

Action Guide

Action Types

Trainers and Pokemon have an **Action**, a **Swift Action**, and a **Shift Action** that they can take each turn.

Action

This is the standard resource for doing things. Commanding a Pokemon, Making an Attack, deciphering a codex. These actions require the primary focus of the unit.

Swift Action

This is something that can typically be done in addition to an Action. You can expend your Action to use it as an additional Swift Action for the turn.

Shift Action

This is the resource you spend to Move your unit.

Free Action

Any Free Action can be completed without a requirement.

Common Actions

Command

Issuing a command to a Pokemon.

Attack

Attempting to damage a target.

Sprint

Double your movement for the rest of the turn.

Add. Swift Action

Perform a second Swift Action.

Take a Breather

Recover from an abnormal status.

Maneuver

Perform a battle Maneuver.

Swap Out

Swapping a Pokemon on the field with a Pokemon in your party.

Use an Item

Using an item.

Common Swift Actions

Throw

Toss an item to a targeted location up to 5 + STR Mod.

Send Out

Send a Party Pokemon to the field.

Return

Return a field Pokemon to the party.