

Unofficial Updated Indices and References Compilation

PTU Version 1.05.5

Booklet Version 24



This booklet is an *unofficial* update to the 1.05 Indices and References, February Playtest References, and SuMo References used for PTU 1.05. It compiles the three into a single document. However, the contents are not otherwise identical. This document fixes many editing errors that crept into the other documents, as well as adding changes of its own.

These include, but are not limited to: revamping Capabilities, clarifying things that were ambiguous, altering Moves and Abilities in order to reflect balance issues noted over time, and reworking things that relied on the Statuses that were updated in the February Packet – notably Suppression.

Please check with your GM before using this Reference book or the associated materials, as it may not be what the rest of your group is using.

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Special Capabilities:

Alluring: Pokémon who are Alluring smell very pleasant. Once per day, they may act as if they were a Bait Item. If a Pokémon learns the Move Sweet Scent and does not have the Alluring Capability, they gain the Alluring Capability.

Amorphous: Pokémon that are Amorphous have an inconsistent shape. They can flatten and reform themselves like putty. They can stretch out their body material and condense themselves as well. They're able to squeeze through tight spaces, such as under a door.

Aura Pulse: Pokémon and Trainers with Aura Pulse are blessed by a great power. They can project their thoughts using Aura, straight into the minds of those they wish to communicate with. They can read the surface thoughts of minds in return, but only minds that open up to them willingly.

Aura Reader: These Trainers and Pokémon can read the Auras of other living beings. Each Aura conveys two pieces of information. First, its hue or color reveals something about the personality of the target. The hue of an Aura may change over time if an individual undergoes significant changes in personality or worldview. Second, Auras also appear brightened or darkened at times. Brightened auras can reflect good moods and intentions, whereas darkened auras can reflect a sour mood or deceptive and negative intentions.

Blindsense: This Pokémon is blind, but can generally function through increased senses – Blindsense can take the form of echolocation, increased hearing, enhanced sense of smell, a supernatural awareness of the environment, and more. It is, however, unable to distinguish colors or exact forms (reading words on a book would be impossible, for example). Pokémon and Trainers with Blindsense can function even in complete darkness, as if they had Darkvision, and they can never be Blinded.

Bloom: When a Pokémon with Bloom, Cherrim, is in Sunny weather it transforms; changing its appearance from the closed bud, purple-petal form into the pink open flower form.

Blender: Pokémon with Blender are capable of changing their color to match their surroundings. As a Shift Action, they may increase their Evasion by +2 against Melee attacks and by +4 against Ranged attacks until the end of their next turn. This Capability may be performed At-Will.

Breathless: This Pokémon has no need to breathe, generally due to being inanimate in some way. It has no risk of suffocation in water, space, or other airless environments, though this does not render it resistant or immune to any Moves or Abilities.

Chilled: Pokémon with the Chilled Capability are always cold.

Confined: If this Pokémon's Confined Form is exposed to its Prison Bottle and the bottle is uncorked, the dark spirit within the bottle will change it to its Unbound Forme for three full days. After that, the Prison Bottle cannot be activated again for three days. If the Prison Bottle is destroyed, this Pokémon becomes permanently Unbound until a new Prison Bottle is created and used to seal the dark power controlling this Pokémon.

While Unbound, this Pokémon is always Enraged and cannot be cured of this condition.

This Pokémon has a different set of Moves for each Forme. However, some of this Pokémon's Moves in one Forme are linked to other moves in its other Forme, as listed in its statblock. If one of this Pokémon's Formes learns one of the linked moves, the other Forme automatically learns the associated Move, replacing another Move if necessary. If one of the linked Moves is forgotten, the associated Move on the other Forme is also forgotten.

Darkvision: A Pokémon with the Darkvision Capability never has their vision hampered by a loss of light. They can even see in total darkness and are never Blind or affected by Total Blindness due to low-light conditions.

Dead Silent: A Pokémon with the Dead Silent capability does not noticeably breathe or have a noticeable heartbeat, and does not shuffle or make noise as they walk unless they wish to.

Delta Evolution: Rayquaza may Mega-Evolve without holding a Mega Stone as long as it knows the Move Dragon Ascent.

Dragon Fusion: Normal Forme Kyurem can merge with a willing Zekrom as an Extended Action to turn into Black Fusion Forme, or with a willing Reshiram to turn into White Fusion Forme. The respective Zekrom or Reshiram are absorbed and disappear while Fused. The user may unmerge as an Extended Action, and its partner then reappears. All XP earned while Fused is split evenly between Kyurem and its partner. This Pokémon has a different set of Moves for each Forme.

Dream Mist: A Pokémon of at least Level 20 who has the Dream Mist Capability can produce Dream Mist once a day as an Extended Action. Dream Mist may be collected with a Collection Jar.

Dream Reader: Pokémon with the Dream Reader Capability may view the dreams of Sleeping Pokémon and Trainers. If the Pokémon or Trainer was put to Sleep with a Dream Mist item, they may also form a moving image of the dream from the Dream Mist in the target, allowing others to get a brief glance of the contents of the dream. Pokémon with this Capability cannot read the dreams of targets with the Mindlock Capability.

Egg Warmer: A Pokémon with Egg Warmer may heat up an egg once per 24 hours. Roll 1d10; on a result of 1, nothing happens;

on a result of 2-10, the egg's hatch time is reduced, in hours, by the number rolled.

Firestarter: The Pokémon's Struggle Attacks may be Fire-Typed if they wish. They may also add their Special Attack instead of their Attack and have the attack deal Special Damage, if they wish. Multiple Fire-Type Moves grant Firestarter.

Forme Change: The user is capable of changing formes through a Move, Ability, or other effect. Keep a set of Base Stats for each of the user's forme. All Formes must have the same total HP Stat value. If anything (such as an Ability, Nature, Vitamin, etc.) alters the user's base stats, all forms are affected in the same way.

Fortune: Once a day, a Pokémon of at least Level 20 with this Capability may be allowed to roam freely in a City or Town for at least one hour. The user then returns with an amount of money equal to its Level multiplied by 1d10. If the user is a Pokémon with a Loyalty of 1 or 0, it may not return and instead run away.

Fountain: The Pokémon's Struggle Attacks may be Water-Typed if they wish. They may also add their Special Attack instead of their Attack and have the attack deal Special Damage, if they wish. Multiple Water-Type Moves grant Fountain.

Freezer: The Pokémon's struggle Attacks may be Ice-Typed if they wish. They may also add their Special Attack instead of their Attack and have the attack deal Special Damage, if they wish. Multiple Ice-Type Moves grant Freezer.

Gardener: Up to three times per day as an Extended Action, the user may apply Mulch to a yielding plant.

Gather Unown: Pokémon of at least Level 20 with the Gather Unown Capability can summon a random Unown once a week as a Standard Action. The Unown has a Level of 2d8. They are not immediately hostile.

Gilled: A Gilled Pokémon can breathe underwater. It never needs to come up for air and can remain underwater for as long as it wants to.

Glow: A Pokémon with the Glow Capability can emit light from a part of its body. Depending on the variety of wild Pokémon nearby, it might attract Pokémon or ward them away. If a Pokémon learns Flash, Eerie Impulse, Spotlight, or Tail Glow and does not have the Glow Capability, they gain Glow.

Groundshaper: A Pokémon with the Groundshaper Capability can transform the terrain around them to create Rough Terrain or Slow Terrain or Terrain that is both, or flatten out Rough Terrain to create Basic Terrain. Using this Capability is an At-Will Standard Action that affects all cardinally adjacent squares. All squares need not be affected in the same way, and the user may choose not to affect certain squares at all if they wish.

Guster: The Pokémon's Struggle Attacks may be Flying-Typed if they wish. They may also add their Special Attack instead of their Attack and have the attack deal Special Damage, if they wish. Multiple Flying-Type Moves grant Guster.

Heart Gift: Pokémon of at least Level 30 with this Capability can produce a Heart Scale item once a week as an Extended Action.

Heater: A Pokémon with the Heater Capability is always warm.

Herb Growth: Pokémon of at least Level 20 with this Capability may produce a Revival Herb once a day as an Extended Action. This Herb may be harvested by a Trainer.

Honey Gather: Once a day, Pokémon with this Capability can find a Honey item as an Extended Action if they are allowed time in an environment with abundant plant life. Honey may be collected with a Collection Jar.

Illusionist: Pokémon with the Illusionist Capability can create minor visual Illusions as a Standard Action. These may be no more than half a meter in any dimension and produce no sensory sensations outside of sight. Any physical contact noticeably disrupts an Illusion, and all other effects that see through Illusions can do so. Otherwise, the Illusion appears life-like and can be made to move, though it cannot move further than the user's Focus Rank in meters away from the user. Actively manipulating the Illusion requires constant attention from the user. For minor effects such as making an illusionary flame dance, this requires the user to constantly spend its Swift Actions. For more major effects such as animating an illusionary skeleton, the user must constantly spend Standard Actions. If a Pokémon gains the Illusion Ability and does not have the Illusionist Capability, they gain Illusionist.

Inflatable: A Pokémon with the capability Inflatable can expand its size up to 125% of its normal size as a Standard Action. While Inflated, a Pokémon does not change its weight. When Inflated, Pokémon gain a -1 Penalty to Evasion, but become Blocking Terrain; you may not target through an Inflated Pokémon. Returning to normal size is a Shift Action. If a Pokémon learns the Move Growth or Stockpile and does not have the Inflatable Capability, they gain Inflatable. A Pokémon under the effects of Minimize may not become Inflated, and an Inflated Pokémon may not use the Move Minimize.

Invisibility: Pokémon who have the Invisibility Capability can turn invisible as a Shift Action. Pokémon may not perform Moves while invisible. While invisible, you must roll +4 during Accuracy Checks to hit the Pokémon. When a Pokémon turns invisible, they can only remain invisible for up to 4 minutes or can turn visible again as a Free Action. After becoming visible, they must wait two plus the number of minutes they spent invisible before turning invisible again.

Juicer: When Shuckle is holding a berry, after 24 hours of that Berry going unused, it will be turned into Berry Juice and stored

in the Shuckle's shell. Shuckle may use Berry Juice as a Snack Item; if the juice is bottled, other Pokémon and Trainers may drink the Berry Juice as a Refreshment. If a Berry Juice item is left in the Shuckle's shell unused for two weeks it solidifies and turns into a Rare Candy.

Keystone Warp: Spiritomb carries around with it an Odd Keystone. Trainers may collect additional Odd Keystones as they travel. They may then synchronize them with a Spiritomb as an Extended Action. A Spiritomb may then freely teleport between any synchronized Odd Keystones within 10 meters as a Standard Action.

Leaf Crafter: The user knows how to make useful accessories from mere common leaves, seeds, and other mundane plant materials. Once per day as an extended action, the user may craft a Grass or Bug Type Booster or Brace. These Held Items last the rest of the day and then degrade.

Letter Press: Unown with the Letter Press capability may be combined with other Unown, creating a Prime Unown, or adding to an existing Prime Unown. The first four times you add an Unown to a Prime Unown, including the creation of the Prime Unown, add 5 points to any one of the Prime Unown's Base stats. Combined Unown may retain different instances of Hidden Power from each individual Unown, up the normal Move List limit. When combining Unown with the Letter Press capability, for each instance of Hidden Power, choose whether it will operate on Attack stat or Special Attack stat. This choice is permanent. Unowns combined with Letter Press can be kept in a single Poké Ball, essentially becoming a single Pokémon. Once combined with Letter Press, Unowns cannot be separated. Prime Unown lose the Underdog Capability.

Line Charge: The user can only shift in cardinal directions on the grid. However, they do not provoke attacks of opportunity from Shifting.

Linked Evolution: This Capability is always listed with one or more species of Pokémon in parenthesis, such as Linked Evolution (Shelmet). This Pokémon may treat members of the listed species as being a (non-consumable) Evolution Stone.

Living Weapon: In addition to being a Pokémon, Honedge and its evolutionary relatives also count as equipment and may be used as such if the Pokémon is willing. Honedge may be used as a Small Melee Weapon. Doublade may be used as two Small Melee Weapons; when one is held in each hand, the user gains +2 to Evasion. Aegislash may be used as a Small Melee Weapon and a Light Shield. When Fainted, these Pokémon may still be used as inanimate pieces of equipment, but all rolls made with them take a -2 penalty.

If the Living Weapon is also being used as an active Pokémon, the Wielder and the Living Weapon use the Wielder's Movement Speed to shift during each of their turns, and the

total amount Shifted during the round cannot exceed the Wielder's Movement Speed.

While wielded, the Living Weapon may impart its wielder benefits as if it were a Simple or Fine Weapon, as long as the wielder has the requisite Combat Skill Rank. A Honedge counts as a Simple Weapon and grants the Adept Move Wounding Strike. A Doublade counts as a Simple Weapon and Grants the Adept Move Double Swipe. An Aegislash counts as a Fine Weapon and grants the Adept Move Wounding Strike and the Master Move Bleed! While used as a Living Weapon, the Pokémon also adds these Moves to its own Move List, so long as their wielder qualifies to access them.

Either the Living Weapon or the Wielder can disengage as a Swift Action during their turn to Shift and attack separately. Re-engaging is a Standard Action that may be taken by either party. While Wielded, a Living Weapon cannot benefit from its No Guard Ability, and an Aegislash is automatically in Blade forme.

Magnetic: Magnetic Pokémon can lightly manipulate magnetic fields. With this, they can repel or attract iron and/or steel, holding it to their body or pushing it away. Through this magnetic manipulation, they can also feel magnetic fields and discern magnetic north. If a Pokémon learns the Move Magnet Rise or Magnet Bomb, or gains the Magnet Pull Ability, and does not have the Magnetic Capability, they gain Magnetic.

Marsupial: Kangaskhan is always born with the Baby Template (see Optional Rules), subtracting 5 from each of its Base Stats. While Kangaskhan have the Baby Template, they live in their mother's pouch and will not willingly leave it for long; their bond is so strong, that both Pokémon are able to be captured in a single Pokeball during this time. While Kangaskhan has the Baby Template, it cannot be Commanded to fight or take any action. Mother Kangaskhan with a Baby in their pouch are exceptional at protecting their babies; attacks cannot target Kangaskhan inside their mother's pouch while she is conscious. Trainers raising a Kangaskhan may choose to have their Mother Kangaskhan gain 20% less experience from any sources and give that Experience to the baby instead. Once a Baby Kangaskhan reaches level 25 and loses the Baby Template, it exits its mother's pouch permanently. If its mother had a loyalty higher than 1, it will allow itself to be easily caught by its Trainer.

Materializer: The Pokémon's struggle Attacks may be Rock-Typed if they wish. They may also add their Special Attack instead of their Attack and have the attack deal Special Damage, if they wish. Multiple Rock-Type Moves grant Materializer.

Milk Collection: The user may produce a MooMoo Milk Item once a day as an Extended Action as long as they are at least Level 20. MooMoo Milk may be collected with a Collection Jar.

Mindlock: Pokémon who have the Capability Mindlock cannot have their minds read by Telepathy, are immune to the Move Mind Reader, cannot have their emotions calmed with Gentle

Vibe, and Telepathic Warning cannot trigger on their attacks. The Dream Reader Capability cannot read their dreams.

Mountable X: This Pokémon may serve as a mount for X average Trainers regardless of Power Capability and ignoring penalties for weight carried. This Capability fails to function if significant weight is added in addition to the Trainer(s). Note that this Capability is meant to be used as a **guideline**, not a hard and fast rule. Feel free to adjust which Pokémon can be ridden as fits your campaign.

Multiform: This Pokémon may change into its different forms at-will as an Extended Action outside of battle. This Pokémon has a different set of Moves for each Forme.

Mushroom Harvest: Pokémon of at least Level 20 with this Capability can produce a mushroom item once a day as an Extended Action. Roll 1d20 when this Capability is used. On a roll of 1-12, a Tiny Mushroom is produced. On a roll of 13-18, a Big Mushroom is produced. On a roll of 19-20, a Balm Mushroom is produced.

Naturewalk: Naturewalk is always listed with Terrain types in parentheses, such as Naturewalk (Forest, Grassland). Pokémon with Naturewalk treat all listed Slow and Rough terrains as Basic Terrain.

Nectar Dancer: When an Oricorio hatches, it takes the form of its mother, or father if the other parent was a Ditto. Oricorio may change forms by consuming Nectar as an Extended Action. This determines Oricorio's primary type. The standard Nectars are as follows:

Red Nectar:	Baile (Fire)
Yellow Nectar:	Pom Pom (Electric)
Pink Nectar:	Pa'u (Psychic)
Purple Nectar:	Sensu (Ghost)

Origin Forme: This Pokémon is in its Origin Forme when in the Reverse World, or when it holds part of Reverse World with it outside of the Reverse World. Otherwise, it changes into its Altered Forme.

Pack Mon: A Pokémon with Pack Mon instinctively belong to a rigid pack structure, and are naturally inclined to the top of that structure. Wild Pokémon that are of this Pokémon's unevolved form or at least 10 levels lower than the user will instantly obey the user's commands; showing a Pokémon with Pack Mon to a group of Wilds of the same evolution line will put them at a Fearful disposition. However, two Pack Mons of the same species and within 10 Levels of each other will fight for dominance of the group. If a Wild Pack Leader is ten levels higher than your Pokémon, it will expect your Pokémon to obey it, and may attack if it does not.

Pearl Creation: When a Pokémon with this Capability Evolves, it loses this Capability and creates a Pink Pearl Held Item.

Phasing: A Pokémon with Phasing may Shift through Slow Terrain without their Speed Capabilities being affected. As a Standard action, they may turn completely Intangible. While Intangible, they cannot be targeted by Moves or attacks, cannot perform Standard Actions, lose a Tick of Hit Points at the end of each round, and may not regain Hit Points by any means. While Intangible, they may pass through solid walls and all other blocking terrain during their Shift Action. Becoming Tangible again is a Shift Action.

Planter: Pokémon with the Planter Capability can act as a Portable Grower, holding one plant at a time. Pokémon with this Capability may be limited in what they can grow. In these cases, they will have parentheses on their Planter Capability denoting what they can grow. For example, Planter (Berries) would allow the Pokémon to grow Berry plants only.

Premonition: Pokémon with this Capability have a supernatural sense for natural disasters such as earthquakes, floods, and volcanic eruptions. The magnitude of the impending disaster and its proximity to the Pokémon both affect how often they get this sense before a disaster and how long in advance the warning is. Closer and bigger disasters tend to have a greater effect and may alert the Pokémon to the specific area where a disaster will occur days in advance, while lesser disasters may simply give the Pokémon an odd sense of unease several hours before they hit.

Reach: A Pokémon with Reach has the Range of their Melee attacks increased based on their size category; Small and Medium Pokémon may make Melee attacks from up to 2 meters away, and Large and bigger Pokémon may make Melee attacks from up to 3 meters away. Pokémon with Reach are either really large or have a stretchy limb with which they can strike foes from a distance. While Grappling a foe, that foe may still make melee range attacks against this Pokémon, even if they may be otherwise out of range.

Shadow Meld: Gengar can melt into shadows to remain unseen as a Standard Action. While doing so, Gengar receives a +4 bonus to Stealth rolls, gains +1 to its evasion, and can travel along a surface as if completely flat. Gengar may also "ride" along on a living creature's shadow, moving along with it as the creature moves. Gengar may not use Standard Actions while melded into shadow. Reforming is a Shift Action.

Shapeshifter: Pokémon with this Capability can change their shape at will, taking on different forms as a Standard Action. When using this Capability, the user cannot increase or decrease its total mass by more than 50%, and they cannot replicate complex machines such as computers or phones. They may take on the appearance of these devices, but they will appear simplified in comparison. They can, however, transform into other moving forms such as acting as someone's prosthetic limb, a living lever or pulley system, or a Pokémon comparable in size. Note in this last case that the Shapeshifter doesn't gain

any qualities of that Pokémon without actually using the Move Transform! Anyone closely examining a Shapeshifter Pokémon may determine its true nature with a Perception Check opposed by the Pokémon's Stealth. If a Pokémon learns the Move Transform and does not have the Shapeshifter Capability, they gain Shapeshifter.

Shed Evolution: When Nincada evolves into Ninjask, a Shedinja is created that is treated as having evolved from the Nincada in every way, including (but not limited to) Nature, Moves, Abilities, and TP expenditures. If the Nincada had a loyalty higher than 1, it is not immediately hostile.

Shrinkable: A Pokémon with the capability Shrinkable can shrink its size up to 25% of its normal size as a Standard Action, but this does not change its weight. While Shrunk, a Pokémon may not perform Standard Actions except to return to normal size, and gains a +4 bonus to Evasion. Using Shrinkable is not the same as using the Move Minimize, but if a Pokémon learns the Move Minimize and does not have the Shrinkable Capability, they gain Shrinkable.

Sky Forme: This Pokémon can transform into its Sky Forme as a Full Action in sunlight when it has Gracidea, a rare type of flower, nearby. It will be forced to revert into its normal form if it is hit by an Ice Type Move, if it touches ice, or if the sun is no longer shining. This Pokémon may have a different set of Moves for each Forme.

Soulless: Shedinja is a unique Pokémon. Its default Ability will always be Wonder Guard and Shedinja's Max Hit Points is always 1. You may not add to a Shedinja's Hit Point stat, and Shedinja may not have Temporary Hit Points. However, Shedinja can't die and never gains Injuries. Given an Extended Rest, Shedinja always recovers to 1 Hit Point regardless of natural healing rate and how many Hit Points it had previously.

Split Evolution: This Pokémon has more than one Evolution. When it evolves, it may choose which of its immediate evolutions it wants to evolve into provided it meets any other requirements.

Sprouter: Once per week, Pokémon with the Sprouter capability can rapidly influence the growth of plants and flora around them. As a Standard Action, they may cause a plant around them to bloom, and potentially grow up to 1 meter in any direction. Sprouter may cause planted Berries to instantly give yield.

Stealth: A Pokémon with the Stealth Capability are excellent at approaching the enemy for an up close assault. While Shifting, unless they purposely want to, Stealth Pokémon do not make any noise. Unless a Pokémon with Stealth has used a Ranged Move during the current round or the round previous, Ranged Moves may not target them if the line of sight drawn goes through Rough Terrain or if the Pokémon is on Rough Terrain.

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

Telekinetic: Telekinetic Pokémon and Trainers can move objects with their mind. They can lift things with Telekinesis as if they were using a Power Capability equal to their Focus Rank. When lifting Staggering Weights with Telekinesis, they roll Focus instead of Athletics, and the DC is 10 instead of 4. They can target objects up to 8 meters away. Count the combined weight of all objects when determining whether they can lift all of them. Using this Capability to lift the user's Drag Weight or greater leaves discoverable psychic residue. Additionally, the user may use Struggle Attacks at a range of X, where X is the user's Focus Rank. These Struggle Attacks deal Normal-Type Damage as usual, but the user may add their Special Attack instead of their Attack and have the attack deal Special Damage, if they wish. The user may perform the Disarm, Trip, and Push Maneuvers at the range of your Telekinetic Capability and using the Focus Skill for all opposed rolls. When the Push Maneuver is used this way, the user does not repeat the Push but instead Pushes the target a number of meters equal to half their Focus Rank. If a Pokémon learns the Move Psychic or Telekinesis and does not have the Telekinetic Capability, they gain Telekinetic.

Telepath: A Telepathic Pokémon can read the surface thoughts of people and other Pokémon X meters away where X is Focus Rank doubled. Pokémon with Telepathy can project their thoughts to the minds of other Trainers or Pokémon with Telepathy. Trainers with Telepathy can project their thoughts to the minds of any Trainer or Pokémon. Telepathy can be used to read only one target at a time but can project to on a number of separate targets at once equal to half the user's Focus Rank. Telepathy may be used to read minds with or without making the target aware of the attempt. Unwilling targets and targets that are unaware automatically resist the Telepathy attempt; the user and target roll opposed Focus Checks to determine if the Telepathy attempt is successful. A failure imposes a cumulative -3 penalty to future checks to use Telepathy on that target for the next 24 hours. Using Telepathy on an Unwilling target leaves discoverable psychic residue.

Therian Forme: This Pokémon changes to its Therian Forme if holding a Reveal Glass, otherwise it uses its Incarnate Forme.

Threaded: Pokémon with the Threaded Capability may make a Threaded Shift as a Shift Action. A Threaded Shift is when a Pokémon targets an object and shoots a strong, thin line of silk, or extends a vine from themselves, and then quickly retracts that silk, or vine, pulling itself towards the object if the Pokémon is lighter than the object, or pulling the object towards the Pokémon if it is lighter than the user. Threaded has a range of 4 meters. If you target an unwilling Pokémon or Trainer with threaded, Threaded requires an AC 6 Status Attack to use. If a Pokémon learns the Move Spider Web, String Shot, Vine Whip, Power Whip, or Toxic Thread and does not have the Threaded Capability, they gain Threaded.

Tracker: Pokémon with the Tracker Capability have a strong sense of smell that they can use to follow other Pokémon or people. If the Pokémon has smelt whom they want to track in the past day, or one of their personal belongings, they can pursue that prey with a Perception check of 8 or better. To pick-up a random scent from nothing, a Perception check of 14 or better will allow the Pokémon to follow that scent. To pick-up a specific scent from nothing, a Perception check of 20 will allow the Pokémon to follow that scent. A Pokémon may only make these checks once per hour. If a Pokémon learns the Move Odor Sleuth and does not have the Tracker Capability, they gain Tracker.

Tremorsense: Pokémon with the Tremorsense Capability can sense the location, size, and shape of objects in the ground around them for up to 5 meters, almost as if they could see through the ground.

Underdog: This capability denotes Pokémon who qualify for the Underdog Pokédges. They are Pokémon species with a Base Stat total of 45 or less. Some exceptions apply.

Viral Fusion: Necrozma can assimilate other creatures, and bonding into a single Pokémon.

As an Extended Action, Necrozma may bond with a willing or helpless Pokémon, removing them from play until they are released as another Extended Action. Necrozma's Movement and Jumping capabilities become the bonded Pokémon's, as does Power if the bond's is higher. Necrozma's Athletics, Acrobatics, Combat, Stealth, and Perception become the bonded Pokémon's, though they are increased by one rank, to a maximum of 6d6. Necrozma takes the bond's Primary Type (or Secondary Type if its Primary Type is Psychic) as its Secondary Type.

While bonded, the GM will designate one move in the bonded species' Level-Up Movelist as its 'signature move'. Necrozma may add this move to its learned movelist as long as it is bonded, following normal movelist restrictions, as long as it is of a level to learn it normally.

For Solgaleo, this move is always Sunsteel Strike; for Lunala, this move is always Moongeist Beam. These Pokémon have specific forms used while bonded.

Volatile Bomb: The Pokémon never loses Loyalty from using Self-Destruct or Explosion.

Wallclimber: Wallclimber Pokémon often have suction cups, hooks, or other means of easily scaling walls or other vertical surfaces. They may travel along a wall or ceiling at a rate of half of their Overland Capability.

Weathershape: Castform's appearance changes with the weather around it. It changes to its orange form in Sunny weather, its blue and grey form in Raining weather, its light blue form when it's Hailing, a rocky brown form in a Sandstorm.

Wielder: Pokémon with the Wielder Capability gain a +2 bonus to Disarming and cannot have their natural weapons disarmed or removed by moves such as Thief, Covet, Switcheroo, and Trick. Small Pokémon with this capability may additionally wield man-made Small Melee weapons, gaining all normal benefits. Medium and higher size category Pokémon may wield Large Melee weapons. These weapons occupy the Pokémon's Held Item slot when Wielded. Pokémon Wielding Weapons can only ever get access to Adept Combat Rank Moves from Weapons, even if their Combat Skill would allow them to qualify for higher

Wired: Wired Pokémon have a special relation to electronic devices. They can enter machines and travel through connected electronics through any cords that connect them instantly. If used by a Rotom, Rotom may take control of the machine from within, gaining a Move chosen by your GM based on the machine.

X-Ray Vision: Pokémon and Trainers with the X-Ray Vision Capability can see through walls and solid objects up to a foot in thickness. Objects seen through X-Ray vision are seen as white shapes and outlines without much detailed definition. The effectiveness of X-Ray Vision depends on the object's material. Anything thin from paper to light wood to most residential drywall allows clear X-Ray Vision through it, while lead and tungsten would block X-Ray Vision entirely.

Zapper: The user's struggle Attacks may be Electric-Typed if they wish. They may also add their Special Attack instead of their Attack and have the attack deal Special Damage, if they wish. Multiple Electric-Type Moves grant Zapper.

Zygarde Cells: Zygarde is composed of many cells, its strength determined by how many are gathered.

Using a Zygarde Cube, as an Extended Action, 10 Cells may be formed into a 10% Zygarde, and 50 Cells may be formed into a 50% Zygarde. These may be disassembled into the number of Cells that they were created from as an Extended Action. 100 Cells may form either a 10% or 50% Zygarde with the Power Construct Ability as a Bonus Ability. The resulting Zygarde may not be disassembled, but may be changed between 10% and 50% Formes as an Extended Action using the Cube. The GM determines the Nature and Level of any Zygarde formed. As an Extended Action, a Cube may Tutor Zygarde available Cube moves for 1 TP each.

Abilities:

Abilities are a special type of trait that Pokémon and some Trainers can have. Pokémon are all born with one Ability and may naturally grow to learn others or can be taught them by a dedicated Trainer. Most Abilities are passive effects, or Static in game terms, that are constantly on whether for good or ill. Other activate when certain conditions are met, such as the presence of a particular Weather or being hit by a specific Type of attack. A few Abilities require more active focus to execute and take up a Pokémon or Trainer's Standard Action just as a Move would.

Abilities are read much like Moves or Features are.

Name: The Name is what the Ability is called. This is useful for keeping track of what Ability your Pokémon has.

Frequency – Action Type: The Frequency is how often the Ability can be used. These generally are Static, At-Will, Scene, or Daily. These Frequencies are the same as Feature Frequencies of the same name (not Moves, so note that a Scene x2 Ability could be activated in consecutive rounds). The Action Type listed determines the sort of action required to activate the ability – usually a free action.

Effect: The Effect is of course what the Ability does.

Bonus: Any additional static effects granted by the Ability.

Special: Some Abilities have other notes about how they work.

Ability Keywords:

Some abilities may have a Keyword descriptor. See below for the Ability keywords. Note that some keywords, such as Defensive, do nothing on their own, and only denote interactions it might have with other effects.

Connection: This keyword is followed by a Move, with which the user has an innate connection. Upon gaining the Ability, the user learns the Move, forgetting another Move if necessary. This Move cannot be forgotten through any means. If the user has 1 Tutor Point, they may immediately spend it to gain the "Advanced Connection" Edge and avoid forgetting any Moves.

Defensive.

Innate: Innate Abilities may not be disabled or copied in any way, and Skill Swap fails when used against them. If an Ability has a Bonus, then this keyword will be applied to each separately. If only one portion of an Ability is Innate, then the other part may be disabled, copied (but the copier does not get the Innate part) or Skill Swapped (but the Innate part remains with the original owner).

Last Chance: Last Chance Abilities are always associated with an Elemental Type. The user gains a +5 bonus to Damage Rolls

when using attacks of that Type. This bonus increases to +10 when the user is under 1/3rd of their Maximum Hit Points.

Pickup: The Ability Pickup lets Pokémon or Trainers find items using their natural senses and natural curiosity, or using psychic abilities. Whenever the ability is activated, roll 1d20 and consult the chart below. The chart determines the category of Item, but the GM decides what the specific Item is.

Roll	Item Type	Other
1-5	None	You find nothing
6-7	X-Item	One X Attack, or X Defend, Etc.
8-10	Berries	Any Random Berry
11-13	Poké Ball	Any Random Poké Ball
14-16	Status/Healing	Any Random Status healing item or HP healing item
17	Evolutionary Stones	Any Random Evolutionary Stone
18	Performance Enhancers	Any Random Vitamin
19	Hold Item	Any Random Hold Item
20	TM	Any Random TM

Ability List A-E

Ability: Abominable

Static

Effect: The user ignores the Recoil Keyword when attacking.

Bonus: The user's Base HP is increased by +5. Innate.

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. Defensive.

Ability: Accelerate

Scene x2 – Free Action

Effect: The user may use a damaging Move to which they add STAB as a Priority Move. If the Move hits, the user adds half their Speed Stat to the Damage Roll. If the Move already had Priority, the attack gains a +4 Bonus to Accuracy.

Ability: Adaptability

Static

Effect: The user gains a +1d10 Bonus to Damage Rolls with Moves with which they apply STAB.

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

Trigger: The user becomes Fainted

Effect: The user creates a Burst 1. Everything in the Burst loses three Ticks of 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 activate this Ability to use a 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 and has a -2 penalty to Accuracy Rolls for 1 full round.

Ability: Analytic

Static

Effect: Whenever the user 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: Anchored

Static

Effect: Dhelmise has an Anchor token on the field, which occupies one square as if it is Medium sized but is otherwise ignored for cover and targeting. Dhelmise cannot move or be moved more than 3 meters away from its Anchor, willingly or otherwise. The Anchor token itself cannot be pushed, pulled, or moved against Dhelmise's will in any way. Dhelmise may shift their Anchor Token as a Swift Action, moving it to any open space within 3 meters of itself. Innate.

Bonus: When the user Shifts its Anchor, it may immediately afterwards originate an attack from its Anchor if it has the appropriate action available, giving that attack the following properties: the attack's range changes to "Melee, 1 Target", the attack deals +2d6 damage, and the attack's Class changes to Physical if it wasn't already.

Ability: Anger Point

At-Will – Free Action

Trigger: The user receives a Critical Hit

Effect: The user becomes Enraged and gains +6 Attack Combat Stages.

Ability: Anticipation

At-Will – Swift Action

Target: Trainers or Pokémon

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 Bullet

Static

Effect: Connection - Aqua Jet. The user may use Water-Type Moves as a Full Action to gain Sky 10 and shift in a straight line before attempting to use their Move. When shifting this way, the user does not provoke attacks of opportunity.

Ability: Arena Trap

Scene – Free Action

Target: Trainers or Pokémon

Effect: Once Arena Trap is activated, all foes within 5 meters of the user are considered Slowed and Trapped. 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 adjacent Pokémon and Trainers cannot become Confused, Enraged, or Suppressed. Defensive.

Ability: Aura Break

Scene – Swift Action

Target: A foe within 6m

Effect: The foe reveals its abilities. Pick one ability; any Damage Bonuses (either Damage Base increases or Damage Roll bonuses) granted by the ability instead become Damage Penalties of the same value.

Ability: Aura Storm

Static

Effect: For each injury the user has, they gain a +3 Bonus to Damage Rolls.

Ability: Bad Dreams

At-Will – Swift Action

Effect: All Sleeping targets within 5 meters lose a Tick of Hit Points. If at least one target lost Hit Points this way, the user gains a tick of Temporary Hit Points.

Ability: Battery

Scene x2 – Swift Action

Target: An Adjacent Ally

Effect: The target's next Special Attack deals +2d6+4 damage. If that attack is Electric-Typed, it deals +3d6+6 more damage instead.

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: Beast Boost

At-Will – Free Action

Trigger: The user's Damaging Attack causes an opponent to Faint

Effect: The user receives +1 Combat Stage in their highest non-HP stat.

Ability: Beautiful

Scene – Standard Action

Effect: The user may activate Beautiful to either gain +2 Beauty Dice in a Contest, or to gain +1 Special Attack Combat Stage and cure all allies within 5 meters of the Enraged Condition.

Ability: Berserk

At-Will – Free Action

Trigger: The user's drops to half HP or below for the first time in an encounter, or becomes Enraged

Effect: The user receives +1 Special Attack Combat Stage.

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 are pushed an additional 2 meters and 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 x2 – Free Action

Trigger: An adjacent Ally is hit by an attack

Effect: The user and the triggering Ally switch places, and the user becomes the target of the triggering 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

At-Will – Free Action

Trigger: You hit with Bone Club, Bonemerang, or Bone Rush

Effect: Connection – Bonemerang. Once per Scene per Move, the following Moves may be used as if they had the following bonuses:

» **Bone Club:** Bone Club's target loses 1 Defense and Special Attack CS.

» **Bonemerang:** Has a Range of Line 6 but loses the Double Strike keyword

» **Bone Rush:** Bone Rush automatically 'hits' four times (as per the Five Strike keyword).

Ability: Bone Wielder

Static

Effect: The user's Bone Club, Bonemerang, and Bone Rush Moves treat immunity against Ground-Type Moves as neutral. The user's Shadow Bone Moves treat immunity against Ghost-Type Moves as neutral.

Ability: Brimstone

Static

Effect: Whenever the user inflicts Burn or Poison with a damaging Fire-Type or Poison-Type Attack, the target becomes both Burned and 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 – Swift Action

Trigger: The user hits a foe with a damaging attack

Effect: The user may immediately Disengage as a Free Action.

Bonus: Whenever the user Disengages for any reason, they may Shift 2 meters instead of 1.

Ability: Chemical Romance

Static

Effect: Connection – Sweet Scent. Whenever the user hits a male target with Poison Gas, Smog, Sweet Scent, Toxic, or Venom Drench, that target becomes Infatuated with the user.

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 or under 50% Max Hit Points, the user's Initiative is doubled.

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 within 2 meters of 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 x3 – Swift Action

Effect: The effects of Weather are negated for one full round. This may be triggered as a Reaction when any other Weather enters the field. Three uses may be spent as a single Swift Action on the user's turn to end all current Weather effects.

Ability: Cluster Mind

Static

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

Ability: Color Change

At-Will – Free Action

Trigger: The user is damaged 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. Innate.

Ability: Comatose

At-Will – Move Action

Effect: The user falls Asleep, and regains a Tick of Hit Points.

Bonus: The user may act normally while Asleep and ignores all other penalties from being Asleep. While Asleep, the user does not make Save Checks to wake up, and wakes up from being hit only if they want to.

Ability: Combo Striker

At-Will – Free Action

Trigger: The user rolls a natural 1, 10, or 11 on an attack roll with a damaging move

Effect: After the triggering attack is resolved, the user may use a Struggle Attack as a Free Action. Struggle Attacks made due to Combo Striker may trigger Combo Striker.

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: Corrosion

Static

Effect: The user's Poison-Type attacks are resisted one step less, and deal damage to Immune targets as if they were doubly resisted. The user may Poison and Badly Poison Steel and Poison-Type Pokémon.

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: 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 with the user.

Ability: Cute Tears

Scene – Free Action

Trigger: The user is hit by a Damaging Move

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

Ability: Damp

Static

Effect: Whenever anyone within 10 meters would use the Moves Self-Destruct, Explosion or Mind Blown, or activate the Aftermath Ability, those effects fail and instead do nothing.

Bonus: The user gains a +1d10 Bonus to Damage Rolls with Water-Typed Moves.

Ability: Dancer

Scene x2 – Free Action

Trigger: Someone within 10 meters uses a Status-Class Move with the Dance Keyword, or a Dancer’s Dance Move

Effect: The user may immediately use the triggering Move as a Free Action.

