

ABILITY LIST: A–E

Ability: Abominable

Static

Effect: The user ignores the Recoil Keyword when attacking, and does not gain injuries from Massive Damage.

Ability: Absorb Force

Scene – Free Action

Trigger: The user is damaged by a Physical Attack

Effect: The user takes damage as if the attack was resisted one step further.

Ability: Adaptability

Static

Effect: Increase the Damage of all Moves with which the user shares an Elemental Type by +1 Damage Base.

Ability: Aerilate

At-Will – Free Action

Trigger: The user uses a Normal-Type damaging Move

Effect: The Move is changed to be Flying-Type.

Ability: Aftermath

Scene – Free Action

Effect: When the user is reduced to 0 Hit Points or less, they create a Burst 1. Everything in the Burst loses $\frac{1}{4}$ of its Max Hit Points.

Ability: Air Lock

Scene – Free Action

Effect: The weather is set to normal as long as the Pokémon with Air Lock wants it to remain that way. The user may continue to sustain this effect as a Swift Action each round.

Ability: Ambush

Scene – Free Action

Effect: The user may use a Melee Move with a Damage Base of 6 (before applying STAB or other modifiers) or lower as if it had the Priority keyword. If it hits, the target is Flinched.

Ability: Analytic

Static

Effect: Whenever the user targets uses a damaging Move on a Pokémon or Trainer that has acted before it during Initiative this Round, that Move deals an additional +5 Damage.

Ability: Anger Point

At-Will – Free Action

Effect: When the Pokémon receives a Critical Hit, they become Enraged and gain +6 Attack Combat Stages.

Ability: Anticipation

At-Will – Swift Action

Target: Pokémon or Trainers

Effect: The target reveals if they have any Moves that are Super-Effective against the Pokémon with Anticipation. You may not target a Pokémon or Trainer more than once per encounter with Anticipation. Anticipation only reveals whether the opponent does or does not have those moves, not the specific moves themselves.

Ability: Aqua Boost

At-Will – Free Action

Trigger: An adjacent Ally uses a damaging Water-Type Move

Effect: The allied target gains a +5 Bonus to its damage roll with the triggering Move. A target may not benefit from more than one instance of Aqua Boost at a time.

Ability: Arena Trap

Scene – Free Action

Target: Pokémon or Trainers

Effect: Once Arena Trap is activated, all foes within 5 meters of the user are considered Slowed. This does not affect targets of the Flying Type, or with a Levitate, Sky, or Burrow Speed of 4 or higher. The user may end the effect as a Free Action, and the effect ends if the user is Fainted or returned to a Poké Ball.

Ability: Aroma Veil

Static

Effect: The user and all Pokémon and Trainers within 3 meters cannot be Confused, Enraged, or Suppressed. Defensive.

Ability: Aura Break

Static

Effect: Foes may not benefit from Abilities that increase the Combat Stages or the damage dealt by themselves or their allies.

Ability: Aura Storm

Static

Effect: For each injury the user has, they gain a +3 Damage bonus to all Moves with the Aura keyword. Additionally, while the user is at or under ½ of their Max Hit Points, they gain a +3 Damage Bonus to all Moves with the Aura Keyword.

Ability: Bad Dreams

Static

Effect: At the beginning of the user's turn, all Sleeping Pokémon or Trainers in a Burst 5 lose a Tick of Hit Points.

Ability: Battle Armor

Static

Effect: The user is immune to Critical Hits; they are instead normal hits. Defensive.

Ability: Beam Cannon

Static

Effect: The Effect Range and Critical Hit Range of the user's Ranged, 1-Target Moves are increased by 3.

Ability: Beautiful

Scene – Swift Action

Effect: The user may activate Beautiful to either gain +2 Beauty Dice in a Contest, or to cure any adjacent targets of the Enraged Condition.

Ability: Berry Storage

Daily – Extended Action

Trigger: The user eats a Berry

Effect: The user gains 3 instances of the Berry's Digestion Buff instead of 1. It may only trade in one of these Digestion Buffs each Scene. Neither storing nor trading in these Digestion Buffs counts against the user's normal limits. All Digestion Buffs gained from Berry Storage are lost after an Extended Rest.

Ability: Big Pecks

Static

Effect: The user cannot have its Defense Stat lowered. The user cannot have its Defense Combat Stages lowered. Defensive.

Ability: Big Swallow

Static

Effect: Connection - Stockpile. Whenever the user uses Swallow or Spit Up, it may treat the Stockpile Count as if it was one higher. This Ability has no effect if the Stockpile Counter is already 3.

Ability: Blaze

Static

Effect: The user gains Last Chance with Fire.

Ability: Blessed Touch

Daily x2 – Standard Action

Effect: An adjacent Pokémon or Trainer gains Hit Points equal to 1/4th of its maximum Hit Points.

Ability: Blow Away

Static

Effect: Connection - Whirlwind. When the user uses Whirlwind, all targets hit lose a Tick of Hit Points.

Ability: Blur

Static

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

Ability: Bodyguard

Scene – Free Action

Trigger: A cardinally adjacent Ally is hit by an attack

Effect: The user and the target switch places, and the user becomes the target of the attack instead, taking damage from the attack as if resisted one step further. If switching places would not move the triggering Ally out of the area-of-effect of a Burst, Blast, Cone, or Line, this Ability does not prevent the ally from being hit. Defensive.

Ability: Bone Lord

Scene – Free Action

Trigger: The user hits with Bone Club, Bonemerang, or Bone Rush

Effect: Connection – Bonemerang. This Ability may be activated when hitting with Bone Club to automatically Flinch its target; or to use Bonemerang as a Priority Move; or when hitting with Bone Rush to cause the attack to automatically hit 5 times.

Ability: Bone Wielder

Static

Effect: This ability is only functional if the user is holding a Thick Club item. The user gains a +1 Accuracy Bonus to Bone Club, Bonemerang, and Bone Rush. Additionally, the user cannot be disarmed, or have their Thick Club forcefully removed by Trick, Switcheroo, Thief, or any other Moves or effects unless the user wishes it.

Ability: Brimstone

Static

Effect: Whenever the user causes a Burn with a damaging Fire-Type Attack, the target is also Poisoned.

Ability: Bulletproof

Static

Effect: The user resists all X target ranged attacks one step further. This refers to attacks and Moves that simply hit one target or specify hitting multiple targets, such as Razor Wind hitting three targets. It has no effect on Moves that are capable of hitting multiple targets through areas of effect, such as Bursts or Cones. Defensive.

Ability: Bully

Scene – Free Action

Trigger: The user hits a target for Super-Effective Damage with a Melee Move

Effect: The target of the attack is pushed 2 Meters, becomes Tripped, and gains an Injury.

Ability: Cave Crasher

Static

Effect: The user resists Ground-Type and Rock-Type attacks one step further. Defensive.

Ability: Celebrate

At-Will – Free Action

Trigger: The user causes a foe to Faint by using a damaging attack

Effect: The user increases their Speed by 1 Combat Stage and may immediately take an additional Shift Action to move as if they were Slowed. This Ability may only be activated if the user is not prevented from shifting.

Ability: Cherry Power

Daily – Swift Action

Effect: The user gains 15 Temporary Hit Points, and is cured of all Persistent Status Afflictions.

Ability: Chlorophyll

Static

Effect: While in Sunny Weather, the user gains +4 Speed Combat Stages.

Ability: Clay Cannons

At-Will – Swift Action

Effect: Until the end of the round, the user may originate any Ranged Move they use from any square adjacent to itself.

Ability: Clear Body

Static

Effect: The user's Combat Stages may not be lowered by the effect of foes' Features, Abilities, or Moves. Status Afflictions may still alter their Combat Stages. Defensive.

Ability: Cloud Nine

Scene – Free Action

Effect: The weather of the field is set to normal.

Ability: Cluster Mind

Static

Effect: The user's Move Pool limit is increased by +2.

Ability: Color Change

At-Will – Free Action

Trigger: The user is hit by a Move

Effect: The user's Type changes to match the Type of the triggering Move.

Ability: Color Theory

Static

Effect: Upon gaining this ability at Birth, the user rolls 1d12 to determine the color of their tail secretions.

1 = Red; 2 = Red-Orange; 3 = Orange; 4 = Yellow-Orange; 5 = Yellow; 6 = Yellow-Green; 7 = Green; 8 = Blue-Green; 9 = Blue; 10 = Blue-Violet; 11 = Violet; 12 = Red-Violet.

Red is tied to Attack, Orange is tied to Defense, Yellow is tied to Special Attack, Green is tied to Special Defense, Blue is tied to Speed, Violet is tied to HP. Users with a "Pure" Color (Red, Orange, Yellow, etc) gain a +6 Bonus to the Base Stat tied to their color. Users with a "Mixed" Color (Red-Orange, Yellow-Orange, etc) gain a +3 Bonus to each Stat tied to the color.

Ability: Competitive

Static

Effect: Whenever the user has its Combat Stages lowered, by something other than its own Moves or Abilities, the user's Special Attack is raised 2 Combat Stages.

Ability: Compound Eyes

Static

Effect: The user gains a +3 Bonus to all Accuracy Rolls.

Ability: Confidence

Scene – Standard Action

Effect: Choose a Combat Stat. All allies within 5 meters of the user gain +1 CS in the Chosen Stat.

