

Guild of the Undaunted

Campaign Book

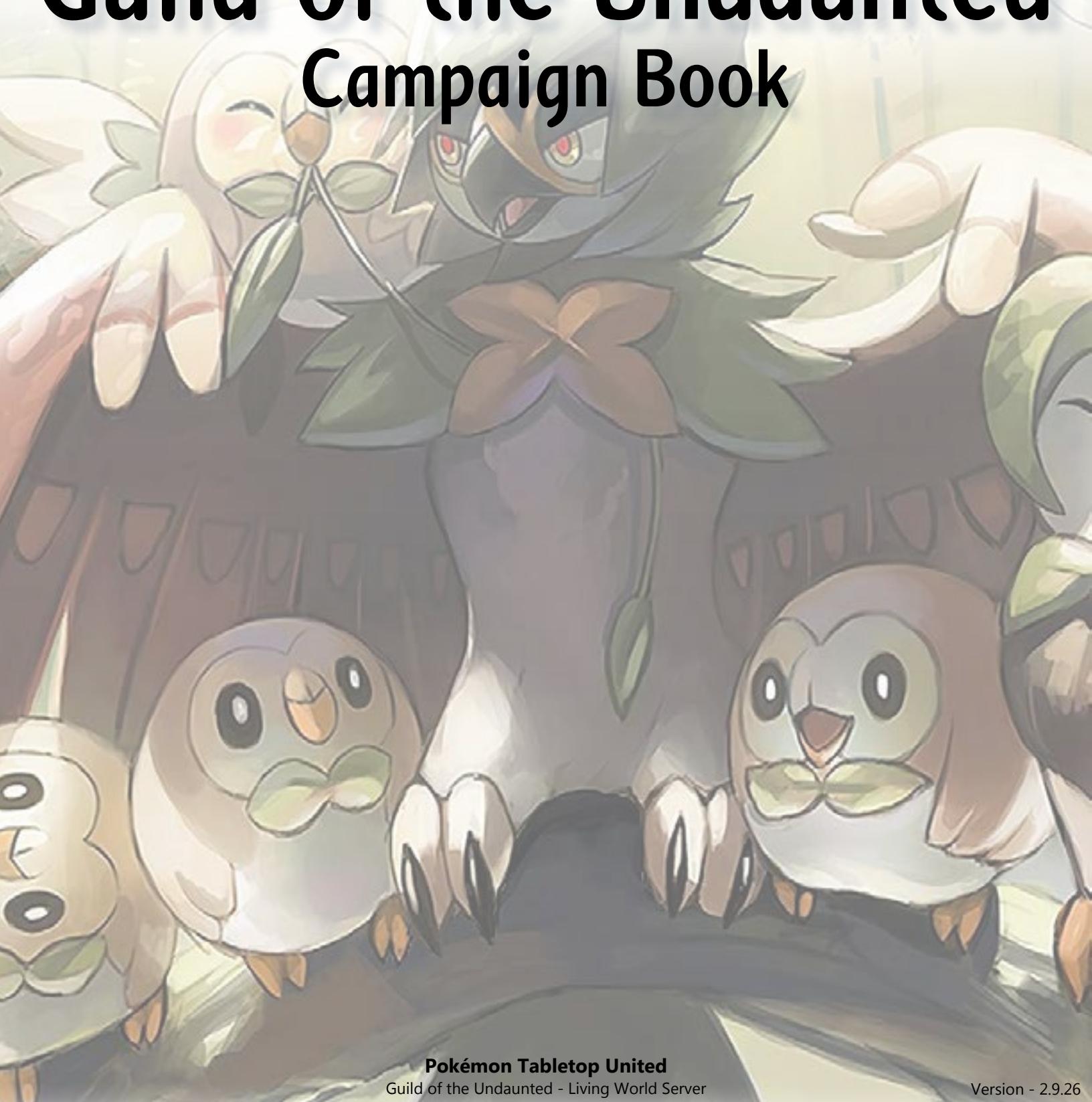


TABLE OF CONTENTS

Chapter 1 - Server Introduction

Server Introduction.....	5
New Player Info	5
Veteran Player Info	5
Server Rules.....	6
Server Files.....	7
New Player To-Do-List.....	8
Server Channel Guide	9
Server Lore.....	10

Chapter 2 - Character Creation

Character Creation Guidelines.....	11
Character Creation Checklist.....	12
Your Character Sheet	13
Your Character Concept.....	14
Affiliation List	15
Heritage List	17
Influence List	23
Traits, Edges and Features.....	28
Your Combat Stats	29
Your Starter Pokemon	29
Submitting your Sheet	29
Trainer Experience Points	30
Trainer Advancement.....	30
Retraining.....	31

Chapter 3 - Traits, Edges, Gen Feats

Skill Descriptions.....	32
Skill List.....	33
Traits	34
Attribute Traits.....	34
Income Traits	38
Service Traits.....	42
Edges	48
Skill Edges.....	48
Combat Edges	49
Other Edges	52
How to Read Features	54
Feature Tags.....	55
General Features	56
Pokémon Raising and Battling Features	56
Pokémon Training and Order Features	.57
Combat Features	60
Other Features	62

Chapter 4 - Trainer Classes

Intro to Trainer Classes	63
Battle Style Trainer Classes.....	65
Ace Trainer	66
Signature Techniques	68
Cheerleader	69
Commander	71
Battle Tactics	73
Coordinator	74
Innovation Attacks.....	76
Duelist	77
Enduring Soul.....	80
Juggler.....	82
Rider.....	84
Taskmaster	86
Trickster.....	89
Trickster Techniques	91
Specialist Team Trainer Classes	92
Stat Ace.....	93
Style Ace	96
Type Ace	100
Professional Trainer Classes.....	111
Alchemist	112
Alchemist Recipes.....	114
Artificer	115
Artificer Recipes	118
Chef	119
Chef Recipes	121
Chronicler	122
Fashionista	125
Fashionista Recipes	127
Gadgeteer.....	128
Gadgeteer Recipes	130
Herbalist	131
Herbalism Techniques.....	133
Hobbyist	134
Innovator.....	137
Innovator Recipes	139
Medic	140
Medical Techniques.....	142
Saboteur	143
Saboteur Recipes	145
Scribe	146
Scribe Recipes	148
Elementalist Trainer Classes.....	149
Bug - Swarmlord	150
Dark - Shade Caller	154
Dragon - Herald of Pride	158
Electric - Spark Master	162
Fairy - Glamour Weaver	166

Fighting - Disciple	170
Fire - Fire Bringer	174
Flying - Wind Runner	178
Ghost - Apparition	182
Grass - Druid	186
Ground - Earth Shaker	190
Ice - Frost Touched	194
Normal - Prism	198
Poison - Miasmic	202
Psychic - Psionic	206
Rock - Stone Warrior	210
Steel - Steelheart	214
Water - Maelstrom	218
Fighter Trainer Classes	222
Athlete	223
Berserker	226
Dancer	228
Fortress	231
Hunter	233
Marksmen	235
Martial artist	237
Musician	241
Ninja	244
Provocateur	247
Rogue	249
Roughneck	251
Samurai	253
Skirmisher	256
Tumbler	258
Weapon Master	260
Supernatural Trainer Classes	263
Arcanist	264
Astral Mage	267
Aura Guardian	270
Chaos Mage	272
Chronomancer	276
Crimson Mage	278
Empath	281
Geomancer	284
Hex Mage	287
Illusionist	289
Oracle	291
Paladin	293
Paragon	295
Rune Master	298
Sage	302
Tempest Mage	304
Warper	307
Pokémon Nature Chart	310
Abilities	311
Attacks	311
Capabilities	311
Skills	311
Leveling Up	312
Evolution	312
Pokemon Advancement Bonuses	313
Training Pokémon	314
Pokémon Experience Chart	314
Pokémon Edges	315
Mega Evolution	318
Legendary Pokémon	319
Pokémon Disposition	320
Social Capture	320
Pokémon Loyalty	321
Mounting Pokémon	322
Pokémon Fossils	323
Pokémon Automatons	324

Chapter 6 - Playing the Game

System Fundamentals	325
Skill Checks	325
How Long are Actions?	326
Action Points	326
Features and Edges	327
Combat Stats	327
Derived Stats	328
Basic Capabilities	329
Power	329
Throwing Range	330
Jumping Capability	330
Movement Capability	330
Special Capabilities	331
System Combat Info	337
Combat Types	337
Initiative	338
Action Types	338
Commanding Pokémon	339
Switching Pokémon	339
Movement and Positioning	340
Terrain	340
Flanking	341
Combat Stats	342
Basic Stats	342
Derived Stats	342
Combat Stages	343
Making Attacks	344
Dealing Damage	344
Damage Chart	345
Struggle Attacks	346
Attacks	347
Attack Keywords	348
Ability Keywords	350

Chapter 5 - Pokémon

Pokémon Rules & Intro	309
Managing Pokémon	309
Combat Stats	309
Base Stat Relations	310

Range Keywords	351
Type Effectiveness	353
Combat Maneuvers	354
Take a Breather.....	357
Other Damage Sources.....	357
Status Afflictions.....	359
Persistent Afflictions	359
Volatile Afflictions	360
Other Afflictions.....	361
Injuries	363
Gaining Injuries	363
Dealing with Injuries	363
Heavily Injured.....	363
Methods of Healing	363
Death's Door	364
Coup de Grâce.....	364
Special Area Rules.....	365
Stamina System.....	366
Regional Travel.....	367
Breeding.....	368
Breeding Changes.....	369
Breeding Qualities.....	370
Farming.....	371

Chapter 7 - Server Activities

How Living Servers Work	373
Character Slots	374
GMing Overview.....	375
GM Lotto.....	376
Encounter Types.....	377
Area Danger Rating.....	378
Exploration Encounters.....	379
Running Explorations.....	380
Exploration Intents.....	381
Raid Encounters.....	382
Running Raids.....	382
Adventure Encounters	383
Running Adventures	384
Clash Encounters.....	385
Running Clashes	385
Statting Clash Trainers.....	386
Clash Area Index.....	387
Clash Class Index	391
Harvest Encounters	395
Running Harvests	396
Rescue Encounters	397
Running Rescues	398
Request Encounters	399
Gauntlet Encounters	400
Running Gauntlets	401
Running Task Encounters.....	402
Roleplaying	403
Fable Campaigns.....	404

Chapter 8 - Server Homebrew

Server Homebrew.....	405
Town Creation.....	406
Artifact List	407
Expansion List.....	409
Monument List.....	413
Rune Enchanting.....	416
Character Modifiers	417
Battle Scars.....	419
Minion Pokemon	420
Swarm Pokemon.....	421
Raid Pokemon.....	422
Guardian Pokemon.....	423
Fame Shop.....	425
Honor Shop.....	426
Server Rulings	428

Chapter 9 - Item Index

Buying Items	429
Essential Items.....	429
Item Keywords.....	430
Poke Balls	431
Survival Gear.....	433
Tool Kits.....	435
Medicine.....	436
Food Items.....	437
Flora Items	438
Misc Farming Items.....	444
Equipment	445
Weapons	446
Armor	452
Combat Items	457
Pokémon Items	460
Held Items	460
Evolution Boost	462
Vitamins	463
Books	464
Book Catalogue	465
Rune Enchanting Tables	471
Campaign Book Patch Notes	478



SERVER INTRODUCTION

Server Introduction

Welcome to the Guild of the Undaunted! Whatever your skill level may be we welcome you aboard on your adventure to come. Whether you're new to PTU in general or just the Living Server concept in general, we welcome all Trainers into the Guild so long as you have a willingness to learn and have fun.

New Player Info

We recommend reading all of the material provided within this Campaign Book.

If you're a brand new player to the system of PTU, I recommend (After reading Chapter 1) doing an overview of Chapter 6 to learn the Battle mechanics, then reading Chapter 5 to learn Pokémon mechanics. After you're comfortable with how the game works, read Chapter 2 thoroughly to create a character and while doing so, look through Chapters 3 and 4 to learn what options you can take when creating your Trainer. If you want to skim Chapters 7, 8 and 9 before then that's up to you, as it might influence your decision when making a Trainer, but it can most likely be read after the fact. Everything before Chapter 7 is how the system is ran, Chapter 7 and 8 are Campaign / Server specific, and Chapter 9 is just a list of available items.

Note: Reading this Campaign Book doesn't teach you the Base System, only the version we use.

This version of PTU is modified from the core version, so information you learn here might not be applicable in other campaigns you play in the future. Most core mechanics stay the same but a lot of other small details such as Yield Rolls or Class Features change. For example, the Cartographer Edge is

Homebrew and not in the Core Book for this system, same with the concept of Adventure Maps.

While there are a lot of minor details changed, usually for the positive towards a more balanced system, learning the system through this server is still entirely possible, though not always transferable.

Veteran Player Info

We recommend you skim each Chapter as a refresher. There are **a lot** of small changes that challenge preconceived notions about PTU, such as Struggles now dealing resisted damage to Ghost Types or Injuries being reworked to not immediately die on 10 Injuries. A lot of the suboptimal features have either been removed or reworked to be more enjoyable to play with, such as Base Stat Relations removing HP from the Equation and the Stat Conflict edge allowing for more reasonable statting without deviating from what a Pokemon should naturally be strong at.

The main thing you need to do is to download the necessary documents, read over server lore to get an idea of the setting, then read the specifics of how the campaign is ran, after getting an idea of campaign specifics you can create a Trainer using our Character Sheet, using Chapter 2 as a refresher since our Character Sheet is reformatted compared to the standard one.

Chapters 7 and 8 are the main ones you want to read, as it pertains to activities on server outside of general game mechanics and homebrew content that should be noted. Chapter 9 also lists most of the items that are available, prices will not be listed as you must buy them through a Trader Shop that's listed in a separate document.

Server Rules

Our Server has the standard common-sense rules that most Servers maintain, so it shouldn't be too difficult to follow. We also have a Warning System to moderate players. When you violate a rule, you will receive a message from a moderator concerning the issue and be given a Strike and a temporary role based on the severity. The roles are as follows:

Probation - This Role disallows you to play in games and view channels that have games run in them. You can still talk in text channels, however.

Jail - This Role disallows you from speaking in any channel and therefore disallows playing in games. You can view text channels but may not speak in them.

If the violation is minor, you could instead only receive a **Strike**. These Strikes will then help the moderator team look back and evaluate your past actions should you violate any more rules in the future. If you reach 3 Strikes, it will result in a ban from the Server. **However, depending on the severity of the violation, Strikes can be ignored and action will be taken accordingly. Below are a list of Rules to be followed by all Members:**

» **Common Sense Rules.** Be respectful to all members of the server, no harassment of users including but not limited to: Racism, Trolling, Sexism, Bigotry, Offensive Rhetoric, Hate Speech, etc. No provocation of others or sexual content etc. If you have an issue with a player you believe is doing one of these or breaking another rule, bring it up with a moderator or use our contact form. In addition to the Prohibition of Sexual Content, flirting with others and all forms of suggestive content are to stay in DMs. Remember, some people are under 18 on the Server.

» **There will be no inflammatory topics that are heavily divisive.** Nobody wins, nobody changes their opinions and everyone gets annoyed when these come up. We come here for Pokémons, not bullshit. If these come up in conversations naturally, please immediately direct them to Private Messages. This includes but is not limited to: Religion, Politics, Controversial Topics, etc. Refrain from having any of these topics spill into chat and start a conversation.

» **No Meta Commentary.** Information about the campaign is only found through drive documents and word of mouth. Your character doesn't know anything beyond that. Basically, you can't look at your GMs rolls ahead of time to find out what you encountered. This goes for non-participants as well. There will be no spoiling of encounters as to keep the suspense and separate in character and out of character discussion. This includes discussing possible Rescue Scenarios.

» **Refrain from bragging and flaunting Character strengths.** All players build their characters differently. As such, there are bound to be varying levels of power across the board. However, this power indifference does not give anyone the right to brag about how their character can do something better than another player's character. You can be proud of what your character does, but refrain from statements like "Your character can do that? Well, mine can do this but better."

» **There shall be no Intentional Griefing of the Server.** For example, a character should never go to fight a Legend with the express purpose of trying to kill them or attempt to assassinate political figures unless Mod approved. If you were to go challenge a Legend, your character should have visible reason and motivation for doing so. This extends to other facets of the Server such as intentionally breaking the Economy by using Exploits that are clearly unbalanced and unnoticed.

» **Gain Consent to all Parties if PVP ever would Occur.** When interacting with other Players you must make sure both sides are in agreement and consenting before Player Conflict can occur. This agreement should be clear enough that, if asked for reference later, a Moderator/Admin would be able to clarify that it was consensual. This rule extends to planned RP that could otherwise be extremely stressful for a player and/or character. **What a Character would do naturally [In-Character] is not an excuse for forcing Player Conflict when it is unwarranted.** Moderators hold the right to deny Characters from doing actions that would unreasonably affect a wide number of Players in an uncontrolled manner.

» **Keep Track of your Sheet Changes.** All of your Character Sheet changes must be recorded in the #Bookkeeping-Channel. All other actions must be recorded in their proper channels as well, including transactions being in the marketplace, rolls in the roll channel, etc. Strikes will be given out if Cheating is suspected or improper Bookkeeping leads to discrepancies that take Mod time to investigate.

» **Please Pay Attention when you are in a session.** If someone is taking the time to be your GM, at least give them and your teammates common decency. Also by the same ethics rule, please notify your GM if you have to leave a session. Accidents or sudden things happen, yes, but vanishing out of nowhere without explanation will lead to action if it frequently occurs. If a Session is paused, you may participate in other Encounters or Gm, provided it's not two at once.

Server Files

Currently we're in the process of consolidating all of our documentation and combining them for ease of access so you don't need 10 different PDFs in order to get the info you need. This reason is why this Campaign Book exists, as previously it was a bunch of spread out material that now exists in one book that you can just parse through to find the info you need. Also Ctrl+F is your friend, please use it.

Below is a list of each Document and what is entailed in each. Each Title is also a clickable link to that file:

PTU Reference Material Folder

Phemenon Campaign Book

This is our Server's essential remake of the Core PTU Book. All information and details on the server and the system at large can be found here and has been combined with the system book in order to make a more fleshed out information document. This is a combination of base PTU and our many many Homebrew Rulings and House Rule Changes.

Mythology Compendium

Our server's remake of PTU's Book of Divines. Inside this document, it states all fully fleshed information for Legendaries in our Server. It states how to battle Legends, how to stat legends, available Legendary Aspects, Legendary blessings and specific information for each Legendary Pokémon. On each page there will be a specific entry for that Pokémon, their summary, the requests needed to follow patronage, their gifts, brand and current location.

Phemenon Pokedex

This is the current Pokedex most up to date that we are using. While it is still in development, it encompasses all Pokemon that are available within our world. There is also a [Mega Dex](#) which has all existing Mega Mon.

Guild of the Undaunted Character Sheet

Our server has its own version of a Character Sheet. This version is not only customized to be aesthetically pleasing, but contains all data information to the server that can be remotely updated as we add content to the system. Basically if we make an item you'll be able to add it to the sheet without any edits to your sheet data. Make a Copy of this sheet when you start to make your Character.

Lore and Setting Folder

Phemenon Lore Book

The Guild of the Undaunted Living World Server takes place in the World of Phemenon. This Lore Book takes all currently known information from the perspective of a Fathis Historian, and compiles them all for in character knowledge. The Lore Book will be expanded every now and then when a new area or Region is unlocked.

Gym Roster

Across the World, Trainers can set up Gyms that other Trainers can challenge to test their strength and wits. The Gym Roster along with chapter 7 will both tell you how you can challenge gyms, make gyms and what Gyms are currently available to challenge. We do not currently have NPC Gyms.

Area Maps

We use Roll 20 very scarcely depending on if the GM and players are comfortable or feel like using it rather than Play by Post. In those cases we have a large amount of Location Maps within the "Location R20 Maps" Folder that's inside the Area Maps Folder. In that folder will be plenty of battle maps that can be downloaded and used for that encounter. It may not have all listed areas because we have a lot and I make these myself. If anyone wants to use them for reasons outside of this Server let me know. In the actual Area Maps Folder there are Regional Maps that show what each Region and the World at large looks like.

GM Materials Folder

Area Charts

In order to go on an Encounter, you need to know what location you're going to. The World of Phemenon is extremely large so there are currently a lot of Area charts that are listed in this Folder. Each Area chart has all of the explorable areas for that Region. They're also separated into Exploration Charts and Adventure Charts, as some areas can only be explored in Adventure Encounters. Each Area Chart lists the available Pokémon, Events, Items and Treasures that can be found in that area.

Pokémon Battle Sprites

This is for GMs if you ever needed a Sprite for a Roll 20 session or something. This can also be used for personal usage however the Roll 20 Campaign should have a token for every single Pokemon that currently exists outside of maybe a few Fake Pokemon we use.

GM Tools Folder

Aberration/Mega Template

Whenever you're creating or submitting an Aberration or Mega Pokemon to be approved you need to use this Template (Make a copy) then send it to a Moderator. This [Type Shifting Guide](#) can help you with making Aberrations as well!

Pokemon Auto Statter

Have you ever been overwhelmed with Statting Pokemon because it takes very long? Use this document to automatically stat Pokemon by following the instructions on the first page. Keep in mind these are very basic Pokemon and usually don't pose a challenge, best used in Friendly Encounters just in case or if you're short on time.

Template for Requests

Wanna make your own Questline to build within the world? Use this template for creating requests similar to the way we do it.

Misc Files

Trader Shops

All purchasable items must be bought through a Trader. Information on buying Items can be found in Chapter 9. Whenever you're in a Region, you can buy items from traders within that Region for their listed price. This Document lists all of the available Traders in each Region. If you're in the Fathis Region you may buy or sell to any shop regardless of where they're located. This also lists all shops that Players run.

New Player To-Do-List

Jumping into an Open Campaign is a bit daunting of a task and might seem intimidating at first, especially if this is your first time playing. Its a general consensus that PTU is a rough first Tabletop System to learn, so don't feel bad if you struggle at times. However, here is a list of things you should have completed by the end of reading this Campaign Book, once the list is completed you'll feel right at home.

- 1.** Download all PDFs and familiarize yourself with all Documentation listed in the section above.
- 2.** Before creating your Character, read over all Server Info in Chapters 7 and 8 to make sure you want to invest the time here. (Some people prefer the Protagonist feeling of a normal Campaign)
- 3.** Create your Character and read over Chapter 2 if you need assistance. The first few sections will go over the basics, and The Guide to your Character Sheet will go over a full in depth guide to creating your Character Sheet.
- 4.** Use the Moderator Contact Form in the pins of #General-Chat to send your Character's Sheet Link for Approval.
- 5.** Wait for Moderator Approval, then change your Discord name to "Character Name [Discord Name]". (May take up to 72 Hours)
- 6.** Post your Character Entry in the #Guild-Members Channel
- 7.** Start a Roleplay about your Character joining the Guild or meet with people to get acquainted.
- 8.** Go out and explore an Area listed in one of our Area Charts in your starting Region.

Server Channel Guide

Before you start playing I'd suggest getting acquainted with each channel in the server as well so you know what you're dealing with. Remember that for most Channels, there are important information in the Pins. Please Check the Pins. **You won't be able to see all of the channels until you're accepted as well.**

We only keep a few visible to avoid newbie confusion. As an Applicant you'll only see a few channels, but once you're approved you'll see all of the listed channels under Guild Member Channels as well.

Applicant Channels

#General-Chat

Most conversations can go here. If you wanna talk about normal things or on-topic discussion pertaining to the game, it goes in this channel.

#Content-Discussion

All Content that might be added in the future will be discussed here. You may also submit ideas here for critique or implementation.

#Off-Topic

This is the meme containment zone. Feel free to post things like memes, music, videos, etc in here.

#Announcements

All announcements are announced here. In this channel you will find any updates or notices in the server such as new additions or things to look out for. You can also find the Week of the season here along with a date for future Server Events such as festivals. **Keep this unmuted.**

#Guild-Library

This channel has all of the Resources you'll need to play and gives you access to the Public Drive.

#Character-Records

This channel is a catalog of some of the Current Guild Members you'll come across. Feel free to post your own entry once you join!

#Session-Results

This channel is where all Session Summaries go. If you're a GM, post the summary here.

Guild Member Channels

#Session-Requests

Sessions and encounter parties are organized here. Post here when you want to gm someone or find a GM for a session.

#Update-Discussion

If an update is proposed to the system, its details will be posted here.

#Venting-Channel

For Venting. Please read the pins for rules before posting something that would violate the server rules.

#General Voice Chat

Whenever we feel like talking people will gather here.

#Request-Board (Public / Guild)

When available, Requests will be posted on this board. It will include all relevant info for that Request.

#Bookkeeping-Channel

In this channel you will record all of your stamina usage, honor gain and sheet changes.

#Marketplace

The Marketplace is the central hub for Trading and Buying from available shops, including buying from players. Whenever you want to purchase an item you must go through this channel, then record the purchase in the Bookkeeping channel.

#Rolls and Commands

This channel will include all rolls unrelated to sessions. Bot commands can go here to minimize server clutter.

#RP Areas

There are many channels here, each signifying a different area of the world, such as outside the guild, inside the guild, guild services and different regions. Roleplay will occur here.

#The-Wild

In these channels, players will gather for Play by Post sessions in exploration rooms, trainer battle rooms, guild event rooms or request rooms.

#Change-Logs

Any changes to the Server will be posted here. **Please make sure it's unmuted.**

Server Lore

Welcome to the World of Phemenon! Phemenon is a magical, wild and mysterious place inhabited by both Humanity and Pokémon. The world itself is a high fantasy setting, meaning no technology outside of magitech, no modern clothes or anything of the like. In this world, Nature and Pokémon are also brutal forces, so people live within small clusters of cities, walled off from the outside world for their own protection.

I'll briefly go over the most important aspects of the setting here, if you wish to read the Lore in the fullest available detail we fully recommend you visit our Lore Book considering the World is extremely large and expansive. Especially if you're still debating your character concept, look to different areas for inspiration.

The [Phemenon Lore Book](#) is available in the link highlighted above. Please read it instead of this section as I don't want to ramble about already stated information here.

Guild of the Undaunted

Located on the Isles of Fathis, the Guild of the Undaunted was formed 5 years ago after the Five brave founders teamed up to re-conquer the lands from the clutches of the Wild. After a tough war they reclaimed the area, then started to restore the ruins of a small city leftover from the Nesev Empire. Upon that city they built the foundation for the Guild, then started to accept applicants from across the world to join the budding city to help it grow. Rumors however have begun spread that the same beast that destroyed the Nesev Empire will someday return to reclaim the Isles.

World Setting

The setting is what I'd call Advanced Fantasy. Electricity exists in very few places, and even so the concept of it is only possible through Magitech, as all technology here is. Magitech allows Pokémon to have their elements harvested in order to provide for a certain need. Water Pokémon help with farming an irrigation, Electric Pokémon help with powering electricity, Fire Pokémon help with Furnaces and Ovens, etc. All technology is one way or another likely aided by Pokémon. More advanced Technology can be found either in advanced civilizations or in alternate dimensions such as finding advanced scrap in Megalo Ruins.

The Wild

The Wild is an umbrella term for people to describe the dangers of nature. Simply put it is the reason people wall cities in, to protect themselves from the unforgiving dangers that lay outside civilization. When someone talks about the Wild, they can refer to the dangerous habitats of Pokémon, the frequent natural disasters and brutality of weather, the force of starvation that overcame those without food, the countless plagues and diseases that people can succumb to, essentially The Wild is the uncontrollable. The Wild is what you encounter when you leave society, and thusly once you conquer the wild, society can be built on its ashes, and the world may prosper. But of course this isn't as easy as it may seem. History repeats itself time and time again, countless empires and kingdoms have tried to establish dominance over nature. But almost like a sentient life force, The Wild always strikes back at those who seek to harm it, and erases those forces from history itself. Time and time again those who tried to encroach on the domain of the Wild have suffered, but perhaps someday a Kingdom can gain the strength and manpower necessary to conquer The Wild, and establish balance to the world. It's certainly possible so who's to say it won't happen again?

Sandbox Lore

Considering this is a Living World Server, the focus is more on World-Building and open ended play rather than a straightforward campaign. In a normal campaign you're dropped into a world and experience it as you go, following a plot hook provided by the GM and then following the narrative the entire way through. In a Living World Server, you're dropped in a world and you're expected to build your own story and forge your own path. At least for the moment the World and its expanses are still being built, so plot won't be a major focus until a world that's fully alive is developed.

Until that day comes where Moderators can focus on heavier plot, players can entertain themselves by creating their own lore by interacting with the World around them. As their journey progresses however they may interact with the World in a way where it fights back and provokes a reaction, allowing us to shape your personal plot around the World. If you accidentally wander into an area and discover a Legendary Pokémon that brands you, it could shape your path or even your character in your future actions. If you were to defeat a global leader or slay a Legendary Pokémon, the World will also respond. That is our goal, to build a World that feels alive.



CHARACTER CREATION

Character Creation Guidelines

In this Chapter we'll discuss Character Creation. To those that are veterans and have created a Character before you can skim the first half of this Chapter after this page. You may still want to read the guide to the Character Sheet, as it's different than other Campaigns. You'll also want to read the Character Advancement since it's different here as well. Here are the list of Guidelines that you need when creating your Character. As a reminder. Here's the link to the [Character Sheet](#). Make a Copy then read that section.

Trainer Guidelines

- » **Your Trainer Must be Level 1.** Everyone starts at the basics. This is for your first Trainer as future Trainers you make can be higher Level.
- » **Your Trainer must be at least 16 Years Old.** The Guild has a somewhat heavy vetting process and needs consent from Legal Guardians as well to gain access to an Adventurer's Guild. Your Character can be younger provided they're something special like a prodigy. No official would normally allow a 12 year old to explore.
- » **You start with \$2,000.** This money will be granted to you by either the Guild as a stimulus for performing basic exploration and tasks as a newbie, or you can fluff it as money you had prior to joining.
- » **You start with 1 Training Weapon, 5 Basic Balls and 2 Basic Healing Potions.** These items are part of a basic starting kit given to recruits. These items are already in your Character Sheet when you make your own.

Starter Pokémon Guidelines

- » **Your Pokémon starts at Level 5.** If you start at a higher level it can be up to 5 Levels under your Max Pokémon Level.
- » **Your Pokémon cannot be a Legendary or Ultra Beast.** This is fairly obvious.
- » **You may choose your Pokémon's Nature, Gender and Basic Ability.** Most Wild Pokémon have these traits as randomly rolled, your starter is special so you can choose what it has.

Starting Bonus

You gain one Starting Bonus listed below. You may pick one or none of the Starting Bonuses below. This Starting Bonus overrides the default Guidelines for making your Trainer or Starter Pokémon

1. Your Starter Pokémon can gain a +2 Modifier to any 2 Different Base Stats.
2. Your Starter Pokémon can gain an Attack from their Tier 1 Tutor Attack List
3. You may have an additional Starter Pokémon.
4. You may instead start at Trainer Level 4. (or Level 10 if you've been on the Server at least a Month)
5. You may instead start with any Weapon, 10 Basic Balls, 3 Greater Healing Potions and 2 Bandages.

Character Creation Checklist

In this Chapter we'll discuss each individual aspect of creating a Character, along with making an NPC Trainer and showing how to use the Character Sheet. This section is dedicated to being a step by step guide on how to build a Trainer and the order of creating one.

Step 1: Familiarize yourself with the Character Sheet. The glories of automation and Google Sheets allow all information to be streamlined about your Character. This step will show you the basics of each Tab and what the contents are inside.

Step 2: Decide your Starting Bonus. The details for what your Starting Bonus includes are listed in the page before this in the Guidelines. This may adjust things like starting items, or gaining Trainer levels so you can go back to Step 3 and 4 to pick more Features and Edges!

Step 3: Create Character Concept. In order to figure out how you want to build your Character, you need to figure out what its concept could be. It could be as simple as an Ash Ketchum or an arrogant Pokémon Professor. Knowing what kind of concept you want will help further decisions to reach that concept.

Step 4: Create a Background. Your Background consists of Backstory info and then a few Mechanical Elements that affect your Character. This includes having two Raised Skills and three lowered Skills. This also includes choosing your Character's Heritage, Affiliations and Influences that shaped them to who they are today! While you're creating the fundamentals of your Character, also come up with Physical Attributes and their Character Reference so others know what they look like.

Step 5: Choose Traits. You gain two Traits at the start upon Character Creation. Remember you must meet these Prerequisites to take them.

Step 6: Choose Edges. You gain four Edges to distribute. Remember, even though you have one Adept Skill after creating your Background, you cannot use Edges to raise other Skills up to Adept until you are at least Level 2. You also may not use Edges to Rank Up any of the Skills you lowered to Pathetic Rank.

Step 7: Choose Features. You gain five Features to distribute and additionally pick one Training Feature for free. You do not need to meet prerequisites for the Training Feature you chose. You may do Steps 5, 6 and 7 in any order, alternating between them to qualify for Edges and Features, provided they're all qualified for in the end.

Step 8: Assign Combat Stats. Level 1 Trainers have 10 points they can distribute among the Stats, putting no more than 5 points in any single Stat. Don't forget that some Features have Stat Tags to apply! This can be done through the Feature Tab on the Character Sheet and is automatically calculated as a modifier.

Step 9: Choose your Starter Pokémon. The details for your Starter Pokémon are listed in the page before this in the Guidelines.

Step 10: Submit your Character Sheet. When finished, get a link to your Sheet with Edit Access and find the Moderator Contact Form located in the Pins of #General-Chat. Fill out the form under the Submitting Character Parameters with the link to your sheet, then notify a Moderator that your Sheet is Finished.

Your Character Sheet

The glories of automation and Google Sheets allow all information to be streamlined about your Character. This section will show you the basics of each Tab and what the contents are inside. As a reminder. Here's the link to the [Character Sheet](#). If you have questions about a specific mechanic or what something is on a Tab, be sure to find that section in this book or ask someone!

As a General Note. You should only edit cells in the Sheet that have the **Lightest Blue Color!**

Trainer Tab - The Trainer Tab is the overview of your Character! Within it contains the general fluff info and an overview of what your Trainer has taken over the course of their Journey. Here you may note the Physical Attributes of the Character such as their Picture, Age, etc. You also must list the Features, Edges, etc that are taken. Other tabs have their Effects but this is an overview. The Trainer tab also keeps track of the Rank of each of your Skills. Lastly outside of general notes, it contains all Background info such as affiliations, heritages, influences and roleplay info such as your strengths, flaws, virtues, etc.

Tracker Tab - This is the general bookkeeping tab where you note anytime you would gain Fame, Honor, Money, Trainer Experience or Notoriety. Info noted here is reflected in other tabs such as how much Money you have in your Trainer Tab or Inventory. This helps moderators keep track of legitimacy. In addition there is also a checklist to keep track of Character Modifiers such as challenge modes.

Feature/Edge Tab - While you note what you take on the Trainer Tab, the Features/Edge tab keeps track of the Effects of what you've taken. If you need to remember what a specific Feature does, you will have it listed here. This Tab also includes Traits you may take. You should also utilize the Note cell to keep track of important info such as what Attacks you took from a Feature or what your elemental connection is. Last thing to note here is the Stat Tag which you must choose each time you take a Feature. This Stat point is automatically calculated in the Combat Tab!

Inventory Tab - Any Item you would gain in your Journey as a Trainer is kept within your Inventory along with their noted quantity and Effect. This Tab also has an overview of the Money, Honor and Scrap you may have as far as other resources go.

Combat Tab - The Combat Tab is an overview of your capabilities in battle and should be the open Tab when you're in a Combat Encounter! In this tab you will input your Character's Combat Stats as you Level Up, their current Equipment and all of the Attacks and Abilities they will eventually learn in their Attack List. Near the bottom of the sheet is an assortment of References for those more experienced at the system as well as Runic Loadouts. As a new Player all you have to care about is what Attacks and Abilities you learn. In addition there is also a handy calculator for battle damage calculations.

Extras Tab -The Extras Tab is a useful reference Tab for anything not listed above such as Recipes you've gained, Patron Gifts you've gained from Legendaries, Class Mechanics you may have (Ex: Musician) and Class Techniques you may learn (Ex: Arcanist).

Starter Pokemon Tab - This is the Tab where all of your Pokemon information goes such as their Attacks, Abilities, Nature, etc. The bottom of the sheet is mainly references, their Skills, Breeding info and other Pokemon Advancement Info.

Pokemon Template Tab - This is essentially a duplicate of the Starter Tab. When you gain a new Pokemon, duplicate this Tab to add its info so you always have a spare blank sheet that isn't modified.

Pokemon Storage Tab - If you capture a Pokemon you don't plan to use for a while or want to note other Pokemon without creating a full sheet, you may list it in your Storage Tab along with essential info about it.

Legendary Interactions Tab - When your Character gets stronger they may want to pursue a Legendary Patron. This Sheet keeps track of their current standings and points they have with each Legendary Pokemon.

*The Following Tabs can be hidden if you don't wish to interact with those Mechanics

Book Catalogue Tab - This Tab keeps track of the books you have and their progress with being read.

Farming Sheet Tab - This Tab keeps track of all your Planted Plants and their Status of being harvested or not.

Chronicler Sheet Tab - This Tab helps the Chronicler Class keep track of who they've studied over their Journey.

Your Character Concept

You may be tempted to jump into crunching numbers immediately, especially if you're an experienced roleplayer. Don't yet! Or at least just take a skim through the book to get an idea of what's available before coming back and thinking about who you want your Trainer to be. It's important at this step to talk to the other players in the Server and find out what ideas other people have tried and try to figure out which Character you will have the most fun with. For example, there could be a current need for blacksmiths within the Guild which you could conveniently fill, thus having a connection to meet with other members in character while making weapons for them!

Your Character Concept is the foundation you're built around, so you should take as much time as you want to plan it out. Or conversely you could throw caution to the wind and have a basic concept but expand your Character Development as you play the game. **During these few Sections I will make a Character alongside you to better visualize the steps you can take to finalize your concept.**

Example: The Character I want to make is named **Cedric Bathazar**. I don't know much about him but I know I want him to become a stoic, wise and confident wizard-like Character. I want him to have a Gothitelle that he adopted from the slums in his home city as a Gothita. I don't know where I want him to be from yet but the concept doesn't have to be grand yet!

Your Background

What we call your Background is the encompassment of many different factors, some of which have mechanics tied to it and others are simply for fluff and something that helps you develop your Character. Listed below are the following sections of the Trainer Tab separated into Mechanics and Fluff

Mechanical Background: Skill Background, Character Affiliation, Character Heritage, Character Influences

Fluff Background: Backstory, Personality Traits, Strength and Flaws, Goals and Desires, Virtues and Key Principles, Bonds and Relationships with others.

Skill Background

Skills represent conscious interest and training that your character uses to interact with the world, as well as incorporating a Trainer's natural talent. Skills are used for the most basic interactions between yourself and the game world, and they help determine what Classes and Features your Trainer qualifies for. Choosing your Skill Background is basically determining what skills your Trainer inherently excels and struggles with. At the start of Character Creation you choose the following. **1 Adept Skill, 1 Novice Skill, 3 Pathetic Skills.** These chosen Skills signify what your Character is good or bad at at the start of their Journey. Once chosen, adjust their Rank Value accordingly and list them in your Skill Background. Info on Skills is in Chapter 3.

Example: Cedric is already educated at the finest Academies, that much I know, so for his Adept Skill he will start with **Adept Occult Edu**. I know he's confident as well so I'll boost his **Command as his Novice Skill**. However I know Cedric would be terrible at understanding Technology, he has a very stern blank expression and he doesn't work out much so I'll choose **Athletics, Tech Edu and Charm as his Pathetic Skills**.

Character Affiliations, Heritages and Influences

Listed on the next few Pages are a list of Affiliations, Heritages and Influences that can each Shape your Character's starting point. Each Mechanic will be explained on their subsequent section in more full detail, along a list of options you can take for your Character. As a rule of thumb before you go to each section, you gain each of the following. **1 Affiliation, 1 Heritage, 2 Influences, 2 Negative Influences (Optional)**

If you don't have an idea for one of them yet, don't worry! There are options for you to take that basically ignore the mechanic until you feel like retraining into one later. As a general note, provided you have justification, **Retraining these parts of your Background comes at no cost** since Characters grow over time.

Affiliation List

Part of your Background is what organization you're affiliated with, if any. As a Reminder, **you can only take 1 Affiliation** for your Character, however if you choose the Dual Affiliate Influence, you may instead choose a second! When you select an Affiliation, fill out the name at the bottom of your Trainer Tab. **Below is a list of all the current Affiliations you can join**, and just so you know, the examples aren't set in stone. Provided you give justification on where you're from and why it should grant you these benefits, we will allow you to take it.

Example: Cedric would have recently decided to start exploring part time while still in school. This could qualify me for either the Research Academy or Exploration Society but I feel like once he starts exploring he will focus on that more than studies so I will give Cedric the **Exploration Society Affiliation**. As a result of its Effects I will add the "Anthropologist" Trait to my Bonus Section on the Trainer Tab and fill out the Affiliation as well.

No Affiliations

Examples: None

Benefits: You gain no Benefits from this Affiliation.

Description: As a lone wolf, your decisions do not impact anyone else, nor do you owe anyone anything.

Adventurer Guild

Examples: Undaunted, Adroit Guild, Illfang Citadel, Kenga, Serenan, Hustow, Shokkan, Knights Agleam, Rhean

Benefits: Healthcare Services in the General Store cost no money. Teleporation Services in the General Store cost \$200.

Description: Being a part of an Adventurer's guild provides cheaper goods, at the cost of being a faceless cog in a machine.

Community Guard

Examples: Any Location not listed as an Adventurer Guild

Benefits: Healthcare Services in the General Store cost \$100. Social Skill Checks from Notoriety Rank Benefits are doubled when interacting with NPCs in the Region of your Qualifying Location and Tripled if they're from the Qualifying Location.

Description: Smaller Guilds and Smaller town guards can't offer much, however the community services is a great way to become a well known folk hero.

Crafting Guild

Examples: Bamor Town, Gabrygg, Gurashi Kingdom, Sendora

Benefits: Each time you spend 10 Cumulative Stamina on Crafting Items or providing Services via Traits, you gain +2 Fame, with Notoriety going to a Region of your Choice. At the start of each Game Week you gain 1,500 Scrap of any Kind or 1,000 Luxurious Material of any Kind.

Description: In exchange for apprenticeship programs and a strong network of master craftsmen, they often provide recycled scrap to those who can use it best.

Criminal Organization

Examples: Gabrygg, Kenga, Hustow Guild, Thorned Rose

Benefits: You gain the Petty Criminal Trait and change its Frequency to Weekly x3. Gaining Infamy instead doubles Social Skill Check Modifiers when interacting with people who know your Qualifying Location.

Description: Connections to the Criminal underworld can allow you to pull off crimes easier, along with brand notoriety for an existing group.

Entertainment Association

Examples: Harmonia Town, Gabrygg, Menione

Benefits: You gain the Regional Celebrity Trait. Whenever you would gain Notoriety from any source, it is doubled.

Description: Teaming up with an entertainment conglomerate is a surefire way to boost your career and expose your name to the public, sky rocketing someone's notoriety and fame more than they ever could do solo.

Exploration Society

Examples: Sendora, Venmore, Valerian Hunters
Benefits: You gain the Anthropologist Trait and gain +2 Fame instead of +1 when an Area is Archived. You automatically pass Adventure Trials in Areas that are in the same Region as your Heritage.

Description: Specialists at navigation are impartial towards communicating and providing Adventurers with safety. Explorering can be a dangerous but lucrative job.

Farming Collective

Examples: Aion Tribe, Astry Village, Eon Village, Faham Guild, Menione, Kahuana Tribe, Kansha Oasis, Saisho Primalists
Benefits: You start with 20 Farm Slots which are located in the Region of your Heritage. Farm Slots you have within the Qualifying Location have +1 to Yield Rolls.

Description: Some Affiliations will grant their members farmland in order to produce food and resources easier. This requires a tax but the land tends to be richer in these areas.

Legendary Denomination

Examples: Balance Enforcers, Cult of Alcis, Keepers of the Dream, Oblivion Tribe, Saisho Primalists, Soul Wardens, Tribe of Radiance, Disciples of Cobalion, Society of the Wishmakers
Benefits: You start with +5 Patron Points with the Legendary Associated with your Qualifying Location. Whenever you would gain a Patron Point with the Legend, you gain +1 more. Social Skill Checks from Notoriety Rank Benefits are doubled when interacting with Patrons of the associated Legendary or the Legend itself, or Negative based on the Group's standings.

Description: All Legends are aware of their Servants, even those that aren't a mainstream location and a small underground cult.

Merchant Union

Examples: Bamor Town, Gabrygg, Gurashi Kingdom, Posai Harbor
Benefits: You gain the Merchant Connections Trait. At the start of every Game Week you gain \$1,000 worth of Items (Not Services) from any General or Regional Store."

Description: Having connections to other Merchants is very benefitial for the sake of a global economy. Small perks are also included such as free product for other favors.

Pokemon Caretakers

Examples: Hustow, Shokkan Guild, Eon Island, Gabrygg
Benefits: You gain the Creative Training Trait. Each week you gain +1 Stamina that can only be used to Train Pokemon or use the Breeder Trait.

Description: Your affiliation ties with pokemon daycares, military training facilities or other groups that focus on training and raising Pokemon.

Private Mercenaries

Examples: Choten Mercenaries, Hustow Guild, Grey Clan, Kenga, Rhean Guild, Shokkan Guild, Valerian Hunters
Benefits: Whenever you complete a Request you gain +5 Notoriety in one of the Regions most associated with the Request giver. If your Notoriety Rank is 3 or above, whenever you complete an Encounter based Request, you gain money equal to your Trainer Level multiplied by 200. If it is not 3 or above, instead multiply it by 100.

Description: Every deed done does not go unnoticed. Those affiliated with mercenary groups get their dues and get the recognition they deserve for their hard work.

Research Academy

Examples: Izathe, Hort City, Illfang Citadel, Rakesh, Serenan Guild, Zhelet Sanctuary
Benefits: All Books have a 50% Discount from their Store Values. While you're in the Region of your Qualifying Location, you gain +3 to all Edu Skill Checks or Skill Checks made to read books that are made as an Extended Action.

Description: Being an affiliate of an Academy or Research Institution allows you to gain access to resources much easier that allow you to study and research with more ease.

Rescue Rangers

Examples: Adeptus Servatores, Rescue Rangers
Benefits: You gain the Rescue Ranger Trait. When you have Notoriety Rank 3 it does not cost you any Money or Stamina to travel to different Regions by any method.

Description: Rescue Societes are essential towards the survival of the human race and are beloved as heroes by everyone. When you get famous enough, they'll provide whatever resources are needed in order to save others.

Heritage List

Part of your Background is where you were raised or where you were from during the start of your life. As a Reminder, **you can only take 1 Heritage** for your Character, however if you choose the Dual Citizenship Influence, you may instead choose a second! When you select a Heritage, fill out the name at the bottom of your Trainer Tab. As a general note, Heritages can be qualified for with about 5 Years of living there in Character; you would not gain benefits from recently moving to a place. When deciding on what Heritage to take, please refer to the Lore Book for info on each area!

Example: After looking through the Lore Book, I have settled on Cedric being from the **Zhelet Sanctuary**, considering it fits his desire for intelligence and there are plenty of Psychic Pokemon around including justification for his starter Gothita! From his Heritage, I add a +3 Modifier to his Gen Edu and Occult Edu.

Rejected Heritage

Benefits: Choose one Heritage. You are treated as having this Heritage for the sake of anything that would reference it, however do not gain any mechanical effects from it.

Description: Despite being born in a civilization you have rejected their customs and way of life. You forge your own path and follow what you deem to be worthwhile in life.

Unknown Heritage

Benefits: You gain no Benefits from this Heritage. If an Heritage is created that fits your Backstory you may retrain this Heritage at no cost.

Description: Whether you were born in an insignificant small town or have long forgotten your upbringing, you forge your own path away from the collective traditions of your home.

Oceanic Colony

Benefits: You gain the Gilled Capability. You gain a +3 to all Skill Checks involving Water Pokemon.

Description: Those born underwater tend to have different physiology, gaining gills and a greater understanding of Pokemon born to the sea than those on the land.

Ultra Space

Benefits: You gain the Ultra Capability, which is not removed as a result of not going to Ultra Space for a week. You do not lose CS for not being in Ultra Space as a result of this capability.

Description: Born to worlds beyond our own, you've adapted to the harsh conditions of lands beyond Phemenon and the weight of space.

Wilderness

Benefits: Choose an Encounter Area you are most familiar with. You gain a Naturewalk Capability for the Terrain associated with that area. When exploring in the chosen area, all Encountered Pokemon are one step Friendlier towards you. Instead of starting with one Pokemon you can start with up to 3, however they all must be from the chosen Encounter Area's table.

Description: You're a child of the wilderness. Whether abandoned or ran away and lived your life away from civilization, you know the wilds like the back of your hand. You've lived among other Pokemon and have made a new home.

Akuma Island

Benefits: You gain the Dream Reader Capability. As an Extended Action you may grant a Sleeping Creature nightmares or influence a Creature you're touching to have malicious daydreams.

Description: Those in Akuma are masters of the Astral Plane, learning to control their own dreams since a young age as well as the dreams of others. They tend to see it as a personal mission to torment the worst of society.

Aion Tribe

Benefits: While in Forest Terrain you gain +3 to Skill Checks. When using it for Social Checks this only applies to Creatures with the Naturewalk (Forest) Capability.

Description: Nomads within the Aion Tribe travel all around the vast expanses of Nestil Woods, being experts at navigation and interacting with Pokemon native to the area.

Astavan Empire

Benefits: If you are not an Astavan Reject, you gain the following benefits when your Character is created. You start with \$5,000 more. You may start with up to 3 Starter Pokemon. Your Starter Pokemon may gain up to three Tier 1 Tutor Attacks. You start with any Non-Training Weapon.

Description: To those that embrace the Astavan Empire, social services and wealth can be bestowed to assist their citizens and embolden their lifestyle. Their journeys rarely start impoverished.

Astry Island

Benefits: You gain a +3 Modifier to all Survival Skill Checks. You do not need to pay Stamina costs for Adventure Areas in Forest Terrain. Upon Character Creation you start with any Weapon instead of a Training Weapon.

Description: Those that live in the hardened jungles of Astry Island are used to the rough side of nature. Martial training is provided in early teen for the sake of communal protection.

Aura Sanctum

Benefits: You gain the Aura Reader Capability. You gain a +2 Modifier to Intuition Skill Checks.

Description: The natural aura present within the Sanctum makes it alot easier for children to train and see Aura.

Ayume Island

Benefits: You gain the Dream Reader Capability. As an Extended Action you may grant a Sleeping Creature good dreams or influence a Creature you're touching to have pleasant daydreams.

Description: Those in Ayume are masters of the Astral Plane, learning to control their own dreams since a young age as well as the dreams of others. They often serve as vessels of Cresselia, letting them dream and communicate remotely.

Bamor Town

Benefits: When using a Trait with "Smith" in its name, any Scrap you use to craft it has double effectiveness. Upon Character Creation you may start with any Equipment Item that costs \$5,000 or less.

Description: The art of weapon smithing is passed down within Bamor from generations to generations. This includes providing rookie equipment to newbies and teaching effective scrap usage.

Chiyu Village

Benefits: You may take the Raised Pacifist Influence without it counting towards your total Influences taken. As an Extended Action when touching a Creature affected by a Persistent Affliction, they become cured.

Description: The properties of the astral spring allowed for even the most ordinary of people to heal others, provided they have time. It takes a few years of exposure and training but it truly is magical.

Choten Tribe

Benefits: You gain a +2 Modifier to Athletics, Combat, Command and Intimidate Checks. You gain +2 Power.

Description: The entirety of the Choten Tribe is dedicated to peak perfection of body and willpower. Even if they never cared about training like the culture demands, the genetics help regardless.

Dashte Village

Benefits: If you have the Elemental Trauma Influence and this Heritage, you cannot have any Elemental Connection other than Dark, Dragon or Poison. You have a Scar somewhere on your body left by a fang as a result of being raised here. Non-Boss Poison Type Pokemon treat you one step friendlier.

Description: The current rule of the Serpent God inducts all children into the village as citizens through biting them. A large majority die, some gain elemental connections as a result of surviving and some barely fight off the venom unscathed.

Delta Village

Benefits: You are Immune to negative effects from areas affected by [Special Rules - Sky]. You gain a +2 to all Skill checks involving Flying and Dragon Pokemon.

Description: Living among dragons either results in a fear of them or a deeper understanding of how they work. Being stuck in the mountains all your life tends to force that reality on you.

Dinistrion Village

Benefits: You are Immune to negative effects from areas affected by [Special Rules - Sky]. Whenever you defeat a Dragon Type Boss Pokemon you gain +5 Notoriety in the Freya Region.

Description: Valor and the spirit of rebellion live among those in Dinistrion. Even when apart, the reputation of those from Dinistrion spread wide.

Disciples of Cobalion

Benefits: You are Immune to negative effects from areas affected by [Special Rules - Sky]. You gain a +2 to all Skill checks involving Fighting and Steel Pokemon.

Description: Discipline is the utmost virtue among the disciples of Cobalion, something valued among Fighting and Steel type and is often respected by them.

Eon Island

Benefits: You may take the Raised Pacifist Influence without it counting towards your total Influences taken. Upon Character Creation, you gain an Egg of a Random Type and Species. This Pokemon gains the Trusting Capability upon hatching.

Description: Eon Island is a safehaven of peace for a variety of pokemon species, their eggs often being cared for by natives. Some of which are passed on to new Trainers to get an appreciation for Pokemon they normally wouldn't want.

Esgate

Benefits: You gain a +2 Modifier to Combat Skill Checks. Whenever you gain Trainer Experience Points from an Encounter with Combat, you gain +3 more. TXP gained this way cannot be converted into money.

Description: Martial Training and basic self defense is mandatory education for all citizens of Esgate. This has lead to a strong empire and strong militia, renown around the region.

Gabyrgg

Benefits: You may take the Merchant Union Affiliation without it counting towards your total Affiliations taken. Your Income is increased by \$200.

Description: Being a citizen of Gabyrgg has certain perks such as connections to traders all across the world, even if you aren't a merchant. These connections often lead to a better career in the lives of Trainers.

Grey Clan

Benefits: You gain a +3 Modifier to Stealth Skill Checks. If you are hunting a Target Pokemon or Human, they suffer a -1d6 to all opposed Skill Checks against you while hidden.

Description: The Art of Stealth is as simple as breathing to those that studied in the Grey Clan. Few can match the expertise of even the simplest of Ninjas trained here.

Gurashi Kingdom

Benefits: Choose either the Gold District or Silver District. If you chose Gold, you gain the Blacksmith Trait. If you chose Silver, you gain the Shieldsmith Trait. When you have Rank 3+ Notoriety in the Freya Region, you gain +2 Stamina for this Character, however they can only be used to craft Items listed in a "Smith" Trait.

Description: Those in Gurashi pride themselves in teaching the younger generations how to preserve the art of smithing. To those that are experienced enough, they are given apprentices to carry on the legacy of Gurashi.

Harmonia Town

Benefits: Once per Week you may perform in a Region of your choice. Performing involves starting an Open Roleplay involving a performance art of your choosing. After doing so you gain +1 Fame and +3 Notoriety in that Region.

Description: Education within Harmonia includes learning about your passions, whether arts, music, theatre, etc. Expanding the career and fame of Harmonia is the prime goal of the town and its people.

Hort City

Benefits: You gain a +3 Modifier to all Tech Edu Skill Checks. Twice per Game Week you may pay 1 Stamina to gain Scrap of any Kind equal to double your Income Value (Not Luxurious Scrap).

Description: Those in Hort City are experts at scrap scavenging and technologic innovations. Recycled technology and steampunk tends to be their lifeblood.

Hustow Guild

Benefits: You gain a +2 Modifier to Guile Skill Checks. You may use the Base and Martial / Merchantile Effect of the Mercenary Guild Town Perk as if it was the Effect of this Heritage. Your Home Region is always considered Aethia for the sake of this Effect. Whenever you perform an NPC Action you must pay \$500 per Action.

Description: The Hustow Guild is open to many Freelance Mercenaries from all around Phemenon. Many of which are open to side gigs and helping others for quick cash.

Illfang Citadel

Benefits: You gain a +2 Modifier to Command Skill Checks. You gain the Aura of Confidence Trait.

Description: The number of diplomats that have come from Illfang Citadel far exceed other nations. The true creed of Illfang resides in its formation of intellectuals and leaders, trying to better society each in their own way.

Isle of Faham

Benefits: You may take the Raised Pacifist Influence without it counting towards your total Influences taken. You gain a +2 to all Skill Checks involving Bug or Grass Pokemon.

Description: Living peacefully in a forest away from the troubles of society tend to make life peaceful. Living among Grass and Bug Pokemon during these times tend to lead to a deeper understanding of how they live.

Izathe

Benefits: Choose one Edu Skill to gain a +3 Modifier to. Upon Character Creation you gain \$6,000 that must be used for either Crafting Kits or Items listed in Required Equipment for Adventure Areas.

Description: The access of higher education with Izathe leads to a more educated populace. The amount of opportunities available for these students post graduation is also very generous.

Kahuana Tribes

Benefits: Choose a Tapu Tribe. You gain a +3 Modifier to Social Checks involving Pokemon of those Types. Whenever your Pokemon of those Types would gain Loyalty, they gain double the amount, and start with +5 Loyalty when Captured.

Bulu: Grass, Bug, Rock, Ground, Poison

Fini: Water, Ghost, Ice, Normal, Flying

Koko: Fire, Fighting, Electric, Steel

Lele: Dark, Psychic, Fairy, Dragon

Description: Those born or raised in a Tapu Tribe have lived around Pokemon of a certain type all their life along with the influence of the associated Tapu Guardian. Their respect towards these types proves a valuable partnership for these Trainers.

Kansha Oasis

Benefits: You may take the Raised Pacifist Influence without it counting towards your total Influences taken. Whenever you wish to perform Farming Actions, 1 Stamina can perform up to 5 Actions instead of 3. You gain the Gardener Capability.

Description: Gardening is the lifeblood of those in Kansha to serve Shaymin. The variety of flowers alone are breathtaking. Tending to the Grasslands and Plantlife is a tradition passed to all citizens to teach the value of life, even the inanimate.

Kazan Isle

Benefits: You may take the Raised Pacifist Influence without it counting towards your total Influences taken. You gain the Philanthropist Trait. When using this Trait, instead of \$5,000 you may spend 5 Stamina in any increment and gain +2 Fame per increment spent.

Description: The paradise of Kazan Isle has taught that community service and welfare outreach programs is the way towards peace within the world. The island passes this principle towards its citizens who act as one.

Kenga

Benefits: You gain a +2 Modifier to Occult Edu Checks. You gain the Arcane Sight Trait.

Description: Basic education in Kenga involves teaching all forms of the supernatural including Legends and Elementalists. Identification of the Arcane is mandatory for all citizens, for self protection of themselves and others from magic.

Kyojin Tribe

Benefits: You are Immune to negative effects from areas affected by [Special Rules - Sky]. You gain a +2 to all Skill checks involving Fire and Dragon Pokemon.

Description: Those born to the Kyojin Tribe are always exposed to the rough nature of the Draconic Mountains. Dormant volcanos and rough dragons constantly being around them lead to a greater understanding of their lifestyles.

Maho Village

Benefits: You gain a +3 Modifier to all Occult Edu Skill Checks. You gain the Grave Keeper Trait.

Description: Learning to respect and tend towards the dead is instilled at a very young age within the Maho Village.

Menione

Benefits: You gain the Darkvision Capability. You gain the Evolutionary Researcher and Gem Lore Trait.

Description: Crystals and Shards are the lifeblood of Menione and the caves within. Both a delicacy, currency and commodity, learning to craft riches and beauty is instilled in all citizens.

Nelli Vale

Benefits: You gain a +3 Modifier to all Tech Edu Skill Checks. You gain the Equipment Augmentation Trait.

Description: Crafting Technology to those in the Vale is an artform in itself. It's not what you make its how you make it. Augmentation is a craft mastered in the vale and competitive in nature.among all occupants.

Nesev Outcast

Benefits: You gain the Technosmith Trait. Whenever you craft Weapons, Armor or Fashion Items, you may use your choice of Equipment or Mechanical Scrap.

Description: Innovators of the Future, Nesev was always ahead of the rest of the world with their creations. Those that pick up their legacy carry on with their own creations, and thus the name of Nesev lives on.

Oblivion Tribe

Benefits: You gain a +2 Modifier to Command Skill Checks. Pokemon you capture with the Pack Mon or Stubborn Capability gain the Trusting Capability (Stubborn is ignored).

Description: Living in a place focused on death leads to a Survival of the Fittest mentality. Those that come from this Tribe often command respect from a mutual understanding of this fact.

Posai Harbor

Benefits: You gain a +2 Modifier to Body Skill Checks against Pokemon with the Naturewalk (Ocean) Capability. You gain the Fisherman Trait.

Description: Fishing is the strongest tradition of Posai Harbor, being the foundation of their trading and culinary lifestyles. Those that don't adapt to the trade are quickly kicked out of the community.

Radiance Tribe

Benefits: You gain the First Aid Expertise Trait. Upon Character Creation, you gain a First Aid Kit and \$3,000 worth in Restorative Items.

Description: Learning life saving techqnues and basic first aid is essential to education within the Radiance Tribe. Nobody is allowed to leave the Tribe without essentially becoming a Traveling Doctor.

Rakesh

Benefits: Choose the Dawn District or Dusk District. If you chose Dawn District, choose one Body Skill to gain a +3 Modifier to. If you chose the Dusk District, choose one Mind Skill to gain a +3 Modifier to.

Description: Dedication to the sun and moon manifest in different cultures. One focuses on the body as a temple and a vehicle of servitude, while the other focuses on the training of the mind as one's ultimate tool.

Rhean Guild

Benefits: You gain a +3 Modifier to Combat Skill Checks. You gain the Combat Mentor Trait.

Description: Martial Training, Fitness and Valor are often most important to those in the Rhean Guild. Passing down one's knowledge to prepare the next generation is the highest honor.

Ryujin Tribe

Benefits: You are Immune to negative effects from areas affected by [Special Rules - Sky]. You gain a +2 to all Skill checks involving Electric and Dragon Pokemon.

Description: Those born to they Ryujin Tribe are always exposed to the rough nature of the Draconic Mountains. Violent Thunderstorms and rough dragons lconstantly being around them lead to a greater understanding of their lifestyles.

Saisho Tribes

Benefits: Upon Character Creation you may replace one Starter Pokemon you would with one determined from the "Flock" Event in any of the Spire Adventure Areas in the Ortheim Region. If you started with an Elemental Connection Edge the chosen Spire Area must correspond to the Element (Between Electric, Fire or Ice).

Description: The Triad groups within Saisho Island have a tendency at collecting flying Pokemon within the spires and granting them to new Trainers, symbolizing their connection towards the Sky.

Sakoan Tribe

Benefits: You are Immune to negative effects from areas affected by [Special Rules - Harsh Cold]. You gain a +2 to all Skill checks involving Ice and Dragon Pokemon.

Description: Living within a cold cavern in a mountain is a harsh environment to be raised in. People either adapt or perish. Getting used to said life often comes with a better understanding of those in the cold and a better body for adapting to these conditions.

Sendoran Village

Benefits: You gain the Ruins Explorer Trait. When you go on Adventure Encounters, the Party Leader gains a +3 Modifier towards the Trial Check if any. If you are the Party Leader you instead gain a +5 Modifier.

Description: Adventuring is in the blood of Sendorans, even if Treasure Hunting wasn't of interest, their vast information network meant you knew a lot about how to get places.

Serenan Guild

Benefits: You may take the Raised Pacifist Influence without it counting towards your total Influences taken. You gain the Bookworm Trait. You gain a +2 Modifier to General Edu Skill Checks.

Description: The Serenan Guild focuses primarily on educating themselves along with diplomacy. Public Libraries were nearly as vast as Zhelet, however focused on the material world rather than the Supernatural.

Shokkan Guild

Benefits: You may take the Criminal Organization Affiliation without it counting towards your total Affiliations taken. You gain a +2 Modifier to Guile Skill Checks.

Description: When nearly all of the Guild is self-centered scumbags, you learn to adapt to the culture fairly quickly in order to make an impact.

Taikan Citadel

Benefits: You are Immune to negative effects from areas affected by [Special Rules - Harsh Heat]. You gain the Relic Scrapper Trait.

Description: Humility is earned in the Gaia Cavern for those who live in the Taikan Citadel. Mandatory mining and resource collection down in the pits of a dormant volcano lead inhabitants to be highly used to harsh heats. Their specialty in engineering also benefits a majority of those educated there.

Tayto Clan

Benefits: You are always considered to be Channeled to your Starter Pokemon (See: Empath). If you start with multiple Pokemon you must choose one to be affected by this Heritage. If something occurs to your Starter Pokemon where a link no longer reasonable to have, you may choose another Pokemon to be affected by this Heritage (subject to moderator approval). The newly chosen Pokemon must be Cherish Bonded and have been with you for at least 2 Full Seasons.

Description: In the Tayto Clan, bonds are formed between a Trainer and their Partner from an early age. They deem the bond between Pokemon and Humans to be extremely deep, the connection being necessary for future endeavors.

Venmore

Benefits: You may take the Adventurer Guild Affiliation without it counting towards your total Affiliations taken. Upon Character Creation, you gain a Private Home that is allied to Venmore at the start. Your Home Region must be in the Fathis Region.

Description: Venmore as a city is built around the Guild formed by Damian Mailander. He believes it should serve as a beacon for adventurers and a home to the needy, regardless of what you can provide for the city.

Zhelet Sanctuary

Benefits: You gain a +3 Modifier to General and Occult Edu Skill Checks. Upon Character Creation, you gain \$15,000 which can only be used on buying Book Items.

Description: Hundreds of people migrate to the Zhelet Sanctuary every year to partake in the vast education that can be found here, along with its endless expanse of knowledge to be obtained in their libraries.

Influence List

Part of your Background is what Influenced you in the past and how it shaped your Character. As a Reminder, **you can take 2 Influences** and if desired, you gain up to **2 additional Influence Slots, but they can only be used for Influences with the Negative Keyword**. As a total, you can have up to 4 Influences! When decided, you can list their name however you must fill out the Effect in the cell next to it, as each are custom based on the Character you create! Also, unlike other Features or Edges, **you can take Influences multiple times**, provided they **don't conflict and have different effects** (Ex: You cannot have two Elemental Connections through both Trauma and Blessing because the Edge can only be taken once.)

Example: After realizing Cedric would be part time at both studying and exploring, I decided to use one Influence to gain the **Dual Citizenship Influence**, taking the Research Academy Affiliation as a result. For my second Influence I decided that he would have met his Gothita while he was young in the city and so I took the **Childhood Partner Influence**. Finally I decided I would only use one of my additional 2 Slots instead of both. For the additional Slot I took **Compulsive Hobby as a Negative Influence**, deciding that if he didn't read books at least once a week, his mind would get clouded and it would be harder to focus.

Simple Childhood

Effect: You gain no benefits from this Influence.

Dual Affiliate

Effect: Choose an additional Affiliation to gain. You must qualify for this Affiliation through your backstory alongside the first one you chose.

Dual Citizenship

Effect: Choose an additional Heritage to gain. You must qualify for this Heritage through your backstory alongside the first one you chose.

Absolute Conviction

Effect: Upon Character Creation, choose a Belief or Virtue that your Character possesses. Whenever a decision or scenario would occur that has an option of following your chosen Virtue, you must make the decision that lines up with that chosen Virtue. If left alone you must follow the Virtuous path, however if opposed or provided with conflicting decisions, it requires an opposed check of your Focus vs a Social Skill Check of their choice to convince you, or you may set a DC for them to meet to change your course of action. The Influence may be removed if the Virtue would be tested and your mind is changed. **Negative**.

Affluent Upbringing

Effect: At the start of each Game Week you gain \$2,000. In addition you start with \$8,000 more Money. Whenever this Character would spend Stamina, they need to spend +1 more to get the intended effect. Once you are Trainer Level 30 you may choose to ignore all effects of this Influence.

Ancestral Heirloom

Effect: Choose a Private Home, any Non-Mythical Event Item, a Weapon or an Item that costs \$10,000 or less. You gain this Item either from an existing Player or an NPC but cannot use it properly until you reach Level 10. If a Weapon is chosen this way you may have one Non-Treasure Rune already Enchanted on it unless it was given by an existing Character, in which it keeps all runes on it.

Apprentice Training

Effect: Choose one of the following based on the type of Training you received; Martial, Academic or Mercantile. Depending on the Training you received, also select one Class in its corresponding Category; Martial (Fighter), Academic (Supernatural), Mercantile (Profession). Within the chosen Class, all Skills listed in Prerequisites and Effects based on Skills or Skill Rank are changed based on the type of Training you received; Martial (Combat), Academic (Occult Edu), Mercantile (Gen Edu).

Example: You may qualify for Dancer with just Novice Combat and it is treated as a Dancer Skill. 3+ on Amplify uses Combat instead of Focus or Charm. Arcanist no longer requires Combat, just Occult Edu. Chronomancer Feature changes Initiative based on your Occult Edu Rank.

Artisan Training

Effect: Twice per week when you craft a Singular Item that costs (Or would have costed) at least \$1,000, you may spend 2 Stamina to make it a signed Masterpiece. Whenever you sell a signed Masterpiece you gain 3 Fame in the Region it was sold in. If you started with a Class Feature that requires a Crafting Kit to craft its Items, you gain that Item at no cost.

Behavioral Quirk

Effect: Either negative or positive, you have a certain quirk that is instinctual and nearly impossible to break. Designate a Quirk and its Stimuli. Whenever the Stimuli would occur, you must pass a DC 20 Focus Check or you perform your Quirk. These must be approved by a Moderator. Once you reach a point in your journey where you feel like you would learn how to control the quirk you may either lower the DC or remove this Influence. The Quirk may additionally have negative effects based on GM Discretion. **Negative.**

Example: Whenever an ally gains an Injury you become Enraged for the rest of the Scene. Whenever you see an attractive NPC you become infatuated and flirtatious. Whenever you miss a Attack you need to use a Swift Action and apologize to allies.

Childhood Partner

Effect: Upon Character Creation, choose one of your Starter Pokemon that has been with you for at least 5 Years. It gains the Trusting Capability and its Maximum Loyalty Points is raised to 200. In addition this Pokemon starts as a Variant Pokemon, whose effects are negotiated with a Moderator. When this Pokemon reaches 200 LP, you gain 20 Honor, all of which must be used for Honor Rewards with the target becoming the chosen Starter Pokemon. All Excess Honor not used is lost after applying rewards.

Child Prodigy

Effect: Upon Character Creation, the Skill you started with as Adept becomes your Prodigy Skill. Your Prodigy Skill starts at Expert Rank instead of Adept Rank. However you gain an additional Pathetic Skill. You gain the Skill Consistency Edge for your Prodigy Skill without taking a Slot or meeting Prerequisites.

Civil Reclusion

Effect: You gain a +2 Modifier to all Skill checks with Pokemon, but suffer a -3 to all Skill Checks involving humans.

Cursed Infidel

Effect: Choose a Legendary Pokemon that is currently available. You gain the Brand of the chosen Legend and start at -10 Influence with that Legend. This Influence may be removed once you have 0 or more Patron Points with that Legend. **Negative.**

Compulsive Hobby

Effect: Choose an Activity or Hobby (Positive or Negative) that you have a compulsion to do frequently. Once per Game Week you can start a Project related to your Hobby, each having a goal of 50 Stamina invested. You may invest any number of Stamina per Game Week until a Project is completed. However, if you end a Game Week where you didn't invest at least 3 Stamina into this Influence, you will suffer a -2 Modifier to all Rolls during the next Game Week. Whenever you complete a Project this way you gain money equal to \$200 multiplied by your Trainer Level or gain +5 Fame with Notoriety going to a Region of your choice. Upon gaining this Influence you may choose to ignore the Project Effect and their benefits but you must still spend the Stamina or suffer the penalty. If you do this, this Influence gains the **Negative** Keyword.

Example: Enjoy sculpting and selling them as a side job for your Project. Negative Compulsive Hobby is an insistent desire to sleep in at least 10 hours a day.

Debt Inheritor

Effect: At the end of each evenly numbered Game Week you must spend money equal to your Trainer Level x100 (Minimum \$1,000) or an equivalent cost approved on Character Approval. If you cannot pay this amount your next Encounter must be a Clash Encounter fluffed as a Debt Collector. This Influence may be removed once you defeat a Custom Clash Encounter against the one that caused this Influence to occur or you pay off the debt which is a predetermined amount. This Trainer always is Tier 3 and has a Guardian Boss Template. **Negative.**

Destined Quest

Effect: Upon Character Creation, designate a goal that your character is motivated or obsessed with completing. Each Goal has 5 Milestone Events or Conditions that must be completed before it is deemed to be complete. Each Milestone completed grants 10 TXP and when the Goal is completed you get a Custom Item mostly associated with the Goal. Milestone events, Goal completion and Item details must be Moderator approved and cannot be traded to other Players.

Example: Quest to create an antidote for a rare disease, milestones include hard encounters for unique materials, then the final is a large recipe of Items needed to craft the recipe. Blacksmith looking to explore in the Tundra gathers a bunch of ingredients over time to create Freeze Resisted Armor.

Devoted Protector

Effect: Through your backstory you have agreed to guard a Pokemon or Person for a set period of time or indefinitely. If you chose an NPC Pokemon or Person, during Combat they are treated as having HP equal to $40 + 5 \times$ your Trainer Level, and have no actions other than moving. If you chose an owned Pokemon or a Player Character they may ignore this limitation. If it is an NPC chosen, they grow at the same rate as you and your party but are otherwise treated as an NPC Clash Trainer that cannot contribute to encounters. During any Encounter you may have the one you're protecting accompany you without it affecting what is generated. At the end of each Game Week you calculate money gained equal to the following equation. This Influence is removed when the one you would protect either dies or the set period expires.

Equation: Your Income Value (Multiplied by number of Encounters they were protected in)(Multiplied by 3 if you are Trainer Level 20+) (Subtracted by -\$400 per Injury they sustained in this time)

Example: Protecting a noble for 2 Seasons. Protecting a growingnidoran given by a sick sister. Protecting an heir as they experience the world.

Elemental Blessing

Effect: Choose a Legendary Pokemon that is associated with your Heritage or something approved in your Backstory. You gain the Elemental Connection (X) Edge. X is one of the Types of the corresponding legendary or a type related to them with Moderator Discretion. If you were to ever have -10 or lower Patron Points with the corresponding Legendary or a Legend in its shared Domain, the Connection gained this way is disabled.

Elemental Trauma

Effect: This Influence can only be taken if you took the Elemental Connection (Any) Edge at Level 1. You gain a negative effect that occurs due to the method of which you gained the Connection in your backstory (Its severity can be negotiated with Moderators). This Influence may be removed once you gain 6 Features in a Class linked to that Element or an approved Event occurs. **Negative.**

Example: As a result of a Poison Connection gained through an attempted assassination, you start each combat Poisoned that cannot be cured by normal means.

Exotic Collector

Effect: During your past you gained a unique fascination with something specific, enough to want to collect whatever it is and unique variations of them. Choose a category of something to be your topic of collection. Whenever you add something to your collection you gain rewards based on its deemed rarity. If of minor rarity, you gain 3 TXP or 3 Notoriety to a Region of your choice. If of major rarity, you gain 10 TXP or 5 Notoriety to any region of your choice.

Example: Collector has a fascination with weapon treasures and gains rewards for augmentable weapon based treasures they find. A Trainer is obsessed with Fire types and gains rewards per unique fire pokemon captured and major rewards for fire aberrants. Trainer fascinated with Eevees gains rewards for each unique variant they find.

Famed Influence

Effect: Choose a Region You or your Family has Influence in. You start with 20 Notoriety in the chosen Region and may start at Rank 2. In addition you start with \$8,000 more Money and gain a Crest (Item).

Crest (Item): Upon gaining this Item, designate a Region you or your Family has influence over. Whenever you present this Crest towards People in this area or those who are aware of you or your Family, you gain a +4 to Social checks. This can possibly be a negative based on the notoriety and actions of your Family.

Fated Rivalry

Effect: Choose a Player or an NPC. If a Player is chosen they must either take this Influence as well or abide by its effects as if they took it (If already past Character Creation). If an NPC is chosen, designate a Player to create the NPC and maintain their team and build over time, adapting to their rival as well. Whoever is chosen becomes your rival and motivation for getting stronger. After each Trainer Level interval of 5, you cannot gain TXP until you battle against your rival. The terms of the battle must be agreed upon. Before the battle, an equal Wager of Money or Items must be made, to which your rival will match in value. The winner gets the opposing rival's wager. If the Rival is an NPC this wager can be up to \$10,000 in value and can consist of custom Items. If the Rival is an NPC, the Player running them gains +5 Additional Honor for running the interval Rival Clashes than they would normally get from a Clash Encounter.

Fleeting Time

Effect: You have started your Journey as a result of an ultimatum of sorts you must confront. Choose a Date between 1 Season to 4 Seasons in time and choose a Goal that must occur before this Date is reached. If you do not complete this Goal before the Date is reached, a life-changing Event will occur to you as a result of your delayed action or failure. Details must be discussed with a Moderator. **Negative.**

Hired Servant

Effect: Through your backstory you are employed by an organization or person of sorts. Up to 3 times per Game Week you can use the "!servant" Command to obtain a task generated from your employer which functions as a personal request. Each time you complete a Request gained this way you gain 3 TXP and Money equal to \$1,000 + \$50 times your Trainer Level. Whenever you complete three Requests in a single Game Week, increase your Income by \$50 to a Maximum of \$300.

Important Mission

Effect: Upon Character Creation, designate a Mission that needs to be completed. This Mission must have been tasked by a superior or authority figure related to your backstory. This Mission must be discussed with a Moderator and approved in scope. Every 4 Game Weeks that go by you must provide a progress report to your superior, if no progress was made you may possibly have a changed directive or be let off the mission. Once an agreeable point in your Characters development has been reached, you may perform a Fable Request to complete the mission. Upon completion, a World Event will occur somehow and you will be rewarded with +10 Fame and either +20 Notoriety or \$20,000, or any reward agreed upon by a Moderator. This Mission cannot have an ultimate result of griefing the server.

Example: A Prisoner has escaped due to negligence and you as a bounty hunter are tasked with finding them. They are a dangerous elementalist and upon confronting them they cause a cataclysmic storm and affect the environment in a world event. Upon capture you are rewarded with a lot of valor from Kenga and can retire in peace.

Naturally Unlucky

Effect: Whenever you roll a 1 on an Accuracy Roll, a negative effect occurs deemed appropriate by the GM. Whenever you roll a 1 on at least half (rounded up) of dice rolled in a Skill Check, it is automatically failed. **Negative.**

Example: A 1 on a Flamethrower Attack burns a tree and starts a forest fire. Meeting the DC of an opposed Trip Maneuver but rolled 3 1's on a 5d6 auto fails and you trip anyways. Rolling a 1 on a Heatwave accidentally hits an ally for smite damage.

Notorious Leader

Effect: You may use the Base and Martial / Mercantile Effect of the Mercenary Guild Town Perk as if it was the Effect of this Influence. Upon doing so, choose a Region to be considered your Home Region, your base of operations so to speak. Whenever you perform an NPC Action you must pay \$500 per Action.

Personal Connection

Effect: When you take this Influence, note any number of your other Characters that are related to the one taking this Influence. Once per Season, all noted Characters gain a Spatial Parcel (Item) and must use it to give this Character Items of their choice. Alternatively, you may also take this without noting another Character, then choose one NPC that would grant you Items throughout your journey. At the start of every Even Game Week, they grant you any Item that is in the NPC Regional Store that is worth \$5,000 or less. You may abstain from gaining an Item during that Even week and then the next Week you instead gain an Item(s) that is \$10,000 or less in value, etc.

Physical Abnormality

Effect: Choose something to affect your Character based on something Physically not normal with them. You may negotiate with a Moderator on the Effects and how it could possibly be negated or removed in the Future. **Negative.**

Example: Bad Vision leads to needing Glasses equipped in the Head or Accessory Slot or suffering Accuracy Penalty. Allergies in Forest Terrain lead to a -4 Modifier to Skill Checks unless \$500 of Medication is taken. Lost arm in Backstory leads to one Hand Slot until Prosthetics are installed. Starting with a Battle Scar.

Raised Pacifist

Effect: You gain +2 to Social Checks, however all Damage you do is resisted an additional Damage Step, you cannot inflict Injuries and you cannot kill anything or command your pokemon to kill anything. Each downside of this Influence may be bypassed with a DC 15 Focus Check. The Focus Check must be repeated for each Combatant, otherwise the downside would apply to them. This Skill Check DC can be modified by GM Approval for contextual circumstances such as a life being at risk.

Redemption Arc

Effect: Choose a Region in your backstory. You start with -30 Notoriety in that Region but you gain double Notoriety whenever its from that region. While you have negative Notoriety you cannot spend Fame in that Region.

Example: Failing to save a village from a guardian gave you a bad reputation as a failed hunter. Accidentally setting a forest on fire made the region very suspicious of your intentions until you redeemeed yourself through community work.

Repressed Trauma

Effect: Upon Character Creation, choose a Traumatic Event that has harshly affected your character. Whenever you would confront something related to this Trauma you roll a 2d6 and subtract it from any Skill Check related to the Trauma. This Influence's Effect can be adjusted based on the qualifying Trauma and how it would impact you. This Influence may be removed if the Trauma is dealt with over a course of a Full Season, somehow related to coming to terms with it within Moderator Approval. **Negative.**

Example: Parents being killed by an Arcanine leads to a fear of confronting Fire Type Pokemon. Fear of the ocean leads to a lack of focus and -2 Accuracy when in Ocean Terrain.

Runaway Trainer

Effect: You are running away from an entity that wants you in their captivity or dead. At the end of each Game Week and whenever you would be in a social situation that would risk you being found, roll a d20. On a 4 or less, someone associated with the entity will find and confront you, shaping or forcing your next encounter. This check may have any modifiers to your discretion such as if you recently moved regions or are acting stealthily. This Influence may be removed once the entity is dealt with and no longer wishes to pursue you. Consequences of being found must be negotiated with a Moderator. **Negative.**

Example: Running away from parents and they send security to bring you home; Clash Encounter each time. Runaway from an empire and Bounty hunted down dead or alive. Hunted by a Guardian you took an Egg from, limited to 1 Region however.

Sketchy Past

Effect: Your methods of gaining Income are often sketchy and unreliable, but lucrative. Once per Game Week you may choose any amount of Stamina to Invest in sketchy methods, then roll a d10. On a 8 or above, you multiply the Money you would have gained by your Notoriety Rank. Anything lower than that results in half Money gained. A result of 1 results in being given a fine that is your Income Value multiplied by triple your Notoriety Rank and no money given. If you have Infamy in your current Region this Roll has a -2 Modifier.

Example: A Trainer that scams, gambles, deals in illegal activities, etc.

Social Outcast

Effect: Upon Character Creation, choose one or multiple NPC Group(s). You are always considered Enemies with that Group (This applies to Towns you're a part of as well). Whenever you would interact with an NPC or Pokemon affiliated with that group, you gain a -6 to all Skill Checks made to Improve Disposition. You start with Infamy with the chosen Group. **Negative.**

Soulbound

Effect: Upon Character Creation, choose an owned or allied Pokemon or an allied consenting Trainer. You have a Soulbond with the chosen creature. While you are soulbound, you always know where the chosen creature is and can sense their emotions at all times. In addition you gain the Soul Seer Capability but can only apply it towards your chosen Partner. If the partner is another Player Character they cannot experience the same effects unless they also have this Influence.

Voyaging Nomad

Effect: Upon Character Creation, you gain either a Level 80 Pokemon with the Mountable Capability or a Private Home (Vehicle). If you choose a Pokemon this way you cannot command it in battle until your Max Pokemon Level reaches 80. Attempting to command them forces you to roll from the "Disobeying their Trainer" table in the loyalty section.

Traits, Edges and Features

Traits, Edges and Features are the second major part of your Character and the brunt of all Mechanics that your Character is able to do so let's briefly explain each. If you want a more vast explanation I highly recommend looking at **Chapter 3** under each of their respective sections. In their section is a list of applicable Traits, Edges and Features you can possibly take so read over **Chapter 3 and 4** at your own leisure. I will also list the example character and what they took.

Note: Remember that you can take Traits, Edges and Features interchangably and it doesn't have to be in order. You could get an Edge at Level 1 that raises a Skill to a rank where you can meet a prerequisite for a Feature that you also would take at Level 1.

Traits - You start with 2 Traits and gain an additional Trait every 5 Levels. Traits serve as more of the fluff and non mechanical aspects of a Character, such as what they can craft, narrative abilities, etc.

Example: Cedric is a fairly confident Trainer and already has Novice Command so I feel as though **Aura of Confidence** is a good Trait for him to have so he doesn't have to rely on Charm or Guile as much. **Bookworm** also seems like a good Trait for him to have being in Zhelet, however I don't meet the Prerequisite, however this isn't an issue at Level 1 as I can take an Edge to raise my Gen Edu.

Edges - You start with 4 Edges and gain an additional Edge every even Level. Edges often serve as minor mechanical benefits or are skill oriented, a majority of Edges go to improving your Skills.

Example: Firstly I'll take the **Basic Skills (Gen Edu) Edge** so I can legally take Bookworm back in the Traits section. While I'm looking at skills I think his Intuition is also pretty good so I'll raise that one, and considering I'm looking at some Class Features as well, I'll improve Combat as well. This means I take **Basic Skills** two more times for both (**Intuition and Combat**). For my 4th Edge I think I'll take the **Light Armor Proficiency Edge**, considering I'll likely be wearing either Arcane or Fashion Armor that usually doesn't grant Damage Reduction.

Features - You start with 5 Features and 1 Basic Training Feature (The Training Feature is gained regardless of Prerequisites), then gain an additional Feature every odd Level. Class Features are the primary usage for your Features but there are other options. These serve as the most frequent usage of actions in a battle.

Example: After taking a look through the vast Classes, I have a few in mind I wasn't for Cedric. Before then however I take a look at the Training Features and take the **Brutal Training Feature**. I don't qualify because I don't have Novice Intimidate but in this case I can take it without needing to qualify. If I were to take it in the future outside Level 1 that wouldn't be the case (This only applies to Basic Training Features).

With that out of the way I take a look at **Arcanist** which seems like a perfect fit for a Wizard Class and luckily I took Combat earlier so I could qualify! I take that as my first Feature, noting it in the Features/Edges Tab, selecting Special Attack as one of the Class Tags that are listed, then add the Soul Fragment Mechanic to my Extras Tab. The Effects of Arcanist I can worry about later but now I can take other Features now that I unlocked one of my 4 Classes. Considering I may be a Weapon User, I feel that **Soul Refinement** may be a good Feature to take as it lets me adjust my Weapon Attacks so as my 2nd Feature I take that. In addition I add all the listed Rank 1 Soul Manipulations to my Extras Tab. Looking further at the Class, the **Soul Suppression** Feature looks pretty cool and fits his prior studies which I have determined to be related to the Soul Domain, so I take that as my 3rd Feature. As a result of its effects I add the Soul Seer Capability to the Combat Tab so I remember I have it.

Looking at some of the other Supernatural Classes I feel as though Cedric would have Defensive Utility alongside some offensive weapons through his Staff. Looking at my options I feel as though **Sage** is a good candidate for a Defensive Occult Class so I take that as my 4th Feature, thus taking the 2nd Class Feature out of my Max of 4. When adding this to the Feature/Edges Tab I list its Class Tag as Special Defense since it's different than Arcanist. Lastly for my 5th Feature I decide I want some non-Weapon Attacks so I take the **Sacred Studies** Feature. For the chosen Attacks I pick both Reflect and Light Screen so I can be versatile, then under the notes section in the Feature/Edges Tab I list the Attacks I Picked.

And with this, I'm one step closer to finishing!

Your Combat Stats

Combat Stats are simple to change, just take a look at the Combat Tab at the top left, then distribute the "Level-Up Pts Remaining" into the Level-Up Cells. Remember though that you cannot put more than 5 in a single Stat to start with. If you already filled in all of your Features, you should see in the column next to it labeled Feat Tags, there should already be numbers!

Your Starter Pokemon

Now that your trainer is finished, you're going to need a companion! Luckily creating a Pokémon is much faster and easier than creating a Trainer. At this Point make sure the **Phemenon Pokédex PDF** is open as you'll need to look at those details when making your Starter. Then navigate the tabs until you find the "Starter Pokémon" Tab. Also make sure to reference **Chapter 5** as it contains all information detailed relevant to Pokémons. All of your Starter Pokémons must follow the rules below

- The Pokemon must be at most 5 Levels under your Max Pokemon Level (Usually Level 5)
- The Pokemon cannot be an Ultra Beast, Automaton Golem or Legendary Pokemon

Once you have decided what your starter is and it fits the criteria above, you can start your Pokémon Starter Sheet. Find the Species Cell and enter your Pokémon's name. It will auto-fill information relevant to that Pokémon such as its Stats, Capabilities, etc. Note that some Pokémons like Alolan Vulpix have special names to input in the Species cell. Specific forms will always be after the Pokémon name, such as Vulpix vs Vulpix Alolan.

Since it's your starter Pokémon you can choose its Gender, Nature and Abilities gained, otherwise this is normally randomly determined. After this you may distribute its starting Stats, similar to your Trainer's Stats, however your Pokémon must follow Base Stat Relations which is listed in Chapter 5. Once its stats are figured out along with its Gender, Nature and Abilities, refer to its Pokedex Entry and add all of the Attacks that are under its current Level along with its Starting Attacks to its Attack List. Remember the normal Limit is 6 Attacks on a Pokémon, compared to unlimited on a Trainer. And with that, you're done!

Example: Cedric's Starter Pokémon is a Gothita so I generate that Pokémon. I will choose its nature to be Cuddly, which increases its HP For more Bulk. For its stats I put 5 Points in HP, SP Def and SP Atk. For its Basic Ability I chose Competitive since she's easily jealous. Finally for her Attacks I add the following to her list, Pound, Confusion, Tickle, Fake Tears, and Dark Waves. Luckily the Sheet generated all of its Capabilities and other Info so I don't need to do it myself!

Submitting your Sheet

All set! How exciting! The only thing left to do is letting us Admins see your sheet so we can check everything is ok and give you the thumbs-up to start questing. This step will only take a few seconds, go back to your Character Sheet and, on the top right corner click on "Share". Under the drop down menu that says **Viewer**, change it so that anyone with the Link can Edit as an **Editor**.



Once that's changed, hit **Copy Link**, then click this link to view the [Moderator Contact Form](#). Submit your name and Select "Submit a Character". Post your Sheet Link in the box then Submit! Mods may take a while to reply because of real life stuff and such, but if we don't contact back with you after 3 Days let us know.

A screenshot of a Google Sheets sharing dialog. It shows three options: 'Get link' (with a blue icon), 'Copy link' (with a green icon), and 'Share' (with a blue icon). Below these, a dropdown menu is open, showing 'Viewer' (selected) and 'Editor'. The 'Editor' option is highlighted with a blue border. At the bottom, there are two sections: 'Anyone with the link:' with a dropdown arrow and 'Anyone on the internet with this link can edit.' with a dropdown arrow.

Trainer Experience Points

You can gain Trainer EXP a numerous amount of ways through various activities provided by the Server. Each time you'll gain Experience based on the type of encounter so refer to the Table below:

The Maximum Trainer Level is 40.

Type of Event	Experience Gained
Role-Playing Session	1-4 TXP* *Depends on Session Duration
Adventure Trial	1 TXP* *Only on a Failed Trial, doesn't stack with Adventure TXP
Harvest Encounter	2 TXP* *If a Battle occurred
Exploration Encounter	3 TXP* *4 TXP if Swarm Boss is faced *5 if Raid Boss is faced
Clash/PVP Encounter	3 TXP
Rescue Encounter	3 TXP
Adventure Encounter	4 TXP* *5 TXP if Boss Template is faced
Gauntlet Encounter	5 TXP
Raid Encounter	5 TXP
Request Encounter	5 TXP
Event Encounter	5 TXP* *Only if the Event is unique
Gym Battle	10 TXP
Fable Request	10 TXP* *Only if the Request is focused around you. Otherwise 5 TXP

Whenever you would gain TXP, you may instead gain **Experience Tokens (EXP Token)**, 1 for each TXP you would have gained, which may be used for Retrains, sold for \$100 or used for delayed experience gains!

Trainer Advancement

After Character Creation, whenever you gain 10 TXP, you Level Up, then your Character may advance in certain ways depending on the Level. **Read the Job Progression section as well to determine bonuses you get when leveling.** The following will occur.

1. Every Level you gain a **Stat Point**.
2. Every **Odd** Level you gain a **Feature**
3. Every **Even** Level you gain an **Edge**.
4. Every **5 Levels** you gain a **Trait**.

The following Trainer Advancements are detailed on your Character Sheet under that section. In addition to the usual bonuses, Trainers qualify for certain Skill Ranks and other bonuses at Level Milestones:

Level 2 - Gain Both Bonuses Below

1. You now qualify to Rank Up Skills to Adept.
2. You gain one Skill Edge for which you qualify. It cannot be used to Rank Up a Skill to Adept Rank.

Level 5 - Choose one

1. On every even-numbered Level Up from Level 6 through Level 10, you gain +1 Stat Point that must be spent on Attack or Special Attack. You also gain +2 Stat Points, representing Levels 2 and 4, retroactively.
2. Gain one General Feature for which you qualify.

Level 6 - Gain all Bonuses Below

1. You now qualify to Rank Up Skills to Expert.
2. You gain one Skill Edge for which you qualify. It cannot be used to Rank Up a Skill to Expert Rank.

Level 10 - Choose One

1. On every even-numbered Level Up from Level 12 through Level 20, you gain +1 Stat Point that must be spent on Attack or Special Attack.
2. Gain two Edges for which you qualify.

Level 12 - Gain all Bonuses Below

1. You now qualify to Rank Up Skills to Master.
2. You gain one Skill Edge for which you qualify. It cannot be used to Rank Up a Skill to Master Rank.

Level 20 - Choose One

1. On every even-numbered Level Up from Level 22 through Level 30, you gain +1 Stat Point that must be spent on Attack or Special Attack.
2. Gain two Edges for which you qualify.

Level 30 - Choose One

1. On every even-numbered Level Up from Level 32 through Level 40, you gain +1 Stat Point that must be spent on Attack or Special Attack.
2. Gain two Edges for which you qualify.
3. Gain one General Feature for which you qualify.

Level 40 - Choose One

1. Gain two Edges for which you qualify.
2. Gain one General Feature for which you qualify.

Retraining

Sometimes, Trainers may wish to go back on certain choices. By spending some Trainer Experience to Retrain, they can spend time either forgetting current skills to learn new ones, or regressing in levels entirely to follow a new path.

Here are the following options and costs that are applicable whenever you wish to Retrain. Consult with a Moderator to see what your total cost is for retraining your desired build. As a note, we have **EXP Tokens** as a cost so that retraining does not regress you a level awkwardly. To gain these, just convert any TXP you gain into Tokens so they may be used.

Level Regression

At the cost of **50 EXP Tokens** you may regress 20 Levels and subsequently lose **200 TXP**. I'm not sure why anyone would want to do this but if you want to pursue a few new Trainer Classes and keep your current Character, that might be helpful.

Major Skill Adjustment

At the cost of **5 EXP Tokens** you may retrain an Edge or Feature that has had major usage by the Trainer.

Minor Skill Adjustment

At the cost of **2 EXP Tokens** you may retrain an Edge or Feature that has had minor to no usage by the Trainer.

Trainer Strength Correction

At the cost of **3 EXP Tokens** you may adjust the Stat Points of your Trainer in any order that you choose. This must be discussed with a Moderator if the change is vast, like a hyper tank to a super speedy build. If the change is minor a Moderator may allow a reduced cost.

Pokémon Strength Correction

At the cost of **2 Stamina** you may adjust the Stat Points of any Pokémon in any order you choose so long as it's legal with Base Stat Ratio. Pokémon that Evolve and change their BSR may do this for no cost.

There are however several exceptions to retraining

1. You cannot retrain an Edge or Feature that is a prerequisite for another Edge or Feature you have.

Example 1: You can't retrain Adept Skills Combat and keep Expert Skills Combat.

Example 2: You can't retrain Storm Wizard Ranked 1 and keep Storm Wizard Ranked 3. However you can retrain all 3 ranks so long as no other Feature or Edge has those as prerequisites.

2. You cannot retrain any Edges or Features that give permanent effects if you've already used them. If a Feature allows you to train an Ability onto a Pokémon, you've already gained a lot of usage out of that ability. This can be bypassed by Mod approval although anything that was gained by the Edge or Feature must be refunded. This is very rarely accepted and cannot be abused for temporary power.

Example 1: Any Aberrations you gained from Type Sync will revert back if retrained.

3. You must consult a Moderator before Retraining for approval to ensure it fits your Character.

Example 1: You can't be bored one day and decide to retrain everything and make your Trainer turn from a Fire Bringer to an Ace Trainer and Maelstrom. The retraining has to make sense from a Character perspective.

Example 2: You can however retrain from Taskmaster to Mentor if you go on several RP's and become convinced that hurting Pokémon is wrong and your Character has a revelation.





TRAITS, EDGES, GEN FEATS

Skill Descriptions

Skills represent a character's conscious interests and training. They're used when taking most basic actions in Pokémon Tabletop United as well as acting as the main prerequisites for Features in the system.

Skills are organized into two Categories: **Body and Mind**. While there isn't much of a mechanical impact here outside of the Categoric Inclination Edge, it's an easy way to think about the Skills as groups when making your character.

» **Body Skills** - Acrobatics, Athletics, Charm, Combat Command, Intimidate, Stealth, Survival

» **Mind Skills** - General Education, Medicine Education, Occult Education, Pokémon Education, Technology Education, Focus, Guile, Intuition, Perception

Conversely for Pokémon, Skills are separated into three different Categories: **Species, Education, or Social**.

» **Species Skills** - Acrobatics, Athletics, Combat, Focus, Perception, Stealth

» **Education Skills** - General Education, Medicine Education, Occult Education, Pokémon Education, Technology Education, Survival

» **Social Skills** - Charm, Command, Guile, Intimidate, Intuition

Pokémon are considered to have increased species skills. For example, a Poochyena could have higher perception than slowpoke since as a species they're highly perceptive hunters. Education skills are fairly useless on Pokémon and Social Skills are dependant on personality and not listed in the Pokédex.

There are 6 Ranks of Skills. Each Rank causes you to roll a different number of dice when using Skills. When you "Rank Up" a Skill, it simply increases from one rank to the next. Skills begin at Untrained unless modified by a Background. There is also an 8th rank called Virtuoso which doesn't change your dice roll but instead affects most Features and Edges that reference a Skill Rank.

Rank #	Rank Name	Dice Roll
1	Pathetic	1d6
2	Untrained	2d6
3	Novice	3d6
4	Adept	4d6
5	Expert	5d6
6	Master	6d6
8	Virtuoso	6d6

There are Level prerequisites for progressing Skill Ranks beyond Novice. Adept Rank requires Level 2. Expert Rank requires Level 6, and Master Rank requires Level 12.

Both the **Rank number** and the **Dice Roll** are important when it comes to Skills. The Skill Rank is often referred to by Edges and Features which use its numerical value. For example, a Sage can grant DR based on their Occult Rank doubled.

The **Dice Roll** is used in making Skill Checks. Simply roll the appropriate Dice Roll value for your Skill Rank and add any modifiers associated with that Skill coming from Equipment, Edges, and other effects. The result of the Dice Roll must meet or exceed the **DC (Difficulty Check)** in order to succeed the challenge.

Skill List

Acrobatics

Acrobatics represents how well you can jump, keep balance and in general perform swift actions. Trainers with high Acrobatics would likely be able to either jump long distances or balance on narrow beams.

Athletics

Athletics represents physical training and endurance. Trainers with high Athletics would likely be able to wrestle with a Pokémon or lift a large boulder.

Combat

Combat represents physical fighting and battle techniques. Trainers with high Combat will likely be good fighters and brawlers.

Focus

Focus represents your ability to concentrate on difficult tasks or perform other Skill Checks in a high tension environment while under stress.

Intuition

Intuition represents your gut feeling or gaining insight on a situation through instinct alone. Trainers with high Intuition would be able to discern if someone is lying.

Perception

Perception represents your awareness and attentiveness to detail and the surrounding around your Trainer. Trainers with high Perception would be able to spot Treasure in a hidden location.

Stealth

Stealth represents your ability to sneak, hide and Attack undetected. This also helps with sleight of hand and precise maneuvers. Trainers with high Stealth can likely sneak attack on their prey.

Survival

Survival represents your natural instincts and ability to survive in the Wild. Trainers with high Survival would likely be able to discern if a Mushroom is poisonous.

Charm

Charm represents your ability to persuade others and display yourself as likeable to others. Trainers with high Charm would likely be able to calm Pokémons.

Command

Command represents your ability to lead and inspire others. Trainers with high Command would likely be able to motivate others.

Guile

Guile represents your ability to lie, deceive and manipulate others. Trainers with high Guile would be able to convince someone they're not lying.

Intimidate

Intimidate represents your physical imposing nature and ability to scare others into listening to you. Trainers with high Intimidate can likely order weaker Pokémons to stand down and stop attacking.

General Education

General Education represents your all-around knowledge of basic studies and facts. Trainers with high Gen Edu likely know basic facts or general facts such as basic Regional information.

Medicine Education

Medicine Education represents your knowledge of healing and mending, along with knowing how to apply restorative items. Trainers with high Med Edu can likely know how to treat injuries and wounds.

Occult Education

Occult Education represents your knowledge of supernatural or mythical lore. Trainers with high Occult Edu would likely excel in the Arcane or Supernatural studies.

Pokémon Education

Pokémon Education represents your knowledge of Pokémons, both with knowledge of each species along with minor facts like their behavior and preferences. Trainers with high Poke Edu can likely know that Mightyena travel in packs.

Technology Education

Technology Education represents your knowledge of engineering and machine creation. Trainers with high Tech Edu can likely decipher and reverse engineer foreign Technology.

Traits

The following is the list of Traits. **You gain 2 Traits during character creation, another Trait every 5 Levels, resulting in a total of 10 Traits.** You may gain more Traits through the Jack of all Trades (Edge) or Vocation Versatility (General Feature) or through classes like Hobbyist!

Unlike Features and Edges, Traits do not have a large mechanical impact on the effectiveness of your build, especially in combat. Instead Traits focus on the attributes of your Character and what it can do outside of the context of Combat. Traits are broken down into 3 Categories for sake of identity:

Attribute Traits - Attribute Traits provide fluff to your Character that aren't resource, combat or economy based. They provide mechanics onto specific facets of your character, such as allowing you to fish. Their main purpose is to provide Character Flexibility, especially with skills. Examples of this include Arcane Sight which allows you to see Arcane Residue and Mystic Senses which allows you to use Intuition to improve disposition with Pokemon.

Income Traits - Income Traits are primarily a source to gain resources from for your Trainer. Whether its gaining items, increased income, scrap, fame or more, these Traits allow you to gain items easier. Some Income Traits are like Bounty Hunter which grant you fame and more income when you submit Pokemon Bounties, and others are like Fruit Connoisseur, which allow you to turn berries into food scrap!

Service Traits - Service Traits are similar to Income Traits, however they allow your Trainer to perform a service that is usually marketable! Through Service Traits, your Trainer can perform unique tasks, usually revolved around crafting and carve a niche in the world that your Trainer can specialize in. Examples of this include creating Arcane Weapons through Arcanosmith, Breeding Pokemon through Breeder or enchanting runes through Rune Weaver.

Attribute Traits

Acute Vision

Prerequisites: Expert Perception

Static

Effect: You gain the Darkvision Capability.

Adaptive Engineer

Prerequisites: Adept Tech Edu

Static

Effect: When Crafting Items, you may use Mechanical Scrap regardless of its associated Scrap.

Arcane Sight

Prerequisites: Master Occult Education, Adept Perception or Intuition

Static

Effect: You gain the True Sight Capability. You are also able to see Arcane Residue. Arcane Residue is a light transparent dust left whenever a supernatural effect occurs. Any instance of Arcane Residue leaves behind a distinct signature, and can be identified if you find the source. Supernatural Events include any Pokemon Attack and any usage of a Feature from a Supernatural or Elementalist Category Class.

Art of Stealth

Prerequisites: Adept Stealth

Static

Effect: You gain the Stealth Capability.

Aura of Confidence

Prerequisites: Novice Command

Static

Effect: You may replace Charm or Guile Skill Checks with Command when trying to be convincing.

Beast Master

Prerequisites: Novice Intimidate

Static

Effect: You may use Intimidate instead of Command to make Pokémon Disliked or Hated Pokemon obey your commands. You may also use Intimidate instead of Command to determine the limits and Bonus Experience from Training. You may use Intimidate instead of Command for Skill Checks involved with issuing Orders against creatures that are scared of you.

Bookworm

Prerequisites: Novice General Education

Static

Effect: Whenever you read a Book, you may instead use your General Education to make Study Checks.

Creative Training

Prerequisites: Novice Acrobatics, Charm or Guile

Static

Effect: When Training Pokémons you may replace all instances of Command with your Acrobatics, Charm, or Guile Rank (Including LP gain) depending on your qualifying Prerequisite Skill. When you train another Trainer's Pokemon, the cap for Loyalty becomes 0 instead of -10.

Daring Explorer

Prerequisites: Novice Survival

Static

Effect: When you go on an Adventure Encounter, you and your allies gain a +3 Modifier to the Adventure Trial Check. You and allies gain a +2 Modifier to Acrobatics, Athletics and Survival Skill Checks while in Adventure Encounters (Excluding the Trial Check).

Detective

Prerequisites: Expert Intuition

Static

Effect: You gain the Tracker Capability.

Expert Botanist

Prerequisites: Expert General Edu or Survival

Static

Effect: You gain the Gardener Capability. All of your Farm Slots gain a +1 to Yield Rolls. When you gain this Trait, your Income is increased by \$50.

Fisherman

Prerequisites: Novice Athletics, Focus or Intuition

At-Will - Extended Action

Effect: You may activate this Trait for 2 Stamina to fish in any Area of your current Region that has Ocean or Wetland Terrain and has at least 5+ Water Type Pokémons on the Encounter Table. When you fish, roll 1d20 or 1d50 based on the Encounter Table. If it was a Water Pokemon you immediately capture it by expending a Pokéball Item. The captured Pokemon is Level 5 and has 0 Loyalty. If it wasn't Water Type, nothing was found. If it landed on a Minor Treasure you instead gain that. If it landed on a Major Treasure other than Alpha Aberrant, reroll. If it landed on Alpha Aberrant, the rolled Pokemon must be Water Type to gain it. Requires access to a Fishing Rod.

Frequent Traveler

Prerequisites: None

Static

Effect: Whenever you spend 3 Stamina on Income, you gain 1 Travel Point (Max 3). You may use a Travel Point in place of 1 Stamina when traveling between Regions or 2 Travel Points in place of a Teleportation Fee.

Friendly Aura

Prerequisites: Expert Charm or Survival

Weekly x2 - Extended Action

Effect: At the start of an Encounter you may use this Trait to add one Pokemon to the Encounter. This counts towards the usage of a Bait Item. This may only be used once per Encounter. The added Pokemon will have either the Neutral or Friendly Disposition to the GM's Discretion. If the Encounter Area is at least 80% Hostile, Very Hostile or Fearful, this Trait cannot be used.

Full Time Adventurer

Prerequisites: None

Weekly - Extended Action

Effect: When using this Trait you may multiply Encounter Rewards without spending Stamina.

Bonus: If you don't fail an Adventure Trial, you don't need to pay 1 Stamina.

Grave Keeper

Prerequisites: Novice Occult Edu

Weekly x2 - Extended Action

Effect: At the cost of 2 Stamina or whenever you invest 5 Stamina in gaining Income you may use this Trait. When Grave Keeper is used, a Random Ghost Type Pokemon will be summoned which you may capture. The summoned Pokemon will be Level 5, start at 5 Loyalty and let you capture it with a Basic Ball. The Summoned Pokemon will also gain a random Tier 1 Tutor Attack.

Hidden Scout

Prerequisites: Expert Stealth

Weekly x2 - Extended Action

Effect: Once per Encounter you may use Hidden Scout to be informed of the Event that was rolled, then you may choose to reroll the Event or keep it.

Impenetrable Mind

Prerequisites: Master Focus or Occult Edu

Static

Effect: You gain the Mindlock Capability

Interrogating Tactics

Prerequisites: Novice Intuition

Static

Effect: You may replace Intimidate Skill Checks with Intuition, provided you've interacted with the Target for at least 10 Minutes.

Licensed Captain

Prerequisites: Expert Perception or Survival

Static

Effect: Whenever you travel to different Regions via a Mountable Pokemon, Trainers that Travel with you do not need to pay Stamina Costs. Whenever you go on an Adventure with a Trial that requires a Mountable Pokemon, you nor your Party need to pay Stamina. When you gain this Trait, your Income is increased by \$50.

Masked Aura

Prerequisites: Expert Focus, Guile or Occult Edu

Static

Effect: In order for a Combatant to use the Aura Reader or Aura Pulse Capability against you, they must make an opposed Focus Check against your choice of Focus, Guile or Occult Edu.

Merchant Connections

Prerequisites: None

Static

Effect: You may buy from any Regional Store regardless of your current Region. If you have a Player Store, any Player may buy from your Store regardless of their current Region.

Mystic Senses

Prerequisites: Novice Intuition

Static

Effect: You may use Intuition instead of Charm to improve the disposition of others.

Natural Paleontologist

Prerequisites: Paleontologist, Master Pokemon Education or Survival

Static

Effect: Whenever you gain an Ancient Fossil, its Aberrant Typing may also be changed based on the Terrain or Special Area Effect it was found in. If multiple would apply you may choose which Type it becomes.

Cave = Dragon. Mountain = Flying. Harsh Heat = Fire. Tundra or Harsh Cold = Ice. Ocean or Underwater = Water. Low Lighting = Dark. Forest = Grass. Grassland = Normal. Desert = Ground. Urban = Electric. Wetlands = Poison. Space = Psychic.

Natural Trust

Prerequisites: None

Static

Effect: When Socially Capturing Pokemon you do not need to expend a Pokeball to consider it captured. (Your Party Maximum is still 3)

PokéPsychologist

Prerequisites: Novice Pokemon Education

Static

Effect: You may use your Pokemon Education Skill instead of Command, Charm, Guile, Intimidate, or Intuition when making general Skill checks to interact with Pokemon or to raise or lower disposition.

Pokemon Biologist

Prerequisites: Novice Pokemon Education

Static

Effect: You may replace Medicine Education Skill Checks with Pokemon Education if it involves ascertaining medical information about a Pokemon.

Pokemon Hunter

Prerequisites: Novice Pokemon Edu or Perception Scene - Extended Action

Effect: You may use the Treasure Hunter Honor Reward without spending Honor. This counts towards the Maximum uses of Treasure Hunter per Scene. When declaring Treasure Hunter this way, you must declare a non-Treasure Slot Pokemon through this usage. When your Qualifying Prerequisite Skill reaches Master Rank, you may declare 2 Pokemon whenever your Exploration Intent is Hunting or instead declare a Treasure Slot Pokemon. If either are rolled the GM must tell you and you can decide whether to make it final or keep rolling.

Pokemon Husbandry

Prerequisites: Adept Pokemon Education

Static

Effect: When Training Pokemon you may replace all instances of Command with Pokemon Education. Whenever you Train Pokemon they instead gain Loyalty equal to your Pokemon Education Rank.

Pokemon Specialist

Prerequisites: Expert Charm, Intuition or Pokemon Edu

Static

Effect: Pokemon you socially capture start with an additional +5 Loyalty. Whenever you interact with Pokemon that have negative Loyalty Points, they gain double the LP. (This Excludes their level being raised)

Ruins Explorer

Prerequisites: Novice Perception, Stealth or Survival Scene - Extended Action

Effect: You may use the Treasure Hunter Honor Reward without spending Honor. This counts towards the Maximum uses of Treasure Hunter per Scene. When declaring Treasure Hunter this way, you must declare a non-Alpha Aberrant Treasure through this usage. When your Qualifying Prerequisite Skill reaches Master Rank, whenever you use the Treasure Hunter Honor Reward, the GM instead rolls 5d50.

Seasoned Archeologist

Prerequisites: Novice Pokemon Education or Survival At-Will - Extended Action

Effect: When using a Dowsing Rod, you may Substitute the listed Skill with any Prerequisite Skill of Archeologist. You may also use a Mining Kit regardless of the Terrain.

Shard Attunement

Prerequisites: Expert Occult Edu, Tech Edu or Survival Static

Effect: Whenever you use a Dowsing Rod, you may replace Occult Education with the Skill used to qualify for this Trait. Whenever you Dowse, you may also reroll results of 5 along with 6.

Toned Physique

Prerequisites: Novice Athletics
Static

Effect: You may replace Charm, Command or Intimidate Skill Checks with Athletics if an involved Combatant is a Fighting Type, has Proficient (or Expert+) or above Athletics or Combat or would otherwise respect strength.

Trained Artisan

Prerequisites: A Profession [Class] Feature; or you have at least 3 Service Traits
Static

Effect: You gain +3 Stamina. This Stamina can only be used by the Character with this Trait and can only be used for Crafting Items or using Effects granted by other Traits.

Traveler

Prerequisites: Novice Survival
Static

Effect: You may use Survival instead of Athletics and Acrobatics to determine your Power Capability, High Jump, and Long Jump values. Determine your Overland Movement by substituting your Survival Rank for the lower of your Athletics or Acrobatics Rank. If a Special Area Rule would require a Skill Check, you may replace it with Survival.

Victor's Resolve

Prerequisites: Novice Combat
Static

Effect: Whenever you defeat a Combatant in a Spar or Battle and ended up with at least 50% of your Max Hit Points, you may replace any Command or Intimidate Checks against that Combatant with your Combat Skill. These Skill Checks also gain a +2 Modifier.

Wild Companion

Prerequisites: Novice Survival
Static

Effect: You may replace Charm, Guile, Command, and Intimidate Checks with Survival when interacting with Wild Pokémon.

Wild Instincts

Prerequisites: Novice Survival
Static

Effect: When interacting with Wild Pokemon or trying to Perceive something in non-Urban Terrain, you may replace Intuition and Perception checks with the Survival Skill.

Income Traits

Academic Innovator

Prerequisites: None

Static

Effect: As an Extended Action, choose an Education Skill (Including Survival). This Skill will be the basis of your current Project. Each time you invest 5 Stamina to gain income, make a Skill Check in your chosen Skill, then keep track of the result. When the cumulative result reaches 100, you complete the project, gain \$2,000, gain 2 Fame and increase your income by \$50 to a maximum of \$200 increased this way. Gained Notoriety is based on the Region that is most relevant to your Project. (Ex: Helping Hort = Fathis Notoriety) You may only have one Project at a

Adjunct Professor

Prerequisites: None

Static

Effect: At the end of each Game Week if you invested 5 or more Stamina into Income, you gain \$200 for each Skill you have at Expert Rank or Above. If you have 2 or more Edu Skills at Master or Higher Rank, you gain 1 Fame as well. Gained Notoriety is based on one of the Regions you were in during the Game Week.

Anthropologist

Prerequisites: None

Static

Effect: Whenever you go on a Non-Harvest Encounter in an area you haven't archived yet and that you did not leave preemptively or need a rescue for, you gain \$2,000, +1 Fame and the area becomes archived. For each 10 Areas you archive, your Income is increased by \$50. Gained Notoriety is based on the Region the archived Area was in. The Maximum number of Income you can gain via this Trait is \$200.

Assistant Workers

Prerequisites: None

At-Will - Extended Action

Effect: You may spend \$10,000 to hire an NPC, thus gaining +1 Worker Stamina (Max 5). Worker Stamina can be used to Craft Items, use Items, use Town Effects, or Breed Pokemon. Only the Character that has this Trait may use this Effect.

Bounty Hunter

Prerequisites: None

Static

Effect: Whenever you sell a Pokemon that is listed on the Bounty Board that you captured, you gain +2 Fame and increase your Income by \$10. Gained Notoriety is based on the Region you're in when selling the Pokemon. The Maximum number of Income you can gain via this Trait is \$200.

Capture Specialist

Prerequisites: None

Static

Effect: Whenever you sell Pokemon to the General Store you instead gain \$1,000. Each time you sell 5 Pokemon you've captured (Including as a Bounty), your Income is increased by \$20. The Maximum number of Income you can gain via this Trait is \$200

Chemical Disassembler

Prerequisites: Novice Med Edu or Tech Edu

At-Will - Extended Action

Target: A Craftable Item

Effect: The Target is destroyed and you gain Chemical Scrap equal to half its Crafting Value

Bonus: You may craft a Shard of any Color using 100 Chemical Scrap.

Devoted Craftsman

Prerequisites: A Profession [Class] Feature

Static

Effect: Whenever you use Stamina to Craft Items, you gain TXP equal to half the Stamina spent (Rounded Down). If another Player assisted you via Roleplay, they may instead gain the TXP. Each time you spend 8 Stamina or more on Crafting Items and/or Income, you gain +2 Fame. Gained Notoriety is based on the Region you were in when you spent most Stamina on crafting.

Encryption Decoder

Prerequisites: Adept General Edu

Weekly - Extended Action

Effect: You gain a Book (Not an actual Item, does not count for Librarian) from any Region that has a Complex Encryption and a random Topic Skill. You may choose the Book's Type between Codex, Tome or Encyclopedia. Once you complete the Encryption you gain \$2,000. At any point you may turn in the book after the Encryption is complete and gain +1 Fame. If the book becomes Studied by you, you also gain Fame based on the type of book. Codex = +2 Fame, Tome is +3, Encyclopedia is +5. Notoriety gained this way is based on the Region the book was from.

Financial Investor

Prerequisites: Adept Intuition

Weekly - Extended Action

Effect: When Financial Investor is used, declare any amount of money then roll a d20 that cannot be modified. On a 5 or less you lose half the declared money. On a 6-10 your investment breaks even and you don't make money. On a 11-18 your investment paid off, as such you gain money equal to 20% of the declared amount. On a 19 or 20 your Investment succeeded, as such you gain money equal to your declared amount.

Bonus: You may pay \$10,000 to increase your Income by \$50. You can only increase your Income up to \$200 this way.

Freelance Mercenary

Prerequisites: Novice Combat or Intimidate

Static

Effect: Whenever you complete an Encounter where a creature with a Boss Template has fainted, you gain \$1000 and increase your Income by \$20. You can only increase your Income up to \$200 this way. If you have already gained the maximum income from this trait you instead gain +1 Fame. Gained Notoriety is based on the Region the Encounter was in.

Fruit Connoisseur

Prerequisites: Novice Gen Edu or Survival

Static

Effect: You may expend a Berry and gain Food Scrap equal to 100 times its Plant Tier.

Growing Renown

Prerequisites: None

Static

Effect: Whenever you complete an Encounter where a creature with a Boss Template has fainted, you gain +1 Fame and one additional Notoriety. Gained Notoriety is based on the Region of the Encounter Area. If the Boss Template was Level 60+ or a Tier 3 Clash Trainer, these are instead doubled.

Healthcare Professional

Prerequisites: Expert Medicine Edu

Static

Effect: Each time you Heal an Injury on a Pokemon that wasn't inflicted by its Trainer or on a Trainer that wasn't self inflicted, you gain a Nurse Counter. You may expend 5 Nurse Counters to gain +2 Fame and \$1,000, with Notoriety based on the Region you healed a majority of those Injuries. You may expend 10 Nurse Counters to increase your Income by \$25. The Maximum number of Income you can gain via this Trait is \$200.

Law Enforcement

Prerequisites: None

Static

Effect: Whenever you resolve an Encounter with a Hostile or Very Hostile Pokemon, you gain +2 TXP and \$500. Whenever you defeat a Clash Trainer that is considered a Criminal or having done Illegal activities (GM Discretion) you may apprehend them, gain +2 Fame and increase your Income by \$50. The Maximum number of Income you can gain via this Trait is \$200. You can only increase your Income this way once per Week.

Librarian

Prerequisites: Expert General Education

Static

Effect: Whenever you spend 5 stamina on income, you can make a Study Check. If you have at least 10 books studied, at the end of the game week you gain +2 Fame, with gained Notoriety from a region you've been in that week.

Mastered Craft

Prerequisites: None

Static

Effect: Your Income is increased by \$50. You may take this Trait any number of times.

Metal Worker

Prerequisites: Novice Focus or Tech Edu

Static

Effect: Whenever you spend 5 Stamina on gaining Income or Crafting within a Game Week, you may use this Trait and roll 2d8, multiplying the result by 100. You gain that much Equipment or Mechanical Scrap. If either resulting Dice is an 8, you instead gain Luxurious Material (Equipment or Mech) of the same amount.

Mineral Miner

Prerequisites: Adept General Edu or Survival

At-Will - Extended Action

Effect: When you use a Mining Kit on rolls of 20+ you may instead find an Evolutionary Stone, listed below based on the Terrain. If more than one Terrain is listed you may choose which stone you find.

