



CHAPTER 4: TRAINER CLASSES

INTRODUCTION TO TRAINER CLASSES

Trainer Classes are a special type of Feature that also act as a gateway to a number of related Features. The Class itself is the **Class Feature** for a Trainer Class, and it is required to take any other Features in that Class.

Unlike other roleplaying games where a character tends to stick to only one class, and multiclassing is rare or difficult, in Pokémon Tabletop United, **characters are expected to take a number of different Classes as they gain Levels and advance**. Each Trainer Class represents a narrow specialty, of which an adventuring Trainer will likely pick up several during their journey.

There is no minimum level to start taking multiple classes in Pokémon Tabletop United, but **a Trainer can only ever take a maximum of four Classes**.

Unless otherwise noted, you can only take any given Trainer Class once. Some Classes are known as **Branching Classes**, and you can take them multiple times (each time taking up one of your four Class slots), choosing different specialties each time, such as Grass Ace and Fire Ace within Type Ace.

Classes are separated into several categories in Pokémon Tabletop United.

Introductory Classes are basic Classes that can provide the basis for many character builds. They are Ace Trainer, Capture Specialist, Commander, Coordinator, Hobbyist, and Mentor.

Battling Style Classes specialize in a distinct set of battle strategies. They are Cheerleader, Duelist, Enduring Soul, Juggler, Rider, Taskmaster, and Trickster.

Specialist Team Classes collect Pokémon with a particular trait and bring out the potential of that trait. They are Stat Ace, Style Expert, and Type Ace.

Professional Classes make use of skills that are less tied to the Pokémon League pursuit, such as research and crafting, but nonetheless find ways to improve their Pokémon and help their allies. They are Chef, Chronicler, Fashionista, Researcher, and Survivalist.

Fighter Classes fight alongside their Pokémon. They are Athlete, Dancer, Hunter, Martial Artist, Musician, Provocateur, Rogue, Roughneck, and Tumbler.

Supernatural Classes wield superhuman powers. They are Aura Guardian, Channeler, Hex Maniac, Ninja, Oracle, Sage, Telekinetic, Telepath, and Warper.

HOW TO READ CLASSES

Trainer Classes are presented similarly to a “Skill Tree” format. They begin with a **Class Feature** which acts as the gateway into the rest of the Class and provide a basic function that is emblematic of the Class. Remember that these Class Features do count for the purposes of prerequisites that require a certain number of Features within a Class. Trainers may only ever have a maximum of four Class Features.

DESCRIPTION

Each Trainer Class is presented with a description of the type of Trainer who embodies that Class. Of course, this isn’t meant as an absolute constraint on how to play your character, but it’s there to provide an easy guide for someone who isn’t sure how they should characterize and develop their Trainer.

ASSOCIATED SKILLS

In addition, each Trainer Class has a list of **Associated Skills**. These aren’t necessarily all required for the Class, but they are Skills that show up somewhere in the prerequisites for the Features in the Class (or as prerequisites to its prerequisites), sometimes as the only option and sometimes as part of a large set of options.

ROLES

Finally, each Trainer Class has a rating assigned to its **Roles**. A total of five points, denoted by Poké Ball symbols, are distributed among five different categories to rate how much the Class is dedicated towards each Role. Note that **these don’t rate a Class’s effectiveness at the role!** They just show how much the Class focuses on each role, usually as a rough translation of how many Features contribute toward each role. Use these to help you pick Classes that suit what you want your character to accomplish, but be sure to pick classes which suit the flavor of your character first and foremost.

Active Pokémon Support means the Trainer Class is built to use its actions to support and buff their Pokémon. This can range from motivating a Pokémon to fight better to directing the movement of allies around the battlefield. Usually, Classes marked with this role spend AP on their Features, use Standard Actions to activate them, or a combination of both. Their resources and actions are limited and must be carefully budgeted.

Passive Pokémon Support means the Trainer Class is made to support their Pokémon but doesn’t require actions in combat to do so. Often, this means the benefits are acquired outside of combat, such as through Tutoring or enhanced training bonuses. Some Classes focusing heavily on this role may have activated effects in battle, but they tend to be Swift or Free Actions. Classes dedicated to this role are less concerned about budgeting actions or resources in the middle of battle.

Crafting means the Trainer Class focuses on creating items that can help both themselves and their allies. These Classes often require dedicating resources or time to acquiring materials for their craft and usually do not have many Features using a Standard Action in battle.

Trainer Combat means the Trainer Class is designed to get into the heat of battle themselves and will likely use their Standard Actions in battle to fight. Classes dedicated to this role tend to have Stat Tags in their Features to help Trainers keep up with Pokémon in combat. Most of them will grant the Trainer Abilities and Moves as well.

Travel and Investigation means the Trainer Class is designed to ease the burdens of travel or aid in out of combat situations. This is the most varied role, with Classes dedicated to it specializing in activities that range from clearing out Wild Pokémon to social maneuvering and research to pathfinding in the wilderness.

Note that these Roles don’t say anything about the flavor of a Class. Cheerleader, Taskmaster, and Commander are all primarily Active Pokémon Support Classes, but they each approach that Role in a very different way.

When building a Trainer, you neither want to spread yourself too thin nor specialize too narrowly. Some roles synergize better with others. Mixing Active Pokémon Support and Trainer Combat is sometimes difficult, for example, because you have a finite number of Standard Actions to use in battle and AP per scene, and your Classes will compete for those. Static or non-combat Roles such as Passive Pokémon Support or Travel and Investigation pair well with those active Roles, but if you only dedicate yourself to passive effects, you’ll have nothing to do in battle yourself or ways to spend AP. Crafting is always useful. However, you risk spreading your money thin with too many Crafting Classes.

THE LIST OF TRAINER CLASSES

Here, you'll find a list of every Trainer Class in the core Pokémon Tabletop United book. They're grouped by the categories described on the previous pages. Each entry lists the name of the Class, the Skills it uses, a brief description, and their ratings for the various roles in PTU. Most Classes give you some flexibility in choosing which Skills to use out of their assigned Skills. For Classes with larger Skill lists (3 or more), you usually only need to have a couple of those Skills, not all of them!

Introductory Classes: These Classes are well-rounded and can contribute to nearly any character build without forcing you to pick your team to suit a particular strategy. Most of the basic Pokémon Trainer archetypes are represented here. Newcomers to PTU should pick one of these Classes as a foundation and expand on their characters from there with more specialized Class options.

Ace Trainer	
Skills: Command	
Passive Pokémon Support: 	Active Pokémon Support: 
A generalist battler that makes the most of Training Features and downtime training to ensure their Pokémon are always in peak condition.	
Capture Specialist	
Skills: Acrobatics, Athletics, Stealth, Survival, Perception, Guile	
Travel and Investigation: 	Trainer Combat: 
Gotta catch 'em all! An expert at using Poké Balls and other capture tools to their maximum potential.	
Commander	
Skills: Command	
Active Pokémon Support: 	
A leader and expert at using Orders with efficiency to coordinate their allies on the battlefield. They may stand in the back of a fight, but they definitely take an active role in ensuring their party's victory.	
Coordinator	
Skills: Charm, Command, Guile, Intimidate, Intuition	
Active Pokémon Support: 	Passive Pokémon Support: 
Pokémon's not just about battles. Coordinators take to the stage in Pokémon Contests to show off their companions in exciting and fabulous ways, but they can hold their own in a battle as well.	
Hobbyist	
Skills: General Education, Perception	
Active Pokémon Support: 	Passive Pokémon Support: 
Crafting: 	Trainer Combat: 
Travel and Investigation: 	
A jack of all trades, perfect for characters who aren't committed to a certain path yet. Hobbyists dabble in a variety of fields and can gain talents representing many different roles.	
Mentor	
Skills: Charm, Intuition, Intimidate, Pokémon Education	
Passive Pokémon Support: 	
Preparation is half the battle. Mentors are skilled caretakers of Pokémon that know how to draw out their potential, whether by changing the Nature of a Pokémon or teaching it new Moves to give them an edge in battle.	

Battling Style Classes: These Classes are dedicated to particular battling styles. Choosing one of these Classes will make a big statement about how your character approaches Pokémon training and battles. Unlike the Specialist Team Classes, choosing a Battling Style Class does not require you to become highly selective about your Pokémon choices, but certain Pokémon do suit certain battling styles better than others. Characters built using an Introductory Class as a foundation easily transition into taking one of these Classes to specialize and develop further.

Cheerleader

Skills: Charm

Active Pokémon Support: 

Passive Pokémon Support: 

One of four Classes based on the four Training Features, Cheerleader expands on the battling style of the Inspired Training Feature. They're able to motivate their allies with Orders and are great for a Trainer with Pokémon that can defend and support allies.

Duelist

Skills: Focus

Active Pokémon Support: 

Passive Pokémon Support: 

One of four Classes based on the four Training Features, Duelist hones in on the Focused Training Feature and the battling style it promotes. Their core mechanic is based on controlling the momentum of battle and gaining a steady advantage using one Pokémon at a time without much switching.

Enduring Soul

Skills: Athletics, Focus

Passive Pokémon Support: 

A defensive Class that seeks to outlast its opponents, the Enduring Soul can give even the most frail Pokémon immense staying power. They may not aim to hit the hardest, but they will be sure to remain standing at the end of the day.

Juggler

Skills: Acrobatics

Active Pokémon Support: 

Jugglers swiftly swap through their entire Pokémon teams in a fight, forcing opponents to keep on their toes. They can make the most of a versatile team by ensuring that they always have the Pokémon they want out facing their foes and catching them off guard.

Rider

Skills: Acrobatics, Athletics

Passive Pokémon Support: 

Active Pokémon Support: 

Trainer Combat: 

One of four Classes based on the four Training Features, Rider makes the most of Agility Training by applying it to the art of mounted combat. From the back of their Pokémon, they can bark Orders or swat away would-be attackers that get too close. Trainer and Pokémon work in concert to create a devastating combination.

Taskmaster

Skills: Intimidate

Active Pokémon Support: 

Passive Pokémon Support: 

One of four Classes based on the four Training Features, Taskmaster embraces the cruel battling style of the Brutal Training Feature. It is a high-risk, high-reward Class that gains an offensive edge at the expense of giving their own Pokémon Injuries through a grueling training regime.

Trickster**Skills:** Guile**Active Pokémon Support:** **Passive Pokémon Support:** 

Tricksters are specialists in commanding their Pokémon to use Status-Class Moves, whether they are inflicting their foes with Poison and Burn, flooding the battlefield with Hazards, or weakening their opponents with Combat Stage reducing Moves.

Specialist Team Classes: These Classes have zeroed in on a particular kind of Pokémon they prefer using, and taking them will steer your character's team in that direction. Many prominent Trainers in the Pokémon franchise, such as Gym Leaders and their protégés, create specialized teams and would be well represented with these Classes. While this list may appear small, it's simply because each of these Classes has many variations – 5 different Stats for Stat Ace and Style Expert each and 18 different Types for Type Ace!

Stat Ace**Skills:** Command, Focus**Passive Pokémon Support:** **Active Pokémon Support:** 

A specialist in one of the five Combat Stats: Attack, Defense, Special Attack, Special Defense, and Speed.

Style Expert**Skills:** Charm, Command, Guile, Intimidate, Intuition**Active Pokémon Support:** **Passive Pokémon Support:** 

An advanced Contest competitor that specializes in one of the five Contest Stats: Beauty, Cool, Cute, Smart, and Tough. They have battling styles that reflect their Contest specialization as well.

Type Ace**Skills:** Varies by Type**Passive Pokémon Support:** **Active Pokémon Support:** 

A battler that primarily uses Pokémon of a certain elemental Type.

Professional Classes: These Classes represent a skillset that one might not expect to see in the life of a wandering Trainer, such as an academic field of study or professional skill. These skills often prove useful to battlers, such as preparing combat-boosting food as a Chef or breeding Pokémon with the Pokémon Caretaker talents in Researcher, but they can all represent professional interests outside of conquering the Pokémon League or Contest Circuit.

Chef**Skills:** Intuition**Crafting:**

A crafting Class that creates food for them and their allies, which can provide an instant buff in battle and turn the tide.

Chronicler**Skills:** Perception**Passive Pokémon Support:** **Travel and Investigation:** **Active Pokémon Support:** 

A perceptive type of Trainer who records everything they run across for posterity. Analyzing their records not only gives them insight into people and places, but also an edge in battle and the ability to Tutor Moves to their Pokémon.

Fashionista		
Skills: Charm, Command, Guile, Intimidate, Intuition		
Crafting: 	Passive Pokémon Support: 	
Active Pokémon Support: 		
A crafting Class that makes Held Items for all sorts of different occasions and can teach their Pokémon to make better use of Held Items.		
Researcher		
Skills: Education Skills, Survival		
Crating: 	Passive Pokémon Support: 	
Travel and Investigation: 	Trainer Combat: 	
Researchers study various academic fields and apply them to Pokémon: General Knowledge, Apothecary, Botany, Chemistry, Climatology, Crystal Artifice, Occultism, Paleontology, and Pokémon Caretaking.		
Survivalist		
Skills: Survival		
Travel and Investigation: 	Active Pokémon Support: 	
Trainer Combat: 		
A wilderness-oriented Class that can specialize in a variety of terrains, gaining the ability to create impromptu traps, fight using the environment, and help their allies cope with their surroundings.		

Fighter Classes: These Classes fight in battle alongside their Pokémon. Their abilities can't be brought to bear during official Pokémon League battles, barring full contact rules, but they are useful while traveling through the wilds or confronting criminals. Not all Fighting Classes directly deal damage; some, such as the Dancer, play a more supportive role.

Athlete		
Skills: Athletics		
Trainer Combat: 	Passive Pokémon Support: 	
A front-line fighter who specializes in training themselves and boosting their Stats.		
Dancer		
Skills: Acrobatics, Charm		
Trainer Combat: 	Active Pokémon Support: 	
Passive Pokémon Support: 		
A supportive Class which can boost its own Combat Stages as well as those of its allies. Best as a supplementary Class, paired with other Fighter Classes.		
Hunter		
Skills: Stealth, Survival		
Trainer Combat: 	Active Pokémon Support: 	
Passive Pokémon Support: 		
A unique fighter who works best when cooperating with their Pokémon to corner foes and assault them with Attacks of Opportunity.		

Martial Artist
Skills: Combat
Trainer Combat: 
A front-line fighter that can specialize in a variety of fighting styles and excels at Fighting-Type offense.
Musician
Skills: Charm, Focus
Trainer Combat:  Active Pokémon Support: 
A versatile supporter and Special Attacker that can swap between debuffing foes, buffing allies, and attacking with sound-based Moves on a whim.
Provocateur
Skills: Charm, Guile, Intimidate
Trainer Combat: 
Mislead, frighten, and seduce. The Provocateur specializes in disorienting Social Moves and the Manipulate Maneuver.
Rogue
Skills: Acrobatics, Athletics, Stealth
Trainer Combat: 
A tricky fighter that excels in Dark-Type offense and using the Dirty Fighting Combat Maneuver.
Roughneck
Skills: Intimidate
Trainer Combat: 
A fighter specializing in using fear to overwhelm their foes. They can not only debuff their opponents but also come with a suite of Features and Moves to improve their survivability in battle.
Tumbler
Skills: Acrobatics
Trainer Combat: 
A quick fighter based on mobility and Flying-Type offense.

Supernatural Classes: These Classes wield supernatural powers. The majority of these Classes are meant for Trainer Combat and can be treated similarly to the Fighting Classes, but they often also have utility powers which help during investigative adventures. The Pokémon franchise has many examples of characters with magical abilities, but this category also exists as an easy guide for GMs who wish to tone down some of the more fantastical aspects of the Pokémon world, at least on the Trainer side.

Aura Guardian
Skills: Intuition
Trainer Combat:  Travel and Investigation: 
Mystics who specialize in reading the Auras of others. High in Fighting-Type offense.

Channeler		
Skills: Intuition		
Active Pokémon Support: 	Travel and Investigation: 	
A Class with the ability to bond closely with Pokémon and link them together with a mystical power for potent synergy in battle.		
Hex Maniac		
Skills: Occult Education		
Trainer Combat: 		
Hex Maniacs fight their foes using curses and hexes that debilitate and disable them.		
Ninja		
Skills: Combat, Stealth		
Trainer Combat: 	Crafting: 	
A stealthy fighter with many tricks up its sleeve, such as Hazards, Illusions, and Poisoned Weapons.		
Oracle		
Skills: Intuition, Perception		
Travel and Investigation: 	Trainer Combat: 	
Oracles are mystics who can read the lines of fate and divine the future with their powers.		
Sage		
Skills: Occult Education		
Trainer Combat: 		
Sages defend and protect their allies with Blessing Moves.		
Telekinetic		
Skills: Focus		
Trainer Combat: 	Travel and Investigation: 	
Telekinetics are Psychics who can move objects from afar, letting them wield weapons from across the battlefield, or toss foes up in the air to flail helplessly.		
Telepath		
Skills: Focus, Intuition		
Travel and Investigation: 	Trainer Combat: 	
Mind readers who have a focus on out-of-battle investigation with their powers but can mentally assault their foes as well.		
Warper		
Skills: Focus, Guile		
Trainer Combat: 	Travel and Investigation: 	
Warpers are teleporting Psychics that aren't great in combat on their own but pair very well with other fighting Classes.		

INTRODUCTORY CLASSES

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Active Pokémon Support: 

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Capture Specialist

Skills: Acrobatics, Athletics, Stealth, Survival, Perception, Guile

Travel and Investigation: 

Trainer Combat: 

Gotta catch 'em all! An expert at using Poké Balls and other capture tools to their maximum potential.

Commander

Skills: Command

Active Pokémon Support: 

A leader and expert at using Orders with efficiency to coordinate their allies on the battlefield. They may stand in the back of a fight, but they definitely take an active role in ensuring their party's victory.

Coordinator

Skills: Charm, Command, Guile, Intimidate, Intuition

Active Pokémon Support: 

Passive Pokémon Support: 

Pokémon's not just about battles. Coordinators take to the stage in Pokémon Contests to show off their companions in exciting and fabulous ways, but they can hold their own in a battle as well.

Hobbyist

Skills: General Education, Perception

Active Pokémon Support: 

Passive Pokémon Support: 

Crafting: 

Trainer Combat: 

Travel and Investigation: 

A jack of all trades, perfect for characters who aren't committed to a certain path yet. Hobbyists dabble in a variety of fields and can gain talents representing many different roles.

Mentor

Skills: Charm, Intuition, Intimidate, Pokémon Education

Passive Pokémon Support: 

Preparation is half the battle. Mentors are skilled caretakers of Pokémon that know how to draw out their potential, whether by changing the Nature of a Pokémon or teaching it new Moves to give them an edge in battle.



ACE TRAINER

PASSIVE POKÉMON SUPPORT



ACTIVE POKÉMON SUPPORT



ASSOCIATED SKILLS: COMMAND

Ace Trainers aim to be the very best at Pokémon Battles – and they're willing to work hard to gain the skills to back up this ambition.

More than any other trainer, Ace Trainers are characterized by their dedication and hard working natures. Not content to coast by on whatever natural talents they and their Pokémon may develop, Ace Trainers tend to study strategy and technique, and train their Pokémon daily to ensure they are prepared for any coming battles.

Many people may find an Ace Trainer's dedication bordering on fanatical, and their dedication to training to be cruel to their Pokémon. There may be some truth to this; callous and power-hungry Ace Trainers often overwork their Pokémon in their quest to be the best. But many Ace Trainers are able to reach understandings with their Pokémon, and working within this partnership, they actually become closer to their Pokémon than many other types of trainers.

And regardless of an Ace Trainer's personal bond with their Pokémon, their constant training is of course effective. Other Types of Trainers may be better at pushing Pokémon towards specific goals, but Ace Trainers are experts at drawing out a Pokémon's innate potential.

In campaigns that feature a Pokémon League challenge, Ace Trainers are likely to be highly interested in obtaining Gym Badges and competing in Tournaments. Some may even be interested in competing in other events such as Contests or Pokéathlons, to help train their Pokémon.

Ace Trainer

[Class]

Prerequisites: Novice Command

Drain 1 AP – Extended Action

Trigger: You spend at least half an hour training your Pokémons

Effect: For each Pokémons that has been trained during this time, choose a Stat besides HP; that Stat becomes Trained until an Extended Rest is taken. The default State of Trained Stats is +1 Combat Stages instead of 0. A Pokémons may have only one Trained Stat at a time.

Note: Just to clarify, this Feature Drains 1 AP per training session, not per Pokémons. So train as many as you can to get the most out of this Feature!

Perseverance

Prerequisites: Ace Trainer

1 AP – Free Action

Trigger: Your Pokémons gains an Injury

Effect: The target instead does not gain an Injury.

Perseverance may activate only once per Scene per target.

Elite Trainer

Prerequisites: Ace Trainer

Static

Effect: Choose Agility Training, Brutal Training, Focused Training, or Inspired Training. You gain the chosen Feature, even if you do not meet the prerequisites. When training, you may apply up to two different [Training] Features on each of your Pokémons. If you already have all of these Features, instead pick another Feature for which you qualify.

Critical Moment

[Orders]

Prerequisites: Elite Trainer, Adept Command

Scene x2 – Standard Action

Target: Your Pokémons with [Training] Features applied

Effect: The bonuses from your Pokémons' [Training] are tripled until the end of your next turn.

Top Percentage

Prerequisites: Ace Trainer, Expert Command

At-Will – Free Action

Trigger: Your Pokémons levels up to a Level evenly divisible by 5

Effect: Your Pokémons gains an extra Tutor Point. Top Percentage may be used on a single Pokémons a maximum of 4 times. Once a Pokémons has gained 4 Tutor Points in this way, increase each of that Pokémons' Base Stats by +1.

Signature Technique

Prerequisites: Elite Trainer, Expert Command

At-Will – Extended Action

Target: Your Pokémons with at least 2 Tutor Points remaining

Effect: The target loses 2 Tutor Points. Choose one Move on the Target's Move List. That Move becomes the target's Signature Technique, and you may apply one of the modifications on the next page to the Move. The Move being modified must fit the category of the modification, and you must have the associated Training Feature to apply a modification. A Pokémons may only have one Signature Technique at a time. If you choose to teach a Pokémons a different Signature Technique, the old one is lost, and 1 Tutor Point is refunded. 1 Tutor Point is also refunded if the Pokémons ever forgets a Signature Technique Move.

Note: Be sure to give a cool name to your Pokémons' Signature Technique!

Champ in the Making

Prerequisites: 4 Ace Trainer Features, Master Command

Drain 1 AP – Free Action

Trigger: You use Ace Trainer to give Pokémons Trained Stats

Effect: Choose two Trained Stats for each Pokémons instead of one. A Pokémons may only have two Trained Stats this way.

SIGNATURE TECHNIQUE MODIFICATIONS

Cone, Line, Burst, and Blast Moves

Scattershot – Agility Training: Instead of the Move's normal range, it has a range of 4m, 3 Targets.

Shock and Awe – Inspired Training: Foes targeted by the Move take a -2 penalty to Save Checks and a -1 Penalty to Evasion until the end of the user's next turn. This effect applies whether the attack hits or misses.

Vicious Storm – Brutal Training: The Move gains the Smite keyword. Applicable to Damaging Moves only.

Single Target Moves

Guarding Strike – Inspired Training: If this Move hits, the user gains +5 Damage Reduction against the target of the attack until the end of their next turn.

Unbalancing Blow – Brutal Training: Whether the Move hits or misses, the target becomes Vulnerable until the next time they are hit by a Damaging Attack or one full round has passed, whichever comes first.

Reliable Attack – Focused Training: If the Move misses its target, its Frequency is not spent and the user may immediately make a Struggle Attack as a Free Action. Cannot be applied to Moves with the Smite keyword.

Damaging Moves

Alternative Energy – Focused Training: Switch the Class of the Move from Physical to Special or vice versa.

Bloodied Speed – Agility Training: This Move may be used as Priority (Advanced) if the user has less than half of their maximum Hit Points.

Double Down – Brutal Training: The Move gains the Double Strike keyword. Effects and Effect-Ranges may be triggered only once (but either roll may trigger the effect). This may only be applied to Moves with a Damage Base of 4 or less, and may not be applied to Moves whose Damage Base change upon certain conditions (such as Fury Cutter or Ice Ball) or moves with Special-Case Damage (such as Night Shade).

Status Moves

Burst of Motivation – Inspired Training: After this Move is Resolved, the user may increase any Stats with negative Combat Stages by up to +2 Combat Stages (but this cannot put Combat Stages above +0 CS total).

Supreme Concentration – Focused Training: This Move may be used even if the user is Paralyzed, Flinched, Enraged, or has failed their Confusion Save Check.

Double Curse – Agility Training: The user may target an additional foe with this Attack. This may be applied only to 1-Target Moves.



CAPTURE SPECIALIST

TRAVEL AND INVESTIGATION



TRAINER COMBAT



ASSOCIATED SKILLS: ACROBATICS, ATHLETICS,
STEALTH, SURVIVAL, PERCEPTION, GUILE

Unafraid to brave the dangers of the wilderness in their quest, Capture Specialists are unparalleled in skill when using Poké Balls, nets, and other devices to capture Pokémon. Many Capture Specialists are on a quest to “Catch ‘Em All”, while others are only interested in catching strong and rare Pokémon, and others still may have their own specific criteria, such as only capturing Bug Pokémon.

Capture Specialists are motivated for multiple reasons; some may simply be trying to find the strongest Pokémon they can for use in their own personal journey. Others may simply like the challenge. Some Capture Pokémon to trade and sell; this kind of Capture Specialists tend to be cold-hearted poachers, who capture endangered Pokémon, or devastate entire wild communities in their search for profit. Whatever their reasons, no one can deny Capture Specialists are good at what they do.

Capture Specialists tend to be versatile and well-rounded characters; many of them focus on improving many different skills such as Perception or Survival, to aid them in their quests into the wilderness. Many of them also learn to create and modify their own Poké Balls, to cut down on the costs of their chosen career.

Capture Specialist

[Class] [+Speed]

Prerequisites: Acrobatics, Athletics, Stealth, or Survival at Novice; Guile, or Perception at Novice
Static**Effect:** You gain two Capture Techniques of your choice, found on the next page. You must meet any prerequisites of the Technique.**Advanced Capture Techniques**

[Ranked 4] [+Speed]

Rank 1 Prerequisites: Capture Specialist**Rank 2 Prerequisites:** Capture Specialist, any 2 Skills at Adept Rank**Rank 3 Prerequisites:** Capture Specialist, any 2 Skills at Expert Rank**Rank 4 Prerequisites:** Capture Specialist, any 3 Skills at Expert Rank

Static

Effect: At each Rank, you gain two Capture Techniques of your choice, found on the next page. You must meet any prerequisites of the Technique. You may qualify for Advanced Capture Techniques' prerequisites with the Acrobatics, Athletics, Stealth, Survival, Guile, or Perception Skills only.**Captured Momentum**

[+Speed]

Prerequisites: Advanced Capture Techniques Rank 2
At-Will – Free Action**Trigger:** You successfully Capture a Pokéémon**Choose One Effect:**

- » You or your Pokéémon gain a +2 bonus to their next Accuracy Roll during this combat.
- » You subtract your highest Skill Rank out of Acrobatics, Athletics, Stealth, Survival, Guile, or Perception from your next Capture Roll during this combat.
- » You gain 1 Temporary Action Point that disappears after one full round.

Gotta Catch ‘Em All

[+Speed]

Prerequisites: Advanced Capture Techniques Rank 3
Daily x3 – Swift Action**Trigger:** You make a Capture Roll.**Effect:** You may switch the rolled digits on your 1d100 roll. For example, if you roll a 91, that can be switched to a 19. This does not turn a roll of 1 into a “Natural” roll of 100.

CAPTURE TECHNIQUES

Capture Skills

Static

Effect: You gain a Skill Edge for which you qualify. It must be applied to Acrobatics, Athletics, Stealth, Survival, Guile, or Perception. You may take Capture Skills up to two times.

Curve Ball

Static

Effect: Whenever you hit a target with a Poké Ball, you may deal damage as if you had hit them with a Struggle Attack. This damage triggers before any of the Poké Ball's functions (such as making a Capture Check, releasing a Pokémon, etc.).

Devitalizing Throw

1 AP – Free Action

Trigger: A Pokémon escapes from a Poké Ball you threw
Choose One Effect: The triggering target becomes Slowed; the triggering target loses one Combat Stage in a Stat of your choice; or the triggering target suffers a -3 penalty to their next Save Roll.

Fast Pitch

1 AP – Standard Action, Priority (Advanced)

Effect: You immediately throw a Poké Ball.

Snare

Static

Effect: You subtract -10 from Capture Rolls made against Pokémons drawn into an encounter by Bait, that are currently distracted by Bait, or are in a Hand Net, Lasso, Weighted Net, or Stuck because of a Glue Cannon.

Tools of the Trade

Static

Effect: Add +2 to all Accuracy Rolls made with Poké Balls, Hand Nets, Lassos, Weighted Nets, and Glue Cannons. Add +2 to Athletics Checks made when reeling in a Pokémon with a Fishing Rod, and add +4 to 1d20 rolls made to see if a Pokémon is attracted by Bait or a Fishing Lure.

Catch Combo

Prerequisites: 3 of Acrobatics, Athletics, Stealth, Survival, Guile, or Perception Skills at Expert Rank
 Daily – Free Action

Trigger: Your Pokémon's attack faints a Wild Pokémon.
Effect: You may immediately throw a Poké Ball against the triggering Wild Pokémon, and it may be Captured even though it is knocked out. Calculate Capture Rate as if the target had 1 HP. If the Capture Attempt fails, the Pokémon is knocked out as normal.

False Strike

Prerequisites: 3 of Acrobatics, Athletics, Stealth, Survival, Guile, or Perception at Expert Rank
 Scene x2 – Free Action

Trigger: You or your Pokémon's attack faints a Wild Pokémon.

Effect: The Wild Pokémon is instead lowered to 1 Hit Point.

Relentless Pursuit

Prerequisites: 3 of Acrobatics, Athletics, Stealth, Survival, Guile, or Perception Skills at Expert Rank

2 AP – Free Action, Interrupt

Trigger: A foe attempts to run away

Effect: Before the target moves from its starting location, one of your Pokémons on the field may immediately Shift and use a Struggle Attack as an Interrupt. If this attack hits, the target is Tripped.



COMMANDER

ACTIVE POKÉMON SUPPORT



ASSOCIATED SKILLS: COMMAND

Commanders are authoritative trainers that focus on Pokémon battling. Commanders prefer to stand in the back lines, and direct their allies through battle, like a conductor leading a grand orchestra. Their versatility is their greatest strength, and one they are often eager and proud to use.

Commanders tend to be fond of complex plans and tactical set-ups; as such, they make more effective and efficient use of the Orders Features that are available to all Trainers through General Features and synergize well with other Classes that have their own Orders too. They are experts at organizing deadly and well-coordinated assaults.

Commander

[Class]

Prerequisites: Novice Command

Static

Effect: Choose one of Ravager Orders, Marksman Orders, Trickster Orders, Guardian Orders, or Precision Orders. You gain the chosen Feature, even if you do not meet its prerequisites.**Mobilize**

[Orders]

Prerequisites: Commander

At-Will – Free Action

Target: Any Ally**Effect:** The target cannot provoke Attacks of Opportunity on their next turn. Mobilize may target an Ally only once per encounter.**Leadership****Prerequisites:** Commander

Static

Effect: You may use [Orders] that have targets to target any Ally, even if normally those [Orders] would only let you apply the effect to your own Pokemon. Any other conditions still apply.**Battle Conductor****Prerequisites:** Leadership

At-Will – Swift Action

Trigger: You give [Orders] with a Frequency of At-Will that have targets**Effect:** You may target up to two additional Allies with the [Orders].**Note:** This may be used with [Orders] that have AP costs, but the AP Cost must be paid separately for each target if so.**Complex Orders****Prerequisites:** Mastermind, at least two Features with the [Orders] Tag that have targets

At-Will – Shift Action

Trigger: You give [Orders] that have targets.**Effect:** You may choose a different Order to give to each Target. You must pay all AP costs and follow Frequency restrictions for all Orders used in this way.**Tip the Scales****Prerequisites:** Commander, Expert Command

2 AP – Swift Action

Trigger: You give [Orders] that have targets.**Effect:** Your [Orders] with an At-Will Frequency instead target all allies within 10 Meters.**Scheme Twist****Prerequisites:** Commander, Master Command

Scene x2 – Swift Action

Trigger: You give [Orders] with a Daily or Scene Frequency that have Targets.**Effect:** You may target up to two additional Allies with the [Orders].