Ability: Contrary

Static

Effect: If something would raise the user's Combat Stages, it instead lowers the user's Combat Stages by the same amount. If something would lower the user's Combat Stages, it instead raises the user's Combat Stages by the same amount.

Ability: Conqueror

Scene – Free Action

Trigger: The user causes a foe to Faint by using a damaging Physical or Special Attack

Effect: The user's Attack, Special Attack, and Speed gain +1 Combat Stage.

Ability: Copy Master

Static

Effect: Connection - Copycat. Whenever the user uses Copycat or Mimic, it gains +1 Combat Stage in a Stat of its choice after the Move is resolved.

Ability: Corrosive Toxins

Scene – Free Action

Effect: Connection - Toxic. The user may activate this Ability when using Toxic to allow the Move to ignore Immunity to the Status Affliction, Blessings, and the effects of Abilities that may prevent Hit Point loss from being Badly Poisoned (such as Magic Guard or Poison Heal).

Ability: Courage

Static

Effect: While at or under 1/3rd of its Max Hit Point value, the user gains a +5 Damage Bonus to all Damage Rolls, and 5 Damage Reduction. Defensive.

Ability: Covert

Static

Effect: If this Pokémon is standing on a terrain related to its natural habitat, its Evasion is increased by +2. For Ice types, this is generally snowy or icy terrain; Ground and Ground types are apt to feel at home in sandy terrain or craggy rocks; Grass types, Bug Types, and others likely feel at home in long grass. Some Pokémon may be at home in several types of terrain.

Ability: Cruelty

Scene – Swift Action

Trigger: The user hits a foe with a damaging attack

Effect: After Damage is Resolved, the foe gains an Injury. The user is then informed of the total number of Injuries currently on the target, and may use that number to "purchase" the effects listed below.

- » **1 Injury:** The target loses 2 Hit Points. May be "purchased" multiple times.
- » **1 Injury:** The target is Slowed.
- » **2 Injuries:** Until the end of the encounter, the target may not gain Hit Points or Temporary Hit Points from any source. This effect ends if the target is switched out or Takes a Breather.

Ability: Crush Trap

Scene – Free Action

Trigger: The user successfully Grapples a target

Effect: Connection – Wrap. When you activate this ability, the user may immediately deal damage to the target as if the user had hit with a Struggle Attack. There is no Accuracy Roll and thus this damage cannot miss, be a Critical Hit, or trigger any Effect Ranges.

Ability: Cursed Body

Scene – Free Action

Trigger: The user is hit by a Damaging Move.

Effect: The Move becomes Disabled.

Ability: Cute Charm

Scene – Free Action

Trigger: A foe of the opposite gender attacks the user with a Melee Attack

Effect: The foe becomes Infatuated.

Ability: Cute Tears

Scene – Free Action

Trigger: The user is hit by a Damaging Attack

Effect: The attacking foe loses 2 Combat Stages in the Attack Stat used by the triggering Move.

Ability: Damp

Static

Effect: The Moves Self-Destruct and Explosion may not be used when a Pokémon with Damp is within 10-meters of Self-Destruct or Explosion's user. The Ability Aftermath may not be activated when a Pokémon with Damp is within 10-meters of the Pokémon attempting to activate Aftermath.

Ability: Danger Syrup

Scene – Free Action

Effect: Connection - Sweet Scent. If the user is hit by a damaging attack, it may use Sweet Scent as a Free Action, frequency allowing.

Ability: Dark Art

Static

Effect: The user gains Last Chance with Dark.

Ability: Dark Aura

Static

Effect: The user and all allies have the Damage Base of their damaging Dark Type Attacks increased by +1.

Ability: Daze

Scene – Standard Action

Effect: Make an AC4 Status Attack against a target within 6 meters. If you hit, the target falls asleep.

Ability: Deadly Poison

Daily – Free Action

Trigger: The user Poisons a target

Effect: The target is Badly Poisoned instead.

Ability: Decoy

Scene – Full Action

Effect: The user uses the Move "Follow Me" as if it was on their Move List, and their Evasion is raised by +2 until the end of their next turn.

Ability: Deep Sleep

Static

Effect: When asleep, this Pokémon restores a Tick of Hit Points at the end of each turn.

Ability: Defeatist

Static

Effect: Whenever the user is brought below 50% of their max Hit Points, the user's Attack and Special Attack are lowered by 1 Combat Stage each, and the user's Speed is increased by +2 Combat Stages. If the user is healed above 50% max Hit Points, these changes are reverted.

Ability: Defiant

Static

Effect: Whenever the user has its Combat Stages lowered, by something other than its own Moves or Abilities, the user's Attack is raised 2 Combat Stages.

Ability: Defy Death

Daily – Swift Action

Effect: By activating this Ability, the user is instantly healed of up to 2 Injuries; these counts towards the total number of Injuries that can be healed each day. Additionally, to die, the user must reach -250% Hit Points instead of -200% Hit Points.

Ability: Delayed Reaction

Scene – Free Action

Trigger: The user is hit by a direct damaging attack

Effect: Halve the damage taken by the user. At the end of the user's next turn, the user loses Hit Points equal to the other half of the damage. For example, if the user is hit for 11 damage and triggers this Ability, the user would take 5 damage upon being hit and 6 damage at the end of its next turn. Defensive.

Ability: Delivery Bird

Static

Effect: The user may hold two Held Items at once. Whenever an Ability or Move affects the user's Held Items, you may choose which one is affected.

Ability: Desert Weather

Static

Effect: The user is immune to Sandstorm Damage, resists Fire-Type Moves in Sunny Weather, and regains 1/16th of its Max Hit Points at the end of each of its turns while in Rainy Weather.

Ability: Diamond Defense

Static

Effect: Connection - Stealth Rock. Stealth Rock's Frequency is Scene x2, and the user's Stealth Rocks can be treated as dealing Rock-Type or Fairy-Type Damage, whichever is more effective.

Ability: Dig Away

Daily – Free Action

Effect: Connection - Dig. When hit by a Move, this Pokémon may activate this Feature to use Dig, frequency allowing, as an interrupt to avoid the attack and shift underground immediately. This consumes a command as normal. The terrain must allow for Dig to be used.

Ability: Discipline

Scene – Free Action

Effect: If the user gains initiative and is Confused, Enraged, Infatuated, or Flinched, they may activate Discipline to cure themselves of any of these conditions.

Ability: Dire Spore

Static

Effect: Connection - Spore. Whenever the user hits a target with Spore, that target is also Poisoned.

Ability: Dodge

Daily – Free Action

Trigger: The user is hit by a Damaging Move

Effect: The triggering Move instead misses. Defensive.

Ability: Download

Scene – Free Action

Target: Trainer or Pokémon

Effect: The target must reveal whether its Defense or Special Defense Stats are lower. If the Defense Stat is lower, the user gains a +5 Damage Bonus with Physical Moves when attacking the target. If the Special Defense Stat is lower, the Damage Bonus is instead to Special Moves.

Ability: Dreamspinner

Daily – Standard Action

Effect: For each Sleeping Pokémon or Trainer within 10 meters, the user gains a Tick of Hit Points.

Ability: Drizzle

Scene – Swift Action

Effect: The Weather changes to be Rainy for 5 rounds.

Ability: Drown Out

Scene – Free Action

Trigger: A foe uses a Move with the Sonic keyword

Effect: The user makes a Focus Check with a DC equal to the Move's Accuracy Roll. If the user succeeds, the triggering Move fails.

Ability: Drought

Scene – Free Action

Effect: The Weather changes to be Sunny for 5 rounds.

Ability: Dry Skin

Static

Effect: Whenever the user is hit by a damaging Fire-Type Move or ends their turn in Sunny Weather, they lose a Tick of Hit Points. The user is immune to the damage and effects of Water-Type Moves, and whenever the user is hit by a damaging Water-Type Move or ends their turn in Rainy Weather, they gain a Tick of Hit Points.

Ability: Dust Cloud

Scene – Free Action

Effect: Connection - Poison Powder. Whenever the user uses Poison Powder, Sleep Powder, or Stun Spore, the user may activate this Ability to use it as if that move have a range of Burst 1 instead.

Ability: Early Bird

Static

Effect: The user gains a +3 Bonus to rolls made due to Status Afflictions.

Ability: Effect Spore

Scene – Free Action

Trigger: The user is hit by a Melee Attack

Effect: Roll 1d6. On a result of 1 or 2, the attacker is Poisoned. On a result of 3 or 4, the attacker is Paralyzed. On a result of 5 or 6, the attacker falls Asleep.

Ability: Enfeebling Lips

Static

Effect: Connection - Lovely Kiss. Whenever the user uses the Move Lovely Kiss, they may choose a Stat. If the Move successfully hits, the Pokémon or Trainer being targeted loses 2 Combat Stages in that Stat.

Ability: Electrodash

Scene – Free Action

Effect: The user may make a Sprint Action as a Swift Action.

Ability: Enduring Rage

Static

Effect: The user may not make rolls to cure themselves from the Enraged condition. However, while Enraged, the user gains 5 Damage Reduction.

Ability: Exploit

Static

Effect: Whenever you deal Super-Effective Damage to a target, that target treats your Damage Roll as it were increased by +5.

ABILITY LIST: F-K

Ability: Fabulous Trim

Static

Effect: Furfrou's Ability depends on its current hairstyle. A Furfrou's hairstyle can be changed as an Extended Action at an appropriate hair parlor.