- » Cave - Moon
- » Desert - Fire
- » Grasslands - Sun
- » Forest - Leaf
- » Mountain - Thunder
- » Ocean - Water
- » Tundra - Ice
- » Urban - Shiny
- » Wetlands - Dawn/Dusk

Museum Curator

Prerequisites: None

Static

Effect: Whenever you sell Stash Treasure to an NPC Store, you gain +1 Fame or \$1,000 more. When you sell a Minor Treasure to an NPC Store, you gain +3 Fame or \$2,000 more. When you sell a Major Treasure to an NPC Store, you gain +5 Fame or \$3,000 more. Whenever you sell a Treasure your Income Increases by \$20 if it was Minor or \$50 if it was Major. The Maximum number of Income you can gain via this Trait is \$200. Notoriety Gained this way can be put for any Region. This Trait does not apply to Treasures purchased from NPCs or Players.

Occult Exorcist

Prerequisites: Grave Keeper, Expert Occult Edu or Intuition

Weekly x3 - Extended Action

Trigger: You use a Scroll of Exorcism or Release a Captured Ghost Pokemon with 15+ Loyalty

Effect: You gain +2 Fame, with Notoriety based on the Region you are currently in as you use this Trait. Whenever you use this Trait, your income is increased by \$20. The Maximum number of Income you can gain via this Trait is \$200.

Bonus: You gain the Ofuda Scroll Recipe and may instead craft them for \$250 or Equivalent Equipment Scrap.

Petty Criminal

Prerequisites: Novice Guile, Intimidate or Stealth

Weekly - Extended Action

Effect: When you use this Trait, roll a 2d200, adding both results and multiplying it by the highest Rank of the listed Prerequisites for this Trait. You steal Items from General Stores or Regional Stores in your Current Region with a total value that is less than the resulting number. Alternatively you can divide the resulting number by 2 and gain that much Money.

Philanthropist

Prerequisites: None

Weekly - Extended Action

Effect: When this Trait is used you may donate any amount of Money to a specific City or Area within the world. For each \$5,000 donated this way you gain +2 Fame. Gained Notoriety is based on the Region of the Area donated to.

Pokemon Professor

Prerequisites: Adept Pokemon Edu

Weekly x2 - Extended Action

Effect: Whenever you Donate a Pokemon to a Trainer whose Trainer Level is 10 or lower, you gain +2 Fame. Gained Notoriety is based on the Origin of the Trainer it was donated to or your Current Region.

Bonus: Whenever you sell or Donate a Pokemon with 20 or more Loyalty, you gain an additional \$500.

Regional Celebrity

Prerequisites: Expert Charm, Command or Guile

Static

Effect: At the end of every Non-Harvest Encounter (Including Roleplay), you gain +1 Fame. If the Encounter was an Event or Request, you instead gain +2 Fame. Gained Notoriety is based on the Region the Encounter took place in.

Rescue Ranger

Prerequisites: None

Static

Effect: Whenever a Rescue Encounter would be needed, you are aware of their location regardless of your current Region. In addition you may travel to the Region the Rescue Encounter is located in at no Monetary or Stamina cost. Whenever a Rescue Encounter is successful you gain \$1,000. If you participated in the Rescue Encounter you gain +2 Fame if it was Successful. Gained Notoriety is based on the Region the Encounter took place in.

Rising Warrior

Prerequisites: Novice Athletics or Combat

Static

Effect: When you Invest 5 or more Stamina into gaining Income, for the rest of the Game Week or the start of the next Game Week, you gain double TXP rewards from Encounters that involve Combat. This only affects the base TXP rewards of the encounter. (10 TXP from a training exploration) If you are at max level and were to trigger this effect then you gain \$1,000 or 2 Notoriety instead of double rewards. Gained Notoriety can be put in the Region that the Encounter took place in.

Scam Artist

Prerequisites: Expert Guile or Stealth and a Disguise Kit

Weekly - Extended Action

Effect: Choose a Region. Whenever you go on a non-Harvest Encounter in the chosen Region this Game Week, at the end of the Encounter make a DC 25 Guile or Stealth Check. If the check succeeds your scam is successful and you gain \$1,500 which can only be spent on General Stores or Regional Stores in the Region that you selected. If you fail, this Trait's Effects are no longer applied to future Encounters during this Game Week.

Scrap Recycling

Prerequisites: Novice General Edu or Tech Edu

Static

Effect: Whenever you use a Consumable Item that you crafted with Scrap, you gain corresponding Scrap equal to half the Scrap or Money you spent Crafting it.

Scrap Searcher

Prerequisites: Adept Perception or Survival

Weekly x2 - Extended Action

Effect: After you finish an Exploration Encounter you may use this Trait to roll 1d10 and gain that Item from the Harvest Table (rerolling non-Item slots). After you finish a non-Roleplay Encounter you may roll a 3d6, multiply the result by 100 and gain that much Scrap of any kind (Excluding Luxurious Material). If the Encounter was an Exploration you may only choose one of these effects to apply.

Bonus: Whenever you go on a Harvest Encounter you gain TXP equal to the Stamina you spend.

Stipend Inheritor

Prerequisites: None

Static

Effect: If you ended the Week without spending Stamina on gaining Income, you gain \$3,000. If you spent Stamina on gaining Income, you instead gain \$1,000.

Subterranean Hunter

Prerequisites: None

Static

Effect: Whenever you sell a Fossil to an NPC Store you gain +1 Fame. If the Fossil was an Ancient Fossil you instead gain +5 Fame. Whenever you sell a Fossil or 10 Shards of the same Color, increase your Income by \$10 (Or \$50 if it was an Ancient Fossil). This Trait does not apply to Fossils purchased from NPCs or Players. The Maximum number of Income you can gain via this Trait is \$200. Gained Notoriety is based on the Region you were in when you sold the Item.

Trained Gladiator

Prerequisites: Novice Charm or Combat

Weekly - Extended Action

Trigger: You beat a Gauntlet Encounter or an Encounter with a Clash Trainer

Effect: You gain Fame equal to your Gauntlet Rank. Gained Notoriety is based on the Region the Encounter took place in.

Bonus: Whenever you defeat Gauntlet Encounter or an Encounter with a Clash Trainer you gain +2 TXP.

Ultra Voyager

Prerequisites: None

Weekly x2 - Extended Action

Trigger: You sell a Pokemon that was captured in an Ultra Space Area

Effect: You gain \$3,000. If the Triggering Pokemon was an Ultra Beast, you instead gain \$5,000 and your Income is increased by \$20. The Maximum number of Income you can gain via this Trait is \$200.

Bonus: Whenever you complete an Encounter in an Ultra Space Area, you gain +2 Fame, with Notoriety going to any region.

Variant Hunter

Prerequisites: None

Static

Effect: Whenever you donate an Aberration that is not from Ultra Space and that is not made by an Alchemist to the Guild, you gain +5 Fame, \$3000 and your Income is increased by \$50. The Maximum number of Income you can gain via this Trait is \$200. Gained Notoriety is based on the Region you were in when you sold the Aberration.

Wild Forager

Prerequisites: Expert Perception or Survival

Static

Effect: Whenever you go on a Harvest Encounter in an Area you have the Corresponding Naturewalk Capability for, the GM instead rolls for 2 Items for each Stamina you spend. Whenever you go on an Exploration Encounter in an Area you have the Corresponding Naturewalk Capability for with the Scavenging Intent, the GM rolls for an additional 2 Items. Wild Forager Stacks if multiple instances occur in an Encounter.

Service Traits

Advanced Chemistry

Prerequisites: Master Medicine Edu

Static

Effect: You gain the Greater Potion Recipe. If you already have these Recipes, once per Game Week you may craft an Item from these Recipes at no Stamina or resource cost. Gaining these Recipes ignore normal Prerequisites. When you gain this Trait, your Income is increased by \$50.

Advanced Plants

Prerequisite: Master General Edu or Survival

Static

Effect: You are able to plant Tier 4 Flora Items. You gain a +2 to Yield Rolls on Tier 1 and 2 Flora Items. When you gain this Trait, your Income is increased by \$50.

Advanced Upgrades

Prerequisites: Adept Tech Edu

At-Will - Extended Action

Effect: You may craft an Automaton Upgrade for 1000 Luxurious Material (Mech Scrap) or \$3,000. This item must be for sale in the General or Regional Stores. When you gain this Trait, your Income is increased by \$50.

Advanced Roboticist

Prerequisites: Master Tech Edu

At-Will - Extended Action

Effect: At the cost of 3 Stamina, 1000 Luxurious Material (Mech Scrap), a Regi Ore and a Basic Automaton Framework, you may create an Aberrant Framework. The Type of this Framework is based on the corresponding Ore used to create it. If an existing Framework exists based on the type, that item is instead crafted. When you gain this Trait, your Income is increased by \$50.

Example: Psionic ore creates Psionic Frameworks. But an Igneous Ore creates a Fire Aberrant Automaton without anything added.

Arcanosmith

Prerequisites: Novice Focus, Novice Occult Edu

At-Will - Extended Action

Effect: You may create any Training Weapon for \$500. Training Weapons created this way must be an Arcane Weapon. Once you have Expert Focus or Occult Edu, you may create any Arcane Weapon for \$5,000. You may use Equipment Scrap to replace any monetary cost for Crafting these Items. When you gain this Trait, your Income is increased by \$50.

Armorsmith

Prerequisites: Expert Focus or Occult Education

At-Will - Extended Action

Effect: If you qualified for this Trait through Focus, you may craft any Physical Armor Items for the listed cost. If you qualified for this Trait through Occult Education, you may craft any Arcane Armor Items for the listed cost. If you have both Skills as Expert you may craft both categories of Armor. When you gain this Trait, your Income is increased by \$50.

Ball Crafter

Prerequisites: Novice Tech Edu

At-Will - Extended Action

Effect: You may craft Basic Balls for \$100. When you have Master Tech Edu you may craft Luxury Balls, Level Balls or Beast Balls for \$800. Crafting any Items provided by Ball Crafter require access to an Engineer Kit. You may use Mechanical Scrap to replace any monetary cost for Crafting these Items. When you gain this Trait, your Income is increased by \$50.

Basic Chemistry

Prerequisites: Novice Medicine Edu

Static

Effect: You gain the Basic Potion and Makeshift Extract Recipe. If you already have these Recipes, twice per Game Week you may craft an Item from these Recipes at no Stamina or Resource cost. Gaining these Recipes ignore normal Prerequisites. When you gain this Trait, your Income is increased by \$50.

Basic Tech

Prerequisites: Adept Tech Edu

Static

Effect: You gain the Basic Gadgets Recipe. If you already have these Recipes, once per Game Week you may craft an Item from these Recipes at no Stamina or Resource cost. Gaining these Recipes ignore normal Prerequisites. When you gain this Trait, your Income is increased by \$50.

Bare Necessities

Prerequisites: Adept Survival or Tech Education

Static

Effect: You may craft Rope, Collection Jars and Weighted Nets for \$100. You may craft Flashlights, Water Filters, Lighters and Saddles for \$1,000. You may craft Fishing Rods, Sleeping Bags or Tents for \$3,000. You may use Equipment Scrap to replace any monetary cost for Crafting these Items. When you gain this Trait, your Income is increased by \$50.

Blacksmith

Prerequisites: Novice Focus, Novice Athletics

At-Will - Extended Action

Effect: You may create any Training Weapon for \$500. Training Weapons created this way must be a Physical Weapon. Once you have Expert Focus or Athletics, you may create any Physical Weapon for \$5,000. You may use Equipment Scrap to replace any monetary cost for Crafting these Items. When you gain this Trait, your Income is increased by \$50.

Battle Specialist

Prerequisites: Adept Combat or Focus

At-Will - Extended Action

Effect: For \$2,000 you may craft any of the following Items. Big Root, Toxic Orb, Flame Orb, Quick Claw, Razor Claw, Razor Fang, Shell Bell, Bright Powder, Eviolite, Life Orb. You may use Equipment Scrap to replace any monetary cost for Crafting these Items. When you gain this Trait, your Income is increased by \$50.

Bar Brewmaster

Prerequisites: Simple Meals

At-Will - Extended Action

Effect: You may craft Brimstone Ale, Magician Magearnarita, Tolerance Tonic, Röggan Blanc, or Skrelp Daiquiri for \$200. These Drinks count as Snacks for the Accentuated Taste Feature. You may only use one drink food buff per scene per Pokémon.

Breeder

Prerequisites: Novice Pokemon Education

At-Will - Extended Action

Effect: If you have two Pokemon of different genders in the same Egg Group or two of the same Genderless Pokemon you may attempt to breed them. See the Breeding Section for more info. When you gain this Trait, your Income is increased by \$50.

Breeding Prodigy

Prerequisites: Breeder, Master Pokemon Education

Weekly - Extended Action

Target: An Egg your Pokemon have created.

Effect: The Pokémon that hatches from the Target Egg may make 1 additional Medium Change and 2 additional Minor Changes. When you gain this Trait, your Income is increased by \$50.

Cartographer

Prerequisites: Expert Perception or Survival

At-Will - Extended Action

Effect: You may craft a Crude Adventure Map for \$400 or a Detailed Adventure Map for \$800. When you gain this Trait, your Income is increased by \$50.

Combat Mentor

Prerequisites: Novice Combat or Command

Weekly x3 - Extended Action

Effect: Whenever you finish an Encounter (Including Roleplay) with a Trainer(s) that is a lower Level than you, they may choose one of the following benefits to gain. When you gain this Trait, your Income is increased by \$50:

- » The Trainer gains TXP equal to half the higher of your Combat or Command Rank
- » The Trainer may have up to 3 Pokemon gain Levels equal to half the higher of your Combat or Command Rank

Corrective Lessons

Prerequisites: Adept Pokemon Education

Weekly x3 - Extended Action

Target: A Willing Pokemon

Effect: At the cost of 1 Stamina you may apply one of the following effects to, The Target:

- » The Target may change their Nature to any other Nature.
- » The Target may re-learn an Attack from any level under their current level on their Level-Up Attack List
- » The Target may exchange one of their Non-Innate Abilities for another Ability of equal or lower Tier.

This may also be used to change a chosen Pokemon Advancement Bonus. When you gain this Trait, your Income is increased by \$50

Covert Network

Prerequisites: Master Command or Stealth

Weekly - Extended Action

Effect: Covert Network may be used to gain intel on hidden details for an Event or Request. When used, you must specify what you are investigating (Security, a Target, etc). This Trait has different Effects based on if you qualified via Command or Stealth.

» **If Command** - You must pay \$3,000 to Activate this Trait to hire a private Spy to gain the Intel. To determine if the Spy succeeds, make a DC 20 Stealth Check as if your Stealth was Master Rank. If you succeed they gain Info determined by the GM relevant to the specifications. On a fail they are spotted and suffer consequences based on the investigated Event/Request severity.

» **If Stealth** - You may Activate this Trait by spending 3 Stamina to gain the intel yourself. To do so, make a DC 20 Stealth Check. If you succeed you gain Info determined by the GM relevant to the specifications. On a fail you are spotted and suffer consequences based on the investigated Event/Request severity.

Culinary Specialties

Prerequisites: Expert General Edu

Static

Effect: You gain the Chef Specialty and Poffin Mixer Recipe. If you already have these Recipes, once per Game Week you may craft an Item from these Recipes at no Stamina or Resource cost. Gaining these Recipes ignore normal Prerequisites. When you gain this Trait, your Income is increased by \$50.

Crystal Combinations

Prerequisites: Master Occult Edu

Static

Effect: You gain the Chakra Crystal and Rainbow Gem Recipes. If you already have these Recipes, once per Game Week you may craft an Item from these Recipes at no Stamina and no Monetary cost. Gaining these Recipes ignore normal Prerequisites. When you gain this Trait, your Income is increased by \$50.

Equipment Augmentation

Prerequisites: Novice Focus or Tech Edu

At-Will - Extended Action

Target: An Equippable Item

Effect: At the cost of 1 Stamina you may remove one Augmentable Item from the Targeted Item. If given an Item with the Augmentable Keyword that matches the Target's Category (Offensive/Defensive) at the cost of 1 Stamina you may Augment the Item onto the Target. When an Item is Augmented onto the Target, it takes 1 Runic Energy of the Target's RE Limit and cannot be disabled unless removed. When you gain this Trait, your Income is increased by \$50.

Evolutionary Researcher

Prerequisites: Adept Occult Education

At-Will - Extended Action

Effect: You may create any of the following Items by using 3 Shards of its associated Color and \$1,000. In addition you may destroy any of the following Items to gain 5 Shards of its Corresponding Color. When you gain this Trait, your Income is increased by \$50.

» **Red Shards:** Fire Stone

» **Orange Shards:** Sun Stone, Shiny Stone

» **Yellow Shards:** Thunder Stone, Dawn Stone

» **Green Shards:** Leaf Stone

» **Blue Shards:** Water Stone, Ice Stone

» **Violet Shards:** Moon Stone, Dusk Stone

Farming Supplier

Prerequisites: Adept General Edu or Survival

At-Will - Extended Action

Effect: You may craft Mulch for \$500, Fertilizer for \$250, or Plant Nutrients for \$100. Any of those Item costs may be replaced with Food Scrap. You may craft Garden Boxes for \$1,000 or 1000 Equipment Scrap. If you have Expert Tech Edu you may craft Portable Growers for \$2,500 or 2500 Mechanical Scrap. When you gain this Trait, your Income is increased by \$50.

Fashion Stylist

Prerequisites: Simple Clothes, Expert Focus or General Edu

At-Will - Extended Action

Target: Any Fashion Item with Runic Energy

Effect: At the cost of 2 Stamina and \$2,000 you can stylize the Targeted Item then select a Style Tag. 1 Runic Energy is taken on the Targeted Item and then the holder of the Item gains the following Effect: "If the user misses an Attack that matches the chosen Style Tag, they may reroll it with a -2 Penalty to Accuracy as a Swift Action." You may replace the Monetary cost of this Trait with Equipment Scrap if desired. When you gain this Trait, your Income is increased by \$50.

First Aid Training

Prerequisites: Adept Medicine Edu

Static

Effect: You gain the Medical Supplies Technique from the Medic Class. If you already have this Technique, Twice per Game Week you may craft an Item from these Recipes at no Stamina cost. Gaining these Recipes ignore normal Prerequisites. When you gain this Trait, your Income is increased by \$50.

First Aid Expertise

Prerequisites: Expert Medicine Edu

Weekly x3 - Extended Action

Trigger: A Pokemon or Trainer

Effect: The target may remove one Injury, has all Hit Points restored, and is cured of all Status Afflictions. You may use First Aid Expertise on a Target once per Week. First Aid Expertise requires access to a First Aid Kit. The Injury healed by this Feature does not count towards the Limit for Healing Injuries per Week. When you gain this Trait, your Income is increased by \$50

Fossil Scrapper

Prerequisites: Paleontologist, Expert Pokemon

Education or Survival

At-Will - Extended Action

Trigger: You revive a Fossil Pokemon

Effect: You gain a Fossil Remnant. You may craft any of the following Items for a Fossil Remnant and \$1,000 or 1000 Equipment Scrap. Relic Crown, Primal Frame, Prehistoric Razor, Primal Cloak, Prehistoric Aegis, or Relic Sash. When you gain this Trait, your Income is increased by \$50.

Gem Lore

Prerequisites: Novice Occult Education or Tech Edu

At-Will - Extended Action

Effect: You may destroy a Shard and spend \$50 to gain a Type Gem of one of its associated Types. When you gain this Trait, your Income is increased by \$50.

» **Red Shards:** Fire, Fairy, Psychic

» **Orange Shards:** Normal, Fighting, Dragon

» **Yellow Shards:** Electric, Rock, Steel

» **Green Shards:** Grass, Bug, Ground

» **Blue Shards:** Water, Ice, Flying

» **Violet Shards:** Poison, Dark, Ghost

Green Thumb

Prerequisites: Novice General Edu or Survival

Static

Effect: You are able to plant Tier 1 or 2 Flora Items. When you reach Expert General Edu or Survival, you can plant Tier 3 Flora Items. When you gain this Trait, your Income is increased by \$50.

Herbal Remedies

Prerequisites: Novice General Edu or Survival

At-Will - Extended Action

Effect: You may craft Energy Powder, Heal Powder or Poultices for \$200 or 200 Food Scrap. When you gain this Trait, your Income is increased by \$50.

Innovative Engineer

Prerequisites: Master Edu Skill

Weekly - Extended Action

Target: A non Consumable Item

Effect: At the cost of 3 Stamina and 10,000 Mech Scrap, the Item is modified in a minor way. Additional ingredients can be required based on the way it is modified. This modification must be approved by a Moderator and must be oriented around your qualifying Skill. When you gain this Trait, your Income is increased by \$50.

Example: A Fire Stone is applied to a Weapon with a Poison Effect range to change it into a Burn Effect Range.

Legendary Attunement

Prerequisites: You have at least 10 Patron Points with a Legendary Pokemon

Weekly - Extended Action

Target: A Trainer (Including yourself)

Effect: At the cost of 2 Stamina you may perform a Blessing for the Target then choose a Legendary Pokemon you have at least 10 Patron Points with. The Target gains +2 Patron Points for that Legend and if they have any Gifts from that Legend, all Weekly Frequencies are refreshed. When you gain this Trait, your Income is increased by \$50.

Luthier

Prerequisites: Novice Focus

At-Will - Extended Action

Effect: You may create any Training Weapon for \$500. Training Weapons created this way must be an Musical Weapon. Once you have Expert Focus, you may create any Musical Weapon for \$5,000. You may use Equipment Scrap to replace any monetary cost for Crafting these Items. When you gain this Trait, your Income is increased by \$50.

Medical Shaman

Prerequisites: Novice Medicine Edu or Occult Edu

Special - Extended Action

Effect: Whenever you invest 3 Stamina into gaining Income, you gain one Usage of Medical Shaman. You may expend a usage of Medical Shaman in order to heal an Injury off an Injured Creature. Injuries healed this way do not count towards the Maximum Limit of healing per week. When you gain this Trait, your Income is increased by \$50.

Occult Versatility

Prerequisites: Expert Occult Edu

Static

Effect: You gain the Basic Tags and Omikuji Tags Recipe. If you already have this Recipe, twice per Game Week you may craft an Item from these Recipes at no Stamina or Resource cost. Gaining these Recipes ignore normal Prerequisites. When you gain this Trait, your Income is increased by \$50.

Paleontologist

Prerequisites: Novice Pokemon Education or Survival

At-Will - Extended Action

Target: A Fossil Item

Effect: At the cost of 2 Stamina you may Revive the Target and create the Pokemon that corresponds to it at Level 10 with 10 Loyalty. You may choose the Gender, Nature, and Ability of the revived Pokemon. When you gain this Trait, your Income is increased by \$50

Pedologist

Prerequisite: Adept General Edu or Survival
Weekly x3 - Extended Action
Trigger: You complete a non-Roleplay Encounter
Effect: You gain a Soil Item that corresponds to the Terrain the Encounter was in. Refer to the list below to determine what Soil Item is gained. Arid Soil (Desert), Cavern Soil (Cave), City Soil (Urban), Damp Soil (Ocean), Grassy Soil (Grassland), Mountainous Soil (Mountain), Mossy Soil (Forest), Muddy Soil (Wetlands), Warped Soil (Space), Frostbitten Soil (Tundra or Affected by Harsh Cold), Volcanic Soil (Cave and Affected by Harsh Heat), Scarred Soil (Affected by Scarlands)
Bonus: You may craft any of the listed Items above for \$500.

Pokemon Caretaker

Prerequisites: Expert Pokemon Education
Weekly x2 - Extended Action
Target: A Willing Pokemon
Effect: The Target may retrain out of one of their General Pokemon Edges and instead gain the Rebalancing Pokemon Edge. A Pokemon can only be affected by this Trait once and cannot retrain out of a Pokemon Edge that would result in them no longer meeting a prerequisite. When you gain this Trait, your Income is increased by \$50.

Pokemon Tutor

Prerequisites: Adept General Edu or Pokemon Education
Weekly x3 - Extended Action
Target: A Pokemon
Effect: The Target Pokemon may learn an Attack from its Tutor Attack List. The Attack you may teach the Target is dependent on the higher of your General or Pokemon Education Rank. The Target must comply with the Tutor Rules in order to learn an Attack and you must spend Stamina according to the Attack tutored. When you gain this Trait, your Income is increased by \$50:
» **Adept:** The Target may learn any Attack from its Tier 1 Tutor Attack List.
» **Expert:** The Target may learn any Attack from its Tier 2 Tutor Attack List.
» **Master:** The Target may learn any Attack from its Tier 3 Tutor Attack List.

Repel Crafter

Prerequisites: Novice Med Edu or Tech Edu
At-Will - Extended Action
Effect: You may craft Repels for \$100. Once you reach Adept Med Edu or Tech Edu you may craft a Super Repel for \$200. Once you reach Expert Med Edu or Tech Edu you may craft a Max Repel for \$300. Requires access to an Alchemy Kit. You may use Chemical Scrap to replace any monetary cost for Crafting these Items. When you gain this Trait, your

Relic Scrapper

Prerequisites: Two of the following: Adept Occult Edu, Adept Tech Edu, Expert Gen Edu, Expert Focus At-Will - Extended Action
Target: An Item with the Relic Keyword
Effect: At the cost of 1 Stamina you may destroy the Target and create the Item listed next to the Relic Keyword. If the Relic Keyword Item has the word "Rune" in it, you must have the Rune Weaver Trait to Target it and it costs \$3,000 or 3000 Equipment Scrap to create. When you gain this Trait, your Income is increased by \$50.

Rune Weaver

Prerequisites: Expert Occult Edu or Tech Edu Static
Effect: You may craft any Rune from the Rune Enchantment Table for \$1000 and all listed materials. For 1 Stamina you may enchant or disenchant any number of Runes onto or off an Item. For 1 Stamina you may enable and/or disable any amount of Rune Effects on an Enchanted Item, provided the Item has sufficient Runic Energy available. If performing both actions on the same Item, you only spend 1 Stamina total. Requires access to an Alchemy Kit. When you gain this Trait, your Income is increased by \$50.

Shard Accessories

Prerequisites: Novice Occult Edu Static
Effect: You gain the Type Booster and Type Brace Recipes. If you already have these Recipes, once per Game Week you may craft an Item from these Recipes at no Stamina or Monetary cost. Gaining these Recipes ignore normal Prerequisites. When you gain this Trait, your Income is increased by \$50.

Shieldsmith

Prerequisites: Novice Focus, Novice Athletics At-Will - Extended Action
Effect: You may create any Training Weapon for \$500. Training Weapons created this way must be a Defensive Weapon. Once you have Expert Focus or Athletics, you may create any Defensive Weapon for \$5,000. You may use Equipment Scrap to replace any monetary cost for Crafting these Items. When you gain this Trait, your Income is increased by \$50.

Simple Clothing

Prerequisites: Novice Focus or General Edu Static
Effect: You gain the Basic Fashion Recipe. If you already have this Recipe, once per Game Week you may craft an Item from these Recipes at no Stamina cost. When you gain this Trait, your Income is increased by \$50.

Simple Meals

Prerequisites: Novice General Edu

Static

Effect: You gain the Tasty Snacks and Bait Mixer Recipe. If you already have these Recipes, Twice per Game Week you may craft an Item from these Recipes at no Stamina or Resource cost. Gaining these Recipes ignore normal Prerequisites. When you gain this Trait, your Income is increased by \$50.

Specialty Fletcher

Prerequisites: Adept Focus or Tech Edu

At-Will - Extended Action

Effect: At the cost of \$100 create any of the following Items. Barbed Ammo, Laced Ammo, Piercing Ammo, or Sealing Ammo. When you gain this Trait, your Income is increased by \$50.

Technosmith

Prerequisites: Novice Focus, Novice Tech Edu

At-Will - Extended Action

Effect: You may create any Training Weapon for \$500. Training Weapons created this way must be a Technology Weapon. Once you have Expert Focus or Tech Edu, you may create any Technology Weapon for \$5,000. You may use Equipment Scrap to replace any monetary cost for Crafting these Items. When you gain this Trait, your Income is increased by \$50.

Tour Guide

Prerequisites: Novice Survival

Static

Effect: Whenever you go on an Exploration Encounter or Roleplay with another player you gain 1 Tour Point. If you go on an Adventure, Request, or Event Encounter with another Player gain 2 Tour Points. You can spend 5 tour points to gain \$1,500, +2 Fame in a region of your choice, and a Detailed Adventure Map.

Ultra Scientist

Prerequisites: Expert Occult Edu or Tech Edu

At-Will - Extended Action

Target: A Pokemon or Trainer

Effect: At the cost of 1 Stamina, the Target is injected with Ultra Serum. Injected Creatures have their Default CS for all Stats set to +0. This Default CS cannot be modified in any other way, including Ultra Space. Injected Trainers can access Ultra Dimension Areas without wearing an Aura Disruption Suit. This Effect lasts until the end of the Game Week. When you gain this Trait, your Income is increased by \$50.

Vehicular Technician

Prerequisites: Master Tech Edu

At-Will - Extended Action

Effect: You may create any of the following Items for their listed Price or its equivalent in Luxurious Material (Mechanical). You may repair any Small Vehicle for \$500 or 500 Mech Scrap, or any Large Vehicle for \$1,000 or 1000 Mech Scrap. In order to create Gravity Motors or Spatial Motors you must have the "Secrets of the Empire" Book Studied. When you gain this Trait, your Income is increased by \$50.

\$3,000: Advanced Motor, Aerial Motor, Aquatic Motor, Excavation Motor, Gravity Motor or Spatial Motor

\$10,000: Small Vehicle

\$20,000: Large Vehicle

Edges

The following is the list of Edges. You gain 4 Edges during character creation, another at every even Level, and additional Edges with restricted uses at every Level at which your maximum Skill Rank increases.

Most likely, the vast majority of Edges will be to increase Skill Ranks, but there are a variety of Edges that can be taken based on other prerequisites. In a way, however, all of these Edges will relate to ways of advancing your Skills, whether in broader ways such as increasing Skill Ranks, or in more specific ways such as developing a particular weapon technique to hone your Combat or learning to ride Pokémons better as a narrow focus of Athletics or Acrobatics. Edges are much like mini-Features, but unlike Features always Static and have relatively simple prerequisites. Some Edges can only be gained at character creation, or with your GM's permission.

You may take any Edge with Prerequisites you qualify for.

Skill Edges

Basic Skills

Prerequisites: None

Effect: You Rank Up a Skill from Pathetic to Untrained, or Untrained to Novice. You may take this Edge multiple times.

Adept Skills

Prerequisites: Level 2

Effect: You Rank Up a Skill from Novice to Adept. You may take this Edge multiple times.

Expert Skills

Prerequisites: Level 6

Effect: You Rank Up a Skill from Adept to Expert. You may take this Edge multiple times.

Master Skills

Prerequisites: Level 12

Effect: You Rank Up a Skill from Expert to Master. You may take this Edge multiple times.

Virtuoso

Prerequisites: Level 20

Effect: Choose a Skill at Master Rank. Consider that Skill to be effectively "Rank 8" for any Features, Edges or Items that depend on Skill Rank. Virtuoso may be taken multiple times, but you must choose a different Skill each time.

Skill Consistency

Prerequisites: A Skill at Expert Rank or Higher

Effect: Choose one Skill you have at Expert Rank or higher. Whenever you make a Skill Check with the selected Skill, reroll all dice that result in 1. If the rerolled result would become a 1, it stays. You may take this Edge multiple times, choosing a different Skill each time.

Skill Stunt

Prerequisites: A Skill at Novice Rank or Higher

Effect: Choose a Skill you have at Novice Rank or higher. Choose a specific use of that Skill; when rolling that skill under those circumstances, you may choose to roll one less dice, and instead add +6 to the result. You may take this Edge multiple times, choosing a different circumstance each time.

Note: This needs to be approved by a Moderator and not be too vague.

Categoric Inclination

Prerequisites: None

Effect: Choose Body or Mind. You gain a +1 Bonus to all Skill Checks of that Category.

Skill Enhancement

Prerequisites: None

Effect: Choose two different Skills. You gain a +2 bonus to each of those skills. Skill Enhancement may be taken multiple times, but the bonus may be applied only once to a particular skill.

Combat Edges

Arcane Specialist

Prerequisites: Adept Occult Education
At-Will - Extended Action

Target: Your Non-Arcane Weapon

Effect: The Weapon becomes an Arcane Weapon. All Struggle Attacks and Weapon Attacks provided by this Weapon now become the Special Category instead of Physical. You may qualify for that Weapon's listed Weapon Attacks with Occult Education instead of its listed Skill.

Note: You may choose to either keep the target's original effect or change it to an effect granted by the Arcane Effects Table. You cannot have both.

Athletic Initiative

Prerequisites: Adept Athletics or Acrobatics
Effect: You learn Agility.

Bad Mood

Prerequisites: Expert Intimidate

Effect: Your Critical Hit Range is increased by +1 if you are suffering from a Persistent Status Affliction. Your Critical Hit Range is increased by +1 if you are suffering from a Volatile Status Affliction. These stack with each other, giving a total of +2 to Critical Hit Range if you are suffering from both a Persistent and a Volatile Status Affliction.

Basic Martial Arts

Prerequisites: Novice Combat
Effect: You learn Rock Smash.

Basic Psionics

Prerequisites: Elemental Connection (Psychic)
Effect: You learn Confusion.

Brutal Proficiency

Prerequisites: Adept Combat, Adept Athletics
Effect: When wielding a two handed Melee Weapon, whenever you attack with a Struggle or Weapon Attack you may reduce the Accuracy Roll by -2 to increase the Damage Roll by 10 as a free action. This may only be applied once per Attack.

Charmer

Prerequisites: Novice Charm
Effect: You learn Baby-Doll Eyes.

Combat Assistance

Prerequisites: Adept Command or Combat
Effect: You learn the Attacks Helping Hand and Coaching.

Confidence Artist

Prerequisites: Novice Guile
Effect: You learn Confide.

Controlled Anger

Prerequisites: Expert Focus
Effect: While you are Enraged, you are unaffected by the Effects of Enraged and may cure the Affliction on your Turn as a Free Action.

Defensive Proficiency

Prerequisites: Adept Combat, Adept Focus
Effect: When wielding a Shield, you no longer become slowed when readying the shield.

Demoralize

Prerequisites: Adept Intimidate
Effect: Whenever you land a Critical Hit on an Enemy, that Enemy becomes Vulnerable. Status-Class Attacks with an Accuracy Roll can "Crit" for the purposes of activating this effect on a natural roll of 19 or higher. Any effects that expand your Critical-Hit Range also expand this range.

Dueling Proficiency

Prerequisites: Adept Combat, Adept Acrobatics
Effect: When wielding a one handed Weapon, whenever a target misses an attack on you, all of your Struggle or Weapon Attacks deal +5 more damage to that target for a full round.

Dual Wielding

[Ranked 2]

Prerequisites Rank 1: Adept Combat

Prerequisites Rank 2: Master Combat

Effect Rank 1: You are no longer affected by the accuracy penalty when attacking with your Off-Hand Weapon.

Effect Rank 2: You may now use the Master Weapon Attack on your Off-Hand Weapon if it has one.

Dynamism

Prerequisites: Novice Guile
Effect: Your initiative is increased by your Guile Rank.

Elemental Strike

Prerequisites: Elemental Connection (Any), Adept Combat

Effect: Whenever you use a Non-Weapon Damaging Attack, as a Swift Action you may have the triggering attack deal Damage as if its Type matched one of your Elemental Connections. This can only be used twice per Scene.

Elemental Weapon Focus

Prerequisites: Elemental Connection

Effect: Whenever you use a Struggle, Adept or Master Weapon Attack, you may choose to have it deal damage as if it were the type of your qualifying Elemental Connection. If you qualified with Elemental Connection (Normal) your Adept and Master Weapon Attacks gain a +1 bonus to Effect Range and Damage Base.

Evasive Proficiency

Prerequisites: Adept Combat, Adept Stealth

Effect: You gain +1 Evasion. Whenever you make a stealth roll to hide or don't take a Standard Action, you instead gain +2 Evasion for a Full Round.

Expert Manipulator

Prerequisites: Adept Guile

Effect: You gain a +2 bonus to Opposed Checks with all Manipulate Maneuvers. The "Once per Scene per Enemy" Limitation of each Manipulate Maneuver is expended only upon successfully affecting an Enemy with that Manipulate Maneuver.

Expert Trickster

Prerequisites: Adept Stealth

Effect: You gain a +2 Opposed Checks with all Dirty Trick Maneuvers. The "Once per Scene per Enemy" Limitation of each Dirty Trick Maneuver is expended only upon successfully affecting an Enemy with that Dirty Trick Maneuver.

Flustering Charisma

Prerequisites: Adept Charm or Guile

Effect: When you hit with an Attack with the Social keyword, the target takes a -2 penalty to Save Checks against Volatile Status Afflictions for 1 full round.

Intimidating Presence

Prerequisites: Novice Intimidate

Effect: You learn Leer.

Kip Up

Prerequisites: Expert Acrobatics

Effect: You may stand up from being Tripped as a Swift Action. If you have the Stuck Affliction, at the start of your Turn you may make a DC 11 Save Check to cure the Stuck Affliction.

Leader

Prerequisites: Adept Command

Effect: You learn After You.

Light Armor Proficiency

Prerequisites: Untrained Combat

Effect: While you are wearing Body Equipment that does not grant Damage Reduction, you gain 5 DR.

Nimble Movement

Prerequisites: Adept Acrobatics or Stealth

Effect: Whenever you Disengage, you Shift 2 meters instead of 1.

Occult Protection

Prerequisites: Adept Occult Education

Effect: When you would take Massive or Super-Effective damage, you may destroy a Cleanse Tag in your possession to reduce that damage by 5, after Weakness and Resistance. If the Cleanse Tag has 25 or more Power, reduce the damage by 10 instead. This may prevent Massive Damage from occurring.

Opportunist

Prerequisites: Adept Combat or Stealth

Effect: You gain a +2 bonus to Accuracy Checks when making Attacks of Opportunity.

Range Proficiency

Prerequisites: Adept Combat, Adept Perception

Effect: When wielding a Ranged Weapon, you gain +1 Accuracy to all Struggles and Weapon Attacks.

Slippery

Prerequisites: Novice Stealth

Effect: You may use your Stealth Skill when defending in Opposed Grapple, Push, or Trip checks. When Grappling, if you win an Opposed Check when using Stealth, you must choose to end the Grapple (you cannot choose to gain Dominance).

Smooth

Prerequisites: Expert Charm or Focus

Effect: You gain +4 Evasion against Attacks with the Social keyword, and gain a +2 Bonus on Save Checks against Rage and Infatuation.

Sneak's Tricks

Prerequisites: Adept Stealth

Effect: You learn Astonish.

Stamina

Prerequisites: Expert Athletics or Combat

Effect: Whenever you Take a Breather or take Massive Damage or a Critical Hit, you gain Temporary Hit Points equal to your Athletics or Combat Rank after the triggering action has resolved.

Steel Brawn

Prerequisites: Expert Athletics or Combat

Effect: At the end of each of your Turns, make a d20 Save Check with a DC of 18. If you succeed you may remove one Persistent Affliction you're affected by or raise a Stat by +1 CS if it was below your Default CS.

Strategic Proficiency

Prerequisites: Adept Combat, Adept Intuition

Effect: When flanking an enemy, you gain +5 Damage to all Attacks or struggles against that target.

Survival Drive

Prerequisites: Adept Survival

Effect: You learn Bulk Up.

Throwing Masteries

Prerequisites: Adept Athletics or Acrobatics

Effect: Increase the Throwing Range of your Poké Balls, Ranged Weapons, and other small items by +2.

Up to Speed

Prerequisites: 15 Speed

Effect: Increase your Overland Capability by one third of your Speed Evasion (max 2).

Versatile Proficiency

[Ranked 2]

Prerequisites Rank 1: Level 8, Untrained Combat, a Feature with the [Weapon] tag

Prerequisites Rank 2: Level 15, Novice Combat

Effect Rank 1: Choose one of Arcane Proficiency, Brutal Proficiency, Defensive Proficiency, Dueling Proficiency, Dual Wielding Rank 1, and Range Proficiency. You gain the chosen Edge, even if you do not meet the prerequisites. You may take any of these Edges in the future as if you did meet the prerequisites.

Effect Rank 2: Choose Dual Wielding Rank 2 or Weapon of Choice. You gain the chosen Edge, even if you do not meet the prerequisites.

Weapon Proficiency

Prerequisites: See Note

Effect: Choose a weapon category (Physical, Arcane, Defensive, Musical or Tech) and a weapon Effect from the chosen category. When you wield a weapon of that category you also gain the chosen Effect in addition to its normal Effect. If the weapon already has the chosen Effect, it does not apply twice.

Note: This Edge's Prerequisites are either Expert Combat or an Expert Skill depending on your chosen Weapon Category. If Physical or Defensive, it may be Athletics. If Arcane, it may be Occult Edu. If Musical, it may be Focus. If Technology, it may be Tech Edu.

Weapon of Choice

Prerequisites: Master Combat

Effect: Upon gaining this Edge, choose a specific Weapon Category. While wielding a Weapon of that Category it has two Adept Attacks. One is from that specific Weapon and the other can be from any other Weapon in the chosen Category that shares a Weapon Type. This must be chosen as an One-Time Use - Extended Action per Weapon.

Bonus: You gain a +2 Bonus on Opposed Rolls to prevent being disarmed while wielding weapons of your chosen Category.

Work Up

Prerequisites: Adept Focus

Effect: You learn Work Up.

Other Edges

Acrobat

Prerequisites: Novice Acrobatics

Effect: Increase your Jump and Long Jump Capabilities by +1 each.

Elemental Connection

Prerequisites: GM Permission

Effect: Choose an Elemental Type. You gain a +2 bonus to Charm, Command, Guile, Intimidate, and Intuition Checks targeting Pokémon of that Type.

Note: There must be a reason in your Backstory why you have an Elemental Connection. This must be approved by a Moderator. Check the Lore Document for info on Elementalists. If you do not plan on becoming an Elementalist the reasoning is less restrictive.

General Knowledge

Prerequisites: Adept General Edu

Effect: Whenever you make a Poke Edu, Occult Edu, Med Edu or Tech Edu Skill Check, you may make the Skill Check as if it was one Skill Rank Higher. This only applies to Skills that have a Rank that is lower than your General Edu Rank.

Instinctive Aptitude

Prerequisites: Adept Intuition

Effect: Whenever you spend AP to raise your roll on an Accuracy Roll or Skill Check, you get a +2 bonus instead of +1. This cannot be used on Rolls made by your Pokémon.

Instruction

Prerequisites: Novice General Education

Effect: Whenever you aid an ally in an Assisted Skill Check using an Education Skill you have at Novice Rank or higher, add your full Rank value as a bonus to their roll instead of half.

Jack of all Trades

Prerequisites: None

Effect: You gain a Trait for which you qualify. This Edge may be taken up to three Times, choosing different Traits each time.

Mounted Prowess

Prerequisites: Novice Acrobatics or Athletics

Effect: You automatically succeed at Acrobatics and Athletics Checks made to mount a Pokémon, and you gain a +3 Bonus to all Acrobatics and Athletics Checks made to remain Mounted.

Natural Studies

Prerequisites: Expert General Education, Occult Education or Pokemon Education

Effect: Choose a Trainer Category or Pokemon Type. You and your Pokémon gain a +2 Bonus to Accuracy and Evasion against targets of the chosen Category. This Edge may be taken up to three times, each time with a different selection. If a target would have two categories that match your selections, the bonuses stack.

Personal Supply

Prerequisites: A [Class] Feature from a Profession Class

Effect: Once per Game Week, you can craft consumable items with a total value equal to 200 times your highest Skill Rank associated with the qualifying class without spending Stamina or Money. Items created with Personal Supply become non-functional at the end of the Game Week, cannot be sold or traded, and can only be used by you.

Power Boost

Prerequisites: Expert Athletics

Effect: Increase your Power Capability by +2.

Scholar

Prerequisites: Expert General Education

Effect: You gain a +1 Bonus to Skill Checks with General Education, Medicine Education, Occult Education, Pokémon Education, Technology Education, and Survival.

Swimmer

Prerequisites: Novice Athletics or Survival

Effect: You gain a +2 bonus to your Swim Speed. You may spend X Rounds underwater before you begin to suffocate, where X half of the is the higher Rank of your Athletics or Survival Ranks.

Trainer of Champions

Prerequisites: Adept Command

Effect: When you apply Experience Training to Pokémon, instead of gaining Experience equal to half their level, they instead gain Experience equal to their Level.

Note: Beast Master and Pokemon Husbandry change the Skill Rank to Intimidate and Pokémon Education respectively, but they don't change the Trait Prerequisite.

Train the Reserves

Prerequisites: Expert Command

Effect: Whenever you apply Experience Training to a Pokémon, they gain an additional Experience equal to triple your Trainer Level.

Wallrunner

Prerequisites: Expert Acrobatics

Effect: You may run on vertical surfaces both vertically and horizontally for up to your Acrobatics Rank in meters before jumping off.

How to Read Features

How to Read Features

Features are what truly define a character and what they are good at. Thus, understanding your features is critical to playing the game. Below is an example Feature that has been labeled:

Feature Name	Mentor
Feature Tags	[Class] [Class Stat Tag is +Defense or Special Defense]
Prerequisites	Prerequisites: Two of Charm, Intimidate, Intuition, or Pokémon Education at Novice Rank
Frequency/Action	Weekly x2 – Extended Action
Target or Trigger	Target: A Pokémon with at least 1 Tutor Point remaining
Effect	Effect: The target loses 1 Tutor Point, and then learn an Attack from its tutor list marked with a (N), or any Attack 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 Attacks count as if they were "natural" for organizational purposes.
Notes	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. Note: Mentor is no longer Class, only used as an example :)

The **Feature Name** is simply the name of the Feature.

The **[Feature Tags]** under the Feature convey information about the Feature. The "Mentor" Feature has two tags, a [Class] tag and a [Stat Tag] tag. Some Feature Tags can also be found on Edges. Read the next page for more info.

The **Prerequisites** list the minimum requirements needed to take that feature. Often these requirements are other Features, or Skill Ranks. For example, in order to take "Mentor" you need two of the listed skills at at least Novice Rank. Some Features require "X [Class Name] Features". This means you need at least X Features from that Class. The "Base" Feature counts towards this total.

The **Frequency/Action** determines how often a Feature may be performed and what kind of action is required to perform them. The "Mentor" Feature is "Weekly x2 - Extended Action" which means it can be performed up to three times in a Game Week as long as you are out of combat.

The **Trigger** specifies what is needed to activate the feature. Mentor however has a **Target** which means it can only be used on that specific target. Others have a **Condition** that must be met in order to use the Feature.

Frequencies you will see on Features are the following:

- » **At-Will** - These may be used whenever you're able.
- » **Static** - This Feature is always in effect and passive.
- » **Time X** - This means you can use the Feature X times depending on the Time. Times include Scene, Weekly or One Time Use. Scene x2 means twice in a scene.
- » **X AP** - These Features can be performed At-Will but require you to pay X Action Points to do so
- » **Bind X AP** - These Features are under effect so long as X AP is bound and unable to be used while bound. They can be Unbound and the AP freed on your turn as a Free Action.
- » **Drain X AP** - Like X AP, except AP spent on these Features is "Drained" and does not recover until the start of a new Game Week.

The **Effect** determines the details of the Feature

Crafting Features generally include a **Cost** or **Ingredient** line instead of Frequency. Crafting Features, unless stated otherwise, have a Frequency of At-Will, and are an Extended Action.

Finally, Features often have **Notes**. A Single Feature cannot be taken multiple times, unless otherwise stated by its effect, or unless it has the [Ranked X] tag.

Edges follow the same reading conventions except with just a prerequisite, effect and sometimes Tags.

Feature Tags

» **[Class]** - Unlike in many other game systems, such as Dungeons and Dragons, your "Classes" are simply special Features that you can take as you are able to qualify for them. These Features are the beginnings of a chain of many other Features. **A Trainer may only have a maximum of 4 Class Features.**

» **[Stat Tag]** - Features with this tag increase a Stat by one point; for example, a Feature might read as [+Attack]. This Tag is usually found on Features related to Combat or in Combat-related Classes. Some Class Features may also have a **Class Stat Tag**, which means that feature and all other Features within that class have the same Tag.

» **[Ranked X]** - A Feature with the Ranked Tag can be taken up to X Times. Each time you take a new rank, follow the directions in the listed effect. Latter Ranks by default always require any previous ranks. Each time you Rank Up a ranked feature, this counts as gaining a new Feature; thus you apply any [Tags], and may count each Rank for the purposes of prerequisites that require a certain number of class Features. Some Edges may also have the Ranked Tag for convenience, for which the same apply but they do not gain Stat Tags.

» **[Branch]** - If on a [Class] Feature, this tag means that Feature may be taken multiple times using a Class slot and choosing a different specialization each time. All other Features under this class with the [Branch] tag may be taken again with other instances of the Class, and function under their new Specialization.

» **[Orders]** - This tag signifies these Features as Orders. Orders can only be given when the user is capable of communication with their Pokémons; usually this requires verbal communication unless other means of communication have been previously established (such as training your Pokémons to respond to visual cues). [Order] Features are almost always League Legal, and the user usually cannot target themselves with [Orders].

[Orders] are always Priority (Limited) Actions

» **Training** - You may choose to use Training Features as either a [Training] or an [Orders] Feature; it never has both tags at once when used.

You may use it as a [Training] Feature as an Extended Action whenever you Train your Pokémons. If you do, the effect applies to any of the Pokémons Trained, and lasts until the end of the Game Week. A Pokémon can be under the effect of only one Training Regime at a time this way.

However, these Features may also be used as [Orders] as a Standard Action. When used as [Orders], this applies only to one of your Pokémons, and lasts only until the beginning of your next turn. When used as [Orders], they may stack with the effects of any active [Training] (whether the [Orders] be for Training of the same Feature, or a different Feature).

» **[Stratagem]** - These Features are special Orders which are activated once and then have a persistent effect while AP is bound. [Stratagem] Features may only be bound during combat and automatically unbind when combat ends.

Only one [Stratagem] may be bound by a Pokémon at a given time. When using a [Stratagem] on multiple targets, each AP Bind is paid separately.

» **[Weapon]** - Features with this tag make use of Weapons in some way, often allowing the user to gain extra effects when wielding a Weapon. If a Weapon is Enchanted, those effects are also applied if the Feature mentions they can be used as Weapon Attacks.



General Features

These Features are available to all Trainers as long they meet the prerequisites. They are separated into several categories, just like Edges are. When deciding which Features to take you can either take General Features or Trainer Class Features, which will be listed later on.

All General Features will have Stat Tags, but they're listed on the Trainer Sheet. (Rather than taking space)

Pokémon Raising and Battling Features

Command Versatility

Prerequisites: Adept Command, Guile, or Pokémon Education

1 AP – Free Action

Trigger: Your Pokémon takes its turn.

Effect: Your Pokémon may give up use of a Scene or Weekly Attack to regain use of a Scene or Weekly Attack which it has already used. Your Pokémon may give up use of a Weekly Attack to regain use of a Scene Attack, but not vice-versa. You may use Command Versatility only once per Scene per Pokémon.

Fossil Restoration

Prerequisites: Paleontologist, Adept Pokemon Education or Survival

At-Will - Extended Action

Target: A Fossil you are Reviving

Effect: The resulting Pokémon gains two Basic Abilities upon being revived. If it only has one Basic Ability, it instead gains one of its Advanced Abilities. This Feature does not affect how the Pokémon continues to gain Abilities.

Press

Prerequisites: Adept Intimidate

At-Will – Standard Action

Target: Your own Pokémon.

Effect: You hit your Pokémon, they lose two Ticks of Hit Points, and are cured of Sleep, Confusion or Infatuation. Raise any two of their Stats by +1 CS each, and you may add your Intimidate Rank to any Skill Checks made this round to make this Pokémon obey orders.

Quick Switch

Prerequisites: Novice Acrobatics or Guile

2 AP – Free Action

Trigger: Your Pokémon Faints; or an opponent sends out a Pokémon

Effect: You may Recall, Release, or Switch a Pokemon as a Free Action. You may perform this Feature on your turn without a Trigger. Pokémon sent out by Quick Switch cannot trigger another trainer's Quick Switch. When you swap Pokémon using Quick Switch, you do not lose a Pokémon's turn.

Species Savant

Prerequisites: 3 different individual Pokémons of the same evolutionary line.

Static

Effect: When you take Species Savant, choose a single Evolutionary Family. Your Pokémon of your Chosen Evolutionary Family have each of their Base Stats increased by +1. When interacting with Pokémon of that Chosen Evolutionary Family, you gain +4 to Skill Checks.

Type Sync

Prerequisites: Elemental Connection; a Type Linked Class; Adept Medicine, Occult, or Tech Education. Special – Extended Action

Target: Your Pokémon.

Effect: The Target gains the Type of your Elemental Connection as an additional Type, or has one of their Types replaced by that Type. A Pokémon may be targeted by Type Sync only once. This Feature may be performed One Time for each Rank above Novice you have of your highest of Medicine, Occult, or Tech Education, up to a maximum of 3 times at Master Rank.

Pokémon Training and Order Features

These Features are also used in the raising and battling of Pokémons but have special rules associated with them – all of them have the **[Orders]** tag or are Features that manipulate other Features with this tag. You may take one **[Training]** Feature for Free when starting out, ignoring its Prerequisites.

Training Features: The following four Features are special types of Orders which can also be used to train your Pokémons outside of battle. They have special rules noted on the Feature Tags page that will be repeated here. You may choose to use Training Features as either a **[Training]** or an **[Orders]** Feature; it never has both tags at once when used.

You may use it as a **[Training]** Feature as an Extended Action after you train your Pokémons. If you do, the effect applies to any of the Pokémons Trained, and lasts until the end of the Game Week. A Pokémons can be under the effect of only one Training Regime at a time this way.

However, these Features may also be used as **[Orders]** as a Standard Action. When used as **[Orders]**, this applies only to one of your Pokémons, and lasts only until the beginning of your next turn. When used as **[Orders]**, they may stack with the effects of any active **[Training]** (whether the **[Orders]** be for Training of the same Feature, or a different Feature).

Agility Training

[Training][Orders]

Prerequisites: Novice Athletics, Untrained Command
At-Will – Special

Effect: The target becomes Agile until the end of the effect duration. Agile Pokémons gain a +1 bonus to Movement Capabilities and +4 to Initiative.

Brutal Training

[Training][Orders]

Prerequisites: Novice Intimidate, Untrained Command
At-Will – Special

Effect: The target becomes Brutal until the end of the effect duration. Brutal Pokémons increase the Critical-Hit and Effect Range of all attacks by +1.

Commander's Voice

Prerequisites: Two Features with the [Orders] tag
Static

Effect: You may give two different [Orders] as a single Standard Action, or you may give one set of [Orders] as a Swift Action.

Special: If this is used to use Focused Command and another [Order] that has targets, the second Order applies to both Pokémons you are commanding that turn. Commander's Voice doesn't allow you to use Focused Command as a Swift Action.

Focused Training

[Training][Orders]

Prerequisites: Novice Command
At-Will – Special

Effect: The target becomes Focused until the end of the effect duration. Focused Pokémons gain a +1 bonus to Accuracy Rolls and +2 to Skill Checks.

Inspired Training

[Training][Orders]

Prerequisites: Novice Charm, Untrained Command
At-Will – Special

Effect: The target becomes Inspired until the end of the effect duration. Inspired Pokémons gain a +1 bonus to Evasion and +2 to Save Checks.

Focused Command

[Orders]

Prerequisites: Master Command, one of Focus, Guile, Intimidate, or Pokémon Education at Expert
At-Will - 1 AP - Standard Action + Swift Action

Effect: You may have a second Pokémon take a turn this round, but both Pokémons can only take At-Will actions that round. These actions must be originally At-Will and not altered frequencies such as PP Up usage. You may pay 2 AP instead of 1 AP at the beginning of the round to lift the Frequency Restriction for the remainder of the round.

Special: Focused Command can only be activated at the start of the round. (It is not negated by faster priority.)

Bonus: You may have up to 2 Pokémons on the Field at one Time instead of only one. You can still only command one when not using this feature.

Ravager Orders

Prerequisites: Expert Command or Intimidate

Static

Effect: You gain the Reckless Advance and Strike Again! Orders.

Reckless Advance

[Orders][Stratagem]

Bind 2 AP - Standard Action

Target: Your Pokémon

Effect: While this Feature is Bound, increase the damage rolls of the target's damaging melee attacks by +8, and these attacks Trip targets on Accuracy Rolls of 18+. When the target of Reckless Advance hits with a damaging melee attack, they become Vulnerable for one full round.

Strike Again!

[Orders]

Scene – Standard Action

Target: Your Pokémon

Effect: The target may use an At-Will frequency attack as if it had the Priority (Advanced) Keyword. If the Attack already has the Priority Keyword, it gains +2 Accuracy and +5 Damage.

Marksman Orders

Prerequisites: Expert Perception or Guile

Static

Effect: You gain the Trick Shot and Long Shot Orders.

Trick Shot

[Orders][Stratagem]

Bind 2 AP - Standard Action

Target: Your Pokémon

Effect: While this Feature is Bound, decrease the Accuracy Roll of the target's damaging ranged attacks by -2. The Critical Hit range of those attacks is increased by +3. This Feature does not affect Attacks without an AC value.

Long Shot

[Orders]

Scene x2 – Standard Action

Target: Your Pokémon

Effect: The target's damaging ranged attacks have their range doubled until the end of their next turn, and deal X additional damage. X is equal to the distance in meters that the attack traveled. Long Shot does not increase the size of area of effect attacks. If attacks altered by Long Shot are Critical Hits, add the value of the Damage Dice Roll an additional time to the total damage.

Trickster Orders

Prerequisites: Expert Charm or Guile

Static

Effect: You gain the Capricious Whirl and Dazzling Dervish Orders.

Capricious Whirl

[Orders][Stratagem]

Bind 2 AP - Standard Action

Target: Your Pokémon

Effect: While this Feature is Bound, the target has a +3 bonus to its Evasion but deals 5 less damage with all damaging attacks.

Dazzling Dervish

[Orders]

Scene x2 – Standard Action

Target: Your Pokémon

Effect: Until the end of their next turn, the target adds their non-stat Evasion to their Movement Capabilities and whenever they attack an Enemy or Shift through a square occupied by an Enemy, that Enemy suffers a -3 penalty to all rolls until the end of their next turn. This effect may only affect an Enemy once per round.

Guardian Orders

Prerequisites: Expert Charm or Intimidate

Static

Effect: You gain the Brace for Impact and Sentinel Stance Orders.

Brace for Impact

[Orders][Stratagem]

Bind 2 AP - Standard Action

Target: Your Pokémon

Effect: While this Feature is Bound, once a round, when the target uses a self-targeting Status Attack, they may gain 5 Damage Reduction until the end of their next turn. They may also activate this effect as a Standard Action.

Sentinel Stance

[Orders]

Scene x2 – Standard Action

Target: Your Pokémon

Effect: Until the end of your next turn, the target may attempt to Intercept attacks for allies as a Shift Action. If they do so, they gain 10 Damage Reduction against the attack. If the target is also under the effect of Brace for Impact, they may gain 5 Damage Reduction from it as if they had used a self-targeting Status Attack.

Precision Orders

Prerequisites: Expert Command or Perception

Static

Effect: You gain the Pinpoint Strike and Perfect Aim Orders.

Pinpoint Strike

[Orders][Stratagem]

Bind 2 AP - Standard Action

Target: Your Pokémon

Effect: Increase the Accuracy and Effect Range of the target's damaging attacks by +2. These attacks deal 5 less damage, before applying weakness and resistance.

Perfect Aim

[Orders]

Scene x2 – Standard Action

Target: Your Pokémon

Effect: The next damaging attack the target performs before the end of your next turn automatically hits and ignores Defensive Abilities but deals damage as if it were resisted one step further than normal. You may still roll to trigger any Effect Ranges or Critical Hits. All targets of the attack may not activate any Blessings in response, and the attack may not be Intercepted or avoided in any way (ex: with Dodge, Shield Attacks, etc).

Combat Features

Blur

Prerequisites: Expert Acrobatics, Expert Stealth
Static
Effect: You gain the Blur Ability.

Combative Augments

Prerequisites: Expert Tech Edu
Bind X AP - Extended Action
Effect: When this Feature is Bound you gain additional Accessory Slots that may only be used to hold Gadget Items. X may be treated as 1 to gain 1 Slot or may be treated as 3 to gain 2 Slots.

Combat Medic

Prerequisites: Adept Medicine Education, Novice Combat
1 AP - Free Action

Trigger: You apply a Restorative Item

Effect: You may make a Struggle Attack against an adjacent foe as a Free Action. This Struggle Attack counts as an Attack of Opportunity for any Features or Edges you may have, but does not count against the number of Attacks of Opportunity you may make per round.

Defender

Prerequisites: Adept Athletics
Static

Effect: Once per Round you may use an Intercept Maneuver as a Shift Action, Interrupt. If done this way you cannot use the Intercept Maneuver for the rest of the Round. You cannot use this Feature if you already intercepted this Round.

Dive

Prerequisites: Expert Acrobatics
Scene – Shift Action, Interrupt

Trigger: You are hit by a Ranged 1-Target Attack, or are in a Cone, Burst, Blast, or Line.

Effect: You may immediately Shift 1 Meter, and then become Tripped. This Feature cannot be used if you are Stuck, Grappled, or otherwise impaired from Shifting. This feature causes ranged attacks aimed at you to miss you, and may let you avoid Cones, Bursts, Blasts, or Lines if the shift removes you from the area of effect.

Fighter's Versatility

Prerequisites: Learned two Scene or Weekly Attacks.
Scene – Free Action
Trigger: You gain Initiative.
Effect: You may give up use of a Scene or Weekly Attack to regain use of a Scene or Weekly Attack which you have already used. You may give up use of a Weekly Attack to regain use of a Scene Attack, but not vice-versa.

Mixed Power

Prerequisites: Level 5
Static

Effect: You gain the Mixed Power Ability.

Monster Hunter

Prerequisites: Expert Combat or Stealth
Scene x2 - Free Action
Trigger: You hit an Enemy who is at least Large Sized with an Attack
Effect: The Enemy loses -1 CS in a Stat of your choosing
Bonus: When Flanking an enemy that is at least Large Sized, you gain +1 Accuracy to your Attacks that target them.

Multi-Tasking

Prerequisites: Master Acrobatics
Scene – Swift Action

Effect: You may take two Standard Actions instead of one this turn, but both actions must have a Naturally At-Will Frequency. If both actions are used to make Attacks or use Features that involve making Attacks, the second is resisted an Additional Damage Step.

Signature Attack

Prerequisites: Learned four Attacks.
Static

Effect: Choose an Attack you know. Increase the Attack's Frequency one step, as if you had used a PP Up. This choice cannot be changed once made. This Feature may not select Attacks known through temporary means or gifted through an equippable Item or Patronage Gift, nor can these Attacks be used to qualify for this Feature.

Strict Enforcement

Prerequisites: Expert Command or Intimidate

Scene - Free Action

Trigger: You are hit with an Attack

Effect: One of your active Pokémons is hit with the attack instead. Your Pokémon must be within range of the Attack or Shift into range as a Shift Action, Interrupt. If that Pokemon is fainted by the Attack, this Feature's usage is not expended.

Type Expertise

[Ranked 2]

Prerequisites: Level 9, 3 Attacks of the Chosen

Type in your Attack List

Static

Effect: Each Rank, choose a Type which you know at least 3 Attacks. You gain STAB for the chosen Type. STAB is never applied to Struggle Attacks.

Type Master

Prerequisites: Elemental Connection (Any), 5 Features from a Type-Linked Class of the same Type

Static

Effect: You gain the Type Aura Ability. Its Type corresponds to the Elemental Connection used to qualify for this Feature.

Versatile Healer

Prerequisites: Expert Med Edu, Novice Occult Edu

Static

Effect: You can trigger your Features or Techniques that Trigger upon using a Restorative Item when you use an Attack or Ability that either cures a Status Affliction or Restores HP.

Walk It Off

Prerequisites: Adept Athletics, Novice Focus

Weekly x2 – Standard Action

Effect: You may remove one Injury from yourself, and regain 1/4th of your maximum Hit Points. This Injury removal doesn't count against the natural healing limit on Injuries each Week. Use of Walk It Off counts as Taking A Breather for any Features, Abilities, and Attacks (but not Status Afflictions or other Afflictions).

Other Features

Fount of Knowledge

Prerequisites: Master General Education

Static

Effect: You gain three Edges for which you qualify. These Edges must be either Skill Edges based on an Education Skill or an Edge that has an Education Skill as a Prerequisite for which you meet.

Let Me Help You With That

Prerequisites: None

Scene – Free Action, Interrupt

Trigger: An ally fails a Skill Check in a Skill you have Ranked at Adept or higher.

Effect: The ally may reroll the Skill Check with a Bonus equal to half of your Skill Rank.

Ow The Edge

Prerequisites: None

Static

Effect: You gain two Edges for which you qualify. This Feature may be taken up to three Times, choosing different Edges each time.

Skill Monkey

Prerequisites: Three Skills at Adept Rank or Higher

Weekly x2 – Free Action

Trigger: You make a Skill Check

Effect: You may reroll the triggering Skill Check with a +2 Bonus, taking the new result. This Feature may be used to reroll a specific roll only once.

Vocation Versatility

Prerequisites: None

Static

Effect: You gain two Traits for which you qualify.



TRAINER CLASSES

Intro 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*.

Battling Style Classes specialize in a distinct set of battle strategies. They are Ace Trainer, Cheerleader, Commander, Duelist, Enduring Soul, Juggler, Medic, 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 such as research and crafting, but nonetheless find ways to improve their *Pokémon* and help their allies. They are Alchemist, Artificer, Backpacker, Chef, Chronicler, Fashionista, Gadgeteer, Hobbyist, and Saboteur.

Elementalist Classes harness the power of a certain type of element, allowing their Trainer to become a rough combatant. They are Swarmlord, Shade Caller, Herald of Pride, Spark Master, Glamour Weaver, Disciple, Fire Bringer, Wind Runner, Apparition, Druid, Earth Shaker, Frost Touched, Prism, Psionic, Miasmic, Stone Warrior, Steelheart and Maelstrom.

Fighter Classes fight alongside their *Pokémon*. They are Athlete, Berserker, Dancer, Fortress, Hunter, Marksman, Martial Artist, Musician, Ninja, Provocateur, Rogue, Roughneck, Skirmisher, Tumbler and Weapon Master.

Supernatural Classes wield superhuman powers. They are Arcanist, Astral Mage, Aura Guardian, Empath, Chaos Mage, Chronomancer, Crimson Mage, Geomancers, Hex Mage, Illusionist, Oracle, Paragons, Paladins, Rune Master, Sage, Tempest Mage, 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.

Class 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. Most of them will grant the Trainer Abilities and Attacks 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 and stamina thin with too many Crafting Classes.

Battle Style Trainer Classes

Battle 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

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

One of four Classes based on the four Training Features, Duelist hones in on the Focused Training Feature. 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

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, Guile

Jugglers 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 and catching foes off guard.

Rider

Skills: Acrobatics, Athletics

One of four Classes based on the four Training Features, Rider makes the most of Agility Training. They can bark Orders or swat away attackers that get too close. Trainer and Pokémon work in concert to create a devastating combination.

Taskmaster

Skills: Intimidate

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: Charm, Intuition, Intimidate, Pokémon Education

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



ACE TRAINER

Class Skills: Command, Pokemon Education

Passive Pokémon Support



Active Pokémon Support



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

Ace Trainer

[Orders] [Class Stat Tag is +HP or Speed]

Prerequisites: Novice Command or Novice Pokemon Education

At-Will – Extended Action

Trigger: You train your Pokémons.

Effect: For each Pokémon 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 Pokémon may have only one Trained Stat at a time.

Perseverance

Prerequisites: Ace Trainer

2 AP – Free Action

Trigger: Your Pokémon gains an Injury

Effect: The target instead does not gain an Injury. For a Full Round, the target resists all Attacks an additional Damage Step. Perseverance may activate only once per Scene per target. If the triggering Injury would become a Battle Scar, this effect instead adds +4 to your Save Check. If you pass the Save Check the Injury is prevented as normal.

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 or Pokemon Education

Scene x2 – Standard Action

Target: Your Pokémon with [Training] Features applied

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

Top Percentage

Prerequisites: Elite Trainer, Expert Command or Pokemon Education

Static

Effect: Your Pokémons increase their Base Stats by +1 while you own them. Your Pokémons don't need to meet the Prerequisites for Proficiency Poke Edges in order to take them.

Signature Technique

Prerequisites: Elite Trainer, Expert Command or Pokemon Education

At-Will – Extended Action

Target: Your Pokémon

Effect: Choose one Attack on the Target's Attack List. That Attack becomes the target's Signature Technique, and you may apply one of the modifications on the next page to the Attack. The Attack being modified must fit the category of the modification, and you must have the associated Training Feature to apply a modification. A Pokémon may only have one Signature Technique at a time. If the chosen Attack were to be removed, the Pokémon may be Targeted again with this Feature. You can only use the Signature Technique benefit on an attack that complies with the restrictions of the technique, if its compliance would change mid-combat.

Champ in the Making

Prerequisites: 4 Ace Trainer Features, Master Command or Pokemon Education

Static

Effect: When you use the Ace Trainer Feature to Train your Pokémons, you may choose two Trained Stats for each Pokémon instead of one. A Pokémon may only have two Trained Stats this way.

Signature Techniques

Cone, Line, Burst, and Blast Attacks

Scattershot - Agility Training: Instead of the Attack's normal range, it has a range of 4m, 2 Targets.

Shock and Awe- Inspired Training: Enemies targeted by the Attack take a -2 penalty to Save Checks and a -2 Penalty to Accuracy until the end of the user's next turn. This effect applies whether the Attack hits or misses.

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

Single Target Attacks

Guarding Strike – Inspired Training: If this Attack hits, the next Attack made by the Target that hits the user is resisted by one additional damage step. An opponent can only be affected by this Technique once per Scene.

Unbalancing Blow – Brutal Training: Whether the Attack 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 Attack misses its target, its Frequency is not spent and the user may immediately make a Struggle Attack as a

Damaging Attacks

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

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

Double Down – Brutal Training: The Attack 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 Attacks with a Damage Base of 4 or less, and may not be applied to Attacks whose Damage Base change upon certain conditions (such as Fury Cutter or Ice Ball) or Attacks with Special-Case Damage (such as Night Shade).

Status Attacks

Burst of Motivation – Inspired Training: After this Attack is Resolved, the user may gain +1 CS in a stat that is currently at or below its default CS. If that stat is currently at negative CS they may gain an additional +1 CS.

Supreme Concentration – Focused Training: Roll twice for the Accuracy check of this attack and take the higher result. This may only be used on Status Attacks with an Accuracy Check.

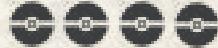
Double Curse – Agility Training: The user may target an additional Enemy with this Attack. This may be applied only to 1-Target Attacks. Cannot be applied to Attacks with the Smite keyword. Double Curse may not be used on any Attack that could allow you to use a non-Status Attack (Such as Copycat, Sketch, or Transform).



CHEERLEADER

Class Skills: Charm

Active Pokémon Support



Passive Pokémon Support



For some Trainers, the path to victory isn't paved with complicated strategy or incredibly harsh training. Instead, they believe in their Pokémon 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 Pokémon 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 Pokémon, a Cheerleader can keep a traveling party in high spirits and fighting at their best all the time.

CHEERLEADER

Cheerleader

[Class] [Class Stat Tag is +HP or Speed]

Prerequisites: Inspired Training, Novice Charm
X AP - Swift Action

Target: Up to three allied Pokémon or Trainers

Effect: The targets become Cheered for 1 full round. You may use Cheerleader as a Free Action when you use [Orders], but if you do, Cheers affects only the targets of the [Orders]. This Feature costs 0 AP if the triggering effect affects only one Ally, and costs 1 AP if it affects two or more.

Mechanic - Cheered

When a Combatant becomes Cheered, they gain the "Cheered" Coat. While they have this Coat their Combat Stages cannot be lowered as a result of a Foe. This Coat disappears after a Full Round but may be expended if any of the following Triggers occur to gain the subsequent Effect.

» **Trigger** - The User is hit with an Attack

Effect: The User gains Damage Reduction against the Triggering Attack equal to your Charm Rank.

» **Trigger** - The User makes a Save Check

Effect: The User gains a +4 Bonus to that Save Check

» **Trigger** - The User takes Damage

Effect: The User gains Temporary Hit Points equal to double your Charm Rank after the Triggering Attack.

Moment of Action

[Orders]

Prerequisites: Cheerleader

At-Will – Standard Action

Target: Up to two Allied Pokémon or Trainers

Effect: If a Target is a Trainer, they gain 1 Temporary Action Point that disappears after a Full Round. If a Target is a Pokémon, it gains a Tick of Temporary Hit Points.

Stand with Me!

Prerequisites: Cheerleader

Static

Effect: Your Pokémon gain the Friend Guard Ability. Once you have at least 5 Cheerleader Features you also gain the Friend Guard Ability.

Go, Fight, Win!

[Orders]

Prerequisites: Moment of Action, Expert Charm

2 AP – Standard Action

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

» **Show Your Best!**: All allies on the Field gain +1 CS in Defense and Special Defense.

» **Don't Stop Now!**: All allies on the Field are cured of one Volatile Status Condition, One Persistent Status Condition and gain Temporary Hit Points equal to your Charm Rank.

» **I Believe In You!**: All allies on the Field gain a +2 Bonus to Critical Hit Range, Effect Range, Accuracy, and Evasion for 1 full round.

Now's your Chance!

Prerequisites: Stand with Me!, Adept Charm

Scene x2 – Free Action

Condition: The Triggering Pokémon has the Cheered Coat

Trigger: Your Pokémon use Friend Guard or Helper

Effect: The Triggering Pokémon expends their Cheered Coat, then the Frequency of the Ability they used is not expended.

Inspirational Support

Prerequisites: Stand with Me!, Adept Charm

Static

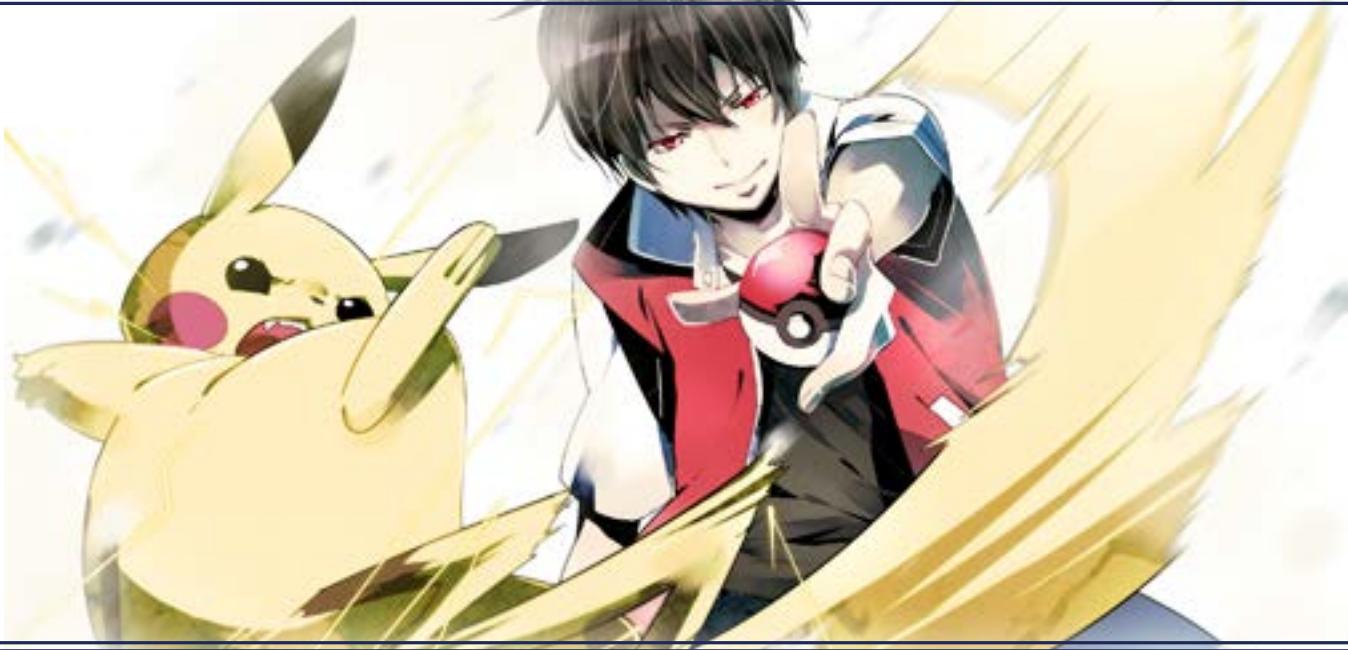
Effect: You and your Pokémon gain the Helper Ability. Whenever you or your Pokémon with Friend Guard or Helper target allied Pokémon or Trainers with an Ability or Status Attack, the targeted allies become Cheered for 1 full round.

Keep Fighting!

Prerequisites: 5 Cheerleader Features, Master Charm
Weekly 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 they then gain Temporary Hit Points equal to your Charm Rank doubled. Keep Fighting! may only be used once per target per Scene.



COMMANDER

Class Skills: Command

Active PokéMon Support



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

Commander

[Class] [Class Stat Tag is +HP or Speed]

Prerequisites: Novice Command

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 Pokémon. Any other conditions still apply.

Commanding Authority

[Ranked 3]

Rank 1 Prerequisites: Commander

Rank 2 Prerequisites: Commander, Adept Command

Rank 3 Prerequisites: Commander, Expert Command

Static

Effect: Each Rank, you learn two Battle Tactics from the list on the next page.

Clever Tactics

Prerequisites: Commander, Adept Command

Scene x3 - Free Action

Trigger: You use an effect from the Commander Class or give [Orders] that have an AP cost

Effect: You do not spend AP for the activation of the effect and the Frequency of the [Orders] is not spent.

Bonus: You gain the Leader Edge even if you do not meet its prerequisites.

Battle Conductor

Prerequisites: Commander, Expert Command

Special – Free Action

Trigger: You give [Orders] that have targets

Effect: You may target up to two additional Allies with the [Orders]. This Feature may be used At-Will for Orders with an At-Will Frequency, but only once per Scene for Orders with any other Frequency.

Tip the Scales

Prerequisites: Commander, Master Command

Scene x2 – Swift Action

Trigger: You give [Orders] that have Targets.

Effect: All targets of the [Orders] gain +1 CS in their choice of Attack, Special Attack, or Speed, and +1 CS in Defense or Special Defense. Different targets may choose different stats. Tip the Scales can only be used to Target additional Allies with the effects of any Battle Tactics with the [Orders] Keyword once per scene.

Battle Tactics

Mobilize

[Orders]

1 AP – Free Action

Target: Up to 3 of Allies

Effect: All Targets cannot provoke Attacks of Opportunity for One Full Round and gain +2 Movement Speed for One Full Round. This effect cannot be used if the effects Mobilize, Reposition, Attack Pattern: Alpha, or Attack Pattern: Beta are still active.

Attack Pattern: Alpha

[Orders]

1 AP – Free Action

Target: Up to 3 of Allies

Effect: All Targets of this effect gain +10 Damage and +2 Accuracy for 1 Full Round. This effect cannot be used if the effects Mobilize, Reposition, Attack Pattern: Alpha, or Attack Pattern: Beta are still active.

Strategic Combat

1 AP – Free Action

Target: A Pokemon that is under the effect of a Stratagem

Effect: Target that Pokemon with an additional Stratagem. This Stratagem does not count towards the total number of Stratagems a Pokemon can have. A Pokemon can only gain 1 additional Stratagem through this effect.

General's Influence

1 AP – Free Action

Trigger: You give [Orders] that have targets

Effect: You can Target an additional Ally with the effect of those [Orders]. This effect can be activated multiple times per trigger paying 1 AP each per additional Target. Clever Tactics can only save 1 AP when used on this effect. This effect does not bypass frequency and it does not work with Focused Command.

Reposition

[Orders]

1 AP – Free Action

Target: Up to 3 of Allies

Effect: All Targets may immediately Disengage up to their Movement speed as a Free Action. All Targets are immune to the effects of Flanked for 1 Full Round and gain 1 Tick of Temp HP. This effect cannot be used if the effects Mobilize, Reposition, Attack Pattern: Alpha, or Attack Pattern: Beta are still active.

Attack Pattern: Beta

[Orders]

1 AP – Free Action

Target: Up to 3 of Allies

Effect: All Targets are immune to the effects of Flanked for 1 Full Round. Additionally, all Targets of this effect gain 1 Tick of Temporary HP and gain +10 DR for 1 Full Round. This effect cannot be used if the effects Mobilize, Reposition, Attack Pattern: Alpha, or Attack Pattern: Beta are still active.

Scheme Twist

1 AP – Free Action

Trigger: You give [Orders] that have targets

Effect: All Targets of the [Orders] gain a Tick of Temp HP. They can also choose to be cured of the Confused, Infatuation, and Enraged Status Conditions. A target may only be affected by this effect once per Scene.

Complex Orders

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.



COORDINATOR

Class Skills: Charm, Command, Guile, Intimidate, Intuition

Active Pokémon Support



Passive Pokémon Support



Coordinators specialize not in Pokémon Battles, but in Flair Battles. In Flair Battles, Pokémon compete not to hurt each other, but to use their attacks and abilities to impress the flair judges and the watching crowds. The world of Flair Battles 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.

COORDINATOR

Coordinator

[Class] [Class Stat Tag is +Any Stat]

Prerequisites: Two of Coordinator Skills at Novice Rank

Weekly x3 – Extended Action

Target: A Pokémon

Effect: The Target learns an Innovation Attack. See the next page for details on creating Innovation Attacks. A Pokémon may only have one Innovation Attack at a time. If the Target is your own Pokémon, the Attack does not take up an Attack Slot.

Bonus: You learn an Innovation attack. When you have 5 Coordinator Features you may learn another Innovation Attack. You can change the Style Tag of your Innovation attacks as an extended action.

Note: Charm, Command, Guile, Intimidate or Intuition or referred to as 'Coordinator Skills'

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 highest Coordinator Skill Rank doubled.

Bonus: Whenever you issue [Orders] to your Pokémon, they may Disengage 1 space as a Free Action immediately after the effects of the [Orders] have been resolved.

Radiant Spotlight

Prerequisites: Coordinator, one Coordinator Skill at

Adept

1 AP - Swift Action

Trigger: You or your Pokemon use an Innovation Attack

Effect: The Triggering Combatant gains a Spotlight that is a Burst 3 and is centered around them. For one Full Round, the user's attacks and all attacks made within this Spotlight gain the Smite keyword if they match the Style Tag of the Triggering Attack. If the Attack was a Status Category, they instead roll the Accuracy Check twice taking the better result.

Grand Performance

Prerequisites: Coordinator, one Coordinator Skill at Expert

Scene - Free Action

Trigger: You or your Active Pokemon would use an Innovation Attack

Effect: The listed Combatant(s) that did not Trigger this Feature may use an Innovation Attack they know as a Priority (Limited), Free Action.

Nuanced Performance

Prerequisites: Coordinator, one Coordinator Skill at Adept

1 AP – Free Action

Trigger: Your Pokémon misses all targets with an Attack

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

Note: You may activate Nuanced Performance even if your Pokémon's Attack missed due to an Attack with the Shield Keyword or an effect such as Dodge or Parry.

All Eyes on Me

Prerequisites: Radiant Spotlight; Coordinator Skill at Expert
Static

Effect: While the Radiant Spotlight is active, whenever its Target uses an Innovation Attack grant the following bonuses to all allies within the spotlight based on the Template used:

» **Template #1:** Each ally gains 1 Flair Boon.

» **Template #2:** For a Full Round, when an ally attacks the target of this attack, they gain a 15+ effect range to lower the corresponding stat by -1 CS.

» **Template #3:** When triggering the effect range, all allies inside the Radiant Spotlight also gain +1 CS in the corresponding stat. You gain an additional +1 CS in the corresponding stat.

» **Template #4:** All allies within the Radiant Spotlight also have all negative CS reset to their Default Stage.

Reliable Performance

Prerequisites: Nuanced Performance, one Coordinator

Skill at Master

Weekly x3 – Free Action

Trigger: You or your Pokémon make an Accuracy Check, Save Check or Skill Check

Effect: For Accuracy Checks, act as if you had rolled an 11. For Save Checks, act as if you rolled a 16. For Skill Checks, multiply 3.5 by the Skill Rank in question, and use the resulting number as the result of the roll, rounded down. Modifiers cannot be added to results of this Feature.

Innovation Attacks

The Coordinator's "Innovation" Feature lets the Coordinator create new Attacks for their Pokémon. These Attacks can serve to fill voids in Attack Lists for additional utility. To create an Attack:

» Choose a Style Tag

» Choose one of the Four Templates Below to be the Attack's Effect

» Name your Attack

These are modified by the Style Tag of the Attack. Remember, Cool is associated with Attack, Tough with Defense, Beauty with Special Attack, Smart with Special Defense, and Cute with Speed.

Template #1

Type: Normal

Frequency: Scene

AC: None

Class: Status

Range: Self

Effect: The user generates 3 Flair Boons. A user can only use 1 Flair Boon per turn. These may be used as a Free Action on their turn to gain one of the effects below, based on this Attack's Style Tag:

- » **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 Attack's Style Tag lowered by -2 Combat Stages. This Attack cannot miss.

Template #3

Type: Varies

Frequency: EOT

AC: Varies

Class: Varies

Range: Varies, Spirit Surge

Effect: Make a Struggle Attack. Make two Accuracy rolls for this Struggle Attack, keeping the higher result. The Struggle Attack also gains a 16+ effect range to raise the Stat associated with the Style Tag of this Attack by +1 Combat Stage.

Template #4

Type: Normal

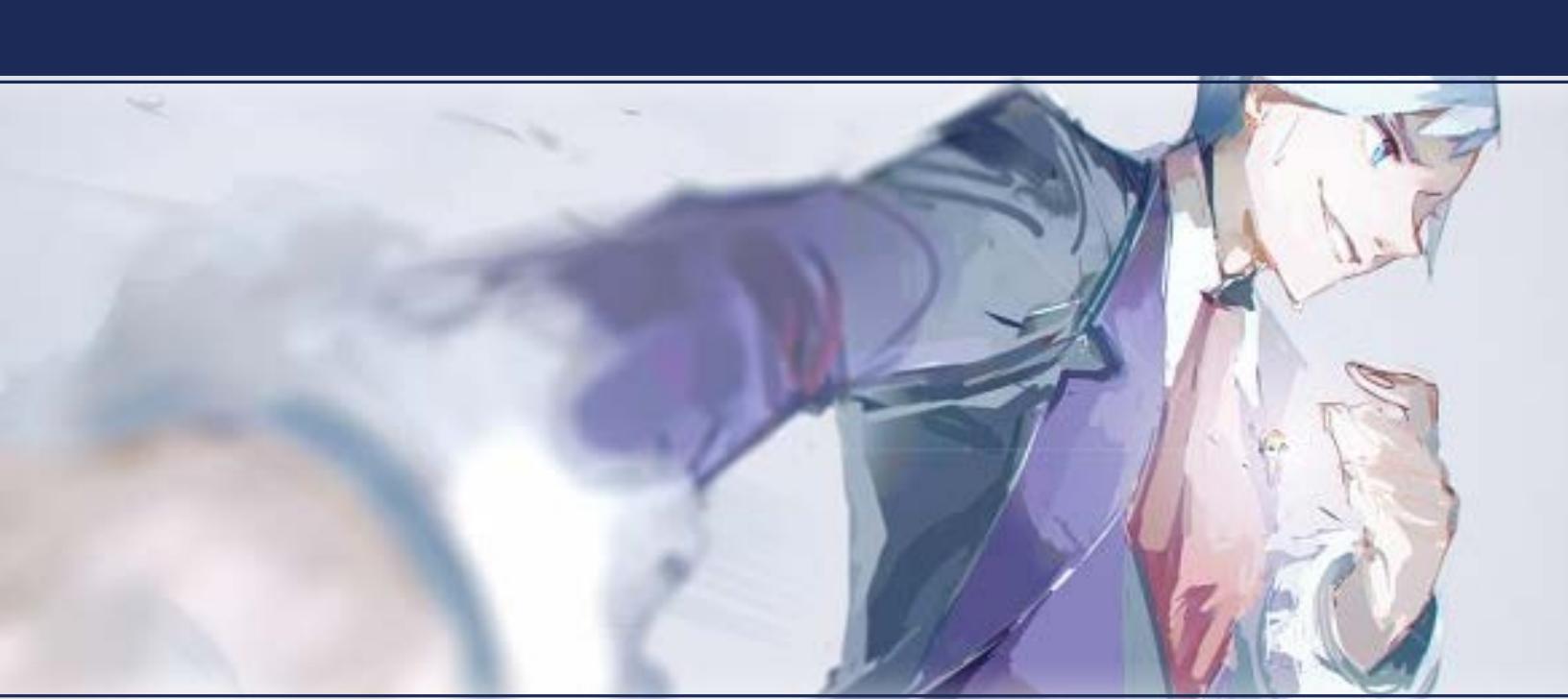
Frequency: Scene

AC: None

Class: Status

Range: Burst 4

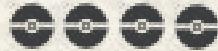
Effect: All Allies in the Burst besides the user gain a Tick of Temporary Hit Points and +1 Combat Stage in the Stat associated with the Style Tag of this Attack.



DUELIST

Class Skills: Focus

Active Pokémon Support



Passive Pokémon Support



Duelists mark their foes and then let their Pokémon tear them apart with ruthless efficiency. Even in the midst of a crowded battlefield, they are able to pinpoint priority targets and ensure their Pokémon have the focus to take them down without distraction. Unlike Jugglers, who prefer to rotate through their entire roster of Pokémon 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

Duelist

[Class] [Class Stat Tag is +HP or Speed]

Prerequisites: Focused Training, Novice Focus
At-Will – Free Action, Priority (Limited)

Target: An Enemy Combatant

Effect: The Target becomes Tagged. Only one Enemy can be Tagged this way at a time. If a new Enemy is Tagged, all other Tags are lost. Your Pokémon under the effects of Focused Training gain half their Momentum (rounded up) as a Bonus to Accuracy and Evasion against Tagged Enemies, but as long as an Enemy is Tagged, they do not benefit from Focused Training's Accuracy Bonus against other Enemies. You can only use this Feature once per Round.

Mechanic – Momentum:

- » Your Pokémon begins each Scene with 0 Momentum.
- » At the end of each Combat round, your Pokémon gains +1 Momentum.
- » Whenever your Pokémon hits a Tagged Enemy, they gain +1 Momentum.
- » Whenever your Pokémon misses a Tagged Enemy, they lose -1 Momentum.
- » Whenever your Pokémon gains an Injury from an Attack or Indirect HP Loss, they lose -1 Momentum.
- » Your Pokémon has a maximum of 6 Momentum. So use a d6 to track it.
- » All Momentum is lost when your Pokémon Faints, your Pokémon is recalled, or combat ends.

Expend Momentum

[Orders]

Prerequisites: Duelist

At-Will – Standard Action

Target: Your Pokémon under the effects of Focused Training

Effect: Apply one of the following effects on the target by spending that much Momentum.

» **Spend 1 Momentum:** At any point during the Target's next Turn, they may add their Momentum Value as a modifier to one d20 they roll.

» **Spend 2 Momentum:** Your Pokémon automatically rolls an 11 on one d20 Roll of your choice on their next turn. May be chosen only once per Pokémon per Scene.

» **Spend 3 Momentum:** Your Pokémon regains a use of Scene Frequency Attack. May be chosen only once per Scene per Pokémon.

Effective Methods

Prerequisites: Duelist

At-Will – Extended Action

Target: Your Pokémon

Effect: The Target 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 Pokémon with the Exploit or Tolerance Ability are targeted by an [Order] or deal Super-Effective Damage they gain +1 Momentum after all effects of the Attack or Order are resolved.

Type Methodology

Prerequisites: Effective Methods, Adept Focus

Scene x3 – Free Action

Trigger: See Effect

Effect: Effects depend on whether your Pokémon has the Tolerance or Exploit ability.

» Whenever your Pokémon with **Tolerance** takes Super-Effective damage from a Tagged Enemy, your Pokémon may lose 2 Momentum to Resist that attack one step.

» Whenever your Pokémon with **Exploit** deals Resisted damage to a Tagged Enemy, your Pokémon may lose 2 Momentum to increase the effectiveness of the attack one step.

Duelist's Strategy

[Orders]

Prerequisites: Expend Momentum, Effective Methods, Expert Focus
1 AP – Standard Action

Target: Your Pokémon under the effects of Focused Training

Effect: Apply one of the following effects to apply to the Target. The Target must have the listed Momentum Value in order to be chosen. (Duelist's Manual does not spend Momentum).

» **1 Momentum:** The Target may ignore the Confused, Enraged, Infatuation and Suppressed Affliction on their Next Turn if they were to attempt to Attack your Tagged Enemy.

» **3 Momentum:** The Target's next Attack causes Targets hit by it to become Vulnerable for a Full Round. If the Attack included your Tagged Enemy, the enemy's Initiative is lowered by double your Momentum Value.

» **5 Momentum:** If the Target has the Exploit Ability from Effective Methods, their next Damaging Attack against your Tagged Enemy is increased by a Damage Step (Max 1.5x). If they had the Tolerance Ability the next Attack your Tagged Enemy hits them with is reduced by an additional Damage Step. You can only use this effect on a Target once per Scene.

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 Enemy. 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. This may be used only once per Scene per Pokémon .



ENDURING SOUL

Class Skills: Athletics, Focus

Passive Pokémon Support



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

Enduring Soul

[Class] [Class Stat Tag is +HP]

Prerequisites: Novice Athletics and Focus; You do not have a Stat Ace Class Feature

Static

Effect: Your Pokémon have their HP Base Stat increased by +5, and by +1 for every 10 Levels they have. Additionally, Enduring Souls cannot have their Pokemon benefit from the Abominable Ability.

Note: You cannot take a Stat Ace Class Feature while you have this Feature.

Staying Power

Prerequisites: Enduring Soul

Scene – Free Action

Trigger: Your Pokémon Takes a Breather

Effect: Your Pokémon may "Take a Breather" even if they are Confused or Enraged, and they do not Trip or have to Shift away from Enemies as part of the action. Your Pokemon may also heal themselves of one Persistent Status Affliction. You may choose whether or not your Pokémon resets their Combat Stages to default.

Bonus: Whenever you or your Pokémon Take a Breather, they gain +5 Damage Reduction for 1 full round.

Awareness

Prerequisites: Enduring Soul

Static

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

Whenever your Pokémon would lose a Tick of Hit Points, reduce the amount of Hit Points lost by the higher of your Athletics or Focus Ranks, to a minimum of 1.

Shrug Off

[Gift]

Prerequisites: Enduring Soul, Adept Athletics or

Focus

Static

Effect: You and your Pokemon gain the Walk It Off Ability. You do not need to meet the Prerequisites of Walk It Off in order to gain it.

Resilience

Prerequisites: Awareness, Expert Athletics or Focus

Scene x2 – 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/or the triggering attack does damage as if it was not a Critical Hit. Resilience may only be triggered once per Pokémon per Scene.

Note: Battle Scars still apply despite negating the Critical Hit if an Injury would occur. This is only applicable if you're in a Challenge Mode.

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 an Attack as an Interrupt. When the Attack is resolved, the Pokémon then immediately faints. This consumes a Pokémon turn as normal. This cannot be used with the Attacks Explosion, Pain Split, or Self-Destruct.

Vim and Vigor

Prerequisites: Shrug Off, Master Athletics or Focus

Static

Effect: Your Pokemon gain the Vigor Ability.



JUGGLER

Class Skills: Acrobatics, Guile

Active Pokémon Support



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 Pokémon emulate the effects of Pokémon Attacks 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

Juggler

[Class] [Class Stat Tag is +HP or Speed] [Gift]

Prerequisites: Novice Acrobatics, Novice Guile

Static

Effect: You gain the Quick Switch Feature, and using it costs only 1 AP

Bonus: The first Juggler Feature you would spend AP on each round costs 1 AP less.

Bounce Shot

Prerequisites: Juggler

Scene x2 - Free Action

Trigger: You throw a Pokéball Item

Effect: After impacting in its initial square, the Triggering Item bounces up to X Meters in any Direction, where X is equal to the higher of your Acrobatics or Guile Rank. If the Triggering Item lands on a Space occupied by a Combatant you may make a Throw Maneuver against them with the triggering item. After landing in its chosen Location you may choose to release the Pokemon inside with appropriate Actions. If the Triggering Item lands in a space occupied by you or an ally, they gain possession of the Triggering Item.

Bonus: Your Pokeball Items gain the Throwable Keyword and may used to Target Enemies. If an Enemy is hit by a Throw Maneuver performed this way, they take damage as if you hit them with a Struggle Attack that cannot be a Weapon Attack.

You Deserve A Rest

Prerequisites: Juggler

Scene x3 – Free Action

Trigger: You recall a Pokémon

Effect: The recalled Pokémon is cured of one Persistent Status Affliction and gains Hit Points equal to 1/3rd its Maximum Hit Points. You Deserve A Rest may only be used once per Pokémon per Scene.

Round Trip

Prerequisites: Juggler, Adept Acrobatics or Guile

1 AP – Free Action

Trigger: Your Pokémon uses an Attack.

Effect: You may immediately switch your Pokémon that just performed an Attack for another of your Pokémon. This effect lets Pokémon with the Trapped condition switch out.

Tag In

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

Prerequisites: Juggler, Expert Acrobatics or Guile
2 AP – Free Action, Interrupt

Effect: You may switch out a Pokémon you have on the field for another one of your Pokémon. It must be released in the same position as the Pokémon it replaces. If the previous Pokémon was the target of an Attack, the new Pokémon is instead targeted.

First Blood

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 an Attack 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

Class Skills: Acrobatics, Athletics

Active Pokémon Support ●●
Passive Pokémon Support ●●
Trainer Combat ●

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

Rider

[Class] [Class Stat Tag is +Speed]

Prerequisites: Mounted Prowess, Agility Training

Static

Effect: While you are Mounted on a Pokémon under the effects of Agility Training, the bonuses from Agility Training are doubled. In addition, their Attacks with the Pass Keyword may move 6m instead of 4m.

Bonus: Your Pokemon gain an Extra Held Item Slot that may only be used for the Saddle Item.

Ramming Speed

Prerequisites: Rider

Static

Effect: Your Pokemon gain the Rock Head Ability.

Ride as One

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.

Conqueror's March

[Orders]

Prerequisites: Ramming Speed, Adept Acrobatics or Athletics

At-Will – Free Action

Target: Your Mounted Pokémon with Rock Head

Effect: On their next turn, the Target may use a Dash, Burst, Pass, Blast, Cone, or Line range Attacks as if it had a range of Pass or Melee, 1 Target Dash instead of their usual range. If used as Pass they may change direction during their Shift Action.

Lean In

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.

Bonus: You and your Mount may Intercept for each other as a Shift Action Interrupt.

Cavalier's Reprisal

Prerequisites: Ride as One, Expert Acrobatics or Athletics

1 AP – Free Action

Trigger: An adjacent foe hits you or your Mount with an attack

Effect: You or your Mount (whichever was not hit by the triggering attack) may make a Struggle Attack against the triggering foe as a Free Action.

Overrun

Prerequisites: Conqueror's March, Expert Acrobatics or Athletics

Scene x2 – Free Action

Trigger: Your Mount with Rock Head makes a Damage Roll for a Dash or Pass Attack

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

Class Skills: Intimidate

Active Pokémon Support



Passive Pokémon Support



Taskmasters are known for their brutal and demanding style, pushing their Pokémon harder in training than most other Trainers would dare. Many assume that Taskmasters rule their Pokémon through threats and abuse, but some Taskmasters have a deeper understanding with their Pokémon, who accept and embrace their grueling training regimes. However, the sad truth is others do indeed mistreat their Pokémon 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 Pokémon 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

Taskmaster

[Class] [Class Stat Tag is +Defense]

Prerequisites: Brutal Training, Novice Intimidate

At-Will – Free Action

Trigger: You apply Brutal Training as a Training Action

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

Mechanic – Hardened

Hardened Pokémon receive the following benefits. If you're in Hard Mode or Ironman+ Mode, Hardened Pokémon have a different set of 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 2 or more injuries**, they gain +1 Evasion and +5 to Initiative.
- » **If they have 4 or more injuries**, they gain +5 Damage Reduction.
- » **If they have 6 or more injuries**, they are immune to Loss of Hit Points (but not damage) from all effects and resist all damage one step further. (Max Double Resisted)

Desperate Strike

Prerequisites: Taskmaster

At-Will - Free Action

Trigger: Your Pokemon would Attack

Effect: For a Full Round, the Triggering Pokemon may treat all Pokemon they target as Vulnerable, however they are also Vulnerable against all enemies. If the Triggering Pokemon is Hardened and under 0% Hit Points, they are not considered Vulnerable by this Feature.

Savage Strike

Prerequisites: Taskmaster

Static

Effect: Your Pokemon gain the Cruelty Ability.

Pain Resistance

Prerequisites: Taskmaster, Adept Intimidate

1 AP – Free Action

Trigger: Your Hardened Pokemon takes Damage

Effect: Your Pokémon resists the damage one additional step. This may be triggered once per Scene per Pokémon.

Press On!

Prerequisites: Taskmaster, Expert Intimidate

Static

Effect: Your Hardened Pokemon may instead faint at -50% Hit Points if desired. If your Pokemon take a Standard Action while under 0% Hit Points, you must pay 1 AP, or else they cannot take that Action. At any point while under 0% Hit Points, your Pokemon may choose to Faint as a Free Action.

Brutal Enforcement

Prerequisites: Taskmaster, Expert Intimidate
X AP - Free Action

Trigger: Your Hardened Pokémon inflicts an Injury, lands a Critical Hit or Triggers an Effect Range
Effect: Choose an Attack or Ability known by the Triggering Pokemon. If the chosen Attack or Ability was Scene x2 or Scene x3, this Feature costs 1 AP and your Pokemon regains one use of its frequency. If the chosen Attack or Ability was Scene, Weekly x1, Weekly x2, or Weekly x3 this Feature costs 2 AP and your Pokemon regains one use of its frequency. If the chosen Attack or Ability was EOT this Feature costs 0 AP and its frequency is refreshed. A Pokemon cannot regain more than one use of a specific Attack or Ability more than once per scene.

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.

Mechanic – Hardened (Ironman+ or Hard Mode)

Hard Mode or Ironman+ Mode Hardened Pokémon receive the following benefits:

- » They do not lose Hit Points from acting **while Heavily Injured**
- » **Injuries beyond the 2nd** 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 2 or more injuries**, they gain +1 Evasion and +5 to Initiative.
- » **If they have 3 or more injuries**, they gain +5 Damage Reduction and are immune to Loss of Hit Points (but not damage) from all effects and resist all damage one step further (Max: Double Resisted)



TRICKSTER

Class Skills: Guile

Active Pokémon Support



Passive Pokémon Support



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 Attacks 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 Attacks 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

Trickster

[Class] [Class Stat Tag is +HP or Speed]

Prerequisites: Novice Guile

1 AP – Free Action

Trigger: Your Pokémon hits an Enemy with a Status Category Attack or an Enemy triggers your Pokémon's Hazard

Effect: After the Attack is resolved, your Pokémon may perform a Dirty Trick or Manipulate Maneuver against that enemy as a Free Action. The Maneuver automatically hits, but the target must be in range for the chosen Maneuver. You may use your Guile or your Pokemon's Guile to resolve any Manipulate Rolls.

Bag of Tricks

[Ranked 3]

Rank 1 Prerequisites: Trickster

Rank 2 Prerequisites: Trickster, Adept Guile

Rank 3 Prerequisites: Trickster, Expert Guile

Static

Effect: Each Rank, you learn two Trickster Techniques from the list on the next page.

Sleight of Hand

Prerequisites: Trickster Techniques Rank 1, Expert

Guile

Static

Effect: Your Pokemon gain the Prankster Ability.

Encore Performance

Prerequisites: 3 Trickster Features, Master Guile

Scene x3 - Free Action

Trigger: Your Pokemon uses a Status Category Attack with a range other than Self as a Standard Action.

Choose one Effect:

- » The Triggering Pokemon may use another Status Category Attack that targets a different Combatant than the Triggering Attack targeted as a Free Action.
- » The Triggering Pokemon may use an At-Will Damaging Attack as a Free Action after the Triggering Attack resolves.

Sly Malediction

Prerequisites: Trickster, Adept Guile

Scene x2 - Free Action

Trigger - Your Pokemon inflict one of the following Status Afflictions on a Combatant.

Effect: The Combatant is cured of all Volatile and Persistent Status conditions except the triggering affliction. The inflicted Affliction gains an additional effect listed below. While a Combatant is suffering from an Affliction altered by this Feature they suffer a -3 Penalty to Save Checks against that affliction but cannot gain any Volatile or Persistent Afflictions until the Affliction gained this way is cured.

Note: Frozen = Chilled. Poisoned = Badly Poisoned, etc.

Status Affliction	Effect
Bleeding, Burned, Cursed, Poisoned, Seeded	Whenever the Combatant loses Hit Points from this Affliction they lose an additional amount based on Triple your Guile Rank.
Confused, Disabled, Enraged, Infatuated, Vortexed	The Combatant is treated as being Vulnerable against Attacks derived from You or your Pokemon while they have the Affliction.
Frozen, Paralyzed, Sleep	While the Combatant has this Affliction they cannot gain Combat Stages. Whenever they would fail at Save Check involved with this Affliction, they lose -2 CS to the stat with the highest CS (You choose on tie)
Flinched, Suppressed, Vulnerable	The Combatant suffers a penalty to Accuracy and Evasion equal to half your Guile Rank and a penalty to Damage Rolls equal to double your Guile Rank.

Trickster Techniques

Bolstered Ego

1 AP - Free Action

Trigger: Your Pokemon uses a Status Category Attack that increases the Combat Stages of a Combatant

Effect: The Target of the Triggering Attack gains +1 CS in a Stat not increased as a result of the Triggering Attack.

Cunning Wit

Static

Effect: Your Pokemon gain a 18+ Critical Hit Range for all of their Status Category Attacks that have an Accuracy Check. This range is affected by normal Crit Range modifiers. If an Attack would be a Critical Hit this way, targeted Enemies lose two Ticks of Hit Points. If any Ally would be in range of the Attack (Even if it has the Friendly Keyword), they gain two Ticks of Temporary Hit Points.

Explosive Trap

At-Will - Free Action

Target: A Hazard placed by you or your Pokemon within 5m

Effect: The Hazard explodes and destroys itself, creating a Burst 2 Range that goes 3m up in the air. Any Combatant within this range is treated as though they were hit with the Hazard.

Bonus: Whenever you or your Pokemon use an Attack with the Hazard Keyword you may place 2 additional Hazards of that kind.

Sneaky Siphon

1 AP - Free Action

Trigger: A Status Category Attack was used by your Pokemon causes a Combatant(s) to lose Combat Stages in a Stat(s)

Effect: The Pokemon that used the Triggering Attack gains CS in one of the affected Stats equal to the amount lost. The amount gained does not stack if multiple Combatants were affected.

Cheap Shot

1 AP - Free Action

Trigger: Your Pokemon uses an At-Will Attack or a Status Category Attack with a Natural AC of 4 or less against a Target with a Status Affliction

Effect: The Triggering Attack cannot miss them or be Intercepted.

Devious Plot

Scene x2 - Free Action

Trigger: Your Pokemon uses a Status Category Attack that targets an Ally or has the Self Keyword

Effect: The Target(s) of the Attack gain(s) Temporary Hit Points equal to their Tick Value plus your Guile Rank.

Persistent Bindings

Scene - Swift Action

Trigger: A non-Substitute Coat that was applied by one of your Pokemon would be removed or expended

Effect: The Coat or Activation is instead not removed or expended but any effect gained from expending still occurs.

Trained Deception

Static

Effect: The Base Attack List of your Pokemon is increased by +1 Slot. The Attack Slot gained this way must be used for an Attack with the Status Category.

Specialist Team Trainer 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

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

Style Ace

Skills: Charm, Command, Guile, Intimidate, Intuition

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

Type Ace

Skills: Varies by Type

A battler that primarily uses Pokémon of a certain elemental Type. They focus on enhancing the abilities of their specific typed Pokémon.



STAT ACE

Class Skills: Command, Focus

Passive Pokémon Support



Active Pokémon Support



Stat Aces hold loyalties only to ability. They find Pokémon 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 an Aerodactyl. 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 Pokémon in ways you typically wouldn't be able to. By allowing you to bypass Base Stat Relations for a stat, you can raise Pokémon in rather interesting ways, such as having a Gengar focused on physical attacks and taking advantage of its awesome physical Attackpool. It also allows you to further improve Pokémon who are already specialized in a given stat with innate Combat Stage bonuses, extra Abilities and bonus stats.

STAT ACE

Stat Ace

[Class] [Class Stat Tag is +HP or Your Chosen Stat]

Prerequisites: A Pokémon with the chosen stat as its highest Base Stat, Novice Command or Focus Static

Effect: Your Pokémon have their Chosen Base Stat increased by +5, 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 +7). Additionally, your Pokémon may have the stat boosted by this effect be excluded from Base Stat Calculations.

Note: When you take Stat Ace, choose **Attack, Defense, Special Attack, Special Defense, or Speed**. This becomes your Pokémon's Chosen Stat. Attack Aces cannot have their Pokemon benefit from the Huge Power Ability and Special Attack Aces cannot have their Pokemon benefit from the Sorcery Ability.

Stat Link

[Branch]

Prerequisites: Stat Ace

1 AP – Free Action

Trigger: At the end of your Pokémon's turn, their Chosen Stat is at or below their Default CS.

Effect: The triggering Pokémon has gains +1 CS Chosen Stat.

Stat Training

[Branch]

Prerequisites: Stat Ace

Static

Effect: Your Pokémon learns an Attack based on your Chosen Stat, even if your Pokémon cannot normally learn this Attack. Attacks learned this way do not take an Attack Slot, however Pokemon may only have one Attack gained from Stat Training at a time:

» **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" Attack 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 have your Pokemon resist the Damage 1 step further.

» **Special Attack Effect:** You may activate this Feature to allow your Pokémon to use a Burst, Cone, Close Blast, Ranged Blast, or Line Special Attack then you can increase its range by +1. If it has a range of 1 Target then the Attack becomes Close Blast 2 if Melee or Ranged Blast 2 if Ranged.

» **Special Defense Effect:** You may activate this feature whenever your Pokémon is hit by a Special Attack to have your Pokemon resist the Damage 1 step further.

» **Speed Effect:** You may activate this Feature at any time to cause your Pokémon to use an Attack as Priority or a Priority Attack as Priority (Advanced).

Stat Mastery

[Branch]

Prerequisites: Stat Maneuver, Expert Command or Focus
Static

Effect: Your Pokémon gain an Ability based on your Chosen Stat:

- » **Attack:** Frisk
- » **Defense:** Full Guard
- » **Special Attack:** Adaptability
- » **Special Defense:** Multiscale
- » **Speed:** Speed Boost

Stat Embodiment

[Branch]

Prerequisites: Stat Mastery, Expert Command or Focus

At-Will - Swift Action, Priority (Limited)

Target: Your Pokémon

Effect: The Target gains the chosen Ability for the rest of the Scene.

- » **Attack Aces:** Defiant
- » **Defense Aces:** Shell Armor
- » **Special Attack Aces:** Competitive
- » **Special Defense Aces:** Magic Guard
- » **Speed Aces:** Vanguard

Attack Supremacy

[Branch]

Prerequisites: Attack Ace, Master Focus or Command

Scene x2 - Free Action

Trigger: Your Pokémon hits with a Damaging Attack

Effect: The Attack is treated as if your opponent has no positive Defense CS and their target's Defensive Abilities are Disabled until after damage calculation. Enemy reactions and interrupts cannot be declared in response to your Pokemon's Attack.

Defense Supremacy

[Branch]

Prerequisites: Defense Ace, Master Focus or Command

Scene x2 - Free Action

Trigger: Your Pokemon would be hit by a Physical Damaging Attack

Effect: Your Pokémon's Defense CS is treated +6 instead of its current value.

Special Attack Supremacy

[Branch]

Prerequisites: Special Attack Ace, Master Focus or Command

Scene x2 - Free Action

Trigger: Your Pokémon hits with a Damaging Attack

Effect: The attack is treated as if your opponent has no positive Special Defense CS and their target's Defensive Abilities are Disabled until after damage calculation. Enemy reactions and interrupts cannot be declared in response to your Pokemon's Attack

Special Defense Supremacy

[Branch]

Prerequisites: Special Defense Ace, Master Focus or Command

Scene x2 - Free Action

Trigger: Your Pokemon would be hit by a Special Damaging Attack

Effect: Your Pokémon's Special Defense CS is treated +6 instead of its current value.

Speed Supremacy

[Branch]

Prerequisites: Speed Ace, Master Focus or Command

Scene x2 - Free Action

Trigger: The round begins

Target: Your Pokemon

Effect: Your Pokemon immediately gains initiative, acting first. Priority, interrupts, and reactions from foes cannot be declared in reaction to this effect or on your Pokemon's turn.



STYLE ACE

Class Skills: Intuition, Command, Charm, Guile, Intimidate

Active Pokéémon Support



Passive Pokéémon Support



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

The Style Ace Class is much like Stat Ace in that it focuses on a particular Stat – only from the Flair perspective. This isn't to say they have no applications outside of Flairs, however. Where Stat Ace is all about teaching Pokémons to battle with an emphasis on their Combat Stat, the Style Ace teaches their Pokémons to embody their chosen Flair 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

Style Expert

[Class] [Branch] [Class Stat Tag is: +HP or your Chosen Style Tag]

Prerequisites: Novice Pokemon Education, Novice Style Skill

Static

Effect: Your Pokemon gain a Bonus to Damage Rolls equal to the higher of your Style Skill Ranks for Attacks that match your Chosen Style Tag. Your Pokemon also gain a Bonus to Accuracy Rolls for Status Category Attacks that match your Chosen Style Tag equal to the higher of your Style Skill Ranks divided by 3 (Rounded Up).

Note: When you take Style Ace, choose from Beauty, Cool, Cute, Smart or Tough. The Class will have a different set of Features, Style Skill and Style Stat based on the chosen Style Tag. Style Ace may be taken multiple times, each choosing a different Style Tag and instances of Chosen Style Tag apply to either Chosen Tag.

Beauty - Charm or Intuition; Special Attack | **Cool** - Command or Focus; Attack | **Cute** - Charm or Guile; Speed
Smart - Gen Edu or Guile; Special Defense | **Tough** - Command or Intimidate, Defense

Stylized Technique

Prerequisites: Style Ace

1 AP – Free Action

Trigger: Your Pokemon use an Attack that doesn't match your chosen Style Tag

Effect: The Attack's Style Tag is changed to match your Style Tag.

Bonus: Attacks that aren't changed by Stylized Technique and match your chosen Style Tag gain double the Bonuses from the Style Ace Feature.

Style Flourish

Prerequisites: Style Ace, Style Skill at Adept

1 AP – Free Action

Trigger: Your Pokemon uses an Attack of your Chosen Style Tag

Effect: The Triggering Pokemon gains +1 CS in the Stat corresponding to your chosen Style Tag, after the Attack and all effects have been resolved. This Feature can only affect a target once per Scene while their CS for the corresponding Style Stat is at or above their Default Value.

Style Entrainment

Prerequisites: Style Ace, Style Skill at Expert

Static

Effect: Your Pokemon gain the following Ability based on your chosen Style Tag.

» **Beauty:** Serene Grace

» **Cool:** Sniper

» **Cute:** Cute Charm

» **Smart:** Analytic

» **Tough:** Sturdy

Beauty Ace Features

Beautiful Ballet

Prerequisites: Style Expert (Beauty)

At-Will – Free Action

Trigger: Your Pokemon uses a Beauty-Tag Attack or triggers an Effect Range

Effect: The Triggering Pokemon may Disengage as a Free Action and gains a Tick of Temporary Hit Points.

Fabulous Max

Prerequisites: Beautiful Ballet, Style Skill at Expert Scene x2 – Free Action

Trigger: Your Pokemon uses a Beauty-Tag Attack

Effect: The Attack gains the keyword Burst 1 if Melee, or Blast 2 if ranged. If the Attack is already a Burst, Blast, Line, or Cone, increase the size of the Attack's Range by 1.

Picture Perfect

Prerequisites: Beautiful Ballet, Style Skill at Master Scene – Free Action

Trigger: Your Pokemon hits with a Beauty-Tag Damaging Attack

Effect: The Triggering Attack automatically activates all Effect Ranges, however the Attack can never be a Critical Hit. If this Attack is forced to miss or is Intercepted, the original target still suffers all of the effects from the Attack's Effect Ranges.

Cool Ace Features

Missing isn't Cool!

Prerequisites: Style Ace (Cool)

2 AP - Free Action

Trigger: Your Pokémon Misses with a Cool-Tag Damaging Attack

Effect: The Triggering Attack acts as though it had the Smite Keyword.

Looking Cool Partner!

Prerequisites: Missing isn't Cool!, Style Skill at Expert At-Will - Free Action

Trigger: Your Pokémon hits with an Attack or an Attack misses your Pokémon.

Effect: The Triggering Pokémon gains a Tick of Temporary Hit Points or has their Critical Hit Range Extended by +1. If the Triggering Attack was a Critical Hit that was successful, they instead gain two Ticks of Temporary Hit Points.

Rule of Cool

Prerequisites: Missing isn't Cool!, Style Skill at Master Scene – Free Action

Trigger: Your Pokémon hits with a Cool-Tag Damaging Attack

Effect: The Triggering Attack is automatically a Critical Hit, however the Effect of the Attack does not apply. Attacks with the Interrupt or Shield Keyword cannot be activated in reaction to this Attack. If this Attack is Intercepted, the target of the Intercept Maneuver still takes damage from the triggering attack, but they resist that damage one additional step.

Cute Ace Features

Irresistible Charm

Prerequisites: Style Ace (Cute)

Static

Effect: Your Pokémon gain a 18+ Effect Range to Infatuate Enemies on all of their Cute-Tag Attacks that target enemies. If your Pokémon has Mastered Charm or Guile, this instead becomes a 16+ Effect Range

Blissful Innocence

Prerequisites: Irresistible Charm, Style Skill at Expert At Will - Swift Action

Trigger: Your Pokémon use a Cute-Tag Attack or an Attack with the Social Keyword

Effect: Choose a Target of the Triggering Attack. The Chosen Target cannot Target the Triggering Pokémon with Attacks for a Full Round. If at any point during this feature's duration the Chosen Target has no applicable enemy targets other than the triggering pokémon, they may ignore the effects of this feature until another applicable enemy target is available. A Combatant can only be affected by this Feature once per Scene.

Not my Friends!

Prerequisites: Irresistible Charm, Style Skill at Master Scene – Free Action

Trigger: Your Pokémon hits with a Cute-Tag Damaging Attack

Effect: One Target of the Triggering Attack becomes Infatuated with the Triggering Pokémon.

Bonus: Enemies that are Infatuated with your Pokémon and do not target them suffer a Penalty to Accuracy Rolls equal to half the higher of your Style Tag Ranks (Rounded Down).

Smart Ace Features

Superior Intellect

Prerequisites: Style Ace (Smart)

Static

Effect: Your Pokemon gain an additional Attack Slot. This slot must contain an Attack with the Smart Style Tag.

Calculated Assault

Prerequisites: Superior Intellect, Style Skill at Expert Scene x2 - Swift Action

Target: Your Pokémon

Effect: The next Attack with the Smart Style Tag the Target uses cannot miss.

Analyzed Outcome

Prerequisites: Superior Intellect, Style Skill at Master Scene x2 - Free Action

Trigger: Your Pokémon uses a Smart-Tag Attack

Effect: The bonus to the Accuracy Roll of the Triggering Attack is doubled. You may exceed +6 accuracy on this attack. If the attack hits, the target loses hit points equal to double the result of the Accuracy Roll. If multiple Accuracy Rolls were made, use the highest one

Tough Ace Features

Tough Skin

Prerequisites: Style Ace (Tough)

At-Will - Free Action

Trigger: Your Pokémon uses a Tough Tag Attack

Effect: The Triggering Pokemon gains Damage Reduction equal to double the higher of your Style Skill Ranks for a Full Round. Tough Skin can only be Triggered by a Pokemon once per Round.

Enduring Grit

Prerequisites: Tough Skin, Style Skill at Expert Static

Effect: Your Pokemon may subtract their Damage Reduction from any source of HP Loss before applying it.

Vital Endurance

Prerequisites: Tough Skin, Style Skill at Master Scene x2 – Free Action

Trigger: Your Pokémon is hit with a Damaging Attack.

Effect: Before Damage Calculations, the Triggering Pokemon gains two Ticks of Temporary Hit Points. After Damage Resolution, the Triggering Pokemon gains 2 Ticks of Temporary Hit Points. A Pokemon may only Trigger Vital Endurance once per Scene.



TYPE ACE

Class Skills: Varies by Type

Passive Pokémon Support



Active Pokémon Support



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 Attacks, or teach a Pokémon to use an Attack 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 an Attack 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

Type Ace

[Class] [Branch] [Class Stat Tag is +Defense or Special Defense]

Prerequisites: 2 Different Pokémon of the Chosen Type, Type Linked Skill at Novice

Prerequisites: Elemental Connection (of the Chosen Type), Type Linked Skill at Novice

At-Will – Extended Action

Target: Your Pokémon

Effect: The target gains the Last Chance or Type Strategist Ability for your Chosen Type. You may target a Pokémon only once with Type Ace.

