

# QUALITIES

Qualities are inherent and passive abilities of a Pokémon. A Pokémon may have several Qualities available, but will have to choose one to be active. This choice can be made during an Extended Rest.

Unless specifically stated, activating a Quality is a free action, and can be used as many times as desired during combat. Most Qualities do have a specific trigger, however.

TODO: Qualities in alphabetical order.

## Anger Point

Quality

When this Pokémon is struck by a critical hit, it gains a bonus to damage equal to its level for the rest of the encounter.

## Chlorophyll

Quality

When the Pokémon begins its turn in Intense Sunlight, its Speed is doubled for that turn.

## Defiant

Quality

This Pokémon receives a stacking +1 bonus to damage for the rest of the encounter each time it receives a penalty to attack rolls, defenses, or speed.

## Big Pecks

Quality

This Pokémon's AC cannot be lowered.

## Cute Charm

Quality

When a melee attack hits this Pokémon, make a Charisma vs. Will attack. On a hit, the enemy is Infatuated with this Pokémon.

## Blaze

Quality

When bloodied, roll one extra damage die when using Fire attacks.

## Defiant

Quality

This Pokémon receives a stacking +1 bonus to damage for the rest of the encounter each time it receives a penalty to attack rolls, defenses, or speed.

**Friend Guard**

Quality

Allied Pokémon within 5 take less damage from attacks equal to this Pokémon's level.

**Inner Focus**

Quality

Enemy Pokémon cannot cause this Pokémon to Flinch.

**Lightningrod**

Quality

This Pokémon is immune to Electric attacks.

Ranged, burst, or blast Electric attacks made within 5 of this Pokémon must target this Pokémon.

When this Pokémon is hit by an Electric attack, it gains a cumulative bonus to its Electric damage equal to half of its level.

**Guts**

Quality

When the Pokémon is effected by a Body Status Condition, it gains a bonus to damage rolls on Physical attacks equal to one-half of its level (minimum 1) . The Pokemon ignores the halving of damage due to being Burned.

**Keen Eye**

Quality

This Pokémon is immune to attack roll penalties.

**Magic Guard**

Quality

This Pokémon takes reduced damage when damage is not dealt through attack rolls, such as ongoing damage. All such damage is reduced by ½ level (minimum 1).

**Hustle**

Quality

This Pokémon gains a +4 to damage and a -2 to attacks, for Physical powers.

**Leaf Guard**

Quality

If starting it's turn in Intense Sunlight, the Pokémon may make an extra saving throw at the beginning of the turn for each Body Condition on the Pokémon.

**Marvel Scale**

Quality

When afflicted with a Body Condition, the Pokémon's defenses increase by ½ level (minimum 1) for the remainder of the encounter.

**Multiscale**

Quality

When at full HP, damage taken is reduced by its level.

**Pressure**

Quality

Attacks targeting this Pokémon have their recharge value increased by one, max 6.

**Run Away**

Quality

This Pokémon is immune to opportunity attacks.

**No Guard**

Quality

Add  $\frac{1}{2}$  this Pokémon's level (minimum 1) to the attack rolls of all Pokémon on the field (including enemies).

**Rain Dish**

Quality

If the Pokémon ends its turn in Heavy Rain, it regenerates HP equal to its level.

**Sand Veil**

Quality

While in a Sandstorm, this Pokémon gains concealment.

**Overgrow**

Quality

When bloodied, roll one extra damage die when using Grass attacks.

**Regenerator**

Quality

When switched out during combat, this Pokémon may spend a healing surge to regain its surge value in HP. Additionally, it may use this power as many times as the trainer wants between battle.

**Shed Skin**

Quality

The Pokémon gains a  $\frac{1}{2}$  level (minimum 1) bonus to Saving Throws against Physical Conditions.

**Shield Dust**

Quality

This Pokémon is immune to secondary attacks.

**Solar Power**

Quality

When beginning its turn in Intense Sunlight, as a free action the Pokémon may choose to consume a healing surge in order to add its level to its damage rolls for this turn.

**Synchronize**

Quality

If an enemy Pokémon inflicts a status on this Pokémon, it is also affected by the status.

**Snow Cloak**

Quality

All defenses increase by +2 during Hail. This Pokémon becomes immune to the damaging effects of Hail.

**Static**

Quality

When an enemy Pokémon hits this Pokémon with a melee attack, make an Int vs Fort attack. On a hit, the target is Paralyzed.

**Tangled Feet**

Quality

This Pokémon gains a +4 to all defenses while Confused.

**Sniper**

Quality

When this Pokémon scores a critical hit, add an extra die of damage.

**Steadfast**

Quality

Each time the Pokémon Flinches, its Speed increases by 1 for the rest of the encounter.

**Torrent**

Quality

When bloodied, roll one extra damage die when using Water attacks.

## Vital Spirit

Quality

This Pokémon is immune to Sleep.

# BASIC ATTACKS

These are at-will attacks which can be used as much as the Pokémon wants. A Pokémon may have one Basic Attack active at any given time. Unless otherwise stated, these powers may be used with a charge, opportunity attack, and any time a Basic Attack is called for.

All basic attacks are untyped.

## Bite Basic Attack

*The foe is bitten with viciously sharp fangs.*

**At-Will ♦ Physical**  
**Standard Action** **Melee**  
**Target:** One Pokémon  
**Attack:** Str vs. AC  
**Hit:** 1d6 + Str untyped damage, and make a secondary attack.  
**Secondary Target:** Same  
**Secondary Attack:** Str vs. Fort  
**Hit:** Target Flinches.

Increase damage die to 2d6 at 11<sup>th</sup> level, and 3d6 at 21<sup>st</sup> level.

## Tackle Basic Attack

*Charges the foe with a full-body tackle.*

**At-Will ♦ Physical**  
**Standard Action** **Melee**  
**Target:** One Pokémon  
**Attack:** Str vs. AC  
**Hit:** 1d6 + Str untyped damage. You may push the target 1 square if it is your size, smaller, or one size category larger, and this deals additional equal to your level. You may then shift into the space that the target occupied.

Increase damage die to 2d6 at 11<sup>th</sup> level, and 3d6 at 21<sup>st</sup> level.

## Pound Basic Attack

*Pounds the foe with a arm, leg, or tail.*

**At-Will ♦ Physical**  
**Standard Action** **Melee**  
**Target:** One Pokémon  
**Attack:** Str vs. AC  
**Hit:** 1d8 + Str untyped damage.

Increase damage die to 2d8 at 11<sup>th</sup> level, and 3d8 at 21<sup>st</sup> level.

## Wrap Basic Attack

*Wraps the foe and squeezes over time.*

**At-Will ♦ Physical**  
**Standard Action** **Melee**  
**Target:** One Pokémon  
**Attack:** Str vs. AC  
**Hit:** 1d6 + Str untyped damage, and the target is grabbed.  
**Sustain Minor:** While the target is grabbed, you can sustain this power as a minor action to deal your level in Untyped damage each turn.

Increase damage die to 2d6 mod at 11<sup>th</sup> level, and 3d6 d at 21<sup>st</sup> level.

## Scratch Basic Attack

*Scratches the foe with sharp claws.*

**At-Will ♦ Physical**  
**Standard Action** **Melee**  
**Target:** One Pokémon  
**Attack:** Dex vs. AC  
**Hit:** 1d6 + Dex untyped damage, and causes the target to bleed, taking your level in Untyped damage at the beginning of their next turn.

Increase damage die to 2d6 at 11<sup>th</sup> level, and 3d6 at 21<sup>st</sup> level.

## Peck Basic Attack

*The target is jabbed with a sharply pointed beak or horn.*

**At-Will ♦ Physical**  
**Standard Action** **Melee**  
**Target:** One Pokémon  
**Attack:** Dex vs. AC  
**Hit:** 1d8 + Dex untyped damage.

Increase damage die to 2d8 at 11<sup>th</sup> level, and 3d8 at 21<sup>st</sup> level.

# POWERS

Pokémon Powers are activated attacks used in battle. A Pokémon may know many Powers, but may only have four active at any time, in addition to a basic attack. These four are chosen during an Extended Rest.

Level damage rules:

| Lvl | 10~<br>20 | 25~<br>45 | 50~<br>70 | 75~<br>95 | 100~ |
|-----|-----------|-----------|-----------|-----------|------|
| 1   | 1d4       | 1d6       | 1d8       | 1d10      | 1d12 |
| 6   | 2d4       | 2d6       | 2d8       | 2d10      | 2d12 |
| 11  | 3d4       | 3d6       | 3d8       | 3d10      | 3d12 |
| 16  | 4d4       | 4d6       | 4d8       | 4d10      | 4d12 |
| 21  | 5d4       | 5d6       | 5d8       | 5d10      | 5d12 |
| 26  | 6d4       | 6d6       | 6d8       | 6d10      | 6d12 |

Power Point Recharge Guide:

| Power Points | Recharge |
|--------------|----------|
| 40/35/30     | 3        |
| 25/20        | 4        |
| 15/10        | 5        |
| 5            | 6        |

Stat guidelines:

Special attacks are renamed Energy attacks, and will usually use Int, Physical will usually use Str, though sometimes Dex or Cha are used. In general, Con or Wil should not be used for attacks, and are primarily defensive stats. For defense attacked, just choose whatever makes sense based on the attack. Physical are often against AC (though definitely not always) while Energy (Special) can be against pretty much anything but often not AC.