Star Trim: Celebrate

Diamond Trim: Defiant

Heart Trim: Cute Tears

Pharaoh Trim: Sand Veil

Kabuki Trim: Inner Focus

La Reine Trim: Intimidate

Matron Trim: Friend Guard

Dandy Trim: Moxie

Debutante Trim: Confidence

Ability: Fade Away

Scene – Standard Action, Interrupt

Effect: The user becomes Invisible until the beginning of their next turn, and may immediately Shift. This Ability may be activated as an Interrupt when hit by a Physical attack; the user may declare the use of Fade Away to avoid all damage and/or effects of the move. Defensive.

Ability: Fairy Aura

Static

Effect: The user and all allies have the Damage Base of their damaging Fairy Type Attacks increased by +1.

Ability: Fashion Designer

Daily – Extended Action

Effect: The user knows how to make useful accessories from mere common leaves. The user may craft one of the consumable Held Items below by activating this ability.

Lucky Leaf - Grass Type Booster for one encounter.

Tasty Reeds - Bug Type Booster for one encounter.

Dew Cup - Same Effect as an Occa Berry.

Thorn Mantle - Same Effect as a Coba Berry.

Chewy Cluster - Same Effect as Leftovers.

Decorative Twine – Roll +2d6 on any Move during a Contest.

Ability: Fiery Crash

Static

Effect: Whenever the user uses a Move with the Dash keyword, they may either increase that Move's Damage Base by +2, or change the Move to be Fire-Type if it was not already. All Moves with the Dash keyword performed as Fire-Typed burn their target on 19+, or increase the effect range by +2 if they could already inflict Burn.

Ability: Filter

Static

Effect: When the user is hit by a Super-Effective attack, the attack deals x1.25 damage instead of x1.5 damage. If the user is hit by a Super-Super-Effective attack, the attack deals x1.5 damage instead of x2 damage. . If you have both Solid Rock and Filter, you gain 5 Damage Reduction against Super-Effective Damage. Defensive.

Ability: Flame Body

Scene – Free Action

Trigger: The user is hit by a Melee Attack

Effect: The attacking foe becomes Burned.

Ability: Flame Tongue

Scene – Free Action

Trigger: The user hits a foe with Lick.

Effect: Connection – Lick. The foe hit with Lick gains an Injury and becomes Burned.

Ability: Flare Boost

Static

Effect: While Burned, the user's Special Attack is raised by 2 Combat Stages. If the user is cured of its Burn, its Special Attack is lowered by 2 Combat Stages.

Ability: Flash Fire

Static

Effect: The user is immune to the damage and effects of Fire-Type attacks. If the user is hit by a Fire-Type attack, the user gains a +5 Bonus to their next Damage Roll with a Fire-Type Move. Defensive.

Ability: Fluffy Charge

Static

Effect: Connection – Charge. Whenever the user uses Charge, they gain +1 CS to Defense.

Ability: Flower Gift

Scene – Free Action

Effect: If it is Sunny, Flower Gift creates a 4-meter Burst. The user and all of their allies in the burst gain +2 Combat Stages, distributed among any Stat or Stats as they wish.

Ability: Flower Power

At-Will – Extended Action

Target: A Grass-Type Pokémon

Effect: The target gains Flower Power for the rest of the day. While the target has Flower Power, they gain a +1 bonus to Skill Checks. A Pokémon with Flower Power may choose to expend their Flower Power when making an Accuracy Roll with a Grass-Type Move or when making a Save Check to gain a +2 Bonus to that roll. This Ability may target a specific target only once per day.

Ability: Flower Veil

Static

Effect: Allied Grass-Type Pokémon within 10 meters cannot have Combat Stages lowered. Defensive.

Ability: Flutter

At-Will – Shift Action

Effect: The user gains +3 Evasion until the end of their next turn, and cannot be Flanked.

Ability: Flying Fly Trap

Static

Effect: The Pokémon takes no damage from Ground Type Moves and Bug Type Moves. Defensive.

Ability: Focus

Static

Effect: The user gains Last Chance with Fighting.

Ability: Forecast

Static

Effect: The user's Type changes depending on the weather. It changes to Fire Type if it is Sunny, Ice Type if it is Hailing, Water Type if it is Rainy, and Rock Type if there is a Sandstorm. It returns to Normal Type if it is in normal weather or foggy weather. If there are multiple Weather Effects on the field, choose one type for the user to be that corresponds with an existing Weather Effect.

Ability: Forest Lord

Scene x2 – Shift Action

Effect: This turn, the user may originate a Grass or Ghost-Typed Move from any fully grown tree within 10 meters. Moves performed this way gain a +2 Bonus on their Accuracy Roll.

Ability: Forewarn

Scene – Free Action

Target: A Pokémon or Trainer

Effect: The Move with the highest Damage Dice Roll known by the targeted foe is revealed. If there is a tie, all tied Moves are revealed. The Moves revealed gain a -2 Penalty during Accuracy Checks when used by the target for the rest of the encounter.

Ability: Fox Fire

Scene – Standard Action

Effect: The user creates 3 Fire Wisps. Whenever the user is targeted by a foe within 6 meters, they may spend a Fire Wisp as an Interrupt to use the Move Ember against that foe as a Free Action, as if it was on their Move List.

Ability: Freezing Point

Static

Effect: The user gains Last Chance with Ice.

Ability: Friend Guard

Scene – Free Action

Trigger: An adjacent Ally takes Damage

Effect: The damage is resisted one step further. Defensive.

Ability: Frighten

Scene – Swift Action

Target: A Pokémon or Trainer within 5 meters

Effect: Lower the target's Speed 2 Combat Stages.

Ability: Frisk

Scene – Free Action

Target: An Adjacent Pokémon

Effect: The target reveals their Type, Ability, Nature, Level, and name of any Held Items they are currently holding, if any.

Ability: Frostbite

Static

Effect: The user's damaging Ice-Type attacks cause the target to become Slowed on 18+, and the Effect Range for Freeze on these Moves is increased by +1. If the Move does not cause Freezing, it now causes Freezing on a roll of 20.

Ability: Fur Coat

Static

Effect: The user resists all Physical Attacks one step further. Defensive.

Ability: Gale Wings

Static

Effect: The user may use Flying-Type Moves as if they have the Priority keyword.

Ability: Gardener

Daily x3 – Extended Action

Target: A yielding plant

Effect: Increase the soil quality of the plant by +1, as if Mulch had been applied. This may target a specific Plant only once per day.

Ability: Gentle Vibe

Scene – Standard Action

Range: Burst 2

Effect: All targets in the burst, including the user, have their Combat Stages reset, and are cured of any Volatile Status ailments.

Ability: Gluttony

Static

Effect: The user may eat up to three Food Items per encounter, and up to two refreshments per half hour.

Ability: Gooley

At-Will – Free Action

Trigger: The user is hit by a Melee Attack

Effect: The triggering attacker has their Speed lowered by 1 Combat Stage.

Ability: Gore

Static

Effect: Connection - Horn Attack. Whenever the user uses Horn Attack, they may push the target away 1 meter. Additionally, Horn Attack has a Critical Range of 18-20 for the user.

Ability: Grass Pelt

Static

Effect: When standing on any grassy or leafy terrain that is either Slow or Rough Terrain, the user gains +5 Damage Reduction. Defensive.

Ability: Gulp

Daily – Extended Action

Effect: If the user is allowed to spend time fully submerged in water for at least 10 minutes, they may heal up to 25% of their Max Hit Points, and remove one Injury.

Ability: Guts

Static

Effect: While suffering from Burn, Poison, Paralysis, Freezing, or while Asleep, the user's Attack is raised 2 Combat Stages. If suffering from none of these conditions, the user loses any Combat Stages gained this way.

Ability: Harvest

At-Will – Free Action

Effect: Whenever the user trades in a Digestion Buff from a Berry, flip a coin. On heads, the user gains all the benefits of the Digestion Buff, but the Buff is not used up. On tails, the Buff is consumed normally. While in Sunny Weather, the Buff is never consumed. The user may trade in a Digestion Buff up to once per turn during an encounter, but only until they flip "Tails".

Ability: Haunt

Static

Effect: The user gains Last Chance with Ghost.

Ability: Hay Fever

At-Will – Swift Action

Trigger: The user uses a Status Move; or the user ends their turn while Asleep.

Effect: The user creates a Burst 2 or Close Blast 3 of allergenic pollen. All Trainers and Pokémon in the burst that are not Bug, Grass, or Poison Typed lose a Tick of Hit Points. This Ability cannot be activated in Rainy Weather, Sandstorms, or if it is Hailing.

Ability: Healer

Scene – Free Action

Target: An Adjacent Pokémon or Trainer

Effect: The target is cured of all Status conditions.

Ability: Heat Mirage

At-Will – Free Action

Trigger: The user uses a Fire-Type Move

Effect: The user's Evasion is increased by +3 until the beginning of their next turn.

Ability: Heatproof

Static

Effect: The user resists Fire Type moves one step further (Super-Effective Becomes Neutral, Doubly-Super Effective becomes Super-Effective, Neutral becomes Resistant, Resistant becomes doubly Resistant).

Ability: Heavy Metal

Static

Effect: When referring to Weight Classes, treat the Pokémon as if it is 2 Weight Classes higher.

Ability: Helper

Static

Effect: Connection - Helping Hand. Whenever the user uses a Move that targets a single Ally, that Ally gains a +1 Bonus to Accuracy and Skill Checks until the end of the user's next turn.

