



CHAPTER 8: POKÉMON CONTESTS

AN INTRODUCTION TO CONTESTS

Pokémon Contests are an alternate non-violent form of sport and competition that many Trainers choose to participate in. These Trainers are often called Coordinators, and the Trainer Class of the same name is built to specialize in Pokémon Contests. Contests are conducted in front of an audience and a panel of judges who the contestants try to impress by having their Pokémon use their Moves in dazzling performances.

THE CONTEST CIRCUIT

Similar to Pokémon Gyms, many cities have Contest Halls where Trainers gather to compete in Pokémon Contests. And similar to how Gyms often specialize in a Pokémon Type, a particular Contest Hall may cater to a specific Contest Type – either Beauty, Cool, Cute, Smart, or Tough. Many Contest Halls, however, host Contests of all Types.

Winning a Contest rewards a Trainer with a Ribbon, and a Ribbon from a prestigious Contest Hall often carries the same weight as a Gym Badge in demonstrating a Trainer's prowess and skill. Many Gym Leaders are themselves famous Coordinators as well.

Like Gyms, Contest Halls are organized into a Contest Circuit, and there are often large events called Grand Festivals similar to a Pokémon League tournament that require a certain number of Ribbons, usually five, for a Trainer to qualify to compete.

DIFFERENCES WITH BATTLING

Much like in Pokémon Battles, a Pokémon's Moves are their main tools in Pokémon Contests. Unlike in battles, however, Pokémon competing in a Contest do not aim to fight each other (except perhaps in certain non-traditional Contest formats!) but instead use their Moves to put on a show, such as creating fireworks with Fire-Type Moves.

Preparing a Pokémon for a Contest is usually quite different from preparing them for battling. Some Moves that may not add much to a Pokémon's battling arsenal may complement its other Moves in Contest Effects very well. Where battlers often seek Vitamins to improve their Pokémon's Base Stats, Coordinators look for Poffins to improve Contest Stats.

It may be worthwhile in campaigns where Contests are prominent for a Trainer to raise Pokémon specifically for these competitions separate from their battling team.

CONTEST STATS

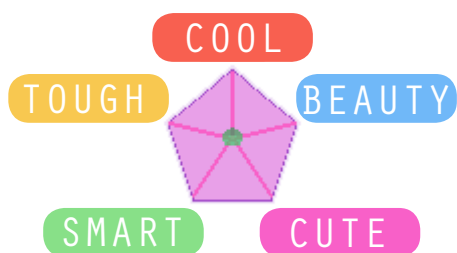
Pokémon Contests have their own set of Stats; **Cool**, **Tough**, **Beauty**, **Smart**, and **Cute**. These Stats are used to power up a Pokémon's Moves during Contests. Instead of with flat values, these Stats are calculated in Dice; always a certain number of D6.

The five Contest Stats correlate directly to five of the Combat Stats; Attack to Cool, Defense to Tough, Special Attack to Beauty, Special Defense to Smart, and Speed to Cute. And just like the Stat Ace specializes in a Combat Stat, the Style Expert specializes in different Contest Stats.

In addition, each Contest Stat is roughly associated with a few Types. This doesn't mean every Move in the associated Type will match up with the Contest Stat, but usually a large proportion of Moves do line up. Some Types are associated with multiple Contest Stats and some more spread out throughout all the different Stats.

Beauty is often associated with the Fire, Ice, and Water Types. Cool is often associated with the Dragon, Electric, Fighting, and Flying Types. Cute is associated with the Fairy, Normal, Psychic, and Water Types. Smart is associated with the Grass, Ghost, Poison, and Psychic Types. Tough is associated with the Fighting, Ground, Normal and Rock Types.

Each Contest Stat has two **Allied Stats** and two **Opposing Stats**. In the following chart, each Contest Stat is allied with its adjacent Stats and opposed to the other two. These will factor into Contests that are tied to a specific Contest Stat. The most common Contest Variant has one Contest Type the entire time.



Pokémon can gain Contest Stats in two main ways: through their **Combat Stats** and through eating **Poffins**.

For every 10 Points of the matching Combat Stat, a Pokémon has +1 Contest Die in the correlating Contest Stat, up to a maximum of 3 at 30. Combat Stages are never taken into account.

