

New Capabilities:

As One: This Pokémon is an adept rider, and is capable of transferring some of the power of its mount to itself while also protecting those it rides.

This Pokémon may Mount any willing, Mountable Pokémon (or other Pokémon that the GM deems suitable) as an Extended Action. While Mounted, the other Pokémon is unable to be commanded, targeted separately, or use any Moves or Abilities. It is treated as part of this Pokémon in all respects, including able to fit inside the same Pokéball and Fainting at the same time, and the rider may not be knocked off. While Mounting, this Pokémon may not Mount any further Pokémon until it dismounts.

While Mounting a Pokémon, the user's Movement Capabilities and Naturewalk are replaced with the Mount's, the user's Secondary Type (second listed) is replaced by the Mount's Primary Type (first listed). The user also gains the Size of the Mount, and counts as the Mount's Weight Class if the mount's is higher. In addition, the user gains one Basic Ability of the Mount. Wonder Guard may not be gained in this way. If Mounting Spectrier, this Pokémon may use Astral Barrage. If Mounting Glastrier, this Pokémon may use Glacial Lance.

This Pokémon may stop Mounting as an Extended Action.

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

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

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

New Abilities:

Ability: Ball Fetch

Scene – Free Action, Reaction

Trigger: A Pokémon is Released onto the battlefield

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

Ability: Chilling Neigh

At-Will – Free Action

Trigger: The user causes a foe to Faint with a damaging attack

Effect: The user's Attack is raised by 1 Combat Stage. In addition, all foes within 3m of the user take a -2 penalty to evasion for one full round.

Ability: Cotton Down

Scene – Free Action, Reaction

Trigger: The user is hit by an attack

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

Ability: Curious Medicine

Scene – Swift Action

Effect: All allies within 2m of the user have their CS reset to their default values.

Special: The user may instead trigger this as a Free Action Reaction when entering the field.

Ability: Dauntless Shield

Static

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

Ability: Dragon's Maw

Scene x2 – Free Action

Trigger: The user hits with a damaging Dragon-Type Move

Effect: One target hit by the attack becomes one stage more vulnerable to the attack (applied after all other modifiers). Immune targets are treated as initially double-resistant for the purposes of this Ability, and may be damaged normally.

Ability: Flavorful Aroma

At-Will – Free Action

Trigger: The user uses Aromatic Mist

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

Ability: Gorilla Tactics

Scene – Swift Action

Trigger: The user uses a Move

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

Ability: Grim Neigh

At-Will – Free Action

Trigger: The user causes a foe to Faint with a damaging attack

Effect: The user's Special Attack is raised by 1 Combat Stage. In addition, all foes within 3m of the user take a -2 penalty to Accuracy for one full round.

Ability: Gulp Missile

Scene x2 – Free Action

Trigger: The user uses Stockpile, Surf, or Dive

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

Ability: Hunger Switch

Static

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

Ability: Ice Face

Static

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

Ability: Ice Scales

Static

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

Ability: Intrepid Sword

Static

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

Ability: Mimicry

Scene – Free Action

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

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

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

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

Ability: Mirror Armor

At-Will – Free Action, Reaction

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

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

Ability: Missile Launch

Scene x2 – Standard Action

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

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

Ability: Neutralizing Gas

Static

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

Ability: Pastel Veil

Static

Effect: The user and allies within 3 meters cannot be Poisoned or Badly Poisoned. Defensive.

Ability: Perish Body

Daily – Standard Action, Reaction

Trigger: The user is hit with a Melee attack

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

Ability: Power Spot

Static

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

Ability: Propeller Tail

Scene – Swift Action

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

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

Ability: Punk Rock

Static

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

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

Ability: Quick Draw

Scene – Free Action, Interrupt

Trigger: A foe uses a Move, and the user has not acted this round

Effect: The user immediately uses a Move on the triggering foe as a Standard Action Interrupt (this Move must still obey Frequency and Range). If this Move hits, the foe also gains a -2 penalty to their attack roll for the triggering attack, unless the foe cannot Flinch.