Ability: Honey Paws

Static

Effect: The user may consume Honey to gain a Digestion Buff as if they had consumed Leftovers. This Digestion Buff does not count against their normal limit.

Ability: Honey Thief

Static

Effect: Connection - Bug Bite. If the user uses Bug Bite to steal the effects of a Digestion Buff, they gain a Tick of Temporary Hit Points.

Ability: Huge Power

Static

Effect: The Pokémon's Base Attack stat is doubled. This may double any bonuses from Nature or Vitamins, but not bonuses from Trainer Features.

Ability: Hustle

Static

Effect: The user receives a -2 penalty to all Accuracy Rolls with Physical Attacks, and gains a +10 Bonus to all Physical Damage Rolls.

Ability: Hydration

Static

Effect: At the end of the user's turn, if the weather is Rainy, the user is cured of one Status Affliction.

Ability: Hyper Cutter

Static

Effect: The user's Attack Stat may not be lowered, and its Attack Combat Stages may not be lowered. Defensive.

Ability: Hypnotic

Static

Effect: Connection - Hypnosis. When used by the user, Hypnosis cannot miss.

Ability: Ice Body

Static

Effect: While Hailing, the user gains a Tick of Hit Points at the beginning of each of their turns. The user is not damaged by Hail.

Ability: Ice Shield

Scene – Standard Action, Interrupt

Effect: The user places up to 3 segments of Ice Wall; each segment must be continuous with another segment, and at least one must be adjacent to the user. These Ice Walls count as Blocking Terrain and last until the end of the encounter or until they are destroyed. Each Ice Wall segment is 2 meters tall, 1 meter wide, and 2 centimeters thick. Each segment has 10 Hit Points, 5 Damage Reduction, and takes damage as if it was Ice-Type.

Ability: Ignition Boost

At-Will – Free Action

Trigger: An adjacent Ally uses a damaging Fire-Type Move

Effect: The allied target gains a +5 Bonus to its damage roll with the triggering Move. A target may not benefit from more than one instance of Ignition Boost at a time.

Ability: Illuminate

Static

Effect: Attacks that target the user have a -2 Accuracy Penalty against the user. Does not affect attackers with the Blindsight Capability. Defensive.

Ability: Illusion

Special

Effect: As a Standard Action, the user may mark an object, Pokémon, or Trainer. The user may have a number of targets marked equal to their Focus Rank; to mark a new target, an old mark must be forfeited. Once per round as a Free Action, the user may use illusory powers to make itself look exactly like a marked target. This may be done as the user is being released from a Poké Ball. This change is aesthetic and does not affect typing or Moves. The illusion allows the user to vaguely mimic sounds made by its marked target, but it is not capable of intelligible speech. Whenever the user is hit by a damaging Move, the Illusion is destroyed. The user may also dismiss the Illusion as a Free Action.

Ability: Immunity

Static

Effect: The user cannot be Poisoned or Badly Poisoned. Defensive.

Ability: Imposter

At-Will – Free Action

Trigger: Ditto enters the encounter

Effect: When Ditto is sent out, it may use the Move Transform as a free action. If the target of Transform has any modified Combat Stages, apply these Combat Stages to Ditto. One of the target's Abilities is randomly assigned to Ditto until Ditto uses Transform again.

Ability: Infiltrator

Static

Effect: The user gains a +2 Bonus to Stealth Checks, does not trigger Hazards, Blessings cannot be activated in response to its actions, and the user may bypass the effects of the move Substitute.

Ability: Inner Focus

Static

Effect: The user cannot be Flinched. If an effect would set the user's Initiative to 0, their Initiative is not affected. Defensive.

Ability: Insomnia

Static

Effect: The user is immune to the Sleep condition, and cannot use the move Rest. Defensive.

Ability: Instinct

Static

Effect: The user's default Evasion is increased by +2. Defensive.

Ability: Interference

At-Will - Standard Action

Effect: The accuracy of all foes within 3 meters is reduced by -2 until the end of the user's next turn.

Ability: Intimidate

Scene – Swift Action

Target: Pokémon or Trainer within 5 meters

Effect: Lower the target's Attack 1 Combat Stage.

Ability: Iron Barbs

At-Will - Free Action, Reaction

Trigger: The user is hit by a damaging Melee Attack

Effect: The attacker loses Hit Points equal to Tick of Hit Points.

Ability: Iron Fist

Static

Effect: The user increases the Damage Base of the following Moves by +2; Bullet Punch, Comet Punch, Dizzy Punch, Drain Punch, Dynamic Punch, Fire Punch, Meteor Mash, Shadow Punch, Ice Punch, Mach Punch, Mega Punch, Sky Uppercut, Thunder Punch, Focus Punch, Hammer Arm, and Power-Up Punch.

Ability: Justified

At-Will - Free Action

Trigger: The user is hit by a damaging Dark Type Move

Effect: The user may raise its Attack 1 Combat Stage. The user always gains a +4 bonus to Skill Checks made to Intercept.

Ability: Kampfgeist

Static

Effect: The user gains STAB on Fighting-Type Moves.

Ability: Keen Eye

Static

Effect: The user's Accuracy cannot be lowered, their attacks cannot have Accuracy Penalties (such as from Illuminate), the user is immune to the Blind condition (but not Total Blindness), and the user ignores any Evasion not directly derived from Stats (such as from the Instinct Ability, or from moves like Minimize).

Ability: Klutz

Static

Effect: The Pokémon ignores the effects of all held Items in its possession. The user may drop Held Items At-Will as a Free Action during their turn, even if they have Status Afflictions that prevent them from taking actions.

ABILITY LIST: L-P

Ability: Landslide

Static

Effect: The user gains Last Chance with Ground.

Ability: Last Chance

Static

Effect: The user gains Last Chance with Normal.

Ability: Leaf Gift

Daily – Extended Action

Effect: The user is adept at crafting clothes for itself out of common leaves. As an extended action, the user may craft a Leaf Suit listed below by activating this Ability; each suit has different effects on the user. The user may only wear one Leaf Suit at a time; building a new suit destroys previous suits.

Nourishing Suit - Effect: Grants the Sun Blanket and Leaf Guard Abilities.

Heavy Suit - Effect: Grants the Sturdy and Overcoat Abilities.

Vibrant Suit - Effect: Grants the Chlorophyll and Photosynthesis Abilities.

Ability: Leaf Guard

Static

Effect: At the end of the user's turn, if the weather is Sunny, the user is cured of one Status Condition.

Ability: Leek Mastery

Static

Effect: Connection - Acrobatics. If the user is holding a Rare Leek, they may still use Acrobatics as if they were not holding an item. The user cannot be disarmed of their Stick, nor can it be forcefully removed by Trick, Switcheroo, Thief, or any other Moves or effects unless the user wishes it.

Ability: Levitate

Static

Effect: The Pokémon is immune to the damage and effects of Ground Type Moves, and gains a Levitate Speed of 4, or has existing Levitate Speeds increased by +2. Defensive.

Ability: Life Force

Daily – Swift Action

Effect: The user gains a Tick of Hit Points immediately upon activating this Ability, and gains the same amount at the beginning of each of their turns for the following 4 rounds.

Ability: Light Metal

Static

Effect: When referring to Weight Classes, treat the Pokémon as if it is 2 Weight Classes lower.

Ability: Lightning Kicks

Scene – Free Action

Effect: The user may activate this Ability to use any Move with “Kick” in the name as a Priority Move.

Ability: Lightning Rod

Scene – Free Action

Trigger: A ranged Electric Type Move is used within 10 Meters of the user.

Effect: The Move is turned into a Single-Target Move and is re-directed at the user without fail, and cannot miss. This negates Lock-On or Mind Reader. Additionally, the user is immune to the damage and effects of Electric Type attacks, and each time they are hit by an Electric attack, the user's Special Attack is raised 1 Combat Stage. Defensive.

Ability: Limber

Static

Effect: The user is immune to Paralysis. Defensive.

Ability: Liquid Ooze

Static

Effect: When the Pokémon with Liquid Ooze is damaged by Absorb, Drain Punch, Giga Drain, Horn Leech, Leech Life, Leech Seed or Mega Drain, that Move gains Recoil ½ and the Move's user does not gain any HP.

Ability: Lullaby

Scene – Free Action

Effect: Connection - Sing. Whenever the user uses the Move “Sing”, they may activate this Feature. The user then picks a Pokémon or Trainer being targeted by Sing; Sing automatically hits that target.

Ability: Lunchbox

Scene – Free Action

Trigger: The user trades in a Digestion Buff

Effect: The user gains 5 Temporary Hit Points. These Temporary Hit Points stack with any Temporary Hit Points granted by the triggering Buff.

Ability: Mach Speed

Static

Effect: The user gains Last Chance with Flying.

Ability: Magic Bounce

Scene – Free Action

Trigger: The user is hit by a Status Move

Effect: The user may reflect the Move back to the attacker. This Ability may be used to change the placement and affiliation of any Hazards being set within 10 meters of the user as well. Defensive.

Ability: Magic Guard

Static

Effect: The user is immune to damage and Hit Point loss from Hazards, Weather, Status Afflictions, Vortexes, Recoil, Hay Fever, Iron Barbs, Rough Skin, and Leech Seed. Defensive.

Ability: Magician

Scene – Free Action

Trigger: The user hits a foe with a damaging Single-Target attack

Effect: The user takes the target's Held Item. This Ability may not be triggered if the user is already holding a Held Item.