Contest Stats can also be gained from Poffins! Pokémon may consume 1 Poffin, plus one more for every 5 levels they gain, up to a maximum of 6 total Poffins at level 25.

Poffins each raise one Contest Stat by +1 Dice. Additional Poffins past the maximum of 6 have no effect.

To use your hard earned Contest Stats, when you use a Move of the appropriate Contest Stat, you may use up to 3 of your Contest Dice in that Stat to add the same amount of d6 to an Appeal Roll. Once those Dice are used, they may not be used again in that Contest.

For example, if you have a Cool Stat of 4d6, when you use a Cool Move you may add up to 3d6 to the appeal Roll. On the following round, if you use a Cool Move again, you may add a maximum of 1d6 since you already used 3d6 of your Cool Stat dice. It's important to time your extra dice when you think you'll be able to get the most use out of them!



PLAYING A POKÉMON CONTEST

The first step to playing a Pokémon Contest is to figure out what **Contest Variant** is being used. There are three main Contest Variants, though you should feel free to come up with your own ideas! All of these Contest Variants operate with the standard Contest mechanics and involve only Pokémon as performers. At the end of the basic Contest rules, we'll provide you with a few non-traditional Contest Variants as well which throw in twists such as direct Trainer involvement, integration with battles, and other nifty ideas!

Standard Contest: A Standard Contest picks one Contest Stat – Cool, Cute, Tough, Beauty, or Smart – to have as its Contest Type the entire time. Usually these Contests are advertised as ‘Cool Contests’ or ‘Cute Contests’ so that participants may prepare do their best in that particular Contest Stat.

Supercontest: Supercontests are a simple and fun variant of Standard Contests; instead of having one pre-determined type, at the beginning of each round the GM randomly decides which Type will be the dominant Type for that Round. Simply roll 1d6; 1 is Cool, 2 is Tough, 3 is Beauty, 4 is Smart, and 5 is Cute. Re-roll on a 6.

Festival: A Festival is a very intense contest with many rounds more than usual! Simply play them like a Standard Contest or Super Contest until the end – subtract Fumble from Appeal as usual, then, the participant with the lowest amount of Appeal is eliminated, and the Contest starts from the beginning with one less participant! Appeal carries over between each ‘Contest’. When there's only Three contestants left, the Contestant with the most Appeal Points at the end of that Contest is the winner!

When you've determined what Contest Variant is being used, and you've made your preparations, it's time to begin the Contest! Contests occur in two stages: the **Introduction Stage** and the **Performance Stage**.

INTRODUCTION STAGE

In the **Introduction Stage**, a Pokémon is sent out and the Trainer introduces themselves and the Pokémon to the audience! Each Trainer chooses Charm, Command, Guile, Intimidate, or Intuition. Roll 1d6 for each rank of the chosen Skill the Trainer has. For each die that comes up a result of 3, 4, 5, or 6, the Trainer gains one die in a Contest Stat that may be used during this Contest just like a Pokémon's Contest Stat Dice. Charm rolls generate Cute Dice, Command rolls generate Cool Dice, Guile rolls generate Smart Dice, Intimidate rolls generate Tough Dice, and Intuition rolls generate Beauty Dice. Trainers who make a roll using the Skill matching the Contest Stat of a Standard Contest begin the Contest with two bonus Appeal Points.

Experienced Trainers also make use of Held Items and Grooming that allow them to make additional rolls to generate more Contest Stat Dice in the same manner, with one die being generated per result of 3, 4, 5, or 6. These bonus rolls do not have to match the Contest Type of their chosen Skill.



APPEAL POINTS

The Winner of the Contest is determined by who has the most **Appeal Points**. In Contests, you have two different Stages in which to earn Appeal Points; the Introduction Stage, the Performance Stage.

During each stage, you will be rolling many d6 to try and earn Appeal Points.

- » Whenever you roll a 1, you gain 0 Appeal Points for that roll.
- » Whenever you roll 2, 3, 4, or 5, you gain 1 Appeal Point for that roll.
- » Whenever you roll a 6, you gain 2 Appeal Points for that roll!

This is the general rule, but this changes when you are the **Center of Attention**.

Once per contest, each Pokémon will be in the middle of the stage, and will be the Center of Attention. This round is important because it offers a chance for many points – but also failure. If you are the Center of Attention, score points as follows instead.

