

New Abilities:

Ability: Psionic Screech

Scene x2 – Free Action

Trigger: The user uses a Flying-Type Move

Effect: The Move is changed to be the Psychic Type.

Any targets hit by the attack are Flinched.

Ability: Toxic Nourishment

Scene – Swift Action

Target: A Poisoned or Badly Poisoned character
within 5m

Effect: The target is cured of their Poison and the
user gains 3 ticks of Temporary Hit Points.

New Moves:

Dark Moves:

Move: Ceaseless Edge

Type: Dark

Frequency: Scene x2

AC: 4

Damage Base 7: 2d6+10 / 15

Class: Physical

Range: Melee, 1 Target

Effect: The target is put in a Vortex. Ceaseless Edge is a Critical Hit on a 19+.

Contest Type: Smart

Contest Effect: Safe Option

Electric Moves:

Move: Wildbolt Storm

Type: Electric

Frequency: Scene

AC: 5

Damage Base 10: 3d8+10 / 24

Class: Special

Range: 6, Ranged Blast 3, Smite

Effect: The target is Paralyzed on a 15+.

Contest Type: Cool

Contest Effect: Unsettling

Fairy Moves:

Move: Springtide Storm

Type: Fairy

Frequency: Scene

AC: 5

Damage Base 10: 3d8+10 / 24

Class: Special

Range: 6, Ranged Blast 3, Smite

Effect: If the user is not in Therian Forme, the user has each of its stats raised by +1 CS on a 16+. If the user is in Therian Form, the target has each of its stats lowered by -1 CS on a 16+.

Contest Type: Cute

Contest Effect: Desperation

Fighting Moves:

Move: Triple Arrows

Type: Fighting

Frequency: EOT

AC: 2

Damage Base 5: 1d8+8 / 13

Class: Physical

Range: 4, 1 Target

Effect: Targets hit by Triple Arrows lose 1 CS in both Defense and Special Defense.

After attacking with Triple Arrows, hit or miss, the user may Disengage 2m and attack a different target with Triple Arrows. This effect may be repeated a second time, targeting a creature that has not been targeted by either prior attack. Before making each attack roll, the user can elect to give up triggering all remaining additional shifts and attacks. Triple Arrows gains +1 Accuracy and +1 DB for each attack that is given up. Triple Arrows always benefits from the Technician Ability.

Once Daily, after all attacks with Triple Arrows have been resolved, 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: Special Attention

Move: Triple Kick

Type: Fighting

Frequency: At-Will

AC: 3

Damage Base 4: 1d8+6 / 11

Class: Physical

Range: Melee, 1 Target

Effect: After attacking with Triple Kick, hit or miss, the user may Disengage 2m and attack a different target with Triple Kick. This effect may be repeated a second time, targeting a creature that has not been targeted by either prior attack. Before making each attack roll, the user can elect to give up triggering all remaining additional shifts and attacks. Triple Kick gains +1 Accuracy and +2 DB for each attack that is given up. Triple Kick always benefits from the Technician Ability.

Contest Type: Cool

Contest Effect: Reliable

Move: Victory Dance

Type: Fighting

Frequency: EOT

AC: None

Class: Status

Range: Self

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

Contest Type: Cool

Contest Effect: Get Ready

Fire Moves:

Move: Raging Fury

Type: Fire

Frequency: Scene x2

AC: 2

Damage Base 9: 2d6+10 / 17

Class: Special

Range: Burst 1, Spirit Surge

Effect: The user becomes Enraged. Legal targets become Enraged on a 16+.

Contest Type: Tough

Contest Effect: Exhausting Act

Flying Moves:

Move: Bleakwind Storm

Type: Flying

Frequency: Scene

AC: 5

Damage Base 10: 3d8+10 / 24

Class: Special

Range: 6, Ranged Blast 3, Smite

Effect: The target is Flinched on a 15+ and Frozen on a 19+.

Contest Type: Cool

Contest Effect: Unsettling

Ghost Moves:

Move: Bitter Malice

Type: Ghost

Frequency: At-Will

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Special

Range: 6, 1 Target

Effect: Legal targets hit by Bitter Malice are Stuck and Trapped until the end of their next turn on a 19+.

Once a Scene, if Bitter Malice's target has a Status Condition, you may have Bitter Malice's Damage Base be 12 instead (3d12+10 / 30).

Contest Type: Smart

Contest Effect: Unsettling

Move: Infernal Parade

Type: Ghost

Frequency: EOT

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Special

Range: 8, Ranged Blast 2

Effect: Legal targets hit by Infernal Parade are Burned on a 17+.

Once a Scene, if at least one of Infernal Parade's targets has a Status Condition, you may have Infernal Parade's Damage Base be 12 instead (3d12+10 / 30).