TODO: Metronome roll table (%)

## Covet

Power

*The user endearingly approaches the target, then steals the target's held item.*

**Recharge 3 ♦ Normal, Physical**

**Standard Action**

**Melee**

**Target:** One Pokémon

**Attack:** Dex vs. AC

**Hit:** d8 + Dex Normal damage. If the target is holding an item and the user is not holding an item, the user takes the target's item.

## Absorb

Power

*A nutrient-draining attack which heals the user.*

**Recharge 4 ♦ Grass, Energy**

**Standard Action**

**Close Burst 1**

**Target:** One Pokémon In Burst

**Attack:** Int vs. Fort

**Hit:** d4 + Int Grass damage, and the user recovers their Int mod in HP.

## Aerial Ace

Power

*The user confounds the target with speed, then slashes. It cannot miss.*

**Recharge 4 ♦ Flying, Physical**

**Standard Action**

**Melee**

**Target:** One Pokémon

**Attack:** Auto Hit (no crit chance)

**Hit:** d6 Flying damage.

**Special:** This ability can be used as part of a charge.

## Agility

Power

*The user relaxes and lightens its body to move faster.*

**Recharge 3 ♦ Psychic, Status**

**Minor Action**

**Personal**

**Target:** Personal

**Effect:** Increase Speed by 2 until end of your next turn.

Increase bonus to +3 at 11<sup>th</sup> level, and +4 at 21<sup>st</sup> level.

## Air Slash

Power

*The user attacks with a blade of air that slices even the sky. It may also make the target flinch.*

**Recharge 4 ♦ Flying, Energy**

**Standard Action** **Ranged 10**

**Target:** One Pokémon

**Attack:** Dex vs. Fort

**Hit:** d10 + Dex Flying damage, and make a secondary attack at +2.

**Secondary Target:** Same

**Secondary Attack:** Dex vs. Fort

**Hit:** Target Flinches.

## Aqua Jet

Power

*The user lunges at the foe at a speed that makes it almost invisible.*

**Recharge 4 ♦ Water, Physical**

**Immediate Standard** **Melee**

**Trigger:** The round begins

**Target:** One Pokémon

**Attack:** Str vs. AC

**Hit:** d12 + Str Water damage.

**Special:** This attack also takes up your standard action for this turn. If multiple Pokémon use immediate standard actions, the one with the highest initiative goes first. You may use this power as part of a charge.

## Bind

Power

*Tentacles or long limbs are used to bind and squeeze the target.*

**Recharge 4 ♦ Normal, Physical**

**Standard Action** **Melee**

**Target:** One Pokémon

**Attack:** Str vs. AC

**Hit:** d4 + Str Normal damage, and the target is grabbed.

**Sustain Minor:** While the target is grabbed, you can sustain this power as a minor action to deal 1d4 + Str Normal damage each turn.

## Ally Switch

Power

*The user teleports using a strange power and switches its place with one of its allies.*

**Recharge 5 ♦ Psychic, Status**

**Move Action** **Personal**

**Effect:** You may teleport to any ally within your Speed of your current location, and switch places with them, teleporting them to your current location. This effect bypasses the Trapped effect.

## Aqua Tail

Power

*The user attacks by swinging its tail as if it were a vicious wave in a raging storm.*

**Recharge 5 ♦ Water, Physical**

**Standard Action** **Melee**

**Target:** One Pokémon

**Attack:** Str vs. AC

**Hit:** d10 + Str Water damage.

## Blizzard

Power

*A howling blizzard is summoned to strike the opposing team. It may also freeze them solid.*

**Recharge 6 ♦ Ice, Energy**

**Standard Action** **Area Burst 2 in 10**

**Target:** Each Pokémon In Burst

**Attack:** Int vs. Ref

**Hit:** d12 + Int Ice damage, and make a secondary attack.

**Secondary Target:** Same

**Secondary Attack:** Int vs. Fort

**Hit:** Target is Frozen, save ends.

**Special:** Gains a +2 to hit during Hailstorm.

Increase bonus to +3 at 11<sup>th</sup> level, and +4 at 21<sup>st</sup> level.

## Ancient Power

Power

*The user attacks with a prehistoric power.*

**Recharge 6 ♦ Rock, Energy**

**Standard Action** **Close Burst 1**

**Target:** One Pokémon In Burst

**Attack:** Int vs. Fort

**Hit:** d8 + Int Grass damage. Roll a 1d10. On a 10, increase all ability scores by 2 until the end of your next turn.

Increase ability score bonus to 4 at 11<sup>th</sup> level, and 6 at 21<sup>st</sup> level.

## Assurance

Power

*The user takes advantage of the opponent's wounds, striking where it will hurt most.*

**Recharge 5 ♦ Dark, Physical**

**Standard Action** **Melee**

**Target:** One Pokémon

**Attack:** Str vs. AC

**Hit:** d8 + Str Dark damage. Increase die type to d12 if the target has already been damaged this turn.

## Block

Power

*The user blocks the target's way with arms spread wide to prevent escape*

**Recharge 6 ♦ Normal, Status**

**Minor Action** **Melee**

**Target:** One Pokémon

**Effect:** Target is Trapped, save ends.



**Bubble**

Power

*A spray of countless bubbles is jetted at the enemy, slowing them down.*

**Recharge 3 ♦ Water, Energy**

**Standard Action** **Close Blast 3**

**Target:** Each Pokémon in Blast

**Attack:** Int vs. Ref

**Hit:** d4 + Int Water damage, and make a secondary attack.

**Secondary Target:** Same

**Secondary Attack:** Int vs. Fort

**Hit:** Target is slowed, save ends.

**Charge**

Power

*The user boosts the power of the Electric move it uses on the next turn, as well as its defenses against energy attacks.*

**Recharge 4 ♦ Electric, Status**

**Minor Action**

**Personal**

**Effect:** Gain a +2 to Will and Fort, and roll one extra die for Electric attacks, until the end of your next turn.

Increase bonus to defenses to +3 at 11<sup>th</sup> level, and +4 at 21<sup>st</sup> level.

**Copycat**

Power

*The user mimics the move used immediately before it.*

**Recharge 4 ♦ Normal, Special**

**Special**

**Close Burst 10**

**Target:** One Pokémon In Burst

**Effect:** Uses the last power the target used. This action type is the same as the targeted power. If the target has not used any powers yet this combat, the power fails.

**Bug Bite**

Power

*The user bites the target. If the target is holding a Berry, the user eats it and gains its effect.*

**Recharge 4 ♦ Bug, Physical**

**Standard Action**

**Melee**

**Target:** One Pokémon

**Attack:** Dex vs. Ref

**Hit:** d8 + Dex Bug damage, and if the target is holding a berry, the user eats that berry and gains the effect.

**Charm**

Power

*The Pokemon charmingly stares at the foe, making it less wary.*

**Recharge 3 ♦ Normal, Status**

**Minor Action**

**Close Burst 3**

**Target:** One Pokémon In Burst

**Attack:** Char vs. Will

**Hit:** Target takes a penalty to damage from Physical powers equal to your level until end of your next turn.

**Cosmic Power**

Power

*The user compresses its body to make itself look smaller, which sharply raises its evasiveness*

**Recharge 4 ♦ Psychic, Status**

**Minor**

**Personal**

**Effect:** Increase all defenses by +2 until the end of your next turn.

Increase bonus to +3 at 11<sup>th</sup> level, and +4 at 21<sup>st</sup> level.

**Calm Mind**

Power

*The user quietly focuses its mind and calms its spirit to raise its stats*

**Recharge 4 ♦ Psychic, Status**

**Standard Action**

**Personal**

**Effect:** Gain a +3 bonus to Int and Wis until the end of your next turn.

Increase bonus to +4 at 11<sup>th</sup> level, and +5 at 21<sup>st</sup> level.

**Confusion**

Power

*The target is hit by a weak telekinetic force. It may also leave the target confused.*

**Recharge 4 ♦ Psychic, Energy**

**Standard Action**

**Close Burst 3**

**Target:** One Pokémon In Burst

**Attack:** Int vs. Will

**Hit:** d6 + Int Psychic damage, and make a secondary attack.

**Secondary Target:** Same

**Secondary Attack:** Int vs. Will

**Hit:** Target is confused, save ends.

**Covet**

Power

*The user endearingly approaches the target, then steals the target's held item.*

**Recharge 3 ♦ Normal, Physical**

**Standard Action**

**Melee**

**Target:** One Pokémon

**Attack:** Dex vs. AC

**Hit:** d8 + Dex Normal damage. If the target is holding an item and the user is not holding an item, the user takes the target's item.

