

Special Capabilities 1

Special Capabilities

Certain Pokemon have extra capabilities that can be utilized. Check the description of your Pokemon's Figurine or Character Sheet to see which capabilities it has.

Alluring

This Pokemon smells very pleasant, and can use itself as a bait item once per day.

Amorphous

This Pokemon can flatten and reform themselves like putty. They can stretch out their body material and condense themselves as well. They're able to squeeze through tight spaces

Aura Reader

This Pokemon can read the aura of other living beings.

Aura Pulse

This Pokemon can project its thoughts directly into the minds of those they wish to communicate with.

Blind Sense

This Pokemon can see without the use of eyes. It can only perceive shapes, not colors or exact forms.

Bloom

This Pokemon changes form in the sun.

Blender

As a Shift action this Pokemon can change its color to match its surroundings. Giving it +2 to evasion of Melee attacks, and +4 to evasion of Ranged attacks until the end of their next turn.

Chilled

This Pokemon is always cold.

Darkvision

This Pokemon can see in darkness.

Dead Silent

This Pokemon does not breathe or make the sound of a heartbeat. It can move without making noise.

Dream Mist

This level 20+ Pokemon can produce a jar-able mist that can put targets to sleep once per day.

Dream Reader

This Pokemon can read the dreams of others. If the target is sleeping from Dream Mist it can shape the mist into an image of the dream visually.

Egg Warmer

Once per day this Pokemon can lower the hatch time of an egg.

Firestarter

This Pokemon can make its Struggle Attacks Fire type, and can deal damage with Sp. Atk instead of Atk.

Fortune

Once per day this Pokemon can roam a town freely for 1 hour. When they return they bring Poke equal to (1d10 x Level).

Fountain

This Pokemon can make its Struggle Attacks Water type, and can deal damage with Sp. Atk instead of Atk.

Freezer

This Pokemon can make its Struggle Attacks Ice type, and can deal damage with Sp. Atk instead of Atk.

Gilled

This Pokemon can breathe underwater.

Glow

This Pokemon can emit light from a part of its body.

Groundshaper

This Pokemon can use an Action to shape the terrain of all adjacent squares. The change must be the same for all squares.

Guster

This Pokemon can make its Struggle Attacks Flying type, and can deal damage with Sp. Atk instead of Atk.

Heart Gift

This level 30+ Pokemon can create a Heart Scale once per week.

Herb Growth

This level 20+ Pokemon can produce a Revival Herb once per day.

Honey Gather

Once per day this Pokemon can find Honey in an appropriate environment.

Special Capabilities 2

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Illusionist

This Pokemon can create visual illusions as an Action.

Inflatable

This Pokemon can double its size and become blocking terrain as an Action. While inflated they lose -1 to all Evasion.

Invisibility

This Pokemon can turn invisible as a Shift action. While invisible they have +4 to evasion and cannot use moves. They can stay invisible for up to 4 minutes and have a 2 minute cooldown.

Juicer

If this Pokemon holds a berry for 24 hours it becomes a Berry Juice. If it holds the juice for 2 weeks it becomes a Rare Candy.

Keystone Warp

This Pokemon can warp to an appropriate keystone.

Living Weapon

This Pokemon can be wielded as a weapon.

Magnetic

This Pokemon can lightly manipulate magnetic fields. It can also sense and feel magnetic fields allowing it always know true north.

Materializer

This Pokemon can make its Struggle Attacks Rock type, and can deal damage with Sp. Atk instead of Atk.

Milk Collection

This level 20+ Pokemon can produce MooMoo Milk once per day.

Mindlock

This Pokemon can not have its mind interacted with.

Mountable X

This Pokemon can be mounted by up to X trainers.

Mushroom Harvest

This level 20+ Pokemon can produce a mushroom once per day. Roll 1d20.
1 - 12: Tiny Mushroom
13 - 18: Big Mushroom
19 - 20: Balm Mushroom

Nature Walk

This Pokemon treats all rough terrain as basic terrain.

Pack Mon

This Pokemon instinctively has dominance over Wild Pokemon in its species that are 10 levels below it.

Phasing

This Pokemon ignores slow terrain. As a Shift action it can switch its intangibility and can pass through solid objects. While intangible, it takes a Tick of HP in damage at the end of its turn.

Planter

This Pokemon can host a plant to grow. They may only host one type of plant at once.

Premonition

This Pokemon can sense natural disasters.

Reach

This Pokemon can use Melee moves from further away, the range is dependent on the Pokemon.

Shadow Meld

This Pokemon can blend into a shadow as an Action. While blended they cannot take Actions and gain a +4 to Evasion. They can end this status as a Shift action.

Shapeshifter

This Pokemon can alter its form to match the shape of an object.

Shrinkable

This Pokemon can become 25% of its original size as an action. While shrunk it gains +4 to evasion.

Soulless

If this Pokemon dies it will return to 1 HP after a long rest.

Sprouter

Once per week this Pokemon can rapidly grow plants within 1 meter causing them to bloom, grow, or produce.

Stealth

This Pokemon can shift silently. Ranged Moves cannot target them if the move must pass through rough terrain.

Special Capabilities 3

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Telekinetic

This Pokemon can lift and move entities with its mind.

Threaded

This Pokemon can use a Shift action to attach a strong thread to a target and pull 4 meters. Either itself to the target, or the target to itself. If the target is unwilling this capability is AC 6.

Tracker

This Pokemon can track a scent based on whats available once per hour. (Perception)
Direct Scent, DC 8.
Random Scent, DC 14.
No Scent, DC 20.

Tremorsense

This Pokemon can sense the location, size, and shape of objects in the ground around them for up to 5 meters.

Volatile Bomb

This Pokemon doesn't lose loyalty when using Explosion or Self-Destruct.

Wallclimber

This Pokemon can climb walls at half of their regular movement.

Weathershape

This Pokemon's form changes with the weather.

Wielder

This Pokemon can wield a weapon. This weapon cannot be stolen or knocked off.

Wired

This Pokemon has a special relation to electronic devices. They can enter machines and travel through connected electronics through any cords that connect them instantly

X-Ray Vision

This Pokemon can see through walls and solid objects up to a foot in thickness. Objects seen through X-Ray vision are seen as white shapes and outlines

Zapper

This Pokemon can make its Struggle Attacks Electric type, and can deal damage with Sp. Atk instead of Atk.