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 the following: (For your convenience the name of the Last Chance Ability is in each cell)

Bug Ace	Dark Ace	Dragon Ace	Electric Ace	Fairy Ace	Fighting Ace
Command or Survival LC: Swarm	Guile or Stealth LC: Dark Art	Command or Intimidate LC: Pure Blooded	Focus or Tech Edu LC: Overcharge	Charm or Guile LC: Miracle Mile	Combat or Intuition LC: Focus
Fire Ace	Flying Ace	Ghost Ace	Grass Ace	Ground Ace	Ice Ace
Focus or Intimidate LC: Blaze	Acrobatics or Perception LC: Mach Speed	Intimidate or Occult Edu LC: Haunt	Gen Edu or Survival LC: Overgrow	Perception or Intuition LC: Landslide	Athletics or Survival LC: Freezing Point
Normal Ace	Poison Ace	Psychic Ace	Rock Ace	Steel Ace	Water Ace
Charm or Intuition LC: Last Chance	Intimidate or Stealth LC: Venom	Focus or Occult Edu LC: Mind Mold	Combat or Survival LC: Mountain Peak	Athletics or Intimidate LC: Unbreakable	Athletics or Intuition LC: Torrent

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]

Prerequisites: Type Ace

1 AP – Free Action

Target: Your Pokémon

Effect: During the Target's next Turn, any Attacks they use that match your Chosen Type do not expend their Frequency Usages. A Target can only be affected by Type Refresh once per Scene.

Attack Sync

[Branch]

Prerequisites: 3 Type Ace Features

Scene - Free Action

Trigger: Your Pokemon hit with an Attack of your Chosen Type

Effect: The Attack is resisted one step less, to a maximum of Neutral Effectiveness. If the Target(s) were to be Immune to the Triggering Attack, it instead becomes Resisted Effectiveness.

Bug Ace Features

Web Virtuoso

Prerequisites: Type Ace, Bug as Chosen Type

Static

Effect: Your Bug Type Pokemon without the Threaded Capability gain it. Furthermore, all of your Pokemon gain an additional way to use the Threaded Capability: A Threaded Maneuver.

Mechanic - Threaded Maneuver:

When using a Threaded Maneuver, your Pokémon may perform the Trip, Grapple, Push and Disarm Combat Maneuvers and ignores Weight and Size restrictions when doing so. When performing a Threaded Maneuver, your Pokémon gains +2 to the Combat Maneuver Accuracy Roll and the Combat Maneuver's range becomes Ranged 4, 1 target. A Threaded Maneuver is a swift action to perform, and an Enemy cannot be the target of more than one Threaded maneuver per scene.

Iterative Evolution

[Order][Stratagem]

Prerequisites: Web Virtuoso, Type Linked Skill at Adept

Bind 2 AP – Standard Action

Target: Your Pokémon

Effect: While this Feature is bound, if the Target'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: Web Virtuoso, Type Linked Skill at Expert

Weekly x3 – Free Action

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

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

Disruption Order

Prerequisites: Web Virtuoso, Type Linked Skill at Master

Weekly x3 – Free Action

Trigger: Your Pokémon hits with a Bug Type Attack

Effect: Until the end of user's next turn, all targets hit by the Attack are Slowed, suffer a -X to Accuracy Rolls, and are Flinched by Damaging Attacks on 16+. X is equal to half your Type Linked skill rank.

Dark Ace Features

Clever Ruse

Prerequisites: Type Ace, Dark as Chosen Type

1 AP - Free Action

Trigger: Your Pokemon resolves a Dark Type Attack

Effect: If the Triggering Pokemon hit a Target, they may apply one of the effects below. If it did not, this feature instead costs 0 AP and they may gain all of the effects below. (If it only hit some targets when multiple were targeted, this counts as a hit)

» They gain +3 Evasion for one full round.

» Their Attacks ignore Stat Evasion until the end of their next turn.

» They may immediately Disengage up to Xm as a Free Action, where X is half your Type-Linked Skill Rank.

Sneak Attack

[Order][Stratagem]

Prerequisites: Clever Ruse, Type Linked Skill at Adept
Bind 2 AP – Standard Action

Target: Your Dark Type Pokemon

Effect: While this Feature is bound when attacking Enemies that are Flanked, Flinched, Sleeping, Stuck, Suppressed, Tripped or on the first Round of combat, the Target gains a +2 bonus to Accuracy Rolls and a bonus to Damage Rolls equal to your Type-Linked Skill Rank. Qualifying Enemies that are hit by the Target's Attacks suffer a -2 to Accuracy Rolls and a penalty to Damage Rolls equal to your Type-Linked Skill Rank for a Full Round.

Devious

Prerequisites: Clever Ruse, Type Linked Skill at Expert
Scene x2 – Free Action

Trigger: Your Dark-Type Pokémon uses an Attack with the Social keyword.

Effect: Your Pokémon may immediately use a Dark Typed Status-Class Attack or an Attack with the Social keyword as a Free Action. This must be a different Attack than the Triggering Attack, 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

Weekly x3 – Free Action

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

Effect: The target loses three ticks of Hit Points, becomes Tripped, and is Blinded for three full rounds. This Blinded affliction ends if the target is switched out or takes a breather. 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 resolves a Dragon Type Attack other than Draconic Roar

Effect: The target uses Draconic Roar as if it were on their Attack list, but with a Burst equal to the Type Linked Skill/2. If the attack did massive damage, knocked out a combatant or broke a Boss Health Bar, all legal targets are also Flinched.

Unyielding Spirit

Prerequisites: Tyrant's Roar, Type Linked Skill at Adept
Scene x3 - Free Action

Trigger: Your Dragon-Type Pokémon is afflicted with a Volatile or Persistent Status Condition

Effect: The Triggering Affliction is cured and the Pokemon's next Damaging Attack gains the Smite keyword.

Primal Rampage

[Order][Stratagem]

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

Target: Your Dragon-Type Pokémon

Effect: The Target becomes Enraged, gaining bonus damage on Dragon Type Attacks and Damage Reduction against Dragon Type Attacks equal to the higher of your Type Linked Skill Ranks. The Enraged condition cannot be cured while Primal Rampage is bound. While Primal Rampage remains bound, the range of the target's Melee Attacks becomes Melee, All Adjacent Foes and their Ranged Attacks instead becomes Ranged Blast 2. If they are already an AoE, increase its size by 1.

Dominus

Prerequisites: Tyrant's Roar, Type Linked Skill at Master
Weekly x3 - Free Action

Trigger: Your Pokémon uses a Dragon-Type Attack.

Effect: The Triggering Attack cannot miss. If the user has at least +2 CS in Attack, the Triggering Attack also becomes a Critical Hit. If the user has at least +2 CS in Special Attack the Triggering Attack automatically triggers its Effect Ranges. A Pokémon may only be affected by this feature once per Scene.

Electric Ace Features

Lockdown

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

Trigger: Your Pokémon's Electric Attack would inflict Paralysis on an already Paralyzed Enemy

Effect: For 1 full round, that foe is instead Stuck and may only use At-Will Frequency Attacks.

Bonus: The Effect Range of your Pokémon's Electric-Type Attacks that cause Paralysis is increased by +1.

Overload

[Order][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 Pokémon use an Electric-Type Attack with a Frequency of At-Will as if it had Priority (Advanced).

Chain Lightning

Prerequisites: Lockdown, Type Linked Skill at Master
Weekly 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

X AP - Free Action

Trigger: Your Pokemon use a Fairy Type Attack or your Fairy Type Pokemon use a Status Category Attack

Effect: The Triggering Pokemon summons a Fairy Light at the cost of 0 AP. You may spend 1 AP to instead have them summon two Fairy Lights.

Bonus: A Fairy Light may be used on an Ally to have them gain one Tick of Temporary Hit Points.

Mechanic - Fairy Lights

Fairy Lights float in the summoner's square until expended, moving with them. Fairy Lights are treated as having the Glow Capability as a small Source. The summoner can use a Fairy Light as a Free Action on their turn. Using Fairy Lights has a range of 3m.

Arcane Favor

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

Trigger: Your Pokemon use a Fairy Type Attack

Effect: The Triggering Pokemon and all Allies gain a +2 to Accuracy Checks, Save Checks and Effect Ranges for one Full Round.

Bonus: A Fairy Light may be used on an Ally to increase their next Accuracy Roll or Save Check by +2.

Fairy Rite

[Order][Stratagem]

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

Target: Your Pokemon

Effect: While this Feature is bound, the Target may summon 3 Fairy Lights as a Standard Action. At the start of the Target's Turn they summon a Fairy Light..

Bonus: A Fairy Light may be used on an Ally to cure them of a Volatile Affliction.

Fey Trance

Prerequisites: Fairy Lights, Type Linked Skill at Master Weekly x3 – Free Action

Trigger: Your Pokemon hits an Enemy with a Fairy Type Attack or an Attack with the Social Keyword

Effect: Choose one enemy hit by the Triggering Attack. The chosen enemy becomes Infatuated with the Triggering Pokemon and their next Attack suffers a penalty to its Accuracy Roll equal to half of your Type Linked Skill Rank.

Bonus: A Fairy Light may be used on an Enemy to Infatuate them with the user until the end of their next Turn.

Fighting Ace Features

Brawling Mastery

Prerequisites: Type Ace, Fighting as Chosen Type

At-Will – Free Action

Trigger: Your Pokemon hit an Enemy with a Melee Attack

Effect: The Enemy that was hit by the Triggering Attack becomes the Triggering Pokemon's Adversary. Your Pokemon can only have one Adversary at a time.

Bonus: Your Pokemon's Fighting Type Attacks gain a Damage Bonus against their Adversaries equal to double your Type Linked Skill Rank and a Bonus to Accuracy Rolls against Adversaries equal to half your Type Linked Skill Rank if the Attack only targets them.

Close Quarters Combat

Prerequisites: Brawling Mastery, Type Linked Skill at Adept Scene x2 - Free Action

Trigger: Your Pokemon are hit by an Adjacent Enemy

Effect: The Pokemon hit by the Attack may perform an Attack of Opportunity against the Triggering Enemy. If the Triggering Pokemon was their Adversary they may instead use a Damaging Fighting-Type Attack with a Natural Frequency of At-Will

Bonus: Your Fighting-Type Pokemon may make Struggle Attacks as if they were Fighting-Type.

Boastful Challenger

[Order][Stratagem]

Prerequisites: Brawling Mastery, Type-Linked Skill at Expert

Bind 2 AP - Standard Action

Target: Your Fighting-Type Pokemon

Effect: The Target's 1 Target Melee Attacks gain a 15+ Effect Range to Enrage their target. Whenever the Target hits an Adjacent Enemy with an Attack, that enemy suffers a -2 penalty to their next Accuracy Roll if that roll is against someone other than the Target. The penalty is -4 instead if the enemy is the Target's adversary.

Bonus: If your Pokemon's Adversary Disengages out of an Adjacent space they Trigger an Attack of Opportunity.

Smashing Punishment

Prerequisites: Brawling Mastery, Type Linked Skill at Master

Weekly x3 – Free Action

Trigger: Your Pokemon hit an Adjacent Enemy with a Fighting-Type Damaging Attack

Effect: The Target becomes Vulnerable for a Full Round. In addition apply one of the following Effects to the Target:
» Before Damage Calculations, the Target's Defense or Special Defense is set to -2 CS.

» The Target gains the Bleeding Affliction.

» The Target loses one Coat that they are currently affected by and it cannot be Activated in response to this Feature's Activation.

Bonus: Your Pokemon's Attacks against their Adversaries ignore Physical Evasion.

Fire Ace Features

Brightest Flame

Prerequisites: Type Ace, Fire as Chosen Type

Static

Effect: Your Pokémon's damaging Fire-Type Attacks Burn their target on a roll of 18+. If an Attack already has a chance to Burn a target, this Effect Range is instead increased by +3. Whenever a foe loses Hit Points from Burn, they lose additional Hit Points equal to your Type Linked Skill Rank.

Trail Blazer

Prerequisites: Brightest Flame, Type Linked Skill at Adept

At-Will – 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 spaces.

Mechanic - Fire Hazard

Fire Hazards are 3m tall. Anyone who ends their turn on a Fire Hazard becomes Burned. Anyone that passes through a Fire Hazard becomes Burned. Ground and Rock Type Pokemon are immune to Fire Hazards and extinguish them when shifting through their occupying Space. Ground, Rock, and Water Type Attacks that affect these Spaces also destroy these Hazards. All effects that destroy Hazards extinguish Fire Hazards. Fire Type Pokémon and Fire Bringers are Immune to this Hazard's effects.

Incandescence

[Order][Stratagem]

Prerequisites: Brightest Flame, Type Linked Skill at Expert

Bind 2 AP – Standard Action

Target: Your Fire Type Pokémon with a total of half or less of their level up points invested in Attack and Special Attack combined.

Effect: While this Feature is Bound, the target cannot benefit from Versatile Power but adds both its Attack and Special Attack to the damage rolls of Fire Type Attacks. In addition, its Fire Type attacks are resisted one step less by Burned targets (Max: Neutral Effectiveness).

Fan The Flames

Prerequisites: Brightest Flame, Type Linked Skill at Master

Weekly x3 – Free Action

Trigger: Your Pokémon uses a Fire Type Attack

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. If the Attack is already a Burst, Blast, Cone, or Line, increase the size of the Attack's area by +1 (Burst 1 becomes Burst 2, etc). Regardless if the Attack hits, you may place a Fire Hazard on each square within the attack's range.

Flying Ace Features

Celerity

[Order][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, the Target's Initiative is doubled. The Target also gains Speed Evasion equal to half your Type-Linked Skill Rank. Additionally, if the Target uses a Disengage Maneuver, they may Shift as if they are Slowed.

Gale Strike

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

Trigger: Your Pokémon uses a Flying-Type Attack 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 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 Attacks with the Powder keyword, and they do not lose Hit Points from Weather effects. Your Flying-Type Pokémon may activate Zephyr Shield as a Standard Action during their turn to resist all non-melee attacks by one additional step until the end of their next turn.

Tornado Charge

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

Trigger: Your Flying-Type Pokémon gains Initiative

Effect: Your Pokémon gains two 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 of your Pokémon's Standard Actions this turn must be used to perform Zephyr Shield, or Flying-Type Attacks with a Frequency of At-Will or EOT. You may only use this feature once per scene.

Ghost 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

[Order][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 Attack or Ghost Step. Ghost Type Attacks 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 an enemy within 6 meters.

» **1 Curse Token:** The Target becomes Suppressed

» **2 Curse Tokens:** The Target becomes Cursed

» **3 Curse Tokens:** The Target has one Stat of your choice set to -2 CS

» **4 Curse Tokens:** The Target gains the Bad Sleep Affliction.

Vampirism

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

Trigger: Your Pokémon hits an adjacent enemy with a Ghost Type Attack

Effect: Choose a Stat. The triggering enemy 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.

Spectre Surprise

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

Trigger: Your Pokemon use a Ghost Type Attack

Effect: The Triggering Attack gains the Smite Keyword. After the Triggering Attack is resolved, if the Pokemon has the Haunting Curse Feature bound they may spend any of their Curse Tokens and apply its conditions to any targets of the Triggering Attack as a Free Action.

Bonus: Whenever your Pokemon would gain Curse Tokens from the Haunting Curse Feature by using a Ghost Type Attack as a Standard Action, if it was a Status Category Attack they instead gain 2 Curse Tokens.

Grass Ace Features

Foiling Foliage

Prerequisites: Type Ace, Grass as Chosen Type

At-Will – Extended Action

Target: Your Pokémon with a Grass Type Status Attack

Effect: Pick a Grass-Type Status Class Attack known by the target. The chosen Attack no longer takes up an Attack Slot and is treated as being affected by a PP-Up. A Pokémon may have only one Attack affected by this Feature at a time; if a new Attack is chosen for a Pokémon, the previous Attack 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, the Target is treated as being in both Fire and Grass Typed Boosting Weather.

Enduring Bloom

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

Trigger: Your Grass-Type Pokémon is hit by an 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 your Pokemon is in Fire or Grass Typed Weather, 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
Weekly x3– Free Action

Trigger: Your Pokémon uses a Damaging Grass Type Attack

Effect: Your Pokémon may immediately use a Grass Type Status-Class Attack 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 Attack
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 spaces targeted by the Attack.
Bonus: Spikes Hazards created by you or your Pokemon embed themselves in enemies who trigger them, repeating their effect at the end of their turn. A Target cannot gain more than one instance of Embedded Spikes at a time. Embedded Spikes may be removed as a Shift Action.

Mechanic - Spike Hazards

This Terrain is treated as Slow Terrain. If a Grounded Foe passes through a Spike Hazard they lose a Tick of Hit Points and cannot gain Hit Points or Temporary Hit Points until the end of their next Turn.

Desert Heart

[Order][Stratagem]
Prerequisites: Mold the Earth, Type Linked Skill at Adept Bind 2 AP – Standard Action
Target: Your Pokémon
Effect: While this Stratagem is bound, the Target is treated as being in both Ground and Rock Typed Boosting Weather.

Upheaval

Prerequisites: Mold the Earth, Type Linked Skill at Expert Scene x2 – Free Action
Trigger: Your Pokémon uses the Groundshaper Capability, or an Attack with the Groundsource keyword
Effect: Your Pokémon use the Trip Maneuver as a Free Action against all Enemies targeted by the Attack, or standing on a space changed by the Groundshaper capability. Your Pokémon gains a bonus to the Opposed Check equal to half of your Type Linked Skill Rank.

Unraveled Earth

Prerequisites: Mold the Earth, Type Linked Skill at Master Weekly x3 - Free Action
Trigger: Your Pokémon uses a Damaging Ground Type Attack
Effect: The range of the Triggering Attack is changed to Field and it gains the Friendly and Smite Keyword.

Ice Ace Features

Glacial Ice

Prerequisites: Type Ace, Ice as Chosen Type At-Will - Free Action
Trigger: Your Pokemon use an Ice Type Attack
Effect: The Triggering Pokemon gains Damage Reduction for a Full Round equal to your Type-Linked Skill Rank. Glacial Ice can only be Triggered once per Round.
Bonus: 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, the Target may activate Attacks and Abilities as if they were in Ice Typed Boosting Weather. In addition they gain the Frostbite Ability or if they already have it, its Freezing Effect Ranges increase by +1.

Arctic Zeal

Prerequisites: Glacial Ice, Type Linked Skill at Expert. Scene x2 – Free Action
Trigger: Your Pokémon uses an Ice Type Attack
Effect: Your Pokémon uses the Attack Mist as if it were on their Attack 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 penalty to Damage Rolls equal to Double your Type Linked Skill Rank 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.

Deep Cold

Prerequisites: Glacial Ice, Type Linked Skill at Master Weekly x3 – Free Action
Trigger: Your Pokémon hits with a damaging Ice Type Attack
Effect: One Target of the Triggering Attack becomes Frozen, and has their Attack, Special Attack, and Speed Combat Stages lowered by -1 CS each. If the Target fails their first Save Check for the Frozen Affliction, it instead is removed and they gain the Chilled Affliction. An enemy 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

[Order][Stratagem]

Prerequisites: Extra Ordinary, Type Linked Skill at Adept

Bind 2 AP – Standard Action

Target: Your Pokémon

Effect: While this Feature is bound, whenever your Pokemon use a Normal Type Attack, choose Accuracy or Damage Roll. You may roll the chosen roll twice, taking the higher result.

New Normal

Prerequisites: Extra Ordinary, Type Linked Skill at Expert

Scene x2 – Free Action

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

Effect: You use the highest damage value for the triggering Attack. (Example: Retaliate is DB 14; Flail is DB 15) New Normal may only be used once per Scene per Pokémon. New Normal may not raise an Attack's Damage Base above 16; if an Attack would have its Damage Base raised above that value, it is instead raised to 16.

Simple Improvements

Prerequisites: Extra Ordinary, Type Linked Skill at Master

Weekly x3 – Free Action

Trigger: Your Normal-Type Pokémon gains Initiative

Effect: Add your Type-Linked Skill Rank to that Pokemon's Accuracy Rolls, Damage Rolls, Save Checks, and Skill Checks 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 Pokémon inflicts Poison on an Enemy

Effect: The Triggering instance of the Poisoned Affliction may lower any Stat of your choice, instead of Special Defense if desired.

Bonus: Whenever a Combatant would lose hit points via Poison inflicted by you or your Pokemon, you may instead have them lose -1 CS in a Stat of your choice for each Tick of Hit Points they would have lost.

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 enemy with a Poison Type Attack, the enemy gains a -2 penalty to Accuracy Rolls and Evasion for one full round. In addition, the Target's Poison Effect Ranges are extended by +2.

Miasma

Prerequisites: Potent Venom, Type Linked Skill at Expert

Scene x2 – Free Action

Trigger: Your Pokémon use with a Poison Type Attack

Effect: All Spaces in the range of the Triggering Attack have Poison Gas Hazards created in them. If the Triggering Attack had a single Target, it may instead create Poison Gas Hazards in a Ranged Blast 3 centered around that target. If the Triggering Attack missed, this Feature does not require a usage of its Frequency to be activated.

Mechanic - Poison Gas Hazard

Poison Gas Hazards are 2m tall. Anyone who ends their turn on a Poison Gas Hazard or shifts through a space with it becomes Poisoned. Poison and Steel Type Pokemon, Miasmics, Steelhearts and creatures with the Breathless Capability or wearing a Gas Mask are all Immune to this Hazard's Effects.

Corrosive Blight

Prerequisites: Potent Venom, Type Linked Skill at Master

Weekly x3 – Free Action

Trigger: Your Pokémon hits an enemy with a Poison Type Attack

Effect: All Targets hit by the Triggering Attack gain 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
Static

Effect: The base Attack List of your Psychic Pokemon is increased by +1. However the Attack Slot gained by this Feature can only be used to learn a Psychic Type Status Attack. Whenever your Psychic Type Pokemon see a Psychic Type Attack being used in a Scene that is not on their Attack List, they may add it to their Attack List for the remainder of the Scene.

Psychic Resonance

Prerequisites: Psionic Sponge, Type Linked Skill at Adept
Scene x2 – Free Action

Trigger: Your Pokemon hit with a Psychic Type Damaging Attack

Effect: Roll 1d4. All Targets hit with the Triggering attack become inflicted with the following Status Affliction. On a 1, they become Suppressed. On a 2, they become Confused. On a 3, they become Enraged. On a 4, they become Flinched. A Non-Boss Template Enemy may only be affected by Psychic Resonance once per Scene. At the cost of 1 AP you may instead choose one of these Status Afflictions to inflict.

Mindbreak

[Order][Stratagem]

Prerequisites: Psionic Sponge, Type Linked Skill at Expert

Bind 2 AP – Standard Action

Target: Your Pokémon

Effect: While this Feature is bound, the Target's Damaging Psychic Type Attacks gain the following benefits when targeting an Enemy that is affected by a Volatile Affliction:

- » They gain a Bonus to Damage Rolls equal to double your Type Linked Skill Rank
- » They gain a Bonus to Effect Range equal to half your Type Linked Skill Rank
- » Their Critical Hit Range is extended by the number of Volatile Afflictions they're affected by

Force of Will

Prerequisites: Psionic Sponge, Type Linked Skill at Master
Weekly x3 – Free Action

Trigger: Your Pokemon use a Psychic Typed Attack

Effect: Your Pokémon may immediately use a different Psychic-Type Status Attack from its Attack List with a range of Blessing, Field, Hazard, or Self as a Free Action. If the Triggering Pokemon used a Damaging Psychic Type Attack the Pokemon cannot trigger this Feature for the rest of the Scene.

Rock Ace Features

Gravel Before Me

Prerequisites: Type Ace, Rock as Chosen Type
At-Will - Extended Action

Target: Your Rock Type Pokemon

Effect: The Target learns the Attack Stealth Rock. This Attack does not take an Attack Slot and is treated as being Scene x2.

Bonus: Stealth Rock Hazards created by your Pokemon are treated as being 3m Tall.

Mechanic - Stealth Rock Hazard

This Terrain is treated as Slow Terrain. If an Enemy would shift within 1m of this Hazard it is Triggered and then Destroyed. The Triggering Enemy loses a Tick of Hit Points, or two Ticks if they are weak to Rock Type Damage.

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 Attack

Effect: Up to X Stealth Rock Hazards are placed in spaces within 3m of the Target of the Triggering Attack, where X is equal to half your Type Linked Skill Rank. Then Apply one of the Effects below:

- » One Target of the Triggering Attack becomes Vulnerable
- » All Targets hit by the Triggering Attack are pushed 3m in any Direction
- » All Targets hit by the Triggering Attack lose -10 to their Initiative.

Tough as Schist

[Order][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 destroyed when an Enemy triggers them. Whenever the Target takes Super-Effective Damage, they may consume an allied Stealth Rock Hazard within 4 to gain Damage Reduction equal to double your Type Linked Skill Rank for one full round. The target may activate Tough as Schist as a Standard action during their turn. If they do, they consume any number of allied Stealth Rock Hazards within 4 meters and restore one Tick of Hit Points per Stealth Rock Consumed. They may only activate this once per Scene.

Gneiss Aim

Prerequisites: Gravel Before Me, Type Linked Skill at Master
Weekly x3 – Free Action

Trigger: Your Pokémon uses a Damaging Rock-Type Attack

Effect: The Triggering Pokemon may destroy Stealth Rock Hazards on the Field up to your Type-Linked Skill Rank. For each Hazard destroyed this way, add +1 Accuracy, +1 Critical Hit Range and +5 Damage to the Triggering Attack. If at least 4 Stealth Rock Hazards were destroyed this way the Attack also gains the Smite Keyword. You may activate Gneiss Aim only once per Scene per Pokémon.

Steel Ace Features

Polished Shine

Prerequisites: Type Ace, Steel as Chosen Type

Static

Effect: Non-melee Attacks suffer a -2 penalty to their Accuracy Rolls against Steel Type pokemon you own. Your Pokemon have the Effect Range of their Steel Type Attacks extended by +2.

Iron Grit

[Order][Stratagem]

Prerequisites: Polished Shine, Type Linked Skill at

Adept

Bind 2 AP – Standard Action

Target: Your Steel Type Pokémon

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. Any Combat Stages gained through this Stratagem are lost when this Feature becomes Unbound.

Assault Armor

Prerequisites: Polished Shine, Type Linked Skill at Expert

Scene x3 – Free Action

Trigger: Your Pokémon hits with a damaging Steel Type Damaging 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

Weekly x3 – Free Action

Trigger: Your Pokémon is hit by a Damaging Attack

Effect: Your Pokémon gains Damage Reduction against the attack equal to triple your Type Linked Skill Rank. Additionally, calculate Type Effectiveness for this attack as if your Pokémon's Type was only Steel.

Water Ace Features

Flood!

Prerequisites: Type Ace, Water as Chosen Type

Scene x2 – Free Action

Trigger: Your Pokémon uses a Damaging Water-Type Attack

Effect: The Trigger Attack instead has a range of Line 6 or Close Blast 2. If the Triggering Pokemon is in Water Type Weather, the Triggering Attack instead has a Range of Line 8 or Close Blast 3 and gains the Smite Keyword.

Fishbowl Technique

[Order][Stratagem]

Prerequisites: Flood!, Type Linked Skill at Adept

Bind 2 AP – Standard Action

Target: Your Pokémon

Effect: While this Stratagem is bound, the Target may activate Attacks and Abilities as if they were in Water Typed Boosting Weather and they gain the Swift Swim Ability. If the Target Pokémon is a Water Type, they may also use their Swim Speed when performing a Shift Action regardless of the Terrain.

Fountain of Life

Prerequisites: Flood!, Type Linked Skill at Expert

Scene x3 – Free Action

Trigger: Your Pokemon hit an Ally with a Damaging Water Type Attack or uses a Water Type Status Category Attack

Effect: If the Triggering Attack was Damaging, all Allies hit by the Attack take no Damage and ignore its Effects. In addition, the user and all allied Combatants that were targeted by the Triggering Attack may choose two of the following Effects to Gain:

- » The Combatant gains Temporary Hit Points equal to the higher of either Triple your Type-Linked Skill Rank or their Tick Value.
- » The Combatant is cured of a Persistent Affliction
- » The Combatant has a Stat with Negative Combat Stages reset to their Default Value

Aqua Vortex

Prerequisites: Flood!, Type Linked Skill at Master

Weekly x3 – Free Action

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

Effect: All Targets of the Triggering Attack are put in a Vortex and take a penalty to Damage Rolls equal to double the higher of your your Type Linked Skill Ranks while affected by the Vortexed Affliction.

Professional Trainer 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 Trainers in fleshing out their utility by creating items that aid them in battle!

Alchemist

Skills:

Med Edu
Alchemist is a crafting class that focuses on crafting Potions that can be used to either harm enemies or restore the health of allies along with bolstering them. Their potions tend to have numerous strong effects!

Artificer

Skills:

Occult Edu or Tech Edu
Artificer is a Craftign Class that focuses on the occult usage of Shards and Transmutation Circles. By using the power of Alchemy, Artificers can utilize Runes through shards and alter their effects to become a strong utility force in the Party.

Chef

Skills:

Intuition
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
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
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.

Gadgeteer

Skills:

Tech Edu
A crafting Class that focuses on the creation of inventions and gadgets which grant powerful narrative abilities to allies that would otherwise not have them, such as granting an ally darkvision or gills!

Hobbyist

Skills:

General Edu
Not much of a Profession class but a hobbyist is often a Trainer that dabbles in multiple other classes, being a jack of all trades. While they don't specialize much, their power comes from their versatility!

Innovator

Skills:

Tech Edu
A crafting Class that focuses on the creation of Pokeballs and their modifications. Their Modules allow Pokeballs to do unique effects when used in combat!

Medic

Skills:

Med Edu
The epitome of the Medic Profession allows trainers to more effectively heal in combat alongside using restoratives to their full potential.

Saboteur

Skills:

Tech Edu
Professional Saboteurs are experts in technology and are able to create multitudes of bombs and weapons that are effective in any combat scenario they come across

Scribe

Skills:

General Edu or Occult Edu
Scribes are experts in Rune Crafting and the languages of the occult, allowing them create tags and items that can fight against supernatural forces with ease.



ALCHEMIST

Class Skills: Medicine Education

Crafting



Active Pokémon Support



The art of Chemistry is a vastly complicated process. Considering how vast Pokemon are, many new Chemicals and Toxins are being discovered each day and as time progresses, so does Science and the advancement of discoveries. While some combinations of chemicals may lead to deadly explosions and noxious gas, some have been discovered to have restorative properties as well. Alchemists excel in the creation of Potions, Flasks and Brews, each of which combine different extracted chemicals and have different effects.

Through the process of extracting from Pokemon, Alchemists can gain Type Extracts, such as Pheromones from a Vespiquen or aroma from an Aromatisse. Using these Type Extracts with a mixture of resources or chemical scrap, they can create potions depending on the Extract used. For example, a Fairy Type Extract would lead to a Healing Potions which recovers hit points, while a Fire Type Extract would lead to a Potion that burns those who ingest it or are exposed to it. Not only does this make Alchemists extremely versatile in what they can craft, but it also makes them fairly dangerous to oppose in combat, lest you want to be coated in Beedrill Bait.

ALCHEMIST

Alchemist

[Class] [Class Stat Tag is +HP or Special Defense]

Prerequisites: Novice Medicine Education, Novice Pokemon Education

Weekly x5 - Extended Action

Target: Your Willing Pokemon or an Unconscious Pokemon

Effect: You gain 3 Type Extracts, assigning a Type to each based on one of the Types of the Target Pokemon.

Bonus: You may craft any Alchemist Recipe for which you qualify using your Alchemy Kit. When you take this Feature, increase your Income by \$100. Once you have at least 5 Alchemist Features, Increase your Income by another \$100.

Note: Alchemist Items may either be applied to willing allies and used as normal items, or they may be thrown. Additionally, obtaining Type Extracts from Pokemon is not a Pokemon Harvest.

Toxic Potency

Prerequisites: Alchemist

1 AP - Free Action

Trigger: You apply or throw an Alchemist Item

Effect: Allies affected by the Alchemist Item gain Temporary Hit Points equal to triple your Medicine Edu Rank. Enemies affected by the Alchemist Item lose Hit Points equal to triple your Medicine Edu Rank. Toxic Potency can only be used once per Trigger.

Chemical Burn

Prerequisites: Alchemist, Adept Medicine Education
Scene x2 - Swift Action

Trigger: You throw an Elemental Flask

Effect: A Target hit by the Elemental Flask becomes Vortexed. If a Target took more than Neutral Effective Damage against the Elemental Flask, they suffer a -3 Penalty to Save Checks made for the Vortex Affliction caused this way.

Chemical Warfare

Prerequisites: Alchemist, Adept Medicine Education
Scene x2 - Free Action

Trigger: You throw a Alchemist Item

Effect: One Target hit by the Item gains a Chemical Coat (Keyword). While a combatant is affected by a Chemical Coat, they have one Type of your choice replaced with the Type corresponding to Item used. A Chemical Coat is removed upon being hit by an Attack that is above Neutral Effectiveness. A Combatant can only be affected by Chemical Warfare once per Scene.

Chemical Explosion

Prerequisites: Alchemist, Expert Medicine Education

X AP - Free Action

Trigger: You throw an Alchemist Item

Effect: Instead of the Item only affecting 1 Target, the range of the Item is changed to Ranged Blast X, where X is 1 plus the AP spent for this Feature.

Bonus: Whenever you throw an item created with an Alchemist Recipe, the AC becomes 2 unless all targets are willing allies. This cannot miss a willing allies.

Experimental Brew

Prerequisites: 3 Alchemist Features, Expert Medicine Education or Pokemon Education

Scene x2 - Swift Action

Trigger: You hit an Enemy with an Alchemy Item

Effect: Choose one of the following Effects to occur:
» All Targets hit by the Triggering Item lose -2 CS in a Stat of your Choice.

» All Targets of the Triggering Item have a Random Ability Disabled.

» One Target hit by the Triggering Item becomes Poisoned.

Bonus: Once per Week when you apply a Mutagen Potion to one of your Pokemon, they instead become a Full Aberration of that Type.

Alchemy Blend

Prerequisites: Toxic Potency, Master Medicine Education

Scene - Standard Action

Effect: You mix two Potions with different names into a new Item that gains the effects and keywords of both Items, then immediately apply it to an Adjacent Willing Combatant. (Greater and Basic Potions of the same name do not count as different Items)

Bonus: Once you have at least 5 Alchemist Features, you may ignore the Once per Scene Clause for applying Restorative Items when you apply them.

Alchemist Recipes

Basic Potion

Prerequisites: Alchemist

Cost: \$50, 1 Type Extract

Effect: You create a Basic X Potion. X is dependant on the Type of Extract used for this Recipe. Refer to the Potion Chart to determine what was created.

Elemental Flask

Prerequisites: Chemical Burn

Cost: \$100, 1 Type Extract

Effect: You gain an Elemental Flask. The Type associated with the Flask is based on the Type Extract used for this Recipe.

Elemental Brew

Prerequisites: Chemical Warfare

Cost: \$100, 1 Type Extract

Effect: You create an Elemental Brew. The Type associated with the Brew is based on the Type Extract used for this Recipe.

Note: Chemical Scrap can replace the \$ cost for any Recipe here

Makeshift Extract

Prerequisites: Alchemist

Cost: \$50

Effect: You create a Type Extract of any Type.

Mutated Mixture

Prerequisites: Experimental Brew

Cost: \$5000, 10 Type Extracts of the Same Type

Effect: You create a Mutation Potion. The Type associated with the Potion is based on the Type Extract used for this Recipe.

Greater Potion

Prerequisites: Alchemy Blend

Cost: \$200, 2 Type Extracts of the Same Type

Effect: You create a Greater X Potion. X is dependant on the Type of Extract used for this Recipe. Refer to the Potion Chart to determine what was created.

Potion Chart

Extract Type	Potion Name
Bug	Disease
Dark	Weakening
Dragon	Vigor
Electric	Paralysis
Fairy	Healing
Fighting	Rage
Fire	Flame
Flying	Swiftness
Ghost	Paranoia
Grass	Revival
Ground	Strength
Ice	Frost
Normal	Recovery
Poison	Toxin
Psychic	Slumber
Rock	Stability
Steel	Fortitude
Water	Curative

Examples

» Basic Curative Potion (**Water Extract**)

» Greater Toxin Potion (**Poison Extract**)





ARTIFICER

Class Skills: Occult Education or Tech Education

Crafting



Active Pokémon Support



Artificers are masters of the Arcane, having intense knowledge of Shard Creation and the Leylines that span across the world and surge with Arcane Energy. Using Shards, Artificers can harness the power of the Arcane and imbue them into creations such as Type Boosters and Type Bracers which can amplify the natural energies within a Pokemon or Trainer.

Considering Rune Scribing follows the same principles, Artificers are also masters at creating and manipulating Runes and are even able to adjust their power from a distance. Masterful Artificers can even create Transmutation circles which allow the manipulation of Arcane or Runic Energy without the need for the process of Scribing. While these effects are always temporary, it is a very helpful asset in battle and essential for any army to bolster their equipment with custom Enchantments. Most Trainers that do not share a connection with the Unown can instead learn to pursue the path of an Artificer, which focuses less on Runes and more on the potential of Shards.

ARTIFICER

Artificer

[Class] [Class Stat Tag is +HP or Special Attack][Gift]

Prerequisites: Novice Occult Edu or Tech Edu

At-Will - Extended Action

Effect: You may craft an Artificer Recipe for which you qualify for using an Alchemy Kit.

Bonus: You gain the Rune Weaver Edge regardless if you qualify for its Prerequisites. When you take this Feature, increase your Income by \$100. Once you have at least 5 Artificer Features, Increase your Income by another \$100.

Transmutation Circle

Prerequisites: Artificer

Bind 2 AP - Shift Action

Effect: You create a Transmutation Circle in a Burst 2 around you on the ground, which persists until the end of the Encounter or until the AP is Unbound. While you are in a Transmutation Circle, as an X AP - Swift Action you may grant an ally one of the active effects from a Rune you have Enchanted on an Equipped Item. X is equal to half the RE cost of that effect (Rounded Up). The ally you target must also be in the same Transmutation Circle as you. You cannot grant multiple instances of the same effect if they already have it. You may only have one Transmutation Circle up at one time. At the end of the Encounter all effects given this way are removed.

Enchanted Attunement

Prerequisites: Transmutation Circle, Adept Occult or Tech Edu

Scene x2 - Free Action

Condition: You and the Target are Standing in a Transmutation Circle

Target: A Combatant with a Type Plate, Type Booster or Type Brace equipped

Effect: You may expend a Shard from your Inventory, then choose one of the listed Items that target has equipped. The chosen Item has its Type changed to all Types that corresponds with the Expended Shard until the end of the scene.

Alchemical Sigil

Prerequisites: Transmutation Circle, Adept Occult or Tech Edu

1 AP - Free Action

Condition: You're Standing in a Transmutation Circle

Effect: You may expend one Shard of any color from your Inventory. When you do, the Transmutation Circle gains an effect based on the color of the expended Shard. A Transmutation Circle may only have a maximum of 3 Sigils at a time and Sigils of the same Color Stack their Effects. At the start of your or an allies' turn, if they're within the Transmutation Circle, they gain all bonuses of each Sigil applied to that circle. Any Bonuses gained from Alchemical Sigil are lost at the start of their next turn. Alchemical Sigil can only be used once per Round.

» **Red:** You gain a Damage Bonus to Physical Attacks equal to the higher of the Transmutation Circle's user's Occult or Tech Edu Rank.

» **Orange:** You gain Damage Reduction against Physical Attacks equal to the higher of the Transmutation Circle's user's Occult or Tech Edu Rank.

» **Yellow:** You gain Temporary Hit Points equal to Triple the higher of the Transmutation Circle's user's Occult or Tech Edu Rank.

» **Green:** You gain Evasion equal to half the higher of the Transmutation Circle's user's Occult or Tech Edu Rank.

» **Blue:** You gain a Damage Bonus to Special Attacks equal to the higher of the Transmutation Circle's user's Occult or Tech Edu Rank.

» **Violet:** You gain Damage Reduction against Special Attacks equal to the higher of the Transmutation Circle's user's Occult or Tech Edu Rank.

Prismatic Veil

Prerequisites: Transmutation Circle, Adept Occult or Tech Edu
Scene - Standard Action

Effect: A Prismatic Blessing enters the field with 2 Activations. Prismatic Blessings can be activated by the user either on their turn or at the start of the Round, then its chosen bonus expires at the end of the round. Upon Activation, the user decides what effects will apply to themselves and all allies. The user may choose different effects to apply to different combatants.

- » All Allies gain +2 Effect Range
- » All Allies gain +2 Critical Hit Range
- » All Allies gain +2 Accuracy
- » All Allies gain +3 Evasion

Bonus: As a 1 AP - Swift Action, while you are standing in your Transmutation Circle, you may add one additional Activation to the Prismatic Blessing. If a Prismatic Blessing has 0 Activations, unlike normal

Mystical Alignment

Prerequisites: Artificer, Expert Occult or Tech Edu
Scene x2 - Free Action

Trigger: Your Pokemon with an equipped Type Booster or Type Plate uses a Damaging Attack

Effect: The Triggering Attack has its Type changed to match the Type of the Booster or Plate that the Pokemon is holding. If desired, the Triggering Attack can keep the changed type, however it returns to its original typing at the end of the Scene.

Arcane Leylines

Prerequisites: Transmutation Circle, Master Occult or Tech Edu

Scene - Free Action

Condition: Your Transmutation Circle has been bound for at least 2 Full Rounds

Effect: The range of your Transmutation Circle is expanded to the entire Field.

Bonus: Your Pokemon may take the Alchemical Student Pokemon Edge as if it were a General Pokemon Edge and it doesn't count towards their Maximum Proficiency Edges, additionally they do not need to qualify for its Prerequisites.

Shards		
To determine what Shards you get from a Dowsing Roll, roll a 1d6		
Shard Color	Dowsing #	Associated Types
Red	1	Fire, Fairy, Psychic
Orange	2	Normal, Fighting, Dragon
Yellow	3	Electric, Rock, Steel
Green	4	Grass, Bug, Ground
Blue	5	Water, Ice, Flying
Violet	6	Poison, Dark, Ghost



Artificer Recipes

Type Booster

Prerequisites: Artificer

Cost: 3 Shards of the Same Color and \$500

Effect: 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: Artificer

Cost: 3 Shards of the Same Color and \$500

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

Chakra Crystal

Prerequisites: Alchemical Sigil

Cost: 3 Shards of the Same Color and \$1,000

Effect: You create a Stat Booster. The Stat chosen is associated with the Color of Shards used.

- » **Red:** Attack
- » **Orange:** Defense
- » **Yellow:** HP
- » **Green:** Speed
- » **Blue:** Special Attack
- » **Violet:** Special Defense

Rainbow Gem

Prerequisites: Prismatic Veil

Cost: 1 Shard of Each Color and \$1,000

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

Plate Crafter

Prerequisites: Mystical Alignment

Cost: 6 Shards of Same Color and \$1,000

Effect: You create a Type Plate. The Type chosen must be one of the Types associated with the color of the Shards used.

Runic Amplifier

Prerequisites: Arcane Leylines

Cost: 2 Shards of Each Color and \$2,000

Effect: You create a Runic Band. This Item can only be used by Artificers with the Arcane Leyline Feature.



CHEF

Class Skills: Intuition

Crafting



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.

Chef

[Class] [Class Stat Tag is +HP]

Prerequisites: Novice Gen Edu or Intuition

At-Will – Extended Action

Effect: You may use any Chef Recipe for which you qualify using your Cooking Kit.

Bonus: When you take this Feature, increase your Income by \$100. Once you have at least 5 Chef Features, Increase your Income by another \$100.

Acquired Taste

Prerequisites: Chef

1 AP – Free Action

Trigger: Your Pokemon uses a Food Buff

Effect: The triggering Pokemon gains a Tick of Temporary Hit Points. If the Food Buff is their Preferred Flavor, instead of gaining a Tick of Temporary Hit Points from the Flavor boost, they gain two Ticks of Temporary Hit Points. These Temporary Hit Points stack from any Temporary Hit Points granted by Accentuated Taste, the Food buff or by the Lunchbox Ability.

Culinary Appreciation

Prerequisites: Chef

Static

Effect: Your Pokemon gain the Gluttony Ability.

Accentuated Taste

Prerequisites: Chef, Adept Gen Edu or 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 Food buff from a Snack with an assigned Taste they do not dislike, they gain the following bonuses. If the assigned Taste was their Preferred Flavor, the following bonuses are doubled:

» **Salty:** The user gains 5 Temporary Hit Points. This stacks with any Temporary Hit Points gained through Chef Features, the Lunchbox Ability, and the Food 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

Scene x2 - Swift Action

Trigger: You or an ally trades in a Food buff from an item with a Taste

Effect: The triggering combatant gains a Leftovers Coat. While the user has a Leftovers Coat they gain a Tick of Hit Points at the start of their Turn. This Coat is expended after 3 Full Rounds.

Bonus: Food Buffs gained by you or your Pokemon do not expire at the end of a Game Week. They only expire when you or your Pokemon would eat another Item that has a Food Buff to overwrite it.

Specialty Diet

Prerequisites: Chef, Expert Gen Edu or Intuition

Scene x2 - Standard Action

Target: Your Pokemon

Effect: Apply one of the Effects listed below. You can only choose an Effect if the Target has at least 3 Vitamins of that type in their Vitamin Slots. A Pokemon can only be Targeted by this Feature once per Scene:

» **HP Up:** The Target gains 3 Ticks of Temporary Hit Points.

» **Protein:** The next Physical Attack that the Target uses deals damage as if it was one step more effective (Max: Super Effective).

» **Iron:** The next Physical Attack that hits the Target is reduced by an additional Damage Step.

» **Calcium:** The next Special Attack that the Target uses deals damage as if it was one step more effective (Max: Super Effective).

» **Zinc:** The next Special Attack that hits the Target is reduced by an additional Damage Step.

» **Carbos:** The next Attack that hits the Target instead misses them.

Dumplings

Prerequisites: 4 Chef Features, Master Gen Edu or 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.

Dumpling Notes

» Dumplings cannot be used to make other Dumpling Items.

» Dumplings may only be consumed by a Chef or a Pokemon owned by a Chef.

» A Dumpling's food buff is triggered when it meets the trigger of one of its ingredients. This triggers BOTH ingredients' effects, even if one or both effects don't apply. In this situation, the buff is simply wasted. e.g. Consuming a dumpling that cures the poisoned affliction without being poisoned.

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 Food 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 Food 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 Food 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 Food 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.

Note: Food Scrap can replace the \$ cost for any Recipe here

Chef Specialty

Prerequisites: Acquired Taste

Cost: \$500

Effect: You may create a Hearty Meal or Coffee.

Bait Mixer

Prerequisites: Culinary Appreciation

Cost: \$150

Effect: You may create Bait. For \$100 more, you may create Bait as Super Bait or Vile Bait instead.

Preserves

Prerequisites: Accentuated Taste

Ingredients: \$50, any Berry 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. Herbal Restoratives cannot be used as Ingredients.

Leftovers

Prerequisites: Complex Aftertaste

Cost: \$100

Effect: You create Leftovers.

Poffin Mixer

Prerequisites: Complex Aftertaste

Cost: \$300

Effect: You create a Poffin. When created you may assign it any Taste of your choice.

Vitamins

Prerequisites: Specialty Diet

Effect: You create an HP Up, Protein, Iron, Calcium, Zinc, or Carbos for \$500, or Stat Suppressants for \$200. You create a PP Up or Heart Booster for \$5000. If you have a Heart Scale, you may destroy the Heart Scale and pay \$1000 instead to create a Heart booster.



CHRONICLER

Class Skills: Perception

- Passive Pokémon Support** ●●
- Travel and Investigation** ●●
- Active Pokémon Support** ●

Past experience and examples are both great tools for learning. Even in the realm of Pokémon combat this is true; having witnessed an Attack 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 an Attack 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 Attacks and Environments, but its main draw is an alternative tutoring method using these Records. These Features allow you to take the Attacks 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

Chronicler

[Class] [Class Stat Tag is +HP or Speed]

Prerequisites: Novice Intuition, Novice Perception

Scene x3 - Extended Action

Target: A Pokemon, Trainer, Attack that you've seen in this Scene or the current Location

Effect: Roll an Intuition or Perception Check with a Difficulty Check dependent on the Target. If you pass the DC, the target becomes **Studied**. If you fail the DC, the next time you use this Feature against that Target, the DC is lowered by 5. A Target may only be chosen by this Feature once per Scene. If a Target is willing to be studied, you may target it multiple times until the DC is passed.

» **Pokemon Target** DC 15

» **Trainer Target:** DC 20

» **Attack Target:** DC 15

» **Location Target:** DC 30

Mechanic – Studied

As a Chronicler you are inclined to study aspects of the world around you to get a better understanding of life and possibly even use the information to gain an upper hand in battle. Whenever you successfully study a target, they are either imprinted into your memory or recorded in an archive of sorts. Whenever you interact with a Studied Target, you gain the following bonuses:

» **Studied Pokemon** You and your Pokemon gain +2 Accuracy against Studied Pokemon

» **Studied Trainer:** Studied allied Trainers gain +1 Accuracy and +2 to Skill Checks in an Encounter with you.

» **Studied Attack:** You and your Pokemon gain +3 Evasion against Studied Attacks.

» **Studied Location:** You may choose to ignore Unique Area Effects of Studied Locations if it's a negative effect applied to you or your Pokemon. This cannot apply to Areas Underwater or in Ultra Space.

One Step Ahead

Prerequisites: Chronicler

1 AP - Free Action

Trigger: You or your Pokemon initiate a Combat Maneuver against a Studied Pokemon or Studied Trainer

Effect: The Maneuver automatically hits, but the target must be in range for the chosen Maneuver. You may use your Intuition or Perception to resolve the Roll.

Like We Practiced

Prerequisites: Chronicler, Adept Intuition or Perception

2 AP - Free Action

Target: A Pokemon you own

Effect: Select an Attack you have Studied that is not on the Target's Attack List but they are able to naturally learn. Add that Attack to their Attack List until the end of the Scene. A Pokemon can only be targeted by this Feature once per scene.

Muscle Memory

Prerequisites: Chronicler, Expert Intuition or Perception

Scene - Free Action

Trigger: You or your Pokemon are hit by a Studied Attack

Effect: The Attack instead misses.

Analyzed Weakness

Prerequisites: Chronicler, Expert Intuition or Perception

Scene x2 - Swift Action, Interrupt

Trigger: You or your Pokemon attack a Studied Trainer or Studied Pokemon

Effect: For this attack, the Studied Target is considered Vulnerable and cannot activate attacks with the Shield or Reaction Keyword.

Study Note:

When Targeting a Pokemon, this applies to that specific species of Pokemon and all Pokemon of that species. If you target a Chimchar, the Studied effect applies to all Chimchar you meet unless they're different. (Aberration)

Familiar Terrain

Prerequisites: Chronicler, Expert Intuition or Perception
Static
Effect: You autopass Trials in Studied Locations that require Skill Checks. Whenever you make a Skill Check of the Body Category while you're in a Studied Location, you can add a +3 Modifier to that Roll.

Experienced Profiler

Prerequisites: Chronicler, Master Intuition or Perception
Scene - Free Action, Interrupt
Target: A Studied Pokemon, Trainer, Attack or Location
Effect: You may do any of the following depending on the target:
» **Studied Pokemon or Trainer:** If the target is an ally, as a Free Action you use Helping Hand. If the target is an enemy this instead inflicts a -2 Accuracy and -10 Damage penalty on their next Damaging Attack.
» **Studied Attack:** You or your Pokemon resist the attack by an additional step.
» **Studied Location:** If you're in a studied location you may immediately use the Chronicler Feature without expending frequency.
Bonus: You can use the Chronicler Feature as a 1 AP - Swift Action instead of an Extended Action.



FASHIONISTA

Class Skills: Charm, Command, Guile, Intimidate, Intuition

Crafting ●●●

Passive Pokémon Support ●

Active Pokémon Support ●

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 Pokémon. Held Items can easily turn the tide of battle, and a Fashionista is an expert at not only crafting Held Items and outfitting their Pokémon 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 Pokémon shows off stylish Held Items with pizzazz and panache that average Pokémon 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 Pokémon. Like Chef, Fashionista is a good Class to allow a player's creativity and description to shine.

FASHIONISTA

Fashionista

[Class] [Class Stat Tag is +Any Stat]

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 using your Sewing Kit.

Bonus: When you take this Feature, increase your Income by \$100. Once you have at least 5 Fashionista Features, Increase your Income by another \$100.

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 1 AP – Extended Action

Target: A Trainer or Pokémon

Effect: When you activate Dashing Makeover, choose one Equipment or Held Item you can create through a Fashionista Recipe. 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.

Styled Armor

Prerequisites: Fashionista

Static

Condition You are wearing Fashion Body Equipment

Effect: Your Fashion Body Equipment gains Damage Reduction equal to the higher Rank of your two chosen Fashionista Skills, while you are wearing it.

Bonus: You and your Pokemon cannot be Disarmed or have their Held Item removed by an opponent's effect.

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: Your Pokemon that are holding an Incense Item may use the Attacks Sweet Scent, Aromatherapy and Aromatic Mist as if they were on their Attack List. Once per Scene if your Pokemon are holding an Incense as their Active Held Item they may use any of these Attacks as a Swift Action.

Versatile Wardrobe

Prerequisites: Fashionista, two Fashionista Skills at

Adept

Static

Effect: Your Pokemon 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, your Pokemon may swap a currently active Held Item with an Item stored in these slots.

Dress to Impress

Prerequisites: Versatile Wardrobe, two Fashionista

Skills at Expert

Scene x3 - Free Action

Target: Your 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 twice per Scene.

Fashionista Recipes

Note: Equipment or Fashion Scrap can replace the \$ cost for any Recipe here

Flair Trends

Prerequisites: Fashionista

Effect: You can create any Fashion Item that's type is listed as Style.

Basic Fashion

Prerequisites: Fashionista

Cost: \$500

Effect: You create one of the Basic Fashion Items below. If you are at least Adept Rank in the Item's listed Fashionista Skill, it instead costs \$250 to Craft.

Adorable Fashion

Fashionista Skill: Charm

Effect: The holder gains +2 Evasion. The holder may activate this item once a Scene as a Free Action when hit by an attack to gain 5 DR against that attack.

Elegant Fashion

Fashionista Skill: Intuition

Effect: The holder may activate this Item once a Scene as a Free Action when losing Combat Stages from an Enemy's effect to instead gain +1 Combat Stage in the Stat that would have been lowered.

Rad Fashion

Fashionista Skill: Command

Effect: The holder gains a +2 bonus to Save Checks against Volatile Status Conditions. The holder may activate this item once a Scene as a Free Action to gain a +4 bonus to a single Save Check. [Slot]

Rough Fashion

Fashionista Skill: Intimidate

Effect: The holder may activate this Item once per Scene as a Free Action to cause all Enemies within 3m to take a -2 Penalty to Accuracy Rolls and Save Checks for a Full Round.

Slick Fashion

Fashionista Skill: Guile

Effect: The holder does not provoke Attacks of Opportunity when Shifting. The user may activate this Item once per Scene as a Free Action to gain +3 Evasion for one Full Round.

Incense Maker

Prerequisites: Parfumier

Cost: \$1,500

Effect: You create a Earthy Incense, Floral Incense, Lax Incense, Luck Incense, Soothing Incense, Spicy Incense, or Wild Incense.

Practical Fashion

Prerequisites: Versatile Wardrobe

Effect: You can create any Fashion Item that's type is listed as Functional.



GADGETEER

Class Skills: Technology Education

Crafting ●●●
Active Pokémon Support ●●

In the World of Phemenon, Technology has started to improve at a rapid pace. Between the introduction of foreign societies from Ultra Space, to high tech Empires leaving behind forbidden secrets, Inventions and the age of Technology has quickly spread across the world. While some take being an inventor as a hobby, some dig deep into the secrets of the unknown in order to find the secrets of long lost civilizations, so their advancements can continue even when they're gone. The profession of being a Gadgeteer is a highly admired and respected one, aiding society by producing creations that help make everyday life easier.

While some Trainers prefer to stick to creating abstract and strange inventions to sate their own curiosities others tend to create life saving contraptions that can save anyone in a pinch. Regardless of personal goals, Gadgeteers achieve them through the use of Magitech. By combining both the natural powers of Pokemon, the world of the Arcane, and the powers of Technology, Gadgeteers can harness nearly anything in the right contraption. Whether it's improving a Sword to radiate fire or creating a cloaking device to turn invisible, with the study of Pokemon, the possibilities are nearly endless. For just as we can harness emolgas to battery charge our machinery, we can also use them to hold a charge in Glow Gadget, blinding enemies when they least expect it. Or just as we can observe Kecleon's cloaking methods, we can replicate it in an Invisibility or Blender Gadget.

Not only that but Gadgeteers are also fond at working with adapting technology into everyday equipment, creating Magitech in the first place. Not only can they enhance armor with special qualities such as metallic qualities stronger than a Rhyperior, but they can also enhance weaponry in order to channel the typhoons themselves, if properly stored that is.

GADGETEER

Gadgeteer

[Class] [Class Stat Tag is +Any Stat]

Prerequisites: Novice Technology Education

At-Will - Extended Action

Effect: You may craft any Gadgeteer Recipe for which you qualify using your Engineering Kit.

Bonus: When you take this Feature, increase your Income by \$100. Once you have at least 5 Gadgeteer Features, Increase your Income by another \$100.

Elemental Enhancement

Prerequisites: Gadgeteer

X AP - Swift Action

Target: A Combatant that is benefiting from a Basic Gadget

Effect: Choose a Tier 1 Attack matching the Basic Gadget the Target is holding. The target gains that Attack while they're holding the corresponding Basic Gadget until the end of the Scene. If you have 5 or more Gadgeteer Features you may choose a Tier 2 Attack instead. This Feature costs 1 AP if you choose a Tier 1 Attack or 2 AP if you choose a Tier 2 Attack.

Capability	Tier 1 Attacks	Tier 2 Attacks
Firestarter	Flame Wheel, Incinerate	Flare Blitz, Fire Blast
Fountain	Aqua Jet, Water Pulse	Riptide, Hydro Pump
Freezer	Ice Shard, Icy Wind	Icicle Storm, Blizzard
Guster	Wing Attack, Air Cutter	Brave Bird, Hurricane
Materializer	Accelerock, Ancient Power	Stone Edge, Meteor Beam
Zapper	Spark, Charge Beam	Gigavolt, Zap Cannon

Mechanical Utility

Prerequisites: Elemental Enhancement, Adept Technology Education

Scene x2 - Free Action

Target: A Combatant that is benefiting from an Advanced Gadget

Effect: The Target gains one of the following abilities based on the Gadget they're benefiting from until the end of the Scene.

Alluring: Sweet Veil

Darkvision: Analytic

Gilled: Swift Swim

Glow: Power Spot

Magnetic: Magnet Pull

Threaded: Silk Threads

Wall Climber: Suction Cups

Pokemon Augmentation

Prerequisites: Gadgeteer

Static

Effect: Your Pokemon may hold one Gadget Item without taking up their Held Item Slot. (They may still not hold two Items with the same effect)

Magitech Reinforcements

Prerequisites: Gadgeteer, Adept Technology Education

Bind 1 AP - Extended Action

Target: Body Armor you own

Effect: You may give the Targeted Armor one of the effects listed below. While this Feature is bound, the effect is added to the current effect of the Armor. The Target can only have one effect at a time granted by this Feature, however the effect may be switched as an Extended Action if the Feature is still bound.

» Once per Scene as a 1 AP - Swift Action, Interrupt, the user resists a Special Attack an additional Damage Step

» Once per Scene as a 1 AP - Swift Action, Interrupt, the user resists a Physical Attack an additional Damage Step.

» Once per Round as a 1 AP - Free Action, the user gains a Tick of Temporary Hit Points

» Once per Round as a 1 AP - Swift Action, the user gains two Ticks of Hit Points.

Magitech Assembly

[Gift]

Prerequisites: Elemental Enhancements, Expert Technology Education

Static

Effect: You gain the Equipment Augmentation Trait even if you do not qualify for it. When Augmenting a Gadget onto an Item, you may replace the Unique Keyword with the Curios Keyword. Only you and your Pokemon may Equip Items that have Gadgets with the Curios Keyword.

Overclocked Arsenal

Prerequisites: Mechanical Utility, Master Technology Education
Scene - Standard Action

Target: A Combatant that is benefiting from a Master Gadget

Effect: This Feature's Effect may be chosen from the list below depending on which Gadget the Target is benefiting from. Your Pokemon benefitting from a Master Gadget can also choose to activate this Feature on their turn, expending this Feature's usage, so long as you have not already expended its usage in this scene.

The list is to the right >>>

Blender: The user activates the effect of the Blender Capability without needing to use a Shift Action. Until the end of their next turn any Attacks targeting the user also suffer -4 Accuracy.

Dream Reader: All targets within a Burst 1 Range of the user fall asleep.

Illusionist: When using this effect, you may act as though this feature has the Interrupt Keyword and a Trigger "The user is hit by a Melee Attack". The user then immediately uses the Attack 'Deception' as if it was on their Attack List.

Invisibility: Next round, the user may perform Attacks while invisible, however at the end of that round they become visible again. Targets of any attacks they make are treated as Vulnerable.

Mindlock: The user resists Psychic, Ghost and Dark Type Attacks an additional damage step for the next three full rounds.

Stealth: The user disappears from plain sight until they perform a non-Movement Action. They can be discovered with a DC 20 Perception Check.

Gadgeteer Recipes

Note: Mechanical Scrap can replace the \$ cost for any Recipe here

Basic Gadgets

Prerequisites: Gadgeteer

Cost: \$2000

Target: A willing Pokemon that naturally has one of the Capabilities listed in the effect

Effect: You create a Capability Gadget that has the targeted Capability. Available Capabilities are Firestarter, Fountain, Freezer, Guster, Materializer, Zapper.

Assorted Inventions

Prerequisites: Magitech Reinforcements

Cost: Varies

Effect: For \$3,000, you create an Augmented Bracer, Grapple Hook, Metallic Carapace or Shock Collar. For \$5,000 you create a Magnetic Repulsor. For \$10,000 you create an Energy Fauld.

Advanced Gadgets

Prerequisites: Mechanical Utility

Cost: \$4000

Target: A willing Pokemon that naturally has one of the Capabilities listed in the effect

Effect: You create a Capability Gadget that has the targeted Capability. Available Capabilities are Alluring, Darkvision, Gilled, Glow, Magnetic, Threaded, Wall Climber.

Master Gadgets

Prerequisites: Overclocked Arsenal

Cost: \$6000

Target: A willing Pokemon that naturally has one of the Capabilities listed in the effect

Effect: You create a Capability Gadget that has the targeted Capability. Available Capabilities are Blender, Dream Reader, Illusionist, Invisibility, Mindlock, Stealth



HERBALIST

Class Skills: General Edu, Medicine Edu or Survival

Crafting 

Active Pokémon Support 

Within the vast expanses of Phemenon, the Flora you can find is vast and varied depending on the environment you come across. Even in the scarlands where life mutates to almost be unsustainable, unique plants may be found and can be used to the advantage of a Herbalist. A Herbalist, or Botanist, is a Trainer who specializes in Plants of all kinds. Mushrooms, Berries, Flowers, Herbs, you name it and they have something they can use it for. While normal Trainers may have a knack for growing Berries, a Herbalist may have a farm to themselves and are able to use them more effectively in combat to aid their Pokemon.

Compared to other Trainers, Herbalists are also masters of using Seeds. By extracting the Seeds from Plants such as Flowers, they can use them in combat in more combatative ways. By extracting seeds from a Volcanic Lichen, they can create a seed bomb of sorts that explodes upon hitting an enemy, rapidly growing to encase the enemy in a vine network of Volcanic Lichen. This combat style can either make Fire Type Attacks hit easier or do more damage, due to the natural connection of types to each other.

If you wish to be a more efficient Farmer and utilize it in your combat styles as a support Trainer, Herbalist may be for you!

HERBALIST

Herbalist

[Class][Stat Tag: HP or Special Defense]

Prerequisites: Two Herbalist Skills at Novice Rank

Static

Effect: When performing Farming Actions, you may perform the "Seed Extraction" Action.

Bonus: You gain the Green Thumb Trait. when you take this Feature, increase your Income by \$100. Once you have at least 5 Herbalist Features, increase your Income by another \$100.

Note: Herbalist Skills are General Edu, Medicine Edu, and Survival

Herbal Studies

[Ranked 3]

Rank 1 Prerequisites: Herbalist

Rank 2 Prerequisites: Herbalist, a Herbalist Skill at Adept Rank

Rank 3 Prerequisites: Herbalist, a Herbalist Skill at Expert Rank
Static

Effect: Each Rank, you learn two Herbalism Techniques from the list on the next page. You must meet any prerequisites of the Technique.

Floral Eruption

Prerequisites: Herbalist, A Herbalist Skill at Adept Rank
2 AP - Free Action

Trigger: You use a Seed Item or a Herb Item that would Target an Enemy with an Attack

Effect: Choose one of the following Effects to Apply:

- » The Triggering Item cannot Miss, then you may perform a Skill Check with your highest Herbalism Skill. The Target loses Hit Points equal to the Result.
- » If a Herb Item; the Attack's Range is changed from 1 Target to Ranged Blast 3 or has its AOE increased by +1.
- » If a Seed Item; all Enemies within a Burst 2 Range of the Target are also affected by the Seed Item.

Natural Remedies

Prerequisites: Herbal Studies Rank 1, A Herbalist Skill at Expert Rank

Scene x2 - Free Action, Reaction

Trigger: Your Pokemon trades in a Food Buff or you Apply an Herb to an Ally

Effect: Choose two of the Effects below to Apply to the Triggering Combatant. If the Trigger was Trading in a Food Buff or the Herb's Tier is 3 or 4, instead choose one:

- » The user gains a Tick of Hit Points
- » The user is cured of one Status Affliction
- » The user gains +1 CS in a Stat that is at its Default Value or lower

Entangling Growth

Prerequisites: Herbal Studies Rank 2, A Herbalist Skill at Master Rank

Scene x2 - Swift Action

Trigger: You hit a Target with a Seed Item

Effect: Choose one of the following Effects to Apply to the Target. If multiple are hit you may choose different Effects for each:

- » The Target becomes Vortexed until the Coat is expended, or they pass its Save Check.
- » While the Target is affected by the Coat, all Attacks against them that match the corresponding Type gain a +2 to Effect Ranges
- » When the Target gains the Triggering Item's Coat, its effect is replaced with, "The user's Types are replaced with the X Type until the end of the Scene or until the Coat becomes Expended. This Coat is expended when the user takes Super Effective Damage." X is replaced with the corresponding Type of the Seed.

Herbalism Techniques

Efficient Farmhand

Static

Effect: Whenever you wish to perform Farming Actions, 1 Stamina can perform up to 5 Actions instead of 3. You gain the Gardener Capability.

Fungal Boost

1 AP - Free Action

Trigger: You or your Pokemon trade in a Food Buff from a Mushroom

Effect: If the Mushroom's Effect applies to the Triggering Combatant, they gain +1 CS in two Random Stats. If the Mushrooms' Effect Applies to an Enemy that Triggered the Food Buff, they lose - 1 CS in two Random Stats.

Natural Specialty

Static

Effect: You gain +2 to Yield Rolls. When you gain this Technique, choose Berry, Mushroom, Flower or Herb. You instead gain +4 to Yield Rolls for the chosen category of Flora Items.

Residual Roots

Scene x2 - Free Action

Trigger: A Coat derived from a Seed is expended

Effect: The Combatant that had the Coat becomes Slowed and Vulnerable for a Full Round.

Seed Splicer

Weekly x3 - Extended Action

Trigger: You use the "Seed Extraction" Farming Action

Effect: You instead gain 3 Seeds from its potential options listed on the Flower Item.

Bonus: You gain the Flower Veil Ability.

Spreading Roots

1 AP - Special

Trigger: You use a Throw Maneuver with a Seed Item and miss all Targets

Effect: Choose up to 5 unoccupied Spaces within 1m of any of the Targets. Seed Hazards are planted in those Spaces. If an Enemy shifts into a Space affected by a Seed Hazard, it is destroyed and the effects of the Triggering Seed Item are applied to them. If this Technique is Triggered, it is a Free Action, however it may also be used as a Swift Action and ignore its Trigger. If used as a Swift Action, these Hazards may be applied to any 5 unoccupied Spaces within the users' Throwing range.

Herbal Restoration

Prerequisites: A Herbalist Skill at Adept Rank

Static

Effect: Combatants you use Herbs on are not affected by the once per Scene clause listed in the [Restorative] Keyword.

Swift Seeds

Prerequisites: A Herbalist Skill at Expert Rank

Scene - Swift Action

Effect: You may use a Flora Item with the Herb Tag or a Seed as a Free Action. If an Attack derived from the Herb usage or the corresponding Throw Maneuver from the Seed Item would miss, this Frequency is not expended. You cannot use this Technique with an Herb that doesn't use an Attack on consumption.



HOBBYIST

Class Skills: General Education

Active Pokémon Support
Passive Pokémon Support
Crafting
Trainer Combat
Travel and Investigation



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 Pokédex 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

Hobbyist

[Class] [Class Stat Tag is +HP]

Prerequisites: Novice General Education

Static

Effect: You gain three Skill Edges for which you qualify. These Edges must Rank Up a Skill.

Note: You may count Hobbyist Features as "General Features" for the purposes of any effect that would grant you a General Feature. Features you gain directly as a result of Hobbyist do not provide you their associated Stat Tag.

Dilettante

[Ranked 4]

Prerequisites: Hobbyist

Static

Effect: Each Rank of Dilettante, you gain both an a General Feature and your choice between an Edge or a Trait. The General Feature chosen this way cannot be a Hobbyist Feature. You do not need meet the Skill prerequisites of whatever was chosen. You must meet any other Prerequisites and have a General Education Skill Rank equal to the highest listed Skill Prerequisite of the chosen Feature/Edge/Trait. Whenever you gain a Feature, Edge or Trait this way, change any Skill Ranks or Skill Checks used directly by the Edge or Feature into General Education Skill Checks or Rank applications instead.

Note: Ensure that the word "Hobbyist" is in the Notes Column of any Feature/Edge taken via this Feature.

Dabbler

Prerequisites: Hobbyist, Expert General Education

Static

Effect: You gain all options from Trainer Advancement Bonuses instead of only one. When you would gain Two Edges from Trainer Advancement you instead gain One Edge. This applies retroactively.

Look and Learn

Prerequisites: Hobbyist, Master General Education
Two Time Usage – Extended Action

Effect: When you activate Look and Learn, you may gain any of the Features in the tables below and on the next page even though they are Features from other Classes. You do not need to meet their normal prerequisites, but you must meet their Prerequisites listed below. Features gained this way do not allow you to qualify for Features of that Associated Class.

Battle Style Trainer Classes

Trainer Class	Feature Gained	Prerequisite Edge or Trait
Ace Trainer	Elite Trainer	Trainer of Champions
Cheerleader	Go, Fight, Win	Let Me Help You With That
Commander	Commanding Authority	Commander's Voice
Coordinator	Nuanced Performance	Pokemon Husbandry
Duelist	Effective Methods	Command Versatility
Juggler	Round Trip	Quick Switch
Rider	Ride as One	Mounted Prowess
Taskmaster	Savage Strike	Beast Master
Trickster	Sly Malediction	Expert Trickster

Professional Trainer Classes		
Trainer Class	Feature Gained	Prerequisite Edge or Trait
Alchemist	Chemical Warfare	Repel Crafter
Artificer	Mystical Alignment	Gem Lore
Chef	Culinary Appreciation	Simple Meals
Fashionista	Accessorize	Light Armor Proficiency
Gadgeteer	Pokemon Augmentation	Scholar
Herbalist	Floral Eruption	Green Thumb
Innovator	Utility Belt	Ball Crafter
Medic	Medical Techniques	Combat Medic
Scribe	Hidden Charm	Bookworm
Saboteur	Calculated Anarchy	Scrap Recycling

Fighter Trainer Classes		
Trainer Class	Feature Gained	Prerequisite Edge or Trait
Athlete	Coaching	Combat Mentor
Berserker	Lessons in Rage & Pain	Bad Mood
Dancer	Capoeira Combat	Nimble Movement
Fortress	Shield Bearer	Defender
Hunter	Surround Them!	Leader
Marksman	Clear Shot	Ranged Proficiency
Martial Artist	Combat Adaptability	Basic Martial Arts
Musician	Voice Lessons	Luthier
Ninja	Hidden Form	Art of Stealth
Provocateur	Under their Skin	Smooth
Rogue	Dirty Fighting	Sneak's Tricks
Roughneck	Mettle	Defender
Samurai	Cutting Edge	Dueling Proficiency
Skirmisher	Counter Stance	Evasive Proficiency
Tumbler	Quick Gymnastics	Acrobat
Weapon Master	Backup Arsenal	Dual Wielding Rank 1



INNOVATOR

Class Skills: Technology Education

Crafting ●●●
Active Pokémon Support ●●

Innovators are similar to Gadgeteers and Saboteurs conceptually, however where they differ is that they excel in innovating improvements onto existing technology. Since the concept of Pokeballs, Pokemon have been the most effective Weapons in modern combat scenarios, and Innovators treat Pokeballs as being stronger than swords. Through the utilization of Pokeball Modules, Innovators can customize the Pokeballs that hold their Pokemon through augmentation and technical improvements.

While most Pokeballs are basic containment units for Pokemon, Innovators specialize in enhancing Pokeballs directly so that can be used as weapons in battle or affect the Pokemon inside. Some examples of modules that have been created are Health Modules that restore the health of Pokemon after combat, Insulation Modules that keep Pokemon inside warm from harsh environments or even Runic Modules that can apply Runic Effects onto the Pokemon inside! If you come across a Trainer with runic sigils on their Pokeball you may have come across an Innovator!

INNOVATOR

Innovator

[Class][Class Stat Tag is +Defense or Special Defense]

Prerequisites: Novice Tech Edu

At Will - Extended Action

Target: A Pokeball Item

Effect: You may attach or detach a Basic and/or Specialty Module to the targeted Item. A Pokeball may only have one Basic Module and one Specialty Module at a time.

Bonus: You can craft any Innovator Recipe for which you qualify using your Pokeball Tool Kit. When you take this Feature, increase your Income by \$100. Once you have at least 5 Innovator Features, Increase your Income by another \$100.

Technical Improvements

Prerequisites: Innovator

Bind 1 AP - Standard Action

Target: A Pokeball you own

Effect: When the Target is Targeted by the Innovator Feature, you may install an additional Basic or Specialty Module onto it. If you trigger the Specialty Deployment Feature using the Targeted Item, you may choose either one of the Module Effects to activate. You may bind this feature a number of times equal to half your Technology Education (Rounded up).

Mechanical Recoil

Prerequisites: Innovator, Adept Tech Edu

At-Will - Free Action

Trigger: You throw a Ball Item

Effect: All Combatants that are hit by the Triggering Item or have the Item's effects applied to them lose a Tick of Hit Points. A Combatant can only be affected by Mechanical Recoil once per Round.

Bonus: When you use the Throw Maneuver with "Ball" Items, targeted Combatants are treated as Vulnerable against any Effect that would require an Accuracy Check.

Utility Belt

Prerequisites: Innovator, Adept Tech Edu

Scene x2 - Swift Action

Effect: You may throw a "Ball" Item as a Free Action. If the Item was in your Accessory Slot this does not expend a usage of the Frequency. If you throw an Explosive Ball this way, Damage dealt is resisted an additional step by all targets.

Bonus: You may equip any Item from the Custom Ball Recipe as if it were an Accessory Item.

Specialty Deployment

Prerequisites: Innovator, Expert Tech Edu

1 AP - Free Action

Trigger: You throw a Pokeball Item with an attached Specialty Module

Effect: The Effect of the Specialty Module is applied upon landing in a space. You may only use this Feature once per Round.

Chain Reaction

Prerequisites: Specialty Deployment, Expert Tech Edu
Scene x2 - Free Action

Trigger: You activate Specialty Deployment

Effect: The Pokeball bounces up to Xm where X is your Technology Education Rank, and applies its effect an additional time at the new landing location. A Combatant can only be affected by the original activation or the additional activation, not both.

Innovative Overload

Prerequisites: Specialty Deployment, Master Tech Edu
Scene x2 - Swift Action

Trigger: You activate Specialty Deployment

Effect: You may choose to have Enemies or Allies within the listed range to be unaffected by the Module's Effect. In addition, make a Technology Education Check. All allies within the listed range gain Temporary Hit Points equal to the result and all Enemies within the listed range lose Hit Points equal to double the result.

Note: If you trigger this alongside Chain Reaction, you must choose which location to apply this effect to, it does not apply to both.

Innovator Recipes

Note: Mechanical Scrap can replace the \$ cost for any Recipe here

Utility Modules

Prerequisites: Innovator

Cost: \$500

Effect: You may craft an Insulation Module, Luminous Module, Respirator Module, Spatial Module or Terrain Module.

Mechanical Modules

Prerequisites: Technical Improvements

Cost: \$1000

Effect: You may craft an Enhancement Module, Health Module, Link Module, Rubber Module, or Teleport Module.

Custom Balls

Prerequisites: Utility Belt

Cost: \$250

Effect: You may craft a Chemical Ball, Explosive Ball, Framework Ball, Gas Ball or Smoke Ball.

Innovative Modules

Prerequisites: Specialty Deployment

Cost: \$2000

Effect: You may craft a Bulwark Module, Dampening Module, Dazzling Module, Ensnaring Module or Shrapnel Module.

Mystic Modules

Prerequisites: Innovative Overload

Cost: \$2000

Effect: You may craft an Arcana Module, Astral Module, Prism Module, Recovery Module or Runic Module.



MEDIC

Class Skills: Medicine Education

Travel and Investigation



Active Pokémon Support



Wilderness Exploration, Competitive Battling, and Fighting Crime all run the risk of injury or worse. While Potions and other medical equipment are readily available, not much really compares to someone trained in how to treat injuries and medical emergencies. While the introduction of Poké Centers has somewhat lessened demand, the world of Pokémon has always had a great need for medical professionals ready to assist those in need.

Groups of Trainers on the road rarely do not have a trained Medic among them, not only for the practicality but also for the great number of them. Most begin their studies at local Poké Centers learning simple nursing; others come from Medical Schools; those from more out-of-the-way areas might just have knowledge on how to handle local herbal remedies. Regardless of how experienced they are, their presence is usually a welcome one.

Medic

[Class] [Class Stat Tag is +HP]

Prerequisites: Novice Medicine Education

Static

Effect: You gain an Advanced Medic's Handbook. The book is automatically studied and you gain its effects. Once per Scene you may use a First Aid Kit without needing to Drain AP.

Bonus: When you Apply Restorative Items, you may ignore the once per Scene Clause on Combatants.

Note: When a Medic Feature would say "When you Apply a Restorative", this implies you are applying to a singular Target. This does not work if the usage of this Item would affect multiple targets.

Front Line Healer

Prerequisites: Medic

Static

Effect: When you apply a Restorative to another ally, you gain Damage Reduction equal to Double your Medicine Edu Rank for 1 full round. Damage Reduction from this Feature does not stack with itself.

Medical Techniques

[Ranked 3]

Rank 1 Prerequisites: Medic

Rank 2 Prerequisites: Medic, Adept Medicine Education

Rank 3 Prerequisites: Medic, Expert Medicine Education

Static

Effect: Each Rank, you learn two Medical Techniques from the list on the next page. You must meet any prerequisites of the Technique.

Medical Prodigy

Prerequisites: Medic, Adept Medicine Education

Static

Effect: You and your Pokemon gain the Healer Ability.

Stay With Us!

Prerequisites: Front Line Healer, Master Medicine Education

Weekly x2 – Free Action

Trigger: You apply a Restorative to a Fainted or Dead Ally

Effect: If their HP goes above 0, they are no longer Fainted, and they may immediately take their turn this round if they lost it due to being Fainted. If the Ally is Dead, make a DC 20 Medicine Check. The Ally must have been deceased within one minute (2 Full Rounds) before applying this Feature. On a Success, they are revived, set to 7 Injuries (4 for Hard Mode) and gain HP from the restorative as normal.

Medical Techniques

Enhanced Concoctions

1 AP – Free Action

Trigger: You apply a Restorative Item

Effect: Roll Medicine Edu. The target gains that many HP in addition to any HP they would have gained from the triggering item.

Booster Shot

1 AP – Swift Action

Trigger: You apply a Restorative Item

Effect: The target gain Double your Medicine Edu Rank as a Damage Bonus for their next Attack.

Protective Serum

1 AP – Swift Action

Trigger: You apply a Restorative Item

Effect: The target gain Double your Medicine Edu Rank as Damage Reduction for one Full Round.

Immunizing Vaccine

1 AP – Free Action

Trigger: You apply a Restorative Item

Effect: The target gain +2 to Save Checks against Status Afflictions for the rest of the Scene.

Medical Supplies

Cost: \$100

Effect: You craft a Bandage.

Essential Restoratives

Prerequisites: Adept Medicine Edu

Cost: Varies

Effect: For \$250 you can craft a Basic Curative or Healing Potion or for \$500 you can create a Greater Curative or Healing Potion.

Quick Recovery

Prerequisites: Adept Medicine Edu

Scene x3 - Swift Action

Effect: You may apply a Restorative that heals HP or cures a Status Condition.

Emergency Procedure

Prerequisites: Expert Medicine Edu

Weekly - Extended Action

Target: A Trainer or Pokémon with a Battle Scar

Effect: You may pay 2 Stamina and half of the required cost to cure the Battle Scar. This may ignore the Time Limitation to heal the Scar.



SABOTEUR

Class Skills: Stealth, Tech Education

Crafting

Trainer Combat

Technology has always served to progress society in a forward momentum, though it has also been used to aid in efforts of destruction as well. Much like how chemistry can create modern medicine or poisons, gadgeteering can create machines that can help you breath underwater but it can also create bombs that disable enemies. While rogues and ninjas are on the front lines, Saboteurs are usually in the back labs, creating the tools that are needed by the important people to aid them in missions.

An assassin needs a quick getaway? Throw a smoke canister into the fray to block their exit. Need to breach a pesky walled border? There's nothing Dynamite can't solve in moderation. Police on your tail? Lay down a Tripwire device and leave them in the dust as you escape.

While most Sabotuers would much rather stay in the background and aid those who do the dirty work, some Rogues or Ninjas who are tech savvy might want to become one themselves to aid them in their missions, because you can only trust yourself in these hard times.

SABOTEUR

Saboteur

[Class] [Class Stat Tag is +Speed]

Prerequisites: Novice Stealth, Novice Technology Education

Static

Effect: You may craft any Rank 1 Saboteur Recipe using your Engineering Kit.

Bonus: When you use the Throw Maneuver with Pocket Bombs or Dynamite, the AC becomes 2.

Explosive Tactics

Prerequisites: Saboteur

At-Will - Swift Action

Trigger: You Throw a Saboteur Item

Effect: You may apply one Rank 1 Mechanical Technique to the Triggering Item. If you have at least 5 Saboteur Features, you may instead use this as a 1 AP - Free Action, but if you do you cannot apply Veteran Demolitionist to the same Triggering Item.

Makeshift Modifications

Prerequisites: Saboteur, Adept Stealth or Technology Education

1 AP - Free Action

Trigger: You Throw a Pocket Bomb or Dynamite

Effect: The Triggering Item gains one of the following Keywords. If Push is chosen, they are pushed back any number of meters with the maximum being half your Tech Edu Rank (Rounded Down).

» Friendly, Push, Smite

Calculated Anarchy

Prerequisites: Saboteur, Adept Stealth or Technology Education

1 AP - Free Action

Trigger: You Throw a Pocket Bomb or Dynamite

Effect: Choose one of the following Effects to apply to the Triggering Item:

» Instead of 1 Target, the range of the Triggering Item is changed to Ranged Blast 3 or Burst 1.

» The Triggering Item does not detonate and instead lands in the Space the Target is in. After a Full Round the Triggering Item is used and hits all Combatants in a Burst 2 Range and cannot miss.

Versatile Explosion

Prerequisites: Saboteur, Expert Stealth or Technology Education

Scene x2 - Free Action

Trigger: You Throw a Pocket Bomb, Dynamite or use a Weapon Attack from a Technology Weapon

Effect: The Damage Dealt by the Triggering Attack or Item is treated as your choice of Physical or Special. This only changes the defense that is applied, not the Category.

Bonus: Whenever you Throw a Saboteur Item, Targets cannot apply Speed Evasion. When you make Attacks with Technology Weapons you can make a Tech Edu check and add its result to the damage instead of applying the appropriate Offensive Stat. Add double the result instead if you are at least Trainer Level 20

Veteran Demolitionist

Prerequisites: Explosive Tactics, Expert Stealth or Technology Education

Scene x2 - Swift Action

Trigger: You Throw a Saboteur Item

Effect: You may apply one Rank 2 Mechanical Technique to the Triggering Item.

Reckless Grenadier

Prerequisites: Calculated Anarchy, Master Stealth or Technology Education

Scene x2 - Standard Action

Effect: You Immediately Throw a Pocket Bomb or Dynamite into any Space within your Throwing Range. The Item has its Range changed to one of the options below and originates from the Space it was thrown into. This Attack gains a Bonus to its Accuracy Roll and Critical Hit Range equal to half your Tech Edu Rank.

» Burst 3

» Cone 3

» Line 8

Bonus: While wearing Equipment in the Body Slot, you're Immune to Damage from your Saboteur Items. You gain the Infiltrator Ability.

Rank 1 Mechanical Techniques

Gas Canister

Normal Effect: All Targets of the Triggering Item lose -3 Evasion for a Full Round. The Triggering Item gains a 15+ Effect Range to Poison all Targets.

Hazard Effect: All Spaces affected by the Hazard are changed into Poison Gas Hazards.

Poison Gas Hazards

Poison Gas Hazards are 2m tall. Anyone who ends their turn on a Poison Gas Hazard or shifts through a space with it becomes Poisoned. Poison and Steel Type Pokemon, Miasmics, Steelhearts and creatures with the Breathless Capability or wearing a Gas Mask are all Immune to this Hazard's Effects.

Packed Shrapnel

Normal Effect: All Targets of the Triggering Item lose a Tick of Hit Points. The Triggering Item gains a 15+ Effect range to gain the Bleeding Affliction.

Hazard Effect: Targets hit by the Hazard lose an additional Tick of Hit Points.

Smoke Canister

Normal Effect: All Targets of the Triggering Item suffer a -1 Penalty to their next Attack that requires an Accuracy Roll. All Targets hit with the Triggering Item instead suffer a -2 Penalty.

Hazard Effect: Targets hit by the Hazard suffer a -2 Penalty to Accuracy. In addition all spaces affected by the Hazard turn into Smoke Hazard.

Smoke Hazards

All Targets attacking from or into a Smoke Hazard receive a -3 penalty to Accuracy Rolls. This Hazard is ignored by Combatants with the Blindsight Capability.

Suppressing Pulse

Normal Effect: The Triggering Item is one step more Effective against Combatants with the Magnetic Capability. On Even Rolls, all Targets hit with the Triggering Item have a Random Attack become Disabled. On Odd Rolls, all Targets hit with the Triggering Item have a Random Ability become Disabled.

Hazard Effect: Targets hit by the Hazard become Suppressed for a Full Round. If the Target had the Magnetic Capability, all of their Abilities become Disabled for 3 Full Rounds.

Rank 2 Mechanical Techniques

Electrical Overload

Normal Effect: The Triggering Item may instead deal Electric Damage. On Even Rolls, all Targets hit with the Triggering Item become Paralyzed. On Odd Rolls, all Targets hit with the Triggering Item have a random Ability Disabled.

Hazard Effect: All Targets of the Triggering Item become Paralyzed

Factory Adhesives

Normal Effect: All Targets hit with the Triggering Item become Stuck and Vulnerable for a Full Round and Trapped for the Scene. On a Miss, Targets instead become Slowed

Hazard Effect: All Targets of the Triggering Item become Stuck and Vulnerable for a Full Round. This may interrupt a Shift Action and stop them in the Space they Triggered the Hazard.

Flash Bang

Normal Effect: All Targets of the Triggering Item become Blinded. These Targets then make a DC 10 Perception Check. If they fail, they become Suppressed. If hit with the Triggering Item, they suffer a -5 to this Check.

Hazard Effect: All Targets of the Triggering Item become Blinded.

Incendiary Explosion

Normal Effect: The Triggering Item may instead deal Fire Damage. On Even Rolls, all Targets hit with the Triggering Item become Burned. On Odd Rolls, all Targets hit with the Triggering Item become Vulnerable.

Hazard Effect: All Spaces affected by the Hazard are treated as Fire Hazards

Fire Hazards

Fire Hazards are 3m tall. Anyone who ends their turn on a Fire Hazard becomes Burned. Anyone that passes through a Fire Hazard becomes Burned. Ground and Rock Type Pokemon are immune to Fire Hazards and extinguish them when shifting through their occupying Space. Ground, Rock, and Water Type Attacks that affect these Spaces also destroy these Hazards. All effects that destroy Hazards extinguish Fire Hazards. Fire Type Pokemon and Fire Bringers are Immune to this Hazard's effects.

Saboteur Recipes

Note: Mechanical Scrap can replace the \$ cost for any Recipe here

Basic Bombs

Prerequisites: Saboteur

Cost: \$100

Effect: You can create a Pocket Bomb or Pressure Mine

Destructive Bombs

Prerequisites: Veteran Demolitionist

Cost: \$200

Effect: You can create a Dynamite.



SCRIBE

Class Skills: General Education or Occult Education

Crafting ●●●
Active Pokémon Support ●●

The art of Rune Weaving is not solely limited to crafting runes. Branches of Rune Scribing exist, one branch is known as the profession of a Scribe. Scribes are those who have studied and mastered the art of inscriptions, the ability to write on something and grant it power based on the phrase used. Using glyphs and ancient languages, Scribes are able to both bless and curse items in order to grant them unique abilities. What would normally be a piece of paper can be turned into an Ofuda after inscribing a certain phrase on it and blessing it. As an example a Sealing Tag has the power to bind around an enemy and restrict a specific facet of their power, as determined by the Scribe such as the ability to negate a Flamethrower with a glyph of Fire Prevention.

Scribes are often known for their versatility in the occult and while they don't have a formal link to the Creation Domain like Rune Masters, their mastery in ancient scripts allows them to manipulate the world around them in many ways. This is often the profession of choice for Hex Mages and Sages, as it is the lateral connection that allows them to share their power with others and aid them. Common Items that Scribes are capable of creating are Tags, Scrolls, Charms or Amulets. While these Items are often unique in their power, their downside is that once the power held within the inscription is used, the item becomes useless and usually burns into a wisp in the process.

Scribe

[Class] [Class Stat Tag is +HP or Special Defense]

Prerequisites: Novice General Edu, Novice Occult Edu

At-Will - Extended Action

Effect: You may craft any Scribe Recipe for which you qualify using a Calligraphy Kit.

Bonus: When you take this Feature, increase your Income by \$100. Once you have at least 5 Scribe Features, Increase your Income by another \$100.

Elemental Warding

Prerequisites: Scribe

1 AP - Free Action, Interrupt

Trigger: You or an Ally are hit with a Damaging Attack

Effect: You must burn an Item from the Omamori Tag Recipe in your Inventory that corresponds with the Type of the Triggering Attack. All Combatants that were hit with the Triggering Attack gain Damage Reduction against that Attack equal to double the higher of your General Edu or Occult Edu Rank.

Mystic Fortune

Prerequisites: Scribe

Scene x2 - Swift Action

Effect: Burn one of the listed Items below, then apply the corresponding effect:

» **Fortune Tag** - Choose an Ally. The Ally gains a "Fortune" Coat. This Coat is expended the next time they would gain an Affliction or Lose Combat Stages, which is then prevented.

» **Luck Tag** - Choose an Ally. That Ally either gains +3 Accuracy, Critical Hit Range or Effect Range. This bonus lasts until they either hit an attack, hit a crit or apply an effect from an Effect Range, respectively.

» **Malice Tag** - Choose an Enemy and a Stat that they have Positive CS in. The Stat is instead changed to a Negative Combat Stage of the same Value (Ex: +2 to -2)

» **Misfortune Tag** - Choose an Enemy. The Target loses -2 Accuracy until they miss their next Attack. If the Target has a Volatile Affliction this instead lasts until the Affliction is removed.

Swift Inscription

Prerequisites: Scribe, Adept General Edu or Occult Edu
2 AP - Swift or Shift Action

Effect: Choose one of the effects below to apply to the usage of this Feature. You can only use this Feature once per Round:

- » You may create a "Tag" Item for which you qualify using appropriate costs but without costing Stamina. You then immediately use that Tag Item as a Free Action.
- » You may use a "Tag" Item as a Free Action. If you were to use a "Tag" Item as an Interrupt, you may immediately use this Feature instead of expending a Standard Action.

Hidden Charm

Prerequisites: Scribe, Adept General Edu or Occult Edu
Static

Effect: You gain an Extra Accessory Slot. This Accessory Slot can only hold Items created through the Mystic Charm or Runic Ward Recipe. You cannot have multiple of the same item equipped.

Note: This is a separate slot from the one granted by Accessorize

Dome of Protection

Prerequisites: Scribe, Expert General Edu or Occult Edu
Scene x2 - Swift Action, Interrupt

Trigger: A Non-Adjacent Attack targets You or an Ally within 3m.

Effect: A protective barrier surges out in a 3m burst for a Full Round. All Enemies are pushed to the nearest space outside of this Barrier. Any Enemy trying to enter or exit the barrier must make an opposed Athletics or Focus Check against your General or Occult Education and on a failure they cannot pass. Any Non-Melee Attacks passing through the Barrier have their Damage rolls reduced by double the higher of your Occult Edu or General Edu Rank and have an Accuracy Penalty of half the higher of your Occult or General Edu Rank. This Feature may also be used as a Standard Action, ignoring the Trigger.

Bonus: When reading Books, you may replace any instance of Occult Edu with Gen Edu for the sake of the Expertise Tag.

Potent Glyphs

Prerequisites: Hidden Charm, Master General Edu or Occult Edu

Static

Effect: If you're holding an Item created by the Mystic Charm or Runic Ward Recipe, all numerical Values of the Effect are doubled. (Once per Scene becomes Twice per Scene) When using a "Tag" Item, all instances of "Within 3m" may be ignored and may affect a legal target on the Field.

Note: Fortune Talisman can still only apply once per Roll and you may choose to either Drain 1 or 2 AP, gaining the appropriate modifier.

Scribe Recipes

Note: Equipment Scrap can replace the \$ cost for any Recipe here

Basic Tags

Prerequisites: Scribe

Cost: \$100

Effect: You create an Ailment Tag, Cleanse Tag, Cursed Tag, Mystique Tag or Sealing Tag.

Omamori Tags

Prerequisites: Elemental Warding

Cost: \$100

Effect: You create an Aurora Tag, Blight Tag, Energy Tag, Force Tag, Mystical Tag or Terran Tag.

Omikuji Tags

Prerequisites: Mystic Fortune

Cost: \$200

Effect: You create a Fortune Tag, Luck Tag, Malice Tag or Misfortune Tag.

Ofuda Scrolls

Prerequisites: Dome of Protection

Cost: \$500

Effect: You create a Scroll of Blessings, Scroll of Detection, Scroll of Exorcism, Scroll of Sealing or Scroll of Protection.

Mystic Charms

Prerequisites: Hidden Charm

Cost: \$2,000

Effect: You create a Fortune Charm, Mystic Charm, Joyful Charm, Purifying Charm, Sealing Charm or Warding Charm.

Runic Wards

Prerequisites: Hidden Charm

Cost: \$2,000

Effect: You create an Affliction Ward, Elemental Talisman, Fortune Talisman, Runic Amulet or Safety Talisman.

Elementalist Trainer Classes

Elementalist Classes: Elementalists are a collection of 18 classes that represent Trainers with a supernatural tie to a Pokémon Type. Elementalist Classes along with Fighter Classes help contribute directly to Trainers being able to compete alongside Pokémon in battles.

All Elementalist Classes require having an Elemental Connection matching its type. Therefore you can only have 1 possible Elementalist class since you can't be connected to two different types normally. However through some methods you can obtain two Elemental Connections. Here are all the listed Elementalist Classe that can be taken:

- » **Bug Elementalist:** Swarmlord
- » **Dark Elementalist:** Shade Caller
- » **Dragon Elementalist:** Herald of Pride
- » **Electric Elementalist:** Spark Master
- » **Fairy Elementalist:** Glamour Weaver
- » **Fighting Elementalist:** Disciple
- » **Fire Elementalist:** Fire Bringer
- » **Flying Elementalist:** Wind Runner
- » **Ghost Elementalist:** Apparition
- » **Grass Elementalist:** Druid
- » **Ground Elementalist:** Earth Shaker
- » **Ice Elementalist:** Frost Touched
- » **Normal Elementalist:** Prism
- » **Poison Elementalist:** Miasmic
- » **Psychic Elementalist:** Telekinetic
- » **Rock Elementalist:** Stone Warrior
- » **Steel Elementalist:** Steelheart
- » **Water Elementalist:** Maelstrom

Speaking through the lore, most Elementalists gain their powers through adaptation, genetics or traumatic situations, all listed in the Lore Book. Elemental Connections can be trained once gained however only a few Elemental Connections can be gained solely through training and without one of the Lore approved methods.

Fighting Elementalists, much like Martial Artists and Aura Guardians can gain a Fighting Connection through intense training far beyond normal standards of Martial Artists in order to become a Disciple, this is usually gained through years of strict Training

Psychic Elementalists, much like other Supernatual Classes or those with Mystic Senses can usually be gained through a minor innate spiritual gift that doesn't have to be from genetics or lore approved methods. This spiritual gift is present in most people however only few can train it to their true potential without lore approved jump starts. However much like Fighting Elementalists, those who train and study the arts of the psionics with intense dedication may enhance their own abilities.

Steel Elementalists, Unlike Psychic Elementalists, Steel Elementalists don't have to require any sort of native connection to be connected to steel in the case of Techno Paths. For the sake of Armament Path, it can usually be a small connection to the earth that is developed over time through environmental conditions and training in a forge around other steel and weaponry. For the sake of Techno Path, this can be fluffed in different ways but can almost always have its entire powers fluffed through technology rather than the user.



BUG - SWARMLORD

Class Skills: Varies based on Path

Trainer Combat



Travel and Investigation



Swarmlords are known for having control of the Bug Type. Below are the common paths currently known.

Path of the Arachnid - Those who follow the Path of the Arachnid share the most similarities to spider-like Pokemon such as Galvantula and Ariados. They gain abilities to create webs, possibly gain sharper and longer fangs and develop a keen instinct which can be used to excel in combat and hunt prey. Those who fall into the nest of an Arachnid Swarmlord must beware of consequences.

Path of the Beetle - Those who follow the Path of the Beetle develop hardened armor unlike other Swarmlords. They share the most similarities to Pokemon like Heracross and Pinsir and are fairly adept in combat, having a higher scale of durability compared to others. When they mark others with their natural Pheromones it tends to bolster their strength and possibly even enrage them! The Armor of a Beetle Swarmlord is often as durable as steel, sometimes even stronger and can serve as a durable layer of protection under existing armor if needed.

Path of the Locust - Those who follow the Path of the Locust command smaller insects in their vicinity. Similar to hiveminds like Vespiquen controlling Combee, Locust Swarmlords are able to commands smaller insects created from their attacks and use them to pester their enemies or even siphon strength and health from them to restore their own vitality!

Path of the Monarch - Those who follow the Path of the Monarch exhibit the regality of the most beautiful of Bug Pokemon, akin to those like Dustox and Beautifly or Venomoth. Similar to them, Monarch Swarmlords are able to display the raw strength of bugs, using Pheromones to their advantage to more effectively target their enemies with their powerful gales of silver dust.

BUG ELEMENTALIST

Swarmlord

[Class] [Class Tag based on chosen Path]

Prerequisites: Elemental Connection (Bug), Path Skill at Novice

Static

Effect: Choose a Path below for which you qualify. Then choose two Attacks listed below to learn:

- » Bug Bite, Struggle Bug, String Shot, Swift Sting (**Arachnid**), Harden (**Beetle**), Defend Order (**Locust**), Silver Wind (**Monarch**)

Path of the Arachnid: [Path Skills: Stealth or Survival] [Class Stat Tag: +Attack or Speed]

Path of the Beetle: [Path Skills: Combat or Survival] [Class Stat Tag: +Attack or Defense]

Path of the Locust: [Path Skills: Command or Survival] [Class Stat Tag: +HP or Attack]

Path of the Monarch: [Path Skills: Charm or Survival] [Class Stat Tag: +Special Attack or Special Defense]

Pheromone Markers

Prerequisites: Swarmlord

1 AP – Free Action

Trigger: You hit a Bug-Type attack

Effect: All Targets hit by the Triggering Attack gain(s) 1 Pheromone Stack.

Bonus: If a Combatant with Pheromone Stacks faints, half (Rounded Down) of their stacks are transferred to an Enemy within a 3m range of them of your choice. Enemies may only have Pheromone Markers up to your Swarmlord Skill Rank. If multiple Swarmlords have applied Pheromone Markers, the maximum number of markers is determined by the Swarmlord with the highest rank.

Mechanic - Pheromone Stack

All Bug Type Attacks used by Swarmlords gain a +1 bonus to Accuracy Rolls and +1 Critical Hit range against Enemies for each Pheromone Stack they have. Once per Scene per Enemy, when they gain their third or higher Pheromone Stack, a Swarmlord may choose to roll 1d6. On a result of 1 or 2, the Enemy becomes Confused; on a result of 3 or 4 the Enemy becomes Suppressed; on a result of 5 or 6 the Enemy becomes Enraged. All Pheromone stacks are cleared from a Combatant when that Combatant Takes a Breather.

Broodlord

Prerequisites: Swarmlord, Path Skill at Adept

Static

Effect: Choose one of the following Abilities to gain.

If an Ability has a Path listed next to it, it may only be taken if you have taken that Path. Once you have 5 Swarmlord Features you may gain another Ability for which you qualify.

- » Compound Eyes, Shed Skin, Silk Threads (**Arachnid**), Battle Armor (**Beetle**) Life Force (**Locust**) Tinted Lens (**Monarch**)

Enhanced Embrace

Prerequisites: Swarmlord, Path Skill at Expert

Static

Effect: You may learn two Attacks from the list below under the Tier 1 Attack List. Once you have 5 Swarmlord Features you may learn two additional Attacks from either the Tier 1 or Tier 2 Attack List. If an Attack has a Prerequisite you must have taken that Path to learn that Attack.

Tier 1 Attacks		Tier 2 Attacks	
Attack Name	Prerequisites	Attack Name	Prerequisites
X-Scissor	None	Powder Storm	None
Pheromone Spray	None	Bug Buzz	None
Pheromone Haze	None	Locust Swarm	None
Powder	None	Silk Weave	None
Fell Stinger	Arachnid	Spider Web	Arachnid
Skitter Smack	Arachnid	Spider Fang	Arachnid
Insect Cleave	Beetle	Lance Stinger	Beetle
Lunge	Beetle	Megahorn	Beetle
Leech Life	Locust	Giga Leech	Locust
Attack Order	Locust	Heal Order	Locust
Signal Beam	Monarch	Silver Cyclone	Monarch
Quiver Dance	Monarch	Pollen Puff	Monarch

Path of the Arachnid

Spider's Nest

Prerequisites: Swarmlord (Arachnid)

At-Will - Swift Action

Trigger: You use a Bug-Type Attack against an Enemy standing on a Web Hazard or that is Slowed as a result of a Web Hazard.

Effect: The Target of the Triggering Attack is treated as Vulnerable.

Bonus: You gain the Wallclimber Capability and the Sticky Web Attack.

Mechanic - Web Hazard

Spaces with Web Hazards are treated as Rough Terrain. An Enemy that moves into a Space affected by this Hazard has their Speed lowered by -3 CS and becomes Slowed until the end of their next turn, then the Hazard is destroyed. Bug Type Pokemon and Swarmlords are Immune to this hazard and may destroy it when shifting over a space with the Hazard.

Arachnid's Prey

Prerequisites: Swarmlord (Arachnid), Expert Stealth or Survival

Scene x2 - Standard Action, Interrupt

Trigger: An Enemy that is Slowed, Trapped or has at least 1 Pheromone Stack would use a Shift Action

Effect: You may immediately Shift using your highest Movement Capability and make an Attack against the Triggering Enemy as a Free Action as if it had the Priority (Advanced) Keyword. If this Attack hits, the Target becomes Vulnerable for a Full Round.

Spider Sense

Prerequisites: Swarmlord (Arachnid), Pheromone Markers, Master Stealth or Survival

Scene x2 - Free Action

Trigger: An Enemy with 2 or more Pheromone Stacks hits you with an Attack

Effect: The Attack instead Misses. An Enemy can only Trigger this Feature once per Scene.

Bonus: You gain +2 Evasion against attacks made by enemies for each Pheromone Stack they have. You gain the Tremorsense Capability but it only applies towards creatures within 20m that are on Web Hazards.

Path of the Beetle

Scent of Rage

Prerequisites: Swarmlord (Beetle), Pheromone Markers

At-Will - Free Action

Condition: An Enemy has at least 1 Pheromone Stack.

Effect: You become Enraged for a Full Round, however you can only target Enemies with Pheromone Stacks while Enraged.

Bonus: Enemies with Pheromone Stacks take 5 more Damage from your Damaging Attacks for each Pheromone Stack they have. While you are Enraged, the bonus granted from Pheromone Stacks are doubled for Attacks that have a single Target.

Armored Blow

Prerequisites: Swarmlord (Beetle), Expert Combat or Survival

Scene x2 - Swift Action

Trigger: You use a Bug-Type Melee Attack

Effect: For a Full Round you resist all Attacks from the Target of the Triggering Attack by an additional Damage Step. Add half of your Defense to the triggering Attack's Damage Roll. This Feature cannot be used if you are Enraged.

Chitin Carapace

Prerequisites: Swarmlord (Beetle), Master Combat or Survival

Bind 2 AP - Standard Action

Effect: While this Feature is bound you gain the following benefits:

- » You gain Damage Reduction equal to your highest Path Skill Rank.
- » As a 1 AP Swift Action you can cure a Persistent Status Affliction from yourself or Triple the Damage Reduction granted from this Feature for a Full Round.

Path of the Locust

Gnashing Gnats

Prerequisites: Swarmlord (Locust), Pheromone Markers Static

Effect: At the end of each Round, all Combatants with a Pheromone Stack lose -1 CS per Pheromone Stack they have. Each Combat Stage may be distributed to a Stat of your choice. A Stat can only lose -2 CS at most per Round.

Example: 3 Pheromone Stacks can allow the Swarmlord to have them lose -2 CS in Attack and -1 in Speed.

Vitality Leech

Prerequisites: Swarmlord (Locust), Expert Command or Survival

1 AP - Swift Action

Trigger: You hit a Bug Type Damaging Attack

Effect: The Triggering Attack gains the Drain Keyword. If it already had the Drain Keyword, any excess Hit Points gained is instead gained as Temporary Hit Points.

Swarming Pests

Prerequisites: Swarmlord (Locust), Pheromone Markers, Master Command or Survival
Scene x2 - Free Action

Trigger: You hit a Bug Type Attack

Effect: All Targets gain the Vortexed Affliction. While the affected Target is in Bug Type Weather, they have a -3 penalty to the save check against this Affliction.

Bonus: The Pheromone Markers Feature gains an additional Trigger "A Round starts while Bug Type Weather is on the Field". If Triggered this way, Combatants equal to half your Swarmlord Skill Rank that take damage from Bug-Type damaging weather gain a Pheromone Stack.

Path of the Monarch

Potent Pheromones

Prerequisites: Swarmlord (Monarch), Pheromone Markers

At-Will - Swift Action

Trigger: You use the Pheromone Marker Feature

Effect: Each Combatant that would gain Pheromone Stacks from the Triggering Attack gains an additional Stack.

Bonus: All Swarmlord Attacks you use gain a +1 bonus to Effect Ranges against Enemies for each Pheromone Stack they have.

Persistent Hormones

Prerequisites: Swarmlord (Monarch), Pheromone Markers, Expert Charm or Survival

1 AP - Free Action

Trigger: An Enemy with at least 2 Pheromone Stacks makes a Save Check

Effect: You may remove 2 Pheromone Stacks from the Triggering Enemy to make them automatically fail the Save Check. This can only affect a Target once per Affliction.

Bonus: When an Enemy would gain a Status Affliction as a result of 3+ Pheromone Stacks you may choose which Affliction they gain instead of randomly rolling.

Reign of the Monarch

Prerequisites: Swarmlord (Monarch), Pheromone Markers, Master Charm or Survival
Static

Effect: Your Swarmlord Attacks gain an additional Effect(s) depending on the number of Pheromone Stacks on the target:

1+ : The Attack gains the Spirit Surge Keyword.

2+ : The Attack gains the Smite Keyword.

3+ : If the Attack hits, you may remove all Pheromones Stacks on the target as a Free Action to make the Attack one step more effective (up to Super Effective). This Effect can only be applied once per Target per Scene.



DARK - SHADE CALLER

Class Skills: Varies based on Path

Trainer Combat



Travel and Investigation



Shade Callers are known for having control of the Dark Type. Below are the common paths currently known.

Path of the Abyss - Those who follow the Path of the Abyss are known for being darker than the night itself. Their mere presence radiates the night from their body with a phenomenon known as the World of Darkness. Even in the brightest of days they can befall the skies locally to darken at their command, setting the field in a mist of void so they can take advantage of their victims.

Path of the Lurker - Those who follow the Path of the Lurker follow the hunters of Dark Pokemon such as Mightyena and Weavile. The power of darkness allows for opportune times to hunt and Lurker Shade Callers excel at hunting their prey and taking advantage of their weakness. Using the shadows they can immobilize and strengthen their own attacks against their enemies as they struggle to even see what's coming.

Path of the Mimic - Those who follow the Path of the Mimic excel at the manipulation of the shadows themselves. Being a shapeless form, Mimic Shade Callers can shape the darkness into whatever they wish, even being as life like as they choose. This can cause their shadows to mimic attacks or even objects. However if exposed by the light, their illusions will be revealed from their true shadowy nature.

Path of the Shadow Walker - Those who follow the Path of the Shadow Walker excel in the transversal of shadows. Using shadows they can sink into the darkness and embody it entirely. One moment you may not see a Shadow Walker, and the next they're behind you, having moved through to your Shadow. Speaking of which they can weaponize your own Shadow, pinning it in place or even attacking it as if it were you. After all, how can you defend what you can't control?

DARK ELEMENTALIST

Shade Caller

[Class] [Class Tag based on chosen Path]

Prerequisites: Elemental Connection (Dark), Path Skill at Novice

Static

Effect: Choose a Path below for which you qualify. Then choose two Attacks listed below to learn:

» Feint Attack, Dark Waves, Torment, Umbral Assault (**Abyss**), Pursuit (**Lurker**), Sabotage (**Mimic**, **Shadow Walker**)

Path of the Abyss: [Path Skills: Intimidate or Stealth] [Class Stat Tag: +Special Attack or Special Defense]

Path of the Lurker: [Path Skills: Intuition or Stealth] [Class Stat Tag: +Attack or Speed]

Path of the Mimic: [Path Skills: Guile or Stealth] [Class Stat Tag: +HP or Special Attack]

Path of the Shadow Walker: [Path Skills: Occult Edu or Stealth] [Class Stat Tag: +HP or Special Attack]

Living Shadow

Prerequisites: Shade Caller

Static

Effect: You gain a Teleporter Speed of 8. This Movement may only be used if you're Teleporting into a Space that is either affected by Low Lighting, or is a Space that is adjacent to a Combatant without the Glow Capability. You may originate any Dark Type Attack from a Space that is affected by Low Lighting or Total Darkness. In addition, you gain the Shadow Meld and Darkvision Capabilities.

Dark Soul

Prerequisites: Shade Caller, Path Skill at Adept

Static

Effect: Choose one of the following Abilities to gain. If an Ability has a Path listed next to it, it may only be taken if you have taken that Path. Once you have 5 Shade Caller Features you may gain another Ability for which you qualify.

» Super Luck, Intimidate, Dusk Body (**Abyss**, **Shadow Walker**), Conqueror (**Lurker**), Weird Power (**Mimic**)

Void Soul

Prerequisites: Shade Caller, Path Skill at Expert

Static

Effect: You may learn two Attacks from the list below under the Tier 1 Attack List. Once you have 5 Shade Caller Features you may learn two additional Attacks from either the Tier 1 or Tier 2 Attack List. If an Attack has a Prerequisite you must have taken that Path to learn that Attack.

Tier 1 Attacks		Tier 2 Attacks	
Attack Name	Prerequisites	Attack Name	Prerequisites
Night Slash	None	Scornful Vortex	None
Dark Pulse	None	Night Daze	None
New Moon	None	Ripping Abyss	None
Taunt	None	Nasty Plot	None
Shadow Snare	Abyss, Shadow Walker	Lunar Beam	Abyss, Shadow Walker
Shadow Veil	Abyss	Solar Eclipse	Abyss
Ambush	Lurker	Carrion Feast	Lurker
Beat Up	Lurker	Void Blow	Lurker
Mimic	Mimic	Foul Play	Mimic
Siphon Life	Mimic	Obstruct	Mimic
Shadow Strike	Shadow Walker	Shadow Bolt	Shadow Walker

Paths listed on the next pages

Path of the Abyss

World of Darkness

Prerequisites: Shade Caller

Bind 2 AP - Shift Action

Effect: You create a zone of Shifting Darkness in a Burst 1 around you (Including the Space you're on), which persists and follows the user until the end of the encounter or until it becomes unbound. The zone is under the effects of the Low Lighting Special Area Condition. At the end of each of your turns as a 1 AP - Free Action, you may expand the range of the Shifting Darkness by 1 (Burst 1 to Burst 2, etc) The Illuminate Ability and Glow Capability does not work within the area of Shifting Darkness.

Veil of Darkness

Prerequisites: Shade Caller (Abyss), Expert Intimidate or Stealth

Scene x2 - Swift Action

Target: An Ally in Low Lighting or Yourself in Low Lighting

Effect: For one Full Round, the Target cannot be Targeted by Enemies unless the enemy has no other legal targets to attack. If the Target would end their Turn in a Space that is not affected by Low Lighting for this Duration, it loses its effects. A Combatant may only be Targeted by this Feature once per Scene.

Bonus: Whenever you expand World of Darkness's Range, it may increase by +1 or +2.

Lights Out

Prerequisites: Shade Caller (Abyss), Master Intimidate or Stealth

Scene - Standard Action

Effect: For a Full Round, all Spaces that are affected by Low Lighting are treated as Total Darkness. All other spaces on the Field that weren't Low Lighting before this Feature's Activation are instead treated as Low Lighting. For this Duration, all spaces affected by World of Darkness are treated as Total Darkness.

Bonus: You gain the Nightfall Ability.

Path of the Lurker

Midnight Stalker

Prerequisites: Shade Caller (Lurker)

At-Will - Free Action

Trigger: You use a Dark Type Attack against a single Adjacent Target

Effect: The Triggering Attack cannot Trigger Attacks with the Shield Keyword. Targets of the Triggering Attack take a penalty to Evasion equal to half the higher of your Intuition or Stealth Rank.

Prey to the Shadows

Prerequisites: Shade Caller (Lurker), Expert Intuition or Stealth

1 AP - Free Action

Trigger: You use a Dark Type Status Attack

Effect: For a Full Round, Targets of the Triggering Attack become Vulnerable. In addition, for this Duration, all Dark and Ghost Type Attacks have their Critical Hit Ranges extended by +2 when targeting them.

Bonus: You learn the Marked Prey Attack.

Bane of the Night

Prerequisites: Shade Caller (Lurker), Master Intuition or Stealth

Scene x2 - Swift Action

Trigger: You hit a Dark Type Attack

Effect: All Targets that were hit with the Triggering Attack become Blinded for a Full Round. This Feature can only affect a Combatant once per Scene.

Bonus: Your Dark Type Damaging Attacks gain a 15+ Effect Range to lower the Accuracy of all Targets by -1.

Path of the Mimic

Void Mimicry

Prerequisites: Shade Caller (Mimic)

1 AP - Free Action

Trigger: An Enemy within 6m uses an Attack

Effect: Until the end of the Scene, the Triggering Attack is added to your Attack List. The Triggering Attack's Type is shifted to Dark. If the Attack was Damaging you may shift it to either Physical or Special Category. You may have a Maximum of X Attacks gained this way where X is equal to half the higher of your Guile or Stealth Rank.

Dark Reflection

Prerequisites: Shade Caller (Mimic), Expert Guile or

Stealth

Scene x2 - Standard Action, Interrupt

Trigger: An Attack misses you or an ally within 4m

Effect: You may use the Triggering Attack as if it were on your Attack List but the Triggering Enemy must be at least one of the Targets. If needed, you may also use a Shift Action as a Priority in order to use this Attack. This Attack cannot miss. This Attack must be Shifted to the Dark Type and if Damaging can be shifted to either Physical or Special Category of your choice.

Shadow Clone

Prerequisites: Shade Caller (Mimic), Master Guile or
Stealth

Scene x2 - Swift Action

Trigger: You hit an Attack that wasn't originally on your Attack List

Effect: Choose one Target of the Triggering Attack. When Calculating Damage for the Triggering Attack you may use the Chosen Target's Offensive Stat instead of your own.

Bonus: You gain the Illusionist Capability and the Copy Master Ability.

Path of the Shadow Walker

First Strike

Prerequisites: Shade Caller (Shadow Walker)

Static

Effect: You always act first in the first round of combat. (If multiple combatants have this or a similar ability, they act in order of highest to lowest speed.) Enemies that have not acted during the first round yet are considered Vulnerable to you.

Bonus: Once per Round as a 1 AP Free Action, you may Shift using your Teleporter Speed granted by the Living Shadow Feature. This does not allow you to exceed your highest movement speed.

Cloaked in Shadows

Prerequisites: Shade Caller (Shadow Walker), Expert
Occult Edu or Stealth

Static

Effect: You gain the Fade Away Ability. While Invisible this way you cannot shift into a Space that is more than half your highest Movement Capability away. You gain the Stealth Capability.

Corrupted Shadow

Prerequisites: Shade Caller (Shadow Walker), Master
Occult Edu or Stealth

2 AP - Swift Action

Target: An Enemy affected by Shadow Tag

Effect: While the Target is affected by Shadow Tag, their natural Weaknesses, Resistances and Immunities change to match that of a Ghost Type. They may make a DC 16 Save Check to become cured of this effect at the end of their turn, or until the duration on Shadow Tag runs out. A Combatant can only be affected by this Feature once per Scene.

Bonus: You gain the Shadow Tag Ability.



DRAGON - HERALD OF PRIDE

Class Skills: Varies based on Path

Trainer Combat



Travel and Investigation



Heralds of Pride are known for having control of the Dragon Type. Below are the common paths currently known.

Path of the Ascendant - Those who follow the Path of the Ascendant embody the regality of Dragons. Pokemon like Dragonite and Drampa have a high sense of pride and command over their herds, exhibiting full control and protection over their pack. While they have the power to bolster themselves to their best potential, the Ascended Heralds of Pride have the ability to bestow their power onto others for a limited time, similar to manipulation of Aura but in a more physical sense. Ascended Heralds are usually at the top of the food chain, commanding respect from even other Wyverns.

Path of the Slayer - Those who follow the Path of the Slayer are dependant on their own strength. They embody the primal strength and predatory nature of all Dragons, longing to be the rulers of their own destiny and those that stand in their way. Slayers utilize their powers in a more physical sense with brute strength through weaponry, compared to some other Types like breathing fire. The sheer magnitude of force they exhibit can even scare off other Dragons.

Path of the Wyvern - Those who follow the Path of the Wyverns embrace their true nature as Dragons and often are solely consisted of Demi Humans. Wyverns embrace the true nature of Dragons such as Flygon or Noivern, being able to use breath attacks and devastate enemies with multitudes of crippling effects. Meteors can rain from the skies and fire can rage out the mouths of Wyverns and their enemies will not be left standing as they scorch the ground they walk on.

DRAGON ELEMENTALIST

Herald of Pride

[Class] [Class Tag based on chosen Path]

Prerequisites: Elemental Connection (Dragon), Path Skill at Novice

Static

Effect: Choose a Path below for which you qualify. Then choose two Attacks listed below to learn:

» Dragon Tail, Dragon Claw, Draconic Roar, Dual Chop (**Slayer**), Dragon Breath (**Ascendant or Wyvern**)

Path of the Ascendant: [Path Skills: Command or Intimidate] [Class Stat Tag: +Defense or Special Attack]

Path of the Slayer: [Path Skills: Combat or Intimidate] [Class Stat Tag: +Attack or Defense]

Path of the Wyvern: [Path Skills: Athletics or Intimidate] [Class Stat Tag: +HP or Special Attack]

Draconic Might

Prerequisites: Herald of Pride

1 AP - Swift Action

Trigger: You use a Dragon Type Attack

Effect: If the Triggering Attack was Damaging, you gain +1 CS in either Attack or Special Attack. If the Triggering Attack was a Status Category, you gain +1 CS in either Defense or Special Defense.