Ability: Magma Armor

Static

Effect: The user cannot be Frozen. Defensive.

Ability: Magnet Pull

At-Will – Swift Action

Target: A Steel-Type Pokémon

Effect: Until the end of the user's next turn, the target may not move more than 8-meters away from the user and/or may not move closer than 3-meters to the user.

Ability: Marvel Scale

Static

Effect: When Asleep, Paralyzed, Burned, Frozen or Poisoned, Marvel Scale raises the user's Defense by +2 Combat Stages. The Combat Stages return to normal if the user is cured of their status affliction.

Ability: Mega Launcher

Static

Effect: The user increases the Damage Base of Aura Sphere, Dark Pulse, Dragon Pulse, and Water Pulse by +2.

Ability: Memory Wipe

Scene - Special

Effect: The user selects a Pokémon or Trainer within 10 meters. If used as a Swift Action, the last Move used by the target becomes Disabled. If used as a Standard Action, the target is Flinched. If used as an Extended Action that takes about 1 minute, it can erase up to 5 minutes that have occurred within the last 30 minutes from the target's memory.

Ability: Migraine

Static

Effect: While the user is at 50% Hit Points or less, it gains the Telekinetic Capability and may add STAB to Psychic-Type Moves.

Ability: Mimitree

Static

Effect: Connection - Mimic. Whenever the user uses a Move copied by Mimic, they may choose to replace that Move with Mimic once more. When used this way, the user ignores Mimic's Frequency.

Ability: Mind Mold

Static

Effect: The user gains Last Chance with Psychic.

Ability: Mini-Noses

Daily - Standard Action

Effect: The user detaches up to three Mini-Noses from themselves and places them adjacent to them on the battlefield. These Mini-Noses have HP equal to the user's level but otherwise uses their user's stats. Each Mini-Nose has a Levitate Speed of 4. The user may Shift them each round on their turn, and they may originate any Ranged Move from one of the Mini-Noses instead of themselves if they choose. If a Mini-Nose is reduced to 0 HP, it is destroyed and takes a full 24 hours to regrow, one at a time. If the user has less than three grown Mini-Noses, then this ability can only place as many on the field as are available. All Mini-Noses deactivate, but are not destroyed, if the user is Fainted. Mini-Noses cannot be made to Shift more than 5 meters away from the user; if they are forced farther away, they will automatically Shift toward the user on the user's turn.

Ability: Minus

Scene – Free Action

Target: An ally with Plus within 10 Meters

Effect: The target's Special Attack is raised by +2 Combat Stages.

Ability: Miracle Mile

Static

Effect: The user gains Last Chance with Fairy.

Ability: Mojo

Static

Effect: Normal Types are not immune to the user's Ghost-Type Moves.

Ability: Mold Breaker

Static

Effect: The user ignores the effect of enemies' Defensive Abilities.

Ability: Moody

At-Will – Free Action

Trigger: The user joins an encounter, misses with a Move, or hurts itself in Confusion

Effect: Moody must be activated whenever it is triggered. Roll 1d10 to determine a Stat to be raised by +2 Combat Stages, then roll 1d10 to determine a Stat to be lowered by 2 Combat Stages. 1 or 2 is Attack, 3 or 4 is Defense, 5 or 6 is Special Attack, 7 or 8 is Special Defense, 9 or 10 is Speed.

Ability: Motor Drive

Static

Effect: The user is immune to the damage and effects of Electric Type attacks. Whenever an Electric Type attack hits the Pokémon, raise their Speed by +1 Combat Stage. Defensive.

Ability: Mountain Peak

Static

Effect: The user gains Last Chance with Rock.

Ability: Moxie

Static

Effect: Whenever the user's Move causes a target to faint, it may raise its Attack Combat Stage by +1. You may only trigger Moxie once per Move, even if the Move causes multiple targets to faint.

Ability: Mud Dweller

Static

Effect: The user resists Ground-Type and Water-Type attacks one step further.

Ability: Multiscale

Static

Effect: When at full Hit Points, when taking damage from a Move, half the total damage before applying weakness and resistance, after applying your Defenses. Defensive.

Ability: Multitype

At Will – Free Action

Effect: The user changes its Elemental Type to any of the Elemental Types. Multitype cannot be copied or disabled.

Ability: Mummy

Daily – Free Action

Trigger: The user is hit by a Melee Attack

Effect: Replace all of the Attacker's Abilities with Mummy until the end of the encounter.

Ability: Natural Cure

Scene – Free Action

Effect: Whenever the user is returned to its Poké Ball or Takes A Breather, it may activate Natural Cure to cure itself of all Persistent Status Afflictions.

Ability: No Guard

Static

Effect: The user may not apply any form of Evasion to avoiding Melee attacks; however, the user ignores all forms of evasion when making Melee attack rolls.

Ability: Normalize

Static

Effect: All Moves performed by the Pokémon are considered Normal Type instead of whatever Type they normally are.

Ability: Oblivious

Static

Effect: The user is immune to the Enraged and Infatuated conditions. Defensive.

Ability: Odious Spray

Scene – Free Action

Effect: Connection - Poison Gas. The user may activate this Ability when using Poison Gas to cause Poison Gas to be a single target attack with a range of 8. When used this way, Poison Gas has an AC of 2, and also flinches its target if it hits.

Ability: Omen

Scene – Swift Action

Effect: Choose a Pokémon or Trainer within 5 meters. The target's Accuracy is lowered by 2.

Ability: Overcharge

Static

Effect: The user gains Last Chance with Electric.

Ability: Overcoat

Static

Effect: The user is immune to Moves with the Powder Keyword, and does not take damage from any Weather that would normally cause it to take damage. Defensive.

Ability: Overgrow

Static

Effect: The user gains Last Chance with Grass.

Ability: Own Tempo

Static

Effect: The user is immune to Confusion. Defensive.

Ability: Pack Hunt

At-Will – Free Action

Trigger: An adjacent foe is damaged by an ally's Melee Attack

Effect: The user may make a Physical Attack with an AC of 5 against the triggering foe. If the attack hits, the foe loses a Tick of Hit Points.

Ability: Parental Bond

Static

Effect: Only Kangaskhan with the Baby Template can be Mega Evolved and gain this Ability. While they have this Ability, the Baby gains 10 Damage Reduction, and will leave its mother's pouch and may be commanded to take action in battle. Both the Baby Kangaskhan with this Ability and its Mother may take their turn when the Mother takes its turn; the Baby will not willingly walk farther than 10 meters from its mother however. If the Baby Kangaskhan with this Ability is Fainted, its mother will become Enraged, and gain 5 Damage Reduction and +5 to Damage Rolls for the remainder of the Scene.

Ability: Parry

Scene – Free Action

Trigger: The user is hit by a Melee Attack

Effect: The attack instead misses. Defensive.

Ability: Perception

At-Will – Shift Action, Interrupt

Trigger: An ally uses an area-of-effect attack that would hit you

Effect: You may Shift to remove yourself from the area-of-effect.

Ability: Permafrost

Static

Effect: The user gains 5 Damage Reduction against Super-Effective Damage. Additionally, whenever the user would lose a Tick of Hit Points due to an effect such as Sandstorm or the Burn Status condition, subtract 5 from the amount of Hit Points lost. Defensive.

Ability: Photosynthesis

Daily – Extended Action

Effect: If the user is allowed to bask in normal sunlight for at least 10 minutes, they may heal up to 25% of their Max Hit Points, and remove one Injury.

Ability: Pickpocket

Scene – Free Action

Trigger: The user is hit by an opponent with a Melee Move

Effect: If the opponent has a Held Item and the user does not, the user takes the Held Item the opponent is holding.

Ability: Pickup

Daily – Extended Action

Effect: You may use Pickup as an Extended Action that requires at least 5 minutes. Roll 1d20, consult the Pickup keyword to figure out what you find!

Ability: Pixilate

At-Will - Free Action

Trigger: The user uses a Normal-Type damaging Move

Effect: The Move is changed to be Fairy-Type.

Ability: Plus

Scene – Free Action

Target: An ally with Minus within 10 Meters

Effect: The target's Special Attack is raised by +2 Combat Stages.

Ability: Poison Heal

Daily – Free Action

Trigger: The user becomes Poisoned

Effect: For the rest of the encounter, while Poisoned or Badly Poisoned, the user gains a Tick of Hit Points at the beginning of each turn instead of losing any Hit Points from Poison. At the end of the encounter, the user is cured of the Poison Status. Additionally, the user does not have any Combat Stages lowered from being Poisoned.

Ability: Poison Point

Scene – Free Action

Trigger: The user is hit by a Melee Move

Effect: The attacking foe is Poisoned.

Ability: Poison Touch

Static

Effect: The Pokémon's Moves which deal damage Poison Legal Targets on 19+. If a move already has a chance of Poisoning foes, Poison Touch increases the effect range by +2.

Ability: Poltergeist

Static

Effect: Rotom gains an Ability and a Move depending on what Form it has taken. This Move cannot be forgotten or replaced in any way.

Standard Rotom: Move - Thunder Shock. Ability - Levitate.

Heat Rotom: Move- Overheat. Ability - Levitate.

Wash Rotom: Move - Hydro Pump. Ability - Aqua Boost.

Frost Rotom: Move - Blizzard. Ability - Frostbite.

