

Move Tags

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Certain moves behave differently. They can be recognized with text tags.



Smite. If this moves misses the target still takes damage, but as if it was resisted 1 step further.



Set-up. These are moves that require multiple turns to utilize.



Friendly. Allies in the range of this move will not be hit, unless the user wants them to be.



Sonic. This move is sound based. It may not work properly in environments where sound is drowned out, or if the target is unable to hear. This tag can also used to denote when a move is social.



Powder. This move emits a powder. This move cannot affect Grass Pokemon.



Pass. This move can be activated at any time during a Shift. The user can then dash forward up to 4 meters, passing through entities and damaging all of them.



Interrupt. These moves can be declared during an opponents turn if conditions are met. They work similar to priority, and require that the Pokemon still has an appropriate action available. They do not do their full turn.



Priority. If the user has not acted yet this turn they may declare the use of this move and ignore initiative order. The user conducts their full turn.



Visual. This moves requires the target to see the user or the move. It may not work in environments where the target is blinded. This tag can also used to denote when a move is social.



Quick. This tag denotes moves that can be used as Swift actions or Free actions dependent on the move text.



Exhaust. The user forfeits their Action and Shift next turn, as well as their trainers Command.