Bonus: You gain +2 Power and a Sky Speed of 6. If you already have a Sky Speed you instead gain +2 to its existing value. (This allows you to fly to different regions without a mountable Pokemon)

Draconic Ancestry

Prerequisites: Herald of Pride, Path Skill at Adept

Static

Effect: Choose one of the following Abilities to gain. If an Ability has a Path listed next to it, it may only be taken if you have taken that Path. Once you have 5 Herald of Pride Features you may gain another Ability for which you qualify.

» Mold Breaker, Rough Skin, Marvel Scale (**Ascendant**), Sheer Force (**Slayer**), Regal Challenge (**Wyvern**)

Draconic Strength

Prerequisites: Herald of Pride, Path Skill at Expert

Static

Effect: You may learn two Attacks from the list below under the Tier 1 Attack List. Once you have 5 Herald of Pride Features you may learn two additional Attacks from either the Tier 1 or Tier 2 Attack List. If an Attack has a Prerequisite you must have taken that Path to learn that Attack.

Tier 1 Attacks		Tier 2 Attacks	
Attack Name	Prerequisites	Attack Name	Prerequisites
Breaking Swipe	None	Ancestral Fury	None
Dragon Pulse	None	Scorching Breath	None
Draconic Aura	None	Primal Storm	None
Dragon Force	None	Scale Shield	None
Primal Energy	Ascendant	Mystic Aura	Ascendant
Dragon Dance	Slayer	Dragon Hammer	Slayer
Dragon Rush	Slayer	Outrage	Slayer
Breath Blast	Wyvern, Ascendant	Draco Meteor	Wyvern, Ascendant
Dragon Spirit	Wyvern	Scorched Earth	Wyvern

Paths listed on the next pages

Path of the Ascendant

Ascended Blessings

Prerequisites: Herald of Pride (Ascendant)

X AP - Free Action

Trigger: You hit a Dragon Type Damaging Attack or use a Dragon Type Status Attack

Effect: If you spend 0 AP, choose one of the following to gain a +1 bonus to. If you spend 1 AP choose one to gain a +2 bonus instead.

- » Save Checks, Skill Checks, Accuracy, Evasion, Critical Hit Range, Effect Range

Aura of the Ancients

Prerequisites: Herald of Pride (Ascendant), Expert Command or Intimidate

Static

Effect: You gain the Mystic Veil Ability.

Assisted Ascension

Prerequisites: Herald of Pride (Ascendant), Master Command or Intimidate
Scene - Swift Action

Target: An Ally within 3m

Effect: Choose as many of the listed benefits below as you desire. Remove them from the user and grant them to the Target until the end of the Scene:

- » Combat Stages above your Default Value (Can be repeated per Stat)
- » Coats the user is affected by
- » Non Temporary or Conditional Bonuses to any Roll. (Save Check, Accuracy, etc)

Path of the Slayer

Bane of Dragons

[Weapon]

Prerequisites: Herald of Pride (Slayer)

Scene x2 - Swift Action

Trigger: You use a Dragon Type Damaging Attack

Effect: The Triggering Attack becomes one step more Effective (Max: 1.5x Effectiveness)

Bonus: When wielding Melee Weapons, you may use Intimidate instead of Combat to determine the Damage Base of your Struggle Attacks and to qualify for Weapon Attacks. Any Attacks you gain from this Class that are Melee range can be used as Weapon Attacks.

Relentless Aggression

Prerequisites: Herald of Pride (Slayer), Expert Combat or Intimidate

X AP - Free Action

Trigger: You hit a Melee Damaging Attack

Effect: Choose one of the following effects to apply to the Target of the Triggering Attack. If you are Enraged, this Feature costs 0 AP, otherwise it costs 1 AP.

- » The Target loses -1 CS in Defense after Damage Calculations
- » The Target cannot apply Physical Evasion for a Full Round
- » The Target is Pushed 3m away from the user
- » The Target's next Damaging Attack has a Damage Penalty equal to double the higher of your Path Skills

Draconic Rampage

Prerequisites: Herald of Pride (Slayer), Master Combat or Intimidate

Scene x2 - Free Action

Trigger: You are hit with a Damaging Attack

Effect: You become Enraged. For one full round, the next Weapon Attack you use against the triggering foe cannot miss and gains a +3 to its Critical Hit Range.

Bonus: While you are Enraged, at the End of your Turn you may cure it as a Free Action.

Path of the Wyvern

Bellowed Blast

Prerequisites: Herald of Pride (Wyvern)

At-Will - Shift Action

Effect: The next non Melee or Burst Range Attack you use may have its Range changed to one of the following. If the Attack was Dragon Type, you also gain a +2 Bonus to the Effect Range of that Attack.

- » Cone 3
 - » 6m, Ranged Blast 3
 - » Line 8
-

Draconic Supremacy

Prerequisites: Herald of Pride (Wyvern), Expert Athletics or Intimidate

1 AP - Free Action

Trigger: You Trigger an Effect Range

Effect: Increase a Stat of your choice by +1 CS.

Bonus: You gain a bonus to Effect Ranges on your Dragon Type Attacks equal to the number of your Stats that are above their Default CS Value.

Draconic Sovereignty

Prerequisites: Herald of Pride (Wyvern), Master Athletics or Intimidate

Bind 2 AP - Standard Action

Effect: While this Feature is bound, you gain a +4 to Acrobatics, Athletics, Combat, Command, Intimidate, Movement Speeds that are 4 or Above, Power and Save Checks. During Combat you may perform Save Checks to cure Persistent Status Afflictions at the end of your Turn as if they had a DC of 18.



ELECTRIC - SPARK MASTER

Class Skills: Varies based on Path

Trainer Combat



Travel and Investigation



Spark Masters are known for having control of the Electric Type. Below are the common paths currently known.

Path of the Ionic - Those who follow the Path of the Ionic have total control of Electricity itself, said to be created of small particles of energy referred to as Ions. Those who can control ions can manipulate the natural energy from the ground and hyper charge it into Electric Terrain or Magnetic Fluxes. With the Field electrically charged they can use these Ions to restore their health, bolster their strength or torment their enemies.

Path of the Plasma Warrior - Those who follow the Path of the Plasma Warrior can draw upon plasmic energy within the sky to empower themselves and their strikes. Even a simple punch can be infused with electricity that is present around us into a Thunder Punch or Plasma Fists. Often times Plasma Warriors have some sort of biological component like a Raichu to draw Electricity from their own bodies, creating very unstable amounts of lightning that creates a Plasma Form. Expert Plasma Warriors are able to punch the air and redirect the lightning to strike specific targets in the distance!

Path of the Thunder King - Those who follow the Path of the Thunder King are experts of drawing Electricity from the environment. While Ionic Spark Masters usually pull Electricity from the environment, Thunder Kings manipulate the skies to draw in thunder clouds which they can manipulate to strike their enemies. Armies that are heavily consisted of Spark Masters have the tendency to darken out the battlefield, causing the omen known as the Black Sky. Black Sky phenomenas are when multiple Thunder Kings gather and cause a massively disasterous Thunderstorm, which is controlled by all of them for devastating results.

ELECTRIC ELEMENTALIST

Spark Master

[Class] [Class Tag based on chosen Path]

Prerequisites: Elemental Connection (Electric), Path Skill at Novice

Static

Effect: Choose a Path below for which you qualify. Then choose two Attacks listed below to learn:

» Thunder Spear, Shock Wave, Charge, Eerie Impulse (**Ionic**), Spark (**Plasma Warrior**), Charge Beam (**Thunder King**)

Path of the Ionic: [Path Skills: Focus or Tech Edu] [Class Stat Tag: +HP or Special Defense]

Path of the Plasma Warrior: [Path Skills: Acrobatics or Focus] [Class Stat Tag: +Attack or Speed]

Path of the Thunder King: [Path Skills: Command or Focus] [Class Stat Tag: +HP or Special Attack]

Static Charged

Prerequisites: Spark Master

Static

Effect: Your Electric Type Attacks Paralyze Targets on 19+. If an Attack already has a Paralyze Effect Range, it is extended by +1. You resist Electric Type Attacks by an additional Damage Step and become Immune to the Paralyzed Affliction.

Body of Lightning

Prerequisites: Spark Master, Path Skill at Adept

Static

Effect: Choose one of the following Abilities to gain. If an Ability has a Path listed next to it, it may only be taken if you have taken that Path. Once you have 5 Spark Master Features you may gain another Ability for which you qualify.

» Static, Electrodash, Electric Surge (**Ionic**), Overcharged (**Plasma Warrior**), Stormlord (**Thunder King**)

Amplifying Power

Prerequisites: Spark Master, Path Skill at Expert

Static

Effect: You may learn two Attacks from the list below under the Tier 1 Attack List. Once you have 5 Spark Master Features you may learn two additional Attacks from either the Tier 1 or Tier 2 Attack List. If an Attack has a Prerequisite you must have taken that Path to learn that Attack.

Tier 1 Attacks		Tier 2 Attacks	
Attack Name	Prerequisites	Attack Name	Prerequisites
Volt Crush	None	Plasma Tail	None
Thunderbolt	None	Thunder	None
Thunderstorm	None	Plasma Storm	None
Thunder Wave	None	Electrify	None
Discharge	Ionic, Thunder King	Ion Capture	Ionic
Ion Deluge	Ionic	Thunder Cage	Ionic, Thunder King
Wild Charge	Plasma Warrior	Plasma Fists	Plasma Warrior
Thunder Punch	Plasma Warrior	Volt Tackle	Plasma Warrior
Rising Voltage	Thunder King	Lightning Lance	Thunder King

Path of the Ionic

Ionic Shift

Prerequisites: Spark Master (Ionic)

X AP - Swift Action

Condition: Electric Terrain, Magnetic Flux or Electric Type Weather is on the Field

Target: A Combatant within 3m or Yourself

Effect: Choose one of the Effects to Apply to the Target. This Feature costs 0 AP if the Target is Electric or Steel Type or has the Magnetic Capability, otherwise it costs 1 AP. You may spend 1 additional AP to ignore the Condition to use this feature.

- » The Target gains +1 CS to two Stats of your Choice
- » The Target loses -1 CS to all Stats or resets one Stat to their Default Value
- » The next Paralyze Effect Range that hits the Target automatically Paralyzes them.

Bonus: You learn the Magnetic Flux Attack and gain the Magnetic Capability

Surging Electricity

Prerequisites: Spark Master (Ionic), Expert Focus or Tech Edu

Scene x2 - Free Action

Trigger: An Enemy would become Paralyzed

Effect: The Triggering Enemy instead gains the Vortex Affliction. If the Enemy is already Paralyzed and would become Paralyzed again, this may still be Triggered.

Atomic Overcharge

Prerequisites: Spark Master (Ionic) Master Focus or Tech Edu

Scene x2 - Standard Action

Condition: Electric Terrain, Magnetic Flux or Electric Type Weather is on the Field

Target: An Ally within 3m or Yourself

Effect: One of the Attacks listed in the Condition on the Field is removed. The Target gains +2 CS in their choice of Attack or Special Attack, then for a Full Round the Target becomes Overcharged. If an Enemy ends their turn Adjacent to an Overcharged Target they become Paralyzed. The next Damaging Attack an Overcharged Target performs is changed to Electric Type, cannot miss and on a 15+ it Paralyzes all Legal Targets.

Path of the Plasma Warrior

Thunderous Strike

Prerequisites: Spark Master (Plasma Warrior)

Scene x2 - Free Action

Trigger: You hit a Damaging Spark Master Attack.

Effect: You lose a Tick of Hit Points, then the Triggering Attack gains a Damage Bonus equal to the amount of Hit Points lost this way. If you were to lose Hit Points from the Recoil Keyword on the Triggering Attack, the amount lost is added as a Damage Bonus to your next Damage Roll for an Electric Damaging Attack that hit at least one Target.

Arcing Plasma

Prerequisites: Spark Master (Plasma Warrior), Expert Acrobatics or Focus

Scene x2 - Swift Action

Trigger: You use an Melee Electric Type Attack

Effect: The Triggering Attack has its Range treated as 3, 2 Targets. The Range may be treated as 6, 2 Targets if one of the chosen Targets is currently Paralyzed, but any non-Paralyzed Targets cannot be further than 3m away.

Bonus: You gain the Reach Capability, however it can only be used for Electric Attacks. Attacks used through the Reach Capability aren't treated as Melee Attacks for the sake of Enemy Effects.

Plasma Form

Prerequisites: Spark Master (Plasma Warrior), Master Acrobatics or Focus

Bind 2 AP - Standard Action

Effect: While this Feature is Bound, your body becomes wrapped in a cloak of unstable thunder and plasma. At the start of your Turn you lose a Tick of Hit Points. If a Combatant starts their turn within a Burst 2 Range of you, they lose a Tick of Hit Points, or two if they're weak against the Electric Type Damage. Additionally, your Electric Type Attacks ignore the effects of Enemy Defensive Abilities and are resisted by one less Damage Step.

Path of the Thunder King

Bottled Lightning

Prerequisites: Spark Master (Thunder King)

Bind 2 AP - Extended Action

Target: An Item that is a Weapon, Body Equipment or Throwables

Effect: The Target becomes Charged. When a Target is Charged you may choose one of your Electric-Type Attacks and bind it to the Target. You may expend this Charge as a Swift Action on your turn to use the Attack the Item was charged with, originating from the space the Item is in. If a Combatant touches a Charged item, you may instead activate this Swift Action as if it had the Priority (Limited) Keyword. If the Bound Attack is Damaging, it cannot exceed Neutral Effectiveness. Whenever you use a Charged Item, Bottled Lightning becomes Unbound on that Target, and the AP used to Bind it becomes Spent. Whenever a Charged Item is used, it counts as you using the Attack for frequency purposes. You may have up to 2 Targets Bound at a Time.

Thunderlord's Decree

Prerequisites: Spark Master (Thunder King), Expert

Command or Focus

1 AP - Free Action

Condition: Electric Terrain or Electric Type Weather is on the Field

Trigger: You use an Electric Type Damaging Attack

Effect: The Triggering Attack gains the Smite Keyword.

Bonus: The Condition for this Feature may be ignored if all Targets are Paralyzed.

Thunderstruck

Prerequisites: Spark Master (Thunder King), Master

Command or Focus

Scene - Swift and Shift Action

Condition: Electric Terrain or Electric Type Weather is on the Field

Trigger: You use an Electric Type Attack as a Standard Action

Effect: If the Triggering Attack has an Effect Range to Paralyze its Target, its Effect Range is extended by +3. If desired, you may change the Triggering Attack to have the Range of Field, Friendly.

Bonus: You may originate an Electric Type Attack from any space, provided there is either Electric Terrain or Electric Type Weather is on the Field



Trainer Combat



FAIRY - GLAMOUR WEAVER

Class Skills: Varies based on Path

Glamour Weavers are known for having control of the Fairy Type. Below are the common paths currently known.

Path of the Celestial - Those who follow the Path of the Celestial are most attuned to the cosmos beyond our own plane of existence. Celestial Glamour Weavers are adept at harvesting what is known as Stardust, ethereal mist that can be used for various effects. This substance is most similar to Dream Mist as far as consistency but is said to be the basis of the formation of Ultra Dimensions, having a direct link to Cosmog and the Stars.

Path of the Ethereal - Those who follow the Path of the Ethereal focus on their enchanting transformation and are often the most arrogant of the Glamour Weaver paths. With the Type of Fairy, Ethereal Glamour Weavers focus on themselves and their own beauty or strength, often using their powers as a means to dominate their enemies and those who stand in their way. While it is a misconception that all Ethereal Glamour Weavers are superficial, sometimes they are just generally kind and beautiful, leading to becoming a beacon of popularity.

Path of the Luminary - Those who follow the Path of the Luminary embody the selfless nature of Fairy Type Pokemon. Luminaries are the true heroes, often leading their allies into achieving their goals and bolstering their strength along the way to ensure their friends succeed. Magical Warriors are often found in this path searching for justice as their heroic aura empowers allies alongside them to flourish in battle. While the strength of Luminaries is no question, their true strength is found in their friends!

Path of the Pixie - Those who follow the Path of the Pixie are generally deemed as impish and devious in nature. They tend to embody traits of Fairy Types such as Comfey or Impidimp where they deceive and trick their prey for no purpose other than entertainment. Their mischievous nature allows them to create illusions and teleport around the battlefield in a way that is sure to be an annoyance to their enemies, along with confusing them as to their intentions or tactics.

FAIRY ELEMENTALIST

Glamour Weaver

[Class] [Class Tag based on chosen Path]

Prerequisites: Elemental Connection (Fairy), Path Skill at Novice

Static

Effect: Choose a Path below for which you qualify. Then choose two Attacks listed below to learn:

- » Draining Kiss, Sweet Kiss, Helping Hand, Star Strike (**Celestial**), Disarming Voice (**Ethereal**), Fae Blessing (**Luminary**), Glitter Darts (**Pixie**)

Path of the Celestial: [Path Skills: Charm or Occult Education] [Class Stat Tag: +Special Attack or Special Defense]

Path of the Ethereal: [Path Skills: Charm or Intimidate] [Class Stat Tag: +HP or Special Attack]

Path of the Luminary: [Path Skills: Charm or Command] [Class Stat Tag: +HP or Special Defense]

Path of the Pixie: [Path Skills: Charm or Guile] [Class Stat Tag: +Attack or Special Defense]

Enchanting Transformation

Prerequisites: Glamour Weaver

Bind 2 AP - Standard Action

Effect: When this Feature is Bound choose two of the Effects listed below to gain while bound. Once per Round, as an At-Will - Free Action you may change which effect is chosen without unbinding this Feature:

- » You gain a +2 Modifier to Save Checks
- » You gain a +2 Modifier to Accuracy Checks on Fairy Type Attacks
- » You gain a +2 Modifier to Effect Ranges on Fairy Type Attacks
- » You gain a +2 Modifier to Crit Ranges on Fairy Type Attacks

Glamour Mastery

Prerequisites: Glamour Weaver, Path Skill at Adept

Static

Effect: Choose one of the following Abilities to gain. If an Ability has a Path listed next to it, it may only be taken if you have taken that Path. Once you have 5 Glamour Weaver Features you may gain another Ability for which you qualify.

- » Cute Charm, Gentle Vibe, Starlight (**Celestial**), Beautiful (**Ethereal**), Helper (**Luminary**), Magician (**Pixie**)

Fey Blessings

Prerequisites: Glamour Weaver, Path Skill at Expert

Static

Effect: You may learn two Attacks from the list below under the Tier 1 Attack List. Once you have 5 Glamour Weaver Features you may learn two additional Attacks from either the Tier 1 or Tier 2 Attack List. If an Attack has a Prerequisite you must have taken that Path to learn that Attack.

Tier 1 Attacks		Tier 2 Attacks	
Attack Name	Prerequisites	Attack Name	Prerequisites
Dazzling Gleam	None	Moonblast	None
Misty Terrain	None	Misty Eruption	None
Glittering Mist	None	Fey Storm	None
Wish	None	Floral Healing	None
Cosmic Curse	Celestial	Moonlight	Celestial
Stardust	Celestial	Starfall	Celestial
Enchanting Aria	Ethereal	Starlight Spark	Ethereal
Spellbind	Ethereal	Light of Ruin	Ethereal
Moral Support	Luminary	Misty Guard	Luminary
Crafty Shield	Luminary	Mystic Circle	Luminary
Love Bite	Pixie	Glitter Bomb	Pixie
Torment	Pixie	Pixie Dust	Pixie

Paths listed on the next pages

Path of the Celestial

Stardust Mist

Prerequisites: Glamour Weaver (Celestial)

Bind 1 AP - Standard Action

Effect: While this Feature is bound, you gain one Stardust Counter whenever you use a Glamour Weaver attack or an Enemy has their Combat Stages lowered through a source other than expending Stardust Counters. You may have a Maximum number of Stardust Counters equal to the higher of your Charm or Occult Edu Rank.

Bonus: As a Free Action, you may expend 4 Stardust Counters to cure yourself of any Status Affliction.

Mists of Mercy

Prerequisites: Glamour Weaver (Celestial), Expert Charm or Occult Edu

At-Will - Swift Action

Target: Any Two Combatants

Effect: Choose one Target to reset all of their Negative Combat Stages to their Default Combat Stage. The other Target gains a Tick of Temporary Hit Points for each stat that had Negative CS and was reset successfully.

Bane of the Cosmos

Prerequisites: Glamour Weaver (Celestial), Master Charm or Occult Edu

Scene x2 - Standard Action

Condition: Stardust Mist is Bound

Target: An Enemy, Yourself, or an Ally

Effect: You may expend any number of Stardust Counters, then perform one of the following Effects based on the Target:

If an Enemy:

- » Make a Status Attack with an AC of 4 against the triggering foe. If it hits, the Enemy loses Ticks equal to the number of Stardust Counters you expended. If it misses, the Enemy loses Ticks equal to half the number of Stardust Counters expended (Rounded Up).
- » The Target loses Combat Stages equal to half the number of Stardust Counters Expended (Rounded Up). This CS Total may be distributed between multiple Stats, but a Singular Stat cannot exceed -3 CS granted that way.

If Your or an Ally:

- » The Target gains Ticks of Hit Points equal to the number of Stardust Counters Expended.
- » The Target gains Combat Stages equal to half the number of Stardust Counters Expended (Rounded Up). This CS Total may be distributed between multiple Stats, but a Singular Stat cannot gain more than +3 CS from this effect.

Path of the Ethereal

Enamoring Beauty

Prerequisites: Glamour Weaver (Ethereal)

Scene x2 - Swift Action

Trigger: You hit with a Fairy-Type Attack

Effect: One Target hit by the Triggering Attack becomes Infatuated with you. A Combatant can only be affected by this Feature once per Scene.

Bonus: If you have the Beautiful Ability, your Cute Style Tag Attacks also gain a +2 to its Effect Range to Infatuate.

Enchanting Allure

Prerequisites: Glamour Weaver (Ethereal), Expert Charm or Intimidate

1 AP - Free Action

Trigger: An Enemy that is Infatuated with you uses a Damaging Attack

Effect: The Targets are Immune to any Effects of the Triggering Attack (Excluding Damage). If you're a Target of the Attack, it also suffers a -2 Penalty to Accuracy.

Bonus: You may use Intimidate Skill Checks to improve the disposition of Enemies. You gain the Alluring Capability.

Ethereal Superiority

Prerequisites: Glamour Weaver (Ethereal), Enchanting Transformation, Master Charm or Intimidate Static

Effect: When you bind Enchanting Transformation, choose a Stat. The Default CS of that Stat is raised to +2 while it is bound. Enemies Infatuated with you are treated as Vulnerable against your attacks.

Path of the Luminary

Heroic Aura

Prerequisites: Glamour Weaver (Luminary), Enchanting Transformation
Static

Effect: While you have the Enchanting Transformation Feature Bound, your Allies also benefit from the Effects you choose, which apply to all attacks instead of just Fairy Type Attacks. Modifiers gained by Allies this way are halved (Rounded Up) unless they are adjacent to you.

Ancient Law

Prerequisites: Glamour Weaver (Luminary), Expert Charm or Command
2 AP - Free Action

Target: An Enemy Combatant

Effect: The Target becomes Judged. Choose one Effect listed below to apply to the Target while they're Judged. Only one Combatant may be Judged at a time and this Condition is removed once you faint. X is equal to half the higher of your Charm or Command Rank (Rounded Up):

- » Choose one Type. The Target loses -X Accuracy to Attacks of that Type.
- » The Target suffers a -X Penalty to Effect Ranges
- » The Target suffers a -X Penalty to Crit Range

Celestial Blessing

Prerequisites: Glamour Weaver (Luminary), Master Charm or Command
Scene x2 - Swift Action

Trigger: You use an Ability or a Glamor Weaver Attack that targets a single Ally

Effect: You also gain the benefits of the Triggering Attack or Ability's Effect.

Path of the Pixie

Fae Tricks

Prerequisites: Glamour Weaver (Pixie)
Static

Effect: Your Glamour Weaver Attacks gain a 19+ Effect Range to Confuse all Legal Targets or have the Effect Range for Confused increased by +2. When Combatants that were Confused by you roll a 2 via Confused's Effect, the Combatant loses -2 CS in a Stat of your Choice before Damage Calculations.

Enchanted Ring

Prerequisites: Glamour Weaver (Pixie), Expert Charm or Guile

1 AP - Free Action

Effect: You place an Enchanted Ring Hazard on the Space you're currently occupying or an Adjacent Space. You may only use Enchanted Ring once per Round.

Bonus: You gain a Teleporter Speed of 6, however you can only use it to Teleport to a Space with an Enchanted Ring Hazard. Whenever you use a Fairy Type Attack from a Space with an Enchanted Ring Hazard or while in Fairy Type Weather or Misty Terrain, you gain +2 Effect Range.

Playful Misdirection

Prerequisites: Glamour Weaver (Pixie), Master Charm or Guile

Scene x2 - Swift Action, Interrupt

Trigger: An Enemy uses a 1 Target Ranged, Line or Ranged Blast Attack

Effect: You may redirect the Attack and choose the Targets of the Attack. The redirection must include at least yourself or an allied Combatant as a Target. The redirection of the Triggering Attack cannot include Enemies as Targets unless the Triggering Enemy is Confused.

Bonus: You gain the Illusionist Capability.



FIGHTING - DISCIPLE

Class Skills: Varies based on Path

Trainer Combat



Disciples are known for having control of the Fighting Type. Below are the common paths currently known. As a note for lore, Chakra is considered the physical embodiment of Aura. While Aura users can manipulate and see their aura and manipulate it outwards, Chakra users direct their Aura inwards to strengthen or restore themselves.

Path of the Monk - Those who follow the Path of the Monk focus themselves inwards. Using their Aura they can focus on their own motions in battle, alongside having the ability to redirect their enemies that are recklessly fighting them. Monk Disciples are often very introspective and make decisive actions in combat that never expend more energy than is needed.

Path of the Purifier - Those who follow the Path of the Purifier are vastly capable of healing using their own Aura. While they can't see or control Aura naturally, they can often feel the Aura of others and interpret it in their own way simply by touching an ally or enemy. While Attacks like Heal Pulse use the user's Aura to bolster an Ally's Aura, a Purifier can restore the health of an Ally by redirecting the Aura in their ally simply by touching them or even remotely if their connection is strong enough. By redirecting Aura in the body Purifiers have many defensive uses, including defending from mental Attacks.

Path of the Striker - Those who follow the Path of the Striker excel at redirecting Aura into their fists to use for Attacks. While they can't see Aura, they know how to redirect the Aura into their extremities like their Feet and Fists in order to deliver swift blows that are empowered by Aura itself. These Attacks aren't Aura Attacks but instead use the Aura as if it were Iron Knuckles, enforcing the strike and making them stronger as they fight.

Path of the Suppressor - Those who follow the Path of the Suppressor are experts at martial combat and bodily functions. They know the exact pressure points and gateways that Aura moves throughout the body, knowing exactly where to strike in order to deal a brutal blow to enemies. These strikes often disable Aura usage in enemies, being unable to strengthen themselves as a result or becoming weakened temporarily.

FIGHTING ELEMENTALIST

Disciple

[Class] [Class Tag based on chosen Path]

Prerequisites: Elemental Connection (Fighting), Path Skill at Novice

Static

Effect: Choose a Path below for which you qualify. Then choose two Attacks listed below to learn:

» Karate Chop, Meditate, Focus Energy, Coaching (**Monk, Purifier**), Fake Out (**Suppressor**), Mach Punch (**Striker**)

Path of the Monk: [Path Skills: Combat or Focus] [Class Stat Tag: +HP or Defense]

Path of the Purifier: [Path Skills: Combat or Occult Edu] [Class Stat Tag: +HP or Special Defense]

Path of the Striker: [Path Skills: Athletics or Combat] [Class Stat Tag: +Attack or Speed]

Path of the Suppressor: [Path Skills: Combat or Intuition] [Class Stat Tag: +Attack or Special Defense]

Chakra Channeling

Prerequisites: Disciple

Static

Effect: At the start of each of your turns you gain Chakra Points equal to half the higher of your Path Skill Ranks (Max 3). All Chakra Points gained this way are removed at the start of your next Turn. You gain a +1 bonus to Accuracy Rolls per Chakra Point you have.

Combat Mastery

Prerequisites: Disciple, Path Skill at Adept

Static

Effect: Choose one of the following Abilities to gain. If an Ability has a Path listed next to it, it may only be taken if you have taken that Path. Once you have 5 Disciple Features you may gain another Ability for which you qualify.

» Hustle, No Guard, Discipline (**Monk**), Natural Cure (**Purifier**), Iron Fist (**Striker**), Pressure (**Suppressor**)

Disciplined Prowess

Prerequisites: Disciple, Path Skill at Expert

Static

Effect: You may learn two Attacks from the list below under the Tier 1 Attack List. Once you have 5 Disciple Features you may learn two additional Attacks from either the Tier 1 or Tier 2 Attack List. If an Attack has a Prerequisite you must have taken that Path to learn that Attack.

Tier 1 Attacks		Tier 2 Attacks	
Attack Name	Prerequisites	Attack Name	Prerequisites
Lotus Palm	None	Superpower	None
Revenge	None	Hammer Arm	None
Intense Aura	None	Aura Tempest	None
Mind Reader	None	Counter	None
Seismic Toss	Monk	Body Press	Monk
Concentration	Monk	Mat Block	Monk
Refresh	Purifier	Purify	Purifier
Psycho Shift	Purifier	Mirror Coat	Purifier
Power-Up Punch	Striker	Dynamic Punch	Striker
Drain Punch	Striker	Focus Punch	Striker
Chakra Block	Suppressor	Detect	Suppressor
Force Palm	Suppressor	Heal Block	Suppressor

Paths listed on the next pages

Path of the Monk

Moment of Weakness

Prerequisites: Disciple (Monk), Chakra Channeling
At-Will - Free Action

Trigger: An Adjacent Enemy Misses an Attack against you

Effect: The triggering Enemy becomes Vulnerable for 1 Full Round.

Bonus: As a Free Action, you may spend 1 Chakra Point to gain a Tick of Temporary Hit Points.

Damage Flow

Prerequisites: Disciple (Monk), Expert Combat or Focus Scene x2 - Free Action

Trigger: You lose Temporary Hit Points from an Enemy Attack.

Effect: Choose one of the following Effects to apply:

- » The Triggering Enemy has a -X penalty to Damage Rolls for one full round. X is equal to half the total Temporary Hit Points lost from the Attack. (Rounded Up)
- » You may add the Temporary Hit Points you lost as a damage bonus to your next successful Attack.

Manipura

Prerequisites: Disciple (Monk), Chakra Channeling, Master Combat or Focus
2 AP Bind - Standard Action

Effect: You gain Damage Reduction equal to the higher of your Combat or Focus Rank. When you are hit by a Damaging Attack you gain a Tick of Temporary HP after Damage Calculation. Once per scene when hit by a damaging attack, you can resist the damage 1 step further. You must spend 2 Chakra Points at the start of your turn or this Feature becomes unbound.

Path of the Purifier

Tranquil Meditation

Prerequisites: Disciple (Purifier), Chakra Channeling
At-Will - Free Action

Trigger: You end your Turn with Chakra Points

Effect: All Chakra Points are removed, then you gain 1 AP or 2 AP if 3 were removed this way.

Bonus: You gain a bonus to Volatile Affliction Save Checks equal to half the higher of your Combat or Occult Edu Rank.

Mental Purity

Prerequisites: Disciple (Purifier), Expert Combat or Occult Edu

Scene x2 - Free Action

Trigger: You are hit with a Physical Attack

Effect: You apply your Special Defense instead of Defense when calculating Damage from the Triggering Attack.

Bonus: You gain the Aura Pulse Capability.

Anahata

Prerequisites: Disciple (Purifier), Chakra Channeling, Master Combat or Occult Edu
At-Will - Swift Action

Target: Yourself or an Adjacent Ally

Effect: You may expend Chakra Points to apply one of the following Effects to the Target:

- » For **1 Chakra** you may cure one Volatile Affliction affecting the Target.
- » For **2 Chakra**, the Target restores two Ticks of Hit Points.
- » For **3 Chakra**, the Target gains a Purity Coat. Targets affected by a Purity coat gain Damage Reduction against Special Attacks equal to the higher of your Combat or Intuition Rank. Purity Coats may be expended as a Free Action to reduce a Special Attack that targets them by an additional Damage Step.

Path of the Striker

Moment to Strike

Prerequisites: Disciple (Striker), Chakra Channeling
At-Will - Free Action

Trigger: An Adjacent Enemy misses an Attack that includes you

Effect: You may Trigger Attacks of Opportunity against them.

Bonus: You gain a +1 bonus to Crit Range to Fighting Type Attacks per Chakra Point you have.

Combat Chakra

Prerequisites: Disciple (Striker), Expert Athletics or Combat
1 AP - Free Action

Trigger: You hit a Melee Attack or are hit with a Melee Attack

Effect: You gain a Tick of Temporary Hit Points.

Bonus: You gain the Moxie Ability

Muladhara

Prerequisites: Disciple (Striker), Chakra Channeling, Master Athletics or Combat
At-Will - Swift Action

Trigger: You gain Chakra Points at the start of your Turn

Effect: You may expend Chakra Points to apply one of the following Effects:

» For **1 Chakra**, your next Fighting Type Attack gains a Damage Modifier equal to double the higher of your Athletics or Combat Rank

» For **2 Chakra**, your next Fighting Type Attack cannot miss.

» For **3 Chakra** you may increase two of your Stats by +1 CS.

Path of the Suppressor

Aura Blocking

Prerequisites: Disciple (Suppressor)
Scene x2 - Swift Action

Trigger: You hit a Melee Attack

Effect: Before Damage Calculations, choose one Stat on the Target of the Triggering Attack (Other than HP). The chosen Stat has its CS value set to +0 CS and the Target cannot gain Combat Stages for a Full Round.

Aura Deflection

Prerequisites: Disciple (Suppressor), Chakra Channeling, Expert Combat or Intuition
Scene x2 - Swift Action

Trigger: You would be hit with an Adjacent Attack

Effect: You may spend up to 3 Chakra Points. For each Chakra Point spent this way, the Accuracy Roll for the Triggering Attack is subtracted by -2. This may cause the Triggering Attack to miss.

Aura Suppression

Prerequisites: Disciple (Suppressor), Chakra Channeling, Master Combat or Intuition
At-Will - Free Action

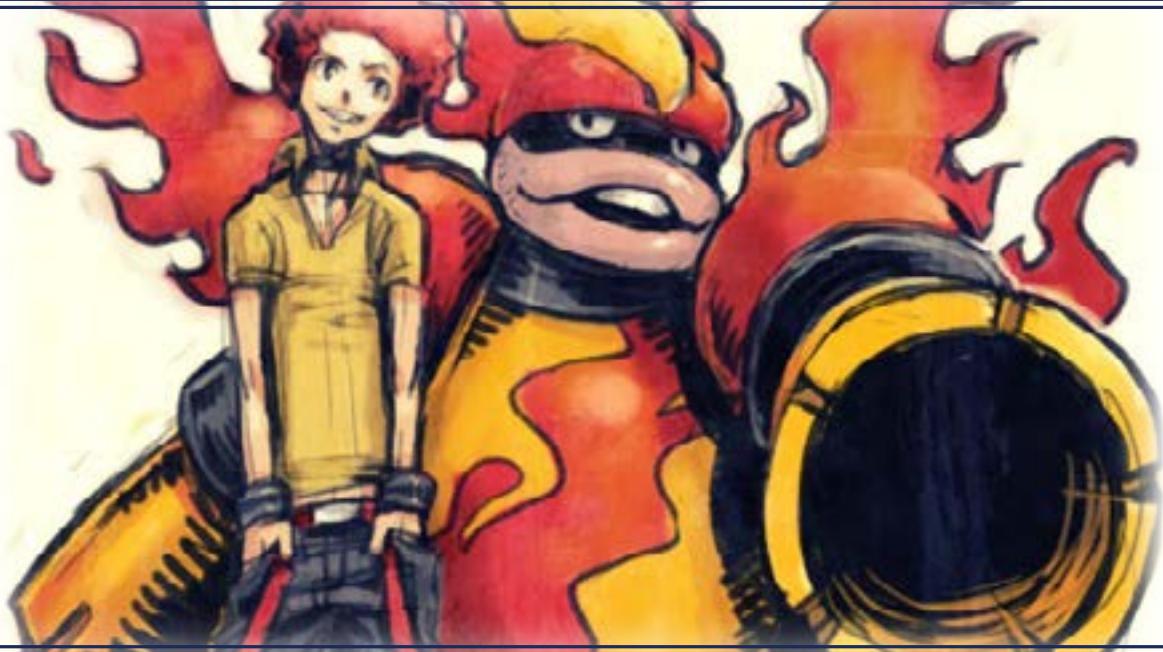
Trigger: You hit a Melee Attack

Effect: You may expend Chakra Points to apply one of the following Effects to the Target. A Target may only be affected by a specific Effect once per Scene:

» For **1 Chakra**, the Target becomes Suppressed.

» For **2 Chakra**, the Target's Attack or Special Attack is set to -3 CS for a Full Round. After this duration it is reset to its Default Value.

» For **3 Chakra**, the Target becomes Paralyzed and Vulnerable



FIRE - FIRE BRINGER

Class Skills: Varies based on Path

Trainer Combat



Fire Bringers are known for having control of the Fire Type. Below are the common paths currently known.

Path of the Cursed Flame - Those who follow the Path of the Cursed Flame embody the occult nature of Fire Types such as Delphox or Ninetales. Similarly to these Pokemon they can manipulate flames in a more precise nature, creating ethereal wisps that can cause ailments to their enemies or even lead to flurries of flames. While these wisps aren't as vicious as Fire Blasts or Heat Waves and other brutal Attacks, their effectiveness lead them to be feared for reasons other than brute strength.

Path of the Inferno - Those who follow the Path of the Inferno are conversely the brute strength that Fire is known for. Those who have the power of the Inferno have traits like Magmortar where their bodies can burst into flame itself in an a blazing tempest. Those who follow the Infernal Path are often feared for their irrationality and quick temper, or at least it is a common trait among these Fire Bringers. Compared to other Fire Bringers, those in this path have the strongest flames, able to brand their enemies and be effective even against enemies that would normally have no issue dealing with flames.

Path of the Phoenix - Those who follow the Path of the Phoenix have control over a very specific type of Fire known as the Purifying Flame. While some Phoenix Fire Bringers take on traits from Talonflame where they use the wind to make their flames stronger, most use their flames to heal their allies. The Purifying Flame is a specific technique passed down from Ho-Oh, one Legend within the Domain of Life. While extremely difficult to learn and only passed down through small circles, their flames do not inflict damage and instead burn away the impurities and afflictions of their allies. The scientific basis behind this type of Fire is yet to be explained.

Path of the Volcanics - Those who follow the Path of the Volcanics are the definition of bridled power. Having the power of Volcanos, the flames from these Fire Bringers can be displayed in eruptions of magma all of the sudden, drawing from rage to lead to deadly strikes. Often times however, Volcanic Fire Bringers focus on defensive uses of Lava to sustain themselves in battle, only striking when they need to, having the most control of their flames, other than those in the Cursed Flame Path.

FIRE ELEMENTALIST

Fire Bringer

[Class] [Class Tag based on chosen Path]

Prerequisites: Elemental Connection (Fire), Path Skill at Novice

Static

Effect: Choose a Path below for which you qualify. Then choose two Attacks listed below to learn:

» Flame Wheel, Flame Burst, Kindle, Will-o-Wisp (**Cursed Flame**), Incinerate (**Inferno**), Heat Veil (**Phoenix, Volcanics**)

Path of the Cursed Flame: [Path Skills: Focus or Occult Edu] [Class Stat Tag: +HP or Special Attack]

Path of the Inferno: [Path Skills: Combat or Focus] [Class Stat Tag: +Attack or Special Attack]

Path of the Phoenix: [Path Skills: Command or Focus] [Class Stat Tag: +Special Attack or Special Defense]

Path of the Volcanics: [Path Skills: Athletics or Focus] [Class Stat Tag: +Defense or Special Attack]

Fiery Soul

Prerequisites: Fire Bringer

Static

Effect: You gain the Firestarter and Heater Capability, resist damage from Fire type attacks one additional step, and are Immune to the Burned Affliction. Your Fire Type Damaging Attacks Burn Targets on 19+ or have existing Burn Effect Ranges extended by +2.

Burning Passion

Prerequisites: Fire Bringer, Path Skill at Adept

Static

Effect: Choose one of the following Abilities to gain. If an Ability has a Path listed next to it, it may only be taken if you have taken that Path. Once you have 5 Fire Bringer Features you may gain another Ability for which you qualify.

» Flash Fire, Solar Power, Omen (**Cursed Flame**), Flame Body (**Inferno**), Heat Mirage (**Phoenix**), Magma Armor (**Volcanics**)

Fire Breather

Prerequisites: Fire Bringer, Path Skill at Expert

Static

Effect: You may learn two Attacks from the list below under the Tier 1 Attack List. Once you have 5 Fire Bringer Features you may learn two additional Attacks from either the Tier 1 or Tier 2 Attack List. If an Attack has a Prerequisite you must have taken that Path to learn that Attack.

Tier 1 Attacks		Tier 2 Attacks	
Attack Name	Prerequisites	Attack Name	Prerequisites
Fire Punch	None	Flare Blitz	None
Flamethrower	None	Fire Blast	None
Sunny Day	None	Blazing Sun	None
Wildfire	None	Fire Wall	None
Twin Flames	Cursed Flame, Phoenix	Spectral Flame	Cursed Flame
Mystical Fire	Cursed Flame, Phoenix	Cleansing Flame	Cursed Flame, Phoenix
Burning Jealousy	Inferno	Overheat	Inferno
Ignition	Inferno	Firestorm	Inferno
Lava Armor	Volcanics	Heat Wave	Phoenix, Volcanics
Lava Plume	Volcanics	Eruption	Volcanics

Path of the Cursed Flame

Blazing Spirits

Prerequisites: Fire Bringer (Cursed Flame)

1 AP - Free Action

Trigger: You Burn an Enemy or use a Fire Type Attack

Effect: You create a Fire Wisp. If the triggering was a Fire Type Attack that missed, gain 2 Fire Wisps instead.

Bonus: You gain the Fox Fire Ability. You may only use the Ember Attack through the Fox Fire Ability once per Round.

Dancing Flame

Prerequisites: Blazing Spirits, Expert Focus or Occult

Edu

At-Will - Swift Action

Effect: You expend a Fire Wisp you have created. Once you do, apply one of the following Effects:

- » Target one Burned Enemy within 5m and lower all their stats with Positive CS to -1.
- » Target one Burned Enemy within 5m, remove the Burned Affliction and inflict the Cursed Affliction on them.
- » Target one Enemy within 5m. Use the Will-o-Wisp Attack targeting them as a Free Action

Flurry of Flames

Prerequisites: Blazing Spirits, Master Focus or Occult

Edu

Scene - Standard Action

Effect: You may use up to 3 Fire Type Attacks (Within Frequency) you know as a Free Action. To do so you must expend Fire Wisps you have created depending on the Attacks and their combined Wisp Cost below:

» Status - 0 Wisps | Damaging - 1 Wisp

» At-Will - 0 Wisps | EOT or Scene - 1 Wisp | Weekly - 2 Wisps

Path of the Inferno

Firebrand

Prerequisites: Fire Bringer (Inferno)

1 AP - Swift Action

Trigger: You hit a Fire Type Attack

Effect: After Damage Calculations, one Enemy hit by the Triggering Attack gains a Blazing Insignia. Only one Enemy can be affected by a Blazing Insignia at a time and it is removed upon you fainting. A Combatant with a Blazing Insignia becomes one less step resistant to Fire Type Damage (Max Neutral Effectiveness) and cannot apply Stat Evasion while they are Burned.

Blazing Tempest

Prerequisites: Fire Bringer (Inferno), Expert Combat or

Focus

Scene x2 - Free Action

Trigger: You Burn an Enemy or cause Super Effective Damage with a Fire Type Damaging Attack

Effect: The Burned enemy or one Enemy affected by the Triggering Attack becomes Vortexed. However once the Vortex Affliction is cured, the Burned Affliction is also cured.

Rage of the Inferno

Prerequisites: Fire Bringer (Inferno), Master Combat or Focus

Bind 2 AP - Standard Action

Effect: While this Feature is Bound, you turn into your Infernal Form. While in your Infernal Form, your Fire Type Damaging Attacks gain an Effect Range to lower a combat Stage on Targets by -1 CS on 15+. This automatically Triggers against any Burned Targets. Whenever you Burn a Target while this Feature is Bound, the Combatant loses an additional Tick of Hit Points each time they would lose Hit Points from the Affliction. If an attack that is Super-Effective against Fire Types reduces you below 50% hit points, this feature is automatically unbound and the AP used to bind it spent.

Path of the Phoenix

Infernal Restoration

Prerequisites: Fire Bringer (Phoenix)

At-Will - Swift Action, Reaction

Trigger: A Combatant gains the Burned Affliction

Effect: Either You or the Triggering Combatant become Blazing, which replaces the Burned Affliction if the Triggering Combatant is you or an Ally. While a Combatant is Blazing, they gain a Blazing Coat. Combatants affected by a Blazing Coat restore a Tick of Hit Points at the start of their Turn and are Immune to Persistent Afflictions. This Coat lasts for 3 Full Rounds. **Bonus:** You gain a Fly speed of 6 or increase your existing Fly speed by +4. Whenever you use a Fire Bringer Attack, you can choose for it to be treated as a Flying Type Attack instead of Fire type.

Purifying Fire

Prerequisites: Fire Bringer (Phoenix), Expert Command or Focus

1 AP - Free Action

Trigger: An Ally is targeted by one of your Fire Type Attacks

Effect: Apply one of the following Effects:

- » The Target is cured of a Persistent Affliction
- » The Target gains a Tick of Temporary Hit Points
- » The Target becomes Burned.

Bonus: Your Fire Type Damaging Attacks do not Damage Allies.

Ashes of Revival

Prerequisites: Fire Bringer (Phoenix), Master Command or Focus

Weeklyx2 - Free Action

Trigger: You or an Ally Faint

Effect: At the start of the next Round the Triggering Combatant revives with 25% of their Max Hit Points. The Triggering Combatant also gains a Coat as if they used the Heat Veil Attack. This Feature may only be used once per scene.

Path of the Volcanics

Heart of the Mountains

Prerequisites: Fire Bringer (Volcanics)

Static

Effect: You gain the Thermosensitive Ability, Naturewalk (Mountains) Capability and Naturewalk (Caves) Capability. You may use Thermosensitive if you are in Cave Terrain that doesn't have [Special Area Rules - Harsh Cold] or in an Area with [Special Area Rules - Harsh Heat]

Infernal Absorption

Prerequisites: Fire Bringer (Volcanics), Expert Athletics or Focus

1 AP - Free Action

Trigger: You use a Fire Type Attack

Effect: If the Triggering Attack was Damaging, reduce the Damage Roll by Half (Rounded Up) before applying Defenses and gain Temporary Hit Points equal to the result. If the Triggering Attack was a Status Category, you gain a Tick of Temporary Hit Points and Damage Reduction equal to double the higher of your Athletics or Focus Rank for a Full Round.

Mighty Eruption

Prerequisites: Fire Bringer (Volcanics), Master Athletics or Focus

Scene - Swift Action

Trigger: You use a Damaging Fire Type Attack

Effect: The Range of this Attack is changed to Burst 3, Friendly, Smite and has its Burn Effect Range extended by +3.



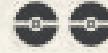
FLYING - WIND RUNNER

Class Skills: Varies based on Path

Trainer Combat



Travel and Investigation



Wind Runners are known for having control of the Flying Type. Below are the common paths currently known.

Path of the Avian - Those who follow the Path of the Avian share traits with most Bird-Like Pokemon. A majority of Flying Pokemon have traits of avians such as Braviary, Swellow or Staraptor. Those within the Path of the Avian share the traits of these Pokemon which are heavily predator based, becoming the top of the food chain in order to strike efficiently and dominate their enemies. Their keen wit and adaptive strength lets them overcome any enemy, with their pride not allowing room for mercy.

Path of the Breeze - Those who follow the Path of the Breeze have mastery over the concept of Aeromancy, or total control of the wind. While they can't create storms in the sky at a sheer thought, they have a stronger control over the wind which they can use in many ways that other paths cannot achieve. With the wind they can extend their senses and even mimic telekinesis by using the force of wind to lift and control their enemies. They can use the wind to make themselves and their allies faster along with culminating to a final Zephyr Form. In this form they control all wind around them, manipulating every attack that comes their way. Enemies may have a strong Flamethrower but it is no threat to a Wind Runner that can use wind to deflect the flames away from themselves.

Path of the Tempest - Those who follow the Path of the Tempest have total control over the sky and storms. While they are able to call windstorms that send the battlefield into a panic of chaos, that isn't the sole purpose of their powers. As the battle progresses, Tempest Wind Runners get stronger and stronger as their storms become larger. The presence of wind and storms only bolsters them, allowing them to eventually make cyclones that are destructive enough to cover massive areas of effect and decimate the field, allies and enemies alike. However allies should know that the control of Tempest Wind Runners allows them to make mini-Eyes of the Storm, small areas that are protected from the rage of the winds where they wouldn't even know the storm that others are witnessing.

FLYING ELEMENTALIST

Wind Runner

[Class] [Class Tag based on chosen Path]

Prerequisites: Elemental Connection (Flying), Path Skill at Novice

Static

Effect: Choose a Path below for which you qualify. Then choose two Attacks listed below to learn:

» Wing Attack, Air Cutter, Whirlwind, Quick Strike (**Avian**), Gale Force (**Breeze**), Concussive Burst (**Tempest**)

Path of the Avian: [Path Skills: Acrobatics or Combat] [Class Stat Tag: +Attack or Speed]

Path of the Breeze: [Path Skills: Acrobatics or Perception] [Class Stat Tag: +Special Defense or Speed]

Path of the Tempest: [Path Skills: Acrobatics or Survival] [Class Stat Tag: +Special Attack or Speed]

One with the Wind

Prerequisites: Wind Runner

Static

Effect: You gain the Blindsight and Guster Capability but it only has a range equal to your Perception Rank and cannot be used in areas that are Absent of Wind. Objects in this range can have their shape and size perceived without needing to see it. In addition you gain a Sky Speed of 6 and the Levitate Ability. You can travel to different Regions by flying without a Mountable Pokemon.

Gale Speed

Prerequisites: Wind Runner, Path Skill at Adept

Static

Effect: Choose one of the following Abilities to gain. If an Ability has a Path listed next to it, it may only be taken if you have taken that Path. Once you have 5 Wind Runner Features you may gain another Ability for which you qualify.

» Accelerate, Windveiled, Rocket (**Avian**), Cloud Nine (**Breeze**), Blow Away (**Tempest**)

Raging Winds

Prerequisites: Wind Runner, Path Skill at Expert

Static

Effect: You may learn two Attacks from the list below under the Tier 1 Attack List. Once you have 5 Wind Runner Features you may learn two additional Attacks from either the Tier 1 or Tier 2 Attack List. If an Attack has a Prerequisite you must have taken that Path to learn that Attack.

Tier 1 Attacks		Tier 2 Attacks	
Attack Name	Prerequisites	Attack Name	Prerequisites
Wind Blades	None	Sky Attack	None
Air Slash	None	Hurricane	None
Heavy Winds	None	Windstorm	None
Molt Feathers	None	Roost	None
Drill Peck	Avian	Aerial Combat	Avian
Raven Claw	Avian	Brave Bird	Avian
Tailwind	Breeze	Wind Shift	Breeze
Wind Wall	Breeze	Defog	Breeze
Cyclone	Tempest	Feather Storm	Tempest
Razor Wind	Tempest	Tempest	Tempest

Path of the Avian

Bird of Prey

Prerequisites: Wind Runner (Avian)

At-Will - Free Action

Trigger: You Attack an Enemy that is Slowed, Tripped, Flanked or Stuck

Effect: All Targets that fit the Triggering Condition are treated as Vulnerable against the Triggering Attack

Bonus: For all Athletics, Combat, Command, Intuition or Intimidate Checks against Flying Type, Bug Type, Normal Type or Small Size Pokemon, you gain a +2 Modifier. If a Pokemon would fit two or more of these Categories, it is instead changed to a +4 Modifier.

Adaptive Combat

Prerequisites: Wind Runner (Avian), Expert Acrobatics or Combat

1 AP - Swift Action

Trigger: You use a Flying Type Damaging Attack

Effect: If a Target is Levitating, Swimming or Flying, the Attack gains a +3 to its Critical Hit Range against them. The Attack is treated as having the Smite keyword against targets that are not Levitating, Swimming, or Flying.

Bonus: Whenever you land a Critical Hit against a Flying or Levitating Target, they lose their Levitate and Sky Speed for 3 Full Rounds and during this state are no longer Immune to Ground Type Attacks, treating them as Neutral Effectiveness.

Aerial Pride

Prerequisites: Wind Runner (Avian), Master Acrobatics or Combat

Scene x2 - Free Action

Trigger: An Enemy Faints or you land a Critical Hit

Effect: You gain +2 CS to a Stat of your choice and a Tick of Temporary Hit Points, or you gain +1 CS to a Stat of your choice and gain 3 Ticks of Temporary Hit Points. You may only Trigger this Feature once per Round.

Path of the Breeze

Aeromancy

Prerequisites: Wind Runner (Breeze)

Scene - Swift Action

Trigger: You use a Flying Type Attack that does not Target you or an Ally

Effect: If the Triggering Attack is Damaging, one Target of the Triggering Attack becomes Vortexed. If the Triggering Attack was the Status Category you may instead choose one Combatant on the Field to become Vortexed.

Bonus: You gain the Telekinetic Capability, however it cannot be used in areas that are Absent of Wind. You cannot lift up objects that would have a Weight Class that is equal to or higher than the higher of your Acrobatics or Perception Rank. Your Struggle Attacks cannot be modified by the Telekinetic Capability.

Winds of Change

Prerequisites: Wind Runner (Breeze), Expert Acrobatics or Perception

At-Will - Free Action

Target: A Combatant

Effect: The Target either gains +1 CS in Speed, or gains/loses X Initiative where X is between 0 and the higher of your Acrobatics or Perception Rank. You can only use Winds of Change once per Round.

Zephyr Incarnate

Prerequisites: Wind Runner (Breeze), Master Acrobatics or Perception

Bind 2 AP - Standard Action

Effect: While this Feature is bound, wind begins to swirl around you in a Burst 3 Range. All spaces within this Range (Including the Space you're standing on) are treated as being affected by Gale Hazards, which is only able to be removed if this Feature becomes unbound or the space is no longer within the Range of this Feature. You and all allies within this Range gain +3 Evasion. If you were to use the Wind Shift Attack on an Ally within this Range, the Frequency is not Expended. Each time you are hit with an Attack you must spend 1 AP or unbind this Feature.

Mechanic - Gale Hazards

Gale Hazards are treated as Rough Terrain and 4m Tall occupying the Space its in. If a non-Adjacent Attack targets a Combatant in a Gale Hazard it suffers -2 to its Accuracy Roll.

Path of the Tempest

Surging Gale

Prerequisites: Wind Runner (Tempest)

Bind 2 AP - Standard Action

Effect: While this Feature is bound, at the end of every Round you gain 1 Storm Counter (Max 5). Your Cone, Ranged Blast, Close Blast, Burst and Line Ranged Flying Type Attacks have their Area of Effects increased by X. X is equal to the number of Storm Counters you have. If you have at least 3 Storm Counters, your Melee Flying Attacks are changed to Melee, Pass. Storm Counters reset if you faint.

Note: Storm Counters are the same as the Storm Counters listed in the Cyclone Attack. Cyclone is unaffected by this Feature.

Call of the Tempest

Prerequisites: Wind Runner (Tempest), Expert

Acrobatics or Survival

Scene - Swift Action

Effect: The Field is changed to Flying Type Boosting or Damaging Weather and all non-Blocking Terrain Hazards on the Field are destroyed.

Bonus: You gain the Overcoat Ability

Severe Storm

Prerequisites: Surging Gale, Master Acrobatics or

Survival

Static

Condition: You have the Surging Gale Feature Bound

Effect: Your Targeting Flying Type Attacks gain the following Benefits based on the number of Storm Counters you have.

1 Storm Counter: You may perform a Push Maneuver as a Swift Action after Damage Resolution against all Targets of the Attack, Ignoring Range.

2 Storm Counters: They gain the Friendly Keyword

3 Storm Counters: They gain the Smite Keyword

4 Storm Counters: They are resisted by one less Damage Step. (To a maximum of neutral.)

5 Storm Counters: If they miss, the Target gains the Vortexed Affliction or has its DC reset.



GHOST - APPARITION

Class Skills: Varies based on Path

Trainer Combat



Travel and Investigation



Apparitions are known for having control of the Ghost Type. Below are the common paths currently known.

Path of the Banshee - Those who follow the Path of the Banshee are truly a fearful opponent to be facing. Drawing power from their own soul, Banshee Apparitions can use their voices to cause dread and trauma to their enemies, the simple screams being able to terrify enemies into submission. The dread caused by these Elementalists are enough to weaken their enemies or force defeat through sheer terror. These Apparitions tend to draw inspiration from Pokemon such as Froslass, Mismagius and Jellicent and often embody their intimidation and trickery in order to achieve their goals.

Path of the Puppeteer - Those who follow the Path of the Puppeteer excel in the connection of Souls through the loose threads of the cosmos around them. Similar to Hex Mages they can create curses and ailments, however their specialty is the creation of a Puppet or Totem. Through this Item, it serves as a tether to all the souls around them. Anything that would negatively impact them or their puppet is allowed to be redistributed towards any target of their choosing. If their puppet would be burned by a scalding blast of water, an enemy may be surprised to notice the same burn marks on their body.

Path of the Revenant - Those who follow the Path of the Revenant are the embodiment of revenge. Using curses and ghastly energy, they're able to mark their enemies and restrict them from using strongest attacks out of sheer dread and intimidation. While using their ghastly energy they can imbue their Weapons with the power to curse their enemies and inflict dreadful damage to the point where they become weaker against you. These Revenant Apparitions are well known for the number of enemies they slay in battle, becoming menaces to face on the battlefield.

HOST ELEMENTALIST

Apparition

[Class] [Class Tag based on chosen Path]

Prerequisites: Elemental Connection (Ghost), Path Skill at Novice

Static

Effect: Choose a Path below for which you qualify. Then choose two Attacks listed below to learn:

» Shadow Sneak, Ominous Wind, Confuse Ray, Ghastly Scream (**Banshee**), Malice (**Puppeteer**), Shadow Claw (**Revenant**)

Path of the Banshee: [Path Skills: Intimidate or Occult Education] [Class Stat Tag: +Special Attack or Special Defense]

Path of the Puppeteer: [Path Skills: Command or Occult Edu] [Class Stat Tag: +HP or Special Defense]

Path of the Revenant: [Path Skills: Combat or Occult Education] [Class Stat Tag: +HP or Attack]

Shadow Form

Prerequisites: Apparition

Bind 2 AP - Swift Action

Effect: While this Feature is Bound, your appearance becomes wan and otherworldly. Your natural Weaknesses, Resistances and Immunities change to match that of a Ghost Type. Additionally while in Shadow Form, you are immune to the Cursed Affliction and are cured of any current instances of Cursed as well as gaining the Phasing and Shadow Meld Capability.

Bonus: You gain the Dead Silent Capability

Spooky Talents

Prerequisites: Apparition, Path Skill at Adept

Static

Effect: Choose one of the following Abilities to gain. If an Ability has a Path listed next to it, it may only be taken if you have taken that Path. Once you have 5 Apparition Features you may gain another Ability for which you qualify.

» Intimidate, Frighten, Drown Out (**Banshee**), Voodoo Doll (**Puppeteer**), Pressure (**Revenant**)

Spectre Strikes

Prerequisites: Apparition, Path Skill at Expert

Static

Effect: You may learn two Attacks from the list below under the Tier 1 Attack List. Once you have 5 Apparition Features you may learn two additional Attacks from either the Tier 1 or Tier 2 Attack List. If an Attack has a Prerequisite you must have taken that Path to learn that Attack.

Tier 1 Attacks		Tier 2 Attacks	
Attack Name	Prerequisites	Attack Name	Prerequisites
Shadow Punch	None	Phantom Fury	None
Shadow Ball	None	Spectral Storm	None
Dark Fog	None	Shadow Realm	None
Curse	None	Grudge	None
Screech	Banshee	Perish Song	Banshee
Cackle	Banshee	Deathly Wail	Banshee
Haunting Aura	Puppeteer	Deception	Puppeteer
Destiny Bond	Puppeteer	Pain Split	Puppeteer
Devious Strike	Revenant	Baneful Claw	Revenant
Vengeance	Revenant	Wrathful Blitz	Revenant

Paths listed on the next pages

Path of the Banshee

Ethereal Panic

Prerequisites: Apparition (Banshee)

1 AP - Free Action

Trigger: An Enemy is cured of Confusion or you hit a Confused Combatant

Effect: The affected Enemy loses -1 CS in two Stats of your Choice.

Bonus: Your Attacks with the Sonic Keyword gain an 18+ Effect Range to Confuse all Targets, or have existing Confuse Ranges extended by +2.

Howling Dread

Prerequisites: Apparition (Banshee), Expert Intimidate or Occult Edu

Scene x2 - Swift Action

Trigger: You hit an Attack with the Sonic Keyword

Effect: Choose an Apparition Status Attack or a Sonic Status Attack you know and expend one usage from its Frequency. This Chosen Attack's Effects are applied to all Targets hit by the Triggering Attack. (Any cost of the Chosen Attack still occurs)

Sonic Scream

Prerequisites: Apparition (Banshee), Master Intimidate or Occult Edu

Scene - Free Action

Trigger: You use an Attack with the Sonic Keyword

Effect: The Attack's Range is changed to Burst X. X can be any value from 1 to the higher of your Command or Intimidate Rank.

Bonus: You gain the Sound Lance Ability.

Path of the Puppeteer

Art of Witchcraft

Prerequisites: Apparition (Puppeteer)

2 AP - Standard Action

Effect: When this Feature is used as an Extended Action, you create a Puppet which takes your Accessory or Off-Hand Slot and is considered a Held Item. This Puppet has Hit Points equal to 10 times X where X is the higher of your Command or Occult Edu Rank and no other Stats. Anytime you lose Hit Points from a source other than Damage, you may instead Subtract it from your Puppet's Hit Points.

If this Feature is used during Combat, instead of equipping it you may instead create your Puppet in any space within 5m of you. If bound this way, the Puppet gains a Levitate Speed of 4, instead has Hit Points equal to 20 times X, and gains its own Initiative which is half of yours (Rounded Up). The Puppet may only use Standard Actions to use Curse as if it were a Ghost Type or Status Attacks learned through the Apparition Class. When the Puppet reaches 0 Hit Points it is destroyed. This feature can only be used twice per scene, and cannot be used outside of a scene even as an extended action. You may only have one Puppet created by this feature at a time.

Note: The Puppet can be any object of your choice fluff wise so long as it's tangible.

Shared Suffering

Prerequisites: Apparition (Puppeteer), Expert Command or Occult Edu

1 AP - Swift Action

Trigger: You lose Combat Stages as a Result of an Enemy Action; or You or Your Puppet gain a Status Affliction

Effect: If the Trigger was losing Combat Stages, the Triggering Enemy also loses the same number of Combat Stages in the same Stat. If the Trigger was gaining a Status Affliction, you may choose one Enemy to gain the same Status Affliction

Mutual Torment

Prerequisites: Art of Witchcraft, Master Command or Occult Edu

At-Will - Free Action

Condition: Art of Witchcraft is Bound and your Puppet has more than 0 Hit Points

Trigger: You or your Puppet are hit with a Damaging Attack

Effect: The Triggering Attack gains the Recoil 1/3 Keyword. After the Triggering Attack resolves, if you were the Target of the Triggering Attack, your Puppet loses Hit Points equal to the Hit Points lost by the Triggering Enemy.

Bonus: Whenever your Puppet reaches 0 Hit Points and Faints, choose one Enemy on the Field to become Cursed.

Path of the Revenant

Curse of Oblivion

Prerequisites: Apparition (Revenant)

At-Will - Swift Action

Trigger: You use a Weapon Attack against a Target that is Cursed or Suppressed

Effect: The Target cannot apply Evasion against the Triggering Attack.

Bonus: When wielding Melee Weapons, you may use Occult Edu instead of Combat to determine the Damage Base of your Struggle Attacks and to qualify for Weapon Attacks. Any Attacks you gain from this Class that are Melee range can be used as Weapon Attacks.

Vengeful Strike

Prerequisites: Apparition (Revenant), Expert Combat or Occult Edu

1 AP - Free Action

Trigger: You hit a single Enemy with an Apparition Attack

Effect: The Target becomes Suppressed. If the Target was already Suppressed, they instead become Cursed. If the Target was already Cursed, the Triggering Attack is increased by one damage step (Maximum Super Effective). A Combatant can only be affected by each of these effects once per Scene.

Phantom Pain

Prerequisites: Apparition (Revenant), Master Combat or Occult Edu

Scene x2 - Free Action

Trigger: You hit with an Apparition Attack

Effect: After one full round, repeat the triggering Attack against the target as a Free Action, regardless of the range. If the Attack hits, it deals damage as if it were resisted one step further. Phantom Pain may only affect a target once per Scene.



GRASS - DRUID

Class Skills: Varies based on Path

Trainer Combat



Druids are known for having control of the Grass Type. Below are the common paths currently known.

Path of the Forest Lord - Those who follow the Path of the Forest Lord are obviously kings of the Forest. Taking inspiration from Trevenant, Forest Lord Druids have a connection to the ground around them, able to sense plantlife through the roots that connect all of us and are thus able to control plantlife around them. What would normally be a harmless tree can become a conduit for saving their allies or attack their enemies by channeling Attacks through them.

Path of the Gracidea - Those who follow the Path of the Gracidea have their powers based on many flower Pokemon like Lilligant, Bellosom and even Shaymin. Their bodies tend to have natural aroma similar to that of a flower which allows them to affect allies that are close to them. Another perk is that their Elemental Connection to Grass Pokemon tend to be even stronger since they share a biological component and can often communicate only through scents. Gracidea Druids are also able to spread fear into other Grass Pokemon simply through the aroma that has a bitter reaction from some Pokemon like Oddish.

Path of the Parasite - Those who follow the Path of the Parasite have biological similarities to mushroom based Pokemon such as Breloom, Shiinotic and Amoogus. While Gracidea Druids have aromas wafting off their body at their control, Parasite Druids often have parasitic spores that can be controlled from their body which are able to disable and deter enemies who even get close to them. Considering they have full control, if a Parasitic Spore gets on you, you may be fully controlled by the Druid!

Path of the Roots - Those who follow the Path of the Roots have a similiar connection to the land like Forest Lords, but it extends far beyond trees. The network of roots under us in the crust of the land expand all over, between weeds, flowers, plants, etc. Root Druids tend to use this connection to ensnare their enemies and drain life force from their enemies into other combatants that are connected into their Root Network. Some Root Druids have also been known to utilize vines which share functionality, similar to a Tangrowth.

GRASS ELEMENTALIST

Druid

[Class] [Class Tag based on chosen Path]

Prerequisites: Elemental Connection (Grass), Path Skill at Novice

Static

Effect: Choose a Path below for which you qualify. Then choose two Attacks listed below to learn:

» Stun Spore, Poison Powder, Mega Drain, Razor Leaf (**Forest Lord**), Magical Leaf (**Gracidea**), Leech Seed (**Parasite**, **Roots**)

Path of the Forest Lord: [Path Skills: Combat or Survival] [Class Stat Tag: +Attack or Defense]

Path of the Gracidea: [Path Skills: Charm or Survival] [Class Stat Tag: +HP or Special Attack]

Path of the Parasite: [Path Skills: Intimidate or Survival] [Class Stat Tag: +HP or Special Defense]

Path of the Roots: [Path Skills: Intuition or Survival] [Class Stat Tag: +HP or Special Attack]

Overgrowth

Prerequisites: Druid

At-Will - Swift Action

Trigger: You hit with a Grass Type Attack

Effect: All Targets of the Triggering Attack are bound up in an Overgrowth of Plants. Overgrowth is considered a Persistent Status Affliction. While combatants are affected by Overgrowth, they are one step less resistant to Grass Type Attacks (Max: Neutral Effectiveness) and cannot gain Temporary Hit Points. Overgrowth can be removed by Taking a Breather or with a Save Check at the end of their Turn that has a DC equal to double the higher of your Gen Edu or Survival Rank.

Bonus: You gain the Naturewalk (Forest) Capability.

One with Nature

Prerequisites: Druid, Path Skill at Adept

Static

Effect: Choose one of the following Abilities to gain. If an Ability has a Path listed next to it, it may only be taken if you have taken that Path. Once you have 5 Druid Features you may gain another Ability for which you qualify.

» Aroma Veil, Overgrow, Life Force (Forest Lord, Roots), Flower Veil (Gracidea), Effect Spore (Parasite)

Nature's Embrace

Prerequisites: Druid, Path Skill at Expert

Static

Effect: You may learn two Attacks from the list below under the Tier 1 Attack List. Once you have 5 Druid Features you may learn two additional Attacks from either the Tier 1 or Tier 2 Attack List. If an Attack has a Prerequisite you must have taken that Path to learn that Attack.

Tier 1 Attacks		Tier 2 Attacks	
Attack Name	Prerequisites	Attack Name	Prerequisites
Seed Bomb	None	Leaf Storm	None
Energy Ball	None	Solar Beam	None
Wild Growth	None	Pollen Storm	None
Synthesis	None	Grassy Terrain	None
Leaf Blade	Forest Lord	Spiky Shield	Forest Lord
Ingrain	Forest Lord	Wood Hammer	Forest Lord
Floral Burst	Gracidea	Floral Healing	Gracidea
Aromatherapy	Gracidea	Petal Dance	Gracidea
Burn Powder	Parasite	Mystic Powder	Parasite
Strength Sap	Parasite	Spore	Parasite
Giga Drain	Roots	Ivy Leech	Roots
Grass Knot	Roots	Vine Shield	Roots

Paths listed on the next pages

Path of the Forest Lord

I Speak for the Trees

Prerequisites: Druid (Forest Lord)

Static

Effect: You gain the Forest Lord Ability. The user may additionally use Druid Attacks as if they were Weapon Attacks, however they must Originate from a Tree to do so.

Bonus: You can sense any Tree around you within 50m and as an Extended Action, Channel it to sense the world around it and see through it as if you were in its location.

Woodland Connection

Prerequisites: I Speak for the Trees, Expert Combat or Survival

1 AP - Swift Action

Trigger: You or an Ally are hit with a Damaging Attack and are also within 2m of a Tree

Effect: After the Damage Roll, Subtract the higher of your Combat or Survival Rank x4 from the result. The chosen Tree is then destroyed, then continues with Damage Calculations. If the Damage Roll was lower than the higher of your Combat or Survival Rank x4, instead subtract HP from the Tree as if it Intercepted the Attack.

Bonus: Trees around you or ones you grow are considered to have the higher of your Combat or Survival Rank x4 Hit Points, no Stats and are treated as Grass Type.

Note: When in Forest Terrain, there is always considered to be Trees within 2m, otherwise it is GM Discretion.

Wrath of the Woods

Prerequisites: I Speak for the Trees, Master Combat or Survival

Scene - Standard Action

Target: An Enemy and a Tree that within 2m of the chosen Enemy

Effect: The Target gains the Vortexed Affliction and becomes Stuck. Neither Affliction can be cured or removed until the targeted Tree is destroyed. After the Tree is destroyed, the chosen Enemy becomes Tripped unless they make an Acrobatics or Survival Check with a DC equal to Triple the higher of your Gen Edu or Survival Rank.

Path of the Gracidea

Natural Communion

Prerequisites: Druid (Gracidea)

Static

Effect: You gain the Alluring and Naturewalk (Grassland) Capability. Whenever you would make a Skill Check involving or opposing a Grass Type Pokemon, you may instead replace the Skill with Charm or Survival.

Graceful Shroud

Prerequisites: Druid (Gracidea), Expert Charm or Survival

1 AP - Free Action

Trigger: You use a Grass Type Attack

Effect: You and all allies within a 2m restore a Tick of Hit Points or gain a Tick of Temporary Hit Points. For a Full Round, affected Combatants also gain a bonus to Save Checks equal to half the higher of your Charm or Survival Rank

Blessing of the Gracidea

Prerequisites: Druid (Gracidea), Master Charm or Survival

Scene - Standard Action

Effect: Choose two of the following effects to apply to the Field:

- » The Weather becomes Boosting Grass or Normal for 3 Rounds
 - » The user and all Allies are cured of any Persistent Afflictions
 - » The Field is affected by the Grassy Terrain Attack for 3 Rounds
 - » The Blessing 'Safeguard' enters the Field with only one Activation
- Bonus:** You gain the Flower Power Ability.

Path of the Parasite

Noxious Haze

Prerequisites: Druid (Parasite)

Scene x2 - Swift Action

Trigger: You use a Status Category Attack with the Powder Keyword

Effect: On a hit, roll 1d3 and the Target gains the following Affliction. On a 1, the Target becomes Poisoned. On a 2, the Target becomes Paralyzed. On a 3, the Target becomes Drowsy. On a miss, you may instead choose which of the Afflictions the Target gains.

Bonus: You gain the Dust Cloud Ability and you are Immune to Attacks with the Powder Keyword.

Enfeebling Spores

Prerequisites: Druid (Parasite), Expert Intimidate or Survival

X AP - Free Action

Trigger: You inflict a Status Affliction through a Druid Ability or Druid Attack

Effect: Roll a 1d3. At the cost of 1 AP, you may instead choose a result, otherwise this costs 0 AP. On a 1, a Random Ability is Disabled on the Enemy. On a 2, a Random Attack is Disabled on the Enemy. On a 3, the Enemy loses -2 CS in a Random Stat.

Parasitic Leeching

Prerequisites: Druid (Parasite), Master Intimidate or Survival

Scene - Free Action

Trigger: An Enemy affected by a Persistent or Volatile Status Affliction faints

Effect: Originating from the Triggering Enemy, an explosion of Powder occurs in a Burst 2 Range, affecting all Enemies within its range who fail a Focus or Survival Check with a DC equal to double the higher of your Intimidate or Survival Rank. All Enemies who fail this Check gain the Persistent and Volatile Status Afflictions that the Triggering Enemy was affected by.

Bonus: Whenever you hit an Enemy affected by a Persistent or Volatile Affliction with an Attack, you gain a Tick of Temporary Hit Points.

Path of the Roots

One with the Soil

Prerequisites: Druid (Roots)

Static

Effect: You gain the Root Down Ability. The Ingrain Attack may be treated as Scene x2 Frequency and has its range changed to "6, 1 Target, Coat; Self, Coat"

Siphoned Strength

Prerequisites: Druid (Roots), Expert Intuition or Survival
1 AP - Free Action

Trigger: An Enemy loses Hit Points as a result of the Seeded Affliction or an Attack with the Drain Keyword

Effect: Targets of the Triggering Attack or the Seeded Combatant loses -1 CS in a Stat of your choice. The Combatant that caused the Seeded Affliction or used the Attack gains +1 CS in the same Stat. If the Target or Triggering Combatant is Rooted, you or an Ally with the Ingrained Coat may instead gain the +1 CS.

Ensnaring Roots

Prerequisites: Druid (Roots), Master Intuition or Survival
Scene x2 - Swift Action

Trigger: You hit a Grass Type Attack

Effect: All Targets hit by the Attack become Rooted.
Bonus: When you target an Ally with Ingrain, you may grant them the Rooted Affliction.

Mechanic - Rooted

Rooted is treated as a Persistent Affliction. If a Rooted Target would gain Hit Points, the Combatant who inflicted Rooted may instead gain it. If a Rooted Target would gain Combat Stages, the Combatant who inflicted Rooted may instead gain it. The Combatant who inflicted Rooted may instead grant any of these benefits towards an ally with an Ingrained Coat. Rooted lasts until the Target faints, is returned to a Poké Ball, or Takes a Breather.



GROUND - EARTH SHAKER

Class Skills: Varies based on Path

Trainer Combat



Earth Shakers are known for having control of the Ground Type. Below are the common paths currently known.

Path of the Desert - Those who follow the Path of the Desert excel at having a connection to the sands. Within a moments notice they can whip up a dust storm or sandstorm to blind their enemies and encase them in a vortex of sand. Desert Earth Shakers are well known for being a blur in combat due to having the sandstorms centralized to their movements. As they move throughout battle, a storm of sand will pelt those around them, obscuring their vision and ability to fight back.

Path of the Marshland - Those who follow the Path of the Marshland excel at having a connection to the wetland areas. Being able to manipulate earth in a more wet state of mud, tar and muck, they're much better at using the earth around them as a means for defense. They also have a habit of encasing their enemies in coats of mud that can obscure their vision or even weaken their defenses!

Path of the Sand Surfer - Those who follow the Path of the Sand Surfer are very adept at movement and using the land as a means of transportation. As expert groundshapers, they can shift the ground beneath them as they move, leaving behind a trail of rough terrain and rubble as they literally surf on surfboards of stone. So long as their feet are on the ground, few can even stand to touch them as they have literal full control of the battlefield, manipulating it to their whims.

Path of the Tectonics - Those who follow the Path of the Tectonics are masters of earthly combat. Tectonic Earth Shakers excel in tremors and quakes, using as a means to remotely damage enemies in massive shifts of the land. Having a more precise control of the landscape, they can create small fissures in the soil that can be used to either trip up enemies or launch another quake as the basis of an Attack. There is no crack too small that can't be manipulated by a Tectonic Earth Shaker to lead into devestation.

GROUND ELEMENTALIST

Earth Shaker

[Class] [Class Tag based on chosen Path]

Prerequisites: Elemental Connection (Ground), Path Skill at Novice

Static

Effect: Choose a Path below for which you qualify. Then choose two Attacks listed below to learn:

» Earth Shard, Mud Shot, Spikes, Sand Tomb (**Desert, Sand Surfer**), Mud-Slap (**Marshland**), Bulldoze (**Tectonic**)

Path of the Desert: [Path Skills: Focus or Perception] [Class Stat Tag: +Attack or Special Attack]

Path of the Marshland: [Path Skills: Focus or Survival] [Class Stat Tag: +HP or Special Attack]

Path of the Sand Surfer: [Path Skills: Acrobatics or Focus] [Class Stat Tag: +Attack or Speed]

Path of the Tectonics: [Path Skills: Athletics or Focus] [Class Stat Tag: +Attack or Defense]

Earthen Bond

Prerequisites: Earth Shaker

Static

Effect: You gain the Groundshaper and Tremorsense Capability. You cannot become Tripped. Choose two of the following Naturewalk Capabilities to gain and while in those Terrains you gain +5 Damage Reduction and a +5 Bonus to Damage Rolls:

» Cave, Desert, Forest, Grassland, Mountain, Tundra, Wetlands

Earth Mother's Blessing

Prerequisites: Earth Shaker, Path Skill at Adept

Static

Effect: Choose one of the following Abilities to gain. If an Ability has a Path listed next to it, it may only be taken if you have taken that Path. Once you have 5 Earth Shaker Features you may gain another Ability for which you qualify.

» Sand Veil, Sand Stream, Arena Trap (**Desert**), Mud Dweller (**Marshland**), Sand Rush (**Sand Surfer**), Sand Force (**Tectonics**)

Terrain Mastery

Prerequisites: Earth Shaker, Path Skill at Expert

Static

Effect: You may learn two Attacks from the list below under the Tier 1 Attack List. Once you have 5 Earth Shaker Features you may learn two additional Attacks from either the Tier 1 or Tier 2 Attack List. If an Attack has a Prerequisite you must have taken that Path to learn that Attack.

Tier 1 Attacks		Tier 2 Attacks	
Attack Name	Prerequisites	Attack Name	Prerequisites
Magnitude	None	Earthquake	None
Aftershock	None	Earth Power	None
Dusty Day	None	Dust Storm	None
Terraform	None	Shore Up	None
Sand Cannon	Desert	Quicksand	Desert, Marshland
Sandy Terrain	Desert	Scorching Sands	Desert
Mud Bomb	Marshland	Shifting Soil	Marshland
Sinkhole	Marshland, Sand Surfer	High Horsepower	Sand Surfer
Drill Run	Sand Surfer	Headlong Rush	Sand Surfer
Dual Quake	Tectonics	Stomping Tantrum	Tectonics
Landslide	Tectonics	Tectonic Burst	Tectonics

Paths listed on the next pages

Path of the Desert

Desert Storm

Prerequisites: Earth Shaker (Desert)

Bind 2 AP - Standard Action

Effect: You create an area of Ground Damaging and Boosting Weather within a Burst 2 that travels with you as you move. This Weather doesn't count against the maximum amount of Weather on the field. Enemies which move into the area or start their turn there are Slowed for 1 Full Round. Once per turn, you may use Sand Attack as a Swift Action against one target inside the area. Your allies are not hurt by Ground Damaging Weather you create.

Revenge in Dune Time

Prerequisites: Earth Shaker (Desert) Expert Focus or Perception

Scene x2 - Free Action

Trigger: You hit an enemy with a Damaging Ground-Type Attack.

Effect: All legal targets become Vortexed. Triggering targets hit by the attack while inside your Desert Storm lose an additional tick of Hit Points from Vortex and take a penalty to their save equal to half the higher of your Focus or Perception ranks.

The Consuming Sands

Prerequisites: Earth Shaker (Desert) Master Focus or Perception

Scene - Free Action

Condition: You have Desert Storm bound

Effect: You may choose one of the following Effects. These Effects end if you unbind Desert Storm at any point during its duration, and last for X rounds. X is equal to half the higher of your Focus or Perception Ranks.

- » The effects of the Boosting Weather are doubled. When a Combatant loses hit points from Ground Type Damaging Weather they lose an additional tick of hit points. When you use Sand Attack through the effect of Desert Storm, you may target X enemies in range instead of one.
- » Enemies who started their turn inside your Desert Storm and use a Shift Action to move must succeed on an opposed Focus or Perception Check or become Tripped.
- » You create 2 additional 3x3 areas of Desert Storm within 5 meters. You may move these up to 8 meters as a Free Action once per turn. The effects of multiple Desert Storms do not stack.

Path of the Marshland

Muddy Residue

Prerequisites: Earth Shaker (Marshland)

At-Will - Swift Action

Trigger: You hit an enemy with a Ground-Type Attack.

Effect: All Targets hit by the Triggering Attack gain a Muddy Coat as if they were Attacked by Mud Sport.

Bonus: You learn the Attack Mud Sport

King of Muck

Prerequisites: Earth Shaker (Marshland), Expert Focus or Survival

Scene x2 - Free Action

Trigger: You use a Ground Type Attack against a Target with a Muddy Coat

Effect: Apply one of the following Effects to all Targets of the Triggering Attack with a Muddy Coat. This Effect is removed if the Muddy Coat is expended or removed:

- » The Target loses an additional -2 Accuracy
- » The Target becomes Slowed and Trapped.
- » The Target's Melee Attacks are shifted to the Ground Type

Bonus: Whenever you shift, you may turn the spaces you walked on into Slowed Terrain which can be ignored with Naturewalk (Wetlands)

One with the Swamp

Prerequisites: Earth Shaker (Marshland), Master Focus or Survival

Bind 2 AP - Standard Action

Effect: While this Feature is bound, whenever you end your Turn on Slowed Terrain, you gain a Tick of Temporary Hit Points. Whenever you target an Enemy with a Muddy Coat with an Earth Shaker Attack, you may expend it to do any of the following to one of the Targets

- » Restore a Tick of Hit Points
- » Treat the Attack as one step more Effective
- » The Target becomes Blinded for a Full Round.

Bonus: You gain the Mud Shield Ability.

Path of the Sand Surfer

Earth Surfing

Prerequisites: Earth Shaker (Sand Surfer)

At-Will - Swift Action

Trigger: You use an Attack with the Dash Keyword or the Sprint Maneuver

Effect: Apply one of the Effects listed below to the Spaces shifted through before using the Triggering Attack:

- » All Spaces have a Spike Hazard created on it.
 - » Up to 6 Connecting Spaces that were Shifted through have Blocking Terrain created on it. Blocking Terrain Created this way has 20 Hit Points, and is 2m Tall, filling the entire space it occupies.
 - » All Spaces are transformed into Rough Terrain.
- Bonus: You do not provoke Attacks of Opportunity when Shifting while using your Overland Speed.

Spike Hazards

This Terrain is treated as Slow Terrain. If a Grounded Foe passes through a Spike Hazard they lose a Tick of Hit Points and cannot gain Hit Points or Temporary Hit Points until the end of their next Turn.

Seismic Shift

Prerequisites: Earth Shaker (Sand Surfer), Expert

Acrobatics or Focus

X AP - Free Action

Target: Up to X Combatants within 6m

Effect: You use either a Push or Trip Maneuver on each Target as a Free Action. If you successfully Push a Combatant they may be pushed in any direction you choose. Enemies can only be Tripped this way once per Scene.

Bonus: When using the Push or Trip Maneuver you may instead use Acrobatics or Focus for the Opposed Check. In Addition, these Maneuvers have their Range changed to 6m, 1 Target.

Earthen Velocity

Prerequisites: Earth Shaker (Sand Surfer), Master

Acrobatics or Focus

Scene x2 - Swift Action

Trigger: You use an Attack with the Dash or Pass Keyword

Effect: You may either add half of your Speed Stat as a Damage Bonus to the Triggering Attack or Replace its Offensive Stat with your Speed Stat.

Bonus: Your Damaging Earth Shaker Melee Attacks gain the Pass Keyword. Your Attacks with the Pass Keyword may move 6m instead of 4m. You gain the Sprint Ability.

Path of the Tectonics

Cracked Surface

Prerequisites: Earth Shaker (Tectonics)

At-Will - Free Action

Trigger: You use a Ground Type Damaging Attack or the Groundshaper Capability

Effect: You may create a Fissure Hazard in one Space affected by that Attack or Capability or in the Space under the Target.

Bonus: When using the Groundshaper Capability, the Range may be changed to 5m, Ranged Blast 3. In addition, you may destroy hazards on spaces you affect with Groundshaper.

Mechanic - Fissure Hazard

Whenever an Enemy would use a Shift Action on a Space with Fissure Hazard they must make an Acrobatics or Survival Check with a DC of 12. On a Failure they become Tripped instead. Combatants with the Groundshaper Capability are Immune to this Effect and may destroy this Hazard when shifting over it, however it cannot be Destroyed in any other way other than by the one who created it.

Controlled Quake

Prerequisites: Earth Shaker (Tectonics), Expert Athletics or Focus

1 AP - Swift Action

Trigger: You use an Earth Shaker Attack

Effect: The Attack gains the Friendly Keyword.

Bonus: You may originate any Groundsource Attack from a space affected by a Fissure Hazard.

Ruptured Soil

Prerequisites: Earth Shaker (Tectonics), Master Athletics or Focus

Scene x2 - Free Action

Condition: The Targets of the Triggering Attack are within 2m of a Fissure Hazard

Trigger: You use a non Melee Ground Attack

Effect: The Fissure Hazard is destroyed and one of the following Effects is applied to the Triggering Attack:

- » You may choose any number of Targets to instead take Rock Type Damage
- » You may use the Trip Maneuver as a Free Action against all Targets
- » All Targets are treated as Vulnerable against the Triggering Attack



ICE - FROST TOUCHED

Class Skills: Varies based on Path

Trainer Combat



Travel and Investigation



Frost Touched are known for having control of the Ice Type. Below are the common paths currently known.

Path of the Aurora - Those who follow the Path of the Aurora may control the heavenly phenomena known as the Polar Lights. Aurora derived from the skies has mystical properties on creatures, often being used as a veil of protection or purification from native Ice Pokemon and those in the Aurora Path can control these blessings. While they may be able to create vicious storms, they tend to create a veil of icy purity around them as light gales of snow orbit around them and protect allies from the elements.

Path of the Frost Knight - Those who follow the Path of the Frost Knight excel in the art of war in the north of Phemenon. Utilizing the power of ice, Frost Knights encase their armor and weapons in dark ice which can land brutal blows on their enemies and serve as a conduit for their frozen powers. One slash of their weapons can lead to frostbite immediately that has severity even worse than the worst of blizzards one may endure and are a formidable foe to fight.

Path of the Frozen Heart - Those who follow the Path of the Frozen Heart have coined the term "Cold-Hearted". Those touched by the Frozen Heart often are physically cold to the touch as their internal temperatures are notably colder than should be possibly by the human body. As such they are able to extend their frozen nature during the course of a battle in what is known as the Glacial Aura. Enemies that find themselves in the Glacial Aura can experience what they do on a daily basis with subzero tempeartures that are even worse than being in the hail of a Tundra.

ICE ELEMENTALIST

Frost Touched

[Class] [Class Tag based on chosen Path]

Prerequisites: Elemental Connection (Ice), Path Skill at Novice

Static

Effect: Choose a Path below for which you qualify. Then choose two Attacks listed below to learn:

» Ice Shard, Icy Wind, Mist, Aurora Beam (**Aurora**), Ice Fang (**Frost Knight**), Thermodrain (**Frozen Heart**)

Path of the Aurora: [Path Skills: General Education or Survival] [Class Stat Tag: +HP or Special Defense]

Path of the Frost Knight: [Path Skills: Athletics or Survival] [Class Stat Tag: +Attack or Defense]

Path of the Frozen Heart: [Path Skills: Occult Edu or Survival] [Class Stat Tag: +HP or Special Attack]

Arctic Denizen

Prerequisites: Frost Touched

Static

Effect: You gain the Chilled, Freezer and Naturewalk (Tundra) Capability. You resist Ice Type Attacks by an additional Damage Step and become Immune to the Frozen Affliction.

Glacial Defense

Prerequisites: Frost Touched, Path Skill at Adept

Static

Effect: Choose one of the following Abilities to gain. If an Ability has a Path listed next to it, it may only be taken if you have taken that Path. Once you have 5 Frost Touched Features you may gain another Ability for which you qualify.

» Ice Body, Winter's Kiss, Snow Cloak (**Aurora**), Ice Shield (**Frost Knight**), Frostbite (**Frozen Heart**)

Winter's Herald

Prerequisites: Frost Touched, Path Skill at Expert

Static

Effect: You may learn two Attacks from the list below under the Tier 1 Attack List. Once you have 5 Frost Touched Features you may learn two additional Attacks from either the Tier 1 or Tier 2 Attack List. If an Attack has a Prerequisite you must have taken that Path to learn that Attack.

Tier 1 Attacks		Tier 2 Attacks	
Attack Name	Prerequisites	Attack Name	Prerequisites
Ice Punch	None	Avalanche	None
Ice Beam	None	Blizzard	None
Snowstorm	None	Hail	None
Haze	None	Frozen Terrain	None
Safeguard	Aurora	Aurora Veil	Aurora
Cleansing Aurora	Aurora	Whiteout	Aurora
Crystal Slash	Frost Knight	Frozen Claw	Frost Knight
Icicle Crash	Frost Knight	Icicle Storm	Frost Knight
Frost Blast	Frozen Heart	Glaciate	Frozen Heart
Freeze-Dry	Frozen Heart	Frost Typhoon	Frozen Heart

Path of the Aurora

Subzero Veil

Prerequisites: Frost Touched (Aurora), Adept General Education or Survival
Bind 2 AP - Standard Action
Effect: You create a Zone of Cold Energy in a Burst 2 Range which persists and follows you until the end of the encounter or until it becomes unbound. All allies within this Range are immune to Ice Damaging Weather, Resist Ice Type Damage one additional Step, and gain a Tick of Temporary Hit Points when starting their turn in this Range while the Field is affected by Ice Type Weather.

Bonus: You gain the Snow Warning Ability

Polar Lights

Prerequisites: Frost Touched (Aurora), Expert General Education or Survival
2 AP - Free Action
Trigger: A Blessing you've created is Activated
Effect: The Blessing does not have a usage expended in order to Activate its Effects. Polar Lights can only be Triggered on the same Blessing once per Scene.

Blessings of the Arctic

Prerequisites: Frost Touched (Aurora), Master General Education or Survival
Scene x2 - Swift Action
Trigger: You use a Status Attack with the Blessing or Field Keyword
Effect: You and each Ally may select one of the following Effects to apply to them:

- » The Ally gains +1 CS in a Stat of their Choice
- » The Ally gains a Tick of Temporary Hit Points
- » The Ally gains +2 Accuracy and +10 Damage against their next Damaging Attack

Path of the Frost Knight

Frozen Armory

Prerequisites: Frost Touched (Frost Knight)
Bind 1 AP - Extended Action
Target: A Weapon that you own
Effect: Any Weapon Attack made through this weapon may be shifted to Ice Type if desired. When the user attacks with an Ice Type Weapon Attack, they gain an 18+ Effect Range to make the target Chilled or have existing Freeze Ranges extended by +1.
Bonus: When wielding Melee Weapons, you may use Athletic and Survival instead of Combat to determine the Damage Base of your Struggle Attacks and to qualify for Weapon Attacks. Any Damaging Attacks you gain from this class can be used as if they were Melee, 1 Target Physical Category Weapon Attacks instead of their original range and category.

Frost Plating

Prerequisites: Frost Touched (Frost Knight), Expert Athletics or Survival
Scene - Free Action
Trigger: You're hit with an Attack from an Adjacent Enemy
Effect: The Triggering Enemy gains the Chilled Affliction
Bonus: Enemies that are Chilled or Frozen by you resist Ice Type Damage one Step less.

Heart of the Icelands

Prerequisites: Frost Touched (Frost Knight), Master Athletics or Survival
At-Will - Special
Condition: You're at or under 50% Hit Points
Trigger: You use an Ice Type Damaging Attack
Effect: As a Free Action, choose one of the Effects to apply to the Triggering Attack. If you use Heart of the Icelands as a Swift Action, all Effects are applied.

- » The Attack gains the Smite Keyword.
- » The Attack gains an 18+ Effect Range for Freezing all Legal Targets or Extends an existing Chilled or Freeze Range by +2.
- » The Attack has its Critical Hit Range extended by +2.

Path of the Frozen Heart

Glacial Aura

Prerequisites: Frost Touched (Frozen Heart)

Bind 2 AP - Standard Action

Effect: You create a Zone of Cold Energy in a Burst X Range (Including the Space you're on), which persists and follows the user until the end of the encounter or until it becomes unbound. X is equal to 1 plus the number of Frost Counters you have. The following Effects apply to all Spaces within this Range depending on how many Frost Counters you have. Whenever you use an Ice Type Attack, End your Turn in Ice Type Weather (Not created from this Feature), or are hit with an Attack, you gain a Frost Counter. You may have a Maximum number of Frost Counters equal to the higher of your Occult Edu or Survival Rank.

1+ Frost Counter - Combatants within this Space are treated as being in Ice Type Boosting Weather. This does not Stack with Ice Type Weather on the Field.

3+ Frost Counters - Any Enemy starting their Turn within this Space are treated as Slowed unless they are Ice Type or have Naturewalk (Tundra). In addition all Enemies are treated as being in Ice Type Damaging Weather. This does not Stack with Ice Type Weather on the Field.

5+ Frost Counters - All Ice Type Attacks originating from this Space are resisted one less damage step.

Cold Hearted

Prerequisites: Glacial Aura, Expert Occult Education or Survival

At-Will - Swift Action

Condition: You have the Glacial Aura Feature Bound

Effect: For a Full Round, all Enemies within the Range of your Glacial Aura suffer a Penalty to Evasion and Accuracy equal to half the number of Frost Counters you have. (Rounded Up).

Bonus: Whenever you're hit with an Ice Type Attack, do not Apply Resistances, Defenses or Damage Reduction. You then gain Temporary Hit Points equal to half the Damage Roll instead of taking Damage.

Frozen Soul

Prerequisites: Frost Touched (Frozen Heart), Master Occult Education or Survival

1 AP - Free Action

Trigger: An Enemy within your Glacial Aura uses a Damaging Attack

Effect: The triggering enemy must roll a d20. On a 16+, they gain the Chilled Affliction. If they are already Chilled, they become Frozen instead.

Bonus: Enemies that are Chilled or Frozen by you have a Penalty to their Chilled or Frozen Save Checks equal to half the higher of your Occult Edu or Survival Rank while they are within your Glacial Aura.



NORMAL - PRISM

Class Skills: Varies based on Path

Trainer Combat



Travel and Investigation



Prisms are known for having control of the Normal Type. Below are the common paths currently known.

Path of the Hypernova - Those who follow the Path of the Hypernova are able to channel the light around them and store it within their bodies. Using this stored light they can expunge it in a channeled blast that is large in perimeter, commonly referred to as a Hyper Beam or a Hypernova. This can be devastating to those in the blast range but don't worry! They can also create shields of light energy around their allies to shield them from the light they blast, because that's how energy works right?

Path of the Photon - Those who follow the Path of the Photon are able to manipulate what we call Photons that can be absorbed from sunlight. While some suggest this is from the sky around us similar to Electrons and Ions, the specifics likely don't matter as much. With the energy they absorb from these Photons, they can accelerate themselves to hyper speeds faster than the human eye can even comprehend. This however does not make them faster, but simply accelerates the process of their ability to move. A Photon Prism is able to move 40 meters much faster than someone who isn't, but they can only do so in short bursts, often having a lot less Stamina in order to compensate for their extreme speed capability.

Path of the Radiant - Those who follow the Path of the Radiant embody the light itself. While some Pokemon like Ampharos can illuminate in their tail bulb, the biologic components of Radiant Prisms are entirely full of the same chemicals and compounds. This allows them to be lightbulbs in intensity that are as blinding as the sun. Similar to Shade Callers of the Abyss, these serve as a counter-balance as beings of lights.

Path of the Refracted - Those who follow the Path of the Refracted are...strange. While normally humanity cannot possess biological typing, Refracted Prisms can. Maelstroms do not share a weakness to Electricity like a normal Goldeen would but Refracted Prisms can biologically possess the strengths and weakness of Types. As such they are also able to reflect their light into changing Types on a whim based on their current form. Studies suggest their bodies have the ability to temporarily absorb a Type, being able to be qualified as that type, only for it to be removed after a short period of time. This can even be expanded to gain the abilities of two types at once. Studies have shown that a Refracted Prism can possess two types up to one hour before negative effects occur.

NORMAL ELEMENTALIST

Prism

[Class] [Class Tag based on chosen Path]

Prerequisites: Elemental Connection (Normal), Path Skill at Novice

Static

Effect: Choose a Path below for which you qualify. Then choose two Attacks listed below to learn:

» Swift, Shining Shroud, Flash, Sunburst (**Hypernova**), Quick Attack (**Photon**), Sunspot (**Radiant**), Camouflage (**Refracted**)

Path of the Hypernova - [Path Skills: Athletics or General Education] **[Class Stat Tag:** +HP or Special Attack]

Path of the Photon- [Path Skills: Acrobatics or General Education] **[Class Stat Tag:** +Attack or Speed]

Path of the Radiant - [Path Skills: Charm or General Education] **[Class Stat Tag:** +Special Attack or Special Defense]

Path of the Refracted - [Path Skills: General Education or Occult Education] **[Class Stat Tag:** +HP or Special Attack]

Lucent Blessing

Prerequisites: Prism

1 AP - Free Action

Trigger: You use a Prism Attack

Effect: If the Attack was Damaging, you gain a Tick of Temporary Hit Points. If it was a Status Attack, for each Target you can choose to have that Target lose a Tick of Hit Points or gain a Tick of Temporary Hit Points.

Bonus: You gain the Glow Capability and the Keen Eye Ability.

Luminous Presence

Prerequisites: Prism, Path Skill at Adept

Static

Effect: Choose one of the following Abilities to gain. If an Ability has a Path listed next to it, it may only be taken if you have taken that Path. Once you have 5 Prism Features you may gain another Ability for which you qualify.

» Illuminate, Solar Power, Sunglow (**Hypernova**), Sol Veil (**Photon**), Clear Body (**Radiant**), Protean (**Refracted**)

Rainbow Surge

Prerequisites: Prism, Path Skill at Expert

Static

Effect: You may learn two Attacks from the list below under the Tier 1 Attack List. Once you have 5 Prism Features you may learn two additional Attacks from either the Tier 1 or Tier 2 Attack List. If an Attack has a Prerequisite you must have taken that Path to learn that Attack.

Tier 1 Attacks		Tier 2 Attacks	
Attack Name	Prerequisites	Attack Name	Prerequisites
Radiant Beam	None	Hyper Beam	None
Tri Attack	None	Prismatic Shot	None
Solstice Dance	None	Blinding Radiance	None
Light Daze	None	Morning Sun	None
Agility	Photon	Hyper Whirlwind	Photon
Extreme Speed	Photon	Light Dash	Photon
Burning Light	Hypernova, Radiant	Final Flash	Hypernova
Solar Flare	Hypernova	Supernova	Hypernova, Radiant
Flashbang	Radiant	Solar Eclipse	Radiant
Reflect Type	Refracted	Prismatic Pulse	Refracted
Terrain Pulse	Refracted	Synchro noise	Refracted

Paths listed on the next pages

Path of the Hypernova

Spectrum Shift

Prerequisites: Prism (Hypernova)

At-Will - Special

Trigger: You use a Damaging Prism Attack

Effect: You may shift the Triggering Attack to either Dark or Fire Type. If shifting to Dark, this Feature is a Free Action if there is Dark or Normal Type Weather on the Field. If shifting to Fire, this Feature is a Free Action if there is Fire or Normal Type Weather on the Field. Otherwise this Feature is a Swift Action.

Barrier of Light

Prerequisites: Prism (Hypernova), Expert Athletics or General Education

X AP - Free Action

Trigger: You use an Attack with the Blast, Cone, Burst, Line or Cone Range

Effect: The Triggering Attack gains the Friendly Keyword for its usage. This Feature costs 1 AP per Allied Combatant that was in the Range of the Triggering Attack.

Bonus: Your Blast, Cone, Burst, Line and Cone Range Attacks gain the Smite Keyword.

Nova Strike

Prerequisites: Prism (Hypernova), Master Athletics or General Education

Scene x2 - Swift Action

Trigger: You use a Prism Attack

Effect: The Range of the Triggering Attack is expanded. If the Attack is Burst, Cone or Blast, increase the Range by +1. If the Range is X Target, increase X by +1 or change it to a Close Blast 3. If the Range is Line, turn it into a Cone of the same value. The Triggering Attack's Critical Hit Range is extended by the number of Combatants targeted by the Attack.

Path of the Photon

Lightspeed

Prerequisites: Prism (Photon)

Static

Effect: Enemies cannot apply Speed Evasion against your Physical Attacks and your Physical Attacks cannot Trigger Interrupts from their targets. Whenever you activate Lucent Blessing with a Damaging Attack as the Trigger you may increase your Speed by +1 CS instead of gaining Temporary Hit Points.

Trailing Afterimage

Prerequisites: Prism (Photon) , Expert Acrobatics or General Education

1 AP - Free Action

Trigger: You use a Prism Attack or use an Action with the Priority Keyword

Effect: Attacks that Target you take a -2 Penalty to Accuracy Rolls for one Full Round. You can only use this Feature once per Round.

Bonus: You do not provoke Attacks of Opportunity by Shifting.

Terminal Velocity

Prerequisites: Prism (Photon), Master Acrobatics or General Education

Static

Effect: You gain the Nimble Strikes Ability. You may use your Speed Stat as an Offensive Stat for any Normal Physical Attack, however if you do, it cannot have Nimble Strike's Effect applied to it.

Path of the Radiant

World of Light

Prerequisites: Prism (Radiant)

Bind 2 AP - Standard Action

Effect: You create a zone of Blinding Light in a Burst 1 around you (Including the space you're on). While a Combatant is within a space affected by Blinding Light they gain the Illuminate Ability and resist Dark and Ghost Type Attacks one damage step further. At the end of each of your Turns as a 1 AP - Free Action you may expand the range of the Blinding Light by +1 (Burst 1 to Burst 2, etc). While a space is affected by Blinding Light, it cannot be affected by Low Lighting.

Obscured Sight

Prerequisites: Prism (Radiant), Expert Charm or General Education

At-Will - Free Action

Trigger: You lower the Accuracy of a Combatant with an Attack

Effect: The Combatant who took a Penalty to Accuracy also loses -X Evasion for a Full Round. X is equal to the amount of Accuracy that was lost from the Triggering Effect. In addition they take a Penalty to Damage Rolls equal to Triple the value of X for a Full Round.

Bonus: Your Prism Attacks lower the Accuracy of all Targets by -3 for a Full Round on 16+.

Blinding Brilliance

Prerequisites: World of Light, Master Charm or General Education

Scene - Standard

Condition: You have World of Light Bound

Effect: All Enemies within the Range of your Blinding Light become Blinded for a Full Round.

Bonus: Whenever you inflict the Blinded Affliction, the Duration is ignored and it is treated as a Volatile Affliction with a Save Check of 16 which is performed at the end of their Turn. Each time the Save Check fails, the DC is lowered by -6. If the DC would fall to 0 or lower, it is cured.

Path of the Refracted

Prismatic Shifting

Prerequisites: Prism (Refracted)

Static

Effect: You gain the Color Change Ability

Note: The type shifts of this class are very obvious in game. It is important to communicate with your gm what your current type or types are.

Dual Refraction

Prerequisites: Prism (Refracted), Expert General Education or Occult Education

Static

Effect: You may have up to Two Types. Whenever you would gain/replace/change a Type while you already have one, you may instead add it. If you already have two Types you must replace one of your choice whenever you would gain a new Type.

Note: If you have the Color Change Ability, your Normal Type Attacks can be treated as either of your current Types, chosen on Attack Declaration.

Channeled Light

Prerequisites: Prism (Refracted) Master General Education or Occult Education

Scene x2 - Swift Action

Trigger: You use a Damaging Prism Attack

Target: A Combatant on the Field including yourself

Effect: The Triggering Attack has its Type Changed to one of the Types possessed by the Target. You may choose to have the Attack remain the chosen Type for the remainder of the Scene.



POISON - MIASMIC

Trainer Combat



Class Skills: Varies based on Path

Miamics are known for having control of the Poison Type. Below are the common paths currently known.

Path of the Corruptor - Those who follow the Path of the Corruptor are experts in efficiency when it comes to manipulating the negative effects of Poison. Those who gain the powers of a Corruptor Miamic have their poison gain the effects of weakening enemies through atrophy. This type of poison seems to affect the process of Aura generation and the ability for the body to recover or gain energy during combat, which is essential to many warriors and a dreadful foe to be opposed to.

Path of the Plague - Those who follow the Path of the Plague have their poison gaining an infectious element. While other paths focus on the deadliness of the poison, Plague Miamics excel at spreading poison towards all of their enemies and slowly wittling them down over time. Their poison tends to gain a gaseous state which can envelop an enemy in a toxic haze, unable to fight it off as the poison seeps through their respiratory system.

Path of the Sludge - Those who follow the Path of the Sludge are the full embodiment of poison and toxins. Their bodies tend to either be able to shift between skin and sludge like a Muk or their skin has a sort of toxic element to them such like how plants have toxic thorns. Regardless, at will they may poison the environment around them or those that touch them in order to inflict their brand of poison, usually allow them to become extremely defensive by virtue of others not wanting to be poisoned.

Path of the Venomous - Those who follow the Path of the Venomous excel in vast amounts of poison, being able to shift the toxins in their body to do various evils. Using the natural venom secreted by their body, Venomous Miamics are able to coat enemies in temporary poison that disables their immune system in able to inflict even deadlier poisons, some of which can even paralyze or burn them from within!

POISON ELEMENTALIST

Miasmic

[Class] [Class Tag based on chosen Path]

Prerequisites: Elemental Connection (Poison), Path Skill at Novice

Static

Effect: Choose a Path below for which you qualify. Then choose two Attacks listed below to learn:

» Poison Fang, Clear Smog, Toxic Spikes, Noxious Gas (**Corruptor**), Smog (**Plague**), Sludge (**Sludge**), Poison Tail (**Venomous**)

Path of the Corruptor: [Path Skills: Guile or Intuition] [Class Stat Tag: +Special Attack or Special Defense]

Path of the Plague: [Path Skills: Focus or Guile] [Class Stat Tag: +HP or Special Attack]

Path of the Sludge: [Path Skills: Guile or Survival] [Class Stat Tag: +HP or Defense]

Path of the Venomous: [Path Skills: Guile or Stealth] [Class Stat Tag: +HP or Attack]

Corrupt Blood

Prerequisites: Miasmic

Static

Effect: You resist Poison Type Attacks by an additional Damage Step and become Immune to the Poisoned Affliction. You also gain the Amorphous Capability and the Poison Touch Ability.

Vile Body

Prerequisites: Miasmic, Path Skill at Adept

Static

Effect: Choose one of the following Abilities to gain. If an Ability has a Path listed next to it, it may only be taken if you have taken that Path. Once you have 5 Miasmic Features you may gain another Ability for which you qualify.

» Stench, Poison Point, Corrosion (**Corruptor**), Odious Spray (**Plague**), Absorb Force (**Sludge**), Deadly Poison (**Venomous**)

Toxic Expertise

Prerequisites: Miasmic, Path Skill at Expert

Static

Effect: You may learn two Attacks from the list below under the Tier 1 Attack List. Once you have 5 Miasmic Features you may learn two additional Attacks from either the Tier 1 or Tier 2 Attack List. If an Attack has a Prerequisite you must have taken that Path to learn that Attack.

Tier 1 Attacks		Tier 2 Attacks	
Attack Name	Prerequisites	Attack Name	Prerequisites
Poison Jab	None	Gunk Shot	None
Sludge Bomb	None	Sludge Wave	None
Toxic Mist	None	Acid Rain	None
Toxic	None	Acid Armor	None
Venom Drench	Corruptor	Gastro Acid	Corruptor
Sulfur Plume	Corruptor	Blighted Touch	Corruptor
Acid Breath	Plague	Corrosive Gas	Plague
Smog Cloud	Plague	Plague Breath	Plague
Numbing Venom	Sludge	Baleful Bunker	Sludge
Toxin Drain	Sludge	Seeping Venom	Sludge
Cross Poison	Venomous	Acidic Impact	Venomous
Dire Claw	Venomous	Venom Claw	Venomous

Paths listed on the next pages

Path of the Corruptor

Corrupting Presence

Prerequisites: Miasmic (Corruptor)

Scene - Swift Action

Trigger: You use a Poison Type Attack

Effect: Choose as many Adjacent Combatants as you wish. All Chosen Combatants become Poisoned or lose -2 CS in the Stat with the highest Combat Stage (Choose on a Tie). If the Target is hit with the Triggering Attack you may instead use both Effects.

Rotten Decay

Prerequisites: Miasmic (Corruptor), Expert Guile or Intuition

Scene x2 - Free Action

Trigger: An Enemy becomes Poisoned as a result of an Action you took.

Effect: For the duration of the Triggering Poison Affliction, whenever they lose Hit Points as a result of the Poisoned Affliction, they lose -1 CS to two Stats of your Choice.

Debilitating Toxins

Prerequisites: Miasmic (Corruptor), Master Guile or Intuition

Static

Effect: Combatants that are Poisoned as a result of you cannot increase Combat Stages above their Default Value. When a Combatant Poisoned by you would gain CS, they lose a Tick of Hit Points per CS they would have gained. Whenever a Combatant Poisoned by you would gain Temporary Hit Points, they instead lose Hit Points of the same amount.

Path of the Plague

Plague Spreader

Prerequisites: Miasmic (Plague)

At-Will - Free Action

Trigger: An Enemy that is Poisoned by you Faints

Effect: Poison Gas Hazards are created within a Ranged Blast 5 Zone, centered around the Triggering Enemy. Bonus: You may originate any Poison Type Attack from a space that is affected by a Poison Gas Hazard.

Mechanic - Poison Gas Hazards

Poison Gas Hazards are 2m tall. Anyone who ends their turn on a Poison Gas Hazard or shifts through a space with it becomes Poisoned. Poison and Steel Type Pokemon, Miasmics, Steelhearts and creatures with the Breathless Capability or wearing a Gas Mask are all Immune to this Hazard's Effects.

Effective Virus

Prerequisites: Miasmic (Plague), Expert Focus or Guile
Scene x2 - Free Action

Trigger: An Enemy becomes Poisoned by You or a Hazard you created

Effect: For the duration of the Triggering Poison Affliction, the Triggering Enemy becomes Vulnerable. In addition they must pass a DC 8 Survival Check or become Slowed for the duration as well.

Aura of Pestilence

Prerequisites: Miasmic (Plague), Master Focus or Guile
Bind 2 AP - Shift Action

Effect: You release a Burst 2 range of toxic gas, emitting from your body that follows you as long as the Feature remains bound. If a non-Poison Type or Miasmic enemy starts their Turn in the range of this Feature they must roll a d20. On a 3 or less, they become Badly Poisoned. On 4-10 they become Poisoned. On a 11+ they are Slowed for one Full Round. If a Combatant is already Poisoned and would become Poisoned again through this feature they instead become Badly Poisoned. If the Combatant is already Badly Poisoned and rolls less than 10 their next Damaging Attack is resisted an Additional Step.

Path of the Sludge

Embracing Pollution

Prerequisites: Miasmic (Sludge)

Scene - Free Action

Trigger: A Round Begins

Effect: You become Poisoned. This ignores Immunity to Poison gained through the Corrupted Body Feature.

Bonus: You gain the Poison Heal Ability

Sludge Trail

Prerequisites: Miasmic (Sludge), Expert Guile or Survival

Bind 1 AP - Shift Action

Effect: While this Feature is bound, whenever you shift, spaces you move through become Sinking Hazards, overwriting any non-Blocking Hazards that were affecting the Space. If an Enemy without Naturewalk (Wetlands) moves through Sinking Hazards created this way they become Poisoned.

Bonus: You gain the Naturewalk (Wetlands) Capability

Mechanic - Sinking Hazards

Sinking Hazards are treated as Slowed Terrain. All Enemies who end their turn on a Sinking Hazard gain the Vortexed Affliction. All Combatants who end their turn on a Sinking Hazard that gained Vortex this way do not perform a Save Check

Viscous Body

Prerequisites: Miasmic (Sludge), Master Guile or

Survival

Scene x3 - Free Action, Reaction

Trigger: You're Targeted with an Attack by an Adjacent Enemy

Effect: The Triggering Enemy loses -2 Accuracy for a Full Round and -1 CS in a Stat of your Choice.

Bonus: You may Expend a usage of this Feature as a Swift Action in order to have this Effect apply to all Adjacent Enemies, ignoring the Trigger.

Path of the Venomous

Venom Injection

Prerequisites: Miasmic (Venomous)

1 AP - Free Action

Trigger: You use a Damaging Poison Type Attack

Effect: After Damage Resolution, all Targets hit by the Triggering Attack become Poisoned until the end of your next Turn. All Targets that weren't hit with the Triggering Attack become Poisoned until the end of their next Turn. If the Triggering Attack would Poison Targets via an Effect Range, AP spent this way is refunded.

Versatile Toxins

Prerequisites: Miasmic (Venomous), Expert Guile or Stealth

At-Will - Swift Action

Trigger: You hit a Poisoned Enemy with an Poison Type Attack

Effect: Choose as many Targets hit by the Triggering Attack as you wish. All chosen Targets are cured of Poison and are given one of the listed Afflictions below:
» Bleeding, Burned, Paralyzed, Badly Poisoned

Lethal Strike

Prerequisites: Miasmic (Venomous), Master Guile or Stealth

Scene x2 - Swift Action

Trigger: You use a Damaging Attack against at least one Poisoned Enemy

Effect: The Triggering Attack cannot miss against Poisoned Targets. The Attack also becomes a Critical Hit against Badly Poisoned Targets. All Targets are cured of Poison after Damage Resolution.

Bonus: You may choose to have Enemies you Poison lose Defense Stages instead of Special Defense.



PSYCHIC - PSIONIC

Class Skills: Varies based on Path

Trainer Combat



Travel and Investigation



Psionics are known for having control of the Psychic Type. Below are the common paths currently known.

Path of the Esper - Those who follow the Path of the Esper are masters of Psychokinesis. Through the process of Telekinesis, they can absorb kinetic energy around them and transform it into their own energy which they can use to either amplify their own energy pools or turn into psycho-kinetic power that amplifies their mental attacks. However their bodies can only handle so much energy so Esper Psionics tend to release this power in deadly and dangerous blasts! If you see blue energy around a Psionic, that isn't Aura, run.

Path of the Kineticist - Those who follow the Path of the Kineticist specialize in Telekinesis. Rather than absorbing kinetic energy like espers, they use and manipulate energy around them without the need to get hit first to absorb it. Kineticists can create invisible barriers, screens of energy that dampen attacks and even reflect and manipulate attacks mid air! Fear even getting close to a Kineticist since they don't even need to touch you to throw you across the room like a ragdoll.

Path of the Mystic - Those who follow the Path of the Mystic are keen at mental combat and shutting down enemies without even a visible scratch on their bodies. Not only are they adept in combat but they are also skilled at mastering their own mind, not ones to become confused or cave into simple emotions like love. Enemies can rarely manipulate Mystic Psionics, rather the opposite where they can shut down neural links to combat muscle memory, making Pokemon even unable to remember how to breathe fire!

Path of the Psi Blade - Those who follow the Path of the Psi Blade are similar to Warpers, however without the Domain Link to Space. While other paths do not need conduits to perform psychic feats of strength, Psi Blade Psionics prefer traditional combat with a psychic flair. Using psionic energy, a Psi Blade Psionic can empower their weapon attacks to deal more than just physical injuries. Not only that but they can amplify psychic slashes into large blasts of energy that can leave even the sturdiest of Pokemon defenseless.

PSIONIC

Psionic

[Class] [Class Tag based on chosen Path]

Prerequisites: Elemental Connection (Psychic), Path Skill at Novice

Static

Effect: Choose a Path below for which you qualify. Then choose two Attacks listed below to learn:

» Cognition Strike, Psybeam, Calm Mind, Psywave (**Esper**), Kinesis (**Kineticist**), Miracle Eye (**Mystic**), Force Dash (**Psi Blade**)

Path of the Esper: [Path Skills: Focus or Occult Education] [Class Stat Tag: +HP or Special Attack]

Path of the Kineticist: [Path Skills: Focus or Guile] [Class Stat Tag: +Defense or Special Defense]

Path of the Mystic: [Path Skills: Focus or Intuition] [Class Stat Tag: +Special Attack or Special Defense]

Path of the Psi Blade: [Path Skills: Combat or Focus] [Class Stat Tag: +Attack or Special Defense]

Mental Prowess

Prerequisites: Psionic

Static

Effect: Choose one of the following Capabilities to gain. Once you have 5 Psionic Features you may gain another Capability listed below. In addition, you are always aware of the number of Living Creatures within X Meters of yourself where X is equal to your Focus Rank doubled.

» Mindlock, Telepath, Telekinetic

Power of the Mind

Prerequisites: Psionic, Path Skill at Adept

Static

Effect: Choose one of the following Abilities to gain. If an Ability has a Path listed next to it, it may only be taken if you have taken that Path. Once you have 5 Psionic Features you may gain another Ability for which you qualify.

» Magic Guard, Synchronize, Levitate (**Esper**), Interference (**Kineticist**), Memory Wipe (**Mystic**), Trace (**Psi Blade**)

PK Combat

Prerequisites: Psionic, Path Skill at Expert

Static

Effect: You may learn two Attacks from the list below under the Tier 1 Attack List. Once you have 5 Psionic Features you may learn two additional Attacks from either the Tier 1 or Tier 2 Attack List. If an Attack has a Prerequisite you must have taken that Path to learn that Attack.

Tier 1 Attacks		Tier 2 Attacks	
Attack Name	Prerequisites	Attack Name	Prerequisites
Force Punch	None	Mind Flay	None
Psychic	None	Stored Power	None
Psionic Surge	None	Psychic Storm	None
Psychic Terrain	None	Psycho Shift	None
Psyshock	Esper	Mystical Overload	Esper
Extrasensory	Esper	Psycho Boost	Esper
Light Screen	Kineticist	Telekinesis	Kineticist
Reflect	Kineticist	Magic Coat	Kineticist
Mental Boost	Mystic	Migraine	Mystic
Imprison	Mystic	Eerie Spell	Mystic
Zen Headbutt	Psi Blade	Psycho Slash	Psi Blade
Psycho Cut	Psi Blade	Psionic Bash	Psi Blade

Paths listed on the next pages

Path of the Esper

PSI Gauge

Prerequisites: Psionic (Esper)

Bind 2 AP - Standard Action

Effect: While this Feature is Bound, at the end of every Round or after you use a Psychic Type Attack, make either a Focus or Occult Education Skill Check, then gain that much PK. You can only roll for your PSI Gauge through using a Psychic Type Attack Once per Round.

Mechanic - PK Meter

You gain Passive Benefits based on how much PK is in your Meter and all the Benefits below it. Your PK Meter maxes out at 100. While at 100, any time you would add PK, you gain Temporary Hit Points equal to the Result

20 - You gain a Damage Bonus for Psychic Type Damaging Attacks equal to the higher of your Focus or Occult Education Rank.

40 - Your Psychic Type Damaging Attacks gain +2 to their Effect Range.

60 - You gain +3 Evasion against Special Category Attacks.

80 - Your Psychic Type Damaging Attacks gain +2 to their Critical Hit Range.

100 - All Previous Bonuses have their Effects Doubled.

Energy Absorption

Prerequisites: Psionic (Esper), Expert Focus or Occult Edu

At-Will - Free Action

Trigger: You're hit with a Damaging Attack

Effect: Apply one of the Effects below:

» Divide the Hit Points lost by the Triggering Attack by 50 (Rounded Up) and gain that much AP.

» Divide the Hit Points lost by the Triggering Attack (excluding temporary hit points) by 2 and gain that much PK.

