

## New Capabilities:

**Weapon Bond:** As an Extended Action, Zacian and Zamazenta may use an Ancestral Sword (Zacian) or Ancestral Shield (Zamazenta) to become Crowned Sword or Crowned Shield Forme respectively.

While in Crowned Forme, the Pokemon may use a Move as though it were on its Movelist; for Zacian this is Behemoth Blade, and for Zamazenta this is Behemoth Bash.

This form lasts until the Pokémon is Fainted or voluntarily relinquishes it as an Extended Action.

## New Abilities:

### Ability: Ball Fetch

Scene – Free Action, Reaction

**Trigger:** A Pokémon is Released onto the battlefield

**Effect:** The user may move up to their speed as a Free Action. They must end this movement closer to the triggering Pokémon.

### Ability: Cotton Down

Scene – Free Action, Reaction

**Trigger:** The user is hit by an attack

**Effect:** All Pokémon in a Burst 1 around the user have their speed lowered by 1 CS, and are Slowed for one full round.

### Ability: Dauntless Shield

Static

**Effect:** The user's default Defense Combat Stages are increased by +1.

### Ability: Flavorful Aroma

At-Will – Free Action

**Trigger:** The user uses Aromatic Mist

**Effect:** Connection – Aromatic Mist. All allies affected by Aromatic Mist gain +1 to Accuracy Rolls and +5 to Damage Rolls for one full round.

### Ability: Gorilla Tactics

Scene – Swift Action

**Trigger:** The user uses a Move

**Effect:** The user gains a +10 bonus to damage rolls until the end of the Scene, including on the triggering Move. However, until the end of the Scene, they may only use Moves that they have already used in this Scene before triggering this Ability (the triggering Move is included in those usable).

### Ability: Gulp Missile

Scene x2 – Free Action

**Trigger:** The user uses Stockpile, Surf, or Dive

**Effect:** Connection – Stockpile. The next time the user is damaged, it rolls an AC 4 Physical Attack against the attacker, even if the user Faints. On a hit, the target loses 2 ticks of HP. In addition, if the hit roll was successful, on an even roll the target is Paralyzed; on an odd roll, the target instead loses 1 Defense CS.

### Ability: Hunger Switch

Static

**Effect:** At the beginning of each of the user's turns, the user must choose whether it's in Full Belly Mode or Hangry Mode until the beginning of its next turn. In Full Belly Mode, it gains a +2 bonus to Accuracy. In Hangry Mode, it gains a +5 Bonus to Damage Rolls.

### Ability: Ice Face

Static

**Effect:** The user begins the battle with two ticks of temporary hit points. As a Standard Action in Hail, they may gain two ticks of temporary hit points. The user is immune to damage from Hail. While the user has Temporary Hit Points from this Feature, it is in Ice Face form, otherwise it is in Noice Face form.

### Ability: Ice Scales

Static

**Effect:** The user resists Special Moves one step further. Defensive.

## Ability: Intrepid Sword

Static

**Effect:** The user's default Attack Combat Stages are increased by +1.

## Ability: Mimicry

Scene – Free Action

**Effect:** The user changes their Type to match the field. Pick one type from the following table. If two or more rows are relevant (such as because of Weather), pick one.

Field/Weather	Type
Beach	Ground or Water
Cave	Rock or Dark
Desert	Ground or Rock
Forest	Grass
Fresh Water / Ocean	Water
Grassland	Normal or Grass
Marsh	Water or Poison
Mountain	Rock or Ground
Rainforest	Grass or Poison
Taiga	Ice or Grass
Tundra	Ice
Urban	Normal or Steel
Sunny	Fire
Rainy	Water
Hailing	Ice
Sandstorming	Rock

Your GM may provide additional options should they choose (for instance, an Ethereal Forest may provide Psychic and Fairy options.)

*Note: This table may be used for Camouflage, too.*

## Ability: Mirror Armor

At-Will – Free Action, Reaction

**Trigger:** A foe's Move or Ability directly lowers the user's CS (including Effect Ranges, but not including things like Status)

**Effect:** The user's CS are instead not lowered, and the triggering foe's CS in the affected stats are instead lowered the same amount the user's would have been.