Bonus: The user cannot be Flinched. Defensive.

Ability: Ripen

Static

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

Ability: Sand Spit

Scene – Free Action, Reaction

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

Effect: Connection – Sand Attack. The user attacks the triggering foe with Sand Attack as a Free Action.

Ability: Screen Cleaner

Daily – Standard Action

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

Bonus: The user is immune to non-Blocking Hazards, and destroys them when moving over them. Blocking Hazards are treated instead as Slow Terrain for the purposes of movement only (the user may still not target through them), and are destroyed if moved through.

Ability: Splendorous Rider

Scene x2 – Swift Action

Effect: The user may pick a Move from their Mount's known Moves that they do not already know. For the rest of the user's Turn, they may use that Move as though it was one of their own Moves. Note that this does not remove any frequency limitations – a Daily Move that the Mount knows may not be used more than once.

This Ability may not be copied or transferred.

Ability: Stalwart

Scene – Free Action, Reaction

Trigger: The user receives Massive Damage

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

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

Ability: Steam Engine

Scene x2 – Swift Action, Reaction

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

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

Ability: Transistor

Scene x2 – Free Action

Trigger: The user hits with a damaging Electric-Type Move

Effect: One target hit by the attack becomes one stage more vulnerable to the attack (applied after all other modifiers). Immune targets are treated as initially double-resistant for the purposes of this Ability, and may be damaged normally.

Ability: Unseen Fist

Static

Effect: Reactions, Interrupts, and Blessings may not be activated in response to the user's Melee Attacks.

Ability: Wandering Spirit

Scene – Free Action, Reaction

Trigger: The user is hit by a Melee attack

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

Ability: Zen Snowed

Scene – Swift Action

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

Updated Abilities:

Ability: Klutz

Scene – Free Action

Trigger: The user hits with a Melee Attack

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

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

Ability: Minus

Scene x2 – Free Action, Reaction

Trigger: A foe within 10m has Combat Stages lowered

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

Ability: Plus

Scene x2 – Free Action, Reaction

Trigger: An ally within 10m has Combat Stages raised

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

Koffing Line Ability Updates:

Koffing:

Basic Ability 1: Levitate

Adv Ability 1: Sticky Smoke

Adv Ability 2: Aftermath

Adv Ability 3: Stench

High Ability: Neutralizing Gas

Weezing:

Basic Ability 1: Levitate

Adv Ability 1: Sticky Smoke

Adv Ability 2: Aftermath

Adv Ability 3: Stench

High Ability: Neutralizing Gas

A Note on New Moves:

A number of new Moves – Skitter Smack, Lash Out, Scale Shot, Rising Voltage, Misty Explosion, Coaching, Burning Jealousy, Dual Wingbeat, Poltergeist, Grassy Glide, Scorching Sands, Triple Axel, Terrain Pulse, Corrosive Gas, Expanding Force, Meteor Beam, Steel Roller, and Flip Turn – are only available as Tutors.

As the PTU Pokédex does not account for entirely updated movelists, and the game 'Dex does not account for every Pokémon, it is extremely reasonable to allow almost any Pokémon of a given Type access to the Tutor of that Type. Use common sense to think if something can learn a given move (eg. Scale Shot can easily be expanded to cover more scaled things than Dragons), but as these have some unique effects, be generous with allowing them. It just helps makes things be more dynamic.

Steel Beam should also be teachable to all Steel-Type Pokemon.

New / Altered Moves:

Bug Moves:

Move: Skitter Smack

Type: Bug

Frequency: EOT

AC: 2

Damage Base 7: 2d6+10 / 17

Class: Physical

Range: Melee, 1 Target, Dash, Full Action

Effect: The user Shifts up to its Overland Capability, ignoring Attacks of Opportunity, before attacking with Skitter Smack. On a hit, the target's Special Attack is lowered 1 CS.