Ability: Danger Syrup

Scene – Free Action

Trigger: The user is hit by an attack

Effect: Connection - Sweet Scent. When this Ability is activated the user may use Sweet Scent as a Free Action, ignoring Frequency. Whenever the user hits a foe with Sweet Scent, that foe is Blinded for 1 full round.

Ability: Dark Art

Static

Effect: The user gains Last Chance with Dark.

Ability: Dazzling

Scene x2 – Swift Action

Target: An Adjacent Foe

Effect: For the rest of the Scene, the target's Initiative is lowered by 10 and it cannot use Priority Moves.

Bonus: Interrupt Moves may not be declared in response to the user's actions.

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: The user gain a +2d6 Bonus to Damage Rolls while over 50% of its Maximum Hit Points. While at 50% Max Hit Points or lower, the user gains a -5 penalty to Damage Rolls and +10 Initiative.

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

At-Will – Swift Action

Effect: The user instantly removes up to three injuries, and gains a Tick of Hit Points for each injury removed this way. Defy Death may be used to cure up to three Injuries per day. Injuries removed this way do not count towards the total number of injuries that can be healed per day.

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: Desert Weather

Static

Effect: The user is immune to Sandstorm Damage, resists Fire-Type Moves in Sunny Weather, and gains a Tick of Temporary Hit Points at the end of each of its turns while in Rainy Weather.

Ability: Designer

At-Will – Extended Action

Effect: The user is adept at crafting clothes for itself out of common leaves. When activating this ability to create a leaf suit, the user may choose two Types; the user resists the chosen Types one step further while wearing that suit. The user may only have one leaf suit at a time, and creating a new suit destroys the old one. Defensive.

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: Dire Spore

Static

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

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: Disguise

Daily – Free Action

Trigger: The user is hit by a Damaging Move

Effect: The triggering attack instead misses and has no effect. The user then gains +1 CS in a Stat of their choice. Defensive.

Ability: Dodge

Daily – Free Action

Trigger: The user is hit by a Damaging Move

Effect: The triggering attack instead misses and has no effect. Defensive.

Ability: Download

Scene – Swift Action

Target: A foe within 6 meters

Effect: The target must reveal whether its Defense or Special Defense Stats are lower. If the Defense Stat is lower, the user gains a +1 Attack CS. If the Special Defense Stat is lower, the user instead gains +1 Special Attack CS. If both are tied, the user gains +1 CS to any Stat of their choice.

Ability: Dream Smoke

Scene – Free Action

Trigger: The user is hit by a Melee Attack

Effect: The attacking foe falls Asleep.

Ability: Dreamspinner

Scene x3 – Swift Action

Effect: All Sleeping Foes within 3 meters lose a Tick of Hit Points, and the user gains a Tick of Temporary Hit Points.

Ability: Drizzle

Scene x3 – Swift Action

Effect: The Weather changes to be Rainy for 1 full round.

Ability: Drought

Scene x3 – Swift Action

Effect: The Weather changes to be Sunny for 1 full round.

Ability: Drown Out

Scene x2 – Free Action

Trigger: A foe uses a Move with the Sonic keyword

Effect: The triggering Move fails and has no effect.

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

Static

Effect: Connection - Poison Powder. The user may use Moves with the Powder Keyword as if they had a Range of "Burst 1".

Ability: Early Bird

Static

Effect: The user gains a bonus to Initiative equal to half its Speed, and a +3 Bonus on Save Checks against Sleep.

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: Eggscellence

Static

Effect: Connection – Barrage. The user receives STAB when using Barrage and Egg Bomb. If Normal Typed, these Moves deal Damage as if one step more effective on 16+.

Ability: Electric Surge

Scene x3 – Swift Action

Effect: The Field becomes Electrified, as if affected by the Move Electric Terrain, for one full round.

Ability: Electrodash

Scene x2 – Swift Action

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

Bonus: The user may free itself from the Stuck condition as a Shift Action. The user does not provoke Attacks of Opportunity when Sprinting.

Ability: Emergency Exit

Scene – Free Action

Effect: When the user's Hit Points drop below half their maximum, their trainer may immediately recall the user and send out another Pokémon as a Free Action. If the user hasn't taken their turn yet, their replacement may act this round. Defensive.

Bonus: The user is immune to being Trapped.

Ability: Empower

Scene – Swift Action

Effect: The user may use a self-targeting Status-Class Move as a Free 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: 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: 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: 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: The user gains +5 Damage Reduction against Super Effective damage. Defensive.

Ability: Flame Body

Scene – Free Action

Trigger: The user is hit with 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

Scene – Swift Action

Effect: The user gains +3 Attack and Special Attack Combat Stages. Flare Boost may only be used while Burned.

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, they gain +1 CS in their choice of Attack or Special Attack. Defensive.

Ability: Flower Gift

Scene – Swift Action

Effect: Flower Gift may only be used if the Weather is Sunny or if the user is under 50% Hit Points. When activated, the user may pick two Stats, gaining +2 Combat Stages in each Stat. All targets within 2 meters also gain +1 Combat Stage in each of the chosen Stats.

Ability: Flower Power

Static

Effect: The user may perform damaging Grass Type Moves as if they were their choice of either Physical or Special.

Ability: Flower Veil

Static

Effect: Grass-Type Pokémon within 5 meters cannot have their Combat Stages lowered.

Ability: Fluffy

Static

Effect: The user resists damaging Melee attacks one step further, but resists Fire-Type attacks one step less. Defensive.

Ability: Fluffy Charge

Static

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

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 Trainer or Pokémon

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: Connection - Ember. The user creates 3 Fire Wisps. Whenever the user is targeted by a foe within 6 meters, they may spend a Fire Wisp as to use the Move Ember against that foe as a Free Action after the triggering Move is resolved.

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: Pokémon or Trainer within 5 meters

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

Ability: Frisk

Static

Effect: The user gains a +2 Bonus to all Accuracy Rolls against adjacent targets.

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: Full Guard

Scene – Swift Action

Trigger: You take damage while having Temporary Hit Points

Effect: You resist the triggering Damage one step further.

Bonus: Whenever you take Super-Effective Damage and you have no Temporary Hit Points, you gain a tick of Temporary Hit Points. Defensive.

Ability: Full Metal 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.

Ability: Gale Wings

Static

Effect: Connection – Quick Attack. The user may use Quick Attack as a Flying-Type Move.

Ability: Galvanize

At-Will – Free Action

Trigger: The user uses a Normal-Type damaging Move

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

Ability: Gentle Vibe

Scene – Standard Action

Effect: The user creates a burst 2. Everything in the burst, including the user, have their Combat Stages reset, and are cured of any Volatile Status ailments.

Ability: Giver

Scene x2 – Swift Action

Effect: Connection - Present. After rolling to determine Present's Damage Base, you may choose to ignore the roll and act as if you had rolled a 1 or a 5.

Bonus: The user may know any number of TM and Tutor Moves, instead of a maximum of three. Innate.

Ability: Glisten

Static

Effect: The user is immune to Fairy-Type attacks. Defensive.

Bonus: If the user is hit by a damaging Fairy-Type attack, they receive +1 Defense or Special Defense Combat Stages.

Ability: Gluttony

Static

Effect: The user may have up to three Food Buffs at once, use up to three Food Buffs per Scene, and may eat two refreshments per half hour.

Ability: Gooney

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

Scene x2 – Swift Action

Trigger: The user uses Horn Attack

Effect: Connection - Horn Attack. Horn Attack gains the Double Strike keyword, and pushes its target 2 meters.

Ability: Grass Pelt

Scene – Swift Action

Effect: The user gains two ticks worth of Temporary Hit Points

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

Ability: Grassy Surge

Scene x3 – Swift Action

Effect: The Field becomes Grassy, as if affected by the Move Grassy Terrain, for one full round.

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: Handyman

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: 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. Defensive.

Bonus: The user does not lose Hit Points from the Burn Condition.

Ability: Heavy Metal

Static

Effect: The user's Weight Class is increased by +2 (to a maximum of 6, or 7 if it is already 6). Their Defense Base Stat is increased by +2, but their Speed Base Stat is decreased by 2. Innate.

Ability: Heliovolt

At-Will – Swift Action

Trigger: The user uses an Electric-Type Move

Effect: For 1 full round, the user gains +1 Evasion and is considered to be in Sunny Weather.

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 Food Buff as if they had consumed Leftovers. This Food 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: Horde Break

At-Will – Free Action

Trigger: The user changes from School Form to Solo Form

Effect: The user is cured of all Status Conditions.

Ability: Huge Power

Static

Effect: The user's Base Attack Stat is increased by +5, and by +1 more for every 10 Levels the user has. Innate.

Ability: Hustle

Static

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

Ability: Hydration

Scene – Swift Action

Effect: The user is cured of one Status Affliction. Hydration's Frequency is ignored if used during Rainy Weather.

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

Daily x5 – Swift Action

Effect: The user gains a Tick of Hit Points. Ice Body may only be used while the user is under 50% Hit Points or in Hailing Weather.

Bonus: The user is immune to Hit Point loss from 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: Illuminate

Static

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

Ability: Illusion

Special

Effect: As a Standard Action, the user may mark an object, Pokémon, or Trainer, that takes up the same space on the battlefield as the user. 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

Scene – Free Action

Effect: If the user is not Transformed, they may trigger Imposter to use Transform as a Free Action Interrupt. Innate.

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: Innards Out

Scene x2 – Free Action

Trigger: The user is hit by a Damaging Attack

Effect: The user resists the triggering attack one step further. After the attack is resolved, a foe within 2 meters loses Hit Points equal to twice the amount of Hit Points lost by the user from the triggering attack, even if the triggering attack caused the user to Faint.

Ability: Inner Focus

Static

Effect: The user cannot be Suppressed or Flinched, and their Initiative cannot be unwillingly lowered by any effects. Defensive.

Ability: Insomnia

Static

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

Ability: Interference

Scene – Swift Action

Effect: The accuracy of all foes within 3 meters is reduced by -2 for 1 full round.

Ability: Intimidate

At-Will – Swift Action

Target: Pokémon or Trainer within 5 meters

Effect: Lower the target's Attack 1 Combat Stage. You may target a specific foe only once per Scene with Intimidate.

Ability: Iron Barbs

At-Will – Free Action

Trigger: The user is hit by a damaging Melee Attack

Effect: The attacker loses Hit Points equal to a 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: Juicy Energy

Daily – Free Action

Trigger: The user trades in a Berry Juice Food Buff

Effect: Instead of gaining 30 Hit Points, the user gains Hit Points equal to their Level.

Ability: Justified

At-Will – Free Action

Trigger: The user is hit by a damaging Dark Type Move or an Attack of Opportunity

Effect: The user may raise its Attack by +1 Combat Stage.

Bonus: The user always gains a +4 bonus to Skill Checks made to Intercept.

Ability: Kampfgeist

Scene – Free Action

Trigger: The user takes Bug, Dark, or Rock-Type Damage

Effect: The triggering damage is resisted one step further.

Bonus: 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 Sand Veil 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: Lancer

Static

Effect: During their turn, if the user Shifts at least 3 meters, they gain a +3 Bonus to Critical Hit Range until the beginning of their next turn. If they do not Shift or Disengage at all, they gain +5 Damage Reduction until the beginning of their next turn.

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 Guard

Scene – Swift Action

Effect: The user is cured of one Status Affliction. Leaf Guard's Frequency is ignored if used during Sunny Weather.

Ability: Leafy Cloak

Static

Effect: Whenever the user activates Designer, they choose two of Chlorophyll, Leaf Guard, or Overcoat. Until the user activates Designer again, they gain the chosen Abilities.

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 be 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 x5 – Swift Action

Effect: The user gains a Tick of Hit Points

Ability: Light Metal

Static

Effect: The user's Weight Class is decreased by 2. Their Speed Base Stat is increased by +2, but their Defense Base Stat is decreased by 2. Innate.

Ability: Lightning Kicks

Scene – Swift Action

Effect: The user may activate this Ability to use any Move with "Kick" in the name as a Priority Move, and gain a +4 Bonus to the attack's Accuracy Roll.

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 1-Target Move and is re-directed at the user without fail, and cannot miss. This negates Lock-On or Mind Reader. The user's Special Attack is then raised by +1 Combat Stage

Bonus: The user is immune to the damage and effects of Electric Type attacks. Defensive.

Ability: Limber

Static

Effect: The user is immune to Paralysis. Defensive.

Ability: Liquid Ooze

Static

Effect: This user resists Poison-Type Damage one step further. Additionally, when this user is damaged by Absorb, Drain Punch, Giga Drain, Horn Leech, Leech Life, or Mega Drain, that Move gains Recoil ½ and the Move's user does not gain any HP. If the user is hit by Leech Seed, the user does not lose Hit Points from Leech Seed; instead Leech Seed's user loses Hit Points equal to this user's Tick Value. Defensive.

Ability: Liquid Voice

At-Will – Free Action

Trigger: The user uses a Move with the Sonic keyword

Effect: The triggering move loses the Sonic keyword, but gains the Friendly keyword and becomes Water Typed. If the Move was a Status Class Move, you may treat it as a Special Move with DB1. This ability may not be used with Perish Song.

Ability: Long Reach

Static

Effect: The user may use damaging attacks as if they had a range of "4, 1 Target" instead of their usual range.

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 Food Buff

Effect: The user gains a Tick of Temporary Hit Points. These Temporary Hit Points stack with any Temporary Hit Points granted by the triggering Food 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: Whenever a foe hits you with a Melee Attack or ends their turn grappling you, they lose a tick of Hit Points. Foes immune to Burn do not suffer this effect.

Bonus: The user cannot be Frozen. Defensive.

Ability: Magnet Pull

Scene x3 – Swift Action

Target: A Steel-Type Pokémon within 6 meters

Effect: Pick Two Effects:

- The target is pushed or pulled X meters directly away or towards the user. X is up to 6 meters minus the target’s Weight Class.
- Until the end of the user’s next turn, the target may not move more than 6 meters away from the user.
- Until the end of the user’s next turn, the target 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 +3.

Ability: Memory Wipe

Scene – Special

Target: A foe within 10 meters

Effect: 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 and Paralyzed. If used as an Extended Action that takes about 1 minute, it can erase up to 10 minutes that have occurred within the last 30 minutes from the target’s memory.

Ability: Merciless

Static

Effect: If the user hits a poisoned target with a damaging attack, it automatically becomes a Critical Hit.

Ability: Migraine

Scene x2 – Free Action

Trigger: The user hits with Confusion while at 50% Hit Points or less

Effect: Connection - Confusion. Confusion automatically gives its target the Confusion Affliction and is a Critical Hit.

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: Misty Surge

Scene x3 – Swift Action

Effect: The Field becomes Misty, as if affected by the Move Misty Terrain, for one full round.

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

Static

Effect: At the end of the user's turn, roll 1d6 to determine a Stat to be raised by +2 Combat Stages, then roll 1d6 to determine a Stat to be lowered by 1 Combat Stage. 1 is Attack, 2 is Defense, 3 is Special Attack, 4 is Special Defense, 5 is Speed, and 6 is Accuracy.

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. Defensive.

Ability: Mud Shield

Scene – Swift Action

Effect: The user gains two ticks worth of Temporary Hit Points.

Bonus: When standing on any muddy or dirty terrain that is either Slow or Rough Terrain, the user gains +5 Damage Reduction. Defensive.

Ability: Multiscale

Static

Effect: While at full Hit Points, all damage taken is resisted one step further. Defensive.

Ability: Multitype

At-Will – Free Action

Effect: The user changes its Elemental Type to any of the Elemental Types. Innate.

Ability: Mummy

At-Will – Free Action

Trigger: The user is hit by a Melee Attack

Effect: Randomly disable one of the target's Abilities for the rest of the Scene or until they are switched out.

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: Needles

Static

Effect: Connection – Needle Arm. Whenever the user hits a target with a Physical Melee attack, that target loses a Tick of Hit Points.

Ability: Neuroforce

Static

Effect: Whenever you deal Super-Effective Damage to a target, that target treats your Damage Roll as it were increased by +10.

Ability: Nimble Strikes

Static

Effect: The user adds half their Speed Stat to the Damage Rolls of their physical Normal-Type Moves.

Ability: No Guard

Static

Effect: The user gains a +3 bonus to all Attack Rolls; however all foes gain a +3 Bonus on Attack Rolls against the user.

Ability: Normalize

Static

Effect: The user's attacks cannot deal Super-Effective or Resisted Damage; they instead resolve as if dealing Neutral Damage. The user also takes neutral damage from all attacks to which they are not immune. This does not affect Immunities.

Ability: Oblivious

Static

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

Ability: Odious Spray

Static

Effect: Connection - Poison Gas. The user may use Poison Gas as if it had a Range "8, 1 Target", an AC of 2, and Flinched its target when it hit.

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. Pack Hunt may not be triggered if the Pokémon is unable to act that round (including being uncommanded).

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. Innate.

Ability: Parry

Scene – Free Action

Trigger: The user is hit by a Melee Attack

Effect: The attack instead misses. Defensive.

Ability: Perception

Static

Effect: The user gains +1 Evasion. Whenever an Ally uses a damaging area-of-effect attack that would hit you, you may Disengage as a Free Action before the attack resolves.

Ability: Permafrost

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: 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 depending on what Forme it has taken. If Rotom is level 40 or higher, it also may use a Move based on its Forme as if it that Move was on their Move List. The GM may come up with additional Formes. Innate.

	Ability	Move
Standard Rotom:	Levitate	None
Heat Rotom:	Flash Fire	Overheat
Wash Rotom:	Water Absorb	Hydro Pump
Frost Rotom:	Winter's Kiss	Blizzard
Fan Rotom:	Windveiled	Hurricane
Mow Rotom:	Sap Sipper	Leaf Storm

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: Power Construct

Daily – Swift Action

Special: The user can only use Power Construct while below 50% HP

Effect: If the user is in 10% Forme, place a Blast 4 with the user in one of the center 4 squares. Any other creatures within the Blast are then pushed to the nearest unoccupied space outside of the Blast. The user then changes to Complete Forme until the end of the Scene, increasing its space to fill the Blast if it was placed, and gains Temporary Hit Points equal to half of the maximum hit points that Complete Forme would have. If the user would not be able to fit in the space around it at the end of this Ability, this Ability may not be used. Innate.

Special: The user still uses the HP total and HP Maximum of the Forme that it was in (10% or 50% Forme) before entering Complete Forme. Both Formes must still follow BSR.

Ability: Power of Alchemy

Scene – Free Action

Target: A Trainer or Pokémon within 10 meters

Effect: The user learns the Abilities of the target and gains one of them for the remainder of the encounter, or until it is Fainted.

Ability: Prankster

Static

Effect: The user may use Status Moves taken as a Standard Action as Priority (Advanced).

Ability: Pressure

Static

Effect: The Pokémon's damaging Moves Suppress Legal Targets on 18+.

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 Combat Stage in each of Attack and Special Attack.

Ability: Prism Armor

Static

Effect: The user gains +5 Damage Reduction against Super Effective-Damage.

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: Psychic Surge

Scene x3 – Swift Action

Effect: The Field becomes Weird, as if affected by the Move Psychic Terrain, for one full round.

Ability: Pumpkingrab

Scene – Standard Action

Effect: The user automatically Grapples an adjacent foe and gains dominance.

Ability: Pure Blooded

Static

Effect: The user gains Last Chance with Dragon.

Ability: Pure Power

Static

Effect: The user's Base Attack Stat is increased by +5, and by +1 more for every 10 Levels the user has. Innate.

Ability List Q-U

Ability: Queenly Majesty

Scene x2 – Free Action

Target: An Adjacent foe

Trigger: An adjacent foe uses a Priority Move or an Interrupt action

Effect: Connection – Stomp. The user may attack the triggering foe with Stomp as a Free Action Interrupt.

Bonus: The user cannot be targeted by Interrupt Moves and Interrupts may not be declared in response to the user's actions.

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. Burmy must have a Cloak to evolve into Wormadam, and can only evolve into the Wormadam corresponding to the Cloak. Cloaks are destroyed if Burmy is hit for Super-Effective Damage, or if Burmy makes a new Cloak. Innate.

Ability: Quick Curl

Scene – Free Action

Effect: Connection - Defense Curl. The user may activate this Ability to use Defense Curl as an Standard Action Interrupt and gain +10 Damage Reduction for 1 full round.

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's Initiative is not halved by Paralysis. If the user is healed all Status Conditions, their Speed is lowered appropriately.

Ability: Radiant Beam

Static

Effect: The user may use damaging Grass-Type attacks as if they had a range of "Line 4" instead of their usual range.

Ability: Ragelope

Static

Effect: The user's Physical Attacks gain the following Effect Range: On 18+, the user becomes Enraged and gains +1 Speed CS. If the user is already Enraged, they gain +1 Attack CS instead.

Ability: Rain Dish

Daily x5 – Swift Action

Effect: The user gains a Tick of Hit Points. Rain Dish may only be used while the user is under 50% Hit Points or in Rainy Weather.

Ability: Rally

Scene – Swift Action

Effect: The user and all allies within 10 meters may immediately Disengage 1 Meter as a free Action. Rally does not work on sleeping, paralyzed, stuck, fainted, or otherwise incapacitated allies.

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, and may immediately Disengage as a Free Action.

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: Receiver

Special – Free Action

Effect: Each effect below may be used once per scene when triggered:

» When an ally faints, the user selects one of their Abilities. The user gains that Ability until the end of the encounter.

» When the user faints, they may grant use of one of their Basic Abilities to an ally on the field for the rest of the encounter.

Ability: Reckless

Static

Effect: Increases the Damage Base of Moves with the Exhaust, Recoil, or Reckless Keywords by +3.

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: A foe within 5 meters

Effect: Ask the target if they will show deference or defiance. If they choose Deference, the target loses their next Shift action and loses 3 CS in the Stat of the user's choice. If they choose Defiance, the user gains a +10 Bonus to all Damage Rolls for the rest of the Scene.

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: Revelation

Scene x2 – Free Action

Trigger: Someone within 10 meters uses a Damaging Move with the Dance Keyword

Effect: The user may immediately use the triggering Move as a Standard Action interrupt.

Bonus: Whenever the user uses a Move with the Dance Keyword, or a Dancer's Dance Move, they gain +2 to Accuracy Rolls until the end of their next turn.

Ability: Rivalry

Static

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

Ability: RKS System

Scene – Free Action

Effect: If the user is hit by a damaging attack, they may calculate damage as if they were Normal-Type instead. If they were already Normal-Type, they instead resist the damage one step further. Defensive.

Bonus: The user's Type changes to match the Type of their held Memory Disc. Innate.

Ability: Rock Head

Static

Effect: The user ignores the Recoil keyword when attacking. If the user moves at least 4 meters in a straight line towards a foe before attacking that foe with a physical attack, they may add a +2d6 Bonus to the Damage Roll against that foe.

Ability: Rocket

Scene – Free Action

Trigger: A Round begins

Effect: The user may take their turn at the top of the round. Priority, Interrupt, or Reaction Moves or Abilities cannot be declared in response to the user's turn.

Bonus: The user's Sky capability is increased by +2.

Ability: Root Down

At-Will – Shift Action

Effect: Connection - Ingrain. While the user has the Ingrain Coat, they may activate this Ability to gain 5 Damage Reduction.

Ability: Rough Skin

At-Will – Free Action

Trigger: The user is hit by a damaging Melee Attack

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

Ability: Run Away

Static

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

Ability: Sacred Bell

Static

Effect: The user resists Dark and Ghost-Type Damage one step further. Defensive.

Ability: Sand Force

Static

Effect: While on sandy terrain or in Sandstorms, the user's Ground, Rock, and Steel-Typed damaging moves deal +5 Damage.

Bonus: The user is immune to Hit Point loss from Sandstorms.

Ability: Sand Rush

Static

Effect: While in a Sandstorm or under 50% Max Hit Points, the user's Initiative is doubled.

Bonus: The user is immune to Hit Point loss from Sandstorms.

Ability: Sand Stream

Scene x3 – Swift Action

Effect: The Weather changes to a Sandstorm for 1 full round.

Bonus: The user is immune to Hit Point loss from Sandstorms.

Ability: Sand Veil

Static

Effect: The user gains +1 Evasion. This is increased to +2 Evasion while in a Sandstorm or on sandy terrain. While in a Sandstorm, the user and adjacent allies do not lose Hit Points due to the Sandstorm.

Ability: Sap Sipper

Static

Effect: The user is immune to the damage and effects of Grass-Type attacks. If the user is hit by a Grass-Type attack, they gain +1 CS in their choice of Attack or Special Attack. Defensive.

Ability: Schooling

Daily – Free Action

Effect: Place a Blast 4 with the user in one of the center 4 squares. Any other creatures within the Blast are then pushed to the nearest unoccupied space outside of the Blast. The user then changes to Schooling Forme, centered on its current location, and gains Temporary Hit Points equal to half of its own maximum Hit Points. The user cannot gain Temporary Hit Points from other sources while in Schooling Forme. When the user is below half Maximum HP and has no Temporary Hit Points left, they change back into Solo Forme. If the user would not be able to fit in the space around it at the end of this Ability, this Ability may not be used. Innate.

Bonus: The user has two sets of base stats; Solo and Schooling. The HP of both forms must be the same. Innate.

Ability: Scrappy

Static

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

Ability: Seasonal

Static

Effect: The user gains an Ability based on the season.

» **Spring:** Run Away » **Summer:** Grass Pelt
» **Autumn:** Rivalry » **Winter:** Thick Fat

Ability: Sequence

At-Will – Free Action

Trigger: The user uses an Electric Attack

Effect: For every Electric-Type Pokémon adjacent to the user, the triggering Attack deals an additional +3 Damage.

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, flip a coin to decide which pattern is inherited. Innate. (Note that the gained Abilities are *not* Innate.)

Pattern Name - Adv Ability / High Ability

1) Attack Pattern - Strong Jaw / Guts

2) Crush Pattern - Crush Trap / Frisk

3) Fear Pattern - Unnerve / Regal Challenge

4) Life Pattern - Regenerator / Defy Death

5) Speed Pattern - Run Away / Speed Boost

6) Stealth Pattern - Infiltrator / Ambush

Ability: Shackle

Scene – Swift 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 Shield

Static

Effect: While at full Hit Points, the user resists all damage one step further.

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: Moves with an Effect Range gain a +10 Bonus to Damage, but Effect Ranges can never be triggered.

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 a Standard Action Interrupt and gain +10 Damage Reduction for 1 full round.

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: Shields Down

Static

Effect: The user has two sets of base stats; Meteor and Core. The HP of both forms must be the same. When the user is in Meteor Forme and is reduced to half Maximum HP or lower, it changes to Core Forme. The user returns to Meteor Forme while outside of combat if above half Maximum HP. Innate.

Ability: Silk Threads

Static

Effect: Connection - String Shot. Whenever the user uses String Shot, all targets hit become Slowed and Vulnerable for 1 full round.

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: Slush Rush

Static

Effect: While in Hailing Weather or under half maximum Hit Points, the user's Initiative is doubled.

Ability: Sniper

Static

Effect: When the user gets a Critical Hit, the attack deals +3d10 additional damage.

Ability: Snow Cloak

Static

Effect: The user gains +1 Evasion. This is increased to +2 Evasion while in Hail or on snowy terrain. While in Hail, the user and adjacent allies do not lose Hit Points due to the Hail.

Ability: Snow Warning

Scene x3 – Swift Action

Effect: The Weather changes to Hail for 1 full round.

Bonus: The user is immune to Hit Point loss from Hail.

Ability: Snuggle

Scene – Standard Action

Target: An adjacent creature

Effect: The user and the target each gain two ticks of Temporary Hit Points.

Ability: Solar Power

Scene x2 – Swift Action

Trigger: The user rolls damage

Effect: The user loses a Tick of Hit Points, and gains a bonus to the triggering damage roll equal to 5 + their Tick Value. Solar Power may be activated ignoring Frequency while in Sunny Weather.

Ability: Solid Rock

Static

Effect: The user gains +5 Damage Reduction against Super Effective damage. Defensive.

Ability: Sol Veil

Static

Effect: The user gains +1 Evasion. This is increased to +2 Evasion while in Sunny Weather or on grassy terrain. While in Sunny Weather, the user gains +5 Damage Reduction.

Ability: Sonic Courtship

Scene – Free Action

Trigger: The user uses Attract

Effect: Connection - Attract. The user may use Attract as if it had a range of “Burst 3, Sonic, Friendly”.

Ability: Soothing Tone

Static

Effect: Connection - Heal Bell. Whenever the user uses a Move that targets allies, those allies gain temporary Hit Points equal to the user’s Special Attack. This may affect a specific ally only once per Scene.

Ability: Sorcery

Static

Effect: The user’s Base Special Attack Stat is increased by +5, and by +1 more for every 10 Levels the user has. Innate.

Ability: Soul Heart

Scene x2 – Free Action

Trigger: A combatant in the encounter Faints

Effect: The user receives +2 Special Attack Combat Stages and gains a tick of Temporary 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 gains Hit Points equal to 25% of their Max Hit Points. If the triggering attack killed its target, the user instead removes all Injuries and recovers Hit Points equal to 50% of the user’s Max Hit Points.

Ability: Sound Lance

Scene x2 – Swift Action

Trigger: The user uses Supersonic

Effect: Connection – Supersonic. The target of Supersonic loses Hit Points equal to the user’s Special Attack. This occurs even if Supersonic misses.

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: Spike Shot

Static

Effect: The user may use Moves with a Range of “Melee, 1-Target” as if they had a Range of “6, 1-Target” instead.

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 x2 – 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.

Bonus: The user’s Overland Speed is increased by +2.

Ability: Stakeout

Static

Effect: The user gains a +2d6+4 bonus on damage rolls against foes that were released from a Pokéball or entered the encounter since the user's last turn.

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: Stamina

At-Will – Free Action

Trigger: The user is hit by a Damaging Attack

Effect: The user receives +1 Defense Combat Stage. Defensive.

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. Innate.

Ability: Starlight

Daily – Extended Action

Effect: The user may activate Starlight while exposed to moonlight or starlight to become Luminous until expended. As a Swift Action, the user may expend the Luminous condition to gain +2 Special Defense CS and +2 Evasion for the rest of the Scene. You may not expend the Radiant condition more than once in a single day.

Ability: Starswirl

Scene – Free Action

Effect: Connection – Rapid Spin. The user may activate this Ability to use Rapid Spin as a Swift Action.

Ability: Static

Scene – Free Action

Trigger: The user is hit by a Melee Attack

Effect: The attacking foe becomes Paralyzed.

Ability: Steadfast

At-Will – Free Action

Trigger: The user is hit by a Flinch effect

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

Bonus: The user's Initiative is increased by +5.

Ability: Steelworker

Scene – Free Action

Trigger: The user takes damage while adjacent to its Anchor

Effect: The user calculates damage as if it was only Steel-Typed.

Bonus: The user gains STAB on Steel-Type Moves that originate from its Anchor. Innate.

Ability: Stench

Static

Effect: The Pokémon's Moves Flinch Targets on a roll of 18+. If a move already has a chance of Flinching foes, the Effect Range is increased by +3 instead. Whenever the user Flinches a foe with an attack, that foe gains a -2 penalty to Accuracy Rolls for 1 full round.

Ability: Sticky Smoke

Scene – Free Action

Trigger: The user uses Smokescreen

Effect: Connection - Smokescreen. The Smoke created becomes Sticky. All targets that begin or end their turn in Sticky Smoke have their Accuracy lowered by -1. This penalty may occur multiple times, but only once per turn. 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 1-Target Move and is re-directed at the user without fail, and cannot miss. This negates Lock-On or Mind Reader. The user's Special Attack is then raised by +1 Combat Stage

Bonus: The user is immune to the damage and effects of Water Type attacks. Defensive.

Ability: Strange Tempo

At-Will – Special

Effect: While Confused, the user may choose either to:

» As a Free Action, not to roll for Confusion, instead acting normally.

» 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 user is immune to Moves with the Execute Keyword. If a single source of Damage or Hit Point Loss would cause the user to lose more than X Hit Points, the damage or Hit Point loss is instead reduced to X. X is equal to 50% of their Max Hit Points. Defensive.

Ability: Suction Cups

At-Will – Shift Action

Effect: The user gains +5 Damage Reduction for 1 full round.

Bonus: The user is immune to Push effects. Defensive.

Ability: Sumo Stance

At-Will – Shift Action

Trigger: The user hits a foe with a Melee Attack

Effect: The triggering foe is Pushed 1 meter away from the user and the user is immune to Push Effects for 1 full round.

Bonus: The user's Weight Class is increased by +1. Innate.

Ability: Sun Blanket

Daily x5 – Swift Action

Effect: The user gains a Tick of Hit Points. Sun Blanket may only be used while the user is under 50% Hit Points or in Sunny Weather.

Ability: Sunglow

Daily – Extended Action

Effect: The user may activate Sunglow while exposed to sunlight to become Radiant until expended. As a Swift Action, the user may expend the Radiant condition to gain +2 Attack CS and +2 Accuracy for the rest of the Scene. You may not expend the Radiant condition more than once in a single day.

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: Surge Surfer

Static

Effect: On Electric Terrain, or while under half maximum Hit Points, the user's Initiative is doubled. The user always counts as touching the ground for the purposes of Electric Terrain.

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 or under 50% Max Hit Points, the user's Initiative is doubled.

Ability: Symbiosis

Scene – Swift Action

Target: An Adjacent Ally

Effect: The user chooses a Held Item they are holding. If the target is willing, they also gain the effects of the chosen item for the rest of the Scene. Items that are activated at a frequency may be activated independently by the user and the target.

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 or Slowed, the user gains +3 Evasion. The user is immune to the Vulnerable Condition.

Ability: Tangling Hair

At-Will – Free Action

Trigger: The user is hit by a Melee Attack

Effect: The attacker receives -1 Speed Combat Stage and is Slowed until the end of its next turn.

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

Static

Effect: The user gains +1 Evasion. Whenever an Ally uses a damaging area-of-effect attack that would hit you, you may Disengage as a Free Action before the attack resolves.

Ability: Teravolt

Static

Effect: The user's Electric-Type Attacks ignore the effect of enemies' Defensive Abilities, and if they would be resisted they deal neutral damage instead.

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: Tingle

At-Will – Free Action

Trigger: The user hits an adjacent target foe with a 1-Target attack

Effect: The target loses a Tick of Hit Points and takes a -5 penalty to Damage Rolls for 1 full round.

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: Tonguelash

Scene x2 – Free Action

Trigger: The user hits a target with Lick

Effect: Connection – Lick. Lick automatically Paralyzes and Flinches its target.

Bonus: The user may use Lick as if it was Normal-Typed.

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

Scene – Swift Action

Effect: The user gains +3 Attack and Special Attack Combat Stages. Toxic Boost may only be used while Poisoned or Badly Poisoned.

Special: If the user has the Immunity Ability, they can still become Poisoned and Badly Poisoned but do not lose Hit Points from these conditions.

Ability: Trace

Scene – Free Action

Target: A Trainer or Pokémon within 10 meters

Effect: The user learns the Abilities of the target and gains one of them for the remainder of the encounter, or until it is Fainted.

Ability: Transporter

Daily x3 – Free Action

Trigger: You teleport

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 adjacent 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: Triage

Static

Effect: The user's moves with the Healing keyword may be used as Priority moves.

Ability: Trinity

Static

Effect: Connection - Tri Attack. You may use Tri Attack as if it had a range of "Melee, 3 Targets". Make a different attack roll for each target. If Tri-Attack's effect range is activated, do not roll for the effect; the first target can only be Frozen, the second can only be Burned, and the third can only be Paralyzed. Additionally, you may use Tri-Attack as a Physical Attack if you wish.

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 Shift Action that turn. Turns in which the user refuses to act count towards actions 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

Static

Effect: The user's Fire-Type Attacks ignore the effect of enemies' Defensive Abilities, and if they would be resisted they deal neutral damage instead.

Ability: Type Aura (X)

Static

Effect: The user and all allies within 3 meters gain a +5 Bonus to Damage Rolls with Moves matching X, where X is a Type.

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: The default state of the user's Speed is +2 Combat Stages. While holding a Held Item, the user's Speed is lowered by 2 Combat Stages.

Ability: Unnerve

At-Will – Swift Action

Target: A foe within 6 meters

Effect: The target cannot gain positive Combat Stages or trade in Digestion Buffs for 1 full round.

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 Ante'd 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

» 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 a Tick of Temporary Hit Points. Defensive.

Ability: Voodoo Doll

Static

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 Temporary Hit Points. Defensive.

Ability: Water Bubble

Static

Effect: The user resists Fire-Type attacks one step further, is immune to being Burned, and may always act as though in Rainy Weather. Defensive.

Bonus: The user may attack with Water-Type Moves as if they had a range of “Melee, 1 target”. If they do, that Move's Class is changed to Physical and it deals +1d6+2 damage.

Ability: Water Compaction

At-Will – Free Action

Trigger: The user is hit by a Water Type Move

Effect: The user receives +2 Defense Combat Stages. Defensive.

Ability: Water Veil

Static

Effect: The user is immune to Burns. Defensive.

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

Scene – Free Action

Trigger: While being wielded as a Living Weapon and being actively Commanded as a Pokémon, the user's wielder is hit by an attack that does not also target the user.

Effect: The user becomes the target of the attack instead.

Ability: Weeble

At-Will – Standard Action

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. Innate.

Ability: Weird Power

Static

Effect: If the user's Attack is higher than its Special Attack, the user may add its Attack Stat to its Special Damage Rolls. If their Special Attack is higher, they user may add its Special Attack Stat to its Physical Damage Rolls. This does not stack with Mixed Power.

Ability: Whirlwind Kicks

Static

Effect: Connection – Triple Kick. When the user uses the Moves "Rapid Spin" or "Triple Kick", they have a range of "Burst 1".

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: Wily

Static

Effect: The user's X-target Status Class Moves may target an additional target within range.

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 gains +1 Speed CS. Defensive.

Ability: Winter's Kiss

Static

Effect: The user does not take damage from Ice-Type Moves. Whenever the user uses or is hit by an Ice-Type Move, the user gains a Tick of Temporary Hit Points. Defensive.

Ability: Wishmaster

Static

Effect: Connection – Wish. Whenever the user uses Wish, the user may pick one of the following effects:

- » The target is healed instantly instead of the following round
- » The target gains +2 CS to the Stat of their choice upon being healed
- » The target is cured of any Status Affliction.

Ability: Wistful Melody

Scene – Free Action

Effect: Connection – Sing. Whenever the user uses Sing, they may activate to his Ability to cause targets that are targeted by Sing have their Attack and Special Attack lowered by -2 CS each, whether Sing successfully hits that target or not. This Ability does not affect targets with the Soundproof Ability.

Ability: Wobble

Scene – Free Action

Trigger: The user is hit by a damaging attack

Effect: The user may use either Counter or Mirror Coat as a Reaction, ignoring Frequency. Innate.

Ability: Wonder Guard

Static

Effect: Only damaging attacks that are Super-Effective affect the Pokémon with Wonder Guard; all other damaging attacks cannot hit the user or deal damage. Wonder Guard loses its effect if the user has no weaknesses. Defensive. Innate.

Special: Unlike other Innate Abilities, Wonder Guard may be disabled.