Contest Type: Beauty

Contest Effect: Sabotage

Grass Moves:

Move: Chloroblast

Type: Grass

Frequency: Daily

AC: 3

Damage Base 12: 3d12+10 / 30

Class: Special

Range: Line 8, Smite, Spirit Surge

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

Ground Moves:

Move: Headlong Rush

Type: Ground

Frequency: Scene

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Physical

Range: Melee, 1 Target, Smite, Reckless

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

Headlong Rush 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, Headlong Rush Trips the target on a hit.

Contest Type: Tough

Contest Effect: Big Show

Move: Sandstorm Sear

Type: Ground

Frequency: Scene

AC: 5

Damage Base 10: 3d8+10 / 24

Class: Special

Range: 6, Ranged Blast 3, Smite

Effect: The target is Burned on a 15+

Contest Type: Tough

Contest Effect: Unsettling

Ice Moves:

Move: Mountain Gale

Type: Ice

Frequency: EOT

AC: 5

Damage Base 10: 3d8+10 / 24

Class: Physical

Range: 5, 1 Target

Effect: The target is Flinched on a 15+.

Contest Type: Cool

Contest Effect: Sabotage

Normal Moves:

Move: Power Shift

Type: Normal

Frequency: Scene

AC: None

Class: Status

Range: Self

Effect: The user's Attack stat and Defense stat are switched and the user's Special Attack stat and Special Defense stat are switched. These changes last for the remainder of the scene, or until the user is switched out or Fainted.

Contest Type: Cool

Contest Effect: Inversed Appeal

Poison Moves:

Move: Barb Barrage

Type: Poison

Frequency: EOT

AC: 2

Damage Base 2: 1d6+3 / 7

Class: Physical

Range: 6, 1 Target, Five Strike

Effect: The target is Poisoned on a 17+. Once a Scene, if Barb Barrage's target has a Status Condition, you may choose to not roll for Five Strike. Instead, treat Barb Barrage as though it automatically rolled an 8 for Five Strike.

Contest Type: Smart

Contest Effect: Reliable

Move: Dire Claw

Type: Poison

Frequency: EOT

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: Melee, 1 Target

Effect: Dire Claw is a Critical Hit on a 19+. Dire Claw gives the target a Status ailment on a 15+. If this is triggered, roll 1d3; on 1 the target is Poisoned; on 2 the target is Paralyzed; on 3 the target is Flinched.

Contest Type: Tough

Contest Effect: Steady Performance

Psychic Moves:

Move: Esper Wing

Type: Psychic

Frequency: Scene x2

AC: 4

Damage Base 8: 2d8+10 / 19

Class: Special

Range: Melee, Pass, Priority

Effect: Esper Wing is a Critical Hit on an 18+.

Contest Type: Smart

Contest Effect: Steady Performance

Move: Take Heart

Type: Psychic

Frequency: Daily x2

AC: None

Class: Status

Range: Self

Effect: The user gains +1 CS in all its stats and cures all of its Status conditions.

Contest Type: Beauty

Contest Effect: Reflective Appeal

Move: Lunar Blessing

Type: Psychic

Frequency: Daily

AC: None

Class: Status

Range: Self

Effect: The user regains hit points equal to 50% of its Hit Point total, cures all of its Status conditions, and gains +2 Evasion.

Contest Type: Beauty

Contest Effect: Reflective Appeal

Move: Mystical Power

Type: Psychic

Frequency: Scene x2

AC: 4

Damage Base 7: 2d6+10 / 17

Class: Special

Range: 6, 2 Targets, Spirit Surge

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

Contest Type: Smart

Contest Effect: Get Ready

Move: Psyshield Bash

Type: Psychic

Frequency: EOT

AC: 4

Damage Base 7: 2d6+10 / 17

Class: Physical

Range: Melee, 1 Target

Effect: The user gains +5 DR for one full round.

Contest Type: Smart

Contest Effect: Good Show

Rock Moves:

Move: Stone Axe

Type: Rock

Frequency: EOT

AC: 4

Damage Base 7: 2d6+10 / 17

Class: Physical

Range: Melee, 1 Target

Effect: Stone Axe is a critical hit on an 18+. Once per scene, on a hit, the target may be put in a Vortex.

Contest Type: Tough

Contest Effect: Reliable

Steel Moves:

Move: Shelter

Type: Steel

Frequency: Scene

Class: Status

Range: Self

Effect: The user gains +1 CS in Defense and Special Defense, and +2 Evasion.

Contest Type: Tough

Contest Effect: Sabotage

Water Moves:

Move: Wave Crash

Type: Water

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Physical

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

Contest Type: Tough

Contest Effect: Steady Performance