PK Surge

Prerequisites: PSI Gauge, Master Focus or Occult Edu

1 AP - Swift Action

Condition: You have PSI Gauge Bound

Trigger: You use a Psychic Type Damaging Attack

Effect: Declare any amount of PK you currently have in your Meter to expend, then gain the following Bonuses depending on how much you Declared. After the Attack's Resolution, the Declared amount of PK is removed from your Meter.

25 - The Attack gains either the Friendly or Smite Keyword

50 - The Attack has its Area of Effect Range increased by +1. If it is Single Target, it instead changes to 6, Ranged Blast 2.

75 - The Attack cannot Miss and ignores Abilities with the Defensive Keyword.

100 - The Attack is automatically a Critical Hit. The Attack also gains the Exhaust Keyword.

Path of the Kineticist

Force Field

Prerequisites: Psionic (Kineticist)

Static

Effect: You gain the Wallmaster ability

Psionic Shield

Prerequisites: Psionic (Kineticist), Expert Focus or Guile

2 AP - Standard Action

Target: You or an Ally

Effect: The Target gains a Psionic Coat, then you choose Physical or Special. While a Combatant has a Psionic Coat, they gain Damage Reduction against Attacks of the chosen Category equal to double the higher of your Focus or Guile Rank and Evasion against Attacks of the chosen Category equal to half the higher of your Focus or Guile Rank (Rounded Up).

Kinetic Prowess

Prerequisites: Psionic (Kineticist), Master Focus or Guile Scene - Swift Action

Effect: You may use a Psychic Type Status Attack as a Free Action. If a Psychic Type Status Attack would Trigger, you may expend a usage of this Feature to instead make it a Swift Action.

Path of the Mystic

Mental Block

Prerequisites: Psionic (Mystic)

1 AP - Free Action

Trigger: You use Disable

Effect: The Frequency of the Triggering attack is not expended.

Bonus: You learn the Attack Disable and are Immune to the Disabled Affliction.

Mystical Intellect

Prerequisites: Psionic (Mystic), Expert Focus or Intuition

X AP - Free Action

Trigger: You gain a Volatile Affliction.

Effect: The Triggering Affliction is cured. This feature starts at 1 AP but costs 1 more for each additional time you use it during the Scene.

Bonus: You resist Psychic Type Damage by an additional Damage Step.

Mental Drain

Prerequisites: Psionic (Mystic), Master Focus or Intuition

Scene x3 - Swift Action

Trigger: You hit an Attack on a single Target with a Volatile Affliction and they do not Faint.

Effect: Choose one of the following Effects to apply to the Target. A Target can only be affected by each Effect once per Scene:

- » The Target's Special Attack or Special Defense is set to -2 CS. You gain +1 CS in whichever Stat was chosen.
- » The Target has a Random Non-Boss Ability Disabled.
- » You may cure any number of Volatile Afflictions from the Target. You then gain a Tick of Temporary Hit Points and restore a Tick of Hit Points per each Affliction cured this way. (Each instance of Disabled counts as a separate Affliction for this Feature).

Path of the Psi Blade

Versatile Psionics

Prerequisites: Psionic (Psi Blade)

1 AP - Free Action

Trigger: You use a Physical Weapon Attack

Effect: When calculating Damage, the Targets subtract their Special Defense instead of their Defense from the Triggering Attack's Damage Roll. The Triggering Weapon Attack is still considered Physical.

Bonus: You may qualify for Weapon Attacks using Combat or Focus instead of their default skill. Any Damaging Attacks you gain from this Class can be used as a Melee Weapon Attack. Whenever you use a Weapon Attack, you may shift its Type to Psychic for that Attack.

Imbued Blast

Prerequisites: Psionic (Psi Blade), Expert Combat or Focus

Scene x2 - Free Action

Trigger: You use a Melee Weapon Attack

Effect: The Attack's Range is changed to Close Blast 2. Additionally, you may pay AP to increase this Close Blast Range by +1 per AP Spent. For each AP spent, the Triggering Attack's Effect Range is increased by +1. You cannot spend more than 3 AP per usage of this Feature.

Psi Cut

Prerequisites: Psionic (Psi Blade), Master Combat or Focus

Scene x2 - Swift Action

Trigger: You use a Psychic Physical Damaging Attack

Effect: Make the same attack with a range of 6, 1 Target and change it to the Special Category. If the triggering Attack hit, this attack must target another Combatant. If the triggering Attack missed, this attack cannot miss. This Attack is resisted one step further, and you may use your Attack stat instead of your Special Attack stat to calculate Damage.



ROCK - STONE WARRIOR

Trainer Combat



Class Skills: Varies based on Path

Stone Warriors are known for having control of the Rock Type. Below are the common paths currently known.

Path of the Ancients - Those who follow the Path of the Ancients are truly Trainers that are in touch with the past. Energy from those that were long extinct, thousands of years ago can be called on by the Stone Warrior in order to shift the form of their body. Calling on many of the first fossil Pokemon, they can shift their bodies into Primal Forms. Their Ammonite Form is shelled and gilled, based on Omastars in the depths of the ocean. Their Avian Form is based on the first Flying Pokemon such as Archeops or Aerodactyl. Their Bastion Form has the sturdiest of armor and steel, based on Bastiodon and others that could withstand heavy attacks. Lastly their Tyrant form is based on the most brutal Pokemon like Tyrantrum and Ramparos, the first apex predators.

Path of the Crystals - Those who follow the Path of the Crystals are attuned with the creatures of the deep caverns below them and can harness the residual energy that is trapped within Shards and Shard Clusters. Created by Diancie and Carbink, Crystal Stone Warriors are able to channel these shards and use them to manipulate their Rock Type Attacks to any type, provided they have the right crystals on hand.

Path of the Dweller - Those who follow the Path of the Dweller are those that reside in the deepest caverns of the world. While they may not have seen sunlight in a while, these Stone Warriors are adept at tunneling in the ground to gain advantages in combat against surface dwellers. After all, if you can't see where your enemy is underground, you can't anticipate any strikes from them.

Path of the Sculptor - Those who follow the Path of the Sculptor are masters at geomancy. With their ability to manipulate the ground around them they can form structures made of rock that are essentially minions to their whim. Within an instant a Sculptor Stone Warrior can create a soldier animated of stone to the Trainer's whims, and send them striking at an enemy. While it is unknown how this is possible, some say that Sculptors have an innate soul connection with their creations and their allies which allow them to channel their Attacks through their creations. Scientists however are baffles when a Stone Golem can call upon a Draconic Meteor.

ROCK ELEMENTALIST

Stone Warrior

[Class] [Class Tag based on chosen Path]

Prerequisites: Elemental Connection (Rock), Path Skill at Novice

Static

Effect: Choose a Path below for which you qualify. Then choose two Attacks listed below to learn:

» Accelerock, Ancient Power, Stealth Rock, Terra Charge (**Ancients**), Crystal Daggers (**Crystal**), Smack Down (**Dweller**), Crystalize (**Sculptor**)

Path of the Ancients: [Path Skills: Athletics or Intimidate] [Class Stat Tag: +Attack or Defense]

Path of the Crystals: [Path Skills: Athletics or Occult Edu] [Class Stat Tag: +Special Attack or Special Defense]

Path of the Dweller: [Path Skills: Athletics or Survival] [Class Stat Tag: +HP or Attack]

Path of the Sculptor: [Path Skills: Athletics or Focus] [Class Stat Tag: +HP or Special Attack]

Rugged Barricade

Prerequisites: Stone Warrior

X AP - Special

Effect: You create up to 6 meters of Wall within 8 Meters. All 6 meters must be adjacent with at least one other space of the Wall. You may have up to 8 Meters of Wall active at any time. Each section of the Wall is 1 Meter tall and fills the entire space it occupies. Each section of the Wall has 50 Hit Points, 10 Damage Reduction and takes damage as if it was Rock-Type. You may use this Feature on your own turn as a Standard Action for no AP cost, or, once per Scene, you may activate this Feature as a Standard Action Interrupt for 2 AP.

Bonus: You gain the Groundshaper and Naturewalk (Cave) Capability.

Rock Power

Prerequisites: Stone Warrior, Path Skill at Adept

Static

Effect: Choose one of the following Abilities to gain. If an Ability has a Path listed next to it, it may only be taken if you have taken that Path. Once you have 5 Stone Warrior Features you may gain another Ability for which you qualify.

» Rock Head, Sturdy, Battle Armor (**Ancients**), Dazzling (**Crystal**), Cave Crash (Dweller, Sculptor)

Mighty Minerals

Prerequisites: Stone Warrior, Path Skill at Expert

Static

Effect: You may learn two Attacks from the list below under the Tier 1 Attack List. Once you have 5 Stone Warrior Features you may learn two additional Attacks from either the Tier 1 or Tier 2 Attack List. If an Attack has a Prerequisite you must have taken that Path to learn that Attack.

Tier 1 Attacks		Tier 2 Attacks	
Attack Name	Prerequisites	Attack Name	Prerequisites
Rock Slide	None	Stone Edge	None
Power Gem	None	Meteor Shower	None
Diamond Dust	None	Sandstorm	None
Wide Guard	None	Fossilize	None
Ancient Strike	Ancients	Head Smash	Ancients
Stone Axe	Ancients	Rock Wrecker	Ancients
Crystal Rupture	Crystal	Crystal Cyclone	Crystal
Gleaming Ore	Crystal	Crystal Prison	Crystal
Stone Pillar	Dweller	Cave Collapse	Dweller
Terra Burst	Dweller	Subterranean Strike	Dweller
Terraform	Sculptor	Meteor Beam	Sculptor
Geode Beam	Sculptor	Tar Blast	Sculptor

Paths listed on the next pages

Path of the Ancients

Primal Power

[Gift]

Prerequisites: Stone Warrior (Ancients)

Static

Effect: Your Damaging Attacks gain a 14+ Effect Range to lower the Combat Stage of its Associated Defense by -1 CS on all Targets hit with the Attack. If the Attack was a Critical hit, it instead lowers it by -2 CS.

Bonus: You gain the Paleontologist Edge even if you do not qualify for it. You may equip one Item gained from the Fossil Scrapper Edge without it taking an Accessory Slot. You cannot have multiple of the same Fossil Scrapper Item equipped.

Primal Strength

Prerequisites: Stone Warrior (Ancients), Expert Athletics or Intimidate

Scene x2 - Swift Action

Trigger: You use a Rock Type Damaging Attack

Effect: Targets of the Triggering Attack cannot apply Physical Evasion or Damage Reduction against the Triggering Attack. You may then perform a Disarm, Provoke, Push or Terrorize Maneuver against all Targets hit by the Triggering Attack as a Free Action without needing to perform an Accuracy Roll.

Bonus: You may replace any Skill Checks listed in the Disarm, Provoke, Push and Terrorize Maneuvers with your choice of Athletics or Intimidate.

Primal Reversion

Prerequisites: Stone Warrior (Ancients), Master Athletics or Intimidate

Bind 2 AP - Shift Action

Effect: When this Feature is bound, choose one Primal Form listed below to gain their Effects while that form is bound:

Bonus: You may switch your Primal Form as a 1 AP - Free Action, Interrupt without rebinding your AP, with a Trigger of "You're Targeted by an Attack".

» **Ammonite Form** - You gain the Armored and Gilled Capability, you gain the Shell Armor Ability and your Swim Speed is increased by +4.

» **Avian Form** - You gain the Levitate Ability and a Sky Speed of 8.

» **Bastion Form** - You gain the Armored Capability, you gain the Rough Skin Ability and Damage Reduction equal to the higher of your Athletics or Intimidate Rank.

» **Tyrant Form** - You gain +3 to your Power Capability and the Pressure Ability. While in this form you do not take Recoil Damage and ignore the Exhaust Keyword.

Path of the Crystals

Crystalline Overgrowth

Prerequisites: Stone Warrior (Crystals)

X AP - Free Action

Trigger: You use a Rock Type Damaging Attack

Effect: A Shard Cluster Hazard of a random color grows in one unoccupied space adjacent to a Target of the Triggering Attack. The color of the Shard Cluster is determined by d6 (**1 = Red | 2 = Orange | 3 = Yellow | 4 = Green | 5 = Blue | 6 = Violet**). The base cost of this feature is 1 AP. You can increase the cost by 1 AP to choose the color of the Cluster instead of rolling for it. If the Triggering Attack missed all legal Targets you regain 1 AP.

Bonus: You can originate the Dazzling Ability or any Stone Warrior Attack from any Shard Cluster on the Field.

Crystalline Infusion

[Gift]

Prerequisites: Crystalline Overgrowth, Expert Athletics or Occult Education

At-Will - Swift Action

Condition: There is a Shard Cluster within 2m of you or a Target of the Triggering Attack

Trigger: You hit with a Rock Type Damaging Attack

Effect: When this Feature is Triggered, destroy a Shard Cluster within 2m of you or the Target(s) of the Triggering Attack. The Triggering Attack changes its Type to match one of the Types associated with the color of the Shard you destroyed. Refer to the list below to determine what type the Attack is changed to.

Bonus: When using a Dowsing Kit you may replace all instances of Occult Education Rank with your Athletics Rank. You gain the Gem Lore Edge even if you do not qualify for it.

Crystalline Enfeeblement

Prerequisites: Crystalline Overgrowth, Master Athletics or Occult Education

Scene x2 - Standard Action

Effect: For each Shard Cluster on the Field, choose one Type associated with its Color. Then choose one Ally (Or Yourself) or Enemy within 3m. If an Enemy was chosen, for the rest of the Scene they resist the chosen Type one less damage step (Max: Neutral Effectiveness). If Your or an Ally was chosen, for the rest of the Scene they resist the chosen Type one additional damage step.

Shards	
Shard Color	Associated Types
Red	Fire, Fairy, Psychic
Orange	Normal, Fighting, Dragon
Yellow	Electric, Rock, Steel
Green	Grass, Bug, Ground
Blue	Water, Ice, Flying
Violet	Poison, Dark, Ghost

Path of the Dweller

Tunnel Strike

Prerequisites: Stone Warrior (Dweller)

Scene x2 - Free Action

Trigger: You shift with Burrow Speed and end Adjacent to an Enemy Combatant

Effect: All Adjacent Enemies cannot apply Stat Evasion against the next Attack you use this Round. If you would use an Attack against these Enemies it gains a 15+ Effect Range to Flinch them. (This does not apply to targets who are not adjacent to you)

Bonus: You gain Burrow 4 or add +4 to any existing Burrow Movement Speed and the Tremorsense Capability.

Evasive Excavation

Prerequisites: Stone Warrior (Dweller), Expert Athletics or Survival

Static

Effect: You gain the Dig Away Ability. While you are in Cave or Mountain Terrain you gain +3 Evasion.

Underminer

Prerequisites: Stone Warrior (Dweller), Master Athletics or Survival

X AP - Swift Action

Trigger: You hit a Rock Type Attack

Effect: Choose any number of the following Effects to apply to the Triggering Attack. X is equal to the number of Effects chosen -1.

- » All Targets hit by the Triggering Attack become Tripped. If they were already affected by this Effect this Scene, you instead use a Trip Maneuver against them as a Free Action.
- » You may destroy up to six Stealth Rock or Spikes Hazards and add Y to the Damage Roll of the Triggering Attack. Y is equal to the higher of your Athletics or Survival Rank multiplied by the number of Hazards destroyed this way.
- » You may create up to Z Stealth Rock Hazards in spaces adjacent to Targets of the Triggering Attack. Z is equal to half the higher of your Athletics or Survival Rank (Rounded Up)

Path of the Sculptor

Clay Creations

Prerequisites: Stone Warrior (Sculptor)

X AP - Shift Action

Condition: You have fewer than 3 Mini-Noses in your Possession

Effect: You create a Mini-Nose per AP spent on this Feature. You cannot exceed 3 controlled Mini-Noses as a result of this Feature.

Bonus: You gain the Mini-Noses Ability. Once per Round as a Free Action you may lose Possession of any number of your Mini-Noses and grant them to an Ally within 5m. When an Ally is granted a Mini-Nose they may control it and originate Attacks from it and its Stats (Excluding HP) instead are based on the Ally it was granted to.

Note: Mini-Noses is a purely Mechanical term and can represent any stone based creation.

Terracotta Guard

Prerequisites: Stone Warrior (Sculptor), Expert Athletics or Focus

Scene x2 - Swift Action

Trigger: You or an Ally are Targeted with an Attack

Target: A Mini-Nose under your Control

Effect: The Targeted Mini-Nose is destroyed and the Triggering Attack is resisted by an additional damage step.

Shaped Stone

Prerequisites: Stone Warrior (Sculptor) Master Athletics or Focus

At-Will - Free Action

Trigger: You create a Mini-Nose

Effect: You may assign the Mini-Nose one of the Titles listed below. The associated Effects of the Title are granted to the Controller of the Mini-Nose:

- » **Assassin** - Attacks originating from this Mini-Nose gain +2 to Critical Hit Ranges.
- » **Defender** - This Mini-Nose instead has Hit Points equal to triple the User's Level. This Mini-Nose is not destroyed if Targeted by Terracotta Guard.
- » **Mage** - Attacks originating from this Mini-Nose have their Effect Range extended by +2.
- » **Soldier** - Attacks originating from this Mini-Nose are granted the Smite Keyword and may be shifted to Rock Type.



STEEL - STEELHEART

Trainer Combat



Class Skills: Varies based on Path

Steelhearts are known for having control of the Steel Type. Below are the common paths currently known.

Path of the Arsenal - Those who follow the Path of the Arsenal are masters at Weapon Manipulation and total control of Steel and Iron. Using Steel and natural ores within the ground, they can forge ferric creations and temporary constructs to which they can utilize in combat. Forming dozens of small mini blades and arrows around of the ground itself allows these Steelhearts the flexibility to excel at any situation in combat, whether defending or attacking. Some Arsenal Steelhearts have a small pouch of liquid metal that they can manipulate within the heat of combat and reshape after usage, a practice known as Ferromancy.

Path of the Magnetic - Those who follow the Path of the Magnetic are versatile at what is known as Polarity Shifting. Using the natural irons found within a creature's blood and minerals within their body, they can grant a creature a polarity charge which they can then manipulate at their will. Any form of metal that is near a combatant can only serve as a weapon and detriment to them, as Magnetic Steelhearts can pin an armor plated knight to the wall of a building with a simple motion of their hand.

Path of the Mercurial - Those who follow the Path of the Mercurial are similar to Sludge Miasmics where they can control the iron and mineral contents of their own body and amplify it to form their body into that of liquid steel. The iron from their body may be manipulated to breach the surface of their skin, allowing them to form a literal metal exoskeleton onto the body of their ally or themselves. In extreme cases some Mercurial Steelhearts consume minerals to have a larger percentage they can manipulate. There have been some cases where their blood has been replaced with Mercury, which they can passively manipulate to serve the same purpose of oxygen transfer and other biological needs. This is a mystery to the scientific community as to how far it can go.

Path of the Technomancer - Those who follow the Path of the Technomancer are usually not biologically different but have the power of Ferromancy similar to the Arsenal. However theirs is much weaker, they are much more precise than their counterparts. Technomancers excel and manipulating their equipment and weapons, shaping them to what they need at that moment in time to excel in battle.

STEEL ELEMENTALIST

Steelheart

[Class] [Class Tag based on chosen Path]

Prerequisites: Elemental Connection (Steel), Path Skill at Novice

Static

Effect: Choose a Path below for which you qualify. Then choose two Attacks listed below to learn:

- » Metal Claw, Alloy Beam, Iron Spikes, Bullet Punch (**Arsenal**), Magnet Bomb (**Magnetic, Technomancer**), Acid Armor (**Mercurial**)

Path of the Arsenal: [Path Skills: Combat or Tech Edu] [Class Stat Tag: +HP or Attack]

Path of the Magnetic: [Path Skills: Focus or Tech Edu] [Class Stat Tag: +HP or Special Attack]

Path of the Mercurial: [Path Skills: Survival or Tech Edu] [Class Stat Tag: +Defense or Special Defense]

Path of the Technomancer: [Path Skills: Gen Edu or Tech Edu] [Class Stat Tag: +Attack or Special Attack]

Augmented Adaptation

Prerequisites: Steelheart

1 AP - Free Action

Trigger: You use a Steel Type Attack

Effect: Choose one of the Effects below to Apply:

- » The Attack gains the Smite Keyword
- » The Attack gains the Spirit Surge Keyword
- » After the Attack is resolved, the Target restores a Tick of Hit Points

Bonus: If you chose the Path of the Battlemage, you may use Melee Range Steelheart Attacks as a Weapon Attack with Melee Weapons. If you chose the Path of the Technomage, you may use Ranged Steelheart Attacks as a Weapon Attack with Short or Long Range Weapons. Additionally you may use Technology Education instead of Combat to determine the Damage Base of your Struggle Attacks and to qualify for Weapon Attacks.

Impenetrable

Prerequisites: Steelheart, Path Skill at Adept

Static

Effect: Choose one of the following Abilities to gain. If an Ability has a Path listed next to it, it may only be taken if you have taken that Path. Once you have 5 Steelheart Features you may gain another Ability for which you qualify.

- » Battle Armor, Heavy Metal, Targeting System (**Arsenal, Technomancer**), Volt Absorb (**Magnetic**), Clear Body (**Mercurial**)

Metallic Maneuvers

Prerequisites: Steelheart, Path Skill at Expert

Static

Effect: You may learn two Attacks from the list below under the Tier 1 Attack List. Once you have 5 Steelheart Features you may learn two additional Attacks from either the Tier 1 or Tier 2 Attack List. If an Attack has a Prerequisite you must have taken that Path to learn that Attack.

Tier 1 Attacks		Tier 2 Attacks	
Attack Name	Prerequisites	Attack Name	Prerequisites
Shrapnel Shot	None	Meteor Mash	None
Flash Cannon	None	Plasma Beam	None
Magnetic Surge	None	Magnetic Storm	None
Iron Defense	None	Metal Burst	None
Smart Strike	Arsenal	Double Iron Bash	Arsenal
Iron Blade	Arsenal	King's Shield	Arsenal, Mercurial
Magnet Rise	Magnetic	Magnetic Flux	Magnetic
Magnetic Pulse	Magnetic, Technomancer	Magnetic Grip	Magnetic
Iron Coating	Mercurial	Metallurgy	Mercurial
Scrap Shield	Mercurial	Overclock	Technomancer
Gear Up	Technomancer	Steel Beam	Technomancer

Path of the Arsenal

Arsenal of the Infinite

Prerequisites: Steelheart (Arsenal)

X AP - Free Action

Effect: For each AP spent on the usage of this Feature, you create a Replica Weapon out of metallic ore around you that lasts until the end of the Scene and orbits around you. You may have a Maximum number of Replica Weapons equal to the higher of your Combat or Tech Edu Rank.

Bonus: You can expend a Replica weapon as a Free Action, Interrupt when you or an Ally hit with an attack. If you do, the triggering attack deals additional damage equal to the higher of your Combat or Tech Edu skill ranks.

Armament Diversity

Prerequisites: Arsenal of the Infinite, Expert Combat or Tech Edu

At-Will - Free Action

Trigger: You create a Replica Weapon

Effect: You may assign the Replica Weapon one of the Forms listed below. You can expend a Replica Weapon as a Swift Action, Interrupt to activate its Form's associated effect:

» **Blade** - This may be expended when you or an Ally use a Damaging Attack to increase its effectiveness by one Damage Step (Max Super Effective)

» **Flail** - This may be expended when you or an Ally hit with a Damaging Attack to inflict Bleeding on the target(s).

» **Lance** - This may be expended when you or an Ally uses a Melee Attack to grant it the Pass Keyword.

» **Projectile** - This may be expended when you or an Ally use a Ranged Attack to grant it the Smite Keyword.

» **Shield** - This may be expended when you or an Ally are hit by a Damaging Attack to grant them Damage Reduction against the Attack equal to their Tick Value

Blade Storm

Prerequisites: Arsenal of the Infinite, Master Combat or Tech Edu

Scene - Standard Action

Effect: Expend any number of Replica weapons. For each Replica Weapon expended this way, Target an Enemy on the battlefield and use a Steel-Shifted Struggle Attack against them, regardless of range. Each Attack is resolved before the next Replica Weapon chooses a Target. A specific Combatant can only be targeted by this feature once per Scene.

Bonus: The damage bonus gained from expending Replica weapons is doubled.

Path of the Magnetic

Polarity Shift

Prerequisites: Steelheart (Magnetic)

2 AP - Free Action

Trigger: You use an Electric or Steel Type Attack

Effect: After the Triggering Attack resolves, you may choose any number of Targets of the Triggering Attack and/or Allies within a Burst 2 Range and grant them the Magnetic Capability until the end of the Scene. In addition you may assign any of them a Polarity Coat listed below:

Bonus: You gain the Magnetic Capability.

Positive Polarity

This Coat may be Expended when an Electric or Steel Type Attack is used by the user or a Combatant within 3m in order to gain +1 CS in a Stat of the user's choice. While the user has this Coat they resist Electric and Steel Type Attacks an additional damage step, however if they do this Coat is removed after Damage Calculations.

Negative Polarity

This Coat is Expended when the user is hit with an Electric or Steel Type Attack. Once Expended, the Attacker chooses one of the Effects to apply to the user:

» The user loses -2 CS in a Random Stat.

» The user resists the Triggering Attack one less damage Step(to a maximum of neutral).

Magnetic Attraction

Prerequisites: Steelheart (Magnetic), Expert Focus or Tech Edu

At-Will - Swift Action

Target: Two Combatants with the Magnetic Capability

Effect: If any of the Targets are not Willing, they make an Athletics or Focus Check opposed by your Focus or Tech Edu Check. If a Target succeeds they are unaffected by this Feature, otherwise choose one of the Effects below to Apply to both Targets:

» Neither Target can Shift into a Space that is further than 3m from the other Target

» Neither Target can shift into a Space that is Adjacent to the other Target

» Choose one of the Targets. The Chosen Target is pulled into a Space that is Adjacent to the other Target.

Reverse Polarity

Prerequisites: Steelheart (Magnetic), Master Focus or Tech Edu Scene x2 - Standard Action

Target: Any number of Combatants with the Magnetic Capability

Effect: All chosen Combatants have their Combat Stage Values inverted. (Negative to Positive, Vice Versa). For a Full Round, if a Targeted Enemy has or would gain any positive Modifiers to a Roll or Range of any kind, these instead become Penalties of the same value. If these Modifiers would be permanent they revert to their original value after this duration expires.

Note: This includes Effect Ranges, Crit Ranges, Distance Ranges, Accuracy, Save Checks, etc.

Path of the Mercurial

Adaptive Metal

Prerequisites: Steelheart (Mercurial)

1 AP - Swift Action

Trigger: You use a Status Attack on yourself or an Ally

Effect: For a Full Round, the Target of the Triggering Attack gains Damage Reduction equal to the higher of your Survival or Tech Edu Rank. In addition for this duration, whenever they're hit by an Adjacent Enemy or they hit an Adjacent Enemy, the Enemy loses a Tick of Hit Points.

Bonus: You gain the Amorphous Capability

Toxic Biology

Prerequisites: Steelheart (Mercurial), Expert Survival or Tech Edu

Scene x2 - Free Action

Trigger: You are hit with an Attack by an Adjacent Enemy

Effect: The Triggering Enemy becomes Poisoned. If you used a Steel Type Status Attack during your last turn, they instead become Badly Poisoned.

Liquid Exoskeleton

Prerequisites: Steelheart (Mercurial), Master Survival or Tech Edu

Bind 2 AP - Standard Action

Target: Yourself or an Ally within 5m

Effect: While this Feature is bound, the Target gains the Bulletproof Ability, Damage Reduction equal to the higher of your Survival or Technology Education Rank, and gains the Steel Type. If the Target is a Combatant with one type, Steel is added. If the Target is a Combatant with two types, one is replaced. Each time the Target is hit by an Attack or gains an Injury, you must spend 1 AP to keep this Feature bound. When this feature becomes unbound, the 2 AP used to bind it are expended for the scene.

Path of the Technomancer

Course Correction

Prerequisites: Steelheart (Technomancer)

At-Will - Swift Action

Trigger: You miss a Single Target with an Attack

Effect: The next time you Attack the Target of the Triggering Attack, it cannot miss against them.

Bonus: Whenever you use a Weapon Attack you may change its Type to Steel for a Full Round.

Charged Shot

Prerequisites: Steelheart (Technomancer), Expert Gen Edu or Tech Edu

X AP - Standard Action

Effect: You may choose X Effects listed below to apply towards your next non-Melee Steelheart Attack you use as a Standard Action.

- » The Attack increases its Damage Base by half the higher of your Gen Edu or Tech Edu Rank (Rounded Up)
- » The Attack cannot Miss
- » The Attack ignores Defensive Abilities and is resisted one less Damage Step(to a maximum of neutral).
- » The Attack's Critical Hit Range is extended by +3.

Bonus: You gain the Attacks Laser Focus and Lock-On.

Explosive Shot

Prerequisites: Steelheart (Technomancer), Master Gen Edu or Tech Edu

Scene - Free Action

Trigger: You use a Steel Type Ranged Attack

Effect: After the Triggering Attack is resolved, choose one target of the attack to apply an Explosive Coat to. An Explosive Coat may be Expended upon the Target being hit with a Damaging Attack (Decided by the Attacker). When Expended, you may use the attack that applied the Coat as a Free Action and without using Frequency. The Attack's Range is changed to 10, Ranged Blast 5, Smite and is centered around the Target of the Coat.



WATER - MAELSTROM

Class Skills: Varies based on Path

Trainer Combat



Travel and Investigation



Maelstroms are known for having control of the Water Type. Below are the common paths currently known.

Path of the Depths - Those who follow the Path of the Depths are Maelstroms that are usually born in the darkest corners of the Ocean. At the furthest pits of the sea, Depths Maelstroms excel at overwhelming enemies with their intense control of the pressure of the sea. They can whip up whirlpools in an instant, trapping enemies in a neverending torrent of vicious water.

Path of the Tides - Those who follow the Path of the Tides are experts at using the natural properties and minerals within water to heal those around them and support allies. Considering the nature of creatures having a vast portion of their bodies made of water, Tide Maelstroms can use outside water sources to revitalize their allies as well as damaging their enemies through vast currents of controlled water. Through the use of momentum, Tide Maelstroms excel with hydromancy and the ability to control water around them at their whim.

Path of the Vapor - Those who follow the Path of the Vapor have the unique ability to control the temperature of water around them, along with general abilities of Hydromancy. Doing so can allow them to make Water both chilling cold and scalding hot, however the former is much more rare. Being able to control steam, they can channel their water attacks into intense bursts of energy similar to a volcano or blast enemies with a sheer force of Water enough to leave visible bruises and even scalding marks.

Path of the Waves - Those who follow the Path of the Waves are often the most common Maelstroms that live on the surface, having rarely visited the ocean or the colonies within its depths. Despite rarely being Triterran in origin, those who can control the Waves are allowed to use their speed to their strength, using high speed water to immobilize enemies and lead to massive pressure strikes as waves crash into enemies. Surfers found near beach areas are often most connected to this path.

WATER ELEMENTALIST

Maelstrom

[Class] [Class Tag based on chosen Path]

Prerequisites: Elemental Connection (Water), Path Skill at Novice

Static

Effect: Choose a Path below for which you qualify. Then choose two Attacks listed below to learn:

» Aqua Jet, Water Pulse, Water Sport, Whirlpool (**Depths**), Life Dew (**Tides**), Steam Cloud (**Vapor**), Fin Swipe (**Waves**).

Path of the Depths: [Path Skills: Athletics or Survival] [Class Stat Tag: +Attack or Special Attack]

Path of the Tides: [Path Skills: Athletics or Med Edu] [Class Stat Tag: +HP or Special Defense]

Path of the Vapor: [Path Skills: Athletics or Gen Edu] [Class Stat Tag: +Attack or Special Attack]

Path of the Waves: [Path Skills: Acrobatics or Athletics] [Class Stat Tag: +Attack or Speed]

Ocean Blessed

Prerequisites: Maelstrom

Static

Effect: You gain the Gilled and Naturewalk (Ocean) Capability. When Shifting on Land you may instead use your Swim Speed instead of Overland Speed. You may travel to different Regions by swimming without needing a Mountable Pokemon. Whenever you're in an Area with Ocean Terrain your Combat Stages cannot be decreased below 0 CS and your Default CS for all Stats becomes +1 CS.

Water Shroud

Prerequisites: Maelstrom, Path Skill at Adept

Static

Effect: Choose one of the following Abilities to gain. If an Ability has a Path listed next to it, it may only be taken if you have taken that Path. Once you have 5 Maelstrom Features you may gain another Ability for which you qualify.

» Water Absorb, Hydration, Conqueror (**Depths**), Refreshing Veil (**Tides**), Drizzle (**Vapor**), Aqua Bullet (**Waves**)

Call of the Current

Prerequisites: Maelstrom, Path Skill at Expert

Static

Effect: You may learn two Attacks from the list below under the Tier 1 Attack List. Once you have 5 Maelstrom Features you may learn two additional Attacks from either the Tier 1 or Tier 2 Attack List. If an Attack has a Prerequisite you must have taken that Path to learn that Attack.

Tier 1 Attacks		Tier 2 Attacks	
Attack Name	Prerequisites	Attack Name	Prerequisites
Aqua Tail	None	Crabhammer	None
Surf	None	Hydro Pump	None
Rain Dance	None	Torrential Typhoon	None
Aqua Ring	None	Soak	None
Brine	Depths	Hydro Cannon	Depths
Liquidation	Depths, Waves	Riptide	Depths, Waves
Aqua Infusion	Tides	Sparkling Aria	Tides
Hydro Cleanse	Tides	Tidal Surge	Tides
Scald	Vapor	Geyser Surge	Vapor
Steam Blast	Vapor	Water Spout	Vapor
Wave Crash	Waves	Torpedo Smash	Waves

Paths listed on the next pages

Path of the Depths

Oceanic Turbulence

Prerequisites: Maelstrom (Depths)

X AP - Swift Action

Trigger: You hit with a Water type Damaging attack.
Effect: All legal Targets of the Attack are Vortexed. If they are already Vortexed or if the Triggering Attack gave them the Vortex Affliction, they instead become Suppressed. This Feature costs 0 AP if there is one target and 1 AP if there are multiple. An Enemy can only be affected by Oceanic Turbulence once per scene.

Overwhelming Flood

Prerequisites: Maelstrom (Depths), Expert Athletics or Survival

Scene x2 - Free Action

Trigger: You hit with a Water type Damaging Attack against Targets that are Vortexed or in Ocean Terrain
Effect: The Triggering Attack is resisted one less Damage Step. If the Triggering Attack hit a Vortexed Target, the DC for its Save Check is reset to 20. A Target can only be affected by Overwhelming Flood once per Scene.

Bonus: While a Combatant is Vortexed due to a Maelstrom Attack or Feature, they're treated as Vulnerable.

Vicious Currents

Prerequisites: Maelstrom (Depths), Master Athletics or Survival

Static

Effect: Whenever you inflict the Vortexed Affliction on Enemies through a Maelstrom Attack or Feature, affected Combatants must spend a Swift or Shift Action in order to perform the Save Check at the end of their Turn. Whenever a DC would be lowered for the Vortexed Affliction caused by you, it instead lowers by 4 instead of 6.

Path of the Tide

Aqua Cleansing

Prerequisites: Maelstrom (Tides)

Static

Effect: You gain the Wash Away Ability

Bonus: When Wash Away is Triggered, you may choose which Coats are destroyed and which Stats are reset to Default CS.

Flux and Reflux

Prerequisites: Maelstrom (Tides), Expert Athletics or Med Edu

1 AP - Free Action

Trigger: An Ally regains Hit Points from a Maelstrom Attack or Feature.

Effect: Select an Enemy within 3m of the Triggering Ally and make a Special Attack with an AC of 2 against them. If the Attack hits, the Enemy loses Hit Points equal to half the healing received.

Note: If an Action would result in multiple healed Allies this may only be Triggered once, choosing any Ally to base the HP Loss on.

Ebb and Flow

Prerequisites: Maelstrom (Tides), Master Athletics or Med Edu

Scene x2 - Swift Action

Trigger: An Ally is Targeted by your Water Type Attack

Effect: The Ally ignores Damage from the Triggering Attack if it would occur. If the Triggering Attack is Damaging, Allies Targeted by it gain Hit Points equal to half the Damage Roll (Rounded Up). If there are no Enemies Targeted by the Triggering Attack and there is only one Ally Targeted, they instead gain Hit Points equal to Damage Roll. If the Triggering Attack was Status Category, they instead gain 2 Ticks of Temporary Hit Points.

Bonus: When you would cause an Ally to restore hit points with a Maelstrom Attack or Maelstrom Feature, the Ally gains any excess healing as Temporary Hit Points.

Path of the Vapor

Sublimation

Prerequisites: Maelstrom (Vapor)

1 AP - Free Action

Trigger: You hit an Enemy with a Maelstrom Attack

Effect: After Damage Resolution, a cloud of Steam Hazards are formed within a Ranged Blast 3, centered around one Target of the Triggering Attack.

Bonus: Your Maelstrom Attacks Burn Targets on a 19+ or have existing Burn Effect Ranges extended by +2. You are Immune to the Frozen or Chilled Affliction.

Mechanic - Steam Hazard

If anyone in a space with Steam Hazards is targeted with an Attack that has a Burn Effect Range, the Effect Range automatically Triggers on a Hit. If a Burned Combatant is targeted with a Water Type Attack within a Steam Hazard, they lose a Tick of Hit Points on a Hit.

Pressurized Flow

Prerequisites: Maelstrom (Vapor), Expert Athletics or Gen Edu

1 AP - Swift Action

Trigger: You use a Maelstrom Attack

Effect: The Attack's range is changed to Line 8. After the Attack is resolved, regardless of if it hits or not, you can Initiate a Push or Trip Maneuver as a Free Action against the Target of the Attack. You may resolve the Maneuver using your Athletics or General Education roll. If a Push Maneuver was chosen, all Targets successfully Pushed are pushed to the space at the end of the Triggering Attack's changed Range.

Steam Surge

Prerequisites: Maelstrom (Vapor), Master Athletics or Gen Edu

Scene - Swift Action

Condition: The user is in Water Typed Weather.

Effect: The Weather is changed to a Steam Surge.

While in a Steam Surge, every Combatant that is not a Maelstrom or immune to Burn rolls a d20 at the beginning of their turn. On a 10 or below, they gain the Burned Affliction.

Bonus: Your Water Type Damaging Attacks are one step more Effective against Enemies that are either Burned or within Steam Hazards (Max: Super Effective)

Path of the Waves

Ride the Wave

Prerequisites: Maelstrom (Waves)

At-Will - Free Action

Trigger: You use a Damaging Water Type Attack

Effect: The Attack's Range is changed to Melee, Pass. If you're in Water Type Weather or Ocean Terrain and use the Aqua Bullet Ability, the Pass Keyword may instead Shift up to 10 Meters when performing the Triggering Attack.

Backwash

Prerequisites: Maelstrom (Waves), Expert Acrobatics or Athletics

1 AP - Swift Action

Trigger: You use a Water Type Attack

Effect: All Targets hit by the Triggering Attack become Blinded. If the Triggering Attack missed a Target, they instead lose -2 to Accuracy Rolls. The Blinded Affliction and Accuracy Penalty can be removed by spending a Shift Action and a Swift Action. The Accuracy Penalty stacks until removed.

Tidal Wave

Prerequisites: Maelstrom (Waves), Master Acrobatics or Athletics

Scene x2 - Swift Action

Trigger: You use a Damaging Water Type Attack with only one Target

Effect: The Triggering Attack cannot miss or be Intercepted. After Damage Calculations, the Target's Defense CS is set to -2 CS and if they do not have Naturewalk (Ocean) they become Slowed.

Fighter Trainer Classes

Fighter Classes: These Classes fight in battle alongside their Pokémons. 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. And some Fighting Classes define a battle style like Provocateur or Skirmisher.

Athlete

Skills: Athletics

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

Dancer

Skills: Acrobatics or Charm

A supportive Class which can boost its own Combat Stages as well as those of its allies.

Hunter

Skills: Stealth or Survival

A unique fighter who works best cooperating with allies to assault them with Attacks of Opportunity.

Martial Artist

Skills: Combat

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

Ninja

Skills: Combat or Stealth

A Class that excels around stealthy strikes, critical assassinations and having deadly attacks

Rogue

Skills: Acrobatics or Athletics or Stealth

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

Samurai

Skills: Combat or Intuition

A Class that excels at dueling enemies and adapting based on the circumstances of the battle

Tumbler

Skills: Acrobatics

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

Berserker

Skills: Combat or Intimidate

A Savage Fighter that can channel their anger into a Frenzy, gaining strength through pain

Fortress

Skills: Combat or Focus

Heavily armored weapon specialists who focus on front line combat and protecting allies from harm

Marksman

Skills: Combat or Perception

Precise ranged attackers who prefer picking off enemies from the safety of the backline.

Musician

Skills: Charm or Focus

A versatile supporter that can swap between debuffing foes, buffing allies and attacking with Sonic attacks.

Provocateur

Skills: Charm or Guile or Intimidate

The Provocateur specializes in disorienting Social Attacks and the Manipulate Maneuver.

Roughneck

Skills: Intimidate

A fighter specializing in using fear to overwhelm their foes and debuff opponents

Skirmisher

Skills: Acrobatics or Combat

Weapon specialists that prefer speed and outmaneuvering opponents.

Weapon Master

Skills: Combat

A versatile fighter that excels in switching between weapons they're adept in for flexibility



ATHLETE

Class Skills: Athletics

Trainer Combat



Passive Pokémon Support



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

Athlete

[Class] [Class Stat Tag is +Any]

Prerequisites: Novice Athletics, Novice Focus

Weekly - Extended Action

Effect: You can Exercise. Your Trained Stat is the Class Stat Tag you chose for this Feature. When you take this Feature, all subsequent Athlete Features must share the same Class Tag if taken. Once you have at least 5 Athlete Features you may instead choose to Work Out and you also gain +5 Stat Points to the Extra Column in your Trained Stat. Benefits from Exercising or Working Out last until the end of the Game Week.

Exercise - Costs 1 Stamina to perform. When Exercising, your Trained Stat's Default CS is set to +1. If the Trained Stat is HP, you start a Scene with a Tick of Temporary HP.

Work Out - Costs 2 Stamina to perform. When Working Out, your Trained Stat's Default CS is set to +2. If the Trained Stat is HP, you start a Scene with two Ticks of Temporary HP.

Training Regime

Prerequisites: Athlete

Bind 1 AP - Standard Action

Effect: This Feature's effect is based on your Trained Stat which is gained while bound:

» **HP** - Whenever you gain Temporary Hit Points you may add your Athletic Rank as additional Temporary Hit Points. Temporary Hit Points gained as a result of an Athlete Feature stack with themselves and with Temporary Hit Points from other sources.

» **Attack** - Whenever you hit with a Damaging Attack, you gain +1 Accuracy. In addition, you gain +2 Power and a +3 Modifier to Athletics Skill Checks.

» **Defense** - You gain DR equal to your Athletics Rank.

» **Special Attack** - Whenever you use a Damaging Physical Melee Attack, you may use your Special Attack Stat in place of your Attack Stat. This does not change the category of the attack.

» **Special Defense** - Special Attacks used against you lose -2 Accuracy to Attack rolls, and have any Effect Ranges decreased by -2. (Ex: 17+ Effect Range changes to 19+)

» **Speed** - All of your Damaging Athlete Attacks gain the Dash Keyword. In addition, your Overland and Swim Speeds are increased by +2 and when you sprint, you double your movement speed instead of increasing it by 50%.

Coaching

Prerequisites: Athlete, Adept Athletics

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.

» Your Pokémon gains a +1 bonus to its Accuracy Roll, and a +1d6 bonus to any Opposed Acrobatics, Athletics, Combat, or Stealth Skill Checks.

» If your Pokémon was Sprinting, they double their Movement Capabilities instead of increasing by 50%, and they may make a Struggle Attack any time during their Sprint as a Free Action. They may continue their Movement afterwards if they wish.

» If your Pokémon was making an Attack of Opportunity, they automatically hit.

» You may also activate this Feature to let your Pokémon Intercept for any Ally regardless of Loyalty, and they automatically succeed on the Skill Check to do so. They gain DR equal to your Athletics Rank for this Intercept.

Athletic Attacks

Prerequisites: Athlete, Adept Athletics

Static

Effect: You may learn two Attacks from the list below under the Tier 1 Attack List. Once you have 5 Athlete Features you may learn two additional Attacks from either the Tier 1 or Tier 2 Attack List.

Tier 1 Attacks	Tier 2 Attacks
Body Slam	Extreme Speed
Strength	Facade
Take Down	Head Charge
Block	Retaliate
Bind	Adrenaline Boost
Coaching	Octolock

Adrenaline Rush

Prerequisites: Athlete, Expert Athletics

Scene - Free Action

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

Effect: You gain +1 Combat Stage in your Trained Stat, are cured of up to two Status Afflictions, and gain a Tick of Temporary Hit Points. If your Trained Stat is HP, you restore 25% of your Max HP, are cured of up to two Status Affliction and gain a Tick of Temporary Hit Points.

Athletic Prowess

Prerequisites: Athlete, Expert Athletics

1 AP - Free Action

Trigger: You use a Damaging Athlete Attack

Effect: You may add one of the following Recoil Keywords to the Triggering Attack for this Attack only. If you do, add the subsequent modifiers to the Attack. If the Triggering Attack already has a Recoil Keyword listed below, this Feature's usage does not cost AP and instead just adds the subsequent Modifiers.

Recoil 1/4 - +5 Damage, +1 Crit Range

Recoil 1/3 - +10 Damage, +2 Crit Range

Recoil 1/2 - +15 Damage, +2 Crit Range, Smite

Master of Fitness

Prerequisites: Athlete, Master Athletics

Scene x2 - Free Action

Effect: This Feature's effect is dependent on your Trained Stat:

» **HP** - You may use this Feature when being hit with an Attack to gain two Ticks of Temporary HP.

» **Attack** - Whenever you use a Damaging Physical Attack, you may use this Feature. Enemy reactions and interrupts cannot be declared in response to the attack and the target's defensive abilities are disabled until after damage calculation. If the Attack is an Athlete Attack, it is Resisted one Step Less (Neutral Effectiveness Max)

» **Defense** - Whenever you use a Damaging Physical Attack, you may use this Feature to use your Defense Stat in place of your Attack Stat for Damage Calculation. Whenever you are hit with a Special Attack, you may use this Feature to add half of your Defense Stat to your Special Defense Stat for Calculations only.

» **Special Attack** - Whenever you use an Attack with Special Attack as the Offensive Stat, you may roll the accuracy roll twice and take the higher result.

» **Special Defense** - Whenever you're hit with an Attack, you may use this Feature to gain 2 AP. If the Attack was a Special Attack, you also gain +1 Temporary AP that is removed at the end of your next turn.

» **Speed** - Whenever you use a Physical Melee Attack, you may use this Feature to add half of your Speed Stat as a Damage Bonus.



BERSERKER

Class Skills: Combat, Intimidate

Trainer Combat



Stories of Berserkers have been passed down through the ages telling of savage warriors who channel their anger into a trance-like frenzy. In reality, the way of the Berserker is more controlled than barbaric; they are warriors who have learned to not only fight through injuries that would hinder most, but also harness that pain as a weapon against their enemies. While many of these warriors are capable of entering the frenzied battle trance, doing so is something they often strive to avoid. After all, an angry, injured Ursaring might not be able to tell friend from foe in a heated battle, and neither can they.

Berserker takes some of the ideas from Taskmaster and Enduring Soul and applies them to a Trainer. They are tough to put down, and get stronger the more they get injured. This class pairs well with classes that like to get in the thick of things, like Fortress, Roughneck and Martial Artist. It can also work well with more mobile classes like Skirmisher or Ninja by giving them something to fall back on when their mobility is taken away from them, or they jump into more trouble than they were asking for.

BERSERKER

Berserker

[Class] [Class Stat Tag is +HP or Attack]

Prerequisites: Novice Combat, Novice Intimidate

Static

Effect: Choose Enduring Rage, or White Flame. You gain the chosen Ability.

Power of Rage

[Weapon]

Prerequisites: Berserker

Static

Effect: You learn Rage and Flail. Once you have 5 Berserker Features you learn Double Edge and Thrash. You may use these Attacks as a Weapon Attack when wielding Melee Weapons.

Lessons In Rage & Pain

Prerequisites: Berserker, Adept Combat or Intimidate

Static

Effect: While you have at least 1 Injury, add +X to your Damage Rolls with Rage, Flail, Thrash, Double Edge and Weapon Attacks. X is equal to your Intimidate Rank plus the double the number of Injuries you have. You do not lose Hit Points from being Heavily Injured, and Injuries beyond the 5th do not lower your Maximum Hit Points. If you are in Hard Mode, Injuries beyond your 2nd do not lower your Maximum Hit Points.

Frenzy

Prerequisites: Berserker, Adept Combat or Intimidate
Scene x2 – Free Action

Condition: You must be Enraged to use this Feature

Effect: You may immediately take your turn with Priority. If you do, you are instantly cured of Slowed and Stuck, and for the rest of this turn gain a +2 Bonus to Critical Hit Range, +2 Bonus to Movement Speed, and +2 Bonus to Acrobatics, Athletics, Combat, and Intimidate Checks.

Bonus: You gain the Quick Temper Capability and may become Enraged as a Swift Action.

Fight On and On

Prerequisites: Lessons in Rage and Pain, Expert Combat or Intimidate

Static

Effect: While Enraged, you may choose to not Faint when you fall below 0 Hit Points, instead fainting when you reach -50% of your Max Hit Points or are at less than 0 Hit Points and are no longer Enraged.

Wild Ferocity

Prerequisites: Berserker, Expert combat or Intimidate
Bind 2 AP - Standard Action

Effect: While this Feature is Bound, whenever you're hit with an Attack or hit a Damaging Attack, you gain one Fury Counter. For each Fury Counter you have, you gain +1 Critical Hit Range for your Weapon Attacks. When you land a Critical Hit, all Fury Counters are lost after Damage Resolution.

Push it to the Limit

Prerequisites: Lessons in Rage & Pain, Master Combat or Intimidate
Scene x2 – Free Action

Trigger: You hit with a Berserker Attack or Weapon Attack

Effect: Immediately gain one Injury before resolving the triggering attack. You gain two Ticks of Temporary Hit Points and may cure yourself of any Status Affliction. The triggering attack doubles your damage bonus from Lessons in Rage and Pain.



DANCER

Class Skills: Acrobatics, Athletics, Charm

Trainer Combat ● ● ●

Active Pokémon Support ●

Passive Pokémon Support ●

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 Attacks while Ace Trainers and other more passive Classes may use Dancer Features to play a more active support role in battles.

DANCER

Dancer

[Class] [Class Stat Tag is +HP or Speed]

Prerequisites: Novice Acrobatics and a Dancer Skill at Novice

1 AP - Free Action

Effect: You gain an additional Shift Action this Round. This does not allow you to exceed your highest movement speed. This Feature can only be used once per Round.

Bonus: You gain the Spinning Dance Ability.

Note: Dancer Skills are Athletics, Charm or Guile

Rhythm of Battle

[Ranked 2]

Rank 1 Prerequisites: Dancer

Rank 2 Prerequisites: Dancer, Expert Acrobatics and a Dancer Skill at Adept

At-Will - Shift Action

Effect: Choose a Dance Technique to perform that corresponds to this Feature's Rank or Lower. If a Dance Technique has Trigger, Rhythm of Battle is considered to have the Interrupt Keyword. You cannot perform more than one Dance Technique in a round that you have used a Damaging Attack in, nor can you use them for the rest of this Round. You can only use each Dance Technique once per Round, excluding through Focused Performance.

Capoeira Combat

Prerequisites: Dancer

Scene x2 - Shift Action

Effect: You may use any Combat Maneuver except Intercept as a Free Action. If you use a Dirty Trick Maneuver you may use Athletics or Acrobatics as a replacement for Opposed Checks. If you use Manipulate Maneuvers you may use Charm or Guile as a replacement for Opposed Checks.

Choreography

Prerequisites: Rhythm of Battle Rank 1, Adept

Acrobatics

Static

Effect: Your Pokemon with Proficient Acrobatics Rank may use your Rank 1 Dance Techniques as a Swift Action. Your Pokemon is Mastered Acrobatic Rank may use your Rank 1 or 2 Dance Techniques as a Swift Action. Whenever your Pokemon use a Dance Technique their Movement Capabilities become Halved for a Full Round. Each of your Pokemon may only use each Dance Technique once per Scene.

Passing Waltz

Prerequisites: Rhythm of Battle Rank 1, Expert Acrobatics and a Dancer Skill at Adept

1 AP - Swift Action

Trigger: You use a Dance Technique that has an Effect that benefits you.

Target: An Ally within 3m

Effect: The Target gains the effect of the Dance Technique performed instead of you. If this Feature is triggered off of a Dance Technique used through Focused Performance, this Feature's usage may apply to all Dance Techniques used this Round.

Focused Performance

Prerequisites: Rhythm of Battle Rank 1, Master Acrobatics and a Dancer Skill at Expert

Scene - Full Action

Effect: Choose a Dance Technique you are able to use. You use that Dance Technique three times. If used with Passing Waltz you must choose different targets for each Dance. This Feature cannot be used if you used the Dancer Feature this Round, nor can you use it for the rest of this Round.

Rank 1 Dance Techniques

Beguiling Dance

Target: An Enemy within 5m

Effect: The Target loses -1 CS in a Stat of your Choosing.

Dazzling Flair

Effect: You gain +1 CS in a Stat of your Choosing.

Inspiring Dance

Effect: You gain +2 to your next Save Check or gain a Bonus to your next Attack's Damage Roll equal to the higher of your Acrobatics or Dancer Skill Rank.

Sly Footwork

Effect: You gain +2 Accuracy to your next Attack or the next Attack that targets you takes a -2 Penalty to its Accuracy Roll.

Rank 2 Dance Techniques

Dance of Temptation

Target: An Enemy within 5m

Effect: The Target suffers -3 to their next Save Check. If the Target is affected by a Volatile Affliction you may turn that Affliction into the Infatuated or Suppressed Affliction. This instance of Suppression lasts for a Full Round.

Enduring Performance

Effect: You gain a Tick of Temporary Hit Points. You also gain Damage Reduction equal to your Acrobatics Rank for a Full Round. If this is used through Focused Performance, Temporary HP gained this way stacks.

Salsa Swap

Trigger: An Adjacent Ally would be hit by an Attack.

Effect: You may perform an Intercept Maneuver as a Free Action Interrupt instead of a Full Action Interrupt. The Intercept Maneuver must be legal to use against the triggering attack.

Solo Spotlight

Target: An Enemy within 5m

Effect: The Target suffers a -3 to Accuracy Checks for one Full Round against any target that did not perform this Dance Technique. If this Dance Technique is used through Passing Waltz, the Target suffers the debuff against any target that isn't the chosen Ally through Passing Waltz. If this Dance Technique is used through Focused Performance and Passing Waltz you target three enemies to receive the debuff and one Ally to have "performed" the technique.



FORTRESS

Class Skills: Combat, Focus

Trainer Combat



Knights, Myrmidons, Landsknechts, Braves, Samurai, Warriors. They've been known by many names throughout the centuries and various cultures of the world, so we've given them a singular one. Fortress are heavily armored weapon specialists who focus on front line combat and protecting their allies from harm. Some favor the classic sword and shield, others a massive two handed weapon, but their goal is the same: to hold the line and to defeat their foes.

The Fortress is in both name and function a tank. They excel at drawing fire to themselves and mitigating the damage they do take. This class pairs well with almost any Fighting Class, and can also make a great pickup for a Trainer who is Pokémon Support focused and wants to take on a proactive, defensive role in combat.

FORTRESS

Fortress

[Class] [Class Stat Tag is +HP or Defense]

Prerequisites: Novice Combat, Novice Focus

Scene x3 - Free Action

Trigger: An Enemy targets an Ally with an Attack

Effect: After Damage Calculations, you Mark the Attacking Enemy. Marked Enemies take a penalty to Accuracy Rolls against any targets besides you equal to half the higher of your Combat or Focus Rank (Rounded Down, maximum 3). A Target may only have one Fortress Mark at a time, any subsequent fortress marks overwrite the existing mark.

Unstoppable Will

Prerequisites: Fortress

Static

Effect: Choose one of the following Abilities to gain. Once you have 5 Fortress Features you may gain another Ability listed below:
» Absorb Force, Battle Armor, Bodyguard or Discipline.

Stalwart Bastion

Prerequisites: Fortress

Bind 2 AP – Standard Action

Effect: While this Feature is Bound, you and all cardinally adjacent allies gain Damage Reduction equal to your Combat or Focus Rank.

Shield Bearer

Prerequisites: Stalwart Bastion, Adept Combat or Focus

1 AP – Swift Action

Effect: You may immediately ready a Shield, and do not become Slowed as a result.

Bonus: When you ready a Shield, you may choose to grant an adjacent Ally the Evasion and Damage Reduction bonuses from your shield instead of gaining them yourself, but these bonuses only apply while the ally is adjacent to you.

Wall of Iron

Prerequisites: Fortress, Adept Combat or Focus

Static

Effect: You learn two attacks from the following: Iron Defense, Protect, Quick Guard and Wide Guard. No Attacks from this Feature can be targeted by the Signature Attack Feature.

Stand Behind Me

Prerequisites: Shield Bearer, Expert Combat or Focus
At-Will - Free Action

Target: An Adjacent Ally

Effect: While you are adjacent to the target, they cannot be targeted by 1 Target Ranged Attacks. If they were to be targeted, you are instead targeted, then you and the adjacent ally switch spaces. You may only have one ally affected by Stand Behind Me at a time.

Bonus: Whenever the target of Stand Behind Me shifts, you may shift alongside them as a Shift Action Interrupt. This cannot cause you to shift more than your normal Movement.

Guardian's Punishment

Prerequisites: Fortress, Master Combat or Focus
Scene x2 – Swift Action

Trigger: You hit a Marked Enemy with a Damaging Attack

Effect: Add your Defense Stat to the Damage Roll against only that enemy.

Bonus: Whenever you hit a Marked Enemy with a Damaging Attack they take a Penalty to Damage Rolls for a Full Round equal to the higher of your Combat or Focus Rank.



HUNTER

Class Skills: Survival, Stealth

Trainer Combat ● ● ●

Active Pokémon Support ●

Passive Pokémon Support ●

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, 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

Hunter

[Class] [Class Stat Tag is +Any]

Prerequisites: Novice Survival, Novice Stealth

Static

Effect: Choose Teamwork or Pack Hunt. You gain the Chosen Ability. Once you have 5 Hunter Features you gain the Ability that wasn't chosen.

Pack Tactics

Prerequisites: Hunter

At-Will - Extended Action

Target: Your Pokémon

Effect: The Target gains the Pack Hunt or Teamwork Ability. You may target a Pokémon with Pack Tactics only once. Once you have 5 Hunter Features, Pokemon that are or were Targeted by this Feature instead gain both Abilities.

Hunter's Reflexes

Prerequisites: Hunter, Adept Stealth or Survival

Static

Effect: When you or your Pokemon make Attacks of Opportunity, the Target is always considered to be Vulnerable against the Attack. You are always considered to be adjacent to your opponents for the purposes of your Pokemon benefiting from your Teamwork Ability, and for triggering your Pokemon's Pack Hunt Ability.

Bonus: When you and your Pokémon use Pack Hunt, the AC is instead 2.

On the Prowl

Prerequisites: Hunter, Adept Stealth or Survival

At-Will - Free Action, Priority (Limited)

Target: An Enemy

Effect: The Target becomes the Prey of you and your Pokemon. When You or your Pokemon shift and end their movement in a space that is adjacent to your Prey, that movement does not trigger Attacks of Opportunity. When your Prey makes a Shift Action, You and your Pokemon may make a Shift Action as a Reaction but must end in a space that is Adjacent to your Prey. If a Prey would make a Disengage Maneuver to shift out of a space that is Adjacent to You or your Pokemon, it still triggers an Attack of Opportunity. Only one Enemy may be marked as Prey at a Time; if you mark a new enemy as Prey, other enemies are no longer Prey.

Surround them!

Prerequisites: Hunter, Expert Stealth or Survival

1 AP – Swift Action

Trigger: You or your Pokemon Attack a Single Enemy that is Flanked by an Ally

Effect: The Triggering Combatant may perform two Accuracy Rolls, choosing either result. If the lower result is chosen and it hits, the Target becomes Flinched. If the Enemy is Vulnerable they instead become Tripped. An Enemy can only be Tripped this way once per Scene.

Don't Look Away

Prerequisites: Hunter, Expert Stealth or Survival

1 AP - Free Action

Trigger: An Enemy triggers an Attack of Opportunity from your Pokemon

Effect: You may choose one of the following effects to apply instead. Don't Look Away may only be Triggered once per Round and an Enemy can only be affected by Don't Look Away once per Scene:

- » The Triggering Pokemon makes an Attack of Opportunity as normal. If it hits, the foe loses two Tick of Hit Points, and becomes Slowed and Vulnerable for 1 full round.
- » The Triggering Pokemon may use an At-Will Attack of DB 6 or less instead of a Struggle Attack for the Attack of Opportunity.
- » The Triggering Pokemon performs an Attack of Opportunity as normal. If it hits, the triggering ally may make a Trip Maneuver against them after Damage Calculations as a Free Action.

Pack Master

Prerequisites: 4 Hunter Features, Master Stealth or Survival

Static

Effect: You and your Pokemon gain a +2 bonus to Accuracy Rolls, Crit Range and Effect Ranges. This bonus is doubled against Targets that have 2+ Injuries or are suffering from 2+ Afflictions (Excluding Temporary Hit Points).



MARKSMAN

Class Skills: Combat, Perception

Trainer Combat



Since ancient times, man has hunted and protected itself with projectiles. From throwing weapons, to bow and arrow, to crossbow and firearm, the art of combat has always respected the ability to down a foe from a safe distance. Marksmen are practitioners of this tradition, taking aim of their targets and waiting for the precise moment to strike.

The Marksman is the class of choice for a Trainer looking to be an archer or musketeer. It offers a number of ways to make your Ranged Weapon attacks get more bang for their buck.

MARKSMAN

Marksman

[Class] [Class Stat Tag is +Attack or Special Attack] [Weapon]

Prerequisites: Novice Combat, Novice Perception

At-Will - Shift Action

Effect: Your Ranged Weapon Attacks gain +2 to their Accuracy Roll and Critical Hit Range. You may also choose to lower your Evasion by -2 to raise these bonuses to +3. These effects last until the start of your next turn.

Quick Scope

[Weapon]

Prerequisites: Marksman

1 AP - Free Action, Interrupt

Trigger: A foe would move out of your Weapon Range

Effect: You may make an Attack of Opportunity with a Ranged Weapon on the foe. If the Attack hits then the Target is Vulnerable for 1 Full Round.

Eagle Eye

[Weapon]

Prerequisites: Marksman, Adept Combat or Perception

Scene x2 - Shift Action

Effect: Your Damaging Ranged Attacks have their Range doubled until the start of your next turn and deal X additional damage. X is equal to the higher of your Combat or Perception Rank doubled. Eagle Eye does not increase the size of area of effect attacks. These attacks gain a +4 Critical Hit Range.

Bonus: You gain the Sniper Ability.

Double Shot

[Weapon]

Prerequisites: Marksman, Adept Combat or Perception

At-Will - Swift Action

Trigger: You use a Damaging Ranged Weapon Attack

Effect: The Attack 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 Attacks with a Damage Base of 6 or less and a natural At-Will Frequency, and may not be applied to Attacks whose Damage Base changes upon certain conditions (such as Fury Cutter, Ice Ball, or Comet Punch).

Clear Shot

[Weapon]

Prerequisites: Marksman, Expert Combat or Perception

Scene x2 – Swift Action

Trigger: You use a 1 Target Ranged Weapon Attack

Effect: The target is considered Vulnerable against this Attack, and you increase your Critical Hit range by +2 for this attack. If the target is already Vulnerable, this Attack cannot miss.

Crippling Shot

[Weapon]

Prerequisites: Marksman, Expert Combat or Perception

1 AP – Free Action

Trigger: You use a Damaging Ranged Weapon Attack

Effect: The Triggering Attack deals damage as if it was one step less effective. The target is Slowed for 1 Full Round and you initiate a Trip Maneuver against the target as a Free Action after the attack is resolved. You must still hit with the Trip Maneuver, but you may use your Perception or Combat Skill to resolve the Opposed Check if you wish.

Dead-Eye Shot

[Weapon]

Prerequisites: Marksman, Master Combat or Perception

Scene x2 - Free Action

Trigger: You use a Ranged Weapon Attack

Effect: Roll twice for Accuracy of the Attack. If the Triggering Attack hits, all legal targets resist the damage one step less to a minimum of Neutral effectiveness.



MARTIAL ARTIST

Trainer Combat



Class 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 Attacks 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.

Reckless: Inspired by Hitmonlee, this style resembles Taekwondo.

Technician: Inspired by Hitmontop, this style resembles Capoeira.

MARTIAL ARTIST

Martial Artist

[Class] [Class Stat Tag is +HP or Ability Tag]

Prerequisites: Novice Combat, a Martial Skill at Novice

Static

Effect: Choose one of the abilities listed below. You gain the chosen Ability. The Class Stat Tag of Martial Artist is either HP or the Stat associated with the chosen Ability.

Note: Martial Skills are Acrobatics, Athletics, Focus and Intuition

- » **Reckless** - Attack
- » **Guts** - Attack
- » **Inner Focus** - Defense
- » **Technician** - Speed

Martial Training

Prerequisites: Martial Artist

Static

Effect: You may learn two Attacks from the list below under the Tier 1 Attack List. Once you have 5 Martial Artist Features you may learn two additional Attacks from either the Tier 1 or Tier 2 Attack List.

Tier 1 Attacks	Tier 2 Attacks
Arm Thrust	Close Combat
Brick Break	Cross Chop
Counter	High Jump Kick
Circle Throw	Sky Uppercut
Jump Kick	Storm Throw
Low Sweep	Triple Kick

Basic Combat

[Gift]

Prerequisites: Martial Artist

At-Will - Free Action

Trigger: You would use a Struggle Attack as a result of an Attack of Opportunity or Feature Effect

Effect: You instead use the Attack Rock Smash. Rock Smash's Effect Range is increased by +2 for this Attack.

Bonus: You gain the Basic Martial Arts Edge. If you already had the Basic Martial Arts Edge you may instead gain an additional Edge for which you qualify.

Martial Techniques

[Ranked 2]

Rank 1 Prerequisites: Martial Artist

Rank 2 Prerequisites: Martial Artist, Master Combat, a Martial Skill at Expert

Static

Rank 1 Effect: Choose two Martial Techniques listed on the next page. You gain the Rank 1 Effect for both Techniques. All Rank 1 Effects are considered Combat Maneuvers for anything that would reference them.

Rank 2 Effect: Choose one Martial Technique you gained in the Rank 1 Effect. You gain the Rank 2 Effect for that Technique.

Martial Focus

Prerequisites: Martial Artist, Adept Combat

Bind 2 AP - Shift Action

Effect: While this Feature is bound your Damaging Attacks that aren't Weapon Attacks gain a +1 to Accuracy Rolls. If these Attacks are Fighting Type, their Critical Hit Range is also extended by +2.

Combat Adaptability

Prerequisites: Martial Techniques Rank 1, Expert

Combat, a Martial Skill at Adept

Scene x2 - Free Action

Trigger: You miss an Attack against an Adjacent Enemy

Effect: You may perform any of the following Maneuvers as a Free Action:

- » Dirty Trick, Disarm, Grapple, Push, Trip, or a Combat Maneuver granted through Martial Techniques

Bonus: You automatically hit any of the listed Maneuvers in this Effect, however you still need to perform any Opposed Checks if applicable.

Judo Techniques

Rank 1 - Body Toss

Action: Standard

AC: 4

Class: Status

Range: Melee, 1 Target

Effect: You and the Target make opposed Athletics or Combat Checks. If you win the Target is thrown into any Space within X meters of you where X is your Combat Rank. If the Target has a Weight Class that is higher than your Power Capability + your Weight Class, X is instead half of your Combat Rank (Rounded Down). If the chosen Space was Occupied by a Combatant, the Target makes a Struggle Attack as a Free Action against the Occupying Combatant. If the Occupying Combatant has a Weight Class that is smaller than the Target's, they are pushed 1m out of the chosen Space into any Space of your choosing. The Struggle used by the Target cannot be modified by any Capabilities.

Rank 2 - Manipulated Momentum

At-Will- Free Action

Trigger: An Enemy misses an Adjacent Attack against you

Effect: The Enemy becomes Tripped or you may push them up to 2m in any Direction.

Aikido Techniques

Rank 1 - Wristlock

Action: Standard

AC: 4

Class: Status

Range: Melee, 1 Target

Effect: You and the Target each make opposed Athletics or Combat Checks. If you win, the Target becomes Grappled and you gain Dominance in the Grapple. While you have Dominance in this Grapple the Target has their Attack CS set to -4 CS. Their Attack Combat Stage is changed to its Default Value if the Grapple is ended.

Rank 2 - Shifting Redirection

Scene - Swift Action

Trigger: An Adjacent Enemy Targets you with an Attack

Effect: Choose one of the following Effects to apply to the Triggering Attack:

- » Choose an Adjacent Combatant other than the Triggering Enemy. The chosen Combatant becomes the new Target.
- » The Triggering Attack misses.

Karate Techniques

Rank 1 - Backfist

Action: Standard

AC: 2

Class: Status

Range: Melee, 1 Target

Effect: You and the Target each make opposed Combat or Intuition Checks. If you win, the Target becomes Flinched.

Rank 2 - Fleet Reversal

At-Will- Swift Action

Trigger: You miss a Martial Artist Attack

Effect: The Frequency is not expended and you may immediately use a Martial Artist Attack as a Free Action. The Target cannot apply Physical Evasion towards this Attack. If this Attack hits, the Target becomes Flinched.

Jujitsu Techniques

Rank 1 - Chokehold

Action: Standard

AC: 4

Class: Status

Range: Melee, 1 Target

Effect: You and the Target each make opposed Athletics or Combat Checks. If you win, the Target becomes Grappled and you gain Dominance in the Grapple. While you have Dominance in this Grapple, the Target loses a Tick of Hit Points each time they would fail a Dominance Check or start the Turn.

Rank 2 - Quick Submission

Scene x2 - Swift Action

Trigger: You hit a Melee Attack against an Enemy or currently have Dominance in a Grapple

Effect: The Enemy Combatant falls Asleep. This Affliction is automatically cured at the end of their next Turn. If the Enemy Combatant was in a Grapple, activating this Feature must end the Grapple but does not cost a Full Action to do so.

Krav Maga Techniques

Rank 1 - Palm Strike

Action: Standard

AC: 4

Class: Status

Range: Melee, 1 Target

Effect: You and the Target make Opposed Combat or Intuition Checks. If you win, The Target becomes Paralyzed or Vulnerable.

Rank 2 - Targeted Weak Point

Scene x2 - Free Action

Trigger: You hit a Martial Artist Attack or Struggle against one Enemy that is Vulnerable or Flanked

Effect: The Attack becomes a Critical Hit and that enemy becomes Vulnerable. If they were already Vulnerable the duration of that Vulnerable is extended by a Full Round.

Taekwondo Techniques

Rank 1 - Roundhouse Kick

Action: Shift

AC: 4

Class: Status

Range: Melee, 1 Target

Effect: You and the Target make Opposed Acrobatics or Combat Checks. If you win, the Target becomes Confused

Rank 2 - Heavy Hitter

1 AP - Free Action

Trigger: You use a Melee Attack with the Reckless or Recoil Keyword

Effect: If the Triggering Attack has the Reckless Keyword you may choose to ignore its Effect. If the Triggering Attack has the Recoil Keyword, you lose no Hit Points as a result of that Recoil Keyword.

Boxing Techniques

Rank 1 - Closed Guard

Action: Shift

Range: Self

Effect: You become Guarded. While Guarded, Adjacent Attacks against you suffer a Penalty to their Accuracy Roll equal half your Combat Rank. When you use an Attack as a Standard Action, you are no longer Guarded.

Rank 2 - Swift Jab

Scene x2 - Swift Action

Trigger: You use a Melee Attack

Effect: After the triggering attack is resolved, you may use a Struggle Attack against one Target of the Triggering Attack. If the Triggering Attack missed, this Attack cannot miss.

Capoeira Techniques

Rank 1 - Ginga

Action: Shift

Range: Self

Effect: You may Shift any number of Meters up to a Max of half your Combat Rank. Shifting this way does not Provoke Attacks of Opportunity. For a Full Round you gain Evasion against non-Adjacent Attacks equal to half your Combat Rank.

Rank 2 - Triple Threat

Scene - Swift Action

Trigger: You use Triple Kick

Effect: During the usage of this Attack, you do not need to choose different Combatants for each of the 3 Possible Attacks. If a Combatant is chosen a second time, that Attack is reduced by an Additional Damage Step. If a Combatant is chosen a third time, that Attack is reduced by two Additional Damage Steps.

Bonus: You gain the Whirlwind Kicks Ability.



MUSICIAN

Class Skills: Charm, Focus

Trainer Combat



Active Pokémon Support



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 Attacks 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

Musician

[Class] [Class Stat Tag is +Special Attack or Special Defense]

Prerequisites: Novice Charm, Novice Focus

Bind 1 AP - Swift Action

Effect: You start to play a song within a Burst 3 range. When you bind this Feature, select one song listed below. The chosen song will affect you and all allies when they start their turn in its range and only while they're within its range. You must pay 1 AP at the end of each of your turns to keep this Feature bound. The effects of Songs do not stack, however if two of the same Song are playing, each Musician gains +1 Harmony at the end of each Turn.

Bonus: You may use Musician Attacks as if they were Weapon Attacks, but only through Musical Weapons.

Mechanic: Harmony

The maximum amount of Harmony you can have is dependent on the higher of your Charm or Focus Rank.

» **You always start at 2 Harmony.** Minimum Harmony is 0.

» **Whenever you or an Ally hit all targets with a Sonic Attack,** gain +1 Harmony

» **As a Standard Action** you may gain +2 Harmony

» **Whenever you miss all targets with a Sonic Attack,** lose -1 Harmony

» **As a Swift Action while you're playing a song,** you may switch to a different Song and lose -1 Harmony

Song of Courage

Effect: The Combatant will have their Critical Hit Range Extended by your current Harmony

Song of Life

Effect: The Combatant will gain Hit Points equal to triple your current Harmony + the higher of your Charm or Focus Rank. Any Excess is transferred to Temporary Hit Points.

Song of Triumph

Effect: The Combatant will have an Accuracy Modifier equal to your current Harmony

Song of Strength

Effect: The Combatant will deal additional Damage equal to double your current Harmony + the higher of your Charm or Focus Rank.

Signature Song

Prerequisites: Musician

Static

Effect: Pick a song from the Musician Feature. Whenever you gain Harmony while that song is being played by you, gain +1 additional Harmony.

Voice Lessons

Prerequisites: Lyrical Style Rank 1, Adept Charm or Focus
Static

Effect: You and your Pokémon's Attacks with the Sonic keyword gain the Friendly keyword. Voice Lessons does not affect the Attack Perish Song.

Lyrical Style

Prerequisites: Musician

Static

Effect: You may learn two Attacks from the list below under the Tier 1 Attack List. Once you have 5 Musician Features you may learn two additional Attacks from either the Tier 1 or Tier 2 Attack List.

Tier 1 Attacks	Tier 2 Attacks
Echoed Voice	Boomburst
Metal Sound	Heal Bell
Round	Hyper Voice
Sonic Boom	Moral Support
Sing	Screech
Supersonic	Uproar

Amplify

Prerequisites: Musician, Adept Charm or Focus

Scene x3 - Swift Action

Condition: The Musician Feature is bound

Trigger: You or an Ally within the range of your song uses an Attack with the Sonic Keyword

Effect: You may expend any amount of Harmony before making the triggering attack to gain the corresponding Effect and any lesser Effects listed below:

1+ - The triggering Attack lowers all Target's Special Defense by -1 CS, or -2 CS if it is currently above +0.

2+ - The combatant can use a Manipulate Maneuver as a Swift Action against all targets of that Attack.

3+ - The combatant may make a Charm or Focus Check. All Targets hit by the Triggering Attack lose that many Hit Points.

Harmonic Finale

Prerequisites: Lyrical Style, Master Charm or Focus

Scene - Free Action

Condition: You have 4 or more Harmony

Trigger: You use an Attack with the Sonic Keyword

Effect: Expend all of your Harmony. The Triggering Attack then automatically hits and the Musician Feature becomes unbound. The Musician Feature cannot be bound again this Scene, however for the rest of the Scene, you and all allies gain the effects of the Song used at half the expended Harmony (Rounded Down).

Example: Song of Life at 4 Harmony and Master Charm is 12 Hit Points at the start of their turn for the rest of combat.

Bass Drop

Prerequisites: Lyrical Style, Expert Charm or Focus

Scene x2 - Free Action

Condition: The Musician Feature is bound

Trigger: You use an Attack with the Sonic Keyword

Effect: The Range of the Triggering Attack becomes Burst X. X is equal to half your current Harmony (Rounded Up).



NINJA

Class Skills: Combat, Stealth

Trainer Combat



Crafting



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.

Each Ninja can study a set of codes and rules, following certain paths and Jutsus that allow them to master specific areas of reality. Different clans form around these Jutsus and specialize which serve as identifiers usually.

Bukijutsu - The Weapon Masters. Those who study Bukijutsu are masters of one or many types of weapons, allowing for them to adapt to any scenario in combat.

Fuinjutsu - Seal Technique. Those who study Fuinjutsu are masters of the mind and pin points of the body, when certain areas are struck, chakra can be blocked and enemies become crippled.

Genjutsu - Clone Technique. While all ninjas can become Stealthy, only those mastering in Genjutsu can learn the true natures of the Shadows.

Kinjutsu - Forbidden Technique. Some dare to learn the forbidden arts, all power comes at sacrifice...

NINJA

Ninja

[Class] [Class Stat Tag is +Attack or Speed]

Prerequisites: Novice Combat, Novice Stealth

Static

Effect: Choose one of the Paths listed below. You also gain an ability based on the chosen path:

Path	Ability Gained
Bukijutsu	Combo Striker
Fuinjutsu	Mummy
Genjutsu	Quick Feet
Kinjutsu	Bully

Dedicated Techniques

[Weapon]

Prerequisites: Ninja

Bind 2 AP - Extended Action

Effect: Your Weapon Attacks gain an additional Effect Range that triggers on 17+ based on your path:

Bukijutsu - Poisons all Legal Targets. This is extended by effects that would extend poison effect range. If a Weapon Attack already has a Poison Effect Range, increase it by +2.

Fuinjutsu - Disables a Random Attack of each Legal Target

Genjutsu - Lowers all Legal Target's Accuracy by -1

Kinjutsu - Deals an additional Tick of HP to each Legal Target.

Bonus: Damaging Attacks you gain from the Ninja Class can be used as Weapon Attacks with Melee or Short Ranged Weapons.

Ninja's Arsenal

Prerequisites: Ancient Teachings, Adept Combat or Stealth

2 AP - Free Action

Trigger: You hit a Ninja Attack

Effect: Replace the Effect of the Triggering Attack with one of the following Effects:

- » The Targets become Poisoned
- » The Targets lose Accuracy to their next Damaging Attack equal to half the higher of your Combat or Stealth Rank
- » The Targets become Flinched.

Ancient Teachings

Prerequisites: Ninja

Static

Effect: You may learn two Attacks from the list below under the Tier 1 Attack List. Once you have 5 Ninja Features you may learn two additional Attacks from either the Tier 1 or Tier 2 Attack List. If an Attack has a Prerequisite you must have taken that Path to learn that Attack.

Tier 1 Attacks		Tier 2 Attacks	
Attack Name	Prerequisites	Attack Name	Prerequisites
Double Team	None	Substitute	None
Poison Powder	None	Toxic	None
Poison Fang	Bukijutsu	Cross Poison	Bukijutsu
Toxic Spikes	Bukijutsu	Assassinate	Bukijutsu
Disable	Fuinjutsu	Imprison	Fuinjutsu
Psycho Cut	Fuinjutsu	Mind Flay	Fuinjutsu
Devious Strike	Genjutsu	Haunting Visage	Genjutsu
Shadow Sneak	Genjutsu	Deception	Genjutsu
Pursuit	Kinjutsu	Scornful Vortex	Kinjutsu
Lash Out	Kinjutsu	Darkest Lariat	Kinjutsu

Precise Strike

Prerequisites: Ninja, Expert Combat or Stealth Scene x2 - Swift Action

Trigger: You use a Ninja Attack

Effect: The Triggering Attack cannot miss against targets that are affected by a Persistent or Volatile Affliction. If a Target is not affected by a Persistent or Volatile Affliction, on a hit they become Flinched.

Hidden Form

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 or potted plant). Your Aura is invisible in the duration of this Feature. Using this feature requires complete concentration and can be used as an extended action or in combat if a DC 12 Focus Check is passed (Before activating the feature). Anyone that interacts with the illusion directly may make a Perception or Intuition Check with a DC equal to 10 plus your Stealth Rank. If they succeed the Illusion is broken, otherwise they will be unaware of where you are and won't target you. If you perform any Action while the Illusion is active, it becomes broken. The DC may be modified by the GM depending on the surrounding area and how easy it is to hide.

Bonus: You gain the Blender Capability.

Sacred Arts

Prerequisites: Dedicated Techniques, Master Combat or Stealth

Static

Effect: You learn the Sacred Arts that corresponds to the path you chose:

Sacred Arts

Weaponry Arts

Prerequisites: Sacred Arts, Bukijutsu Path

1 AP - Swift Action

Effect: Choose Effect Range, Critical Hit Range or Accuracy. You gain +1 to the chosen option for the rest of the Scene. The bonus stacks up to its Maximum Limit each time it's used, however the bonuses from this Feature only apply to Weapon Attacks. This can only be used once per Round.

Shadow Arts

Prerequisites: Sacred Arts, Genjutsu Path

Scene - Free Action

Condition: All enemies are unaware of your presence.

Effect: Make a Stealth Check opposed by each enemy's Perception. Your next attack used this round gains one bonus listed below against any enemy that failed to exceed your Stealth Check result. You may decrease your Stealth Check by +1d6 up to twice to gain an additional bonus for each dice decreased from the check. Each Bonus can only be chosen once.
» This Attack ignores the effects of defensive Abilities
» This Attack is resisted by one less step (Up to neutral). If the target would be immune, it is instead resisted.

» The Target is treated as though they were Vulnerable towards this Attack
» The Attack if damaging extends its Critical Hit Range by +3.

Sealing Arts

Prerequisites: Sacred Arts, Fuinjutsu Path

1 AP – Free Action

Trigger: You Disable an Enemy's Ability or Attack

Effect: You add that Ability or Attack to your list of Learned Abilities or Attacks. Damaging Attacks gained this way can be used as either Special or Physical Category. Once the Disabled Affliction is removed from the triggering enemy, you lose the Attack or Ability that was affected by the Disabled Affliction. At the end of the Scene, all Abilities and Attacks learned this way are removed.

Forbidden Arts

Prerequisites: Sacred Arts, Kinjutsu Path

2 AP - Standard Action

Effect: You may lose up to 5 Ticks of Hit Points, then immediately shift and use a Damaging Attack which gains additional effects based on the number of ticks you took.

1+: The Attack cannot Miss

2+: The Attack gains a Damage Bonus equal to half the total amount of Hit Points lost in the Set-Up Phase

3+: This Attack does not trigger blessings or Attacks with the Reaction or Shield Keyword.



PROVOCATEUR

Class Skills: Charm, Guile, Intimidate

Trainer Combat



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. Pokémon support builds can use it to soften up foes for their Pokémon 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 Mage or Roughneck.

PROVOCATEUR

Provocateur

[Class] [Class Stat Tag is +Special Defense or Speed]

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

Static

Effect: Choose two of the Attacks below to learn:

» Captivate, Play Nice, Sweet Kiss, Tearful Look

Note: The Provocateur Skills are Charm, Guile, and Intimidation.

Powerful Motivator

Prerequisites: Provocateur

1 AP - Free Action

Trigger: You use an Attack with the Social Keyword

Effect: Your opponent cannot apply evasion against the attack. Whether your Attack hits or misses, your opponent suffers a -2 penalty to all Save Checks for 1 Full Round.

Bonus: When your Social Attack hits an opponent, you can lower your opponent's evasion by -2 for 1 Full Round.

Quick Wit

Prerequisites: Provocateur, a Provocateur Skill at Adept

Scene x3 – Swift Action

Effect: You may make a Manipulate Maneuver or use a Social Attack you know, Frequency allowing.

Bonus: Your Social Attacks' Frequency is not Expended if they miss. You gain the Demoralize Edge, even if you do not meet the prerequisites. Its effects for Status Attacks now trigger on 18+, and Social Attacks 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.

Mixed Messages

Prerequisites: Provocateur, a Provocateur Skill at Adept
Static

Effect: You may learn two Attacks from the list below under the Tier 1 Attack List. Once you have 5 Provocateur Features you may learn two additional Attacks from either the Tier 1 or Tier 2 Attack List.

Tier 1 Options	Tier 2 Options
Charm	Attract
Fake Teras	Encore
Flatter	Lovely Kiss
Scary Face	Swagger
Taunt	Torment

Play Them Like a Fiddle

Prerequisites: Powerful Motivator, a Provocateur Skill at Expert

Scene x3 - Free Action

Trigger: You use an Attack with the Social Keyword

Effect: The Attack gains one of the following effects. You can only use each effect of Play Them Like a Fiddle only once per Scene.

» All Targets hit by your Attack lose -4 Accuracy when targeting combatants other than you for 1 Full Round.

» All Targets hit by your Attack lose an additional -1 CS in all stats lowered by this Attack.

» All Targets hit by your Attack cannot make Save Checks for any Statuses inflicted by the Attack for 1 Full Round.

» Choose one Target hit by this Attack. Select one of their Attacks or Abilities to be Disabled.

» All Targets hit by your Attack are Suppressed for 1 Full Round.

Under their Skin

Prerequisites: Provocateur, a Provocateur Skill at Expert Scene - Free Action

Trigger: You are targeted by an Enemy that is affected by a Volatile Affliction

Effect: If the Triggering Attack was a Status Category, the Attack misses. If the Triggering Attack was Damaging, you resist the Attack an additional Damage Step.

Bonus: You are Immune to Attacks with the Social Keyword

Enchanting Gaze

Prerequisites: Quick Wit, a Provocateur Skill at Master 2 AP – Standard Action

Effect: Choose one of the following effects to use: You immediately use 2 Social Attacks, 2 Manipulate Maneuvers, or one of each on a Target within range (Frequency applies as normal); or you immediately use a Social Attack or Manipulate Maneuver on 2 Targets within range.



ROGUE

Trainer Combat



Class 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

Rogue

[Class] [Weapon] [Class Stat Tag is +Attack or Speed]

Prerequisites: Novice Acrobatics, Novice Stealth

Static

Effect: You learn Feint Attack and Thief. You may use Damaging Rogue Attacks as Weapon Attacks when wielding Small Melee, Short Range or Light Shield Weapons. If you do, those Attacks have the same Range as your Weapon.

Bonus: You may qualify for Weapon Attacks using Acrobatics or Stealth instead of their default skill.

Underhanded Tactics

Prerequisites: Rogue

Static

Effect: Choose Ambush, Defiant, or Frisk. You gain the chosen Ability.

Dirty Fighting

[Weapon]

Prerequisites: Rogue, Adept Acrobatics or Stealth

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.

Street Fighter

Prerequisites: Rogue, Adept Acrobatics or Stealth

Static

Effect: You may learn two Attacks from the list below under the Tier 1 Attack List. Once you have 5 Rogue Features you may learn two additional Attacks from either the Tier 1 or Tier 2 Attack List.

Tier 1 Attacks	Tier 2 Attacks
Blindside	Assurance
Pursuit	Feint
Sucker Punch	Gash
Snatch	Payback
Throat Chop	Punishment

Cunning Bladework

[Weapon]

Prerequisites: Street Fighter, Expert Acrobatics or

Stealth

Scene x2 - Swift Action

Trigger: You hit a flanked foe with a Rogue Attack

Effect: If the Accuracy Roll for the Triggering Attack is Odd, the target is inflicted with Bleeding. If the Triggering Attack is Even, the target is Flinched.

Blend in the Crowd

Prerequisites: Rogue, Expert Acrobatics or Stealth

Scene - Shift Action

Effect: Make an Acrobatics or Stealth Check, opposed by an Intuition or Perception Check from all Enemies. Those that fail this Check cannot target you with their Actions for a Full Round. If you fail this Check against all Enemies, its Frequency is not expended. If you are standing in Rough Terrain or are otherwise Obscured, you gain a +4 Modifier to your Skill Check.

Bonus: You gain the Stealth Capability.

Note: If an Ally were to be targeted by an AoE Attack while you are within range, you can still be Targeted.

Scoundrel's Strike

Prerequisites: Underhanded Tactics, Master

Acrobatics or Stealth

Scene x2 - Free Action

Effect: Until the start of your next turn, your Rogue Attacks gain additional effects based on which Ability you chose from the Underhanded Tactics Feature.

» **Ambush:** After you hit with a Rogue Attack, the target is Slowed, cannot make Attacks of Opportunity, and takes a -2 penalty to Accuracy Checks, Save Checks, Skill Checks, and Damage Rolls for a Full Round.

» **Defiant:** If a target of your Rogue Attack has more current Hit Points than you do, the attack deals an additional tick of damage and lowers their Defense Stat by -2 CS.

» **Frisk:** When you target a foe with a Rogue Attack, roll your Accuracy Check Twice. If you use the lesser result and it hits the target, the target suffers a -2 penalty to Evasion for the rest of the Scene.



ROUGHNECK

Class Skills: Intimidate

Trainer Combat



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 Attacks 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

Roughneck

[Class] [Class Stat Tag is +HP or Defense]

Prerequisites: Intimidating Presence

1 AP – Free Action

Trigger: You hit with an Attack

Effect: One target of the attack loses a Combat Stage in the Stat of your choice. A Combatant can only be affected by this Feature once per Round

Note: Offensive Maneuvers with Accuracy Checks are considered Attacks

Menace

Prerequisites: Roughneck

1 AP – Free Action

Trigger: You hit a foe with the Terrorize Manipulation, or you activate Roughneck

Effect: Until their next turn, the target has their Initiative lowered to 0. For one full round, attacks against them that roll 16+ cause them to lose a Tick of Hit Points and become Vulnerable for one full round. Menace may only affect each foe once per Scene.

Malice

Prerequisites: Roughneck, Adept Intimidate Static

Effect: You may learn two Attacks from the list below under the Tier 1 Attack List. Once you have 5 Roughneck Features you may learn two additional Attacks from either the Tier 1 or Tier 2 Attack List.

Tier 1 Attacks	Tier 2 Attacks
Double Hit	Bide
Headbutt	Body Slam
Stomp	Chip Away
Strength	Facade
Curse	Skull Bash
Mean Look	Glare

Rebellious Strike

Prerequisites: Roughneck, Adept Intimidate Scene x2 - Free Action

Trigger: You hit an Enemy with an Attack

Effect: One Target of the Triggering Attack cannot gain Hit Points for a Full Round.

Bonus: Whenever you lower the Combat Stages of an Enemy, that Enemy cannot gain Combat Stages in the corresponding Stat for a Full Round.

Mettle

Prerequisites: Roughneck, Expert Intimidate 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.

Tough as Nails

Prerequisites: Mettle, Expert Intimidate Static

Effect: You learn the move Slack Off and the Ability Vigor.

Bonus: When you use the Slack Off Attack, you may choose to restore three Ticks of Hit Points and cure one Status Affliction instead of its normal effects.

Fearsome Display

Prerequisites: Malice, Master Intimidate Scene x2 - Swift Action

Trigger: You use a Roughneck Attack against a single Enemy

Effect: If the Triggering Attack was Damaging, you may use a Status Category Roughneck Attack as a Free Action. If the Triggering Attack was a Status Category Attack you may use any Roughneck Attack as a Free Action. If the chosen Attack would target an Enemy it must be against an Enemy targeted in the Triggering Attack.



SAMURAI

Class Skills: Combat, Intuition

Trainer Combat



The way of the Samurai is one steep in loyalty and dedication, whether to a master or to the teachings of the old ways. Seamless integration of combat styles, both old and new, have allowed these warriors to translate an effective combat style, whether it be on the front lines with sword in hand or many meters away with bows ready to strike their targets.

Samurai are smart, intuitive, and prepared for the coming trials ahead. Training their body, mind, and spirit, these warriors strive for excellence both in and out of combat, and hold an air of respect wherever they go. Through countless practice and application of their weapons, Samurai can show both lethal force and precise timing, even in the toughest of circumstances.

They are taught to uphold a code of honor and keep to it, but even some falter and lead a life of aimlessly searching. Some take a vow of solitude and others rely on the aide of wild pokémon to better hone their skills. One thing always stays the same: The strive to become better.

There are many different Sword Schools, however the most common are the following below:

Batto - Batto Samurai are brutes, taking the brunt of attack only to return them back as full force. Most Batto samurai lead the charge, taking blows and attacks most other warrior would dare to steer clear of.

Iaido - An aggressive sword style, Iaido samurai tend to always be on the offensive and rarely let up their assault until their target surrenders.

Kendo - The Kendo sword style embodies opportunity, knowing when to strike their target and taking full advantage of their skills to make sure they think twice.

SAMURAI

Samurai

[Class] [Class Stat Tag is +HP or Attack] **[Playtest]**

Prerequisites: Novice Combat, Novice Intuition

Static

Effect: Choose one of the Sword Schools listed below. You gain an effect based on your chosen path:

Batto - Whenever an Enemy misses an Attack against you you gain +1 Evasion and may Disengage in any direction as a Free Action.

Iaido - Once per scene, you can Target one combatant to become the user's Rival until the end of the Scene. While the user's Rival is not Fainted, the user gains +5 to Damage Rolls and +1 to Accuracy Rolls. If the user's Rival causes a Combatant to Faint or a Boss to lose an HP Bar through a damaging attack, the user gains +1 CS in Attack or Special Attack.

Kendo - Up to three times per scene, whenever the user hits an Enemy with a Damaging Attack they may gain a Tick of Temporary Hit Points as a Free Action. If the trigger was a Critical Hit, they instead gain two Ticks of Temporary Hit Points.

Swordsmanship

[Weapon]

Prerequisites: Samurai

Static

Effect: You may learn two Attacks from the list below under the Tier 1 Attack List. Once you have 5 Samurai Features you may learn two additional Attacks from either the Tier 1 or Tier 2 Attack List. If an Attack has a Prerequisite you must have taken that Path to learn that Attack. You may use these Attacks as a Weapon Attack when wielding Melee Weapons.

Tier 1 Attacks

Tier 2 Attacks

Attack Name	Prerequisites	Attack Name	Prerequisites
Chip Away	None	Crush Claw	None
Cut	None	Feint	None
Slash	None	Last Resort	None
Sharpen	None	Swords Dance	None
Bide	Batto	Endure	Batto
Iron Blade	Iaido	Execution	Iaido
Horn Attack	Kendo	Retaliate	Kendo

Cutting Edge

[Weapon]

Prerequisites: Samurai, Adept Combat or Intuition
Bind 2 AP – Extended Action

Effect: All Weapons Attacks gain a chance to inflict Bleeding on their target on 19+. If a Weapon Attack already has a chance to Bleed, its effect range is increased by +2.

Bonus: Whenever a target gains the Bleeding status effect from one of your attacks, you may choose which Combat Stat is lowered.

Versatile Adaptation

Prerequisites: Samurai, Adept Combat or Intuition
Static

Effect: Your effects gained from the Samurai Class Feat gain an additional effect depending on your chosen path:

Batto - Whenever an Enemy misses a Damaging Attack against you, you gain +5 DR and +2 Accuracy for 1 Full Round.

Iaido - The Iaido effect of the Samurai Class Feat has its Frequency changed to At-Will - Free Action. You may only switch targets for this Ability after the previous Target has Fainted or is no longer in combat.

Kendo - Whenever you use the Kendo effect of the Samurai Class Feat you gain +10 to all Damage rolls and +10 DR for 1 Full Round.

Light-Speed Slash

[Weapon]

Prerequisites: Swordsmanship, Expert Combat or Intuition
Scene - Standard Action, Priority (Advanced, Limited)
Effect: You can use a Samurai Attack as a Free Action.

Predictable

Prerequisites: 4 Samurai Features, Expert Combat or Intuition
Static
Effect: You gain the Parry Ability.

Follow-Up Strike

Prerequisites: Cutting Edge, Master Combat or Intuition
Scene x2 - Free Action
Trigger: You use a Samurai Attack
Effect: You roll Accuracy for this Attack twice instead of once. If both attacks connect on a target, they gain an additional benefit depending on the chosen Sword School

Batto - The user gains a Tick of Temporary HP, and gains DR equal to double your Combat or Intuition Rank for 1 Full Round.

Iaido - The Target's Defense is lowered by -2 CS, and takes an additional +5 Damage from the user for one Full Round.

Kendo - The target is Suppressed and has a -10 Penalty to Damage for 1 Full Round.



SKIRMISHER

Class Skills: Acrobatics, Combat

Trainer Combat



Some weapon specialists are more quick than they are mighty, favoring to outmaneuver their opponent and strike where they are weakest. Utilizing smaller, more nimble weapons, they dance around the battlefield and their enemies alike. These scrappy fighters are known as Skirmishers, and where they lack brawn, they make up for in alacrity and precision.

Skirmisher covers a variety of combat styles, including swashbuckling pirates, fencing duelists, and nimble assassins and ninjas. They make great use of Movement and pair well with classes that give Trainers mobility bonuses.

SKIRMISHER

Skirmisher

[Class] [Class Stat Tag is +Attack or Speed] [Weapon]

Prerequisites: Novice Combat, Novice Acrobatics

1 AP - Swift Action

Trigger: You hit an Enemy with a Weapon Attack.

Effect: After the attack is resolved, you may immediately use a Disarm, Trip, or Push Maneuver against that Enemy as a Free Action. The Maneuver automatically hits, but you must still make an Opposed Roll.

Nimble Steps

Prerequisites: Skirmisher

1 AP - Free Action

Effect: You perform a Disengage Maneuver

Bonus: You may perform the Disengage Maneuver as a Swift Action.

Counter Stance

Prerequisites: Skirmisher

At-Will – Free Action, Reaction

Trigger: An adjacent enemy misses you with an attack

Effect: You perform an Attack of Opportunity against them.

Harrier

Prerequisites: Skirmisher

At-Will – Free Action

Trigger: You hit a foe with a damaging Attack

Effect: Until the end of your next turn, that foe is considered Flanked, is Slowed, and cannot take actions as Priority or Interrupt. Harrier may only be used on a foe once per Scene.

Fancy Footwork

Prerequisites: Nimble Steps, Expert Acrobatics or Combat

Static

Effect: Choose Flutter or Vanguard. You gain the Chosen Ability. Once you have 5 Skirmisher Features you gain the Ability that wasn't chosen.

Outmaneuver

Prerequisites: Harrier, Adept Combat or Acrobatics Scene x3 – Free Action

Trigger: You use a damaging Attack

Effect: Add half your Evasion to your Accuracy Roll for the attack, and all enemies hit by the attack have their Initiative reduced by your full Evasion value.

Swift Strikes

[Weapon]

Prerequisites: 4 Skirmisher Features, Master Combat or Acrobatics

1 AP – Standard Action

Effect: Use a Weapon Attack as if it had the Priority Keyword. If the Attack already had the Priority Keyword, use it as if it had the Priority (Advanced) Keyword instead.



TUMBLER

Class Skills: Acrobatics

Trainer Combat



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 Pokémon to do the same. Tumblers don't like being tied down or staying in one place too long, and not even their own Pokémon 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

Tumbler

[Class] [Class Stat Tag is +HP or Speed]

Prerequisites: Acrobat

Static

Effect: You gain the Run Away Ability.

Aerialist

Prerequisites: Tumbler

Static

Effect: You learn the Attacks Aerial Ace and Splash. Once you have 5 Tumbler Features you learn the Attacks Acrobatics and Bounce.

Quick Gymnastics

Prerequisites: Tumbler

Static

Effect: You gain Damage Reduction against non-Adjacent Attacks equal to your Acrobatics Rank. You gain Evasion to non-Adjacent Attacks equal to half your Acrobatics Rank (Rounded Down). You cannot provoke Attacks of Opportunity by standing up from being Tripped.

Flip Out

Prerequisites: Aerialist, Adept Acrobatics

Static

Effect: Your Tumbler Attacks 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 Reaction 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:** Once per Scene, when you hit an enemy with bounce, you may choose to Paralyze that enemy. 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.

Blur of Motion

Prerequisites: Tumbler, Expert Acrobatics

Static

Effect: You gain the Speed Boost Ability. In addition, you gain Evasion equal to half your Acrobatics Rank (Rounded Up)

Quick Reflexes

Prerequisites: Tumbler, Expert Acrobatics

Static

Effect: You gain the Dodge Ability.

Burst of Speed

Prerequisites: 5 Tumbler Features, Master Acrobatics Scene – Free Action

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.



WEAPON MASTER

Class Skills: Combat

Trainer Combat



While most Warriors and Trainers choose one Weapon that they prefer, some Trainers can't decide. Some other Trainers decide to train in multiple weaponry styles to always have the advantage in combat, no matter who they face. Dedicated martial artists and combat masters may follow the path of a Weapon Master to truly take advantage of the tools of Combat.

Becoming a Weapon Master is a fairly beneficial pursuit for most Trainers that are well versed in battle. Becoming trained at handling different weapons allows them to quickly switch between them in battle, along with equipping various small weaponry on them that they can switch to in a pinch if needed. Weapon Masters can also train in different battle techniques that allow them to maximize the usage of their Weapon and catch opponents off guard by using other skills to gain an upper hand. Skills like Acrobatics allows Weapon Masters to be swift and nimble, along with guaranteeing strikes through a flurry of blows. Skills like Athletics allow for brutal combat and massive damage, and impacts large enough to affect everyone nearby your wrath. Skills like Intuition can allow the Weapon Master to adapt to their foe and change their style based on the battle their in, or even learn from the opponent's technique to counter them. Skills like Focus can allow the Weapons Master to hone in on weak points and always strike effectively without succumbing to evasive maneuvers. Even if you prefer one weapon, becoming a master of your craft is always something encouraged by instructors across the land.

WEAPON MASTER

Weapon Master

[Class] [Class Stat Tag is +Attack or Special Attack]

Prerequisites: Novice Combat, Novice Athletics

Bind X AP - Extended Action

Target: A Weapon you Own

Effect: When you bind a targeted Weapon, choose Physical or Special. All Damaging Attacks granted by that Weapon or Enchanted Rune Effects on that Weapon are changed to that category. This Feature costs 1 AP per Weapon Bound, but you may bind more than one at a time.

Bonus: You may qualify for Weapon Attacks with your Combat Rank instead of their default skill.

Backup Arsenal

[Weapon]

Prerequisites: Weapon Master

Static

Effect: You can equip Weapons in your Accessory Slot. Weapons in this slot can be used as if they were in the Off-Hand Slot. Two Handed Weapons can be equipped in the Off-Hand and Accessory Slot together instead of Main-Hand and Off-Hand, but is treated as Off-Hand. While a Weapon is in your Accessory Slot, it is treated as having 2 less Runic Energy Limit and you must disable effects from it to meet the new limit, however if it's switching back it is restored to normal.

Note: If you gain an additional Accessory Slot through another feature, this feature does not apply towards that slot.

Trained Technique

[Weapon]

Prerequisites: Weapon Master, Adept Combat

1 AP - Swift Action

Trigger: You use a Weapon Attack

Effect: You may apply one Rank 1 Combat Technique to the triggering Attack. If you have the Technique's affected Skill at Adept Rank, this Feature is instead a Free Action.

Combat Momentum

[Weapon]

Prerequisites: 5 Weapon Master Features, Master Combat Scene - Free Action

Trigger: You faint an enemy with a Weapon Attack

Effect: You may immediately shift, then use a Weapon Attack as a Free Action. You are counted as Slowed when shifting this way and the Weapon Attack is reduced by one Damage Step. You may use Perfect Counter before using an Attack through this Feature if desired.

Not on my Watch

[Weapon]

Prerequisites: Weapon Master, Expert Combat

1 AP - Free Action

Trigger: An Opponent would trigger an Attack of Opportunity from you

Effect: Instead of a Struggle, you may use an Adept Weapon Attack from any Off-Hand Weapon you have equipped, ignoring Frequency. This Attack must include the triggering opponent.

Ultimate Technique

[Weapon]

Prerequisites: Trained Technique, Expert Combat Scene x2 - Swift Action

Trigger: You use a Weapon Attack

Effect: You may apply one Rank 2 Weapon Technique to the Triggering Attack. If you have the applied Technique's Affected Skill at Expert Rank, this Feature is instead a Free Action

Perfect Counter

[Weapon]

Prerequisites: Backup Arsenal, Adept Combat Scene x3 - Free Action

Effect: You swap items equipped in your Main-Hand, Off-Hand, and Accessory Slots in any way you choose; or unequip your Off-Hand and/or Accessory Slots and equip a Weapon from your Inventory. If a Weapon is Two Handed, up to Two Weapons may replace it if applicable, or up to two Weapons may be replaced for a Two Handed Weapon in the same usage of this Feature.

Note: Switching to a Weapon that has the same Weapon Attack or grants the Same Ability as one that has been used this Scene does not refresh its Frequency Usage.

Rank 1 Combat Techniques

Fast Reaction

Affected Skill: Acrobatics

Effect: The Triggering Attack ignores the Speed Evasion of all legal targets.

Brute Force

Affected Skill: Athletics

Condition: The Triggering Attack has an Effect Range.

Effect: The Effect Range is ignored. The Attack gains +10 to its Damage Roll and is resisted by one less Damage Step. (Up to Neutral Effectiveness)

Adaptive Measures

Affected Skill: Intuition

Effect: The Triggering Attack can change its range to 2 Targets, Melee; Cone 2; or Line 4.

Martial Concentration

Affected Skill: Focus

Effect: You gain +2 Accuracy to the Triggering Attack and +1 to its Crit and Effect Ranges.

Rank 2 Combat Techniques

Swift Strike

Affected Skill: Acrobatics

Effect: You may do an Accuracy Roll for the Triggering Attack twice. If both Accuracy Rolls would allow the Attack to hit all legal targets, all targets become Flinched.

Massive Strike

Affected Skill: Athletics

Condition: The Triggering Attack was a 1 Target, Melee Range Attack.

Effect: All Combatants within Burst 2 Range of the target except yourself take damage as if they were hit with the Attack. The damage is resisted by an additional Damage Step.

Saw that Coming

Affected Skill: Intuition

Effect: The Attack this is applied to cannot Trigger Attacks with the Reaction or Interrupt Keyword, or Defensive Abilities. If the Attack is Intercepted, the Attack is increased by an additional Damage Step and ignores Damage Reduction on the new target.

Intense Focus

Affected Skill: Focus

Effect: All Legal Targets of the Triggering Attack are treated as if they were Vulnerable. If any of the targets were already Vulnerable, Slowed or Stuck, the Triggering Attack cannot miss against them.

Supernatural Trainer 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. All of these classes, unlike others but similarly to Elementalists, have a link to a Divine Domain within Phemenon.

Arcanist

Skills: Combat or Occult Education

Those in control of the Soul Domain may harness inner power to unleash deadly magical attacks.

Astral Mage

Skills: Focus or Occult Education

Mages who've mastered the secrets of the Astral Plane and are able to control it at will.

Aura Guardian

Skills: Intuition or Focus

Mystics in control of the Aura Domain can manipulate this magic force for various applications.

Chaos Mage

Skills: Focus or Occult Education

While none have control over the Chaos Domain, Chaos Mages at least know how to utilize its power...

Crimson Mage

Skills: Intimidate or Occult Education

Mystics who specialize in the Restoration Aspect of the Life Domain. Can easily restore health to others.

Chronomancer

Skills: Focus or Perception

Diligent Trainers that can slightly shape the form of time, manipulating minor events to their whim.

Empath

Skills: Intuition

A Class with a link to the Emotions Aspect and can channel and bond with Pokemon and others.

Geomancer

Skills: Survival

Geomancers are skilled with the Land Domain, being able to manipulate the environment around them.

Hex Mage

Skills: Occult Education

Hex Mages channel curses and rituals from the Death Domain in order to weaken down enemies.

Illusionist

Skills: Focus or Guile

Mischief Fighters with control of the Creation Domain, at least in the form of complex Illusions.

Oracle

Skills: Perception

Seers with prowess in the Knowledge Domain, able to see into the Future to foresee what will come.

Paladin

Skills: Command or Combat

Warriors of righteousness, these Trainers command the Domain of Justice, fighting for what's right

Rune Master

Skills: Intuition or Occult Education

Rune Masters have the ability to summon and control ancient glyph Pokémon named Unown.

Sage

Skills: Occult Education

Sages also control over the Life Domain and are able to cure, protect and heal their allies in battle.

Tempest Mage

Skills: General Edu or Survival

Masters of the Sky Domain, Tempest Mages have influence of the Weather and the Sky itself!

Warper

Skills: Combat or Occult Education

Fighters who've mastered the Space Domain and are able to teleport and warp reality around them.



ARCANIST

Class Skills: Occult Education

Trainer Combat



Arcanists are connected to the Domain of Souls. When it comes to supernatural combat, some are simply dabblers. They might have been born with a knack for telekinesis, Aura manipulation or an elemental connection, but whatever talent they have with it was simply what they were born with. Others, like Rune Masters or Hex Mages, put the effort to learn and hone their skills like any other profession. Arcanists are those who have taken these talents to the next level, and learned how to weaponize them. Using arcane foci, such as staves, wands, and in some cases musical instruments, they both amplify their attacks and channel new ones through their foci.

They're able to amplify their attacks through their study and talent of harnessing the Soul Domain. Unlike others, Arcanists are able to derive power from within their Soul to transfer into direct arcane energy and increase their power and potency of their Attacks. Similarly to Aura Guardians, Arcanists may also study the souls of others as if they were an ephemeral energy surrounding the core of their body but while Aura may represent the outward appearance and condition, Souls tell the true story of their inner appearance and issues affecting them deep down.

Arcanists are also able to bind their Soul to a specific Weapon, becoming Soul Bound and serving as an extention or conduit to harnessing their Soul easier. This allows them, when attacking an enemy to harness a chip of their soul, known as a Soul Fragment. These Fragments can also be used to amplify their power, without needing to directly use from their own reserves. In desperate situations, Arcanists may have to use their own Soul to gain Fragments, however this cannot be done often as it leaves them encumbered and weakened.

ARCANIST

Arcanist

[Class] [Class Stat Tag is +Special Attack or Special Defense] [Weapon] [Domain Link - Souls]

Prerequisites: Novice Combat, Novice Occult Education

Bind 2 AP - Extended Action

Target: An Arcane or Musical Weapon

Effect: You create a Soul Bond with the target Weapon. You may make a Soul Bond with only one weapon at a time. If you create a new Soul Bond, previously Soul Bound weapons lose the Bond. Soul Bound Weapons gain the following benefits:

- » Select an Adept Weapon Attack from any non-defensive weapon. If you have Master Rank Occult Education, you can select a Master Weapon attack from any non-defensive weapon instead. Your Weapon adds that Attack to your Attack List while it is wielded until the Soul Bond is lost. If the Weapon Attack is Physical it is instead treated as the Special Category and becomes an Arcane Weapon Attack.
- » Your Soul Bound Weapon gains an additional +2 Runic Energy (RE)

Mechanic: Soul Fragments

Your Soul Bound Weapon can harvest a Soul Fragment every time it hits an Enemy Combatant. The fragment is harvested after the attack is resolved. All Soul Fragments are removed at the end of the Scene. Soul Fragments may be consumed to amplify effects from some Arcanist Features.

Soul Refinement

Prerequisites: Arcanist

1 AP – Swift Action

Trigger: You use a Damaging Attack with your Soul Bound Weapon.

Effect: You apply a Rank 1 Soul Manipulation to your Attack. You can consume 1 Soul Fragment instead of spending AP for this effect or you may pay 2 Soul Fragments to use this effect as a Free Action (You must still pay the AP cost).

Soul Blast

Prerequisites: Soul Refinement, Expert Occult Education
Scene x2 - Free Action

Trigger: You use a Damaging Attack with your Soul Bound Weapon.

Effect: You may apply a Rank 2 Soul Manipulation to your Attack. You can consume 2 Soul Fragments before Damage Calculations instead of expending Frequency from this Feature.

Soul Investment

[Weapon]

Prerequisites: Arcanist, Expert Occult Education
At-Will – Extended Action

Target: Your Soul Bonded Weapon

Effect: Choose one Adept and one Master Weapon Attack from any Arcane Weapon. Your Soul Bound Weapon adds those Attacks to your Attack List as long as you wield it. When you use this feature, any previous uses of it end.

Soul Suppression

Prerequisites: Arcanist, Adept Occult Education

Static

Effect: Weapon Attacks from your Soul Bound Weapon inflict Suppression on rolls of 18+. Whenever you hit a Weapon Attack from a Soul Bound Weapon you may automatically trigger this effect range at the cost of 2 Soul Fragments.

Bonus: You gain the Soul Seer Capability.

Soul Charge

Prerequisites: Arcanist, Adept Occult Education
At-Will - Swift Action

Trigger: You use an Arcane Weapon Attack

Effect: You gain Soul Fragments depending on the original Frequency of the Triggering Attack. If the Attack was At-Will, you gain 2 Soul Fragments. If the Attack was EOT, you gain 1 Soul Fragment.

Soul Perfection

[Weapon]

Prerequisites: Soul Investment, Master Occult Education
At-Will – Extended Action

Effect: Choose one of the benefits below to apply to all Soul Bound Weapon Attacks while this Feature is bound. These benefits may be changed as an Extended Action.

- » Their Effect Ranges are increased by +3
- » They are treated as though they're affected by a PP Up, this does not affect Attacks under the effect of the Signature Attack Feature.
- » Their Damage Base is increased by +3.

Rank 1 Soul Manipulations

Directed Barrier

Effect: You gain Damage Reduction equal to your Tick Value against the targets of the triggering Attack for one full round. If you spend 1 Soul Fragment this Damage Reduction applies against all foes instead.

Lock of Fate

Effect: The Attack cannot be Intercepted, and targets may not avoid the attack in any way if hits (such as via Dodge, Parry, Shield Attacks, Intercepts, etc). Evasion still applies, and the Attack can still miss naturally.

Power Overdrive

Effect: If the triggering attack hits, you lose a Tick of Hit Points, and the triggering attack deals bonus damage equal to your Tick Value plus your Occult Education Rank. This loss of hit points can only be prevented by consuming 1 Soul Fragment.

Warp Energy

Condition: The triggering Attack is a Cone, Line, Burst, or Blast

Effect: Instead of its usual range, you may use the Attack as if it had a range of Burst 1, Cone 2, Close Blast 2, Line 4, or 2-Target with a range of 4.

Rank 2 Soul Manipulations

Berserk Blow

Condition: The Triggering Attack must have a range of 1 Target

Effect: The Attack causes the target to become Vulnerable for 1 full round, and the Attack's Critical Hit Range is increased by +2. When using Berserk Blow before Damage Calculations you may consume any number of Soul Fragments. Each Soul Fragment spent this way increases your damage equal to your Occult Edu Rank. If more than 3 Soul Fragments are spent this way, the user loses Hit Points equal to 1/3 of the Damage Taken. This cannot be reduced in any way.

Energy Finesse

Condition: The triggering Attack must have an Effect Range

Effect: Select one of the attack's Effect Ranges. The Effect triggers on all natural Even-Numbered Rolls, in addition to its normal effect range. This cannot cause the selected effect range to trigger multiple times in the same Attack. You may consume 3 Soul Fragment in order to also give the Attack the Spirit Surge Keyword for this Attack only.

Energy Link

Effect: For one full round, the next Damaging Attack to hit the target deals damage as if it was one step more effective(up to 1.5x).

Enlarged Power

Effect: The Attack gains the keyword Burst 1 if Melee 1-Target, or Blast 2 if ranged 1-Target. If the Attack is already a Burst, Blast, Cone, or Line, increase the size of the Attack's area by 1 (Blast 2 becomes Blast 3). You may consume 2 Soul Fragments to additionally increase the attack's area by another 1.



ASTRAL MAGE

Class Skills: Focus, Occult Education

Trainer Combat



Astral Mages are connected to the Domain of Dreams and Nightmares. As such, they've learned to master the connection, or are more inheritly connected to the Astral Plane. While most Trainers aren't in control of their sleep, Astral Mages have mastered the connection to their spirit, and usually are able to lucid dream on their own whims. As they sleep they can freely traverse the Astral Plane at their own whims, accepted by Cresselia and Darkrai as their own kin. While it may take many years, many scholars after intense meditation and frequent traversal with the aid of Fadeweave and Shroudveil may find their bodies adapting to the conditions of this foreign plane, becoming Astral Mages themselves., otherwise known as Astral Walkers.

Being able to control their spiritual side with better frequency allows them for unique properties in battle, being able to summon their Astral Form to fight those on the Mortal Plane. Fighting in their Astral Form allows them to take less damage, become immune to mortal ailments and interact with other's astral forms that are sleeping. Although beware as entering your Astral Form leaves your mortal body vulnerable in a state of meditation and may lead to rough situations.

ASTRAL MAGE

Astral Mage

[Class][Class Stat Tag is +HP or Special Attack] [Domain Link - Astral]

Prerequisites: Novice Focus, Novice Occult Education

Bind 1 AP - Shift Action

Effect: You enter your Astral Form. While in your Astral Form, your appearance is reflected on either the Dream Plane or Nightmare Plane. Based on the chosen Plane, your features gain different effects. While in Dream Form, you gain a bonus to Save Checks equal to half the higher of your Focus/Occult. While in Nightmare Form, you gain a Damage Bonus equal to the higher of your Focus/Occult. While Astral Mage is bound, as an At-Will Swift Action you may switch between your Dream or Nightmare Form.

Note: Dream Effect and Nightmare Effects are only usable while you are Bound in that Form.

Lingering Dreams

Prerequisites: Astral Mage

1 AP- Free Action

Dream Effect: Choose up to two allies, including yourself. The chosen combatants gain a +2 Bonus to Save Checks and +2 Accuracy for one Full Round. Lingering Dreams may only be used once per Round.

Nightmare Effect: Choose up to two enemy Combatants. The chosen targets take a -2 penalty to Save Checks and -2 penalty to Accuracy for a Full Round. Lingering Dreams may only be used once per Round.

Subconscious Mastery

Prerequisites: Astral Mage, Adept Focus or Occult Education

Static

Effect: Choose two Abilities, two Attacks or one Attack and one Ability from each list to gain. Once you have 5 Astral Mage Features you may repeat this selection.

Rank 1 Options	Rank 2 Options
(Ability) Dream Smoke	(Ability) Dreamspinner
(Ability) Insomnia	(Ability) Deep Sleep
(Attack) Rest	(Attack) Dream Eater
(Attack) Yawn	(Attack) Dream Illusion

Lucid Dream

Prerequisites: Astral Mage, Expert Focus or Occult Education

Scene x2 - Free Action

Trigger: A Combatant passes the save DC for the Sleep or Bad Sleep Affliction.

Dream Effect: The Triggering Combatant becomes Infatuated with you.

Nightmare Effect: The Triggering Combatant becomes Flinched and Suppressed.

Astral Visions

Prerequisites: Astral Mage, Adept Focus or Occult Education

Scene x2 - Standard Action

Dream Effect: You may target up to two Allies, including yourself. The allies either restore three Ticks of Hit Points or gain a Tick of Temporary Hit Points.

Nightmare Effect: You may target up to two Enemies, then make a Struggle Attack against each. Struggle Attacks performed this way have an effect range of 15+ to make the target Suppressed for a Full Round. Attacks performed this way do not wake up targets that are Asleep.

Planar Shift

Prerequisites: Astral Mage, Expert Focus or Occult Education

Scene - Standard Action, Interrupt

Trigger: You or an Ally are hit by an Attack

Effect: The Target of the Triggering Attack is removed from the battlefield, having the Attack miss them, then the following effect occurs if the user is in their Astral Form. At the end of any turn with the maximum time being a full round, the removed combatant is teleported to any unoccupied space within 4m of their original location, returning to the field at their own discretion.

Dream Effect: When the affected combatant returns to the battlefield, all creatures in a Burst 1 Radius of them roll a d20 Save Check. On a 12 or less, they become drowsy. On a 4 or less they fall asleep.

Nightmare Effect: When the affected combatant returns to the battlefield, they may choose to become either Enraged or Confused, if they do, their Attack and Special Attack are raised by +1 CS.

Astral Transcendence

Prerequisites: Astral Visions, Master Focus or Occult Education

Scene x2 - Swift Action

Target: Yourself or an Ally

Effect: The Target enters a conscious daydream or nightmare, having their physical form altered and gaining effects based on one of your current forms. A Target may only be affected by Phantasmal Summoning once a Scene. Each time a target uses an effect from this Feature, you must spend 1 AP. A target can only activate one given effect from this Feature each Turn.

Dream Effect: As a Swift Action, the user may cure themselves of all Status Afflictions, but then gain the Drowsy Affliction. As a Free Action while Asleep or Drowsy, the user may gain two Ticks of Hit Points.