## Ability: Missile Launch

Scene x2 – Standard Action

**Effect:** Connection – Dragon Darts. The user places two Dreepy Tokens within 6m. The user may move all Dreepy Tokens it controls 4m as a Swift Action. A Dreepy Token can freely enter other creatures' squares as part of this movement, which destroys the token, and causes the creature to suffer an AC2 DB 5 Physical Dragon-Type attack as if from the user of Missile Launch.

Dreepy Tokens may be targeted. They have the same evasions as the user, and any damage destroys them (including from Smite damage).

## Ability: Neutralizing Gas

Static

**Effect:** Abilities may not be Triggered in a burst 1 around the user, and Defensive abilities do not function in that area (the user is unaffected by this). If the user uses Poison Gas, Smog, Clear Smog, or Strange Steam, targets hit by those Moves may not trigger Abilities or benefit from Defensive abilities for one full round.

## Ability: Pastel Veil

Static

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

## Ability: Perish Body

Daily – Standard Action, Reaction

**Trigger:** The user is hit with a Melee attack

**Effect:** The triggering creature and the user each receive a Perish Count of 3. At the beginning of each of the target's turns, their Perish count is lowered by 1. Once a Perish Count reaches 0, set the Pokémon's Hit Points to 0. A Perish Count disappears if a target returns to their Poké Ball, Takes a Breather, or is knocked out. Perish Body never causes Massive Damage. Defensive.

### Ability: Power Spot

Static

**Effect:** Allies within 2m of the user gain a +5 bonus to damage rolls.

### Ability: Propeller Tail

Scene – Swift Action

**Effect:** The user may make a Sprint Maneuver as a Free Action.

**Bonus:** The user may not be Intercepted, nor may any Abilities, Moves, or Features be activated to change the user's target. Any of those existing effects (such as Follow Me) fail.

### Ability: Punk Rock

Static

**Effect:** The user gains +2 DB to moves that have the Sonic keyword.

**Bonus:** The user resists moves with the Sonic keyword one step further. Defensive.

### Ability: Ripen

Static

**Effect:** Any numeric benefits of Berry Food Buffs the user trades in are doubled. (Oran Berries restore 10 HP, Liechi increases Attack by +2 CS, Jaboca causes ¼ Hit Point loss, Occa Weakens a Move 2 stages, etc.). This does not increase the number of statuses cured, Scene Moves restored, stats lowered by suppressants, or allow triggering at double the usual HP one must be at.

### Ability: Sand Spit

Scene – Free Action, Reaction

**Trigger:** The user is damaged by an attack from a foe within 2m

**Effect:** Connection – Sand Attack. The user attacks the triggering foe with Sand Attack.

### Ability: Screen Cleaner

Daily – Standard Action

**Effect:** All Blessings on the field, both ally and enemy, are removed.

**Bonus:** The user is immune to non-Blocking Hazards, and destroys them when moving over them.

Blocking Hazards are treated instead as Slow Terrain for the purposes of movement only (the user may still not target through them), and are destroyed if moved through.

### Ability: Stalwart

Scene – Free Action, Reaction

**Trigger:** The user receives Massive Damage

**Effect:** The user's Attack, Special Attack, Defense, and Special Defense all increase by 1 CS.

**Bonus:** The user may not be Intercepted, nor may any Abilities, Moves, or Features be activated to change the user's target. Any of those existing effects (such as Follow Me) fail.

### Ability: Steam Engine

Scene x2 – Swift Action, Reaction

**Trigger:** The user is hit by a damaging Fire-Type or Water-Type Move, or begins their turn in Rainy Weather

**Effect:** Connection – Smokescreen. The user may use Smokescreen as a Free Action, ignoring frequency, centered on the user.

### Ability: Wandering Spirit

Scene – Free Action, Reaction

**Trigger:** The user is hit by a Melee attack

**Effect:** The user exchanges Wandering Spirit with a random Ability of the opposing Pokémon, as per the Move Skill Swap.

### Ability: Zen Snowed

Scene – Swift Action

**Effect:** The user changes into Zen Mode forme for the rest of the Scene, and may use the Moves "Ice Punch" and "Fire Punch" as if they were on its Move List.