COORDINATOR

ACTIVE POKÉMON SUPPORT



PASSIVE POKÉMON SUPPORT



ASSOCIATED SKILLS: CHARM, COMMAND, GUILE, INTIMIDATE, AND INTUITION

Coordinators specialize not in Pokémon Battles, but in Pokémon Contests. In Pokémon Contests, Pokémon compete not to hurt each other, but to use their attacks and abilities to impress the contest judges and the watching crowds. The world of Pokémon Contests is just as competitive as the Pokémon Battling scene, and so it's not enough to merely groom a Pokémon's physical appearance; Coordinators must learn to guide their Pokémon to act with grace and charm, and innovate so they can stand out from the crowds. In facing these challenges, Coordinators naturally acquire an ability for guidance and leadership, and this talent for directing others can even be exploited to their benefit in battle; here they can distract and disrupt enemies, or bolster their allies with encouragement or opportunities.

Although many Coordinators shun Pokémon Battles, ironically their training improves the Battle abilities of their Pokémon too. Their Pokémon learn to stay calm under pressure and give it their all, whether on the stage or the arena. And like Ace Trainers, the sheer amount of dedication Coordinators have towards their Pokémon lends itself to making strong bonds with their partners. And this willingness on the part of their Pokémon to do their best can make all the difference.

Coordinators are rare in settings without Pokémon Contests, but that's not to say they cannot be used there. Coordinators can represent trainers who train their Pokémon with poise and polish, and value cohesion and dependency over risky maneuvers.

Coordinator

[Class]

Prerequisites: Grace, Novice Charm, Command, Guile, Intimidate, or Intuition

At-Will – Free Action

Effect: Your Pokémon may reroll a single Appeal Roll or Damage Roll. This Ability may be used only once per Contest, and once per Pokémon per Scene.

Decisive Director

[Orders]

Prerequisites: Coordinator

At-Will – Standard Action

Target: A Pokémon

Effect: Add or subtract X from the target's Initiative until the end of your next turn. X is equal to your Charm Rank doubled.

Adaptable Performance

Prerequisites: Coordinator

Scene – Free Action

Trigger: Your Pokémon's Turn to use a Move in a Contest

Effect: Choose two of your Pokémon's Moves. Your Pokémon may perform your Contest Move as if had the Contest Typing of one of your chosen Moves, and had the effects of the other. You may not use either move on the next round of the contest. This effect may be used once per Contest.

Flexible Preparations

Prerequisites: Adaptable Performance, Adept Charm, Command, Guile, Intimidate, or Intuition

Daily – Extended Action

Target: A Pokémon that has Contest Stats from Poffins

Effect: The target may reallocate up to 2d6 of Poffin-Derived Contest Stats from one Contest Stat to another. This effect lasts until the end of the day.

Innovation

Prerequisites: Adaptable Performance

Daily – Extended Action

Target: A Pokémon with at least 1 Tutor Point.

Effect: The target loses 1 Tutor Point, and then learns a Move created with Innovation. See the next section for details on creating Moves for this Feature. A Pokémon may only have one Move created by Innovation at a time.

Nuanced Performance

Prerequisites: Coordinator, Expert Charm, Command, Guile, Intimidate, or Intuition

1 AP – Free Action

Trigger: Your Pokémon miss all targets with a Move

Effect: That Move's Frequency is not expended. This does not work with Moves that may fail to activate, such as moves with the Execute keyword.

Reliable Performance

Prerequisites: Nuanced Performance, Master Charm, Command, Guile, Intimidate, or Intuition

2 AP – Free Action

Trigger: Your Pokémon makes an Appeal Roll, Accuracy Check, or Skill Check

Effect: For appeal rolls, instead of making the Appeal Roll, you gain 1 Appeal Point for each Dice you would have rolled. For Accuracy Checks, act as if you had rolled a 10. For Skill Checks, multiply 3.5 by your Pokémon's Skill Rank, and use the resulting number as the result of your roll, rounded down. For all rolls, add or subtract any modifiers as normal.

INNOVATION MOVES

The Coordinator's "Innovation" Feature lets the Coordinator create new Moves for their Pokémon. These Moves can serve to fill voids in Move Lists for both Battles and Contests and provide utility.

To create a Move, first choose a Contest Type. This affects the Move's effects and of course its role in Contests.

Next choose a Contest Effect. Look at the "Contest Effects" section (page 266) under "Contests" for the full list. Pick one. That's right, any of them. This determines what the Move does during a Contest, of course.

Third, choose one of the four templates below. This determines the Move's effects in Battle. These are modified by the Contest Type of the Move. Remember, Cool is associated with Attack, Tough with Defense, Beauty with Special Attack, Smart with Special Defense, and Cute with Speed.

And finally, name your Move! This is the best part!

Template #1

Type: Normal

Frequency: Scene

AC: None

Class: Status

Range: Self

Effect: The user generates 3 Contest Boons. These may be used as a Swift Action on their turn to gain one of the effects below, based on this Move's Contest Type.

- » **Beauty:** Use when declaring an attack (before Accuracy Roll) to gain a +3 bonus to Effect Range for that attack.
- » **Cool:** Use when declaring an attack (before Accuracy Roll) to gain a +3 bonus to Critical Hit Range for that attack.
- » **Cute:** Use during your turn to gain +3 Evasion for one full round.
- » **Smart:** Use when declaring an attack (before Accuracy Roll) to gain a +3 bonus to Accuracy for that attack.
- » **Tough:** Use at the start of a turn to avoid all loss of Hit Points from Status Afflictions, Weather, and Recoil for that turn.

Template #2

Type: Normal

Frequency: Scene x2

AC: None

Class: Status

Range: 6, 1 Target

Effect: The target has the Stat associated with this Move's Contest Type lowered by -2 Combat Stages. This Move cannot miss.

Template #3

Type: Varies

Frequency: EOT

AC: Varies

Class: Varies

Range: Varies, Spirit Surge

Effect: Make a Struggle Attack, increasing the damage roll by +5. Follow all other normal rules for making Struggle attacks, including any modifications from capabilities, features, or special effects. On 18+, the user's Stat associated with the Contest Type of this Move is raised by +1 Combat Stage. This Move's Effect Range is extended by +1 for every two Contest Dice the user has that matches this Move's Contest Type.

Template #4

Type: Normal

Frequency: Scene

AC: None

Class: Status

Range: Burst 2

Effect: All allies in the Burst besides the user gain +1 Combat Stage in the Stat associated with the Contest Type of this Move.



HOBBIEST

ACTIVE POKÉMON SUPPORT



PASSIVE POKÉMON SUPPORT



CRAFTING



TRAINER COMBAT



TRAVEL AND INVESTIGATION



ASSOCIATED SKILLS: GENERAL EDUCATION,
PERCEPTION

Not all Trainers walk down the path of a narrow specialty. Some Trainers choose to dabble in a variety of skills, choosing to learn what's useful for their immediate journey and then moving on instead of dedicating their life to one art. These Hobbyists are fast learners, picking up practical skills easily without necessarily having the background or training usually required.

Trainers who become Hobbyists are usually those who truly do travel across the land, searching far and wide. They meet many different Trainers on their journey and can learn from watching them practice their skills.

Fitting their eclectic skillset, Hobbyists rarely display a theme or pattern to the Pokémons they catch, choosing to catch whatever is around as they travel. A Hobbyist pairs well with most classes, filling in the holes that the more specialized classes have in their skillsets.

Hobbyist

[Class]

Prerequisites: Novice General Education, Novice Perception

Static

Effect: You gain three Skill Edges for which you qualify.**Special:** You may count Hobbyist Features as “General Features” for the purposes of any effect that would grant you a General Feature.**Dilettante**

[Ranked 4]

All Ranks Prerequisites: Hobbyist

Static

Effect: Each Rank of Dilettante, you gain both an Edge and a General Feature from the lists below. You may gain the chosen Edge and Feature even if you do not meet the Skill prerequisites. You must meet any other Prerequisites.

- » **Edges:** Acrobat, Apricorn Balls, Basic Balls, Basic Cooking, Basic Martial Arts, Beast Master, Breeder, Dynamism, Gem Lore, Grace, Green Thumb, Groomer, Instinctive Aptitude, Instruction, Intimidating Presence, Iron Mind, Medic Training, Mounted Prowess, Repel Crafter, Slippery, Swimmer, Train the Reserves.
- » **Features:** Command Versatility, Commander's Voice, Defender, Dive, First Aid Expertise, Let Me Help You With That, Poké Ball Crafter, PokéManiac, Press, Quick Switch, Skill Monkey, Species Savant, any [Training] Feature, Tutoring, Walk It Off.

Whenever you gain a Feature or Edge this way, change any Skill Rank applications or Skill Checks mandated directly by the Edge or Feature into your choice of General Education or Perception Skill Checks or Rank applications instead.

Dabbler**Prerequisites:** Hobbyist, Expert General Education or Perception

Static

Effect: At the Level 5, 10, 20, 30, and 40 Character Advancement Level Milestones, if you choose to gain Bonus Stats, you also gain an Edge for which you qualify. If you choose Bonus Edges or Features, you also gain +2 to your choice of Attack or Special Attack. This applies retroactively.

Note: It takes a long time for this Feature to bear fruit. Talk to your GM about how long the campaign will last and whether you will reach higher Levels.

Look and Learn**Prerequisites:** Hobbyist, Expert General Education or Perception

x2 Uses – Extended Action

Effect: When you activate Look and Learn, you may gain any of the Features below even though they are Features from other Classes. You do not need to meet their normal prerequisites, but you must meet their Prerequisites listed here. Look and Learn can be used two times; once to learn a Feature from the “Scene Features” List, and once to learn a Feature from the “Action Point Features List”.

Scene Features List			Action Point Features List		
Trainer Class	Feature	Prerequisite	Trainer Class	Feature	Prerequisite
Ace Trainer	Critical Moment	Commander's Voice	Coordinator	Nuanced Performance	Grace
Capture Specialist	Capture Techniques (False Strike and Catch Combo only)	Poké Ball Crafter	Juggler	Round Trip	Quick Switch
Enduring Soul	Staying Power	Medic Training	Chef	Hits the Spot	Basic Cooking
Trickster	Sleight	Command Versatility	Fashionista	Style is Eternal	Groomer
Researcher	Chemical Warfare	Repel Crafter	Athlete	Coaching	Swimmer
Roughneck	Mettle	Defender	Tumbler	Quick Gymnastics	Acrobat



MENTOR

PASSIVE POKÉMON SUPPORT



ASSOCIATED SKILLS: CHARM, INTIMIDATE, INTUITION, POKÉMON EDUCATION

Not all Pokémons are created equal. Some are naturally better off due to Species, pedigree, or even just their Type or disposition. On the flip side, many of those on the stronger end of the spectrum are aware of it and might have attitude issues with most Trainers. How do people get around these issues?

Some people just show a natural gift for dealing with these troublesome ones. They have the nurturing touch to bring out the best in a Sewaddle and show a Charizard how its arrogance holds it back. These Mentors don't really seek out problem cases, but when confronted with them have the knowledge and skills to handle them appropriately. Their guidance is not lost on Pokémons in the middle of this spectrum either, as they can help unlock anyone's true potential.

Mentor is a highly flexible Support Class for dealing with Pokémons with odd Abilities, Natures, and Move Lists. They allow Pokémons to learn moves earlier than they normally would, learn more Moves, and change a Pokémon's very nature. Most noticeable, however, is they can become Move Tutors with time and practice.

Mentor

[Class]

Prerequisites: Two of Charm, Intimidate, Intuition, or Pokémon Education at Novice Rank

Daily x3 – Extended Action

Target: A Pokémon with at least 1 Tutor Point remaining**Effect:** The target loses 1 Tutor Point, and then learns a move from its tutor list marked with a (N), or any move on its level-up list learned at X Level or lower, where X is the target's current Level plus the sum of your Mentor Skill Ranks. Note that despite being Tutored, these Moves count as if they were "natural" for organizational purposes.**Special:** When you take Mentor, choose two of Charm, Intimidate, Intuition, and Pokémon Education to become your Mentor Skills. The Skills you choose must be at Novice Rank or higher.**Lessons****Prerequisites:** Mentor

Daily x3 – Extended Action

Effect: You may perform any Mentor Lesson for which you qualify.**Expand Horizons****Prerequisites:** Mentor

At-Will – Extended Action

Target: Your Pokémon**Effect:** Your Pokémon gains 3 Tutor Points. A Pokémon may be targeted by Expand Horizons only once.**Guidance****Prerequisites:** Mentor

Static

Effect: Your Pokémon's base Move List Limit is increased by +1 (Reminder: The default Move List Limit is 6).**Move Tutor****Prerequisites:** Mentor, one Mentor Skill at Expert Rank

Daily – Extended Action

Target: A Pokémon with at least 2 Tutor Points.**Effect:** The target loses 2 Tutor Points, and learns any move from its Tutor List.**Egg Tutor****Prerequisites:** Move Tutor

Daily – Extended Action

Target: A Pokémon with at least 2 Tutor Points.**Effect:** The target loses 2 Tutor Points, and learns any Move from its Egg Move List. A Pokémon may be targeted by Egg Tutor only one time.**Lifelong Learning****Prerequisites:** Move Tutor, one Mentor Skill at Master Rank

Static

Effect: Your Pokémon may have up to 4 Moves from their Move List come from TMs or Move Tutors.

MENTOR LESSONS

Changing Viewpoints

Prerequisites: Mentor, Intuition as a Mentor Skill

Target: A Pokémon with at least 1 Tutor Point.

Effect: The target loses a Tutor Point, and you may change the target's Nature to any other Nature which either raises the same Stat as its current nature, or lowers the same Stat as its current Nature.

Empowered Development

Prerequisites: Mentor, Charm as a Mentor Skill

Target: A Pokémon with at least 1 Tutor Point

Effect: The target loses 1 Tutor Point, and gains any three of the following Poké Edges: Skill Improvement, Advanced Mobility, or Capability Training. A Pokémon may be targeted only once by Empowered Development. The target may gain Poké Edges this way even if they do not meet the prerequisites, however, they must still follow other limitations; Advanced Mobility can only improve a Movement Capability once, for example.

Corrective Learning

Prerequisites: Mentor, Intimidate as a Mentor Skill

Target: A Pokémon that has spent Tutor Points on a Poké Edge or a Feature's effect

Effect: The target loses one effect gained from a Poké Edge or Feature and refunds all Tutor Points spent on it.

Versatile Teachings

Prerequisites: Mentor, Pokémon Education as a Mentor Skill

Target: A Pokémon with at least 1 Tutor Point

Effect: The target loses 1 Tutor Point and may exchange one of its Basic Abilities for any other of its species' Basic Abilities or one of its Advanced Abilities for any of its species' Basic or Advanced Abilities.

Note: You may NOT activate Versatile Teachings to reroll Abilities that require a roll to determine characteristics, such as Serpent's Mark and Color Theory.

BATTLING STYLE CLASSES

Battling Style Classes: These Classes are dedicated to particular battling styles. Choosing one of these Classes will make a big statement about how your character approaches Pokémon training and battles. Unlike the Specialist Team Classes, choosing a Battling Style Class does not require you to become highly selective about your Pokémon choices, but certain Pokémon do suit certain battling styles better than others. Characters built using an Introductory Class as a foundation easily transition into taking one of these Classes to specialize and develop further.

Cheerleader

Skills: Charm

Active Pokémon Support: 

Passive Pokémon Support: 

One of four Classes based on the four Training Features, Cheerleader expands on the battling style of the Inspired Training Feature. They're able to motivate their allies with Orders and are great for a Trainer with Pokémon that can defend and support allies.

Duelist

Skills: Focus

Active Pokémon Support: 

Passive Pokémon Support: 

One of four Classes based on the four Training Features, Duelist hones in on the Focused Training Feature and the battling style it promotes. Their core mechanic is based on controlling the momentum of battle and gaining a steady advantage using one Pokémon at a time without much switching.

Enduring Soul

Skills: Athletics, Focus

Passive Pokémon Support: 

A defensive Class that seeks to outlast its opponents, the Enduring Soul can give even the most frail Pokémon immense staying power. They may not aim to hit the hardest, but they will be sure to remain standing at the end of the day.

Juggler

Skills: Acrobatics

Active Pokémon Support: 

Jugglers swiftly swap through their entire Pokémon teams in a fight, forcing opponents to keep on their toes. They can make the most of a versatile team by ensuring that they always have the Pokémon they want out facing their foes and catching them off guard.

Rider

Skills: Acrobatics, Athletics

Passive Pokémon Support: 

Active Pokémon Support: 

Trainer Combat: 

One of four Classes based on the four Training Features, Rider makes the most of Agility Training by applying it to the art of mounted combat. From the back of their Pokémon, they can bark Orders or swat away would-be attackers that get too close. Trainer and Pokémon work in concert to create a devastating combination.

Taskmaster**Skills:** Intimidate**Active Pokémon Support:** **Passive Pokémon Support:** 

One of four Classes based on the four Training Features, Taskmaster embraces the cruel battling style of the Brutal Training Feature. It is a high-risk, high-reward Class that gains an offensive edge at the expense of giving their own Pokémon Injuries through a grueling training regime.

Trickster**Skills:** Guile**Active Pokémon Support:** **Passive Pokémon Support:** 

Tricksters are specialists in commanding their Pokémon to use Status-Class Moves, whether they are inflicting their foes with Poison and Burn, flooding the battlefield with Hazards, or weakening their opponents with Combat Stage reducing Moves.



ASSOCIATED SKILLS: CHARM

For some Trainers, the path to victory isn't paved with complicated strategy or incredibly harsh training. Instead, they believe in their Pokémons and try to motivate them to battle to their best, even in the face of overwhelming odds. True to their name, Cheerleaders cheer on their Pokémons and drive them to greater heights of battle with their optimistic attitudes.

Cheerleaders bring shine and happiness to traveling groups of Trainers, their words of motivation keeping their allies going even after devastating attacks. This doesn't mean they're all about blind optimism with no substance, however. Cheerleaders need leadership skills, and under their guidance, allies can find their second wind or push themselves to act quicker in battle.

Teamed up with cheery and motivating Pokémons, a Cheerleader can keep a traveling party in high spirits and fighting at their best all the time.

CHEERLEADER

ACTIVE POKÉMON SUPPORT



PASSIVE POKÉMON SUPPORT



Cheerleader

[Class]

Prerequisites: Inspired Training, Novice Charm

X AP – Free Action

Trigger: You use Orders

Effect: Choose Cheered, Excited, or Motivated. All allies affected by the triggering effect gain the chosen condition. This Feature costs 0 AP if the triggering effect affects only one ally, and costs 1 AP if it affects two or more.

Mechanic: Cheerleader's Features can deliver several beneficial conditions on their allies – Cheered, Excited, or Motivated. Targets can have more than once “instance” of the same condition, but for Cheered and Excited only one instance may be activated per trigger (that is to say, you can't add +10 Damage Reduction against one attack using Excited, and you can't use Cheered to roll four times for the same Save Check!)

- » **Cheered** – Pokémon or Trainers may give up the Cheered condition when making a Save Check to roll twice, and take the best result.
- » **Excited** – Pokémon or Trainers may give up the Excited condition when hit by a Damaging Attack to gain +5 Damage Reduction against that attack.
- » **Motivated** – Pokémon or Trainers may give up the Motivated condition as a Free Action to increase a Combat Stage that is below its Default Value (usually 0 CS) by +1 CS.

Cheer Brigade

Prerequisites: Cheerleader

At-Will – Extended Action

Target: Your Pokémon with at least 2 Tutor Points remaining

Effect: Your Pokémon loses 2 Tutor Points and gains the Friend Guard Ability.

Gleeful Interference

Prerequisites: Cheer Brigade, Adept Charm

1 AP – Free Action

Trigger: Your Pokémon with the Friend Guard Ability hits a foe with a damaging attack

Effect: The triggering foe gains a -2 penalty to Accuracy for one full Round.

Inspirational Support

Prerequisites: Cheer Brigade, Adept Charm

Static

Effect: You may trigger Cheerleader as a Free Action when your Pokémon with Friend Guard activate an Ability or Status Move that affects only allies.

Note: When considering effects that could trigger Cheerleader this way, aside from the obvious Moves like Helping Hand and Abilities like Plus and Minus, think about Blessings, Coats, etc too!

Moment of Action

[Orders]

Prerequisites: Cheerleader

At-Will – Standard Action

Target: Up to two Allied Trainers

Effect: Each target gains 1 Temporary Action Point. These Action Points disappear after one full Round.

Go, Fight, Win!

[Orders]

Prerequisites: Moment of Action, Expert Charm

At-Will – Standard Action + Swift Action

Effect: Choose and perform one of the cheers below. You may perform each Cheer only once per Scene.

- » **Show Your Best!:** Choose Defense or Special Defense. All allies on the field gain +1 Combat Stage in the Chosen Stat and become Motivated.
- » **Don't Stop Now!:** All allies on the field gain Temporary Hit Points equal to your Charm Rank and become Excited.
- » **I Believe In You!:** All allies on the field gain a +2 bonus to Evasion for one full Round, and become Cheered.

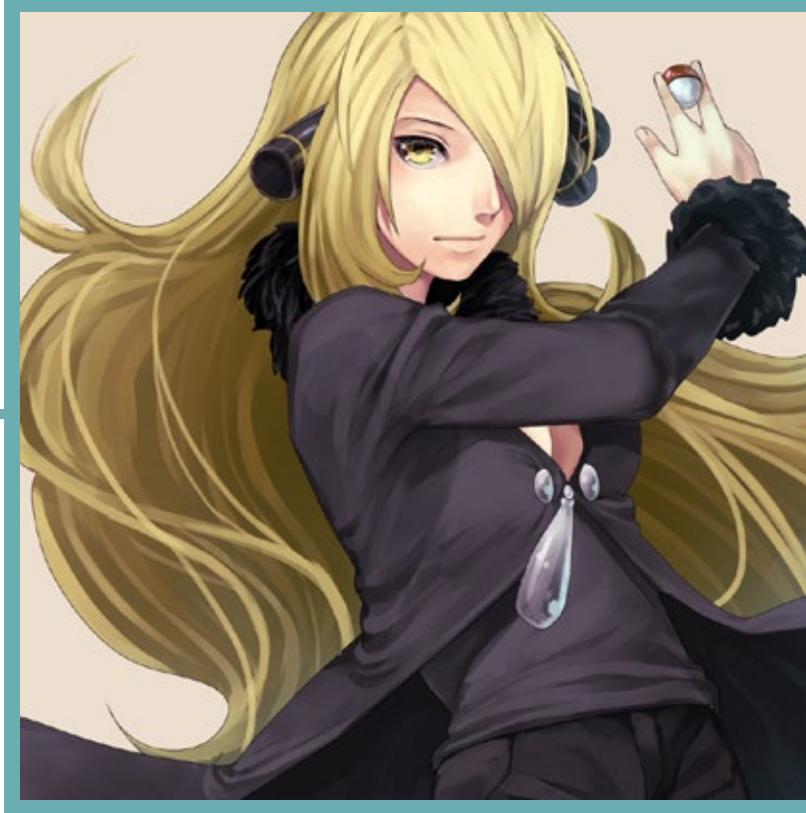
Keep Fighting!

Prerequisites: 5 Cheerleader Features, Master Charm

Daily x2 – Free Action

Trigger: Your Pokémon or an Ally Trainer with over 1 Hit Point is reduced to 0 Hit Points or lower

Effect: That Ally's Hit Point count is reduced to 1 instead, and then gains Temporary Hit Points equal to your Charm Rank doubled.



DUELIST

ACTIVE POKÉMON SUPPORT



PASSIVE POKÉMON SUPPORT



ASSOCIATED SKILLS: FOCUS

Duelists mark their foes and then let their Pokémons tear them apart with ruthless efficiency. Even in the midst of a crowded battlefield, they are able to pinpoint priority targets and ensure their Pokémons have the focus to take them down without distraction. Unlike Jugglers, who prefer to rotate through their entire roster of Pokémons quickly in a battle, Duelists battle with one Pokémon at a time, building up momentum and pushing their advantage further and further.

Trainers with primarily passive Pokémon support options can take advantage of Duelist's unique and powerful Orders, filling their Standard Actions. This makes Duelist a good counterpart to Classes such as Ace Trainer and Stat Ace.

Duelist

[Class]

Prerequisites: Focused Training, Novice Focus

At-Will – Swift Action

Target: A Pokémon or Trainer**Effect:** The Foe becomes Tagged; or if the foe is already Tagged, the foe loses the Tag. Only one foe can be Tagged this way at a time. If a new Foe is Tagged, all other Tags are lost.

Your Pokémons under the effects of Focused Training gain half their Momentum (rounded up) as a Bonus to Accuracy and Evasion against Tagged Foes, but as long as a Foe is Tagged, they do not benefit from Focused Training's Accuracy Bonus against other foes.

Mechanic – Momentum:

- » Your Pokémons begins each Scene with 0 Momentum.
- » At the end of each Combat round, your Pokémons gains +1 Momentum.
- » Whenever your Pokémons hits a Tagged foe, they gain +1 Momentum.
- » Your Pokémons has a maximum of 6 Momentum. So use a d6 to track it.
- » All Momentum is lost when your Pokémons Faints, your Pokémons is recalled, or combat ends.

Expend Momentum

[Orders]

Prerequisites: Duelist

At-Will – Standard Action

Target: Your Pokémons under the effects of Focused Training**Effect:** Apply one of the following effects on the target by spending that much Momentum.

- » **Spend 1 Momentum:** Your Pokémons regains use of a EOT Frequency Move.
- » **Spend 2 Momentum:** Your Pokémons automatically rolls an 11 on one d20 Roll of your choice on their next turn.
- » **Spend 3 Momentum:** Your Pokémons regains a use of Scene Frequency Move. May be chosen only once per Scene per Pokémon.

Effective Methods**Prerequisites:** Duelist

At-Will – Extended Action

Target: Your Pokémons with at least 2 Tutor Points remaining**Effect:** Your Pokémons loses 2 Tutor Points and gains your choice of the Exploit or Tolerance Ability. You may only target a Pokémon once with Effective Methods.**Directed Focus****Prerequisites:** Effective Methods

Static

Effect: Whenever your Pokémons with the Exploit or Tolerance Ability are targeted by an [Order], deal Super-Effective Damage, or take Super-Effective Damage, they gain +1 Momentum after all effects of the Move or Order are resolved.**Type Methodology****Prerequisites:** Effective Methods, Adept Focus

Scene x2 – Free Action

Trigger: See Effect**Effect:** Effects depend on whether your Pokémons has the Tolerance or Exploit ability.

- » Whenever your Pokémons with Tolerance takes Super-Effective damage from a Tagged foe, your Pokémons may lose 2 Momentum to Resist that attack one step.
- » Whenever your Pokémons with Exploit deals Resisted damage to a Tagged foe, your Pokémons may lose 2 Momentum to increase the effectiveness of the attack one step.

Duelist's Manual

[Orders]

Prerequisites: Expend Momentum, Effective Methods, Expert Focus

2 AP – Standard Action

Target: Your Pokémon under the effects of Focused Training

Effect: Apply one of the following effects. To choose an effect, your Pokémon must have a certain amount of Momentum. (Duelist's Manual does not spend Momentum).

- » **1 Momentum:** Your Pokémon doubles their bonuses from Tolerance or Exploit until the end of their next turn and may change their Tolerance Ability into Exploit, or vice versa, until the end of their next turn.
- » **2 Momentum:** Your Pokémon's next Pass, Cone, Close Blast, or Burst attack becomes a single target Melee attack, or their next Line or Ranged Blast attack becomes a single target Ranged attack. If this attack hits, the target becomes Vulnerable for one full round and has their Initiative set to 0 until the end of their next turn.
- » **3 Momentum:** Your Pokémon may act while ignoring the Confused, Rage, Infatuation, and Suppressed Volatile Status on their next turn as long as they attempt to attack a Tagged foe. May only be used once per Scene per Pokémon.

Seize The Moment

Prerequisites: Duelist, Master Focus

Scene x2 – Free Action

Trigger: Your Pokémon would gain Momentum while already at 6 Momentum

Effect: Your Pokémon loses 6 Momentum, and then gains +1 Momentum. Your Pokémon may immediately make an attack as an Interrupt, but this attack must target only a Tagged Foe. If the attack misses, it still deals damage as if it had the Smite keyword. If the attack hits, it's automatically a Critical Hit. If it would have already been a Critical Hit, your Pokémon gains Hit Points equal to half of its maximum Hit Points. May be used only once per Scene per Pokémon .



ENDURING SOUL

PASSIVE POKÉMON SUPPORT



ASSOCIATED SKILLS: ATHLETICS, FOCUS

Enduring Souls understand the value of sheer tenacity. Where others would throw in the towel, they keep going. Through impressive stamina and focus, they will themselves to victory. It's just this endurance and tenacity that can lead an Enduring Soul's Pokémon to persevere through Critical Hits and Status Afflictions that would cripple lesser Pokémon.

Enduring Soul is a good fit for any trainer that wants to push the endurance of their Pokémon in battle, and thus it's a path most taken by Ace Trainers, Tough Experts, or other classes that specialize in training Pokémon, but is also a good fit with classes such as Athlete or Martial Artist that enhance the endurance of the Trainer; this way both Pokémon and Trainer can become tougher together. Psychics specializing in Focus may find this class an attractive way to enhance their Pokémon as well.

Enduring Soul

[Class]

Prerequisites: Novice Athletics and Focus

Static

Effect: You may add to your Pokémons HP stat when they level up, ignoring Base Relation, and you do not need to “correct” Stats due to this inflated HP.

Staying Power

Prerequisites: Enduring Soul

Scene – Free Action

Trigger: Your Pokémon Takes a Breather

Effect: Your Pokémon may “Take a Breather” even if it is Confused or Enraged, and it does not Trip or have to Shift away from enemies as part of the action. You may choose whether or not your Pokémon resets their Combat Stages to default.

Shrug Off

Prerequisites: Staying Power

Static

Effect: Once per day, each of your Pokémon may spend a Shift Action to remove 1 Injury from themselves; this may also be activated as a Free Action whenever your Pokémon Take a Breather.

Awareness

Prerequisites: Enduring Soul, 3 Pokémon with a Defensive Ability*

Static

Effect: Your Pokémon add +2 to all Save Checks.

Resilience

Prerequisites: Awareness, Expert Athletics or Focus

2 AP – Free Action

Trigger: Your Pokémon is hit by a Critical Hit or gains a Status Affliction (or both)

Effect: Your Pokémon does not gain a Status Affliction, and the triggering attack does damage as if it was not a Critical Hit. Resilience may only be used once per target per Scene.

Not Yet!

Prerequisites: Enduring Soul, Expert Athletics or Focus

Scene – Free Action

Trigger: Your Pokémon is Fainted, but is not at less than -100% Hit Points.

Effect: Before fainting, the targeted Pokémon gains an Injury, and may then use a Move as an Interrupt. When the Move is resolved, the Pokémon then immediately faints. This consumes a Pokémon turn as normal. This cannot be used with the Moves Explosion, Pain Split, or Self-Destruct.