Nightmare Effect: As a Swift Action whenever the user hits with an attack, the user may choose one legal target hit by the attack; the target has a random ability disabled. As a Free Action when Attacking a single target, their Attack is resisted one less step.

Bonus: Whenever you bind the Astral Mage feature you may instead Bind 2 AP. If you do, while bound you may choose to apply either the Dream or Nightmare Effect of your Astral Mage Features.



AURA GUARDIAN

Class Skills: Intuition

Trainer Combat



Travel and Investigation



Aura Guardians are connected to the Domain of Aura. 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

Aura Guardian

[Class] [Class Stat Tag is +Special Attack or Special Defense] [Domain Link - Aura]

Prerequisites: Novice Focus, Novice Intuition

Static

Effect: Choose two of Aura Blast, Detect, Force Bullet, or Vacuum Wave. You learn the chosen Attacks.

Aura Reader

Prerequisites: Aura Guardian

Static

Effect: You gain the Aura Reader Capability. When your Intuition Rank becomes Expert Rank or higher, choose the Aura Pulse or Blindsight Capability to gain.

The Power of Aura

Prerequisites: Aura Guardian

Static

Effect: Choose Aura Storm, Gentle Vibe or Scrappy. You gain the chosen Ability. Once you have 5 Aura Guardian Features you gain another Ability that wasn't chosen.

Sword of Body and Soul

Prerequisites: Aura Guardian, Adept Focus or Intuition

1 AP – Swift Action

Trigger: You use a damaging Aura Guardian Attack

Effect: When calculating damage, you may choose to have the target subtract their Defense instead of their Special Defense. The Aura Guardian Attack is still otherwise Special (Special Evasion is used to avoid it, mirror coat can reflect it, etc). This attack also ignores Damage Reduction.

Aura Mastery

Prerequisites: Aura Guardian, Expert Focus or Intuition

Static

Effect: Choose two of Aura Burst, Aura Sphere, Focus Blast or Heal Pulse. You learn the chosen Attacks.

Ambient Aura

Prerequisites: Aura Reader, Expert Focus or Intuition

At-Will - Free Action

Trigger: You use an Attack with the Aura Keyword, Intercept an Attack or gain an Injury from an Attack or Ability

Effect: An Aura Blessing enters the field. Only one Aura Blessing may be activated at a time per Trigger. An Aura Blessing can be triggered as a Free Action, Interrupt by any of the conditions below and gains the corresponding effects:

» **Trigger:** Your or an Ally within 5m is hit with an Attack.

Effect: They gain Damage Reduction equal to double your Intuition Rank until the end of your next turn.

» **Trigger:** You or an Ally gains a Volatile Status Affliction.

Effect: The Affliction is cured. A Combatant can only be cured this way once per Scene.

» **Trigger:** You or an Ally within 5m gains an Injury.

Effect: The Injury is not gained and they gain Temporary Hit Points equal to double your Intuition

Unleashed Aura

Prerequisites: Ambient Aura, Master Focus or Intuition

Scene x2 - Swift Action

Trigger: You use a Damaging Attack with the Aura Keyword

Effect: You can expend any number of Aura Blessings on the field, then gain an effect(s) based on how many were expended.

» **1+:** All enemies targeted by the triggering Attack are treated as Vulnerable.

» **2+:** The triggering Attack gains +2 to its Critical Hit Range.

» **3+:** The Triggering Attack becomes one step more Effective against one of the targets hit by the attack. This effect can only be used once per scene



CHAOS MAGE

Class Skills: Focus, Occult Education

Trainer Combat



Travel and Investigation



Chaos Mages are connected to the Domain of Chaos. Albeit the many powerful Domains of Reality, there is one Domain that remains unchecked, even by Arceus himself. The Chaos Domain. Holding no rulers, the Chaos Domain only has servants and holders of its power and the Aspects it creates. Pokemon such as Heatran may benefit and manipulate Chaos, but even they can never control with full impunity. The same can be said for Chaos Mages. While the forbidden arts can be studied in hidden circles around Phemenon, those who reek the miasma of chaos are a fearful breed.

Those who study enough ancient text, have the magic passed down, or are (un)lucky enough to become blessed by Chaos, can learn to manipulate the Domain of Chaos. Upon using its effects, possibilities are nearly endless, as one can channel even the powers of the gods through the thievery of Chaos itself. Truly feared by all Legendaries, Chaos Mages have the power to devastate worlds, merely by their existence and practice alone. Upon meeting Legendaries as a Chaos Mage they will tend to become hostile, and gaining their trust may even be impossible, because even from your sheer presence, Chaos may decide that you should gain their powers. A truly fearful study of the Arcane can only be mastered by the most focused and determined. Do you have what it takes to not be consumed by the madness lurking within the shroud of chaos?

CHAOS MAGE

Chaos Mage

[Class] [Class Stat Tag is +Any] [Domain Link - Chaos]

Prerequisites: Novice Focus, Novice Occult Education

Static

Effect: Your Damaging Attacks gain an 18+ Effect Range to cause Targets to become Chaotic. You gain the Weird Power Ability. You learn the Metronome Attack and its Frequency is changed to At-Will.

Note: Your GM always performs Metronome Rolls. Whenever you make a Social Check with a Legendary Pokemon, it suffers a -5 Penalty. If they're in the Chaos Domain it instead becomes a +5 Modifier.

Mechanic - Chaotic

Chaotic is a Volatile Affliction. If a Chaotic Combatant makes a Damaging Attack, roll 1d2. On 1, the Attack is not used and instead the Attack Metronome is used. Metronome is then rolled until a Legal Attack is rolled that can target at least one Target of the Attack that was originally declared. At the end of their Turn, they roll a DC 11 Save Check; if they succeed, the Target is cured of the Chaotic Affliction. Pokemon with the Boss Template are only affected by Chaotic on one of their turns each round.

Chaotic Variety

Prerequisites: Chaos Mage

1 AP - Free Action

Trigger: You use Metronome

Effect: Instead of rolling once, you roll 3 times and may choose any of the Attacks to use.

Invoke Chaos

Prerequisites: Chaos Mage, Adept Focus or Occult Education

Scene x2 - Free Action

Trigger: An Enemy rolls a 5 or below on an Accuracy Roll, Save Check or Skill Check

Effect: The Enemy becomes Chaotic.

Chaotic Ailment

Prerequisites: Chaos Mage, Adept Focus or Occult Education

Scene x2 – Swift Action

Trigger: A Combatant gains a Persistent or Volatile Affliction

Effect: Roll a d10 and refer to the Table Below. The Triggering Combatant instead gains that Status Affliction. This may be triggered before or after using the Synchronize Ability.

Bonus: You gain the Synchronize Ability

Chaos Realm

Prerequisites: Chaos Mage, Expert Focus or Occult Education

X AP - Swift Action

Effect: The Field becomes Corrupted. If X is 0, it lasts for 2 Rounds. If X is 1, it lasts for 5 Rounds. If X is 2, it lasts for the rest of the Scene and you may remove any Weather affecting the Field (Excluding Weather from a Sky Domain Source). While the Field is Corrupted, whenever a Combatant starts their turn they roll a 1d2. On a 1, they gain +2 Accuracy, Effect Range, Evasion and Crit Range until the end of the round. On a 2, they lose the same amount.

Chaotic Blessing

Prerequisites: Chaos Realm, Expert Focus or Occult Education

Bind 1 AP - Swift Action

Condition: The Field is Corrupted

Effect: At the end of the Round, a Random Player controlled Combatant and a Random Enemy are chosen by the GM by a Dice Roll (Can be altered by Controlled Chaos). The chosen Combatants each roll a d2, d5 and d3. On the d2, a 1 results in Positive Combat Stages and a 2 results in Negative Combat Stages. On the d5, 1 is Attack, 2 is Defense, 3 is Special Attack, 4 is Special Defense, 5 is Speed. The d3 determines how many Combat Stages the stat is affected by.

Example: A result of 1, 1 and 2 means they gain +2 CS in Attack.

#	Status Affliction	#	Status Affliction
1	Frozen	6	Bleeding
2	Burned	7	Paralyzed
3	Sleep	8	Enraged
4	Poisoned	9	Suppressed
5	Flinched	10	No Affliction

Controlled Chaos

Prerequisites: Invoke Chaos, Master Focus or Occult Education

Scene x3 - Free Action

Trigger: You use Metronome or a Dice is rolled as a result of a Chaos Mage Feature

Effect: If the Trigger was Metronome, you may instead roll 5 times and pick one of the Attacks to use. If the Trigger was a Dice being rolled, you may change the result to any legal number after it has been rolled. Controlled Chaos can only affect one Dice per usage of the Triggering Feature

Bonus: X times per Game Week after a successful encounter you may roll from the Chaos Arcana Table and apply that Effect. X is equal to the higher of your Focus or Occult Education Rank. You may spend 1 Stamina to reroll a roll from the Chaos Arcana Table. Each such roll can only be rerolled once.

Chaos Arcana Table

#	Rolled Effect	#	Rolled Effect
1	During this Game Week, the user gains access to a Random Legendary Aspect. 1d18 and go through Domains Alphabetically to determine, then roll 1d3 to determine the Aspect. Out of combat effects can be determined by a Mod albeit lessened. Creation/Law/Nature are rerolled.	26	A Dark Shroud grants you a gift as it embraces you. For this Game Week the user gains a random Attack to their Attack List. This is chosen via a Moderator rolling the Metronome Wheel.
2	For this Game Week, the user changes Genders	27	The user's hair changes color permanently to a random color.
3	For this Game Week, a part of the user's body is cursed. All Damaging Attacks the user makes are shifted to Dark Type and make the user lose a Tick of Hit Points after Damage, but also deal a Tick of Damage.	28	A Random Pokemon will follow you For this Game Week and join all Encounters controlled by the GM. The Pokemon may only use Taunt, Torment, Encore, Flatter or Swagger. It is immune to all Damage. 1d3: 1: Impidimp. 2: Duskull. 3: Shuppet.
4	The user gains +3 Trainer Experience Points.	29	The user finds Scrap equal to their Trainer Level x50.
5	For this Game Week all of the user's Skill Ranks are treated as Untrained. This does not disqualify you from Features.	30	For this Game Week, the user cannot see further than 3m due to dark mist. The user becomes Blind to anything further than this distance.
6	The user finds an Item that costs \$1000 or less from any NPC shop materialized in black mist in front of them.	31	For this Game Week the user smells intoxicating, gaining the Alluring Capability and +4 to Charm Checks.
7	For this Game Week the user gains the Gilled Capability. The user's Default CS is overwritten depending on their terrain. Ocean: +1. Any other terrain: -1. Desert or Mountain: -2.	32	A howl is heard in the distance. The user's next encounter will have one of the following Pokemon at Very Hostile Disposition. 1d5. 1: Growlithe. 2: Houndour. 3: Poochyena. 4: Rockruff. 5: Absol.
8	For this Game Week the user's height is doubled and they are changed to Large Size. This cannot be stacked.	33	The user starts growing Wool on their Body. This may be removed by a Fashionista, then they gain 500 Equipment Scrap.
9	For this Game Week the user may understand Pokemon language as if they're talking normally.	34	For this Game Week the user becomes lucky, gaining +1 to Accuracy Rolls and +3 to all Skill checks.
10	For this Game Weeks the user's voice becomes muffled and quiet and they cannot create sound. During this time the user cannot use [Orders] or Attacks with the Sonic Keyword. The user also gains the Dead Silent Capability during this time.	35	The user's Elemental Connection backfires this Game Week, Pokemon of that type will be Very Hostile towards the user and their Pokemon of that Type will refuse to battle without a DC 20 Command Check. If the user doesn't have a connection, reroll until a red slot is rolled.
11	For this Game Week you're able to intensely empathize and feel the emotions of others around you, gaining the Aura Reader Capability during this duration.	36	The next Exploration the user goes on (Excluding Ultra Space and Gabrian Gardens) may ignore the Luck Roll and instead choose which number is selected between 2-19.
12	For this Game Weeks the user's skin gains a pale greenish hue. During this time they gain the Gardener Capability and act as though they're Grass Type, gaining its resistances and weaknesses but no STAB Bonus.	37	For this Game Week, whenever a Combatant takes an Injury in an Encounter the user is in, a Shard appears on the ground. 1d6. 1: Red. 2: Orange. 3: Yellow. 4: Green. 5: Blue. 6: Violet.
13	For this Game Week the user becomes colorblind, only seeing greyscale.	38	The user is transported to a random Region. (Mod Rolled)
14	For this Game Week you gains the Attack Substitute. They don't need to pay the HP Cost for this. The user's subsitute form is a potted plant.	39	Your Eyes have their colors changed permanently to a random color. For this Game Week they begin to glow, gaining the Glow Capability.
15	The user has 3 AP Drained immediately.	40	The user loses half their Stamina rounded down.
16	For this Game Week 3 small illusionary vivillon manifest. These Vivillon cannot attack, take damage, or be captured. They have the telepathy capability and can communicate with Pokemon and the user.	41	The user is blessed with a shroud of Chaotic Energy. The next time they faint, they return to 25% of their Maximum Hit Points, then the shroud is removed.
17	For this Game Week, all Encounters you go on will have weather occurring at the start of the Scene. Contact a Moderator to determine what weather occurs.	42	For this Game Week, whenever the user talks, they instead shout. This can negatively affect Skill Checks on GM Discretion. When RPing, you must always bold your speech text with CAPSLOCK.
18	For this Game Week the ground around you shifts to a different terrain in a Burst 1 Range, including the user. 1d3. 1:Tundra - Frozen Terrain. 2 :Grassland - Grassy Terrain. 3: Urban (Concrete) - Electric Terrain.	43	For this Game Week you can see Aura from others. 1d2 for each target. 1: The Aura is accurate. 2: The Aura is the opposite color of their intentions.
19	For this Game Week the user gains a warped aura around them in a burst 3 range including themselves. While in this range, Combatants are affected by the Attack Gravity.	44	For this Game Week the user gains a set of medium sized wings that can be retracted on command. While visible, the user gains a +6 Fly Speed.
20	For this Game Week you cannot unequip any of your current Equipment. This also prevents you from being disarmed by any source.	45	The User teleports to the Astral Plane. 1d2. On a 1 its the Astral Dream Plane, on a 2 its the Astral Nightmare Plane. Your next Encounter ignores the trial and must be there, upon completion you escape successfully.
21	For this Game Week you may roll Skill Checks twice, taking either result.	46	This Game Week you gain iron skin. Their Default Defense CS is set to +1.
22	For this Game Week, on the user's first turn in each encounter they roll from the Combat Chaos Magic Table	47	A dark mist covers the user's body, draining 1 AP and allowing you to roll from this table twice.
23	A large, black tree grows near you in the region you're currently in and stays alive for For this Game Week. You gain 1d5+2 random berries from random tiers (1d3).	48	Reroll this Slot until you land on an Effect that refers to a 'For this Game Week' duration. The effect is applied and instead lasts 7 IRL Days.
24	For this Game Week you have a song stuck in your head. Choose one Musician Song, then you gain its effects for the duration of this effect.	49	The next Encounter the user goes on grants them some luck. They may use the Treasure Hunter Reward once for free.
25	For this Game Week the user forgets a random Class. Features of that Class are disabled and anything you've learned from the class becomes disabled.	50	For this Game Week you gain the Brand of a Random Legendary determined by Moderators except for Eon Duo, Magearna, Mew, or Xerneas. Deoxys/Tapus disable respective Classes. The Legendary is not aware of this.



CHRONOMANCER

Trainer Combat


Class Skills: Focus, Perception

Chronomancers are linked to the Time Domain. While these types of Mages are fairly rare, and the study of quantum physics is fairly complex to get an understanding of, Chronomancer can be insanely powerful in the right hands. Also known as Chrono Mages, they can use the Domain of Time to warp Time around them, quite literally. They can fastforward specific objects, hasten allies, slow down enemies, speed up aspects of reality around them such as weather and the speed of hail, or can even freeze people in time, isolating them from reality in a stasis.

Although the most impactful part of a Chronomancer is the ability to rewrite and rewind time in small intervals, fixing minor mistakes within the blink of an eye and starting fresh. If they miss an Attack or mistep and trip, they can rewind time in an isolated area to try again, although it's very taxing to do so. Though the study of Chronomancy is known, the full extent of its domain is relegated to isolated locations and not public knowledge. Most mages however are scared to study due to the strict maintainance fo the Time Domain by Dialga. Any Chronomancer known to be misusing their powers or those who try to alter major events or time at large will be certainly visited by the Domain Leader himself. Few cases have been documented of Dialga visits and...well at minimum they lose all arcane potential.

CHRONOMANCER

Chronomancer

[Class][Class Stat Tag is +Special Attack or Speed] [Domain Link - Time]

Prerequisites: Novice Perception, Novice Focus

At-Will - Free Action

Target: A Combatant

Effect: The Target has their Initiative increased or decreased by any amount, between 0 and the higher of your Focus or Perception Rank. Chronomancer can only be used once per Round.

Time Acceleration

Prerequisites: Chronomancer

Scene x2 - Free Action, Interrupt

Trigger: A turn is ended

Target: You or an Ally

Effect: The Target immediately starts their next turn, ignoring initiative. If the target already had their turn this Round, they lose their turn next round. This effect may Target a Combatant only once per round.

Time Deceleration

Prerequisites: Chronomancer

1 AP - Free Action, Reaction

Trigger: An enemy misses an Attack

Effect: The triggering enemy loses -1 CS in Speed and becomes Vulnerable for 1 Full Round.

Flash Forward

Prerequisites: Time Acceleration, Adept Focus or Perception

At-Will - Swift Action

Effect: Choose one of the following conditions on the Field then apply that effect:

» **A Combatant used a Set-Up Attack:** This Feature acts as though it has the Interrupt Keyword. The Set-Up Attack immediately uses its Resolution Effect.

» **There is a Field Effect that lasts X Rounds:** That effect is advanced +1 Round. The effects of the field effect are applied as if a round immediately began and then ended.

» **A Combatant has a Status Affliction:** If the affliction has a Save DC, they may immediately roll a Save Check to try and cure it without suffering any penalties of failing the check. If the Affliction was Sleep or Vortexed, the DC lowers upon failing the check as if a subsequent turn passed.

Temporal Surge

Prerequisites: Time Acceleration, Expert Focus or Perception

Scene x2 - Standard Action

Target: An Ally

Effect: During the Target's next turn, they gain an additional Standard Action. If that Action is used for a Damaging Attack, it is reduced by an additional damage step.

Rewind

Prerequisites: Time Deceleration, Expert Focus or Perception

X AP - Free Action, Interrupt

Trigger: You or an Ally make an Accuracy Roll or Skill Check and you have at least 2 AP

Effect: Reroll the Triggering Check, then apply either result. If you apply the first result, this Feature costs 1 AP, if you apply the rerolled result, this Feature costs 2 AP. If the Skill Check is an extended Action, the AP spent is instead Drained.

Temporal Stasis

Prerequisites: Time Deceleration, Master Focus or Perception

Scene - Standard Action

Target: You or an Ally

Effect: Until the beginning of the Target's next turn the following effects are applied to the Target. The Target becomes Stuck. The Target cannot take any Actions. The Target is unaffected by the effects of Attacks, including Damage. The Target cannot lose HP.

Bonus: Temporal Stasis may also be used as an Interrupt with the Trigger of "The Target would take Damage".



CRIMSON MAGE

Class Skills: Intimidate, Occult Education

Trainer Combat



Active Pokemon Support



Crimson Mages are connected to the Domain of Life under the Restoration Aspect. While there are many trainers who can control the power of the Arcane and Elements, a more rare and frankly forbidden practice is known as Blood Magic. While only known by dedicated scholars, there are many branches and studies to the Arcane. While some use it as basic magic, specialities have been discovered and filed as different sectors of the Arcane. Some such studies include Oneiromancy, Necromancy, Astromancy and Hemomancy.

While some studies such as Dream Mages are perfectly fine, some studies are more taboo, such as Hemomancy. Hemomancers, also known as Crimson Mages, are experts in controlling blood similarly to how a Maelstrom may control water. View of these mages are heavily split. Some, known as the Crimson Sect, refer to themselves as Life Elementalists. Using the power of blood they can revitalize others and can cure ailments where modern medicine might fail us.

Though some others don't see Crimson Mages in a bright light, as their powers are intensely strong and they're able to manipulate blood to demobilize foes and inflict massive damage on opponents if they were strong enough. A common tactic with fighting a Crimson mage is their vast utility in combat. They may use their own blood as a resource towards revitalizing others or themselves, thus making them scary adversaries.

CRIMSON MAGE

Crimson Mage

[Class] [Class Stat Tag is +HP or Special Defense] [Domain Link - Life]

Prerequisites: Novice Intimidate, Novice Occult Education

At-Will - Free Action

Effect: Choose to lose one or two Ticks of Hit Points. If you lose one Tick, you gain 1 AP until the end of your next turn. If you lose two Ticks, you gain 2 AP until the end of your next turn. This Feature may only be used once per round.

Bonus: Whenever you lose non-temporary Hit Points from your own Features, Techniques, Abilities or Items, you gain a Tick of Temporary HP. All Temporary HP is removed at the start of your turn.

Note: All HP Loss inflicted by Crimson Mage cannot be negated or reduced in any way.

Infusion Techniques

[Ranked 3]

Rank 1 Prerequisites: Crimson Mage

Rank 2 Prerequisites: Crimson Mage, Adept
Intimidate or Occult Education

Rank 3 Prerequisites: Crimson Mage, Expert
Intimidate or Occult Education
Static

Effect: Each Rank, you learn two Infusion Techniques from the list on the next page. You must meet any prerequisites of the Technique.

Revitalizing Ichor

Prerequisites: Crimson Mage

1 AP - Standard Action

Target: Yourself or an ally within 5m

Effect: The Target gains two Ticks of HP at the start of each Round for 2 full rounds. This cannot target a user that is currently under the effects of Revitalizing Ichor.

Blood Siphon

Prerequisites: Infusion Techniques Ranked 1, Expert
Intimidate or Occult Education

2 AP - Swift Action, Interrupt

Trigger: You or an ally within 5m uses a Damaging Attack without the Drain Keyword

Effect: The Attack from the Triggering User gains the Drain Keyword for that Attack only.

Lifeblood

Prerequisites: Infusion Techniques Ranked 2, Master
Intimidate or Occult Education

Scene - Full Action

Effect: You may pay up to 5 AP and heal 2 Ticks of hit points for each AP you spent. For each AP you spend, you can heal one Injury off yourself within the Weekly limit.

Infusion Techniques

Regeneration

Static

Trigger: You have Temporary HP at the start of your Turn that is removed.

Effect: You gain HP equal to the amount of Temporary HP lost this way.

Sacrificial Power

1 AP - Swift Action

Trigger: You or an ally within 5m uses a Damaging Attack

Effect: You lose a Tick of HP, then the Triggering Attack gains damage equal to your Tick Value.

Blood Rush

Prerequisites: Adept Intimidate or Occult Education

1 AP - Swift Action, Reaction

Trigger: You or an Ally within 5m are hit by a Damaging Attack

Effect: You lose a Tick of HP and the combatant that was hit by the triggering Attack gains +1 CS in any chosen Stat.

Cursed Blood

Prerequisites: Expert Intimidate or Occult Education

1 AP - Free Action

Trigger: You are hit by a Melee Attack

Effect: The Triggering Foe takes damage equal to your Tick Value. This only happens once per trigger.

Blood Shield

1 AP - Swift Action, Reaction

Trigger: You or an Ally within 5m are hit by a Damaging Attack

Effect: The target of the Triggering Attack gains Damage Reduction equal to the higher of your Intimidate or Occult Education Rank Doubled.

Blood Cleansing

1 AP - Swift Action

Target: An adjacent ally or yourself

Effect: The target is cured of one Persistent Affliction.

Crimson Armor

Prerequisites: Adept Intimidate or Occult Education

2 AP - Free Action, Interrupt

Trigger: You are hit by an Attack

Effect: You gain Damage Reduction equal to your Tick Value until the start of your next Turn. This may only be used once per Round

Blood Donation

Prerequisites: Expert Intimidate or Occult Education

2 AP - Free Action, Interrupt

Trigger: An Ally within 5m would use AP

Effect: The Triggering user instead doesn't spend the AP Cost. This cannot apply to Abilities that Bind AP or Drain AP, nor can it target Costs that can choose how much AP to Spend.



EMPATH

Class Skills: Intuition

Active Pokémon Support



Travel and Investigation



Empaths are connected to the Domain of Desires and Aspect of Emotions. Empaths are humans with rare mystic powers that allow them to commune with Pokémon 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 Pokémon, even acting as a conduit to connect the hearts of multiple Pokémon at once. For this reason, empaths are often valued in a traveling party, able to understand the intentions of wild Pokémon to avoid conflict or obtain help.

A skilled empath is able to play upon this link to their Pokémon companions, becoming a one-man reconnaissance team by linking their senses to those of a spread out group of Pokémon. Especially experienced empaths can utilize the conduit between their Pokémon to even greater effect, allowing their Pokémon to cover each other's weaknesses through their channeled link or sharing their preparedness for battle.

Empaths are more often kind than cruel due to their deep natural empathy, but some empaths can come to prefer Pokémon to humans, treating other humans with disdain and hostility.

Empath

[Class] [Class Stat Tag is +HP or Special Defense] [Domain Link - Desires]

Prerequisites: Novice Intuition

At-Will – Swift Action

Target: A Creature

Effect: You Channel the target. If the Target is not willing, you must make a contested Skill Check of your Intuition vs their Focus in order to Channel the target. If the Target's Disposition is Hostile or Disliked, they gain a +1d6 to their Skill Check. If the Target's Disposition is Very Hostile or Hated, they instead gain a +2d6 to their Skill Check. The Target takes a -5 Penalty to their Skill Check for each unique Affliction they're affected by. You may stop Channeling a Combatant as a Free Action at any time. If a Channeled Combatant goes further than 20 meters from you, they stop being Channeled. You are always considered Channeled for your Features.

Mechanic - Channeling

While Channeling a Creature, 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. If you become Fainted, anything you were Channeling is no longer Channeled. If a Channeled Creature Faints, they are no longer Channeled by you. You can have a maximum of X Creatures Channeled at a time, where X is equal to your Intuition Rank.

Bestowed Desires

Prerequisites: Empath

1 AP - Standard Action

Target: A Channeled Ally or Yourself

Effect: Choose a Positive Emotion listed on the next page to grant to the Target. This effect lasts until the end of the Scene, or the user is no longer Channeled. A Target can only be affected by one Positive Emotion at a time.

Twisted Emotions

Prerequisites: Empath

1 AP - Standard Action

Target: A Channeled Enemy

Effect: Choose a Negative Emotion listed on the next page to inflict on the Target. This Emotion is treated as a Volatile Affliction that has a Save Check DC equal to 8 + your Intuition Rank and is performed at the end of their Turn. A Combatant can only be affected by one Affliction at a time through Twisted Emotions.

Battle Synchronization

Prerequisites: Empath, Adept Intuition

At-Will - Free Action

Trigger: You or a Channeled Ally hit an Enemy with an Attack

Effect: The Enemy hit by the Triggering Attack becomes Imprinted for a Full Round. Only one Combatant can be Imprinted at a time.

Bonus: You and all Channeled Allies gain +2 Accuracy against Imprinted Targets and +2 Evasion against attacks from Imprinted Targets. If the Imprinted Target is Channeled, this instead changes to +3.

Shared Conduit

Prerequisites: Empath, Expert Intuition

2 AP - Free Action

Target: Two Channeled Combatant

Effect: Apply one of the following Effects:

- » Choose one Stat. Both Targets trade their Combat Stages for that Stat.
- » If a Target has a Coat applied to them, the Coat is removed and granted to the other Target
- » Choose one Target. The other Target gains all of the Volatile Afflictions currently affecting that Target.

Soothing Connection

Prerequisites: Empath, Expert Intuition

Scene x2 - Standard Action

Effect: For each allied Channeled Combatant, and yourself, choose one of the benefits listed below to grant them:

- » The Combatant restores 3 Ticks of Hit Points
- » The Combatant is cured of a Volatile Affliction
- » The Combatant gains 2 Ticks of Temporary Hit Points

Battle Bond

Prerequisites: Battle Synchronization, Master Intuition

Bind 1 AP - Extended Action

Target: A Pokemon with 30+ Loyalty or a Willing Trainer

Effect: You form a Battle Bond with the Target. Upon the formation of a Battle Bond, choose a Title to apply to it, listed on the next page, then both you and the Target gain that effect while this Feature is Bound. Targets of this Feature always start a Scene Channeled, and cannot be Unchanneled as a result of distance. You may have up to X Battle Bonds at a time with different Targets for each Bind, where X is equal to half your Intuition Rank.

Positive Emotions	
Emotion Name	Effect
Courage	While the user is Channeled and at 50% Hit Points or lower, the user gains Damage Reduction and a bonus to Damage Rolls equal to your Intuition Rank. When targeting or being targeted by a Combatant with a Boss Template or a that is a larger size category than them, this bonus instead becomes double your Intuition Rank.
Determination	While the user is Channeled, as a Swift Action when using an Attack, they gain +2 to its Accuracy and Crit Range. If the only target of the Attack is a Channeled Creature, this is instead a Free Action. This Effect can only apply to an Attack once per instance.
Inspiration	When the user is Channeled, pick a Style Tag. While the user is Channeled, if an Attack that matches that Style Tag is used by someone other than themselves, they gain +1 to the Accuracy and Effect Ranges of Attacks that match that Style Tag until the end of their next Turn. This bonus Stacks each time it is triggered.
Pride	While the user is Channeled, whenever they hit an Attack or avoid an Attack, they gain +1 CS to a Stat of your choosing. The user can only gain +2 CS per Round this way.
Relief	While the user is Channeled, the user gains a Bonus to Save Checks equal to half your Intuition Rank. In addition the user does not lose HP from Affliction they're affected by.

Negative Emotions	
Emotion Name	Effect
Apathy	Until this Affliction is cured, the user cannot inflict Critical Hits and suffers a Penalty to Damage Rolls equal to your Intuition Rank. In addition, all the afflicted user's Damaging Attacks gain a 12+ Effect Range to lower a Random Stat of the User by -1 CS.
Despair	Until this Affliction is cured, any Combat Stages the user would gain are instead turned into losing CS in the same amount.
Fury	Until this Affliction is cured, the user cannot use Status Category Attacks or Maneuvers. The user also suffers a -2 Accuracy Penalty to any Combatant that isn't the closest enemy at the start of their Turn.
Hysteria	Until this Affliction is cured, the user suffers a -3 Penalty to Save Checks except the Save Check to cure Hysteria.
Remorse	Until this Affliction is cured, after the user uses an Attack, roll 1d2. On a 1, it becomes Disabled. On a 2, the next Attack they use against each Target of the triggering Attack is resisted by an additional step. All instances of the Disabled Affliction are kept even after Remorse is cured.

Battle Bonds	
Title	Effect
Competitive Rival	At the end of each Round, determine which Combatant in the Battle Bond performed worse. That Combatant gains a +2 Modifier to all Rolls at the start of the next Round. (Doing worse could be one Combatant failing an Accuracy Check while the other succeeded. GM Discretion)
Eternal Servant	Choose one Combatant in the Battle Bond to become the Servant. Whenever the Servant's Partner would gain a Volatile Status Affliction or lose Combat Stages, as a Free Action, Interrupt it instead affects the Servant. If the Servant already has the Affliction or is Immune to it, they cannot activate this effect. If the Servant already has -2 in the affected stat or is Immune to losing CS in that stat, they cannot activate this effect.
Fiercely Protective	Each Combatant in the Battle Bond may intercept for one another as a Shift Action. When intercepting for their Partner, no Skill Roll is required and these Combatants gain Damage Reduction equal to your Intuition Rank against that Attack.
Mutual Devotion	Each of the Combatants in the Battle Bond may use this effect as a Free Action, Interrupt once per Round when their Partner is hit with a Damaging Attack. After Damage Calculations, the final result is halved and both Combatants lose HP equal to the result. This cannot be used if either Combatant is Immune to HP Loss.
Symbiotic Partner	As an Extended Action, one of these Combatants in the Battle Bond may channel a specific sense their Partner is sensing and experience it as if it were their own. While a Combatant is channeling a sense, if the Partner is using any of the following Capabilities, the Partner is treated as having this Capability as well: Aura Reader, Blindsight, Chilled, Darkvision, Heater, Premonition, Soul Seer, True Sight, Tremorsense.



GEOMANCER

Class Skills: Survival

Trainer Combat



Travel and Investigation



Geomancers are connected to the Domain of either Land or Sea, depending on the specialty of the Geomancer. Those who have a connection to the Wetlands or Ocean Terrain tend to be connected to the Domain of Sea, while the rest of the Terrains correspond to the Land Domain. Using their Domain Links, Geomancers can manipulate the environment around them and draw Arcana directly from the Ley Lines underground in order to draw power from that Terrain. A Geomancer who lives isolated in the Wetlands can use muddy water by utilizing its connection with the world around them, essentially drawing power from Nature.

While Geomancers excel in adapting to the environments around them, they excel the most in up to two Terrains they have the most experience with and are able to manipulate the best. As an example someone who lives in a Marsh would likely have their Linked Terrains be Forest and Wetlands, while someone who lives in a Volcano would have the Mountain and Cave Terrains Linked. Having Linked Terrains allows them to manipulate the area around them, creating walls, shifting terrain, better navigating that Terrain or even defending against natural threats. Geomancers are considered close supernatural relatives to Earth Shakers or Stone Warriors, however they are much more specialized in Terrain Manipulation.

GEOMANCER

Geomancer

[Class][Class Stat Tag is +SP Atk or HP][Domain Link - Land or Sea; Choice applies to whole Class]

Prerequisites: Novice Survival

Static

Effect: Choose two Terrains. You gain the Naturewalk Capability for the chosen Terrains and they become your Linked Terrain. At Master Rank Survival, you may gain a third Linked Terrain.

Terrain Note: Grassland, Forest, Wetlands, Ocean, Tundra, Mountain, Cave, Urban, Desert, Space

Ground Molder

Prerequisites: Geomancer

1 AP - Free Action

Effect: Choose any of the following effects to apply to the usage of this Feature. Ground Molder can only be used once per Round.

- » You can turn any number of space(s) within 5m into Slowed Terrain or Rough Terrain.
- » You can change the Terrain of the Field into one of your Linked Terrain until the end of the Scene.
- » You can use an Attack with the Hazard Keyword.
- » You can create 5 squares of Blocking Terrain within 5m. Blocking Terrain created this way is 2m tall, its appearance is based on one of your Linked Terrains, has HP equal to 10X and has DR equal to 4X where X is your Survival Rank.

Bonus: You gain the Groundshaper Capability

Earthen Conduit

[Ranked 2]

Static

Rank 1 Prerequisites: Geomancer

Rank 2 Prerequisites: Geomancer, Expert Survival

Rank 1 Effect: Choose one of your Linked Terrains. You gain all Attacks listed under its Rank 1 List. Once you have 5 Geomancer Features you gain all Attacks listed under its Rank 2 List.

Rank 2 Effect: Choose one of your Linked Terrains not chosen in Rank 1. You gain all Attacks listed under its Rank 1 List. Once you have 5 Geomancer Features you gain all Attacks listed under its Rank 2 List.

Pulse of the Earth

Prerequisites: Geomancer, Adept Survival

Scene - Free Action

Trigger: A Round Starts

Effect: You may use a non-Damaging Attack with the Field Range as a Swift Action, Priority (Limited). This Attack cannot have the Weather Keyword.

Bonus: You learn the Attack Terrain Pulse.

Jack of all Terrains

Prerequisites: Earthen Conduit Rank 1, Expert Survival

Static

Effect: You gain the Naturewalk Capability for all Terrains. While you are in a Terrain listed below you gain 5 Damage Reduction against Attacks of the following Types and gain a +5 bonus to Damage Rolls of Attacks that match the following Type. If you're in Linked Terrain these numbers become doubled.

Grassland: Grass and Normal

Forest: Grass and Bug

Ocean: Water and Flying

Wetland: Water and Poison

Desert: Ground and Fire

Tundra: Ice and Normal

Mountain: Rock and Dragon

Cave: Rock and Fire

Urban: Electric and Steel

Space: Psychic and Attacks derived from Ultra Beasts

Rank 1 Attacks		Rank 2 Attacks	
Terrain	Attack Options	Terrain	Attack Options
Grassland or Forest	Magical Leaf, Grassy Terrain, Grass Whistle	Grassland or Forest	Energy Ball, Floral Burst, Ingrain
Wetlands or Ocean	Water Pulse, Aqua Ring, Water Sport	Wetlands or Ocean	Aqua Infusion, Muddy Water, Whirlpool
Mountain or Cave	Crystal Rupture, Tar Shot, Stealth Rock	Mountain or Cave	Crystallize, Gleaming Ore, Tar Blast
Tundra	Aurora Beam, Frozen Terrain, Haze	Tundra	Ice Beam, Aurora Veil, Cleansing Aurora
Desert	Dust Cloud, Quicksand, Sandy Terrain	Desert	Shifting Soil, Shore Up, Sinkhole
Urban	Electric Terrain, Ion Deluge, Shock Wave	Urban	Rising Voltage, Ion Capture, Magnetic Flux
Space	Cosmic Power, Misty Terrain, Psychic Terrain	Space	Expanding Force, Misty Eruption, Moonlight

Terrain Specialty

Prerequisites: 4 Geomancer Features, Master Survival

Static

Effect: The effect of Terrain Specialty is dependent on the effects corresponding to your Linked Terrain(s):

Grassland: You gain the Sol Veil Ability. Your Overland Speed is increased by +2.

Forest: You gain the Leaf Guard Ability. Leaf Guard's Frequency is also ignored once per Scene when in the Forest Terrain. You also become Immune to Attacks with the Powder Keyword.

Ocean: You gain the Hydration Ability. Hydration's Frequency is also ignored once per Scene when in Ocean Terrain. Your Swim Speed is increased by +2.

Wetland: You gain the Ability Mud Shield. You also become Immune to the Poisoned and Badly Poisoned Affliction.

Desert: You gain the Sand Veil and Sand Force Ability.

Tundra: You gain the Chilled Capability and gain the Snow Cloak Ability. You also become Immune to the Chilled and Frozen Affliction.

Mountain: You gain the Sturdy Ability. Additionally you gain a +5 Bonus to Damage Rolls when you're standing in Linked Terrain.

Cave: You gain the Darkvision Capability and the Keen Eye Ability.

Urban: You gain the Stealth Capability and the Infiltrator Ability.

Space: You no longer lose CS as a result of Ultra Space. Any area or events that specify aura cannot lower your CS. You do not need to smash a Shard to access Adventure Areas in Space (However a portal still needs to be open).



HEX MAGE

Class Skills: Occult Education

Trainer Combat



Hex Mages are connected to the Domain of Death. Whatever the reason may be, whether a fascination with the Occult, the desire for otherworldly power, or the desire for vengeance against their enemies, Hex Mages are able to conjure up deadly curses and hexes to inflict on their enemies. Though the study of the Domain of Death is largely taboo and forbidden, some study the domain for the sake of protection. While Sage is the go-to study for protection, Hex Mages are often more stern in their protection, forgoing healing for the sake of defending those they care about.

While they don't have many means for offensive damage outside of some heavier hexes, they tend to wittle down their enemies with curses, afflictions and debuffs in order to weaken them. Most Hex Mages are often paired with powerful Arcanists and other damage dealing Pokemon to take advantage of their weakened state. Suppression, Curses, Vortexes, and Confusion are often common afflictions against their enemies for maximum disorientation, however the most powerful of Hex Mages can often transmute hexes into deadlier afflictions such as Burning, Bleeding or what almost feels like poison searing through the veins of their affected areas marked with hexes.

HEX MAGE

Hex Mage

[Class][Class Stat Tag is +HP or Special Attack] [Domain Link - Death]

Prerequisites: Novice Occult Education

1 AP - Swift Action

Target: An Enemy Combatant

Effect: The Target becomes Hexed.

Mechanic - Hexed

Hexed is treated as a Persistent Affliction. While Hexed, Combatants suffer a -2 penalty to Save Checks. At the end of each round, a Hexed Combatant loses -1 CS in a Stat of your Choice for each Volatile Affliction they're affected by. The Hexed Affliction is removed if the afflicting Hex Mage faints or the Scene ends.

Cursed Mark

Prerequisites: Hex Mage

Static

Effect: When you or an ally hit a Hexed Target with an Attack, the Attack gains a 15+ Effect range to cause a Volatile Affliction to them. If the Effect range triggers, roll a 1d4 to determine what Status is afflicted.

1 - Confused. 2 - Random Disabled Attack. 3 - Suppressed. 4 - Vortexed. If the target would lose the Hexed Affliction, they also lose the Affliction gained through Cursed Mark.

Forbidden Studies

Prerequisites: Hex Mage, Adept Occult Education

Static

Effect: Choose two Abilities, two Attacks or one Attack and one Ability from each list to gain. Once you have 5 Hex Mage Features you may repeat this selection.

Ability Options	Attack Options
Cursed Body	Confuse Ray
Omen	Hex
Pressure	Malice
Shackle	Spite

Spreading Curse

Prerequisites: Hex Mage, Adept Occult Education

1 AP - Standard Action

Target: A Hexed Combatant with a Volatile Affliction

Effect: Choose one Volatile Affliction they're affected by and apply one of the following Effects:

- » All Enemies within a Burst 2 Range of the Target gain the chosen Affliction
- » The Affliction becomes cured, then you may inflict either the Burned, Bleeding or Poisoned Affliction on that Combatant.

Incantation

Prerequisites: Hex Mage, Expert Occult Education

2 AP - Shift Action

Trigger: You use Voodoo Doll

Effect: Instead of choosing one effect, both Effects are applied.

Bonus: You gain the Curse Attack and Voodoo Doll Ability. You are always treated as a Ghost Type Combatant for the sake of Curse's Effect.

Vicious Malediction

Prerequisites: Cursed Mark, Expert Occult Education

Scene x2 - Free Action

Trigger: A Volatile Affliction becomes Cured or its duration ends

Target: A Hexed Combatant other than the Triggering Combatant

Effect: The Target gains the Triggering Affliction.

Lingering Curse

Prerequisites: Cursed Mark, Master Occult Education

Scene x2 - Free Action

Trigger: A Hexed Combatant Faints

Effect: A Burst 3 Range is created around the Triggering Combatant. Each Enemy within this Range has one of the effects below applied to them:

- » The Target gains a Status Affliction the Triggering Combatant was afflicted with when it Fainted. The same Affliction cannot be given to multiple Targets.
- » The Target loses Ticks of Hit Points equal to the number of Afflictions the Triggering Combatant was affected by.



ILLUSIONIST

Class Skills: Focus or Guile

Travel and Investigation



Trainer Combat



Illusionists are connected to the Domain of Creation. While other Psychic Elementalists or spiritually gifted classes can perform magnificent feats of willpower, few however can manipulate and imitate reality. Though extremely rare and only achieved from the most dedicated, some Trainers can do just that and create Illusions that look almost indistinguishable from objects around them.

Illusionists tend to be tricky and deceptive con artists at times, using psionic power to avoid a fair fight tip the odds in their favor ever so slightly. They can create traps, fake fighters, mirror images, and even shape the area around them so long as their target is gullible enough. Illusionists are a very high risk but high reward class, having plenty of power so long as they're in control of the situation, but the second they slip up, the tricks up their sleeves will become predictable.

Illusion Info

All Features and Attacks granted by Illusionist have the Illusion Keyword, meaning Attacks like Foresight, Odor Sleuth or Miracle Eye can see right through them along with capabilities like true sight. Whenever something tries to discern the reality of your Illusions, it involves an opposed roll of your Guile vs their Perception, Intuition or an appropriate skill. Whatever skill they use depends on what your illusion is and the nature of how they're being deceived. For example, if you had an Illusionary Full restore on the *Tilable* it'd likely be an opposed Perception or Medicine Education Check, or if it's a Pokémon illusion, Pokémon Education could be an option.

Whatever needs to be rolled is up to GM Discretion entirely as well as modifiers for context. If you create an illusion that the target is familiar with they'll have a +5 to their opposed roll. If the target figures out you can create Illusions, it also gains a +5 modifier to their opposed rolls against being tricked in the future by you.

ILLUSIONIST

Illusionist

[Class] [Class Stat Tag is +HP or Speed] [Domain Link - Creation]

Prerequisites: Novice Focus, Novice Guile

1 AP - Swift Action

Target: You, a Pokemon or Trainer within 8m

Effect: You create an Illusion of the Target within 4m of you. This Illusionary Phantasm is added to the Encounter with half of your initiative. The Phantasm has only a single Standard and a single Shift Action, and may only use its Standard Action to attack enemies. The Phantasm may shift freely during their turn provided they stay within X meters of you, where X is your Focus Rank. The Phantasm has no stats or evasion. The Phantasm may mimic any Attack the target knows (following their own frequency), but if it hits a combatant the Attack does no damage, and instead of an effect it lowers any stat of the target(s) by -1 CS. If the target is unaware of the Phantasm being an illusion, it counts as a combatant for the sake of Flanking. If a Phantasm takes damage, it is immediately destroyed unless you pay 1 AP. You may only have 1 Phantasm Active at a time but may destroy it as a Free Action.

Bonus: You gain the Illusionist Capability.

Phantom Feedback

Prerequisites: Illusionist

1 AP - Free Action

Trigger: Your Phantasm hits an attack

Effect: One Target of the Triggering Attack loses a Tick of Hit Points. If the Attack lowers the Target's CS it lowers it by -2 CS instead of -1 CS.

Mirror Image

Prerequisites: Illusionist, Adept Focus or Guile

Scene x2 - Free Action

Trigger: You would be hit by an Attack.

Effect: Make an opposed roll of your Guile versus their Perception or Intuition. If you win, the Attack hits the Mirror Image first and does one step reduced damage to you.

Taunting Mirage

Prerequisites: Illusionist, Adept Focus or Guile

Static

Effect: Phantasms can now use Manipulate Maneuvers using your Guile as a replacement for the normal skill check. These maneuvers get their effect instead of having them replaced by Illusionist.

Bonus: Phantasms and creations through the Illusionist Capability may now replicate scent and sounds.

Magician's Assistants

Prerequisites: Illusionist, Expert Focus or Guile

Static

Effect: You can now control up to 2 Phantasms at once. When using the Illusionist Feature you may instead pay 2 AP to summon 2 Phantasms at once.

Bonus: You learn Mimic and Mirror Move. Attacks gained through Mimic have the Illusion Keyword.

Magical Hats

Prerequisites: Mirror Image, Expert Focus or Guile

Scene x2 - Standard Action, Interrupt

Trigger: You would be hit by an Attack while you have a Phantasm on the field.

Effect: You immediately make an illusion to shroud yourself and all of your Phantasms, then make an opposed roll of your Guile versus their Perception or Intuition. If you win, you and one of your Phantasms swap places and appearances. The Phantasm is hit by the attack instead. The user takes no damage and is unaffected by the triggering attack's effects.

Bonus: You gain the Illusion Ability. When using Illusion, you may instead mark a target as a Swift Action.

Illusionary World

Prerequisites: Magical Hats, Master Focus or Guile

Bind 2 AP - Standard Action

Effect: While Bound, you create an illusion large enough to cover the entire field. Your Phantasms gain a Teleport Speed of 8. Each Phantasm you control gains access to your Stats except HP. When they make Attacks other than those granted by Illusionist they may choose to deal damage instead of lowering CS, but is always treated as resisted damage, regardless of type effectiveness and doesn't have an effect. When your Phantasm uses a move granted to you by Illusionist, it has its normal effect. If this normal effect would involve learning or using a damaging attack, the illusion still does resisted damage when using that attack and the attack still has no effect. A Phantasm can use its standard action to use moves granted to you by Illusionist or learned via Mimic for their normal effects, even if they would be doing something other than attacking an enemy. This feature cannot be bound before an Encounter.

Bonus: Illusions you create through the Illusionist Capability may be a maximum number of meters equal to half your Focus Rank.



ORACLE

Class Skills: Perception

Travel and Investigation



Trainer Combat



Oracles are connected to the Domain of Knowledge. 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

Oracle

[Class] [Class Stat Tag is +HP or Special Defense] [Domain Link - Knowledge]

Prerequisites: Novice Intuition, Novice Perception

Weekly x2 - Extended Action

Target: An Item or Creature you are touching

Effect: The user has a vision that may depict the past, present or future events that have something to do with the Target. These visions may be clear or blurry depending on GM or Moderator Discretion. Events that have occurred or will occur within 24 Hours are more clear than visions far off in the Future or Past. Depending on the subject of the vision, the user may receive consequences or backlash, usually requiring a Focus Check to resist its negative effects.

Bonus: You gain the Forewarn Ability and the Premonition Capability.

Mark of Vision

Prerequisites: Oracle

Scene x2 - Free Action

Trigger: You use Forewarn

Effect: All of the Target's Abilities and Attacks are revealed.

Bonus: Whenever you use Forewarn you may pay 2 AP to ignore its Frequency.

Small Prophecies

Prerequisites: Oracle, Adept Intuition or Perception

1 AP – Swift Action

Effect: Roll 1d20 and note the result. Until the end of the scene, you may choose to replace a single d20 roll you or a willing ally makes with the noted result. Once per Round as a 1 AP Free Action you may use this Feature again, replacing a prior result if you haven't used it to replace a roll yet.

Focused Vision

Prerequisites: Oracle, Adept Intuition or Perception

At-Will - Free Action

Target: An Enemy you've used the Forewarn Ability on this Scene

Effect: The Target becomes Foreseen. You gain Accuracy and Evasion against Foreseen Targets equal to half the higher of your Intuition or Perception Rank. Only one Enemy may be marked as Foreseen at a Time; if you mark a new enemy as Foreseen, other enemies are no longer Foreseen.

Bonus: You gain the True Sight Capability.

Foretold Omen

Prerequisites: Small Prophecies, Expert Intuition or Perception

Scene - Standard Action, Interrupt

Condition: You have a noted result after using the Small Prophecies Feature

Trigger: An Enemy you've used the Forewarn Ability on this Scene would roll a d20

Effect: The Triggering Roll does not occur and its result is replaced with the noted result of your Small Prophecies Feature.

Prescience

Prerequisites: Mark of Vision, Expert Intuition or Perception

Scene – Free Action

Trigger: You are hit by an attack

Effect: The attack instead misses.

Bonus: You gain the Instinct Ability.

Prophet of Revelations

Prerequisites: Focused Vision, Master Intuition or Perception

Weekly x2 - Standard Action

Target: An Enemy you've used the Forewarn Ability on this Scene

Effect: For a Full Round, all Attacks against the Target cannot miss. If an Attack against them in this duration would have an Effect Range, it automatically triggers.



PALADIN

Class Skills: Combat, Command

Trainer Combat



Active Pokemon Support



Paladins are connected to the Domain of Justice. While they're not as flashy as other supernatural classes, Paladins tend to be adept at becoming Generals and leading the charge into battle. The supernatural elements of this class are often the Aura they exude being able to affect allies around them, as observed by Aura Readers. The resolve brought on by their sense of justice and morality often lead them to empower their allies quite literally, encouraging them to succeed. Considering the Domain of Justice isn't strictly enforced by Azelf, there tends to be many forms of it, being a fluid concept of morality that is often tainted by humanity. As such, many personal oaths are taken by Paladins, whether formally or internally followed as the Paladin will choose to live by this creed, here are 3 examples of common oaths taken.

Oath of Altruism - The most common and righteous oath of Paladins tends to be the Oath of Altruism. This Oath is a personal creed to be a servant to your allies and protecting them first and foremost above all else. Whether you fall in the fight matters not so long as your comrades can avenge you. These Paladins are often the defenders of the weak.

Oath of Resolution - The second most common Oath is the Oath of Resolution. In the perspective of Morality, Resolution tends to be similar to Altruism however they put themselves above all else. The Paladin's goals and end desires come before anything else. They'll defend the allies of their vision to the death, however those that oppose the Paladin will be demolished if they try to obstruct their vision of true Justice.

Oath of Vengeance - The black sheep of Justice, but most often admired are those who take the Oath of Vengeance. While this doesn't always have to be negative, these Paladins are often known as Vigilantes, those who separate themselves from unfair societal justice in favor of enforcing their own moral code above all else. However those who are more evil tend to have more corrupt views of justice such as punishing those who don't align with their views, by any means necessary.

PALADIN

Paladin

[Class] [Class Stat Tag is +HP or Attack] [Domain Link - Justice]

Prerequisites: Novice Combat, Novice Command

Static

Effect: Pick an Oath Path from the following: Oath of Vengeance, Oath of Altruism, and Oath of Resolution.

You gain an Ability based on your chosen path: Friend Guard (**Altruism**), Discipline (**Resolution**), or Justified (**Vengeance**).

Bonus: You can check to see if someone has malicious intent towards you or your allies by rolling Combat or Command instead of your Intuition.

Marching Order

Prerequisites: Paladin

2 AP Bind - Swift Action

Effect: While this Feature is bound, at the start of each round your allies gain +2 to all Movement Capabilities for a full round. All allies within a Burst 3 of you gain a bonus equal to half the higher of your Combat or Command Rank to Save Checks and Skill Checks made as part of a Combat Maneuver.

Retribution

Prerequisites: Aura of Justice, Expert Combat or Command

Scene x2 - Free Action

Trigger: An ally faints from an opponent's Damaging Attack.

Effect: The next Damaging Attack that were to hit the Triggering Attacker is treated as one step more Super Effective (Up to 1.5x).

Defender of the Just

Prerequisites: Aura of Justice, Expert Combat or Command

Scene x2 - Free Action, Interrupt

Trigger: You use an Intercept Maneuver.

Effect: You intercept the Attack without having to Roll a Skill Check and one of the following effects happens based off of your chosen path. You can only use this Feature once per Attack.

» **Altruism** - The Attacker becomes Vulnerable for 1 Full Round and all allies within a Burst 1 gain Ticks of HP equal to the number of friendly combatants in that Burst 1, including the user. The user does not get healed by this effect.

» **Resolution** - The Attacker becomes Vulnerable for 1 Full Round and you resist the damage of the Intercepted Attack 1 step further.

» **Vengeance** - The Attacker becomes Vulnerable for a Full Round and the next Damaging Attack that hits them becomes one step more Super Effective (up to 1.5x).

Aura of Justice

Prerequisites: Marching Order, Adept Combat or Command

Static

Condition: You have Marching Orders Bound

Effect: At the start of each round, allies that are within a Burst 3 gain the following Effects until the end of the round.

» **Altruism** - As a Free Action when hit by a Damaging Attack, the ally can gain a Temporary Tick of HP after the attack is resolved.

» **Resolution** - The ally gains a +2 bonus to Accuracy Rolls and a +1 bonus to their Critical Hit Range.

» **Vengeance** - The ally gains a +10 Damage Bonus to all Damaging Attacks.

Call to Duty

Prerequisites: Paladin, Adept Combat or Command

Scene x2 - Swift Action

Effect: All allies within a Burst 3 are cured of all Volatile Status Conditions.

Justice Will Prevail

Prerequisites: Paladin, Master Combat or Command

Scene - Free Action

Trigger: You or an Ally are hit by an Attack

Effect: Choose one Target of the Triggering Attack then apply the Effect below based on your chosen Path:

» **Altruism** - If the Triggering Attack would reduce the Target to 0 or less Hit Points, their HP is set to 1. Otherwise they restore 3 Ticks of Hit Points.

» **Resolution** - The Triggering Attack is reduced by one Damage Step against the Target and they gain 2 Ticks of Temporary Hit Points after the Attack resolves.

» **Vengeance** - If the Triggering Attack would cause an Injury or deal Massive Damage, the Target's next Damaging Attack is unable to be resisted past Neutral Effectiveness and gains a Damage Bonus equal to twice the Target's Tick Value.



PARAGON

Class Skills: Combat, Command, Charm, Intimidate

Trainer Combat



With the essence of Virtue and Excellence, a Paragon is an Ace Trainer of Combat and Revolution. Linked to the Morality Domain, they can use Arcana to enforce their Morality through primarily combative means. With this in mind they are able to deter enemies, empower themselves or strengthen the resolve of their allies. Similar to some other Domains like Justice their link to Arcana depends on their Actions coinciding with their Morality and Ethics, and if hypocrisy were to arise they would lose their powers alongside their principles. However unlike the Justice Domain, their power is dictated from their own views and ideals rather than being tied to a sense of duty, servitude towards a Legend or concept of moral goods. Those that pursue the greater good often end up being Paragons rather than Paladins for this reason. Though treated as a Supernatural Class, Paragons are respected and feared for not being tied to the Supernatural and using Arcana as a means of extending their own strength, making them terrifying enemies to encounter. Considering there are plenty of paths of virtue, Paragons have their own path structure to make them distinct on their moral compass.

Path of Order - Paragons who follow the Path of Order are those who rule with an Iron Fist or seek to overthrow those who oppose them with no sense of mercy. Paragons who follow this path excel at stamping out rebellion and using their strength to maintain the status quo. These Trainers see their Virtues as truth and absolute, and thus all who oppose it must be eliminated.

Path of Rebellion - Paragons who follow the Path of Rebellion are often a leader for the people, seeking to topple forces that oppose them in order for a greater good to be established. Paragons who follow this path excel at taking down forces that are stronger than them and assisting allies in their pursuits of the shared principles. These Trainers see their Virtues as the idealistic reality that would benefit themselves and the masses.

Path of Ego - Paragons who follow the Path of Ego are seen as a deadly, often sociopathic force. While the other paths have some principles to follow, those who focus on the Ego are entirely self centered and instead lose their powers if they were to ever gain a set of principles to believe in. Paragons who follow this path excel in empowering themselves and taking down all who stand in their way, even using their own strength against them. These Trainers see Virtues in general as a weakness and only see power as true goals.

PARAGON

Paragon

[Class] [Class Stat Tag is +Attack or Defense][Domain Link - Morality]

Prerequisites: Two Paragon Skills at Novice or Higher

1 AP - Swift Action

Effect: You use the Combat Maneuver specified by your Paragon Path. (**Order**) Hinder. (**Rebellion**) Blind. (**Ego**) Low Blow

Bonus: Pick a Paragon Path from the following: **Path of Order, Path of Rebellion, Path of Ego.**

Note: The Paragon Skills are Combat, Command, Charm, or Intimidate

Show of Force

Prerequisites: Paragon
At-Will - Free Action

Trigger: You win an Opposed Check caused by a Combat Maneuver

Effect: The Combatant that rolled against you loses -1 CS in a Stat of your choice or you may increase one of your Stats by +1 CS.

Righteous Strike

Prerequisites: Paragon, a Paragon Skill at Adept Rank or Higher
1 AP - Free Action

Trigger: You hit a Damaging Attack

Effect: This Feature has a different Effect depending on your chosen Paragon Path:

» **Order:** One enemy hit by the Triggering Attack has an Attack disabled at random. If you've seen the enemy use an Attack this Scene you may instead choose to disable that Attack.

» **Rebellion:** Choose an ally within 5m to increase one of their Stats by +1 CS. You cannot choose Stats that are above their Default Value.

» **Ego:** Increase one of your Stats by +1 CS. You cannot increase Stats that are above their Default Value this way.

Combat Taunting

Prerequisites: Show of Force, a Paragon Skill at Adept Rank or Higher

1 AP - Swift Action

Trigger: You hit a Damaging Attack

Effect: After the attack is Resolved, you may immediately use the Manipulate Maneuver on a legal target within your range. If the Maneuver were to miss or you lose the Opposed Check, the AP spent is refunded.

Bonus: You may use any Paragon Skill when making Opposed Checks for Manipulate and Dirty Trick

Moral Siphon

Prerequisites: Paragon, two Paragon Skills at Adept Rank or Higher
Scene x2 - Standard Action

Target: An Enemy within 5m

Effect: Roll one of your Paragon Skills opposed by the Target's Focus or the same Paragon Skill. The Target becomes affected by one of the effects below based on your Paragon Path. A Target may only be targeted by Moral Siphon once per Scene:

» **Order:** Choose an Attack and Ability known by the Target to become Disabled until you faint or the Scene ends. If the Target succeeded the Check it instead is Disabled for 2 Full Rounds.

» **Rebellion:** For a Full Round whenever an Ally hits the Target, they gain +1 CS to a chosen Stat on Even Rolls and they deal additional Damage equal to their Tick Value on Odd Rolls. If the Target succeeded this Roll, allies instead choose which effect to apply with a 16+ Effect Range.

» **Ego:** The Target loses -2 CS in a chosen Stat, then you gain +2 CS in the same Stat. If the Target succeeded the Check they instead lose -1 CS and you gain +1 CS in the same Stat.

Arcana Attunement

Prerequisites: Paragon, a Paragon Skill at Expert Rank or Higher

X AP - Swift Action

Trigger: You hit a Damaging Attack

Effect: Choose an Enemy hit by the Triggering Attack and an Ability they know. Until the end of the Scene you gain that Ability. If the chosen Ability was Basic, this Feature costs 0 AP. If it was Advanced, it costs 1 AP. If it was High or had no Tier, it costs 2 AP. If the chosen Enemy is a Trainer it costs 1 AP. This Feature cannot be used to take unique Boss or Legendary Abilities or Abilities with the Innate Keyword.

Virtuous Judgment

Prerequisites: Moral Siphon, a Paragon Skill a Master Rank or Higher

Weekly x2 - Standard Action

Effect: This Feature has a different Effect depending on your chosen Paragon Path. Virtuous Judgment can only be used once per Scene.

» **Order:** All Enemies become Suppressed for a Full Round. In addition, all of the following become Disabled on Enemies for 3 Full Rounds, bypassing the limit of 3 Disabled Afflictions. Attacks with the Shield Keyword. Attacks and Abilities that can increase Combat Stages.

» **Rebellion:** Choose any number of Allies on the Field. You may lower any amount of Positive CS you have to your Default Value, then distribute the CS lost in any way to the chosen Allies. (Ex: +3 CS Attack goes to +0, Ally 1 gains +1 CS in Attack, Ally 2 gains +2 CS)

» **Ego:** Choose any number of Stats with Positive CS to lower to their Default Value then add up the number of Combat Stages that would be lost this way. You may then use a Damaging Single Target Attack, increase its Damage Base by the number of Combat Stages that were added up and add both the Exhaust and Smite Keyword to the Attack. After Damage Calculations, the chosen Combat Stages are lost.



RUNE MASTER

Class Skills: Intuition, Occult Education

Travel and Investigation ● ●

Passive Pokémon Support ● ●

Trainer Combat ●

Rune Masters are connected to the Domain of Creation. Rune Masters study the mysterious Unown and have gleaned an insight into their powers. They have an affinity for the odd creatures, able to call them forth from thin air. Whether they are summoning them from some far off location or alternate dimension, or whether they have somehow learned to create Unown by their own powers is unknown. Though the most likely theory is that they come from some part of the Aether Plane, under the direct control of Arceus.

Being the Domain of Creation, Rune Masters have access to the literal tools of life itself, being able to shape Unown into Glyphs that can have nearly any property of reality, allowing them to be extremely versatile provided they use them correctly. However with any semblance of misuse, Arceus himself tends to punish Rune Masters, with a special attention kept on those who don't receive the power of Unown Manipulation directly from him, thus leading to the strictest domain outside Balance and Time.

The powers of a Rune Master can consist in summoning a vortex of Unown around them which they can shape into the Glyphs they need to aid them in their journey, such as the providing defenses, insight, strength or even wisdom.

RUNE MASTER

Rune Master

[Class] [Class Stat Tag is +Special Attack or Special Defense] [Domain Link - Creation]

Prerequisites: Novice Intuition, Novice Occult Edu

Scene - Free Action

Effect: You summon X Unown which orbits you in a Runic Vortex. X is equal to the higher of your Intuition or Occult Edu Rank

Bonus: You gain +1 to Save Checks for every 3 Unown in your Runic Vortex. (Rounded Up)

Mechanic: Runic Vortex

The Runic Vortex is a spiral of Unown that orbits around you. Unown in this Vortex are not treated as targetable Pokémon and may only be used for Rune Master Features. Additionally, there is no limit to the number Unown that can be in your Vortex. Whenever an Unown is used as a cost it disappears from the Mortal Plane. Unown may be summoned at any point during a Scene (Not only Combat) but disappear at the end of the Encounter.

Glyph Transmutation

[Ranked 2]

Rank 1 Prerequisites: Rune Master

Rank 2 Prerequisites: Rune Master, Expert Intuition or Occult Education

At-Will - Standard Action

Rank 1 Effect: Choose one Lesser Glyph. Spend a number of Unown from your Runic Vortex equal to the associated cost, then apply the effect.

Rank 2 Effect: Choose one Greater Glyph. Spend a number of Unown from your Runic Vortex equal to the associated cost, then apply the effect.

Rank 2 Bonus: You may choose to use Glyph Transmutation Rank 1 as a 2 AP - Swift Action. Glyphs used this way cannot be Empowered.

Ancient Runescript

[Gift]

Prerequisites: Rune Master, Adept Intuition or Occult Edu

Scene - Standard Action

Target: A Weapon or Armor worn by you or an Ally Trainer

Effect: You may expend any amount of Unown in your Runic Vortex, then the targeted item gains Runic Energy equal to the amount of Unown expended until the end of the scene. After the usage of this feature, you may activate any Runic Effects on the targeted item provided they have enough RE available. This feature cannot stack with Artificer Features.

Bonus: You gain the Rune Weaver Trait even if you do not qualify for the prerequisites.

Aether Summoning

Prerequisites: Rune Master, Adept Intuition or Occult Edu

1 AP - Special

Effect: You add a number of Unown to your Runic Vortex depending on the Action used for this Feature. Aether Summoning can only be used once per Round and cannot be used as an Extended Action. If used as a Free Action this does not cost AP.

» **Standard Action:** 6 Unown

» **Swift Action:** 3 Unown

» **Shift Action:** 2 Unown

» **Free Action:** 1 Unown

Runic Barrier

Prerequisites: Rune Master, Expert Intuition or Occult Edu
Scene x2 - Free Action, Interrupt

Trigger: You or an Ally are hit with an Attack

Effect: You may alter the Triggering Attack using any of the effects below:

» The Triggering Attack is changed to become the Resisted Effectiveness. This expends **4 Unown** if the Attack was Super Effective and **2** if it was Neutral Effectiveness.

» If the Triggering Attack would have been a Critical Hit you can expend **3 Unown** to make it a normal Hit.

» If the Triggering Attack triggered an Effect Range you can expend **2 Unown** to have the effects not apply.

Blessing of the Aether

Prerequisites: Glyph Transmutation Rank 1, Master Intuition or Occult Edu
Scene x2 - Free Action

Trigger: You or an Ally fall below 50% Hit Points or are hit with a Critical Hit

Effect: A Primal Unown is added into your Runic Vortex. When this Unown is used for a Glyph, the Glyph becomes Empowered, gaining the effects of both the Base Effect and the Empowered Effect. The Trigger of this Feature may be ignored if you instead pay 2 AP.

Lesser Glyphs

Glyph of Warding

Cost: Up to 3 Unown

Target: An Ally or Yourself

Effect: The Target gains X DR until the end of their next turn. X is equal to the higher of your Occult Edu or Intuition Rank multiplied by the number of Unown used as the cost. This Glyph may be used as an Interrupt with a target being hit by an attack as its trigger.

Empowered: The target instead takes no damage and is unaffected by the attack's effects. If this effect is used, 2 Unown must be spent as a Cost.

Glyph of Destruction

Cost: 2 Unown

Effect: Roll a d18 three times to determine the Type of this Glyph, picking one result afterward. Then choose a space within 6m to use the Attack Hidden Power. Hidden Power can be used as if it was Burst 1, Melee - 1 Target, or Line 5 Range. The Offensive Stat for this attack can be either your Special Attack or Special Defense. This Glyph ignores the frequency of Hidden Power but cannot be used as a Swift Action

Empowered: This Attack is treated as having Damage Base 10 and it gains the Smite Keyword.

Glyph of Binding

Cost: 2 Unown

Target: An Enemy

Effect: This Glyph attaches to the Target, requiring a DC 16 Save Check to be removed at the end of their turn. While this Glyph is active, the target suffers -2 CS to a stat of your choice, Accuracy, or Evasion. Bound Unown is considered a Persistent Affliction. A target can only be affected by one Glyph of Binding at a Time.

Empowered: While attached, the target is also treated as having the Vortex Affliction, however they may not roll Save Checks for this Affliction.

Glyph of Strength

Cost: 2 Unown

Target: An Ally above 25% Hit Points

Effect: This Glyph attaches to the target until they fall below 25% Hit Points. While active, this Glyph grants the target +1 CS to a Stat of your choice and their Damage Rolls gain a +10 Modifier. A Target can only be affected by one Glyph of Strength at a Time.

Empowered: Choose an additional Stat to gain +1 CS or the chosen stat instead gains +2 CS. Whenever the target falls under 25% Hit Points, roll a Save Check with a DC of 12. On a success, the Glyph does not fall off.

Glyph of Insight

Cost: 2 Unown

Target: A Creature

Effect: You gain knowledge of what Attacks and Ability the Target knows. If the target is a human, you gain knowledge of what Classes they have taken as well as which skills they are good or bad with. If used outside of Combat, you may Drain 1 AP to gain the Empowered Effect.

Empowered: You also gain knowledge of the Target's relationship to all Legendaries. If used in Combat you gain +3 Evasion against the Target.

Greater Glyphs

Glyph of Revelations

Cost: 4 Unown

Effect: Roll a d18 three times to determine the Type for this Glyph (Using Hidden Power's list) , picking one result. Then choose a space within 6m to use the Attack Judgment. The chosen Type will be the Type of this Attack, ignoring the effect of Judgment. Judgment can either be used as if it had the Burst 1, Line 8, or Cone 2 Ranges (It keeps Smite). The Offensive Stat for this attack can be either your Special Attack or Special Defense. This Glyph may only be used once per scene.

Empowered: The range is instead increased to Burst 2, Line 12, or Cone 3. In addition, it's Damage Base is changed to 15.

Glyph of Vigilance

Cost: 2 Unown

Effect: Choose a Space, Object or Creature within 6m to place this Glyph onto. You may see and hear everything within the proximity of this Glyph as if you were standing in its location. If you are within 15m of this Glyph you may originate any known Special Category Attack from your move list, Glyph of Destruction, or Glyph of Revelation from the space this Glyph is currently in. This Glyph has HP equal to 20 multiplied by the higher of your Occult or Intuition Rank. You may have a number of Glyphs active equal to half your Occult Edu Rank, regardless of the distance; however if they are Empowered they lose the Empowered Effect at the end of the scene.

Empowered: Roll a d18 to determine the Type for this Glyph. At the end of each Round, this Glyph will use Hidden Power, hitting all targets within its range. The Offensive Stat for this attack is based on your Special Attack or Special Defense. If the Glyph is placed on an Object or Creature capable of being moved, this attack is resisted by an additional step.

Glyph of Sacrifice

Cost: X Unown

Target: Yourself or an Ally

Effect: The Target has all Negative Combat Stages reset to their Default Value. In addition they gain a Tick of Hit Points per Unown used as a Cost. The Minimum Value of X must be 1 and the Maximum is equal to the higher of your Intuition or Occult Rank.

Empowered: In addition, all Status Afflictions are healed from the Target.

Glyph of Wisdom

Cost: 2 Unown

Trigger: You or an Ally make a Skill Check

Effect: Add a +3 Modifier to the Skill Check. If this Glyph were to be used in Combat, Glyph Transmutation is considered to have this Trigger and be an At-Will - Swift Action. If this is used outside of an encounter you must Drain 1 AP.

Empowered: This may only be used if the Skill Check is for an Edu Skill. If so, the bonus increases to +5.

Glyph of Vision

Cost: 2 Unown

Target: Yourself or an Ally

Effect: Until the end of the Scene, the Target gains the Blindsight and Darkvision Capabilities. If this was used in Combat, the next attack the Target uses cannot miss. If this is used outside of combat, you may Drain 1 AP to gain the Empowered Effect.

Empowered: Additionally, the Target gains the True Sight Capability. If this was used in Combat the next Damaging Attack the Target has its Critical Hit Range extended by +2.



SAGE

Class Skills: Occult Education

Trainer Combat



Sages are connected to the Domain of Balance. 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 Pokémon Support and wants something defensive to use their Standard Actions on. Additionally with access to the Balance Domain they serve as a great protector for those who can't defend themselves and an equalizer in combat.

Sage

[Class] [Class Stat Tag is +HP or Special Defense] [Domain Link - Balance]

Prerequisites: Novice Occult Education

X AP – Special, Interrupt

Trigger: An Ally within 5m would Take Damage

Effect: The Ally gains Damage Reduction equal to your Occult Education Rank tripled or their Tick Value, whichever is higher, for one full round. This Feature's Action cost can be Free, Swift or Standard, with its corresponding AP cost listed below. In addition it may ignore the Trigger and be used as a Standard Action on your Turn and if done so, affects yourself and up to three Allies on the Field.

» **Standard** - 0 AP

» **Swift** - 1 AP

» **Free** - 2 AP

Note: Multiple uses of Sage does not stack on a Combatant.

Sacred Studies

Prerequisites: Sage

Static

Effect: You may learn two Attacks from the list below under the Tier 1 Attack List. Once you have 5 Sage Features you may learn the other Two Attacks from Tier 1 you didn't choose and two Attacks from the Tier 2 Attack List.

Tier 1 Attacks	Tier 2 Attacks
Light Screen	Heal Bell
Lucky Chant	Mystic Circle
Reflect	Protect
Safeguard	Wish

Mystic Balance

Prerequisites: Sage, Adept Occult Education

Scene x2 - Free Action

Trigger: You or an Ally Lose Combat Stages or gain a Status Affliction as a result of an Enemy Action

Effect: The Triggering Enemy also loses the same Value Combat Stages in the same Stat or gains the same Status Affliction.

Lay on Hands

Prerequisites: Sage, Adept Occult Education

Static

Effect: Choose one of the following Abilities to gain. Once you have 5 Sage Features you may gain another Ability for which you qualify.

» Blessed Touch, Gentle Vibe, Healer, Sacred Bell

Personal Protection

Prerequisites: Sage, Expert Occult Education

Scene x2 - Free Action

Trigger: You Target an Ally with an Attack, Ability or Feature

Effect: One Target of the Triggering Attack, Ability or Feature becomes affected by the Sage Feature as if it were a Free Action that costs 0 AP.

Sage's Benediction

Prerequisites: Sacred Studies, Expert Occult Education

1 AP - Free Action

Trigger: An Allied Blessing has an Activation used

Effect: The Combatant that benefits from the Triggering Blessing gains a Tick of Temporary Hit Points.

Reactive Shielding

Prerequisites: Sacred Studies, Master Occult Education

X AP - Swift Action, Interrupt

Condition: You know the Attack that is associated with the Trigger

Trigger: The Activation Trigger of Reflect, Light Screen, Safeguard, or Lucky Chant would be met

Effect: At the cost of 2 AP, you may use the Attack that corresponds with the Trigger as a Free Action. If that Blessing is already on the Field, you may instead pay 1 AP to add 1 Activation to the Blessing.



TEMPEST MAGE

Class Skills: General Edu or Survival

Trainer Combat



Passive Pokémon Support



Tempest Mages are connected to the Domain of the Sky. While Climatologists study the weather, Tempest Mages have been blessed to be able to manipulate the Weather, within a small scale of course. While the larger climates and weather patterns are manipulated and caused by those in the Sky Domain, those who are under its blessing may also choose to manipulate it as well. As such this has lead to many Tempest Mages being praised for their utility, such as bringing rain to seasons of droughts or protecting vaults with storms of psychic energy.

In combat however, Tempest Mages control the field alongside their Pokemon, creating small rifts of weather and vortexes and manipulating the battlefield alongside their Pokemon, even possibly making their weather more drastic and violent such as typhoons. While Tempest Mages are fairly low impact on region wide weather, it is said that the further up you go in the Sky Domain, the more power and impact you gain, some threats of Tempest Mages have included Mages that can levitate and bring thunder down on entire cities, being both feared and respected for their strengths.

TEMPEST MAGE

Tempest Mage

[Class] [Class Stat Tag is +HP or Special Defense] [Domain Link - Sky]

Prerequisites: Novice General Education or Survival

Static

Effect: Choose 2 Types. You learn both the Boosting and Damaging Weather Attack for those two Types. If you have the Elemental Connection Edge, one of your chosen types must be that. If you have multiple you can only choose from those types.

Bonus: You and your allies are unaffected by any Damaging Weather you or your Pokemon create.

Weather Systems

Prerequisites: Tempest Mage

Static

Effect: Your Pokemon gain an additional Attack Slot. This Slot can only be used for an Attack with the Field Keyword.

Weather Patterns

Prerequisites: Tempest Mage, Adept General Education or Survival

2 AP - Free Action

Trigger: You or your Pokemon create use an Attack with the Weather Keyword or use an Ability that creates Weather

Effect: If the Triggering Weather was Boosting, the Damaging Weather of the Same Type comes into play for the same Duration. If the Weather was Damaging, the Boosting Weather of the Same Type comes into play for the same Duration. Weather added this way doesn't count towards the Maximum 1 Weather.

Note: Extreme Conditions only applies on the Category of Weather used by the Triggering Attack.

Rising Tempest

Prerequisites: Weather Systems, Expert General Education or Survival

Scene - Free Action

Trigger: A Round Starts

Effect: You or your active Pokemon may use an Attack with the Weather Keyword as a Swift Action, Priority (Limited).

Climate Control

Prerequisites: Tempest Mage, Expert General Education or Survival

Static

Effect: You learn the attack Weather Ball.

Bonus: You gain the Overcoat Ability.

Localized Storms

Prerequisites: Tempest Mage, Adept General Education or Survival

1 AP - Free Action

Trigger: You or your Pokemon would create a Weather that doesn't already exist on the field

Effect: The Attack is changed to the range of 5m, Ranged Blast 3, Hazard, then creates a zone of Hazards around the affected area for the duration of the Weather. In addition to the Weather's normal effects, anyone who starts their turn on this Hazard becomes Vortexed if they do not match the Weather's Type. Each time a combatant makes a Vortex Save Check while they're within a Zone created through Localized Storms, the DC is not lowered upon failure. Weather created this way doesn't count towards the maximum of 1 Weather.

Extreme Conditions

Prerequisites: Localized Storms, Master General Education or Survival

Scene - Swift Action

Trigger: You or your Pokemon create Weather on the Field

Effect: Depending on the Trigger Weather Type, choose an additional effect to apply to the Field while the Weather persists on the Field. If the Triggering Weather was created with a Standard Action, instead both Effects apply:

If the Trigger is Boosting Weather:

» The Damage Bonus is increased by the higher of your General Education or Survival Rank.

» All Attacks that match the Weather Type gain Accuracy equal to the higher of your General Education or Survival Rank divided by 3 (Rounded Up)

If the Trigger is Damaging Weather:

» All Combatants that take Weather Damage take a penalty to Damage rolls equal to the higher of your General Education or Survival Rank

» All Combatants that take Weather Damage lose Evasion equal to the higher of your General Education or Survival Rank divided by 3 (Rounded Down)

Weather Reference Chart		
Type	Boosting Weather	Damaging Weather
Bug	Pheremone Haze	Locust Swarm
Dark	New Moon	Ripping Abyss
Dragon	Draconic Aura	Primal Storm
Electric	Thunderstorm	Plasma Storm
Fairy	Glittering Mist	Fey Storm
Fighting	Intense Aura	Aura Tempest
Fire	Sunny Day	Blazing Sun
Flying	Heavy Winds	Wind Storm
Ghost	Dark Fog	Shadow Realm
Grass	Wild Growth	Pollen Storm
Ground	Dusty Day	Dust Storm
Ice	Snowstorm	Hail
Normal	Solstice Dance	Blinding Radiance
Poison	Toxic Mist	Acid Rain
Psychic	Psionic Surge	Psychic Storm
Rock	Diamond Dust	Sandstorm
Steel	Magnetic Surge	Magnetic Storm
Water	Rain Dance	Torrential Typhoon

Weather Bonus Effects

Boosting Weather increases Attacks of its corresponding Type by +10 Damage. **Damaging Weather** causes Combatants that don't match that Type or Elementalist to lose a Tick at the start of their Turn. See the Weather Keyword for more info. In addition, depending on the Type, some Weather has additional effects listed below alongside some Attacks or Abilities gaining additional Effects based on if it is active on the Field.

- » **Bug** - All Bug Type Attacks are instead Neutral Effectiveness if they were to be Resisted by any step for the duration of the Weather. This does not increase the Effectiveness of Attacks that deal Damage due to the Smite Keyword
- » **Dark** - The Area is considered to be affected by **[Special Area Rules - Low Lighting]**
- » **Dragon** - None
- » **Electric** - None
- » **Fairy** - All Normal and Fairy Type Pokemon gain +1 to Effect Range for the Duration of this Weather. All Save Checks may be rolled twice, keeping either result.
- » **Fighting** - None
- » **Fire** - None
- » **Flying** - When Flying Type Weather is activated, all non-Blocking Hazards that are on the Field are Destroyed. All Attacks with the Powder Keyword suffer -4 to their Accuracy Rolls.
- » **Ghost** - The Area is considered to be affected by **[Special Area Rules - Low Lighting]**. All Non-Ghost Pokemon become Trapped for the duration of the Weather. This does not effect Fainted Pokemon.
- » **Grass** - Any Attack with the Powder Keyword cannot be Avoided. (Except for Immunity)
- » **Ground** - None
- » **Ice** - None
- » **Normal** - None
- » **Poison** - When Poison Type Weather is Activated, all Steel Type Pokemon lose -2 CS in Defense.
- » **Psychic** - When Psychic Type Weather is Activated, all Non-Psychic Type or Mindlock Combatants lose -1 CS in Special Defense. All Focus Skill Checks suffer a -3 Modifier.
- » **Rock** - None
- » **Steel** - When Steel Type Weather is Activated, all Combatants with the Magnetic Capability gain +1 Speed CS.
- » **Water** - None



WARPER

Class Skills: Occult Education

Trainer Combat



Travel and Investigation



Warpers are connected to the Domain of Space. 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.

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.

Though most Warpers with little power they have make use if it through aiding them in combat, allowing them to surpass the natural talents of most fighters with their cunning use of portals and psionic energy.

WARPED

Warper

[Class] [Class Stat Tag is +Attack or Special Defense] [Domain Link - Space]

Prerequisites: Novice Combat, Novice Occult Ed

At-Will - Extended Action

Target: An Item in your Possession

Effect: The Target becomes Warped. While Warped, you always know where this Item is and may teleport it to your hands as a Swift or Extended Action. You may only have a number of Warped items at a time equal to the higher of your Combat or Occult Edu Ranks.

Bonus: You learn the Teleport and Cognition Strike Attacks.

Space Distortion

Prerequisites: Warper

Scene x3 - Free Action

Effect: The user creates a Portal on an adjacent space, then another Portal within X meters, where X is equal to the user's Occult Edu Rank. These Portals last for a Full Round but may be closed as a Free Action by the user. Combatants may shift through this portal and instantaneously appear in the space where the linked portal is. Combatants may also use Melee Attacks next to a portal to target an enemy adjacent to the linking portal. Ranged attacks cannot be used through portals. When using a Line or Single Target Ranged Attack, you may have it travel through a Portal and continue in any direction originating from the linked Portal with the remainder of its range. If this Feature is used outside of Combat this is treated as a Drain 2 AP - Extended Action.

Warped Technique

Prerequisites: Warper, Adept Combat or Occult Education

Static

Effect: You learn Gravity and Psycho Cut. Cognition Strike and Psycho Cut can also be used as a Weapon Attack on Melee Weapons. When used this way they may have the range of Melee, Pass.

Strange Energy

[Weapon]

Prerequisites: Warper, Adept Combat or Occult Education

Bind 2 AP - Standard Action

Effect: While this Feature is Bound, your Struggle Attacks and Weapon Attacks make a Target Vulnerable on 18+, and may deal Psychic Type Damage if you wish. In addition, your Attacks with Warped Weapons gain +1 Effect Range and +1 Crit Range. This modifier is changed to +2 against Vulnerable targets.

Distorted Travel

Prerequisites: Space Distortion, Expert Combat or Occult Education

Static

Effect: You gain the Transporter Ability and +4 to your Teleport Movement Capability. Whenever you Shift with your Teleport Movement, you gain +2 Evasion for 1 Full Round.

Bonus: For 3 Stamina you can create a Portal, linking your current Region to another Region for a Full Game Week. Anyone may travel between the two linked regions for no Stamina Cost.

Unstable Reality

Prerequisites: Warped Technique, Expert Combat or Occult Education

Bind X AP - Swift Action

Effect: When you bind this Feature, choose one of the following Attacks which you know: Gravity, Magic Room, Psychic Terrain, Wonder Room. This Attack affects a Burst X (Including yourself), where X is equal to the amount of AP used to bind this Feature.

Bonus: You learn the Psychic Terrain Attack.

Warped Potency

Prerequisites: Distorted Travel, Master Focus or Occult Education

Scene - Free Action

Trigger: You Teleport to a space adjacent to an Enemy

Effect: You may perform an At-Will or EOT Attack on an Adjacent Enemy (Within Frequency). If the Feature was triggered by the Teleport Attack, it can instead be made as a Free Action but must target the Enemy who triggered Teleport. The Enemy is considered Vulnerable for this attack. If they were already Vulnerable, this Attack is one step more effective (Max: Super Effective).

Note: The Trigger may occur from either Teleport movement or the Attack 'Teleport'.



POKEMON

Pokémon Rules & Intro

Within the World of Phemenon and the Server at large, you are allowed to carry 3 Pokémon in your party at a time, however you may access Pokemon in your storage at any time outside of an encounter. The main reason for only carrying 3 in an encounter is due to the intense spiritual connection between the Trainer and their Pokeballs. If any more were to be brought into combat it could lead to harsh side affects for both the Trainer and their Pokémons.

Mechanically speaking the limit exists because otherwise combat will take too long and it also allow the strategy of selecting your party based on the area you're exploring in.

Extra Pokémons beyond the limit of three are usually automatically teleported in their Poké Balls to a Pokémon Center for storage if applicable. All of a Trainer's Pokémons are spiritually connected to their Trainer and their Pokeball, allowing only them to use it.

Trainers can also only command one Pokémon at a time, with an exception of Focused Command. This is largely due to the spiritual and physical strain of battle where a Trainer needs to be connected to only one Pokémon at a time to both maximize their connection and for neither party to be mentally strained.

Mechanically speaking it would be dumb if Trainers could swarm a Pokémon with 6 they own and it would be impossible to make it challenging.

Managing Pokémons

There are many attributes to Pokémons, similarly to Trainers but Pokémons have natural gifts such as natures and abilities that can determine how they fight in combat. All information for Pokémons can be found in the Pokédex along with how to read each entry.

Combat Stats

Just like Trainers, Pokémons have Combat Stats, Skills, and Capabilities. While most of a Pokémon's traits are defined for an entire species in the Pokédex, their Combat Stats are determined by their Trainer's choices. While the GM usually assigns a Pokémon's Nature and Abilities when they're found in the Wild, the Trainer assigns all of their Stat Points up to their current Level and upon capture.

Utilizing our Trainer Sheet, a lot of information is already calculated but I'll go over each from a systematic basis. By checking the Pokédex you'll find a specific Pokémon species's **Base Stats**. This includes their HP, Attack, Defense, Special Attack, Special Defense and Speed.

Next a Pokémon's **Nature** is applied. This will simply raise one stat, and lower another; each stat being raised or lowered by 2. See the following page for a list of Pokémon Natures.

Then Pokémons gain **+X Stat Points**, where X is the Pokémon's Level. **You may never invest more than 50% of Stat Points into a Single Stat**. If your Pokémon has 22 Stat Points from Leveling Up, they can only have a max of 11 points in one Stat. This is rounded down if applicable on odd level-ups.

Base Stat Relations

Unlike Trainers however, Pokémons need to follow what is called the **Base Stats Relation (BSR)**. This puts you a Pokémons Base Stats in order from highest to lowest. This order must be maintained when adding Stat Points. For Example, if a Charmander has higher Base Attack than Base Speed, its Speed stat can never be higher than its Attack Stat unless the Base Stats change. **HP is never counted towards BSR as well.**

Stats that are equal in value can be higher or lower than each other, so long as their relation with other stats remains the same (They don't need to be equal to each other). The example below shows 3 Examples of how to build a Charmander. Considering Special Defense and Attack are equal in value, they can have any number of stat points invested, so long as both are lower than Special Attack (6) and Speed (7) and higher than Defense (4). This specific Charmander would have the following BSR Equation:

Speed > Special Attack > Attack = Special Defense > Defense.

Charmander 1				Charmander 2				Charmander 3			
Stat	Base	Added	Total	Stat	Base	Added	Total	Stat	Base	Added	Total
HP	4	2	6	HP	4	0	4	HP	4	4	8
ATK	5	3	8	ATK	5	0	5	ATK	5	5	10
DEF	4	2	6	DEF	4	0	4	DEF	4	0	4
SPATK	6	3	9	SPATK	6	5	11	SPATK	6	1	7
SPDEF	5	2	7	SPDEF	5	0	5	SPDEF	5	0	5
SPEED	7	3	10	SPEED	7	10	17	SPEED	7	5	12

The First Charmander is statted correctly. While it doesn't need to be equally distributed it follows BSR and the statting rule. The Second Charmander is illegal, as it follows BSR but it put more than 50% of its Level-Up points into Speed. Considering it's current Stat Points are 15, the maximum it could invest in a Stat is 7. The Third Charmander is following the 50% Stat Rule but Illegal due to not following BSR. Currently it's Attack Value Total is higher than its Special Attack Total. Considering its Base Special Attack is higher than its Base Attack, it's not allowed.

Furthermore, there are several Features that allow trainers to break Stat Relations; when adding stats, you don't need to "correct" Stats due to the "violations" made due to these features. A Trainer with the "Attack Ace" Feature for example, could raise their Charmander's Attack to match or exceed any other stat, thus it would be able to put points into attack before needing to invest in Special Attack. Furthermore, this trainer would NOT be compelled to raise other Stats to "fix" the violations caused by this artificially raised high Attack.

Pokémon Nature Chart

Nature	Raises	Lowers	Nature	Raises	Lowers	Nature	Raises	Lowers
Composed	HP	HP	Docile	DEF	DEF	Quirky	SPDEF	SPDEF
Cuddly	HP	ATK	Stark	DEF	HP	Dreamy	SPDEF	HP
Distracted	HP	DEF	Bold	DEF	ATK	Calm	SPDEF	ATK
Proud	HP	SPATK	Impish	DEF	SPATK	Gentle	SPDEF	DEF
Decisive	HP	SPDEF	Lax	DEF	SPDEF	Careful	SPDEF	SPATK
Patient	HP	SPEED	Relaxed	DEF	SPEED	Sassy	SPDEF	SPEED
Hardy	ATK	ATK	Bashful	SPATK	SPATK	Serious	SPEED	SPEED
Desperate	ATK	HP	Curious	SPATK	HP	Skittish	SPEED	HP
Lonely	ATK	DEF	Modest	SPATK	ATK	Timid	SPEED	ATK
Adamant	ATK	SPATK	Mild	SPATK	DEF	Hasty	SPEED	DEF
Naughty	ATK	SPDEF	Rash	SPATK	SPDEF	Jolly	SPEED	SPATK
Brave	ATK	SPEED	Quiet	SPATK	SPEED	Naive	SPEED	SPDEF

Nature & Flavor Preference: Pokémon prefer a specific type of flavor based on their Nature. Each Stat correlates to a flavor; **HP with Salty, Attack with Spicy, Defense with Sour, Special Attack with Dry, Special Defense with Bitter, and Speed with Sweet.** Pokémon like the flavor associated with the Stat raised by their nature, and dislike the flavor associated with the stat lowered by their nature. Pokémon with neutral natures do not have any flavor preferences.

You will use these flavor preferences when feeding your Pokémon special food items, such as the Chef's Snacks.

Abilities

In addition to Combat Stats, Pokémon have **Abilities** and **Attacks** that define them in battle.

All Pokémon are born with a single Ability, chosen from their **Basic Abilities**. Normally the GM will decide what Ability a Pokémon starts with, either randomly or by choosing one.

Pokémon can gain additional Abilities as they Level up and gain Pokemon Advancement perks if they so choose them. At **Level 20**, a Pokémon can gain a Second Ability, which may be chosen from its **Basic or Advanced Abilities**.

At **Level 40**, a Pokémon can a Third Ability, which may be chosen from **any of its Abilities**, including its **High Ability and another can be chosen at Level 60**.

There is also a category of Abilities called Last Chance Abilities for each Type that can often only be gained through these methods such as Type Ace and not through normal Level progression.

There is no maximum to the number of Abilities that a Pokémon or Trainer may have.

Attacks

Attacks are a Pokémon's battle techniques and have the biggest influence on their combat ability.

Pokémon may learn a maximum of **6 Attacks** from all sources combined. However, certain Abilities and Advancement Options may allow a Pokémon to bypass this limit, Such Cluster Mind.

Capabilities

Just like Trainers, Pokémon have Capabilities that define traits such as how fast they can run, swim, or fly, how much they can lift, and how far they can jump.

Pokémon also have a number of non-basic capabilities that define their special abilities such as shrinking in size, breathing underwater, exercising psychic powers, and seeing in the dark. Certain Trainer Classes and pieces of Equipment may grant humans these capabilities as well though it is rare. A list of all Capabilities can be found in Chapter 6.

Unlike Trainers, Pokémon do not derive their Capabilities from their Skill Ranks; instead, they are determined by their species. **Certain Attacks can grant Capabilities or boost existing Capabilities. These bonuses are lost if the Attack is ever forgotten.**

Skills

Similar to Trainers, Pokémons also have Skills, albeit they have different Ranks compared to Trainers that raise based on their current Evolution Stage:

Mastered - The first stage of a 3 Stage Pokémon has **4d6** in this Skill. The second stage of a 3 Stage Pokémon or first stage of a 2 Stage Pokémon has **5d6**. The last Evolution stage of any Pokémon has **6d6**.

Proficient - The first stage of a 3 Stage Pokémon has **3d6** in this Skill. The second stage of a 3 Stage Pokémon or first stage of a 2 Stage Pokémon has **4d6**. The last Evolution stage of any Pokémon has **5d6**.

Unlisted - The first and second stage of a 3 Stage Pokémon or first stage of a 2 Stage Pokémon has **2d6** in this Skill. The last Evolution stage of any Pokémon has **3d6**.

Inept - The first and second stage of a 3 Stage Pokémon or first stage of a 2 Stage Pokémon has **1d6** in this Skill. The last Evolution stage of any Pokémon has **2d6**. **Inept Skills cannot be increased by any means.**

Example: If Charmander has Proficient Combat it has 3d6. If Scizor has it, it has 5d6

Leveling Up

Whenever your Pokémons gains Experience, add its Experience to its previous Experience total. If the new total reaches the next Level's "Exp Needed", the Pokémons Levels up.

Pokémon owned by Trainers have a Maximum Level of 80. Wild Pokémons have a Maximum Level of 150.

When Pokémons are encountered in the Wild, they will always have a Level based around the Party's Pokémons, so sometimes the level can exceed 80. Legendaries as well have extraordinary Power which can reach up to Levels 120 and Level 150.

See the next 2 pages for the Pokémons Experience Chart. Owned Pokémons never go past 80, it doesn't include levels 81-150 for experience values.

Whenever your Pokémons Levels up, follow this list:

» **First, it gains +1 Stat Point.** As always, added Stat points must adhere to the Base Relations Rule and 50% Rule.

» **Next, there is the possibility your Pokémons may learn an Attack or Evolve.** Check its Pokédex Entry to see if either of these happens. If a Pokémon evolves, make sure to then check its new form's Attack List to see if it learned any Attacks that Level or Attacks listed with the (Evo) condition. You may choose not to Evolve your Pokémons if you wish.

» **Finally, Apply your Pokémons Advancement Bonuses:** This happens at Level 1, 10, 20, 30, 40, 50, 60, 70 and Level 80.

When you defeat Pokémons in an Encounter, your Party gains Experience (PXP) equal to their Pokémons Levels. For example, beating 2 Level 40 Noctowl would grant 80 PXP. (Then that Experience is multiplied based on the Encounter Type). Once you determine the total PXP gained, you can split it amongst your party so long as you follow a few rules.

» **At least 50% of all PXP must go to the Active Battlers.** Any remaining PXP may go to other members in your Party or your Storage.

» **If a Pokémon is Max Level, their PXP is converted to Money.**
» **PXP can be converted to Money.** 1 PXP = \$1.

Evolution

Upon Evolving, several changes occur in a Pokémon. Take the new form's Base Stats, apply the Pokémons Nature again, reapply any Vitamins that were used, and then re-Stat the Pokémon, spreading the Stats as you wish.

Again, Pokémons add +X Stat Points to their Base Stats, where X is the Pokémon's Level plus 10. You must of course, still follow the Base Relations Rule and 50% Rule as normal. (Sheet auto calculates)

Then, check Abilities and Attacks. Abilities change to match the Ability in the same spot in the Evolution's Ability List. Some Pokémons such as Magikarp may change abilities when evolving. When Pokémons Evolve, they can immediately learn any Attacks that their new form learn at a Level lower than their minimum Level for Evolution but that their previous form could not learn.

Example: Snorlax could learn Yawn and Belly Drum.

Finally, check the Pokémons Skills and Capabilities and update them for its Evolved form. All of this is automatically tracked on your Character Sheet.

Pokemon Advancement Bonuses

Veterans of Pokemon be sure to read this section as it contains homebrew implementations to how Pokemon are raised. In a similar manner to how Trainers have Trainer Advancement bonuses, Pokemon also now gain **Pokemon Advancement Bonuses** which is located near the bottom of each Pokemon Sheet. Depending on the Pokemon Level's, apply the bonuses listed below, or choose one if stated.

Every...

- » **Level** the Pokemon gains +1 Stat Point to distribute to any Stat (Auto Calculated by the sheet)
- » **10 Levels** the Pokemon learns **General Pokemon Edge**. At Level 40 and 80 they may instead choose to learn a **Proficiency Pokemon Edge** for which they qualify. (Level 10, 20, 30, 40, 50, 60, 70 ,80)

Level 1

Level 1 Pokemon gain all of the Bonuses listed below:

- » The Pokemon **gains a Nature** chosen by the GM (Random if hatched or chosen via qualities)
- » The Pokemon **learns all of their Starting Attacks**
- » The Pokemon **gains +10 Level Up Stat Points** to distribute (Auto calculated by the sheet)
- » The Pokemon **gains a Basic Ability**.

Level 20

Choose one Bonus listed below below:

- » The Pokemon gains a **Basic or Advanced Ability**.
- » The Pokemon can **learn a Tier 1 or 2 Attack** from their Tutor List.
- » The Pokmon **gains +5 Stat Points** that can modify base stats in any way. Level-up stats must be legal via Base Stat relations after application and can be changed if this would make it illegal.

Level 40

Choose one Bonus listed below below:

- » The Pokemon can learn a **Basic, Advanced or High Ability**.
- » The Pokemon can **learn a Tier 1, 2 or 3 Attack** from their Tutor List.

Level 60

Choose one Bonus listed below below:

- » The Pokemon can learn a **Basic, Advanced or High Ability**.
- » The Pokemon's **Attack Pool is increased by +1**
- » The Pokemon **gains +5 Points in two different stats**. Stats gained this way go in the Extra Column

Level 80

Choose one Bonus listed below below:

- » The Pokemon's **Attack Pool is increased by +1**
- » The Pokemon **gains +5 Points in two different stats**. Stats gained this way go in the Extra Column

Training Pokémons

Sometimes Trainers may wish to train their Pokémons in a safe environment. By spending **1 Stamina** you can Train up to **8 Pokémons at a Time!** The number of Pokémons you can Train per Game Week is equal to **Double your Command Rank.** Pokémons can only be trained once per Game Week unless you gain benefits from certain Expansions. While Training your Pokémons (Or even other Pokémons!) you can apply any amount of the following effects (Effects may be adjusted):

» **Pokémon you Train can have [Training] Features Applied to them.** Pokémons that are owned by you also benefit from your Trainer Classes such as Ace Trainer so long as the Trigger states that you Train them. If you have multiple [Training] Features you can decide which Pokémon gets what Feature.

» **Pokémon you Train gain Pokémon Experience based on a Few Factors.** Pokémons you Train gain PXP equal to half their Level plus a bonus based on your Command Rank. Any PXP your Pokémons gain through Training cannot be converted to Money like normal PXP Gain.

» Pathetic or Untrained:	0 PXP
» Novice or Adept:	5 PXP
» Expert or Master:	10 PXP
» Virtuoso:	15 PXP

» **Pokémon you Train gain Loyalty Points based on your Command Rank.** Whenever you Train Pokémons, they gain Loyalty Points equal to **your Command Rank.** If you're Training a Pokémon that you don't own, their Loyalty Points cannot surpass -10 LP. But it's a great way to get disobedient Pokémons to listen to you!

Pokémon Experience Chart

Level	PXP Needed						
1	0	21	460	41	2355	61	6110
2	10	22	530	42	2480	62	6360
3	20	23	600	43	2610	63	6610
4	30	24	670	44	2740	64	6865
5	40	25	745	45	2875	65	7125
6	50	26	820	46	3015	66	7390
7	60	27	900	47	3155	67	7660
8	70	28	990	48	3300	68	7925
9	80	29	1075	49	3445	69	8205
10	90	30	1165	50	3645	70	8485
11	110	31	1260	51	3850	71	8770
12	135	32	1355	52	4060	72	9060
13	160	33	1455	53	4270	73	9350
14	190	34	1555	54	4485	74	9645
15	220	35	1660	55	4705	75	9945
16	250	36	1770	56	4930	76	10250
17	285	37	1880	57	5160	77	10560
18	320	38	1995	58	5390	78	10870
19	360	39	2110	59	5625	79	11185
20	400	40	2230	60	5865	80	11505

Pokémon Edges

Whenever your Pokemon level up to a certain Level that is an increment of 10, they gain a Pokemon Edge. A full list of General Pokemon Edges and Proficiency Pokemon Edges are below. A Pokemon Edge may only be taken once unless otherwise specified.

General Pokémon Edges

Skill Improvement

Prerequisites: None

Effect: Choose a Non-Inept Skill on this Pokemon. If the chosen Skill is not listed, it becomes Proficient. If it's Proficient, it becomes Mastered. If it is Mastered, it gains a +3 Modifier to Skill Rolls of that Skill. Skill Improvement may be taken up to three times, however it can only target a Skill Twice. Edu Skills cannot exceed Proficient if targeted by this Poke Edge. When this Pokemon evolves and its Skill were to change Ranks, Skill Improvement would reapply with the new species default Rank and refund if necessary.

Accuracy Training

Prerequisites: None

Effect: Choose an Attack known by this Pokemon that has 3 or more AC. If its AC is 3 or 4, it is lowered by -1. If it is 5 or Above, it is lowered by -2. Accuracy Training may be taken up to three times, however can only target an Attack once.

Versatile Power

Prerequisites: None

Effect: The user adds half of their Attack Stat to the damage rolls of their Special Attacks; and the user adds half of their Special Attack Stat to the damage of their Physical Attacks. This does not change the Damage Class of any attack.

Advanced Mobility

Prerequisites: None

Effect: Choose a Movement Capability that is 3 or higher. The chosen Capability is increased by +2. Advanced Mobility may be taken multiple times but only be applied to a specific capability once.

Native Expertise

Prerequisites: None

Effect: Choose one Attack on the user's Attack List. Its type becomes shifted to one of the user's Types. If the chosen Attack is no longer on the user's Attack list they may either choose a different Attack or refund this Pokemon Edge. Native Expertise may be taken up to two times, each time selecting a different Attack.

Attack Specialty

Prerequisites: The User is at least level 30

Effect: Choose a non-Daily Frequency Damaging Attack on the user's Attack List that has not been targeted by a PP-Up. The Attack's AC is lowered by -1 and its DB is increased by +3, however the Attack is increased in Frequency. (At-will to EOT, EOT to Scene x2, Scene x2 to Scene, Scene to Weekly) The Attack can no longer be targeted by a PP-UP.

Stat Conflict

Prerequisites: None

Effect: Select any Base Stat except HP. The selected stat can be lower than any other stat, regardless of Base Stat Relations. Stat Conflict may be taken up to two times, each time selecting a different stat.

Realized Potential

Prerequisites: The User has the Underdog Capability and is at least Level 30

Effect: Subtract the user's Species Base Stat Total from 51. The user gains Bonus Stat Points equal to the remainder. These Stat Points must follow Base Stat Relations as normal. The user can learn tutor attacks from the tutor list of their evolutions and learn level up moves from the level-up lists of their evolutions. If the user evolves to a species without a Base Stat Total 45 or higher, Realized Potential is removed and the user can select a different Poke Edge to gain.

Some Pokemon once they reach a high enough level can qualify for special Pokemon Edges known as Proficiency Edges. These are limited based on the user's Skill Rank and needs to be either Proficient or Mastered in order to qualify for them. Proficiency Edges can be taken at either Level 40 and/or Level 80. **The user only needs one of either listed Prerequisites to be Proficient or Higher in order to qualify.**

Proficiency Pokémon Edges

Beloved Protector

Prerequisites: Athletics or Focus

Static

Effect: Once per Scene the user may use an Interrupt Maneuver as a Shift Action.

Brutal Striker

Prerequisites: Athletics or Combat

Scene x2 - Free Action

Trigger: The user uses a naturally At-Will Damaging Melee Attack or Melee Struggle Attack.

Effect: For the remainder of the user's turn, the Triggering Attack has its Damage Base increased by +3. The Attack's Total DB cannot exceed 14.

Swift Brawler

Prerequisites: Acrobatics or Combat

Scene x2 - Free Action

Trigger: The user starts their Turn

Effect: During this turn, the user's Attacks that have the Melee Keyword gain the Pass Keyword.

Bonus: Whenever the user Disengages, they instead may move up to half their highest Movement Speed.

Evasive Maneuver

Prerequisites: Acrobatics or Intuition

Static

Effect: The user may Disengage as a Swift Action. Whenever the user Disengages, they instead may move up to half their highest Movement Speed.

Keen Sharpshooter

Prerequisites: Perception or Intuition

At-Will - Shift Action

Effect: The user gains +2 Accuracy towards their next Non-Melee Damaging Attack

Bonus: Whenever you target an Enemy that is more than 4m away that has no allies within 2m, they are considered Flanked.

Natural Explorer

Prerequisites: Perception or Survival

Static

Effect: The user ignores slowed and rough terrain and does not trigger Hazards. The user gains double the bonuses from the Naturewalk Capability.

Relentless Hunter

Prerequisites: Stealth or Survival

Static

Effect: All adjacent enemies that do not have any allies within 1m are considered flanked when you attack them. Enemies you are flanking are Slowed whenever you hit them with an Attack.

Sudden Strike

Prerequisites: Stealth or Guile

Scene - Free Action

Trigger: You use an Attack against a Target who has not yet acted this Round.

Effect: The Target cannot use Interrupts or Reactions for a Full Round. This does not prevent Interrupts or Reactions against the triggering Attack, and a target can only be affected by Sudden Strike once per Scene.

Bonus: You gain +2 to your Accuracy and Movement Speeds during the first round of combat.

Sly Manipulator

Prerequisites: Charm or Guile

Scene - Free Action

Effect: The user uses an Attack with the Social Keyword as a Swift Action.

Bonus: Whenever the user would end their turn without using a Damaging Attack, they may use a Manipulate Maneuver as a Free Action. This effect cannot be used if the user was prevented from using a Standard Action.

Charismatic Commander

Prerequisites: Charm or Command

At-Will - Swift Action

Effect: The user uses a Basic Training Order on any Ally.

Bonus: Choose one Basic Training Order. The user is always considered to have been trained by that Order in addition to any current training.

Menacing Presence

Prerequisites: Command or Intimidate

Scene x2 - Free Action

Trigger: The user lowers an enemy's Combat Stage(s).

Effect: The affected Combat Stage(s) are lowered by an additional -1 CS.

Bonus: Whenever the user inflicts an Injury, the Injured Enemy loses -1 CS in a Stat of the user's choice.

Focused Tenacity

Prerequisites: Focus or Intimidate

Static

Effect: If the user has a Volatile Affliction, they may make the Save Check for it at the beginning of their turn rather than the end of their turn. The user gains a +3 bonus to your saves against Volatile Afflictions.

Medical Assistant

Prerequisites: General Edu or Medicine Edu

Scene x2 - Free Action

Trigger: The user causes an ally to regain Hit Points.

Effect: The user makes a Medicine Edu Check, then the ally restores that much more Hit Points or gains that much Temporary Hit Points.

Bonus: The user may hold and use Restorative Items. When Applying Restorative Items, the user ignores the Once per Scene Clause for these Items. As a Swift Action when Adjacent to their Trainer, they may equip a Restorative Item to an Empty Held Item Slot.

Augmented Mastery

Prerequisites: General Edu or Technology Edu

Static

Effect: You may install a single upgrade on your pokemon without taking up a held item slot. The pokemon only gains the minor upgrade effect from that upgrade. The user may also use and hold Items created by a Saboteur in their normal held item slot.

Alchemical Student

Prerequisites: General Edu or Occult Edu

Static

Effect: This Pokemon may hold any Enchanting Rune. While held the Rune is considered to have a Runic Energy Limit of 2 RE. If their highest Base Stat is Attack, Special Attack or Speed they're considered Offensive. If their highest Base Stat is HP, Defense or Special Defense they're considered Defensive (Choose on tie). As an Extended Action, Trainers with the Rune Weaver Edge may target this Rune and activate any effect that is legal for them. Anytime a Weapon Attack is referenced by a rune, replace it with "Damaging Attack". Any time AP were to be used, the Trainer must spend the cost.

Elemental Expertise

Prerequisites: General Edu or Pokemon Edu

Static

Effect: The user gains a +2 to Accuracy, Evasion and Skill Checks against Pokemon that share a Natural Type with it or are part of their Species line.

Note: Changing types through Abilities or Attacks does not change the Natural Type of the user, however external changes such as Aberrations do change the Natural Type of the user.

Mega Evolution

Mega Evolutions are meant to be the final stage within a Pokemon's Growth and Evolution cycle. This form is said to be the ultimate strength of a Pokemon, and shows a significant bond between the Trainer and its partner. Unlike the games however, Mega Evolution is a permanent form change and can only be removed by de-leveling a Pokemon.

There are currently a few methods of obtaining a Mega Evolution:

- » **Spending 30 Honor** to create a **Variant Mega Form** (Which allows a free evolution to that form)
- » **Spending 15 Honor** to Mega Evolve a Pokemon to an existing form in the Mega Dex
- » **Spending 10 Honor** to Mega Evolve a Pokemon that is Cherish Bonded or has 50 Loyalty Points
- » **Using a Mega Crystal** to Mega Evolve a Pokemon to an existing form in the Mega Dex

Here are additional rules of Mega Evolution:

- » A Trainer can only have **one Mega Evolution in their Party at a time**. The spiritual bond is too straining otherwise to have multiple.
- » **A Pokemon with less than 0 Loyalty Points cannot Mega Evolve** as it doesn't have trust in its Trainer. A Pokemon must be **at least Level 60** to Mega Evolve and must be listed in the Mega Dex.
- » **Aberrations, Fakemon and Regional forms cannot Mega Evolve**, their anatomy and genetic structure is too warped to be able to evolve the same way a normal Pokemon of their species would be able to. However the listed Pokemon can Mega Evolve into a **Variant Mega Form** if one is created and appropriate to that Aberration's current form. It must be specifically made for that Pokemon in mind. An Ice/Flying Charizard cannot Mega Evolve into an Electric/Flying Charizard Variant. Yes this means that a majority of Aberrations and non-eligibles cannot Mega Evolve.

Example: An Electric Charizard can't evolve into mega Charizard but can gain a higher variant form.

Note: This includes Regional forms such as Alolan Raichu as well, despite being a canon Pokemon. They function similarly lore wise to Aberrations, being a regional alteration to the norm.

» **Some Pokemon cannot Mega Evolve due to various reasons.** Pre-Evolved Pokemon cannot Mega Evolve, as they're still infantile. Ultra Beasts such as Naganadel are already considered in their highest power.

» Through sheer determination and willpower, some **Wild Pokemon can Mega Evolve**.

This is only possible for Raid Boss Template Pokemon. If a Mega Pokemon is captured this way it reverts to normal form, as the bond from the Pokeball restricts the circumstances of which it gained its form.

» **Legendary Pokemon may also Mega Evolve.** However this is through a process called Primal Reversion, and allows the Legendary to revert to their Primal Form, a state in which they are exceedingly powerful. They only change to their Primal Form if their lives are in danger or they're risking their lives for a cause, as it is extremely volatile and possibly damaging to their domain. However this form allows them to exceed far beyond normal capabilities. This is only applicable to Greater and Almighty Legendaries.

All Available Mega Pokemon are listed in the Mega Dex found in our Drive.

All Additional Information is found there as well such as Variant Mega Info.



Legendary Pokémons

Legendary Pokémons are considered Legendary for a reason, they contain Powers that far surpass any living creature in Phemenon. Most of which control their own domains, and if that domain were to be challenged or usurped, it could spell disaster for the world as we know it. There have been many attempts to gain this special kind of power, though through the many history books we can gather, the following conclusions (rather, assumptions) can be made:

- » Legendary Power must be **willingly** given under **Patronage**.
- » Power **cannot be taken** through Ritual or Usurping a Legendary
- » Each Legendary may choose to have a legion of followers, and thus **grant their power** towards those willing to serve them. Each Legendary is different in this regard.
- » Power granted through Patronage is solely **linked and channeled through that Legendary**. If something were to happen to that Legendary, the power may become corrupted or removed.
- » **Legendaries cannot die**, however go dormant in order to regain power. It takes a Season to revive or is within Moderator Discretion.
- » **Legendaries cannot be contained in Pokeballs** nor unwillingly controlled
- » **Most Legendary Pokémons control over a Domain**, and can grant power to themselves or others pertaining to that Domain.

Beings of such power have been worshiped and served over the ages by societies all around the world, in return for blessed power in hopes of surviving easier. And in return, these Legendaries gain servants that can perform their bidding outside of their domains. As such, many wars have been fought between feuding deities, humanity being dragged into the mix and even instigating it at times. Though if there's one certain fact it's that our lives are bound by their existence, our life being thanks to them, and our deaths being thanks to them.

Full Information on Legendary Pokémons, Patronage System, Patron Gifts and Arcana Edges can be found in the [Mythology Compendium](#).

You may only have one Patron. While you may be able to form multiple relationships with Legends, increasing what are known as Patron Ranks, you can only follow the Patronage of one Legend at a time. Even if you have a Bishop Rank relationship with Marshadow and an Acolyte Rank with Reshiram, you can only gain power from one of them, the rest just being on friendly terms which provides for other benefits that are non-mechanical in nature.

You may become Branded. Unlike Patron Gifts, you may be branded multiple times, each time being treated as a Curse that can't be removed outside a few circumstances. Legendary Guardians brand those that it dislikes, so be cautious when dealing with divinity. You may only remove a brand by killing that Legendary, increasing your Patron Rank to that Legendary to Acolyte+, or being at least a Bishop Rank for a Legend in a higher Pantheon. (Example: Moltres Brand can be removed by Lugia or Dialga)



Pokémon Disposition

Not all encounters with Wild Pokémon have to end in battle. Trainers may choose to help them out, befriend them, or seek their aid without capturing them. Pokémon can be difficult to predict, but as with most things in life, being friendly and open generally helps when trying to avoid hostile interactions.

Wild Pokémon have 7 different Dispositions towards Trainers or a group of Trainers, ranging from Very Friendly to Very Hostile.

Friendly Pokémon will try to interact with trainers. **Neutral** Pokémon will likely just continue about their business, either ignoring or casually observing the Trainers. **Very Fearful or Fearful** Pokémon will be very wary of nearby trainers, or may try to run away or hide. **Hostile or Very Hostile** Pokémon will likely stand their ground stubbornly against any incursions, try to run the trainers off, or outright attack them.

The vast majority of Wild Pokémon will begin at Hostile towards random Trainers in their territory. Each Area has a different set of rollable Dispositions that represent the general attitude of Pokémon in that area towards humans and other Trainers. A large variety of actions may improve their disposition, to the GM's discretion.

If Pokémon are made Friendly or Very Friendly, they may even ask to be caught without a fight. Attacking Pokémon or attacking their friends or family will likely ruin a Pokémon's disposition towards you. Some acts may be enough to go from Neutral straight to Very Hostile with little chance of redemption.

Social Capture

Pokémon in the wild, much like humans have different personalities, ideologies and alliances. Thus, some of these traits may align or clash with Trainers that they come across. Instead of using Pokéballs to Capture as an Extended Action after defeating them in battle, Trainers can persuade Pokémon to join their teams if the Pokémon allows it. In order to persuade a Pokémon, you must make a **Social Check** that exceeds the Difficulty Check determined by the GM of your session. You cannot make one check apply to multiple Pokémon, as each have their own separate opinions and personality.

Standard Social Check Skills

» **Makes them Friendlier:** Charm, Command, Guile

» **Defuses Hostility:** Command and Intimidate

(Defusing Hostility can make Pokémon Fearful instead of Hostile, or they will respect you based on GM Discretion and can be captured normally. Command can be either or based on personality)

Feature Dependant Social Check Skills

» **Mystic Senses:** Intuition

» **PokePsychologist:** Pokémon Education

» **Wild Companion:** Survival

Based on the Chart below, Pokémon will start at a certain Difficulty Check depending on their Disposition, this DC determines how easy it is to convince them. If the DC is met, their Disposition becomes one or multiple steps closer to Very Friendly.

Social Capture Difficulty Check	
Pokémon Disposition	Required DC
Friendly	10
Neutral	15
Fearful	15
Hostile	20
Very Fearful	25
Very Hostile	30

There are also a few Modifiers GMs can apply to the base DC of that Disposition depending on context:

Context Modifier

Based on the context of the Scene, GMs may add or subtract **any number** from the DC. Regardless of if you have a high social skill, the GM still ultimately determines if the Pokémon likes you.

Action Modifier

Depending on the actions taken within the Encounter this may increase or decrease the DC required for each Pokémon. This is ultimately determined by the GM but can follow a guideline below.

Minor Action Modifier - +3 | -3

Medium Action Modifier - +5 | -5

Major Action Modifier - Auto Fail | Auto Succeed

Minor Example- The Trainer lowers the DC by 3 after he feeds a hungry Pokémon some snacks.

Medium Example- The Trainer raises the DC by 5 after the Pokémon discovers injuries on their Pokémon.

Major Example - The Trainer auto succeeds after saving the bullied Pokémon by some wild Predators.

Pokémon Loyalty

Most Pokémons you find in the wild, especially if you're not a charming Trainer, will be hostile to you at first. **Loyalty is granted by the GM upon Capture** depending on how you interacted with the Pokémons in the Encounter. While a Pokémon that was treated harshly will hate its Trainer more, the reverse can be true for someone who made a good first impression. Though over time, all Pokémons have the potential to bond with their Trainer. The average hostile pokémon will have -5 loyalty before situation appropriate modifiers when defeated and captured.

Example: A Taskmaster brutally defeats a Wild Pokémon's friend and beats a Rufflet within an inch of consciousness and captures them. The Rufflet despises this Trainer and starts with -20 LP.

Over time Pokémons will change in Loyalty towards their Trainer, whether for better or for worse. Refer to the following Chart whenever you want to add or remove LP from a Pokémon:

Loyalty Gain Chart	
Action Taken	Loyalty Change
The Pokémon is raised 5 Levels (Can occur multiple Times)	+2 Loyalty Points
They are Trained by you (If trained by someone else, LP is capped at -10 LP)	+X Loyalty Points X = Command Rank *Edges may change Skill
They are given 3 Snacks or 1 Poffin of their Preferred Flavor. (Twice per Game Week)	+3 Loyalty Points
They visit the Hot Springs	+5 Loyalty Points
They Participate in an Encounter (Active RP or Battling)	+2 Loyalty Points
They Defeat a Pokémon (Doesn't Stack in one Encounter)	+1 Loyalty Point
They are Role-Played with (Decded by GM or RP Partners)	Up to +5 Loyalty Points
GM Discretion. Based on the Scenario. Wild Pokémons can lose up to -30 LP or gain up to +10 LP. If a Trainer's Pokémons had a big bonding Moment they can gain up to +5 LP.	Up to + or - Loyalty Points
They take an Injury	-1 Loyalty Point
They Faint in Battle	-2 Loyalty Points
They are Traded to a new Trainer (Based on context)	-X Loyalty Points

Starter Pokémons and **Hatched Pokémons** always start at **10 Loyalty Points**

Pokémons under Level 20 that would start at negative loyalty start at half as much negative loyalty as they would normally.

Loyalty has 4 Default Tiers the Pokémons can be. If a Pokémon gains enough **Loyalty Points (LP)** to meet the tier default, they advance to that Tier. If a Machop at -10 LP gains 12 over time and now has 2 LP, they change from Disliked to Respected. If they have -40 LP and change to -35, they're still Hated.

Loyalty Tier	Required LP
Hated	-16 or More
Disliked	-15
Respected	0
Revered	+50

Hated Loyalty

- » They will listen to commands on DC 15 Command Otherwise their turn is decided by the GM
- » They refuse to breed
- » They will not intercept for you
- » They cannot be donated or sold to the Guild.