**Cross Chop**

Power

*The user delivers a double chop with its forearms crossed. Critical hits land more easily.*

**Recharge 6 ♦ Fighting, Physical**  
**Standard Action** **Melee**

**Target:** One Pokémon

**Attack:** Str vs. AC

**Hit:** d12 + Str Fighting damage.

**Special:** This attack's critical hit range is one higher than normal (20 becomes 19-20, etc)

**Detect**

Power

*It enables the user to evade all attacks.*

**Recharge 6 ♦ Fighting, Status**  
**Immediate Interrupt** **Personal**

**Target:** Personal

**Trigger:** This Pokemon is targeted by an attack.

**Effect:** The attack automatically misses.

**Special:** After this ability has been used once in a battle, it has a 50% chance of failing from then on.

**Double Team**

Power

*By moving rapidly, the user makes illusory copies of itself to raise its evasiveness.*

**Recharge 5 ♦ Normal, Status**  
**Minor Action** **Personal**

**Target:** Personal

**Effect:** Increase AC and Ref by 2 until end of your next turn.

Increase bonus to +3 at 11<sup>th</sup> level, and +4 at 21<sup>st</sup> level.

**Crunch**

Power

*The user crunches up the target with sharp fangs, damaging their defenses.*

**Recharge 5 ♦ Dark, Physical**  
**Standard Action** **Melee**

**Target:** One Pokémon

**Attack:** Str vs. AC

**Hit:** d10 + Str Dark damage, and make a secondary attack with a +2 bonus.

**Secondary Target:** Same

**Secondary Attack:** Str vs. Fort

**Hit:** Target gets a -2 to AC and Ref until the end of your next turn.

Increase bonus/penalty to +/-3 at 11<sup>th</sup> level and +/-3 at 21<sup>st</sup> level.

**Disable**

Power

*Psychically disables one of the foe's moves.*

**Recharge 4 ♦ Psychic, Status**  
**Minor Action** **Close Burst 3**

**Target:** One Pokémon In Burst

**Attack:** Int vs. Will

**Hit:** The last move the target used is Disabled, save ends.

**Double-Edge**

Power

*A reckless, full-body tackle It also damages the user by a fairly large amount, however.*

**Recharge 5 ♦ Normal, Physical**  
**Standard Action** **Melee**

**Target:** One Pokémon

**Attack:** Str vs. AC

**Hit:** d12 + Str Normal damage. You must take Str in damage, and deal an extra 2d12 Normal damage to the target.

**Defense Curl**

Power

*The Pokemon curls up to conceal weak spots and raise its defense.*

**Recharge 3 ♦ Normal, Status**  
**Minor Action** **Personal**

**Target:** Personal

**Effect:** Increase AC and Fort by 2 until end of your next turn.

Increase bonus to +4 at 11<sup>th</sup> level, and +4 at 21<sup>st</sup> level.

**Discharge**

Power

*A flare of electricity is loosed to strike the area around the user. It may also cause paralysis.*

**Recharge 5 ♦ Electric, Energy**  
**Standard Action** **Close Burst 2**

**Target:** Each Pokémon In Burst

**Attack:** Int vs. Fort

**Hit:** d10 + Int Ice damage, and make a secondary attack at +2.

**Secondary Target:** Same

**Secondary Attack:** Int vs. Fort

**Hit:** Target is Paralyzed, save ends.

Increase bonus to +3 at 11<sup>th</sup> level, and +4 at 21<sup>st</sup> level.

**DoubleSlap**

Power

*The target is slapped repeatedly, back and forth, two to five times in a row.*

**Recharge 5 ♦ Normal, Physical**  
**Standard Action** **Melee**

**Target:** One Pokémon

**Attack:** Str vs. AC

**Hit:** d4 + Str Normal damage.

**Special:** Make 5 attacks against the same target when you use this power.

**Dragon Dance**

Power

*The user vigorously performs a mystic, powerful dance that boosts its abilities.*

**Recharge 4 ♦ Dragon, Status**

**Minor Action**

**Personal**

**Target:** Personal

**Effect:** Increase Dexterity and Strength by 2 until end of your next turn.

Increase bonus to +3 at 11<sup>th</sup> level, and +4 at 21<sup>st</sup> level.

**Dragon Rush**

Power

*The user tackles the target while exhibiting overwhelming menace. It may also make the target flinch.*

**Recharge 5 ♦ Dragon, Physical**

**Standard Action**

**Melee**

**Target:** One Pokémon

**Attack:** Str vs. AC

**Hit:** d12 + Str Dragon damage, and make a secondary attack.

**Secondary Target:** Same

**Secondary Attack:** Str vs. Fort

**Hit:** Target Flinches

**Special:** This attack may be used as part of a charge.

**Dynamic Punch**

Power

*The user punches the target with full, concentrated power. It confuses the target if it hits.*

**Recharge 6 ♦ Fighting, Physical**

**Standard Action**

**Melee**

**Target:** One Pokémon

**Attack:** Str vs. AC

**Hit:** d12 + Str Fighting damage, and the target is Confused, save ends.

**Dragon Rage**

Power

*This attack hits the target with a shock wave of pure rage.*

**Recharge 5 ♦ Dragon, Energy**

**Standard Action**

**Close Burst 3**

**Target:** One Pokémon In Burst

**Attack:** Int vs. Ref

**Hit:** Deals 2 x Level in Dragon damage.

**Special:** On critical, deals 3 x Level Dragon damage.

**Dragon Tail**

Power

*The user knocks away the target.*

**Recharge 5 ♦ Dragon, Physical**

**Standard Action**

**Melee**

**Target:** One Pokémon

**Attack:** Str vs. AC

**Hit:** d8 + Str Dragon damage. If the target is a wild Pokémon, it is pushed 10 squares and compelled to flee battle. If it is a trainer's Pokémon, it is switched out for the next Pokémon in the trainer's party. If the trainer has no remaining Pokémon, the target is pushed 10 squares.

**Electro Ball**

Power

*The user hurls an electric orb at the target. The faster the user is than the target, the greater the damage.*

**Recharge 5 ♦ Electric, Energy**

**Standard Action**

**Close Burst 5**

**Target:** One Pokémon in Burst

**Attack:** Dex vs. Ref

**Hit:** 2x Dex Electric damage.

Increase to 3x Dex at 11<sup>th</sup> level, and 4x Dex at 21<sup>st</sup> level.

**Drill Peck**

Power

*A corkscrewing attack with the sharp beak acting as a drill.*

**Recharge 5 ♦ Flying, Physical**

**Standard Action**

**Melee**

**Target:** One Pokémon

**Attack:** Str vs. AC

**Hit:** d10 + Str Flying damage.

**Special:** This ability can be used as part of a charge.

**Drill Peck**

Power

*A corkscrewing attack with the sharp beak acting as a drill.*

**Recharge 4 ♦ Flying, Physical**

**Standard Action**

**Close Burst 3**

**Target:** One Pokémon In Burst

**Attack:** Dex vs. AC

**Hit:** d10 + Dex Flying damage.

**Special:** This attack can be part of a charge.

**Ember**

Power

*A weak fire attack that may inflict a burn.*

**Recharge 3 ♦ Fire, Energy**

**Standard Action**

**Close Burst 3**

**Target:** One Pokémon In Burst

**Attack:** Int vs. Ref

**Hit:** d6 + Int Fire damage, and make a secondary attack.

**Secondary Target:** Same

**Secondary Attack:** Int vs. Fort

**Hit:** Target is inflicted with Burn (Int bonus), save ends

**Encore**

Power

*The user compels the target to keep using only the move it last used.*

**Recharge 6 ♦ Normal, Status**

**Minor Action**

Melee

**Target:** One Pokémon

**Attack:** Int vs. Wil

**Hit:** Target is afflicted with Encore, save ends.

**Feather Dance**

Power

*The user covers the target's body with a mass of down, lowering its attack.*

**Recharge 5 ♦ Flying, Status**

**Minor Action**

Close Burst 3

**Target:** One Pokémon in Burst

**Attack:** Dex vs. Ref

**Hit:** Target takes a -3 penalty to damage for Physical powers until end of your next turn.

Increase penalty to -4 at 11<sup>th</sup> level and -5 at 21<sup>st</sup> level.

**Fire Fang**

Power

*A weak fire attack that may inflict a burn.*

**Recharge 4 ♦ Fire, Physical**

**Standard Action**

Melee

**Target:** One Pokémon

**Attack:** Str vs. AC

**Hit:** d8 + Int Fire damage, and make a secondary attack.

**Secondary Target:** Same

**Secondary Attack:** Int vs. Fort

**Hit:** Target Flinches and is inflicted with Burn (Int bonus), save ends

**Endeavor**

Power

*You use your own wounds to trick your opponent, dealing more damage if you are wounded.*

**Recharge 6 ♦ Normal, Physical**

**Standard Action**

Melee

**Target:** One Pokémon

**Attack:** Str vs. AC

**Hit:** If you are bloodied, d12 + Str Normal damage, else d6 + Str Normal damage.

**Feint**

Power

*An attack that sneakily gets past the foe's defenses and weakens their ability to block future attacks.*

**Recharge 5 ♦ Normal, Physical**

**Standard Action**

Melee

**Target:** One Pokémon

**Attack:** Str vs. AC

**Hit:** d6 + Str Normal damage, and if the foe has Protect or Detect, the power is Disabled, save ends.

**Special:** This attack cannot be blocked by an immediate interrupt such as Protect or Detect.

**Fire Spin**

Power

*The target becomes trapped within a fierce vortex of fire that rages for four to five turns.*

**Recharge 3 ♦ Fire, Energy**

**Standard Action**

Ranged 5

**Target:** One Pokémon

**Attack:** Int vs. Ref

**Hit:** d6 + Int Fire damage.

**Effect:** Creates burst 1 fire vortex centered on the target. While in the vortex, Pokémon are Trapped.

Pokémon starting their turn in the vortex take Int mod in Fire damage.