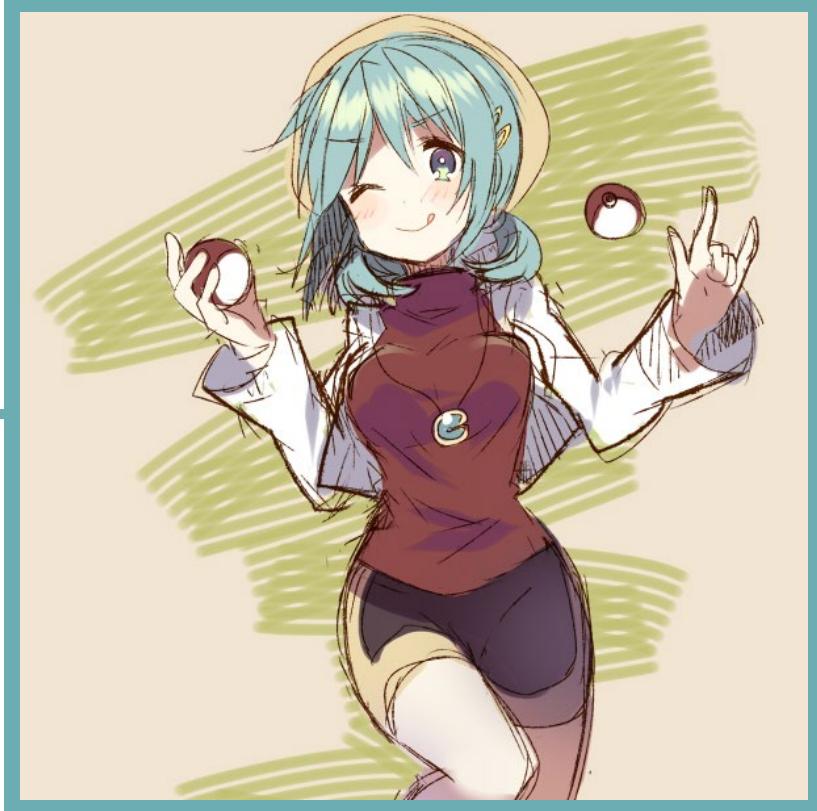
Vim and Vigor

Prerequisites: Shrug Off, Master Athletics or Focus

At-Will – Extended Action

Target: Your Pokémon with at least 2 Tutor Points

Effect: The target loses 2 Tutor Points, and gains the Vigor Ability.



JUGGLER

ACTIVE POKÉMON SUPPORT



ASSOCIATED SKILLS: ACROBATICS, GUILE

Jugglers are quick, clever, and exceptionally dexterous.

In truth, the “Juggler” Class doesn’t need to represent just jugglers, but anyone that’s skilled and quick enough to handle Poké Balls with grace and precision. Jugglers can put their natural talents toward combat or even contests, but they truly shine in Pokémon Battles, especially when there are no restrictions on switching. Jugglers have mastered techniques that help their Pokémons emulate the effects of Pokémon Moves such as U-Turn or Baton Pass.

Jugglers pair best with clever and subtle classes that focus on Pokémon Battling; Masterminds and Smart Experts are natural fits. Due to their physical inclinations they also pair well with Ninjas, Rogues, or other physically oriented trainers that don’t mind raising their Acrobatics.

Juggler

[Class] [+Speed]

Prerequisites: Quick Switch, Novice Acrobatics, Novice Guile

Static

Effect: Using Quick Switch costs only 1 AP. Whenever you send a Pokémon into an encounter from a Poké Ball, they receive a +10 bonus to their Initiative during that round.**Bounce Shot**

[+Speed]

Prerequisites: Juggler

At-Will – Free Action

Trigger: You throw a Poké Ball**Effect:** After hitting its mark or landing, your Poké Ball bounces 3 meters in any direction. You may have your Poké Ball trigger captures or releases before or after the bounce.**Juggling Show**

[+Speed]

Prerequisites: Juggler

Static

Effect: You may roll an additional Xd6 during the Introduction Stage of a Contest, where X is half of your Acrobatics Rank. You may choose any Contest Stat to attempt to gain Dice for with this roll.**Round Trip**

[+Speed]

Prerequisites: Juggler, Adept Acrobatics or Guile

1 AP – Free Action

Trigger: Your Pokémon uses a Move.**Effect:** You may immediately switch your Pokémon that just performed a Move for another of your Pokémon. This effect lets Pokémon with the Trapped condition switch out.**Tag In**

[+Speed]

Prerequisites: Round Trip, Expert Acrobatics or Guile

1 AP - Free Action

Trigger: You recall a Pokémon**Effect:** The next Pokémon you send out is treated as if the recalled Pokémon had used Baton Pass on it.**Emergency Release**

[+Speed]

Prerequisites: Juggler, Expert Acrobatics or Guile

2 AP – Shift Action, Interrupt

Effect: You may Release a Pokémon as an Interrupt.**First Blood**

[+Speed]

Prerequisites: Tag In, Master Acrobatics or Guile

Scene – Free Action

Trigger: You release a Pokémon from its Poké Ball**Effect:** If you have a Pokémon turn available this round or next, your Pokémon may use a Move as an Interrupt as soon as it is sent out. This consumes your Pokémon turn for the round (or the following round) as normal.



RIDER

PASSIVE POKÉMON SUPPORT



ACTIVE POKÉMON SUPPORT



TRAINER COMBAT



ASSOCIATED SKILLS: ACROBATICS, ATHLETICS

In the world of Pokémon, it's pretty commonplace for Trainers to use their Pokémon to get from place to place. Anyone can, with a little practice and maybe a saddle, learn to ride their Rapidash to expedite those trips into town or surf on their Lapras to get to faraway islands. Riders elevate this practice into a finely tuned combat art, guiding their Pokémon with skill and finesse to outmaneuver their opponents and strike with blinding speed.

Becoming a Rider requires not only coordination and physical training; a good Rider has a strong grasp of leadership skills and commands their Pokémon with great spirit. Under the guidance of a skilled Rider, a Pokémon delivers devastating charges that can bring down several foes at once or zips across the battlefield while leaving a swath of destruction in their wake.

Direct combat Classes like Martial Artist or Ninja are common complements to a Rider because it's hard to avoid being in the midst of battle when you're riding on your Pokémon!

Rider

[Class] [+Speed]

Prerequisites: Mounted Prowess, Agility Training, Novice Acrobatics or Athletics

Static

Effect: While you are Mounted on a Pokemon under the effects of Agility Training, the bonuses from Agility Training are doubled.**Ramming Speed**

[+Speed]

Prerequisites: Rider

At-Will – Extended Action

Target: Your Pokémon with at least 2 Tutor Points**Effect:** The target loses 2 Tutor Points and gains the Run Up Ability.**Conqueror's March**

[Orders][+Speed]

Prerequisites: Ramming Speed, Adept Acrobatics or Athletics

At-Will – Standard Action

Target: Your Pokémon with Run Up**Effect:** This round, if being used as a Mount, the target may use Dash, Burst, Blast, Cone, or Line range Moves with a range of Pass instead of their usual range.**Ride as One**

[+Speed]

Prerequisites: Rider

Static

Effect: While you are Mounted, you and your Mount each use the highest of each other's Speed Evasion. If both you and your Mount have the same Speed Evasion, you instead each receive a +1 bonus to Speed Evasion. Whenever one of you receives Initiative, either of you may take your turn. When the next person would receive initiative, the person that did not take their turn then takes it.**Lean In**

[+Speed]

Prerequisites: Ride as One

Scene x2 – Free Action

Trigger: You and your Mount both take Damage from a Burst, Blast, Cone, or Line**Effect:** Both you and your Mount Resist the attack one step further.**Cavalier's Reprisal**

[+Speed]

Prerequisites: Ride as One, Expert Acrobatics or Athletics

1 AP – Free Action

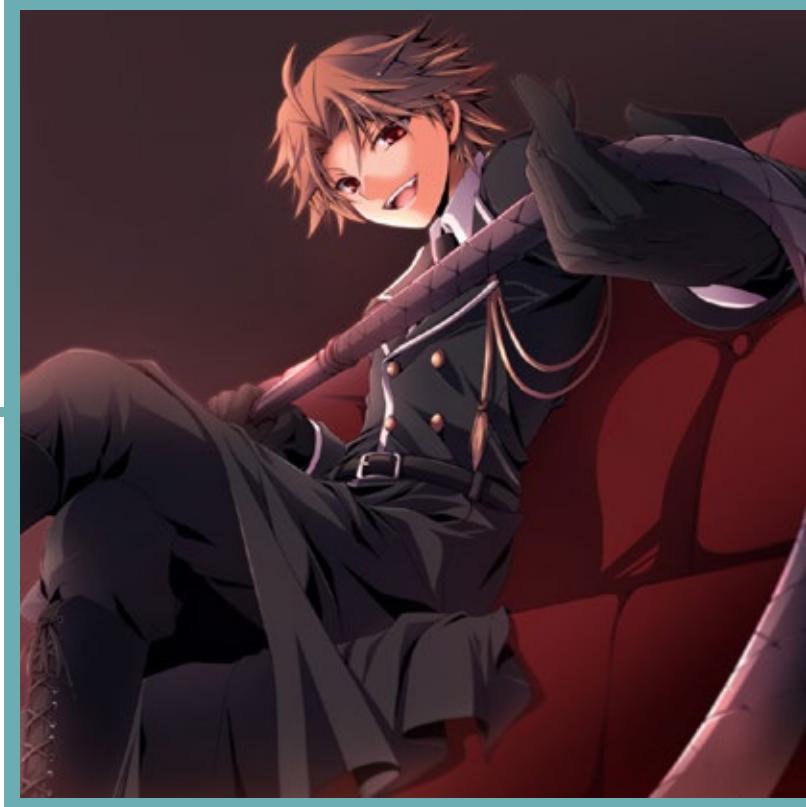
Trigger: An adjacent foe hits your Mount with an attack**Effect:** You may make a Struggle Attack against the triggering foe.**Overrun**

[+Speed]

Prerequisites: Conqueror's March, Expert Acrobatics or Athletics

Scene x2 – Free Action

Trigger: Your Mount with Run Up makes a Damage Roll for a Dash or Pass Move**Effect:** Your Pokémon adds their Speed Stat in addition to their normal attacking Stat to their Damage Roll. The target gains Damage Reduction against this attack equal to their own Speed Stat.



TASKMASTER

ACTIVE POKÉMON SUPPORT



PASSIVE POKÉMON SUPPORT



ASSOCIATED SKILLS: INTIMIDATE

Taskmasters are known for their brutal and demanding style, pushing their Pokémons harder in training than most other Trainers would dare. Many assume that Taskmasters rule their Pokémons through threats and abuse, but some Taskmasters have a deeper understanding with their Pokémons, who accept and embrace their grueling training regimes. However, the sad truth is others do indeed mistreat their Pokémons and rule through fear, instilling in them an overwhelming need to achieve victory in order to avoid harsh consequences.

Regardless of their methods, it can't be denied that the results are effective. Their brutal training produces brutal Pokémons that can better fight through the pain of battle and use cruel techniques on their opponents with devastating effect.

Many Taskmasters are Ace Trainers, but they can come from all walks of life; Rogues, Roughnecks, and Tough Experts are especially apt to become Taskmasters.

Taskmaster

[Class]

Prerequisites: Brutal Training, Novice Intimidate

At-Will – Free Action

Trigger: You apply Brutal Training as a Training action

Effect: You may grant your Pokéémon up to three injuries. If your Pokéémon has at least one Injury, it becomes Hardened.

Mechanic – Hardened

Hardened Pokemon receive the following benefits:

- » They do not lose Hit Points from acting while Heavily Injured
- » Injuries beyond the 5th do not lower their Maximum Hit Points
- » If they have 1 or more injuries, they gain +1 to Critical Hit and Effect Range.
- » If they have 3 or more injuries, they gain +1 Evasion and +5 to Initiative.
- » If they have 5 or more injuries, they gain +5 Damage Reduction.
- » If they have 7 or more injuries, they are immune to Loss of Hit Points (but not damage) from all effects.
- » If they have 9 or more injuries, they resist all damage one step further.

Quick Healing

Prerequisites: Taskmaster

At-Will – Extended Action

Effect: Your Hardened Pokéémon may use Quick Healing to remove up to three injuries, and gains two Ticks of Hit Points for each Injury removed this way.

Note: The Injury Removal from this Feature counts as Natural Healing, and thus counts against the total number of Injuries that can be removed in a day.

Savage Strike

Prerequisites: Taskmaster

At-Will – Extended Action

Target: Your Pokéémon with at least 2 Tutor Points

Effect: The target loses 2 Tutor Points, and gains the Cruelty Ability.

Strike of the Whip

Prerequisites: Taskmaster, Press

At-Will – Swift Action

Trigger: You use Press

Effect: You may apply 1 or more of the following effects to the Pokéémon hit by Press:

- » Give the target 1 Injury and a Tick of Temporary Hit Points.
- » Spend 1 AP and cure the target of Confusion, Infatuation, Rage, and Suppression.
- » Use an [Order] you know with targets on the target as a Free Action.

Pain Resistance

Prerequisites: Taskmaster, Adept Intimidate

1 AP – Free Action

Trigger: Your Pokéémon with 1 or more injuries takes Damage

Effect: Your Pokéémon gains X Damage Reduction against the triggering attack, where X is its Tick Value multiplied by the number of Injuries it has. This may be triggered once per Scene per Pokéémon.

Press On!

Prerequisites: Taskmaster, Expert Intimidate

Static

Effect: Your Hardened Pokéémon gain the following benefits, based on your Intimidate Rank

- » **Expert:** When your Pokéémon Faints, you may pay 1 AP. If you do, your Pokéémon Faints at -30% Hit Points instead.
- » **Master:** While acting at 0 Hit Points or less, your Pokéémon's Critical Hit, Effect Range, Evasion, Initiative, Damage Reduction, and Resistance Bonuses from being Hardened are doubled.

Note: Pokéémon cannot use the Moves Explosion, Endure, Pain Split, or Self-Destruct while they have 0 Hit Points or less. Pokéémon with the Soulless capability cannot benefit from Press On!

Desperate Strike

Prerequisites: Savage Strike, Expert Intimidate

Scene x2 – Free Action

Trigger: Your Pokémon triggers Cruelty, or scores a Critical Hit with damaging attack.

Effect: Your Pokemon may apply the effects of Cruelty to the attack without expending Cruelty's Frequency. Cruelty's effects may be purchased as if the foe had additional injuries equal to the number of injuries on the user. Desperate Strike may be used once per Scene per Pokémon.

Deadly Gambit

Prerequisites: 5 Taskmaster Features, Master Intimidate

Scene – Free Action

Trigger: Your Pokémon is the target of a foe's damaging melee attack

Effect: The triggering attack automatically hits as if it was a Critical Hit. Before damage resolves, your Pokémon may use a 1-Target damaging attack on the foe making the triggering attack as an Interrupt, Frequency allowing, and also automatically hits as a Critical Hit. Damage for both attacks then resolve at the same time.

Note: This effect bypasses immunity to Critical Hits on your own Pokémon, but not on the target. Though both attacks hit automatically and are Critical Hits, you may still roll to activate effects.



TRICKSTER

ACTIVE POKÉMON SUPPORT



PASSIVE POKÉMON SUPPORT



ASSOCIATED SKILLS: GUILE

Tricksters scorn the direct approach to battle, preferring clever use of Status Afflictions and Hazards over pummeling their opponents with overwhelming force. While many Tricksters prefer to turn fights into battles of attrition, slowly wearing down their foes with Burn, Poison, and similar effects, others use their expertise with Status-Class Moves as part of a versatile arsenal, setting up their opponents for well-timed and devastating attacks.

One needs not do it all when building a Trickster character – in fact, it's usually to your advantage to focus and cherry-pick your Features as this Class covers a wider range of Status-Class Moves than most Trainers will regularly use. Combined with an Enduring Soul, a Trickster may rely on Hazards and damage over time to outlast their foes. Combined with a Rogue, Pokémon and Trainer can team up to give their enemies a double-whammy of disorientation and confusion.

Trickster

[Class]

Prerequisites: Novice Guile

1 AP – Free Action

Trigger: Your Pokémon hits a foe with a Status-Class Move or a foe triggers your Pokémon's Hazard**Effect:** After the Move is resolved, your Pokémon may perform a Dirty Trick or Manipulate Maneuver on that foe as a Free Action. The Maneuver automatically hits, but the target must be in range for the chosen Maneuver. Use your own Guile to resolve Manipulate Rolls.**Bag of Tricks**

[Ranked 2]

Rank 1 Prerequisites: Trickster**Rank 2 Prerequisites:** Trickster

Static

Effect: You gain two Trickster Techniques of your choice, found on the next page.**Stacked Deck****Prerequisites:** Trickster, Adept Guile

1 AP – Free Action

Trigger: Your Pokémon hits a foe suffering from a Status Affliction or one of the other conditions in the table below**Effect:** Choose a Status Affliction or condition the triggering target is suffering from; the target suffers an additional effect according to the table below. Stacked Deck may only affect a foe once per Scene.

Condition	Effect
Bad Dreams, Cursed, Seeded, Burn, Poison	Whenever the target loses Hit Points from the chosen condition, they lose an additional 5 Hit Points.
Paralysis, Frozen, Vortex, Sleep	The next time the target passes their Save Check for the chosen condition, they become Tripped and Slowed.
Confuse, Enrage, Suppression, Infatuation	The target suffers a -2 penalty to their Accuracy and Evasion while suffering from the chosen condition.

Flourish**Prerequisites:** Trickster

Static

Effect: Your Pokémon's Status-Class Moves that affect foes ignore non-Stat Evasion. They may Critically Hit like damaging Moves on a roll of 20. Upon such a Critical Hit, choose one effect from the list below. This Critical Hit rate may be modified as normal.

- » If the Move inflicts a Status Affliction with a Save Check, all affected targets get a -4 penalty to their first Save Check.
- » If the Move lowers Combat Stages, then pick a Stat that the Move lowers and lower it by 1 additional Combat Stage.
- » Your Pokémon gains a Tick of Temporary Hit Points.

Encore Performance**Prerequisites:** 3 Trickster Features, Expert Guile

Daily x3 – Free Action

Trigger: Your Pokémon uses a Status-Class Move that does not target foes.**Choose One Effect:** Your Pokémon gains +1 Combat Stage in any Stat in which they haven't gained a Combat Stage this turn; or gains a second Standard Action this round that must be used to make an At-Will action that does not trigger Encore Performance; or, if they are placing Hazards, they may place an additional two units; or, if they are activating a Weather Effect, it lasts an additional two turns; or, if they are activating a Blessing, it gains an additional use..**Sleight****Prerequisites:** 4 Trickster Features, Master Guile

Scene x2 – Free Action

Effect: Your Pokémon may activate Sleight as an Interrupt to immediately take their turn and use a Status-Class Move as a Standard Action. If this Move targets a foe, it ignores Substitute and Defensive Abilities, and Blessings may not be activated against the Move.

TRICKSTER TECHNIQUES

Mind Games

Scene x2 – Free Action

Trigger: Your Pokémon hits a foe with a Move with the Social keyword

Effect: The foe becomes Vulnerable for one full round. If the foe is afflicted with Rage, Suppression, Infatuation, or Confusion you may change one of the listed Volatile Status to another listed Volatile Status. Mind Games may only be activated once per Scene per foe. When inflicting Infatuation this way, the object of Infatuation is your Pokémon, regardless of gender.

Escape Artist

1 AP – Free Action

Trigger: Your Pokémon targets an adjacent foe with a Status-Class Move

Effect: The triggering Move cannot provoke an Attack of Opportunity, and your Pokémon may immediately perform a Disengage Maneuver as a Free Action. Escape Artist may only be activated once per Scene per Pokémon.

Shell Game

Scene x2 – Special

Target: Allied Hazards

Effect: Your Pokémon may activate Shell Game when placing Hazards as a Free Action or otherwise as a Standard Action. Choose one type of Hazard and move all allied instances of that Hazard up to X meters, where X is equal to half your Guile Rank; they do not have to remain contiguous. You may use Shell Game to place Hazards of different types on the same square or create layers of Toxic Spikes.

Impromptu Trick

1 AP – Free Action

Trigger: A foe triggers an Attack of Opportunity from your Pokémon

Effect: Your Pokémon may use a Move with the Hazard Keyword or an At-Will or EOT Frequency Status-Class Move targeting that foe instead of a Struggle Attack.

SPECIALIST TEAM CLASSES

Specialist Team Classes: These Classes have zeroed in on a particular kind of Pokémon they prefer using, and taking them will steer your character's team in that direction. Many prominent Trainers in the Pokémon franchise, such as Gym Leaders and their protégés, create specialized teams and would be well represented with these Classes. While this list may appear small, it's simply because each of these Classes has many variations – 5 different Stats for Stat Ace and Style Expert each and 18 different Types for Type Ace!

Stat Ace	
Skills: Command, Focus	
Passive Pokémon Support: 	Active Pokémon Support: 
A specialist in one of the five Combat Stats: Attack, Defense, Special Attack, Special Defense, and Speed.	
Style Expert	
Skills: Charm, Command, Guile, Intimidate, Intuition	
Active Pokémon Support: 	Passive Pokémon Support: 
An advanced Contest competitor that specializes in one of the five Contest Stats: Beauty, Cool, Cute, Smart, and Tough. They have battling styles that reflect their Contest specialization as well.	
Type Ace	
Skills: Varies by Type	
Passive Pokémon Support: 	Active Pokémon Support: 
A battler that primarily uses Pokémon of a certain elemental Type.	



STAT ACE

PASSIVE POKÉMON SUPPORT



ACTIVE POKÉMON SUPPORT



ASSOCIATED SKILLS: COMMAND, FOCUS

Stat Aces hold loyalties only to ability. They find Pokémons who are the fastest, or the strongest, or the smartest and then, the Stat Ace further improves those abilities. No other Trainer can make a Slowbro act with the Speed of a Ninjask. This focus makes them extremely effective in their element, but might also come with the risk of opening themselves up to weaknesses a more well rounded trainer wouldn't have as much issue with. However, it doesn't take many blows from an Attack or Special Attack Ace to knock out a foe, not many can wear down a Defense or Special Defense Ace, and it's hard to get a leg up on a Speed Ace.

Stat Ace, as a Class, allows you to customize Pokémons in ways you typically wouldn't be able to. By allowing you to bypass Base Stat Relations for a stat, you can raise Pokémons in rather interesting ways, such as having a Gengar focused on physical attacks and taking advantage of its awesome physical movepool. It also allows you to further improve Pokémons who are already specialized in a given stat with innate Combat Stage bonuses, extra Abilities and bonus stats.

Stat Ace

[Class] [Branch]

Prerequisites: Ace Trainer or Style Expert, 1 Pokémon with the chosen stat of 15 or more, Novice Command or Focus**Prerequisites:** 3 Pokémon with the chosen stat at 20 or higher, Novice Command or Focus
Static**Effect:** Your Pokémon have their Chosen Base Stat increased by +1, and by +1 more for every 10 Levels they have (for example, a Level 20 Pokémon would have your Chosen Stat's base value increased by +3). Additionally, your Pokémon may ignore Base Relations, as long as they are adding to the Stat chosen for Stat Ace, and you do not need to "correct" Stats due to this inflated Stat Value.**Note:** When you take Stat Ace, choose Attack, Defense, Special Attack, Special Defense, or Speed. This becomes your Pokémon's Chosen Stat. You may take Stat Ace multiple times, choosing different Stats each time. If using Style Expert to qualify for Stat Ace, your Chosen Stat must be the Stat that correlates to your Chosen Contest Stat. Beauty is Special Attack, Cool is Attack, Cute is Speed, Smart is Special Defense, and Tough is Defense.**Stat Link**

[Branch]

Prerequisites: Stat Ace

1 AP – Free Action

Trigger: At the end of your Pokémon's turn, their Chosen Stat is at its default number of Combat Stages or less.**Effect:** The triggering Pokémon has gains +1 Combat Stage in your Chosen Stat. (Note: The "Default" number of Combat Stages is usually 0)**Stat Training**

[Branch]

Prerequisites: Stat Ace

At-Will – Extended Action

Target: Your Pokémon with at least 1 Tutor Point**Effect:** Your Pokémon loses 1 Tutor Point, and learns a Move based on your Chosen Stat, even if your Pokémon cannot normally learn this Move:

- » **Attack:** Swords Dance or Rage
- » **Defense:** Iron Defense or Reflect
- » **Special Attack:** Nasty Plot or Hidden Power
- » **Special Defense:** Amnesia or Light Screen
- » **Speed:** Agility or After You

Stat Maneuver

[Branch]

Prerequisites: Stat Ace, Adept Command or Focus

Scene – Free Action

Effect: Stat Maneuver's Effect depends on your Chosen Stat:**Attack Effect:** You may activate this Feature to cause one of your Pokémon to use a Physical "Melee, 1-Target" Move as if its range was "Melee, Pass" or "Melee, 3-Targets" instead.**Defense Effect:** You may activate this feature whenever your Pokémon is hit by a Physical Attack to receive the blow as if your Pokémon's Defense Combat Stages were at +6 instead of their current value.**Special Attack Effect:** You may activate this Feature to allow your Pokémon to use a Special Burst, Cone, Close Blast, Ranged Blast, or Line of any size as a Burst 1, Cone 2, Close Blast 2, or Line 4 instead.**Special Defense Effect:** You may activate this feature whenever your Pokémon is hit by a Special Attack to receive the blow as if your Pokémon's Special Defense Combat Stages were at +6 instead of their current value.**Speed Effect:** You may activate this Feature at any time to cause your Pokémon to use a Move as Priority or a Priority Move as Priority (Advanced).

Stat Mastery

[Branch]

Prerequisites: Stat Maneuver

Static

Effect: Stat Mastery's Effect depends on your Chosen Stat:

Attack Effect: When your Pokémon successfully uses a Push, Disarm, or Dirty Trick Combat Maneuver, the target of the Maneuver loses a Tick of Hit Points.

Defense Effect: Whenever your Pokémon do not spend their Shift Action to Shift during a turn, they gain +5 Damage Reduction for one full round.

Special Attack Effect: The Range of your Pokémon's Special Non-Melee Moves is increased by +2. This does not affect the size of Area-Of-Effect moves (But does affect the range at which you can place Ranged Blasts).

Special Defense Effect: Whenever your Pokémon would lose a Tick of Hit Points from Status Afflictions, Weather, or other effects, they lose 5 fewer Hit Points, to a minimum of 1.

Speed Effect: Your Pokémon may take Disengage Maneuvers as Swift Actions.

Stat Embodiment

[Branch]

Prerequisites: 4 Stat Ace Features, Expert Command or Focus

1 AP – Swift Action, Priority (Limited)

Target: Your Pokémon

Effect: Your Pokémon gains an Ability, based on your Chosen Stat, for the remainder of the Scene. Switching does not end this effect. Stat Embodiment may only grant one Ability to a Pokémon at a time. If it is used a second time on the same target, it replaces the first granted Ability.

- » **Attack Aces** give Sheer Force or Defiant
- » **Defense Aces** give Filter or Battle Armor
- » **Special Attack Aces** give Tinted Lens or Competitive
- » **Special Defense Aces** give Multiscale or Tolerance
- » **Speed Aces** give Speed Boost or Vanguard

Stat Stratagem

[Branch] [Order] [Stratagem]

Prerequisites: Stat Link, Stat Training, Master Focus or Command

2 AP – Standard Action

Target: Your Pokémon

Effect: While this Feature is Bound, the target has the following bonuses based on your Chosen Stat:

Attack Effect: The target's damaging Melee Attacks have their Critical Hit Range increased by 1 for each positive Combat Stage they have in Attack, up to a maximum of +3.

Defense Effect: The target gains a +2 bonus to Save Checks against Paralysis, Sleep, and Freeze for each positive Combat Stage they have in Defense, up to a maximum of +6.

Special Attack Effect: The target's damaging Ranged Attacks have their Effect Range increased by 1 for each positive Combat Stage they have in Special Attack, up to a maximum of +3.

Special Defense Effect: The target gains a +2 bonus to Save Checks against Confusion, Rage, and Infatuation for each positive Combat Stage they have in Special Defense, up to a maximum of +6.

Speed Effect: The target's Movement Capabilities are increased by 1 for each positive Combat Stage they have in Speed, up to a maximum of +3.



STYLE EXPERT

ACTIVE POKÉMON SUPPORT



PASSIVE POKÉMON SUPPORT



ASSOCIATED SKILLS: INTUITION, COMMAND,
CHARM, GUILE, INTIMIDATE

Contest competition is stiff. Participants have to be prepared to both strut their stuff and know when to show their best moves. Those who delve deep into this practice and develop a particular style are known as Style Experts. Much like Stat Aces hone in on a particular trait among Pokémons, Style Experts focus on one particular Contest Style – Beauty, Cool, Cute, Smart, or Tough – and strive to embody this ideal, and help their Pokémons do so too. In Battle, Contests, and in life, you can count on Style Experts to act with a certain flavor of flair.

The Style Expert Class is much like Stat Ace in that it focuses on a particular Stat – only from the Contest perspective. This isn't to say they have no applications outside of Contests, however. Where Stat Ace is all about teaching Pokémons to battle with an emphasis on their Combat Stat, the Style Expert teaches their Pokémons to embody their chosen Contest Stat in ways that can be similarly useful both in and out of battle. It's certainly a similar Class, but with a very different flair.

Style Expert

[Class] [Branch]

Prerequisites: 3 Pokémon with 3d6 in a specific certain Contest Stat from Poffins

Prerequisites: Coordinator, 1 Pokémon with 3d6 in a specific certain Contest Stat from Poffins

Static

Effect: Your Pokémon gain +2d6 to your chosen Contest Stat. These dice are counted as if coming from Poffins.

Note: When you take Style Expert, choose from Beauty, Cool, Cute, Smart, or Tough. This becomes your Chosen Contest Stat. You may take Style Expert multiple times, each time choosing a different Contest Stat.

Style Flourish

[Branch]

Prerequisites: 3 Style Expert Features

1 AP – Free Action

Trigger: Your Pokémon uses a Move of your Chosen Type

Contest Effect: Re-Roll all dice that result in 1s. This effect may only be used once per Contest.

Battle Effect: The target gains +1 CS in the Stat corresponding to your chosen Contest Type, after the Move and all effects have been resolved. This may only affect a target once per Scene.

Note: As a reminder, Beauty corresponds to Special Attack, Cool corresponds to Attack, Cute corresponds to Speed, Smart corresponds to Special Defense, and Tough corresponds to Defense.

Style Entrainment

[Branch]

Prerequisites: 4 Style Expert Features

1 AP – Swift Action, Priority (Limited)

Target: Your Pokémon

Effect: Your Pokémon gains one of the following Abilities corresponding to your chosen Contest Stat for the rest of the Scene, even if it is switched out. Style Entrainment may only grant one Ability to a Pokémon at a time. If it is used a second time on the same target, it replaces the first granted Ability.

- » Beauty gives Gentle Vibe or Serene Grace
- » Cool gives Defiant or Sniper
- » Cute gives Cute Charm or Cute Tears
- » Smart gives Analytic or Anticipation
- » Tough gives Sturdy or Intimidate



Cast: When reading the following Features, keep in mind that Beautiful Ballet and the equivalents for the other Contest Stats are intended to be usable not only in battle but in Contests as well!

BEAUTY EXPERT FEATURES

Beautiful Ballet

[Ranked 2]

Rank 1 Prerequisites: Style Expert, Beauty as Chosen Stat, Novice Intuition

Rank 2 Prerequisites: Expert Intuition

1 AP – Special

Effect: Your Pokémon with at least 3d6 in their Beauty Stat from Poffins may activate Beautiful Ballet as a Standard Action to perform one of the following Moves. They must still follow frequency limits as usual for these Moves.

Rank 1: Captivate, Mist

Rank 2: Lovely Kiss, Mean Look

Fabulous Max

Prerequisites: Beautiful Ballet Rank 1

At-Will – Free Action

Trigger: Your Pokémon uses a Beauty-Type Move

Contest Effect: Treat the Move as if it were one step more aligned with the Contest Type. If the Move would be opposing the Contest Type, it is instead neutral. If it is neutral, it is instead matching. You may activate this effect only once per Contest.

