain STAB for the chosen Type. STAB is never applied to Struggle Attacks.

Walk It Off

[+HP]

Prerequisites: Adept Athletics, Novice Focus
Daily – Extended Action

Effect: Remove one Injury from yourself and regain 1/4th of your maximum Hit Points. This Injury removal doesn't count against the natural healing limit on Injuries each day.

OTHER FEATURES

First Aid Expertise

Prerequisites: Medic Training, Expert Medicine Education

Daily x3 – Extended Action

Target: Pokemon or Trainers

Effect: The target may remove one Injury, has all Hit Points restored, and is cured of all Status Afflictions. You may use First Aid Expertise only once per day per target. First Aid Expertise requires access to a First Aid Kit.

Let Me Help You With That

Prerequisites: None

Daily x3 – Full Action, Interrupt

Trigger: An allied Trainer fails a Skill Check in a Skill you have Ranked at Novice or higher.

Effect: The ally may re-roll the Skill Check with a Bonus equal to your Skill Rank.

Poké Ball Crafter

Prerequisites: Basic Balls, Poké Ball Repair, Expert Technology

Static

Effect: You may craft Dusk, Dive, Heal, Luxury, Net, Nest, Quick, Repeat, or Timer Balls for ₣700. Requires access to a Poké Ball Tool Box.

PokéManiac

Prerequisites: Adept Pokémon Education

At-Will – Standard Action

Target: A Pokémon

Effect: Make a Pokemon Education Check with a DC of 10. If you succeed, you determine the target's Level, Types, Nature, and Abilities.

Psionic Sight

[+Special Defense]

Prerequisites: Elemental Connection (Psychic)

Static

Effect: You are able to visibly see any Psychic Residue left on Humans or Pokémon due to the effects of Psionic abilities. Each Human or Pokémon leaves distinct Psychic Residue on their targets; you are easily able to distinguish which targets have been affected by the same Psionic, though to identify that Psionic you need to have a way of knowing their signature (such as simply seeing them do it, and seeing the resulting signature).

Skill Monkey

Prerequisites: Three Skills at Adept Rank or higher

Daily x3 – Free Action

Trigger: You make a Skill Check

Effect: You may re-roll the triggering Skill Check with a +2 Bonus, taking the new result. This Feature may be used to re-roll a specific roll only once.