Contest Type: Smart

Contest Effect: Reliable

Dark Moves:

Move: False Surrender

Type: Dark

Frequency: EOT

AC: None

Damage Base 8: 2d6+8 / 19

Class: Physical

Range: Melee, 1 Target

Effect: False Surrender cannot miss.

Contest Type: Smart

Contest Effect: Reliable

Move: Fiery Wrath

Type: Dark

Frequency: EOT

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Special

Range: 6, 1 Target

Effect: Fiery Wrath Flinches the target on a 17+. Once per Scene, Fiery Wrath may instead be used as a Fire-Type Move.

Contest Type: Tough

Contest Effect: Inversed Appeal

Move: Jaw Lock

Type: Dark

Frequency: Scene x2

AC: 2

Damage Base 8: 2d6+8 / 19

Class: Physical

Range: Melee, 1 Target

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

Contest Type: Tough

Contest Effect: Sabotage

Move: Lash Out

Type: Dark

Frequency: EOT

AC: 2

Damage Base 8: 2d6+8 / 19

Class: Physical

Range: Melee, 1 Target

Effect: If the user has lost CS from a source other than itself since the end of its last turn, Lash Out is instead DB 15 (4d10 + 20 / 45). Any given foe may be the target of this increased damage only once per Scene.

Contest Type: Smart

Contest Effect: Reliable

Move: Obstruct

Type: Dark

Frequency: Scene

AC: None

Class: Status

Range: Self, Interrupt, Shield, Trigger

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

Contest Type: Smart

Contest Effect: Inversed Appeal

Move: Wicked Blow

Type: Dark

Frequency: EOT

AC: 2

Damage Base 8: 2d6+8 / 19

Class: Physical

Range: Melee, 1 Target, Push

Effect: If Wicked Blow hits, it is a Critical Hit. The target is Pushed 6 meters minus their Weight Class. On a roll of 15+, the target is also Tripped.

Contest Type: Tough

Contest Effect: Steady Performance

Dragon Moves:

Move: Breaking Swipe

Type: Dragon

Frequency: EOT

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: Close Blast 2

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

Contest Type: Tough

Contest Effect: Desperation

Move: Clangorous Soul

Type: Dragon

Frequency: Scene

AC: None

Class: Status

Range: Self

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

Contest Type: Cool

Contest Effect: Seen Nothing Yet

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

Move: Dragon Darts

Type: Dragon

Frequency: EOT

AC: 2

Damage Base 5: 1d8+8 / 13

Class: Physical

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

Contest Type: Smart

Contest Effect: Double Time

Move: Dragon Energy

Type: Dragon

Frequency: Daily x2

AC: 2

Damage Base 15: 4d10+20 / 45

Class: Special

Range: Cone 3 or Line 8

Effect: For each 10% of HP the user is missing, Dragon Energy's Damage Base is reduced by 1.

Contest Type: Cool

Contest Effect: Seen Nothing Yet

Move: Dynamax Cannon

Type: Dragon

Frequency: Scene x2

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Special

Range: 6, 1 Target

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

Contest Type: Cool

Contest Effect: Unsettling

Move: Eternabeam

Type: Dragon

Frequency: Scene

AC: 4

Damage Base 16: 5d10+20 / 50

Class: Special

Range: Line 6, Smite, Exhaust

Contest Type: Cool

Contest Effect: Seen Nothing Yet

Move: Scale Shot

Type: Dragon

Frequency: EOT

AC: 4

Damage Base 3: 1d6+5 / 9

Class: Physical

Range: 6, 1 Target, Five Strike

Effect: The user's Speed is raised 1 CS, and the user's Defense is lowered 1 CS.