- » Whenever you roll a 6, you gain +3 Appeal Points.
- » Whenever you roll a 5 or 4, you gain +2 Appeal Points.
- » Whenever you roll a 3, you gain +1 Appeal Point.
- » Whenever you roll a 2, you gain 0 Appeal Points.
- » Whenever you roll a 1, you gain 0 Appeal Points and gain 1 **Fumble Point**.

Fumble Points are negative Points; at the end of a Contest, you subtract any Fumble Points from your Total Appeal.

VOLTAGE

There's one more thing to keep track of during Contests – **Voltage**. Voltage represents how much attention each participant is drawing from the audience. Manipulating Voltage is important to winning Contests

Each Participant has a “Voltage” Meter, which starts at 0 and gets to a maximum of 5. Voltage is raised and lowered by Moves throughout the Contest.

For each point of Voltage at the Start of the Turn, Contestants gain +1d6 to their Move that turn.

PERFORMANCE STAGE

The **Performance Stage** is the main part of a Contest, and takes place over a number of rounds equal to the number of contestants. When the Performance Stage is finished, Fumble Points are subtracted from Appeal Points, and the contestant with the most Appeal points is the winner!

At the beginning of the Performance Stage, each Participant is assigned a letter (A to E if there's 5 participants; simply adjust letters to the number of participants). These letters are retained for the entire duration of the Contest. Letters are assigned based on the number of total Contest Stat Dice gained at the Introduction Stage, from highest to lowest. If a Trainer rolled a Skill matching the Contest Stat in a Standard Contest, add two to their total for the purposes of assigning letters. If there is a tie, simply flip a coin.

During each round of the Performance Stage, each Pokémon performs a Move from their Move list, and uses its Contest Effect to gain Appeal Points. You may not use the same Move twice in a row during a Contest.

You do not need to pay attention to the normal battling frequencies for Moves as your Pokémon is using them for performance instead of seriously executing the attacks.

Moves are declared in turn order, which is specified on the next page, based on the **Position** of the Contestants. Moves may affect only Pokémon adjacent to them that turn.

If a Move matches the Contest Type of the Contest, the Move rolls an additional 1d6. If the Move is of an opposing Type, it rolls one less 1d6 (or gain a Fumble Point if the Move would roll no dice). If the Move is of an allied type, no changes are made.

For example, in a Cool Contest, using a Smart or Cute Move will cause you to roll one less die; if you are rolling no dice, you instead gain a **Fumble Point**. Using a Tough or Beauty Move will not affect your roll. Using a Cool Move will add +1 die.

TURN ORDER AND POSITION

Turn Order and **Position** are very important tactical information during Contests. Turn Order is determined by Position.

Remember those Letters assigned to Participants at the beginning of the Performance Stage? Those are used to determine Position. The charts below show positions for 5, 4, and 3 Person Contests each round.

Each round, simply line the Contestants up, and place them in the spot that matches their letter.

Position is important because you can only affect Pokémon adjacent to you each round. During a Contest, a Pokémon is adjacent to each other participant exactly twice, regardless of the number of participants.

Position is also important, because when you are in the position with the yellow column below, you are at the **Center of Attention**. See the Appeal Points section for more details on being in the Center of Attention.

Turn Order is determined by Position; see the charts to the right. The top row designates which contestant goes first, then second, etc. For example, in the first round of a 5-person Contest, Contestant A goes first, then Contestant B, then Contestant C, then Contestant D, then Contestant E. On the second round, Contestant B goes first, then Contestant E, then Contestant D, then Contestant A, then Contestant C.

POSITION CHARTS

	Turn 5	Turn 3	Turn 1	Turn 2	Turn 4
Round 1	E	C	A	B	D
Round 2	C	D	B	E	A
Round 3	A	B	C	D	E
Round 4	B	E	D	A	C
Round 5	D	A	E	C	B

	Turn 2	Turn 4	Turn 1	Turn 3
Round 1	B	D	A	C
Round 2	D	C	B	A
Round 3	A	B	C	D
Round 4	C	A	D	B

	Turn 3	Turn 1	Turn 2
Round 1	C	A	B
Round 2	A	B	C
Round 3	B	C	A

CONTEST EXPERIENCE

Contests are demanding experiences, and grant Experience much like Battles! Grant a Pokémon Experience as if they had defeated X Pokémon of their own Level, where X is half of the Pokémon they beat in the Contest, **rounded up**. Note that this is an exception to the usual round down rule! Use a relatively low Significance Multiplier; perhaps x1.5 or 2. You could go higher if Contests are relatively rare occurrences in your campaign, or if they're very common occurrences in your campaign and this is a particularly decisive Contest for a Contestant's career! If you run a Festival, calculate Experience for the total event, not each sub-contest.