Battle Effect: The move gains the keyword Burst 1 if Melee, or Blast 2 if ranged. If the move is already a Burst, Blast, or Cone, increase the size of the Move's Range by 1. This does not cause a target to be hit multiple times. You may activate Fabulous Max only once per Pokémon per Scene.

Enticing Beauty

Prerequisites: Beautiful Ballet Rank 1

Scene – Free Action

Target: Your Pokémon

Effect: The target acts as a Bait item as if it had the Alluring Capability. Add its number of Beauty Dice from Poffins as a Bonus to all d20 lure rolls.

COOL EXPERT FEATURES

Cool Conduct

[Ranked 2]

Rank 1 Prerequisites: Style Expert, Cool as Chosen Stat, Novice Command

Rank 2 Prerequisites: Expert Command

1 AP – Special

Effect: Your Pokémon with at least 3d6 in their Cool Stat from Poffins may activate Cool Conduct as a Standard Action to perform one of the following Moves. They must still follow frequency limits as usual for these Moves.

Rank 1: Focus Energy, Noble Roar

Rank 2: Roar, Double Team

Rule of Cool

Prerequisites: Cool Conduct Rank 1

At-Will – Free Action

Trigger: Your Pokémon uses a Cool-Type Move

Contest Effect: Treat the Move as if it were one step more aligned with the Contest Type. If the Move would be opposing the Contest Type, it is instead neutral. If it is neutral, it is instead matching. You may activate this effect only once per Contest.

Battle Effect: The triggering Move's Crit Range is increased by 3, and the Moves with the Interrupt Keyword may not be activated in reaction to this Move. You may activate Rule of Cool only once per Pokémon per Scene.

Action Hero Stunt

Prerequisites: Cool Conduct Rank 1

Daily x2 – Free Action

Trigger: Your Pokémon makes a Skill Check for a dramatic, high risk action

Effect: Instead of using a Skill for this Check, your Pokémon rolls their Cool Dice from Poffins and adds their number of Cool Dice from Stats as a modifier. For example, a Pokémon with 5d6 Cool from Poffins and 2d6 from Attack rolls 5d6+2. Skill Checks invoked by Intercepting attacks, Combat Maneuvers, Moves, and Abilities don't trigger this Feature.

Example Trigger: Charging into a burning building for a heroic rescue.

Cast: To decide whether an action triggers Action Hero Stunt, ask yourself if there are dramatic consequences for the outcome and if the player chose a risky and cool option over safer alternatives.



CUTE EXPERT FEATURES

Cute Cuddle

[Ranked 2]

Rank 1 Prerequisites: Style Expert, Cute as Chosen Stat, Novice Charm

Rank 2 Prerequisites: Expert Charm

1 AP – Special

Effect: Your Pokémon with at least 3d6 in their Cute Stat from Poffins may activate Cute Cuddle as a Standard Action to perform one of the following Moves. They must still follow frequency limits as usual for these Moves.

Rank 1: Charm, Block

Rank 2: Teeter Dance, Attract

Gleeful Steps

Prerequisites: Cute Cuddle Rank 1

At-Will – Free Action

Trigger: Your Pokémon uses a Cute-Type Move

Contest Effect: Treat the Move as if it were one step more aligned with the Contest Type. If the Move would be opposing the Contest Type, it is instead neutral. If it is neutral, it is instead matching. You may activate this effect only once per Contest.

Battle Effect: The triggering Pokémon may immediately shift up to half their Movement speed in meters in any direction after their attack is resolved. You may activate Gleeful Steps only once per Pokémon per Scene.

Let's Be Friends!

Prerequisites: Cute Cuddle Rank 1

Scene – Free Action

Target: Your Pokémon

Effect: The target may attempt to improve the disposition of a Wild Pokémon as if making a Charm Check. They roll their Cute Dice from Poffins and add their number of Cute Dice from Stats as a modifier. For example, a Pokémon with 4d6 Cute from Poffins and 3d6 Cute from Speed rolls 4d6+3 in place of a Charm Check.

SMART EXPERT FEATURES

Smart Scheme

[Ranked 2]

Rank 1 Prerequisites: Style Expert, Smart as Chosen Stat, Novice Guile

Rank 2 Prerequisites: Expert Guile

1 AP – Special

Effect: Your Pokémon with at least 3d6 in their Smart Stat from Poffins may activate Smart Scheme as a Standard Action to perform one of the following Moves. They must still follow frequency limits as usual for these Moves.

Rank 1: Fake Tears, Calm Mind

Rank 2: Taunt, Flatter

Calculated Assault

Prerequisites: Smart Scheme Rank 1

At-Will – Free Action

Trigger: Your Pokémon uses a Smart-Type Move

Contest Effect: Treat the Move as if it were one step more aligned with the Contest Type. If the Move would be opposing the Contest Type, it is instead neutral. If it is neutral, it is instead matching. You may activate this effect only once per Contest.

Battle Effect: Choose one: The triggering Pokémon gains a +1 bonus on its Accuracy Roll for each ally that hit a target of its Move this round, or all allies get a +1 bonus to their Accuracy Rolls against targets of the triggering Pokémon's Move until the end of your Pokémon's next turn. You may activate Calculated Assault only once per Pokémon per Scene.

Learn From Your Mistakes

Prerequisites: Smart Scheme Rank 1

Daily x3 – Free Action

Trigger: Your Pokémon fails a Skill Check.

Effect: Your Pokémon may re-roll the Skill Check with a Bonus equal to its number of Smart Dice from Poffins.

TOUGH EXPERT FEATURES

Tough Tumble

[Ranked 2]

Rank 1 Prerequisites: Style Expert, Tough as Chosen Stat, Novice Intimidate

Rank 2 Prerequisites: Expert Intimidate

1 AP – Special

Effect: Your Pokémon with at least 3d6 in their Tough Stat from Poffins may activate Tough Tumble as a Standard Action to perform one of the following Moves. They must still follow frequency limits as usual for these Moves.

Rank 1: Scary Face, Spite

Rank 2: Glare, Bide

Macho Charge

Prerequisites: Tough Tumble Rank 1

At-Will – Free Action

Trigger: Your Pokémon uses a Tough-Type Move

Contest Effect: Treat the Move as if it were one step more aligned with the Contest Type. If the Move would be opposing the Contest Type, it is instead neutral. If it is neutral, it is instead matching. You may activate this effect only once per Contest.

Battle Effect: All targets hit by the Move are pushed away from the triggering Pokémon by 3 meters. You may activate Macho Charge only once per Pokémon per Scene.

Endurance

Prerequisites: Tough Tumble Rank 1

Scene – Free Action

Trigger: Your Pokémon takes falling damage, begins to suffocate, or is Heavily Injured.

Effect: Your Pokémon can ignore up to X meters of falling when calculating falling damage, act without beginning to suffocate for X additional rounds, or ignore the Hit Point loss effects from acting while Heavily Injured for X rounds. X is equal to half its number of Tough Dice from Poffins.



TYPE ACE

PASSIVE POKÉMON SUPPORT



ACTIVE POKÉMON SUPPORT



ASSOCIATED SKILLS: VARIES BY TYPE

In a world where most Gyms are based on a particular Type of Pokémon, Type Aces are by far the most common of these specialists. The Type Ace feels a deep bond to a particular Type of Pokémon, and excels on raising them. This tie is so deep that they can with time change the very type of their Pokémon's Moves, or teach a Pokémon to use a Move in a way they normally wouldn't be able to. While their weaknesses are more pronounced than those of Stat Aces and Style Experts, their strengths are as well.

Type Ace is one of the most popular Classes for its thematic importance to the world of Pokémon. The ability to change the Type of a Move is also highly valuable to someone who wishes to specialize in a rare Type while retaining some versatility on their teams; they can train their off-Type Pokémon to take advantage of their specialty Type. Furthermore, Type Aces learn a variety of techniques to better wield their Type in battle and often more than make up for any inherent weaknesses of their chosen Type.

Type Ace

[Class] [Branch]

Prerequisites: 2 Different Pokémons of the Chosen Type, Type-Linked Skill* at Novice**Prerequisites:** Elemental Connection (of the Chosen Type), 1 Pokémon of the Chosen Type, Type-Linked Skill* at Novice

At-Will – Extended Action

Target: Your Pokémon with at least 2 Tutor Points remaining.**Effect:** The target loses 2 Tutor Points and learns the Last Chance or Type Strategist Ability for your Chosen Type. You may target a Pokémon only once with Type Ace.**Note:** You can find the Type Strategist Ability and the various Last Chance Abilities in the Indices and Reference chapter, but because they're mostly unique to Type Ace, you can see what they do here for convenience.**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.**Ability: Last Chance (Type)**

Static

Effect: 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.***Type-Linked Skills:** Depending on your Chosen Type for Type Ace, your prerequisites for the Class and its Features will change, each Type requiring one of two Type-Linked Skills. The Type-Linked Skills for each Type are:

Bug: Command or Survival	Dark: Guile or Stealth	Dragon: Command or Intimidate	Electric: Focus or Technology Education	Fairy: Charm or Guile	Fighting: Combat or Intuition
Fire: Focus or Intimidate	Flying: Acrobatics or Perception	Ghost: Intimidate or Occult Education	Grass: Survival or General Education	Ground: Perception or Intuition	Ice: Athletics or Survival
Normal: Charm or Intuition	Poison: Intimidate or Stealth	Psychic: Focus or Occult Education	Rock: Combat or Survival	Steel: Athletics or Intimidate	Water: Athletics or Intuition

Note: You may take Type Ace multiple times. Each time, you must choose a different Type and must specify for which Type you take a Feature. Skill prerequisites for Type Ace always match the Type-Linked Skills for that Type.**Type Refresh**

[Branch] [Orders]

Prerequisites: Type Ace

2 AP – Standard Action

Target: Your Pokémon**Effect:** The target regains one use of a Scene-Frequency Move of your Chosen Type, and refreshes the Frequency of all EOT-Frequency Moves of your chosen Type. A Target can be affected by Type Refresh only once per Scene.**Move Sync**

[Branch]

Prerequisites: 3 Type Ace Features

At-Will – Extended Action

Target: Your Pokémon with at least 1 Tutor Point.**Effect:** The target loses 1 Tutor Point. Pick a Move in the target's Move List. The picked move is now permanently of your Chosen Type, and may have different effects. See the Types Changes section (page 468) for more information and suggestions. A Pokémon may have only one Move-Sync'd Move in their Move List at a time; to Sync a new Move, the old Move must be forgotten.

BUG ACE FEATURES

Insectoid Utility

Prerequisites: Type Ace, Bug as Chosen Type

Static

Effect: Your Pokémon with the following Capabilities have the upgrades below applied to them.

- » **Threaded:** Your Pokémon may use its Threaded attack to perform the Trip, Grapple, Push and Disarm Combat Maneuvers and ignores Weight and Size restrictions when doing so.
- » **Wallclimber:** Immunity to Push and Trip effects.
- » **Naturewalk:** Immunity to Slowed or Stuck in its appropriate Terrains.
- » **Sky:** Your Pokémon has a +1 bonus to its Speed Evasion.

Iterative Evolution

[Orders] [Stratagem]

Prerequisites: Insectoid Utility, Type-Linked Skill at Adept

Bind 2 AP – Standard Action

Trigger: Your Pokémon

Effect: While this Feature is bound, if your Pokémon's Bug-Type attack would deal Super-Effective Damage, it gains a +2 Bonus to Accuracy Check. If it would deal Neutral Damage, it gains a Bonus to its Damage Roll equal to your Type-Linked Skill Rank. If it would be resisted, it is resisted one step less. This is calculated after applying any other effects that would modify effectiveness before the Accuracy Roll is made, such as the Tinted Lens Ability.

Chitin Shield

Prerequisites: Insectoid Utility, Type Linked Skill at Expert

Daily x3 - Free Action

Trigger: Your Bug-Type Pokémon is hit by a Status-Class Move

Effect: The effect misses, and your Pokemon becomes immune to that Move for the rest of the Scene. Chitin Shield may be triggered once per Scene per Pokemon.

Disruption Order

Prerequisites: Insectoid Utility, Type-Linked Skill at Master

Daily x3 – Free Action

Trigger: Your Pokémon hits with a Bug-Type Move

Effect: Until the end of user's next turn, all targets hit by the Move are Slowed, suffer a -X to Accuracy Rolls, and are Flinched by Damaging Attacks on 16+.

DARK ACE FEATURES

Clever Ruse

Prerequisites: Type Ace, Dark as Chosen Type

At-Will – Free Action

Trigger: Your Pokémon misses all targets with a Dark-Type attack on their turn

Effect: Your Pokémon may apply two of the effects below after the triggering attack is resolved. Your Pokémon may also take a Standard Action to trigger this Feature. This Feature may be triggered only once per round.

- » They gain +4 Evasion for one full round.
- » Their attacks ignore Evasion from Stats until the end of their next turn.
- » They may immediately Disengage as a Free Action.

Sneak Attack

[Orders] [Stratagem]

Prerequisites: Clever Ruse, Type-Linked Skill at Adept

Bind 2 AP – Standard Action

Target: Your Dark-Type Pokémon

Effect: While this Feature is bound, when attacking foes that are Fainted, Flanked, Flinched, Sleeping, Stuck, Tripped, unaware of your Pokémon's presence, or otherwise do not expect an attack, the target gains a +2 bonus to Accuracy Rolls and a bonus to Damage Rolls equal to your Type-Linked Skill Rank.

Devious

Prerequisites: Clever Ruse, Type-Linked Skill at Expert

Scene x2 – Free Action

Trigger: Your Dark-Type Pokémon uses a Move with the Social keyword.

Effect: Your Pokémon may immediately use a naturally Dark-Typed Status-Class Move or a Move with the Social keyword as a Free Action. This must be a different Move than the triggering Move, and must follow all Frequency limitations. Devious may be used only once per Scene per Pokémon.

Black-Out Strike

Prerequisites: Clever Ruse, Type-Linked Skill at Master

Daily x3 – Free Action

Trigger: Your Pokémon hits with a damaging Dark-Type Move

Effect: After the triggering attack is resolved, the target of the attack gains an Injury and falls asleep. If this attack would put them at 3 or more injuries or at or under 25% of their maximum Hit Points, the target instead becomes Fainted. Black-Out Strike may be used only once per Scene.

DRAGON ACE FEATURES

Tyrant's Roar

Prerequisites: Type Ace, Dragon as Chosen Type

Scene x2 – Free Action

Trigger: Your Pokémon hits with a Dragon-Type Move

Effect: Your Pokémon creates a Burst 2, Slowing all Foes in the area and causing those foes to lose 1 Combat Stage in any Stat in which they have positive Combat Stages.

Highlander

[Orders] [Stratagem]

Prerequisites: Tyrant's Roar, Type-Linked Skill at Adept Bind 2 AP – Standard Action

Target: Your Dragon-Type Pokémon

Effect: While this Feature is Bound, the target gains X Damage Reduction against Dragon-Type attacks, and gain a +X Bonus to Damage Rolls with Dragon-Typed attacks against other Dragon-Typed targets. X is equal to your Type-Linked Skill Rank.

Unconquerable

Prerequisites: Tyrant's Roar, Type-Linked Skill at Expert

Daily x3 – Free Action

Trigger: Your Pokémon uses a Dragon-Type Move while they have 3 or more Status Afflictions

Effect: Your Pokémon is cured of up to three Status Afflictions.

This Will Not Stand

Prerequisites: Tyrant's Roar, Type-Linked Skill at Master

At-Will – Free Action

Trigger: Your Dragon-Type Pokémon takes a Critical Hit or Massive Damage

Effect: Your Pokémon gains +1 Combat Stage in each of Attack, Special Attack, and Speed. This Will Not Stand may trigger only once per Scene per Pokémon.

ELECTRIC ACE FEATURES

Lockdown

Prerequisites: Type Ace, Electric as Chosen Type

At-Will – Free Action

Trigger: Your Pokémon's Damaging Electric Attack

would inflict Paralysis on an already Paralyzed foe
Effect: For 1 full round, that foe is instead Stuck and may only use At-Will Frequency Moves.

Overload

[Orders] [Stratagem]

Prerequisites: Lockdown, Type-Linked Skill at Adept Bind 2 AP – Standard Action

Target: Your Pokémon

Effect: While this Feature is Bound, whenever the target hits a foe with an Electric Attack, they may choose to have the foe lose Hit Points equal to the target's Tick value plus your Type-Linked Skill Rank. If they do, the target loses a Tick of Hit Points after the attack is resolved.

Shocking Speed

Prerequisites: Lockdown, Type-Linked Skill at Expert Scene x2 – Free Action

Effect: You may activate this Feature to have your Electric-Type Pokémon may use an Electric-Type Move with a Frequency of At-Will as if it had Priority (Advanced).

Chain Lightning

Prerequisites: Lockdown, Type-Linked Skill at Master Daily x3 – Free Action

Trigger: Your Pokémon hits with a damaging 1-target Electric Attack

Effect: Pick another Pokémon or Trainer within 3 meters of the target of the attack. You may repeat the triggering attack against the target, with a -5 Damage penalty. If you hit, you may repeat the attack a third time against a foe within 3 meters of the second target, this time with a -10 Damage penalty. The third target cannot be the same as the original target.

FAIRY ACE FEATURES

Fairy Lights

Prerequisites: Type Ace, Fairy as Chosen Type

At-Will – Special

Effect: Your Fairy-Type Pokemon may activate Fairy Lights as a Standard Action to create 3 Fairy Lights that hover around themselves. Whenever the target is attacked by a foe within 6 meters, they may expend a Fairy Light to either immediately gain a Tick of Temporary Hit Points, or to use the Move Fairy Wind as a Free Action.

Special: Fairy Lights also provide mild lighting, comparable to a candle. As an extended action your Pokemon can control the lights individually, but they must stay within 6 meters of the Pokemon that created them.

Arcane Favor

Prerequisites: Fairy Lights, Type-Linked Skill at Adept Scene x2 – Free Action

Trigger: Your Pokémon uses a Fairy-Type Move

Effect: Your Pokémon and all allies on the Field gain a +1 Bonus to all rolls for one full round.

Fey Trance

[Orders] [Stratagem]

Prerequisites: Fairy Lights, Type-Linked Skill at Expert Bind 2 AP – Free Action

Target: Your Pokemon

Effect: While this Feature is bound, whenever the target uses a 1-Target Move with the Social Keyword or a Fairy-Type Status Move, the foe hit by the triggering Move becomes Infatuated with your Pokemon, and immediately Shifts towards your Pokemon, forfeiting their next Shift Action. This may affect a specific foe only once per Scene.

Fairy Rite

Prerequisites: Fairy Lights, Type-Linked Skill at Master Daily x3 – Special

Trigger: Your Pokémon creates Fairy Lights as a Standard Action

Effect: Your Fairy-Type Pokémon may activate Fairy Rite as a Standard Action to lose any number of Hit Points, up to a maximum equal to your Pokémon's Level, and heal an adjacent Ally by that many Hit Points. Then, if your Fairy-Type Pokémon has any Fairy Lights, they may immediately expend any Fairy Lights to gain a Tick of Hit Points, or cause an ally within 6 meters to gain a Tick of Hit Points.

FIGHTING ACE FEATURES

Close Quarters Mastery

[Orders] [Stratagem]

Prerequisites: Type Ace, Fighting as Chosen Type

Bind 2 AP – Standard Action

Target: Your Pokémon

Effect: While this Feature is Bound, the target's Fighting-Type Moves cause foes to become Marked by the target for 1 full round. If the target is a Fighting-Type Pokémon, they may also Mark the Foe for one full round when hitting with a Grapple, Trip, or Push Maneuver.

Marked Foes provoke an attack of Opportunity from the Pokémon that marked them if they Shift out of an adjacent square into a square that is not adjacent, even if they use a Disengage Maneuver. Targets cannot be Marked by more than one Pokémon at a time.

Brawler

Prerequisites: Close Quarters Mastery, Type-Linked Skill at Adept Scene x2 – Free Action

Trigger: Your Pokémon makes a Struggle Attack

Effect: This Struggle Attack has a range of Burst 1, Friendly instead of the usual range, and deals Fighting-Type Damage.

Face Me Whelp

Prerequisites: Close Quarters Mastery, Type-Linked Skill at Expert Static

Effect: While your Pokémon is adjacent to a foe they Marked, that foe gains a -X penalty to Accuracy Rolls and a -10 penalty to Damage Rolls on attacks that do not target the Pokémon that Marked them. X is equal to half your Type-Linked Skill Rank.

Smashing Punishment

Prerequisites: Close Quarters Mastery, Type-Linked Skill at Master Daily x3 – Free Action

Trigger: A Marked Foe provokes an Attack of Opportunity from your Fighting-Type Pokémon

Effect: The Attack of Opportunity automatically hits, deals Fighting-Type Damage, and is a Critical Hit.

FIRE ACE FEATURES

Brightest Flame

Prerequisites: Type Ace, Fire as Chosen Type

Static

Effect: Your Pokémon's damaging Fire-Type Moves Burn their target on a roll of 18+. If a Move already has a chance to Burn a target, this Effect Range is instead increased by +3. Additionally, your Pokémon's damaging Fire-Type Moves deal additional damage equal to your Type-Linked Skill Rank against Burned targets.

Trail Blazer

Prerequisites: Brightest Flame, Type-Linked Skill at Adept
Daily x3 – Free Action

Trigger: Your Fire-Type Pokémon Shifts

Effect: Your Pokémon sets the ground aflame and leaves a Fire Hazard in each square it shifts through this round, up to a maximum of 8 squares. Anyone who begins or ends their turn on a Fire Hazard are Burned. Anyone that passes through a Fire Hazard loses a Tick of 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. Trail Blazer may only be used once per Scene.

Incandescence

[Orders] [Stratagem]

Prerequisites: Brightest Flame, Type-Linked Skill at Expert
Bind 2 AP – Standard Action

Trigger: Your Fire-Type Pokémon

Effect: While this Feature is Bound, the target adds both their Attack and Special Attack Stat to all damaging Fire-Type Attacks, instead of one or the other. This does not stack with Twisted Power.

Fan The Flames

Prerequisites: Brightest Flame, Type-Linked Skill at Master
Scene x2 – Free Action

Trigger: Your Pokémon uses a 1-Target Fire-Type Move

Effect: Instead of its usual range, the attack may be performed as if it had a range of Burst 1 if melee, or Cone 2 if ranged.

FLYING ACE FEATURES

Celerity

[Orders] [Stratagem]

Prerequisites: Type Ace, Flying as Chosen Type

Bind 2 AP – Standard Action

Target: A Flying-Type Pokémon, or a Pokémon with a Sky or Levitate Speed

Effect: While this Feature is Bound, add your Type-Linked Skill to the target's Initiative. Additionally, if the Target uses a Disengage Maneuver, they may Shift as if Slowed instead of shifting only 1 Meter.

Gale Strike

Prerequisites: Celerity, Type-Linked Skill at Adept
Scene x2 – Free Action

Trigger: Your Pokémon uses a Flying-Type Move with an Accuracy Check

Effect: You may roll the Accuracy Check twice, and resolve using either result. If both results would hit and you resolve the attack using the lower result, Gale Strike's Frequency is not expended.

Zephyr Shield

Prerequisites: Celerity, Type-Linked Skill at Expert
At-Will – Special

Effect: Your Flying-Type Pokémon may activate Zephyr Shield as a Standard Action Interrupt, or as a Shift Action during their turn. If they do, until the end of the user's next turn, all ranged attacks targeting them take a -1 penalty to Accuracy and -10 penalty to damage, they become immune to the effects of Moves with the Powder keyword, and they do not lose Hit Points from Weather effects. Additionally, if Zephyr Shield is used as a Standard Action, that Pokémon may use the Resolution Effect of a Flying-Type Move with the Set-Up keyword on their next turn, skipping the Set-Up phase.

Tornado Charge

Prerequisites: Celerity, Type-Linked Skill at Master
Daily x3 – Special

Trigger: Your Pokémon gains Initiative

Effect: Your Pokémon gains 2 additional Standard Actions this turn. Your Pokémon may also Shift between taking each action, so long as their total Movement does not exceed their Movement Capabilities. All three of your Pokémon's Standard Actions this turn must be used to perform Zephyr Shield, or Flying-Type Moves with a Frequency of At-Will or EOT. Tornado Charge may be used only once per day per Pokémon.

HOST ACE FEATURES

Ghost Step

Prerequisites: Type Ace, Ghost as Chosen Type

At-Will – Free Action

Effect: Your Ghost-Type Pokémon may activate this Feature by spending a Shift Action to remove themselves from the field. They may not be targeted in any way during this time. At the beginning of their next turn, they reappear in any square of their choice that they could have Shifted to from their previous location. Each Pokémon may activate Ghost Step only once per Scene.

Haunting Curse

[Orders] [Stratagem]

Prerequisites: Ghost Step, Type-Linked Skill at Adept
Bind 2 AP – Standard Action

Target: Your Pokémon

Effect: While this Feature is bound, the target gains a Curse Token each time they use a Ghost-Type Move or Ghost Step. Ghost-Type Moves with a Set-Up and Resolution Phase give a Curse Token for each Phase. As a Standard Action during their turn, or as Free Action upon Fainting, the target may spend their Curse Tokens to apply conditions to a foe within 6 meters.

- » **1 Curse Token:** The target loses a Combat Stage of your choice.
- » **2 Curse Tokens:** The target becomes Cursed.
- » **3 Curse Tokens:** The target becomes Suppressed.
- » **4 Curse Tokens:** The target falls Asleep and gains Bad Sleep.

Vampirism

Prerequisites: Ghost Step, Type-Linked Skill at Expert
Scene x2 – Free Action

Trigger: Your Pokémon hits an adjacent foe with a Ghost-Type Move

Effect: Choose a Stat. The triggering foe loses a Tick of Hit Points and a Combat Stage in that Stat. Your Pokémon gains 1 Combat Stage in the chosen Stat, and a Tick of Temporary Hit Points.

Boo!

Prerequisites: Ghost Step, Type-Linked Skill at Master
Daily x3 – Free Action

Trigger: Your Pokémon reappears after using Ghost Step, or the set-up phase of Phantom Force or Shadow Force

Effect: The next Ghost-Type attack the target makes that turn gains the Smite keyword and can't be Intercepted or avoided in any way (Dodge, Parry, Shield Moves, etc).

GRASS ACE FEATURES

Foilng Foliage

Prerequisites: Type Ace, Grass as Chosen Type

At-Will – Extended Action

Target: Your Pokémon with a Grass-Type Status Move

Effect: Pick a Grass-Type Status-Class Move known by the target. The chosen Move no longer takes up a Move Slot. A Pokémon may have only one Move bypass the Move Limit at a time; if a new Move is chosen for a Pokémon, the previous Move loses this effect.

Sunlight Within

[Order] [Stratagem]

Prerequisites: Foiling Foliage, Type-Linked Skill at Adept
Bind 2 AP – Standard Action

Target: Your Pokémon

Effect: While this Stratagem is bound, your Pokémon may activate Moves and Abilities as if they were in Sunny Weather.

Enduring Bloom

Prerequisites: Foiling Foliage, Type-Linked Skill at Expert
Scene x2 – Free Action

Trigger: Your Grass-Type Pokémon is hit by a damaging Bug, Fire, Flying, Ice, or Poison attack that deals Super-Effective Damage

Effect: Your Pokémon gains Temporary Hit Points equal to twice your Type-Linked Skill Rank, and gains +1 Combat Stage in the Stat of your choice. If it is Sunny, they may gain +1 Combat Stage in a second, different Stat. You may activate Enduring Bloom only once per Scene per Pokémon.

Cross-Pollinate

Prerequisites: Foiling Foliage, Type-Linked Skill at Master
Daily x3 – Free Action

Trigger: Your Grass-Type Pokémon uses a damaging Grass-Type Move

Effect: Your Pokémon may immediately use a Grass-Type Status-Class move as a Free Action.

GROUND ACE FEATURES

Mold the Earth

Prerequisites: Type Ace, Ground as Chosen Type

Scene x2 – Free Action

Trigger: Your Pokémon with the Groundshaper Capability uses a Ground-Type Move

Effect: Your Pokémon may use the Groundshaper Capability as a Free Action. When used this way, Groundshaper creates Spike Hazards in each square turned into Rough or Slow Terrain. If you wish, instead of Groundshaper's normal range, you may choose to affect the square targeted by the attack and all cardinally adjacent squares. If the triggering Move is a Burst, Blast, Line, or Cone, you may choose to affect all squares in the targeted area instead.

Desert Heart

[Order] [Stratagem]

Prerequisites: Mold the Earth, Type-Linked Skill at Adept

Bind 2 AP – Free Action

Target: Your Pokémon

Effect: While this Stratagem is bound, your Pokémon may activate Moves and Abilities as if they were in a Sandstorm.

Earthroil

Prerequisites: Mold the Earth, Type-Linked Skill at Expert

At-Will – Free Action

Effect: Your Ground-Type Pokémon may activate Earthroil as a Shift Action to use a damaging Ground-Type Move as it had a range of Line 4 or Burst 1 instead of its usual range, and as if it had the Groundsource keyword. 1-Target Moves performed this way take a -5 penalty to their Damage Rolls.

Upheaval

Prerequisites: Mold the Earth, Type-Linked Skill at Master

Daily x3 – Free Action

Trigger: Your Pokémon uses the Groundshaper Capability, or a Move with the Groundsource keyword

Effect: Your Pokémon may make a Trip Attempt as a Free Action against any Pokémon targeted by the Move, or standing on a square changed by the Groundshaper capability. Your Pokémon gains a bonus to their Combat Roll equal to half of your Type-Linked Skill Rank.

ICE ACE FEATURES

Glacial Ice

Prerequisites: Type Ace, Ice as Chosen Type

Static

Effect: Your Ice-Type Pokémon gain Damage Reduction equal to your Type-Linked Skill Rank against Fighting, Fire, Rock, and Steel-Typed Attacks from which they would take Super-Effective Damage.

Polar Vortex

[Order] [Stratagem]

Prerequisites: Glacial Ice, Type-Linked Skill at Adept
Bind 2 AP – Standard Action

Target: Your Pokémon

Effect: While this Stratagem is bound, your Pokémon may activate Moves and Abilities as if they were in Hail.

Arctic Zeal

Prerequisites: Glacial Ice, Type-Linked Skill at Expert.
Scene x2 – Free Action

Trigger: Your Ice-Type Pokémon uses an Ice-Type Move

Effect: Your Pokémon uses the Move Mist as if it were on their Move List. When used this way, in addition to its normal effects, your Ice-Type Pokémon may expend uses of the Mist Blessing to do the following:

- » As a Swift Action on their turn to cause a foe within 5 meters to take a -5 penalty to Damage Rolls and become Slowed for one full round.
- » As a Free Action when being hit by a Fighting, Fire, Rock, or Steel-Typed attack dealing Super-Effective Damage to add their Tick Value to their Damage Reduction gained from Glacial Ice.
- » As a Swift Action on their turn to increase their Defense or Special Defense by 1 Combat Stage.

Note: Hey other players! Be nice and ask the Ice Ace for permission before using up all their Blessings from this Feature for yourself. They kinda need 'em.

Deep Cold

Prerequisites: Glacial Ice, Type-Linked Skill at Master
Daily x3 – Free Action

Trigger: Your Pokémon hits with a damaging Ice-Type Move

Effect: The target is Frozen, and has their Attack, Special Attack, and Speed Combat Stages lowered by 1 each. The target is automatically cured of the Frozen Condition after 1 full round. A foe may be affected by Deep Cold only once per Scene.

NORMAL ACE FEATURES

Extra Ordinary

Prerequisites: Type Ace, Normal as Chosen Type

At-Will – Extended Action

Target: Your Normal-Type Pokémon with Last Chance or Normal Strategist

Effect: Your Pokémon gains the Last Chance or Normal Strategist Ability, whichever one they do not already have. Extra Ordinary can target a Pokémon only once.

Plainly Perfect

[Orders] [Stratagem]

Prerequisites: Extra Ordinary, Type-Linked Skill at Adept

Bind 2 AP – Standard Action

Target: Your Pokémon

Effect: While this Feature is bound, instead of rolling for damage with Normal-Type Moves, your Pokémon acts as if they rolled the maximum value on their Damage Dice Roll. Plainly Perfect only works for the first instance of the Damage Dice Roll on Critical Hits.