Disliked Loyalty

- » They will listen to commands on DC 5 Command. Otherwise their turn is decided by the GM
- » They refuse to breed
- » They will Intercept for you or allies with a DC 15 Command Check

Respected Loyalty

- » This Pokémon may choose to not gain and lose LP
- » This Pokémon can Mega Evolve

Revered Loyalty

- » This Pokémon no longer gains or loses LP
- » This Pokémon can be Cherish Bonded at no Honor Cost
- » This Pokémon can now use Soul Dew Enchantments

Disobeying their Trainer		
GM Roll	Hated Action	Disliked Action
1	They break out of their Pokéball and attempt to Run or Attack	The Pokémon instead performs a Damaging Attack on an Ally or its Trainer
2-5	The Pokémon instead performs a Damaging Attack on an Ally or its Trainer	The Pokémon refuses to use an Action
6-10	The Pokémon refuses to use an Action	The Pokémon uses a Random Attack of the GM's Choice
11-15	The Pokémon uses a Random Attack of the GM's Choice	The Pokémon performs a damaging Attack on the wrong target
16-20	The Pokémon performs a damaging Attack on the wrong target	The Pokémon listens to its Trainer instead

Mounting Pokémons

Riding certain Pokémons might seem intuitive; Ponyta are obviously built for it! Others, not so much. We have included a Mountable Capability to mark some Pokémons that may be mountable.

However, Mountable is a suggestion and not a hard and fast rule. Ultimately whether a Pokémon can serve as a mount or not is up to Moderator approval, so here are some things to consider for Players who wish to consider other options.

» **Size.** If a Pokémon is too small, it wouldn't make sense for a trainer to be riding it, when their legs are dragging on the ground. This could be confusing for certain species of Pokémons, but a quick look at the Pokémon's Level should serve as a hint as to whether or not the Pokémon is too small for you. For example, a Ponyta around Level 20 or 25, can serve as a mount. Ponyta may not be very tall, but it can support an average sized human considering its shape and its legs that are built to lift itself with little burden and quickly Attack around. However, a newly born Ponyta should not be able to lift a person. It would be very tiny. Another example would be an Onix. Onix could easily serve as an entire party's Mount. However, a newly born Onix would not be able to serve as even one person's Mount as it would probably be no longer than a meter. Also consider that the size listed in the Pokédex is the average size for a species.

» **Power.** If a Pokémon is large, but is as light as a feather or weak as a twig, it probably cannot carry your weight and keep itself up as well. This would be most obvious for a Sky Mount. If the Pokémon's Power is one or two, there should be no circumstance in which the Pokémon would be able to carry your weight on their body.

» **Equipment.** Some Pokémons might not ever be able to be a Mount, by itself. However, with a couple of Pokémons, such as a Nidorino and a Nidorina, some rope to use as reigns, a sled and some training, you could have a single mount between the two Pokémons. A school of Magikarp could hold a mattress up and make a raft. Several creative combinations of tools and Pokémons could create modes of transportation.

Using Mounts in Battle

Mounting a Pokémon is a Standard Action with an Acrobatics or Athletics Check with a **DC of 10**.

- » If your Acrobatics or Athletics is at least Expert, then you may Mount your Pokémon as **part of your Shift as a Free Action**, so long as you can Attack at least 2 meters before getting onto your Pokémon.
- » Pokémons take any penalties from carrying Heavy or Staggering weight as normal.
- » When mounted on a Pokémon, you may Shift during your Trainer turn using your Mount's Movement Capabilities instead of your own. During Pokémon turns, your Mount may use any unused Movement to Shift, and may take a Standard Action as normal if you use your Pokémon turn on it.
- » If you are mounted on a non-Active Pokemon during combat, you may only use their movement speed as your own during your turns, they cannot perform any other benefits from being mounted unless they become an Active Pokemon.
- » You may use your Mount to Shift on your turn while using your Pokémon turn to order another Pokémon in battle.
- » A rider and mount can perform intercept for one another without moving. They automatically succeed on intercepts for one another. If either wishes, they can choose to move as part of the intercept, in which case they become dismounted, and if necessary push the mount or rider as part of the intercept.
- » When you or your Mount use a Burst Attack or have an ability that applies to allies in a Burst Range, you may choose whether or not you or your mount are affected.



Pokémon Fossils

Fossils are calcified imprints of a long dead Pokémon that still contain a bit of Pokémon DNA.

Pokémon such as Omanyte, Kabuto and Aerodactyl existed long ago and can be found in Fossils, though it is said that some areas exist living fossil, Pokémon that never went extinct and instead thrived in their beneficial environment.

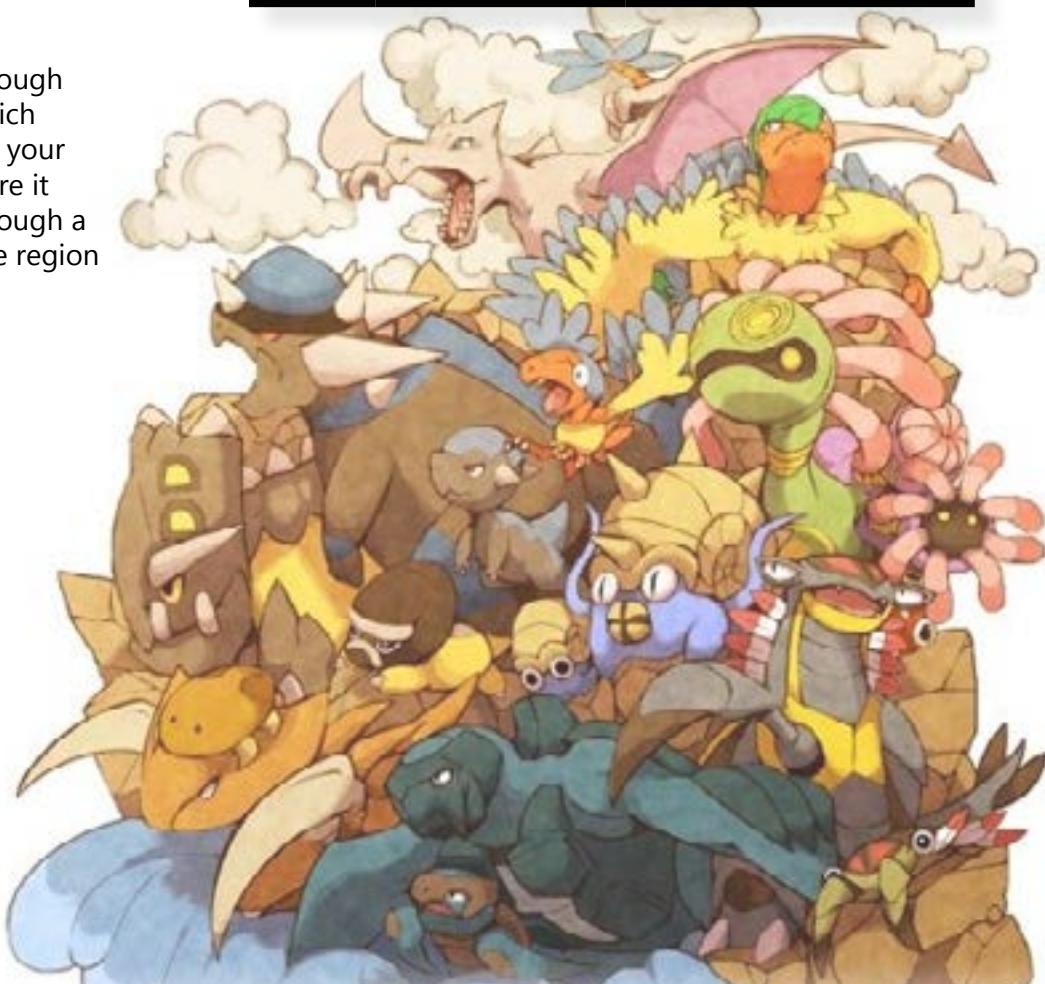
A Trainer with the **Paleontologist Edge** can perform a rite of resurrection that can instantly revive the Fossil. This revived Fossil starts at Level 10 and 10 LP. The Paleontologist can also choose the Gender, Nature, Ability and Attacks of the resurrected Pokémon as normal.

There are a few ways to obtain fossils:

- » **Mining Kit.** Using a Mining Kit can allow you to dig for Fossils and Shards.
- » **Wild Treasure.** Some Harvest Areas and Adventure Areas have the potential to find random Fossils.
- » **Quarry Expansion.** Using the Quarry to go on a Fossil Hunt allows you to search for fossils in areas you normally wouldn't be!

*If you ever get an Ancient Fossil through a random method you can select which Encounter Table you roll from within your current Region. If gained as a Treasure it must be from the chosen area or through a method where you have to select the region beforehand, it is predetermined.

Random Fossil Chart		
1d17	Fossil Found	Corresponding Pokémon
1	Dome Fossil	Kabuto
2	Helix Fossil	Omanyte
3	Old Amber	Aerodactyl
4	Claw Fossil	Anorith
5	Root Fossil	Lileep
6	Living Fossil	Relicanth
7	Skull Fossil	Cranidos
8	Armor Fossil	Shieldon
9	Cover Fossil	Tirtouga
10	Plume Fossil	Archen
11	Jaw Fossil	Tyrunt
12	Sail Fossil	Amaura
13	Spike Fossil	Dracozolt
14	Frost Fossil	Arctozolt
15	Fin Fossil	Dracovish
16	Scale Fossil	Arctovish
17	Ancient Fossil*	Randomly roll a Pokémon on the Encounter Table to become a Rock Aberration



Pokémon Automatons

Automatons are classified as Man-Made Pokemon with the Automaton Capability. Unlike normal Pokemon, Pokeballs do not work on them since they are not organic creatures. In order to Capture an Automaton you must install a Linked Soul Core into them. Soul Cores can be removed from Fainted Automatons as an Extended Action.

Soul Cores can either be found within Nesev Areas or through their associated Shops. And once found, they can be linked to you through a Trainer that has high enough Technology Education. Once an Automaton has a linked Soul Core they are essentially owned by you and can be stored in a Pokeball as normal, **however they instead take 2 Slots of your Party of 3.**

Automatons can also be created by finding Frameworks within Nesev Areas, being able to build Automaton Pokemon from scratch, which you can then bind to you through a linked soul core. Below is an example of a Trainer creating an Automaton Pokemon.

Automaton Pokemon have the following qualities that make them differ from normal Pokemon:

» **Automaton Pokemon cannot breed.** They are not organic Pokemon thus cannot breed.

» **Automaton Pokemon cannot gain or lose Loyalty Points.** They listen to the commands of their linked Trainer without fail.

» **Automaton Pokemon can be repaired.** As an Extended Action, you may spend 3000 Mechanical Scrap to remove a Battle Scar or revive a dead Automaton. You may also spend 250 Mechanical Scrap to remove an Injury, following Weekly limits.

» **Automaton Pokemon do not have their own Aura.** They instead project the Aura of their linked Trainer. If they have the Telepath Capability, it acts as though its linked Trainer has the capability, except the Automaton is the conduit.

» **Automaton Pokemon are treated as Bred Pokemon.** However the creator applies their Technology Education instead of Pokemon Education in order to apply Breeding Changes. This may include Hereditary Abilities / Attacks but can only be from a Pokemon that could breed with the studied Pokemon

» Automaton Pokemon have the Breathless Capability.

As they are not organic they have no need to breathe. They also cannot produce sounds that are non-mechanical in nature.

» Automaton Pokemon have 2 Held Item Slots.

The Main Held Item Slot can have any Item as normal, but the Side Held Item Slot can only have Minor Upgrades installed.

» Automaton Pokemon can benefit from Installed Items.

Any Item with an Upgrade Effect can be installed onto an Automaton, thus giving the Automaton the effect of their installed Item instead of its normal effect. An Item installed in the Automaton's Main Held Slot benefits from both the Major and the Minor Upgrade Effect, while the Side Item Slot can only benefit from the Minor Upgrade Effect. Trainers with Adept Technology Education may install Items with Upgrade effects onto Automatons, and can also remove installed Items, both as Extended Actions. Items installed this way cannot be disarmed or swapped by normal means. Both slots cannot have the same Item.

Upgrade Items: Dubious Disk, Electrizer, Magmarizer, Razor Claw, Razor Fang, Communication Module, Nullifying Shield, Stamina Enhancer, Aura Cloak, Internal Silencer, Memory Chip, Climate Amplifier, Ammunition Storage, Installed Weaponry, Medicinal Dispensary, Predator Enhancement.

Example Automaton Pokemon

Scenario: Jeffrey finds a Basic Automaton Framework scrapped in the Nesev Ruins. He has novice Tech Edu so he sends it to a friend who's a gadgeteer. He provides the friend 3000 Mechanical Scrap to repair it. While repairing it, Jeffrey decides he wants an Automaton like his friend's Charizard, so the Gadgeteer makes the Automaton in the form of a Charmander he studied. Upon creation, he discovers the Charmander cannot be captured normally.

He then goes and finds a Soul Core, removed from a Scrap Automaton in the Ruins, then finds another friend with Master Occult Education to link it to him. He then gives the Linked Soul Core to his Gadgeteer friend to install into the Charmander. Upon gaining the Charmander he trains with it, eventually installing a Magmarizer and Predator Enhancement onto it, leading to the following effects.

Automaton Charizard

Item Slot Used	Effect provided
Held Item - Predator Enhancement	Major Upgrade Effect: While Installed, the user gains the Attacks Lock-On and Laser Focus. These Attacks do not take up any Attack Slots. Minor Upgrade Effect: While Installed, the user cannot lose Accuracy. As a Standard Action the user may gain +2 Accuracy for the remainder of combat.
Side Item - Magmarizer	Minor Upgrade Effect: While Installed, the user's Damaging Attacks gain a Natural +19 Effect Range to Inflict Burn on the Target.



PLAYING THE GAME

System Fundamentals

You've made your character, chosen a starting Pokémon, and you're ready to start playing the game. What now?

First of all, we're going to establish a few basic guidelines that will help you read PTU's rules.

1. When working with decimals in the system, always round down to the nearest whole number, even if the decimal is .5 or higher. 3.9999 would still round down to 3.

2. Percentages are additive, not multiplicative. For example, this means if you gain a 20% boost somewhere and a 30% somewhere else, you gain a 50% boost in total rather than gaining a 20% boost and then 30% more off of that total, which would result in a total 56% boost.

3. Specific rules trump more general ones. Basically, there are a lot of general rules in the system, and then there are a lot of specific uses or exceptions to those rules within certain parameters.

Skill Checks

Now, it's time to learn how to have your character act in the game. As you play the game, you simply narrate your character's actions, and your GM will narrate the way the world around them reacts.

Your character can do most basic actions without a problem. However, when there's a good chance of failure with interesting consequences, the dice will come into play to decide success or failure. When this happens, most actions will be resolved through **Skill Checks**.

Don't roll the dice if the action is trivial or putting a chance of failure on it isn't interesting. If you're roleplaying a scene about simply chatting in a park, and you want to climb a tree while talking, then you climb the tree! Now if you're running from a pack of Mightyenas and scrambling for a hiding spot, then that would be a time to roll for climbing the tree!

Making a Skill Check is easy. Simply roll a number of d6s equal to your Rank in the appropriate Skill and then add your modifiers from equipment and other bonuses. If you meet or exceed the GM's set Difficulty Check, or DC, for the task, then you succeed. If not, then you fail and the GM narrates the results of your failure.

Your GM will usually tell you which Skill to roll for a Skill Check. For example, you might tell your GM you're searching the room for traces of fur, feather, or scales that a Pokémon's left behind, and your GM would tell you to make a Perception Check. The Skill Check needed is GM dependant but player suggested as well depending on how you approach a task. If you were to find a trace of scales you could make a Pokémon Education Check, to realize that scale is common to a certain Pokémon. Or you could make an Intuition check and realize this is likely the scale you're looking for with a gut feeling. Different checks provide an expanse for problem solving and utilizing what your Trainer is good at.

Finally, your GM may also decide to impose Penalty Dice on your Skill Check. This occurs rarely but whenever you're put in a disadvantage by your current situation. Alternatively the GM could also increase the Difficulty Check rather than impose penalties. But for example if you were trying to look for a Red Shard in a low lighting cave, it would be rather difficult to see.

Opposed Checks

Not all Skill Checks are rolled against a static difficulty. Much of the time, you will attempt an action that is directly opposed by someone else's, such as sneaking by a watchful guard or lying to someone. In that case, both you and your opponent make Skill Rolls and compare the results. In the above examples, Stealth vs Perception and Guile vs Intuition would be tested. Whoever rolls higher wins the **Opposed Check**. On a tie, the defender wins. The defender is whoever maintains the status quo, so in the examples above, the guard keeping watch and the person trying to detect a lie count as the defenders. Common Opposed Skills are the following when competing against each other

Assisted Checks

Tasks that require Skill Checks don't need to necessarily be completed on their own. You can have other Trainers or even your own Pokémon assist you at times! What's a better bonding moment than helping your Machoke push a boulder into a lake. This is performed through **Assisted Skill Checks**.

There is one primary actor in the task, and someone else may assist them in minor ways. The DC for the Skill Check is set as normal, and the primary actor rolls their Skill Check, adding half the Skill Rank of their helper as a bonus to the Check. The helper must have at least a **Novice Rank** in the Skill being tested to assist in this way. Whenever making an Assisted Check you may have multiple helpers within GM Discretion, but **the maximum modifier you can add this way is +8**.

How Long are Actions?

In most cases, it'll be up to your GM to determine how long an action takes, and your result on your Skill Check may affect that as well. A higher Stealth Check would allow you to pick a lock faster or more quickly sneak through a guarded facility, for example.

However, the types of actions listed in Features do give rough guidelines. **Standard Actions** take no more than a few seconds to execute. **Swift Actions** and **Free Actions** are usually even quicker. Extended Actions take at least enough time to be impossible in the middle of combat, though the specific amount of time is up to the GM. A Chronicler putting away a record may only take a minute or two, but

attempting to repair a PokéBall may take much longer, up to 15 minutes or half an hour.

Many Features also refer to **Scenes**. Scenes do not have a fixed duration but are defined by the narrative. Think about how scenes work in television. If you cut to a transition, have a time skip, or everyone is leaving the location after a dramatic event, it's probably a change in Scene. Battles are often a Scene, though a Scene can sometimes contain multiple battles. Usually when you're in an encounter it's treated as one Scene. If you're on a Request however it may parse over multiple Scenes and battles.

Examples of Scene transitions include: when the party splits up to do shopping in town or visits a PokéMon Center, when wrapping up a wild PokéMon battle and speeding through some mundane travel time, when finishing up an investigation of a crime scene and leaving for another location, and when entering a new city after a journey through the wilds.

Action Points

Action Points, or AP for short, are a special resource used to fuel many special actions through Features. Without Action Points, these Features cannot be used.

Trainers have a maximum Action Point pool equal to 5, plus 1 more for every 5 Trainer Levels they have achieved; a Level 15 Trainer would have a maximum of 8 Action Points, for example.

AP Usage - AP is primarily used as a resource for specific Features or Items to be used. You cannot use these Items if you do not have sufficient AP. In addition once per Accuracy or Skill Roll made by you or your Pokemon, you may spend 1 AP to increase the roll by +1.

Binding AP - Bound AP remain off-limits until the effect that Bound them ends, as specified by the Feature or effect. If no means of ending the effect is specified, then the effect may be ended and AP Unbound during your turn as its specified Action.

Draining AP - Drained AP becomes unavailable for use until a new Game Week starts. If you have 8 AP and Drain 2, your Maximum AP becomes 6 until the next Game Week. You cannot Drain Temporary AP, and if you have any, it Drains from non Temporary sources if you have any. If not then you cannot Drain successfully.

Features and Edges

The bread and butter of your Trainer are called Features and Edges. These are the skills and talents that your Trainer will know and the abilities they can use to get stronger. As you get stronger as a Trainer and level up, you will gain access to better and stronger Features and Edges.

Edges

Edges are meant to express a Trainer's training and development in broad fields covered by Skills. The most basic type of Edge is the **Skill Edge** which simply raises the Rank of a Skill by one. Keep in mind that you're limited to how much you can raise a Skill in accordance to your Trainer Level!

There are also other skills that increase a minor aspect of your Trainer based on Skill prowess, such as **Combat Edges** or **Crafting Edges**.

Each Trainer starts with 4 Edges they can take.

Features

Features are what really make a Trainer stand out and provide most of their definition and functionality in the game. There are a number of **General Features** available to all Trainers in Pokémon Tabletop United, but most Features are tied to Trainer Classes.

Classes are special Features that act as gateways to groupings of related Features that are strongly tied to a particular concept. If you're familiar with other RPGs, even if not tabletop RPGs, you probably know of the common set of the Warrior, the Rogue, and the Wizard as character classes. The same idea applies here, but you'll be finding Classes such as the Ace Trainer, the Duelist, and the Cheerleader which are much more tied to the concepts of Pokémon. Some class however go even beyond Pokémon and explore traditional RPGs like Berserker, Arcanist or Illusionist.

Each Trainer starts with 5 Features they can take. They can also start with one Training Feature, regardless if they meet the prerequisites.

Combat Stats

The Pokémon Tabletop United uses the same 6 Combat Stats used in the Pokémon video games. If you're familiar with the video games, then these will need no introduction. If not, read on for an explanation!

The 6 combat stats are HP, Attack, Defense, Special Attack, Special Defense, and Speed.

HP determines your Hit Points, which represent your ability to take hits and keep going in battle.

Attack represents how hard you can hit Physically, and it is added to the damage roll of all Physical Damage a Trainer or Pokémon deals.

Defense is used to avoid and resist Physical attacks. Whenever a Trainer or Pokémon takes Physical damage, they subtract their Defense stat from the damage first before subtracting damage from their Hit Points.

Additionally, for every 5 points a Pokémon or Trainer has in Defense, they gain +1 Physical Evasion, up to a maximum of +6 at 30 Defense.

Special Attack represents how hard you can hit with Special attacks, and it is added to the damage roll of all Special Damage a Trainer or Pokémon deals.

Special Defense is used to avoid and resist Special attacks. Whenever a Trainer or Pokémon takes Special damage, they subtract their Special Defense stat from the damage first before subtracting damage from their Hit Points.

Additionally, for every 5 points a Pokémon or Trainer has in Special Defense, they gain +1 Special Evasion, up to a maximum of +6 at 30 Special Defense.

Speed is a measure of how quick and nimble a Trainer or Pokémon is and determines turn order in combat depending on who is the fastest.

Additionally for every 5 points a Pokémon or Trainer has in Speed, they gain +1 Speed Evasion, up to a maximum of +6 at 30 Speed. Once a Trainer or Pokémon has 30 Speed Points, they gain +1 Accuracy. Every 10 Points beyond that they gain an additional +1 Accuracy up to a maximum of +6 at 80. (30/40/50/etc)

Each Trainer starts with 10 Points they can distribute to any Combat Stat, but no more than 5 in a Single Stat.

Derived Stats

Your Skills, Combat Stats, and more feed into a number of other stats that are used in Combat as well as Capabilities that determine how much your character can lift, how fast they can Attack, and more. These are called Derived Stats, as they're derived on other information about how your Trainer is built. On this page we'll go over each Derived Stat and how it's both applied and calculated. (The sheet automatically calculates all of these)

Action Points, or AP are a resource Trainers use to power their Features. Trainers have 5 AP plus 1 more for every 5 Trainer Levels. A Level 10 Trainer has 7 AP, for example. AP refreshes at the start of each Scene. More information about Action Points is listed in Chapter 6.

Hit Points, or HP determine how much damage you can take in battle before going unconscious. If a Pokémon or Trainer were to ever reach 0 Hit Points, they are unable to take any more actions and faint. Hit Points are synonymous with HP and are derived by how many Stat Points are invested in the HP Stat. Hit Points are calculated differently for Pokémon and Trainers using the following equation

$$\text{Trainer Hit Points} = \text{Trainer's Level} \times 2 + (\text{HP} \times 3) + 10$$
$$\text{Pokémon Hit Points} = \text{Pokémon Level} + (\text{HP} \times 3) + 10$$

Evasion helps Trainers and Pokémon avoid attacks. There are three types of Evasion: Physical, Special and Speed Evasion. To calculate these values, divide their related stat by 5 and round down. More information is listed in the Combat Chapter 6.

Power is measure of raw physical strength and ability to lift heavy objects. A Trainer's Power starts at 4 but is changed by several factors.

- » If your Athletics Skill Rank is Novice or Higher, your Power is increased by +1
- » If your Combat Skill Rank is Adept or Higher, your Power is increased by +1

High Jump determines how high a Trainer or Pokémon can jump in meters. A Trainer's High Jump starts at 0, but is raised by several factors

- » If your Acrobatics Skill Rank is Adept, your High Jump is raised by +1. If it's Master, it is +2 instead.
- » If you shift at least 4m in a straight line, High and Long Jump are increased by +1 temporarily during that shift action.

Long Jump is how much horizontal distance a Trainer or Pokémon can jump in meters. This value for Trainers is equal to half of their Acrobatics Rank. Similarly to High Jump, running 4m in a straight line increases Long Jump by +1 Temporarily.

Overland Movement Speed is how quickly a Trainer or Pokémon can Attack over flat land. For Trainers, this value is equal to three plus half the sum of their Athletics and Acrobatics Rank. By default, this value is 5.

$$\text{Overland} = 3 + [(\text{Athletics} + \text{Acrobatics})/2]$$

Swim Movement Speed is equal to half of a Trainer's Overland Speed. This is the Movement speed when applying Movement underwater or in water. For Pokémon however, much like all Movement Speed is unique based on the species. If a Pokémon has more Swim Movement Speed than Overland, a new Overland is calculated and treated as a Levitate Speed. This is not actual Levitation but moreso to prevent Water Pokémon from being unusable on land.

$$\text{High Swim Overland Speed} = [(\text{Overland} + \text{Swim})/2]$$

Sky Movement Speed determines how many meters a Pokémon or Trainer may shift in the air. While in combat, a Trainer or Pokémon cannot Fly higher than 4 Meters. Trainers can only fly if they're a Wind Runner with the proper Features.

Levitate Movement Speed is a Movement Capability that defines how quickly a Trainer or Pokémon Attacks while floating or levitating. When using the Levitate Capability, the maximum height off the ground the Pokémon can achieve is equal to half of their Levitate Capability, with no more than 4m in the air. Trainers can only levitate if they're a Telekinetic with the proper Features.

Throwing Range is how far a Trainer can throw Poké Balls and other items. It's equal to 4 plus Athletics Rank. Some Edges like Throwing Mastery can also affect Throwing Range.

Size is how big you are. Trainers are Medium by default. Your Trainer's weight matters too. A Trainer between 55 and 110 pounds is Weight Class 3. Between 111 and 220 is WC 4. Higher than that is WC 5.

Basic Capabilities

Aside from Skill Checks, **Capabilities** are probably the biggest determiner of how you take basic non-combat actions in Pokémon Tabletop United, and even when you or your Pokémon use Skill Checks, you may need to consult your Capabilities to determine the limits of your actions. The main **Basic Capabilities are Power**, which measures how much weight you can lift, **Throwing Range**, which is how far you can throw, **High and Long Jump**, which measure how far you can jump, and **Movement Capabilities**, which determine your Movement speed using various methods like running or swimming.

There are also **Special Capabilities** which represent the various elemental powers and other special talents Pokémon and potentially Trainers may have. These are too numerous for this chapter on basic game play and are instead included in their own section after this.

Power

Power represents a Pokémon or Trainer's physical strength. The chart below shows how much weight a Pokémon or Trainer can bear, depending on their power value.

Power Value	Heavy Lifting	Staggering Weight Limit	Drag Weight Limit
1	2-5 lb.	10 lb.	20 lb.
2	20-30 lb.	60 lb.	120 lb.
3	35-50 lb.	100 lb.	200 lb.
4	45-70 lb.	140 lb.	280 lb.
5	60-90 lb.	180 lb.	360 lb.
6	75-115 lb.	230 lb.	460 lb.
7	100-140 lb.	300 lb.	600 lb.
8	120-190 lb.	380 lb.	760 lb.
9	150-240 lb.	480 lb.	960 lb.
10	200-300 lb.	600 lb.	1200 lb.
11	250-375 lb.	750 lb.	1500 lb.
12	350-450 lb.	900 lb.	1800 lb.
13	450-525 lb.	1050 lb.	2100 lb.
14	500-600 lb.	1200 lb.	2400 lb.
15	550-675 lb.	1350 lb.	2700 lb.
16	600-750 lb.	1500 lb.	3000 lb.

Heavy Lifting: A Pokémon or Trainer bearing weight within their Heavy Lifting range takes a -2 CS penalty to Speed, and a -2 penalty to Evasion and Accuracy, but may otherwise Attack and take actions. Actions may be restricted; if you're carrying a Growlithe in both arms, you can't very well use attacks that depend on your hands.

Staggering: While lifting weight higher than their "Heavy Lifting" range and up to their Staggering Weight limit, Pokémon or Trainers are able to Attack only 1 Meter per Shift Action, and cannot take Standard Actions. While lifting Staggering Weight, a target also suffers a -4 CS penalty to Speed, and -4 to Evasion and Accuracy. Each round of carrying Staggering Weight requires an Athletics Check with a DC of 4.

Drag Weight: Pokémon and Trainers can push or pull objects that are heavier than their Staggering Weight Limit but lighter than their Drag Weight Limit at a rate of 1 meter per round. Beneficial conditions may greatly increase the drag weight limit; wheels on the dragged object, for example, can multiply the drag weight limit considerably.

Throwing Range

Trainers have a **Throwing Range** that determines how far they can throw Poké Balls and other small items. This Capability is equal to 4 plus their Athletics Rank in meters.

Jumping Capability

There are two kinds of Jumps – **Long Jumps and High Jumps**. Long Jumps measure how far a Pokémon or Trainer can Jump, while High Jumps measure how high. Each Pokémon or Trainer has a specific value associated with each of these; this value is represented in meters and measures how far they can jump without making a check (assuming the jump is not particularly tricky; jumping onto a narrow ledge might require a check even if the distance isn't particularly far).

Pokémon or Trainers may attempt to increase their High or Long Jump value by +1 by making an Acrobatics Check with a DC of 16.

Movement Capability

There are many different kinds of Movement Capabilities. The most basic Movement Capability is the **Overland Capability**, which measures how fast a Trainer or Pokémon can walk or run on a surface. Movement Capabilities don't generally need to be tested, although the **Sprint Action** may be taken as a Standard Action to increase Movement Speed by 50% for a turn. Although a general rule to Movement is that for Burrow, Sky, Levitate and Swim, **you cannot go more than 4 meters above or below the surface level of the encounter during combat.** (Kiting Prevention)

Burrow: The Burrow Capability determines how much a user can shift each turn while underground. The holes dug are only as large as the user who burrows. A user ending its turn underground must spend a Standard Action to remain underground. If a user has already spent its Standard Action on a round it ends underground, it instead forfeits its next Standard Action.

Overland: Overland is a Movement Capability that defines how many meters the user may shift while on dry land. Most users will use Overland as their primary Movement capability.

Sky: The Sky Speed determines how many meters a user may shift in the air. The user cannot shift more than 4m in the air in the middle of combat. And if they would, must only do so in order to flee or follow GM Discretion in order to avoid Kiting Rules from being broken.

Swim: Swim is a Movement Capability that defines how quickly the user can Attack underwater. If a Pokemon has more Swim Movement Speed than Overland, a new Overland is calculated and treated as a Levitate Speed. This is not actual Levitation but moreso to prevent Water Pokémon from being unusable on land.

High Swim Overland Speed = [(Overland+Swim)/2]

Levitate: Levitate is a Movement Capability that defines how quickly the user Attacks while floating or levitating. When using the Levitate Capability, the maximum height off the ground the user can achieve is equal to half of their Levitate Capability.

Teleporter: Teleporter is a Movement Capability that defines how far the user can travel by teleportation. The user must have line of sight to the location they wish to teleport to, and they must end each teleport action touching a surface (ie it is not possible to 'chain' teleports in order to fly). If a user also has the Sky or Levitate Capability, they may Teleport into Sky spaces (only to spaces within their maximum height for Levitate). Teleporter cannot be increased by taking a Sprint Maneuver. When shifting using Teleporter Movement, the user does not provoke Attacks of Opportunity.

Special Capabilities

Alluring: Users who are Alluring smell very pleasant or can somehow attract Pokemon. Once per Scene, if they are level 20 or above, they may act as if they were a Bait Item. This counts towards the limit of one Bait Item per Encounter. There is no Level Restriction for Trainers with this Capability.

Amorphous: Users that are Amorphous have an inconsistent shape. As an Extended Action, They 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, such as under a door.

Armored: Users with the Armored Capability gain a +3 to Save Checks for Battle Scars except for Paranoia. They also gain +2 Evasion against Attacks of Opportunity.

Aura Pulse: Users with Aura Pulse are blessed by a great power. They can project their thoughts using Aura, straight into the minds of those they wish to communicate with. They can read the surface thoughts of minds in return, but only minds that open up to them willingly.

Aura Reader: These Users can read the Auras of other living beings. Each Aura conveys two pieces of information. First, its hue or color reveals something about the personality of the target. The hue of an Aura may change over time if an individual undergoes significant changes in personality or worldview. Second, Auras also appear brightened or darkened at times. Brightened auras can reflect good moods and intentions, whereas darkened auras can reflect a sour mood or deceptive and negative intentions.

Automaton: *See the Automaton Section

Blender: Users with Blender are capable of changing their color to match their surroundings. As a Shift Action, they may increase their Evasion by +2 against Melee attacks and by +4 against Ranged attacks until the end of their next turn. This Capability may be performed At-Will.

Egg Warmer: A User with Egg Warmer who is level 20 or above may be used as a single-slot Hatching Kit item. The Pokemon cannot be used for battles if it is being used as a warmer until the Egg hatches.

Blindsight: Blindsight can take the form of echolocation, increased hearing, enhanced sense of smell, a supernatural awareness of the environment, and more. It is, however, unable to distinguish colors or exact forms (reading words on a book would be impossible, for example). Creatures with Blindsight can function even in complete darkness, as if they had Darkvision, and they can never be Blinded.

Breathless: Users with Breathless have no need to breathe, generally due to being inanimate in some way. It has no risk of suffocation in water, space, or any other airless environments, though this does not render it resistant or immune to any Attacks or Abilities.

Chilled: Users with the Chilled Capability are always cold.

Darkvision: A User with the Darkvision Capability never has their vision hampered by a loss of light. They can even see in total darkness and are never Blind or affected by Total Blindness due to low-light conditions.

Dead Silent: A User with the Dead Silent capability does not noticeably breathe or have a heartbeat, and does not shuffle or make noise as they walk unless they wish to.

Dream Reader: Users with the Dream Reader Capability may view the dreams of Sleeping Pokemon and Trainers. If a Pokemon or Trainer was put to Sleep with a Dream Mist item, they may also form a moving image of the dream from the Dream Mist in the target, allowing others to get a brief glance of the contents of the dream. Users with this Capability cannot read the dreams of targets with the Mindlock Capability.

Engine: The user may be combined with any "Motor" Item that specifies it can be combined with Varoom or Revavroom. While combined with that Item, the user benefits from their Effects. The user can only be combined with one Item at a Time and they can be removed or added as an Extended Action.

Firestarter: The user's Struggle Attacks may have any of the following effects applied to it: The Attack may become Fire Typed. The Attack may be treated as if it were the Special Category. The Attack may be treated as if it were Range 6, 1 Target.

Forme Change: The User is capable of changing forms through an Attack, Ability, or other effect. Keep a set of Base Stats for each of the user's forme. All Formes must have the same total HP Stat value. If anything (such as an Ability, Nature, Vitamin, etc.) alters the user's base stats, all forms are affected in the same way.

Fountain: The user's Struggle Attacks may have any of the following effects applied to it: The Attack may become Water Typed. The Attack may be treated as if it were the Special Category. The Attack may be treated as if it were Range 6, 1 Target.

Freezer: The user's Struggle Attacks may have any of the following effects applied to it: The Attack may become Ice Typed. The Attack may be treated as if it were the Special Category. The Attack may be treated as if it were Range 6, 1 Target.

Gardener: The user may perform up to X Farming Actions for no Stamina Cost per Game Week, where X is equal to half the higher of their General Edu or Survival Rank (Rounded Down). If the user is a Pokemon, they may only perform Farming Actions that their Trainer is Qualified to perform within their current Region. When Pokemon perform the Harvesting Farming Action, they only gain Yield Modifiers tied to the Farm Slot. When performing Farming Actions besides Harvesting, Pokemon may only target Farm Slots that their Trainer owns. Players may only benefit from up to 20 Farming Actions through the Gardener Capability per Game Week.

Gilled: A Gilled User can breathe underwater. It never needs to come up for air and can remain underwater for as long as it wants to.

Glow: The object or creature with the Glow Capability emits light within a Burst X Range, depending on its size. Spaces affected by the Glow Capability are treated as being unaffected by Low Lighting or Total Darkness Special Area Rules. Objects with Glow or Creatures with Glow can usually willingly control if this Capability is enabled or not, some may requiring mechanical assistance like pressing a button. Small - Burst 3. Medium - Burst 5. Large - Burst 7. Huge - Burst 10.

Groundshaper: The user's Struggle Attacks may have any of the following effects applied to it: The Attack may become Ground Typed. The Attack

may be treated as if it were the Special Category. The Attack may be treated as if it were Range 6, 1 Target.

Additionally a user with the Groundshaper Capability can transform the terrain around them to create Rough Terrain or Slow Terrain or Terrain that is both, or flatten out Rough Terrain to create Basic Terrain. Using this Capability is an At-Will Standard Action that affects all cardinally adjacent squares. All squares need not be affected in the same way, and the user may choose not to affect certain squares at all if they wish.

Guster: The user's Struggle Attacks may have any of the following effects applied to it: The Attack may become Flying Typed. The Attack may be treated as if it were the Special Category. The Attack may be treated as if it were Range 6, 1 Target.

Harvest (X | Y): Pokemon of at least Level 20 and 20 Loyalty Points can create X at a Frequency of Y. If X is Scrap or Money, harvesting gives you Scrap equal to 100 multiplied by your Pokemon Edu Rank, or half the Rank (Rounded Down) if it is Advanced Scrap. If X is Shards, one Harvest attempt rolls a 4d6. If X is Fashion Scrap, it is counted as Equipment Scrap that can only be used for Fashion Items, same with Iron Scrap being Equipment Scrap that can only be used for Weaponry and Armor. If X is an Item, each time you Harvest from that Pokemon roll 1dZ where Z is half your Pokemon Edu Rank (Rounded Down) and gain that much of that Item. If Y is Daily, you may harvest from the Pokemon twice a Game Week. If Y is Weekly you may harvest once per Game Week. If Y is Once, you can only harvest from it one time even if it evolves. If a Pokemon in the Wild has a 'Once' Frequency, it is considered to be holding that Item.

Heater: A User with the Heater Capability is always warm.

Illusionist: Pokemon with the Illusionist Capability can create minor visual Illusions as a Standard Action. These may be no more than half a meter in any dimension and produce no sensory sensations outside of sight. Any physical contact noticeably disrupts an Illusion, and all other effects that see through Illusions can do so. Otherwise, the Illusion appears life-like and can be made to move, though it cannot move further than the user's Focus Rank in meters away from the user.

Inflatable: A User with the capability Inflatable can expand its size up to 125% of its normal size as a Standard Action. While Inflated, a Pokémon does not change its weight. When Inflated, Pokémon gain a -1 Penalty to Evasion, but become Blocking Terrain; you may not target through an Inflated Pokémon. Returning to normal size is a Shift Action.

Invisibility: Users who have the Invisibility Capability can turn invisible as a Shift Action. Pokémon may not perform Attacks while invisible. While invisible, enemies have a -4 penalty on accuracy rolls against you. When a Pokémon turns invisible, they can only remain invisible for up to 4 minutes. Alternatively, they can become visible again as a free action. After becoming visible, they must wait two plus the number of minutes they spent invisible before turning invisible again.

Living Weapon: Users with this Capability can possess a Weapon owned by its Trainer as an Extended Action. While possessing a Weapon, it takes the form of that Weapon. If a possessed Weapon is used by a Trainer, the Pokemon is not considered part of the Party and cannot be used. The Weapon is also treated as normal.

Upon possessing a Weapon, if the Pokemon is at least Level 20, they learn the Adept Weapon Attack granted by its possessed Weapon. If the Pokemon is at least Level 40, they can learn the Weapon's Master Weapon Attack. Both of these Attacks take a Move Slot and are shifted to be Steel Type. If Steel Type is replaced by an Aberration, the Attacks are instead shifted to the new type. If this Pokemon changes Weapons, it must switch to the Weapon Attacks provided by the new Weapon or it can re-learn Attacks on its Level-Up List from a prior Level.

Magnetic: Magnetic Users can lightly manipulate magnetic fields. With this, they can repel or attract iron and/or steel, holding it to their body or pushing it away. Through this magnetic manipulation, they can also feel magnetic fields and discern magnetic north.

Materializer: The user's Struggle Attacks may have any of the following effects applied to it: The Attack may become Rock Typed. The Attack may be treated as if it were the Special Category. The Attack may be treated as if it were Range 6, 1 Target.

Mindlock: Users who have the Capability Mindlock cannot have their minds read by Telepathy, are immune to the Attack Mind Reader, cannot have their emotions calmed with Gentle Vibe, and Telepathic Warning cannot trigger on their attacks. The Dream Reader Capability cannot read their dreams.

Mountable X: This User may serve as a mount for X average Trainers regardless of Power Capability and ignoring penalties for weight carried. This Capability fails to function if significant weight is added in addition to the Trainer(s).

Naturewalk: Naturewalk is always listed with a Biome types in parentheses, such as Naturewalk (Forest and Grassland). Users ignore the penalties of Slowed and Rough Terrain within their listed Biome. While a User is in a Biome of their Naturewalk, they gain +1 Accuracy and Evasion.

Nectar Dancer: When an Oricorio hatches, it takes the form of its mother, or father if the other parent was a Ditto. Oricorio may change forms by consuming Nectar as an Extended Action. This determines Oricorio's primary type. The standard Nectars are as follows:

Red Nectar: Baile (Fire)
Yellow Nectar: Pom Pom (Electric)
Pink Nectar: Pa'u (Psychic)
Purple Nectar: Sensu (Ghost)

Pack Mon: A User with Pack Mon capability are naturally inclined to form around strong leaders and form in groups in the wild. If a Pack Mon is social captured with the command skill, they do not become disliked or fearful and may instead start within the Respected loyalty range.

Phasing: A User with Phasing may Shift through Slow Terrain without their Speed Capabilities being affected. As a Standard action, they may turn completely Intangible. While Intangible, they cannot be targeted by Attacks or attacks, cannot perform Standard Actions, and lose a Tick of Hit Points at the end of each round. While Intangible, they may pass through solid walls and all other blocking terrain during their Shift Action. Becoming Tangible again is a Shift Action.

Planter: Users with the Planter Capability are treated as being a Farm Slot and can hold one Flora Item at a time. Users with this Capability may be limited in what they can grow, in which it will be specified what Flora Items they're limited to such as Berries. The Default Soil of this Farm Slot is treated as the user's Naturewalks.

Premonition: Users with this Capability can sense when a disastrous event would occur within the near future. The further they are away from the source of the event, the more blurry the details are with a chance at inaccuracies or not sensing entirely. Whenever a Party within your current Region would require a Rescue, you know where they are and it costs no Stamina to perform their Rescue Encounter (Including Trial). If this User would participate in a Rescue or an Encounter they sensed, their Default CS is increased to +1 for all Stats.

Quick Temper: Users with the Quick Temper Capability may become Enraged as a Free Action upon being targeted with an Attack. The user gains a +2 Modifier to all Intimidate Checks.

Reach: A User with Reach has the Range of their Melee attacks increased based on their size category; Small and Medium Pokémon may make Melee attacks from up to 2 meters away, and Large and bigger Pokémon may make Melee attacks from up to 3 meters away. User with Reach are either really large or have a stretchy limb with which they can strike foes from a distance.

Repulsive: Pokémon who are Repulsive smell very unpleasant or can repel Pokemon somehow. Once per day, if they are level 20 or above, they may act as if they were a Repel Item. This counts towards the limit of one Repel Item per Encounter.

Shadow Meld: A User with this Capability can melt into shadows to remain unseen as a Standard or Extended Action. While doing so, the user receives a +4 bonus to Stealth rolls and a +1 to Evasion. This User may also "ride" along on a living creature's shadow, moving along with it as the creature Attacks. Standard Actions cannot be used while melded into shadow. Reforming is a Shift Action.

Shapeshifter: Users with this Capability can change their shape at will, taking on different forms as a Standard Action. When using this Capability, the user cannot increase or decrease its total mass by more than 50%, and they cannot replicate complex machines such as computers or phones. They may take on the appearance of these devices, but they will appear simplified in comparison. They can, however, transform into other moving forms such as acting as someone's prosthetic limb, a living lever or pulley system, or a Pokémon comparable in size. Note in this last case that the Shapeshifter doesn't gain any qualities of that Pokémon without actually using the Attack Transform! Anyone closely examining a Shapeshifter User may determine its true nature with a Perception Check opposed by the User's Stealth.

Shrinkable: A User with the capability Shrinkable can shrink its size up to 25% of its normal size as a Standard Action, but this does not change its weight. While Shrunk, a User may not perform Standard Actions except to return to normal size, and gains a +4 bonus to Evasion. Using Shrinkable is not the same as using the Attack Minimize, but if a User learn the Attack Minimize and does not have the Shrinkable Capability, they gain Shrinkable.

Soul Seer: A User with this Capability can see the souls of creatures around them. The lighter the soul is then the more likely they are to do good and the more darkness that is in the soul means the more likely someone is to do something bad. When a soul is smaller that means the person is more injured, and the opposite is true the larger it is. If the soul has cracks on it then that means the person has suffered a traumatic event and they will only heal once those events have been overcome. Upon first view of a soul it normally starts foggy, but after a minute it takes shape and the user may determine the former details.

Soulless: A User with this Capability does not have a Soul and cannot die. Once the user reaches 8 Injuries they remain fainted until they no longer have 8 or more Injuries. The user still faints as normal.

Speech: Over time this user is capable of learning other languages or mimicking common words spoken around it, including human language. Once per Game Week when this Pokémon is Trained, they add 3 Words to their Word Bank. They may have a maximum number of learned words equal to half their level. Users with this Capability in the wild can only learn words if exposed to the language. If the user is Proficient or Mastered in General Education, they can speak normally without any limit

Stealth: A User with the Stealth Capability are excellent at approaching the enemy for an up close assault. While Shifting, unless they purposely want to, Stealth Users do not make any noise. Unless a User with Stealth has used a Ranged Attack during the current round or the round previous, Ranged Attacks may not target them if the line of sight drawn goes through Rough Terrain or if the User is on Rough Terrain.

Sticky Hold: The User's held items cannot be stolen, switched, destroyed or dropped.

Stubborn: Whenever this Pokémon would gain Loyalty while it is under 0 LP it gains half the amount (Rounded up). Charm, Command, Guile and Intimidate Checks suffer a -3 Penalty against this Pokémon. This Capability can be removed upon generation of this Pokémon with GM Discretion but is used as a typical attitude of Pokémon of this Species.

Telekinetic: "The user's Struggle Attacks may have any of the following effects applied to it: The Attack may become Psychic Typed. The Attack may be treated as if it were the Special Category. The Attack may be treated as if it were Range 6, 1 Target.

Additionally, Telekinetic Pokémon and Trainers can Attack objects with their mind. They can lift things with Telekinesis as if they were using a Power Capability equal to their Focus Rank. When lifting Staggering Weights with Telekinesis, they roll Focus instead of Athletics, and the DC is 10 instead of 4. They can target objects up to 8 meters away. Count the combined weight of all objects when determining whether they can lift all of them. Using this Capability to lift the user's Drag Weight or greater leaves discoverable psychic residue. The user may perform the Disarm, Trip, and Push Maneuvers at the range of your Telekinetic

Capability and using the Focus Skill for all opposed rolls. When the Push Maneuver is used this way, the user does not repeat the Push but instead Pushes the target a number of meters equal to half their Focus Rank."

Telepath: A Telepathic User can read the surface thoughts of people and Pokémons X meters away where X is Focus Rank doubled. Pokémons and Trainers with Telepathy can project their thoughts to the minds of other Trainers or Pokémons. Telepathy can be used to read only one target at a time but can project to a number of separate targets at once equal to half the user's Focus Rank. Telepathy may be used to read minds with or without making the target aware of the attempt. Unwilling targets and targets that are unaware automatically resist the Telepathy attempt; the user and target roll opposed Focus Checks to determine if the Telepathy attempt is successful. A failure imposes a cumulative -3 penalty to future checks to use Telepathy on that target for the next 24 hours.

Thorned: When a User with the Thorned Capability is hit with a Melee Attack or hits with a Melee Attack, the Attacker or Target loses -5 Hit Points.

Threaded: The user's Struggle Attacks may have any of the following effects applied to it: The Attack may become Bug Typed if the user is Bug Type or Grass Typed if the user is Grass Type. The Attack may be treated as if it were the Special Category. The Attack may be treated as if it were Range 6, 1 Target.

Pokémon with the Threaded Capability may additionally make a Threaded Shift as a Shift Action. A Threaded Shift is when a Pokémon targets an object and shoots a strong, thin line of silk, or extends a vine from themselves, and then quickly retracts that silk, or vine, pulling itself towards the object if the Pokémon is lighter than the object, or pulling the object towards the Pokémon if it is lighter than the user. Threaded has a range of 4 meters. If you target an unwilling Pokémon or Trainer with threaded, Threaded requires an AC 6 Status Attack to use.

Tracker: User with the Tracker Capability have a strong sense of smell that they can use to follow other Pokémons or people. If the Pokémon has smelt whom they want to track in the past day, or one of their personal belongings, they can pursue that prey with a Perception check of 15 or better.

Tremorsense: Users with the Tremorsense Capability can sense the location, size, and shape of objects in the ground around them for up to 5 meters, almost as if they could see through the ground.

True Sight: Users with this Capability may see through Invisibility and Illusions. The user is Immune to and ignores the effects of anything with the Illusion keyword or based on Illusions. Additionally, these Attacks may not be activated against the user. The user may Target Combatants removed from the field due to Ghost Step, Phasing, or any Ghost-Type Attack as if they were in the square from which they disappeared. The user ignores the effects of the Blender and Stealth Capabilities.

Trusting: Whenever this Pokemon would gain Loyalty it gains double the amount. Charm, Command and Guile Checks gain a +3 Modifier against this Pokemon. This Capability can be removed upon generation of this Pokemon with GM Discretion but is used as a typical attitude of Pokemon of this Species.

Ultra: Users with this Capability have their Default CS increased to +1 for all Stats whenever they're in Space Terrain. Their Default CS is set to -1 for all Stats when they're in any other Terrain. Any creature gains the Ultra Capability if they're exposed to an Ultra Space Area for a full Game Week. The Ultra Capability is lost if the creature goes full Game Week without going to an Ultra Space Area.

Underdog: This capability denotes Pokémons who qualify for the Underdog Class's effects. They are Pokémons species with a Base Stat total of 45 or less. Some exceptions apply.

Volatile Bomb: Upon a User with this capability fainting, they may release an explosion of energy as a Free Action. All Combatants within a Burst 2 range of this Pokemon lose 1 Tick of Hit Points.

Wallclimber: Wallclimber User often have suction cups, hooks, or other means of easily scaling walls or other vertical surfaces. They may travel along a wall or ceiling at a rate of half of their Overland Capability.

Wielder: Small Pokémons with this capability may wield Small Melee weapons or Short Range weapons, gaining all normal benefits. Medium and higher size category Pokémons may wield Large Melee weapons, Light Shields, or Long Range Weapons. These weapons occupy the Pokémons Held Item slot when Wielded. Pokémons Wielding Weapons can never access a Weapon's Master Move, regardless of skill rank. Pokémons with the Wielder Capability cannot benefit from Enchanted Runes on a Weapon unless they have the Alchemical Student Poke Edge. If they do, the Runic Energy Limit of the Weapon is treated as 2 RE while they're holding it and may benefit from Active Effects corresponding to that Limit but may not benefit from the Alchemical Student Poke Edge. They can use that RE for Augments in addition to Runes if they also have the Augmented Master Poke Edge. If any Effect from a Wielded Weapon would require AP usage, the Trainer spends the AP instead.

Wired: Wired Pokémons have a special relation to electronic devices. They can enter machines and travel through connected electronics through any cords that connect them instantly. If used by a Rotom, Rotom may take control of the machine from within, gaining an Attack chosen by your GM based on the machine.

Zapper: The user's Struggle Attacks may have any of the following effects applied to it: The Attack may become Electric Typed. The Attack may be treated as if it were the Special Category. The Attack may be treated as if it were Range 6, 1 Target.

System Combat Info

All of the information about combat will be in this section of the Chapter.

Combat Types

There are two major contexts in which combat occurs in PTU, and believe it or not, this is actually very important to how you treat combat mechanics and the way certain parts of combat work.

The first major context is, of course, in called **Guild Sanctioned Battles** or casual battles that follow a specific set of rules and regulations. In such battles, it is not allowed for Trainers to directly interfere, such as by attacking their opponent's Pokémon or using supernatural powers to influence the tide of battle. **Rules from this context can be added upon or removed depending on the consensus of both Trainers.** For example if both wanted to use Supernatural abilities but not direct combat that would be appropriate.

Guild Sanctioned Rules

- » If the Feature is a static or permanent change upon a Pokémon, such as Ace Trainer or Stat Trainer's Stat boosting features, or an Athlete's Coaching Feature, then they are legal in all scenarios.
- » All Features with the [Orders] Tag are League legal, unless specifically noted otherwise. Quick Switch is also legal.
- » Trainers cannot use Attacks or Abilities gifted to them by Features such as Musicians using Screech or using Frighten from Apparition.
- » Features that affect Pokémon directly without damage or direct intervention such as Cheerleader's Gleeful Interference, Empath's Channeling are also unable to be used.
- » Pokémon cannot go more than 4m above or below ground level. This restricts the act of Kiting.
- » Pokémon participating in Guild Sanctioned Battles cannot inflict injuries

The second major context, and most frequent source of battling on this server is called **Full Contact**. Rules from the Guild Sanctioned format are not applied here except for the Kiting rule being mandatory. This is the most common ruleset and state you'll be battling in, as Pokémons in the Wild do not care about rules and regulations and only care about survival.

However at some points Pokémons may agree to **Spar** with Trainers instead of battling them. This format is Full Contact except with the addition of the no Injuries ruling from Guild Sanctioned Battles. In order for a Pokémon to agree to this they must either be in a hostile but respectful, neutral or friendly state. Very Hostile Pokémon likely won't respect these rules but depending on their personality some Pokémons would see it as a test of strength against a Trainer.

Both Initiative and Switching Pokémon work slightly differently depending on the type of combat in order to reflect the Trainer's differing role in the conflict.

Switching Pokémon is slightly more difficult in League Battles to prevent Trainers from simply switching all the time in an official match to gain advantage, for example.

When determining your build path you may want to consult with each battle style to see which you excel in. A Trainer that is an Ace Trainer, Commander, Coordinator and Enduring Soul would be much better at Guild Sanctioned battles compared to Full Combat, as they cannot contribute meaningful damage compared to their Pokémon. Conversely a Trainer who is a Martial Artist, Frost Touched, Athlete and Tumbler would excel in Full Combat but have few to no options in a Guild Sanctioned Battle.

In each round of combat, players get to take **two turns**: one for their Trainer, and one for a Pokémon. Even if their Trainer is knocked out or incapacitated, they still get their Pokémon's turn and vice versa. With Features like Focused Command however it may essentially replace your Trainer's turn with another Pokémon by using the Trainer's actions.

Initiative

Combat in Pokémon Tabletop United takes place in a sequence of 10 second **rounds** where combatants take **turns** acting in order of their Initiative values. In most situations, a Pokémon or Trainer's Initiative is simply their Speed Stat, though Items, Features, Attacks, and other effects may modify this.

During Tournament matches and other **Guild Sanctioned Battles** where the Trainer doesn't participate directly in the fighting, all Trainers should take their turns, first, before any Pokémon act. In Guild Sanctioned Battles only, Trainers declare their actions in order from **lowest to highest speed**, and then the actions take place and resolve from **highest to lowest speed**.

This allows quicker Trainers to react to their opponent's switches and tactics. Following that, all Pokémon then act in order from **highest to lowest speed**.

In **Full Contact battles**, all participants simply go in order from **highest to lowest speed**. Ties in Initiative should be settled with a d20 roll off. Combatants can choose to hold their action until a specified lower Initiative value once per round. Some effects in PTU last for "one full round." This simply means that they last until the same Initiative Count next round.

Action Types

During each round of combat, each participant may take **one Standard Action, one Shift Action, and one Swift Action** on their turn in any order. In addition, they may take any number of **Free Actions**, though actions with a Trigger can only be activated once per Trigger.

As an important note, no matter what Action Type is listed in this section, generally Trainers do not have to spend actions at the very beginning of Combat to draw a weapon or send out their first Pokémon for the fight. The only exception to this is if a party is ambushed or not prepared after the first attack is launched.

Standard Actions

Attacks and many Features require a **Standard Action** during your turn to activate and use. Examples of what you can do with a Standard Action:

- » Using an Attack
- » Using a Struggle Attack
- » Retrieving and using an Item from a backpack or similar on a target
- » Drawing a Weapon, or switching from one Weapon to another.
- » You may give up a Standard Action to take another Swift Action
- » You may give up a Standard Action to take another Shift Action, but this cannot be used for Movement if you have already used your regular Shift Action for Movement. However, it may be used to activate Features or effects that require a Shift Action.
- »» Use Combat Maneuvers.

Shift Actions

The **Shift Action** is the most straightforward action during a Pokémon or Trainer's turn; it's simply used for Movement most of the time. Trainers may hand other Trainers a small item they have on hand as part of a Shift Action, as long as the ally is adjacent at either the beginning or end of the shift. A Trainer can also sacrifice their Shift Action to perform certain other actions:

- » Returning a Pokémon, or sending out a Pokémon
- » Returning a Fainted Pokémon and sending out a replacement Pokémon

Free Actions

Many features can be activated as **Free Actions**. You can activate as many Free Actions as you like, or when they are triggered. Unless they are triggered, Free Actions still can only be used on your Turn.

Swift Actions

Trainers have exactly one **Swift Action** a round, and it can only be used on their turn. Many Features are Swift Actions.

Extended Actions

Extended Actions take at least a few minutes to complete, depending on the task. If unspecified, assume at least a few minutes with concentration adequate to the task. Simply, these actions cannot be performed in the middle of combat.

Full Actions

Some Features are **Full Actions**. Full Actions take both your Standard and Shift Action for a Turn. Actions like **Take a Breather, Coup de Grace and Intercept** are all **Full Actions**.

Priority Actions

If the user has not already acted this turn, an action with the **Priority keyword** may be declared to act immediately; the user takes their full turn, ignoring initiative. They do not have to use the declared action immediately, but they must use the declared action (with the action it was declared as) on that turn. This counts as their turn for the round. A priority action may not be declared during someone else's turn; **it must be declared between turns**. If multiple combatants attempt to declare priority, the fastest combatant goes first.

Priority also comes in **Priority (Limited)** and **Priority (Advanced)** varieties. The Priority (Limited) keyword is like Priority except the user may not take their full turn; they may only take the action that itself has Priority and take the rest of their turn on their own Initiative Count. For example, Orders are Priority (Limited), meaning the user only uses their Standard Action and does not take a full turn. Priority (Advanced) actions don't require that the user hasn't acted that turn; if they have, they simply give up their turn on the following turn.

Interrupt Actions

Interrupt Attacks may be declared in the middle of another combatant's turn to allow the user to take an action. They work similarly to Priority (Advanced, Limited) effects in that they only allow you to take the action that has Interrupt and not a full turn.

Commanding Pokémons

Basically, when a Pokémon's initiative in combat comes up, simply let the player decide what the Pokémon does. You do not need to announce your Pokémon's action during your Trainer Turn.

Pokémons can do the following with a **Standard Action**:

- » Use an Attack or Struggle Attack
- » Use Combat Maneuvers
- » Activate an effect that requires a Shift Action. This cannot be used for Movement.
- » Use Abilities, Capabilities, or make Skill Checks requiring Standard Actions
- » Recall themselves into a Poké Ball for a Switch
- » Pick up Held Items

Additionally, Pokémons may drop most Held Items using a Shift Action, though this varies.

Switching Pokémons

Trainers can **Switch** their Pokémons in battle, which returns their current active Pokémon into its Poké Ball and sends out another Pokémon to take its place. This is often done as one action but can also be broken up into separate **Recall and Release Actions**.

When **Switching** out Pokémons you can release them to a space **within 5m** and only **Recall** them if you're within 5m. Alternatively you can throw a Pokeball Item and the Pokémon inside is released on the space the ball lands. If a Pokeball Item is thrown it stays in the space it landed in until picked up. A Trainer cannot **Recall** Pokémons unless they are in possession of its Pokeball. **Recalling** Pokémons, **Releasing** Pokémons or Throwing Pokeballs does not require the Item to be equipped to any slots. **If you faint, your Pokémons can still Switch themselves** using your Pokémon Turn Standard Action, even if they are inside a pokeball.

Whenever a new Pokémon is switched into battle, **they may only use actions if there are available Pokémon Actions this Round**. If the previous active used a Standard Action, the new active may only use a Swift and Shift Action. Future actions used up by the previous active are still used up, such as actions forfeited via **Priority**. If the new Pokémon's initiative count has already passed and it has a turn for this round, it may act immediately.

Switching a Pokémon

Requires: Trainer's or Pokémon's Standard Action
If the Pokémon is Fainted: Trainer's Shift Action

Recalling or Releasing a Pokémon

Requires: Trainer's Shift Action
If Releasing or Recalling 2 Pokémons: Trainer's Standard Action

Can the Released Pokémon Act this Round?

- » If the Previous Active already used an Action: **Yes, but only Actions not used by the Previous Active Pokémon**
- » If the Previous Active Fainted before it could use any Actions: **Yes**, if they used Actions then Fainted, **Yes but only actions not used by the Previous Active Pokémon**
- » If the Previous Active couldn't act by failing a Sleep Check, Frozen Check, Priority (Advanced) or Interrupt: **No**
- » If the Pokémon was Released before the previous Active could take its turn: **Yes**

Movement and Positioning

Pokémon Tabletop United uses a square combat grid. However, it is a simple matter to treat distances and Movement abstractly if you don't wish to use a map. A combatant's footprint on a grid is determined by their Size.

Small and Medium combatants take up a 1x1 meter square. Large is 2x2, Huge is 3x3, and Gigantic is 4x4, but you may choose to use other shapes for Pokémons that have different body shapes such as serpents. As a rough guideline, create the new shape to be roughly the same number of total squares as the default shape.

For example, a Steelix (Gigantic) might be 8x2 meters, twisting into different shapes as it Attacks on the map. An Aerodactyl (Huge) is probably 2x4 due to its wide wingspan. This must either be moderator approved or it will be specified in the Pokédex next to their Size.

Movement is done with **Shift Actions** in combat. You can Attack a number of squares with a single Shift Action equal to the value of your relevant Movement Capability.

When using multiple different Movement Capabilities in one turn, such as using Overland on a beach and then Swim in the water, average the Capabilities and use that value. For example, if a Pokémon has Overland 7 and Swim 5, they can shift a maximum of 6 meters on a turn that they use both Capabilities.

You may not split up a Shift Action. That is, you cannot move a few squares take a Standard Action, and then continue moving.

Using **Jump Capabilities** consumes distance from the main Capability used to Shift, such as Overland., or can be used as a whole Shift Action by itself.

Diagonal Movement is simple. The first square you Attack diagonally in a turn counts as 1 meter. The second counts as 2 meters. The third counts as 1 meter again. And so on and so forth.

Two combatants are **Adjacent** to one another if any squares they occupy touch each other, even if only the corners touch, as with diagonal squares.

There are three Conditions that affect Movement directly. **Stuck** means you cannot Shift to Attack at all, though you may use it for other shift actions. **Slowed** means your Movement speed is halved. **Tripped** means you cannot Attack until you stand up, which is a Shift Action.

Terrain

Not all terrain is created equal. The type of terrain you're moving over will determine which Movement Capability you use to Shift as well as having additional affects on your Movement.

Basic Terrain Type affects which Movement Capability you use to Shift.

» **Regular Terrain:** Regular Terrain is dirt, short grass, cement, smooth rock, indoor building etc. Basically anything that's easy to walk on. Shift as normal on regular terrain!

» **Earth Terrain:** Earth Terrain is underground terrain that has no existing tunnel that you are trying to Shift through. You may only Shift through Earth Terrain if you have a Burrow Capability.

» **Water Terrain:** Underwater Terrain is any water that a Pokémon or Trainer can be submerged in. You must use your Swim Speed instead of Overland in this Terrain.

In addition to the various types of Basic Terrain, there are special types of terrain that further modify your Movement. All of the following types of terrain also have a Basic Terrain Type.

» **Slow Terrain:** Slow Terrain is anywhere with enough debris or brush around so that Trainers and Pokémons are significantly slowed down. Some examples of Slow Terrain are uneven earth, mud, or deep snow or water (that's not deep enough to count as 'underwater'). Even ice may count as Slow Terrain due to the need to Attack carefully and slowly. When Shifting through Slow Terrain, Trainers and their Pokémons treat every square meter as two square meters instead.

» **Rough Terrain:** Most Rough Terrain is also Slow Terrain, but not always. When targeting through Rough Terrain, you take a -2 penalty to Accuracy Rolls. Spaces occupied by other Trainers or Pokémons are considered Rough Terrain. Certain types of Rough Terrain may be ignored by certain Pokémons, based on their capabilities. Rough terrain includes tall grass, shrubs, rocks, or anything else that might obscure attacks. Squares occupied by enemies always count as Rough Terrain.

» **Blocking Terrain:** Straightforwardly, this is Terrain that cannot be Shifted or Targeted through, such as walls and other large obstructions.

Flanking

It is difficult to fight when beset upon from all sides by enemies. When a combatant is **Flanked** by an Enemy, they take a **-2 penalty to their Evasion**.

A **Small or Medium sized Trainer or Pokémon** is considered Flanked when at least two enemies are adjacent to them but not adjacent to each other.

For **Large Trainers and Pokémon**, the requirement is three enemies meeting those conditions.

For **Huge or Gigantic Pokémon**, the requirement is four enemies meeting those conditions

Enemies larger than Medium may occupy multiple squares – in this case, they count as a number of enemies for the purposes of Flanking equal to the number of squares adjacent to the Flanked target that they're occupying. However, a single combatant cannot Flank by itself, no matter how many adjacent squares they're occupying; a **minimum of two combatants is required to Flank someone**.

Here are some visual aids to help demonstrate this concept.



The Hitmonchan has two non-adjacent Zangoose in adjacent squares to him. He is Flanked.



The Hitmonchan has two Zangoose adjacent to him, but they themselves are adjacent, so this doesn't count as Flanking.



It takes three foes to Flank this Aggron because it is Large.



However, a Flygon occupying two adjacent squares to the Aggron counts as two foes, so it can be Flanked by just this Flygon and the Zangoose.



A Lugia can by itself occupy three adjacent squares to the Aggron. However, it takes at least two different foes to Flank someone, so this does not count as Flanking.

Combat Stats

Trainers and Pokémons have the same **six Basic Stats: HP, Attack, Defense, Special Attack, Special Defense, and Speed**. When the word Stats is used alone in the system, it usually refers to these.

Five Derived Combat Stats are derived from these six: **Accuracy, Hit Points, Physical Evasion, Special Evasion, and Speed Evasion**.

Basic Stats

» **HP:** The HP Stat directly affects the amount of Hit Points a Pokémon or Trainer has.

» **Attack:** The Attack stat is added to the damage roll of any Physical Damage dealt.

» **Defense:** The Defense Stat is used to avoid and resist Physical attacks. Whenever a Pokémon or Trainer takes Physical Damage, they first subtract their Defense before subtracting from their Hit Points.

Additionally, for every 5 points a Pokémon or Trainer has in Defense, they gain +1 **Physical Evasion**, up to a maximum of +6 at 30 Defense.

» **Special Attack:** The Special Attack stat is added to the damage roll of any Special Damage dealt.

» **Special Defense:** The Special Defense Stat is used to avoid and resist Special attacks. Whenever a Pokémon or Trainer takes Special Damage, they first subtract their Special Defense before subtracting from their Hit Points.

Additionally, for every 5 points a Pokémon or Trainer has in Special Defense, they gain +1 **Special Evasion**, up to a maximum of +6 at 30 Special Defense.

» **Speed:** The Speed Stat is used to determine turn order during combat.

Additionally for every 5 points a Pokémon or Trainer has in Speed, they gain +1 **Speed Evasion**, up to a maximum of +6 at 30 Speed.

Once a Trainer or Pokémon has 30 Speed Points, they gain +1 Accuracy. Every 10 Points beyond that they gain an additional +1 **Accuracy** up to a maximum of +6 at 80. (30/40/50/etc)

Derived Stats

Hit Points: While your HP Stat influences your Hit Points, they are separate numbers. If a Pokémon or Trainer has 0 Hit Points or less, they are unable to carry out any actions and are unconscious. Hit Points are calculated differently for Pokémon and Trainers.

$$\text{Pokémon Hit Points} = \text{Pokémon's Level} + (\text{HP stat} \times 3) + 10$$
$$\text{Trainer Hit Points} = \text{Trainer's Level} \times 2 + (\text{HP stat} \times 3) + 10$$

Accuracy: A Pokémon's or Trainer's Accuracy is normally 0 unless their Speed is high enough to gain Stat based Accuracy. Accuracy boosts are applied directly; Accuracy at -2 simply modifies all Accuracy Rolls by -2, for example. Accuracy also has limits at -6 and +6.

Accuracy is not considered a Combat Stage.

Evasion: Trainers and Pokémon have three different sets of Evasion. Physical Evasion, Special Evasion, and Speed Evasion. Evasion helps Pokémon avoid being hit by Attacks. When being targeted by an Attack that has an Accuracy Check, a Pokémon adds their Evasion score to the Attack's Accuracy Check, if they are conscious.

Physical Evasion can only modify the accuracy rolls of Attacks that target the Defense Stat; similarly, **Special Evasion** can modify the rolls of attacks that target the Special Defense Stat. **Speed Evasion** may be applied to any Attack with an accuracy check, but you may only add one of your three evasions to any one check. Raising your Defense, Special Defense, and Speed Combat Stages can give you additional evasion from the artificially increased defense score. However, you can **never gain more than +6 Evasion from Stats**. Besides these base values for evasion, Attacks and effects can raise or lower Evasion. These extra Changes in Evasion apply to all types of Evasion, and stack on top. Any time Combat Stages would be cleared, these bonuses to Evasion are cleared as well. Much like Combat Stages; it has a minimum of -6 and a max of +6. Negative Evasion can erase Evasion from other sources, but does not increase the Accuracy of an enemy's Attacks.

No matter from which sources you receive Evasion, you may only raise an Attack's Accuracy Check by a **max of +9**.

Combat Stages

Many Attacks alter Stats by raising or lowering "Combat Stages", making them more formidable or less threatening respectively. Only Attack, Defense, Special Attack, Special Defense, and Speed may have Combat Stages. Hit Points never have Combat Stages. Effects that set or reset combat stages are still considered effects that raise or lower combat stages as appropriate.

Attacks and effects may change Combat Stages any number of times, but they may never be raised higher than +6 or lower than -6. For every Combat Stage above 0, a Stat is raised by 20%, rounded down. For every Combat Stage below 0, a Stat is lowered by 10%, rounded down.

This means that if a Stat has raised 6 Combat Stages; its affected stat should be 220% of its original value. If a stat has been lowered 6 Combat Stages, its affected stat should be 40% of its original value. Consult the chart on the right to see the multiplier for any given Combat Stage. To derive the correct value for a given Stat, simply multiply the Stat by the multiplier next to the corresponding combat stage.

Combat Stages remain until the Pokémon or Trainer is switched out, or until the end of the encounter. The Table to the right shows the multiplication value for each Combat Stage. If inputted correctly into the Character Sheet it should automatically do the math for you.

Default Combat Stages

Default combat stages are a special type of combat stage granted by a variety of sources. Default combat stages do not use the normal rules of combat stages, and function as explained further. Unlike normal combat stages, default combat stages do not stack. You take the highest source of positive default combat stages and ignore the rest. Negative default combat stages always override positive default combat stages, and of them you take the source that gives the most negative default combat stages and ignore the rest.

Unlike normal combat stages, default combat stages do not inherently do anything on their own during combat. Instead, at the start of an encounter a creature with default combat stages sets its normal combat stages equal to its default combat stages. A pokémon also sets its normal combat stages to match its default any time it is switched in to a battle or has its combat stages reset.

Speed Combat Stage and Movement

Combat Stages in the Speed Stat are special; they affect the Movement capabilities of the Trainer or Pokémon. Quite simply, you gain a bonus or penalty to all Movement Speeds equal to half your current Speed Combat Stage value rounded down; if you are at Speed CS +6, you gain +3 to all Movement Speeds, for example. Being at a negative Combat Stage reduces your Movement equally, but may never reduce it below 2.

Combat Stage	Multiplier
-6	x0.4
-5	x0.5
-4	x0.6
-3	x0.7
-2	x0.8
-1	x0.9
0	x1
1	x1.2
2	x1.4
3	x1.6
4	x1.8
5	x2.0
6	x2.2



Making Attacks

Whenever you attempt to make an attack, you must make an **Accuracy Roll**, and to hit, this roll must meet or exceed the **Accuracy Check**.

An **Accuracy Roll** is always simply 1d20, but is modified by the user's Accuracy and by certain Attacks and other effects. Note that modifiers to Accuracy Rolls do not affect effects from Attacks that occur upon specific dice results, or that increase Critical Hit range.

For example, if you use Flamethrower with an Accuracy Bonus of +4 and roll a 16 on d20 before adding 4, this would neither be a Critical Hit, nor inflict a Burn.

Note that a roll of 1 is always a miss, even if Accuracy modifiers would cause the total roll to hit. Similarly, a roll of 20 is always a hit unless avoided by a Shield Attack or Ability.

An **Accuracy Check** is the number an Accuracy Roll needs to meet or exceed to hit. It's determined first taking the Attack's base AC and adding the target's Evasion.

For example, if using Earthquake, which has an Accuracy Check of 2, against an opponent with a Physical Evasion of +4, you would need to roll a 6 or higher on your Accuracy Roll to hit the target.

A target can willingly choose to be hit by an Attack that would hit when their Evasion is not applied the user of the Attack must still meet the Attack's base AC.

Dealing Damage

When an attack hits, you apply any effects of the attack to the target, including damage.

When rolling Damage, check the attack's **Damage Base**. This number serves as a guide for an attack's strength, which translates to a specific amount of damage. Many effects, such as **Same Type Attack Bonus or STAB** for short may alter the Damage Base of Attacks.

After applying all modifiers that alter Damage Base, see the corresponding **Actual Damage** in the Damage Charts on the following page. This is the roll to which you add your Attack or Special Attack

Stat. After you have added your appropriate Attack Stat to the Actual Damage of the attack, add any additional modifiers that may apply. **You can add a single stat to Damage Calculations a Maximum of one Time.** (No doubling up through Feature usage!)

The target then subtracts the appropriate Defense Stat. Physical Attacks have Defense subtracted from them; Special Attacks have Special Defense subtracted from them. If the target has **Damage Reduction**, that is subtracted as well. An attack will always do a **minimum of 1 damage**, even if Defense Stats would reduce it to 0.

After defenses and damage reduction have been applied, apply Type Weaknesses or Resistances. A Super-Effective hit will deal x1.5 damage. A Doubly Super-Effective hit will deal x2 damage. Rare Triply-Effective Hits will deal x3 damage. A Resisted Hit deals 1/2 damage; a doubly Resisted hit deals 1/4th damage. A rare triply-Resisted hit deals 1/8th damage.

See the **Type Effectiveness Chart** to see how Pokémon Types match up against each other.

Same Type Attack Bonus

If a Pokémon uses a damaging Attack with which it shares a Type, the Damage Base of the Attack is increased by +2. This is referred to as 'STAB' for short.

Hit Point Loss

Effects that say "loses Hit Points" or that set Hit Points to a certain value instead of "deals damage" do not have Defensive Stats applied to these Hit Point changes nor cause Injuries from Massive Damage.

Critical Hits

On an Accuracy Roll of 20, a damaging attack is a Critical Hit. A Critical Hit adds the Damage Dice Roll a second time to the total damage dealt, but does not add Stats a second time; for example, a DB6 Attack Crit would be 4d6+16+Stat.

Some Attacks or effects may cause increased critical ranges, making Critical Hits possible on Accuracy Rolls lower than 20. Some effects may also increase Critical Hit range; if an effect increases Critical Hit Range by 4 for example, on most Attacks this would indicate a Critical Hit on accuracy rolls of 16-20. Anything that would cause an increase in Critical Hit Range beyond an Attack's natural range cannot exceed +6.

Increased Critical Hit ranges are not counted as an effect, and do not trigger Serene Grace or Sheer Force.

Injuries

If an attack deals enough damage, it might cause an Injury! Generally, this happens when an attack deals Massive Damage, or damage equal to or greater than 50% of a target's maximum Hit Points, or when a target is reduced to a certain Hit Point Marker: 50% of their maximum Hit Points, 0%, -50%, -100%, and every -50% thereafter.

Detailed information on Injuries will be in a separate section of this Chapter.

Tick of Hit Points

Some effects use this term. A Tick of Hit Points is equal to 1/10th of someone's maximum Hit Points. A Tick Value is what that amount is. If a target has 50 Maximum Hit Points, their Tick value is 5.

Damage Formula

Putting this all together, the process for calculating damage is as follows:

1. Find initial Damage Base
2. Apply Five/Double-Strike
3. Add Damage Base modifiers (ex: STAB) for final Damage Base
4. Modify damage roll for Critical Hit if applicable
5. Roll damage
6. Add relevant attack stat and other bonuses
7. Subtract relevant defense stat and damage reduction
8. Apply weakness and resistance multipliers.
9. Subtract final damage from target's Hit Points and check for Injuries or KO.

Damage Chart

Below this section is what each Damage Base equates to as far as Damage Rolls. Simply roll the dice shown, adding the modifier next to it, and then add your Attack Stat to determine the total damage dealt. While previous iterations of PTU have Set Damage, in this Server we only use Rolled Damage. Rolling dice is fun. Variance in outcome is good. Plus you use a dice bot to automatically roll, it's not like rolling 12 dice and counting each like you would in a real life session.

The maximum DB an Attack can have with all modifiers calculated is 28.

Damage Base	Damage Roll
1	1d6+1
2	1d6+3
3	1d6+5
4	1d8+6
5	1d8+8
6	2d6+8
7	2d6+10
8	2d8+10
9	2d10+10
10	3d8+10
11	3d10+10
12	3d12+10
13	4d10+10
14	4d10+15
15	4d10+20
16	5d10+20
17	5d12+25
18	6d12+25
19	6d12+30
20	6d12+35
21	6d12+40
22	6d12+45
23	6d12+50
24	6d12+55
25	6d12+60
26	7d12+65
27	8d12+70
28	8d12+80

Struggle Attacks

Struggle Attacks are weak and usually untrained attacks made in desperation by Trainers or Pokémons.

Struggle Attacks may be used by Pokémons and Trainers alike as a Standard Action.

Trainers without any Combat features often make these attacks if they try to hit something; Pokémons do so more rarely, but may do so if they wish to attack without seriously hurting the target, or are unable to use any Attacks due to Suppression, Disable, or similar effects.

Struggle Attacks have an **AC of 4** and a **Damage Base of 4**, are **Melee-Ranged, Physical**, and are **Normal Type**. They may be further modified by Capabilities. When Trainers use Struggle Attacks, these may be modified by Weapons the trainers are wielding. **Never apply STAB to Struggle Attacks.**

Ghost Type Pokémons are resisted to Normal Type Struggles, not Immune.

Additionally, if a Trainer or Pokemon has a Combat Skill Rank of Expert or higher, Struggle Attacks instead have an AC of 3 and a Damage Base of 5.

Struggle Attack Modifying Capabilities

There are many Capabilities that adjust Struggle Attacks. If a Pokemon or Trainer has a Capability listed below they **may use a Struggle Attack as if it were Special Category, as if it were Ranged 6, 1 Target and it may shift its Type based on the Capability**. Any of these modifiers may be applied per Struggle.

Example: Through Firestarter i could make a Melee, Fire Typed, Special Category Struggle. I could also make a 6 Ranged, Fire Type, Physical Struggle.

Firestarter: The Struggle may be shifted to the Fire Type.

Fountain: The Struggle may be shifted to the Water Type.

Freezer: The Struggle may be shifted to the Ice Type.

Groundshaper: The Struggle may be shifted to the Ground Type.

Guster: The Struggle may be shifted to the Flying Type.

Materializer: The Struggle may be shifted to the Rock Type.

Telekinetic: The Struggle may be shifted to the Psychic Type.

Threaded: The Struggle may be shifted to the Bug or Grass Type, depending on the user's Type.

Zapper: The Struggle may be shifted to the Electric Type.

Attacks

Pokémon may learn up to a **Maximum of 6 Attacks** (Unless something grants it otherwise via connections, Raid Bosses, etc). Trainers however may learn as many Attacks as their Features allow. Unless stated otherwise, all Attacks are **Standard Action**.

Example Attack

Attack: Attack Order

Type: Bug

Frequency: EOT

AC: 2

Damage Base: 9

Class: Physical

Range: 6, 1 Target

Effect: Attack Order is a Critical Hit on 18+.

Style Tag: Smart

Attack: The first line contains the Name of the Attack. This is of course, what you use to keep track of the Attack, and write down in your Pokémon's Attack List.

Type: Next is the Elemental Type of the Attack. There are Bug, Dark, Dragon, Electric, Fairy, Fighting, Fire, Flying, Ghost, Grass, Ground, Ice, Normal, Poison, Psychic, Rock, Steel and Water Attacks! This will determine Type Effectiveness since Attacks are broken up by their respective Type.

Frequency : The Frequency is the rate of use. There are five levels of Frequency for Attacks.

» **At-Will** means your Pokémon can perform the attack as often as it'd like, with no rest needed to perform the attack again.

» **EOT** is an abbreviation for **Every Other Turn**, and it means your Pokémon can perform the Attack once every other turn.

» **Scene X:** This Frequency means this Attack can be performed X times per Scene. Attacks that simply have the Scene Frequency without a number can be performed once a Scene. Attacks that can be used multiple times a Scene can still only be used Every Other Turn within a Scene and not on consecutive turns.

» **Weekly** is the lowest Frequency. This Attack's Frequency is only refreshed at the start of a new Game Week. Attacks that can be used multiple times Weekly can still only be used once a Scene and not multiple times within the same Scene.

» **Static** like with Features, means this Attack has some effect that is always granted to the user, as long as they know this Attack.

Accuracy Check: The Accuracy Check (AC) is used when a Pokémon uses an Attack as an Attack. The Accuracy Check is the number you need to match or exceed on your Accuracy Roll in order for the Attack to connect to your target.

Damage Base: This indicates the base amount of damage dealt. See the 'Damage' section in the Combat Chapter for more details (page 236). Many Abilities and other effects can modify Damage Bases.

Class: Class will denote whether the attack is Physical, Special or Status. **Physical Attacks** are resisted by Defense; **Special Attacks** are resisted by Special Defense. Some attacks may be Physical or Special but not have Damage Dice Rolls; that means the damage these attacks do still interact with other effects such as Counter or Mirror Coat that specify a damage class. **Status Attacks** are simply Attacks that are neither Physical nor Special.

Range: Range specifies the distance in meters from which the Attack can hit. **Keywords** are also inserted in this line; see the following section for a detail of keywords. Besides the standard numerical distances, other common distances include **Melee**, **Self**, and **Field**. **Self** Attacks simply target the user; **Melee** Attacks have a range of 1, and thus must target an adjacent target. The **Field** Range drops an effect on the entire area where the battle is taking place. When using area-of-effect Attacks, such as ones with the Burst or Cone keywords, make a single Accuracy Roll for the entire attack.

Effect: Effects list what the attack does in addition to the Attack's Damage. Effects do not activate unless the Attack hits. Effect Ranges can be extended by other effects. For example, an effect that triggers on 18+ that has its range extended by +2 now triggers on 16+ while the range is extended. Effects such as Features or Abilities that extend Critical Hit or Effect Range however cannot extend them past a total of +6 from their natural range.

Style Tag: This signifies the Attack's Style Tag and flair effect. This is only relevant for Contests if performed and other classes such as Style Expert.

Self vs Ally: If something specifies targeting an Ally, you cannot choose to target yourself. If something specifies targeting yourself, it cannot target an ally. An Attack that says 1 Target must choose a Combatant other than the user of the Attack/Ability/Etc.

Attack Keywords

In addition to normal Keywords of Attacks, there might be additional Keywords listed:

Aura: Attacks with this Keyword manipulate Aura and may be affected by certain Abilities or effects.

Blessing: All Pokémon and Trainers allied to the user may benefit from the Blessing. The Blessing persists until it's used up, even if the original user is KO'd or switched out.

Coat: Attacks with the Coat keyword give the targets a certain effect while the Coat persists. Coats may be passed on by Baton Pass. A Combatant may not have multiple Coats with the same name. When a Combatant faints, all Coats are removed from them. Coats are removed at the end of the Scene.

Dash: A Dash Attack cannot be used if the user is Stuck or currently Tripped. An Attack with the Dash Keyword can be used as a Free Action at the end of a Sprint Action (used as a Standard Action) that shifted at least 3m towards the target of the Attack.

Double Strike: Whenever an Attack with Double Strike is used, make two Attack Rolls. If one Attack Roll hits, the Attack does damage as indicated by its Damage Base value; if both Attack Rolls hit however, the Damage Base value is doubled. Each hit may Critically Hit separately; when adding damage from Critical Hit, add the Damage Base before it's doubled. For example, if one Double Kick attack is a Critical Hit, add $+1d8+5$ to the damage roll. If both are Critical Hits, add $+2d8+10$.

Drain: Attacks with the Drain Keyword unless otherwise specified in their effects heal half the damage taken by the target of the Attack. If multiple targets are hit by the Attack, this calculates based on the target that took the most damage.

Friendly: Attacks with the Friendly Keyword do not hit allies.

Environ: A Pokémon using an Attack with the Environ keyword consults the chart below for what Attack or effect to use.

Terrain	Nature Power	Secret Power
Grassland	Grass Knot	Sleep
Forest	Energy Ball	SLeeP
Wetlands	Mud Bomb	Lowers Speed by -1 CS
Ocean	Bubble Beam	Lowers Attack by -1 CS
Tundra	Aurora Beam	Freezing
Mountain	Power Gem	Flinch
Cave	Ancient Power	Flinch
Urban	Tri-Attack	Paralysis
Desert	Earth Power	Lowers Accuracy by -1 CS
Space	Psychic	Lowers Accuracy by -1 CS

Exhaust: After the Attack with Exhaust resolves, the user is Suppressed for 2 Full Rounds, ignoring immunity. Suppressed cannot be cured unless the user takes a breather or faints. Additionally, it remains on the Pokemon who used the move even if they're recalled. If a Legendary uses an Exhaust Attack they instead are Suppressed for only one Full Round and may be cured as normal Suppression.

Fling: Fling's effect depends on the held item of the user. If used a Trainer, they must throw an item in either hand. Refer to this chart for DB and Effects.

Item	DB	Effect
Consumables	--	The target takes no damage and instead consumes the thrown Item. This includes any Item that can be used as a Standard Action. When used this way, Restoratives don't cause the target to forfeit their turn.
Poison Items	DB 3	The target becomes Poisoned. This includes Toxic Orbs, Poison Type Bracers, Boosters and Plates.
Fire Items	DB 3	The target becomes Burned. This category includes Flame Orbs, Fire Type Bracers, Boosters and Plates.
Other	DB 7	Anything not specified here.
Lagging Items	DB 12	This includes Lagging Items
Weapons	See Effect	The user instead makes a Ranged Struggle Attack using the thrown Weapon to determine damage, but using Fling's Accuracy.

Five Strike: When you roll an Accuracy Check for a Five Strike Attack and hit, roll again up to 5 times in total (Including initial attack), stopping after you would miss one. After the first hit, each subsequent hit adds +2 to the Attack's Damage Base for that Attack (Max +8). Critical Hits and Effect range activation may only be triggered by the result of the first Accuracy Check, regardless if subsequent rolls would trigger it.

Groundsource: Attacks with the Groundsource keyword do not have their Accuracy modified by targeting into Rough Terrain and ignore Blocking Terrain.

Hazard: If an Attack has the Hazard keyword, the effect covers a stated portion of the Field. A Hazard only affects the Enemy under certain circumstances specified in the Hazard and can only affect a Combatant once per round. If the Attack allows, you may put extra Layers of the Attack with Hazard, but only one per usage of the Attack.

Illusion: These Attacks are Illusions, and may be ignored by Trainers with the True Sight Capability.

Interrupt: Interrupt Attacks may be declared in the middle of another combatant's turn to allow the user to take an action. They work similarly to Priority (Advanced, Limited) effects in that they only allow you to take the action that has Interrupt and not a full turn.

Pass: At any point during a Shift, the user may declare an attack with the Pass keyword. Once the Move is declared, the user may move forward only in a straight line, for up to 4 meters, treating foes as Regular Terrain and moving through any enemies in its path. The user must end in an empty square. The Pass Attack hits all targets in each square it dashes through, but each target may be hit only once. The user must end their Shift at the end of the dash. Shifting as a result of the Pass keyword does not provoke Attacks of Opportunity. The Pass Keyword cannot be activated if the user has insufficient movement remaining on their Shift Action.

Pledge: A Pledge Attack always has an additional Pledge effect that activates only if another Attack of the Same Type or another Pledge Attack has been used by an ally since the end of the user's last turn.

Powder: Moves with the Powder keyword have no effect on Grass Type Pokémon.

Priority: If the user has not already acted this turn, an Attack with the Priority keyword may be declared to act immediately; the user takes their full turn, ignoring initiative. This counts as their turn for the round. A priority Attack may not be declared during someone else's turn; it must be declared between turns. Priority also comes in Priority (Limited) and Priority (Advanced) varieties. The Priority (Limited) keyword is like Priority except the user may not take their full turn; they may only take the action that itself has Priority and take the rest of their turn on their own Initiative Count. For example, Orders are Priority (Limited), meaning the user only uses their Standard Action and does not take a full turn. Priority (Advanced) Moves don't require that the user hasn't acted that turn; if they have, they simply give up their turn on the following round.

Push: The target of the attack is Pushed a specified amount of meters. Unless specified, the Push direction should be away from the user.

Reaction: Reactions work exactly like Interrupts, except that they happen after the triggering condition is fully resolved, instead of before. Thus, the user must survive the trigger condition to be able to perform the reaction.

Recoil: When an Attack says to Recoil, total the amount of damage the target took from your attack, then multiply by the fraction paired with the Keyword Recoil. The Attack's user loses Hit Points equal to that result. If the Move hits multiple targets, instead compare the HP loss that would be taken from each target hit, and take the highest value.

Set-Up: These are two-turn Attacks. On the first turn, the Set-Up Effect is used; then on the following turn the Resolution Effect occurs.

Shield: Attacks with this Keyword are Interrupts that are triggered by foes' attacks. This would usually prevent an Attack from hitting. Any effects that activate off of being hit, beyond the Shield's Trigger, do not occur. In order to use a Shield Attack it must be the first thing Triggered. Ex: Cannot use Flame Body, then Protect.

Smite: When Attacks with the Smite keyword Miss, they deal damage as if the attack were resisted one step further. Targets dealt damage this way do not suffer any secondary effects of the Attack.

Social: Attacks with the Social Keyword are based on social manipulation. They cannot be Intercepted and ignore the effects of Substitute. Some Features and other effects also take advantage of this Keyword.

Sonic: Moves with the Sonic Keyword are based on sound. They ignore the effects of Substitute.

Spirit Surge: An Attack with the Spirit Surge keyword will have its Effect activate even if it does not hit a target. If the Attack requires a certain Accuracy Roll, the roll must still be met.

Trigger: Attacks with the Trigger keyword are ONLY able to be used whenever the condition in their Effect line is met.

Weather: Attacks with the Weather Keyword affect an Area, changing the rules of the battle depending on its Type. Boosting Weather increases Attacks of its corresponding Type by +10 Damage and Damaging Weather causes Combatants that don't match that Type or Elementalist to lose a Tick at the start of their Turn. Combatants cannot lose more than one Tick per Round as a direct result of Weather. There can only be one Weather Effect affecting the Field at a time unless otherwise stated. New Weather Effects always overwrite an existing Weather if it were to enter the field.

Ability Keywords

Some Abilities also have Keywords of their own, while few.

Connection: This keyword is followed by an Attack, with which the user has an innate connection. Upon gaining the Ability, the user learns the Attack. Attacks learned this way do not take up a slot on the user's Attack list.

Defensive: An Ability that is meant to be defensive in nature. This only interacts with Mold Breaker which can disable this ability.

Immune: Abilities with the keyword Immune cannot be affected by a certain Status Affliction. This is described per Ability.

Last Chance: 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.

Weight Class: A Move with the Weight Class Keyword refers to the following. The minimum Weight Class a combatant may be is 1. The maximum Weight Class is 6, unless the combatant has the Heavy Metal Ability, then the Maximum is 7.

Weight Class	Their Weight
1	0-25 Lb.
2	25-55 Lb.
3	55-110 Lb.
4	110-220 Lb.
5	220-440 Lb.
6	Any Pokémon heavier than 440 Lb.
7	Any Weight Class 6 with Heavy Metal



Range Keywords

Each Attack has a specified Range that affects who is hit by the Attack whenever it is used. Use the pictures as a reference points. For each Picture, the Black Border Box signifies the range of the attack. The Target will always be hit by the attack made by the Attacker.



Burst X: The Attack hits all legal targets surrounding the user in a radius of X. The Example shows Burst 1.



Close Blast X: The Attack creates an X by X square adjacent to the user and hits all legal targets within. The Example shows Close Blast 2.



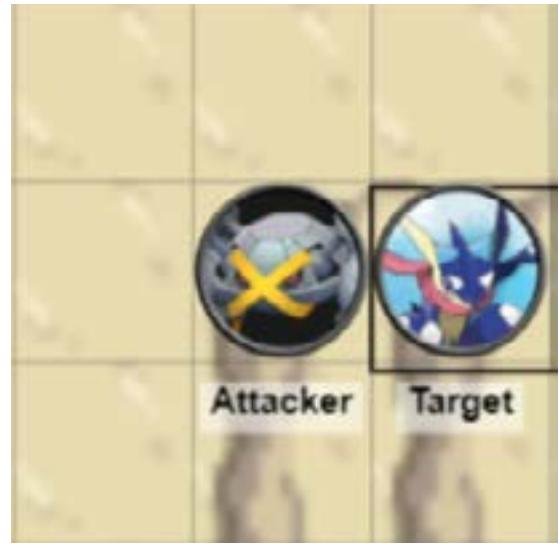
Cone X: The Attack hits all legal targets in the square immediately in front of the user and in 3m wide rows extending from that square up to X meters away. The Example shows Cone 2.



Cone X: Cone can also be used diagonally in a similar range to Close Blast 2.



Line X: The Attack creates a line X meters long starting from the user and hits all legal targets in that line. When used diagonally, apply the same rules as for diagonal movement. The Example shows Line 3.



Melee: The Attack can only target enemies in an adjacent square. Most Attacks are Melee one but if they specify more than 1 target, all targets must be within melee range. The Example shows Melee, 1 Target.



Ranged X, Y Target: The Attack can only target Y enemies within X Meters of the user. Sometimes, such Moves can hit multiple targets and are labeled as such, in which case each target must be within the requisite number of meters of the user. The Example shows 4m, 1 Target.



Ranged X Blast Y: The Attack creates a Y by Y square up to X meters away and hits all legal targets within. The Example shows Ranged 3m, Blast 2.

Type Effectiveness



This is the **Type Effectiveness chart!** Whenever an Attack of one of the Types on the left targets a Pokémon, find its Type on the right to check for Type Effectiveness.

Multiply the damage dealt, **after** defenses are applied, by the number shown above.

Note that Type Effectiveness **does not affect Status Moves**; only Physical and Special Moves are affected. Confuse Ray, for example, despite being Ghost type, is perfectly able to hit Normal Types.

Attacks like Sonic Boom or Counter, on the other hand, despite having non-standard Damage, are affected by Immunity, though not by resistance.

Unlike Pokémon, Trainers do not have a Type, and thus all attacks by default do Neutral damage to them.

Type-Effectiveness is a bit more complicated if the defender has two types:

- » **If both Types are neutral**, the attack of course is simply neutral
- » **If both Types are resistant**, the attack is doubly resisted and does 1/4th damage
- » **If both Types are weak**, the attack is doubly supereffective and does x2 damage.
- » **If one Type is weak and one is resistant**, the attack is neutral.
- » **If either Type is Immune**, the attack does 0 damage.

If a Pokémon is Immune to the damage of an Attack, no effect of that attack is applied to that Pokémon. For Example, rolling a 19 on Mud Slap vs a Flying Pokémon does not lower their Accuracy. If an Attack has the Spirit Surge Keyword, the effect still goes off regardless if the target is Immune.

Combat Maneuvers

Sometimes, the best option in a fight isn't just to hit the other side as hard as you can. You can gain a tactical advantage on the field of battle by relieving an opponent of their weapon, momentarily tripping them, or even simply pushing them in a direction.

Pokémon and Trainers can use all Combat Maneuvers, unless otherwise noted. The Combat Maneuvers are below:

Maneuver: Attack of Opportunity

Action: Free

Trigger: See Below

Effect: You may make a Struggle Attack against the triggering foe as an Interrupt. You may use Attack of Opportunity only once per round. Attacks of Opportunity cannot be made by Confused, Frozen or Sleeping Combatants. Attacks of Opportunity can be triggered in multiple ways:

- » An adjacent enemy uses a Push, Grapple, Disarm, Trip, or Dirty Trick Maneuver that does not target you.
- » An adjacent enemy stands up.
- » An adjacent enemy uses a Ranged Attack that does not target someone adjacent to it.
- » An adjacent enemy uses a Standard Action to pick up or retrieve an item.
- » An adjacent enemy Shifts out of a Square adjacent to you into a Square that is not adjacent to you.

Maneuver: Disengage

Action: Shift

Effect: You may Shift 1 Meter. Shifting this way does not provoke an Attack of Opportunity.

Maneuver: Disarm

Action: Standard

AC: 4

Class: Status

Effect: You and the target each make opposed Combat or Stealth Checks. If you win, the target's Held Item (Main Hand or Off-Hand for humans) falls to the ground.

Maneuver: Throw

Action: Standard

AC: 4

Class: Status

Range: Your Throwing Range, 1 Target

Effect: You throw an Item at the Target. If the target is hit, the Item's effects are applied to the Target or a unique effect occurs. Items may only be used with this Maneuver if they have the Throwaway Item Keyword. Throwing Items does not count as Applying an Item.

Maneuver: Dirty Trick

Action: Standard

AC: 2

Class: Status

Range: Melee, 1 Target

Effect: You may perform any of the Dirty Tricks listed below. You may use each trick only once each Scene per target.

Blind	You and the target make Opposed Stealth Checks. If you win, the target is Blinded for one full round.
Hinder	You and the target make Opposed Athletics Checks. If you win, the target is Slowed and takes a -2 penalty to all Skill Checks for one full round.
Low Blow	You and the target make Opposed Acrobatics Checks. If you win, the target is Vulnerable and has their Initiative set to 0 until the end of your next turn.

Maneuver: Manipulate

Action: Standard

AC: 2

Class: Status

Range: 6, 1 Target

Effect: You may perform any of the Manipulations listed below. You may use each Manipulation only once each Scene per target.

Flirt	Make a Charm Check, opposed by the target's Charm or Focus. If you win, the target is Infatuated with you for one full round. The target automatically fails their Save Check.
Provoke	Make a Guile Check, opposed by the target's Guile or Focus. If you win, the target is Enraged and cannot spend AP for one full Round. The target automatically fails their Save Check.
Terrorize	Make an Intimidate Check, opposed by the target's Intimidate or Focus. If you win, the target cannot heal for a Full Round and becomes Suppressed.

Maneuver: Push

Action: Standard

AC: 4

Class: Status

Range: Melee, 1 Target

Effect: You and the target each make opposed Combat or Athletics Checks. If you win, the target is Pushed back 1 Meter directly away from you. If you have Movement remaining this round, you may then Move into the newly occupied Space, and Push the target again. This continues until you choose to stop, or have no Movement remaining for the round. Push may only be used against a target whose weight is no heavier than your Heavy Lifting rating.

Maneuver: Sprint

Action: Standard

Class: Status

Range: Self

Effect: Increase your Movement Speeds by 50% for the rest of your turn.

Maneuver: Trip

Action: Standard

AC: 6

Class: Status

Range: Melee, 1 Target

Effect: You and the target each make opposed Combat or Acrobatics Checks. If you win, the target is knocked over and Tripped.

Maneuver: Intercept Melee

Action: Full Action, Interrupt

Trigger: An Ally within Movement range is hit by an adjacent enemy.

Effect: You must make an Acrobatics or Athletics Check, with a DC equal to three times the number of meters they have to move to reach the triggering Ally; If you succeed, you Push the triggering Ally 1 Meter away from you, and Shift to occupy their space, and are hit by the triggering attack. On Failure to make the Check, the user still Shifts a number of meters equal a third of their check result.

Note: If the target that was Intercepted was hit by an Area of Effect Attack, and the 1 meter push does not remove them from the Area of Effect, the Intercept has no effect since they are still in the area of the attack – it would cause the Interceptor to be hit by the Attack however.

Maneuver: Intercept Ranged

Action: Full Action, Interrupt

Trigger: A Ranged X-Target attack passes within your Movement Range

Effect: Select a Square within your Movement Range that lies directly between the source of the attack and the target of the attack. Make an Acrobatics or Athletics Check; you may Shift a number of Meters equal to half the result towards the chosen square. If you succeed, you take the attack instead of its intended target. If you fail, you still Shift a number of Meters equal to half the result.

Additional Rules

- » Pokémons and Trainers may only Intercept against Priority and Interrupt Moves if they are faster than the user of those Attacks.
- » Moves that cannot miss (such as Aura Sphere or Swift) cannot be Intercepted. (Thunder in Water Weather cannot be intercepted, while an attack with a no miss move against a target with Blur is no longer immune to intercepting.)
- » Attacks with the Social Keyword cannot be Intercepted.
- » Pokémons and Trainers cannot attempt Intercepts if they are Asleep, Confused, Enraged, Frozen, Stuck, Paralyzed, or otherwise unable to move.
- » Intercepts may not be used to move the Intercepting Pokémons or Trainer OUT of the way of an attack. They will always be hit, regardless



Maneuver: Grapple

Action: Standard

AC: 4

Class: Status

Range: Melee, 1 Target

Effect: You and the target each make opposed Combat or Athletics Checks. If you win, you and the target each become Grappled, and you gain Dominance in the Grapple.

Pokémon and Trainers that are Grappled

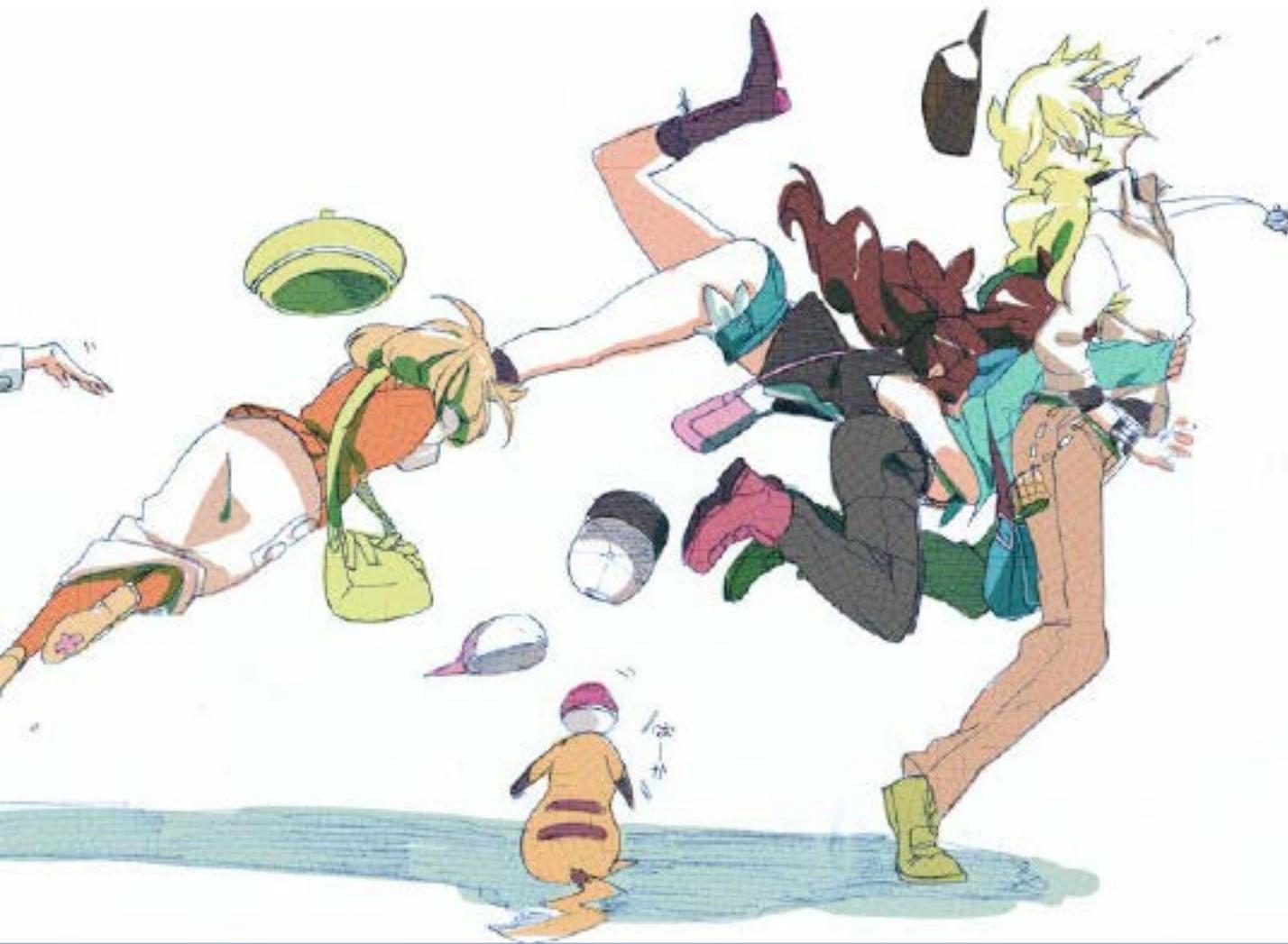
- » Are Vulnerable
- » Cannot take Shift Actions, or any actions that would cause them to Shift.
- » Gain a -6 penalty to Accuracy Rolls if targeting anyone outside of the Grapple.
- » Additionally, Grapple has other effects on whether the target has or doesn't have Dominance.

If a target begins their turn as a part of a Grapple but with no Dominance, they may choose to contest the Grapple as a Full Action. If they do, all participants make opposed Combat or Athletics Check. Whoever wins then may choose to either continue the Grapple and gain Dominance, or to end the Grapple.

If a target has the Phasing or Teleporter Capability, they may also use those to escape from a Grapple on their turn with no check required.

If a target begins their turn as part of a Grapple and has Dominance, they may take **one of the following actions as a Full Action.**

- » End the Grapple.
- » **Secure:** They gain a +3 Bonus to the next opposed check they make in the Grapple.
- » **Attack:** They may automatically hit with an Unarmed Struggle Attack.
- » **Move:** They Shift, dragging the other person in the grapple with them. The user's Movement Capability is lowered by the other grappler's Weight Class.



Take a Breather

Trainers and Pokémons can **Take a Breather** and temporarily remove themselves from the heat of combat to recover from Confusion and other Volatile Status Afflictions, though they still must pass any Save Checks to be able to take this action and do so.

Taking a Breather is a Full Action and requires a Pokémon or Trainer to use their Shift Action to move as far away from enemies as possible, using their highest available Movement Capability. They then become Tripped and are Vulnerable until the end of their next turn.

When a Trainer or Pokémon Takes a Breather, they set their Combat Stages back to their default level, lose all Temporary Hit Points, and are cured of all Volatile Status effects and the Slow and Stuck conditions. To be cured of Cursed in this way, the source of the Curse must either be Knocked Out or no longer within 12 meters at the end of the Shift triggered by Take a Breather.

When a Trainer or Pokémon is unable to choose to Take a Breather themselves, such as when they are inflicted with the Enraged Status Affliction or when someone doesn't want to take a chance on passing a Confusion Save Check, they may be calmed and assisted by a Trainer to attempt to Take a Breather.

This is a Full Action by both the assisting Trainer and their target (as an Interrupt for the target), and the assisting Trainer must be able to Shift to the target they intend to help. They then make a Command Check with a DC of 12. Upon success, both the assisting Trainer and their target must Shift as far away from enemies as possible, using the lower of the two's maximum movement for a single Shift. They then both become Tripped and are treated as having 0 Evasion until the end of their next turn. The Trainer that has been assisted then gains all the effects of Taking a Breather. Upon a failure, nothing happens, and the assisted Trainer is not cured of their Status Afflictions.

Other Damage Sources

Many Attacks will end up being on the fly and not related to the Trainer or Pokémon's Attack List. As a GM you can be flexible based on the situation depending on the actions taken. A few other damage sources are the following.

Improvised Damage

While rare, sometimes a Trainer or Pokémon may seek to use another object as a Weapon to attack their enemies. While it could be as simple as picking up a chair and bashing an enemy, it could also be something like throwing sand at someone at a beach. Non-conventional attacks are often as weak as Struggles but more flexible in what they do.

Example: A Trainer may grab a handful of dirt and throw it at an Unown as an AC 4 Status Attack that lowers their AC by -2. However doing the same attack against a Zubat could make them immune as they don't have eyes and have blindsense.

Using another source as actual damage may be flexible as well. Using a lit torch and shoving it into an Exploud may serve as an Ember attack equivalent or a fire shifted struggle, though be wary as this can be abused for type coverage.

Example: A brawl breaks out in the Psionic Outpost. An enraged Trainer takes a chair from a cafe nearby and smashes it against a Kadabra. This serves as a Struggle modified by a small melee weapon. The chair then breaks and cannot be used again. After a successful encounter the Cafe owner demands reparations and the Trainer has to pay \$300.

Environmental Damage

While this should be used sparingly, the Environment and Terrain should play a factor in the battle. If a Typhlosion uses Heat Wave in a crowded forest, we likely shouldn't pretend that the forest doesn't get set ablaze. GMs should have flexibility with the types of damage being dealt and consider how it may have sub effects, without punishing players for lack of logic.

Example: A reckless Musician decides to venture into a deep cave network in Arin Quarry. While battling he uses his Sonic moves at max power and uses Uproar. The resulting soundwaves causes a tremor and Stalactites fall from the ceiling on combatants, dealing rock damage.

Suffocating Damage

Any Suffocating Combatant is treated as Badly Poisoned, which cannot be cured except for by breathing.

For Underwater Combat this is very crucial, as your only source of air comes from a Re-Breather. If the Re-Breather is damaged in combat you'll only have a limited air supply before you start to suffocate. (Every Injury they take in battle damages the Re-Breather)

This is pretty much a death sentence if you lose an underwater battle without the Gilled Capability, as you rack up Injuries very fast and can't be rescued in time before you drown.

Pokémon or Trainers with the Gilled capability do not suffocate from being in water. If you faint underwater, an Active Pokémon can get you to the surface in time to prevent drowning if they can escape the encounter while carrying you, considering their power capability.

Fall Damage

Taking a fall can be nasty for trainers and Pokémons. Damage is taken as if it was a Typeless Physical Attack, with a Damage Base dependent on the distance of the fall and the weight class of the poor victim. This is mainly used in heavy environmental situations or if a rider's flying mount suddenly faints mid-flight.

Never push a Trainer or Pokémon off the map in a sky based area that is guaranteed death such as Boreos Gardens.

Damage is calculated the following way.

Weight Class 1/2	+1 DB per meter fallen. Max DB 20.
Weight Class 3+	+2 DB per meter fallen. Max DB 28.

Also consider the following rules:

» Falling on a yielding surface may let you ignore anywhere from **1 to 6 meters** of falling, to your GM's discretion; 1 would be soft grass, 3 might be a stack of mattresses, 6 would be deep water. Other surfaces may increase the falling damage; falling onto rocky terrain may increase the falling distance by +1. Some surfaces may even be volatile; falling onto a tree from above may increase the falling damage by +1d6, depending on whether you get cut up by a tree branch or not. Deciding on an appropriate modifier depending on the surface will be up to your GM.

» If a Pokémon or Trainer **intentionally jumps** rather than falling, they may **ignore a number of meters equal to their High Jump value**. This includes any bonuses from Acrobatics Checks or running starts; this means Pokémon or trainers can't be hurt by their own jumps (well, unless a surface says differently of course...)

» When falling, Trainers and Pokémons may make an Acrobatics Check with a DC of 12; if the fall was unintentional, the DC is instead 20. Upon success, they may ignore one additional Meter when calculating Fall damage.

Status Afflictions

Many Attacks and effects inflict Status Afflictions on their victims. There are two main kinds of Status Afflictions; **Persistent and Volatile**. There are also **other Afflictions** and cannot be cured as normal Afflictions. Many Status Afflictions allow Save Checks which allow the user to end or mitigate the effect. Save Checks are always 1d20. Unlike the video games, there is **no limit** to the number of Status Afflictions that a single target can have.

Pokémon with Boss Templates have reduced Status Afflictions, as they're stronger than normal Pokémon. Each Affliction will list both a normal and Boss Effect.

Persistent Afflictions

Persistent Afflictions are retained even if the Pokémon is recalled into its Poké Ball. Frozen Pokémon can be thawed as an Extended Action after combat. Burned, Paralyzed, and Poisoned Pokémon must be treated with items or at a Pokémon Center to be cured, however. All Persistent Status conditions are cured if the target is Fainted.

When the target loses CS from an Affliction it is lost upon gaining the Affliction, however if they are cured of the Affliction they regain the lost CS.

Bleeding

Effect: The target's Speed Stat is lowered by 2 Combat Stages. If the Bleeding Target takes a Standard Action or is prevented from taking a Standard Action by an effect Such as Sleep, they lose a Tick of Hit Points at the end of their turn. Ghost-Type Pokémon are Immune to this Affliction.

Boss Effect: The same as normal, but Bosses can only take Damage from Bleeding once per Round

Burned

Effect: The target's Defense Stat is lowered by 2 Combat Stages. If the Burned Target takes a Standard Action or is prevented from taking a Standard Action by an effect Such as Sleep, they lose a Tick of Hit Points at the end of their turn. Fire-Type Pokémon are Immune to this Affliction.

Boss Effect: The same as normal, but Bosses can only take Damage from Burned once per Round

Frozen

Effect: The target becomes Vulnerable and cannot take actions that don't cure this Affliction for the duration of being Frozen. At the end of the target's turn they make a Save Check of DC 14 to become cured. The initial DC is lowered to 8 for Fire-Typed Pokémon. If the Frozen Target is hit by a Damaging Fire, Fighting, Rock or Steel Type Attack they are cured of the Frozen Affliction. Ice-Type Pokémon are Immune to this Affliction.

Boss Effect: The Boss instead becomes Chilled. They lose half of their Evasion and upon failing the Frozen Save Check, their next damaging Attack this turn is reduced by one damage step. Taking damage from the listed attacks above does not cure the Chilled Condition. If the Save Check is passed, Chilled is cured.

Paralyzed

Effect: While Paralyzed, the target's Initiative is halved. At the start of each turn make a Save Check with a DC 11. On a successful Save Check the target may act normally. On a failed Save Check the target can only take a Standard or a Shift Action that turn. The other action is prevented. If the natural result was 1-4, the target cannot choose to take a Standard Action. On a failed Save Check the target also becomes Vulnerable for a full round and cannot take Attacks of Opportunity. Electric-Type Pokémon are Immune to this Affliction.

Boss Effect: The same as normal, but Bosses can only fail a Save Check once per Round.

Poisoned

Effect: The target's Special Defense Stat is lowered by 2 Combat Stages. If the Poisoned Target takes a Standard Action or is prevented from taking a Standard Action by an effect such as Sleep or Paralysis, they lose a Tick of Hit Points at the end of their Turn. Poison and Steel-Type Pokémon are Immune to this Affliction.

Boss Effect: The same as normal, but Bosses can only take Damage from Poisoned once per Round.

Badly Poisoned

All instances of Badly Poisoned are considered being Poisoned for the sake of effects that reference Poisoned. A Pokemon also cannot be both Poisoned and Badly Poisoned.

Effect: The same as Poisoned, but instead of losing a Tick of Hit Points, on the first round they lose one Tick. Second round they lose two Ticks. The third round and every round after loses three ticks.

Boss Effect: The same as normal, but Badly Poisoned only inflicts damage and doubles on the Boss's first turn of the Round.

Volatile Afflictions

Volatile Afflictions are cured completely at the end of the encounter, and from Pokémon by recalling them into their Poké Balls. When Pokémon are Fainted, they are automatically cured of all Volatile Status Afflictions.

Confused

Effect: Confused targets cannot take Attacks of Opportunity. If a Confused target makes an Attack (even attacks without rolls), roll 1d2. On 1, after the attack is resolved, the Confused Pokémon loses Hit Points equal to half their Attack Stat if the Move was Physical, half or their Special Attack Stat if the Move was Special, or two Ticks of Hit Points if the Move was a Status Move. The target is cured of Confusion with a Save of 16+ made at end of turn.

Boss Effect: The same as normal, but Bosses only have their first turn per round affected by Confusion.

Cursed

Effect: If a Cursed Target takes a Standard Action, they lose two ticks of Hit Points at the end of that turn.

Boss Effect: The same as normal, but Bosses can only take Damage from Cursed once per Round

Disabled

Effect: When the user gains the Disabled Affliction, a specific Move or Ability is specified. The user cannot use that Move or Ability as long as they remain Disabled. Pokémon or Trainers may have up to three instances of the Disabled Condition, each specifying a different Move or Ability.

Boss Effect: The Boss can only have two Disabled moves at a time and one Disabled Ability at a time. Each time a Move or Ability is disabled, it becomes cured after three full rounds pass.

Enraged

Effect: While enraged, the user may only use their Standard Action to make a Damaging Attack or use a Feature that involves making an attack. At the end of each turn, roll a DC16 Save Check; if they succeed, they are cured of Enraged.

Boss Effect: Same as the normal effect but DC is lowered to 11 instead of 16

Flinched

Effect: Flinch lasts for 1 full round. While Flinched, the target is Vulnerable. In addition, the target takes a -5 penalty to initiative for the rest of the Scene, or until recalled, which may stack. (This is applied after effects like Paralysis) Effects that remove a target's Flinched Status will also remove the initiative penalty, and may be triggered to do so.

Boss Effect: The Boss's Lowest Initiative is lowered by 5. The Boss is still vulnerable for one full round.

Infatuated

Effect: The creature that Infatuated the target becomes the target's Crush. Infatuated targets take a -5 penalty on all Damage Rolls that do not include their Crush as a target. For determining Damage Rolls that do include their Crush as a target, the Infatuated target's Attack and Special Attack are halved. The target is cured of Infatuation with a Save Check of 16+ made at end of turn.

Boss Effect: The same as the normal, however the Save Check becomes DC 11.

Seeded

Effect: At the beginning of the user's turn, the user loses a Tick of Hit Points. Whoever inflicted Seeded on the user then gains Hit Points equal to the amount the target lost. Grass-Type Pokémon and Pokémon Immune to Grass-Type Moves are Immune from this Affliction.

Boss Effect: Same as normal effect, however Seeded only inflicts tick damage on their first turn per Round; subsequently, whoever inflicted Seeded on the user only gains Hit Points on that turn.

Sleep

Effect: Sleeping Trainers and Pokémon become Vulnerable and cannot take actions except for Free or Swift Actions that would cure Sleep. At the end of each turn they make a DC 16 Save Check to wake up. Each Subsequent turn, the DC lowers by 2. (16 to 14, 12, 10 etc). Whenever a Sleeping Target takes Damage, loses life from an Attack, or an ally uses a Standard Action to wake them up, they wake up. This does not include HP Loss from passive sources such as Poison. Sleeping Targets cannot make Save Checks for curing other Status Effects while sleeping.

Boss Effect: The Boss instead becomes Drowsy.

Drowsy

All instances of Drowsy are considered being Asleep for the sake of effects that reference being Asleep. If a Drowsy Pokémon were to Fall Asleep or gain Bad Sleep, they are cured of the Drowsy Affliction.

Effect: While Drowsy, the user loses half their Evasion and upon failing the Sleep Save Check (See Sleep Save Check DC), their next damaging Attack this turn is reduced by one damage step. Taking damage does not cure Drowsy.

Bad Sleep

All instances of Bad Sleep are considered being Asleep for the sake of effects that reference being Asleep. A Pokémon also cannot have both the Sleep and Bad Sleep Affliction.

Effect: Whenever the user makes a Save Check to save against Sleep, they lose two ticks of Hit Points. Bad Sleep may only afflict sleeping targets; if the target is cured of Sleep they are also cured of Bad Sleep.