**Sustain Minor:** You can sustain this area with a minor action each turn.

**Endure**

Power

*The user braces itself to endure any attack. Though it may be wounded it won't faint after the next blow. However, it may fail if used in succession.*

**Recharge 5 ♦ Normal, Status**

**Minor Action**

Personal

**Effect:** For the next attack that deals damage to the user, if that attack would bring the user to 0 HP, the user instead is lowered to 1 HP.

**Special:** After this ability has been used once in a battle, it has a 50% chance of failing from then on.

**Fire Blast**

Power

*The target is attacked with an intense blast of all-consuming fire.*

**Recharge 6 ♦ Fire, Energy**

**Standard Action**

Close Burst 3

**Target:** One Pokémon in Burst

**Attack:** Int vs. Ref

**Hit:** d12 + Int Fire damage. Roll 2 extra dice for damage. Make a secondary attack.

**Secondary Target:** Same

**Secondary Attack:** Int vs. Fort

**Hit:** Target is inflicted with Burn (Int bonus), save ends

**Flame Burst**

Power

*The user attacks the target with a bursting fireball. The bursting flame splashes through the area, damaging nearby Pokémon.*

**Recharge 5 ♦ Fire, Energy**

**Standard Action**

Close Burst 3

**Target:** One Pokémon in Burst

**Attack:** Int vs. Ref

**Hit:** d8 + Int Fire damage, and make a secondary attack.

**Secondary Target:** Burst 1 centered on target, all Pokémon in burst

**Secondary Attack:** Int vs. Ref

**Hit:** Int Fire damage.

**Flamethrower**

Power

*A weak fire attack that may inflict a burn.*

**Recharge 5 ♦ Fire, Energy****Standard Action** **Close Burst 3****Target:** One Pokémon in Burst**Attack:** Int vs. Ref**Hit:** d10 + Int Fire damage, and make a secondary attack.**Secondary Target:** Same**Secondary Attack:** Int vs. Fort**Hit:** Target is inflicted with Burn (Int bonus), save ends**Focus Energy**

Power

*The user takes a deep breath and focuses so that critical hits land more easily.*

**Recharge 3 ♦ Normal, Status****Minor Action****Personal****Target:** Personal**Effect:** Increase your critical hit range by one (20 becomes 19-20, etc) until the end of your next turn.**Frost Breath**

Power

*The user blows a cold breath on the target.*

**Recharge 5 ♦ Ice, Energy****Standard Action** **Close Blast 3****Target:** Each Pokémon In Blast**Attack:** Int vs. Fort**Hit:** d6 + Int Ice damage, and make a secondary attack.**Secondary Target:** Same**Secondary Attack:** Int vs. Fort**Hit:** Target is Frozen, save ends.**Special:** Count all hits by this attack as a critical hit, unless an effect is in place preventing critical hits.**Flare Blitz**

Power

*The user cloaks itself in fire and charges the target. The user sustains serious damage and may leave the target burned.*

**Recharge 5 ♦ Fire, Physical****Standard Action****Melee****Target:** One Pokémon**Attack:** Str vs. AC**Hit:** d12 + Str Fire damage. You must take Str in damage, and deal an extra 2d12 Fire damage to the target.**Special:** You may use this attack as part of a charge.**Follow Me**

Power

*The user mimics the move used immediately before it.*

**Recharge 4 ♦ Normal, Status****Minor****Close Burst 2****Target:** Each Pokémon In Burst**Effect:** Target is marked until end of your next turn.**Fury Attack**

Power

*The target is jabbed repeatedly with a horn or beak.*

**Recharge 5 ♦ Normal, Physical****Standard Action****Melee****Target:** One Pokémon**Attack:** Str vs. AC**Hit:** d4 + Str Normal damage.**Special:** Make 5 attacks against the same target when you use this power.**Flash Cannon**

Power

*The user gathers all its light energy and releases it at once, damaging and weakening the foe.*

**Recharge 5 ♦ Steel, Energy****Standard Action****Ranged 5****Target:** One Pokémon**Attack:** Int vs. Ref**Hit:** d12 + Int Steel damage, and make a secondary attack.**Secondary Target:** Same**Secondary Attack:** Int vs. Fort**Hit:** Target takes a -2 to AC and Ref until the end of your next turn.

Increase penalty to -3 at 11<sup>th</sup> level and -4 at 21<sup>st</sup> level.

**Foresight**

Power

*The user focuses their sight to see through the opponent's evasions.*

**Recharge 3 ♦ Normal, Status****Minor Action****Personal****Target:** Personal**Effect:** Gain a +2 to hit with all attacks, and allows user to hit Ghost types with Normal and Fighting powers.

Increase bonus to +3 at 11<sup>th</sup> level, and +4 at 21<sup>st</sup> level.

**Future Sight**

Power

*Two turns after this move is used, a hunk of psychic energy attacks the target.*

**Recharge 5 ♦ Psychic, Energy****Standard Action****Close Burst 3****Target:** One Pokémon In Burst**Attack:** Int vs. Wil**Hit:** d12 + Int Psychic damage.**Special:** This attack does not go off on the round it is initiated. Instead, it takes effect on the user's turn two rounds later. If the target has been switched out, it attacks that trainer's new Pokémon.

**Growl**

Power

*The Pokemon grows cutely to reduce the foe's attack.*

**Recharge 3 ♦ Normal, Status**

**Minor Action**

**Close Burst 3**

**Target:** One Pokémon In Burst

**Attack:** Char vs. Will

**Hit:** Target takes a penalty to damage from Physical powers equal to your level until end of your next turn.

**Hail**

Power

*The user summons a violent hailstorm, injuring non-ice types.*

**Recharge 5 ♦ Ice, Status**

**Minor Action**

**Personal**

**Target:** Personal

**Effect:** Causes the weather to change to Hailstorm until the end of your next turn.

**Sustain Minor:** Extends the Hailstorm until the end of your next turn.

**Hydro Pump**

Power

*The target is blasted by a huge volume of water launched under great pressure*

**Recharge 6 ♦ Water, Energy**

**Standard Action**

**Ranged 5**

**Target:** One Pokémon

**Attack:** Int vs. Ref

**Hit:** d12 + Int Water damage. Roll two extra dice for this attack.

**Growth**

Power

*Forces the body to grow and heightens the potency of special powers.*

**Recharge 3 ♦ Grass, Status**

**Minor Action**

**Personal**

**Effect:** Gain a +2 bonus to all attack rolls and damage until the end of your next turn.

**Special:** In Intense Sunlight, increase bonus by an additional +2.

Increase bonus to +3 at 11<sup>th</sup> level, and +4 at 21<sup>st</sup> level.

**Healing Wish**

Power

*The user faints. In return, the Pokémon taking its place will have its health fully restored.*

**Encounter ♦ Psychic, Status**

**Standard Action**

**Close Burst 10**

**Target:** One Ally In Burst

**Effect:** The user faints. The target is fully healed, all status effects are cured, and all debuffs are removed.

**Special:** This effect can also target the user's trainer's next Pokemon.

**Hyper Beam**

Power

*The target is attacked with a powerful beam. The user must rest on the next turn to regain its energy.*

**Recharge 6 ♦ Normal, Energy**

**Standard Action x2**

**Ranged 20**

**Target:** One Pokémon

**Attack:** Int vs. Ref

**Hit:** d12 + Int Normal damage. Roll an extra 3 dice for this attack's damage.

**Miss:** Half damage

**Special:** This attack also uses up your next turn's standard action.

**Gust**

Power

*A gust of wind is whipped up by wings and launched at the target to inflict damage.*

**Recharge 3 ♦ Flying, Energy**

**Standard Action**

**Ranged 10**

**Target:** One Pokémon

**Attack:** Dex vs. Ref

**Hit:** d6 + Dex Flying damage.

**Special:** This can hit targets even during Bounce, Fly, and Sky Drop. Roll double the amount of dice against targets hit while using these moves.

**Heat Wave**

Power

*Attacks the enemy by exhaling hot breath in a cone in front of it.*

**Recharge 5 ♦ Fire, Energy**

**Standard Action**

**Close Blast 3**

**Target:** Each Pokémon In Blast

**Attack:** Int vs. Fort

**Hit:** d12 + Int Fire damage, and make a secondary attack.

**Secondary Target:** Same

**Secondary Attack:** Int vs. Fort

**Hit:** Target is inflicted with Burn (Int bonus), save ends

**Hyper Fang**

Power

*The user bites hard on the target with its sharp front fangs.*

**Recharge 5 ♦ Normal, Physical**

**Standard Action**

**Melee**

**Target:** One Pokémon

**Attack:** Str vs. AC

**Hit:** d10 + Str Normal damage, and make a secondary attack.

**Secondary Target:** Same

**Secondary Attack:** Str vs. Fort

**Hit:** Target Flinches.

## Hurricane

Power

*The user attacks by wrapping its opponent in a fierce wind that flies up into the sky.*

**Recharge 5 ♦ Flying, Energy**

**Standard Action**      **Ranged 20**

**Target:** One Pokémon

**Attack:** Dex vs. Ref

**Hit:** d12 + Dex Flying damage, and make a secondary attack.

**Secondary Target:** Same

**Secondary Attack:** Int vs. Will

**Hit:** Target is confused, save ends.

**Special:** If used during Heavy Rain, +2 to hit. If used during Intense Sunlight, -2 to hit. This attack may hit foes using Fly or Bounce.