Fan Rotom: Move - Air Slash. Ability - Keen Eye

Mow Rotom: Move - Leaf Storm. Ability - Grass Pelt.

Ability: Polycephaly

Static

Effect: The user may make Struggle Attacks as a Swift Action. Struggle Attacks made this way are resisted one step further than they normally would be.

Ability: Prankster

Static

Effect: The user may use Status Moves as Priority (Advanced).

Ability: Pressure

Static

Effect: While within 3 meters of the user, all foes are Suppressed. This effect ends when the user is Fainted.

Ability: Pride

Static

Effect: While suffering from Burn, Poison, Paralysis, Freezing, or while Asleep, the user's Special Attack is raised 2 Combat Stages. If suffering from none of these conditions, the user loses any Combat Stages gained this way.

Ability: Prime Fury

Scene – Swift Action

Effect: The user becomes Enraged, and gains +1 Attack Combat Stage.

Ability: Probability Control

Scene – Free Action

Target: Any roll made by yourself or an ally.

Effect: The user may reroll any roll, or have any ally reroll any roll that has been made. This leaves discoverable Psychic residue.

Ability: Protean

At-Will – Swift Action

Trigger: The user uses a Move

Effect: The user's Type changes to match the Type of the triggering Move. This Ability resolves before the Move is resolved (And thus you may apply STAB, and trigger other Features and Abilities appropriately).

Ability: Pumpkinegrab

Static

Effect: The user gains a +4 bonus to Accuracy Checks of Struggle Attacks made to initiate Grapple, and a +3 Bonus to Skill Checks made to initiate a Grapple.

Ability: Pure Blooded

Static

Effect: The user gains Last Chance with Dragon.

Ability: Pure Power

Static

Effect: The Pokémon's base attack stat is doubled. This may double any bonuses from Nature or Vitamins, but not bonuses from Features.

ABILITY LIST: Q–U**Ability: Quick Cloak**

At-Will – Standard Action

Effect: Burmy quickly builds a cloak out of nearby materials; using leaves and twigs will give it a Grass Plant Cloak, using sand and rocks will give it a Ground Sandy Cloak, and using trash or scrap will give it a Steel Trash Cloak. While in a Cloak, Burmy gains the Type associated with the Cloak as a secondary Typing, which will become permanent upon evolution into Wormadam. Cloaks are destroyed if Burmy is hit for Super-Effective Damage, or if Burmy makes a new Cloak.

Ability: Quick Curl

Scene – Free Action

Effect: Connection - Defense Curl. The user may activate this Ability to use Defense Curl as a Swift Action.

Ability: Quick Feet

Static

Effect: When Poisoned, Burned, Paralyzed, Frozen or put to Sleep, the user's Speed is raised 2 Combat Stages. The user does not lose Speed Combat Stages from Paralysis. If the user is healed all Status Conditions, their Speed is lowered appropriately.

Ability: Rain Dish

Static

Effect: While Rainy, the user gains a Tick of Hit Points at the beginning of each of their turns.

Ability: Rally

Scene – Swift Action

Effect: All allies within 10 meters may immediately shift 1 Meter in any direction they wish. Rally does not work on sleeping, flinched, stuck, fainted, or otherwise incapacitated allies. Rally does not work on the user.

Ability: Rattled

At-Will – Free Action

Trigger: The user is hit by a Bug, Dark, or Ghost Type Move

Effect: The user's Speed is raised by +1 Combat Stage.

Ability: Razor Edge

Static

Effect: Connection - Poison Tail. The user's Critical Hit Range on all Moves is increased by +2; any Moves with "Tail" in their name have their Critical Hit Range increased by +3 instead.

Ability: Reckless

Static

Effect: Increases the Damage Base of Jump Kick, Hi Jump Kick, and Moves with the Recoil keyword by +2.

Ability: Refreshing Veil

Scene – Free Action

Effect: Connection – Aqua Ring. Whenever the user activates Aqua Ring, they may activate this Feature to cure themselves of all Persistent Status Effects.

Ability: Refrigerate

At-Will – Free Action

Trigger: The user uses a Normal-Type damaging Move
Effect: The Move is changed to be Ice-Type.

Ability: Regal Challenge

Scene – Swift Action

Target: Pokémon or Trainer within 5 Meters

Effect: Make an AC4 Status Attack against the target. If the attack hits, lower the target's Speed by 1 Combat Stage and the target is Slowed. If the attack misses, raise the user's Attack and Special Attack by +1 Combat Stage each.

Ability: Regenerator

Daily x2 – Free Action

Trigger: The user is recalled into a Poké Ball, or Takes a Breather

Effect: The user gains Hit Points equal to 1/3rd of its maximum Hit Points. Regenerator may be activated only once per Scene.

Ability: Rivalry

Static

Effect: Whenever the user deals direct damage to a target of the same gender, increase the Damage dealt by +5.

Ability: Rock Head

Static

Effect: The user ignores the Recoil keyword when attacking.

Ability: Rocket

Scene – Swift Action

Effect: The user's Sky capability is increased by +3 until the end of the user's next turn, and the user goes first on the following round, ignoring initiative; Interrupt Moves may not be used in response to their Moves that round.

Ability: Root Down

At-Will – Shift Action

Effect: Connection - Ingrain. While the user has the Ingrain Coat, they may activate this Ability to gain Temporary Hit Points equal to 1/16th of their Max Hit Points.

Ability: Rough Skin

At-Will - Free Action, Reaction

Trigger: The user is hit by a damaging Melee Attack

Effect: The attacker loses a tick of Hit Points.

Ability: Run Away

Static

Effect: The user cannot be Slowed, Stuck, or Trapped. The user does not provoke Attacks of Opportunity by Shifting.

Ability: Run Up

Static

Effect: If the user moves in a straight line to a target and uses a damaging Melee Attack, it may add the number of meters traveled in a direct line as Bonus Damage to a Damage Roll.

Ability: Sand Force

Static

Effect: While in a Sandstorm, the user's Ground, Rock, and Steel-Type Direct-Damage Moves deal +5 Damage. Additionally, the user is immune to damage from Sandstorms.

Ability: Sand Rush

Static

Effect: While the Weather is a Sandstorm, the user gains +4 Speed Combat Stages. Additionally, the user is immune to damage from Sandstorms.

Ability: Sand Stream

Scene – Free Action

Effect: The Weather changes to a Sandstorm for 5 rounds. As a static effect, the user is not damaged by Sandstorm.

Ability: Sand Veil

Static

Effect: The user's Evasion is increased by +2 while in a Sandstorm. The user and allies adjacent to the user are not damaged by the Sandstorm.

Ability: Sap Sipper

Static

Effect: The user is immune to the damage and effects of Grass Type attacks. If a damaging Grass Type attack hits the user, the user gains +1 Attack Combat Stage. Defensive.

Ability: Scrappy

Static

Effect: Ghost Types are not immune to the user's Normal and Fighting-Type Moves.

Ability: Sequence

Scene – Free Action

Trigger: The user uses an Electric Attack

Effect: For every allied Electric-Type Pokémon cardinally adjacent to the user, raise the user's Attack and Special Attack by +1 CS each before calculating damage for the triggering attack. After the attack is resolved, lose all Combat Stages gained this way.

Ability: Serene Grace

Static

Effect: The user's Effect Range is increased by +2.

Ability: Serpent's Mark

Static

Effect: Arbok's Advanced and High Abilities depend on the Arbok's hood pattern. To determine its pattern, roll 1d6 upon evolution or upon generation. If an Arbok is bred, it will have the same pattern as its parent. If both parents are Arboks with different patterns, determine the pattern randomly.

Pattern Name - Adv Ability / High Ability

- 1) **Attack Pattern** - Rivalry / Strong Jaw
- 2) **Crush Pattern** - Unnerve / Crush Trap
- 3) **Fear Pattern** - Frighten / Regal Challenge
- 4) **Life Pattern** - Regenerator / Defy Death
- 5) **Speed Pattern** - Run Away / Speed Boost
- 6) **Stealth Pattern** - Instinct / Infiltrator

Ability: Shackle

Scene – Free Action

Effect: Shackle creates a Burst 3. All foes in the burst have their movement capabilities halved until the end of their next turn.

Ability: Shadow Tag

Scene – Free Action

Target: An adjacent Trainer or Pokémon

Effect: The target's shadow becomes pinned to the target's current spot for 5 turns. During this time, the target is Slowed and Trapped, and cannot move more than 5 meters from the spot their shadow is pinned to; even being Pushed and other forced movement effects cannot force the target to Move more than 5 meters from that spot.

Ability: Shed Skin

Scene – Swift Action

Effect: The user is cured of one of Paralysis, Freezing, Burns, Poison, or Sleep.

Ability: Sheer Force

Static

Effect: If a Pokémon with Sheer Force uses a Move with a secondary effect that triggers during Accuracy Roll, increase that Move's Damage Base by +2. However, the secondary effects of Move never trigger. This does not affect Critical Hits, or moves with increased Critical Hit ranges.

Ability: Shell Armor

Static

Effect: The user is immune to Critical Hits; they are instead normal hits. Defensive.

Ability: Shell Cannon

Scene – Free Action

Effect: When Blastoise uses Aqua Jet, Dive, Flash Cannon, Hydro Cannon, Hydro Pump, Tackle, Waterfall, Water Gun, and Water Spout they may activate this Ability to gain +2 to their Accuracy Roll and deals +4 Bonus Damage with Damage Rolls. When using Aqua Jet, Dive, Tackle, or Waterfall, Blastoise must shift in a straight line to their target to activate this Ability, but their Overland and Swim Speeds are increased by +2 when doing so.