# Updated Abilities:

## Ability: Klutz

Scene – Free Action

**Trigger:** The user hits with a Melee Attack

**Effect:** Choose one of the target's Held Items or Accessory Slot Items. It is knocked to the ground.

**Bonus:** 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: Minus

Scene x2 – Free Action, Reaction

**Trigger:** A foe within 10m has Combat Stages lowered

**Effect:** The target loses an additional Combat Stage in one stat lowered by the triggering effect.

## Ability: Plus

Scene x2 – Free Action, Reaction

**Trigger:** An ally within 10m has Combat Stages raised

**Effect:** The target gains an additional Combat Stage in one stat raised by the triggering effect.

## Koffing Line Ability Updates:

### Koffing:

Basic Ability 1: Levitate

Adv Ability 1: Sticky Smoke

Adv Ability 2: Aftermath

Adv Ability 3: Stench

High Ability: Neutralizing Gas

### Weezing:

Basic Ability 1: Levitate

Adv Ability 1: Sticky Smoke

Adv Ability 2: Aftermath

Adv Ability 3: Stench

High Ability: Neutralizing Gas

# New / Altered Moves:

## Dark Moves:

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**Move:** False Surrender

**Type:** Dark

**Frequency:** EOT

**AC:** None

**Damage Base 8:** 2d6+8 / 19

**Class:** Physical

**Range:** Melee, 1 Target

**Effect:** False Surrender cannot miss.

**Contest Type:** Smart

**Contest Effect:** Reliable

**Move:** Jaw Lock

**Type:** Dark

**Frequency:** Scene x2

**AC:** 2

**Damage Base 8:** 2d6+8 / 19

**Class:** Physical

**Range:** Melee, 1 Target

**Effect:** You may perform a Grapple Maneuver against the target as a Free Action.

**Contest Type:** Tough

**Contest Effect:** Sabotage

**Move:** Obstruct

**Type:** Dark

**Frequency:** Scene

**AC:** None

**Class:** Status

**Range:** Self, Interrupt, Shield, Trigger

**Effect:** If the user is hit by a Move, the user may use Obstruct. The user is instead not hit by the Move. You do not take any damage nor are you affected by any of the Move's effects. In addition, if the triggering attack was Melee ranged, the attacker's Defense is lowered by 2 Combat Stages.

**Contest Type:** Smart

**Contest Effect:** Inversed Appeal

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## Dragon Moves:

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**Move:** Breaking Swipe

**Type:** Dragon

**Frequency:** EOT

**AC:** 2

**Damage Base 6:** 2d6+8 / 15

**Class:** Physical

**Range:** Close Blast 2

**Effect:** The target's Attack is lowered 1 CS.

**Contest Type:** Tough

**Contest Effect:** Desperation

**Move:** Eternabeam

**Type:** Dragon

**Frequency:** Scene

**AC:** 4

**Damage Base 16:** 5d10+20 / 50

**Class:** Special

**Range:** Line 6, Smite, Exhaust

**Contest Type:** Cool

**Contest Effect:** Seen Nothing Yet

**Move:** Clangorous Soul

**Type:** Dragon

**Frequency:** Scene

**AC:** None

**Class:** Status

**Range:** Self

**Effect:** The user loses 1/3rd of their Max Hit Points and has each of its stats raised by +1 Combat Stage.

**Contest Type:** Cool

**Contest Effect:** Seen Nothing Yet

*Note: This Move is not in the 'Dex. It is learned by Kommo-o at level 68.*

**Move:** Dragon Darts

**Type:** Dragon

**Frequency:** EOT

**AC:** 2

**Damage Base 5:** 1d8+8 / 13

**Class:** Physical

**Range:** 6, 1 Target, Double Strike; or 6, 2 Targets

**Contest Type:** Smart

**Contest Effect:** Double Time

**Move:** Dynamax Cannon

**Type:** Dragon

**Frequency:** Scene x2

**AC:** 2

**Damage Base 10:** 3d8+10 / 24

**Class:** Special

**Range:** 6, 1 Target

**Effect:** The DB of Dynamax Cannon increases by +2 for each positive CS the target has, to a maximum of DB 20.

**Contest Type:** Cool

**Contest Effect:** Unsettling

## Electric Moves:

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**Move:** Aura Wheel

**Type:** Electric

**Frequency:** Scene x2

**AC:** 2

**Damage Base 11:** 3d10+10 / 27

**Class:** Physical

**Range:** Melee, 1 Target

**Effect:** The user's Speed is increased 1 CS.

**Contest Type:** Cool

**Contest Effect:** Special Attention

**Special:** If the user is in Hangry Mode, Aura Wheel is Dark-Typed.

**Move:** Overdrive

**Type:** Electric

**Frequency:** EOT

**AC:** 2

**Damage Base 8:** 2d8+10 / 19

**Class:** Special

**Range:** Cone 2, Sonic

**Contest Type:** Cool

**Contest Effect:** Attention Grabber

**Move:** Bolt Beak

**Type:** Electric

**Frequency:** Scene x2

**AC:** 2

**Damage Base 9:** 2d10+10 / 21

**Class:** Physical

**Range:** Melee, 1 Target

**Effect:** Against targets with a lower initiative that have not yet acted this round, Bolt Beak deals +10 damage.

**Contest Type:** Cool

**Contest Effect:** Catching Up

**Move:** Magnetic Flux

**Type:** Electric

**Frequency:** Scene x2

**AC:** None

**Class:** Status

**Range:** Burst 4

**Effect:** Choose +1 or -1. All targets that are Electric-Type or have the Magnetic Capability receive that many Defense and Special Defense Combat Stages.

**Contest Type:** Smart

**Contest Effect:** Incentives

**Special:** Grants Magnetic

## Fairy Moves:

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**Move:** Decorate

**Type:** Fairy

**Frequency:** Scene

**AC:** None

**Class:** Status

**Range:** Melee, 1 Target

**Effect:** The target gains +2 CS in both Attack and Special Attack.

**Contest Type:** Beauty

**Contest Effect:** Reflective Appeal

**Move:** Spirit Break

**Type:** Fairy

**Frequency:** EOT

**AC:** 2

**Damage Base 8:** 2d8+10 / 19

**Class:** Physical

**Range:** Melee, 1 Target

**Effect:** The target's Special Attack stat is lowered 1 CS.

**Contest Type:** Tough

**Contest Effect:** Sabotage

**Move:** Strange Steam

**Type:** Fairy

**Frequency:** Scene x2

**AC:** 3

**Damage Base 9:** 2d10+10 / 21

**Class:** Special

**Range:** Burst 1

**Effect:** The target is confused on 17+.

**Contest Type:** Beauty

**Contest Effect:** Good Show



## Fighting Moves:

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**Move:** Body Press

**Type:** Fighting

**Frequency:** Scene x2

**AC:** 2

**Damage Base 8:** 2d8+10 / 19

**Class:** Physical

**Range:** Melee, 1 Target

**Effect:** The user's Defense Stat is added to the damage roll instead of the Attack Stat.

**Contest Type:** Tough

**Contest Effect:** Gamble

**Move:** Meteor Assault

**Type:** Fighting

**Frequency:** Daily x2

**AC:** 2

**Damage Base 15:** 4d10+20 / 45

**Class:** Physical

**Range:** Burst 1, Smite, Exhaust

**Contest Type:** Tough

**Contest Effect:** Exhausting Act

**Move:** No Retreat

**Type:** Fighting

**Frequency:** Scene

**AC:** None

**Class:** Status

**Range:** Self

**Effect:** The user gains +1 CS in each stat. In addition, the user may not be recalled or switched out until the end of the Scene, and counts as Slowed for the purposes of any movement that would end further away from the nearest enemy than the user started.

**Contest Type:** Tough

**Contest Effect:** Get Ready

**Move:** Octolock

**Type:** Fighting

**Frequency:** Scene

**AC:** 2

**Class:** Status

**Range:** Melee, 1 Target

**Effect:** The user initiates a Grapple Maneuver with the target, which automatically hits. If successful, until the user no longer has Dominance in the grapple, the target is Trapped and loses 1 CS in Defense and Special Defense at the end of each of their turns.