For example, if a Level 10 Pokémon comes in 1st Place in a 5 Person Contest, and the GM uses a significance multiplier of x2, they would gain 60 Experience! If they came in last place, they would still gain 20 Experience.

CONTEST EFFECTS

Attention Grabber: 1d6 – Each adjacent competitor loses up to two Voltage; you gain Voltage equal to the amount lost this way.

Big Show: 1d6 – You gain +3 Voltage

Catching Up: 2d6 – Roll +3d6 if all adjacent competitors have more Voltage Points than you do, and you gain +1 Voltage.

Desperation: 5d6 – All results of 1 grant you +1 Fumble, and all results of 6 grant you +1 more Appeal Point. This Stacks with being at the Center of Attention.

Double Time: Xd6 – You lose 2 Voltage. Roll +1d6 for every point of Voltage competitors adjacent to you have, minus 1d6 for each point of Voltage you have remaining.

Excitement: 3d6 – You gain +2 Voltage

Exhausting Act: 4d6 – If you have 2 or more voltage, roll +2d6; you then lose 2 Voltage

Gamble: 2d6 – All results of 6 this round grant you +1 Voltage.

Get Ready: 1d6 – You lose 2 Voltage. Double the number of Dice from your Move next round. Bonus Dice from Contest Stats and Voltage are not doubled.

Good Show: 2d6 – Roll +3d6 if all adjacent competitors have less Voltage Points than you do, and you gain +1 Voltage.

Incentives: 3d6 – If this Move matches the current contest Type, you gain 1 Voltage and each adjacent Competitor loses 1 Voltage.

Inversed Appeal: Xd6 – X is equal to 5 minus your current Voltage.

Reflective Appeal: Xd6 – X is equal to your current Voltage.

Reliable: 3d6 – If you used the same Move last turn, roll +1d6 and gain 1 Voltage. Moves with Reliable may be used consecutively.

Sabotage: 3d6 – All dice rolled this round do not give points; instead they give all adjacent competitors that many Fumble Points.

Safe Option: 4d6 – Rolls of 6 during this round only grant 1 Point, but you cannot gain Fumble Points from rolling a 1.

Saving Grace: 1d6 – You lose 1 Fumble Point for each level of Voltage you have. If you lose two or less Fumble Points this way, you gain +1 Voltage. You cannot gain Fumble from Competitor's moves for the remainder of the round.

Seen Nothing Yet: Xd6 – You lose all Voltage. For each point of Voltage lost this way, roll +2d6.

Special Attention: 5d6 – Each adjacent competitor gains 1 Voltage

Steady Performance: 5d6 – You gain +1 Voltage

Tease: 4d6 – All results of 5 or 6 grant only +1 Point; but all results of 6 cause each adjacent competitor to gain +1 Fumble Point.

Unsettling: 5d6 – You lose 2 Voltage, and each adjacent competitor loses 1 Voltage.

CONTEST DEMO

Here's a quick three participant Contest to show you how they run! To the right, you'll see the Position and Turn chart for such a Contest.

Let's meet our contestants:



Aren't they cute? Well, they had better hope to be, because this demo will be a standard **Cute Contest**!

The Contest begins with the Introduction Stage, where the Trainers for each of our contestants roll to determine how many extra Contest Stat Dice they'll have to work with during the Contest. Each of the Trainers for the **Zubat**, **Lickitung**, and **Mawile** choose to roll for **Cute Dice**. This would normally be a Charm roll for each of them, but the Mawile's Trainer has **Grace** and is able to use multiple Skills to roll for each Contest Type. They choose to roll Guile.

The **Lickitung's** Trainer has Expert Charm while the **Zubat's** has Adept Charm and the **Mawile's** Adept Guile. They roll [5,1,3,4,4], [4,3,1,6], and [2,5,6,2] respectively. This nets them 4, 3, and 2 Cute Dice, meaning Lickitung is assigned to letter A, Zubat to letter B, and Mawile to letter C. The turn order and positions for the contest are displayed in the table on the right.