Increase bonus/penalty to +/-3 at 11<sup>th</sup> level and +/-4 at 21<sup>st</sup> level.

## Inferno

Power

*The user attacks by engulfing the target in an intense fire, burning them badly.*

**Recharge 6 ♦ Fire, Energy**

**Standard Action**      **Close Burst 3**

**Target:** One Pokémon In Burst

**Attack:** Int vs. Ref

**Hit:** d12 + Int Fire damage, and the target is inflicted with Burn (Int bonus), save ends.

## Karate Chop

Power

*The target is attacked with a sharp chop. Critical hits land more easily.*

**Recharge 5 ♦ Fighting, Physical**

**Standard Action**      **Melee**

**Target:** One Pokémon

**Attack:** Str vs. AC

**Hit:** d8 + Str Fighting damage.

**Special:** This attack's critical hit range is one higher than normal (20 becomes 19-20, etc)

## Ice Beam

Power

*The target is struck with an icy-cold beam of energy. It may also freeze the target solid.*

**Recharge 3 ♦ Ice, Energy**

**Standard Action**      **Close Burst 3**

**Target:** One Pokémon In Burst

**Attack:** Int vs. Ref

**Hit:** d10 + Int Ice damage, and make a secondary attack.

**Secondary Target:** Same

**Secondary Attack:** Int vs. Fort

**Hit:** Target is Frozen, save ends.

## Ingrain

Power

*The user lays roots down that restore health over time. Because it is rooted, it can't switch out or escape.*

**Recharge 4 ♦ Grass, Status**

**Minor Action**      **Personal**

**Effect:** Restores user's Int bonus in HP. However, after first use in an encounter, the user is Trapped for the duration of the encounter and cannot be switched out or flee.

## Knock Off

Power

*The user rudely slaps the target's hands, forcing it to drop any items it might be holding.*

**Recharge 5 ♦ Dark, Physical**

**Standard Action**      **Melee**

**Target:** One Pokémon

**Attack:** Str vs. Ref

**Hit:** d4+ Str Dark damage, and the target drops it's held item until the end of the battle.

## Ice Shard

Power

*The user flash freezes chunks of ice and hurls them at the target with blinding speed.*

**Recharge 3 ♦ Ice, Physical**

**Immediate Standard**      **Close Burst 3**

**Trigger:** The round begins

**Target:** One Pokémon In Burst

**Attack:** Dex vs. AC

**Hit:** d6 + Dex Ice damage.

**Special:** This attack also takes up your standard action for this turn. If multiple Pokémon use immediate standard actions, the one with the highest initiative goes first. You may use this power as part of a charge.

## Iron Defense

Power

*The user hardens its body's surface, sharply raising its defense.*

**Recharge 5 ♦ Steel, Status**

**Minor Action**      **Personal**

**Target:** Personal

**Effect:** Increase AC and Fort by 4 until end of your next turn.

Increase bonus to +4 at 11<sup>th</sup> level, and +5 at 21<sup>st</sup> level.

## Leech Seed

Power

*Plants a seed on the foe to steal health on every turn.*

**Recharge 5 ♦ Grass, Energy**

**Standard Action**      **Close Burst 5**

**Target:** One Pokémon in Burst

**Attack:** Int vs. Fort

**Hit:** Target takes ongoing Grass damage equal to your Int bonus, save ends. Each time this damage is dealt, you gain that damage in health.

Increase damage to 2 x Int mod at 11<sup>th</sup> level, and 3 x Int mod at 21<sup>st</sup> level.



## Leer Power

*The Pokemon frightens the foe with a fierce and intimidating leer from sharp eyes.*

**Recharge 3 ♦ Normal, Status**  
**Minor Action** **Close Burst 3**  
**Target:** One Pokémon In Burst  
**Attack:** Char vs. Will  
**Hit:** Target gains vulnerability to damage from Physical equal to your level until end of your next turn.

## Low Sweep Power

*The user attacks the target's legs swiftly, reducing their speed.*

**Recharge 4 ♦ Fighting, Physical**  
**Standard Action** **Melee**  
**Target:** One Pokémon  
**Attack:** Str vs. AC  
**Hit:** d12 + Str Fighting damage, and the target is slowed until the end of your next turn.

## Mega Drain Power

*A nutrient-draining attack which steals a large portion of the opponent's life.*

**Recharge 5 ♦ Grass, Energy**  
**Standard Action** **Close Burst 1**  
**Target:** One Pokémon In Burst  
**Attack:** Int vs. Fort  
**Hit:** d6 + Int Grass damage, and the user recovers ½ the damage dealt in HP.

## Light Screen Power

*A wondrous wall of light is put up to suppress damage from energy attacks.*

**Recharge 5 ♦ Psychic, Status**  
**Minor Action** **Area wall 8 within 10**  
**Effect:** You create a wall of light. Enemies using powers through the wall deal half damage with Energy based attacks. The wall lasts until the end of your next turn. It can be up to 8 squares long and up to 4 squares high.  
**Sustain Minor:** The wall persists.

## Lucky Chant Power

*The user chants an incantation toward the sky, preventing opposing Pokémon from landing critical hits.*

**Recharge 3 ♦ Normal, Status**  
**Minor Action** **Close Burst 3**  
**Effect:** You create a burst of chanting sound. Allies within the burst cannot be hit by critical hits. The burst lasts until the end of your next turn.  
**Sustain Minor:** The burst persists.

## Meteor Mash Power

*The user attacks the target with stored power. The more the user's stats are raised, the greater the damage.*

**Recharge 5 ♦ Steel, Physical**  
**Standard Action** **Melee**  
**Target:** One Pokémon  
**Attack:** Str vs. AC  
**Hit:** d12 + Str Steel damage, and the user gains a +4 to Strength until the end of their next turn.  
  
Increase ability score bonus to 4 at 11<sup>th</sup> level, and 6 at 21<sup>st</sup> level.

## Low Kick Power

*A powerful low kick that makes the target fall over. It inflicts greater damage on heavier targets.*

**Recharge 5 ♦ Fighting, Physical**  
**Standard Action** **Melee**  
**Target:** One Pokémon  
**Attack:** Str vs. AC  
**Hit:** d6 + Str Fighting damage. Increase the die type by one for each size category the target is larger than you, and decrease the die type by one for each size category the target is smaller than you.

## Magical Leaf Power

*The user scatters curious leaves that chase the target. It cannot miss.*

**Recharge 4 ♦ Grass, Energy**  
**Standard Action** **Close Burst 3**  
**Target:** One Pokémon In Burst  
**Attack:** Auto Hit (no crit chance)  
**Hit:** d6 Grass damage.

## Metronome Power

*The user waggles a finger and stimulates its brain into randomly using nearly any move.*

**Recharge 5 ♦ Normal, Status**  
**Standard Action**  
**Effect:** Roll on the Metronome table in the Powers section of the Trainer's Handbook. You use that power. It still takes up a standard action.



**Mind Reader**

Power

*The user senses the target's movements with its mind to ensure its next attack does not miss the target.*

**Recharge 6 ♦ Psychic, Status****Standard Action****Personal**

**Effect:** Your next attack hits automatically, but cannot crit.

**Mirror Move**

Power

*The user counters the target by mimicking the target's last move.*

**Recharge 5 ♦ Flying, Status****Standard Action****Close Burst 3****Target:** One Pokémon in Burst

**Effect:** Use the last power the target used, as long as it does not take more than one Standard Action to complete.

**Nasty Plot**

Power

*The user stimulates its brain by thinking bad thoughts.*

**Recharge 4 ♦ Dark, Status****Minor Action****Personal****Target:** Personal

**Effect:** You gain a +3 bonus to attack and damage rolls for Energy abilities until the end of your next turn.

Increase bonus to +4 at 11<sup>th</sup> level, and +5 at 21<sup>st</sup> level.

**Minimize**

Power

*The user compresses its body to make itself look smaller, which sharply raises its evasiveness*

**Recharge 4 ♦ Normal, Status****Minor****Personal**

**Effect:** Increase AC and Ref by +2 until the end of your next turn.

Increase bonus to +3 at 11<sup>th</sup> level, and +4 at 21<sup>st</sup> level.

**Mist**

Power

*The user cloaks the area with a white mist that muffles debuffs used against it.*

**Recharge 3 ♦ Ice, Status****Minor Action****Close Burst 3****Effect:** You create a burst of mist.

Pokémon within the burst cannot be effected by stat-lowering effects. The burst lasts until the end of your next turn.