**Contest Type:** Tough

**Contest Effect:** Sabotage

## Fire Moves:

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**Move:** Pyro Ball

**Type:** Fire

**Frequency:** Scene x2

**AC:** 4

**Damage Base 12:** 3d12+10 / 30

**Class:** Physical

**Range:** 6, 1 Target, Smite

**Effect:** The target is Burned on 19+.

**Contest Type:** Cool

**Contest Effect:** Attention Grabber

## Grass Moves:

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**Move:** Apple Acid

**Type:** Grass

**Frequency:** EOT

**AC:** 2

**Damage Base 8:** 2d8+10 / 19

**Class:** Special

**Range:** Cone 2

**Effect:** The target's Special Defense is lowered by 1 CS.

**Contest Type:** Smart

**Contest Effect:** Unsettling

**Move:** Branch Poke

**Type:** Grass

**Frequency:** At-Will

**AC:** 2

**Damage Base 4:** 1d8+6 / 11

**Class:** Physical

**Range:** 2, 1 Target

**Contest Type:** Tough

**Contest Effect:** Steady Performance

**Move:** Drum Beating

**Type:** Grass

**Frequency:** EOT

**AC:** 2

**Damage Base 8:** 2d8+10 / 19

**Class:** Physical

**Range:** 4, 1 Target

**Effect:** The target's Speed is lowered by 1 CS.

**Contest Type:** Smart

**Contest Effect:** Big Show

**Move:** Grav Apple

**Type:** Grass

**Frequency:** EOT

**AC:** 2

**Damage Base 8:** 2d8+10 / 19

**Class:** Physical

**Range:** 6, 1 Target

**Effect:** The target's Defense is lowered by 1 CS.

**Contest Type:** Smart

**Contest Effect:** Excitement

**Move:** Snap Trap

**Type:** Grass

**Frequency:** Scene x2

**AC:** 2

**Damage Base 4:** 1d8+6 / 11

**Class:** Physical

**Range:** Melee, 1 Target

**Effect:** The target is trapped in a Vortex. The DC to escape the Vortex is increased by 3.

**Contest Type:** Smart

**Contest Effect:** Sabotage

## Normal Moves:

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**Move:** Court Change

**Type:** Normal

**Frequency:** Daily

**AC:** None

**Class:** Status

**Range:** Field

**Effect:** All Blessings and Hazards swap which side that they belong to.

**Contest Type:** Smart

**Contest Effect:** Sabotage

**Move:** Howl

**Type:** Normal

**Frequency:** EOT

**AC:** None

**Class:** Status

**Range:** Burst 1

**Effect:** The user and all allies in the Burst have their Attack CS raised by 1.

**Contest Type:** Cool

**Contest Effect:** Get Ready

**Move:** Multi-Attack

**Type:** Normal

**Frequency:** Scene x2

**AC:** 2

**Damage Base 12:** 3d12+10 / 30

**Class:** Physical

**Range:** Melee, 1 Target

**Effect:** Multi-Attack is the same Type as the Memory Disc, Plate, or Drive Item held.

**Contest Type:** Cool

**Contest Effect:** Reflective Appeal

**Move:** Rapid Spin

**Type:** Normal

**Frequency:** At-Will

**AC:** 2

**Damage Base 5:** 1d8+8 / 13

**Class:** Physical

**Range:** Melee, 1 Target, Spirit Surge

**Effect:** Rapid Spin destroys all Hazards within 5 meters, removes Leech Seeds, and removes the user's Trapped or Stuck status. If Rapid Spin hits, the user's speed raises 1 CS.

**Contest Type:** Cool

**Contest Effect:** Exhausting Act

**Move:** Stuff Cheeks

**Type:** Normal

**Frequency:** Scene

**AC:** None

**Class:** Status

**Range:** Self

**Effect:** The user immediately consumes one of its Food Buffs, regardless of any conditions that need to be met, gaining its benefit if applicable. If a Buff is consumed, the user's Defense CS is raised by 2.

**Contest Type:** Cute

**Contest Effect:** Get Ready

**Move:** Teatime

**Type:** Normal

**Frequency:** Scene

**AC:** None

**Class:** Status

**Range:** Field, Social

**Effect:** All participants in the battle may choose to immediately consume one of their Food Buffs, regardless of if the conditions to do so are met.