Turn 3	Turn 1	Turn 2
		
		
		

Round One: The **Lickitung** goes first and gives the audience a flirtacious wink as it uses **Attract!** The **Excitement Contest Effect** increases their **Voltage** by +2, and they roll a 3d6 for their **Appeal**, increased to 4d6 for matching the Cute Contest Type. They roll [3,2,6,1], and because they're in the **Center of Attention**, they gain 1 **Appeal Point** for the 3, 0 Appeal Points for the 2, a whopping 3 Appeal Points for the 6, and a **Fumble Point** for the 1.

The **Zubat** goes next, using **U-Turn**, doing a somersault in the air! This has the **Inversed Appeal Contest Effect**, allowing the Zubat to roll 5d6 + 1d6 for the Contest Type. They roll [6,1,2,1,5,1]. They gain a total of 4 Appeal from this.

The **Mawile** takes their turn last in the Contest and opens up their maw to release a pleasant aroma into the Contest Hall. **Sweet Scent!** They spend 2 Cute Dice on the Appeal roll, hoping to catch up with the others, and roll 5d6 and gain 2 Voltage, for [2,2,6,4,1], also a total of 4 Appeal.

At the end of the first round, everyone is tied at 4 Appeal Points, though the Lickitung and Mawile have 2 Voltage, and the Lickitung has 1 Fumble Point.

Round Two: The **Zubat** doesn't like the fact the others around it are gaining Voltage! It opens its mouth wide and shoots out a ray of disorienting light. **Confuse Ray!** It has the Unsettling Contest Effect, meaning each competitor adjacent to Zubat – in this case both Lickitung and Mawile – lose 1 Voltage, while the Zubat loses 2. Already at zero Voltage, the Zubat doesn't mind this at all. The Zubat's Trainer has fed it **Poffins**, giving it 3 Smart Dice, which it proceeds to spend on this Appeal, rolling a total of 8d6! The risky move results in a roll of [1,1,4,6,5,1,6,2]. This is a whopping 10 Appeal for Zubat, but also 3 Fumble Points.

Mawile goes next, and aiming to recover and further increase its Voltage, it sheds **Fake Tears** for the crowd, another Excitement Move. Why not Sweet Scent again? Because in a Contest, you cannot repeat the same Move two turns in a row. Its Voltage increases by +2 again, and it rolls 3d6 for Fake Tears, plus another 1d6 for its one Voltage at the beginning of its turn. [6,6,3,5] is the result, netting Mawile 6 Appeal Points!

Finally, **Lickitung** has its turn this round and it opts to swish its tail with a splash of water. **Aqua Tail!** This Move has the **Steady Performance** Effect, meaning its base dice roll is 5d6, and it increases Lickitung's Voltage by +1. Lickitung chooses to spend 3 of its Cute Dice on increasing its roll, rolling a total of 10d6 from that, Voltage, and the bonus for matching the Contest Type. It rolls [1,5,3,3,4,6,6,5,3,5], getting a huge 11 Appeal Points.

At the end of Round Two, Lickitung leads the pack with 15 Appeal Points, 2 Voltage, and 1 Fumble Point. The Zubat has 14 Appeal Points, 0 Voltage, and 3 Fumble Points. Mawile has only 10 Appeal Points but 3 Voltage.

Round Three: This round, it's Mawile's turn to go first! Desperate to recover and make use of their Voltage, it goes on a rampage on stage with a **Giga Impact!** Its Voltage gets set to 0 by the **Seen Nothing Yet** Contest Effect, but they roll 2d6 for each Voltage lost this way, for a total of 6d6. They also do get to add their Voltage bonus for the turn regardless, and their Trainer has bed them Poffins for two Beauty Dice. Their final roll is 11d6, and they're in the Center of Attention! The result is [2,5,1,2,4,5,3,2,2,1,4], which is terrible news for Mawile. However, its Trainer has the **Coordinator** Class Feature, which allows them to re-roll one Appeal Roll each Contest! They spend it here, and the new result is [3,4,5,4,1,5,6,4,1,6,2], which adds up to 17 Appeal Points and 2 Fumble Points! Will this be enough to bring them back from last place? It's all up to the other competitors now.