Ability: Wonder Skin

Static

Effect: The user gains +6 Evasion against Status Moves. Defensive.

Ability: Zen Mode

Scene – Swift Action

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

Moves:

Moves are the main forms of Pokémon Attacks in Pokémon Tabletop United. Pokémon may know a maximum of 6 Moves; Trainers may know as many Moves as their Features allow. Moves are, unless stated otherwise, performed as a Standard Action. Moves in this document are presented like this:

Move: Attack Order
Type: Bug
Frequency: EOT
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Physical
Range: 6, 1 Target
Effect: Attack Order is a Critical Hit on 18+.
Contest Type: Smart
Contest Effect: Incentives

Move: The first line contains the Name of the Move. This is of course, what you use to keep track of the Move, and write down in your Pokémon's Move List.

Type: Next is the Elemental Type of the Move. There are Bug, Dark, Dragon, Electric, Fairy, Fighting, Fire, Flying, Ghost, Grass, Ground, Ice, Normal, Poison, Psychic, Rock, Steel and Water Moves! This will determine Type Effectiveness since Moves are broken up by their respective Type.

Frequency: The Frequency is the rate of use. There are five levels of Frequency for Moves.

» **At-Will** means your Pokémon can perform the attack as often as it'd like, with no rest needed to perform the attack again.

» **EOT** is an abbreviation for Every Other Turn, and it means your Pokémon can perform the move once every other turn. If your Pokémon uses an EOT frequency Move outside of battle, it would need ten seconds of rest before performing the move again.

» **Scene X:** This Frequency means this Move can be performed X times per Scene. Moves that simply have the Scene Frequency without a number can be performed once a Scene. **Moves that can be used multiple times a Scene can still only be used Every Other Turn within a Scene and not on consecutive turns.**

» Daily is the lowest Frequency. This Move's Frequency is only refreshed by an Extended Rest, or by a visit to the Pokémon Center. **Moves that can be used multiple times Daily can still only be used once a Scene and not multiple times within the same Scene.**

» **Static**, like with Features, means this Move has some effect that is always granted to the user, as long as they know this Move.

Accuracy Check: The Accuracy Check is used when a Pokémon uses a Move as an Attack. The Accuracy Check is the number you need to match or exceed on your Accuracy Roll in order for the Attack to connect to your target. If there is no number, the attack automatically hits. See the Combat chapter for details.

Damage Base: This indicates the base amount of damage dealt. See the 'Damage' section in the Combat Chapter for more details (page 236 of the Core Rulebook). Many Abilities and other effects can modify Damage Bases.

Class: Class will denote whether the attack is Physical, Special or Status. **Physical Attacks** are resisted by Defense; **Special Attacks** are resisted by Special Defense. Some attacks may be Physical or Special but not have Damage Dice Rolls; that means the damage these attacks do still interact with other effects such as Counter or Mirror Coat that specify a damage class. **Status Moves** are simply moves that are neither Physical nor Special.

Range: Range specifies the distance in meters from which the Move can hit. **Keywords** are also inserted in this line; see the following section for a detail of keywords with additional effects. Besides the standard numerical distances, other common distances include **Melee**, **Self**, and **Field**. **Self** moves simply target the user; **Melee** Moves have a range of 1, and thus must target an adjacent target. The **Field** Range drops an effect on the entire area where the battle is taking place. **When using area-of-effect Moves, such as ones with the Burst or Cone keywords, make a single Accuracy Roll for the entire attack.**

Effect: The Effect lists what the attack does in addition to the Move's damage. If a move lacks an Effect line, it has no additional effects. Certain effects will only occur if, during Accuracy Roll, a certain number or higher is rolled. Effects do not activate unless the Move hits. Effect Ranges can be extended by other effects. For example, an effect that triggers on 18+ that has its Effect Range extended by +2 now triggers on 16+.

Effects such as Features and Abilities that extend the Critical Hit or Effect Ranges of a Move cannot extend them by more than a total of +6 from their natural ranges.

Contest Type/Effect: These two Contest Fields indicate what Contest Type the Move is tied to. There are only 5 different Contest Types: Beauty, Cool, Cute, Smart, and Tough. The Contest Effect determines what effect the move has in Contests. See the Contest chapter for more.

Special: Some Moves grant Capabilities to Pokémon and Trainers learning the Move. When a Move is forgotten, all Capabilities granted by the Move are also lost.

Move Keywords:

*Note that only Keywords requiring additional explanation are listed here. Ones like **Healing** and **Reckless** are not.*

Aura: Moves with this Keyword manipulate Aura and may be affected by certain Abilities or effects.

Berry: Natural Gift has a different Damage Base and Elemental Type based on the Berry the user has stored a Digestion Buff from. Consult the Chart below.

Berry	DB	Type	Berry	DB	Type
Cheri	6	Fire	Watmel	8	Fire
Chesto	6	Water	Durin	8	Water
Pecha	6	Electric	Belue	8	Electric
Rawst	6	Grass	Occa	6	Fire
Aspear	6	Ice	Passho	6	Water
Leppa	6	Fighting	Wacan	6	Electric
Oran	6	Poison	Rindo	6	Grass
Persim	6	Ground	Yache	6	Ice
Lum	6	Flying	Chople	6	Fighting
Sitrus	6	Psychic	Kebia	6	Poison
Figy	6	Bug	Shuca	6	Ground
Wiki	6	Rock	Coba	6	Flying
Mago	6	Ghost	Payapa	6	Psychic
Aguav	6	Dragon	Tanga	6	Bug
Iapapa	6	Dark	Charti	6	Rock
Razz	6	Steel	Kasib	6	Ghost
Bluk	7	Fire	Haban	6	Dragon
Nanab	7	Water	Colbur	6	Dark
Wepear	7	Electric	Babiri	6	Steel
Pinap	7	Grass	Chilan	6	Normal
Pomeg	7	Ice	Liechi	8	Grass
Kelpsy	7	Fighting	Ganlon	8	Ice
Qualot	7	Poison	Salac	8	Fighting
Hondew	7	Ground	Petaya	8	Poison
Grepa	7	Flying	Apicot	8	Ground
Tamato	7	Psychic	Lansat	8	Flying
Cornn	7	Bug	Starf	8	Psychic
Magost	7	Rock	Enigma	8	Bug
Rabuta	7	Ghost	Micle	8	Rock
Nomel	7	Dragon	Custap	8	Ghost
Spelon	7	Dark	Jaboca	8	Dragon
Pamtre	7	Steel	Rowap	8	Dark
Roseli	8	Fairy	Maranga	8	Dark
Kee	8	Fairy			

Blessing: Safeguard, Lucky Chant, Reflect, and Light Screen provide a Blessing shared by the entire team. All Pokémon and Trainers allied to the user may benefit from the Blessing. The Blessing persists until it's used up, even if the original user is KO'd or switched out

Coat: Moves with the Coat keyword give the targets a certain effect while the Coat persists. Coats may be passed on by Baton Pass.

Dash: A Dash Move cannot be used if the user is Stuck.

Double Strike: Whenever a Move with Double Strike is used, make two Attack Rolls. If one Attack Roll hits, the Move does damage as indicated by its Damage Base value; if both Attack Rolls hit however, the Damage Base value is doubled. Each hit may Critically Hit separately; when adding damage from Critical Hit, add the Damage Base before it's doubled. For example, if one Double Kick attack is a Critical Hit, add +1d8+5 to the damage roll. If both are Critical Hits, add +2d8+10.

Environ: A Pokémon using a Move with the Environ keyword consults the chart below for what Move or effect to use.

Area	Nature Power Move	Secret Power Effect
Grassland	Grass Knot	Sleep
Forest	Energy Ball	Sleep
Wetlands	Mud Bomb	Lowers Speed by -1 CS.
Ocean	Bubble Beam	Lowers Attack by -1 CS.
Tundra	Aurora Beam	Freezing
Mountain	Power Gem	Flinch
Cave	Ancient Power	Flinch
Urban	Tri-Attack	Paralysis
Desert	Earth Power	Lowers Accuracy by -1.

Execute: These Moves automatically Faint the target if they hit. The 1d100 roll may not be modified in any way or re-rolled through any means.

Exhaust: If a Move has the Exhaust keyword, the user forfeits their Standard and Shift actions on their next turn, and the user's Trainer may not command any other Pokémon on their next turn. If any of these actions has already been used up, the move Fails and does not activate.

Fling: The Move Fling is very unique! Its effect depends on the held item of the user. If used a Trainer, they must throw an item in either hand.

Item	Damage Base	Effect
Consumables	No Damage	The target of the attack takes no damage, and instead consumes the thrown item. This includes Basic Restoratives and Herbs, but not Bandages, Refreshments, or other items that are used as an Extended Action. When used this way, Restoratives don't cause the target to forfeit a turn.
Poison Items	DB 3	The target becomes Poisoned. This category includes Toxic Orbs, and Poison-Type Boosters, Braces, and Plates.
Fire Items	DB 3	The target becomes Burned. This category includes Flame Orbs, and Fire-type Boosters, Braces, and Plates.
Poké Balls	DB 3	A Capture Attempt may be made after damage is applied, if the ball is thrown at a valid target. This category includes all Poké Balls and Apricorn Balls.
Other	DB 6	Anything not specifically falling in any other category.
Held Items	DB 7	This has no special effect. This category includes all Evolutionary Stones, Keepsakes, and Held Items not otherwise listed here.
Rare Items	DB 10	This includes the Metal Powder, Rare Leek, Thick Club, and Pink Pearl Items, but only if the user is able to benefit from that item.
Lagging Items	DB 12	This includes Iron Balls, and any Lagging Item.
Weapons	See Effect	The user instead makes a ranged Struggle Attack using the thrown Weapon to determine damage, but using Fling's Accuracy.

Friendly: Moves with the Friendly Keyword do not hit allies.

Five Strike: Whenever a Move with Five Strike is used, roll 1d8. On a result of 1, the attack hits one time. On a result of 2 or 3, the attack hits two times. On a result of 4, 5, or 6, the attack hits three times. On a result of 7, the attack hits four times. On a roll of 8, the attack hits five times. Multiply the Move's Damage Base by the number of times hit; that becomes its new Damage Base. You may always apply Technician to Moves with Five Strike. Apply STAB and all other effects that raise Damage Base only after the Move's final Damage Base has been calculated.

Groundsource: Moves with the Groundsource keyword do not have their Accuracy modified by targeting into Rough Terrain and ignore Blocking Terrain.

Hazard: If a Move has the Hazard keyword, the effect covers a portion of the field of battle. A Hazard only affects the foes under certain circumstances. You may put extra Layers of the Move with Hazard if the Move allows, but only one per usage of the Move.

Illusion: These Moves are Illusions, and may be ignored by Trainers with the Unveiled Sight Feature.

Interrupt: Interrupt Moves may be declared in the middle of another combatant's turn to allow the user to take an action. They work similarly to Priority (Advanced, Limited) effects in that they only allow you to take the action that has Interrupt and not a full turn.

Pass: At any point during a Shift, the user may declare a move with the Pass keyword. Once the Move is declared, the user may move forward only in a straight line, for up to 4 meters (or however much movement the user has remaining, whichever is less), treating foes as Regular Terrain and moving through any enemies in its path. The user must end in an empty square. The Pass Move attacks all targets in each square it dashes through, but each target may be hit only once. The user must end their Shift at the end of the dash. Shifting as a result of the Pass keyword does not provoke Attacks of Opportunity. Pass moves may instead be used as having a range of "Melee, 1 Target".



Pledge: Pledge Moves can generate a number of special effects. A **Rainbow** lasts for 5 rounds and increases the Effect Range of all allies' attacks by +3. A **Fire Hazard** is a special type of Hazard. Any targets that begin or end their turn on a Fire Hazard are Burned. Anyone that passes through a Fire Hazard takes damage equal to 1/8th of their Max Hit Points. If a Ground, Rock, or Water-Type Move targets a square (or a target in a square) with Fire Hazard in them, the Fire Hazards are destroyed. All effects that destroy Hazards extinguish Fire Hazards.

Powder: Moves with the Powder keyword have no effect on Grass Type Pokémon.

Priority: If the user has not already acted this turn, a Move with the Priority keyword may be declared to act immediately; the user takes their full turn, ignoring initiative. This counts as their turn for the round. A priority Move may not be declared during someone else's turn; it must be declared between turns. Priority also comes in Priority (Limited) and Priority (Advanced) varieties. The Priority (Limited) keyword is like Priority except the user may not take their full turn; they may only take the action that itself has Priority and take the rest of their turn on their own Initiative Count. For example, Orders are Priority (Limited), meaning the user only uses their Standard Action and does not take a full turn. Priority (Advanced) Moves don't require that the user hasn't acted that turn; if they have, they simply give up their turn on the following round.

Push: The target of the attack is Pushed a specified amount of meters. Unless specified, the Push direction should be away from the user.

Reaction: Reactions work exactly like Interrupts, except that they happen after the triggering condition is fully resolved, instead of before. Thus, the user must survive the trigger condition to be able to perform the reaction.

Recoil: When a Move says to Recoil, total the amount of damage the target took from your attack, then multiply by the fraction paired with the Keyword Recoil. The Move's user loses Hit Points equal to that result. If the Move hits multiple targets, compare the HP loss that would be taken from each target hit, and combine those values.

Set-Up: These are two-turn Moves which require the user to prepare in some way. On the first turn, the Set-Up Effect is used; then on the following turn the Resolution Effect occurs.

Shield: Moves with this Keyword are Interrupts that are triggered by foes' attacks. They usually prevent the effect of attacks in some manner.

Smite: When Moves with the Smite keyword Miss, instead of doing no damage, they deal damage as if the attack were resisted one step further. Targets dealt damage this way do not suffer any secondary effects of the Move.

Social: Moves with the Social Keyword are based on social manipulation. They cannot be Intercepted and ignore the effects of Substitute. Some Features and other effects also take advantage of this Keyword.

Sonic: Moves with the Sonic Keyword are based on sound. They ignore the effects of Substitute.

Spirit Surge: A Move with the Spirit Surge keyword will have its Effect activate even if the Move does not hit a target. If the Move requires a certain Accuracy Roll, the roll must still be met.

Trigger: Moves with the Trigger keyword are ONLY able to be used whenever the condition in their Effect line is met.

Vortex: While in a Vortex, the target is Slowed, Trapped, and loses a Tick of Hit Points at the beginning of each turn. At the end of each turn, the user may roll 1d20 to end all of these effects; during the first turn, they must roll a 20 or higher to dispel the vortex. The DC is lowered by 6 each following turn, automatically wearing off on the fifth turn (20, 14, 8, 2, Dispel)

Weather: Moves with the Weather keyword affects an area, changing the rules of the battle. There can only be one Weather Effect in place at a time; new Weather Effects replace old Weather Effects. Weather Conditions normally last 5 rounds.

Note that despite their names, Weather Conditions are not usually found as natural occurrences. A bright and sunny day does not count as Sunny Weather, nor does rain count as Rainy Weather. However, particularly severe examples of the corresponding weather can count. For example, a tropical rainstorm could count as Rainy weather.

» **Hail:** While it is Hailing, all non-Ice Type Pokémon lose a Tick of Hit Points at the beginning of their turn.

» **Rainy:** While Rainy, Water-Type Attacks gain a +5 bonus to Damage Rolls, and Fire-Type Attacks suffer a -5 Damage penalty.

» **Sandstorm:** While it is Sandstorming, all non-Ground, Rock, or Steel Type Pokémon lose a Tick of Hit Points at the beginning of their turn.

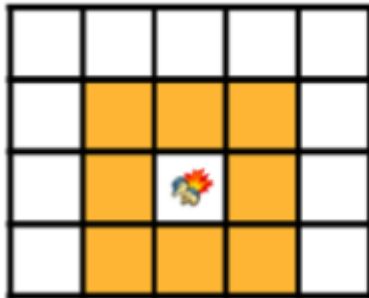
» **Sunny:** While Sunny, Fire-Type Attacks gain a +5 bonus to Damage Rolls, and Water-Type Attacks suffer a -5 Damage penalty.

Weight Class: A Move with the Weight Class Keyword refers to the following.

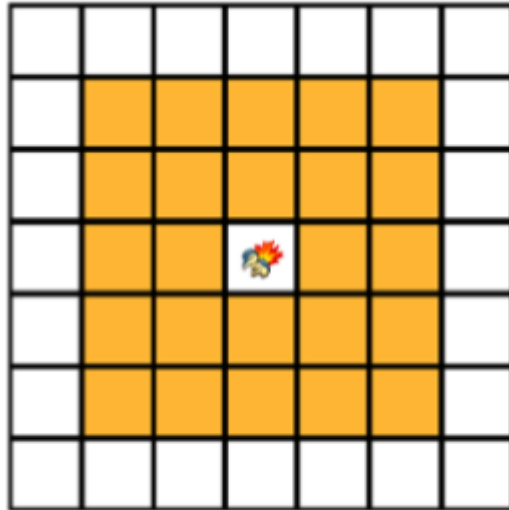
Weight Class 1	0 – 25 lbs; 0 – 11 kg
Weight Class 2	25 – 55 lbs; 11 – 25 kg
Weight Class 3	55 – 110 lbs; 25 – 50 kg
Weight Class 4	110 – 220 lbs; 50 – 100 kg
Weight Class 5	220 – 440 lbs; 100 – 200 kg
Weight Class 6	Any Pokémon heavier than 440 lbs; 200 kg
Weight Class 7	Any Pokémon heavier than 450 lbs with the Heavy Metal Ability.

Range Keywords:

Burst X – The Move hits all legal targets surrounding the user in a radius of X.



BURST 1

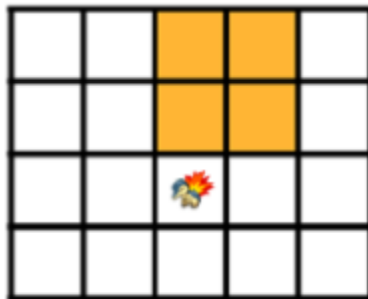


BURST 2

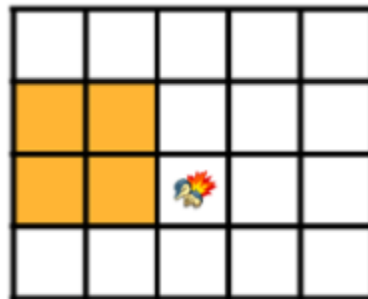
Cardinally Adjacent Targets – The Move hits all cardinally adjacent targets.



Close Blast X – The Move creates an X by X square adjacent to the user and hits all legal targets within.

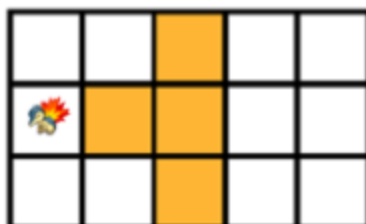


CLOSE BLAST 2



CLOSE BLAST 2

Cone X – The Move hits all legal targets in the square immediately in front of the user and in 3m wide rows extending from that square up to X meters away.

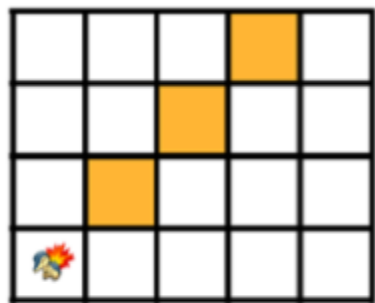


CONE 2



CONE 2 - USED
DIAGONALLY

Line X – The Move creates a line X meters long starting from the user and hits all legal targets in that line. When used diagonally, apply the same rules as for diagonal movement.

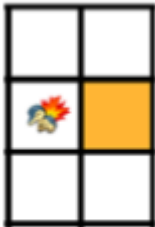


LINE 4 - USED
DIAGONALLY



LINE 4

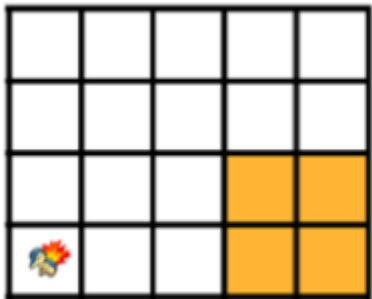
Melee – 1 Target – The Move hits one target adjacent to the user.



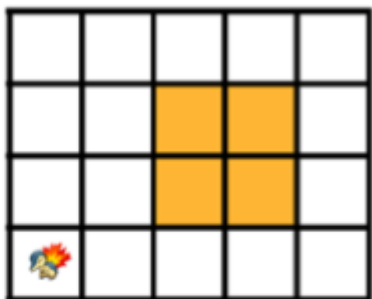
Ranged X – 1 Target – The Move hits one target within X meters of the user. Sometimes, such Moves can hit multiple targets and are labeled as such, in which case each target must be within the requisite number of meters of the user.



Ranged X – Blast Y – The Move creates a Y by Y square up to X meters away and hits all legal targets within.



RANGED 3
BLAST 2



RANGED 3
BLAST 2

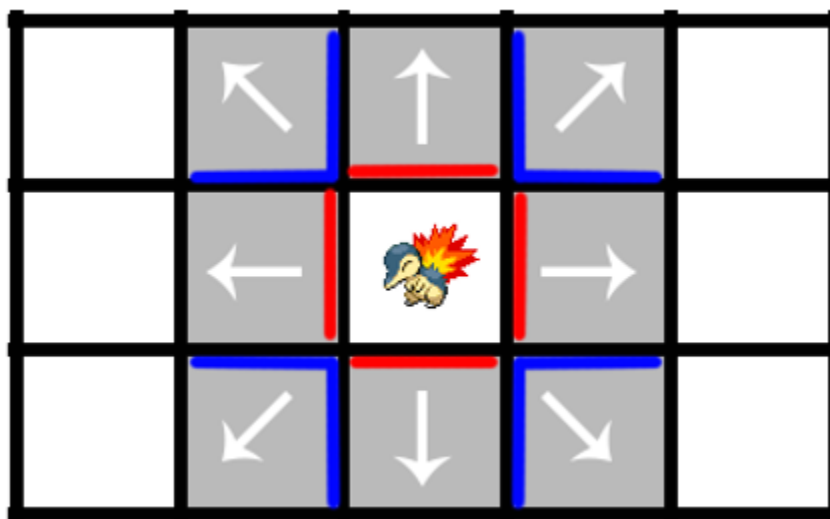
Range and Blocking Terrain:

Blocking Terrain is usually pretty straightforward, but using it in conjunction with Moves that have an Area of Effect may get tricky.

First of all, all **Ranged single target Moves** originate from the center of the user in most cases, though when using non-square shapes for combatants, such as a serpentine shape for a Milotic, they may instead originate from a specific spot on the body, such as the square(s) representing the head.

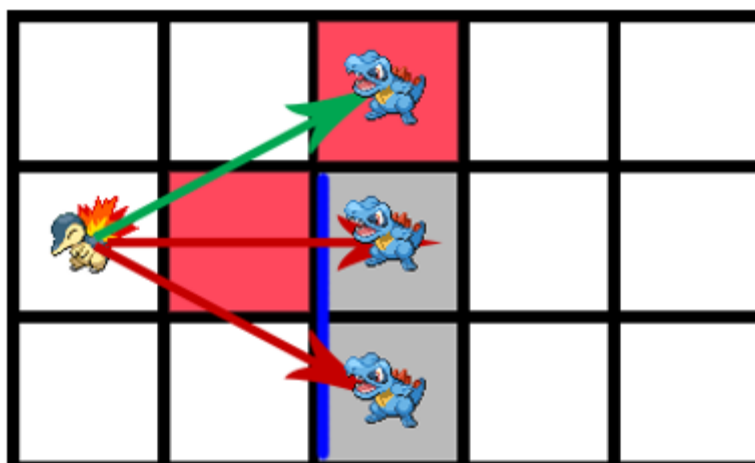
When determining whether Blocking Terrain applies, trace the path between the origin of a Move and the target and determine whether or not it passes through any Blocking Terrain that way.

Bursts and Moves that hit all **Cardinally Adjacent Targets** originate from the user and spread outwards in all directions as shown below. In this case, Blocking Terrain placed blocking where the red lines are would prevent the Move from hitting targets in the corresponding cardinally adjacent squares. Pairs of red lines or blue lines forming “L” shapes could block the corner squares from being hit.



Ranged Blasts work similarly to Bursts; consider their origin point to be the center of the Blast.

Cones, **Close Blasts**, and **Lines** are all considered to originate from the user, and you trace the path between the user and the target square as with single target Moves to determine whether Blocking Terrain stops the Move. In the example below, there is a blue wall of Blocking Terrain in the way of the Cone. The Pink squares are hit, but the Gray ones are not, meaning only one of the three Totodiles is hit by the attack.



Bug Moves:

Move: Attack Order

Type: Bug

Frequency: EOT

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Physical

Range: 6, 1 Target

Effect: Attack Order is a Critical Hit on 18+.

Contest Type: Smart

Contest Effect: Incentives

Move: Bug Bite

Type: Bug

Frequency: At-Will

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: Melee, 1 Target

Effect: If the target has a stored Digestion Buff or has traded in a Digestion Buff this Scene, the user may gain the effects of the Digestion Buff. This does not count towards the usual limit on the user's Digestion Buffs.

Contest Type: Tough

Contest Effect: Attention Grabber

Move: Bug Buzz

Type: Bug

Frequency: Scene x2

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Special

Range: Cone 2 or Close Blast 2, Sonic, Smite

Effect: Bug Buzz lowers the Special Defense of all targets on 19+.

Contest Type: Cute

Contest Effect: Incentives

Move: Defend Order

Type: Bug

Frequency: EOT

AC: None

Class: Status

Range: Self

Effect: Raise the user's Defense and Special Defense 1 Combat Stage each.

Contest Type: Smart

Contest Effect: Get Ready

Move: Fell Stinger

Type: Bug

Frequency: At-Will

AC: 2

Damage Base 5: 1d8+8 / 13

Class: Physical

Range: Melee, 1 Target

Effect: If the user successfully knocks out a target with Fell Stinger, raise their Attack by 2 Combat Stages.

Contest Type: Smart

Contest Effect: Desperation

Move: First Impression

Type: Bug

Frequency: EOT

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Physical

Range: Melee, 1 Target, Priority

Effect: You may only use First Impression with Priority upon joining an encounter; if you do, First Impression Flinches the target. Switching out resets the requirement of joining an encounter.

Contest Type: Smart

Contest Effect: Exhausting Act

Move: Fury Cutter

Type: Bug

Frequency: At-Will

AC: 3

Damage Base 4: 1d8+6 / 11

Class: Physical

Range: Melee, 1 Target

Effect: If Fury Cutter is used successfully and consecutively on the same target, the Damage Base is increased by +4 to a maximum of 16. For example, the first hit would have a DB of 4; the second hit a DB of 8; the third hit a DB of 12; the fourth and further hits a DB of 16. If Fury Cutter misses or fails to damage its target, its Damage Base resets.

Contest Type: Cool

Contest Effect: Reliable

Move: Heal Order

Type: Bug

Frequency: Daily x2

AC: None

Class: Status

Range: Self, Healing

Effect: The user regains Hit Points equal to half of its full Hit Point value.

Contest Type: Smart

Contest Effect: Reflective Appeal

Move: Infestation
Type: Bug
Frequency: Scene x2
AC: 4
Damage Base 4: 1d8+6 / 11
Class: Special
Range: 3, 1 Target
Effect: The target is put in a Vortex.
Contest Type: Smart
Contest Effect: Gamble

Move: Leech Life
Type: Bug
Frequency: Scene x2
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target
Effect: After the target takes damage, the user gains HP equal to half of the damage they dealt to the target.
Contest Type: Smart
Contest Effect: Good Show

Move: Lunge
Type: Bug
Frequency: EOT
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target
Effect: Lunge may be used as a Free Action at the end of a Sprint Maneuver taken as a Standard Action, as long as the user Shifted at least 3 meters in a straight line towards the target. When used this way, Lunge's target receives a -5 penalty to damage rolls for 1 round.
Contest Type: Smart
Contest Effect: Sabotage

Move: Megahorn
Type: Bug
Frequency: Scene x2
AC: 5
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: Melee, 1 Target, Push
Effect: The target is pushed 1 Meter.
Contest Type: Cool
Contest Effect: Desperation

Move: Pin Missile
Type: Bug
Frequency: EOT
AC: 4
Damage Base 3: 1d6+5 / 9
Class: Physical
Range: 6, 1 Target, Five Strike
Contest Type: Cool
Contest Effect: Reliable

Move: Pollen Puff
Type: Bug
Frequency: EOT
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Special
Range: 6, 1 Target
Effect: Once per Scene, Pollen Puff may instead be used on an ally; when used this way, the target recovers 50% of their maximum Hit Points and the Move has the Healing keyword.
Contest Type: Beauty
Contest Effect: Reflective Appeal

Move: Powder
Type: Bug
Frequency: Scene x2
AC: None
Class: Status
Range: 6, 1 Target, Interrupt, Powder
Effect: The target is dusted with a Coat of flammable powder. If it uses a damaging Fire-Type attack, the attack is negated and instead creates a Blast 3 centered on itself as the powder explodes, and the Coat is removed. All targets within the Blast take damage equal to what the user of the Fire-Type attack would roll for the damage of their attack. This damage is Typeless or Fire-Type, whichever would be more effective. The Powder keyword only applies to the initial Coat, not the Blast.
Contest Type: Beauty
Contest Effect: Sabotage

Move: Quiver Dance
Type: Bug
Frequency: Scene x2
AC: None
Class: Status
Range: Self, Dance
Effect: Raise the user's Special Attack, Special Defense, and Speed by +1 Combat Stage each.
Contest Type: Cool
Contest Effect: Get Ready

Move: Rage Powder

Type: Bug

Frequency: Scene x2

AC: None

Class: Status

Range: Burst 1 or Line 6, Powder

Effect: All targets hit by Rage Powder are Enraged. While enraged, they must shift to target the user when using a Move or Attack if the user is within reach. If the user is Fainted or Switched out, all targets hit by Rage Powder are cured of rage.

Contest Type: Smart

Contest Effect: Tease

Move: Signal Beam

Type: Bug

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Special

Range: 6, 1 Target

Effect: Signal Beam confuses the target on 19+.

Contest Type: Beauty

Contest Effect: Incentives

Move: Silver Wind

Type: Bug

Frequency: At-Will

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Special

Range: 6, 1 Target, Spirit Surge

Effect: On 19+, the user has each of its stats raised by +1 Combat Stage.

Contest Type: Beauty

Contest Effect: Incentives

Move: Spider Web

Type: Bug

Frequency: Scene x2

AC: None

Class: Status

Range: 5, 1 Target

Effect: Spider Web cannot miss. The target is Stuck and Trapped. If the user is freed of the Stuck condition, they are freed of Trapped as well.

Contest Type: Smart

Contest Effect: Sabotage

Special: Grants Threaded

Move: Steamroller

Type: Bug

Frequency: EOT

AC: 2

Damage Base 7: 2d6+10 / 17

Class: Physical

Range: Melee, Pass

Effect: Steamroller Flinches the target on 15+. If the target is Small, Steamroller deals an additional +5 Damage.

Contest Type: Tough

Contest Effect: Steady Performance

Move: Sticky Web

Type: Bug

Frequency: EOT

AC: None

Class: Status

Range: 6, Hazard

Effect: Set 8 square meters of Sticky Web hazards within your range, all 8 meters must be adjacent with at least one other space of Sticky Web. Sticky Web causes Terrain to become Slow Terrain, and a foe that runs into the hazard has its Speed lowered by one stage, and they become Slowed until the end of their next turn. Flying-Type Pokémon and Pokémon and Trainers with Levitate are not affected by Sticky Web. Bug-type Pokémon may move over Sticky Web harmlessly, destroying the Hazards as they do so.

Contest Type: Smart

Contest Effect: Sabotage

Special: Grants Threaded

Move: String Shot

Type: Bug

Frequency: At-Will

AC: 3

Class: Status

Range: Cone 2

Effect: Targets have their Speed CS lowered by -1. If this lowers their Speed CS to -6, or if their Speed CS was already at -6, the target is instead Stuck.

Contest Type: Smart

Contest Effect: Excitement

Special: Grants Threaded

Move: Struggle Bug

Type: Bug

Frequency: At-Will

AC: 2

Damage Base 5: 1d8+8 / 13

Class: Special

Range: Cone 2

Effect: On hit, lowers the target's Special Attack by -1 CS.

Contest Type: Smart

Contest Effect: Excitement

Move: Tail Glow

Type: Bug

Frequency: Scene

AC: None

Class: Status

Range: Self

Effect: Raise the user's Special Attack 3 Combat Stages.

Contest Type: Beauty

Contest Effect: Get Ready

Special: Grants Glow

Move: Twineedle

Type: Bug

Frequency: At-Will

AC: 3

Damage Base 3: 1d6+5 / 9

Class: Physical

Range: Melee, 1 Target, Double Strike

Effect: Twineedle Poisons the target on an Accuracy Check of 18+

Contest Type: Cool

Contest Effect: Reliable

Move: U-Turn

Type: Bug

Frequency: At-Will

AC: 2

Damage Base 7: 2d6+10 / 17

Class: Physical

Range: Melee, 1 Target, Dash

Effect: If U-Turn successfully hits its target, the user deals damage and then immediately is returned to its Poké Ball in the same turn. A New Pokémon may immediately be sent out. Using U-Turn lets a Trapped user be recalled.

Contest Type: Cute

Contest Effect: Inversed Appeal

Move: X-Scissor

Type: Bug

Frequency: At-Will

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Physical

Range: Melee, 1 Target, Dash

Contest Type: Beauty

Contest Effect: Exhausting Act

Dark Moves:

Move: Assurance

Type: Dark

Frequency: At-Will

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: Melee, 1 Target

Effect: When you hit with Assurance, if Assurance's target has already been damaged by a Move on the same round Assurance is being used, Assurance has a Damage Base of 12 (3d12+10 / 30) instead. This effect may trigger only once per Scene per Target.

Contest Type: Beauty

Contest Effect: Double Time

Move: Beat Up

Type: Dark

Frequency: EOT

Class: Physical

Range: Melee, 1 Target

Effect: The user and up to two allies adjacent to the target may each make a Struggle Attack against the target. These Struggle Attacks hit for Dark-Type Damage instead of their usual Type. Beat Up may trigger Pack Hunt only once, no matter the number of attacks.

Contest Type: Smart

Contest Effect: Reliable

Move: Bite

Type: Dark

Frequency: At-Will

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: Melee, 1 Target

Effect: Bite Flinches the target on 15+.

Contest Type: Tough

Contest Effect: Steady Performance

Move: Brutal Swing

Type: Dark

Frequency: EOT

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: Burst 1

Contest Type: Tough

Contest Effect: Steady Performance

Move: Crunch

Type: Dark

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Physical

Range: Melee, 1 Target

Effect: Crunch lowers the target's Defense 1 Combat Stage on 17+.

Contest Type: Tough

Contest Effect: Exhausting Act

Move: Dark Pulse

Type: Dark

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Special

Range: 8, 1 Target, Aura

Effect: Dark Pulse Flinches the target on 17+.

Contest Type: Cool

Contest Effect: Exhausting Act

Move: Dark Void

Type: Dark

Frequency: EOT

AC: 10

Class: Status

Range: Melee 1

Effect: The target falls Asleep. Once per Scene, Dark Void may be used as if its range were "Burst 5, Friendly" instead.

Contest Type: Smart

Contest Effect: Excitement

Move: Darkest Lariat

Type: Dark

Frequency: EOT

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Physical

Range: Melee, 1 Target

Effect: This Move ignores the target's positive Defense Combat Stages and all Damage Reduction.

Contest Type: Tough

Contest Effect: Inversed Appeal

Move: Embargo

Type: Dark

Frequency: At-Will

AC: 2

Class: Status

Range: 6, 1 Target

Effect: The target cannot use or benefit from held items for the remainder of the encounter. Embargo may only affect one target at a time; if Embargo is used on a new target, the previous target is freed from the effect.

Contest Type: Cute

Contest Effect: Sabotage

Move: Fake Tears

Type: Dark

Frequency: EOT

AC: 2

Class: Status

Range: 8, 1 Target, Social

Effect: Lower the target's Special Defense 2 Combat Stages.

Contest Type: Smart

Contest Effect: Excitement

Move: Feint Attack

Type: Dark

Frequency: EOT

AC: None

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: Melee, 1 Target

Effect: Feint Attack cannot miss.

Contest Type: Smart

Contest Effect: Desperation

Move: Flatter

Type: Dark

Frequency: At-Will

AC: 2

Class: Status

Range: 6, 1 Target, Social

Effect: The target's Special Attack is raised by +1 Combat Stage. Flatter Confuses the target.

Contest Type: Smart

Contest Effect: Excitement

Move: Fling

Type: Dark

Frequency: Scene x2

AC: 2

Damage Base X: See Effect

Class: Physical

Range: 6, 1 Target, Fling

Effect: The user throws a held item, determining the effect of Fling.

Contest Type: Tough

Contest Effect: Catching Up

Move: Foul Play

Type: Dark

Frequency: Scene x2

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Physical

Range: Melee, 1 Target

Effect: The target reveals its Attack stat. When calculating damage, add the target's Attack stat instead of the user's Attack stat.

Contest Type: Smart

Contest Effect: Steady Performance

Move: Hone Claws

Type: Dark

Frequency: At-Will

AC: None

Class: Status

Range: Self

Effect: The user's Accuracy is raised by +1, and the user gains +1 Attack Combat Stage.

Contest Type: Cool

Contest Effect: Get Ready

Move: Hyperspace Fury

Type: Dark

Frequency: Daily

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Physical

Range: Burst 2

Effect: Interrupts may not be triggered against Hyperspace Fury. The user's Defense is lowered by -1 Combat Stage.

Contest Type: Tough

Contest Effect: Double Time

Move: Knock Off
Type: Dark
Frequency: Scene
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target
Effect: Choose one of the target's Held Items or Accessory Slot Items. It is knocked to the ground.
Contest Type: Smart
Contest Effect: Steady Performance

Move: Memento
Type: Dark
Frequency: Scene
AC: None
Class: Status
Range: 8, 1 Target, Trigger, Free Action
Effect: Memento may be used as a Free Action when the user becomes Fainted. Memento's target has each of their stats lowered by -2 CS.
Contest Type: Tough
Contest Effect: Big Show

Move: Nasty Plot
Type: Dark
Frequency: EOT
AC: None
Class: Status
Range: Self
Effect: Raise the user's Special Attack 2 Combat Stages.
Contest Type: Cute
Contest Effect: Get Ready

Move: Night Daze
Type: Dark
Frequency: EOT
AC: 3
Damage Base 9: 2d10+10 / 21
Class: Special
Range: 4, 1 Target
Effect: Night Daze lowers the target's Accuracy by -1 on 13+.
Contest Type: Tough
Contest Effect: Unsettling

Move: Night Slash
Type: Dark
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, Pass
Effect: Night Slash is a Critical Hit on 18+.
Contest Type: Beauty
Contest Effect: Steady Performance

Move: Parting Shot
Type: Dark
Frequency: At-Will
AC: 2
Class: Status
Range: 6, 1 Target, Social
Effect: If Parting Shot successfully hits, the target's Attack and Special Attack stats are lowered by one Combat Stage and the user is immediately recalled in the same turn. A new Pokémon may immediately be sent out. Using Parting Shot lets a Trapped user be recalled.
Contest Type: Smart
Contest Effect: Catching Up

Move: Payback
Type: Dark
Frequency: EOT
AC: 2
Damage Base 5: 1d8+8 / 13
Class: Physical
Range: Melee, 1 Target
Effect: If the target hit the user with a Damaging Move on the previous turn, Payback has a Damage Base of 10 (3d8+10 / 24) instead.
Contest Type: Cool
Contest Effect: Special Attention

Move: Power Trip
Type: Dark
Frequency: EOT
AC: 2
Damage Base 2: 1d6+3 / 7
Class: Physical
Range: Melee, 1 Target
Effect: This Move gains +2 to its Damage Base for every positive Combat Stage held by the user, to a maximum of DB 20.
Contest Type: Tough
Contest Effect: Incentives

Move: Punishment

Type: Dark

Frequency: EOT

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: Melee, 1 Target

Effect: Punishment's Damage Base is raised by +1 for each positive Combat Stage the target has, to a maximum of DB 12.