Contest Type: Tough

Contest Effect: Desperation

Electric Moves:

Move: Aura Wheel

Type: Electric

Frequency: Scene x2

AC: 2

Damage Base 11: 3d10+10 / 27

Class: Physical

Range: Melee, 1 Target

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

Contest Type: Cool

Contest Effect: Special Attention

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

Move: Bolt Beak

Type: Electric

Frequency: Scene x2

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Physical

Range: Melee, 1 Target

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

Contest Type: Cool

Contest Effect: Catching Up

Move: Magnetic Flux

Type: Electric

Frequency: Scene x2

AC: None

Class: Status

Range: Burst 4

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

Contest Type: Smart

Contest Effect: Incentives

Special: Grants Magnetic

Move: Overdrive

Type: Electric

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Special

Range: Cone 2, Sonic

Contest Type: Cool

Contest Effect: Attention Grabber

Move: Rising Voltage

Type: Electric

Frequency: Scene x2

AC: 2

Damage Base 7: 2d6+10 / 17

Class: Special

Range: Burst 2, Groundsource, Spirit Surge

Effect: After Rising Voltage is resolved, you may create Electric Terrain in a Blast 7, centered on the user, that lasts for 5 turns. Any creatures in those spaces are affected as if by the Field Move Electric Terrain, rather than any other Field Move. This Effect may trigger only once per Scene.

Contest Type: Cool

Contest Effect: Attention Grabber

Move: Thunder Cage

Type: Electric

Frequency: Daily x2

AC: 4

Damage Base 8: 2d8+10 / 19

Class: Special

Range: 8, Ranged Blast 2, Spirit Surge

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

Contest Type: Smart

Contest Effect: Sabotage

Fairy Moves:

Move: Decorate

Type: Fairy

Frequency: Scene

AC: None

Class: Status

Range: Melee, 1 Target

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

Contest Type: Beauty

Contest Effect: Reflective Appeal

Move: Misty Explosion

Type: Fairy

Frequency: Daily

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Special

Range: Burst 3, Friendly, Smite

Effect: The user's Hit Points are set to -50% of their full Hit Point value. This Hit Point loss cannot be prevented or reduced in any way. After Misty Explosion is resolved, create Misty Terrain in a Blast 7, centered on the user, that lasts for 5 turns. Any creatures in those spaces are affected as if by the Field Move Misty Terrain, rather than any other Field Move.

Contest Type: Cute

Contest Effect: Sabotage

Move: Spirit Break

Type: Fairy

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Physical

Range: Melee, 1 Target

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

Contest Type: Tough

Contest Effect: Sabotage

Move: Strange Steam

Type: Fairy

Frequency: Scene x2

AC: 3

Damage Base 9: 2d10+10 / 21

Class: Special

Range: Burst 1

Effect: The target is confused on 17+.

Contest Type: Beauty

Contest Effect: Good Show

Fighting Moves:

Move: Body Press

Type: Fighting

Frequency: Scene x2

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Physical

Range: Melee, 1 Target

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

Contest Type: Tough

Contest Effect: Gamble

Move: Coaching

Type: Fighting

Frequency: EOT

AC: None

Class: Status

Range: Burst 1

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

Contest Type: Tough

Contest Effect: Get Ready

Move: Meteor Assault

Type: Fighting

Frequency: Daily x2

AC: 2

Damage Base 15: 4d10+20 / 45

Class: Physical

Range: Burst 1, Smite, Exhaust

Contest Type: Tough

Contest Effect: Exhausting Act

Move: No Retreat

Type: Fighting

Frequency: Scene

AC: None

Class: Status

Range: Self

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

Contest Type: Tough

Contest Effect: Get Ready

Move: Octolock

Type: Fighting

Frequency: Scene

AC: 2

Class: Status

Range: Melee, 1 Target

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

Contest Type: Tough

Contest Effect: Sabotage

Move: Thunderous Kick

Type: Fighting

Frequency: EOT

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Physical

Range: Melee, 1 Target

Effect: All legal targets hit lose 1 Defense Combat Stage. Once per Scene, Thunderous Kick may instead be used as an Electric-Type Move.

Contest Type: Tough

Contest Effect: Good Show

Fire Moves:

Move: Burning Jealousy

Type: Fire

Frequency: EOT

AC: 2

Damage Base 7: 2d6+10 / 17

Class: Special

Range: Burst 1, Spirit Surge

Effect: After Burning Jealousy has resolved, the user may choose to Burn foes within 5m that have had any CS raised since the beginning of that foe's last turn. This Effect may trigger only once per Scene.