Lickitung goes next and decides to go for disrupting the Mawile instead of gaining more Appeal. They're not sure they can beat that Appeal, but they can sure cut it down some! It curls up and rolls around the stage, getting in the way of the other contestants. **Defense Curl!** This Move has the **Sabotage** Effect, meaning it gives adjacent competitors Fumble Points instead of gaining Appeal. They spend three Cute Dice, one of them from the Introduction Stage and two of them from their Speed Stat, and roll a total of 9d6, counting their Voltage and matching the Cute Contest. The roll is [5,3,1,3,5,1,3,6,6], which means Mawile gains 9 Fumble Points. Ouch!

Zubat has the last word in this Contest and flits about in **Frustration**. This Move has the **Desperation** Effect, which means all 1s result in a Fumble Point, but all 6s reward an extra Appeal Point! They spend their 3 Cute Dice on this turn, making their total roll 9d6. They get rather lucky, with a roll of [5,6,4,6,6,4,3,1,3], netting them 14 Appeal Points and only 1 Fumble Point to show for it.

The GM tallies up the final score for each Contestant. Lickitung had 15 Appeal Points but 1 Fumble Point, giving them a final score of 14! Mawile had 27 Appeal Points but 9 Fumble Points, giving them a score of 16! Zubat had 28 Appeal Points and 4 Fumble Points, giving them a final score of 24. If Lickitung hadn't Sabotaged Mawile's efforts, they would have won, but instead **Zubat emerges victorious in the Contest!** The GM calculates and distributes Experience Points to everyone involved, and the Zubat's Trainer walks away with a new Contest Ribbon.

NON-TRADITIONAL CONTEST VARIANTS

ROTATION CONTEST

Not all Contests involve just one Pokémon per participant. One interesting Contest variant forces a Trainer to perform with a different Pokémon each round of a Contest, or allows a Team of Trainers to compete by each taking the reins for one round of the Contest.

These are simple to run. Before the Contest begins, a Trainer picks a number of Pokémon equal to the number of competitors in the Contest if they're going it alone. A Team of Trainers must be composed of a number of Trainers equal to the total number of competing Teams. Each Trainer in a Team picks one Pokémon they will use during the Contest.

During some Rotation Contests, a Trainer or Team may pick at the start of each round who will be making an Appeal, though each Pokémon may only make one Appeal during a Contest. In other Rotation Contests, you may decide that each Team or Trainer must decide the order their Pokémon will make Appeals before the Contest begins. The latter case is quite interesting if each round of the Contest features a different Contest Stat and it's pre-determined beforehand which Stat goes with which Round.

The Introduction Stage of a Contest works as normal for a single Trainer. They pick a Skill to roll to gain Contest Stat Dice. In a Team Rotation Contest, each Team picks one representative who makes a roll for them during the Introduction Stage.

The Performance Stage works as normal as well, with just the change that each round sees a different Pokémon making the Appeal. There is one crucial difference, however, which is that a Trainer or Team in a Rotation Contest cannot spend more than a total number of Contest Dice per Contest equal to twice the number of participants in the Contest.

For example, in a 5 Team Rotation Contest, each Team may only spend a total of 10 Contest Dice during the Contest. This is because otherwise there's no reason for each Pokémon to spend the maximum number of Contest Dice possible each round since they will only appear once in the Contest.

One other important rule in a Rotation Contest is that anyone with a Feature that affects the Performance Stage of a Contest may use it at any time, even to target another Trainer's Pokémon during their Appeal. This is so even if a Team has only one Coordinator or Style Expert in a Rotation Contest, they can use their skills to benefit the whole party and guide them to victory.

When calculating Experience Points for the Contest, use the total number of Pokémon involved in the Contest, but a Trainer or Team must split this Experience equally among all of the Pokémon they used in the Contest.

TRAINER PARTICIPANT CONTEST

Many Trainers choose to learn to fight alongside their Pokémon, and they may choose to bring their combat skills into the Contest Hall too.

In this Contest Variant, Trainers can use Moves to perform Appeals as well as their Pokémon. There are, once again, multiple ways this can be implemented.

The simplest is to allow both Trainer and Pokémon to perform Appeals during each round of a Contest. The player can decide whether their Trainer or Pokémon performs an Appeal first during each round. Another way is to have the Trainer and Pokémon alternate turns making Appeals.