Contest Type: Smart

Contest Effect: Catching Up

Move: Pursuit

Type: Dark

Frequency: At-Will

AC: 2

Damage Base 4: 1d8+6 / 11

Class: Physical

Range: Melee, 1 Target, Special

Effect: If an adjacent foe Shifts away without Disengaging, or a foe attempts to leave the Scene, Pursuit may be triggered as a Full Action Reaction. If a foe is Recalled or Switched Out, Pursuit may be triggered as a Full Action Interrupt. When triggered, the user may Shift with a +5 bonus to all movement speeds, ending adjacent to the triggering foe. The user may then attack with Pursuit, with a Damage Base of 8 (2d8+10 / 19).

Contest Type: Smart

Contest Effect: Good Show

Move: Quash

Type: Dark

Frequency: At-Will

AC: 2

Class: Status

Range: 10, 1 Target, Social

Effect: Quash changes the target's Initiative to 0 for the remainder of the round

Contest Type: Smart

Contest Effect: Saving Grace

Move: Snarl

Type: Dark

Frequency: EOT

AC: 3

Damage Base 6: 2d6+8 / 15

Class: Special

Range: Cone 2, Sonic

Effect: All Legal Targets have their Special Attack lowered 1 Combat Stage.

Contest Type: Cute

Contest Effect: Excitement

Move: Snatch

Type: Dark

Frequency: Scene x2

AC: None

Class: Status

Range: 6, 1 Target, Interrupt, Trigger

Effect: If the target uses a Self-Targeting Move, you may use Snatch. You gain the benefits of the Self-Targeting Move instead of the target.

Contest Type: Smart

Contest Effect: Attention Grabber

Move: Sucker Punch

Type: Dark

Frequency: At-Will

AC: 2

Damage Base 7: 2d6+10 / 17

Class: Physical

Range: Melee, 1 Target, Interrupt, Trigger

Effect: If an adjacent foe targets the user with a Damaging Attack, Sucker Punch may be used as an Interrupt Move against the triggering foe.

Contest Type: Smart

Contest Effect: Saving Grace

Move: Switcheroo

Type: Dark

Frequency: At-Will

AC: 2

Class: Status

Range: Melee, 1 Target

Effect: The user and the target exchange Held Items or Accessory Slot Items.

Contest Type: Cool

Contest Effect: Attention Grabber

Move: Taunt

Type: Dark

Frequency: EOT

AC: 3

Class: Status

Range: 6, 1 Target, Social

Effect: The target becomes Enraged.

Contest Type: Smart

Contest Effect: Inversed Appeal

Move: Thief

Type: Dark

Frequency: At-Will

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: Melee, 1 Target

Effect: Thief takes the target's Held Item or Accessory Slot Item and attaches it to Thief's user, if the user is not holding anything.

Contest Type: Tough

Contest Effect: Attention Grabber

Move: Throat Chop

Type: Dark

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Physical

Range: Melee, 1 Target

Effect: The target cannot use Moves with the Sonic keyword for the next two turns.

Contest Type: Tough

Contest Effect: Unsettling

Move: Topsy-Turvy

Type: Dark

Frequency: EOT

AC: 4

Class: Status

Range: 6, 1 Target

Effect: The target's Combat Stages are inverted; +1 Stage becomes -1 Stage, -3 Stages becomes +3 Stages, etc.

Contest Type: Smart

Contest Effect: Unsettling

Move: Torment

Type: Dark

Frequency: Scene x2

AC: 2

Class: Status

Range: 10, 1 Target, Social, Swift Action

Effect: The target becomes Suppressed.

Contest Type: Tough

Contest Effect: Inversed Appeal

Dragon Moves:

Move: Clanging Scales

Type: Dragon

Frequency: Scene x2

AC: 2

Damage Base 11: 3d10+10 / 27

Class: Special

Range: 6, 1 Target or Burst 1

Effect: The user adds half their Defense Stat to Clanging Scale's Damage Roll. After the Move is resolved, the user's Defense is lowered by 1 CS.

Contest Type: Cool

Contest Effect: Good Show

Move: Core Enforcer

Type: Dragon

Frequency: Daily x2

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Special

Range: 6, Ranged Blast 3, Spirit Surge

Effect: Each target has its Ability disabled until the end of the encounter. If a target has more than one Ability, you choose one of them to disable.

Contest Type: Cool

Contest Effect: Unsettling

Move: Draco Meteor

Type: Dragon

Frequency: Scene

AC: 4

Damage Base 13: 4d10+10 / 35

Class: Special

Range: 8, Ranged Blast 3, Smite, Reckless

Effect: Lower the user's Special Attack 2 Combat Stages after damage.

Contest Type: Smart

Contest Effect: Scene Nothing Yet

Move: Dragon Breath

Type: Dragon

Frequency: EOT

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Special

Range: 6, 1 Target

Effect: Dragon Breath Paralyzes the Target on 15+.

Contest Type: Cool

Contest Effect: Exhausting Act

Move: Dragon Claw

Type: Dragon

Frequency: At-Will

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Physical

Range: Melee, 1 Target

Contest Type: Cool

Contest Effect: Exhausting Act

Move: Dragon Dance

Type: Dragon

Frequency: EOT

AC: None

Class: Status

Range: Self, Dance

Effect: Raise the user's Attack 1 Combat Stage and raise the user's Speed 1 Combat Stage.

Contest Type: Cool

Contest Effect: Get Ready

Move: Dragon Hammer

Type: Dragon

Frequency: EOT

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Physical

Range: Melee, 1 Target or Line 3

Contest Type: Cool

Contest Effect: Big Show

Move: Dragon Pulse

Type: Dragon

Frequency: EOT

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Special

Range: 8, 1 Target, Aura

Contest Type: Smart

Contest Effect: Incentives

Move: Dragon Rage
Type: Dragon
Frequency: At-Will
AC: 2
Damage Base: Special
Class: Special
Range: 4, 1 Target
Effect: If it hits, Dragon Rage causes the target to lose 15 Hit Points. Dragon Rage is Special and interacts with other moves and effects as such (Special Evasion may be applied to avoid it, Mirror Coat can reflect it, etc.).
Contest Type: Cool
Contest Effect: Steady Performance

Move: Dragon Rush
Type: Dragon
Frequency: Scene x2
AC: 4
Damage Base 10: 3d8+10 / 24
Class: Physical
Range: Melee, 1 Target, Dash, Push, Smite
Effect: The target is Pushed 3 meters. Dragon Rush Flinches the target on 17+.
Contest Type: Cool
Contest Effect: Desperation

Move: Dragon Tail
Type: Dragon
Frequency: At-Will
AC: 3
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: Melee, 1 Target, Push
Effect: The target is Pushed 6 meters minus their Weight Class. On a roll of 15+, the target is also Tripped.
Contest Type: Smart
Contest Effect: Big Show

Move: Dual Chop
Type: Dragon
Frequency: EOT
AC: 3
Damage Base 5: 1d8+8 / 13
Class: Physical
Range: Melee, 1 Target, Double Strike
Contest Type: Tough
Contest Effect: Reliable

Move: Outrage
Type: Dragon
Frequency: Scene x2
AC: 3
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: Melee, All Adjacent Foes, Smite, Reckless
Effect: After damage is dealt, the user becomes Enraged and Confused.
Contest Type: Cool
Contest Effect: Reliable

Move: Roar of Time
Type: Dragon
Frequency: Daily x2
AC: 4
Damage Base 15: 4d10+20 / 45
Class: Special
Range: Burst 8, Smite, Exhaust
Effect: All legal targets are Slowed, even if the attack misses.
Contest Type: Cool
Contest Effect: Seen Nothing Yet

Move: Spacial Rend
Type: Dragon
Frequency: Daily x2
AC: 3
Damage Base 10: 3d8+10 / 24
Class: Special
Range: 10, 1 Target
Effect: Spacial Rend is a Critical Hit on Even-Numbered Rolls.
Contest Type: Tough
Contest Effect: Incentives

Move: Twister
Type: Dragon
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Special
Range: 6, Ranged Blast 3
Effect: Small or Medium targets in the central square of the blast are not hit. Twister Flinches the target on 18-20 during Accuracy Check. Any Pokémon Airborne as a result of Fly or Sky Drop above the Blast are hit, ignoring range, and Twister has a Damage Base of 8 against those targets instead.
Contest Type: Cool
Contest Effect: Steady Performance

Electric Moves:

Move: Bolt Strike

Type: Electric

Frequency: Scene x2

AC: 5

Damage Base 13: 4d10+10 / 35

Class: Physical

Range: 10, 1 Target, Smite

Effect: Bolt Strike Paralyzes the target on 17+.

Contest Type: Cool

Contest Effect: Desperation

Move: Charge

Type: Electric

Frequency: EOT

AC: None

Class: Status

Range: Self

Effect: If the user performs an Electric Move on their next turn that deals damage, add its Damage Dice Roll an extra time to the damage. Raise the user's Special Defense 1 Combat Stage.

Contest Type: Smart

Contest Effect: Get Ready

Move: Charge Beam

Type: Electric

Frequency: At-Will

AC: 4

Damage Base 5: 1d8+8 / 13

Class: Special

Range: 6, 1 Target

Effect: If Charge Beam successfully hits a target, roll 1d20. On a roll of 7+, the user's Special Attack is raised by +1 Combat Stage.

Contest Type: Beauty

Contest Effect: Exhausting Act

Move: Discharge

Type: Electric

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Special

Range: All Cardinally Adjacent Targets

Effect: Discharge Paralyzes all legal targets on 15+.

Contest Type: Cool

Contest Effect: Exhausting Act

Move: Eerie Impulse

Type: Electric

Frequency: EOT

AC: 2

Class: Status

Range: 6, 1 Target

Effect: The target's Special Attack is lowered 2 Combat Stages.

Contest Type: Cool

Contest Effect: Excitement

Special: Grants Glow

Move: Electric Terrain

Type: Electric

Frequency: Daily x2

AC: None

Class: Status

Range: Field

Effect: The field becomes Electrified for 5 rounds. While Electrified, Pokémon and Trainers touching the ground are immune to Sleep, and Electric-Type attacks used by Pokémon and Trainers touching the ground gain a +10 Bonus to Damage Rolls.

Contest Type: Cool

Contest Effect: Sabotage

Move: Electrify

Type: Electric

Frequency: EOT

AC: None

Class: Status

Range: 6, 1 Target

Effect: Until the end of the user's next turn, the target's damaging Water-Type attacks and Melee attacks of any Type deal Electric-Type Damage instead of their usual Type.

Contest Type: Cool

Contest Effect: Sabotage

Move: Electro Ball

Type: Electric

Frequency: Scene x2

AC: 2

Damage Base 6: 2d8+6 / 15

Class: Special

Range: 10, 1 Target

Effect: The user adds their Speed Stat, including Combat Stages, in addition to their Special Attack when determining the damage dealt by Electro Ball. The Defender in turn subtracts both their Special Defense and Speed Stats from the damage dealt before applying Type Effectiveness.

Contest Type: Beauty

Contest Effect: Double Time

Move: Electroweb
Type: Electric
Frequency: EOT
AC: 3
Damage Base 6: 2d8+6 / 15
Class: Special
Range: 4, Ranged Blast 2
Effect: All Legal Targets are lowered 1 Speed Combat Stage.
Contest Type: Smart
Contest Effect: Sabotage

Move: Fusion Bolt
Type: Electric
Frequency: Scene x2
AC: 2
Damage Base 10: 3d8+10 / 24
Class: Physical
Range: 8, 1 Target, Smite
Effect: If Fusion Flare was used this round or last round by any participant of the encounter, Fusion Bolt has its Damage Base increased by +3.
Contest Type: Beauty
Contest Effect: Seen Nothing Yet

Move: Ion Deluge
Type: Electric
Frequency: Scene
AC: None
Class: Status
Range: 5, Ranged Blast 3, Interrupt, Hazard
Effect: An Ion Cloud Hazard is dispersed in the targeted area. All Normal-Type Moves targeting into or originating from the Ion Cloud become Electric-Typed Moves.
Contest Type: Smart
Contest Effect: Incentives

Move: Magnet Rise
Type: Electric
Frequency: Daily x2
AC: None
Class: Status
Range: Self, Swift Action
Effect: The user gains the Levitate Ability for 5 turns.
Contest Type: Cute
Contest Effect: Sabotage
Special: Grants Magnetic

Move: Magnetic Flux
Type: Electric
Frequency: Scene x2
AC: None
Class: Status
Range: Burst 4
Effect: All targets with the Plus or Minus Abilities receive +1 Defense and Special Defense Combat Stages.
Contest Type: Smart
Contest Effect: Incentives

Move: Nuzzle
Type: Electric
Frequency: Scene
AC: 2
Damage Base 2: 1d6+3 / 7
Class: Physical
Range: Melee, 1 Target
Effect: Nuzzle Paralyzes the target.
Contest Type: Cute
Contest Effect: Double Time

Move: Parabolic Charge
Type: Electric
Frequency: Scene
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Special
Range: Cone 2
Effect: After the targets take damage, the user gains Hit Points equal to half of the total damage they dealt to all targets.
Contest Type: Cool
Contest Effect: Desperation

Move: Plasma Fists
Type: Electric
Frequency: Scene
AC: 2
Damage Base 10: 3d8+10 / 24
Class: Physical
Range: Melee, 1 Target, Smite
Effect: The target's next damaging Normal Type Move instead becomes Electric Type.
Contest Type: Cool
Contest Effect: Special Attention

Move: Shock Wave
Type: Electric
Frequency: EOT
AC: None
Damage Base 6: 2d8+6 / 15
Class: Special
Range: 6, 1 Target
Effect: Shock Wave cannot miss.
Contest Type: Cool
Contest Effect: Exhausting Act
Special: Grants Zapper

Move: Spark
Type: Electric
Frequency: EOT
AC: 2
Damage Base 6: 2d8+6 / 15
Class: Physical
Range: Melee, 1 Target, Dash
Effect: Spark Paralyzes the target on 15+.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Thunder
Type: Electric
Frequency: Scene x2
AC: 7
Damage Base 11: 3d10+10 / 27
Class: Special
Range: 12, 1 Target, Smite
Effect: Thunder Paralyzes its target on 15+. If the target is in Sunny Weather, Thunder's Accuracy Check is 11. If the target is in Rainy Weather, Thunder cannot miss. If the target is airborne as a result of Fly or Sky Drop, Thunder cannot miss.
Contest Type: Cool
Contest Effect: Exhausting Act

Move: Thunderbolt
Type: Electric
Frequency: EOT
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Special
Range: 4, 1 Target
Effect: Thunder Paralyzes its target on 19+.
Contest Type: Cool
Contest Effect: Exhausting Act

Move: Thunder Fang
Type: Electric
Frequency: At-Will
AC: 3
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target
Effect: Thunder Fang Paralyzes or Flinches on 18-19 during Accuracy Check; flip a coin to determine whether the foe gets Paralyzed or Flinches. On 20 during Accuracy Check, the foe is Paralyzed and Flinched.
Contest Type: Smart
Contest Effect: Steady Performance

Move: Thunder Punch
Type: Electric
Frequency: At-Will
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target
Effect: Thunder Punch Paralyzes the target on 19+
Contest Type: Cool
Contest Effect: Exhausting Act

Move: Thunder Shock
Type: Electric
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Special
Range: 4, 1 Target
Effect: Thunder Shock Paralyzes the target on 17+.
Contest Type: Cool
Contest Effect: Steady Performance
Special: Grants Zapper

Move: Thunder Wave
Type: Electric
Frequency: Scene x2
AC: 4
Class: Status
Range: 6, 1 Target
Effect: Thunder Wave Paralyzes the target. Targets immune to Electric Attacks are immune to Thunder Wave's effects.
Contest Type: Cool
Contest Effect: Excitement

Move: Volt Switch

Type: Electric

Frequency: At-Will

AC: 2

Damage Base 7: 2d6+10 / 17

Class: Special

Range: 5, 1 Target

Effect: If Volt Switch successfully hits its target, the user deals damage and then immediately is returned to its Poké Ball in the same turn. A New Pokémon may immediately be sent out. Using Volt Switch lets a Trapped user be recalled.

Contest Type: Cute

Contest Effect: Inversed Appeal

Move: Volt Tackle

Type: Electric

Frequency: Scene x2

AC: 2

Damage Base 12: 3d12+10 / 30

Class: Physical

Range: Melee, 1 Target, Dash, Recoil 1/3

Effect: Volt Tackle Paralyzes the target on 19+.

Contest Type: Cool

Contest Effect: Seen Nothing Yet

Move: Wild Charge

Type: Electric

Frequency: At-Will

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Physical

Range: Melee, 1 Target, Dash, Recoil 1/4

Contest Type: Tough

Contest Effect: Steady Performance

Move: Zap Cannon

Type: Electric

Frequency: At-Will

AC: 9

Damage Base 12: 3d12+10 / 30

Class: Special

Range: 12, 1 Target

Effect: Zap Cannon Paralyzes the target. Zap Cannon ignores the target's Evasion if there are no other combatants or Rough or Blocking Terrain within 2 meters of the target.

Contest Type: Cool

Contest Effect: Incentives

Move: Zing Zap

Type: Electric

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Physical

Range: Melee, 1 Target

Effect: Zing Zap Flinches the target on 15+.

Contest Type: Cool

Contest Effect: Tease

Fairy Moves:

Move: Aromatic Mist

Type: Fairy

Frequency: EOT

AC: None

Class: Status

Range: Burst 1

Effect: All allies in Aromatic Mist's area of effect have their Special Defense raised 1 Combat Stage.

Contest Type: Cute

Contest Effect: Get Ready

Move: Baby-Doll Eyes

Type: Fairy

Frequency: EOT

AC: 2

Class: Status

Range: 4, 1 Target, Priority, Social

Effect: The target's Attack is lowered 1 Combat Stage.

Contest Type: Cute

Contest Effect: Excitement

Move: Charm

Type: Fairy

Frequency: EOT

AC: 2

Class: Status

Range: 6, 1 Target, Social

Effect: Charm lowers the target's Attack 2 Combat Stages.

Contest Type: Cute

Contest Effect: Excitement

Move: Crafty Shield

Type: Fairy

Frequency: Scene

AC: None

Class: Status

Range: Burst 2, Interrupt, Shield, Trigger

Effect: If the user or an Ally within 2 meters of Crafty Shield's user is hit by a Status Move, you may use Crafty Shield as an Interrupt. All targets in Crafty Shield's area-of-effect including the user, are instead not hit by the triggering Move and do not suffer any of its effects.

Contest Type: Smart

Contest Effect: Inversed Appeal

Move: Dazzling Gleam

Type: Fairy

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Special

Range: Cone 2

Contest Type: Cute

Contest Effect: Exhausting Act

Move: Disarming Voice

Type: Fairy

Frequency: At-Will

AC: None

Damage Base 4: 1d8+6 / 11

Class: Special

Range: Burst 1, Sonic

Effect: Disarming Voice cannot miss.

Contest Type: Cute

Contest Effect: Exhausting Act

Move: Draining Kiss

Type: Fairy

Frequency: EOT

AC: 2

Damage Base 5: 1d8+8 / 13

Class: Special

Range: Melee, 1 Target

Effect: After the target takes damage, the user gains Hit Points equal to half of the damage they dealt to the target.

Contest Type: Cute

Contest Effect: Good Show

Move: Fairy Lock

Type: Fairy

Frequency: Scene

AC: None

Class: Status

Range: Burst 3, Friendly

Effect: All legal targets become Trapped and Slowed while the user remains in the encounter. This effect ends if the user switches or is Fainted.

Contest Type: Cute

Contest Effect: Unsettling

Move: Fairy Wind
Type: Fairy
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Special
Range: 6, 1 Target
Contest Type: Cute
Contest Effect: Steady Performance

Move: Fleur Cannon
Type: Fairy
Frequency: Scene
AC: 4
Damage Base 13: 4d10+10 / 35
Class: Special
Range: Line 9, Smite
Effect: Lower the user's Special Attack 2 Combat Stages after damage.
Contest Type: Beauty
Contest Effect: Seen Nothing Yet

Move: Floral Healing
Type: Fairy
Frequency: Daily x2
AC: None
Class: Status
Range: Melee, 1 Target, Healing
Effect: The target regains Hit Points equal to half of its full Hit Point value. If the field is Grassy Terrain, the target gains 2/3 of its full Hit Point value instead.
Contest Type: Beauty
Contest Effect: Reflective Appeal

Move: Flower Shield
Type: Fairy
Frequency: Scene
AC: None
Class: Status
Range: Burst 2
Effect: All Grass Type Pokémon in Flower Shield's area of effect have their Defense raised by +2 Combat Stages.
Contest Type: Cute
Contest Effect: Get Ready

Move: Geomancy
Type: Fairy
Frequency: Scene
AC: None
Class: Status
Range: Self, Set-Up
Set-Up Effect: The user may not shift this round. The user may create as many squares of Rough Terrain as it wants within a Burst 3 as plants burst through the ground, regardless of the surface material.
Resolution Effect: The user raises its Special Attack, Special Defense, and Speed by 2 Combat Stages each.
Contest Type: Beauty
Contest Effect: Catching Up

Move: Light of Ruin
Type: Fairy
Frequency: Scene
AC: 4
Damage Base 14: 4d10+15 / 40
Class: Special
Range: 8, Ranged Blast 3, Smite, Recoil 1/2
Contest Type: Beauty
Contest Effect: Seen Nothing Yet

Move: Misty Terrain
Type: Fairy
Frequency: Daily x2
AC: None
Class: Status
Range: Field
Effect: The area becomes Misty for 5 turns. While Misty, all Pokémon and Trainers standing on the ground ignore the first turn of all Status Afflictions, and Dragon-type attacks targeting or originating from a grounded Pokémon or Trainer take a -10 Penalty to Damage Rolls.
Contest Type: Beauty
Contest Effect: Get Ready

Move: Moonblast
Type: Fairy
Frequency: EOT
AC: 2
Damage Base 10: 3d8+10 / 24
Class: Special
Range: 6, 1 Target
Effect: Moonblast lowers the target's Special Attack by 1 Combat Stage on 15+.
Contest Type: Beauty
Contest Effect: Reflective Appeal

Move: Moonlight

Type: Fairy

Frequency: Daily x2

AC: None

Class: Status

Range: Self, Healing

Effect: The user regains Hit Points equal to half of its full Hit Point value. If it is Sunny, the user gains 2/3 of its full Hit Point value. If it is Rainy, Sand Storming or Hailing the user gains 1/4 of their full Hit Point value.

Contest Type: Beauty

Contest Effect: Reflective Appeal

Move: Nature's Madness

Type: Fairy

Frequency: Scene

AC: 4

Class: Special

Range: 4, 1 Target

Effect: The target loses 1/2 of their current Hit Points.

Contest Type: Tough

Contest Effect: Steady Performance

Move: Play Rough

Type: Fairy

Frequency: EOT

AC: 4

Damage Base 9: 2d10+10 / 21

Class: Physical

Range: Melee, 1 Target

Effect: Play Rough lowers the target's Attack by 1 Combat Stage on 17+.

Contest Type: Cute

Contest Effect: Excitement

Move: Sweet Kiss

Type: Fairy

Frequency: Scene x2

AC: 6

Class: Status

Range: 6, 1 Target, Social

Effect: The target becomes Confused. On miss, the target suffers a -2 penalty to Accuracy Rolls for one full round.

Contest Type: Cure

Contest Effect: Excitement

Fighting Moves:

Move: Arm Thrust

Type: Fighting

Frequency: EOT

AC: 4

Damage Base 2: 1d6+3 / 7

Class: Physical

Range: Melee, 1 Target, Five Strike

Contest Type: Tough

Contest Effect: Reliable

Move: Aura Sphere

Type: Fighting

Frequency: EOT

AC: None

Damage Base 8: 2d8+10 / 19

Class: Special

Range: 8, 1 Target, Aura

Effect: Aura Sphere cannot miss.

Contest Type: Beauty

Contest Effect: Exhausting Act

Move: Brick Break

Type: Fighting

Frequency: At-Will

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Physical

Range: Melee, 1 Target

Effect: Light Screen, Reflect, and Aurora Veil may not be activated in response to Brick Break.

Contest Type: Cool

Contest Effect: Steady Performance

Move: Bulk Up

Type: Fighting

Frequency: EOT

AC: None

Class: Status

Range: Self

Effect: Raise the user's Attack 1 Combat Stage and raise the user's Defense 1 Combat Stage.

Contest Type: Beauty

Contest Effect: Get Ready

Move: Circle Throw

Type: Fighting

Frequency: At-Will

AC: 4

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: Melee, 1 Target, Push

Effect: The target is Pushed 6 meters minus their Weight Class. On 15+, the target is also Tripped.

Contest Type: Tough

Contest Effect: Big Show

Move: Close Combat

Type: Fighting

Frequency: Scene x2

AC: 2

Damage Base 12: 3d12+10 / 30

Class: Physical

Range: Melee, 1 Target, Dash, Reckless

Effect: The user's Defense and Special Defense are each lowered by -1 Combat Stage.

Contest Type: Smart

Contest Effect: Seen Nothing Yet

Move: Counter

Type: Fighting

Frequency: Scene x2

AC: None

Class: Physical

Range: Melee, 1 Target, Reaction, Trigger

Effect: Counter may be used as a Reaction when the user is hit by a damaging Physical Attack. Resolve the Triggering Attack, with Counter's user resisting the attack one step further. After the attack is resolved, if Counter's user was not Fainted, the triggering foe then loses Hit Points equal to twice the amount of Hit Points lost by the user from the triggering attack. Note that Counter is Physical, and while it cannot miss, it cannot hit targets immune to Fighting-Type Moves.

Contest Type: Tough

Contest Effect: Double Time

Move: Cross Chop

Type: Fighting

Frequency: Scene x2

AC: 4

Damage Base 10: 3d8+10 / 24

Class: Physical

Range: Melee, 1 Target

Effect: Cross Chop is a Critical Hit on 16+.

Contest Type: Cool

Contest Effect: Desperation

Move: Detect
Type: Fighting
Frequency: Scene
AC: None
Class: Status
Range: Self, Interrupt, Shield, Trigger
Effect: If the user is hit by a Move, the user may use Detect. 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.
Contest Type: Cool
Contest Effect: Inversed Appeal

Move: Double Kick
Type: Fighting
Frequency: At-Will
AC: 3
Damage Base 3: 1d6+5 / 9
Class: Physical
Range: Melee, 1 Target, Double Strike
Contest Type: Cool
Contest Effect: Reliable

Move: Drain Punch
Type: Fighting
Frequency: Scene x2
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target, Aura
Effect: After the target takes damage, the user gains HP equal to half of the damage they dealt to the target.
Contest Type: Beauty
Contest Effect: Good Show

Move: Dynamic Punch
Type: Fighting
Frequency: At-Will
AC: 9
Damage Base 10: 3d8+10 / 24
Class: Physical
Range: Melee, 1 Target
Effect: Dynamic Punch Confuses the target. Dynamic Punch ignores the target's Evasion if they are Flanked.
Contest Type: Cool
Contest Effect: Desperation

Move: Final Gambit
Type: Fighting
Frequency: Scene
AC: 2
Class: Special
Range: Melee, 1 Target
Effect: Final Gambit lowers the user to 0 Hit Points and causes them to Faint. Final Gambit then deals 1 point of damage to the target for every Hit Point lost by the user. Final Gambit does not cause items to activate.
Contest Type: Tough
Contest Effect: Big Show

Move: Flying Press
Type: Fighting
Frequency: EOT
AC: 3
Damage Base 10: 3d8+10 / 24
Class: Physical
Range: Melee, 1 Target, Dash
Effect: Flying Press may deal Flying Type damage if the user wishes.
Contest Type: Tough
Contest Effect: Big Show

Note: If Flying Press is Move Sync'd, it only changes the Fighting Type portion of the Move. You can still only choose between that Type and Flying Type; you cannot shift Flying Press to change the Flying part to another Type.

Move: Focus Blast
Type: Fighting
Frequency: Scene x2
AC: 7
Damage Base 12: 3d12+10 / 30
Class: Special
Range: 6, 1 Target, Smite, Aura
Effect: Focus Blast lowers the target's Special Defense 1 Combat Stage on 18+.
Contest Type: Cool
Contest Effect: Exhausting Act

Move: Focus Punch

Type: Fighting

Frequency: Scene x2

AC: 2

Damage Base 15: 4d10+20 / 45

Class: Physical

Range: Melee, 1 Target, Priority (Limited), Aura

Effect: Use of Focus Punch must be declared as a Priority (Limited) action at the beginning of the round. Nothing happens at this time. At the end of the round, if the user hasn't been hit by an attack dealing damage equal to at least 25% of the user's Maximum Hit Points, the user may Shift and use Focus Punch. Focus Punch's Frequency is not expended if it is negated by an attack.

Contest Type: Tough

Contest Effect: Special Attention

Move: Force Palm

Type: Fighting

Frequency: At-Will

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: Melee, 1 Target, Aura

Effect: Force Palm Paralyzes the target on 18+.

Contest Type: Cool

Contest Effect: Desperation

Move: Hammer Arm

Type: Fighting

Frequency: EOT

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Physical

Range: Melee, 1 Target, Reckless

Effect: The user lowers their Speed 1 Combat Stage.

Contest Type: Cool

Contest Effect: Desperation

Move: High Jump Kick

Type: Fighting

Frequency: EOT

AC: 3

Damage Base 13: 4d10+10 / 35

Class: Physical

Range: Melee, 1 Target, Dash, Reckless

Effect: If High Jump Kick misses, the user loses Hit Points equal to 1/4th of their Max Hit Points. A failure to hit due to a Move with the Shield keyword does not count as a miss. This Move cannot be used if Gravity is in effect.

Contest Type: Cool

Contest Effect: Steady Performance

Move: Jump Kick

Type: Fighting

Frequency: At-Will

AC: 3

Damage Base 10: 3d8+10 / 24

Class: Physical

Range: Melee, 1 Target, Dash, Reckless

Effect: If Jump Kick misses, the user loses Hit Points equal to 1/4th of their Max Hit Points. A failure to hit due to a Move with the Shield keyword does not count as a miss. This Move cannot be used if Gravity is in effect.

Contest Type: Cool

Contest Effect: Steady Performance

Move: Karate Chop

Type: Fighting

Frequency: At-Will

AC: 2

Damage Base 5: 1d8+8 / 13

Class: Physical

Range: Melee, 1 Target

Effect: Karate Chop is a Critical Hit on 17+.

Contest Type: Tough

Contest Effect: Steady Performance

Move: Low Kick

Type: Fighting

Frequency: EOT

AC: 2

Damage Base: See Effect

Class: Physical

Range: Melee, 1 Target, Weight Class

Effect: Low Kick's Damage Base is equal to twice the target's Weight Class.

Contest Type: Tough

Contest Effect: Steady Performance

Move: Low Sweep

Type: Fighting

Frequency: EOT

AC: 2

Damage Base 7: 2d6+10 / 17

Class: Physical

Range: Melee, 1 Target

Effect: Lowers the Target's Speed 1 Combat Stage.

Contest Type: Tough

Contest Effect: Steady Performance

Move: Mach Punch
Type: Fighting
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: Melee, 1 Target, Priority
Contest Type: Cool
Contest Effect: Saving Grace

Move: Mat Block
Type: Fighting
Frequency: Scene
AC: None
Class: Status
Range: Self, Interrupt, Shield, Trigger
Effect: If the user or an adjacent ally is hit by a damaging attack, the user may use Mat Block. The attack instead does not hit any targets, and it deals no damage and no has effects. You may only use Mat Block during the first round of an encounter.
Contest Type: Tough
Contest Effect: Reflective Appeal

Move: Power-Up Punch
Type: Fighting
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: Melee, 1 Target
Effect: If Power-Up Punch successfully hits a target, the user's Attack is raised by +1 Combat Stage.
Contest Type: Tough
Contest Effect: Catching Up

Move: Quick Guard
Type: Fighting
Frequency: Scene
AC: None
Class: Status
Range: Self, Interrupt, Shield, Trigger
Effect: If the user or an adjacent ally is targeted by a Priority or Interrupt Attack, Quick Guard may be declared as an Interrupt, causing the triggering attack to have no effect.
Contest Type: Cool
Contest Effect: Inversed Appeal

Move: Revenge
Type: Fighting
Frequency: EOT
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: Melee, 1 Target, Priority (Limited)
Effect: When declaring Revenge, the user does nothing and may not Shift. At the end of the round, the user may shift and use Revenge. If the target has damaged the user this round, Revenge has a Damage Base of 12 (3d12+10 / 30).
Contest Type: Tough
Contest Effect: Double Time

Move: Reversal
Type: Fighting
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target
Effect: For each Injury the user has, Reversal's Damage Base is increased by +1.
Contest Type: Cool
Contest Effect: Double Time

Move: Rock Smash
Type: Fighting
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: Melee, 1 Target
Effect: Rock Smash lowers the target's Defense 1 Combat Stage on 17+.
Contest Type: Tough
Contest Effect: Desperation

Move: Rolling Kick
Type: Fighting
Frequency: At-Will
AC: 4
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: Melee, 1 Target
Effect: Rolling Kick Flinches the target on 15+.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Sacred Sword
Type: Fighting
Frequency: EOT
AC: None
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target
Effect: Sacred Sword cannot miss.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Secret Sword
Type: Fighting
Frequency: At-Will
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Special
Range: Melee, 1 Target
Effect: When calculating damage, the target subtracts their Defense from Secret Sword's damage instead of their Special Defense. Secret Sword is still otherwise Special (Special Evasion is used to avoid it, Mirror Coat can reflect it, etc.).
Contest Type: Cool
Contest Effect: Steady Performance

Move: Seismic Toss
Type: Fighting
Frequency: Scene x2
AC: 2
Class: Physical
Range: Melee, 1 Target
Effect: The target loses Hit Points equal to the level of Seismic Toss' user.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Sky Uppercut
Type: Fighting
Frequency: At-Will
AC: 4
Damage Base 9: 2d10+10 / 21
Class: Physical
Range: Melee, 1 Target
Effect: Sky Uppercut may be used as an Interrupt when against a target initiating Bounce, Fly, or Sky Drop to allow the user to Shift and use Sky Uppercut. If Sky Uppercut successfully hits its target, the triggering Move fails (though the target may take their next turn normally).
Contest Type: Cool
Contest Effect: Exhausting Act

Move: Storm Throw
Type: Fighting
Frequency: EOT
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: Melee, 1 Target
Effect: If Storm Throw hits, it is a Critical Hit.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Submission
Type: Fighting
Frequency: At-Will
AC: 6
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target, Recoil 1/3
Effect: On an accuracy roll of 15+, the target is Tripped.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Superpower
Type: Fighting
Frequency: Scene x2
AC: 2
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: Melee, 1 Target, Dash, Reckless
Effect: Superpower lowers the user's Attack and Defense by 1 Combat Stage each.
Contest Type: Tough
Contest Effect: Desperation

Move: Triple Kick
Type: Fighting
Frequency: At-Will
AC: 3
Damage Base X: See Effect
Class: Physical
Range: Melee, 1 Target
Effect: Make three attacks with Triple Kick. If you hit once, Triple Kick has a DB of 1. If you hit two times, Triple Kick has a DB of 3. If you hit three times, Triple Kick has a DB of 6.
Contest Type: Cool
Contest Effect: Reliable

Move: Vacuum Wave

Type: Fighting

Frequency: At-Will

AC: 2

Damage Base 4: 1d8+6 / 11

Class: Special

Range: 4, 1 Target, Priority, Aura

Contest Type: Smart

Contest Effect: Saving Grace

Move: Vital Throw

Type: Fighting

Frequency: EOT

AC: None

Damage Base 7: 2d6+10 / 17

Class: Physical

Range: Melee, 1 Target, Reaction, Trigger

Effect: If the user is targeted by a Melee attack and has not yet taken a turn this round, the user may declare Vital Throw. After the triggering attack is resolved, the user may use Vital Throw against the triggering foe as a Reaction. Vital Throw cannot miss.

Contest Type: Cool

Contest Effect: Desperation

Move: Wake-Up Slap

Type: Fighting

Frequency: At-Will

AC: 2

Damage Base 5: 1d8+8 / 13

Class: Physical

Range: Melee, 1 Target

Effect: If the target is Asleep, Wake-Up Slap has a Damage Base of 10 (3d8+10 / 24) instead, and cures the target of Sleep.

Contest Type: Smart

Contest Effect: Inversed Appeal

Fire Moves:

Move: Blast Burn

Type: Fire

Frequency: Daily x2

AC: 4

Damage Base 15: 4d10+20 / 45

Class: Special

Range: Close Blast 3, Smite, Exhaust

Contest Type: Beauty

Contest Effect: Seen Nothing Yet

Move: Blaze Kick

Type: Fire

Frequency: EOT

AC: 4

Damage Base 9: 2d10+10 / 21

Class: Physical

Range: Melee, 1 Target

Effect: Blaze Kick Burns the target on 19+ and is a Critical Hit on 18+.

Contest Type: Beauty

Contest Effect: Exhausting Act

Move: Blue Flare

Type: Fire

Frequency: Scene x2

AC: 5

Damage Base 13: 4d10+10 / 35

Class: Special

Range: 10, 1 Target, Smite

Effect: Blue Flare Burns the target on 17+.

Contest Type: Beauty

Contest Effect: Steady Performance

Move: Burn Up

Type: Fire

Frequency: Daily x2

AC: 2

Damage Base 13: 4d10+10 / 35

Class: Special

Range: Burst 1, Smite

Effect: Until the end of the encounter, the user loses its Fire-Type. Pure Fire-Types instead become Normal-Type.

Contest Type: Beauty

Contest Effect: Attention Grabber

Move: Ember

Type: Fire

Frequency: At-Will

AC: 2

Damage Base 4: 1d8+6 / 11

Class: Special

Range: 4, 1 Target

Effect: Ember Burns the target on 18+.