Ability: Shell Shield

Scene – Free Action

Effect: Connection - Withdraw. The user may activate this Ability to use Withdraw as an Interrupt and a Free Action. The user must still use a Shift Action to stop being Withdrawn.

Ability: Shield Dust

Static

Effect: The user ignores the secondary effects that trigger during Accuracy Roll of damaging Moves that target the user. For example, Flamethrower can never inflict the Burn Condition. Defensive.

Ability: Silk Threads

Static

Effect: Connection - String Shot. Whenever the user uses "String Shot", the target becomes Slowed until the end of their next turn.

Ability: Simple

Static

Effect: When the Pokémon's Combat Stages are altered, double the amount of Combat Stages they are raised or lowered.

Ability: Skill Link

Scene – Free Action

Trigger: The user hits with a Move with the Five Strike keyword.

Effect: The Triggering Move automatically hits 5 Times.

Ability: Slow Start

Static

Effect: For 3 rounds after joining an encounter, the user's Speed and Attack Stats are halved and they have 10 Damage Reduction.

Ability: Sniper

Static

Effect: When the Pokémon gets a Critical Hit, add the value of the Damage Dice Roll an additional time to the total damage.

Ability: Snow Cloak

Static

Effect: The user's Evasion is increased by +2 while in Hail. The user and allies adjacent to the user are not damaged by Hail.

Ability: Snow Warning

Scene – Free Action

Effect: The Weather changes to Hail for 5 rounds. As a static effect the user is not damaged by Hail.

Ability: Solar Power

Static

Effect: When Sunny, the Pokémon loses 1/16th of its Max HP at the beginning of its turn. When Sunny, its Special Attack Stat is increased by 2 Combat Stages.

Ability: Solid Rock

Static

Effect: When the user is hit by a Super-Effective attack, the attack deals 1.5x damage instead of x2 damage. If the user is hit by a Super-Super-Effective attack, the attack deals x2 damage instead of x3 damage. If you have both Solid Rock and Filter, you gain 5 Damage Reduction against Super-Effective Damage. Defensive.

Ability: Sonic Courtship

Scene – Free Action

Trigger: The user uses Attract

Effect: Connection - Attract. Treat Attract as a Cone 2 Move with the Sonic keyword for this use, which affects all targets regardless of Gender.

Ability: Soothing Tone

Static

Effect: Connection - Heal Bell. Whenever the user uses the Move Heal Bell, all targets that recovered from a Status ailment gain a Tick of Hit Points.

Ability: Soulstealer

Scene – Free Action

Trigger: The user's attack causes a foe to Faint

Effect: The user removes one Injury from themselves and recovers 25% of their Maximum Hit Points. If the triggering attack killed its target, the user instead removes all Injuries and recovers all Hit Points.

Ability: Sound Lance

Scene x2 - Swift Action

Trigger: The user uses Supersonic

Effect: Connection – Supersonic. The target of Supersonic takes Special Normal-Type damage equal to the user's Special Attack score. This effect functions independently of whether Supersonic hits its target.

Ability: Soundproof

Static

Effect: The Pokémon is immune to Moves with the Sonic Keyword. Defensive.

Ability: Speed Boost

Static

Effect: The Pokémon's Speed is raised 1 Combat Stage at the end of each of its turns. Speed Boost has no effect while out of combat.

Ability: Spinning Dance

At-Will - Free Action

Trigger: The user is targeted by an attack, but is missed

Effect: If not Fainted, Paralyzed, or Asleep, the user gains +1 Evasion and may immediately Shift 1 meter.

Ability: Spiteful Intervention

Static

Effect: Connection – Spite. The user may use Spite in response to an attack hitting an ally, in addition to hitting themselves.

Ability: Spray Down

Scene – Free Action

Trigger: The user hits an airborne target with a ranged 1-target attack

Effect: The triggering attack's target is knocked down to ground level, and loses all Sky or Levitate Speeds for 3 turns. During this time, they may be hit by Ground-Type Moves even if normally immune.

Ability: Sprint

Scene – Swift Action

Trigger: The user uses the Sprint Action during Combat

Effect: The user gains +2 Speed Combat Stages. Additionally, the user's Overland Speed is always increased by +2.

Ability: Static

Scene – Free Action

Trigger: The user is hit by a Melee Attack

Effect: The attacking foe becomes Paralyzed.

Ability: Stall

Static

Effect: In a round's queue, a Pokémon with Stall is always last. If a Pokémon goes to the end of the queue, the Pokémon with Stall is still the last to move. The user's actions taken on their Initiative Count (not Priority or Interrupt) cannot be Interrupted.

Ability: Stance Change

Static

Effect: Aegislash has two Stances: Shield Stance and Sword Stance. Its default Stance is Shield Stance. Whenever Aegislash uses a damaging attack, it switches to Sword Stance and swaps its Attack Stat with its Defense and its Special Attack Stat with its Special Defense, without changing Combat Stages. Whenever Aegislash uses King's Shield, Protect, a Status Move that raises Defense Combat Stages, or a Blessing, it switches to Shield Stance and swaps its offensive and defensive Stats back to their original arrangement. Aegislash may also change its Stance as a Full Action.

Ability: Starlight

Scene – Swift Action

Effect: The user may activate Starlight while exposed to moonlight or starlight to become Luminous. While the user is Luminous, all foes suffer a -2 penalty to Accuracy Rolls against the user. The user may expend the Luminous condition upon hitting a foe with a damaging attack to cause that foe to become Confused.

Ability: Starswirl

Scene – Swift Action

Effect: Connection – Rapid Spin. The user may activate this Ability to use Rapid Spin as a Swift Action that deals no damage. Rapid Spin need not have a target when used this way.

Ability: Steadfast

At-Will – Free Action

Trigger: The user is Flinched

Effect: The user's Speed is raised by +1 Combat Stage.

Ability: Stench

Static

Effect: The Pokémon's Moves Flinch Targets on a roll of 19+. If a move already has a chance of Flinching foes, the Effect Range is increased by +2 instead.

Ability: Sticky Hold

Static

Effect: The Pokémon's held items cannot be stolen, switched, destroyed or dropped.

Ability: Sticky Smoke

Scene – Free Action

Effect: Connection - Smokescreen. All targets that begin or end their turn in the target's Smokescreen have their Accuracy lowered by -1. This penalty may occur multiple times. This stacks with the usual penalties from Smokescreen.

Ability: Storm Drain

Scene – Free Action

Trigger: A ranged Water-Type Move is used within 10 Meters of the user.

Effect: The Move is turned into a Single-Target Move and is re-directed at the user without fail, and cannot miss. This negates Lock-On or Mind Reader. Additionally, the user is immune to the damage and effects of Water Type attacks, and each time they are hit by a Water-Type attack, the user's Special Attack is raised 1 Combat Stage. Defensive.

Ability: Strange Tempo

At-Will - Special

Effect: While Confused, the user may choose either to 1) As a Free Action, not to roll for Confusion, instead acting normally or 2) As a Standard Action, cure themselves of Confusion and gain +2 Combat Stages to the Stat of their choice.

Ability: Strong Jaw

Static

Effect: The user has the Damage Base of the following Moves increased by +2; Bite, Bug Bite, Crunch, Fire Fang, Ice Fang, Thunder Fang, Poison Fang, and Hyper Fang.

Ability: Sturdy

Static

Effect: The Pokémon is immune to the Moves Sheer Cold, Guillotine, Horn Drill and Fissure. If any attack would lower this Pokémon to 0 Hit Points or less from full Hit Points, instead the Pokémon's Hit Point value is set to 1. This effect fails if the user's full Hit Point value is 1. Pokémon with Sturdy do not gain Injuries from Massive Damage. Defensive.

Ability: Suction Cups

Static

Effect: The user is immune to Push effects, and the effects of Roar. Defensive.

Ability: Sumo Stance

Static

Effect: The user's Weight Class is increased by +1, and the user is immune to Push effects. Defensive.

Ability: Sun Blanket

Static

Effect: The user is one step more resistant to Fire-Type Attacks, and gains a Tick of Hit Points at the beginning of each turn in Sunny weather.

Ability: Sunglow

Scene – Swift Action

Effect: The user may activate Sunglow while exposed to sunlight to become Radiant. While Radiant, the user gains a +5 bonus to all Damage Rolls. The user may expend the Radiant condition upon hitting a foe with a damaging attack to cause that foe to become Blinded until the end of their next turn.

Ability: Super Luck

Static

Effect: The Pokémon's Moves are Critical Hits on 18-20. If a Move already has an extended Critical Hit range, Super Luck extends that range by 2.

Ability: Swarm

Static

Effect: The user gains Last Chance with Bug.

Ability: Sway

Scene – Standard Action, Interrupt

Trigger: The user is hit by a damaging Melee attack

Effect: The triggering attack misses the user and hits the foe that made the attack instead. That foe may then be pushed to any empty square adjacent to the user.

Ability: Sweet Veil

Static

Effect: The user and allies within 3 meters are immune to Sleep. Defensive.

Ability: Swift Swim

Static

Effect: While in Rainy Weather, the user gains +4 Speed Combat Stages.

Ability: Symbiosis

At-Will - Swift Action

Effect: The user may pass its held item to an adjacent ally.