New Normal

Prerequisites: Extra Ordinary, Type-Linked Skill at Expert

Scene x2 – Free Action

Trigger: Your Pokémon hits with a Normal-Type Move with conditional modifiers which increase or decrease its damage

Effect: You use the highest damage value for the triggering Move. (Examples: Return is DB 9, Wring Out never has its damage decreased due to the target's Hit Points, Retaliate is DB 14) New Normal may only be used once per Scene per Pokémon. New Normal may not raise a Move's Damage Base above 14; if a Move would have its Damage Base raised above that value, it is instead raised to 14.

Simple Improvements

Prerequisites: Extra Ordinary, Type-Linked Skill at Master

Daily x3 – Free Action

Trigger: Your Normal-Type Pokémon gains Initiative

Effect: Add your Type-Linked Skill Rank to all of your Pokémon's rolls this turn. Your Pokémon gains Temporary Hit Points equal to twice your Type-Linked Skill Rank. Simple Improvements may only be used once per Scene per Pokémon.

POISON ACE FEATURES

Potent Venom

Prerequisites: Type Ace, Poison as Chosen Type

At-Will – Free Action

Trigger: Your Poison-Type Pokémon inflicts Poison on a foe

Effect: The foe does not necessarily lose Special Defense Combat Stages from Poison; instead, they lose Combat Stages in the Combat Stat of your choice. Whenever the target loses Hit Points from Poison, they lose additional Hit Points equal to your Type-Linked Skill Rank.

Debilitate

[Order] [Stratagem]

Prerequisites: Potent Venom, Type-Linked Skill at Adept

Bind 2 AP – Standard Action

Target: Your Poison-Type Pokémon

Effect: While this Feature is Bound, when the target successfully hits a Poisoned or Blighted foe with a Poison-Type Move, the foe gains a -2 penalty to Accuracy Rolls and Evasion for one full round.

Miasma

Prerequisites: Potent Venom, Type-Linked Skill at Expert

Scene x2 – Free Action

Trigger: Your Pokémon misses with a Poison-Type Move

Effect: Your Pokémon may use either Smokescreen or Poison Gas as if they were on their Move List. When used this way, these Moves ignore Frequency Limitations, and are used as a Ranged Blast 3, with the blast centered on the square targeted by the triggering attack. Poison-Type Pokémon are not negatively affected by Smoke Screens created this way. Your Pokémon may also trigger Miasma deliberately as a Standard Action.

Corrosive Blight

Prerequisites: Potent Venom, Type-Linked Skill at Master

Daily x3 – Free Action

Trigger: Your Pokémon hits a foe with a Poison-Type Attack

Effect: The target gains the Blight Condition for one full round. Blighted targets lose a Tick of Hit Points upon being hit by any attack. If the attack is Poison-Typed, the Blight effect's duration is refreshed.

PSYCHIC ACE FEATURES

Psionic Sponge

Prerequisites: Type Ace, Psychic as Chosen Type

At-Will – Special

Effect: Your Psychic-Type Pokémon may activate Psychic Sponge as a Shift Action to add a Psychic Type Move known by an ally within X meters to their Move List until the end of their turn. This does not allow them to have duplicate Moves in their Move List. This Feature may only be used once per Pokémon per Scene, and X is equal to your Type-Linked Skill Rank.

Mindbreak

[Order] [Stratagem]

Prerequisites: Psionic Sponge, Type-Linked Skill at Adept

Bind 2 AP – Standard Action

Target: Your Psychic-Type Pokémon

Effect: While this Feature is Bound, the target's damaging Psychic-Type Moves gain a +1 Bonus to Effect Range and a +3 Bonus to Damage Rolls for each of the following conditions that the target is suffering: Bad Sleep, Confusion, Curse, Disabled, Flinch, Infatuation, Rage, or Suppression.

Psychic Resonance

Prerequisites: Psionic Sponge, Type-Linked Skill at Expert

Scene x2 – Free Action

Trigger: Your Pokémon hits a foe with a Psychic-Type Status Move

Effect: Your Pokémon may use the Move Encore against the triggering foe, as if it was on their Move List.

Force of Will

Prerequisites: Psionic Sponge, Type-Linked Skill at Master

Daily x3 – Free Action

Trigger: Your Pokémon uses a Psychic-Type Status Move with a range of Blessing, Field, Hazard, or Self.

Effect: Your Pokémon may immediately use another Psychic-Type Status Move from its Move List with a range of Blessing, Field, Hazard, or Self.

ROCK ACE FEATURES

Gravel Before Me

Prerequisites: Type Ace, Rock as Chosen Type

At-Will – Free Action

Trigger: Your Rock-Type Pokémon misses all targets with a Rock-Type attack, receives an Injury, suffers a Critical Hit, or Faints.

Effect: Create a Stealth Rock Hazard adjacent to your Pokémon.

Bigger and Boulder

Prerequisites: Gravel Before Me, Type-Linked Skill at Adept

Scene x2 – Free Action

Trigger: Your Pokémon hits with a damaging Rock-Type Move

Effect: All targets hit by the triggering Move are pushed a number of meters equal to half your Type-Linked Skill Rank or less, and they become Vulnerable for one full round. Create a Stealth Rock Hazard adjacent to each foe hit this way.

Tough as Schist

[Orders] [Stratagem]

Prerequisites: Gravel Before Me, Type-Linked Skill at Expert

Bind 2 AP – Standard Action

Target: Your Rock-Type Pokémon

Effect: While this Feature is Bound, allied Stealth Rock Hazards within 4 meters of your Pokémon are not used when a foe triggers them unless you want them to be. Whenever the target takes Super-Effective Damage from a Water, Grass, Ground, Fighting, or Steel Type Attack, they may consume an allied Stealth Rock Hazard within 4 meters to create temporary armor that grants them Damage Reduction equal to your Type-Linked Skill Rank for one full round.

Gneiss Aim

Prerequisites: Gravel Before Me, Type-Linked Skill at Master

Daily x3 – Free Action

Trigger: Your Pokémon misses with a Damaging Rock-Type Move

Effect: The Move gains the Smite keyword for that use.

STEEL ACE FEATURES

Polished Shine

Prerequisites: Type Ace, Steel as Chosen Type
Static

Effect: The Effect Range of your Pokémon's Steel-Type Moves is increased by +2.

Iron Grit

[Orders] [Stratagem]

Prerequisites: Polished Shine, Type-Linked Skill at Adept
Bind 2 AP – Standard Action

Effect: When this Feature becomes Bound, the target gains +1 Defense Combat Stage. While the Feature remains bound, the target's Defense Stat cannot be lowered, and its Defense Combat Stages cannot be lowered.

Assault Armor

Prerequisites: Polished Shine, Type-Linked Skill at Expert

Scene x2 – Free Action

Trigger: Your Pokémon hits with a Steel-Type attack

Effect: Your Pokémon may add its Defense Stat to their Damage Roll in place of the attack's normal offensive stat.

True Steel

Prerequisites: Polished Shine, Type-Linked Skill at Master

Daily x3 – Free Action

Trigger: Your Steel-Type Pokémon is hit by a damaging attack

Effect: Your Pokémon gains Damage Reduction against the attack equal to your Type-Linked Skill Rank. Additionally, calculate Type Effectiveness with this attack as if your Pokémon has no Typings besides Steel.

WATER ACE FEATURES

Flood!

Prerequisites: Type Ace, Water as Chosen Type
At-Will – Free Action

Effect: Your Water-Type Pokemon may activate Flood! as a Shift Action to use a damaging Water-Type Move as if had a range of Line 4 or Close Blast 2 instead of its usual range.

Fishbowl Technique

[Orders] [Stratagem]

Prerequisites: Flood!, Type-Linked Skill at Adept
Bind 2 AP – Standard Action

Target: Your Pokémon

Effect: While this Stratagem is bound, your Pokémon may activate Moves and Abilities as if they were in Rainy Weather.

Fountain of Life

Prerequisites: Flood!, Type-Linked Skill at Expert
Daily x3 – Free Action

Trigger: Your Water-Type Pokémon hits with a damaging Water-Type attack

Effect: You may choose to take a penalty to the Damage Roll for the attack up to triple your Type-Linked Skill Rank or up to half the rolled damage for the triggering attack, whichever is lower. Your Pokémon gains twice that value in Temporary Hit Points and may cure themselves of one Status Affliction. Fountain of Life may only be used once per Scene per Pokémon.

Aqua Vortex

Prerequisites: Flood!, Type-Linked Skill at Master
Scene x2 – Free Action

Trigger: Your Pokémon hits with a damaging Water-Type attack

Effect: All targets of the attack are put in a Vortex, and take a penalty to all Damage Rolls equal to your Type-Linked Skill Rank while in the Vortex.

PROFESSIONAL CLASSES

Professional Classes: These Classes represent a skillset that one might not expect to see in the life of a wandering Trainer, such as an academic field of study or professional skill. These skills often prove useful to battlers, such as preparing combat-boosting food as a Chef or breeding Pokémons with the Pokémon Caretaker talents in Researcher, but they can all represent professional interests outside of conquering the Pokémon League or Contest Circuit.

Chef

Skills: Intuition

Crafting: 

A crafting Class that creates food for them and their allies, which can provide an instant buff in battle and turn the tide.

Chronicler

Skills: Perception

Passive Pokémon Support: 

Travel and Investigation: 

Active Pokémon Support: 

A perceptive type of Trainer who records everything they run across for posterity. Analyzing their records not only gives them insight into people and places, but also an edge in battle and the ability to Tutor Moves to their Pokémons.

Fashionista

Skills: Charm, Command, Guile, Intimidate, Intuition

Crafting: 

Passive Pokémon Support: 

Active Pokémon Support: 

A crafting Class that makes Held Items for all sorts of different occasions and can teach their Pokémons to make better use of Held Items.

Researcher

Skills: Education Skills, Survival

Crating: 

Passive Pokémon Support: 

Travel and Investigation: 

Trainer Combat: 

Researchers study various academic fields and apply them to Pokémons: General Knowledge, Apothecary, Botany, Chemistry, Climatology, Crystal Artifice, Occultism, Paleontology, and Pokémon Caretaking.

Survivalist

Skills: Survival

Travel and Investigation: 

Active Pokémon Support: 

Trainer Combat: 

A wilderness-oriented Class that can specialize in a variety of terrains, gaining the ability to create impromptu traps, fight using the environment, and help their allies cope with their surroundings.



CHEF

CRAFTING



ASSOCIATED SKILLS: INTUITION

Anyone that puts a little effort into it can whip up a snack, but Chefs are true culinary masters. Chefs love to collect recipes and make food for themselves and their allies. Their choice of recipes dictates their utility; they can cook up anything from Bait to Vitamins. Whatever Chefs choose to specialize in, they are sure to leave their allies satisfied.

Many Chefs don't travel, preferring to find gainful employment at a restaurant or other establishment; the best chefs can gain quite a lot of fame and even good money this way. Other Chefs take up the profession precisely because they're always on the road, and learning to cook yourself cuts down on costs.

Note: Chefs need access to a kitchen or to a Cooking Kit to create food.

When Chefs create a food item, let them fluff it however they like! Perhaps one Chef likes to make puff pastries, perhaps another makes healthy treats; perhaps another is a Soup specialist. Let your players get creative in the description of their foods!

Chef

[Class]

Prerequisites: Basic Cooking, Novice Intuition

At-Will – Extended Action

Effect: You may use any Chef Recipe for which you qualify.**Hits the Spot****Prerequisites:** Chef

1 AP – Free Action

Trigger: You or your Pokémon trade in a Digestion Buff**Effect:** The target gains Temporary Hit Points equal to your Intuition Rank doubled. These Temporary Hit Points stack from any Temporary Hit Points granted by Accentuated Taste, the Digestion Buff or by the Lunchbox Ability.**Culinary Appreciation****Prerequisites:** Chef

At-Will – Extended Action

Target: Your Pokémon with at least 2 Tutor Points remaining

Effect: The target loses 2 Tutor Points and gains the Gluttony Ability.**Accentuated Taste****Prerequisites:** Chef, Adept Intuition

Static

Effect: Whenever you create a Snack with a Chef Feature, you may assign it a Taste chosen from Salty, Sour, Spicy, Dry, and Sweet. Tasty Snacks must be assigned their corresponding Taste. Whenever a Pokémon trades in a Digestion Buff from a Snack with an assigned Taste they do not dislike, they gain the following bonuses:

- » **Salty:** The user gains 5 Temporary Hit Points. This stacks with any Temporary Hit Points gained through Chef Features, the Lunchbox Ability, and the Digestion Buff.
- » **Spicy:** Increase the user's Critical Hit Range by 1.
- » **Sour:** Increase the user's Evasion against damaging attacks by 1.
- » **Dry:** Increase the user's Effect Range of all attacks by 1.
- » **Bitter:** The user gets a +1 Bonus to all Save Checks.
- » **Sweet:** Increase the user's Initiative by 5.

Complex Aftertaste**Prerequisites:** Accentuated Taste

1 AP – Free Action

Trigger: You or an ally trades in a Digestion Buff from an item with a Taste**Effect:** The target gains a Digestion Buff according to the Taste of the Snack granting the Buff. This Digestion Buff matches that of the corresponding basic Tasty Snack recipe.**Dietician****Prerequisites:** Chef, Expert Intuition

Static

Effect: Your Pokemon can benefit from a maximum of 7 Vitamins.**Dumplings****Prerequisites:** 4 Chef Features, Master Intuition

At-Will – Extended Action

Ingredient 1: Leftovers, Preserves, or a Snack made with Chef**Ingredient 2:** Leftovers or Preserves**Effect:** You mix the two ingredients into one Snack that has the same effect as its ingredients. The two ingredients must be different items.

CHEF RECIPES

Tasty Snacks

Prerequisites: Chef

Cost: ₣100

Effect: You create a Salty Surprise, Spicy Wrap, Sour Candy, Dry Wafer, Bitter Treat, or Sweet Confection.

Salty Surprise

Effect: The user may trade in this Snack's Digestion Buff when being hit by an attack to gain 5 Temporary Hit Points. If the user likes Salty Flavors, they gain 10 Temporary Hit Points Instead. If the user dislikes Salty Food, they become Enraged.

Spicy Wrap

Effect: The user may trade in this Snack's Digestion Buff when making a Physical attack to deal +5 additional Damage. If the user prefers Spicy Food, it deals +10 additional Damage instead. If the user dislikes Spicy Food, they become Enraged.

Sour Candy

Effect: The user may trade in this Snack's Digestion Buff when being hit by a Physical Attack to increase their Damage Reduction by +5 against that attack. If the user prefers Sour Food, they gain +10 Damage Reduction instead. If the user dislikes Sour Food, they become Enraged.

Dry Wafer

Effect: The user may trade in this Snack's Digestion Buff when making a Special attack to deal +5 additional Damage. If the user prefers Dry Food, it deals +10 additional Damage instead. If the user dislikes Dry Food, they become Enraged.

Bitter Treat

Effect: The user may trade in this Snack's Digestion Buff when being hit by a Special Attack to increase their Damage Reduction by +5 against that attack. If the user prefers Bitter Food, they gain +10 Damage Reduction instead. If the user dislikes Bitter Food, they become Enraged.

Sweet Confection

Effect: The user may trade in this Snack's Digestion Buff to gain +4 Evasion until the end of their next turn. If the user prefers Sweet Food, they gain +4 Accuracy as well. If the user dislikes Sweet Food, they become Enraged.

Meal Planner

Prerequisites: Chef

Effect: You may create the following items, based on your Intuition Rank

- » **Novice:** "Enriched Water" for ₩40
 - » **Adept:** "Super Soda Pop" for ₩65
 - » **Expert:** "Sparkling Lemonade" for ₩125
 - » **Master:** "MooMoo Milk" for ₩250
-

Hearty Meal

Prerequisites: Hits the Spot

Ingredients: x2 Tiny Mushrooms; or x1 Big Mushroom; or x1 Balm Mushroom, or x2 Power Herbs, White Herbs, or Mental Herbs

Effect: You create up to five Hearty Meals, which may be consumed by Trainers as an Extended Action. When consumed, that Trainer gains +2 to their Max AP until the end of their next extended rest. A Trainer may only be under the effect of one Hearty Meal at a time. Hearty Meals not consumed within 20 minutes of being created lose all flavor and all effect.

Bait Mixer

Prerequisites: Culinary Appreciation

Cost: ₩150 or Honey.

Effect: You may create Bait. For ₩50 more, you may create Bait as Super Bait or Vile Bait instead. Super Bait works like regular Bait, but you may add your Intuition Rank to 1d20 Rolls made to attract Pokémons. Vile Bait works like regular Bait, but Pokémons that eat it are Poisoned.

Preserves

Prerequisites: Accentuated Taste

Ingredients: ₩50, any Berry, Herb, or Mushroom

Effect: The user creates x2 Units of Preserves from the Berry, Herb, or Mushroom. Preserves have the same effect as the consumable from which they were made.

Leftovers

Prerequisites: Complex Aftertaste

Cost: ₩100

Effect: You create Leftovers.

Vitamins

Prerequisites: Dietician

Effect: You create an HP Up, Protein, Iron, Calcium, Zinc, or Carbos for ₩2450, or Stat Suppressants for ₩200.



CHRONICLER

PASSIVE POKÉMON SUPPORT



TRAVEL AND INVESTIGATION



ACTIVE POKÉMON SUPPORT



ASSOCIATED SKILLS: PERCEPTION

Past experience and examples are both great tools for learning. Even in the realm of Pokémon combat this is true; having witnessed a Move and being able to study its dynamics is an extremely useful thing. And what better way to do this than to have it recorded?

Chroniclers capitalize on this concept, getting close to the fray and capturing the finest details on how a Move is executed, whether through photography, artistic appreciation that later becomes a painting or other work of art, or analysis that goes into a journal. From this they can learn how to best avoid it in the future, and potentially even teach their Pokémon to use it.

The Chronicler Class introduces bonuses for keeping Records of Moves and Environments, but its main draw is an alternative tutoring method using these Records. These Features allow you to take the Moves you commonly see and turn them against your foes. Additionally, its low entry requirements and reliance on universally useful Skill make it a nice class for Trainers who don't specialize in Trainer Combat.

Chronicler

[Class]

Prerequisites: Novice Perception

1 AP – Swift Action, Interrupt

Target: A Pokémon, Trainer, Move, or Location.**Effect:** You make Record of the target. Records can be placed in an Archive as an Extended Action. When you take Chronicler, you gain one Archive.**Archives:****Profile Archive:** You may place Records of Pokémon and Trainers in your Profile Archive. You gain a +2 bonus to Charm, Guile, Command, Intimidate, and Intuition Checks targeting Pokémon and Trainers in your Profile Archive.**Technique Archive:** You may place Records of Moves in your Technique Archive. You and your Pokémon gain +2 Evasion against Moves in your Technique Archives.**Travel Archive:** You may place Records of Locations in your Travel Archive. When you gain Travel Archive, choose Keen Eye or Perception. While you are in a Location in your Travel Archive, you have the Chosen Ability and gain a +2 bonus to Perception Checks to notice the environment.**Archival Training**

[Ranked 2]

All Rank Prerequisites: Chronicler

Static

Effect: Each Rank, you gain an Archive.**Archive Tutor****Prerequisites:** Technique Archive, Expert Perception

Daily – Extended Action

Target: A Pokémon with 2 Tutor Points.**Effect:** Select a Record in your Technique Archive that is of a Move that the target can learn by Level Up, TM or by Move Tutor. The target learns the Move and loses 2 Tutor Points. You can target someone else's Pokémon only once with Archive Tutor; you may target your own Pokémon any number of times with Archive Tutor, but they must still abide by any Move Pool Limitations (ie: no more than 3 of the user's Move Pool can come from TMs or Tutor Moves).**Targeted Profiling**

[Orders]

Prerequisites: Profile Archive, Expert Perception

2 AP – Standard Action

Target: Your Pokémon**Effect:** On the target's next turn, they act as if they had the Mold Breaker Ability against all Pokémon and Trainers in your Profile Archive and gains a +2 bonus to Accuracy Rolls against these targets.**Observation Party****Prerequisites:** Travel Archive, Adept Perception

Static

Effect: While they are in a Location in your Travel Archive, your Pokémon have the Ability you chose when gaining Travel Archive and gain a +2 bonus to Perception Checks to notice the environment.

Cinematic Analysis

Prerequisites: 4 Chronicler Features, Master Perception Daily x3 – Free Action

Effect: You analyze a Record in one of your Archives. Cinematic Analysis's effect depends on the Archive the Record is in. Each of these effects may only be used once per Scene.

Character Study – Profile Archive: You may trigger Character Study when you or an ally makes a Charm, Command, Guile, Intimidate, or Intuition Check targeting the subject of your Record. Make a Perception Check and substitute the triggering Skill Check with the result.

Recreation – Technique Archive: Recreation may be triggered as your Pokémon gains Initiative. Select a Record of a Move in your Technique Archive that your Pokémon can learn by Level Up, TM, or Move Tutor. Your Pokémon may perform that Move as if it was on its Move List. You may select a specific Move only once per day.

Situational Awareness – Travel Archive: You may only use Situational Awareness if you analyze a Record of your current Location. When used this way, you may activate it as an Interrupt. Choose an ally; that ally may take their next action as Priority (Advanced).



FASHIONISTA

CRAFTING



PASSIVE POKÉMON SUPPORT



ACTIVE POKÉMON SUPPORT



ASSOCIATED SKILLS: CHARM, COMMAND, GUILE,
INTIMIDATE, INTUITION

Clothes don't make the man, but they can make the man look great. They're also unexpectedly influential when it comes to raising and battling Pokémons. Held Items can easily turn the tide of battle, and a Fashionista is an expert at not only crafting Held Items and outfitting their Pokémons with just the right items for the job but giving them and their allies makeovers to fill in where fashion items are lacking.

A Fashionista's Pokémons shows off stylish Held Items with pizzazz and panache that average Pokémons only wish they had. They'll quickly rotate through a wardrobe of accessories suitable for any situation, waft helpful fragrances across the battlefield with their incense, and more.

Aside from the Incense Items they create and their weather safeguards, a Fashionista is able to fluff their Held Items in pretty versatile ways. You could be a hat maker, someone who specializes in scarves and shawls, or you could stick to creating little suits and jackets for your Pokémons. Like Chef, Fashionista is a good Class to allow a player's creativity and description shine.

Fashionista

[Class]

Prerequisites: Two of Charm, Command, Guile, Intimidate, or Intuition at Novice
At-Will – Extended Action

Effect: You may craft any Fashionista Recipe for which you qualify.

Special: When you take Fashionista, choose two of Charm, Command, Guile, Intimidate, or Intuition to become your Fashionista Skills. The Skills you choose must be at Novice Rank or higher.

Dashing Makeover**Prerequisites:** Fashionista

Bind 2 AP – Extended Action

Target: A Trainer or Pokémon

Effect: When you activate Dashing Makeover, choose one Equipment or Held Item you can create. While this Feature is Bound, the target gains the effects of the chosen item, as long as they would normally be able to equip it (ex: Trainers cannot equip Incense Items). They do not need to take up an Equipment or Held Item slot to gain this benefit. A target may only be affected by one instance of Dashing Makeover at a time.

Style is Eternal**Prerequisites:** Fashionista

1 AP – Free Action

Trigger: Your Pokémon is Disarmed or would have their Held Item removed by another effect such as Thief or Covet

Effect: Your Pokémon instead retains their Held Item. Style is Eternal may only be used once per Scene per Pokémon.

Accessorize

Prerequisites: Dashing Makeover, one Fashionista Skill at Adept

Static

Effect: You may wear and benefit from two Accessory Slot Items at once. The two items must be of different types and must not share an effect. For example, a Fire Brace cannot be paired with another Fire Brace or a Fire Plate, but it could be paired with an Ice Brace, a Fire Booster, or a Stat Booster.

Parfumier

Prerequisites: Fashionista, one Fashionista Skill at Expert

Static

Effect: Whenever you create an Incense Held Item, choose Sweet Scent or Aromatic Mist. While your Pokémon is holding that Incense Item in an active Held Item slot, they add the chosen Move to their Move List.

Versatile Wardrobe

Prerequisites: Fashionista, two Fashionista Skills at Adept

At-Will – Extended Action

Target: Your Pokémon with at least 2 Tutor Points remaining

Effect: The target loses 2 Tutor Points and then becomes chic. Chic Pokémon gain two extra Held Item slots with which they can carry Held Items. However, the items in these slots have no effect and are not treated as equipped. As a Swift Action on their turn, Chic Pokémon may swap a currently active Held Item with an item stored in these slots. Chic Pokémon may not carry multiple items of the same type or with repeated effects.

Note: A Chic Pokémon does not become Suppressed until they switch a Choice Item into their active Held Item slot, but even if they then switch the Choice Item out, they remain Suppressed for the remainder of combat. A Mega-Evolved Chic Pokémon remains Mega-Evolved even if they switch their active Held Item.

Dress to Impress

[Orders]

Prerequisites: Versatile Wardrobe, two Fashionista Skills at Expert

Scene x2 – Standard Action

Target: Your Chic Pokémon

Effect: Your Pokémon gains the effect of all items in extra slots granted by Versatile Wardrobe for one full round. Dress to Impress may only target a Pokémon once per Scene.

FASHIONISTA RECIPES

Contest Trends

Prerequisites: Fashionista

Effect: You can create Contest Accessories for ₣750, Contest Fashion Items for ₣500, and Fancy Clothes for ₣2500.

Basic Fashion

Prerequisites: Fashionista

Cost: ₣500

Effect: You create one of the Basic Fashion Items below for which you have the chosen Fashionista Skill. These are Accessory Slot Items and may be used as Held Items by Pokémon.

Adorable Fashion

Fashionista Skill: Charm

Effect: The holder may activate this item once a Scene as a Free Action to gain +2 Evasion for one full round.

Elegant Fashion

Fashionista Skill: Intuition

Effect: The holder may activate this item once a Scene as a Free Action when losing Combat Stages from a foe's effect to instead not lose those Combat Stages.

Rad Fashion

Fashionista Skill: Command

Effect: The holder may activate this item once a Scene as a Free Action to gain a +4 bonus to a single Save Check.

Rough Fashion

Fashionista Skill: Intimidate

Effect: The holder may activate this item once a Scene as a Free Action to cause a foe within 5 meters to take a -2 penalty to all rolls for one full round.

Slick Fashion

Fashionista Skill: Guile

Effect: The holder may activate this item once a Scene as a Free Action when provoking an Attack of Opportunity to instead not provoke one.

Practical Fashion

Prerequisites: Dashing Makeover

Effect: You can create Go-Goggles, Safety Goggles, or Winter Cloaks for ₣750.

Focused Fashion

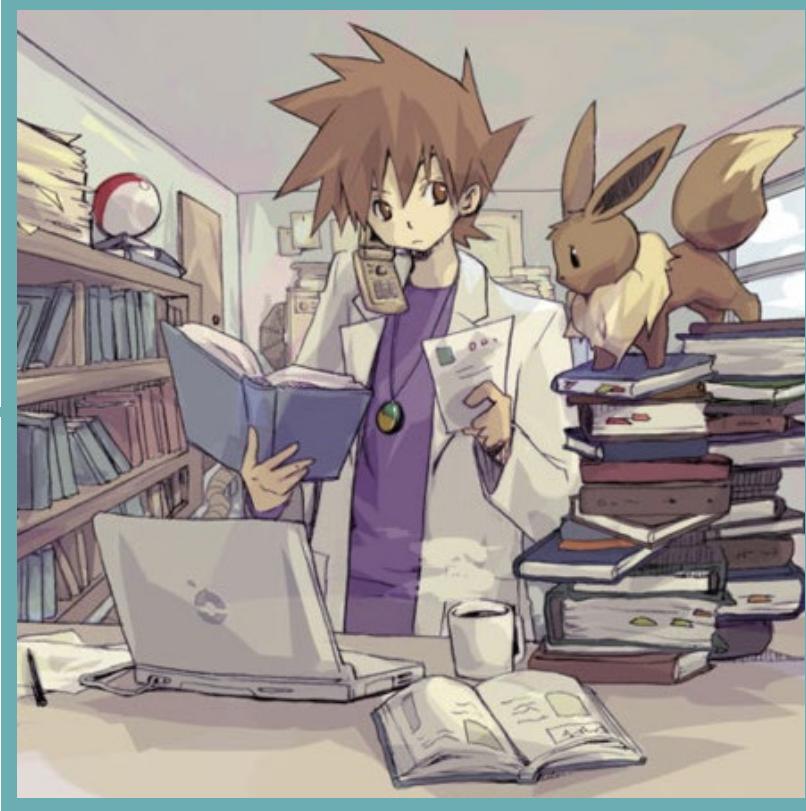
Prerequisites: Style is Eternal

Effect: You can create Focus Bands and Focus Sashes for ₣2000.

Incense Maker

Prerequisites: Parfumier

Effect: You can create Lax Incense for ₣1000, Luck Incense for ₣900, and Full Incense for ₣450.



RESEARCHER

CRAFTING



PASSIVE POKÉMON SUPPORT



TRAVEL AND INVESTIGATION



TRAINER COMBAT



ASSOCIATED SKILLS: EDUCATION SKILLS,
SURVIVAL

The world is a vast place with many complex subjects. It's simply not possible for someone to know everything about everything, but delving deep into a handful of topics can reap many benefits. While most trainers aim to be the best, Researchers aim to know the most. Researchers become experts on the subjects that interest them. They learn how to apply this information to conflicts off and on the battlefield alike.

The Researcher Class is perhaps one of the most difficult and subtle classes to play, but extremely versatile in its scope; knowledge is power, after all. Researchers all must choose carefully how to proceed with their Features, as their choice of specialization will make a large impact on how they are able to apply their skills. Researcher is all about having the knowledge to make the most of any situation or challenge.

When you choose to take the Researcher Class, you will advance in Fields of Study that represent more narrow topics of research. Two characters with the Researcher Class can play very differently as a result!

Cast's Note: Making a character heavy in Technology Education but don't want to focus on Chemistry as a Field of Study? The *Do Porygon Dream of Mareep?* supplement book has three extra Fields of Study based on Technology Education, focusing on Poké Ball modification and customization, robotics, and cybernetics. Obviously, not all of these will be appropriate for every campaign, which is why they're in a supplement book, but most modern settings can handle a bit of advanced Poké Ball tech and use that Field of Study.



Researcher

[Class][Branch]

Prerequisites: An Education Skill at Novice Rank

Static

Effect: Choose two Researcher Fields of Study. You may take Features from those Fields with this instance of Researcher. Gain one Feature from a chosen Researcher Field for which you qualify.**Note:** Researcher is broken up into multiple Fields of Study. You may not take Features from a Field of Study you haven't chosen with the base Researcher Feature. You may take Researcher any number of times, each time choosing two different Fields of Study.**RESEARCHER FIELDS OF STUDY****GENERAL RESEARCH FIELD****Breadth of Knowledge****Prerequisites:** Novice General Education

Static

Effect: You gain three Skill Edges for which you qualify. These Edges must be used to gain a Skill Edge with an Education Skill, or to gain an Edge that has an Education Skill as a Prerequisite that you meet.**Live and Learn****Prerequisites:** Adept General Education

Daily x3 – Free Action

Trigger: You or your Pokémon miss with an attack, fail a Skill Check, or fail a Save Check**Effect:** Add half of your General Education Rank to the next roll of the same type that the triggering user makes.**Instant Analysis****Prerequisites:** Expert General Education

At-Will – Extended Action

Target: Your Pokémon with at least 2 Tutor Points remaining**Effect:** Your Pokémon loses 2 Tutor Points and gains the Forewarn Ability.**Echoes of the Future****Prerequisite:** Master General Education

Daily x2 – Free Action

Trigger: You or your Pokémon make a roll**Effect:** You may roll twice and keep the best result.