Contest Type: Beauty

Contest Effect: Steady Performance

Special: Grants Firestarter

Move: Eruption

Type: Fire

Frequency: Daily

AC: 4

Damage Base 15: 4d10+20 / 45

Class: Special

Range: Burst 1*

Effect: For each 10% of Hit Points the user is missing, Eruption's Damage Base is reduced by 1. Eruption creates a 1 meter burst, but also affects an area 10 meters tall straight up.

Contest Type: Beauty

Contest Effect: Desperation

Move: Fiery Dance

Type: Fire

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Special

Range: 4, 1 Target, Dance

Effect: If Fiery Dance successfully hits a foe, it raises the user's Special Attack by 1 Combat Stage on Even-Numbered Rolls.

Contest Type: Cool

Contest Effect: Desperation

Move: Fire Blast

Type: Fire

Frequency: Scene x2

AC: 4

Damage Base 11: 3d10+10 / 27

Class: Special

Range: 6, 1 Target, Smite

Effect: Fire Blast burns the target on 19+.

Contest Type: Beauty

Contest Effect: Exhausting Act

Move: Fire Fang

Type: Fire

Frequency: At-Will

AC: 3

Damage Base 7: 2d6+10 / 17

Class: Physical

Range: Melee, 1 Target

Effect: Fire Fang Burns or Flinches on 18-19 during Accuracy Check; flip a coin to determine whether the foe gets Burned or Flinches. On 20 during Accuracy Check, the foe is Burned and Flinches.

Contest Type: Beauty

Contest Effect: Steady Performance

Move: Fire Lash

Type: Fire

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Physical

Range: 2, 1 Target

Effect: The target's Defense is lowered by 1 Combat Stage.

Contest Type: Cool

Contest Effect: Safe Option

Move: Fire Pledge

Type: Fire

Frequency: Scene

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Special

Range: 6, 1 Target, Pledge

Effect: If an ally uses Grass Pledge or Water Pledge, you may use Fire Pledge as Priority (Advanced) immediately after their turn to target the same foe. If used in conjunction with Grass Pledge, Fire Hazards are created in a Burst 1 around the target. If used in conjunction with Water Pledge, a Rainbow is created that lasts for 5 rounds. Consult the Pledge keyword for additional details.

Contest Type: Beauty

Contest Effect: Safe Option

Move: Fire Punch

Type: Fire

Frequency: At-Will

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Physical

Range: Melee, 1 Target

Effect: Fire Punch Burns the target on 19+ during Accuracy Check.

Contest Type: Beauty

Contest Effect: Exhausting Act

Move: Fire Spin

Type: Fire

Frequency: Scene x2

AC: 2

Damage Base 4: 1d8+6 / 11

Class: Special

Range: 3, 1 Target

Effect: The target is put in a Vortex.

Contest Type: Beauty

Contest Effect: Safe Option

Special: Grants Firestarter

Move: Flame Burst

Type: Fire

Frequency: At-Will

AC: 2

Damage Base 7: 2d6+10 / 17

Class: Special

Range: 6, 1 Target

Effect: Any Trainers or Pokémon cardinally adjacent to the target lose 5 Hit Points.

Contest Type: Beauty

Contest Effect: Exhausting Act

Move: Flame Charge

Type: Fire

Frequency: At-Will

AC: 2

Damage Base 5: 1d8+8 / 13

Class: Physical

Range: Melee, 1 Target. Dash

Effect: Raise the user's Speed 1 Combat Stage.

Contest Type: Tough

Contest Effect: Excitement

Move: Flame Wheel

Type: Fire

Frequency: At-Will

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: Melee, 1 Target. Dash

Effect: Flame Wheel Burns the target on 19+.

Contest Type: Beauty

Contest Effect: Reliable

Move: Flamethrower
Type: Fire
Frequency: EOT
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Special
Range: 4, 1 Target
Effect: Flamethrower Burns the target on 19+.
Contest Type: Beauty
Contest Effect: Exhausting Act

Move: Flare Blitz
Type: Fire
Frequency: Scene x2
AC: 2
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: Melee, 1 Target, Dash, Recoil 1/3
Effect: Flare Blitz Burns the target on 19+.
Contest Type: Smart
Contest Effect: Seen Nothing Yet

Move: Fusion Flare
Type: Fire
Frequency: Scene x2
AC: 2
Damage Base 10: 3d8+10 / 24
Class: Special
Range: 8, 1 Target, Smite
Effect: If Fusion Bolt was used this round or last round by any participant of the encounter, Fusion Flare has its Damage Base increased by +3.
Contest Type: Beauty
Contest Effect: Seen Nothing Yet

Move: Heat Crash
Type: Fire
Frequency: EOT
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: Melee, 1 Target, Dash, Weight Class
Effect: For each weight class the user is above the target, increase Heat Crash's Damage Base by +2.
Contest Type: Tough
Contest Effect: Incentives

Move: Heat Wave
Type: Fire
Frequency: Scene x2
AC: 4
Damage Base 10: 3d8+10 / 24
Class: Special
Range: Close Blast 3, Smite
Effect: Heat Wave Burns all Legal Targets on 18+.
Contest Type: Beauty
Contest Effect: Exhausting Act

Move: Incinerate
Type: Fire
Frequency: At-Will
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Special
Range: Line 3
Effect: If a target is holding a Held Item or Main or Off-Hand item, they must either drop it immediately or lose a Tick of Hit Points. This may only cause a target to lose at most one Tick of Hit Points, no matter how many items they were holding.
Contest Type: Beauty
Contest Effect: Steady Performance

Move: Inferno
Type: Fire
Frequency: At-Will
AC: 9
Damage Base 10: 3d8+10 / 24
Class: Special
Range: 6, 1 Target
Effect: Inferno Burns the target. Inferno ignores the target's Evasion if there are no other combatants or Rough or Blocking Terrain within 2 meters of the target.
Contest Type: Beauty
Contest Effect: Steady Performance

Move: Lava Plume
Type: Fire
Frequency: EOT
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Special
Range: Burst 1
Effect: Lava Plume burns all targets on 16+.
Contest Type: Tough
Contest Effect: Exhausting Act

Move: Magma Storm

Type: Fire

Frequency: Scene

AC: 6

Damage Base 10: 3d8+10 / 24

Class: Special

Range: 6, 1 Target

Effect: The target is put in a Vortex; this effect occurs even if Magma Storm misses its target.

Contest Type: Tough

Contest Effect: Reliable

Move: Mind Blown

Type: Fire

Frequency: Daily

AC: 2

Damage Base 15: 4d10+10 / 45

Class: Special

Range: 6, Ranged Blast 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: Beauty

Contest Effect: Big Show

Move: Mystical Fire

Type: Fire

Frequency: EOT

AC: 2

Damage Base 7: 2d6+10 / 17

Class: Special

Range: 6, 1 Target

Effect: Mystical Fire lowers the target's Special Attack by 1 Combat Stage.

Contest Type: Beauty

Contest Effect: Special Attention

Move: Overheat

Type: Fire

Frequency: Scene

AC: 4

Damage Base 13: 4d10+10 / 35

Class: Special

Range: 8, Ranged Blast 3, Smite, Reckless

Effect: Lower the user's Special Attack 2 Combat Stages after damage.

Contest Type: Beauty

Contest Effect: Seen Nothing Yet

Move: Sacred Fire

Type: Fire

Frequency: EOT

AC: 3

Damage Base 10: 3d8+10 / 24

Class: Physical

Range: 6, 1 Target

Effect: Sacred Fire Burns the target on Even-Numbered Rolls.

Contest Type: Beauty

Contest Effect: Seen Nothing Yet

Move: Shell Trap

Type: Fire

Frequency: Scene

AC: 2

Damage Base 15: 4d10+20 / 45

Class: Special

Range: Melee, 1 Target, Interrupt, Trigger

Effect: If the user is hit by a Melee attack, they may use Shell Trap as an Interrupt.

Contest Type: Tough

Contest Effect: Desperation

Move: Searing Shot

Type: Fire

Frequency: EOT

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Special

Range: Burst 1

Effect: Searing Shot Burns all targets on 15+.

Contest Type: Beauty

Contest Effect: Exhausting Act

Move: Sunny Day

Type: Fire

Frequency: Daily x2

AC: None

Class: Status

Range: Field, Weather

Effect: The weather becomes Sunny for 5 rounds. While Sunny, Fire-Type Attacks gain a +5 bonus to Damage Rolls, and Water-Type Attacks suffer a -5 Damage penalty.

Contest Type: Beauty

Contest Effect: Sabotage

Move: V-Create

Type: Fire

Frequency: Daily

AC: 5

Damage Base 18: 6d12+25 / 65

Class: Physical

Range: Melee, 1 Target, Smite, Reckless

Effect: Lower the user's Defense, Special Defense, and Speed by 1 CS each.

Contest Type: Beauty

Contest Effect: Seen Nothing Yet

Move: Will-O-Wisp

Type: Fire

Frequency: EOT

AC: 5

Class: Status

Range: 6, 1 Target

Effect: The target is Burned.

Contest Type: Beauty

Contest Effect: Exhausting Act

Flying Moves:

Move: Acrobatics

Type: Flying

Frequency: EOT

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: Melee, 1 Target, Dash

Effect: If the user is not holding an item, Acrobatics instead has a Damage Base of 11 (3d10+10 / 27).

Contest Type: Smart

Contest Effect: Incentives

Move: Aerial Ace

Type: Flying

Frequency: EOT

AC: None

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: Melee, 1 Target

Effect: Aerial Ace cannot miss.

Contest Type: Cool

Contest Effect: Exhausting Act

Move: Aeroblast

Type: Flying

Frequency: Daily

AC: 3

Damage Base 10: 3d8+10 / 24

Class: Special

Range: Line 6

Effect: Aeroblast is a Critical Hit on an Even-Numbered Roll.

Contest Type: Cool

Contest Effect: Sen Nothing Yet

Move: Air Cutter

Type: Flying

Frequency: At-Will

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Special

Range: Cone 2

Effect: Air Cutter is a Critical Hit on 18+.

Contest Type: Cool

Contest Effect: Steady Performance

Move: Air Slash

Type: Flying

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Special

Range: 6, 1 Target

Effect: Air Slash Flinches the target on 15+.

Contest Type: Cool

Contest Effect: Exhausting Performance

Move: Beak Blast

Type: Flying

Frequency: Scene x2

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Physical

Range: 6, 1 Target, Priority

Effect: Beak Blast must be declared at the start of the round. If the user is hit by a Melee attack this round, their attacker is Burned. At the end of the round, the user may shift and attack with Beak Blast.

Contest Type: Cool

Contest Effect: Special Attention

Move: Bounce

Type: Flying

Frequency: Scene x2

AC: 4

Damage Base 9: 2d10+10 / 21

Class: Physical

Range: Melee, 1 Target, Dash, Full Action

Effect: The user first Shifts, gaining a +1 Bonus to Movement Speed and to their Jump Capabilities. After the user Shifts, they may attack with Bounce. The target is Paralyzed on 16+, and becomes Vulnerable until the end of its next turn.

Contest Type: Cute

Contest Effect: Special Attention

Special: Grants High Jump +1

Move: Brave Bird

Type: Flying

Frequency: Scene x2

AC: 2

Damage Base 12: 3d12+10 / 30

Class: Physical

Range: Melee, 1 Target, Dash, Push, Recoil 1/3

Effect: The target is pushed 2 meters directly away from the user.

Contest Type: Cute

Contest Effect: Desperation

Move: Chatter
Type: Flying
Frequency: At-Will
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Special
Range: 4, 1 Target, Sonic
Effect: Chatter confuses the target on 16+.
Contest Type: Smart
Contest Effect: Catching Up

Move: Defog
Type: Flying
Frequency: Daily x2
AC: None
Class: Status
Range: Field, Weather
Effect: The Weather becomes Clear, and all Blessings, Coats, and Hazards are destroyed. Clear Weather is the default weather, conferring no innate bonuses or penalties of any sort.
Contest Type: Beauty
Contest Effect: Sabotage

Move: Dragon Ascent
Type: Flying
Frequency: Scene x2
AC: 2
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: Melee, 1 Target, Dash
Effect: The user's Defense and Special Defense are each lowered by -1 Combat Stage.
Contest Type: Beauty
Contest Effect: Seen Nothing Yet

Move: Drill Peck
Type: Flying
Frequency: At-Will
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target, Dash
Contest Type: Cool
Contest Effect: Steady Performance

Move: Feather Dance
Type: Flying
Frequency: EOT
AC: 2
Class: Status
Range: Burst 1, Friendly, Dance
Effect: All legal targets have their Attack lowered 2 Combat Stages.
Contest Type: Beauty
Contest Effect: Excitement

Move: Fly
Type: Flying
Frequency: At-Will
AC: 3
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target, Dash, Set-Up
Set-Up Effect: The user is moved up 25 meters into the air.
Resolution Effect: The user may shift twice while in the air, using their overland or sky speed, and then comes down next to a legal target, and attacks with Fly.
Contest Type: Smart
Contest Effect: Special Attention
Special: Grants Sky Speed +3

Move: Gust
Type: Flying
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Special
Range: 4, 1 Target
Effect: If the target is airborne as a result of Fly or Sky Drop, Gust can hit them, ignoring Range, and has a Damage Base of 8 (2d8+10 / 19) instead.
Contest Type: Smart
Contest Effect: Steady Performance
Special: Grants Guster

Move: Hurricane
Type: Flying
Frequency: Scene x2
AC: 7
Damage Base 11: 3d10+10 / 27
Class: Special
Range: Burst 1, Smite
Effect: Hurricane Confuses its target on 15+. If the target is in Sunny Weather, Hurricane's Accuracy Check is 11. If the target is in Rainy Weather, Hurricane cannot miss. If the target is airborne as a result of Fly or Sky Drop, Hurricane cannot miss.
Contest Type: Cool
Contest Effect: Exhausting Act

Move: Mirror Move

Type: Flying

Frequency: Scene x2

AC: None

Class: Status

Range: 6, 1 Target, Illusion

Effect: Use the Move the target has used on their last turn. You may choose new targets for the Move. The Move gains the Illusion keyword. Mirror Move cannot miss.

Contest Type: Smart

Contest Effect: Double Time

Move: Oblivion Wing

Type: Flying

Frequency: Daily

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Special

Range: Melee, 1 Target

Effect: The user gains Hit Points equal to Oblivion Wing's Damage Roll.

Contest Type: Cool

Contest Effect: Catching Up

Move: Peck

Type: Flying

Frequency: At-Will

AC: 2

Damage Base 4: 1d8+6 / 11

Class: Physical

Range: Melee, 1 Target

Contest Type: Cool

Contest Effect: Steady Performance

Move: Pluck

Type: Flying

Frequency: At-Will

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: Melee, 1 Target

Effect: Pluck takes the target's Held Item or Accessory Slot Item and attaches it to Pluck's user, if the user is not holding anything.

Contest Type: Cute

Contest Effect: Attention Grabber

Move: Roost

Type: Flying

Frequency: Daily x2

AC: None

Class: Status

Range: Self, Healing

Effect: The user regains Hit Points equal to half of its full Hit Points. If the user is a Flying Type, it loses the Flying Type until the start of their next turn. Pure Flying Types instead become Normal Types.

Contest Type: Cool

Contest Effect: Safe Option

Move: Sky Attack

Type: Flying

Frequency: Scene x2

AC: 4

Damage Base 14: 4d10+15 / 40

Class: Physical

Range: Melee, Pass, Set-Up, Full Action

Set-Up Effect: The user is moved up 25 meters into the air.

Resolution Effect: The user may shift until they are next to a legal target in the encounter. They may then shift again, and pass through legal targets, to attack with Sky Attack. Sky Attack Flinches a target on 17-20 during Accuracy Check.

Contest Type: Cool

Contest Effect: Special Attention

Move: Sky Drop

Type: Flying

Frequency: Scene x2

AC: 3

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: Melee, 1 Target, Set-Up

Set-Up Effect: Make Sky Drop's Accuracy Check. If the user hits, the user and target are moved 25 meters into the air. The target forfeits their next turn and cannot Shift or take actions until Sky Drop is resolved.

Resolution Effect: Shift while in the air, and lower both the user and the target heights back to the ground. Then apply Sky Drop's damage. If the target has a Sky or Levitate Speed, Sky Drop fails to deal damage. If the user is Fainted after the Set-Up but before the Resolution, the target falls to the ground and takes damage as if Sky Drop had a Damage Base of 3 (1d6+5/8) unless they have a Sky or Levitate Speed, in which case they take no damage.

Contest Type: Smart

Contest Effect: Special Attention

Move: Tailwind

Type: Flying

Frequency: Scene

AC: None

Class: Status

Range: Field

Effect: For the remainder of the encounter, all allied trainers and Pokémon gain +5 to their Initiative. Multiple instances of Tailwind cannot stack.

Contest Type: Smart

Contest Effect: Saving Grace

Special: Grants Guster

Move: Wing Attack

Type: Flying

Frequency: At-Will

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: Melee, 1 Target

Contest Type: Cool

Contest Effect: Steady Performance

Ghost Moves:

Move: Astonish

Type: Ghost

Frequency: At-Will

AC: 2

Damage Base 3: 1d6+5 / 9

Class: Physical

Range: Melee, 1 Target

Effect: Astonish Flinches the target on 15+. Once per scene, if the target is unaware of the user's presence, Astonish automatically Flinches the target.

Contest Type: Smart

Contest Effect: Steady Performance

Move: Confuse Ray

Type: Ghost

Frequency: Scene x2

AC: 2

Class: Status

Range: 6, 1 Target

Effect: The target is Confused.

Contest Type: Smart

Contest Effect: Unsettling

Move: Curse

Type: Ghost

Frequency: See Text

AC: None

Class: Status

Range: Self

Effect: If the user is not a Ghost Type, Curse has a Frequency of EOT, and when used the user lowers its Speed by -1 Combat Stage, but raises Attack and Defense by +1 Combat Stage each. If the user is a Ghost Type, Curse has a Frequency of Scene, and when used the user loses 1/3rd of their Max Hit Points and a target Pokémon or Trainer within 8 meters of the user becomes Cursed. This Hit Point loss cannot be prevented in any way.

Contest Type: Tough

Contest Effect: Safe Option

Move: Destiny Bond

Type: Ghost

Frequency: Scene

AC: None

Class: Status

Range: Burst 10, Friendly, Swift Action

Effect: All enemy targets in the burst become Bound to the user until the end of the user's next turn. If a Bound target causes the user to Faint through a Damaging Attack, the Bound target immediately faints after their attack is resolved.

Contest Type: Smart

Contest Effect: Big Show

Move: Grudge

Type: Ghost

Frequency: Daily

AC: None

Class: Status

Range: 6, 1 Target, Interrupt, Trigger

Effect: You may use Grudge as an Interrupt when a Damaging Attack causes the user to faint. Grudge is activated as a Free Action (does not take up a Command). The attack is resolved as usual, and the user Faints. The attacker that caused the user to Faint may only use At-Will and EOT frequency moves for the remainder of the Scene.

Contest Type: Tough

Contest Effect: Unsettling

Move: Hex

Type: Ghost

Frequency: EOT

AC: 2

Damage Base 7: 2d6+10 / 17

Class: Special

Range: 6, 1 Target

Effect: Once a Scene, if Hex's target has a Status Affliction, you may have Hex's Damage Base be 13 instead (4d10+10 / 35).

Contest Type: Smart

Contest Effect: Incentives

Move: Lick

Type: Ghost

Frequency: At-Will

AC: 2

Damage Base 3: 1d6+5 / 9

Class: Physical

Range: Melee, 1 Target

Effect: Lick Paralyzes the target on 15+ during Accuracy Check.

Contest Type: Tough

Contest Effect: Inversed Appeal

Move: Moongeist Beam

Type: Ghost

Frequency: Scene x2

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Special

Range: Line 6

Effect: This Move ignores any Abilities that would cause it to fail or miss, such as Dodge or Wonder Guard; those Abilities cannot be activated in response to Moongeist Beam.

Contest Type: Smart

Contest Effect: Good Show

Move: Night Shade
Type: Ghost
Frequency: Scene x2
AC: 2
Class: Special
Range: 8, 1 Target
Effect: The target loses Hit Points equal to the level of Night Shade's user. Do not apply weakness or resistance. Do not apply stats.
Contest Type: Smart
Contest Effect: Steady Performance

Move: Nightmare
Type: Ghost
Frequency: Scene x2
AC: 2
Class: Status
Range: Melee, 1 Target
Effect: Nightmare can only hit Legal Targets that are Asleep. The target gains Bad Sleep.
Contest Type: Smart
Contest Effect: Excitement

Move: Ominous Wind
Type: Ghost
Frequency: EOT
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Special
Range: 6, 1 Target, Spirit Surge
Effect: On 19+, the user has each of its stats raised by +1 Combat Stage.
Contest Type: Smart
Contest Effect: Get Ready

Move: Phantom Force
Type: Ghost
Frequency: Scene x2
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Physical
Range: Melee, 1 Target, Set-Up
Set-Up Effect: The user is removed from the field, and their turn ends.
Resolution Effect: Phantom Force's user appears adjacent to any legal target on the field, ignoring Movement Capabilities, and then uses Phantom Force's attack. Phantom Force cannot be avoided by Moves with the Shield Keyword, the Dodge Ability, or similar effects, and Intercepts may not be attempted in response.
Contest Type: Smart
Contest Effect: Seen Nothing Yet

Move: Shadow Ball
Type: Ghost
Frequency: EOT
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Special
Range: 8, 1 Target
Effect: Shadow Ball lowers the foe's Special Defense 1 Combat Stage on 17+.
Contest Type: Smart
Contest Effect: Exhausting Act

Move: Shadow Bone
Type: Ghost
Frequency: EOT
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Physical
Range: Melee, 1 Target
Effect: The target's Defense is lowered by 1 Combat Stage on a 17+.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Shadow Claw
Type: Ghost
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, Pass
Effect: Shadow Claw is a Critical Hit on 18+.
Contest Type: Cute
Contest Effect: Exhausting Act

Move: Shadow Force
Type: Ghost
Frequency: Daily x3
AC: 2
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: Melee, 1 Target, Set-Up
Set-Up Effect: The user is removed from the field, and their turn ends.
Resolution Effect: Shadow Force's user appears adjacent to any legal Target, ignoring Movement Capabilities, and then uses Shadow Force's attack. Shadow Force cannot be avoided by Moves with the Shield Keyword, the Dodge Ability, or similar effects, and Intercepts may not be attempted in response.
Contest Type: Smart
Contest Effect: Seen Nothing Yet

Move: Shadow Punch
Type: Ghost
Frequency: EOT
AC: None
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: 6, 1 Target
Effect: Shadow Punch cannot miss.
Contest Type: Smart
Contest Effect: Exhausting Act

Move: Shadow Sneak
Type: Ghost
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: Melee, 1 Target, Priority
Contest Type: Smart
Contest Effect: Saving Grace

Move: Spectral Thief
Type: Ghost
Frequency: Scene
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Physical
Range: Melee, 1 Target
Effect: Before rolling damage, transfer all Combat Stages on the target to the user.
Contest Type: Smart
Contest Effect: Attention Grabber

Move: Spirit Shackle
Type: Ghost
Frequency: EOT
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: 8, 1 Target
Effect: The Target is Trapped for 2 rounds.
Contest Type: Smart
Contest Effect: Sabotage

Move: Spite
Type: Ghost
Frequency: Scene
AC: None
Class: Status
Range: 6, 1 Target
Effect: Spite may be used as a Free Action that does not take up a Command whenever the user is hit by a Move. That Move becomes Disabled for the attacker.
Contest Type: Tough
Contest Effect: Excitement

Move: Trick-or-Treat
Type: Ghost
Frequency: Daily
AC: 2
Class: Status
Range: 6, 1 Target
Effect: The target gains the Ghost Type in addition to its other Types for 5 turns.
Contest Type: Cute
Contest Effect: Good Show

Grass Moves:

Move: Absorb

Type: Grass

Frequency: At-Will

AC: 2

Damage Base 2: 1d6+3 / 7

Class: Special

Range: 4, 1 Target

Effect: After the target takes damage, the user gains Hit Points equal to half of the damage they dealt to the target.

Contest Type: Smart

Contest Effect: Good Show

Move: Aromatherapy

Type: Grass

Frequency: Scene

AC: None

Class: Status

Range: Burst 1, Healing

Effect: All allies in the burst are cured of one status condition of their choice.

Contest Type: Smart

Contest Effect: Reflective Appeal

Move: Bullet Seed

Type: Grass

Frequency: EOT

AC: 4

Damage Base 3: 1d6+5 / 9

Class: Physical

Range: 6, 1 Target, Five Strike

Contest Type: Cool

Contest Effect: Reliable

Move: Cotton Guard

Type: Grass

Frequency: Scene

AC: None

Class: Status

Range: Self

Effect: Raise the user's Defense 3 Combat Stages.

Contest Type: Cute

Contest Effect: Get Ready

Move: Cotton Spore

Type: Grass

Frequency: EOT

AC: 2

Class: Status

Range: Burst 1, Powder

Effect: All Legal Targets have their Speed lowered 2 Combat Stages.

Contest Type: Beauty

Contest Effect: Saving Grace

Move: Energy Ball

Type: Grass

Frequency: EOT

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Special

Range: 4, 1 Target

Effect: Energy Ball lowers the foe's Special Defense 1 Combat Stage on 17+.

Contest Type: Beauty

Contest Effect: Exhausting Act

Move: Forest's Curse

Type: Grass

Frequency: Daily

AC: 2

Class: Status

Range: 6, 1 Target

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

Contest Type: Smart

Contest Effect: Good Show

Move: Frenzy Plant

Type: Grass

Frequency: Daily x2

AC: 4

Damage Base 15: 4d10+20 / 45

Class: Special

Range: 3, 5 Targets, Smite, Exhaust

Contest Type: Cool

Contest Effect: Seen Nothing Yet

Move: Giga Drain
Type: Grass
Frequency: Scene x2
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Special
Range: 6, 1 Target
Effect: After the target takes damage, the user gains Hit Points equal to half of the damage they dealt to the target.
Contest Type: Smart
Contest Effect: Good Show

Move: Grass Knot
Type: Grass
Frequency: EOT
AC: 2
Damage Base: See Effect
Class: Special
Range: 5, 1 Target, Weight Class
Effect: Grass Knot's Damage Base is equal to twice the target's Weight Class.
Contest Type: Smart
Contest Effect: Incentives

Move: Grass Pledge
Type: Grass
Frequency: Scene
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Special
Range: 6, 1 Target, Pledge
Effect: If an ally uses Fire Pledge or Water Pledge, you may use Grass Pledge as Priority (Advanced) immediately after their turn to target the same foe. If used in conjunction with Fire Pledge, Fire Hazards are created in a Burst 1 around the target. If used in conjunction with Water Pledge, the target and all foes adjacent to the target are slowed and have their Speed reduced by 2 Combat Stages. Consult the Pledge keyword for additional details.
Contest Type: Beauty
Contest Effect: Safe Option

Move: Grass Whistle
Type: Grass
Frequency: Scene x2
AC: 6
Class: Status
Range: 6, 1 Target, Sonic
Effect: The target falls Asleep.
Contest Type: Smart
Contest Effect: Excitement

Move: Grassy Terrain
Type: Grass
Frequency: Daily x2
AC: None
Class: Status
Range: Field
Effect: The area becomes Grassy for 5 rounds. While Grassy, all Pokémon and Trainers standing on the ground recover a Tick of Hit Points at the start of every turn, and Grass-Type attacks performed by grounded Pokémon and Trainers gain a +10 bonus to Damage Rolls.
Contest Type: Beauty
Contest Effect: Get Ready

Move: Horn Leech
Type: Grass
Frequency: Scene x2
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target, Dash
Effect: After the target takes damage, the user gains Hit Points equal to half of the damage they dealt to the target.
Contest Type: Smart
Contest Effect: Good Show

Move: Ingrain
Type: Grass
Frequency: Scene
AC: None
Class: Status
Range: Self
Effect: Ingrain applies a Coat to the user, which has the following effect; the user cannot be pushed or pulled, and cannot be switched out. At the beginning of each of the user's turn, the user gains a Tick of Hit Points.
Contest Type: Smart
Contest Effect: Safe Option

Move: Leaf Blade
Type: Grass
Frequency: EOT
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Physical
Range: Melee, Pass
Effect: Leaf Blade is a Critical Hit on 18+.
Contest Type: Cool
Contest Effect: Exhausting Act

Move: Leaf Storm
Type: Grass
Frequency: Scene
AC: 4
Damage Base 13: 4d10+10 / 35
Class: Special
Range: 8, Ranged Blast 3, Smite, Reckless
Effect: Lower the user's Special Attack 2 Combat Stages after damage.
Contest Type: Cute
Contest Effect: Seen Nothing Yet

Move: Leaf Tornado
Type: Grass
Frequency: EOT
AC: 4
Damage Base 7: 2d6+10 / 17
Class: Special
Range: 6, Ranged Blast 3
Effect: Small or Medium targets in the central square of the blast are not hit. On 15+, all legal targets have their Accuracy lowered by -1.
Contest Type: Beauty
Contest Effect: Good Show

Move: Leafage
Type: Grass
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: 6, 1 Target
Contest Type: Beauty
Contest Effect: Steady Performance

Move: Leech Seed
Type: Grass
Frequency: Daily x2
AC: 4
Class: Status
Range: 6, 1 Target
Effect: At the beginning of each of the target's turns, Leech Seed's target loses a Tick of Hit Points. Leech Seed's user then gains Hit Points equal to the amount the target lost. Leech Seed lasts until the target faints, is returned to a Poké Ball, or Takes a Breather. Grass Types and targets immune to Grass Attacks are immune to Leech Seed.
Contest Type: Smart
Contest Effect: Safe Option

Move: Magical Leaf
Type: Grass
Frequency: EOT
AC: None
Damage Base 6: 2d6+8 / 15
Class: Special
Range: 8, 1 Target
Effect: Magical Leaf cannot miss.
Contest Type: Beauty
Contest Effect: Exhausting Act

Move: Mega Drain
Type: Grass
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Special
Range: 6, 1 Target
Effect: After the target takes damage, the user gains Hit Points equal to half of the damage they dealt to the target.
Contest Type: Smart
Contest Effect: Good Show

Move: Needle Arm
Type: Grass
Frequency: At-Will
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: Melee, 1 Target
Effect: Needle Arm Flinches the target on 15+.
Contest Type: Smart
Contest Effect: Steady Performance

Move: Petal Blizzard
Type: Grass
Frequency: EOT
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Physical
Range: Burst 1
Contest Type: Beauty
Contest Effect: Big Show

Move: Petal Dance
Type: Grass
Frequency: Scene x2
AC: 3
Damage Base 12: 3d12+10 / 30
Class: Special
Range: Melee, all adjacent foes, Smite, Reckless, Dance
Effect: After damage is dealt, the user becomes Enraged and Confused.
Contest Type: Beauty
Contest Effect: Safe Option

Move: Power Whip
Type: Grass
Frequency: Scene x2
AC: 5
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: 8, 1 Target, Smite
Contest Type: Beauty
Contest Effect: Steady Performance
Special: Grants Threaded

Move: Razor Leaf
Type: Grass
Frequency: At-Will
AC: 4
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: Cone 2
Effect: Razor Leaf is a Critical Hit on 18+.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Seed Bomb
Type: Grass
Frequency: EOT
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: 8, 1 Target
Contest Type: Smart
Contest Effect: Steady Performance

Move: Seed Flare
Type: Grass
Frequency: Scene
AC: 5
Damage Base 12: 3d12+10 / 30
Class: Special
Range: 6, Ranged Blast 3
Effect: All Legal Targets have their Special Defense lowered 1 Combat Stage.
Contest Type: Cool
Contest Effect: Seen Nothing Yet

Move: Sleep Powder
Type: Grass
Frequency: Scene x2
AC: 6
Class: Status
Range: 4, 1 Target, Powder
Effect: The target falls Asleep.
Contest Type: Smart
Contest Effect: Inversed Appeal

Move: Solar Beam
Type: Grass
Frequency: Scene x2
AC: 2
Damage Base 12: 3d12+10 / 30
Class: Special
Range: Line 6, Set Up
Set-Up Effect: If the weather is not Sunny, the user's turn ends. If the weather is Sunny, immediately proceed to the Resolution Effect instead and this Move loses the Set-Up keyword.
Effect: The user attacks with Solar Beam. If the weather is Rainy, Sandstorming, or Hailing, Solar Beam's Damage Base is lowered to 6 (2d6+8 / 15).
Contest Type: Cool
Contest Effect: Special Attention

Move: Solar Blade
Type: Grass
Frequency: Scene x2
AC: 2
Damage Base 13: 4d10+10 / 35
Class: Physical
Range: Melee, 1 Target, Set Up
Set-Up Effect: If the weather is not Sunny, the user gains +1 CS in Attack and Special Defense, and the user's turn ends. If the weather is Sunny, immediately proceed to the Resolution Effect instead and this Move loses the Set-Up keyword.
Effect: The user attacks with Solar Blade. If the weather is Rainy, Sandstorming, or Hailing, Solar Blade's Damage Base is lowered to 6 (2d6+8 / 15).
Contest Type: Cool
Contest Effect: Special Attention

Move: Spiky Shield

Type: Grass

Frequency: Scene

AC: None

Class: Status

Range: Self, Interrupt, Shield, Trigger

Effect: If the user is hit by an attack, the user may use Spiky Shield. 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 loses a Tick of Hit Points.

Contest Type: Smart

Contest Effect: Incentives

Move: Spore

Type: Grass

Frequency: Scene

AC: None

Class: Status

Range: 4, 1 Target, Powder

Effect: The target falls Asleep.

Contest Type: Beauty

Contest Effect: Get Ready

Move: Strength Sap

Type: Grass

Frequency: Daily x2

AC: 2

Class: Status

Range: Melee, 1 Target, Healing

Effect: The user gains Hit Points equal to the higher of the target's Attack or Special Attack; the target then loses 1 Combat Stage in that Stat.

Contest Type: Smart

Contest Effect: Incentives

Move: Stun Spore

Type: Grass

Frequency: Scene x2

AC: 6

Class: Status

Range: 6, 1 Target, Powder

Effect: The target is Paralyzed.

Contest Type: Smart

Contest Effect: Excitement

Move: Synthesis

Type: Grass

Frequency: Daily x2

AC: None

Class: Status

Range: Self, Healing

Effect: The user regains Hit Points equal to half of its full Hit Point value. If it is Sunny, the user gains 2/3 of its full Hit Point value instead. If it is Rainy, Sand Storming or Hailing the user gains 1/4 of their full Hit Point value instead.

Contest Type: Smart

Contest Effect: Reflective Appeal

Move: Trop Kick

Type: Grass

Frequency: EOT

AC: 2

Damage Base 7: 2d6+10 / 17

Class: Physical

Range: Melee, 1 Target

Effect: The target receives a -5 penalty to damage rolls for 1 round.

Contest Type: Tough

Contest Effect: Double Time

Move: Vine Whip

Type: Grass

Frequency: At-Will

AC: 2

Damage Base 4: 1d8+6 / 11

Class: Physical

Range: 4, 1 Target

Contest Type: Cool

Contest Effect: Steady Performance

Special: Grants Threaded

Move: Wood Hammer

Type: Grass

Frequency: Scene x2

AC: 2

Damage Base 12: 3d12+10 / 30

Class: Physical

Range: Melee, 1 Target, Dash, Recoil 1/3

Contest Type: Tough

Contest Effect: Desperation

Move: Worry Seed

Type: Grass

Frequency: Scene

AC: 2

Class: Status

Range: 8, 1 Target

Effect: You choose one of the target's Abilities. Worry Seed changes that Ability to Insomnia for the remainder of the encounter.

Contest Type: Beauty

Contest Effect: Excitement

Ground Moves:

Move: Bone Club

Type: Ground

Frequency: At-Will

AC: 5

Damage Base 7: 2d6+10 / 17

Class: Physical

Range: Melee, 1 Target

Effect: Bone Club Flinches the target on 18+.

Contest Type: Tough

Contest Effect: Steady Performance

Move: Bone Rush

Type: Ground

Frequency: EOT

AC: 4

Damage Base 3: 1d6+5 / 9

Class: Physical

Range: Melee, 1 Target, Five Strike

Contest Type: Tough

Contest Effect: Reliable

Move: Bonemerang

Type: Ground

Frequency: EOT

AC: 3

Damage Base 5: 1d8+8 / 13

Class: Physical

Range: 6, 1 Target, Double Strike

Contest Type: Tough

Contest Effect: Reliable

Move: Bulldoze

Type: Ground

Frequency: EOT

AC: 3

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: Burst 1

Effect: All Legal Targets are lowered 1 Speed Combat Stage.

Contest Type: Cool

Contest Effect: Steady Performance

Move: Dig

Type: Ground

Frequency: EOT

AC: 3

Damage Base 8: 2d8+10 / 19

Class: Physical

Range: Burst 1, Set-Up, Full Action, Groundsource

Set-Up Effect: The user shifts 25 meters underground and their turn ends.

Resolution Effect: The user may shift horizontally using their burrow or overland speed, and then shifts 25 meters straight up. Upon reaching the surface, the user attacks with Dig, creating a Burst 1.

Contest Type: Smart

Contest Effect: Special Attention

Special: Grants Burrow +3

Move: Drill Run

Type: Ground

Frequency: At-Will

AC: 3

Damage Base 8: 2d8+10 / 19

Class: Physical

Range: Melee, 1 Target

Effect: Drill Run is a Critical Hit on 18+.

Contest Type: Cool

Contest Effect: Steady Performance

Move: Earth Power

Type: Ground

Frequency: EOT

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Special

Range: 6, 1 Target, Groundsource

Effect: Earth Power lowers the Special Defense of all Legal Targets 1 Combat Stage on 16+.

Contest Type: Smart

Contest Effect: Desperation

Move: Earthquake

Type: Ground

Frequency: Scene

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Physical

Range: Burst 3, Groundsource

Effect: Earthquake can hit targets that are underground, including those using the Move Dig.