Ability: Synchronize

Scene – Free Action

Trigger: The user is Paralyzed, Frozen, Burned, Poisoned, or put to Sleep.

Effect: The foe which caused the Status Condition is given the same Status they inflicted.

Ability: Tangled Feet

Static

Effect: While Confused, the user gains +3 Evasion.

Ability: Targeting System

Scene – Free Action

Effect: Connection – Lock-On. The user may activate this Ability to use Lock-On as a Swift Action.

Ability: Teamwork

Static

Effect: While you are adjacent to an opponent, allies using Melee attacks against that opponent receive a +2 bonus to Accuracy Checks.

Ability: Technician

Static

Effect: Moves with a Damage Base of 6 or lower have their Damage Base increased by +2. This bonus always applies to Moves with the Double Strike or Fivestrike Keywords.

Ability: Telepathy

At-Will - Shift Action, Interrupt

Trigger: An ally uses an area-of-effect attack that would hit you

Effect: You may Shift to remove yourself from the area-of-effect.

Ability: Teravolt

At-Will - Free Action

Trigger: The user damages a foe

Effect: The damaged foe's Abilities are disabled for the remainder of the encounter.

Ability: Thermosensitive

Static

Effect: While Sunny, the user's Attack and Special Attack are raised by +2 combat stages each. While Hailing, the user's movement capabilities are reduced by half.

Ability: Thick Fat

Static

Effect: The user resists Fire-Type and Ice-Type attacks one step further. Defensive.

Ability: Thrust

Static

Effect: All moves used by this Pokémon which consult the Attack stat now have the Push keyword. The default push for moves is 1 meter. If a move already has the Push Keyword, that move may push 1 additional meter.

Ability: Thunder Boost

At-Will – Free Action

Trigger: An adjacent Ally uses a damaging Electric-Type Move

Effect: The allied target gains a +5 Bonus to its damage roll with the triggering Move. A target may not benefit from more than one instance of Thunder Boost at a time.

Ability: Tingly Tongue

Scene x2 – Free Action

Trigger: The user hits a target with Lick

Effect: Connection – Lick. Lick's Damage Roll gains a +10 Bonus and automatically paralyzes its target. On a roll of 15+, the target automatically fails its Paralysis Save Check on its next turn.

Ability: Tinted Lens

Static

Effect: The user's Resisted Moves are instead Neutral. The user's Doubly Resisted Moves are instead Resisted. The user's Triply Resisted Moves are instead Double Resisted.

Ability: Tochukaso

Static

Effect: The user resists Bug-Type and Poison-Type attacks one step further. Defensive.

Ability: Tolerance

Static

Effect: Any Types resisted by the user are resisted one step further. Defensive.

Ability: Torrent

Static

Effect: The user gains Last Chance with Water.

Ability: Tough Claws

Static

Effect: The user increases the Damage Base of all Melee Moves by +2.

Ability: Toxic Boost

Static

Effect: When Poisoned or Badly Poisoned, the user's Attack is raised by 2 Combat Stages. If the user is cured of its Poisoning, its Attack stat is lowered by 2 Combat Stages.

Ability: Trace

Scene – Free Action

Target: A Trainer or Pokémon within 10 meters

Effect: The Pokémon gains an Ability known by the Target for the remainder of the encounter, or until it is Fainted.

Ability: Transporter

Daily x3 – Free Action

Trigger: You use the Move Teleport or activate the Teleporter Capability

Choose One Effect: Connection – Teleport. You activate Teleporter as if your Teleporter value were three times its normal value or you may take one willing Pokémon or Trainer along with you as you teleport so long as you are touching them when you activate Transporter. You may expend two uses of Transporter at once to choose both effects.

Ability: Truant

Static

Effect: At the beginning of each of its turns, the user must roll 1d20. On a roll of 7 or lower, the target refuses to act; they heal a Tick of Hit Points, and do not get a Standard Action that turn. Turns in which the user refuses to act count towards turns used up by Interrupts or the Exhausted Condition, and the user may make Rolls to cure themselves from Status Effects with a +3 Bonus that turn.

Ability: Turboblaze

At-Will - Free Action

Trigger: The user damages a foe

Effect: The damaged foe's Abilities are disabled for the remainder of the encounter.

Ability: Twisted Power

Static

Effect: The user adds half of their Attack Stat to the damage rolls of their Special Moves; and the user adds half of their Special Attack Stat to the damage of their Physical Moves. This does not change the Damage Class of any attack.

Ability: Type Strategist

Static

Effect: Whenever the user uses a Move of the Type associated with Type Strategist, they gain +5 Damage Reduction for one full round. If they are under 1/3rd of their Maximum Hit Points, they instead gain +10 Damage Reduction. Defensive.

Ability: Ugly

Static

Effect: The Pokémon's Moves Flinch Targets on a roll of 19+. If a move already has a chance of Flinching foes, the Effect Range is increased by +2 instead. During the Introduction Stage of a Contest using this Pokémon, any 6s that are rolled instead count as 1s.

Ability: Unaware

Static

Effect: When the Pokémon is attacking or being attacked, the foe must make all damage calculations as if their Combat Stages were at their default state.

Ability: Unbreakable

Static

Effect: The user gains Last Chance with Steel.

Ability: Unburden

Static

Effect: If the user is not holding a Held Item, their Speed is increased by +2 Combat Stages.

Ability: Unnerve

Static

Effect: Foes within 3 meters of you cannot gain positive Combat Stages or trade in Digestion Buffs. This does not affect any Combat Stages they already have.

ABILITY LIST: V-Z

Ability: Vanguard

Static

Effect: The user gains a +5 Bonus to all Damage Rolls against targets with an initiative lower than itself that have not yet acted that round (having Anted up your Action via an Interrupt or similar on a previous round does not count as having acted that round).

Ability: Venom

Static

Effect: The user gains Last Chance with Poison.

Ability: Vicious

Scene - Special

Trigger: The user uses Hone Claws

Effect: Connection - Hone Claws. When this Ability is activated, choose one effect; the user gains another Standard Action this round; or the user increase their Critical Hit Range on all attacks by +2 for the remainder of the encounter.

Ability: Victory Star

Static

Effect: Any allied Pokémon in the encounter gain a +2 Bonus to Accuracy Rolls.

Ability: Vigor

Daily - Free Action

Trigger: The user uses Endure

Effect: Connection - Endure. When this Ability is activated, after being set to 1 Hit Point, the user gains a Tick of Hit Points. Furthermore, if the Move that triggered Endure gave the user an Injury from Massive Damage, the user does not gain that Injury. Defensive.

Ability: Vital Spirit

Static

Effect: The user is immune to the Sleep condition, and cannot use the move Rest. Defensive.

Ability: Volt Absorb

Static

Effect: The user is immune to the damage and effects of Electric-Type attacks, and whenever they are hit with an Electric Type attack, they gain Hit Points equal to a Tick of Hit Points. Defensive.

Ability: Voodoo Doll

Daily – Free Action

Trigger: The user uses the Move Curse as a Ghost Type

Effect: Connection - Curse. Choose an additional target within 8 meters of the user to become Cursed.

Ability: Wallmaster

Static

Effect: Connection – Barrier. Whenever the user uses Barrier, they may choose to either gain +2 Defense Combat Stages, or place 2 additional segments of Barrier.

Ability: Wash Away

Daily – Free Action

Trigger: The user hits with a Water Type Move

Effect: Before the Move “hits”, all Combat Stages on targets hit by the Move are reset to their default (usually 0), and all coats on the targets, except ones placed by Water Sport, are destroyed.

Ability: Water Absorb

Static

Effect: The user is immune to the damage and effects of Water-Type attacks, and whenever they are hit with a Water Type attack, they gain a Tick of Hit Points. Defensive.

Ability: Water Veil

Static

Keywords: Immune

Effect: The user is immune to Burns. Defensive.

Ability: Wave Rider

Static

Effect: While in water, the user’s Speed Stat gains +4 Combat Stages. Remove these Combat Stages if the user exits the water.

Ability: Weak Armor

At-Will – Free Action

Trigger: The user takes Physical damage.

Effect: The user may lower its Defense by 1 Combat Stage, and gain +1 Speed Combat Stage. This is done after the triggering damage is resolved.

Ability: Weaponize

Static

Effect: While being wielded as a Living Weapon and being actively Commanded as a Pokémon, the user may Intercept for its Wielder as a Free Action.

Ability: Weeble

At-Will – Standard Action, Reaction

Trigger: The user is hit by a damaging attack

Effect: The user may make an AC4 Physical Attack against an adjacent target. If the attack hits, the target loses Hit Points equal to 1/3rd of the damage taken by the user from the attack that triggered Weeble.

Ability: Whirlwind Kicks

Static

Effect: Connection – Rapid Spin. When the user uses the Move “Rapid Spin”, it has a range of “Burst 1” instead of Melee and gains the Priority keyword.

Ability: White Flame

Static

Effect: The user may not make rolls to cure themselves from the Enraged condition. However, while Enraged, the user gains a +5 Bonus to all Damage Rolls.

Ability: White Smoke

Static

Effect: The user’s Combat Stages, Evasion, or Accuracy may not be lowered except by the user’s own Moves and effects. Defensive.

Ability: Windveiled

Static

Effect: The user is immune to the damage and effects of Flying-Type attacks. If the user is hit by a Flying-Type attack, the user raises the Damage Base of their next Flying-Type Move by +1. Defensive.