**Sustain Minor:** The burst persists.

**Natural Gift**

Power

*The user draws power to attack using its held berry.*

**Recharge 5 ♦ Energy****Standard Action****Melee****Target:** One Pokémon**Attack:** Int vs. AC

**Hit:** d4 if holding no berry, d6 if holding common berry, d8 if holding uncommon berry, d10 if holding rare berry.

**Special:** This move's type is based on the berry held. See the berry's description to determine its type.

**Miracle Eye**

Power

*Enables a Dark-type target to be hit by Psychic-type attacks. It also enables an evasive target to be hit.*

**Recharge 3 ♦ Psychic, Status****Minor Action****Close Burst 3****Target:** One Pokémon In Burst**Attack:** Int vs. Will

**Hit:** Removes all defense boosting effects on the target, and allows the user to bypass the target's Dark-type immunity to Psychic-type powers until the end of the user's next turn.

**Moonlight**

Power

*The user takes in the light of the moon, using its power to restore health.*

**Recharge 6 ♦ Normal, Status****Standard Action****Personal**

**Effect:** Spend a healing surge and gain additional HP equal to 2 x Int bonus the moon is visible, and none if moon cannot be seen (daytime, underground).

**Outrage**

Power

*The user rampages and attacks for two to three turns. However, it then becomes confused.*

**Recharge 5 ♦ Dragon, Physical****Standard Action****Melee****Target:** One Pokémon**Attack:** Str vs. AC**Hit:** d12 + Str Dragon damage.

**Special:** Once you use this attack, you must use it again for the next two turns (unaffected by recharge). Afterward, you become confused, save ends.

**Pluck**

Power

*The user pecks the target. If the target is holding a Berry, the user eats it and gains its effect.*

**Recharge 4 ♦ Flying, Physical****Standard Action****Melee****Target:** One Pokémon**Attack:** Dex vs. Ref

**Hit:** d8 + Dex Flying damage, and if the target is holding a berry, the user eats that berry and gains the effect.

**Powder Snow**

Power

*The user attacks with a chilling gust of powdery snow.*

**Recharge 4 ♦ Ice, Energy****Standard Action****Close Blast 3****Target:** Each Pokémon In Blast**Attack:** Int vs. Fort

**Hit:** d6 + Int Ice damage, and make a secondary attack.

**Secondary Target:** Same**Secondary Attack:** Int vs. Fort**Hit:** Target is Frozen, save ends.**Psybeam**

Power

*The target is attacked with a peculiar ray. It may also cause confusion.*

**Recharge 4 ♦ Psychic, Energy****Standard Action****Close Burst 3****Target:** One Pokémon In Burst**Attack:** Int vs. Will

**Hit:** d8 + Int Psychic damage, and make a secondary attack.

**Secondary Target:** Same**Secondary Attack:** Int vs. Will**Hit:** Target is confused, save ends.**Poison Sting**

Power

*The user stabs the target with a poisonous stinger.*

**Recharge 3 ♦ Poison, Physical****Standard Action****Melee****Target:** One Pokémon**Attack:** Str vs. AC

**Hit:** d4 + Str Poison damage, and make a secondary attack at +2.

**Secondary Target:** Same**Secondary Attack:** Dex vs. Fort

**Hit:** Target is Poisoned for ongoing Int mod Poison damage, save ends.

**Power Whip**

Power

*The user violently whirls its vines or tentacles to harshly lash the target.*

**Recharge 5 ♦ Grass, Physical****Standard Action****Melee/Ranged 5****Target:** One Pokémon**Attack:** Dex vs. Ref**Hit:** d12 + Dex Grass damage.**Psychic**

Power

*The target is hit by a strong telekinetic force. It may also reduce the target's defense to energy attacks.*

**Recharge 4 ♦ Psychic, Energy****Standard Action****Close Burst 3****Target:** One Pokémon In Burst**Attack:** Int vs. Will

**Hit:** d10 + Int Psychic damage, and make a secondary attack.

**Secondary Target:** Same**Secondary Attack:** Int vs. Will

**Hit:** Target takes a -2 penalty to Will and Ref, save ends.

Increase penalty to -3 at 11th level and -4 at 21st level.

**Poisonpowder**

Power

*Scatters a toxic powder that may poison the foe.*

**Recharge 3 ♦ Grass, Status****Standard Action****Close Burst 2****Target:** Each Pokémon In Burst**Attack:** Int vs. Fort

**Hit:** Target is Poisoned, taking ongoing Poison damage equal to your Int bonus, save ends.

Increase damage to 2 x Int mod at 11<sup>th</sup> level, and 3 x Int mod at 21<sup>st</sup> level.

**Protect**

Power

*The user protects itself from the next attack, though its not always successful.*

**Recharge 5 ♦ Normal, Status****Immediate Interrupt****Personal****Target:** Personal

**Trigger:** This Pokemon is targeted by an attack.

**Effect:** The attack automatically misses.

**Special:** After this ability has been used once in a battle, it has a 50% chance of failing from then on.

**Psycho Cut**

Power

*The user tears at the target with blades formed by psychic power. Critical hits land more easily.*

**Recharge 4 ♦ Psychic, Physical****Standard Action****Melee****Target:** One Pokémon**Attack:** Int vs. AC**Hit:** d8 + Int Psychic damage.

**Special:** This attack's critical hit range is one higher than normal (20 becomes 19-20, etc)

**Pursuit**

Power

*The user strikes swiftly at a fleeing target, damaging it before it can escape.*

**Recharge 5 ♦ Dark, Physical**

**Immediate Interrupt** **Melee**

**Trigger:** An adjacent Pokémon moves away from the user or is switched out.

**Target:** The triggering Pokémon

**Attack:** Str vs. AC

**Hit:** d10 + Str Dark damage.

**Rapid Spin**

Power

*The user spins its body at high speeds, striking the foe and throwing off restraints.*

**Recharge 3 ♦ Normal, Physical**

**Standard Action** **Melee**

**Target:** One Pokémon

**Attack:** Dex vs. AC

**Effect:** If the user is grabbed, they automatically escape. Removes the effects of Trapped.

**Hit:** d4+Dex Normal damage.

**Reflect**

Power

*A wondrous wall of light is put up to suppress damage from physical attacks.*

**Recharge 4 ♦ Psychic, Status**

**Minor Action** **Area wall 8 within 10**

**Effect:** You create a wall of light.

Enemies using moves through the wall deal half damage with Physical based attacks. The wall lasts until the end of your next turn. It can be up to 8 squares long and up to 4 squares high.

**Sustain Minor:** The wall persists.

**Quick Attack**

Power

*The user lunges at the foe at a speed that makes it almost invisible.*

**Recharge 3 ♦ Normal, Physical**

**Immediate Standard** **Melee**

**Trigger:** The round begins

**Target:** One Pokémon

**Attack:** Str vs. AC

**Hit:** d6 + Str Normal damage.

**Special:** This attack also takes up your standard action for this turn. If multiple Pokémon use immediate standard actions, the one with the highest initiative goes first. You may use this power as part of a charge.

**Razor Leaf**

Power

*Cuts the enemy with leaves. High critical-hit ratio.*

**Recharge 3 ♦ Grass, Physical**

**Standard Action** **Close Blast 3**

**Target:** Each Pokémon In Blast

**Attack:** Dex vs. AC

**Hit:** d8+Dex Grass damage.

**Special:** This attack's critical hit range is one higher than normal (20 becomes 19-20, etc)

**Revenge**

Power

*The user's attack is fueled by a need for revenge, and is more effective if they were recently hit.*

**Recharge 4 ♦ Fighting, Physical**

**Standard Action** **Melee**

**Target:** One Pokémon

**Attack:** Str vs. AC

**Hit:** d8 + Str Fighting damage. Increase the die type by 1 for every time you have been hit this round.

**Rain Dance**

Power

*The user performs a dance, summoning a heavy rain.*

**Recharge 6 ♦ Water, Status**

**Minor Action** **Personal**

**Target:** Personal

**Effect:** Causes the weather to change to Heavy Rain until the end of your next turn.

**Sustain Minor:** Extends the Heavy Rain until the end of your next turn.

**Recover**

Power

*The user concentrates and forces its own cells to multiply, restoring its health.*

**Recharge 5 ♦ Psychic, Status**

**Standard Action** **Personal**

**Effect:** Spend a healing surge and gain additional HP equal to Int bonus.

**Roost**

Power

*The user lands and rests its body.*

**Recharge 5 ♦ Flying, Status**

**Standard Action** **Personal**

**Effect:** Spend a healing surge and gain additional HP equal to Dex bonus.

**Safeguard**

Power

*The user creates a protective field that helps resist status effects.*

**Recharge 3 ♦ Normal, Status**

**Minor Action Area wall 8 within 10**

**Effect:** You create a wall of light.

Enemies using moves through the wall get a -2 on secondary attacks. The wall lasts until the end of your next turn. It can be up to 8 squares long and up to 4 squares high.

**Sustain Minor:** The wall persists.

Increase penalty to -3 at 11<sup>th</sup> level and -4 at 21<sup>st</sup> level.