Contest Type: Tough

Contest Effect: Desperation

Special: Grants Groundshaper

Move: Fissure
Type: Ground
Frequency: Daily
AC: None
Class: Status
Range: 5, 1 Target, Execute, Groundsource
Effect: Roll 1d100. This roll may not be modified in any way. If you roll X or lower, the target Faints. X is equal to 30 + The User's Level - The Target's Level.
Contest Type: Tough
Contest Effect: Big Show
Special: Grants Groundshaper

Move: High Horsepower
Type: Ground
Frequency: Scene x2
AC: 3
Damage Base 10: 3d8+10 / 24
Class: Physical
Range: Melee, 1 Target
Effect: High Horsepower may be used as a Free Action at the end of a Sprint Maneuver taken as a Standard Action, as long as the user Shifted at least 3 meters in a straight line towards the target. When used this way, High Horsepower gains Smite.
Contest Type: Tough
Contest Effect: Big Show

Move: Land's Wrath
Type: Ground
Frequency: Scene x2
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Physical
Range: Burst 5, Friendly, Groundsource
Contest Type: Tough
Contest Effect: Big Show
Special: Grants Groundshaper

Move: Magnitude
Type: Ground
Frequency: EOT
AC: 2
Damage Base: See Effect
Class: Physical
Range: Burst 2, Groundsource
Effect: When you use Magnitude, roll 1d6. Magnitude's Damage Base is equal to 5+X, where X is the value of the d6. Magnitude can hit targets that are underground, including those using the Move Dig.
Contest Type: Tough
Contest Effect: Desperation
Special: Grants Groundshaper

Move: Mud Bomb
Type: Ground
Frequency: At-Will
AC: 4
Damage Base 7: 2d6+10 / 17
Class: Special
Range: 6, 1 Target
Effect: The target's Accuracy is lowered by -1 on 16+.
Contest Type: Smart
Contest Effect: Desperation

Move: Mud Shot
Type: Ground
Frequency: At-Will
AC: 3
Damage Base 6: 2d6+8 / 15
Class: Special
Range: 3, 1 Target
Effect: The target's Speed is lowered by -1 Combat Stage.
Contest Type: Tough
Contest Effect: Desperation

Move: Mud Sport
Type: Ground
Frequency: EOT
AC: None
Class: Status
Range: Burst 2
Effect: All targets in the burst, including the user, gain a Coat which grants them 1 Step of Resistance to Electric Type Moves. After a target has been hit by a damaging Electric Type Move, the coat is removed.
Contest Type: Cute
Contest Effect: Sabotage

Move: Mud-Slap
Type: Ground
Frequency: At-Will
AC: 2
Damage Base 2: 1d6+3 / 7
Class: Special
Range: 3, 1 Target
Effect: The target's Accuracy is lowered by -1.
Contest Type: Cute
Contest Effect: Steady Performance

Move: Precipice Blades

Type: Ground

Frequency: Scene x2

AC: 5

Damage Base 12: 3d12+10 / 30

Class: Physical

Range: Burst 1, Smite

Contest Type: Cool

Contest Effect: Desperation

Move: Rototiller

Type: Ground

Frequency: Scene

AC: None

Class: Status

Range: Burst 2

Effect: All Grass-type Pokémon in the area raise their Attack and Special Attack 1 Combat Stage.

Contest Type: Tough

Contest Effect: Special Attention

Move: Sand Tomb

Type: Ground

Frequency: Scene x2

AC: 4

Damage Base 4: 1d8+6 / 11

Class: Physical

Range: 5, 1 Target

Effect: The target is put in a Vortex.

Contest Type: Smart

Contest Effect: Safe Option

Move: Sand Attack

Type: Ground

Frequency: EOT

AC: 2

Class: Status

Range: 2, 1 Target

Effect: The target is Blinded until the end of their next turn.

Contest Type: Cute

Contest Effect: Excitement

Move: Shore Up

Type: Ground

Frequency: Daily x2

AC: None

Class: Status

Range: Self, Healing

Effect: The user regains Hit Points equal to half of its full Hit Point value. If it is Sand Storming, the user gains 2/3 of its full Hit Point value instead. If it is Sunny, Rainy or Hailing the user gains 1/4 of their full Hit Point value instead.

Contest Type: Tough

Contest Effect: Reflective Appeal

Move: Spikes

Type: Ground

Frequency: At-Will

AC: None

Class: Status

Range: 6, Hazard

Effect: Set 8 square meters of Spikes within your range, all 8 meters must be adjacent with at least one other space of Spikes. Spikes cause terrain to count as Slow Terrain, and a grounded foe that runs into the hazards will lose a Tick of Hit Points and become Slowed until the end of their next turn.

Contest Type: Smart

Contest Effect: Sabotage

Move: Stomping Tantrum

Type: Ground

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Physical

Range: Melee, 1 Target

Effect: If the user's last attack failed or missed, Stomping Tantrum is DB 15 (4d10+10 / 45) instead.

Contest Type: Tough

Contest Effect: Unsettling

Move: Thousand Arrows

Type: Ground

Frequency: Scene

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Physical

Range: 6, 1 Target

Effect: When calculating Weakness and Resistance for Thousand Arrows, Flying-Typed targets calculate damage as if Flying was neutral to Ground. Thousand Arrows ignores the Levitate ability. The 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.

Contest Type: Tough

Contest Effect: Steady Performance

Move: Thousand Waves

Type: Ground

Frequency: Scene

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Physical

Range: Burst 1, Groundsource

Effect: Legal Targets are Trapped for 2 rounds.

Contest Type: Tough

Contest Effect: Tease

Ice Moves:

Move: Aurora Beam

Type: Ice

Frequency: At-Will

AC: 2

Damage Base 7: 2d6+10 / 17

Class: Special

Range: 6, 1 Target

Effect: Aurora Beam lowers the target's Attack 1 Combat Stage on 18+.

Contest Type: Beauty

Contest Effect: Exhausting Act

Special: Grants Freezer

Move: Aurora Veil

Type: Ice

Frequency: Scene

AC: None

Class: Status

Range: Blessing

Effect: Blessing – Any user affected by Aurora Veil may activate it when receiving Damage to resist the Damage one step. Aurora Veil may be activated 2 times, and then disappears.

Special: Aurora Veil can only be used when the user is in Hailing Weather. The Blessings persist even after Hailing Weather has ended, however.

Contest Type: Beauty

Contest Effect: Excitement

Move: Avalanche

Type: Ice

Frequency: EOT

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: Melee, 1 Target

Effect: When declaring Avalanche, the user does nothing and may not Shift. At the end of the round, the user Shifts and uses Avalanche on any legal target. If the target damaged the user this round, Avalanche has a Damage Base of 12 (4d10+15 / 40) instead.

Contest Type: Cool

Contest Effect: Double Time

Move: Blizzard

Type: Ice

Frequency: Scene x2

AC: 7

Damage Base 11: 3d10+10 / 27

Class: Special

Range: 4, Ranged Blast 2, Smite

Effect: Blizzard Freezes all legal target on 15+. If the target is in Hailing Weather, Blizzard cannot miss.

Contest Type: Beauty

Contest Effect: Exhausting Act

Move: Freeze-Dry

Type: Ice

Frequency: EOT

AC: 2

Damage Base 7: 2d6+10 / 17

Class: Special

Range: 6, 1 Target

Effect: When calculating Weakness and Resistance for Freeze-Dry, Water-Typed targets calculate damage as if Water was weak to Ice.

Contest Type: Tough

Contest Effect: Saving Grace

Move: Freeze Shock

Type: Ice

Frequency: Scene

AC: 4

Damage Base 14: 4d10+15 / 40

Class: Physical

Range: 10, 1 Target, Set-Up, Full Action

Set-Up Effect: The user may Shift, then ends their turn.

Resolution Effect: The user attacks with Freeze Shock. Freeze Shock Paralyzes on 15+.

Contest Type: Beauty

Contest Effect: Seen Nothing Yet

Move: Frost Breath

Type: Ice

Frequency: EOT

AC: 3

Damage Base 6: 2d6+8 / 15

Class: Special

Range: 4, 1 Target

Effect: If Frost Breath hits, it is a Critical Hit.

Contest Type: Beauty

Contest Effect: Steady Performance

Special: Grants Freezer

Move: Glaciate
Type: Ice
Frequency: EOT
AC: 3
Damage Base 7: 2d6+10 / 17
Class: Special
Range: Burst 2
Effect: All Legal Targets have their Speed lowered 1 Combat Stage. On an Even-Numbered Roll, all Legal Targets on the ground are Slowed.
Contest Type: Beauty
Contest Effect: Steady Performance

Move: Hail
Type: Ice
Frequency: Daily x2
AC: None
Class: Status
Range: Field, Weather
Effect: The weather changes to Hail for 5 rounds. While it is Hailing, all non-Ice Type Pokémon lose a Tick of Hit Points at the beginning of their turn.
Contest Type: Beauty
Contest Effect: Sabotage

Move: Haze
Type: Ice
Frequency: Scene x2
AC: None
Class: Status
Range: Field
Effect: The Combat Stages of the user and all Pokémon and Trainers in the encounter are set to their default state (usually 0).
Contest Type: Beauty
Contest Effect: Sabotage

Move: Ice Ball
Type: Ice
Frequency: At-Will
AC: 4
Damage Base 3: 1d6+5 / 9
Class: Physical
Range: 4, 1 Target
Effect: The user continues to use Ice Ball on each of its turns until they miss any target with Ice Ball, or are not able to hit any target with Ice Ball during their turn. Each successive use of Ice Ball increases Ice Ball's Damage Base by +4 to a maximum of DB 15.
Contest Type: Beauty
Contest Effect: Reliable

Move: Ice Beam
Type: Ice
Frequency: EOT
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Special
Range: 4, 1 Target
Effect: Ice Beam Freezes on 19+ during Accuracy Check.
Contest Type: Beauty
Contest Effect: Exhausting Act

Move: Ice Burn
Type: Ice
Frequency: Scene
AC: 4
Damage Base 14: 4d10+15 / 40
Class: Physical
Range: 10, 1 Target, Set-Up, Full Action
Set-Up Effect: The user may Shift, then ends their turn.
Resolution Effect: The user attacks with Ice Burn. Ice Burn Burns on 15+.
Contest Type: Beauty
Contest Effect: Seen Nothing Yet

Move: Ice Fang
Type: Ice
Frequency: At-Will
AC: 3
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target
Effect: Ice Fang Freezes or Flinches on 18+ during Accuracy Check; flip a coin to determine whether the foe gets Frozen or Flinches. On 20 during Accuracy Check, the foe is Frozen and Flinches.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Ice Hammer
Type: Ice
Frequency: EOT
AC: 4
Damage Base 10: 3d8+10 / 24
Class: Physical
Range: Melee, 1 Target
Effect: The user's Speed is lowered by 1 Combat Stage.
Contest Type: Cool
Contest Effect: Good Show

Move: Ice Punch
Type: Ice
Frequency: At-Will
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target
Effect: Ice Punch Freezes the target on 19+ during Accuracy Check.
Contest Type: Beauty
Contest Effect: Exhausting Act

Move: Ice Shard
Type: Ice
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: 4, 1 Target, Priority
Contest Type: Beauty
Contest Effect: Saving Grace

Move: Icicle Crash
Type: Ice
Frequency: EOT
AC: 4
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: 6, 1 Target
Effect: Icicle Crash Flinches the target on 15+
Contest Type: Tough
Contest Effect: Steady Performance

Move: Icicle Spear
Type: Ice
Frequency: At-Will
AC: 4
Damage Base 3: 1d6+5 / 9
Class: Physical
Range: 6, 1 Target, Five Strike
Contest Type: Beauty
Contest Effect: Reliable

Move: Icy Wind
Type: Ice
Frequency: EOT
AC: 3
Damage Base 6: 2d6+8 / 15
Class: Special
Range: Cone 2
Effect: All Legal Targets have their Speed lowered 1 Combat Stage.
Contest Type: Beauty
Contest Effect: Desperation

Move: Mist
Type: Ice
Frequency: Scene x2
AC: None
Class: Status
Range: Blessing
Effect: Blessing – Any user affected by Mist may activate it when having Combat Stages lowered by any effect; if they do, those Combat Stages are instead not lowered. Mist may be activated 3 times, and then disappears.
Contest Type: Beauty
Contest Effect: Sabotage

Move: Powder Snow
Type: Ice
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Special
Range: Line 4
Effect: Powder Snow Freezes all Legal Targets on 19+
Contest Type: Beauty
Contest Effect: Steady Performance
Special: Grants Freezer

Move: Sheer Cold
Type: Ice
Frequency: Daily
AC: None
Class: Status
Range: 4, 1 Target, Execute
Effect: Roll 1d100. This roll may not be modified in any way. If you roll X or lower, the target Faints. X is equal to 30 + The User's Level - The Target's Level.
Contest Type: Beauty
Contest Effect: Big Show
Special: Grants Freezer

Normal Moves:

Move: Acupressure

Type: Normal

Frequency: EOT

AC: 2

Class: Status

Range: Melee, 1 Target or Self

Effect: Roll 1d6. On a result of 1, raise the target's Attack 2 Combat Stages. On a result of 2, raise the target's Defense 2 Combat Stages. On a result of 3, raise the target's Special Attack 2 Combat Stages. On a result of 4, raise the target's Special Defense 2 Combat Stages. On a result of 5, raise the target's Speed 2 Combat Stages. On a result of 6, raise the target's Accuracy by +2. The AC check is None when targeting the user.

Contest Type: Cool

Contest Effect: Get Ready

Move: After You

Type: Normal

Frequency: Scene x2

AC: None

Class: Status

Range: 6, 1 Target, Swift Action

Effect: The target takes their turn for the round immediately after the user finishes their turn, ignoring Initiative. After You may only affect a target that has not yet acted that round and can only affect willing targets.

Contest Type: Smart

Contest Effect: Desperation

Move: Assist

Type: Normal

Frequency: Scene x2

AC: None

Class: Status

Range: Self

Effect: Randomly select another Pokémon on the user's roster and then randomly select a Move that Pokémon knows. Assist's user uses that Move immediately.

Contest Type: Cute

Contest Effect: Tease

Move: Attract

Type: Normal

Frequency: Scene x2

AC: 2

Class: Status

Range: 3, 1 Target, Social

Effect: Attract Infatuates the target if its gender is the opposite of the user's. Attract fails when used by or against Genderless targets.

Contest Type: Cute

Contest Effect: Excitement

Move: Barrage

Type: Normal

Frequency: At-Will

AC: 4

Damage Base 2: 1d6+3 / 7

Class: Physical

Range: 6, 1 Target, Five Strike

Contest Type: Tough

Contest Effect: Reliable

Move: Baton Pass

Type: Normal

Frequency: At-Will

AC: None

Class: Status

Range: Self

Effect: The user is replaced with another Pokémon from their trainer's roster. All Combat Stages, Coats, and [Stratagems] on Baton Pass' user are transferred to the replacement. Baton Pass may be used to switch even if the user is Trapped. [Stratagems] that transfer to an ineligible target immediately become unbound.

Contest Type: Cute

Contest Effect: Inversed Appeal

Move: Belly Drum

Type: Normal

Frequency: Scene

AC: None

Class: Status

Range: Self

Effect: The user gains +6 Attack Combat Stages, and loses Hit Points equal to ½ of their Max Hit Points.

Contest Type: Cute

Contest Effect: Get Ready

Move: Bestow

Type: Normal

Frequency: At-Will

AC: None

Class: Status

Range: Melee, 1 Target, Swift Action

Effect: The user gives its held item to the target, unless the target is already holding an item.

Contest Type: Cute

Contest Effect: Attention Grabber

Move: Bide

Type: Normal

Frequency: Scene

AC: None

Class: Physical

Range: Burst 1, Friendly

Effect: The user may use Bide as a Reaction Move upon being Hit by a Damaging Move, using up their next Standard Action as Normal. During the next turn where they have an available Standard Action, the user may Shift and then use Bide, causing all Adjacent foes to lose X HP, where X is the amount of Damage taken since declaring use of Bide (Loss of life through effects such as Poison is not 'Damage'). Until Bide is released, the user may not voluntarily trigger any other effects that would use a Standard Action or prevent a Standard Action from being used.

Contest Type: Tough

Contest Effect: Double Time

Move: Bind

Type: Normal

Frequency: Static

Class: Static

Effect: The user gains a +1 Bonus to Accuracy Rolls made to initiate Grapple Maneuvers, and +2 to Skill Checks made to initiate Grapple Maneuvers or gain Dominance. Whenever the user gains Dominance in a Grapple, the target of the Grapple loses a Tick of Hit Points.

Contest Type: Tough

Contest Effect: Safe Option

Move: Block

Type: Normal

Frequency: At-Will

AC: 2

Class: Status

Range: Melee, 1 Target

Effect: The target is Stuck and Trapped until the beginning of your next turn.

Contest Type: Cute

Contest Effect: Sabotage

Move: Body Slam

Type: Normal

Frequency: Scene x2

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Physical

Range: Melee, 1 Target

Effect: Body Slam Paralyzes the target on 15+.

Contest Type: Tough

Contest Effect: Steady Performance

Move: Boomburst

Type: Normal

Frequency: Scene

AC: 2

Damage Base 14: 4d10+15 / 40

Class: Special

Range: Burst 1, Sonic

Contest Type: Cool

Contest Effect: Seen Nothing Yet

Move: Camouflage

Type: Normal

Frequency: EOT

AC: None

Class: Status

Range: Self

Effect: The user changes their Type to match the field. Forests and grassy areas change the user into Grass-Type. Watery areas change the user into Water-Type. Caves and Mountains could change the user into Rock-Type or Ground-Type. An icy terrain would turn the user into Ice-Type. A building may change the user into Steel-Type or Normal-Type. Weather affects what Type the user becomes. Use common sense, if you are having difficult determining what type the user should become, consult the GM.

Contest Type: Smart

Contest Effect: Sabotage

Special: Grants Blender

Move: Captivate

Type: Normal

Frequency: Scene

AC: 2

Class: Status

Range: Cone 2, Friendly, Social

Effect: Captivate lowers the target's Special Attack 2 Combat Stages. Captivate may not affect something that is the same gender as the user or something that is genderless.

Contest Type: Beauty

Contest Effect: Excitement

Move: Chip Away

Type: Normal

Frequency: EOT

AC: 2

Damage Base 7: 2d6+10 / 17

Class: Physical

Range: Melee, 1 Target

Effect: Ignore any Armor, Damage Reduction, or changes in the target's Defense or Special Defense (such as from Combat Stages) when calculating damage.

Contest Type: Tough

Contest Effect: Reliable

Move: Comet Punch
Type: Normal
Frequency: At-Will
AC: 4
Damage Base 2: 1d6+3 / 7
Class: Physical
Range: Melee, 1 Target, Five Strike
Contest Type: Tough
Contest Effect: Reliable

Move: Confide
Type: Normal
Frequency: At-Will
AC: 2
Class: Status
Range: 4, 1 Target Social
Effect: The target's Special Attack is lowered 1 Combat Stage.
Contest Type: Cute
Contest Effect: Excitement

Move: Constrict
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 1: 1d6+1 / 4
Class: Physical
Range: Melee, 1 Target
Effect: Constrict lowers the target's Speed 1 Combat Stage. Constrict may be used as a Swift Action against targets the user is Grappling, and automatically hits when performed this way.
Contest Type: Tough
Contest Effect: Safe Option

Move: Conversion
Type: Normal
Frequency: At-Will
AC: None
Class: Status
Range: Self
Effect: The user becomes the elemental Type of their choice as long as they have a Move that is the same elemental Type until the end of the encounter. Replace all other Types.
Contest Type: Beauty
Contest Effect: Catching Up

Move: Conversion2
Type: Normal
Frequency: At-Will
AC: None
Class: Status
Range: Self
Effect: The user becomes the elemental Type of their choice as long as the Type resists the elemental Type of the Move it last took damage from until the end of the encounter. Replace all other Types.
Contest Type: Beauty
Contest Effect: Catching Up

Move: Copycat
Type: Normal
Frequency: Scene x2
AC: None
Class: Status
Range: 4, 1 Target
Effect: Use the Move the target has used on their last turn. You may choose new targets for the Move. Copycat cannot miss.
Contest Type: Cool
Contest Effect: Attention Grabber

Move: Covet
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: Melee, 1 Target
Effect: Covet takes the target's Held Item or Accessory Slot Item and attaches it to Covet's user, if the user is not holding anything.
Contest Type: Cute
Contest Effect: Attention Grabber

Move: Crush Claw
Type: Normal
Frequency: EOT
AC: 3
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target, Dash
Effect: Crush Claw lowers the target's Defense 1 Combat Stage on Even-Numbered Rolls.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Crush Grip
Type: Normal
Frequency: Scene
AC: 2
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: Melee, 1 Target
Effect: For every 10% the target is below their full Hit Points, Crush Grip's Damage Base is reduced by 1.
Contest Type: Tough
Contest Effect: Double Time

Move: Cut
Type: Normal
Frequency: At-Will
AC: 3
Damage Base 5: 1d8+8 / 13
Class: Physical
Range: Melee, Pass
Effect: Cut ignores up to 5 Damage Reduction (Defenses are not Damage Reduction).
Contest Type: Cool
Contest Effect: Steady Performance

Move: Defense Curl
Type: Normal
Frequency: At-Will
AC: None
Class: Status
Range: Self
Effect: The user's Defense is raised 1 Combat Stage and they become Curled Up until the end of the Scene or they are Recalled or Take a Breather. When using the Moves Rollout or Ice Ball while Curled Up, the user gains a +10 bonus to the damage rolls of those Moves.
Contest Type: Cute
Contest Effect: Sabotage

Move: Disable
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: 1 Target, Trigger
Effect: Disable may be used as a Free Action that does not take up a Command whenever the user is hit by a Move. That Move becomes Disabled for the attacker.
Contest Type: Smart
Contest Effect: Excitement

Move: Dizzy Punch
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target
Effect: Dizzy Punch Confuses the target on 17+
Contest Type: Cool
Contest Effect: Inversed Appeal

Move: Double-Edge
Type: Normal
Frequency: Scene x2
AC: 2
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: Melee, 1 Target, Dash, Recoil 1/3
Contest Type: Tough
Contest Effect: Big Show

Move: Double Hit
Type: Normal
Frequency: EOT
AC: 3
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: Melee, 1 Target, Double Strike
Contest Type: Smart
Contest Effect: Reliable

Move: Double Slap
Type: Normal
Frequency: At-Will
AC: 4
Damage Base 2: 1d6+3 / 7
Class: Physical
Range: Melee, 1 Target, Five Strike
Contest Type: Tough
Contest Effect: Reliable

Move: Double Team
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: Self, Illusion, Coat
Effect: The user gains 3 activations of Double Team. The user may either activate Double Team when being targeted by an attack to increase their Evasion by +2 against that attack; or when making an attack to increase their Accuracy by +2 for that attack.
Contest Type: Cool
Contest Effect: Reliable

Move: Echoed Voice
Type: Normal
Frequency: EOT
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Special
Range: 3, 1 Target, Sonic
Effect: If Echoed Voice was used by any Pokémon or Trainer in the Encounter on the previous round, increase its Damage Base by +4. If Echoed Voice was used by any Pokémon or Trainers during both the previous two rounds, increase its Damage Base by +8.
Contest Type: Smart
Contest Effect: Reliable

Move: Egg Bomb
Type: Normal
Frequency: Scene x2
AC: 6
Damage Base 10: 3d8+10 / 24
Class: Physical
Range: 5, Blast 2
Contest Type: Tough
Contest Effect: Steady Performance

Move: Encore
Type: Normal
Frequency: Scene x2
AC: 2
Class: Status
Range: 4, 1 Target, Social
Effect: Roll 1d6. On a result of 1 or 2, the target becomes Confused; on a result of 3 or 4 the target becomes Suppressed; on a result of 5 or 6 the target becomes Enraged.
Contest Type: Cute
Contest Effect: Good Show

Move: Endeavor
Type: Normal
Frequency: Scene
AC: 2
Damage Base: See Effect
Class: Physical
Range: Melee, 1 Target, Dash
Effect: The target loses a Tick of Hit Points for each Injury the user has.
Contest Type: Tough
Contest Effect: Double Time

Move: Endure
Type: Normal
Frequency: Daily
AC: None
Class: Status
Range: Self, Reaction, Trigger, Free Action
Effect: If the user is hit by a damaging Move, you may use Endure. If the Move would bring Endure's user down to 0 Hit Points or less, Endure's user instead is set to 1 Hit Point.
Contest Type: Smart
Contest Effect: Attention Grabber

Move: Entrainment
Type: Normal
Frequency: Scene
AC: 2
Class: Status
Range: 4, 1 Target
Effect: The target gains one of the user's Abilities for 3 turns.
Contest Type: Cute
Contest Effect: Catching Up

Move: Explosion
Type: Normal
Frequency: Daily
AC: 2
Damage Base 25: 6d12+60 / 100
Class: Physical
Range: Burst 2, Smite
Effect: The user's Hit Points are set to -50% of their full Hit Point value. This Hit Point loss cannot be prevented or reduced in any way. The user's loyalty toward its trainer may be lowered.
Contest Type: Beauty
Contest Effect: Big Show

Move: Extreme Speed
Type: Normal
Frequency: EOT
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target, Dash, Priority
Contest Type: Cool
Contest Effect: Saving Grace

Move: Façade
Type: Normal
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target
Effect: If the user is afflicted with a Persistent Status Affliction, Façade's Damage Base is doubled to DB 14 (4d10+15 / 40).
Contest Type: Cute
Contest Effect: Double Time

Move: Fake Out
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: Melee, 1 Target, Priority
Effect: You may only use Fake Out with Priority upon joining an encounter; if you do, Fake Out Flinches the target, and gives them a -2 penalty to accuracy until the end of their next turn. Switching out resets the requirement of joining an encounter.
Contest Type: Cute
Contest Effect: Exhausting Act

Move: False Swipe
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: Melee, Pass
Effect: False Swipe's damage cannot bring a target lower than 1 Hit Point.
Contest Type: Cool
Contest Effect: Inversed Appeal

Move: Feint
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: Self, Trigger, Free Action
Effect: If a foe uses a Move with the Shield Keyword in response to one of your actions, you may activate Feint to cause the triggering Move to fail and be expended.
Contest Type: Beauty
Contest Effect: Inversed Appeal

Move: Flail
Type: Normal
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target
Effect: For each Injury the user has, Flail's Damage Base is increased by +1.
Contest Type: Cute
Contest Effect: Double Time

Move: Flash
Type: Normal
Frequency: EOT
AC: 2
Class: Status
Range: Cone 2
Effect: The Accuracy of all Legal Targets is lowered by -1.
Contest Type: Beauty
Contest Effect: Unsettling
Special: Glow

Move: Focus Energy
Type: Normal
Frequency: At-Will
AC: None
Class: Status
Range: Self
Effect: The user becomes Pumped. While Pumped, the user's Critical Range is extended by 2, or 18+ if the Critical Range is not otherwise extended. Being switched will cause this effect to end.
Contest Type: Cool
Contest Effect: Get Ready

Move: Follow Me
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: Burst 5, Friendly, Social
Effect: Until the end of the user's next turn, all targets must target the user when using a Move that targets their opponents. This effect ends if the user is Fainted or Switched out.
Contest Type: Cute
Contest Effect: Tease

Move: Foresight
Type: Normal
Frequency: Scene x2
AC: None
Class: Status
Range: Self, Swift Action
Effect: For the rest of the turn, the user's Normal-Type and Fighting-Type Moves can hit and affect Ghost-Type targets, and the user can see through the Illusion Ability, Moves with the Illusion keyword, and effects created by the Illusionist Capability, ignoring all effects from those.
Contest Type: Smart
Contest Effect: Good Show

Move: Frustration
Type: Normal
Frequency: EOT
AC: 2
Damage Base: See Effect
Class: Physical
Range: Melee, 1 Target
Effect: Frustration's Damage Base is equal to 6 plus two times the number of times this Pokémon has been hit since the end of this Pokémon's last turn (to a maximum of DB 12).
Contest Type: Cute
Contest Effect: Desperation

Move: Fury Attack
Type: Normal
Frequency: At-Will
AC: 4
Damage Base 2: 1d6+3 / 7
Class: Physical
Range: Melee, 1 Target, Five Strike
Contest Type: Cool
Contest Effect: Reliable

Move: Fury Swipes
Type: Normal
Frequency: At-Will
AC: 5
Damage Base 3: 1d6+5 / 9
Class: Physical
Range: Melee, 1 Target, Five Strike
Contest Type: Tough
Contest Effect: Reliable

Move: Giga Impact
Type: Normal
Frequency: Daily x2
AC: 4
Damage Base 15: 4d10+20 / 45
Class: Physical
Range: Melee, 1 Target, Dash, Exhaust, Smite
Contest Type: Beauty
Contest Effect: Seen Nothing Yet

Move: Glare
Type: Normal
Frequency: Scene x2
AC: 2
Class: Status
Range: 4, 1 Target, Social
Effect: Glare Paralyzes the target.
Contest Type: Tough
Contest Effect: Excitement

Move: Growl
Type: Normal
Frequency: At-Will
AC: 2
Class: Status
Range: Burst 1, Friendly, Sonic, Social
Effect: Growl lowers all Legal Targets Attack 1 Combat Stage.
Contest Type: Cute
Contest Effect: Excitement

Move: Growth
Type: Normal
Frequency: EOT
AC: None
Class: Status
Range: Self
Effect: Raise the user's Attack 1 Combat Stage and raise the user's Special Attack 1 Combat Stage. If it is Sunny, double the amount of Combat Stages gained.
Contest Type: Beauty
Contest Effect: Get Ready
Special: Grants Inflatable

Move: Guillotine
Type: Normal
Frequency: Daily
AC: None
Class: Status
Range: Melee, 1 Target, Execute
Effect: Roll 1d100. This roll may not be modified in any way. If you roll X or lower, the target Faints. X is equal to 30 + The User's Level - The Target's Level.
Contest Type: Cool
Contest Effect: Big Show

Move: Harden
Type: Normal
Frequency: At-Will
AC: None
Class: Status
Range: Self
Effect: Raise the user's Defense 1 Combat Stage.
Contest Type: Tough
Contest Effect: Sabotage

Move: Headbutt
Type: Normal
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target
Effect: Headbutt Flinches the target on 15+.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Head Charge
Type: Normal
Frequency: Scene x2
AC: 2
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: Melee, 1 Target, Push, Recoil 1/3
Effect: The target is Pushed back 2 meters.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Heal Bell
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: Burst 3, Sonic, Healing
Effect: All targets are cured of any Persistent Status ailments.
Contest Type: Beauty
Contest Effect: Reflective Appeal

Move: Helping Hand
Type: Normal
Frequency: EOT
AC: None
Class: Status
Range: 4, 1 Target, Priority
Effect: Helping Hand grants the target +2 on their next Accuracy Roll this round, and +10 to the next Damage Roll this round.
Contest Type: Smart
Contest Effect: Good Show

Move: Hidden Power
Type: Normal
Frequency: EOT
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Special
Range: Burst 1
Effect: When a Pokémon first obtains the Move Hidden Power, roll 1d20. Hidden Power's Elemental Type will be changed from Normal to Bug on a result of 1; Dark on 2; Dragon on 3; Electric on 4; Fairy on 5; Fighting on 6; Fire on 7; Flying on 8; Ghost on 9; Grass on 10; Ground on 11; Ice on 12; Normal on 13; Poison on 14; Psychic on 15; Rock on 16; Steel on 17; Water on 18; and on 19 or 20, reroll until you roll another number. This effect is permanent – if Hidden Power is forgotten and relearned, the chosen Type remains the same.
Contest Type: Smart
Contest Effect: Catching Up

Move: Hold Hands
Type: Normal
Frequency: Scene x2
AC: None
Class: Status
Range: Melee, 1 Target
Effect: The target and the user each gain three Ticks of Temporary Hit Points, and a +2 Bonus to Save Checks for 1 full round.
Contest Type: Cute
Contest Effect: Get Ready

Move: Horn Attack
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target, Dash
Contest Type: Cool
Contest Effect: Steady Performance

Move: Horn Drill
Type: Normal
Frequency: Daily
AC: None
Class: Status
Range: Melee, 1 Target, Execute
Effect: Roll 1d100. This roll may not be modified in any way. If you roll X or lower, the target Faints. X is equal to 30 + The User's Level - The Target's Level.
Contest Type: Cool
Contest Effect: Big Show

Move: Howl
Type: Normal
Frequency: At-Will
AC: None
Class: Status
Range: Self
Effect: Raise the user's Attack 1 Combat Stage.
Contest Type: Cool
Contest Effect: Get Ready

Move: Hyper Beam
Type: Normal
Frequency: Daily x2
AC: 4
Damage Base 15: 4d10+20 / 45
Class: Special
Range: 10, 1 Target, Exhaust, Smite
Contest Type: Cool
Contest Effect: Seen Nothing Yet

Move: Hyper Fang
Type: Normal
Frequency: At-Will
AC: 4
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target
Effect: Hyper Fang Flinches the target on 19+.
Contest Type: Cool
Contest Effect: Desperation

Move: Hyper Voice
Type: Normal
Frequency: Scene x2
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Special
Range: Close Blast 3, Sonic, Smite
Effect: All Legal Targets are pushed back to the squares immediately outside the blast, away from the user.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Judgement
Type: Normal
Frequency: Daily
AC: 2
Damage Base 10: 3d8+10 / 24
Class: Special
Range: 6, Ranged Blast 3, Smite
Effect: Judgment's Type can be whatever Elemental Type the user wants it to be.
Contest Type: Smart
Contest Effect: Tease

Move: Laser Focus
Type: Normal
Frequency: Scene x2
AC: None
Class: Status
Range: Self
Effect: The next successful damaging attack made by the user is automatically a Critical Hit.
Contest Type: Smart
Contest Effect: Get Ready

Move: Last Resort
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 14: 4d10+15 / 40
Class: Physical
Range: Melee, 1 Target, Dash
Effect: Last Resort can only be used after the user has performed 5 other different Moves in its Move List during a single fight, without being switched out.
Contest Type: Cute
Contest Effect: Safe Option

Move: Leer
Type: Normal
Frequency: At-Will
AC: 2
Class: Status
Range: Cone 2, Friendly, Social
Effect: All legal targets have their Defense lowered by 1 Combat Stage.
Contest Type: Cool
Contest Effect: Excitement

Move: Lock-On
Type: Normal
Frequency: At-Will
AC: None
Class: Status
Range: 10, 1 Target
Effect: The target is Locked-On. The next Move that the user uses against the Target that requires an Accuracy Check cannot miss. Lock-On's effect, on both the User and Target, is passed on by Baton Pass.
Contest Type: Smart
Contest Effect: Good Show

Move: Lovely Kiss
Type: Normal
Frequency: Scene x2
AC: 6
Class: Status
Range: 6, 1 Target, Social
Effect: The target falls Asleep.
Contest Type: Beauty
Contest Effect: Excitement

Move: Lucky Chant
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: Blessing
Effect: Blessing – Any user affected by Lucky Chant may activate it when receiving a Critical Hit to cause the attack to instead deal damage as if it was not a Critical Hit. Lucky Chant may be activated 3 times, and then disappears.
Contest Type: Cute
Contest Effect: Sabotage

Move: Me First
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: Self, Trigger, Interrupt
Effect: If an opponent declares a Damaging Attack against the user, and Me First's user has a higher Speed stat than the target, the user may use Me First as an Interrupt. The User will then use the same Move the triggering foe was about to use on that foe.
Contest Type: Cute
Contest Effect: Saving Grace

Move: Mean Look
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: 6, 1 Target, Social
Effect: The user casts a foul spell on the target, causing it to become Trapped and Slowed for the remainder of the encounter.
Contest Type: Beauty
Contest Effect: Unsettling

Move: Mega Kick
Type: Normal
Frequency: Scene x2
AC: 6
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: Melee, 1 Target, Dash, Push, Smite
Effect: The target is Pushed 2 meters.
Contest Type: Cool
Contest Effect: Desperation

Move: Mega Punch
Type: Normal
Frequency: At-Will
AC: 4
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target
Contest Type: Tough
Contest Effect: Desperation

Move: Metronome
Type: Normal
Frequency: Scene x2
AC: None
Class: Status
Range: Self
Effect: Metronome randomly uses any other Move except for After You, Anchor Shot, Assist, Bestow, Copycat, Covet, Destiny Bond, Focus Punch, Follow Me, Helping Hand, Instruct, Metronome, Mimic, Mirror Move, Quash, Rage Powder, Sketch, Sleep Talk, Snore, Switcheroo, Thief, Transform, Trick, or any move with the Trigger Keyword. You may take your turn's Shift Action if you want (and it is available) after determining what Move Metronome uses, but before using it.
Contest Type: Cute
Contest Effect: Tease

Move: Milk Drink
Type: Normal
Frequency: Daily x2
AC: None
Class: Status
Range: Melee, 1 Target or Self; Healing
Effect: The target regains Hit Points equal to half of its full Hit Point value.
Contest Type: Cute
Contest Effect: Reflective Appeal

Move: Mimic

Type: Normal

Frequency: Scene

AC: None

Class: Status

Range: 6, 1 Target

Effect: Choose a Move that the target has used during the encounter. For the remainder of the encounter, that Move replaces Mimic on the user's Move List. Mimic cannot miss.

Contest Type: Cute

Contest Effect: Attention Grabber

Move: Mind Reader

Type: Normal

Frequency: Scene

AC: None

Class: Status

Range: 6, 1 Target

Effect: The target becomes Read to the user until the end of the user's next turn. The user may end this effect when making an Attack on the user, causing that attack to automatically hit; OR when the Read target uses an Attack against the user, causing that attack to automatically miss. If the user has the Telepathy Capability, the user automatically succeeds on a mindreading attempt against the target, and may listen to the target's surface thoughts as long as they remain Read. Mind Reader automatically misses against targets with Mindlock.

Contest Type: Smart

Contest Effect: Good Show

Move: Minimize

Type: Normal

Frequency: Scene

AC: None

Class: Status

Range: Self

Effect: The user gains +4 Evasion, and user's size is lowered to Small for the remainder of the encounter.

Contest Type: Cute

Contest Effect: Sabotage

Special: Grants Shrinkable

Move: Morning Sun

Type: Normal

Frequency: Daily x2

AC: None

Class: Status

Range: Self, Healing

Effect: The user regains Hit Points equal to half of its full Hit Point value. If it is Sunny, the user gains 2/3 of its full Hit Point value. If it is Rainy, Sand Storming or Hailing the user gains 1/4 of their full Hit Point value.

Contest Type: Beauty

Contest Effect: Reflective Appeal

Move: Multi-Attack

Type: Normal

Frequency: EOT

AC: 2

Damage Base 9: 2d10+10 / 21

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: Natural Gift

Type: Normal

Frequency: Scene

AC: 2

Damage Base: See Effect

Class: Physical

Range: 6, 1 Target, Berry

Effect: Refer to the Move Keywords Berry list. Natural Gift deals damage according to the Berry list and Natural Gift's Type is also defined there. The Berry's Digestion Buff is nullified and is not used.

Contest Type: Cool

Contest Effect: Desperation

Move: Nature Power

Type: Normal

Frequency: EOT

AC: See Effect

Damage Base: See Effect

Class: Status

Range: See Effect, Environ

Effect: Nature Power uses a Move defined by the Environ keyword.

Contest Type: Beauty

Contest Effect: Tease

Move: Noble Roar

Type: Normal

Frequency: EOT

AC: 2

Class: Status

Range: Burst 1, Sonic, Friendly, Social

Effect: Noble Roar lowers all targets' Attack and Special Attack by 1 Combat Stage.

Contest Type: Cool

Contest Effect: Excitement

Move: Odor Sleuth

Type: Normal

Frequency: Scene x2

AC: None

Class: Status

Range: Self, Swift Action

Effect: Odor Sleuth may be activated as a Swift Action on the user's turn. For the rest of the turn, the user's Normal-Type and Fighting-Type Moves can hit and affect Ghost-Type targets, and the user can see through the Illusion Ability, Moves with the Illusion keyword, and effects created by the Illusionist Capability, ignoring all effects from those.