Contest Type: Smart

Contest Effect: Sabotage

Move: Pyro Ball

Type: Fire

Frequency: Scene x2

AC: 4

Damage Base 12: 3d12+10 / 30

Class: Physical

Range: 6, 1 Target, Smite

Effect: The target is Burned on 19+.

Contest Type: Cool

Contest Effect: Attention Grabber

Flying Moves:

Move: Dual Wingbeat

Type: Flying

Frequency: EOT

AC: 2

Damage Base 4: 1d8+6 / 11

Class: Physical

Range: Melee, 1 Target, Double Strike

Contest Type: Cool

Contest Effect: Reliable

Ghost Moves:

Move: Astral Barrage

Type: Ghost

Frequency: Daily

AC: 2

Damage Base 12: 3d12+10 / 30

Class: Special

Range: 8, Ranged Blast 2, Smite, Friendly

Effect: Legal targets hit by Astral Barrage are Slowed for one full round.

Contest Type: Smart

Contest Effect: Unsettling

Move: Poltergeist

Type: Ghost

Frequency: Scene

AC: 4

Damage Base 11: 2d6+10 / 17

Class: Physical

Range: 8, Ranged Blast 3, Smite

Effect: If a target is holding a Held Item or Main or Off-Hand item, they must either drop it immediately or lose a Tick of Hit Points. This may only cause a target to lose at most one Tick of Hit Points, no matter how many items they were holding. On each of the target's subsequent turns, if it is still holding the item(s) in question it loses a Tick of Hit Points.

Contest Type: Smart

Contest Effect: Unsettling

Grass Moves:

Move: Apple Acid

Type: Grass

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Special

Range: Cone 2

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

Contest Type: Smart

Contest Effect: Unsettling

Move: Branch Poke

Type: Grass

Frequency: At-Will

AC: 2

Damage Base 4: 1d8+6 / 11

Class: Physical

Range: 2, 1 Target

Contest Type: Tough

Contest Effect: Steady Performance

Move: Drum Beating

Type: Grass

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Physical

Range: 4, 1 Target

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

Contest Type: Smart

Contest Effect: Big Show

Move: Grassy Glide

Type: Grass

Frequency: EOT

AC: 2

Damage Base 7: 2d6+10 / 17

Class: Physical

Range: Melee, Pass, Spirit Surge

Effect: If the user is on Grassy Terrain, Grassy Glide may be used with Priority. After Grassy Glide has been resolved, the user may choose to create Grassy Terrain in the spaces Passed over (including those it started and ended in), that lasts for 5 turns. Any creatures in those spaces are affected as if by the Field Move Grassy Terrain, rather than any other Field Move.

Contest Type: Smart

Contest Effect: Unsettling

Move: Grav Apple

Type: Grass

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Physical

Range: 6, 1 Target

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

Contest Type: Smart

Contest Effect: Excitement

Move: Jungle Healing

Type: Grass

Frequency: Daily x2

AC: None

Class: Status

Range: Burst 1

Effect: The user and any allies in the burst regain Hit Points equal to 1/4 of their Maximum Hit Point Value, and are cured of any Persistent or Volatile Status Conditions.

Contest Type: Smart

Contest Effect: Reflective Appeal

Move: Snap Trap

Type: Grass

Frequency: Scene x2

AC: 2

Damage Base 4: 1d8+6 / 11

Class: Physical

Range: Melee, 1 Target

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

Contest Type: Smart

Contest Effect: Sabotage

Ground Moves:

Move: Scorching Sands

Type: Ground

Frequency: Scene x2

AC: 2

Damage Base 7: 2d6+10 / 17

Class: Special

Range: 5, 1 Target

Effect: Scorching Sands Burns the target on 15+.