**Seed Bomb**

Power

*The user slams a barrage of hard-shelled seeds down on the target from above.*

**Recharge 4 ♦ Grass, Physical**

**Standard Action Area Burst 1 in 10**

**Target:** Each Pokémon In Burst

**Attack:** Int vs. AC

**Hit:** d10 + Int Grass damage.

**Sing**

Power

*A soothing lullaby is sung in a calming voice that puts the target into a deep slumber.*

**Recharge 6 ♦ Normal, Status**

**Standard Action Close Burst 3**

**Target:** Each Pokémon in Burst

**Attack:** Cha vs. Will

**Hit:** Target is Asleep, save ends.

**Sand-Attack**

Power

*Sand is hurled in the target's face, reducing its accuracy.*

**Recharge 3 ♦ Ground, Status**

**Minor Action Close Burst 3**

**Target:** One Pokémon In Burst

**Attack:** Dex vs. Ref

**Hit:** Target takes a -2 penalty to AC and Ref until end of your next turn.

Increase penalty to -3 at 11<sup>th</sup> level and -4 at 21<sup>st</sup> level.

**Seismic Toss**

Power

*The target is thrown using the power of gravity.*

**Recharge 4 ♦ Fighting, Physical**

**Standard Action Melee**

**Target:** One Pokémon

**Attack:** Str vs. AC

**Hit:** 2 x Level + Str Fighting damage, and you may slide the target up to 3 squares.

**Skull Bash**

Power

*The user tucks in its head, protecting itself, then charges and rams the target.*

**Recharge 5 ♦ Normal, Physical**

**Standard Action x2 Melee**

**Target:** One Pokémon

**Attack:** Str vs. AC

**Effect:** Gain +4 to all defenses for the duration of this attack.

**Hit:** d12 + Str Normal damage

**Miss:** Half damage

**Special:** Initiating this attack ends your turn. The attack does not actually happen until the start of your next turn. When the attack goes off, you may charge as part of the attack.

**Scary Face**

Power

*The user frightens the target with a scary face, halting them in their tracks.*

**Recharge 5 ♦ Grass, Status**

**Minor Action Close Burst 3**

**Target:** One Pokémon In Burst

**Attack:** Char vs. Will

**Hit:** Target is slowed, save ends.

**Sheer Cold**

Power

*The target is attacked with a blast of absolute-zero cold.*

**Recharge 6 ♦ Ice, Energy**

**Standard Action Close Burst 1**

**Target:** One Pokémon In Burst

**Attack:** Int vs. Fort

**Hit:** Target is reduced to 0 HP.

**Special:** The attack roll for this power takes a penalty equal to ½ the level of the target.

**Sky Attack**

Power

*The user searches out its opponent's weak spots, then strikes the next turn.*

**Recharge 6 ♦ Flying, Physical**

**Standard Action x2 Ranged 20**

**Target:** One Pokémon

**Attack:** Dex vs. AC

**Hit:** d12 + Dex Flying damage. Roll an extra 3 dice for this attack's damage. Make a secondary attack at +2.

**Secondary Target:** Same

**Secondary Attack:** Dex vs. Fort

**Hit:** Target Flinches.

**Miss:** Half damage

**Special:** Initiating this attack ends your turn. The attack occurs on the standard action at the beginning of your next turn.

**Slam**

Power

*Slams tail, limbs, or tentacles into the target.*

**Recharge 4 ♦ Normal, Physical**  
**Standard Action** **Melee**

**Target:** One Pokémon

**Attack:** Str vs. AC

**Hit:** d10 + Str Normal damage.

**Special:** Can be used as part of a charge.

**Smokescreen**

Power

*Creates an obscuring cloud of smoke or ink.*

**Recharge 3 ♦ Normal, Status**  
**Minor Action** **Close Blast 3**

**Effect:** Area in burst is shrouded in smoke until the end of your next turn, granting partial concealment to all Pokémon inside it.

**Stored Power**

Power

*The user attacks the target with stored power. The more the user's stats are raised, the greater the damage.*

**Recharge 5 ♦ Psychic, Energy**  
**Standard** **Close Burst 3**

**Target:** One Pokémon In Burst

**Attack:** Int vs. Fort

**Hit:** d4 + Int Fort damage. Take your highest active bonus granted from a power and increase the die type by that number. For example, a +2 bonus would yield d8 damage. Cannot exceed d12.

**Slash**

Power

*Target is attacked with a slash of claws or blades. Critical hits land more easily.*

**Recharge 4 ♦ Normal, Physical**  
**Standard Action** **Melee**

**Target:** One Pokémon

**Attack:** Dex vs. AC

**Hit:** d8 + Dex Normal damage.

**Special:** This attack's critical hit range is one higher than normal (20 becomes 19-20, etc)

**Solarbeam**

Power

*Slowly absorbs light, then releases it in a powerful beam.*

**Recharge 5 ♦ Grass, Energy**  
**Standard Action x2** **Ranged 20**

**Target:** One Pokémon

**Attack:** Int vs. Ref

**Hit:** d12 + 2 x Int Grass damage

**Miss:** Half damage

**Special:** If sun is visible, roll twice the normal number of dice for this attack. Initiating this attack ends your turn. The attack occurs on the standard action at the beginning of your next turn. If in Intense Sunlight, attack occurs immediately.

**String Shot**

Power

*The targets are bound with silk blown from the user's mouth.*

**Recharge 3 ♦ Bug, Status**  
**Minor Action** **Close Burst 3**

**Target:** One Pokémon In Burst

**Attack:** Dex vs. Ref

**Hit:** Target is Slowed until the end of your next turn.

**Sleep Powder**

Power

*Scatters a powder that may cause the foe to sleep.*

**Recharge 5 ♦ Grass, Status**  
**Standard Action** **Close Burst 2**

**Target:** Each Pokémon In Burst

**Attack:** Int vs. Will

**Hit:** Target is Asleep, save ends.

**Steel Wing**

Power

*The target is hit with wings of steel. The hard wings may also help defend the user from the next attack.*

**Recharge 4 ♦ Steel, Physical**  
**Standard Action** **Melee**

**Target:** One Pokémon

**Attack:** Str vs. AC

**Hit:** d8 + Str Steel damage. Roll a 1d10. On a 10, increase AC and Fort by +2 until the end of your next turn.

Increase bonus to +3 at 11<sup>th</sup> level, and +4 at 21<sup>st</sup> level.

**Stun Spore**

Power

*Scatters a cloud of paralyzing powder.*

**Recharge 3 ♦ Grass, Status**  
**Standard Action** **Close Burst 2**

**Target:** Each Pokémon In Burst

**Attack:** Int vs. Fort

**Hit:** Target is Paralyzed, save ends.

**Submission**

Power

*The user grabs the target and recklessly dives for the ground. It also hurts the user slightly.*

**Recharge 4 ♦ Fighting, Physical**  
**Standard Action** **Melee**  
**Target:** One Pokémon  
**Attack:** Str vs. AC  
**Hit:** d10 + Str Fighting damage. You may take your Strength modifier in damage to deal an extra 1d10 Fighting damage.

**Super Fang**

Power

*The user chomps hard on the target with its sharp front fangs.*

**Recharge 5 ♦ Normal, Physical**  
**Standard Action** **Melee**  
**Target:** One Pokémon  
**Attack:** Str vs. AC  
**Hit:** If target is not bloodied, d12 + Str Normal damage, else d6 + Str Normal damage.

**Synthesis**

Power

*Take in energy from the sun to regain health.*

**Recharge 6 ♦ Grass, Status**  
**Standard Action** **Personal**  
**Effect:** Spend a healing surge and gain additional HP equal to 2 x Int bonus if it is in Intense Sunlight, 1 x Int bonus if the sun is visible, and none if sun cannot be seen (nighttime, underground).

**Sucker Punch**

Power

*The user delivers a brutal punch just as the enemy is readying an attack.*

**Recharge 6 ♦ Dark, Physical**  
**Immediate Interrupt** **Melee**  
**Trigger:** You are targeted by an attack  
**Target:** The triggering Pokémon  
**Attack:** Str vs. AC  
**Hit:** d10 + Str Dark damage.

**Sweet Kiss**

Power

*The user kisses the target with a sweet, angelic cuteness that causes confusion.*

**Recharge 5 ♦ Normal, Status**  
**Standard Action** **Melee**  
**Target:** One Pokémon  
**Attack:** Cha vs. Will  
**Hit:** The target is Confused, save ends.

**Tail Whip**

Power

*The Pokemon wags its tail cutely, making opposing Pokémon less wary.*

**Recharge 3 ♦ Normal, Status**  
**Minor Action** **Close Burst 3**  
**Target:** One Pokémon In Burst  
**Attack:** Cha vs. Will  
**Hit:** Target gains vulnerability to damage from Physical equal to your level until end of your next turn.

**Sunny Day**

Power

*The user intensifies the sun, powering up fire-type moves.*

**Recharge 6 ♦ Fire, Status**  
**Minor Action** **Personal**  
**Target:** Personal  
**Effect:** Causes the weather to change to Intense Sunlight until the end of your next turn.  
**Sustain Minor:** Extends the Intense Sunlight until the end of your next turn.

**Sweet Scent**

Power

*Allures the foe to reduce evasiveness.*

**Recharge 4 ♦ Grass, Status**  
**Minor Action** **Close Burst 1**  
**Target:** Each Pokémon In Burst  
**Attack:** Cha vs. Will  
**Hit:** Target takes a -2 penalty to all defenses until end of your next turn.  
 Increase penalty to -3 at 11<sup>th</sup> level and -4 at 21<sup>st</sup> level.