Contest Type: Smart

Contest Effect: Good Show

Special: Grants Tracker

Move: Pain Split

Type: Normal

Frequency: Daily x2

AC: None

Class: Status

Range: 4, 1 Target

Effect: The user and the target both lose $\frac{1}{2}$ of their current Hit Points. Add the amount of Hit Points the user and the target lost together, and divide the value by 2. Both the target and the user gain Hit Points equal to this value. Do not add Injuries from Pain Split from Hit Point Markers until the full effect of the Move has been resolved. Pain Split never causes Massive Damage. Hit Point loss from Pain Split cannot be prevented in any way.

Contest Type: Smart

Contest Effect: Unsettling

Move: Pay Day

Type: Normal

Frequency: Daily

AC: 2

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

Class: Physical

Range: Cone 2

Effect: Pay Day scatters metal coins equal in value to $1d8$ times the user's level. If it is a trainer battle, the winner of the battle gets to pick up the coins.

Contest Type: Smart

Contest Effect: Catching Up

Move: Perish Song

Type: Normal

Frequency: Daily

AC: None

Class: Status

Range: Burst 15, Sonic

Effect: Perish Song cannot miss. All targets, including the user, 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 Song never causes Massive Damage.

Contest Type: Beauty

Contest Effect: Unsettling

Move: Play Nice

Type: Normal

Frequency: At-Will

AC: 2

Class: Status

Range: 6, 1 Target, Social

Effect: Play Nice lowers the target's Attack by 1 Combat Stage.

Contest Type: Cute

Contest Effect: Excitement

Move: Pound

Type: Normal

Frequency: At-Will

AC: 2

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

Class: Physical

Range: Melee, 1 Target

Contest Type: Tough

Contest Effect: Steady Performance

Move: Present

Type: Normal

Frequency: EOT

AC: 3

Damage Base: See Effect

Class: Physical

Range: 4, 1 Target

Effect: Roll $1d6$; Present has a Damage Base equal to twice the result. On a result of 1, instead of taking damage, the target gains 20 Hit Points.

Contest Type: Cute

Contest Effect: Inversed Appeal

Move: Protect
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: Self, Interrupt, Shield, Trigger
Effect: If the user is hit by a Move, the user may use Protect. 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.
Contest Type: Cute
Contest Effect: Inversed Appeal

Move: Psych Up
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: 6, 1 Target
Effect: The user's Combat Stages are changed to match the target's Combat Stages. Psych Up cannot miss.
Contest Type: Smart
Contest Effect: Get Ready

Move: Quick Attack
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: Melee, 1 Target, Priority
Contest Type: Cool
Contest Effect: Saving Grace

Move: Rage
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 2: 1d6+3 / 7
Class: Physical
Range: Melee, 1 Target, Spirit Surge
Effect: The user becomes Enraged. Until the end of the user's next turn, if the user is Enraged, the user gains +1 Attack Combat Stage whenever they are damaged by an Damaging Move or Attack.
Contest Type: Cool
Contest Effect: Get Ready

Move: Rapid Spin
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 2: 1d6+3 / 7
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.
Contest Type: Cool
Contest Effect: Exhausting Act

Move: Razor Wind
Type: Normal
Frequency: EOT
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Special
Range: 10, 3 Targets, Set-Up
Set-Up Effect: The user may not shift this round. The user whips up a whirlwind around themselves, granting +2 Evasion until the end of their next turn, and destroying any Smokescreen or Hazards on any squares they are standing on and in all squares adjacent to them.
Resolution Effect: The user attacks with Razor Wind. Razor Wind is a Critical Hit on 18+.
Contest Type: Cool
Contest Effect: Special Attention

Move: Recover
Type: Normal
Frequency: Daily x2
AC: None
Class: Status
Range: Self, Healing
Effect: The user regains Hit Points equal to half of its full Hit Point value.
Contest Type: Smart
Contest Effect: Reflective Appeal

Move: Recycle
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: Self
Effect: The effect of a consumable item used earlier in the encounter is used again as if it had not been destroyed. The item is still gone.
Contest Type: Smart
Contest Effect: Attention Grabber

Move: Reflect Type
Type: Normal
Frequency: Scene
AC: 2
Class: Status
Range: Melee, 1 Target
Effect: Reflect Type changes one of the user's Types into one Type of your choice that the target has for the rest of the scene.
Contest Type: Beauty
Contest Effect: Attention Grabber

Move: Refresh
Type: Normal
Frequency: Scene x2
AC: None
Class: Status
Range: Self
Effect: The user is cured of all Poison, Burns, and Paralysis.
Contest Type: Cute
Contest Effect: Reflective Appeal

Move: Relic Song
Type: Normal
Frequency: Scene
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Special
Range: Burst 3, Friendly, Sonic
Effect: All Legal Targets fall Asleep on 16+. As long as Meloetta knows Relic Song, it may change between Aria Form and Step Form as a Swift Action when using Relic Song, or as a Standard Action otherwise. Both Aria and Step Form must be started with the same HP Stat.
Contest Type: Beauty
Contest Effect: Excitement

Move: Retaliate
Type: Normal
Frequency: Scene x2
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target
Effect: Retaliate's Damage Base is doubled to DB 14 (4d10+15 / 40) if an ally has been Fainted by a Damaging Move used by the Target in the last 2 rounds of Combat.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Return
Type: Normal
Frequency: EOT
AC: 2
Damage Base: See Effect
Class: Physical
Range: Melee, 1 Target
Effect: Return's Damage Base is equal to 4 plus two times the number of allies that have hit the target since the end of this Pokémon's last turn (to a maximum of DB 12).
Contest Type: Cute
Contest Effect: Exhausting Act

Move: Revelation Dance
Type: Normal
Frequency: EOT
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Special
Range: 6, 1 Target, Dance
Effect: Revelation Dance is the same Type as the user's primary Type (the first one listed in the Pokédex). Revelation Dance deals +5 Bonus Damage for every other Dance Move used by the user this round, to a maximum of +15.
Contest Type: Beauty
Contest Effect: Reliable

Move: Roar
Type: Normal
Frequency: Scene
AC: 2
Class: Status
Range: Burst 1, Sonic, Social
Effect: When declaring Roar, the user does nothing and may not Shift. At the end of the round, the user Shifts and uses Roar. Targets hit by Roar immediately Shift away from the target using their highest usable movement capability, and towards their Trainer if possible. If the target is an owned Pokémon and ends this shift within 6 meters of their Poké Ball, they are immediately recalled to their Poké Ball. If that Trainer sends out a replacement, they do not lose their Pokémon turn.
Contest Type: Cool
Contest Effect: Excitement

Move: Rock Climb
Type: Normal
Frequency: At-Will
AC: 5
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target, Dash
Effect: Rock Climb Confuses the target on 17+.
Contest Type: Cool
Contest Effect: Desperation

Move: Round
Type: Normal
Frequency: EOT
AC: 2
Damage Base X: See Effect
Class: Special
Range: Burst 1, Sonic
Effect: Round's Damage Base is equal to 6, plus +2 more for each previous use of Round by any Trainer or Pokémon this round, up to a maximum of DB12.
Contest Type: Tough
Contest Effect: Reliable

Move: Safeguard
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: Blessing
Effect: Blessing – Any user affected by Safeguard may activate it when receiving a Status Affliction to ignore the effects of that Status Affliction on their next turn. Safeguard may be activated 3 times, and then disappears.
Contest Type: Beauty
Contest Effect: Sabotage

Move: Scary Face
Type: Normal
Frequency: EOT
AC: 2
Class: Status
Range: 4, 1 Target, Social
Effect: The target's Speed is lowered 2 Combat Stages.
Contest Type: Tough
Contest Effect: Desperation

Move: Scratch
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: Melee, Pass
Contest Type: Tough
Contest Effect: Steady Performance

Move: Screech
Type: Normal
Frequency: EOT
AC: 4
Class: Status
Range: Burst 2, Friendly, Sonic
Effect: All Legal Targets have their Defense lowered 2 Combat Stages.
Contest Type: Smart
Contest Effect: Unsettling

Move: Secret Power
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Special
Range: 4, 1 Target, Environ
Effect: Secret Power's effect depends on Environ. Secret Power's effect activates on 17+.
Contest Type: Smart
Contest Effect: Tease

Move: Self-Destruct
Type: Normal
Frequency: Daily
AC: 2
Damage Base 20: 6d12+35 / 75
Class: Physical
Range: Burst 3, Smite
Effect: The user's Hit Points are set to -50% of their full Hit Point value. This Hit Point loss may not be prevented or reduced in any way. The user's loyalty toward its trainer may be lowered.
Contest Type: Beauty
Contest Effect: Big Show

Move: Sharpen
Type: Normal
Frequency: At-Will
AC: None
Class: Status
Range: Self
Effect: Raise the user's Attack 1 Combat Stage.
Contest Type: Cute
Contest Effect: Get Ready

Move: Shell Smash

Type: Normal

Frequency: Scene

AC: None

Class: Status

Range: Self

Effect: Raise the user's Attack 2 Combat Stages, raise the user's Special Attack 2 Combat Stages and raise the user's Speed 2 Combat Stages. Lower the user's Defense 1 Combat Stage and lower the user's Special Defense 1 Combat Stage.

Contest Type: Tough

Contest Effect: Get Ready

Move: Simple Beam

Type: Normal

Frequency: Scene

AC: 2

Class: Status

Range: 6, 1 Target

Effect: You choose one of the target's Abilities. Simple Beam changes that Ability to Simple for the remainder of the encounter.

Contest Type: Beauty

Contest Effect: Steady Performance

Move: Sing

Type: Normal

Frequency: Scene

AC: 10

Class: Status

Range: Burst 2, Friendly, Sonic

Effect: All legal Targets fall Asleep. On a miss, Sing instead causes targets to become Slowed and suffer a -2 penalty to their Evasion until the end of the user's next turn.

Contest Type: Cute

Contest Effect: Excitement

Move: Sketch

Type: Normal

Frequency: Daily

AC: None

Class: Status

Range: 15, 1 Target

Effect: Sketch cannot miss. Once Sketch has been used, remove Sketch from the user's Move list. The last Move that the target used is added to the user's Move list permanently. Sketch may not be Interrupted or Intercepted. Once used, Sketch is replaced for the user with the added move for the purposes of things such as relearning.

Contest Type: Smart

Contest Effect: Catching Up

Move: Skull Bash

Type: Normal

Frequency: Scene x2

AC: 2

Damage Base 13: 4d10+10 / 35

Class: Physical

Range: Melee, 1 Target, Dash, Push, Set-Up

Set-Up Effect: The user gains +1 Defense CS.

Resolution Effect: The user may attack with Skull Bash. The target is pushed 3 meters.

Contest Type: Tough

Contest Effect: Special Attention

Move: Slack Off

Type: Normal

Frequency: Daily x2

AC: None

Class: Status

Range: Self, Healing

Effect: The user regains Hit Points equal to half of its full Hit Points.

Contest Type: Cute

Contest Effect: Reflective Appeal

Move: Slam

Type: Normal

Frequency: At-Will

AC: 6

Damage Base 8: 2d8+10 / 19

Class: Physical

Range: Melee, 1 Target, Dash

Effect: Slam may be used as a Free Action at the end of a Sprint Maneuver taken as a Standard Action, as long as the user Shifted at least 3 meters in a straight line towards the target. When used this way, Slam gains the Smite keyword.

Contest Type: Tough

Contest Effect: Steady Performance

Move: Slash

Type: Normal

Frequency: EOT

AC: 2

Damage Base 7: 2d6+10 / 17

Class: Physical

Range: Melee, Pass

Effect: Slash is a Critical Hit on 18+.

Contest Type: Cool

Contest Effect: Steady Performance

Move: Sleep Talk

Type: Normal

Frequency: Scene

AC: None

Class: Status

Range: Self

Effect: Select another of the user's Moves at random; this turn, the user may Shift and use that Move despite being Asleep. Sleep Talk can be only be used by Sleeping targets.

Contest Type: Cute

Contest Effect: Steady Performance

Move: Smelling Salts

Type: Normal

Frequency: Scene x2

AC: 2

Damage Base 7: 2d6+10 / 17

Class: Physical

Range: Melee, 1 Target

Effect: If the target is Paralyzed, Smelling Salt's Damage Base is doubled to 14 (4d10+15 / 40), and cures the target of Paralysis.

Contest Type: Smart

Contest Effect: Unsettling

Move: Smokescreen

Type: Normal

Frequency: EOT

AC: None

Class: Status

Range: 5, Ranged Blast 3

Effect: Smokescreen creates a blast of Smoke that covers the target area; the Smoke persists until the end of the encounter, or until Defog or Whirlwind are used. All targets attacking from or into the Smoke receive a -3 penalty to Accuracy.

Contest Type: Smart

Contest Effect: Unsettling

Move: Snore

Type: Normal

Frequency: EOT

AC: 2

Damage Base 5: 1d8+8 / 13

Class: Special

Range: Burst 1, Sonic

Effect: Snore Flinches all legal targets on 15+. Snore may only be used by Sleeping users.

Contest Type: Cute

Contest Effect: Steady Performance

Move: Soft-Boiled

Type: Normal

Frequency: Daily x2

AC: None

Class: Status

Range: Melee, 1 Target or Self; Healing

Effect: The target regains Hit Points equal to half of its full Hit Points.

Contest Type: Beauty

Contest Effect: Reflective Appeal

Move: Sonic Boom

Type: Normal

Frequency: EOT

AC: 6

Damage Base: Special

Class: Special

Range: 8, 1 Target

Effect: Sonic Boom causes the target to lose 15 Hit Points. Sonic Boom is Special and interacts with other moves and effects as such (Special Evasion may be applied to avoid it, Mirror Coat can reflect it, etc.)

Contest Type: Cool

Contest Effect: Steady Performance

Move: Spike Cannon

Type: Normal

Frequency: EOT

AC: 4

Damage Base 3: 1d6+5 / 9

Class: Physical

Range: 6, 1 Target, Five Strike

Contest Type: Cool

Contest Effect: Reliable

Move: Spit Up

Type: Normal

Frequency: Scene

AC: 2

Damage Base X: See Effect

Class: Special

Range: 4, 1 Target

Effect: For each Stockpiled Count the user has, Spit Up's Damage Base is increased by +8. If the user has no Stockpiled count, Spit Up cannot be used.

Contest Type: Tough

Contest Effect: Desperation

Move: Splash
Type: Normal
Frequency: At-Will
AC: None
Class: Status
Range: Self, Shift Action
Effect: The user may make a single Jump, adding +1 to their Long Jump and High Jump values, and gains +2 Evasion until the end of their next turn.
Contest Type: Cute
Contest Effect: Inversed Appeal
Special: Grants Long Jump +1

Move: Spotlight
Type: Normal
Frequency: Daily
AC: None
Class: Status
Range: 6, 1 Target, Priority
Effect: Until the end of the user's next turn, the target is Blinded and Vulnerable.
Contest Type: Smart
Contest Effect: Attention Grabber
Special: Grants Glow

Move: Stockpile
Type: Normal
Frequency: EOT
AC: None
Class: Status
Range: Self
Effect: The user adds 1 to their Stockpiled count to a maximum of 3. For each number a Stockpiled count is above 0, raise the user's Defense 1 Combat Stage and raise the user's Special Defense 1 Combat Stage. If a Stockpiled count is set to 0, the Combat Stages gained from the Stockpiled count are removed. Combat Stages from Stockpile may not be transferred by any means.
Contest Type: Tough
Contest Effect: Get Ready
Special: Grants Inflatable

Move: Stomp
Type: Normal
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target
Effect: Stomp Flinches the target on 15+. If the target is at least one size category smaller than the user, Stomp deals an additional 10 damage.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Strength
Type: Normal
Frequency: EOT
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target, Push
Effect: You may immediately initiate a Push Maneuver as a Free Action. The Maneuver automatically hits, but you must still make the Opposed Roll.
Contest Type: Tough
Contest Effect: Steady Performance
Special: Grants +1 Power

Move: Substitute
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: Self, Illusion, Coat
Effect: The user loses 1/4 of their maximum Hit Points. This Hit Point loss cannot be prevented in any way. The user creates an Illusory Substitute Coat, which has Hit Points equal to 1/4th of the user's full Hit Points +1. If the user would be hit by a Move or attack, instead the Substitute gets hit. Apply weakness, resistance and stats to the Substitute. The Substitute is immune to Status Afflictions and Status Moves. Moves with the Social or Sonic keywords completely ignore and bypass the Substitute. Once the Substitute has been destroyed, the user may be hit as normal. Substitute cannot be used if the user has less than 1/4 of their full Hit Points.
Contest Type: Smart
Contest Effect: Catching Up

Move: Super Fang
Type: Normal
Frequency: Scene
AC: 4
Class: Physical
Range: Melee, 1 Target
Effect: The target loses 1/2 of their current Hit Points.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Supersonic
Type: Normal
Frequency: Scene x2
AC: 6
Class: Status
Range: 4, 1 Target, Sonic
Effect: The target becomes Confused. On miss, the target suffers a -2 penalty to Accuracy Rolls for one full round.
Contest Type: Smart
Contest Effect: Excitement

Move: Swagger
Type: Normal
Frequency: EOT
AC: 5
Class: Status
Range: 6, 1 Target, Social
Effect: The target's Attack is raised 2 Combat Stages. Swagger Confuses the target.
Contest Type: Cute
Contest Effect: Excitement

Move: Swallow
Type: Normal
Frequency: Daily x2
AC: None
Class: Status
Range: Self, Healing
Effect: If the user's Stockpiled count is 1, they are healed 25% of their full Hit Point value; if their Stockpiled count is 2, they are healed half of their full Hit Point value; if their Stockpiled count is 3, they are healed back to full Hit Points. After using Swallow, the user's Stockpiled count is set to 0. If the user has no Stockpiled count, Swallow does nothing.
Contest Type: Tough
Contest Effect: Reflective Appeal

Move: Sweet Scent
Type: Normal
Frequency: Scene
AC: 2
Class: Status
Range: Burst 2, Friendly
Effect: Targets hit by Sweet Scent gain a -2 Penalty to Evasion. (Total Evasion may not be lowered to a negative value.)
Contest Type: Cute
Contest Effect: Excitement
Special: Grants Alluring

Move: Swift
Type: Normal
Frequency: EOT
AC: None
Damage Base 6: 2d6+8 / 15
Class: Special
Range: 8, Ranged Blast 2, Friendly
Effect: Swift cannot Miss.
Contest Type: Cool
Contest Effect: Exhausting Act

Move: Swords Dance
Type: Normal
Frequency: EOT
AC: None
Class: Status
Range: Self, Dance
Effect: The user's Attack is raised 2 Combat Stages.
Contest Type: Beauty
Contest Effect: Get Ready

Move: Tackle
Type: Normal
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: Melee, 1 Target, Dash, Push
Effect: The target is pushed 2 Meters.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Tail Slap
Type: Normal
Frequency: EOT
AC: 4
Damage Base 3: 1d6+5 / 9
Class: Physical
Range: Melee, 1 Target, Five Strike
Contest Type: Cute
Contest Effect: Reliable

Move: Tail Whip
Type: Normal
Frequency: At-Will
AC: 2
Class: Status
Range: Burst 1, Friendly
Effect: All legal targets have their Defense lowered by 1 Combat Stage.
Contest Type: Cute
Contest Effect: Excitement

Move: Take Down
Type: Normal
Frequency: EOT
AC: 5
Damage Base 9: 2d10+10 / 21
Class: Physical
Range: Melee, 1 Target, Dash, Recoil 1/3
Effect: You may perform a Trip Maneuver against the target as a Free Action.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Tearful Look
Type: Normal
Frequency: EOT
AC: 2
Class: Status
Range: Burst 1, Social, Friendly
Effect: Tearful Look lowers all Legal Targets' Attack and Special Attack 1 Combat Stage.
Contest Type: Cute
Contest Effect: Sabotage

Move: Techno Blast
Type: Normal
Frequency: Scene
AC: 2
Damage Base 12: 3d12+10 / 30
Class: Special
Range: 6, Ranged Blast 2
Effect: Techno Blast's Type can be any Type while holding the appropriate Drive item or Plate item.
Contest Type: Smart
Contest Effect: Seen Nothing Yet

Move: Teeter Dance
Type: Normal
Frequency: Scene
AC: 2
Class: Status
Range: Burst 1, Dance
Effect: Teeter Dance Confuses all Legal Targets.
Contest Type: Cute
Contest Effect: Tease

Move: Thrash
Type: Normal
Frequency: Scene x2
AC: 3
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: Melee, all adjacent foes, Smite, Reckless
Effect: After damage is dealt, the user becomes Enraged and Confused.
Contest Type: Tough
Contest Effect: Reliable

Move: Tickle
Type: Normal
Frequency: EOT
AC: 2
Class: Status
Range: Melee, 1 Target
Effect: Lower the target's Attack 1 Combat Stage and lower the target's Defense 1 Combat Stage.
Contest Type: Cute
Contest Effect: Excitement

Move: Transform
Type: Normal
Frequency: At-Will
AC: None
Class: Status
Range: 10, 1 Target
Effect: The user targets a Pokémon within 10 meters, and assumes the form of the target. It replaces its Moves with the target's, gains the target's Abilities, and copies the target's weight, height, size, Type and Capabilities. Transform lasts until the user is switched out, KO'd or until the end of the encounter. The user may choose to end the Transformation on its turn as a Free action, regaining its previous Move List. The user's Stats do not change from using Transform. Transform cannot miss. Transform fails if it ever targets more than one creature. Transform fails if the user would become too large for its current surroundings to accommodate.
Contest Type: Smart
Contest Effect: Catching Up

Move: Tri Attack

Type: Normal

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Special

Range: 6, 1 Target

Effect: Tri Attack gives the target a Status ailment on 17+ during Accuracy Check. If this is triggered, roll 1d3; on 1 the target is Paralyzed; on 2 the target is Burned; on 3 the target is Frozen.

Contest Type: Beauty

Contest Effect: Steady Performance

Move: Trump Card

Type: Normal

Frequency: EOT

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Special

Range: 6, 1 Target

Effect: Whenever Trump Card is used, the user gains a Trump Count after the attack is resolved. Trump Card's Damage Base is increased by +2 for each Trump Count.

Contest Type: Cool

Contest Effect: Exhausting Act

Move: Uproar

Type: Normal

Frequency: Scene x2

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Special

Range: Burst 1, Spirit Surge, Sonic

Effect: All Pokémon and Trainers within 5 meters of the user are cured of sleep.

Contest Type: Cute

Contest Effect: Unsettling

Move: Vice Grip

Type: Normal

Frequency: At-Will

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: Melee, 1 Target

Contest Type: Tough

Contest Effect: Steady Performance

Move: Weather Ball

Type: Normal

Frequency: EOT

AC: 2

Damage Base 5: 1d8+8 / 13

Class: Special

Range: 8, 1 Target

Effect: If it is Sunny, Weather Ball is Fire-Type. If it is Rainy, Weather Ball is Water-Type. If it is Hailing, Weather Ball is Ice-Type. If it is Sandstorming, Weather Ball is Rock-Type. When a weather effect is on the field, Weather Ball has a Damage Base of 10 (3d8+10 / 24). If there are multiple Weather Effects on the field, choose one type for Weather Ball to be that corresponds with an existing Weather Effect.

Contest Type: Smart

Contest Effect: Incentives

Move: Whirlwind

Type: Normal

Frequency: Scene x2

AC: 2

Class: Status

Range: Line 6

Effect: All targets are pushed X meters, where X is 8 minus their weight class. If the Line targets into a Smokescreen, the smoke is dispersed. All hazards in the Whirlwind are destroyed.

Contest Type: Smart

Contest Effect: Big Show

Move: Wish

Type: Normal

Frequency: Daily x2

AC: None

Class: Status

Range: 15, 1 Target, Healing

Effect: At the end of the user's next turn, the target regains Hit Points equal to half of its full Hit Point value. If the user targets themselves and are replaced in battle, the replacement is healed.

Contest Type: Cute

Contest Effect: Reflective Appeal

Move: Work Up

Type: Normal

Frequency: EOT

AC: None

Class: Status

Range: Self

Effect: Raise the user's Attack 1 Combat Stage and raise the user's Special Attack 1 Combat Stage.

Contest Type: Tough

Contest Effect: Get Ready

Move: Wrap

Type: Normal

Frequency: Static

Class: Static

Effect: The user gains a +1 Bonus to Accuracy Rolls made to initiate Grapple Maneuvers, and +2 to Skill Checks made to initiate Grapple Maneuvers or gain Dominance. Whenever the user gains Dominance in a Grapple, the target of the Grapple loses a Tick of Hit Points.

Contest Type: Tough

Contest Effect: Safe Option

Move: Wring Out

Type: Normal

Frequency: Scene x2

AC: 2

Damage Base 12: 3d12+10 / 30

Class: Special

Range: Melee, 1 Target

Effect: For every 10% the target is below their full Hit Points, Wring Out's Damage Base is reduced by 1.

Contest Type: Smart

Contest Effect: Seen Nothing Yet

Move: Yawn

Type: Normal

Frequency: Scene x2

AC: None

Class: Status

Range: 2, 1 Target, Social

Effect: The target falls Asleep at the end of their next turn. Yawn cannot miss.

Contest Type: Cute

Contest Effect: Excitement

Poison Moves:

Move: Acid

Type: Poison

Frequency: At-Will

AC: 2

Damage Base 4: 1d8+6 / 11

Class: Special

Range: Cone 2

Effect: Acid lowers the target's Special Defense 1 Combat Stage on 18+.

Contest Type: Smart

Contest Effect: Steady Performance

Move: Acid Armor

Type: Poison

Frequency: Scene

AC: None

Class: Status

Range: Self, Set-Up

Set-Up Effect: The user becomes Liquefied. While Liquefied, the user is Slowed and cannot take Standard Actions except to Resolve the effect of Acid Armor, and the user's Movement is never obstructed by rough or slow terrain, and they can shift even through the smallest openings. Furthermore, while liquefied, the user is completely immune to all Physical damage, and becomes completely invisible if fully submerged in any liquid. The user does not need to resolve Acid Armor on their next turn; it persists until the end of the scene or until the user resolves it.

Resolution Effect: The user gains +1 Defense Combat Stage, and then stops being liquified.

Contest Type: Tough

Contest Effect: Get Ready

Move: Acid Spray

Type: Poison

Frequency: EOT

AC: 2

Damage Base 4: 1d8+6 / 11

Class: Special

Range: 4, 1 Target

Effect: Acid Spray lowers the target's Special Defense 2 Combat Stages.

Contest Type: Smart

Contest Effect: Unsettling

Move: Baneful Bunker

Type: Poison

Frequency: Scene

AC: None

Class: Status

Range: Self, Interrupt, Shield, Trigger

Effect: If the user is hit by an attack, the user may use Baneful Bunker. 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 is Poisoned.

Contest Type: Smart

Contest Effect: Inversed Appeal

Move: Belch

Type: Poison

Frequency: Scene x2

AC: 4

Damage Base 12: 3d12+10 / 30

Class: Special

Range: Cone 2

Effect: Belch cannot be used if the user has not traded in a Digestion Buff during this Scene.

Contest Type: Tough

Contest Effect: Desperation

Move: Clear Smog

Type: Poison

Frequency: Scene x2

AC: None

Damage Base 5: 1d8+8 / 13

Class: Special

Range: 6, 1 Target

Effect: The target's Combat Stages are reset to their default, and all Coats on the target are destroyed. Clear Smog cannot miss.

Contest Type: Smart

Contest Effect: Sabotage

Move: Coil

Type: Poison

Frequency: Scene

AC: None

Class: Status

Range: Self

Effect: Raise the user's Attack 1 Combat Stage, raise the user's Defense 1 Combat Stage, and the user gains +1 Accuracy.

Contest Type: Cute

Contest Effect: Get Ready

Move: Cross Poison
Type: Poison
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, Pass
Effect: Cross Poison is a Critical Hit on 18+, and Poisons the target on 19+.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Gastro Acid
Type: Poison
Frequency: Scene
AC: 2
Class: Status
Range: 4, 1 Target
Effect: The target's Ability is disabled until the end of the encounter. If the target has more than one Ability, you choose one of them to disable.
Contest Type: Beauty
Contest Effect: Sabotage

Move: Gunk Shot
Type: Poison
Frequency: Scene x2
AC: 5
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: 6, 1 Target, Smite
Effect: Gunk Shot Poisons the Target on 15+.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Poison Fang
Type: Poison
Frequency: EOT
AC: 2
Damage Base 5: 1d8+8 / 13
Class: Physical
Range: Melee, 1 Target
Effect: Poison Fang Badly Poisons the target on 17+.
Contest Type: Smart
Contest Effect: Incentives

Move: Poison Gas
Type: Poison
Frequency: Scene
AC: 6
Class: Status
Range: Burst 1 or Cone 2
Effect: Poison Gas Poisons all Legal Targets.
Contest Type: Smart
Contest Effect: Steady Performance

Move: Poison Jab
Type: Poison
Frequency: EOT
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target
Effect: Poison Jab Poisons the target on 15+.
Contest Type: Smart
Contest Effect: Incentives

Move: Poison Powder
Type: Poison
Frequency: EOT
AC: 6
Class: Status
Range: 4, 1 Target, Powder
Effect: The target is Poisoned.
Contest Type: Smart
Contest Effect: Excitement

Move: Poison Sting
Type: Poison
Frequency: At-Will
AC: 2
Damage Base 2: 1d6+3 / 7
Class: Physical
Range: 6, 1 Target
Effect: Poison Sting Poisons the target on 17+
Contest Type: Smart
Contest Effect: Excitement

Move: Poison Tail
Type: Poison
Frequency: At-Will
AC: 2
Damage Base 5: 1d8+8 / 13
Class: Physical
Range: Melee, 1 Target
Effect: Poison Tail is a Critical Hit on 18+, and Poisons the target on 19+.
Contest Type: Smart
Contest Effect: Incentives

Move: Purify
Type: Poison
Frequency: Scene
AC: None
Class: Status
Range: Melee, 1 Target, Healing
Effect: The target is cured of all Permanent and Volatile Statuses. For every status removed, the user recovers a Tick of Hit Points.
Contest Type: Smart
Contest Effect: Reflective Appeal

Move: Sludge
Type: Poison
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Special
Range: 6, 1 Target
Effect: Sludge Poisons the target on 15+.
Contest Type: Tough
Contest Effect: Desperation

Move: Sludge Bomb
Type: Poison
Frequency: EOT
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Special
Range: 8, 1 Target
Effect: Sludge Bomb Poisons the target on 15+.
Contest Type: Tough
Contest Effect: Desperation

Move: Sludge Wave
Type: Poison
Frequency: Scene x2
AC: 2
Damage Base 10: 3d8+10 / 24
Class: Special
Range: Burst 1 or Close Blast 2
Effect: Sludge Wave Poisons targets on 19+.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Smog
Type: Poison
Frequency: At-Will
AC: 7
Damage Base 3: 1d6+5 / 9
Class: Special
Range: Line 2
Effect: Smog Poisons the target on an Even-Numbered Roll.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Toxic
Type: Poison
Frequency: Scene x2
AC: 4
Class: Status
Range: 4, 1 Target
Effect: The target is Badly Poisoned. If the user is Poison Type, Toxic cannot miss.
Contest Type: Smart
Contest Effect: Excitement

Move: Toxic Spikes
Type: Poison
Frequency: EOT
AC: None
Class: Status
Range: 6, Hazard
Effect: Set 8 square meters of Toxic Spikes, all 8 meters must be adjacent with at least one other space of Toxic Spikes next to each other. Toxic Spikes cause Terrain to become Slow Terrain, and a grounded foe that runs into the hazard becomes Poisoned, and Slowed until the end of their next turn. If there are 2 Layers of Toxic Spikes on the same space, it Deadly Poisons the foes instead. Poison-Type Pokémon may move over Toxic Spikes harmlessly, destroying the Hazards as they do so.
Contest Type: Smart
Contest Effect: Sabotage

Move: Toxic Thread
Type: Poison
Frequency: Scene x2
AC: 2
Class: Status
Range: 6, 1 Target
Effect: The target is Poisoned and has their Speed lowered by 1 Combat Stage. If the target is already Poisoned, they instead lose a Tick of Hit Points and has their Speed lowered by 2 Combat Stages.
Contest Type: Smart
Contest Effect: Excitement
Special: Grants Threaded

Move: Venom Drench

Type: Poison

Frequency: EOT

AC: None

Class: Status

Range: Cone 2

Effect: All Poisoned targets have their Attack, Special Attack, and Speed lowered by 1 Combat Stage. Venom Drench cannot miss.

Contest Type: Smart

Contest Effect: Sabotage

Move: Venoshock

Type: Poison

Frequency: Scene x2

AC: 2

Damage Base 7: 2d6+10 / 17

Class: Special

Range: 6, 1 Target

Effect: If the target is Poisoned, Venoshock has a Damage Base of 13 (4d10+10 / 35) instead.

Contest Type: Smart

Contest Effect: Incentives

Psychic Moves:

Move: Agility

Type: Psychic

Frequency: EOT

AC: None

Class: Status

Range: Self

Effect: Raise the user's Speed 2 Combat Stages.

Contest Type: Cool

Contest Effect: Saving Grace

Move: Ally Switch

Type: Psychic

Frequency: Scene

AC: None

Class: Status

Range: 6, 1 Target, Interrupt

Effect: Ally Switch may be declared during a foe's turn as an Interrupt. The user chooses one willing ally within 6 meters; the target and the user switch places. If the ally was a target of a Move, the user is now the target; If the user was a target of a Move, the ally is now the target.

Contest Type: Cool

Contest Effect: Tease

Move: Amnesia

Type: Psychic

Frequency: EOT

AC: None

Class: Status

Range: Self

Effect: Raise the user's Special Defense 2 Combat Stages.

Contest Type: Cute

Contest Effect: Get Ready

Move: Barrier

Type: Psychic

Frequency: Scene x2

AC: None

Class: Status

Range: Hazard

Effect: The user creates a Barrier of psychic energy. The user places up to 4 segments of Barrier; each segment must be continuous with another segment, and at least one must be adjacent to the user. These barriers count as blocking terrain and last until the end of the encounter or until they are destroyed. Each Barrier segment is 2 meters tall, 1 meter wide, and 2 centimeters thick. Each segment has 20 Hit Points, 15 Damage Reduction, and takes damage as if it was Psychic Typed.

Contest Type: Cool

Contest Effect: Sabotage

Move: Calm Mind

Type: Psychic

Frequency: EOT

AC: None

Class: Status

Range: Self

Effect: Raise the user's Special Attack 1 Combat Stage and raise the user's Special Defense 1 Combat Stage.

Contest Type: Smart

Contest Effect: Get Ready

Move: Confusion

Type: Psychic

Frequency: At-Will

AC: 2

Damage Base 5: 1d8+8 / 13

Class: Special

Range: 6, 1 Target

Effect: Confusion Confuses the target on 19+.

Contest Type: Smart

Contest Effect: Steady Performance

Move: Cosmic Power

Type: Psychic

Frequency: EOT

AC: None

Class: Status

Range: Self

Effect: Raise the user's Defense 1 Combat Stage and raise the user's Special Defense 1 Combat Stage.

Contest Type: Cool

Contest Effect: Get Ready

Move: Dream Eater

Type: Psychic

Frequency: EOT

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Special

Range: Melee, 1 Target

Effect: Dream Eater can only target Sleeping Pokémon or Trainers. After the target takes damage, the user gains Hit Points equal to half of the damage they dealt to the target. Dream Eater does not wake up sleeping targets.

Contest Type: Smart

Contest Effect: Good Show

Move: Extrasensory
Type: Psychic
Frequency: EOT
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Special
Range: 5, 1 Target
Effect: Extrasensory Flinches the target on 19+.
Contest Type: Cool
Contest Effect: Exhausting Act

Move: Future Sight
Type: Psychic
Frequency: Scene x2
AC: None
Damage Base 12: 3d12+10 / 30
Class: Special
Range: 10, 1 Target
Effect: Future Sight does nothing on the turn it is used. At the end of the user's next turn, Future Sight hits, even if the user is no longer on the field. Future Sight cannot miss.
Contest Type: Smart
Contest Effect: Exhausting Act

Move: Gravity
Type: Psychic
Frequency: Daily x2
AC: None
Class: Status
Range: Field
Effect: For 5 rounds, the area is considered Warped. While Warped, Moves that involve the user being airborne may not be used. Pokémon cannot use Sky or Levitate Capabilities to end their turn at an altitude higher than 1 meter. Flying-Types and Pokémon with the Ability Levitate are no longer immune to Ground-Type Moves. All Accuracy Rolls receive a +2 Bonus.
Contest Type: Beauty
Contest Effect: Sabotage

Move: Guard Split
Type: Psychic
Frequency: Scene
AC: None
Class: Status
Range: Melee, 1 Target
Effect: The target loses 5 Defense and 5 Special Defense. If they do, the user gains 5 Damage Reduction. These effects last until the end of the scene.
Contest Type: Cute
Contest Effect: Inversed Appeal

Move: Guard Swap
Type: Psychic
Frequency: Scene
AC: None
Class: Status
Range: Melee, 1 Target
Effect: The user and the target trade Combat Stage values for the Defense Stat, and then for the Special Defense Stat.
Contest Type: Cute
Contest Effect: Inversed Appeal

Move: Heal Block
Type: Psychic
Frequency: EOT
AC: 2
Class: Status
Range: 6, 1 Target
Effect: 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.
Contest Type: Cute
Contest Effect: Sabotage

Move: Heal Pulse
Type: Psychic
Frequency: Daily x2
AC: None
Class: Status
Range: 6, 1 Target, Aura, Healing
Effect: Restores 50% of the target's max Hit Points. Heal Pulse's user may not target itself with Heal Pulse.
Contest Type: Beauty
Contest Effect: Reflective Appeal

Move: Healing Wish
Type: Psychic
Frequency: Daily
AC: None
Class: Status
Range: 6, 1 Target, Healing
Effect: The user immediately Faints, lowering its HP to 0. The user takes no Injuries from HP Markers when using Healing Wish. The target is immediately cured of up to 3 injuries, healed to their Maximum Hit Points, and has the Frequency of all Moves restored. Healing Wish may target a Pokémon in a Poké Ball. Healing Wish does not restore the Frequency of Healing Wish or Lunar Dance. Injuries healed through Healing Wish count toward the total number of Injuries that can be healed each day, and this healing is limited by the same.
Contest Type: Cute
Contest Effect: Safe Option

Move: Heart Stamp
Type: Psychic
Frequency: EOT
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: Melee, 1 Target
Effect: Heart Stamp Flinches the target on 15+.
Contest Type: Cute
Contest Effect: Steady Performance

Move: Heart Swap
Type: Psychic
Frequency: Daily
AC: None
Class: Status
Range: 10, 2 Targets
Effect: The targets trade Combat Stage values for each Stat.
Contest Type: Cool
Contest Effect: Inversed Appeal

Move: Hyperspace Hole
Type: Psychic
Frequency: Daily
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Special
Range: Melee, 3 Targets
Effect: Make and resolve of Hyperspace Hole's attacks separately. In between each attack, the user may Shift using their Teleporter capability, ending the Shift next to a legal target. Interrupts may not be triggered against Hyperspace Hole.
Contest Type: Smart
Contest Effect: Gamble

Move: Hypnosis
Type: Psychic
Frequency: Scene x2
AC: 6
Class: Status
Range: 4, 1 Target
Effect: The target falls Asleep.
Contest Type: Smart
Contest Effect: Excitement

Move: Imprison
Type: Psychic
Frequency: Scene x2
AC: None
Class: Status
Range: 10, 1 Target
Effect: The target is Locked for the rest of the Scene. A Locked target may not use any Moves the user knows. Imprison cannot miss.
Contest Type: Smart
Contest Effect: Good Show

Move: Instruct
Type: Psychic
Frequency: Scene x2
AC: None
Class: Status
Range: Melee, 1 Target
Effect: The target immediately reuses the attack it performed last, ignoring frequency, as a Free Action. They may choose new targets for the copied attack. Instruct may not be used if the Target's last Move was a Set-Up Move, a Trigger Move, or Instruct, or if the Target is currently affected by Exhaust.
Contest Type: Smart
Contest Effect: Catching Up

Move: Kinesis
Type: Psychic
Frequency: Scene
AC: None
Class: Status
Range: 6, 1 Target, Trigger, Interrupt
Effect: If the user or an Ally within 6 meters is about to be hit by an attack, the user may use Kinesis as an interrupt. The triggering Accuracy Roll receives a -4 penalty. This may cause Moves to miss.
Contest Type: Smart
Contest Effect: Get Ready

Move: Light Screen
Type: Psychic
Frequency: Scene
AC: None
Class: Status
Range: Blessing
Effect: Blessing – Any user affected by Light Screen may activate it when receiving Special Damage to resist the Damage one step. Light Screen may be activated 2 times, and then disappears.
Contest Type: Beauty
Contest Effect: Sabotage

Move: Lunar Dance

Type: Psychic

Frequency: Daily

AC: None

Class: Status

Range: 8, 1 Target, Healing, Dance

Effect: The user immediately Faints, lowering its Hit Points to 0. The user takes no Injuries from Hit Point Markers when using Lunar Dance. The target is immediately cured of up to 3 injuries, healed to their Maximum Hit Points, and has the Frequency of all Moves restored. Lunar Dance may target a Pokémon in a Poké Ball. Lunar Dance does not restore the Frequency of Healing Wish or Lunar Dance. Injuries healed through Lunar Dance count toward the total number of Injuries that can be healed each day, and this healing is limited by the same.