Using the first method, Trainer and Pokémon track Voltage separately, though effects that refer to adjacent targets affect both the Pokémon and Trainer. For example, an Unsettling Move causes both an adjacent Trainer and Pokémon to lose 1 Voltage. You may allow certain interactions between the two using Contest Effects, such as a Trainer's Get Ready Move doubling the dice from their Pokémon's Appeal in the same round instead of their Move on the next, or using Attention Grabber to transfer Voltage from Trainer to Pokémon.

Using the second method, the Pokémon and Trainer would share a single Voltage score and may both affect it with their Moves. In both methods, the Trainer and Pokémon share a single pool of Contest Stat Dice, and a Coordinator or Trainer with similar Features may use them on either themselves or their Pokémon.

BATTLE CONTEST

In a marked departure from the Contest norm, you may also run Contests that blend battling skill and dazzling performances.

This is a good chance to allow Trainers who have a mild interest in Contests but are otherwise mainly focused on battling to try out the Contest Circuit without feeling in over their heads. It's also a good way to conduct a one on one Contest without making the two sides feel like they're just playing Solitaire without interacting with each other much.

The winner of a Battle Contest isn't whoever knocks out all of the opponent's Pokémon. Rather, at the beginning of a Battle Contest, the two competing Trainers decide how many Pokémon they will each use in the Battle Contest, from 3 to 6. The Battle Contest runs for a number of rounds of combat equal to twice the number of Pokémon the Trainers decide to use – so anywhere from 6 to 12. At the end of the last round, or when all of one Trainer's Pokémon are knocked out, Appeal Points are tallied up, and the Trainer with the most Appeal Points wins the Battle Contest.

The Introduction Stage of a Battle Contest works the same as a normal Contest; each Trainer makes a Skill Check to generate Contest Stat Dice, which any of their Pokémon may use during the Battle Contest, though this doesn't affect turn order or Initiative in any way.

Battle Contests play out much like normal battles, except that along with making Accuracy and Damage Rolls with each attack, Pokémon make Appeal Rolls for each Move they perform. Struggle Attacks, even those used to perform Combat Maneuvers, aren't generally considered performance-worthy and do not have Appeal Rolls.

Obviously, there are a few differences in Contest Effects that have to be applied to a Battle Contest. Turn order is decided by Initiative like a normal battle, and positioning is different as well – all opposing Pokémon on the field are counted as “adjacent” for Contest purposes.

A few special rules are in place too that will affect basic combat mechanics. Voltage is tracked per Pokémon on a Trainer's team, and only the currently active Pokémon's Voltage applies to an Appeal Roll. Whenever a Pokémon knocks out a foe with an attack, they gain +2 Voltage. If a Pokémon is knocked out via damage over time effects such as Poison, Burn, or Hail, then this Voltage bonus simply goes to the opposing Trainer's current active Pokémon. Whenever a Pokémon is recalled into its Poké Ball, it loses 2 Voltage. Being recalled as a result of Baton Pass, U-Turn, and Volt Switch does not trigger this Voltage loss – this includes uses of Juggler Features which perform a similar effect to these Moves.

Whenever a Trainer has a Pokémon knocked out, the Pokémon they send out as a replacement is in the Center of Attention for the first turn that it acts.

In a Battle Contest, it is important to weigh the benefits of knocking out foes quickly versus setting up powerful combos with Contest Effects and gaining Voltage. The Moves with the most useful Contest Effects for a given round aren't always those with the best in-battle effects for the current situation.

There's also a trade-off between using one Pokémon consistently through the Battle Contest and switching often. Keeping one Pokémon out lets the audience see then for longer and allows them to build up their Voltage more consistently than if you were switching, but it can open you up to an enemy exploiting Type Effectiveness. Switching consumes Pokémon turns that would otherwise be used for gaining Appeal Points, but it can also allow you to expose a variety of Pokémon that each have their own pool of Contest Stat Dice to use throughout the Battle Contest. Even so, it's common in a Battle Contest for a Pokémon to go completely unused due to the limited number of rounds.

It's possible to use this Contest variant for double or triple battles as well, but keep in mind that rolling Appeal in addition to Accuracy and Damage already extends the amount of time that Battle Contests take. Further extending this by introducing more combatants may not be the best idea!