APOTHECARY RESEARCH FIELD

Apothecary

Prerequisites: Novice Medicine Education

At-Will – Extended Action

Effects: You gain use any Apothecary Recipe for which you qualify.

Patch Cure

Prerequisites: Apothecary, Adept Medicine Education

At-Will – Extended Action

Target: A Restorative Item

Effect: You distill the target, gaining 3 Restorative Patches. Restorative Patches have the same effect as the items from which they were created, but can only be applied as an Extended Action.

Medical Techniques

Prerequisites: Patch Cure, Expert Medicine Education

1 AP – Swift Action

Trigger: You apply a Restorative Item

Effect: The target gains a Tick of Hit Points, plus an additional amount of Hit Points equal to your Medicine Education Rank.

Medicinal Blend

Prerequisites: Apothecary, Master Medicine Education

At-Will – Extended Action

Ingredients: Two Restoratives, or a Restorative and an X-Item

Effect: You fuse the two Ingredients, creating an Item that has the properties of both. If you choose two Restoratives, they cannot be Restoratives with the same effect (you could not for example, mix a Potion and a Super Potion). If a Restorative Patch is used as an Ingredient, the resulting item can only be used as an Extended Action.

APOTHECARY RECIPES

Restorative Science

Prerequisites: Apothecary

Cost: ₣ 100

Effect: You create an Antidote, Paralyze Heal, Awakening, Burn Heal, Ice Heal, or Potion.

Super Cures

Prerequisites: Patch Cure

Cost: ₣ 200

Effect: You can create Revives and Super Potions.

Hyper Cures

Prerequisites: Medical Techniques

Effect: You can create Full Heals for ₣ 300, Hyper Potions for ₣ 400, and Full Restores for ₣ 700.

Performance Enhancers

Prerequisites: Medicinal Blend

Cost: ₣ 4900

Effect: You create a PP Up or Heart Booster. If you have a Heart Scale, you may destroy the Heart Scale to create a Heart Booster without paying the monetary cost.

ARTIFICER RESEARCH FIELD

Crystal Artificer

Prerequisites: Gem Lore

At-Will – Extended Action

Effects: You may use any Crystal Artificer Recipe for which you qualify.

Crystal Resonance

Prerequisites: Crystal Artificer, Skill Stunt (Dowsing)
Static

Effect: You roll an additional 3d6 when determining how many Shards you find when Dowsing.

Rainbow Light

Prerequisites: Crystal Artificer, Expert Occult Education

2 AP – Standard Action

Condition: You are wearing a Rainbow Gem

Effects: You create a Rainbow lasting one full round. While this Rainbow persists, the Effect Range of all Allies is increased by +3.

Fistful of Force

Prerequisites: Crystal Artificer, Master Occult Education

Scene – Standard Action

Condition: You must have a Shard in your Main Hand or Off-Hand to use Fistful of Force.

Effect: You may destroy the Shard to use the Move Judgment. Judgment's Type must be one of the Types associated with the used Shard. Instead of adding your Special Attack when using this attack, you may choose to add your Occult Education Rank tripled.

ARTIFICER RECIPES

Type Booster

Prerequisites: Crystal Artificer

Ingredients: x4 Shards of the same Color

Effects: You create a Type Booster. The Type chosen must be one of the Types associated with the color of the shards used.

Type Brace

Prerequisites: Crystal Artificer

Ingredients: x4 Shards of the same Color

Effects: You create a Type Brace. The Type chosen must be one of the Types associated with the color of the shards used.

Focus Gem

Prerequisites: Crystal Resonance

Ingredients: Any Six Shards.

Effect: You create a Focus that may crafted to be worn as your choice of an Accessory Item, Head Slot Item, or Hand or Off-Hand Item.

Chakra Crystal

Prerequisites: Crystal Resonance

Ingredients: Any Six Shards

Effect: You create a Stat Booster.

Rainbow Gem

Prerequisites: Rainbow Light, Expert Occult Education

Ingredients: Two Shards of each Color.

Effect: You create a Rainbow Gem that may crafted to be worn as your choice of an Accessory Item, Head Slot Item, or Hand or Off-Hand Item. This item has the same effect as a Focus, except that as an Extended Action, any Trainer with Expert Occult Education Rank or higher may change which Stat the Rainbow Amulet is attuned to.

Plate Crafter

Prerequisites: Rainbow Light, Expert Occult Education

Ingredients: A Type Booster and a Type Brace of the same Type.

Effects: You create a Type Plate matching the Type Booster and Brace used.

BOTANY RESEARCH FIELD

Seed Bag

[Ranked 2]

Rank 1 Prerequisites: Green Thumb, Adept General Education or Adept Survival

Rank 2 Prerequisites: Master General Education or Master Survival

X Daily – Extended Action

Target: A Willing Pokémon

Rank 1 Effect: You become adept at harvesting Seeds and Spores from Pokémon. You may target a willing Grass-Type Pokémon that knows Sleep Powder, Stun Spore, or Poison Powder. Add this move to your Move list for the remainder of the day. You may not use Seed Bag to have multiple instances of the same move in your Move list. Seed Bag may be used twice per day per Rank.

Rank 2 Effect: You may also harvest Cotton Spore, Leech Seed, Spore, or Worry Seed.

Top Tier Berries

Prerequisites: Green Thumb

Static

Effect: You may grow additional Berries and Herbs, depending on the higher of your General Education or Survival Rank.

- » **Novice:** You may grow Tier 2 Berries
- » **Adept:** You may grow Mental Herbs, Power Herbs, White Herbs, and Tiny Mushrooms.
- » **Expert:** You may grow Revival Herbs, Energy Roots, Big Mushrooms, and Tier 3 Berries
- » **Master:** Increase the Soil Quality of all your plants by +1.

Herb Lore

Prerequisites: Seed Bag Rank 1

Static

Effect: You may create Energy Powder, Heal Powder, or Poultices from ingredients, as listed below.

Energy Powder: A Citrus Berry or Tiny Mushroom creates x2 Energy Powders. An Energy Root creates x3 Energy Powders.

Heal Powder: A Lum Berry or Big Mushroom creates x2 Heal Powders. A Revival Herb creates x3 Heal Powders

Poultice: x1 Energy Powder and x1 Heal Powder create x3 Poultices.

CHEMISTRY RESEARCH FIELD

Chemist

Prerequisites: Repel Crafter

At-Will – Extended Action

Effect: You may craft any Chemistry Recipe for which you qualify using your Chemistry Set.

Chemical Warfare

Prerequisites: Chemist, Adept Technology Education

Scene x2 – Free Action

Trigger: You throw a Pester Ball

Effect: The Pester Ball creates a Blast 2, affecting all targets in the area.

Caustic Chemistry

Prerequisites: Chemist, Expert Technology Education

1 AP – Swift Action

Trigger: You hit with a Pester Ball or apply a Repel to a Pokémon

Effect: Make a Technology Education Roll. All targets affected by this Feature's trigger lose Hit Points equal to your roll. This may only affect a target once per Scene.

Playing God

Prerequisites: Chemist, Expert Technology Education

At-Will – Extended Action

Cost: ₣ 3500

Effect: Choose Castform, Grimer, Koffing, Magnemite, Porygon, Solosis, Trubbish, or Voltorb. Using your chemistry set, you create an artificial Egg of the Chosen Pokémon, that hatches within a day. The resulting Pokémon is born at level 5, with the Nature and Ability of your choice (Abilities chosen from its species' Basic Abilities). Additionally, you may enhance the Pokémon in several ways. Choose a number of upgrades below equal to your Technology Education Rank.

- » The Pokémon is of an unusual coloration, gaining a +2d6 Bonus to the Introduction Stage of a Contest toward a single Contest Stat.
- » The Pokémon adds a Move from its Egg Move or Move Tutor List to its Inheritance List. This may be performed up to 3 times.
- » Increase one of the Pokémon's Base Stats by +1. This counts as use of a Vitamin. This may be performed up to 5 times.

CHEMISTRY RECIPES

Enhancers

Prerequisites: Chemist

Cost: ₩ 100

Effect: You can create any X-Item, Dire Hit, or Guard Spec.

Pester Balls: Disorient

Prerequisites: Chemist

Cost: ₩ 50

Effect: You create Pester Balls that can inflict Rage or Confusion.

Pester Balls: Pain

Prerequisites: Chemical Warfare

Cost: ₩ 50

Effect: You create Pester Balls that can inflict Burn or Poison.

Pester Balls: Shut Down

Prerequisites: Caustic Chemistry

Cost: ₩ 50

Effect: You create Pester Balls that can inflict Paralysis or Sleep.

CLIMATOLOGY RESEARCH FIELD

Climatology

Prerequisites: Novice Survival

Static

Effect: You gain the Overcoat Ability.

Climate Control

Prerequisites: Climatology

1 AP – Free Action

Trigger: A Move or Ability creates a Weather Effect while non-standard Weather is already in effect

Effect: The triggering Weather Effect does not replace the already extant Weather in effect; both exist simultaneously on the field. If a new Weather effect is placed on the field after the two that are out, both are replaced by the third, unless you activate this Feature again to replace only one.

Weather Systems

Prerequisites: Climatology, Expert Survival

At-Will – Extended Action

Target: Your Pokemon with at least 2 Tutor Point

Effect: Your Pokemon loses 2 Tutor Points, and learns your choice of Hail, Rain Dance, Sandstorm, or Sunny Day. The target must be able to learn the chosen Move through Level-Up, TM, or Tutor Moves. If the target has the chosen Move in their Level-Up List, Weather Systems costs no Tutor Points.

Extreme Weather

Prerequisites: Climate Control, Master Survival

Daily x3 – Free Action

Trigger: You or your Pokémon create a Weather Condition

Effect: The Weather is particularly intense and has additional effects.

- » **Hail:** All Trainers and Pokémon that take Hail Damage take a -5 Penalty to all Damage Rolls.
- » **Rain:** All Trainers and Pokémon that are not Water or Grass typed are Slowed.
- » **Sandstorm:** All Trainers and Pokémon that take Sandstorm damage take a -2 Penalty to Accuracy Rolls.
- » **Sun:** Trainers and Pokémon that are not Fire or Grass Typed are Suppressed.

OCCULTISM RESEARCH FIELD

Witch Hunter

Prerequisites: Novice Occult Education

Static

Effect: You gain the “Psionic Sight” Feature, even if you do not meet the prerequisites. If you already had the Psionic Sight Feature, you instead gain another Feature for which you qualify.

Psionic Analysis

Prerequisites: Witch Hunter, Master Occult Education
Scene – Extended Action

Effect: You are able to analyze Psychic Residue and can determine the following information about the Trainer or Pokémon that left the residue:

- » Whether they are a Human or a Pokémon
- » Which Psychic-Type Moves they know
- » If they're Human, which of the following Class Features they have: Telepath, Telekinetic, Warper

Mental Resistance

Prerequisites: Witch Hunter

Static

Effect: You gain the Mindlock Capability and 10 Damage Reduction against Special Psychic, Ghost, and Dark-Type damage.

Immutable Mind

Prerequisites: Mental Resistance, Expert Occult Education

Scene – Free Action

Trigger: You're hit by a Psychic, Ghost, or Dark-Type Move

Effect: If the triggering Move was a Status-Class Move, the Move fails. If the Triggering Move was a Damaging Move with a Secondary Effect that triggers on a certain roll, you are immune to the secondary effect.

PALEONTOLOGY RESEARCH FIELD

Fossil Restoration

Prerequisites: Paleontologist, Novice Pokémon Education

At-Will – Extended Action

Target: A Fossil you are reviving

Effect: The resulting Pokémon is born with 2 fewer Tutor Points, and gains its second Basic Ability. If it has only has one Basic Ability, it gains one of its Advanced Abilities, chosen by the GM. This Feature does not affect how the Pokémon continues to gain Abilities.

Ancient Heritage

Prerequisites: Fossil Restoration

At-Will – Extended Action

Target: Your Fossil Pokémon with at least 2 Tutor Points remaining

Effect: The target loses 2 Tutor Points and learns Ancient Power. If the target has Ancient Power in its Level-Up List, Ancient Heritage costs no Tutor Points. As a static effect, whenever your Pokémon use Ancient Power, its activated effect occurs on 18+ and you may always choose whether it deals Physical or Special Damage, using the appropriate attack Stat.

Genetic Memory

Prerequisites: Ancient Heritage, Expert Pokémon Education

Daily x2 – Extended Action

Target: Your Fossil Pokémon with at least 2 Tutor Points remaining

Effect: The target loses 2 Tutor Points and learns any Move from its Egg Move or Tutor Move List. Genetic Memory may target a Pokémon only twice: once with a Tutor Move and once with an Egg Move. Egg Moves tutored this way do not count against the limit of 3 for TM and Tutor Moves.

Prehistoric Bond

Prerequisites: Fossil Restoration, Expert Pokémon Education

At-Will – Extended Action

Target: The remains of a Fossil you revived

Effect: You also produce a Held Item from the remnants of the Fossil. The effect of this Held Item is based on the highest Base Stat of the individual Pokémon being Revived, counting the effects of Nature but no other effects that alter Base Stats. If there is a tie, the GM decides which Base Stat is used. This Held Item may only be used by Pokémon revived from Fossils.

HP – Relic Crown: The holder gains a +2 Bonus to all Save Checks.

Attack – Primal Frame: The holder's damaging attacks have their Critical Hit Range extended by +1.

Defense – Prehistoric Razors: When a foe hits the holder with a damaging Melee Attack, the holder may cause them to lose a Tick of Hit Points as a Reaction.

Special Attack – Primal Cloak: The holder's damaging attacks have their Effect Range extended by +1.

Special Defense – Prehistoric Aegis: The holder gains 5 Damage Reduction against Ranged Attacks.

Speed – Relic Sash: The holder gains +2 Evasion against Status Moves.

POKÉMON CARETAKING RESEARCH FIELD

Pusher

Prerequisites: Novice Pokémon Education

Static

Effect: Your Pokémon gain the Basic Ranged Attacks, Aura Pulse, Enticing Bait, Extended Invisibility, Far Reading, Precise Threadings, Seismometer, TK Mastery, and Trail Sniffer Poke Edges automatically if they qualify for them, without having to invest any Tutor Points.

This One's Special, I Know It

Prerequisites: Pusher

Special – Free Action

Target: A hatching egg.

Effect: The Pokémon is born with special qualities, determined by the GM. This Feature may be activated one time per Pokémon Education Rank above Untrained.

Skill Trainer

Prerequisites: Pusher

At-Will – Free Action

Trigger: You Train your Pokémon

Effect: For each of your Pokémon that has been Trained during this time, choose a Skill; that Skill becomes Pushed until an Extended Rest is taken. Pokémon rolls +1d6 with Pushed Skills, unless that would cause you to roll more than 6d6; if so, that Pokémon rolls with a +3 Bonus instead. A Pokémon may have only one Pushed Skill at a time.

Re-Balancing

Prerequisites: Pusher, Master Pokémon Education

At-Will – Extended Action

Target: A Pokémon with 2 Tutor Points

Effect: The target loses 2 Tutor Points, and gains one of the following: +1 to all Base Stats, +2 to two different Base Stats, or +3 to a single Base Stat. The target then redistributes their Stat Points. A Pokémon may be targeted by Re-Balancing only once.



SURVIVALIST

TRAVEL AND INVESTIGATION



ACTIVE POKÉMON SUPPORT



TRAINER COMBAT



ASSOCIATED SKILLS: SURVIVAL

Pokémon Trainers often have to travel across the land, searching far and wide to capture new Pokémons or find Gyms to challenge. Their journeys bring them through all sorts of exotic environments, from frozen tundras to steamy rainforests. Not everyone is cut out for such a harsh journey, but the Survivalist is most at home trailblazing through the wilderness.

However, even the most seasoned traveler can't master all the different terrains and environments of the world. It takes a concerted effort for a Survivalist to truly understand a type of geography and how best to navigate through it, so each Survivalist will pick up the skills that are most appropriate to their favored terrains. Their expertise lets them create improvised traps, fight with the environment, and help their allies acclimate to their surroundings in battle.

Survivalist

[Class] [+HP]

Prerequisites: Novice Survival

One Time Use – Extended Action

Effect: Choose a Terrain in which you have spent at least three nights. You gain Naturewalk for that terrain and a +2 bonus to Athletics, Acrobatics, Stealth, Perception, and Survival Checks in that terrain. When you have 2 Survivalist Features, you may choose a second Terrain. When you have 4 Survivalist Features, you may choose a third terrain. When you have 6 Survivalist Features, you may choose a fourth terrain.

The terrains are: Grassland, Forest, Wetlands, Ocean, Tundra, Mountain, Cave, Urban, Desert

Natural Fighter

[+HP]

Prerequisites: Survivalist

1 AP – Special

Effect: You and your Pokémons become adept at using the environment to your advantage in battle. You or your Pokémons may activate Natural Fighter as a Standard Action to use the Move below corresponding to the current terrain. You and your Pokémons must still follow all Frequency limitations for the Move.

Grassland: Cotton Spore; **Forest:** Grass Whistle;

Wetlands: Mud Slap; **Ocean:** Aqua Ring; **Tundra:** Haze;

Mountain: Smack Down; **Cave:** Astonish; **Urban:** Fling;

Desert: Sand Attack

Note: GMs! Don't be super duper strict about the terrains here. Obviously a beach is analogous enough to a desert to use Sand Attack, and a lake can count as ocean terrain. In urban terrain, there'll probably at least be trash around to Fling with the standard 6 DB option. On the other hand, most standard arenas for League matches won't qualify for any of the terrains. However, some arenas may be specifically designed to emulate a terrain type, such as a rocky stadium or a set of floating platforms in a pool.

Trapper

[+HP]

Prerequisites: Survivalist, Adept Survival

Daily x2 – Extended Action

Effect: You create a consumable item that creates 8 meters of Hazard within 6 meters. All 8 meters must be adjacent with at least one other space of the Hazard. These Hazards cause foes that run into them to become Slowed until the end of their next turn and have an additional effect based on the terrain in which the item was made. When foes run into these Hazards, they are destroyed after their effects resolve. Pokémons and Trainers with Naturewalk for the terrains associated with a Hazard are immune to its effects. These items must be used the same day they are created or they lose all effect.

- » **Dust Trap – Grassland or Desert:** A foe that runs into this Hazard is Blinded until the end of their next turn.
- » **Tangle Trap – Forest or Wetlands:** A foe that runs into this Hazard is must immediately stop Shifting, and they are Stuck instead of Slowed until the end of their next turn.
- » **Slick Trap – Ocean or Tundra:** A foe that runs into this Hazard becomes Vulnerable until the end of their next Turn.
- » **Abrasion Trap – Mountain, Cave, or Urban:** A foe that runs into this Hazard lowers their Defense and Special Defense by 1 Combat Stage.

Wilderness Guide

[+HP] [Orders]

Prerequisites: Survivalist, Expert Survival

Scene x3 – Standard Action

Effect: Wilderness Guide's effect depends on your current terrain.

- » **Grassland or Forest:** All allies gain the Stealth Capability and a +2 bonus to their Overland Speed for one full round.
- » **Ocean or Wetlands:** All allies gain 5 Damage Reduction and a +2 bonus to their Swim Speed for one full round.
- » **Desert or Tundra:** All allies do not lose Hit Points from Weather and ignore the effects of foes' Sand Veil and Snow Cloak Abilities for one full round.
- » **Mountain or Cave:** All allies do not trigger Hazards and are not Blinded in Low-Light conditions for one full round.
- » **Urban:** All allies gain +1 Evasion and a +2 bonus on Accuracy Rolls and Skill Checks to perform the Dirty Trick and Manipulate Combat Maneuvers for one full round.

Terrain Talent

[Ranked 2] [+HP]

Rank 1 Prerequisites: Survivalist, 2 Mastered Terrains

Rank 2 Prerequisites: Survivalist, 4 Mastered Terrains

Static

Effect: Each Rank, you gain two Terrain Talents, chosen from the Terrains for which you gained Naturewalk from Survivalist.

Note: You do not have to be in the corresponding terrain to take advantage of Terrain Talents! They work everywhere.

Adaptive Geography

[+HP]

Prerequisites: 4 Survivalist Features, Master Survival

Scene x2 – Free Action

Trigger: You or your Pokémon gain Initiative

Effect: The triggering target takes their turn as if they were in a terrain adjacent to the terrain they are in on the following graphic. For example, if you are standing in Wetlands terrain, you may act as if you are standing in Forest or Ocean Terrain. This affects Survivalist Features, Naturewalk Capabilities, Moves with the Environ Keyword, etc.



TERRAIN TALENTS

Plains Runner – Grassland Terrain

Static

Effect: Your Overland Speed is increased by +2. You gain a +2 bonus to Perception Checks to spot or identify objects in the far distance.

Forest Ranger – Forest Terrain

Static

Effect: You're used to navigating the dense plant life of large forests. You gain the Stealth Capability.

Marsh Stomper – Wetland Terrain

Static

Effect: You can handle the toxic fauna and flora of the marshes. You do not lose Hit Points from Poison and lose only 1 instead of 2 Combat Stages from Poison. You still count as Poisoned for the purpose of Moves and effects.

Deep Diver – Ocean Terrain

Static

Effect: You love nothing better than the smell of the sea. Your Swimming Capability is equal to your Overland Capability instead of half. Additionally, you may hold your breath underwater for a number of minutes equal to your Survival Rank before you start suffocating.

Arctic Pilgrim – Tundra Terrain

Static

Effect: Neither deep snow nor slippery ice can deter you. You are immune to the effects of Hail and to the Frozen condition, and gain 5 Damage Reduction against Ice-Type attacks.

Surefooted – Mountain Terrain

Static

Effect: You're not afraid of precarious ledges and steep hills. You gain a +2 Bonus to Skill Checks made to climb, balance, or maintain footing – including resisting Push and Trip maneuvers. Whenever you take falling damage, ignore one meter and receive one less Injury when determining damage.

Cave Dweller – Cave Terrain

Static

Effect: Your eyes are used to very low levels of light. You do not suffer Blindness for being in Low-Light conditions. If you would be Totally Blinded by complete darkness, you instead suffer the penalties of Blindness, and may make Survival Checks instead of Acrobatics to avoid becoming Tripped. You are immune to Stealth Rock Hazards.

Traceur – Urban Terrain

Static

Effect: The city is your jungle. You gain a +1 Bonus to your Jump Capabilities. Add half your Survival Rank to your Evasion against Push, Trip, and Attack of Opportunity Maneuvers.

Dune Walker – Desert Terrain

Static

Effect: Your long hours in the unforgiving desert have made you inured to sand and heat. You're immune to the effects of Sandstorm, Sand-Attack, and Sand Tomb, and you gain 5 Damage Reduction against Fire-Type attacks.

FIGHTER CLASSES

Fighter Classes: These Classes fight in battle alongside their Pokémon. Their abilities can't be brought to bear during official Pokémon League battles, barring full contact rules, but they are useful while traveling through the wilds or confronting criminals. Not all Fighting Classes directly deal damage; some, such as the Dancer, play a more supportive role.

Athlete

Skills: Athletics

Trainer Combat: 

Passive Pokémon Support: 

A front-line fighter who specializes in training themselves and boosting their Stats.

Dancer

Skills: Acrobatics, Charm

Trainer Combat: 

Active Pokémon Support: 

Passive Pokémon Support: 

A supportive Class which can boost its own Combat Stages as well as those of its allies. Best as a supplementary Class, paired with other Fighter Classes.

Hunter

Skills: Stealth, Survival

Trainer Combat: 

Active Pokémon Support: 

Passive Pokémon Support: 

A unique fighter who works best when cooperating with their Pokémon to corner foes and assault them with Attacks of Opportunity.

Martial Artist

Skills: Combat

Trainer Combat: 

A front-line fighter that can specialize in a variety of fighting styles and excels at Fighting-Type offense.

Musician

Skills: Charm, Focus

Trainer Combat: 

Active Pokémon Support: 

A versatile supporter and Special Attacker that can swap between debuffing foes, buffing allies, and attacking with sound-based Moves on a whim.

Provocateur

Skills: Charm, Guile, Intimidate

Trainer Combat: 

Mislead, frighten, and seduce. The Provocateur specializes in disorienting Social Moves and the Manipulate Maneuver.

Rogue

Skills: Acrobatics, Athletics, Stealth

Trainer Combat: 

A tricky fighter that excels in Dark-Type offense and using the Dirty Fighting Combat Maneuver.

Roughneck**Skills:** Intimidate**Trainer Combat:** 

A fighter specializing in using fear to overwhelm their foes. They can not only debuff their opponents but also come with a suite of Features and Moves to improve their survivability in battle.

Tumbler**Skills:** Acrobatics**Trainer Combat:** 

A quick fighter based on mobility and Flying-Type offense.



ATHLETE

TRAINER COMBAT



PASSIVE POKÉMON SUPPORT



ASSOCIATED SKILLS: ATHLETICS

Athletes understand that the body is a tool that will go to rust if not taken care of. They endeavor to push the limits of their bodies and become better fighters for it.

Many Athletes tend to not only get plenty of exercise, but often tend to eat healthy and be aware of fitness concepts. Others come into the practice through an occupation – dedicated hikers, sport coaches, or even Rangers. Dedicated Martial Artists come easily into the Athlete lifestyle.

Athlete

[Class] [+HP]

Prerequisites: Novice Athletics, One of Athletic Prowess, Mounted Prowess, Power Boost, Stamina, or Swimmer At-Will – Extended Action

Effect: After an hour of exercise, an Athlete may choose two different Stats besides HP; both of those stats become Trained Stats. The default State of Trained Stats is +1 Combat Stages instead of 0. An Athlete may have two Trained Stats at a time.

Training Regime

[+HP]

Prerequisites: Athlete

Static

Effect: You gain additional static bonuses based on your Trained Stats.

- » **Attack:** You gain a +2 Bonus on Accuracy Checks to hit with Combat Maneuvers.
- » **Defense:** You gain 5 Damage Reduction when Intercepting attacks.
- » **Special Attack:** You may add half your Special Attack Stat to Damaging Athlete Moves. This does not stack with Twisted Power.
- » **Special Defense:** You gain a +2 Bonus to Opposed Checks to resist Combat Maneuvers.
- » **Speed:** When you Sprint, you double your Movement Capability instead of increasing by 50%.

Coaching

[+HP]

Prerequisites: Training Regime

1 AP – Free Action

Trigger: Your Pokémon makes a Combat Maneuver

Effect: Your Pokémon gains a bonus based on the type of Combat maneuver they are making. This Feature may be triggered once per Scene per Pokémon.

- » Your Pokémon gains a +1d6 bonus to Opposed Acrobatics, Athletics, Combat, or Stealth Skill Checks.
- » If your Pokémon was Sprinting, they double their Movement Capabilities instead of increasing by 50%.
- » If your Pokémon was making an Attack of Opportunity, they automatically hit.
- » You may also activate this Feature to let them Intercept for any Ally regardless of Loyalty, and they automatically succeed on the Skill Check to do so.

Adrenaline Rush

[+HP]

Prerequisites: Athlete, Expert Athletics

Daily x3 – Free Action

Trigger: You are lowered to half or your Maximum Hit Points or less

Effect: You gain +1 Combat Stage in each of your Trained Stats, are cured of up to two Status Afflictions, and gain a Tick of Temporary Hit Points. Adrenaline Rush may be used only once per Scene

Athletic Moves

[Ranked 3] [+HP]

Rank 1 Prerequisites: Athlete**Rank 2 Prerequisites:** Athlete, Expert Athletics**Rank 3 Prerequisites:** Athlete, Master Athletics

Static

Effect: You learn two Athlete Moves marked with the Rank of this Feature you are taking or lower.

ATHLETE MOVES

Rank 1	Rank 2	Rank 3
Bind	Body Slam	Mega Kick
Block	Take Down	Facade
Slam	Extreme Speed	Retaliate
Strength		



ASSOCIATED SKILLS: ACROBATICS, ATHLETICS, CHARM

Dances have been important parts of celebrations and rituals since the birth of civilization. Whether used for simple entertainment or for significant religious ceremonies and practices, dance has been passed down through the ages just like music, storytelling, and other artistic traditions. No one can say exactly when dance became an integral part of human culture, but it's clear from observing Pokémon such as Spinda and Maractus that it has been an important part of life for many living things since before the time of man.

A Dancer has learned to apply the art of dance to life as a Pokémon Trainer in a variety of ways, ranging from teaching their Pokémon elegance and tempo to augment their fighting capabilities to applying the acrobatic maneuvers of dance to their own battle techniques. This makes the Dancer a flexible Class that can appeal to many different Trainers. Martial Artists may use the Class to supplement their offensive Moves while Ace Trainers and other more passive Classes may use Dancer Features to play a more active support role in battles.

DANCER

TRAINER COMBAT



ACTIVE POKÉMON SUPPORT



PASSIVE POKÉMON SUPPORT



Dancer

[Class] [+Speed]

Prerequisites: Novice Acrobatics; Novice Athletics or Charm

Static

Effect: Choose Spinning Dance or Own Tempo. You gain the chosen Ability.

Mechanic – Dance Moves: Dance Moves you create with the Dance Form Feature look like the Move on the right. First, name the Dance Move whatever you like. Secondly, choose two Combat Stage gains for the effect. This may either be +2 Combat Stages to a single Stat, like Swords Dance, or +1 Combat Stage to two different Stats, like Dragon Dance. Once chosen, this cannot be changed. Dragon Dance, Quiver Dance, and Swords Dance count as Dance Moves for the purposes of Dancer Features as well. A Dance Move's Contest Type must be chosen from a Contest Type associated with a Stat that the Dance Move affects. Cool is associated with Attack, Tough is associated with Defense, Beauty is associated with Special Attack, Smart is associated with Special Defense, and Cute is associated with Speed.

Name**Type:** Normal**Frequency:** EOT**AC:** None**Class:** Status**Range:** Self**Effect:****Contest Type:****Contest Effect:** Get Ready!**Dance Form**

[+Speed]

Prerequisites: Dancer

Static

Effect: Create and learn two Dance Moves, plus one more for each other Dancer Feature you have. Whenever you gain another Dancer Feature, create and learn another Dance Move.**Beguiling Dance**

[+Speed]

Prerequisites: Dance Form

Static

Effect: When creating Dance Moves, you can choose to create a Dance Move that has Range: 4, 1 Target, AC 3, and lowers a Combat Stat (chosen at creation) by -2 Combat Stages. This Move is otherwise the same as other Dance Moves you could create except that Dance Moves created with this template have the Contest Effect Excitement instead of Get Ready!.**Dance Practice**

[+Speed]

Prerequisites: Dancer

At-Will – Extended Action

Target: Your Pokémon with at least 2 Tutor Points**Effect:** The target loses 2 Tutor Points and gains your choice of Spinning Dance or Own Tempo. Dance Practice may target a Pokémon only once.**Choreographer**

[+Speed]

Prerequisites: Dance Form; Adept Acrobatics, Athletics, or Charm

At-Will – Extended Action

Target: Your Pokémon with at least 2 Tutor Points**Effect:** The target loses 2 Tutor Point and learns a Dance Move created by yourself. Choreographer may target a Pokémon multiple times.**Power Pirouette**

[+Speed]

Prerequisites: Dance Form; Expert Acrobatics, Athletics, or Charm

Scene x2 – Swift Action

Trigger: You perform a Dance Move**Effect:** Choose one effect:

- » All adjacent targets are Confused.
- » You gain +1 Combat Stage to a Stat of your choice not raised by the triggering Move.
- » Destroy all Hazards within 5 meters, and remove Leech Seed, Trapped, and Stuck from yourself.

Passing Waltz

[+Speed]

Prerequisites: Dance Practice; Master Acrobatics, Athletics, or Charm

1 AP – Free Action

Trigger: You or one of your Pokémon with Own Tempo or Spinning Dance uses a Dance Move**Effect:** Choose an ally within 3 meters of the triggering target. That ally gains Combat Stages from the triggering Move instead of the user.