Contest Type: Smart

Contest Effect: Steady Performance

Ice Moves:

Move: Glacial Lance

Type: Ice

Frequency: Daily

AC: 2

Damage Base 13: 4d10+10 / 35

Class: Physical

Range: Line 8, Smite

Effect: Legal targets hit by Glacial Lance are Stuck and Trapped until the end of their next turn.

Contest Type: Smart

Contest Effect: Special Attention

Move: Triple Axel

Type: Ice

Frequency: EOT

AC: 4

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: Melee, 1 Target

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

Contest Type: Cool

Contest Effect: Special Attention

Normal Moves:

Move: Court Change

Type: Normal

Frequency: Daily

AC: None

Class: Status

Range: Field

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

Contest Type: Smart

Contest Effect: Sabotage

Move: Howl

Type: Normal

Frequency: EOT

AC: None

Class: Status

Range: Burst 1

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

Contest Type: Cool

Contest Effect: Get Ready

Move: Multi-Attack

Type: Normal

Frequency: Scene x2

AC: 2

Damage Base 12: 3d12+10 / 30

Class: Physical

Range: Melee, 1 Target

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

Contest Type: Cool

Contest Effect: Reflective Appeal

Move: Rapid Spin

Type: Normal

Frequency: At-Will

AC: 2

Damage Base 5: 1d8+8 / 13

Class: Physical

Range: Melee, 1 Target, Spirit Surge

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

Contest Type: Cool

Contest Effect: Exhausting Act

Move: Stuff Cheeks

Type: Normal

Frequency: Scene

AC: None

Class: Status

Range: Self

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

Contest Type: Cute

Contest Effect: Get Ready

Move: Teatime

Type: Normal

Frequency: Scene

AC: None

Class: Status

Range: Field, Social

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

Contest Type: Cute

Contest Effect: Safe Option

Move: Terrain Pulse

Type: Normal

Frequency: EOT

AC: 2

Damage Base 5: $3d12+10 / 30$

Class: Special

Range: Close Blast 3

Effect: If the user is under the effects of a Terrain, Terrain Pulse has a Damage Base of 10 ($3d8+10 / 24$). In addition, Terrain Pulse becomes the Type that corresponds with the Move that creates that Terrain. (For example, if in Misty Terrain, it would become Fairy Type.) If the user is under the effects of multiple Terrains, choose one to affect this Move.

Contest Type: Cool

Contest Effect: Reflective Appeal

Poison Moves:

Move: Corrosive Gas

Type: Poison

Frequency: EOT

AC: 2

Class: Status

Range: Burst 1

Effect: Targets hit have their current Held Item(s) unable to be used for the remainder of the Scene. In addition, Steel-Type targets hit lose their immunity to Poison until they Faint or Take A Breather; Poison instead counts as neutral against Steel.

Contest Type: Smart

Contest Effect: Sabotage

Move: Shell Side Arm

Type: Poison

Frequency: EOT

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Special

Range: 6, 1 Target

Effect: This attack uses the highest of the user's Attack or Special Attack Stat, though this does not change the Class of the Move. In addition, if the target's Defense is lower than its Special Defense, this attack targets Defense, becoming a Physical Move. The target is poisoned on a 17+.

Contest Type: Smart

Contest Effect: Seen Nothing Yet

Psychic Moves:

Move: Eerie Spell

Type: Psychic

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Special

Range: 6, 1 Target

Effect: The user may choose to Disable the target's last Move used. This effect may only be activated once per Scene.

Contest Type: Smart

Contest Effect: Sabotage

Move: Expanding Force

Type: Psychic

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Special

Range: Burst 1, Spirit Surge

Effect: After Expanding Force is resolved, you may create Psychic Terrain in a Blast 7, centered on the user, that lasts for 5 turns. Any creatures in those spaces are affected as if by the Field Move Psychic Terrain, rather than any other Field Move. This Effect may trigger only once per Scene.