Contest Type: Beauty

Contest Effect: Safe Option

Move: Luster Purge

Type: Psychic

Frequency: Scene x2

AC: 2

Damage Base 7: 2d6+10 / 17

Class: Special

Range: 12, 1 Target

Effect: Mist Ball lowers the target's Special Defense by 1 Combat Stage on an Even-Numbered Roll.

Contest Type: Smart

Contest Effect: Seen Nothing Yet

Move: Magic Coat

Type: Psychic

Frequency: Daily

AC: None

Class: Status

Range: 4, Interrupt, Reaction

Effect: If the user is about to get a hit by a Move that does not have a Damage Dice Roll, they may use Magic Coat as an Interrupt. The Interrupted Move's user is treated as if they were the target of their own Move, with the user of Magic Coat as the user.

Contest Type: Beauty

Contest Effect: Double Time

Move: Magic Room

Type: Psychic

Frequency: Daily x2

AC: None

Class: Status

Range: Field

Effect: The area becomes Useless for 5 rounds. While Useless, Pokémon may not benefit from the effects of any Held Items, and Trainers cannot benefit from any Accessory-Slot equipment. This does not affect consumable or activated items, only Items with Static effects or Triggers.

Contest Type: Cute

Contest Effect: Tease

Move: Meditate

Type: Psychic

Frequency: At-Will

AC: None

Class: Status

Range: Self

Effect: Raise the user's Attack 1 Combat Stage.

Contest Type: Beauty

Contest Effect: Get Ready

Move: Miracle Eye

Type: Psychic

Frequency: Scene x2

AC: None

Class: Status

Range: Self, Swift Action

Effect: Miracle Eye may be activated as a Swift Action on the user's turn. For the rest of the turn, the user's Psychic-Type Moves can hit and affect Dark-Type targets, and the user can see through the Illusion Ability, Moves with the Illusion keyword, and effects created by the Illusionist Capability, ignoring all effects from those.

Contest Type: Cute

Contest Effect: Good Show

Move: Mirror Coat

Type: Psychic

Frequency: Scene x2

AC: None

Class: Special

Range: Any, 1 Target, Reaction

Effect: Mirror Coat may be used as a Reaction when the user is hit by a damaging Special Attack. Resolve the Triggering Attack, with Mirror Coat's user resisting the attack one step further. After the attack is resolved, if Mirror Coat's user was not Fainted, the triggering foe then loses Hit Points equal to twice the amount of Hit Points lost by the user from the triggering attack. Note that Mirror Coat is Special, and while it cannot miss, it cannot hit targets immune to Psychic-Type Moves.

Contest Type: Beauty

Contest Effect: Double Time

Move: Mist Ball

Type: Psychic

Frequency: Scene x2

AC: 2

Damage Base 7: 2d6+10 / 17

Class: Special

Range: 12, 1 Target

Effect: Mist Ball lowers the target's Special Attack by 1 Combat Stage on an Even-Numbered Roll.

Contest Type: Smart

Contest Effect: Seen Nothing Yet

Move: Photon Geyser

Type: Psychic

Frequency: Scene

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Special

Range: Burst 2

Effect: This attack uses the highest of the user's Attack or Special Attack Stat, though it remains a Special Move. This Move ignores any Abilities that would cause it to fail or miss, such as Dodge or Wonder Guard; those Abilities cannot be activated in response to Photon Geyser.

Contest Type: Smart

Contest Effect: Seen Nothing Yet

Move: Power Split

Type: Psychic

Frequency: Scene

AC: None

Class: Status

Range: Melee, 1 Target

Effect: The target has their Attack and Special Attack lowered by 5. If they do, the user gains a +5 bonus to Damage Rolls. These effects last until the end of the scene.

Contest Type: Beauty

Contest Effect: Inversed Appeal

Move: Power Swap

Type: Psychic

Frequency: Scene

AC: None

Class: Status

Range: Melee, 1 Target

Effect: The user and the target trade Combat Stage values for the Attack Stat, and then for the Special Attack Stat.

Contest Type: Beauty

Contest Effect: Inversed Appeal

Move: Power Trick

Type: Psychic

Frequency: Scene

AC: None

Class: Status

Range: Self

Effect: The user's Attack stat and Defense stat are switched for the remainder of the scene, or until the user is switched out or Fainted.

Contest Type: Cool

Contest Effect: Inversed Appeal

Move: Prismatic Laser

Type: Psychic

Frequency: Daily x2

AC: 4

Damage Base 16: 5d10+20 / 50

Class: Special

Range: Line 8, Smite, Exhaust

Contest Type: Cool

Contest Effect: Exhausting Act

Move: Psybeam
Type: Psychic
Frequency: At-Will
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Special
Range: 6, 1 Target
Effect: Psybeam Confuses the target on 19+.
Contest Type: Beauty
Contest Effect: Exhausting Act

Move: Psychic
Type: Psychic
Frequency: EOT
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Special
Range: 5, 1 Target, Push
Effect: The target is Pushed 1 meter in any direction. Psychic lowers the target's Special Defense 1 Combat Stage on 17+.
Contest Type: Smart
Contest Effect: Exhausting Act
Special: Grants Telekinetic

Move: Psychic Fangs
Type: Psychic
Frequency: EOT
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Physical
Range: 4, 1 Target
Effect: Light Screen, Reflect and Aurora Veil cannot be declared in response to Psychic Fangs.
Contest Type: Smart
Contest Effect: Steady Performance

Move: Psychic Terrain
Type: Psychic
Frequency: Daily x2
AC: None
Class: Status
Range: Field
Effect: The Field becomes Weird for five rounds. While the Field is Weird, non-Flying and non-Levitating Pokémon cannot declare Priority or Interrupt Moves outside their own Initiatives. Damaging Psychic-Type attacks deal an additional 10 damage.
Contest Type: Smart
Contest Effect: Sabotage

Move: Psycho Boost
Type: Psychic
Frequency: Scene
AC: 4
Damage Base 14: 4d10+15 / 40
Class: Special
Range: 8, Ranged Blast 3, Smite, Reckless
Effect: Lower the user's Special Attack 2 Combat Stages after damage is resolved.
Contest Type: Smart
Contest Effect: Seen Nothing Yet

Move: Psycho Cut
Type: Psychic
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: 6, 1 Target
Effect: Psycho Cut is a Critical Hit on 18+.
Contest Type: Cool
Contest Effect: Exhausting Act

Move: Psycho Shift
Type: Psychic
Frequency: Scene
AC: None
Class: Status
Range: Melee, 1 Target
Effect: The user is cured of a Status ailment and the target is given that Status ailment. Psycho Shift cannot miss. Psycho Shift can only be used if the user has a Status ailment and the target does not have the status ailment that is being transferred.
Contest Type: Cool
Contest Effect: Inversed Appeal

Move: Psyshock
Type: Psychic
Frequency: At-Will
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Special
Range: 4, 1 Target
Effect: When calculating damage, the target subtracts their Defense from Psyshock's damage instead of their Special Defense. Psyshock is still otherwise Special (Special Evasion is used to avoid it, Mirror Coat can reflect it, etc.)
Contest Type: Smart
Contest Effect: Incentives

Move: Psystrike

Type: Psychic

Frequency: EOT

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Special

Range: 4, 1 Target

Effect: When calculating damage, the target subtracts their Defense from Psystrike's damage instead of their Special Defense. Psystrike is still otherwise Special (Special Evasion is used to avoid it, Mirror Coat can reflect it, etc.)

Contest Type: Smart

Contest Effect: Incentives

Move: Psywave

Type: Psychic

Frequency: Scene

AC: 5

Class: Special

Range: 6, 1 Target

Effect: Roll 1d4; on 1 the target loses Hit Points equal to half the user's Level; on 2 the target loses Hit Points equal to the user's Level; on 3 the target loses Hit Points equal to 1.5x the user's level; on 4 the target loses Hit Points equal to the user's Level doubled. Do not apply weakness or resistance, and do not apply Stats. Do apply Immunity.

Contest Type: Smart

Contest Effect: Steady Performance

Move: Reflect

Type: Psychic

Frequency: Scene

AC: None

Class: Status

Range: Blessing

Effect: Blessing – Any user affected by Reflect may activate it when receiving Physical Damage to resist the Damage one step. Reflect may be activated 2 times, and then disappears.

Contest Type: Smart

Contest Effect: Excitement

Move: Rest

Type: Psychic

Frequency: Scene

AC: None

Class: Status

Range: Self, Healing

Effect: The user is set to their full Hit Point value. The user is cured of any Status ailments. Then, the user falls Asleep. The user cannot make Sleep Checks at the beginning of their turn. They are cured of the Sleep at the end of their turn in 2 rounds.

Contest Type: Cute

Contest Effect: Reflective Appeal

Move: Role Play

Type: Psychic

Frequency: Daily

AC: None

Class: Status

Range: Melee, 1 Target

Effect: The user gains one of the target's Abilities, chosen at random, for the remainder of the encounter. This effect ends if the user Faints or is switched out. Role Play cannot miss.

Contest Type: Cute

Contest Effect: Catching Up

Move: Skill Swap

Type: Psychic

Frequency: Scene

AC: None

Class: Status

Range: Melee, 1 Target

Effect: The user loses one of their Abilities, selected by the user, and gains one the target's Abilities, selected at random, for the remainder of encounter. The target loses the copied Ability, and gains the user's lost Ability. This effect ends if either the target or the user is Switched out or Fainted, but only for that Pokémon or Trainer.

Contest Type: Smart

Contest Effect: Excitement

Move: Speed Swap

Type: Psychic

Frequency: Scene

AC: 2

Class: Status

Range: Melee, 1 Target

Effect: The user and the target trade Initiative values.

Contest Type: Cute

Contest Effect: Inversed Appeal

Move: Stored Power

Type: Psychic

Frequency: EOT

AC: 2

Damage Base 2: 1d6+3 / 7

Class: Special

Range: 10, 1 Target

Effect: For every Combat Stage the user has above 0, add +2 to Stored Power's Damage Base, up to a maximum of Damage Base 20.

Contest Type: Tough

Contest Effect: Incentives

Move: Synchronoise
Type: Psychic
Frequency: Scene x2
AC: 2
Damage Base 12: 3d12+10 / 30
Class: Special
Range: Burst 3
Effect: Synchronoise can only hit targets that share a type with Synchronoise's user.
Contest Type: Smart
Contest Effect: Incentives

Move: Telekinesis
Type: Psychic
Frequency: Scene x2
AC: None
Class: Status
Range: 4, 1 Target
Effect: The target becomes Lifted. While Lifted, they gain the Levitate Ability, are Slowed, and lose all Movement Capabilities except for the Levitate 4 granted by Levitate (reduced to 2 by the Slow condition). While Lifted, the user may not apply any Evasion bonuses to determine whether they are hit by Moves or not. The Lifted target may use a Shift Action to roll 1d20; on a result of 16+, they stop being Lifted.
Contest Type: Smart
Contest Effect: Steady Performance
Special: Grants Telekinetic

Move: Teleport
Type: Psychic
Frequency: Scene
AC: None
Class: Status
Range: Self, Interrupt
Effect: The user Teleports up to X meters, where X is its Teleporter Capability. Teleport can be used as an Interrupt at any time. Moves that targeted Teleport's user continue through the desired target's space if the Move allows for it as if the user hadn't been there; single target moves simply miss.
Contest Type: Cool
Contest Effect: Saving Grace
Special: Grants Teleporter 4

Move: Trick
Type: Psychic
Frequency: Scene
AC: 2
Class: Status
Range: 5, 2 Targets
Effect: Both targets must be hit for Trick to succeed. The user may target itself or willing allies with Trick; you do not need to roll for Accuracy Check in these cases. Both targets lose their Held Item or Accessory Slot Item, and gain the other target's Held Item or Accessory Slot Item. If a target has no Item, it still can gain the other target's Item.
Contest Type: Smart
Contest Effect: Attention Grabber

Move: Trick Room
Type: Psychic
Frequency: Daily x2
AC: None
Class: Status
Range: Field
Effect: Starting at the beginning of the next round, for 5 rounds, the area is considered Rewinding. While Rewinding, Initiative is reversed, and participants instead go from lowest Initiative to Highest.
Contest Type: Cute
Contest Effect: Tease

Move: Wonder Room
Type: Psychic
Frequency: Daily x2
AC: None
Class: Status
Range: Field
Effect: For 5 rounds, the area is considered Wondered. While Wondered, each individual Pokémon's Defense and Special Defense Stats are switched.
Contest Type: Cute
Contest Effect: Tease

Move: Zen Headbutt
Type: Psychic
Frequency: EOT
AC: 4
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target, Dash
Effect: Zen Headbutt Flinches the target on 15+.
Contest Type: Beauty
Contest Effect: Desperation

Rock Moves:

Move: Accelerock

Type: Rock

Frequency: At-Will

AC: 2

Damage Base 4: 1d8+6 / 1

Class: Physical

Range: Melee, 1 Target, Priority

Contest Type: Tough

Contest Effect: Saving Grace

Move: Ancient Power

Type: Rock

Frequency: EOT

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Special

Range: 6, 1 Target

Effect: On 19+, the user has each of its stats raised by +1 Combat Stage.

Contest Type: Tough

Contest Effect: Desperation

Move: Diamond Storm

Type: Rock

Frequency: Scene

AC: 3

Damage Base 10: 3d8+10 / 24

Class: Physical

Range: Close Blast 3, Friendly, Smite

Effect: On Even-Numbered Rolls, Diamond Storm raises the User's Defense by 2 Combat Stages.

Contest Type: Beauty

Contest Effect: Seen Nothing Yet

Move: Head Smash

Type: Rock

Frequency: Scene

AC: 5

Damage Base 15: 4d10+20 / 45

Class: Physical

Range: Melee, 1 Target, Dash, Push, Recoil 1/3

Effect: The target is pushed 2 meters.

Contest Type: Tough

Contest Effect: Seen Nothing Yet

Move: Power Gem

Type: Rock

Frequency: At-Will

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Special

Range: 6, 1 Target

Contest Type: Beauty

Contest Effect: Steady Performance

Move: Rock Blast

Type: Rock

Frequency: EOT

AC: 5

Damage Base 3: 1d6+5 / 9

Class: Physical

Range: 6, 1 Target, Five Strike

Contest Type: Tough

Contest Effect: Reliable

Special: Grants Materializer

Move: Rock Polish

Type: Rock

Frequency: EOT

AC: None

Class: Status

Range: Self

Effect: Raise the user's Speed 2 Combat Stages.

Contest Type: Tough

Contest Effect: Exhausting Act

Move: Rock Slide

Type: Rock

Frequency: Scene x2

AC: 4

Damage Base 8: 2d8+10 / 19

Class: Physical

Range: 6, Ranged Blast 3

Effect: Rock Slide Flinches all Legal Targets on 17+.

Contest Type: Tough

Contest Effect: Steady Performance

Move: Rock Throw

Type: Rock

Frequency: At-Will

AC: 4

Damage Base 5: 1d8+8 / 13

Class: Physical

Range: 6, 1 Target

Contest Type: Tough

Contest Effect: Steady Performance

Move: Rock Tomb
Type: Rock
Frequency: At-Will
AC: 3
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: 6, 1 Target
Effect: Rock Tomb lowers the target's Speed by -1 Combat Stage.
Contest Type: Smart
Contest Effect: Desperation
Special: Grants Materializer

Move: Rock Wrecker
Type: Rock
Frequency: Daily x2
AC: 4
Damage Base 15: 4d10+20 / 45
Class: Physical
Range: Melee, 1 Target, Dash, Exhaust, Smite
Contest Type: Tough
Contest Effect: Seen Nothing Yet
Special: Grants Materializer

Move: Rollout
Type: Rock
Frequency: At-Will
AC: 4
Damage Base 3: 1d6+5 / 9
Class: Physical
Range: Melee, Pass
Effect: The user continues to use Rollout on each of its turns until they miss any target with Rollout, or are not able to hit any target with Rollout during their turn. Each successive use of Rollout increases Rollout's Damage Base by +4 to a maximum of DB 15.
Contest Type: Tough
Contest Effect: Reliable

Move: Sandstorm
Type: Rock
Frequency: Daily x2
AC: None
Class: Status
Range: Field, Weather
Effect: The weather changes to a Sandstorm for 5 rounds. While it is Sandstorming, all non-Ground, Rock, or Steel Type Pokémon lose a Tick of Hit Points at the beginning of their turn.
Contest Type: Tough
Contest Effect: Sabotage

Move: Smack Down
Type: Rock
Frequency: Scene x2
AC: 2
Damage Base 5: 1d8+8 / 13
Class: Physical
Range: 8, 1 Target
Effect: The 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.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Stealth Rock
Type: Rock
Frequency: Scene
AC: None
Class: Status
Range: 6, Hazard
Effect: Set 4 square meters of Stealth Rock hazards within 6 meters. If a foe moves within 2 meters of a space occupied by Rocks, move at most one Rock to the offender, then destroy the Rock. When that happens, the Stealth Rock causes a foe to lose a Tick of Hit Points. Stealth Rock is considered to be dealing damage; Apply Weakness and Resistance. Do not apply stats. A Pokémon who has been hit by a Stealth Rock Hazard cannot get hit by another in the same encounter until it is returned to a Poké Ball and then sent back out.
Contest Type: Cool
Contest Effect: Sabotage
Special: Grants Materializer

Move: Stone Edge
Type: Rock
Frequency: EOT
AC: 5
Damage Base 10: 3d8+10 / 24
Class: Physical
Range: 8, 1 Target
Effect: Stone Edge is a Critical Hit on 17+.
Contest Type: Tough
Contest Effect: Incentives

Move: Wide Guard

Type: Rock

Frequency: Scene

AC: None

Class: Status

Range: Burst 1, Interrupt, Shield, Trigger

Effect: If an Ally adjacent to Wide Guard's user is hit by a Move, you may use Wide Guard as an Interrupt. All targets adjacent to Wide Guard's user, including the user, are instead not hit by the triggering Move and do not suffer any of its effects.

Contest Type: Tough

Contest Effect: Inversed Appeal

Steel Moves:

Move: Anchor Shot

Type: Steel

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Physical

Range: Melee, 1 Target

Effect: The Target is Trapped for 2 rounds. Anchor Shot may only be used from the user's Anchor Token.

Contest Type: Tough

Contest Effect: Catching Up

Move: Autotomize

Type: Steel

Frequency: EOT

AC: None

Class: Status

Range: Self

Effect: For the remainder of the Encounter, the user's Weight Class is one value lower, to a minimum of 1. If the user was able to reduce their Weight Class, the user's Speed is raised by +2 Combat Stages.

Contest Type: Smart

Contest Effect: Get Ready

Move: Bullet Punch

Type: Steel

Frequency: At-Will

AC: 2

Damage Base 4: 1d8+6 / 11

Class: Physical

Range: Melee, 1 Target, Priority

Contest Type: Smart

Contest Effect: Saving Grace

Move: Doom Desire

Type: Steel

Frequency: Scene x2

AC: None

Damage Base 14: 4d10+15 / 40

Class: Special

Range: 10, 1 Target

Effect: Doom Desire does nothing on the turn it is used. At the end of the user's next turn, Doom Desire hits, even if the user is no longer on the field. Doom Desire cannot miss.

Contest Type: Cool

Contest Effect: Exhausting Act

Move: Flash Cannon

Type: Steel

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Special

Range: 6, 1 Target

Effect: Flash Cannon lowers the target's Special Defense by 1 Combat Stage on 17+.

Contest Type: Smart

Contest Effect: Exhausting Act

Move: Gear Grind

Type: Steel

Frequency: EOT

AC: 3

Damage Base 5: 1d8+8 / 13

Class: Physical

Range: Melee, 1 Target, Double Strike

Contest Type: Cool

Contest Effect: Reliable

Move: Gear Up

Type: Steel

Frequency: Scene x2

Class: Status

Range: Burst 4

Effect: All targets with the Plus or Minus Abilities receive +1 Attack and Special Attack Combat Stages

Contest Type: Smart

Contest Effect: Get Ready

Move: Gyro Ball

Type: Steel

Frequency: Scene x2

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: 6, 1 Target

Effect: The target reveals their Speed Stat (including Combat Stages). If it is higher than the user's (again, including Combat Stages), subtract the user's Speed Stat from the target's, and apply the difference as Bonus Damage.

Contest Type: Beauty

Contest Effect: Double Time

Move: Heavy Slam
Type: Steel
Frequency: EOT
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: Melee, 1 Target
Effect: For each weight class the user is above the target, increase Heavy Slam's damage base by +2.
Contest Type: Tough
Contest Effect: Incentives

Move: Iron Defense
Type: Steel
Frequency: EOT
AC: None
Class: Status
Range: Self
Effect: Raise the user's Defense 2 Combat Stages.
Contest Type: Tough
Contest Effect: Sabotage

Move: Iron Head
Type: Steel
Frequency: EOT
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Melee, 1 Target, Dash
Effect: Iron Head Flinches the target on 15+.
Contest Type: Tough
Contest Effect: Desperation

Move: Iron Tail
Type: Steel
Frequency: Scene x2
AC: 6
Damage Base 10: 3d8+10 / 24
Class: Physical
Range: Melee, 1 Target, Smite
Effect: Iron Tail lowers the target's Defense 1 Combat Stage on 15+.
Contest Type: Cool
Contest Effect: Desperation

Move: King's Shield
Type: Steel
Frequency: Scene
AC: None
Class: Status
Range: Self, Interrupt, Shield, Trigger
Effect: If the user is hit by an attack, the user may use King's Shield. 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 Attack is lowered by 2 Combat Stages.
Contest Type: Cool
Contest Effect: Inversed Appeal

Move: Magnet Bomb
Type: Steel
Frequency: EOT
AC: None
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: 8, 1 Target
Effect: Magnet Bomb cannot miss.
Contest Type: Cool
Contest Effect: Steady Performance
Special: Grants Magnetic

Move: Metal Burst
Type: Steel
Frequency: Scene
AC: None
Damage Base: See Effect
Class: Physical
Range: Burst 1
Effect: Metal Burst causes all targets in the burst to lose Hit Points equal to the total amount of direct Damage the user has taken since the beginning of this Round. Metal Burst cannot miss.
Contest Type: Beauty
Contest Effect: Double Time

Move: Metal Claw
Type: Steel
Frequency: At-Will
AC: 3
Damage Base 5: 1d8+8 / 13
Class: Physical
Range: Melee, 1 Target, Spirit Surge
Effect: Raise the user's Attack 1 Combat Stage on 18+.
Contest Type: Cool
Contest Effect: Incentives

Move: Metal Sound
Type: Steel
Frequency: EOT
AC: 4
Class: Status
Range: Burst 2, Friendly, Sonic
Effect: All Legal Targets have their Special Defense lowered 2 Combat Stages.
Contest Type: Smart
Contest Effect: Unsettling

Move: Meteor Mash
Type: Steel
Frequency: EOT
AC: 4
Damage Base 9: 2d10+10 / 21
Class: Physical
Range: Melee, 1 Target, Dash, Spirit Surge
Effect: Raise the user's Attack 1 Combat Stage on 15+.
Contest Type: Cool
Contest Effect: Desperation

Move: Mirror Shot
Type: Steel
Frequency: EOT
AC: 5
Damage Base 7: 2d6+10 / 17
Class: Special
Range: 6, Ranged Blast 2
Effect: All Legal Targets have their Accuracy lowered by -2 on 16+.
Contest Type: Cute
Contest Effect: Exhausting Act

Move: Shift Gear
Type: Steel
Frequency: Scene x2
AC: None
Class: Status
Range: Self
Effect: The user's Speed is increased by 2 CS, and the user's Attack is increased by 1 CS.
Contest Type: Smart
Contest Effect: Get Ready

Move: Smart Strike
Type: Steel
Frequency: EOT
AC: None
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target
Effect: Smart Strike cannot miss.
Contest Type: Smart
Contest Effect: Safe Option

Move: Steel Wing
Type: Steel
Frequency: At-Will
AC: 3
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, Pass, Spirit Surge
Effect: Raise the user's Defense 1 Combat Stage on 15+.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Sunsteel Strike
Type: Steel
Frequency: Scene x2
AC: 2
Damage Base 10: 3d8+10 / 24
Class: Physical
Range: Close Blast 2
Effect: This Move ignores any Abilities that would cause it to fail or miss, such as Dodge or Wonder Guard; those Abilities cannot be activated in response to Sunsteel Strike.
Contest Type: Cool
Contest Effect: Big Show

Water Moves:

Move: Aqua Jet

Type: Water

Frequency: At-Will

AC: 2

Damage Base 4: 1d8+6 / 11

Class: Physical

Range: Melee, 1 Target, Priority

Contest Type: Beauty

Contest Effect: Saving Grace

Move: Aqua Ring

Type: Water

Frequency: Scene

AC: None

Class: Status

Range: Self, Coat

Effect: Aqua Ring covers the user in a Coat that heals the user at the beginning of their turn. The user is healed a Tick of Hit Points each turn.

Contest Type: Beauty

Contest Effect: Safe Option

Move: Aqua Tail

Type: Water

Frequency: EOT

AC: 4

Damage Base 9: 2d10+10 / 21

Class: Physical

Range: Melee, Pass

Contest Type: Cute

Contest Effect: Steady Performance

Move: Brine

Type: Water

Frequency: Scene x2

AC: 2

Damage Base 7: 2d6+10 / 17

Class: Special

Range: 6, 1 Target

Effect: If the target's Hit Points are under 50%, Brine's Damage Base is increased to Damage Base 13 (4d10+10 / 35).

Contest Type: Smart

Contest Effect: Incentives

Move: Bubble

Type: Water

Frequency: At-Will

AC: 2

Damage Base 4: 1d8+6 / 11

Class: Special

Range: Burst 1

Effect: Bubble lowers the target's Speed on 16+.

Contest Type: Cute

Contest Effect: Desperation

Move: Bubble Beam

Type: Water

Frequency: At-Will

AC: 2

Damage Base 7: 2d6+10 / 17

Class: Special

Range: 4, 1 Target

Effect: Bubble Beam lowers the target's Speed on 18+.

Contest Type: Beauty

Contest Effect: Desperation

Move: Clamp

Type: Water

Frequency: Static

Class: Static

Effect: The user gains a +1 Bonus to Accuracy Rolls made to initiate Grapple Maneuvers, and +2 to Skill Checks made to initiate Grapple Maneuvers or gain Dominance. Whenever the user gains Dominance in a Grapple, the target of the Grapple loses a Tick of Hit Points.

Contest Type: Tough

Contest Effect: Steady Performance

Move: Crabhammer

Type: Water

Frequency: EOT

AC: 4

Damage Base 10: 3d8+10 / 24

Class: Physical

Range: Melee, 1 Target

Effect: Crabhammer is a Critical Hit on 18+.

Contest Type: Tough

Contest Effect: Exhausting Act

Move: Dive

Type: Water

Frequency: Scene x2

AC: 2

Damage Base 8: 3d6+10 / 21

Class: Physical

Range: Burst 1, Set-Up, Full Action

Set-Up Effect: The user moves underwater and their turn ends.

The user must be in water at least 10 meters deep to use Dive.

While underwater, the user may not be targeted by Moves.

Resolution Effect: The user may shift horizontally using their Swim speed, and then may shift straight up until reaching a target. The user then attacks with Dive, creating a Burst 1.

Contest Type: Beauty

Contest Effect: Special Attention

Special: Grants Swim +3

Move: Hydro Cannon

Type: Water

Frequency: Daily x2

AC: 4

Damage Base 15: 4d10+20 / 45

Class: Special

Range: Line 9, Smite, Exhaust

Contest Type: Beauty

Contest Effect: Seen Nothing Yet

Move: Hydro Pump

Type: Water

Frequency: Scene x2

AC: 4

Damage Base 11: 3d10+10 / 27

Class: Special

Range: 6, 1 Target, Push

Effect: The target is pushed away from the user 3 meters.

Contest Type: Beauty

Contest Effect: Exhausting Act

Move: Liquidation

Type: Water

Frequency: EOT

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Physical

Range: Melee, 1 Target

Effect: The target's Defense is lowered by 1 Combat Stage on a 17+.

Contest Type: Beauty

Contest Effect: Steady Performance

Move: Muddy Water

Type: Water

Frequency: EOT

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Special

Range: Close Blast 2

Effect: As a Shift Action, the user may Move to any open square in Muddy Water's area of effect without provoking any Attacks of Opportunity. On 16+, the Accuracy of all targets is lowered by 1.

Contest Type: Tough

Contest Effect: Desperation

Move: Octazooka

Type: Water

Frequency: At-Will

AC: 3

Damage Base 7: 2d6+10 / 17

Class: Special

Range: 6, 1 Target

Effect: On an Even-Numbered Roll, the target's Accuracy is Lowered by 1.

Contest Type: Tough

Contest Effect: Incentives

Move: Origin Pulse

Type: Water

Frequency: Scene x2

AC: 5

Damage Base 12: 3d12+10 / 30

Class: Special

Range: Close Blast 3, Smite

Contest Type: Beauty

Contest Effect: Desperation

Move: Rain Dance

Type: Water

Frequency: Daily x2

AC: None

Class: Status

Range: Field, Weather

Effect: The weather becomes Rainy for 5 rounds. While Rainy, Water-Type Attacks gain a +5 bonus to Damage Rolls, and Fire-Type Attacks suffer a -5 Damage penalty.

Contest Type: Tough

Contest Effect: Sabotage

Move: Razor Shell
Type: Water
Frequency: EOT
AC: 3
Damage Base 8: 3d6+10 / 21
Class: Physical
Range: Melee, 1 Target, Dash
Effect: Razor Shell lowers the Target's Defense 1 Combat Stage on an Even-Numbered Roll.
Contest Type: Cool
Contest Effect: Steady Performance

Move: Scald
Type: Water
Frequency: Scene x2
AC: 2
Damage Base 8: 3d6+10 / 21
Class: Special
Range: 5, 1 Target
Effect: Scald Burns the target on 15+.
Contest Type: Smart
Contest Effect: Steady Performance

Move: Soak
Type: Water
Frequency: Daily
AC: 2
Class: Status
Range: 5, 1 Target
Effect: The target gains the Water Type in addition to its other Types for 5 turns.
Contest Type: Beauty
Contest Effect: Safe Option

Move: Sparkling Aria
Type: Water
Frequency: EOT
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Special
Range: Cone 2, Sonic
Effect: When you hit a target with Sparkling Aria, the user may choose to deal no damage and instead cure that target of Burn, Confusion, Infatuation, or Rage.
Contest Type: Beauty
Contest Effect: Attention Grabber

Move: Steam Eruption
Type: Water
Frequency: Scene
AC: 3
Damage Base 11: 3d10+10 / 27
Class: Special
Range: Close Blast 3, Smite
Effect: Steam Eruption burns all legal targets on a 15+.
Contest Type: Cool
Contest Effect: Seen Nothing Yet

Move: Surf
Type: Water
Frequency: EOT
AC: 2
Damage Base 9: 2d10+10 / 21
Class: Special
Range: Line 6
Effect: As a Shift Action, the user may Move to any open square in Surf's area of effect without provoking any Attacks of Opportunity.
Contest Type: Beauty
Contest Effect: Exhausting Act

Move: Water Gun
Type: Water
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Special
Range: 4, 1 Target
Contest Type: Cute
Contest Effect: Steady Performance
Special: Grants Fountain

Move: Water Pledge
Type: Water
Frequency: Scene x2
AC: 2
Damage Base 8: 3d6+10 / 21
Class: Special
Range: 6, 1 Target, Pledge
Effect: If an ally uses Fire Pledge or Grass Pledge, you may use Water Pledge as Priority (Advanced) immediately after their turn to target the same foe. If used in conjunction with Fire Pledge, a Rainbow is created that lasts for 5 rounds. If used in conjunction with Grass Pledge, the target and all foes adjacent to the target are slowed and have their Speed reduced by 2 Combat Stages. Consult the Pledge keyword for additional details.
Contest Type: Beauty
Contest Effect: Safe Option

Move: Water Pulse
Type: Water
Frequency: At-Will
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Special
Range: 8, 1 Target, Aura
Effect: Water Pulse Confuses the target on 17+.
Contest Type: Beauty
Contest Effect: Exhausting Act

Move: Water Shuriken
Type: Water
Frequency: EOT
AC: 2
Damage Base 2: 1d6+3 / 7
Class: Special
Range: 6, 1 Target, Five Strike, Priority
Contest Type: Cool
Contest Effect: Reliable

Move: Water Sport
Type: Water
Frequency: EOT
AC: None
Class: Status
Range: Burst 2, Coat
Effect: All targets in the burst, including the user, gain a Coat which grants them 1 Step of Resistance to Fire Type Moves. After a target has been hit by a damaging Fire Type Move, the coat is removed.
Contest Type: Cute
Contest Effect: Sabotage
Special: Grants Fountain

Move: Water Spout
Type: Water
Frequency: Daily
AC: 4
Damage Base 15: 4d10+20 / 45
Class: Special
Range: Burst 1*
Effect: For each 10% of HP the user is missing, Water Spout's Damage Base is reduced by 1. Water Spout creates a 1 meter burst, but also affects an area 10 meters tall straight up.
Contest Type: Beauty
Contest Effect: Seen Nothing Yet

Move: Waterfall
Type: Water
Frequency: EOT
AC: 2
Damage Base 8: 3d6+10 / 21
Class: Physical
Range: Melee, 1 Target
Effect: Waterfall Flinches the target on 17+.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Whirlpool
Type: Water
Frequency: Scene x2
AC: 4
Damage Base 4: 1d8+6 / 11
Class: Special
Range: 3, 1 Target
Effect: The target is put in a Vortex.
Contest Type: Beauty
Contest Effect: Safe Option

Move: Withdraw
Type: Water
Frequency: At-Will
AC: None
Class: Status
Range: Self
Effect: The user's Defense is raised 1 Combat Stage.
Contest Type: Cute
Contest Effect: Sabotage

Glossary of Terms:

Accuracy Check: This is the base value that must be rolled on a d20 to hit with a Move. Evasion is added to this value to determine the value that needs to be rolled to hit a foe.

Accuracy Roll: A d20 roll made to use an attack or Move against a foe.

Adjacent: Two users that are next to each other, or within 1 meter in game terms, are said to be adjacent to each other. If the effect specifies Cardinal Adjacent this excludes targets that are next to the user diagonally.

Ally: Pokémon and Trainers that are on your side, of course. Notably “Allies” does not include yourself.

Area of Effect: Area of Effect refers to all squares affected by a particular Move or Feature; often refers to Bursts, Blasts, Lines, or Cones. Area of Effect attacks always use one accuracy and damage roll that is applied to all targets.

Capability: Capabilities merely represent what characters “can do” in various fields. Ranges from very “Basic Capabilities” which include lifting strength and Movement, to Special Capabilities.

Combat Stages: Combat Stages are incremental adjustments to a Pokémon or Trainer’s Stats ranging from -6 to +6 Stages. Each Stage applies a different multiplier to the affected stat. Accuracy and Evasion have changes like Combat Stages but are flat bonuses and penalties ranging from -6 to +6 rather than being associated with multipliers. Often abbreviated as CS in many Moves and Abilities. See page 235 for more information.

Direct Damage: Damage dealt by Physical or Special Moves, as opposed to loss of life caused by effects such as poison or hail.

Effect Range: Refers to the likelihood of activation of effects that occur dependent on accuracy roll. For example, Ember has an Effect Range of 18-20. If an Effect increases this Effect Range by +2, it would then be 16-20.

EOT: A Frequency stands for “Every Other Turn”. So if you did it last round, you can’t do it this round!

Hit Points: A value derived from Hit Points that represents a character’s health and stamina. Damage and Hit Point Loss detracts from Hit Points.

HP: A Combat Stat from which your Hit Points are derived.

Initiative: Initiative refers to both the general order in which characters act in combat, and the actual number which a Pokémon or Trainer uses to act. Usually, a character’s “Initiative” is simply equal to their Speed Stat, and characters then act from highest initiative to lowest. Certain effects, such as the Move Tailwind, may alter Initiative for a character without altering the Speed Stat itself.

Opposed Skill Check: An Opposed Skill Check is a Type of Skill Check in which two participants roll; first the participant that started the check, or the “Initiator”, and then the participant being acted upon – or the “Defender”. Most often, the Defender’s Skill Roll serves as the DC for the Initiator’s Skill Check. An example of an Opposed Skill Check is the Grappling Mechanic.

Scene: A unit of narrative time that is used as a Frequency. Any time there’s a timeskip for traveling, the PCs enter or leave a major location such as a town, or the characters catch a breather after a big event like a major battle, it’s a change in Scene.

Tick of Hit Points: 1/10th of your Maximum Hit Points. Tick Value refers to this value.

One Full Round: From the current Initiative Count to the end of the same Initiative Count during the next round.