ASSOCIATED SKILLS: SURVIVAL, STEALTH

The Hunter works in concert with their Pokémon to bring even the most nimble and impressive of opponents to their knees. To them, their foes are like prey, and they are experts at using teamwork and pack hunting techniques to ensure that no one can escape them. Hunters do not excel at directly attacking their enemies and dealing a lot of damage. Instead, much like Capture Specialists, they make use of a variety of tools, such as Weighted Nets and Glue Cannons, in order to further limit their enemies' mobility.

While Hunters certainly can function very well on their own with just their Pokémon at their side, they excel in larger parties too where their allies' Pokémon can help them surround and trap their foes. Therefore, Hunters who prefer to emphasize the Pokémon Support aspects of the Class would do well to pick up Classes such as Commander. Hunters who prefer to mix their debilitating tactics with direct assaults might choose the Roughneck, Athlete, or Martial Artist Class.

HUNTER

TRAINER COMBAT



ACTIVE POKÉMON SUPPORT



PASSIVE POKÉMON SUPPORT



Hunter

[Class][+Speed]

Prerequisites: Novice Survival, Novice Stealth

Static

Effect: Choose Teamwork or Pack Hunt. You gain the Chosen Ability.**Pack Tactics**

[+Speed]

Prerequisites: Hunter

At-Will – Extended Action

Target: Your Pokémon with at least 2 Tutor Points**Effect:** The target loses 2 Tutor Points, and gains the Pack Hunt or Teamwork Ability. You may target a Pokémon with Pack Tactics only once.**Surprise!**

[+Speed]

Prerequisites: Hunter, Adept Stealth or Survival

X AP – Swift Action

Trigger: You make an attack against a foe that does not anticipate an attack or is adjacent to your Pokémon with Pack Hunt or Teamwork**Effect:** Make two attack rolls for the triggering action, and use the better result to finalize the attack. If both attacks would hit, the target is Flinched. Surprise! may be used only once per Scene per target. If the triggering attack was a Poké Ball, Hand Net, Weighted Net, Glue Cannon, or Struggle Attack, Surprise! costs 1 AP to activate; otherwise, it costs 2 AP.**Hunter's Reflexes**

[+Speed]

Prerequisites: Hunter, Adept Stealth or Survival

Static

Effect: You and your Pokémon may make up to three Attacks of Opportunity each round, instead of only one. Additionally, your attacks always consider you to be adjacent to your target for the purposes of benefiting from your Pokémon's Teamwork Ability, and count as Melee attacks for the purposes of triggering their Pack Hunt Ability.**Finisher**

[+Speed]

Prerequisites: Hunter, Adept Stealth, Adept Survival

Static

Effect: You and your Pokémon gain a +5 bonus to Damage Rolls against Fainted, Flinched, Sleeping, Stuck, Slowed, Trapped, or Tripped targets.**Don't Look Away**

[+Speed]

Prerequisites: Pack Tactics, Adept Stealth, Adept Survival

1 AP – Free Action

Trigger: You or your Pokémon with Pack Hunt or Teamwork hits with an Attack of Opportunity**Effect:** The hit foe loses a Tick of Hit Points, and is Slowed for 1 round. Don't Look Away may be triggered once per round.**Pack Master**

[+Speed]

Prerequisites: Pack Tactics, Expert Stealth, Expert Survival

Static

Effect: For you and your Pokémon with Teamwork, Teamwork's effect now reads "While you are adjacent to an opponent, allies targeting that opponent receive a +2 bonus to Accuracy Checks". Whenever you or your Pokémon successfully hit a foe with Pack Hunt, they gain a +2 Bonus to Accuracy Rolls and a +5 Bonus to Damage Rolls against that foe until the end of their next turn.



MARTIAL ARTIST

TRAINER COMBAT



ASSOCIATED SKILLS: COMBAT

Martial Artists strive to learn the arts of physical combat, admiring the power of Fighting-Type Pokémon. Some may practice Martial Arts as a sport; others out of necessity and survival. Whatever the motivation, these trainers hone their bodies into powerful weapons through practice and dedication, and can show Pokémon how to do the same.

There are many different styles of Martial Arts, and many emulate various Pokémon. Some trainers learn to punch like a Hitmonchan; others to kick like a Hitmonlee. And while the forms and variations are many, they all turn Martial Artists into powerful opponents to be feared and respected.

Note: The various Abilities and their associated Moves do in fact correspond to various martial arts in some ways; they may not reflect reality, but rather how the styles have been interpreted through various Pokémon in the franchise.

Guts: Inspired by Throh, this style resembles Judo or Wrestling.

Inner Focus: Inspired by Sawk, this style resembles Karate.

Iron Fist: Inspired by Hitmonchan, this style resembles Boxing.

Limber: Inspired by Medicham, this style aims to exploit pressure points and focus Aura.

Reckless: Inspired by Hitmonlee, this style resembles Taekwondo.

Technician: Inspired by Hitmontop, this style resembles Capoeira.

Martial Artist

[Class]

Prerequisites: Basic Martial Arts, Novice Combat

Static

Effect: Choose one of the abilities listed below. You gain the chosen Ability, and its associated tags. Whenever you gain any Martial Artist Feature, you also gain the associated tags.

Guts	[+HP]
Inner Focus	[+Speed]
Iron Fist	[+Defense]
Limber	[+Speed]
Reckless	[+Attack]
Technician	[+Speed]

Martial Training

[Ranked 3]

Rank 1 Prerequisites: Martial Artist

Rank 2 Prerequisites: Martial Artist, Expert Combat

Rank 3 Prerequisites: Martial Artist, Master Combat

Static

Effect: Learn two Martial Artist Moves. You may choose any Move marked with the Martial Training Rank you are taking or lower. You must meet a Move's Prerequisites to choose that Move.

MARTIAL ARTIST MOVES

Rank 1 Moves	
Move	Prerequisites
Acupressure	Limber
Arm Thrust	Technician
Double Kick	None
Focus Energy	None
Karate Chop	Inner Focus
Low Sweep	None
Mach Punch	Iron Fist
Rolling Kick	Reckless
Vital Throw	Guts

Rank 2 Moves	
Move	Prerequisites
Brick Break	None
Circle Throw	Guts
Comet Punch	Iron Fist
Counter	Limber
Low Kick	Inner Focus
Jump Kick	Reckless
Power Trick	Limber
Quick Guard	Technician

Rank 3 Moves	
Move	Prerequisites
Cross Chop	Inner Focus
Close Combat	None
Triple Kick	Technician
High Jump Kick	Reckless
Sky Uppercut	Iron Fist
Storm Throw	Guts

My Kung-Fu is Stronger**Prerequisites:** Martial Training Rank 1

At-Will – Free Action

Trigger: A foe provokes an Attack of Opportunity**Effect:** You may use Rock Smash instead of an unarmed Struggle Attack. If you do, Rock Smash's Effect Range is increased by +2.**Martial Achievement****Prerequisites:** Martial Artist

Static

Effect: You gain a Martial Achievement based on your Chosen Ability.**MARTIAL ACHIEVEMENTS****Wrestlemania****Prerequisites:** Guts Ability

1 AP – Swift Action

Trigger: You begin your turn with Dominance in a Grapple**Effect:** This turn, you may perform two different Grappling Effects as a Full Action instead of just one.**Heightened Intensity****Prerequisites:** Inner Focus Ability

2 AP – Shift Action

Effect: You may use Focus Energy as a Free Action**Pummeling Momentum****Prerequisites:** Iron Fist Ability

1 AP – Free Action

Trigger: You hit a foe with a Move affected by Iron Fist**Effect:** You Tag the triggering foe and gain a +1 bonus to your Accuracy Rolls and Evasion against that foe. Each subsequent time that you hit the Tagged foe with a Move affected by Iron Fist, this bonus increases by +1, to a maximum of your Combat Rank. If you ever spend a turn without successfully hitting your Tagged foe, the foe loses their Tag and the bonus is lost.**Second Strike****Prerequisites:** Martial Artist

At-Will – Free Action

Trigger: You attempt to use a Grapple, Push, Trip, or Disarm Combat Maneuver but fail the Opposed Roll**Effect:** You may immediately use Rock Smash or a Struggle Attack against your target as a Free Action.**Bend Like the Willow****Prerequisites:** Limber Ability

2 AP – Free Action, Interrupt

Trigger: An adjacent foe initiates a Disarm, Grapple, Push, or Trip Maneuver against you, and either misses or fails the Opposed Check.**Effect:** You may attempt the same Combat Maneuver against the triggering foe as a Free Action.**Soft Landing****Prerequisites:** Reckless Ability

1 AP – Free Action

Trigger: You take fall damage, or miss with Jump Kick or High Jump Kick**Effect:** When taking fall damage, calculate the result as if you had fallen X meters less, where X is half your Combat Rank. If you miss with Jump Kick or High Jump Kick, you lose no Hit Points as a result.**Whirlwind Strikes****Prerequisites:** Technician

1 AP – Full Action

Effect: You may use Rock Smash, targeting against any number of adjacent foes. You do not count as Flanked for one full round.



MUSICIAN

TRAINER COMBAT



ACTIVE POKÉMON SUPPORT



ASSOCIATED SKILLS: CHARM, Focus

Music and art are simply a part of life. It's something Pokémons and humans alike find joy in, and many have devoted their lives and talents to it. As such the gift of music is found almost everywhere in the world – in busy city streets, in a packed arena, at a campfire in the wilderness. Even in places no humans dwell, Pokémons themselves may sing.

With time and practice, many have found ways to use their art to help their allies and cripple their foes. Sounds can be distracting or painful, or can help lift one's spirits and get the blood flowing. As such it's not uncommon to see practiced singers and instrumentalists in both the arenas and the wilds.

The Musician class has an array of sound-based Moves at its disposal, making it quite flexible. It can weaken foes, empower allies, and has a few powerful damaging attacks in its arsenal as well. Its relatively low entry requirements make it easily accessible to most character concepts, allowing you to really make it what you want. A guitar wielding rocker, a pop starlet, or the world's most awesome sax player? Whatever way you take it, your adventuring companions will appreciate what you bring to the table.

Musician

[Class] [+Special Attack]

Prerequisites: Novice Charm, Novice Focus

Static

Effect: You may use Musician Songs.

Mechanic: Songs – Musician Songs can be triggered one of four ways. Regardless of the Area of Effect, Songs always affect the user.

- » When using a Move with the Sonic keyword, Songs may be triggered as a Swift Action, and the Song's Area of Effect is the same as the triggering Move's.
- » When using a Dance Move, Songs may be triggered as a Shift Action with an Area of Effect of Burst 2.
- » As a Standard Action, you may trigger one Song, with an Area of Effect of Burst 4.
- » As a Full Action, you may trigger two Songs, each with an Area of Effect of Burst 4.

Song of Courage

1 AP – Special

Trigger: Song**Effect:** All Allies in the Area of Effect gain a +2 Bonus to Skill Checks and Save Checks until the end of your next turn.**Song of Life**

1 AP – Special

Trigger: Song**Effect:** All Allies in the Area of Effect gain 5 Damage Reduction until the end of your next turn.**Song of Might**

1 AP – Special

Trigger: Song**Effect:** All Allies in the Area of Effect gain a +5 Bonus to Damage Rolls until the end of your next turn.**Musical Ability**

[+Special Attack]

Prerequisites: Musician

Static

Effect: Choose Drown Out or Soundproof. You gain the chosen Ability.**Voice Lessons**

[+Special Attack]

Prerequisites: Noise Complaint

Static

Effect: You and your Pokémon's Moves with the Sonic keyword gain the Friendly keyword. Voice Lessons may not affect the Move Perish Song. Additionally, whenever your Pokémon use a Move with the Sonic Keyword in a Contest, they may roll +1d6.**Mt. Moon Blues**

[+Special Attack]

Prerequisites: Musician

Static

Effect: You learn the Moves Sing and Supersonic**Power Chord****Prerequisites:** Noise Complaint, Master Charm or Focus

Scene x2 – Free Action

Trigger: You play a Song**Effect:** Make a Charm or Focus Check, and add your Special Attack. Foes in the area of effect take Special Normal-Type Damage equal to the result.**Cacophony**

[+Special Attack]

Prerequisites: Mt. Moon Blues, Adept Charm or Focus

Static

Effect: You learn the Moves Screech and Metal Sound.**Noise Complaint**

[+Special Attack]

Prerequisites: Cacophony, Expert Charm or Focus

Static

Effect: You learn the Moves Uproar and Hyper Voice.



PROVOCATEUR

TRAINER COMBAT



ASSOCIATED SKILLS: CHARM, GUILE, INTIMIDATE

Striking someone through the heart doesn't need a weapon. They often say the pen is mightier than the sword, but the mouth is just as effective. A few choice words can easily make your foes lose their minds, whether through rage, befuddlement, or despair. Who needs to get your hands dirty when your words can do all the work for you?

Provocateur is a useful Class for all sorts of builds. Pokemon support builds can use it to soften up foes for their pokemon or allies to finish off more quickly, and combat builds can use it to make their foes more vulnerable to their attacks. Of particular note is the breadth of effects one can get from combining this class with Hex Maniac or Roughneck.

Provocateur

[Class] [+Speed]

Prerequisites: One of Confidence Artist, Intimidating Presence, or Charmer

Static

Effect: You learn the Moves Sweet Kiss and Taunt.**Note:** The Provocateur Skills are Charm, Guile, and Intimidation.**Push Buttons**

[+Speed]

Prerequisites: Provocateur

Static

Effect: Your Social Moves' Frequency is not Expended if they miss. You gain the Demoralize Edge, even if you do not meet the prerequisites. Its effects for Status Moves now trigger on 18+, and Social Moves that activate this "Crit" Range cause their targets to lose a tick of Hit Points. If you already have Demoralize, you may gain another Edge for which you meet the prerequisites.**Quick Wit**

[+Speed]

Prerequisites: Provocateur, a Provocateur Skill at Adept Rank.

Scene x3 – Swift Action

Effect: You may make a Manipulate Maneuver or use a Social Move you know, Frequency allowing.**Mixed Messages**

[+Speed]

Prerequisites: Provocateur, two Provocateur Skills at Adept Rank

Static

Effect: You learn the Moves Lovely Kiss and Torment.**Powerful Motivator**

[+Speed]

Prerequisites: Provocateur, two Provocateur Skills at Adept Rank

Static

Effect: Baby-Doll Eyes, Confide, Leer, and your Provocateur Moves gain additional effects. These effects occur whether the Move hits or misses.

- » **Baby-Doll Eyes:** The target cannot Critically Strike for 1 full round.
- » **Confide:** The target cannot trigger Effect Ranges for 1 full round.
- » **Leer:** The target is Slowed for 1 Full Round.
- » **Sweet Kiss:** The target gains a -3 penalty to Evasion for 1 full round.
- » **Taunt:** The target gains a -3 penalty to Accuracy Rolls 1 full round.
- » **Torment:** The target gains a -10 penalty to Damage Rolls against your allies for 1 full round.
- » **Lovely Kiss:** The target gains a -3 penalty to Save Checks for 1 full round.

Play Them Like a Fiddle

[+Speed]

Prerequisites: Powerful Motivator, a Provocateur Skill at Expert Rank.

Scene x3 – Swift Action

Trigger: You hit with Leer, Confide, Baby-Doll Eyes, or a Provocateur Move

Effect: The Move gains additional effects as listed below. You may use the effects of each Move only once per Scene.

- » **Baby-Doll Eyes:** The target becomes Infatuated with you for the rest of the Scene, and cannot be cured of this condition by any means, including Taking a Breather. This does not bypass immunity to Infatuation.
- » **Confide:** You choose a Move the target has used this Scene. That Move becomes Disabled for the target.
- » **Leer:** The target's Defense is lowered an additional Combat Stage, and their Special Defense is lowered by 2 Combat Stages.
- » **Sweet Kiss:** While the target is Confused, they may not perform Disengage Maneuvers, and whenever they hit themselves in Confusion, they provoke an Attack of Opportunity from all of their adjacent foes.
- » **Taunt:** For 1 full round, the next damaging attack to hit the target of Taunt deals $+3d8+10$ Damage.
- » **Torment:** 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.
- » **Lovely Kiss:** The target's Evasion is lowered by 2 for the rest of the Scene.

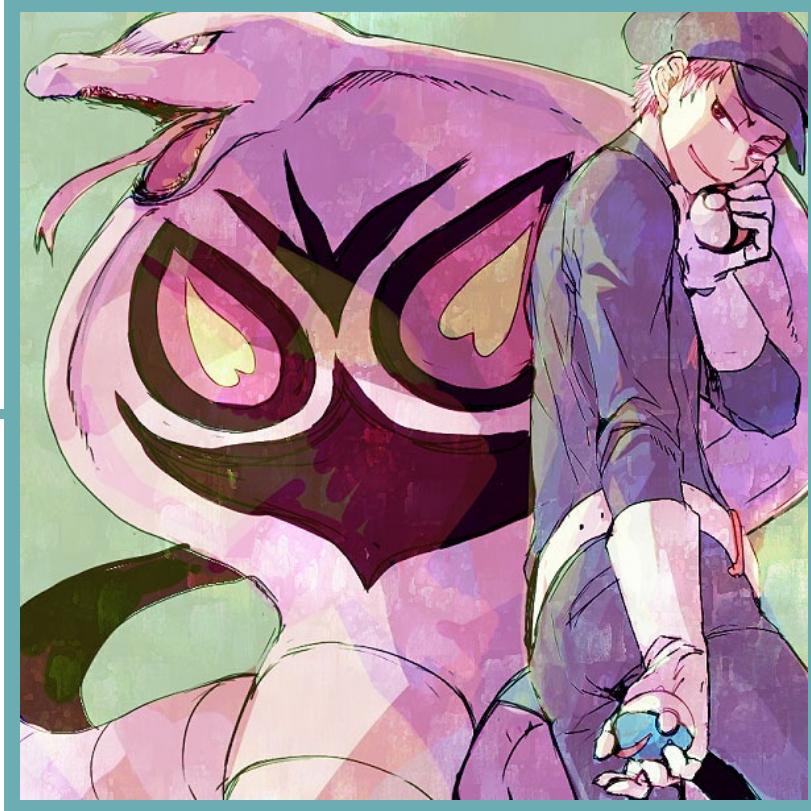
Enchanting Gaze

[+Speed]

Prerequisites: Quick Wit, two Provocateur Skills at Expert Rank.

2 AP – Standard Action

Effect: Choose a Manipulate Maneuver effect; apply that Effect to all foes in a Cone 2. This ignores Frequency Limitations with that Maneuver and automatically succeeds against all targets without an opposed roll.



ROGUE

TRAINER COMBAT



ASSOCIATED SKILLS: ACROBATICS, ATHLETICS,
STEALTH

The streets are a dangerous and eclectic place, where shady lurkers like the Rogue look to make a living off of others. Why work an honest job when you can line your pockets with the wealth of others? The Rogue knows how to hit his enemies when and where they least expect it, to punish them for getting too cocky, to kick them while they're down.

Of course, you can't always win a straight fight, even when fighting dirty, so ambushing them so they don't have a chance to fight back can always work. The Rogue class is suited for front-line combatants, and pairs up well with other physical classes like Martial Artist and Roughneck. A Rogue who wants to use his mouth as another weapon would likely want to take Provocateur, and of course, Ninjas fit the thief archetype nicely.

Rogue

[Class] [+Attack]

Prerequisites: Two of Acrobatics, Athletics, and Stealth at Novice Rank

Static

Effect: You learn the Moves Feint Attack and Thief.**Note:** Acrobatics, Athletics, and Stealth are referred to as “Rogue Skills” as short-hand.**Cutthroat**

[+Attack] [Weapon]

Prerequisites: Rogue

Static

Effect: You may use Rogue Moves as Weapon Moves when wielding Small Melee Weapons or Short Ranged Weapons. If you do, Rogue Moves instead have the same Range as your Weapon. Additionally, you may qualify for Weapon Moves for Small Melee or Short Ranged Weapons and resist Disarm Maneuvers when wielding such Weapons using any Rogue Skill.**Dirty Fighting**

[+Attack]

Prerequisites: Rogue, a Rogue Skill at Adept Rank

1 AP – Swift Action

Trigger: You hit a foe with Weapon Attack**Effect:** After the attack is Resolved, you may immediately use the Dirty Trick Maneuver if the target is within range. You automatically hit with Dirty Trick, but must still make an Opposed Roll.**Unexpected Attacks**

[+Attack]

Prerequisites: Rogue, two Rogue Skills at Adept Rank

Static

Effect: You learn the Moves Pursuit and Sucker Punch.**Underhanded Tactics**

[+Attack]

Prerequisites: Rogue, a Rogue Skill at Expert Rank

Static

Effect: You gain your choice of Ambush or Cruelty.**Street Fighter**

[+Attack]

Prerequisites: Unexpected Attacks, two Rogue Skills at Expert Rank

Static

Effect: You learn the Moves Assurance and Payback.**Scoundrel's Strike**

[+Attack]

Prerequisites: Underhanded Tactics, Street Fighter Daily x3 – Swift Action**Trigger:** You hit with a Rogue Move**Effect:** The target loses Hit Points equal to your highest Rogue Skill Rank doubled, and an additional effect based on whether you have the Ambush or Cruelty Ability. You may use Scoundrel's Strike only once per Scene per target.

- » **Ambush:** For 1 Full Round, the target is Slowed, cannot make Attacks of Opportunity, and takes a -2 penalty to all rolls.
- » **Cruelty:** For 1 Full Round, the target loses 5 Hit Points upon being hit by any damaging attack.



ROUGHNECK

TRAINER COMBAT



ASSOCIATED SKILLS: INTIMIDATE

Fear is a powerful tool in battles, and Roughnecks understand that well. As a Roughneck beats down their opponents, they also demoralize them and make it harder for their foe to fight back the longer the fight goes on and the more scare tactics they can apply. To make matters even worse for their opponents, Roughnecks know how to outlast their enemies in a fight, and they will shrug off blows that would knock out lesser fighters.

Roughneck makes a good counterpart to other Trainer Combat Classes such as Martial Artist or Athlete, Provocateur also makes an obvious pairing for Roughneck, especially with the synergy between Roughneck's Social Moves and Provocateur's Push Buttons and Quick Wit Features. Roughneck can also be used to give a little extra versatility to Classes focused on Pokémon Support such as Taskmaster or Tough Expert.

Roughneck

[Class] [+Defense]

Prerequisites: Novice Athletics, Intimidating Presence

1 AP – Swift Action

Trigger: You hit a foe with an Attack**Effect:** The foe loses a Combat Stage in the Stat of your choice.**Menace**

[+Defense]

Prerequisites: Roughneck

At-Will – Swift Action

Trigger: You hit a foe with the Terrorize Manipulation**Effect:** Until their next turn, the target has their Initiative lowered to 0. For one full round, attacks against them cause them to Flinch on 17+ or have their existing Flinch Range increased by +4.**Mettle**

[+Defense]

Prerequisites: Roughneck

Scene x2 – Free Action

Target: You take Massive Damage or Intercept a Damaging Attack.**Effect:** Resolve Damage as if the triggering attack was resisted one step. The triggering foe then loses 2 Combat Stages in the Attack Stat used by the triggering Attack.**Malice**

[+Defense]

Prerequisites: Roughneck, Adept Intimidate

Static

Effect: You learn the Moves Mean Look and Chip Away.**Fearsome Display**

[+Defense]

Prerequisites: Malice

2 AP – Swift Action

Trigger: You use Leer or a Roughneck Move**Effect:** The Move gains additional effects.

- » **Leer:** Attacks against affected foes gain a +2 Bonus to their Critical Range for one full round.
- » **Chip Away:** The target is considered Vulnerable against this attack.
- » **Headbutt:** The target has their Initiative set to 0 until the end of their next turn.
- » **Glare:** The target loses 2 Speed Combat Stages. This occurs whether Glare hits or misses.
- » **Mean Look:** The target is Suppressed.
- » **Endure:** You gain two Ticks of Temporary Hit Points.
- » **Slack Off:** You are cured of one Status Affliction.

Cruel Gaze

[+Defense]

Prerequisites: Roughneck, Expert Intimidate

Static

Effect: You learn the Moves Glare and Headbutt.**Tough as Nails**

[+Defense]

Prerequisites: 3 Roughneck Features, Master Intimidate Static**Effect:** You learn the Moves Endure and Slack Off.



TUMBLER

TRAINER COMBAT



ASSOCIATED SKILLS: ACROBATICS

Tumblers, much like Athletes, put great emphasis on keeping their bodies in shape and pushing their limits. Where the two differ is that Tumblers put much more focus on their physical finesse and dexterity than they do on power or speed. They also don't go to the same lengths to coach their Pokémons to do the same. Tumblers don't like being tied down or staying in one place too long, and not even their own Pokémons are going to hold them back!

Acrobatics isn't just for the circus. The high mobility and speed gained from a life of practiced jumps and gives Tumblers an edge in battle that lets them outmaneuver burlier foes. The Tumbler class provides a Trainer with a few additional offensive outlets, but its big draw is mobility; Tumbler is all about jumping, moving, and rolling with the punches. This class provides you a lot of tools to get around a battlefield quickly, and ensure that nothing will slow or hold you down.

Tumbler

[Class] [+Speed]

Prerequisites: Acrobat

Static

Effect: You gain the Run Away Ability.**Aerialist**

[+Speed]

Prerequisites: Tumbler

Static

Effect: You learn the Moves Aerial Ace and Splash.**Quick Gymnastics**

[+Speed]

Prerequisites: Tumbler

1 AP – Free Action

Trigger: You hit with an Attack; you make a Jump; or you stand up from being Tripped**Effect:** You may Shift 2 Meters. You don't count as Flanked or trigger Attacks of Opportunity until the end of your next turn. Additionally, if you activate this Feature, the triggering action does not provoke Attacks of Opportunity.**Flip Out**

[+Speed]

Prerequisites: Aerialist, Adept Acrobatics

Static

Effect: Your Tumbler Moves gain additional effects.

- » **Aerial Ace:** If you choose not to test for a Critical Hit, Aerial Ace gains the Pass Keyword.
- » **Splash:** Once a Scene, you may use Splash as if it had the Interrupt keyword upon getting hit with an attack. If you do, you gain Damage Reduction against that attack equal to twice your Acrobatics Rank.
- » **Acrobatics:** You may activate Acrobatics's extra damage even while holding an Item.
- » **Bounce:** When you use Bounce, you don't trigger Hazards that turn and may choose to destroy all Hazards in your landing square and adjacent squares.

Death From Above

[+Speed]

Prerequisites: Aerialist, Expert Acrobatics

Static

Effect: You learn the Moves Acrobatics and Bounce.**Quick Reflexes**

[+Speed]

Prerequisites: Tumbler, Expert Acrobatics

Static

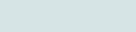
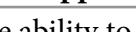
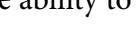
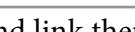
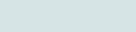
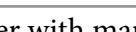
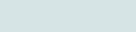
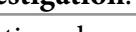
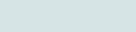
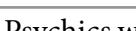
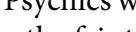
Effect: You gain the Dodge Ability.**Burst of Speed**

[+Speed]

Prerequisites: 5 Tumbler Features, Master Acrobatics Scene – Free Action**Trigger:** You end your turn**Effect:** Select an Initiative Count equal to half of your own Initiative or less; you may take an extra turn at that point in the round.

SUPERNATURAL CLASSES

Supernatural Classes: These Classes wield supernatural powers. The majority of these Classes are meant for Trainer Combat and can be treated similarly to the Fighting Classes, but they often also have utility powers which help during investigative adventures. The Pokémon franchise has many examples of characters with magical abilities, but this category also exists as an easy guide for GMs who wish to tone down some of the more fantastical aspects of the Pokémon world, at least on the Trainer side.

Aura Guardian	
Skills: Intuition	
Trainer Combat:    	Travel and Investigation: 
Mystics who specialize in reading the Auras of others. High in Fighting-Type offense.	
Channeler	
Skills: Intuition	
Active Pokémon Support:   	Travel and Investigation:  
A Class with the ability to bond closely with Pokémon and link them together with a mystical power for potent synergy in battle.	
Hex Maniac	
Skills: Occult Education	
Trainer Combat:    	
Hex Maniacs fight their foes using curses and hexes that debilitate and disable them.	
Ninja	
Skills: Combat, Stealth	
Trainer Combat:    	Crafting: 
A stealthy fighter with many tricks up its sleeve, such as Hazards, Illusions, and Poisoned Weapons.	
Oracle	
Skills: Intuition, Perception	
Travel and Investigation:   	Trainer Combat:  
Oracles are mystics who can read the lines of fate and divine the future with their powers.	
Sage	
Skills: Occult Education	
Trainer Combat:    	
Sages defend and protect their allies with Blessing Moves.	
Telekinetic	
Skills: Focus	
Trainer Combat:    	Travel and Investigation: 
Telekinetics are Psychics who can move objects from afar, letting them wield weapons from across the battlefield, or toss foes up in the air to flail helplessly.	

Telepath

Skills: Focus, Intuition

Travel and Investigation:  

Trainer Combat:  

Mind readers who have a focus on out-of-battle investigation with their powers but can mentally assault their foes as well.

Warper

Skills: Focus, Guile

Trainer Combat:  

Travel and Investigation:  

Warpers are teleporting Psychics that aren't great in combat on their own but pair very well with other fighting Classes.



AURA GUARDIAN

TRAINER COMBAT



TRAVEL AND INVESTIGATION



ASSOCIATED SKILLS: INTUITION

Aura Guardians have the rare ability to perceive and manipulate Aura, or the spiritual essence of all living things. At the most basic level, Aura Guardians can know the intentions and emotions of others at a glance simply by viewing their Aura. Aura Guardians can also project their own thoughts to others.

These abilities alone make Aura Guardians a boon to any traveling party, whether for the sake of watching out for shady characters on their journey or even for pinpointing other living beings while traveling in the dark.

However, with training, Aura Guardians can do even more, projecting and manipulating their Aura to take the form of devastating attacks. While similar to the abilities of psionics, the manipulation of Aura is fundamentally different in that it uses raw spiritual energy instead of being a product of honed mental focus.

Aura Guardians tend to be most at home with Pokémons that can read Auras, though their abilities allow them to easily befriend a variety of species.

Aura Guardian

[Class] [+Attack or Special Attack]

Prerequisites: Elemental Connection (Fighting)

Static

Effect: Choose two of Detect, Vacuum Wave, or Force Palm. You learn the chosen Moves.**Aura Reader**

[+Attack or Special Attack]

Prerequisites: Aura Guardian

2 AP – Swift Action

Effect: You gain the Aura Reader Capability for the rest of the scene. If your Intuition is Adept Rank or higher, you also gain the Aura Pulse Capability.**The Power of Aura**

[+Attack or Special Attack] [Ranked 2]

Rank 1 Prerequisites: Aura Guardian**Rank 2 Prerequisites:** Aura Guardian, Expert Intuition

Static

Effect: Each Rank, choose Scrappy or Aura Storm. You gain the Chosen Ability.**Sword of Body and Soul**

[+Attack or Special Attack]

Prerequisites: Aura Guardian, Adept Intuition

2 AP – Swift Action

Trigger: You use a damaging Aura Guardian Move against an adjacent foe**Effect:** You may have the triggering Move deal damage as if it was your choice of Physical or Special Classes. Regardless, add both your Attack and Special Attack Stats to the Damage Roll, and this attack ignores Damage Reduction. This does not stack with Twisted Power.**Ambient Aura**

[+Attack or Special Attack]

Prerequisites: Aura Reader, Expert Intuition

Scene x2 – Swift Action

Trigger: You use a Move with the Aura keyword**Effect:** You gain an Aura Blessing that can be spent any time as a Free Action Interrupt. When you spend an Aura Blessing, you choose one of the effects below. You may only have one Aura Blessing at a time, and you must have the Aura Pulse Capability to use Ambient Aura.

- » You create an energy barrier around you or an ally within 5 meters granting Damage Reduction equal to your Intuition Rank tripled until the end of your next turn.
- » You cure yourself of a Volatile Status Affliction.
- » Gain the Blindsight Capability until the end of the Scene.