**Tailwind**

Power

*The user whips up a turbulent whirlwind that increases Speed.*

**Recharge 3 ♦ Flying, Status**  
**Minor Action** **Close Burst 3**  
**Effect:** You create a burst of wind. Pokémon within the burst gain a +2 to Speed. The burst lasts until the end of your next turn.  
**Sustain Minor:** The burst persists.  
 Increase bonus to +3 at 11<sup>th</sup> level, and +4 at 21<sup>st</sup> level.

**Take Down**

Power

*A reckless, full-body charge attack for slamming into the target. It also damages the user a little.*

**Recharge 4 ♦ Normal, Physical**

**Standard Action**

Melee

**Target:** One Pokémon

**Attack:** Str vs. AC

**Hit:** d10 + Str Normal damage. You may take your Strength modifier in damage to deal an extra 1d10 Normal damage.

**Special:** You may use this attack as part of a charge.

**Tickle**

Power

*The user tickles the target into laughing.*

**Recharge 4 ♦ Normal, Status**

**Minor Action**

Melee

**Target:** One Pokémon

**Attack:** Char vs. Will

**Hit:** Target takes a -2 penalty to AC and Ref and to Physical attacks until end of your next turn.

Increase penalty to -3 at 11<sup>th</sup> level and -4 at 21<sup>st</sup> level.

**Thunderbolt**

Power

*A strong electric blast is loosed at the target. It may also leave the target with paralysis.*

**Recharge 5 ♦ Electric, Energy**

**Standard Action**

Close Burst 5

**Target:** One Pokémon In Burst

**Attack:** Int vs. AC

**Hit:** d10 + Int Electric damage, and roll a 1d10. On 10, the target is Paralyzed, save ends.

**Telekinesis**

Power

*The user makes the target float with its psychic power. The target is easier to hit.*

**Recharge 5 ♦ Psychic, Status**

**Minor Action**

Close Burst 3

**Target:** One Pokémon In Burst

**Attack:** Int vs. Will

**Hit:** The target is raised into the air, taking a -2 penalty to all defenses until end of your next turn. The target becomes immune to ground attacks while floating.

**Special:** This move cannot be used while Gravity or Ingrain is in effect, or if the target is holding an Iron Ball. It is canceled if the target is hit by Smack Down.

Increase penalty to -3 at 11<sup>th</sup> level and -4 at 21<sup>st</sup> level.

**Thunder**

Power

*A wicked thunderbolt is dropped on the target to inflict damage and paralysis.*

**Recharge 5 ♦ Electric, Energy**

**Standard Action**

Ranged 5

**Target:** One Pokémon

**Attack:** Int vs. Ref

**Hit:** d12 + Int Electric damage, and make a secondary attack at +2.

**Secondary Target:** Same

**Secondary Attack:** Int vs. Fort

**Hit:** Target is Paralyzed, save ends.

**Special:** If used during Heavy Rain, gain a +2 to hit. If used during Intense Sunlight, gain a -2 to hit. This power can hit foes using Fly and Bounce.

Increase to hit modifier to +/-3 at 11<sup>th</sup> level, and +/-4 at 21<sup>st</sup> level.

**Thundershock**

Power

*A jolt of electricity is hurled at the target to inflict damage. It may also leave the target with paralysis.*

**Recharge 3 ♦ Electric, Energy**

**Standard Action**

Close Burst 5

**Target:** One Pokémon in Burst

**Attack:** Int vs. Ref

**Hit:** d6 + Int Electric damage, and make a secondary attack.

**Secondary Target:** Same

**Secondary Attack:** Int vs. Fort

**Hit:** Target is Paralyzed, save ends

**Teleport**

Power

*The Pokemon disappears suddenly, reappearing somewhere else.*

**Recharge 4 ♦ Psychic, Status**

**Move Action**

Personal

**Target:** Self

**Effect:** Teleport up to your move speed to any unoccupied square, or instantly switch to another Pokémon in the trainer's roster. This move bypasses the Trapped effect.

**Special:** This can be used out of combat to teleport the Pokémon and the trainer to the last Pokémon Center visited.

**Thunder Wave**

Power

*A weak jolt of electricity that paralyzes the foe.*

**Recharge 4 ♦ Electric, Status**

**Standard Action**

Close Burst 3

**Target:** Each Pokémon In Burst

**Attack:** Int vs. Fort

**Hit:** The target is Paralyzed, save ends.

**Trick**

Power

*The user quietly focuses its mind and calms its spirit to raise its stats*

**Recharge 5 ♦ Psychic, Status**

**Minor Action**

Melee

**Target:** One Pokémon

**Attack:** Int vs. Will

**Hit:** Swap held items with the opponent.



**Twister**

Power

*The user whips up a vicious tornado to tear at the opposing team. It may also make targets flinch.*

**Recharge 4 ♦ Dragon, Energy**

**Standard Action**      **Close Blast 3**

**Target:** Each Pokémon in Burst

**Attack:** Int vs. Ref

**Hit:** d4 + Int Dragon damage, and make a secondary attack.

**Secondary Target:** Same

**Secondary Attack:** Int vs. Fort

**Hit:** Target Flinches.

**Wake-Up Slap**

Power

*This attack inflicts big damage on a sleeping target. It also wakes the target up, however.*

**Recharge 4 ♦ Fighting, Physical**

**Standard Action**

**Melee**

**Target:** One Pokémon

**Attack:** Str vs. AC

**Hit:** d8 + Str Fighting damage.

**Special:** If used on an opponent who is Asleep, increase die type to d12, and remove the Asleep condition on the opponent.

**Whirlwind**

Power

*The user whips up a powerful whirlwind, blowing the target away.*

**Recharge 4 ♦ Normal, Status**

**Minor Action**

**Close Burst 3**

**Target:** One Pokémon in Burst

**Attack:** Dex vs. Fort

**Hit:** If the target is a wild Pokémon, it is pushed 10 squares and compelled to flee battle. If it is a trainer's Pokémon, it is switched out for the next Pokémon in the trainer's party. If the trainer has no remaining Pokémon, the target is pushed 10 squares.

**Vine Whip**

Power

*Strikes the foe with slender, whiplike vines.*

**Recharge 3 ♦ Grass, Physical**

**Standard Action**      **Melee/Ranged 5**

**Target:** One Pokémon

**Attack:** Dex vs. Ref

**Hit:** d6 + Dex Grass damage, and you may pull the target up to 2 squares.

**Water Gun**

Power

*The target is blasted with a forceful shot of water.*

**Recharge 4 ♦ Water, Energy**

**Standard Action**

**Close Burst 3**

**Target:** One Pokémon In Burst

**Attack:** Int vs. Ref

**Hit:** d6 + Int Water damage.

**Wild Charge**

Power

*The user shrouds itself in electricity and smashes into its target. It also damages the user a little.*

**Recharge 4 ♦ Electric, Physical**

**Standard Action**

**Melee**

**Target:** One Pokémon

**Attack:** Str vs. AC

**Hit:** d10 + Str Electric damage. You may take your Strength modifier in damage to deal an extra 1d10 Normal damage.

**Special:** You may use this attack as part of a charge.

**Vital Throw**

Power

*Sacrificing speed for accuracy, the user strikes the foe.*

**Recharge 5 ♦ Fighting, Physical**

**Standard Action**

**Melee**

**Target:** One Pokémon

**Attack:** Str +2 vs. AC

**Hit:** d10 + Str Fighting damage.

**Special:** This attack ends your turn. The attack does not actually go off until the end of the round.

Increase bonus to +3 at 11<sup>th</sup> level, and +4 at 21<sup>st</sup> level.

**Water Pulse**

Power

*The user attacks the target with a pulsing blast of water, causing confusion.*

**Recharge 4 ♦ Water, Energy**

**Standard Action**

**Close Blast 5**

**Target:** One Pokémon in Blast

**Attack:** Int vs. Ref

**Hit:** d8 + Int Water damage, and make a secondary attack.

**Secondary Target:** Same

**Secondary Attack:** Int vs. Wil

**Hit:** Target is Confused, save ends

**Wing Attack**

Power

*Strikes the target with large, imposing wings spread wide to inflict damage.*

**Recharge 3 ♦ Flying, Physical**

**Standard Action**

**Melee/Ranged 5**

**Target:** One Pokémon

**Attack:** Str vs. AC

**Hit:** d8 + Str Flying damage.



## Withdraw

Power

*The user withdraws its body into its hard shell, raising it's defenses.*

**Recharge 3 ♦ Water, Status**

**Minor Action**

**Personal**

**Target:** Personal

**Effect:** Increase AC and Fort by 2 until end of your next turn.

Increase bonus to +3 at 11<sup>th</sup> level, and +4 at 21<sup>st</sup> level.

Power 1

## Worry Seed

Power

*A seed that causes worry is planted on the target. It prevents sleep.*

**Recharge 5 ♦ Grass, Status**

**Minor Action**

**Melee**

**Target:** One Enemy or Ally

**Effect:** Target's active Quality is replaced by the Insomnia Quality for the duration of this battle.

## Wring Out

Power

*The user grips the foe and wrings them.*

**Recharge 6♦ Normal, Energy**

**Standard Action**

**Melee**

**Target:** One Pokémon

**Attack:** Int vs AC

**Hit:** d12 + Int Normal damage. If the opponent is bloodied, d6 + Int normal damage instead.