Contest Type: Smart

Contest Effect: Sabotage

Move: Freezing Glare

Type: Psychic

Frequency: EOT

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Special

Range: 6, 1 Target

Effect: Freezing Glare Freezes the target on a 19+. Once per Scene, Freezing Glare may instead be used as an Ice-Type Move.

Contest Type: Beauty

Contest Effect: Unsettling

Move: Magic Powder

Type: Psychic

Frequency: Daily

AC: 2

Class: Status

Range: 5, 1 Target

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

Contest Type: Smart

Contest Effect: Safe Option

Rock Moves:

Move: Meteor Beam

Type: Rock

Frequency: Scene x2

AC: 4

Damage Base 12: 3d12+10 / 30

Class: Special

Range: Cone 3, Set-Up

Set-Up Effect: The user's Special Attack is raised by +1 Combat Stage.

Resolution Effect: The user attacks with Meteor Beam.

Contest Type: Tough

Contest Effect: Special Attention

Move: Tar Shot

Type: Rock

Frequency: Scene

AC: 2

Class: Status

Range: Cone 2

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

Contest Type: Tough

Contest Effect: Sabotage

Steel Moves:

Move: Behemoth Bash

Type: Steel

Frequency: Scene x2

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Physical

Range: Melee, 1 Target

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

Contest Type: Tough

Contest Effect: Steady Performance

Move: Behemoth Blade

Type: Steel

Frequency: Scene x2

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Physical

Range: Melee, 1 Target

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

Contest Type: Cool

Contest Effect: Good Show

Move: Double Iron Bash

Type: Steel

Frequency: Scene x2

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: Melee, 1 Target, Double Strike

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

Contest Type: Tough

Contest Effect: Reliable

Move: Gear Up

Type: Steel

Frequency: Scene x2

Class: Status

Range: Burst 4

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

Contest Type: Smart

Contest Effect: Get Ready

Move: Steel Beam

Type: Steel

Frequency: Daily

AC: 3

Damage Base 14: 4d10+15 / 40

Class: Special

Range: Cone 3, Smite

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

Contest Type: Smart

Contest Effect: Big Show

Move: Steel Roller

Type: Steel

Frequency: Daily x2

AC: 2

Damage Base 13: 4d10+10 / 35

Class: Physical

Range: Melee, Pass, Dash, Smite, Spirit Surge

Effect: Legal targets hit by Steel Roller are Tripped on a roll of 15+. Any Hazards in spaces Passed through or adjacent to those spaces are removed (they are removed before they can affect the user). If the user moves through an area of Terrain, or a Field-range Terrain is active, those effects immediately end.

Contest Type: Tough

Contest Effect: Steady Performance

Water Moves:

Move: Fishious Rend

Type: Water

Frequency: Scene x2

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Physical

Range: Melee, 1 Target

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

Contest Type: Cool

Contest Effect: Catching Up

Move: Flip Turn

Type: Water

Frequency: At-Will

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: Melee, 1 Target, Dash

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

Contest Type: Cool

Contest Effect: Inversed Appeal

Move: Life Dew

Type: Water

Frequency: Daily x2

AC: None

Class: Status

Range: Burst 1, Healing

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

Contest Type: Beauty

Contest Effect: Saving Grace

Move: Snipe Shot

Type: Water

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Special

Range: 8, 1 Target

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

Contest Type: Beauty

Contest Effect: Reliable

Move: Surging Strikes

Type: Water

Frequency: EOT

AC: 2

Damage Base 3: 1d6+5 / 9

Class: Physical

Range: Melee, 1 Target

Effect: If Surging Strikes hits, it is a Critical Hit. After attacking with Surging Strikes, hit or miss, the user may Shift 2m, ignoring Attacks of Opportunity from their target. It may then make an additional attack with this Move on a different target. This effect may be repeated a second time, the third attack targeting a creature that has not yet been targeted by either prior attack. Before making each attack roll, the user can elect to give up triggering all remaining additional shifts and attacks. Surging Strikes gains +3 DB for each attack that is given up.

Contest Type: Cool

Contest Effect: Special Attention