Aura Mastery

[+Attack or Special Attack]

Prerequisites: Aura Guardian, Expert Intuition

Static

Effect: Choose two of Aura Sphere, Focus Blast, Drain Punch, or Focus Punch. You learn the chosen Moves.



CHANNELER

ACTIVE POKÉMON SUPPORT



TRAVEL AND INVESTIGATION



ASSOCIATED SKILLS: INTUITION

Channelers are humans with rare mystic powers that allow them to commune with Pokémons through their auras at a primal level. Often empathetic people with a great intuitive understanding of others' emotions, they can take this expertise to a whole other level with Pokémons, even acting as a conduit to connect the hearts of multiple Pokémons at once. For this reason, Channelers are often valued in a traveling party, able to understand the intentions of wild Pokémons to avoid conflict or obtain help.

A skilled Channeler is able to play upon this link to their Pokémons companions, becoming a one-man reconnaissance team by linking their senses to those of a spread out group of Pokémons. Especially experienced Channelers can utilize the conduit between their Pokémons to even greater effect, allowing their Pokémons to cover each other's weaknesses through their channeled link or sharing their preparedness for battle.

Channelers are more often kind than cruel due to their deep natural empathy, but some Channelers can come to prefer Pokémons to humans, treating other humans with disdain and hostility.

Channeler

[Class]

Prerequisites: Mystic Senses

At-Will – Swift Action

Target: A Pokémon.

Effect: You Channel the target Pokémon. If you attempt to Channel a Hostile Pokémon, you must make an Intuition Check with a DC of 15 to Channel the target. You may stop Channeling a Pokémon as a Free Action at any time. You may Channel a number of Pokémon at a time up to your Intuition Rank. If a Channeled Pokémon goes further than 20 meters from you, they stop being Channeled.

Mechanic: While Channeling a Pokémon, it may communicate its intentions, emotions, and motivations to you and you may communicate similarly with them; neither party may be deceitful in this exchange. You also become aware of all of its Moves, Abilities, and Capabilities. Allied Channeled Pokémon may always attempt Intercept Maneuvers for each other, regardless of Loyalty. If you are Fainted, you stop Channeling all Pokémon. Whenever you Channel a Pokémon, you have a vague knowledge of what has happened in the Pokémon's past hour as if they were your own memories.

Note: Chaneller has a couple Features with the [Orders] tag. However, because they require that a Pokémon be Channeled, which isn't League Legal, they actually aren't of any use in League Legal battles!

Shared Senses

Prerequisites: Chaneller

Bind 1 AP – Swift Action

Target: A Channeled Pokémon

Effect: You Imprint the target for the duration of this Feature. You receive all sensory information being sensed by Imprinted Pokémon, and Imprinted Pokémon are not subject to the distance limit on Channeling. If you have Imprinted more than one Pokémon, you may only concentrate on the senses of one Pokémon at a time, and only choose one such Pokémon per round. If you stop Channeling a Pokémon, they are no longer Imprinted as well.

Battle Synchronization

[Orders]

Prerequisites: Chaneller

Scene x3 – Standard Action

Effect: For one full round, whenever a Channeled Pokémon successfully hits a foe, all Channeled Pokémon gain +1 Accuracy and +1 Evasion against that foe for the duration of this Feature.

Spirit Boost

[Orders] [Stratagem]

Prerequisites: Chaneller

Bind 2 AP – Standard Action

Target: A Channeled Pokémon

Effect: When you use Spirit Boost, choose a Channeled Pokémon. You may choose the target of Spirit Boost if you wish. While Spirit Boost is Bound, the target has one of the following effects, depending on the highest Combat Stat of the chosen Pokémon. (In the event of a tie, you choose which Stat to use)

- » **Attack:** The target gains Bonus Damage when using Physical attacks equal to your Intuition Rank.
- » **Defense:** The target gains Damage Reduction against Physical attacks equal to your Intuition Rank.
- » **Special Attack:** The target gains gain Bonus Damage when using Special attacks equal to your Intuition Rank.
- » **Special Defense:** The target gains Damage Reduction against Special attacks equal to your Intuition Rank.
- » **Speed:** The target gains a bonus to their Initiative equal to your Intuition Rank.

Power Conduit**Prerequisites:** Channeler, Adept Intuition

2 AP – Swift Action

Target: Channeled Pokémon**Choose One Effect:**

- » Trade all Combat Stages for a single Stat between two Channeled Pokémon
- » Transfer a Coat from one Channeled Pokémon to another.
- » Give up a use of Scene or Daily Move from one willing Channeled Pokémon to regain use of a Scene Move which another Channeled Pokémon has used. This effect may only refresh a Move for each Pokémon once per Scene.

Pain Dampening**Prerequisites:** Channeler, Expert Intuition

Scene x2 – Free Action

Trigger: A Channeled Pokémon would be Fainted by a damaging attack

Effect: Choose any number of Channeled Pokémon, which must include the triggering Pokémon. Instead of resolving the attack normally, divide the damage from the attack by the number of chosen Pokémon. Each chosen Pokémon then loses that many Hit Points. For each chosen Pokémon that Resists or is Immune to the Type of the triggering attack, subtract your Intuition Rank from the damage of the attack before all calculations.

Soothing Connection**Prerequisites:** Pain Dampening, Master Intuition

Daily x2 – Standard Action

Target: Channeled Pokémon

Effect: Distribute 5 points in any way among Pokémon you are Channeling. For each point you assign to a Channeled Pokémon, they gain a Tick of Hit Points.



HEX MANIAC

TRAINER COMBAT



ASSOCIATED SKILLS: OCCULT EDUCATION

Hex Maniacs are masters of occult practices associated with Ghost-Type Pokémons, and they are capable of replicating many of the debilitating Moves that those Pokémons use to cripple their foes. While many people would assume that those learning these dark arts are in it for power or petty vengeance, that doesn't have to be the case. The caretakers of Pokémon tombs often turn their expertise in the occult into the Hex Maniac's combat techniques as a matter of practicality. Malicious Ghost-Type Pokémons, grave robbers, and those seeking to pilfer powerful artifacts from the sacred sites that are often found near where Ghost-Types gather are all good reasons to learn hexes and curses for self-defense.

Most other Trainer Combat Classes can make good use of a Hex Maniac's arsenal, even if they aren't invested enough in Special Attack to make Hex effective.

Hex Maniac

[Class] [+HP]

Prerequisites: Novice Occult Education

Static

Effect: Choose Cursed Body or Omen. You gain the Chosen Ability.**Hex Maniac Studies**

[+HP] [Ranked 3]

Rank 1 Prerequisites: Hex Maniac**Rank 2 Prerequisites:** Hex Maniac**Rank 3 Prerequisites:** Hex Maniac, Expert Occult Education

Static

Effect: Learn two Hex Maniac Moves. You may choose any Move marked with the Hex Maniac Studies Rank you are taking or lower.

Hex Maniac Moves	
Confuse Ray	Rank 1
Curse*	Rank 1
Hypnosis	Rank 1
Spite	Rank 1
Will-O-Wisp	Rank 1
Hex	Rank 3

***Note:** When using Curse, you must use Curse as if you were a Ghost-Type Pokémon**Diffuse Pain**

[+HP]

Prerequisites: Hex Maniac Studies Rank 1

2 AP – Swift Action

Trigger: You use a Status-Class Move gained from Hex Maniac Studies**Effect:** Choose an additional target for the Move.**Malediction**

[+HP]

Prerequisites: Hex Maniac Studies Rank 1, Expert Occult Education

Scene x2 – Free Action

Trigger: A foe within 5 meters misses all targets with an attack**Effect:** Use a Status-Class Move gained from Hex Maniac Studies targeting the triggering foe as a Free Action, Frequency-permitting.**Grand Hex**

[+HP]

Prerequisites: Hex Maniac Studies Rank 3, Master Occult Education

1 AP – Swift Action

Trigger: You hit a foe with Hex**Effect:** Regain one use of a Move gained from Hex Maniac Studies that can inflict a Status Affliction that the triggering target has. If you activated the conditional damage boost for Hex, its Frequency is not expended. You may only activate Grand Hex once per target per Scene.



NINJA

TRAINER COMBAT



CRAFTING



ASSOCIATED SKILLS: STEALTH, COMBAT

Practitioners of the ancient art of ninjutsu, Ninjas are deadly and feared warriors that excel at using deadly poisons and clever subterfuge. Being a Ninja means first and foremost having a versatile set of options at hand, and thus Ninjas require a broad skillset – they must not only be practiced fighters but also masters of stealth.

A skilled Ninja goes into battle with tools prepared that can be handed off to allies to produce hazards for their opponents or countermeasures to the toxins they study. A Ninja's deceptive arsenal also includes poisoned weapons and illusionary clones.

As might be expected, Ninjas tend toward using Poison Type Pokémon or those of a stealthy and subtle disposition, but this is not always the case. Sometimes a larger, flashy Pokémon can be the perfect distraction for a Ninja trying to sneak by and deliver a decisive blow elsewhere.

Ninja

[Class] [+Speed]

Prerequisites: Novice Stealth, Novice Combat

Static

Effect: You learn the Moves Double Team and Poison Powder.**Ninja's Arsenal****Prerequisites:** Ninja

At-Will – Extended Action

Effect: You may craft an Antidote, Smoke Ball, Caltrops, or Toxic Caltrops for ₣ 100.**Poison Weapons**

[+Speed] [Weapon]

Prerequisites: Ninja, Adept Stealth

1 AP – Free Action

Trigger: You make a Weapon Attack.**Effect:** The attack or Move Poisons its targets on 16+, and you may have it deal Poison-Type Damage if you wish.**Genjutsu**

[+Speed]

Prerequisites: Ninja, Adept Stealth

At-Will – Standard Action

Effect: You form an Illusion around yourself. This Illusion may be used to hide yourself in a shroud of darkness if in darkness, or to make yourself look like a mundane object (such as a crate, potted plant, or similar). The Illusion can even fool Aura, concealing you from Aura Sight for its duration. However, the Illusion requires complete concentration, and is broken if you take any actions at all. Anyone that interacts with the Illusion directly may make an Occult Education or Intuition Check with a DC equal to 10 plus your Stealth Rank; if they succeed, the Illusion is broken.**Utility Drop**

[+Speed]

Prerequisites: Ninja's Arsenal, Expert Stealth

At-Will – Swift Action

Trigger: You Shift**Effect:** You may use a Smoke Ball, Caltrops, or Toxic Caltrops as a Free action during your Shift. Instead of the Move's usual area of effect, you leave one square of Smokescreen, Spikes, or Toxic Spikes on each square you leave as you Shift. Once you place 8 meters of Smoke, Spikes, or Toxic Spikes you may not place any more.**Weightless Step**

[+Speed]

Prerequisites: Ninja, Expert Stealth

Static

Effect: You gain the Infiltrator Ability.**Kinjutsu**

[+Speed]

Prerequisites: Poison Weapons, Master Stealth

Static

Effect: You learn the Moves Substitute and Toxic.



ORACLE

TRAVEL AND INVESTIGATION



TRAINER COMBAT



ASSOCIATED SKILLS: INTUITION, PERCEPTION

Oracles have trained their mystic abilities to a mastery over past and future. With a few minutes of concentration, an Oracle can glean the recent events surrounding an area or object, and their intuitive nature often guides them to draw conclusions or find objects that elude the grasp of others.

This is not to say that Oracles cannot also apply their powers to battle - it turns out that peering into the future is quite an advantage in battle. Oracles can use their abilities to more readily assure that their attacks and those of their allies strike true or to avoid the attacks of others. Illusions mean nothing to them, and they can warn their allies of such supernatural attempts at misdirection.

Oracle

[Class] [+Special Defense]

Prerequisites: Mystic Senses, Novice Perception

Static

Effect: You gain the Pickup Ability.**Divination**

[+Special Defense]

Prerequisites: Oracle

Daily x3 – Extended Action

Effect: You may perform an Augury or Scrying.**Augury****Target:** Self**Effect:** The user has a vision, dream, or similar that may depict past, present, or future events. The clarity of the dream may vary, as well as the user's ability to remember it. See the next page for more details.**Scrying****Target:** An item you are touching, or your current location**Effect:** You see visions of what has happened to the target over the last 24 hours. The images may be jumbled or unclear, to the discretion of your GM. See the next page for more details.**Unveiled Sight**

[+Special Defense]

Prerequisites: Oracle

Static

Effect: You can see through Illusions. This means you can spot Illusions from the Illusionist capability, Illusion Ability, and Genjutsu Feature as being fake. You are immune to Moves with the Illusion keyword, Double Team cannot be activated against you, and you bypass Substitutes. As a Standard Action, you can create a Burst 4, dispelling all Illusion effects within.**Disguises and Illusions:** Disguises in general refer to things with physical components; a mundane disguise would be the kind with props and fake moustaches and the like. An example of a magical disguise would be a Ditto's transformation. Illusions are magical effects, such as the Move Double Team, Substitute, or the Illusion Ability.**Small Prophecies**

[+Special Defense]

Prerequisites: Divination, Adept Perception

1 AP – Swift Action

Effect: Roll 1d20 and note the result. Until the end of your next turn, you may choose to replace a single d20 roll you or a willing ally makes with the noted result.**Mark of Vision**

[+Special Defense]

Prerequisites: Oracle, Adept Perception

Bind 1 AP – Extended Action

Target: A willing Trainer**Effect:** You mark the target with a mystical power which allows you to close your eyes and focus to perceive the world with their senses from their perspective. You may Bind this Ability multiple times, each time on a different target, but you may only concentrate on one Mark of Vision at a time, and you may only have a number of Marks at one time equal to half your Perception Rank. A target may choose to end this effect at any time, or to deny you access to their senses temporarily without ending the effect entirely. You have a rough sense of how far away and in what direction marked targets are.**Two-Second Preview**

[+Special Defense]

Prerequisites: 3 Oracle Features, Expert Perception

Static

Effect: You gain the Instinct Ability.**Prescience**

[+Special Defense]

Prerequisites: Unveiled Sight, Master Perception

Scene – Free Action

Trigger: You are hit by an attack**Effect:** The attack instead misses.

SCRYING AND AUGURY

GM's of the world! It's up to you to make Scrying and Augury fun, and "worth it". So here's some advice.

First, you and your player should negotiate their PC's method for scrying and making auguries. Maybe they need to read tea leaves to use this ability; or gaze into open flames. Maybe they trigger it "Accidentally" while sleeping, or during another mundane activity. Maybe they need to pry information from an enigmatic Spiritomb that appears to them after they light a candle and say a prayer. If you want to be thoroughly boring, maybe they only need to focus on activating their mystic abilities. Have fun with coming up with a method; it should be something that's relatively easy to do though, regardless of their location (don't make them have to buy expensive items to do it each time, or to scale a specific mountain in the region just to activate this ability!).

Next, consider how you as a GM want to give information. You shouldn't feel obligated to spoil plot points that you don't want to hand out; at the same time, this is a great way to give information to a PC that you DO want them to know. Don't be afraid to make things vague enough that they don't make sense at the time, but do make sense later; don't ALWAYS do this though, or the warnings given to them by their powers will feel more like taunts if they never realize their meaning until it's too late to do anything about it.

Scrying is the more straightforward effect and shouldn't be too difficult. Simply consider how you want to present the information. Augury is a bit more subtle. Again, don't be afraid to be vague occasionally, or to give incomplete information (e.g. - "You gain a feeling you shouldn't trust <insert name here>, but you don't know why" or "You see a rare herd of Kangaskhan and sense that they're nearby, but you don't know in which direction" are examples of perfectly acceptable visions).



SAGE

TRAINER COMBAT



ASSOCIATED SKILLS: OCCULT EDUCATION

If one side of a coin had a Hex Maniac on it, the other side would have a Sage. These occultists are experts on the various protective Blessings that Pokémon are capable of bestowing on their allies, and can replicate these effects themselves to protect their allies and selves from harm. Sages are often the guardians of sacred sites, such as shrines dedicated to Legendary Pokémon or historical monuments, and utilize these arts to help shield these sites from vandals and criminals. While they can't pack a punch themselves, their allies will be well guarded enough to do that for them.

Much like Hex Maniac, Sage doesn't require much combat investment to get great use out of. It makes an excellent option for a character that focuses on Pokemon Support and wants something defensive to use their Standard Actions on. Healing in combat is scarce in Pokémon Tabletop United, making Sage's ability to shield allies from damage a very valuable asset to a group of traveling trainers.

Sage

[Class] [+HP]

Prerequisites: Novice Occult Education

At-Will – Standard Action

Target: An ally within 5 meters**Effect:** The target gains Damage Reduction equal to your Occult Education Rank doubled or their Tick Value, whichever is higher, for one full round.**Note:** Multiple uses of Sage from different Trainers do not stack on one target.**Sacred Shield**

[+HP]

Prerequisites: Sage

Static

Effect: You learn the Moves Reflect and Lucky Chant.**Mystic Defense**

[+HP]

Prerequisites: Sage

Static

Effect: You learn the Moves Light Screen and Safeguard.**Sage's Benediction**

[+HP]

Prerequisites: Sacred Shield or Mystic Defense, Adept Occult Education

1 AP – Free Action

Trigger: An ally activates one of your Moves with the Blessing Keyword.**Effect:** The triggering ally gains an additional benefit as follows, depending on the Move used. The benefit takes effect after the Blessing and the attack that triggered it are resolved.

- » **Reflect:** +1 Defense Combat Stage
- » **Light Screen:** +1 Sp. Defense Combat Stage
- » **Safeguard:** +1 Evasion
- » **Lucky Chant:** +1 Accuracy

Lay on Hands

[+HP]

Prerequisites: Sage, Expert Occult Education

Static

Effect: Choose Blessed Touch or Healer. You gain the Chosen Ability.**Highly Responsive to Prayers**

[+HP]

Prerequisites: Lay on Hands

Scene x3 – Free Action

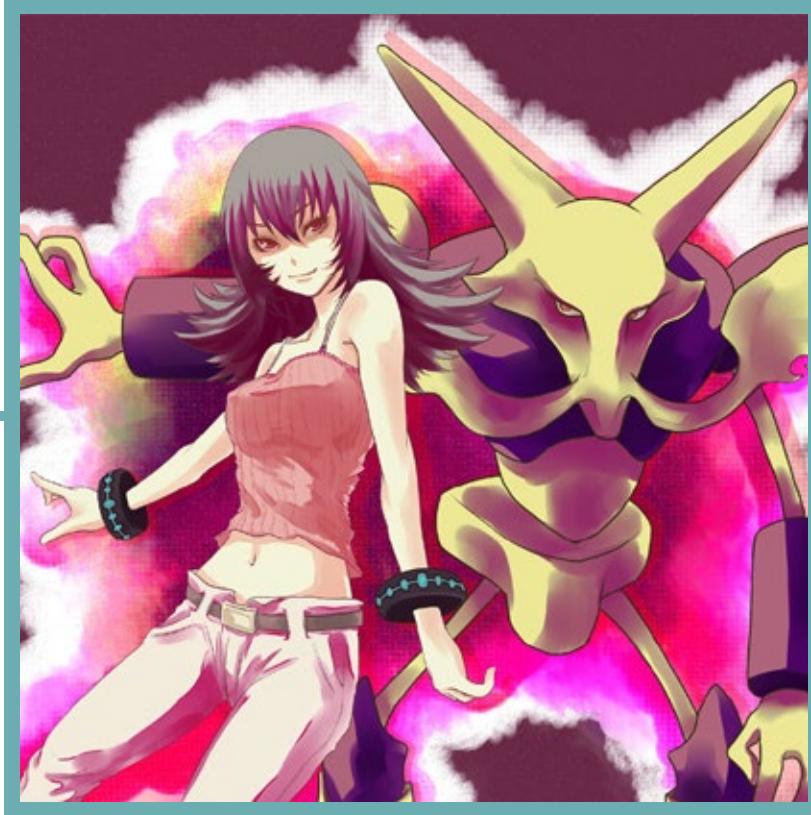
Trigger: You use the Blessed Touch or Healer Ability on an ally, or an ally receives an Injury**Effect:** You may use the Sage Feature as a Free Action targeting the triggering ally. Multiple instances of Sage's effect that you use may stack when used this way.**Divine Wind**

[+HP]

Prerequisites: Sage's Benediction, Master Occult Education

2 AP – Free Action, Interrupt

Target: Blessings you generated with a Sage Move**Effect:** Choose a type of Blessing you can generate with a Sage Move. All Blessings you generated of another type become Blessings of the chosen type. This may not be used to generate more uses of a Blessing than the original Move creates. For example, three Lucky Chant Blessings would become two Reflect or Light Screen Blessings, not three. You may only choose a Blessing type once per Scene.



TELEKINETIC

TRAINER COMBAT



TRAVEL AND INVESTIGATION



ASSOCIATED SKILLS: FOCUS

Masters of one of the most classic supernatural powers, telekinesis, these skilled psionics can manipulate and move objects with nothing more than a simple thought. As their powers grow, they become able to lift themselves off the ground or even incapacitate a foe by levitating them.

With a more honed technique, Telekinetics can wield their weapons at a great distance and even summon up pure kinetic energy to send their foes flying. Those who find themselves fighting a Telekinetic are often stymied by their defensive capabilities, as psionic barriers rise up to block their path and subtle distortions in the air divert their attacks.

Teamed up with Psychic Type Pokémons, Telekinetics can easily keep enemies at bay with a continual application of telekinetic pushing or barriers, but their powers are just as well suited toward augmenting the fighting ability of any other type of Pokémons.

Telekinetic

[Class] [+Special Attack]

Prerequisites: Elemental Connection (Psychic), Iron Mind

Static

Effect: You gain the Telekinetic Capability.**PK Alpha**

[+Special Attack]

Prerequisites: Telekinetic

Static

Effect: You learn the Moves Kinesis and Barrier.**PK Omega**

[+Special Attack]

Prerequisites: PK Alpha, Expert Focus

Static

Effect: You learn the Moves Telekinesis and Psychic.**Power of the Mind**

[+Special Attack]

Prerequisites: Telekinetic

Static

Effect: Choose Interference or Levitate. You gain the chosen Ability.**PK Combat**

[+Special Attack] [Weapon]

Prerequisites: Telekinetic, Adept Focus

Bind 1 AP – Standard Action

Effect: You may also wield weapons and items with your Telekinesis capability, as long as you are able to lift them. This means you may use Items and Melee Weapons that normally require you to be adjacent to your target at a range limited only by your Telekinesis. When wielding Weapons with your Telekinesis, you qualify for Moves using Focus instead of Combat and may add your Special Attack instead of your Attack Stat. The Attacks remain Physical, however.**Telekinetic Burst**

[+Special Attack]

Prerequisites: PK Combat, Expert Focus

1 AP – Swift Action

Effect: You perform a Disarm, Trip, or Push Maneuver using your Telekinetic Capability.**Psionic Overload**

[+Special Attack]

Prerequisites: PK Omega, Master Focus

2 AP – Swift Action

Trigger: You hit with Psychic or use another Telekinetic Move**Effect:** The effect of this Feature depends on the Triggering Move.

- » **Kinesis:** The user of the triggering attack becomes Confused.
- » **Barrier:** Place 2 additional segments of Barrier, and you may place the Barriers anywhere within 6 meters of yourself. They do not need to remain contiguous, nor does one segment have to touch you.
- » **Psychic:** The target becomes Vulnerable for one full round.
- » **Telekinesis:** At the end of each turn that the target remains Lifted, they lose a Tick of Hit Points.



TELEPATH

TRAVEL AND INVESTIGATION



TRAINER COMBAT



ASSOCIATED SKILLS: FOCUS, INTUITION

It's hard to keep a secret from a Telepath. They are psionics with a mastery of the mind, both their own and others'. With a thought, they can hone their own minds to better focus in a fight, and they can learn to easily avoid being caught in friendly fire.

However, their most iconic ability, and that which gives them their reputation, is the ability to read the surface thoughts of others. With training, they can even plant thoughts in others' heads, guiding them toward lines of thinking that better allow their mind reading to get at secrets that aren't often on someone's mind, or guiding them toward a particular action without them being aware at all of the manipulation.

Telepaths who dedicate themselves to the combat arts find themselves with the advantage of being able to lock onto someone's movements through their thoughts, ensuring their attacks hit. They can also telepathically warn their allies of their next move, ensuring they never cause a casualty through friendly fire.

Telepath

[Class] [+Special Defense]

Prerequisites: Elemental Connection (Psychic), Iron Mind, Novice Intuition

2 AP – Swift Action

Effect: You gain the Telepathy Capability for the rest of the scene.**Honed Mind**

[+Special Defense]

Prerequisites: Telepath

Static

Effect: You learn the Moves Mind Reader and Calm Mind.**Telepathic Awareness**

[+Special Defense]

Prerequisites: Telepath

Static

Effect: Choose Gentle Vibe or Telepathy. You gain the chosen Ability.**Thought Detection**

[+Special Defense]

Prerequisites: Telepathic Awareness

Scene – Standard Action

Effect: You become aware of the number of living Humans or Pokémons within X meters of yourself; X is equal to your Focus Rank tripled. Pokémons or Trainers with the Mindlock Capability are not detected by this Ability. You may only use Thought Detection as long as you have the Telepathy Capability.**Telepathic Warning**

[+Special Defense]

Prerequisites: Telepathic Awareness, Expert Focus or Intuition

1 AP – Free Action

Trigger: You or an Ally use an Attack**Effect:** You're able to give your allies heed of attacks. All allies that would be hit by the attack may take a Shift Action as an Interrupt to move out of the area of effect of the attack. Using this leaves discoverable Psychic Residue on each affected ally. You may only use Telepathic Warning as long as you have the Telepathy Capability.**Mental Assault**

[+Special Defense]

Prerequisites: Telepath, Expert Focus or Intuition

Static

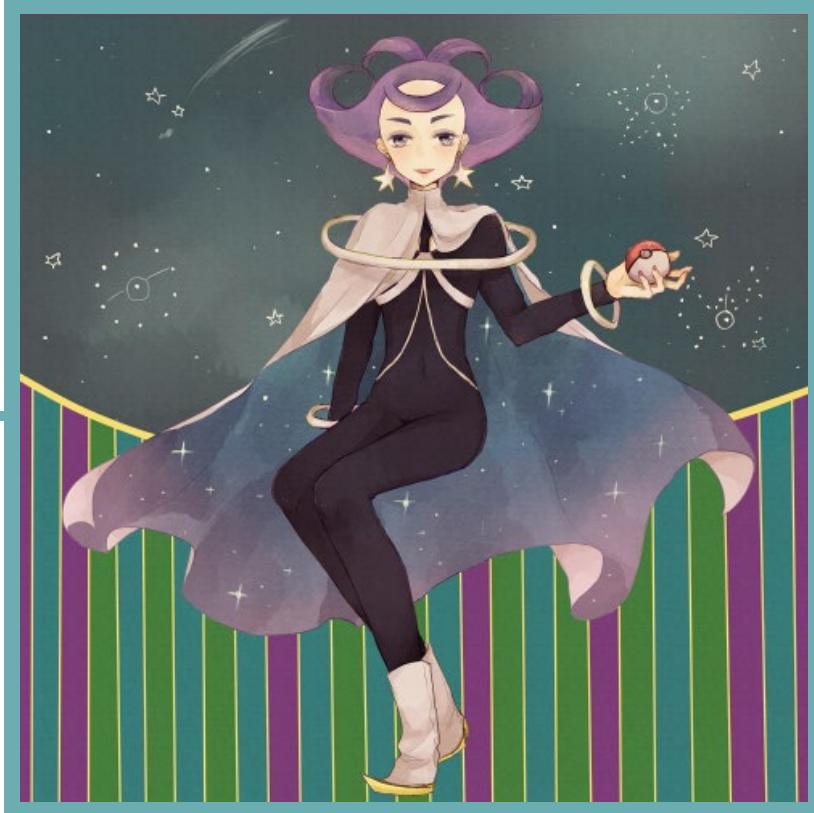
Effect: You learn the Moves Extrasensory and Psyshock.**Suggestion**

[+Special Defense]

Prerequisites: Honed Mind, Master Focus or Intuition

Bind 1 AP – Standard Action

Target: Pokémons or Trainers**Effect:** You smoothly plant a thought into the subject's head that lasts as long as this Feature is Bound. They won't know exactly why or how they thought of it; they will naturally assume they thought of it themselves, and their brain will attempt to get there as logically as it can. The target may not necessarily act on the Suggestion, especially if it is against their nature. Using Suggestion to plant a specific thought may cause the target to think about a specific subject, dredging up surface thoughts related to the matter. Using this on a target leaves discoverable psychic residue. You may only use Suggestion as long as you have the Telepathy Capability, though you may keep it Bound without having Telepathy active.



ASSOCIATED SKILLS: FOCUS, GUILE

These psionics command only a subtle power over time and space, but that is more than enough to make them formidable opponents and useful allies in their own right. The subtlety of their effects can often make their presence go unknown, even as they apply little twists and nudges to reality to allow their allies to strike true or make difficult athletic maneuvers.

For players who want to play a psychic who has little control over their powers or is even unaware of them, both the base Warper feature and Reality Bender are good representations of subtle changes to reality that someone may be completely unaware that they're doing.

These subtle manipulations are only some of the effects in a Warper's arsenal, however. They are masters of teleportation, often using their powers to narrowly avoid devastating attacks or cross great distances with ease. With concentration, they can alter the laws of reality itself over a field of battle, sending Flying Types crashing to the ground or freezing a foe's wounds in time and preventing them from healing.

WARPER

TRAINER COMBAT



TRAVEL AND INVESTIGATION



Warper

[Class] [+Speed]

Prerequisites: Elemental Connection (Psychic), Novice Guile

Static

Effect: You gain the Probability Control Ability.**Space Distortion**

[+Speed]

Prerequisites: Warper

Static

Effect: You learn the Moves Teleport and Ally Switch.**Warping Ground**

[+Speed]

Prerequisites: Warper

Static

Effect: You learn the Moves Gravity and Trick.**Strange Energy**

[+Speed]

Prerequisites: Warping Ground, Space Distortion

Static

Effect: You learn the Moves Heal Block and Magic Coat.**Farcast**

[+Speed]

Prerequisites: Space Distortion, Expert Guile

Daily x3 – Free Action

Trigger: You use the Move Teleport or activate the Teleporter Capability**Choose One Effect:** You activate Teleporter as if your Teleporter value were three times its normal value or you may take one willing Pokémon or Trainer along with you as you teleport so long as you are touching them when you activate Farcast. You may expend two uses of Farcast at once to choose both effects.**Warped Transmission**

[+Speed]

Prerequisites: Farcast, Master Guile

2 AP – Swift Action

Trigger: You activate the Teleporter Capability or use the Move Ally Switch**Effect:** All adjacent foes to the square you end in after teleporting or using Ally Switch have their Evasion lowered by 3 for one full round and cannot trigger Attacks of Opportunity against you for Shifting until the end of your next turn.**Reality Bender**

[+Speed]

Prerequisites: Warper, Expert Guile

Daily – Free Action

Effect: You are able to subconsciously alter the fabric of reality to change small facts or circumstances. If your character is confronting a “random” event such as a die roll, coin flip, or cards being dealt, the character may activate this Feature to influence the event. In this scenario, the GM provides you with two possible outcomes, and you pick one of them to actually occur. This means you always decide the outcome of binary events such as a coin flip; cheating cards or slot machines is much harder, as there are multiple outcomes and you only get to pick between two. This Feature can also be used to generate common items worth ₣ 250 or less that the character might normally possess, such as a Potion or Poké Ball, when in a pinch. The character just happens to find the needed item among their belongings. This Feature can only create items you wish to use at that moment, and of which you have none available; such as needing to heal a Pokémon but having no Potions left. Items created with Reality Bender must be used quickly after activating the feature and cannot be stored for later.

Doxy: To be clear, this Feature refers to die rolls –in game-, not any die rolls used to PLAY the game. Also, GMs are encouraged to whap any Warpers on the nose with a rolled up newspaper if they try to apply to this to combat... except, perhaps, if they or their Pokémon attempts to use the Move Metronome...