**Contest Type:** Cute

**Contest Effect:** Safe Option

## Psychic Moves:

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**Move:** Magic Powder

**Type:** Psychic

**Frequency:** Daily

**AC:** 2

**Class:** Status

**Range:** 5, 1 Target

**Effect:** The target gains the Psychic Type in addition to its other Types for 5 turns.

**Contest Type:** Smart

**Contest Effect:** Safe Option

## Rock Moves:

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**Move:** Tar Shot

**Type:** Rock

**Frequency:** Scene

**AC:** 2

**Class:** Status

**Range:** Cone 2

**Effect:** The target gains a Coat that is automatically expended upon being hit with a Fire Type attack in order to make them one step more vulnerable to that attack. In addition, the target's Speed is lowered by 1 CS.

**Contest Type:** Tough

**Contest Effect:** Sabotage

## Steel Moves:

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**Move:** Behemoth Bash

**Type:** Steel

**Frequency:** Scene x2

**AC:** 2

**Damage Base 10:** 3d8+10 / 24

**Class:** Physical

**Range:** Melee, 1 Target

**Effect:** The DB of Behemoth Bash increases by +2 for each positive CS the target has, to a maximum of DB 20.

**Contest Type:** Tough

**Contest Effect:** Steady Performance

**Move:** Behemoth Blade

**Type:** Steel

**Frequency:** Scene x2

**AC:** 2

**Damage Base 10:** 3d8+10 / 24

**Class:** Physical

**Range:** Melee, 1 Target

**Effect:** The DB of Behemoth Blade increases by +2 for each positive CS the target has, to a maximum of DB 20.

**Contest Type:** Cool

**Contest Effect:** Good Show

**Move:** Double Iron Bash

**Type:** Steel

**Frequency:** Scene x2

**AC:** 2

**Damage Base 6:** 2d6+8 / 15

**Class:** Physical

**Range:** Melee, 1 Target, Double Strike

**Effect:** Double Iron Bash Flinches the targets on 15+. This move is affected by Iron Fist.

**Contest Type:** Tough

**Contest Effect:** Reliable

**Move:** Gear Up

**Type:** Steel

**Frequency:** Scene x2

**Class:** Status

**Range:** Burst 4

**Effect:** All targets that are Steel-Typed receive +1 Attack and Special Attack Combat Stages

**Contest Type:** Smart

**Contest Effect:** Get Ready

**Move:** Steel Beam

**Type:** Steel

**Frequency:** Daily

**AC:** 3

**Damage Base 14:** 4d10+15 / 40

**Class:** Special

**Range:** Cone 3, Smite

**Effect:** The user's Hit Points are reduced by 50% of their full Hit Point value. This Hit Point loss cannot be prevented or reduced in any way.

**Contest Type:** Smart

**Contest Effect:** Big Show

## Water Moves:

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**Move:** Fishious Rend

**Type:** Water

**Frequency:** Scene x2

**AC:** 2

**Damage Base 9:** 2d10+10 / 21

**Class:** Physical

**Range:** Melee, 1 Target

**Effect:** Against targets with a lower initiative that have not yet acted this round, Fishious Rend deals +10 damage.

**Contest Type:** Cool

**Contest Effect:** Catching Up

**Move:** Life Dew

**Type:** Water

**Frequency:** Daily x2

**AC:** None

**Class:** Status

**Range:** Burst 1, Healing

**Effect:** The user and all allies in the burst regain Hit Points equal to 1/4 of their Maximum Hit Points.

**Contest Type:** Beauty

**Contest Effect:** Saving Grace

**Move:** Snipe Shot

**Type:** Water

**Frequency:** EOT

**AC:** 2

**Damage Base 8:** 2d8+10 / 19

**Class:** Special

**Range:** 8, 1 Target

**Effect:** Snipe Shot is a Critical Hit on 18+. This Move may not be Intercepted, nor may any Abilities, Moves, or Features be activated to change this Move's target. Any of those existing effects (such as Follow Me) fail.

**Contest Type:** Beauty

**Contest Effect:** Reliable