Boss Effect: The Boss is instead put to Sleep. For moves that state the target must be asleep to be put to Bad Sleep, it is instead replaced with Drowsy. Each time the Boss fails a Save Check for Sleep they lose one Tick of Hit Points. Even if they fail it multiple times per round, they only take a Tick the first time they fail it that round.

Suppressed

Effect: Suppressed targets cannot use Attacks with any Frequency other than "At-Will". Suppression always lasts 1 full round, unless an Attack or Ability specifies otherwise.

Boss Effect: Same as the normal effect, however the Boss cannot be suppressed more than Twice per Scene. If the Boss is a Legendary, they can only instead use Attacks that would be treated as EOT.

Vortexed

Effect: While in a Vortex, the user is Slowed, Trapped, and loses a Tick of Hit Points at the beginning of each turn. At the end of each turn, the user may roll 1d20 to end all of these effects; during the first turn, they must roll a 20 or higher to dispel the vortex. The DC is lowered by 6 each following turn, automatically wearing off on the fifth turn (20, 14, 8, 2, Dispel).

Boss Effect: Same as the normal effect but the DC starts at 15 and lowers by 5 every following turn. (15, 10, 5, Dispel)

Other Afflictions

Fainted

A Pokémon or Trainer that is at 0 Hit Points or lower is Fainted, or Knocked Out. A Fainted Pokémon or Trainer is unconscious due to injuries or other effects, and cannot use any Actions, Abilities, or Features unless the Feature or Ability specifically says otherwise.

The "Fainted" Condition is removed only by specific items such as Revive, or by being brought up to a positive Hit Point count by healing Features or Attacks such as Wish or Heal Pulse. Potions and other healing items may still bring a Pokémon above 0 Hit Points, but it remains Fainted for another 10 minutes. When a Pokémon becomes Fainted, they are automatically cured of all Persistent and Volatile Status Afflictions.

Death's Door

A full detailed description of Death's Door is listed later on in this Chapter. When a Trainer or Pokémon have -200% or 8 Injuries they gain the Death's Door Affliction (5 Injuries on Hard or Iron Man+ Mode). This Affliction is only cured by having less than the injuries listed above .

When Death's Door is triggered the triggering user immediately gains one Battle Scar of an appropriate category but do not die. If a user at Death's Door gains an Injury, roll a 1d20. On a 10 or less they immediately die, On an 11 or above, nothing happens.

Blindness

Blindness represents the target's vision becoming obscured. A Blinded Pokémon or Trainer receives a -6 penalty to Accuracy Rolls, and must make an Acrobatics Check with a DC of 10 when traveling over Rough or Slow Terrain or become Tripped. Blindness is caused by several effects. This is in perpetual effect in deep darkness, unless the target has Blindsight or Darkvision. Pokémon or Trainers with Blindsight cannot be Blinded.

Total Blindness

Totally Blinded Pokémon or Trainers have no awareness of the map. Totally Blinded targets receive a -10 total Penalty to Accuracy Rolls, and cannot use Attacks with Priority or as Interrupts. When making a Shift action, they must declare if they are moving Slowly or Quickly; moving Slowly restricts Movement as if Slowed. Moving Quickly has no Movement Penalty, but if the user attempts to Shift into Blocking Terrain, Rough Terrain, or Slow Terrain, they become Tripped. Pokémon or Trainers with Blindsight cannot be Totally Blinded.

Slowed

While a Pokémon is Slowed, their Movement is halved (minimum 1) and they suffer -10 Initiative. This condition may be removed by switching, or at the end of a Scene as an Extended Action.

Stuck

A Pokémon or Trainer that is Stuck cannot make a Shift Action to move and cannot apply their Speed Evasion to attacks. This condition may be removed by switching, or at the end of an Scene as an Extended Action. Ghost Type Pokémon are immune to the Stuck Condition.

Trapped

A Pokémon or Trainer that is Trapped cannot be recalled. Ghost Type Pokémon are immune to the Trapped Condition.

Temporary Hit Points

Some effects grant Temporary Hit Points. Temporary Hit Points are not “healed” away by effects that cure Status Conditions, but it is lost if the user is recalled in a Poké Ball, and disappears on its own after 5 minutes while outside of combat.

Temporary Hit Points are “bonus” health that stacks on top of “real” Hit Points - so you can benefit from gaining it even if you are already at full health.

However, Temporary Hit Points are always lost first from damage or any other effects. Damage carries over directly to real Hit Points once the Temporary Hit Points are lost. Furthermore, Temporary Hit Points do not stack with other Temporary Hit Points – only the highest value applies.

For example, if you have 10 Temporary Hit Points, and then gain 8 Temporary Hit Points - nothing happens. If the next turn you were then to gain 15 Temporary Hit Points, your Temporary Hit Points would go up to 15
Temporary Hit Points also do not stack with “Real” Hit Points for the purposes of determining percentages of Hit Points. If a Pokémon has exactly 1 real Hit Point and has 50 Temporary Hit Points, they would use the Moves and effects as if they have 1 Hit Point, not 51.

Tripped

A Pokémon or Trainer has been Tripped needs to spend a Shift Action getting up before they can take further actions.

Vulnerable

A Vulnerable Pokémon or Trainer cannot apply Evasion of any sort against attacks.

Injuries

Even the toughest Pokémon or Trainer will become injured if they take heavy hits. In the course of battle, you and your Pokémon are likely to gain **Injuries**.

Gaining Injuries

There are two ways of gaining Injuries:

» **Massive Damage** is any single attack or damage source that does equal to **50% or more** of the user's Max Hit Points. Whenever a Pokémon or Trainer suffers Massive Damage, they gain 1 Injury. Massive Damage Injuries are never gained from Attacks that cause you to "Set" or "lose" Hit Points, such as Pain Split or Endeavor.

» **Hit Point Markers** are 50% of Maximum Hit Points 50%, 0%, -50%, -100% and every -50% thereafter. Whenever a Pokémon or Trainer reaches one of these Hit Point Values, they take 1 Injury.

For example, a Pokémon or Trainer that goes from Max Hit Points to -150% Hit Points from one attack would gain 6 Injuries. (1 From Massive Damage, 5 from Hit Point Markers).

Normal healing does not remove injuries; if a Pokémon is brought down to 50% Hit Points and is healed above 50%, the injury is not removed. If they're then brought down to 50% again, they gain another Injury for passing the 50% Hit Points Marker again. Using Healing to push Pokémon or Trainers past their limits can thus be potentially dangerous, as it gives multiple opportunities to gain Injuries. Things that give benefits from injuries, such as Aura Storm, cannot grant benefits for injuries beyond 8.

Dealing with Injuries

For each Injury a Pokémon or Trainer has, their Maximum Hit Points are **reduced by 1/10**. For example, a Pokémon with 3 Injuries and 50 Maximum Hit Points could only heal up to 35 Hit Points, or 7/10ths of their Maximum.

The artificial Max Hit Point number is not considered when potentially acquiring new injuries, or when dealing with any other effects such as Poison that consider fractional damage, or when dealing with Hit Point Markers. All Effects that normally go off the Pokémon's Max Hit Points still use the real maximum.

If you're in a Challenge Mode as well such as Hard Mode or Iron Man +, Injuries also have the effect of lowering all Stats by -1 CS whenever you gain an Injury. Be sure to be careful before overexerting yourself or your Pokémon!

Heavily Injured

Whenever a Trainer or Pokémon has 5 or more injuries, they are considered **Heavily Injured** (Or 3 Injuries in a Hard or Iron Man + Mode). Whenever a Heavily Injured Trainer or Pokémon takes a Standard Action during combat, or takes Damage from an attack, they lose Hit Points equal to the number of Injuries they currently have. Only the foolish and desperate fight when Heavily Injured.

Methods of Healing

Much like was said before, Normal Healing does not heal Injuries. There are only a few ways to heal Injuries, all of which are listed below. Unless a method is listed as uncapped, **the maximum Injuries that can be healed per Week is 5**.

» **Medical Care.** Anyone (Including yourself) with at least Novice in Medicine Education can Drain 1 AP and spend 1 Stamina to heal 1 Injury off a Pokémon or Trainer.

» **Guild Pokemon Center.** Upon completing an Encounter, you and your Pokemon are healed back to full HP and are cured of all Persistent Afflictions. You and your Pokemon may also be cured of up to 5 Injuries per Week each. This is signified by going back to the Guild after an exploration and resting up at the Pokemon Center.

» **Medical Supplies.** Applying Medical Supplies as an Extended Action also cures Injuries without the need to spend Stamina or AP. This includes Bandages or Poultices.

» **Medical Features.** Features and Edges like Walk it Off, Quick Healing and Enduring Soul Features may aid in healing Injuries. Classes like the Medic also thrive on healing allies. Abilities like Soulstealer also can heal them.

Death's Door

Unfortunately the World of Phemenon is a brutal and dangerous place. Civilizations have risen just to fall again mere years later. Death and Destruction thanks to the Wild has become commonplace. That being said, Character Death is Allowed on this Server. If you fall into certain circumstances you won't just "Black out" and return to the Pokémon Center, your character has a chance of dying.

» In **Normal Difficulty**, Trainers and Pokémon gain the Death's Door Affliction at **8 Injuries or -200% Hit Points**.

» In **Hard or Iron Man + Difficulty**, Trainers and Pokémon gain the Death's Door Affliction at **5 Injuries or -200% Hit Points**.

When a Trainer or Pokémon gain Death's Door, they immediately gain one **Battle Scar** of an appropriate category, but do not die. If a user at Death's Door gains an Injury, roll a 1d20, on a 10 or less they immediately die. In addition, active participants currently at Death's Door immediately die upon failing an encounter. If a Trainer were to die at Death's Door, the GM can spare them within their discretion for something more appropriate depending on the context of the encounter.

Refer to the **Rescue Encounter** Section for if your Character or Pokémon gain Death's Door upon failing an Encounter.

Example: Two Hard Mode trainers and their Pokémon are unlucky enough to be outnumbered. Both of their Pokémon end up hanging on by a thread at Death's Door due to massive damage injuries, but one of them is safely recalled before any further damage can happen. The other Pokémon unfortunately isn't recalled before the trainers and that Pokémon are knocked out. A Rescue team is then sent out, but they also fail.

Result: Because a Death's Door Pokémon was recalled, no further damage could occur so it stays in stasis in critical condition. Because the Hard Mode Trainers lost an encounter, They were set to Death's Door and 5 Injuries. Because a Death's Door Active Pokémon lost an Encounter, they died. Because the Rescuer failed, the Trainers in Death's Door died. The Rescuer is then set to Death's Door and they can be rescued for the chain to continue.

Death's Door is considered an Other Status Affliction that can only be cured by having less than 5 Injuries (8 on Normal). This cannot be cured by anything referring to a Status Affliction. (Basically you're in Critical Condition). A trainer may be revived or healed back to consciousness but they don't recover from Death's Door until seeking medical attention and removing injuries. However be wary, as taking another injury while at Death's Door can immediately kill them.

Example Scenario: A Pokémon is weakened and knocked unconscious at 8 Injuries, it then gains the Death's Door Affliction and a Battle Scar from the afflicting Injury that gave it the affliction. Its Trainer, in desperation, uses a Revive to allow the Pokémon to battle and win. The Pokémon manages to knock out one enemy but is knocked back unconscious again. Because it dropped past the 0% HP Marker the Pokémon gained another Injury. Because it gained an Injury while in Death's Door the Trainer rolled a 1d20 and resulted in a 6. The Pokémon would die as a result.

Coup de Grâce

Any Pokémon or Trainer can attempt a Coup de Grâce against a Fainted or otherwise completely helpless target as a Full Action. Simply, the Pokémon or Trainer makes any Attack they could normally make as a Standard Action, but this attack must target only the target of the Coup de Grâce.

If the Coup de Grâce hits, the attack is automatically a Critical Hit that deals +5 bonus damage (multiply this damage as part of the critical hit), ignoring any immunities to Critical Hits.

Please note: Coup de Grâce rules do not work against Trainers or Pokémon simply due to Status Conditions such as Sleep or Paralysis; they must be either KO'd, or properly bound and made helpless.



Special Area Rules

Some areas of Phemenon are extremely dangerous to travel in, making the job of Adventurers fairly treacherous! Some places known as Special Areas share a set of rules that carry across different areas for ease of condensing information. For example, the S.S Tempest and Alcis Trench are both in the Ocean, so they are listed as following Underwater Rules. **Below is each set of Special Area Rules:**

If an Area would call for these rules it will be listed as [Special Area Rules - Harsh Heat]

Harsh Heat

- » All Water and Ice Typed Attacks are resisted by an additional Damage Step for all Combatants in Harsh Heat.
- » All Burn Effect Ranges are increased by +1, or +2 if there is Fire Typed Weather on the Field.
- » All Native Combatants are Immune to Damaging Fire, Grass or Normal Typed Weather. This is removed after Capture.
- » While a Combatant is in Harsh Heat if they were to become Burned while already Burned or are Immune to Burn, they instead lose a Tick of Hit Points.

Harsh Cold

- » All non-Native Combatants without the Chilled or Heater Capability lose -3 to their Evasion.
- » All Attacks that would Freeze a Target gain a 17+ Effect Range to instead Inflict the Chilled Affliction on legal Targets. This is changed to 15+ if there is also Ice Typed Weather on the Field. (Freeze overrules)
- » All Native Combatants are Immune to Damaging Ice Typed Weather.

Ultra Space

- » Native Pokemon can only be captured with Beast Balls. This includes Raid Bosses however only on the last HP Bar if in Battle. Any Aberration changes are kept.
- » If a Combatant has the Ultra Capability their Default CS for all Stats are changed to +1 CS. IF a Combatant does not have the Ultra Capability or a method of deterring this effect their Default CS for all Stats are changed to -1 CS and cannot be overwritten. If a Trainer does not have the Ultra Capability or a method of deterrence they instead are changed to -4 CS.
- » All Native Pokemon and Trainers have the Ultra Capability which persist after capture.

Scarlands

- » Any AP used in this Area becomes Drained if not used for Chaos Mage Features or Chaos Arcana Edges.
- » While in this Area, Effects that are derived from Arcana Edges or Patron Gifts cannot be used if they're not in the Chaos Domain.

Underwater

- » All Fire Typed Attacks are resisted by an additional Damage Step for all Combatants in Underwater Terrain.
- » All Electric Typed Attacks are resisted by one less step (Max Neutral Effectiveness) by all Combatants in Underwater Terrain. (Excluding Immunity)
- » All Combatants without the Gilled or Breathless Capability start to take Suffocation Damage after 1 Round.
- » If an Encounter in this Area is failed, all Combatants that do not naturally have the Breathless or Gilled Capability automatically die. If any do, they may be rescued.
- » Overland Speed cannot be used to move.

Sky

- » Once per Round, the first time a non-native Combatant would spend AP in this Area they must make an Athletics or Focus Skill Check with a DC of 12. On a Failure they spend 1 more AP. When exploring in this Area they must make a DC 12 Focus or Athletics Check or else spend 2 Stamina.
- » While in this Area, Sky Speed for all Combatants that have more than 3 are increased by +2. Additionally, Long Jump and High Jump Capabilities are increased by +1.
- » Combatants cannot be Immune to Weather Effects that are created by the Environment or Pokemon with a Boss Template. (Excluding via Type)

Low Lighting

- » All Combatants without the Blindsight, Darkvision or Glow Capability suffer a -3 to Accuracy Rolls and a -1d6 Modifier to all Perception Checks
- » All Combatants that have no Enemy Combatant within 5m gain +1d6 to all Stealth Checks.

Total Darkness

- » All Combatants without the Blindsight, Darkvision or Glow Capability gain the Blindness Affliction while in an Area affected by Total Darkness.
- » All Perception Checks that rely on sight fail unless the user has a Capability listed above.

Stamina System

To avoid the infinite generation of resources we have established a **Stamina System**, limiting how many activities you can participate in per Week.

Server Time Progression is tracked through **Game Weeks**. Each Game Week starts on **Sunday Morning at 12:00 AM**. Additionally there are 13 Game Weeks per Season and 4 Seasons per Game Year.

[The Server Runs on Eastern Standard Time]

Each Player has **15 Stamina** at the beginning of each Game Week. This Stamina amount is spread through all of the Player's Characters. These are the following method of regaining Stamina:

- » **Wait until the end of the Game Week.** Stamina resets to 15 at the start of every Game Week.
- » **Spend Honor.** Five times per Game Week you can gain additional +3 Stamina.
- » **Drinking Coffee.** The 'Coffee' Item can give a user +2 Stamina when consumed once per Week.

All Stamina usage must be recorded in **#Bookkeeping-Channel**. The Activities that require Stamina to perform them are listed in the chart below and/or in the relevant Feature / Item / Etc Description if not listed below.

Activity	Stam. Cost	Details
» Gaining Income	X Stamina	Each Stamina you invest in Income allows you to gain money equal to your Income Value. Your Income starts at \$300 but may be altered depending on how you build your Character!
» Regional Travel	X Stamina	Each Time you Travel to a different region by methods other than Teleportation, it require Stamina depending on the distance. Refer to Regional Travel Section.
» Edge / Feature / Trait Usage	X Stamina	Some Features and Edges require Stamina in order to be used. This is always listed in the Feature or Edge on how much it costs.
» Combat Training	1 Stamina	You may spend 1 Stamina to gain 1 Trainer Experience Point (TXP)
» Crafting Items	1+ Stamina	Whenever you would craft an Item, you must pay 1 Stamina. Each 1 Stamina allows you to make up to \$2,000 or 2000 Scrap worth of Items (Based on Recipe Cost). If other Items are expended for the recipe such as Shards, they don't count towards this limit. Ex: If you would craft an Item worth \$3,000, you must pay 2 Stamina. If you would craft 20 Items that cost \$100 to Craft, you must pay 1 Stamina.
» Pokemon Tutoring	1-3 Stamina	When tutoring a Pokémon, you must expend the following Stamina based on the list below: [These must still Adhere to Tutor Rules] » 1 Stamina - All Lessons » 1 Stamina - Teaching an At-Will or EOT Move with 7 Damage Base or Less » 2 Stamina - Teaching a Scene Move or Move with 8 or 9 Damage Base » 3 Stamina - Teaching an Attack with 10+ Damage Base or Weekly Freq.
» Adventure Trials	1 Stamina	1 Stamina per Adventure Trial attempt. Refer to the Adventure Encounter Section
» Item Usage	1 Stamina	Kit Items - Usually require 1 Stamina per usage. Listed in the effect if it applies.
» Medical Care	1 Stamina	By Draining 1 AP and spending 1 Stamina, if you have Novice or higher Medicine Edu you can heal one Injury off of any Pokemon or Trainer. (Counts towards Max)
» Plant Maintenance	1 Stamina	1 Stamina allows you to Plant or Harvest from up to 3 Plants, Herbs, Berries, etc. Pokemon with the Planter Capability fall under this.
» Pokemon Harvesting	1 Stamina	One Stamina allows you to Harvest from one Pokemon with the Harvest Capability.
» Training Pokémon	1 Stamina	You may Spend 1 Stamina to Train up to 8 Pokémon. You may Train a number of Pokemon equal to double your Command Rank.
» Harvest Encounters	1 Stamina	1 Stamina per Harvest attempt. Refer to the Harvest Section
» Leaving an Encounter	3 Stamina	If you leave an Encounter without it being resolved , the Player(s) must pay 3 Stamina. If they don't have enough it is detracted from next Week's total. (Ex: Running Away. Leaving Area after not finding desired Item/Pokemon)
» Reward Multiplier	5 Stamina	Once per Encounter you may pay 5 Stamina to double the Trainer and Pokemon EXP gained. If the Encounter was an Event or Request, the Fame is also doubled. Only the base rewards of the encounter are doubled.

Regional Travel

There are plenty of regions within the World of Phemonon, each having their own unique locations and guilds, so why not travel to all of them? As the Campaign and World progresses, you'll unlock more and more regions to travel as they're developed, and as a character you can visit any that are open for Travel.

As of now there are **2 Methods of Travel**, through the Guild Teleport Network, or by using Mountable Pokemon. Regardless of methods, here are some rules to keep in mind when traveling to different regions:

» **You may only go on Encounters in areas that are within your current region**, and with people that are also in your current region. If you're in the Valcan Region, you can't go to Haiyan Desert for example, you must transport back to Fathis before you can go there. Vice Versa, you can't go to Kanshan Oasis in Valcan if you're in the Fathis Region.

» **While in a Region, you're limited to the Shops there.** You also can't buy from any NPC Vendors in a Region that you aren't in. . This applies to selling Items as well. If you're in Valcan you can't sell to a shop in Aethia.

Teleporter Travel

Essentially Teleporting is instantaneous traveling to different regions. Each time you teleport it **costs money** to be used, then you're instantly in the region afterwards with no delay. The Guild provides teleporting services for free to accomodate newcomers, however if you opt into getting a Teleport Network Expansion for your house, you can Teleport from other regions to your home for free. There are other methods of Teleporting as well, such as portals to different regions through the Warper Class, or Teleporting to other dimensions through Ultra Space Portals.

Transport Travel

Transport Travel is a lot less advanced but also reliable and free, **only costing stamina**. For Transport Travel, you must get a Flying/Swim Mountable Pokemon with at least 6 Movement Speed in its corresponding type, then you may ride that to the Region of Choice. Depending on your current region and ending region it costs a different amount of Stamina to Travel since some regions are far apart. The chart below lists the values.

Gray Cells mean the Region cannot be traveled to yet

Traveling To >		Fathis	Valcan	Aethia	Cyrodel	Freya	Ortheim	Kostrya	Protheos
F R O M	Fathis	X	1	2	3	2	1	3	2
	Valcan	1	X	3	3	2	1	3	2
	Aethia	2	3	X	2	3	2	1	2
	Cyrodel	3	3	2	X	2	3	2	3
	Freya	2	2	3	2	X	1	2	1
	Ortheim	1	1	2	3	1	X	3	3
	Kostrya	3	3	1	2	2	3	X	2
	Protheos	2	2	2	3	1	3	2	X

Breeding

The Guild of the Undaunted has plenty of wide open plains and farms for Breeders to work on if they wish to, in fact they encourage it to bolster Guild forces.

In order to breed **you must have the Breeder edge**. Follow the Information Below to learn how to breed:

» Each time you attempt to breed, you must pay 1 Stamina as an Extended Action. **You can breed once per Week equal to your Pokémon Education Rank.**

» In order to breed you need 2 Pokémons of the **same Egg Group**, one Male and one Female, and they must be a **minimum of lvl 20**. During the Week they are breeding, they **cannot battle in the same Week**. Each Pokémon may only attempt to breed **once per Week** as well. The 2 Pokémons can instead be Genderless but it must be 2 of the same Pokémon, such as 2 Magnemite. It must also not be listed as unbreedable in the Pokedex.

» In order to check if you successfully made an egg, roll a Pokémon Education Check. If you passed a **DC of 12**, the Egg was made. If you passed a **DC of 30**, a litter of eggs was found instead of just one. To determine how many Eggs are in your litter, roll a **1d2+1**. All Eggs in a litter must be given the same breeding changes. (Twins/Triplets)

» All Eggs hatch as a **Level 5 Pokémon** and take 3 IRL Days to hatch.

After you have all of your eggs accounted for, you must both determine each Egg's **Innate Qualities**.

All of these qualities are to be noted after the conception of the Egg and noted in the #Bookkeeping-Channel. Follow the Information Below:

» To Determine the **Species of Pokémon**, roll a 1d2. 1 will be the Male Parent's Species, 2 will be the Female Parent's Species.

» To Determine the **Nature of the Pokémon**, roll a 1d36 then refer to the Nature Chart earlier in the Chapter Its nature will be equal to the Value Number Rolled.

» To Determine the **Ability of the Pokémon**. Roll a Die per Basic Ability on the Pokémon. Whatever is rolled is the chosen Ability. If the Pokémon only has one basic ability, you don't need to roll.

» To Determine the **Gender of a Pokémon**, roll a 1d100. Look at the determined species gender percentage; If 50/50, 1-50 is Male, 51-100 is Female. If 75/25, 1-75 is the majority gender, 76-100 is the lesser. If 87.5/12.5, 1-87 is the majority gender, 88-100 is the lesser.

» To Determine the **Inheritance List**, look at both Parents Attack Lists. If any Attacks are on the Child's Tier 1 Tutor List, they learn the Attack right away. Any Attacks that show up on Tier 2 or higher are learned at Level 20, then 30, etc. Tier 3 Attacks learned this way can only be learned starting at Level 40, then 50, etc.

Tutor Rules

All Attacks taught through Tutoring Features have prerequisites:

- » Pokémons **under Level 20** may only learn Moves of an At-Will or EOT Frequency with a max Damage Base of 7.
- » Pokémons that are at least **Level 20** may learn Moves with up to a Scene Frequency and max Damage Base of 9
- » Pokémons that are **Level 40 and above** have no restrictions when being taught Moves through Tutors.

After all of the Innate Qualities are rolled and decided, you as a breeder can **change attributes** about the egg based on your Pokémon Education Rank. You may make the following changes based on your rank below. (If you can make 3 Minor changes, you select 3 options from the minor change list)(You don't have to use all of your changes if you don't want to)

Poke Edu Rank	Minor Changes	Medium Changes	Major Changes
» Novice	3	0	0
» Adept	4	1	0
» Expert	4	2	0
» Master	5	2	1

Breeding Changes

As listed previously on the page before, when making an Egg, breeders can apply certain qualities, traits and changes to the egg. Some of which give it special bonuses, others change its innate qualities to something more preferable.

Minor Changes

Change Name	Limitations	Change Effects
Nature Change	Once per Egg	You may change the Nature of the Pokémon
Ability Change	Once per Egg	You may change the Basic Ability of the Pokémon
Gender Change	Once per Egg	You may change the Gender of the Pokémon
Skill Improvement	Once per Egg	You may improve one Skill by raising it one rank above default. Cannot be taken for an Inept Skill.
Hereditary Trait	Trait cannot cause any Mechanical Bonus	The Pokémon may gain a Physical Trait of the Parent Pokémon that isn't their hatched Species.
Natural Selection	Counts as Vitamin Usage. Max 3 per Stat. Up to 6 Times per Egg	The Pokémon may add +1 to any Base Stat.
Medium Bonus	Once per Egg	This costs 3 Minor Changes. You gain 1 Medium Change

Medium Changes

Change Name	Limitations	Change Effects
Species Change	Once per Egg	You may change the Species of the Egg to the other Parent Species
Hereditary Attack	Twice per Egg	You may add an Attack from their Tier 1 Tutor List.
Size Alteration	Cannot exceed Huge Size (Max Weight Class is 6)	The Pokémon will hatch at one size larger or smaller than base size. This increases or decreases their weight class by 1.
Pokémon Quality	Twice per Egg	You may choose a Quality from the list on the next page to apply to the Pokémon
Minor Bonus	Once per Egg	You gain 2 Minor Changes

Major Changes

Change Name	Limitations	Change Effects
Sudden Litter	Once per Week. All Pokémon of the Litter cannot gain a Major Change. Cannot be taken if you already rolled a Litter.	The Egg instead becomes a Litter of Eggs. Roll a 1d2+1 to determine how many Pokémon were made. Each egg has separate innate qualities rolled.
Hereditary Ability	Once per Egg You can only pass down an Ability if the Parent can Naturally learn it. It cannot be an Ability given by a Feature or any other Method. You cannot pass Abilities that have the Unbreedable tag. Cannot be used for Abilities that are on 2 or less Pokemon Lines and cannot be a High Ability.	The Pokémon inherits an Ability from their Parents. You may add one Basic or Advanced Ability from either Parent as an Option to your Child Pokémon. This cannot be given to an Aberration and a Pokémon that takes this change cannot be Aberrated.
Pokémon Specialty	Once per Egg	You may choose a Specialty from the list on the next page to apply to the Pokémon
Medium Bonus	Once per Egg	You gain 1 Medium Change

Breeding Qualities

Below is another table with a list of Pokémon Qualities and Specialties that can be given through Breeding or through Cherished Bond.

Pokémon Qualities	
Change Name	Limitations
Early Growth	The Pokémon hatches at Level 15 instead of Level 5
Enhanced Powers	The Pokémon gains +1 to their Power Capability
Inner Strength	The Pokémon gains a +2 Modifier to one Skill. (Cannot be taken twice for same skill)
Loving Connection	The Pokémon hatches with an additional +5 Loyalty Points. This persists upon trading.
Weight Alteration	The Pokémon gains or loses 1 Weight Class. (Max 6)
Swift Speeds	The Pokémon gains +1 to their Highest Movement Capability (Choose on a tie)

Pokémon Specialties	
Change Name	Limitations
Striker	The Pokémon gains +3 Base Attack or Special Attack but loses -2 Base Defense and Special Defense.
Defender	The Pokémon gains +3 Base Defense or Special Defense but loses -2 Base Attack and Special Attack.
Scout	The Pokémon gains +3 Base Speed but loses -1 in all other Base Stats. They also gain +1 to their highest Movement Capability. (Choose on tie)
Sniper	The Pokémon gains +1 Accuracy to all Attacks but has -2 to all Evasion. (Evasion over the cap doesn't affect the amount lost. 50 Speed still ends up being 4 Evasion)
Wingman	While this Pokémon is Active, you gain +2 to Charm and Guile Social Checks against other Pokémon but lose -2 to Intimidate and Command Checks. This bonus only applies once per check regardless of how many are active.
Henchman	While this Pokémon is Active, you gain +2 to Intimidate and Command Social Checks against other Pokémon but lose -2 to Charm and Guile Checks. This bonus only applies once per check regardless of how many are active.
Worker	The Pokémon must be at least Level 30 to use this Specialty. If this Pokémon has not battled in this Game Week, you may pay 2 Stamina to send this Pokémon to help with work around the Guild. If it's sent to help with work, it cannot battle the rest of the Game Week. At the end of the Game Week when the Pokémon returns, you get \$1000 and the Pokémon may raise Levels equal to your Pokemon Edu Rank



Farming

Sometimes you just want to settle down on some Farmland, take a few berries and become a modest Berry Farmer, leaving the world of Adventuring behind as you supply the world around you with enough Celestial Berries for the Players who choose to ignore Plants. If this is the life you choose, farming would be an optimal activity to partake in. In this section we will explain Farming in its entirety.

Plants

Items with the **Flora Keyword** are Items that can be planted in the ground and grow over the time, being able to be harvested from to gain more of that Plant. You can plant a Sitrus Berry and the resulting Sitrus Plant will produce more and more Sitrus Berries over time! All Plants will have the following Keyword listed below and be considered [Consumable].

[Flora | Tier Number | Plant Type]

- » **Flora** - Designates the Item is Plantable and can be put in an owned or consented empty Farm Slot
- » **Tier Number** - The Tier of this Plant usually determines the value of it, which is usually indicated by its effect, purpose or scarcity. In order to plant Items you must have a **specific Trait** that qualifies you to Flora Items of that Tier or lower. In addition, when harvesting from a Flora Item, the Yield Roll has a **negative modifier equal to double the Plant's Tier Number**. (Ex: Tier 3 = -6 Modifier)
- » **Plant Types**- There are 4 types of Plants, each having specific conditions that describe the Item.

Plant Type	Description
Flowers	Have no Effects and sometimes have Unique Growth Conditions. Primarily used as Ingredients (Ex: Runes).
Herbs	Have Battle Effects and rarely have Unique Growth Conditions. They are treated as having the Restorative Tag unless they would use an Attack upon Consumption. Can be used like normal Battle Items
Mushrooms	Usually have Abnormal Food Buff Effects and sometimes have unique Growth Conditions. These are considered Food Items
Berries	Have usually have Food Buff Effects and rarely have unique Growth Conditions. These are considered Food Items.

Growth Conditions

When Farming, you need to also pay attention to the **Growth Conditions** of each Flora Item you decide to plant. Each Flora Item will have a listed Effect upon Usage and it will specify its Growth Conditions underneath. The condition will also be specified as **[Necessary] or [Preferred]**. If a Plant is placed in an Farm Slot that doesn't meet a **[Necessary]** Growth Condition, it will **suffer a -6 to Yield Rolls** (Which is removed upon meeting the Condition). If a Plant is placed in a Farm Slot that doesn't meet a **[Preferred]** Growth Condition, it will **suffer a -2 to Yield Rolls**. If a Plant is placed in a Farm Slot that meets its **[Preferred]** Growth Condition, it will **gain +2 to all Yield Rolls**. Below are three examples of Flora Items (Minus their effect)

» Sitrus Berry - Growth Condition: Default Soil

Default Soil signifies it can grow anywhere and doesn't have any Preferences.

» Faestalk - Growth Condition: At least 5 Fairy Types or Grassland Terrain [Preferred]

If the Soil in this Farm Slot has the properties of Grassland Terrain, you gain +2 to Yield Rolls. In addition, some Conditions may say "At least X Types", which refers to the number of Pokemon in the Area the Farm Slot is in. Alternatively you may also leave 5 Pokemon that match that Type in the Area the Farm Slot is, however they cannot be added to your Party unless you're in the Region they're in. If you do not meet this Growth Condition in the Farm Slot, you suffer -2 to Yield Rolls.

» Volcanic Lichen - Growth Condition: Cave Terrain with Harsh Heat [Necessary]

The Farm Slot for this Flora Item must be either in Cave Terrain or have the Soil Properties of Cave Terrain and it also must be in an area affected by Harsh Heat. Some Items like Portable Growers can have the Harsh Heat Effect applied to them on purchase but unless these conditions are met, Yield Rolls suffer -6.

Soil Modifiers

By default, all Farm Slots have what is known as **Default Soil**. Default Soil is defined Properties of the Area it's placed in. If you place a Garden Box in the Infernal Depths or have a Town with Farm Slots there, the Soil in those Slots would have the properties of that area, which include having **a lot of Fire Types** and being **Cave Terrain**. In addition, Farm Slots are also affected by **Special Area Effects** that cannot be overwritten. So the previous example would also be affected by **Harsh Heat**, regardless of how the Soil is changed. **Farm Slots can also have one "Soil" Item affecting them at a time**, which change or grant modifiers to the Slot. If a new Soil Item is applied, the previous ones are overwritten.

Example: I have a cluster of Farm Slots that are designated to be in the Southern Wall Grasslands, so the Default Soil is treated as Grassland Terrain. I want to plant Volcanic Lichen which has a Growth Condition of being in Cave Terrain with Harsh Heat. If I apply a "Volcanic Soil" item to a slot, it will overwrite the Terrain in that Farm Slot and allow me to grow that Plant without suffering a Yield loss. While Volcanic Soil is affecting that Slot however, if I plant a Flora Item that requires Grassland Terrain, it will have a Yield loss since it is currently Volcanic Soil.

Farming Actions

Without being modified by anything, you can do any of the Actions listed below when you want to Farm. Each **1 Stamina** you spend allows you to perform **any 3 Actions for which you Qualify**. You must be in the same Region as a Farm Slot in order to Target it with an Action.

» **Place a Plant** - You may expend any Item with the Flora Keyword and Target an Empty Farm Slot you control to place the Plant. The Plant will take a Full Game Week to Mature. You need to have the **Green Thumb or Advanced Plants Trait** to qualify for performing this Action, based on the Tier of the Plant.

» **Uproot a Plant** - You may Target a Farm Slot you control and Uproot a Plant, gaining the expended Plant and its Farm Slot becomes Empty.

» **Harvest from a Mature Plant** - You may Target a Mature Plant you or a consenting Player controls and Harvest from it. When you do so, perform a Yield Roll and refer to the Plant Yield Table to see what occurred. A Plant may only be Harvested from one per Game Week.

» **Apply a Farm Slot Modifier** - You may Apply any Item that would modify a Farm Slot to that Slot, overwriting its Default Conditions if necessary. Includes Soil, Fertilizer, Mulch, Etc

» **Adjusting a Garden Box** - You may remove or add a Garden Box to an Area within your Region, following the Item's rules and effect.

» **Seed Extraction** - If you have the **Herbalist Feature** you may expend a Flower Item and gain one of its listed Seed Items.

Performing Yield Rolls

Everytime you perform a **Yield Roll**, refer to the Table below to see how many Plants you Harvested or what occurred. In order to perform a Yield Roll, **roll a d20, then add or subtract any modifiers**. Common **positive Modifiers** may include, Items, Altered Farm Slots, Town Modifiers, Met Growth Conditions or Traits. Common **negative Modifiers** include Double the Tier Number and unmet Growth Conditions.

Yield Roll Result	Harvest Result
20 or Above	A Lucky Harvest has occurred. Roll 1d3 and Apply the following: » High Quality - This Plant is not consumed the first time it's used. » Bountiful Harvest - Instead roll 5d3 and gain that many Plants. » Cross Pollination - Select one different Plant in the same Area that shares its Plant Type. Add its Effect to all Plants Harvested this way. (Refer to Dumpling Rules)
17 or Above	Excellent Yield. Roll 4d3 and gain that many Plants.
13-16	Impressive Yield. Roll 3d3 and gain that many Plants.
8-12	Average Yield. Roll 2d3 and gain that many Plants.
4-7	Mediocre Yield. Roll 1d3 and gain that many Plants.
3 or Under	An Unlucky Incident has occurred. You only gain +1 Plant. In addition, roll 1d3 and apply the following: » Rotten Harvest - This Plant cannot be Harvested from until the end of the Next Game Week. » Pest Infestation - This Plant has all Mulch, Fertilizer and non-Treasure Soil Effects removed. » Wild Pokemon - This Plant dies.



SERVER ACTIVITIES

How Living Servers Work

Unlike conventional Campaigns that are focused around a party of 2-5 Trainers, Living World Servers work differently in those regards. While regular Campaigns follow a central theme and plot hook that the party attempts to resolve, Living Servers also work differently. Here are some of the common themes to how Living World Servers (Also known as Western Marches) work. Read the list below to see if this Server is right for your time availability and playstyle:

» **Campaigns are not focused on one group of Trainers, rather a large setting.** The Campaign being a "Living World" emphasises a World, rather than a group of heroes. Everyone starts out as a character in a massive world filled with dozens of other people in similar circumstances but different origins. This change in perspective allows the world to grow in history and the characters can impact how the setting itself changes over time.

» **Sessions are played On-Demand rather than Scheduled.** Whenever players want to partake in an activity in the server, they gather a party and wait for a GM to host the encounter. This allows players with strict or sporadic time schedules to play whenever they have time, rather than needing to set aside 4 hours once a week and play whenever they want.

» **There is no centralized Plot in a Living World Server.** While eventually, further in the Server's development we may create plot arcs that can be participated in server-wide, the server is considered a Sandbox. This means that plot is built around player's actions and the story is reactive based on character decisions. If you burn down a forest, that will change the world and the world will react accordingly.

This doesn't mean you can't have a personal plot, especially as you interact with other characters or npcs. It mainly means we can't make a personalized plot for around 40+ people active at a given time, and there's no sense when most may drop out completely.

» **Every Game Session begins and ends at the same point.** At the end of every session, usually teams will head back to the Guild of the Undaunted where they heal back to full health and recover. The Guild has multiple bases across the world at large, but you'll usually meet the same people time and time again or more as they join the Guild.

» **The Campaign emphasises a Cooperative or Competitive nature.** Considering all Trainers (or most) are part of the Guild, everyone is cooperating together to achieve their goals. You can work together with another player to capture a Pokémon you want. You can buy services from an Artificing Trainer in exchange for your Paleontology Services. You can expand the Guild together. Though as the same time it can be competitive in nature. You could go a villain arc and go against the Guild, you could have a petty competition with another breeder to corner the market. The freedom of options is a high aspect of enjoyment with this type of Campaign.

» **The Campaign encourages experimental Characters.** Usually with a Campaign you're stuck with one Character who despite getting a lot of development, may get predictable and stale after a while. Being able to switch and make new Characters on demand will expose you more to the system and different styles of play you may not have experienced otherwise.

Character Slots

Much like most RPGs you can have more than one Character at a time. However you start in the Server with **1 Character Slot**. From that point there are multiple ways you can get additional Character Slots which you may switch between freely at your own convenience. (Remember all Characters share Stamina!)

- » **Reaching Level 20 for the First Time.** When you reach Level 20 your first Trainer Character you gain an additional Character Slot.
- » **Gaining the Honored Company Reward.** By spending Honor, you can gain one additional Character Slot. This may be bought up to 4 Times.
- » **Being a Patron to the Server of \$5 or More.** By supporting the Server monetarily you can gain an additional Character slot, which definitely saves some Honor and helps out!

Retired Character Rules

Sometimes you may not have enough Slots but have the urge to create a new Character, if you want to free up some space you can always retire a Character. If you do, they follow the rules listed below:

- » Retired Characters can **never be used mechanically again** and essentially are turned into NPCs. They cannot come back under a different build path either.
- » Players can have a Retired Character participate in any Roleplay however Rewards are forfeited and they **cannot assist any Characters mechanically**.
- » Retired Characters are **turned into NPCs** and can be used by Moderators however we feel is necessary for that Character (With Player Input).

Note: When you have multiple Characters, it is a rule that they cannot interact directly outside of unique instances. Items like the Spatial Parcel allow you to trade Items between your Characters. In addition they cannot roleplay with each other unless through the conduit of another Player (You cannot roleplay with yourself, however you can roleplay with 2 of your Characters and another Player in the same Scene). In addition two of your Characters cannot partake in the same Encounter. These rules extend to any other abuses we may see where you make Characters to benefit yourself.

GMing Overview

Part of being a Living World Server is having a large population of Trainers, all traversing the world and pursuing their own goals whenever they have time to explore and adventure. While Moderators focus on Server infrastructure and content creation, we can't also be GMs (Game Masters) for 20+ people at any given moment of the day. Therefore a lot of the GMing is outsourced directly to the Players. Not only can Players play the game, but they also enable others to play by running sessions for them.

Now you might be thinking, **why would I GM?** I joined the server to play not be a GM? Consider the following points:

» **The more you GM the better your understanding for the system becomes.** While playing the game gives you an understanding of your Character and your own playstyle, GMing others exposes you to multiple different classes and playstyles. While one character could be a ruthless brawler, another could be a socialite that roleplays heavily with Pokémons. Having multiple players allows for unique encounters and opportunities that rarely ever get stale.

» **It helps the Moderators focus on Content Creation.** Unless you have a full team of like, 10 people, it's nearly impossible to make content, expand plot, worldbuild, balance the system, streamline the server and GM all at once. Most of us are just like you and have a social life, family life or full time job that eats a lot of our free time. So not having to worry about running a 4 hour adventure for someone in order for them to play allows us to focus on making the Server experience better for everyone. With how ambitious this server is with world building as well it will take a while to improve the PTU system to the best state it can be.

» **You get very generous Rewards.** While other systems have different styles of incentivizing players to GM, we focus more on rewarding players by helping out others. Outside of Money, we have a Premium Currency called **Honor**. Honor Points and what you can buy with them are listed further down in Chapter 8. They are very useful and can help give bonus effects to your Pokémons along with customizable server rewards or power boosts for your Pokémons!

GM Rewards

- » Whenever you GM, you gain **Honor**.
- » Whenever you GM, you gain **Rare Candy**.
- » Whenever you GM, you gain **Lotto Tickets**.
(Lotto Tickets explained on next page)

Refer to the chart below to determine your Rewards. To calculate the total Session Duration, add the total time for the Encounter + up to 30 minutes of pre-encounter statting. Subtract any time spent while not playing such as a player needing a break.

Encounter GM Rewards	
Session Duration	GM Rewards
Less than 1 Hour	» Honor - 1 » Rare Candy - 2
1 Hour to 2 Hours	» Honor - 2 » Rare Candy - 4 » Lotto Ticket - 1
2 Hours to 3 Hours	» Honor - 3 » Rare Candy - 6 » Lotto Ticket - 2
3 Hours to 4 Hours	» Honor - 3 » Rare Candy - 8 » Lotto Ticket - 2 » \$500 per Hour
More than 4 Hours	» Honor - 4 » Rare Candy - 10 » Lotto Ticket - 3 » \$1,000 per Hour
Reward Modifiers	
» If the Encounter is an Event, Task or Request , you gain +1 Additional Honor and Lotto Ticket.	
» If the Encounter Post in #Session-Gathering is at least 3 Days old , you gain +1 Additional Honor and +1 Lotto Ticket.	
» If a Session has more than 1 Player, you gain +1 Honor per additional Player (Max 3). If a Session has 3 or more Players , you gain an additional +1 Lotto Ticket.	
» Unless a Pokemon was rolled, Harvests are not considered Encounters and instead give 2 Rare Candies for a total session.	
» Roleplay Session does not count as an Encounter unless it was with a Legendary Pokemon or an important NPC.	

When statting Encounters, make the rolls in the #Rolls-Channel. After an Encounter, post results in #Session-Results.

GM Lotto

Alongside normal GM Rewards, GMs also get what are known as **Lotto Tickets** to enter the GM Lotto. The amount of Lotto Tickets you gain are dependant on the Session you run and the Duration of the Session, listed in the table in the page before.

Lotto Tickets are accumulated by each Player over the course of a Week, from the the **start of Sunday to the end of Saturday**. (Over a Game Week period) At the end of the time period they are counted up and added to a total pool of Tickets, where random winners are selected based on the number of Tickets in the pool. Once Winners are announced, all Lotto Tickets are deleted and the process begins anew. Each Winner will gain a **Mini Voucher**, a unique Item that can be redeemed for one of many exchange options listed in the section at the bottom of this page.

» Whenever you gain a Lotto Ticket, you must keep track of how many you have in a Thread within the **#Session-Results** Channel, with the name **#Lotto-Ticket-Submission**. Similarly to Bookkeeping channel you'll have one post with the number of tickets you have and the source of the Tickets. Failing to list sources that link to a Session Results post can result in the Tickets being voided. An example is below:

Raziel Nankai

4 Tickets - 5/23 - 6 Hour Session (Modifier - 3 man party)
2 Tickets - 5/24 - 1 1/2 Hr Event

» Winners will be determined randomly and announced in the New Week posting in **#Announcements**. For every 50 Tickets, there will be an additional chosen winner. Additionally, no one Player can win more than once in the same Lotto pull.

» In addition, any Player who ends a week with **10 or More Tickets** will automatically gain a Mini Voucher which is a consistent way to reward frequent GMs instead of needing to rely on the random Lotto. If a Player ends a week with **25 or more Tickets** they instead automatically gain a Rare Voucher.

Mini Voucher Exchange

When you gain an Mini Voucher you may redeem it at any point for any of the following Rewards. Vouchers cannot be traded. **By trading in 2 Mini Vouchers you can gain a Rare Voucher.**

» **5 Honor**

» **\$15,000**

» **A Random Elemental Reactant**

» **A Minor Treasure Voucher** (You may expend a Mini Voucher to force a Minor Treasure in any Area)

» **A Random Variant Pokemon** (A Level 5 Pokemon with a random quirk, abnormal ability option, passive effect, non native capability, etc)

Ex: A Torchic with the Glow Capability and the following Passive Effect. Whenever the user uses a Fire Type Attack, all enemies within a Burst 1 Range suffer -1 Accuracy to their next Attack.

Rare Voucher Exchange

You may trade in a Rare Voucher for any of the following Rewards. Vouchers cannot be traded.

» **10 Honor**

» **\$25,000**

» **A Elemental Reactant** (Type of your Choice)

» **A Major Treasure Voucher** (When you expend this Voucher you may either immediately gain a Minor Treasure or force any Minor or Major Treasure in any Area)

» **A Variant Pokemon of a Chosen Species**

Encounter Types

There are plenty of different types of Encounters you can participate in the Server, each one offering a unique playstyle and possible rewards gained. This section will include an overview on what is involved in each Encounter, where a separate section for each will also be included.

Explorations

The most basic type of Encounter. When going to an Exploration area you will usually find a few Pokémon with some sort of event occurring based on the location. The Trainers usually outnumber the Wild Pokémon as they're found in smaller numbers.

Raids

A more advanced Encounter. When going to an Exploration area, this time you find a larger mini-boss or even a Guardian in its early stages! Be prepared for a tough fight as this Pokémon doesn't hold back any punches.

Adventures

A more advanced version of Explorations. Trainers may adventure in more dangerous areas for the potential to gain Treasure and even Aberrations! Though tread lightly as you might encounter deadly scenarios or even Guardians.

Clash

Clash Encounters involve randomly coming across a Pokémon Trainer during your Travels. Depending on the location it could be a battle to the death or a friendly spar. Trainers have small bonus based on their main class which is usually dependant on the area you're traveling in. Wagers can occur which can net some good money!

Harvests

A short Encounter of the Trainer hunting in an area to scavenge for resources and items. Depending on the area different Items can be found on their Harvest Table. While rare, a Pokémon may also be found albeit guarding an item.

Rescues

An party of Trainers failed an Encounter? Quick! They need a rescue. Take your own team into battle and rush to the scene of their Encounter. Then avenge your fallen comrades to potentially save them from danger.

Requests

Small Mission based and Quest formatted Encounters that are usually enacted by some change in the World. These are all posted on the Request Board. These requests can be as simple as a fetch quest to as complicated as a multistaged swarm of invaders.

Gauntlet

Join the Arena as you battle your way up increasingly difficult ranks in a Gladiator like setting of challenging battles!

Gym Battles

Some Gyms have the potential to pop up here and there around the Region. Test your Strength and challenge them in order to prove you're the best.



Area Danger Rating

Each Exploration and Adventure Area has been given an **Area Danger Rating**, whose number is based on the combination of their Rank in numerous factors. Areas that are above a Rank Rating of **6** are deemed to proceed with caution, and those that are **10** or above should only be attempted by expert adventurers. Those under **6** are deemed as safe to Explore.

The following factors influence an Area's Danger Rating:

Guardian Strength and Hostility

Rank 0 - There is no Guardian in this area. If there is a Guardian listed, it is entirely civil and friendly with no risk outside of going out of your way to provoke them or anger them.

Rank 1 - The Guardian in this area is civil most of the time. However, getting on their bad side can provoke them into retaliating easier than a Rank 0. Though with most Trainers, they can stay on their neutral side with relative ease and social finesse.

Rank 2 - The Guardian in this area is neutral with most, but quick to anger if its mood is poor or if a Trainer manages to provoke it. The Guardian will likely not hesitate to remove outsiders, but likely will not kill unless it is extremely provoked or resents the Trainer.

Rank 4 - The Guardian in this area is hostile towards outsiders as a baseline, and likely has a quick temper. The Guardian has killed in the past and will not hesitate to harm the Trainer should the be provoked. These Guardians are avoided and deemed to avoid interaction with them.

Native Hostility towards Outsiders

Rank 0 - Natives in this area are entirely peaceful. There is little to no risk of hostility coming from this area, and any hostility towards them would more often result in fear than backlash.

Rank 1 - Natives in this area are mostly peaceful. Though there is some risk of hostility, most Pokemon would prefer sparring or normal fights. Hostile Pokemon in these areas can be convinced to back down normally.

Rank 2 - Natives in this area lean hostile more often than not. Natives in this area are likely used to violence and respond with such as a default. While those in this area can be socially reasoned with, it is often very hard and fights are easy to break out.

Rank 4 - Natives in this area are almost entirely hostile and very much so. Reasoning with these natives or attempting a social capture is likely impossible, and almost nobody in this area likes outsiders or even those inside their own area that irk them.

Environmental Risks

Rank 0 - There are no environmental risks in this area. Examples of such are a grasslands where there is nothing extreme.

Rank 1 - There are some mild to average risks for Trainers in this area, such as a volatile environment that can lead to extreme weather or avalanches. However, the risk is deemed moderate for an average adventurer or entirely avoidable if carrying the correct equipment.

Rank 2 - There are some extreme environmental risks in this area. Even to those who are properly prepared, there may be some consequences to adventuring here. This can include areas with drastic heat or cold, or in high altitudes.

Rank 4 - There are extremely dangerous environmental factors in this area. While some may be properly prepared, any failure of equipment could very possibly lead to death, intense injury, or weakening of oneself.

Risk upon Encounter Failure

Rank 0 - These areas offer little or no risk when failing an encounter or trial. If someone were to fail an encounter in this area, they either don't need a rescue or if deemed necessary can be rescued either by other Players or natives in the area.

Rank 1 - These areas offer a risk of injury or need of rescue if an encounter is failed. However, despite the risk of injury it is deemed an easy enough area where rescuers are entirely possible and you will be saved.

Rank 2 - These areas offer a moderate level of risk and an almost guarantee of danger or injury if you were to fail an encounter. These areas usually lead to further damage being inflicted on the Trainer should they fail to pass the trial or become fainted by the encountered Pokemon. Rescues are still possible for these areas, but should be reserved for experts in the field.

Rank 4 - These areas are extremely dangerous and deadly upon failure. Should a Trainer fail an encounter trial in this area, they will most likely end up imprisoned or dead as a result of native factors. Rescues are discouraged from these areas unless the rangers are experienced or negotiations are performed.

Area Lethality

Rank 0 - Foes in this area are often very weak, and do not have the potential to outnumber the Trainer. Even if a Trainer were to fail in this encounter, the Pokemon are not lethal and fights rarely even break out in the first place.

Rank 1 - Foes in this area are about average strength, and the average Trainer can challenge and succeed against encounters in this area. While rare, rescues may be needed, though it is rarely lethal.

Rank 2 - Foes in this area are stronger than average in either strength or numbers. Trainers may often find themselves outmanned or overpowered by those in this area. Pokemon in this area are usually augmented or affected in some way that make them stronger than average, and thus should only be taken on by elite Trainers.

Rank 4 - Foes in this area are abnormally or supernaturally stronger than normal. Likely through outside influence not known in full details, encounters result in finding monstrosities more often than not. Pokemon in this area may not be lethal, but have the potential to cause destruction should they choose to. Even the most elite Trainers should not explore here, nor is it recommended that anyone visits this area for any reason.

Exploration Encounters

While it's Common knowledge that the Wild is a dangerous place, there's always the allure of what's beyond the city barriers that motivates people to go on explorations. As a Guild member you can go on a quick exploration to find a few Pokémons, nothing too dangerous. If you choose to go on an exploration there are a few things you have to decide:

» **Your Party.** On an Exploration you can take up to 3 Additional Players to join you. Each Player can choose 3 Pokémons from their Storage to take with them as their Pokémon Party.

» **The Location.** You may perform an Exploration Encounter in any Exploration Area in your current Region. Each of them can be viewed in the [GM Materials Document](#)

» **Your Party Intent.** Once the Party is determined, the group must declare if they have an Intent or choose against having an Intent. **Look at the list at the bottom of each page to determine if an Exploration Intent would fit your Encounter.** (Or Running Explorations for full Details).

Not declaring an Intent will result in a basic encounter based entirely on randomness.

» **Item Usage and Other.** Each Party may use a maximum of one Bait and Repel Item. This will affect which Pokémons appear and how many extra Pokémons will appear. You must also declare if you're using something that would modify an Encounter such as Job Effect

Once the following above is decided, notify your GM on what is decided, then either wait for the Session to be statted or Roleplay in the meantime and create a setting!

Intent: Hunting

Going on an Exploration with the Intent on Hunting is the most basic of Intents. If you're going to a Grassland Area in search of a Buneary, this is your Intent! If you declare this Intent the GM will ask you which Pokemon you are Hunting for from this Area which you have a higher chance of discovering. Even if you don't, you may spend extra Stamina to continue searching the Area until you find what you want or are unable to continue due to lack of knowledge.

Intent: Scavenging

Going on an Exploration with the Intent of Scavenging is for Trainers who wish to survey the landscape while they're traveling. With this in mind, Trainers are certainly likely to find valuable Items within their chosen Area alongside the Pokemon they Encounter. Unlike a harvest however you may find Pokemon defending these found Items so make sure you're prepared!

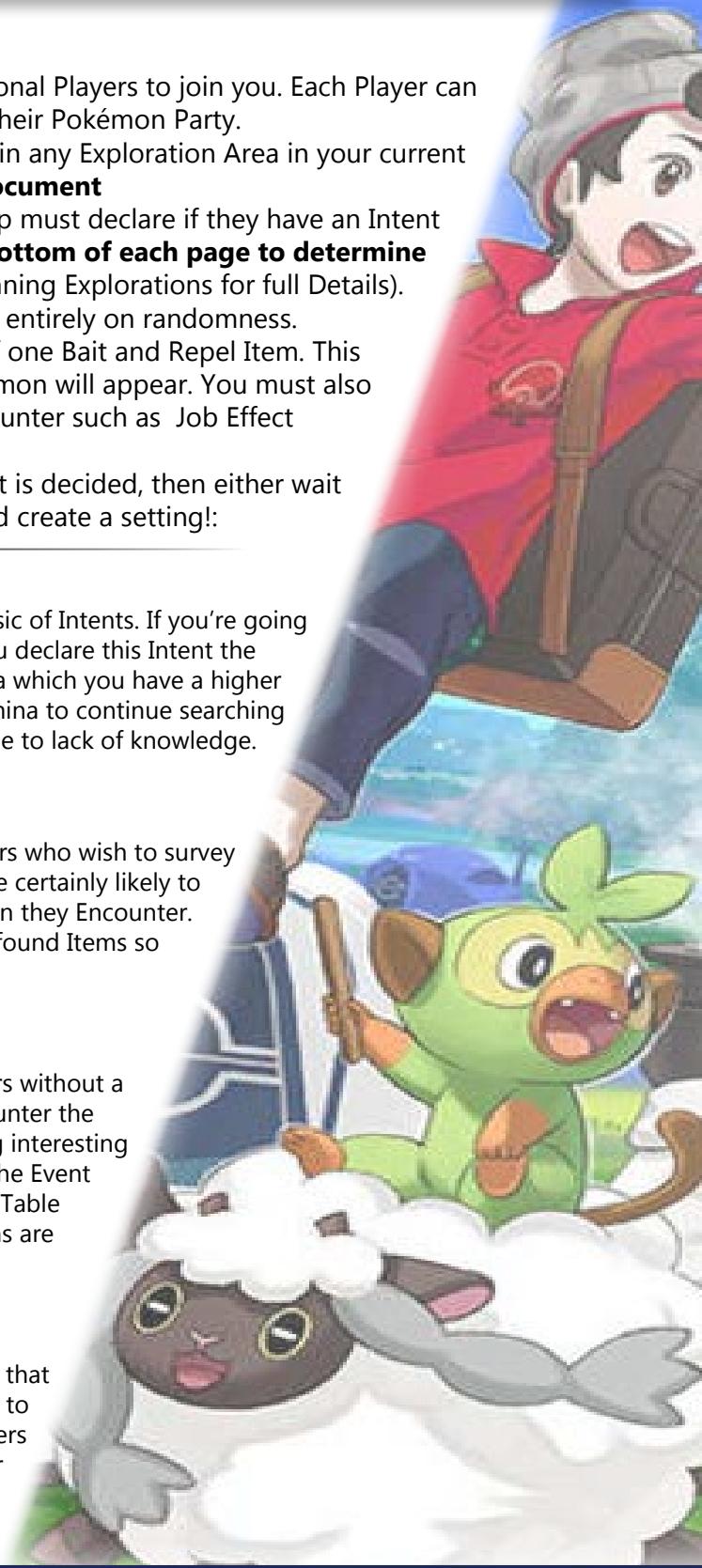
Intent: Wandering

Going on an Exploration with the Intent of Wandering is for Trainers without a solid goal or direction and a sense of wanderlust. During this Encounter the Party will merely be traveling in the area and waiting for something interesting to occur. Explorations with the Wandering Intent do not roll from the Event Table of the chosen Area, instead rolling from a generic Encounter Table which determines what occurs. What happens on these Explorations are truly random, leading to unique Encounters.

Intent: Training

Going on an Exploration with the Intent of Training are for Trainers that don't want to explore in a dangerous Adventure Area but still want to be challenged and strengthen themselves and their allies! Encounters with this Intent are often harder than normal Explorations, however are much more rewarding as the TXP Reward is changed to 5 and the PXP Reward is changed to 5x!

Exploration Player Rewards	
3 TXP*	3x Pokémon EXP
*4 TXP if Swarm Boss is faced	*5 if Intent is Training
*5 if Raid Boss is faced	



Running Explorations

An Exploration seems simple enough, those are usually the fastest Encounters to run. Encounter Areas have a small pool of Pokémons as well so there's not a lot of variance. Once you have a Group of People ready to play determine the following information:

Exploration Encounter Player Rewards

3 TXP*

*4 TXP if Swarm Boss is faced
*5 if Raid Boss is faced
*5 if Intent is Training

3x Pokémon EXP

*5 if Intent is Training

- » **The Player's full Party.** As well as their Trainer Levels, Pokemon brought and their Pokemon Levels.
- » **The Area being Explored.** This is the Encounter Chart you will refer to for info.
- » **The Party's Exploration Intent.** If any, as it affects how an Encounter is statted
- » **The Party's Item Usage or Other Uses.** Primarily for Job Effects or Items such as Bait or Repels

Once the following information is determined, do the following:

- » **Refer to the Exploration Intent Page.** As the rest of Stattting may be affected based on Intent. Each Intent is explained on the next page.
- » **Apply any Items or External Usages.** If the Party wants to use a Bait, you would apply the Item at this stage and resolve its effect which determines how many Pokemon may be encountered.
- » **Make an Encounter Roll.** Being an **Xd20**, where **X is the number of Players in the Party**. Once the Roll is complete, refer to the Encounter Table for the chosen Exploration Area and determine which Pokemon were found. Once the Pokemon are found, determine the Level, based **Average of the highest Level Pokemon between all Players**. Remember you don't have to evolve Encountered Pokemon and they can always appear at a level below the Average.
Ex: Player 1's strongest is level 20, Player 2's is level 12. Average Level is 16.
- » **Determine the Encounter Disposition.** Once the Encountered Pokemon are determined, refer to the Pokemon Disposition section of the Encounter Area Chart and roll a 1d5 to determine the hostility level of the Pokemon. This can be done with one roll applying to all Pokemon or one for each Pokemon.
- » **Determine the Encounter Event.** Roll a d10 to determine what Area Event will apply to the Encounter.
- » **Stat the Encountered Pokemon.** Depending on the Scenario if it is less likely to lead to combat you don't have to Stat Pokemon but it's best to prepare for the worst! An [Auto Statter](#) can assist with fast, rudamental stat blocks.

Once the Pokemon are statted and the Encounter is prepared, set a Scene for the Party and begin the Encounter!

To Calculate EXP: Add all Wild Pokemon levels then multiply them by the PXP Modifier to determine how much each Trainer gets to distribute. (Clash Trainers do not give PXP but instead +1 TXP)



Exploration Intents

Any Exploration Party has an ultimate goal of what they intend to achieve when they go out into the Wild, Intents are a way of assisting them in their Goals instead of wandering aimlessly (Unless they want that!). Below are a list of all the Intents that may be pursued by a Party and how a GM will adjust the Encounter accordingly:

Intent: Hunting

The Party will be focused on finding Pokemon, specifically of a certain Species. Before performing the Encounter Roll, have the Party unanimously **declare a Pokemon** on the Encounter Table of the chosen area. If the declared Pokemon was rolled, it is encountered. If the declared Pokemon was not rolled, inform the Party. **If the Declared Pokemon was a Rare in Slot 20**, rolling a 20 will find the Pokemon without needing to roll the subsequent d5 between the options.

If the Declared Pokemon wasn't found, one member of the Party must make a **Pokemon Edu or Perception Skill Check** with a DC of 25. If succeeded, they find it. If this Skill Check is failed, the Party may either go with what was rolled initially or continue to search. Each time they continue to search, each member must pay 1 Stamina, to which a member may retake the Skill Check, but with the **DC lowered by -5 (Minimum DC 5)**. This may continue until the Party either finds the Pokemon or gives up.

Intent: Scavenging

The Party will be focused on finding resources and items. After performing the Encounter Roll, **roll Xd20**, equal to the number of Trainers in the Party. Then refer to the Harvest Table in the chosen Area and add the resulting Items or Pokemon to the Encounter. However the Party finds these Items is up to you, whether they're found on the side of the road, guarded by Pokemon or hidden with a Perception Check. If the Party desires they can spend additional Stamina to roll 1d20 more per Stamina spent between all Players in the Party. This is not a Harvest Encounter, so they will not get the option to choose what they find and what they find will be hidden initially.

Intent: Wandering

The Party will not have any Goal in mind other than exploring and finding something interesting. Instead of rolling from the Area Event Table or rolling for Disposition, use the following command. **!wander**

The Bot will then respond with this Encounter's Event, which you will follow any custom rules, otherwise continue the Encounter statting as normal. As a GM **you may reroll this Wander Event twice**, choosing any rolled Event you would enjoy running the most. Wander Events tend to be more narrative based and random in occurrence, focusing less on combat and being encouraged to have narrative solutions. While this doesn't mean the Encounter is devoid of Combat, it has the option of not being the focus if played correctly. The event you are given is a prompt essentially that you can use to formulate an Encounter however you choose. If something is not listed that would help the scenario and isn't broken such as handing someone a free Major Treasure, go ahead and add it.

Intent: Training

The Party will be looking for a fight, likely ignoring smaller Pokemon as they find something dangerous. **As a GM, choose one of the following modifiers to apply to the Encounter.** The TXP given in this Encounter becomes 5 and the PXP modifier becomes 5x.

- » Perform the Encounter Roll as if the Party had 1 Additional Player or 2 if the original Party size was 3 Players or More.
- » Choose one of the Encountered Pokemon to be the Leader of all the other Pokemon. The Leader will have its level increase by 1/2 of the highest Trainer Level in the Party and will start with +1 CS in all Stats.
- » You may choose to have the Encounter affected by an Attack with the Field Keyword that is known by one of the Encountered Pokemon. This effect persists until the end of the Scene unless overwritten.
- » You may choose to have one of the Encountered Pokemon gain a Raid Boss or Swarm Boss Template.

Raid Encounters

Sometimes your bloodthirst isn't enough to be satisfied with mere pidgye. Thrill seekers aim for bigger Targets.

Raid Encounters function like mini-quests or mini-bosses within each area. If you look in the Wild long enough you'll find a Raid Boss. Be careful though,

these Pokémons follow the **Raid Boss Templates** and are much stronger than normal Pokémons. They function the same as Explorations, except with the following things being different:

Raid Encounter Player Rewards

5 TXP

5x Pokémon EXP

- » All Pokémons will be **Very Hostile Disposition** and **cannot be lowered**.
- » All Non-Boss Pokémons will be **equal to the Party's Average Strongest Pokémon Level**
- » **The Luck Roll cannot be Adjusted**. The Luck roll only goes with the option rolled and cannot be adjusted. The Pokémons rolled will be the Raid Boss
- » Along with 1 Pokémon per Trainer there will also be a **Raid Boss and a few Minions**.
- » Each Raid Boss will have an **Item** that can be taken upon defeat.

Running Raids

This is ran the same way as Explorations but with a few adjustments according to the list below:

- » Instead of rolling for Pokémons Disposition, **all Pokémons are Very Hostile and cannot be lowered**.
- » **You do not need to modify rolled Pokémons' Levels**.
- » **Skill Checks are not rolled**, being exclusive to only Explorations.
- » **The Luck Roll will determine which Pokémon is the Raid Boss and Minions**.
- » Along with the Rolled Raid Boss you will roll a d20 Luck Dice per Trainer in the Party and add those Pokémons to the Encounter. (Look at Pokémon Templates for advice on how to stat a Raid Boss).
- » Along with adding regular Pokémons, **add a Minion per Trainer in the Party**. This Pokémon will always be the base species of the Raid Boss.
- » The Raid Boss will be holding an Item, Roll from the chart to the right to determine what Item is found. This Item will always drop upon being fainted.

Example Scenario: Two Trainers decide to take on a Raid Boss for a Challenge. Their Trainer Levels are 20 and Strongest Pokémon Average is Level 50. They roll a 18 in Riven Steppe. The GM Then rolls 2d20, getting 3 and 14. The Encounter will be a Raid Boss Honchkrow (Lvl 60) with 2 Minion Murkrow, A Wathog (Lvl 50) and Mandibuzz (Lvl 50)

To calculate EXP, add all Wild Pokemon levels then multiply them by the Encounter Modifier (3x here) to determine how much each Trainer gets. Pokémon Experience for the Raid Boss is it's Level multiplied by its number of Initiatives.

Raid Boss Held Item

1-4	Type Booster (Type based on Boss's Type)
5-8	Type Bracer (Type Based on a Weakness of the Boss)
9-12	A Random Evolution Stone
13-16	\$2,000 in fluffed Valuables
17-20	An Arcane Tome matching the user's Type (Choose if multiple)



Adventure Encounters

Who doesn't like a Good Adventure? Danger is the Spice of life after all. In the World of Phemenon, Civilizations rise and fall extremely often due to the dangers of the Wild. And what happens when a society is destroyed? They leave remnants behind and

mysteries are made. However, more often than not, the area is reclaimed by the Wild and infested as their home. In fact that's usually how the Wild operates . An area is taken over by a group of Pokémon and a leader is designated, that leader being called a Guardian. Guardians are usually Alpha Leaders of the Pokémon around them, having some quality or trait that makes them suitable to control the area.

Areas such as underground ruins or abandoned castles are common to be Adventure areas. Areas like Deawina Bluffs are deep caverns filled with strong Pokémon that are scarcely explored due to the danger inside. As such, Adventure areas can provide both a real challenge, along with the potential to gain powerful artifacts and treasures. Though with the potential of Treasure comes the risk of meeting deadly Guardians or even Legendary Pokémon, so travel with haste, young trainer.

Adventure Trial

Adventures can be anywhere where valuable treasures may lie. It can be in an underground city, a floating island, underwater cavern, haunted ruins, etc. That being said however they're not the easiest to get into. In order to attempt an Adventure Trial you need the following:

- » **Subtract 1 Stamina** from your Bookkeeping post.
- » **Designate a Party Leader** (You if you're Alone) that will attempt the **Trial Skill Check**
- » Ensure all of the Trainers in the Party have the **Required Equipment**
- » Let the GM know all of your **Trial Check Modifiers**, including Adventure Maps

Once the following is ready, the Party Leader makes the Trial Skill Check in the same way an Exploration Skill Check would be made. The difference is that the Skill required is different for each Area. The Check is treated as an Assisted Skill Check and has natural modifiers that make the check easier depending on the area. The **Maximum Modifier you can have is a -8 Modifier**, which usually lowers the **DC to 12**. If the Trial is failed, the Trial Encounter will occur, which might be as simple as being unable to enter the area and being kicked out, or even being ambushed or have a trap triggered! If the Trial is passed then you can continue to the Encounter! At that point do the following.

- » Let the GM know if you're using any **Bait or Repel or Treasure Hunting**
- » Wait for the GM to Prepare the Encounter (RP in the meantime)

Adventure Encounter Player Rewards	
Passed Trial 4 TXP	4x Pokémon EXP
Failed Trial 1 TXP	2x Pokémon EXP
+1 TXP if Boss Template is Faced	



Running Adventures

Adventures are like Exploration but with a slight twist, the Areas are more difficult to traverse and Pokémons inhabiting it are in their natural environment. The first challenge with an Adventure Area is **passing the Trial**.

Please note the Adventure Encounter Chart as well. In each area there is a different set of conditions, area features, area equipment requirements, and trial rules so be sure to read each section for whichever area you are running. Make sure the players do the following to start:

- » **Subtract 1 Stamina** to Attempt the Trial
- » **Designate a Party Leader** that will attempt the **Trial Skill Check**
- » Record the **Party's Average Strongest Pokémon Level**
- » Make sure the Entire Party of Trainer have **proper Equipment Equipped** (Not just in Inventory)

In order to pass the Trial for the Area a Skill check must be passed in the Area's required skills. There will be three types of Checks, Areas without Checks, **Major Skill Checks with DC 20** and **Minor Skill Checks with DC 25**. The Leader can choose **either or** and that's how they essentially attempt to get into the Adventure Area. For Example, Isles of Faham have a Major Check of Charm or Survival, since it's easiest to find your way if you're used to the Wilderness or can convince Pokémons to show you around. It also has a Minor Skill Check of Pokémons Edu or General Edu, as they can observe the behavior of Pokémons to find their way or have natural knowledge of the Island's layout. Basically its the easier vs harder option but allows multiple skills to shine.

If they're alone they must do this by themselves, but if they are with a group, only the Leader has to make this check with the others assisting them. Depending on the area, there are also different modifiers that can help you. Check for the following modifiers before they make a check (**Max -8 Modifiers**):

- » **Skill Check Modifiers** will list any additional factors that can lower the DC, like being a Druid in Faham
- » Party Members can make **Assisted Skill Checks** to add a Modifier to the Leader's Roll
- » If the Party Members have an **Adventure Map** it can lead to an auto success or DC 12 Roll.

If the Party passes the Trial Check you can continue the rest of the Encounter. If they don't, refer to the **Trial Encounter** section of the Area Chart. Sometimes it might be a debuff or a separate encounter entirely. If they move to the Encounter, keep this all in mind when statting it:

- » Find out if they're using **Bait or Repel**
- » Read the **Unique Features** of the Area, then roll for **Pokémon Disposition** and the **Event**
- » Roll a 1d50 per Party Member. If a roll lands on a **Yellow Treasure Slot**, add that to the Encounter then reroll until you land on a Pokémon and add that **Treasure and Pokémon** to the Encounter (Aberrants are considered Treasures and reroll for another Pokémon). You can only have **1 Treasure per Encounter**. If you rolled 2 or more Treasures, go with the first one rolled and reroll the second. **Major Treasures** (1 Slot) always have their rerolled Pokémons become a Raid Boss Template. However, **if the Strongest Average Pokémon Level is less than 45, The Major Treasure must be Re-rolled and replaced with another Treasure**, The new Treasure is rolled from Slots 10/20/30/40/50. **If a Non Aberrant Treasure is rolled, the amount present will be equal to the number of Players divided by 2, rounded up. Ex: 3 Players = 2 of a Treasure.**
- » If the Party Encounters the **Major Treasure** it will always result in a fight. Even friendly Pokémons will refuse to have the Treasure taken and will turn hostile if it is attempted to be taken.
- » Stat the Pokémons and Prepare the Encounter. **Adventure Pokémons will be +5 Levels over the Average Strongest Pokémon Level of the Party unless stated otherwise in a Template.**
- » If you rolled a **Guardian (Event #20)**, refer to a Moderator for details on the Encounter. You may reroll this if you don't feel comfortable playing a Legendary Pokémon. The Guardian will always have a Raid Boss Template. However, **if the Average Trainer Level is under 20, The Guardian will not be encountered**, instead, re-roll a 1d50 to determine which Pokémon becomes a Raid Boss.
- » If you rolled an **Aberration (Slot #50)**, refer to the **Aberration Template** to show you how to build an Aberration. During this Encounter it doesn't need to be a full Aberrant, you can swap out a few moves and types to your comfort level to merely show that it's different from others, then they can make it after the Encounter for approval from a Mod.

Adventure Encounter Player Rewards	
Passed Trial 4 TXP	4x Pokémon EXP
Failed Trial 1 TXP	2x Pokémon EXP

Clash Encounters

You know you don't only find Pokémons in the Wild. Sometimes you run into other Trainers as well on their own journey. And you know what happens when Trainer's eyes meet, right? A battle must occur!

Clash Encounter Player Rewards

3 TXP

3x Pokémons EXP

Most of the work involved with Clash Encounters is on the GM's end, but make sure you inform them of the following information and do the following: **[Clash Encounters are 1v1] Two Trainers can do a Double Battle as well.** In that case it's **2v2**, with Average Levels for Pokémons and Trainers.

» **Your Pokémons Party.** You may have 3 Pokémons in your Party, and the Clash Trainer's Team and the Trainer's Stats will be based around your Strongest Pokémons.

» **Your Trainer Level.** The Clash Trainer will have their Classes and Bonuses built around a Tier Level. Informing the GM what tier your in is easiest.

Tier 1 - Trainer Level 1-15

Tier 2 - Trainer Level 15-30

Tier 3 - Trainer Level 31+

» **What Area you're Challenging.** You can go to any area in the world that has Human occupants. If you want to Challenge Hort City for example, the GM will select from their Table to decide what Trainer you find.

» **Wait for the Clash Trainer to be Created.** With all the information the GM will create the NPC which you can then RP with, then eventually battle. If you only wish to RP with them be upfront so they don't have to stat an entire team of Pokemon, this is then considered RP Rewards.

Running Clashes

For Clash Encounters, you will create an NPC Trainer and their Team of 3 Pokémons for the Player to challenge. Make sure the following information is known, then apply this based on the Info:

» Find the Player's **Pokémon Levels.** The Clash Trainer will have their Pokémons Levels equal to their Strongest.

» **Their Tier Level.** Based on their Tier Level, the Clash Trainer will get access to different benefits such as Damage Reduction, Runic Energy Enchants, etc.

» **Find where they're Challenging.** This determines what table you can select their classes and team from.

» **Find out their Battle Type.** The Player must choose between a Spar or Clash. If a Spar is chosen no Injuries will be inflicted, whereas Injuries and possible death could be inflicted in Clashes. Unless stated otherwise, Wild statued Clash Trainer always use their "Battles Preferred" Unless convinced.

The next page will list how to Stat Clash Trainers and their Team for either Wild Clash Trainers or Clash Encounters. Keep in mind this is a rough guideline on how Trainers should be. You can always stat out a full trainer as if they were a Player Character, using any Feature from their listed classes, etc. However this is only recommended for Events or Requests where an increased power level should be considered.

As a **Reward for the Clash Encounter**, if they lose a Friendly Clash, they get nothing. If they lose a Hostile Clash, they lose \$2,000 or an agreed Item of equal value. If they win a Clash, they get \$2,000 or an Egg of one Pokémon on the Clash Trainer's Team. This Pokémon will be treated as a Gacha Egg with a random Tier 1 Tutor Attack.



Statting Clash Trainers

If you need to Stat a Clash Trainer, if it's from a Clash Encounter the Player will tell you what Area they'll be from. If you find a Clash Trainer in the wild the details are listed in the event. **If the Clash Trainer was from the Wild, consider it an enemy NPC that uses the same rules as Trainers, if it is from a Clash Encounter the Trainer will always fight alongside their Pokemon and be Full Contact.** If a Trainer faints during a Clash Encounter they are instead sidelined and can replace themselves to keep it 2v2 until their team is fainted, otherwise in the Wild they're the same as Trainers when downed.

» **Clash Trainer Stats.** Each Clash Trainer gets stats based on the strongest Pokemon Level and other perks based on the Tier Level of the Average Trainer Trainer Level. These perks include access to Tutor Moves, Poke Edges and Runic Energy (RE) Pools. When using RE, you may give them any Enchanting Rune Effects (regardless of category) that does not surpass this Limit, however nothing can be looted.

The number of Level-Up Stats for Clash Trainers is determined with this Formula

Strongest Pokemon Level x 1.5 + 15. (Ex: Level 40x1.5+15 is 75 Level-up Stats)

» **Clash Trainer Perk,** include the following based on the challenging Party's Tier:

Tier 1 - 5 Damage Reduction, Each Pokemon may have at most 1 Tutor Attack

Tier 2 - 15 Damage Reduction, Trainer has 4 RE, Each Pokemon can learn Tutor Attacks

Tier 3 - 30 Damage Reduction, Trainer has 6 RE, Each Pokemon can learn Tutor Attacks and Poke Edges

» **Clash Trainer Classes.** Each Clash Trainer will have **2 Classes from 9 Listed Options** which give them custom effects based on the Clash Index and the Trainer's Tier. In order to select their Classes, find the Trainer's Area and choose two from their Available Classes. Classes are separated into Combat and Support and their effects are in the Clash Class Index. **Combat Classes** let the Trainer choose 4 listed Options from their Tier or lower and **Support Classes** provide a buff to their Pokemon or themselves somehow.

» **Clash Trainer Pokemon.** Clash Pokemon will always be equal in Level to the strongest level among the Player's party. **If the Clash Trainer is in the wild, they will only have 1 Pokemon** unless stated otherwise equal to their strongest Pokemon. Clash Trainer Pokemon can benefit from anything listed by their Clash Trainer Perks. When you determine where your Clash Trainer is from you may select any Legal Pokemon from Charts within that Region to determine their Team. (Ex: Rhean Trainers can have any Pokemon from Valcan)

Once the Trainer's Tier, Stats, Enchantments, Classes and Pokemon are determined, you're ready to battle! The following pages will list a Clash Area and Clash Class Index, which will be used to determine what a Trainer has.

Pokemon EXP gained from a Clash Trainer is equal to 100 multiplied by their Tier Level.

Clash Area Index

When you find a Wild Clash Trainer, depending on their area they will have the info listed below, or when doing a Clash Encounter the Player will tell you which area they're challenging from. There's 3 pieces of info listed. Region, Battles Preferred, Class List. **Region** is where the Trainer must be to challenge them, also their Pokemon may only consist from areas in that Region. **Battles preferred** is the challenge they're willing to do. Unless provoked, Spar only Areas do not do Clashes, nor do Clash only Areas do Spars. **Class List** is the list of Classes you may choose to give the Trainer you're statting, which you'll refer to the Clash Class Index for the effect given from that class.

Astry Village

Region: Fathis

Battles Preferred: Either

Class List: Athlete, Commander, Duelist, Fashionista, Hunter, Marksman, Rider, Roughneck, Weapon Master

Eon Island

Region: Fathis

Battles Preferred: Spar

Class List: Ace Trainer, Botanist, Empath, Chef, Dancer, Medic, Sage, Stat Ace, Type Ace (Fairy)

Hort City

Region: Fathis

Battles Preferred: Either

Class List: Alchemist, Duelist, Enchanter, Gadgeteer, Medic, Spark Master, Stat Ace, Steel Heart, Type Ace (Electric or Steel)

Maho Village

Region: Fathis

Battles Preferred: Either

Class List: Arcanist, Artificer, Empath, Enchanter, Hex Mage, Naturalist, Sage, Stat Ace, Type Ace (Ghost)

Posai Harbor

Region: Fathis

Battles Preferred: Either

Class List: Ace Trainer, Athlete, Chef, Commander, Maelstrom, Martial Artist, Rider, Roughneck, Type Ace (Water)

Undaunted Guild

Region: Fathis

Battles Preferred: Either

Class List: Ace Trainer, Chef, Commander, Duelist, Fortress, Provocateur, Skirmisher, Stat Ace, Tumbler

Harmonia Town

Region: Valcan

Battles Preferred: Spar

Class List: Ace Trainer, Chef, Empath, Commander, Coordinator, Dancer, Fashionista, Musician, Style Ace

Kansha Oasis

Region: Valcan

Battles Preferred: Spar

Class List: Ace Trainer, Botanist, Empath, Chef, Druid, Fashionista, Medic, Sage, Type Ace (Grass or Fairy)

Rhean Guild

Region: Valcan

Battles Preferred: Either

Class List: Berserker, Commander, Earth Shaker, Enduring Soul, Fortress, Paladin, Roughneck, Samurai, Type Ace (Ground or Rock)

Serenan Guild

Region: Valcan

Battles Preferred: Spar

Class List: Ace Trainer, Arcanist, Empath, Duelist, Medic, Musician, Sage, Tumbler, Wind Runner

Shokkan Guild

Region: Valcan

Battles Preferred: Clash

Class List: Duelist, Ninja, Rogue, Roughneck, Saboteur, Skirmisher, Spark Master, Type Ace (Electric), Weapon Master

Zhelet Sanctuary

Region: Valcan

Battles Preferred: Either

Class List: Arcanist, Commander, Enchanter, Naturalist, Psionic, Rune Master, Sage, Type Ace (Psychic), Warper

Bamor Town

Region: Aethia

Battles Preferred: Either

Class List: Ace Trainer, Artificer, Athlete, Berserker, Duelist, Enchanter, Enduring Soul, Stat Ace, Type Ace (Dragon or Rock)

City of Esgate

Region: Aethia

Battles Preferred: Spar

Class List: Ace Trainer, Athlete, Commander, Enduring Soul, Fortress, Marksman, Martial Artist, Paladin, Weapon Master

Dashte Village

Region: Aethia

Battles Preferred: Either

Class List: Chaos Mage, Fashionista, Hunter, Medic, Miasmic, Provocateur, Rogue, Trickster, Type Ace (Poison)

Disciples of Cobalion

Region: Aethia

Battles Preferred: Either

Class List: Athlete, Aura Guardian, Empath, Disciple, Duelist, Martial Artist, Paladin, Rider, Sage

Faham Guild

Region: Aethia

Battles Preferred: Spar

Class List: Botanist, Empath, Chef, Coordinator, Druid, Duelist, Sage, Swarmlord, Type Ace (Bug or Grass)

Grey Clan

Region: Aethia

Battles Preferred: Clash

Class List: Hex Mage, Hunter, Marksman, Ninja, Rogue, Samurai, Taskmaster, Trickster, Type Ace (Poison or Dark)

Hustow Guild

Region: Aethia

Battles Preferred: Either

Class List: Ace Trainer, Duelist, Hunter, Rogue, Skirmisher, Stat Ace, Taskmaster, Trickster, Type Ace (Any)

Illfang Citadel

Region: Aethia

Battles Preferred: Either

Class List: Ace Trainer, Commander, Duelist, Paladin, Provocateur, Rogue, Stat Ace, Taskmaster, Weapon Master

Tayto Clan

Region: Aethia

Battles Preferred: Spar

Class List: Arcanist, Empath, Enchanter, Ninja, Sage, Samurai, Style Ace, Trickster, Type Ace (Poison or Psychic)

Adroit Guild

Region: Cyrodel

Battles Preferred: Either

Class List: Ace Trainer, Alchemist, Arcanist, Artificer, Enchanter, Gadgeteer, Psionic, Rune Master, Sage

City of Kenga

Region: Cyrodel

Battles Preferred: Either, Clash on Elementalist/Supernaturals

Class List: Ace Trainer, Athlete, Berserker, Commander, Duelist, Hunter, Martial Artist, Naturalist, Weapon Master

City of Rakesh

Region: Cyrodel

Battles Preferred: Spar

Class List: Arcanist, Athlete, Enchanter, Hex Mage, Martial Artist, Musician, Oracle, Prism, Type Ace (Psychic)

Kahuana Tribe

Region: Cyrodel

Battles Preferred: Spar

Class List: Chef, Fashionista, Glamour Weaver, Hunter, Marksman, Medic, Sage, Style Ace, Type Ace (Electric, Water, Grass, Psychic or Fairy)

Menione

Region: Cyrodel

Battles Preferred: Spar

Class List: Artificer, Coordinator, Enchanter, Medic, Sage, Stone Warrior, Style Ace, Psionic, Type Ace (Fairy or Rock)

Akuma Servant

Region: Orheim

Battles Preferred: Either

Class List: Astral Mage, Duelist, Enchanter, Hex Mage, Martial Artist, Oracle, Trickster, Type Ace (Dark), Warper

Ayume Servant

Region: Ortheim

Battles Preferred: Spar

Class List: Astral Mage, Artificer, Empath, Enchanter, Fortress, Musician, Oracle, Sage, Type Ace (Fairy)

Choten Tribe

Region: Ortheim

Battles Preferred: Clash

Special: Choten Clash Trainers do not have Pokemon, instead starting with +X Default CS in each Stat, equal to the Trainer Tier.

Class List: Berserker, Fortress, Hunter, Marksman, Martial Artist, Rogue, Roughneck, Skirmisher, Weapon Master

City of Gabrygg

Region: Ortheim

Battles Preferred: Either

Class List: Ace Trainer, Alchemist, Artificer, Berserker, Duelist, Enchanter, Fashionista, Naturalist, Provocateur

Cult of Oblivion

Region: Ortheim

Battles Preferred: Clash

Class List: Berserker, Commander, Hunter, Martial Artist, Samurai, Shade Caller, Skirmisher, Taskmaster, Type Ace (Dark or Ghost)

Gurashi Kingdom

Region: Freya

Battles Preferred: Spar

Class List: Athlete, Artificer, Commander, Fortress, Gadgeteer, Marksman, Samurai, Steelheart, Weapon Master

Delta Tribe

Region: Freya

Battles Preferred: Clash

Class List: Ace Trainer, Duelist, Enduring Soul, Herald of Pride, Roughneck, Sage, Taskmaster, Tempest Mage, Wind Runner

Kyojin Tribe

Region: Freya

Battles Preferred: Either

Class List: Ace Trainer, Commander, Fire Bringer, Herald of Pride, Martial Artist, Oracle, Paladin, Paragon, Samurai

Nesev Colony

Region: Ortheim

Battles Preferred: Either

Class List: Ace Trainer, Alchemist, Artificer, Duelist, Gadgeteer, Saboteur, Skirmisher, Tumbler, Type Ace (Electric or Steel)

Saisho Primalist

Region: Ortheim

Battles Preferred: Either

Class List: Ace Trainer, Aura Guardian, Dancer, Fire Bringer, Frost Touched, Sage, Spark Master, Wind Runner, Type Ace (Electric, Fire, Ice)

Sendoran Village

Region: Ortheim

Battles Preferred: Clash

Class List: Artificer, Enchanter, Hex Mage, Hunter, Rogue, Skirmisher, Trickster, Tumbler, Weapon Master

Tribe of Radiance

Region: Ortheim

Battles Preferred: Spar

Class List: Ace Trainer, Astral Mage, Commander, Fashionista, Glamour Weaver, Medic, Paladin, Sage, Type Ace (Fairy or Grass)

Ryujin Tribe

Region: Freya

Battles Preferred: Either

Class List: Ace Trainer, Commander, Herald of Pride, Hunter, Paragon, Provocateur, Rogue, Samurai, Spark Master

Sakoan Tribe

Region: Freya

Battles Preferred: Clash

Class List: Ace Trainer, Berserker, Frost Touched, Herald of Pride, Illusionist, Rogue, Roughneck, Paragon, Taskmaster

Dinistrion Village

Region: Freya

Battles Preferred: Either

Class List: Athlete, Artificer, Berserker, Duelist, Herald of Pride, Hunter, Marksman, Martial Artist, Roughneck

Chiyu Village

Region: Freya

Battles Preferred: Spar

Class List: Arcanist, Astral Mage, Empath, Chef, Druid, Glamour Weaver, Hex Mage, Medic, Sage

Aura Sanctum

Region: Freya

Battles Preferred: Spar

Class List: Aura Guardian, Athlete, Arcanist, Empath, Disciple, Enduring Soul, Martial Artist, Skirmisher, Type Ace (Fighting)

Taikan Citadel

Region: Freya

Battles Preferred: Either

Class List: Alchemist, Arcanist, Duelist, Earth Shaker, Gadgeteer, Geomancer, Saboteur, Stone Warrior, Steelheart

Astavan Empire

Region: Freya

Battles Preferred: Either

Class List: Ace Trainer, Arcanist, Commander, Dancer, Gadgeteer, Musician, Oracle, Provocateur, Trickster

Kaiyo Colony

Region: Freya

Battles Preferred: Spar

Class List: Athlete, Chef, Empath, Coordinator, Fashionista, Geomancer, Maelstrom, Roughneck, Type Ace (Water)

Clash Class Index

When you're statting a Clash Trainer they can have access to two Classes which can either be fully statted or gain the effects below if you want to make it simpler to battle with. We recommend choosing at least one Combat Class so they can actually do stuff on their turn. As a Reminder, when you're choosing a Combat Class, the Trainer gains 4 Options from the list of their Tier or lower. (Ex: Arcanist Tier 2 gains Resonance Beam, Arcane Fury, Magic Burst and Rending Spell) You can only select classes from the Area's Class List.

Ace Trainer [Support]

Effect: This Trainer's Pokemon start with 2 Stats at +1 CS for their Default Stage. If that Party is Tier 2 or higher, all of this Trainer's Pokemon will benefit from a Signature Technique Modification.

Alchemist [Support]

Effect: The Trainer has access to all Basic Potion. If the Tier is 2+, the Trainer may use Basic Potions as a Swift Action. If the Tier is 3, they may use Greater Potions.

Apparition [Combat]

Passive: Has the Phasing Capability and is treated as Ghost Type.
Tier 1: Ominous Wind, Devious Strike, Wear Down, Frighten (Ability)
Tier 2: Shadow Ball, Shadow Claw, Intimidate (Ability), Pressure (Ability)
Tier 3: Wrathful Blitz, Phantom Fury, Spectral Storm, Deception

Astral Mage [Support]

Effect: Once per Scene the user may shift into the Astral Plane as a Swift Action. While in the Astral Plane they cannot be targeted nor can they act except using a Swift Action to return. Upon returning to the Mortal Plane their Negative CS is reset to +0 CS and they have all Status Afflictions removed.

Arcanist [Combat]

Passive: Always has an Arcane Weapon
Tier 1: Energy Blast, Arcane Fury, Rending Spell, Energy Sphere
Tier 2: Resonance Beam, Magic Burst, Energy Vortex, Arcane Storm
Tier 3: Choose a Type for all Arcanist Attacks to be (Perk), All Arcanist Attacks gain +3 DB (Perk)

Artificer [Support]

Effect: The Trainer and their Pokemon can hold any Item based on their Tier or lower. Tier 1 - Type Boosters / Bracers. Tier 2 - Type Gems. Tier 3 - Type Plates.

Athlete [Support]

Effect: Choose two Stats to become Trained. The Trainer's Trained Stats have their Default values set to +1 CS. If the Tier is 3, they are instead treated as +2 CS and their Pokemon also start with +1 Default CS in those Stats.

Aura Guardian [Support]

Passive: The user has the Aura Reader Capability
Effect: The Trainer gains the Ambient Aura Feature and all of their Damaging Attacks gain the Aura Keyword. If the Trainer is Tier 2 or higher they also learn Aura Sphere and Heal Pulse.

Berserker [Combat]

Passive: Always has a 2 Handed Weapon
Tier 1: Beatdown, Rage, Flail, Enduring Rage (Ability)
Tier 2: Backswing, Weakening Blow, Wounding Strike, White Flame (Ability)
Tier 3: Double Edge, Thrash, Gouge, Fight On and On (Feature)

Botanist [Support]

Effect: Choose 1 Type per Pokemon in the Trainer's Party. Once per Scene when their Pokemon are hit by an Attack that matches a chosen Type, they resist it by an additional Damage Step. The Chosen Type must be a Weakness on that Pokemon.

Empath [Support]

Effect: Whenever the Trainer or their Pokemon gain a Status Affliction they may choose to give it to another ally instead.

Chef [Support]

Effect: Choose one of the following to affect the Trainer's Pokemon. At the start of each Round, their Pokemon gain a Tick of Temporary Hit Points. The Trainer's Pokemon may benefit from 2 Food Buffs of any Item.

Chaos Mage [Support]

Effect: At the end of each Round, roll from the Chaos Arcana Table and apply that effect.

Chronomancer [Support]

Effect: Once per Round as a Swift Action whenever the Trainer or an Ally fails an Accuracy or Skill Check, they may reroll. If the Tier is 3+ this is changed to a Free Action.

Commander [Support]

Effect: The Trainer's Pokemon will be affected by one of the Basic Training Features. Multiply the numerical values of these Features by the Trainer Tier. (Ex: Focused Training Tier 3 is +3 Accuracy and +6 to Skill Checks.)

Coordinator [Support]

Effect: All of the Trainer's Pokemon learn an Innovation Attack that isn't counted towards their Total Attacks. If the Tier is 3, they may use an Innovation Attack as a Scene - Swift Action.

Crimson Mage [Support]

Effect: At the start of each Round you and your allies recover one Tick of Hit Points. If the Tier is 2+ they also gain a Temporary Tick of Hit Points.

Dancer [Support]

Effect: As a Standard Action the Trainer may choose an ally and raise two different Stats by +1 CS. If the Tier is 3, this can be done as a Swift Action.

Disciple [Combat]

- Tier 1:** Power-Up Punch, Fore Palm, Mach Punch, Meditate
Tier 2: Lotus Palm, Drain Punch, Coaching, Discipline (Ability)
Tier 3: Chakra Block, Superpower, Body Press, Natural Cure (Ability)

Druid [Combat]

- Tier 1:** Mega Drain, Razor Leaf, Magical Leaf, Leech Seed
Tier 2: Energy Ball, Leaf Tornado, Ingrain, Leaf Blade
Tier 3: Leaf Storm, Solarbeam, Petal Dance, Effect Spore (Ability)

Duelist [Support]

Effect: The Trainer has access to all Training Orders. If the Tier is 3, the Trainer also may use orders as Swift Actions.

Earth Shaker [Combat]

- Tier 1:** Bulldoze, Mud Shot, Spikes, Mud Dweller (Ability)
Tier 2: Magnitude, Drill Run, Quicksand, Arena Trap (Ability)
Tier 3: Earthquake, Earth Power, Shifting Soil, Mud Shield (Ability)

Enchanter [Support]

Effect: The Runic Energy Bonus from the Trainer's Tier Perk is doubled. If the Tier is 3, each of their Pokemon may also have a limit of RE 3 and gain access to one Rune, gaining benefits from either Offensive or Defensive.

Enduring Soul [Support]

Effect: The Trainer's Pokemon all benefit from +4 to Save Checks and gain the Attack, Endure. If the Tier is 3, they instead gain the Ability Vigor.

Fashionista [Support]

Effect: The Trainer's Pokemon and themselves may benefit from one Fashion Item and can hold up to two Items.

Fire Bringer [Combat]

- Tier 1:** Flame Wheel, Flame Burst, Kindle, Flame Body (Ability)
Tier 2: Flamethrower, Fire Punch, Fire Spin, Solar Power (Ability)
Tier 3: Fire Blast, Firestorm, Flare Blitz, Heat Mirage (Ability)

Fortress [Combat]

Passive: Always has a Shield Weapon
Tier 1: Beatdown, Iron Defense, Protect, Battle Armor (Ability)
Tier 2: Counter-Strike, Quick Guard, Wide Guard, Bodyguard (Ability)
Tier 3: Recoil, King's Shield, Guardian's Punishment (Feature)

Frost Touched [Combat]

- Tier 1:** Ice Shard, Aurora Beam, Mist, Snow Cloak (Ability)
Tier 2: Ice Punch, Ice Beam, Hail, Winter's Kiss (Ability)
Tier 3: Blizzard, Ice Hammer, Aurora Veil, Frostbite (Ability)

Gadgeteer [Support]

Passive: Always has a Technology Weapon

Effect: This must be paired with a Combat Class. Whenever the Trainer uses a Damaging Attack it may instead use their Weapon Range. If they do, they may choose which Offensive Stat to apply to the Attack regardless of Category.

Geomancer [Combat]

Effect: Choose any single Terrain for the Trainer to master and give them 2/4/6 Attacks from that Terrain's Earthen Conduit List depending on the Tier 1/2/3. If the Tier is 2+ they also learn Terrain Pulse.

Glamour Weaver [Combat]

- Tier 1:** Draining Kiss, Star Strike, Sweet Kiss, Fae Blessing
Tier 2: Misty Eruption, Dazzling Gleam, Moonlight, Gentle Vibe (Ability)
Tier 3: Moonblast, Healing Wish, Moral Support, Healer (Ability)

Hex Mage [Combat]

- Passive:** Always has an Arcane Weapon
Tier 1: Confuse Ray, Will-o-Wisp, Energy Blast, Cursed Body (Ability)
Tier 2: Hex, Hypnosis, Curse, Omen (Ability)
Tier 3: Destiny Bond, Grudge, Bane, Shackle (Ability)

Hunter [Support]

Effect: Choose Teamwork or Pack Hunt. The Chosen Ability is given to the Trainer and all their Pokemon. If the Tier is 2 or higher, the Trainer gets access to both of these Abilities.

Illusionist [Support]

- Passive:** Always has the Illusionist Capability
Effect: Through utilizing Illusions to fake out opponents, the Trainer and their Allies gain +1/2/3 Accuracy and Evasion depending on the Tier 1/2/3.

Juggler [Support]

Effect: The Trainer gains access to the Quick Switch Feature. If the Tier is 3, when their Pokemon are swapped out, they recover from all Persistent Status Afflictions.

Maelstrom [Combat]

- Passive:** Always has Gilled and 6 Swim Speed
Tier 1: Aqua Jet, Aqua Ring, Water Pulse, Storm Drain (Ability)
Tier 2: Scald, Waterfall, Life Dew, Hydration (Ability)
Tier 3: Hydro Pump, Riptide, Rain Dance, Torrential Typhoon

Marksman [Combat]

- Passive:** Always has a Ranged Weapon
Tier 1: Bullseye, Salvo, Keen Eye (Ability), Aiming Down the Sights (Feature)
Tier 2: Take Aim, Bleed!, Focus Energy, Sniper (Ability)
Tier 3: Triple Threat, Deadly Strike, Lock-On, Long Reach (Ability)

Martial Artist [Combat]

- Passive:** Gains +2 DB on Struggles and +2 Power
Tier 1: Double Kick, Mach Punch, Focus Energy, Guts (Ability)
Tier 2: Brick Break, Counter, Jump Kick, Reckless (Ability)
Tier 3: Close Combat, High Jump Kick, Sky Uppercut, Cross Chop

Medic [Support]

Effect: The Trainer's Pokemon restore a Tick of Hit Points at the end of each Round. If the Tier is 2 or higher, each of the Trainer's Pokemon may cure themselves of a Status Affliction as a Swift Action once per Scene.

Miasmic [Combat]

Passive: Gains the Amorphous Capability
Tier 1: Acid, Poison Tail, Toxic Spikes, Poison Point (Ability)
Tier 2: Sludge Bomb, Poison Jab, Toxic, Poison Touch (Ability)
Tier 3: Sludge Wave, Gunk Shot, Corrosion (Ability), Deadly Poison (Ability)

Musician [Support]

Effect: Choose a song from the Musician Class. That song will be playing during the Encounter. It will always have a Harmony Level equal to the Trainer Tier.

Naturalist [Support]

Effect: Choose two Types. The Trainer and their Pokemon gain +X Accuracy towards Attacks that match this Type. They also gain +X Evasion against Attacks that match this Type. X is equal to the Trainer Tier.

Ninja [Combat]

Passive: Always has a Small Melee or Short Ranged Weapon equipped and may used gained Attacks as Weapon Attacks.
Tier 1: Double Team, Poison Powder, Poison Fang, Cheap Shot
Tier 2: Cross Poison, Toxic Spikes, Disable, Infiltrator (Ability)
Tier 3: Toxic, Assassinate, Feint, +2 to Poison Effect Ranges (Perk)

Oracle [Support]

Effect: The Trainer gains Oracle Points equal to Triple the Trainer Tier. As a Swift Action, Interrupt when they or their Pokemon are hit by an Attack, they may gain Evasion equal to the spent Oracle Points. This Evasion may exceed the normal Evasion Cap and cause the Attack to miss.

Paladin [Support]

Effect: The user and allies within 3m of them gain Damage Reduction equal to 5 times the Trainer Tier. If the Tier is 2 or Higher, the Trainer may intercept as a Shift Action.

Paragon [Support]

Effect: The user cannot miss Dirty Trick or Manipulate Maneuvers. If the Tier is 2+ the user's Damaging Attacks gain a 15+ Effect range to Disable a Random Attack.

Prism [Combat]

Tier 1: Flash, Swift, Starbeam, Keen Eye (Ability)
Tier 2: Burning Light, Solstice Dance, Tri-Attack, Illuminate (Ability)
Tier 3: Hyper Beam, Morning Sun, All Normal Attacks may be Dark Type (Perk), All Normal Attacks may be Fire Type (Perk)

Provocateur [Combat]

Tier 1: Charm, Sweet Kiss, Tearful Look, Cute Tears (Ability)
Tier 2: Flatter, Swagger, Torment, Mean Look
Tier 3: Attract, Taunt, Lovely Kiss, Cute Charm (Ability)

Psionic [Combat]

Passive: The user can choose to have Telepath or Telekinetic
Tier 1: Psybeam, Cognition Strike, Miracle Eye, Barrier
Tier 2: Psychic, Force Punch, Imprison, Psycho Shift
Tier 3: Future Sight, Psycho Boost, Mind Flay, Magic Guard (Ability)

Rider [Support]

Passive: The Trainer's Medium+ Pokemon gain Mountable 1
Effect: The Trainer may freely mount their Pokemon. While they are mounting a Pokemon they and their Pokemon gain a bonus to Accuracy and Critical Hit Range equal to the Trainer Tier.

Rogue [Combat]

Passive: Always has a Small Melee or Short Ranged Weapon equipped and may used gained Attacks as Weapon Attacks.
Tier 1: Feint Attack, Thief, Cheap Shot, Pursuit
Tier 2: Sucker Punch, Blindsight, Gash, Pickpocket (Ability)
Tier 3: Snatch, Night Slash, Ambush (Ability), Frisk (Ability)

Roughneck [Combat]

Tier 1: Cheap Shot, Mean Look, Headbutt, Intimidate (Ability)
Tier 2: Glare, Slack Off, Frighten (Ability), Roughneck (Feature)
Tier 3: Endure, Double-Edge, Titanic Slam, Mettle (Feature)

Rune Master [Support]

Effect: The Trainer and their Pokemon learn the Attack Hidden Power. It may be any type of the GM's choosing and may either be Physical or Special Category. If the Tier is 3, the Trainer learns two instances of Hidden Power.

Saboteur Support

Effect: The Trainer may gain 3 Rank 1 Saboteur Items, and/or Rank 2 if they're Tier 2 or higher. If the Tier is Rank 3 all Saboteur Items gain an AC of 2 and range of 6, Ranged Blast 3.

Sage [Support]

Effect: The Trainer gains one of the following Attacks. Reflect, Light Screen, Lucky Chant, Safeguard. If the Tier is 2 or higher they instead gain two. If the Tier is 3, they may use one of their chosen Attacks as a Swift Action, Priority (Limited).

Samurai [Support]

Effect: Choose Focused or Brutal Training. The Trainer and their Pokemon benefit from that Basic Training Order. If the Tier is 2 or higher, the Trainer and their Pokemon gain a Bleeding Effect Range of 18+ or extend it by +2.

Shade Caller [Combat]

Tier 1: Feint Attack, Snarl, New Moon, Weird Power (Ability)
Tier 2: Dark Pulse, Shadow Strike, Shadow Veil, Shadow Tag (Ability)
Tier 3: Night Daze, Shadow Snare, Nasty Plot, Conqueror (Ability)

Skirmisher [Support]

Effect: The Trainer gains +3 Evasion. If the Tier is 2, whenever the Trainer avoids an Attack, they may make an AC 5 Status Attack. If it hits, the attacker loses a Tick of Hit Points. If the Tier is 3 they instead may use an At-Will Attack, however it is resisted by an additional step if it hits.

Spark Master [Combat]

- Tier 1:** Shock Wave, Spark, Charge Beam, Static (Ability)
Tier 2: Thunder Punch, Thunderbolt, Thunderstorm, Volt Absorb (Ability)
Tier 3: Thunder, Plasma Tail, Volt Tackle, Plasma Storm

Stat Ace [Support]

Effect: Choose a Stat, Excluding HP. The Trainer and their Pokemon all gain the following based on their Tier. Any given Stats are added to their Extra Column. Tier 1 = +5 Stats. Tier 2 = 10 Stats, +1 Default CS. Tier 3 = 10 Stats, +2 Default CS.

Steel Heart [Combat]

- Tier 1:** Metal Claw, Bullet Punch, Magnet Bomb, Iron Barbs (Ability)
Tier 2: Iron Blade, Flash Cannon, Iron Spikes, Targeting System (Ability)
Tier 3: Plasma Beam, Steel Beam, Meteor Mash, Bulletproof (Ability)

Stone Warrior [Combat]

- Tier 1:** Accelerock, Rock Tomb, Ancient Power, Stealth Rock
Tier 2: Rock Slide, Ancient Strike, Power Gem, Cave Dweller (Ability)
Tier 3: Head Smash, Stone Edge, Meteor Beam, Meteor Shower

Style Ace [Support]

Effect: Choose one Style Tag. Whenever the Trainer or their Pokemon use an Attack that matches that Style Tag they may roll for Accuracy twice, taking either result.

Swarmlord [Combat]

- Tier 1:** Struggle Bug, Fell Stinger, Sticky Web, String Shot
Tier 2: X-Scissor, Signal Beam, Silver Wind, Shed Skin (Ability)
Tier 3: Megahorn, Bug Buzz, Spider Web, Compound Eyes (Ability)

Taskmaster [Support]

Effect: The Trainer's Pokemon are all under the effect of Brutal Trained Orders. If the Tier is 2 or higher they also become Hardened as if the Trainer is in Hard Mode. They may start with any number of Injuries or gain benefits as they're injured in combat. Their Pokemon still suffer Death's Gate Affliction as if they were Normal Mode.

Tempest Mage [Support]

Effect: At the start of the Scene, choose a Type. The Scene starts with Damaging or Boosting Weather of that Type. If the Tier is 3+, it starts with both Damaging and Boosting Weather, however it is treated as one Weather for sake of being replaced.

Trickster [Support]

Effect: Whenever this Trainer's Pokémon inflict a Status Affliction on your Pokémon they may choose one of these effects to apply

- » The Trainer's Pokémon gains +1 in a Random Stat
- » The Trainer's Pokémon gains a Ticks of HP
- » The Trainer's Pokémon gains +3 Accuracy to their next Attack.

Tumbler [Combat]

- Passive:** Gains +1 to High Jump, Long Jump and +2 Overland
Tier 1: Aerial Ace, Splash, Wounding Strike, Run Away (Ability)
Tier 2: Acrobatics, Pierce!, Wear Down, Flutter (Ability)
Tier 3: Bounce, Wild Whirlwind, Whirling Dervish, Dodge (Ability)

Type Ace [Support]

Effect: The Trainer is considered to have the Type Aura (X) where X is their Type Ace Element. If the Tier is 2 or higher, the Trainer may have 1 Aberration that is shifted to the X Type where X is their Type Ace Element.

Warper [Support]

Effect: The user gains the Teleport Attack and a Teleport Speed of 4 (Boosted by Teleport to 8). If the Tier is 2 or higher their Attacks may be shifted to Psychic Type if desired as an At-Will - Free Action for a full round.

Weapon Master [Support]

Effect: The Trainer has two Weapons they can freely switch between as a Free Action, regardless of size. If the Tier is 2 or higher, they have access to both Weapon's Master Weapon Attacks and suffer no penalty from Dual Wielding. Otherwise they only have access to their Adept Weapon Attacks and Weapon Effects.

Wind Runner [Combat]

- Passive:** Always has +6 Sky Speed
Tier 1: Quick Attack, Wing Attack, Air Cutter, Tailwind
Tier 2: Aerial Ace, Air Slash, Wind Blades, Levitate (Ability)
Tier 3: Hurricane, Brave Bird, Windstorm, Rocket (Ability)

Harvest Encounters

Some Trainers may not want to fight all the time, instead they might be the type to go out into the Wild in search of rare items or resources. Considering how Dangerous and unexplored most of Phemenon is, there's bound to be plentiful items for the taking.

Each area as well has a specific set of Items that are unique from other places, so there's bound to be something for everyone! If you want to Harvest you'll need a couple of things:

- » Tell the GM how many Harvests Attempts you will be making, **subtracting 1 Stamina for each.**
- » Tell the GM your Lead Pokémon. **You may only bring one Pokémon with you on Harvests.** This Pokémon is in case you run into any Pokémon while searching for Items!
- » Tell the GM the higher Rank between your Perception or Survival Skill.
- » Tell the GM your planned **Harvest Location.**

Once these details are given, the GM will tell you what options you have for each Harvest Attempt, then they will have a short roleplay session with you finding the said Items.

You are limited in how many Harvest Encounters you can go on per Game Week. The number of times is equal to double your Survival Rank. [Expert Survival = 10 Attempts]

Harvest Encounter Player Rewards

*2 TXP if a Battle Occurred

*3x PXP if a Battle Occurred



Running Harvests

Harvesting barely qualifies as GMing really but it's still something that can be done. Make sure you have the following Information when starting to GM a Player:

Harvest Encounter Player Rewards

*2 TXP if a Battle Occurred

*3x PXP if a Battle Occurred

- » **Make sure they Subtract Stamina** from their Bookkeeping post and inform you how many Harvest Attempts they will be making.
- » Figure out what Pokémons will be their **Lead Pokémon**. This only matters if they run into an Encounter.
- » Figure out what their **Harvest Location** will be. This determines which Encounter Table you roll from.
- » Ask the Player **what their Perception and Survival Rank are** and how many Harvest Attempts they've done this Game Week thus far.

Then do the following:

- » **Roll an Xd20 to determine what Items are found** and added to the Encounter. X is equal to the amount of Stamina spent between all Players participating in the Harvest Attempt. If two Players are in the Party, one spending 3 Stamina and another spending 5, it will be an 8d20.
- » **Inform any Party** of the Items they found. That Party may modify their results based on their Rank.
 - » If any member of the Party has **Adept Rank or Higher Perception or Survival**, each rolled Item they may choose either the **rolled Item or the slot underneath it** (Lower number)
 - » If any member of the Party has **Master Rank or Higher Perception or Survival**, each rolled Item they may choose either the **rolled Item, the slot under it or the slot above it** (Higher Number)
- » **Perform a Small roleplay of the Party finding them Items.**

However if they rolled an Event such as a Pokémon Encounter, you'll need to do the following:

- » **Roll another 1d20.** The Pokémon will be holding that Item. If you rolled another event, congrats, there's two Pokémons now! Keep going until it rolls on an item. If a specific Pokémon is mentioned you do not need to do this.
- » **Stat the Pokémon** based around the level of their Lead Pokémon or the Average between them if Multiple are in a Party.

Once you have a Pokémon holding the item that was rolled by you, you can go through with the Encounter and the Trainer will have to resolve the conflict. Do not have the Pokémon use the item if it was something like an oran berry. Don't use consumables. However if its a booster item like a Fire Booster, they can use the benefits if they want to.

Note: Players can run multiple harvests at once and find multiple items if they have the Stamina for it. However you only get 1 set of GM rewards for running the multiple harvests considering it was just one session.



Rescue Encounters

Every now and then a Party will be overwhelmed by the Wild and fall in combat. Once a Party is fully knocked out, including all active Pokémons and Trainers, a Rescue Party will need to be sent to save them.

Rescue Encounter Player Rewards

3 TXP

3x Pokémon EXP*

If an Encounter fails, the following will occur before a Rescue can even be Attempted:

- » Failed Encounters result in **immediate death for Iron Man Trainers** and their Pokémons. If an Encounter has multiple challenge modes it can still be performed but that Trainer will be dead on arrival along with their Pokémons.
- » Failed Encounters result in **Hard Mode Trainers** having their Injuries set to 5. All Hard Mode Trainers and their Active Pokémons will gain the **Death's Door Status Affliction**. If the rescue is failed they will **immediately die**.
- » Failed Encounters result in **Normal Mode Trainers** and their Active Pokémons gaining an additional **2 Injuries** after the Encounter is over. If this would put them at **6 or more Injuries they'll be set to 8 Injuries instead** and gain the **Death's Door Status Affliction**. If they have **Death's Door and a rescue is failed** they will immediately die. If they **don't have 6 or more Injuries by the time the rescue occurs**, they aren't at risk of dying, though if another rescue needs to occur they gain another 2 Injuries and the process repeats.

Refer to the following rules below on what's involved in a Rescue Encounter:

- » A number of Trainers within the Region may form a rescue Party **equal to the original party in numbers**, so if 3 Trainers were knocked out, a maximum of 3 Trainers can rescue them. Once they reach the original encounter area they'll discover the unconscious Trainers and whatever Pokémons were left alive before the last party failed.
- » Encountered Pokémons will be **restored to their maximum health** (keeping injuries), have their Combat Stages reset to 0 and all volatile status conditions will be removed (Keeping Persistent Conditions). It will be treated as a new Scene, so all Frequency is also reset.
- » The new party will face the **same Encounter** as the failed party, keeping any Events rolled as well such as location conditions and weather effects. If any Pokémons were fainted they **remain fainted**. One Pokémon will also be added to the Encounter that is based around the average level of the Rescuers. Two instead show up if the Rescue Party size is 3 or more.
- » Rescues can only occur with Trainers that are **within the Region of the Encounter Area**. This can be ignored if a Trainer has the Rescue Beacon Artifact active at the time of a Rescue needed.



Running Rescues

Be careful when running rescues. As this has the highest probability of killing Trainers and Pokémons. Don't throw low balls but just know these are very tense situations at times!

Rescue Encounter Player Rewards

3 TXP

3x Pokémon EXP*

If an Encounter fails, the following will occur before a Rescue can even be Attempted:

- » Failed Encounters result in **immediate death for Iron Man Trainers** and their Pokémons. If an Encounter has multiple challenge modes it can still be performed but that Trainer will be dead on arrival along with their Pokémons.
- » Failed Encounters result in **Hard Mode Trainers** having their Injuries set to 5. All Hard Mode Trainers and their Active Pokémons will gain the **Death's Door Status Affliction**. If the rescue is failed they will **immediately die**.
- » Failed Encounters result in **Normal Mode Trainers** and their Active Pokémons gaining an additional **2 Injuries** after the Encounter is over. If this would put them at **6 or more Injuries they'll be set to 8 Injuries instead** and gain the **Death's Door Status Affliction**. If they have **Death's Door and a rescue is failed** they will immediately die. If they **don't have 6 or more Injuries by the time the rescue occurs**, they aren't at risk of dying, though if another rescue needs to occur they gain another 2 Injuries and the process repeats.

GM Things to Keep Track of:

- » A number of Trainers within the Region may form a rescue Party **equal to the original party in numbers**, so if 3 Trainers were knocked out, a maximum of 3 Trainers can rescue them. Once they reach the original encounter area they'll discover the unconscious Trainers and whatever Pokémons were left alive before the last party failed.
- » Encountered Pokémons will be **restored to their maximum health** (keeping injuries), have their Combat Stages reset to 0 and all volatile status conditions will be removed (Keeping Persistent Conditions). It will be treated as a new Scene, so all Frequency is also reset.
- » The new party will face the same Encounter as the failed party, keeping any Events rolled as well such as location conditions and weather effects. If any Pokémons were fainted they remain fainted. **One Pokémon will also be added to the Encounter** that is based around the average level of the Rescuers. **Two instead** show up if the Rescue Party size is 3 or more.
- » Rescues can only occur with Trainers that are **within the Region** of the Encounter Area. This can be ignored if the rescuing party has the Rescue Beacon Artifact currently active.
- » **Keep track of current injuries** before you start the encounter, knowing **who's in Death's Door** and who is just injured and unconscious.

Request Encounters

Welcome to the **Request Board!** The Guild will occasionally put up requests in the Guild hall where members can accept them. These encounters are usually brought upon by changes in the World that usually lead to narrative impact that involve NPCs, Locations and other story elements. While some requests may be simple fetch quests of a Trainer who needs more berries or a specific item, others may be a request to take down an upcoming guardian before they're out of control, and impacts from these requests may impact long term story developments.

Requests have **4 Different Ranks and 5 Different Categories**, each with their own style and power level.

The **4 Ranks** are the following:

- » **Bronze Rank** - This rank is set aside for newer Guild Members, as they're usually tasks that the Guild wouldn't bother veterans with, such as smaller threats
- » **Silver Rank** - This Rank is for the moderately strong Guild Members, being able to take higher threats that are too strong for the newbies but slightly menial for veterans
- » **Gold Rank** - This rank is for the Veteran Guild Members, all hands on deck grade A Threat. This is set aside for the issues that need the strongest Trainers.
- » **Fable Rank** - Fable Rank is based around a specific Trainer. The Encounter will be balanced around their Trainer level which will be listed accordingly.

The **5 Categories** of Request are the Following:

- » **NPC Request** - This Request is given by an NPC. Usually they're more fetch quest oriented with an occasional encounter based on what is plaguing the City/NPC. This request is usually to help allies.
- » **Player Request** - This Request is given by other Players. If a Player Enchanter really needs a Dragon Claw from the Bluffs, they'd make a request here and pay for the reward out of pocket.
- » **Bounty Request** - This Request is similar to NPC Request but more encounter based, having a threat that needs to be dealt with and once dealt with the reward is given.
- » **Mercenary Request** - This Request is usually the ethically ambiguous tasks, requiring something harsher to be done but with a better reward.
- » **Fable Request** - This Request is player centric and usually focused around a Player's Character Arc or story involving them

If you're a GM who wants to perform a listed Request, contact a Moderator to get details, as there are usually encounter specifics.

As a reminder here are the rewards for running a Request Encounter. However if you made the request you are running and have had it approved by a Moderator, **the rewards listed are Doubled!**

Request Encounter Player Rewards

5 TXP

5x Pokémon EXP*

Request | Event GM Rewards

Session Duration	GM Rewards
Less than 1 Hour	» Honor - 2 » Rare Candy - 4
1 Hour to 2 Hours	» Honor - 3 » Rare Candy - 6
2 Hours to 3 Hours	» Honor - 4 » Rare Candy - 8
3 Hours or More	» Honor - 5 » Rare Candy - 10
Every Additional Hour beyond 4 Hours gains \$1,000.	

Gauntlet Encounters

Gauntlet Matches are central events that serve as entertainment within many regions. Located in many Colosseums and Arena, Gauntlets are held where Trainers can test their strength against others, including the Wild.

Gauntlet Encounter Player Rewards

5 TXP	5x Pokémon EXP*
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These serve as an equivalent to Gladiator Rings in many other media. Each Trainer is given a **Rank 1 Gauntlet Badge** that upgrades as you win more Gauntlet Encounters. Depending on the Rank of your Gauntlet Badge, you can challenge increasingly difficult Tiers of **Gauntlet Matches**. Each higher tier also increases the difficulty and rewards substantially. Within the lore of the World, high ranked Gauntlet Matches are marvels to watch for entertainment sake. Trainers that are high Tiered are viewed as superstars in battle, with high tiered matches filling up stadiums of attendees. Depending on which arena you go to, Gauntlets will be treated differently. When going on a Gauntlet Encounter you may choose which Arena you go to depending on which Region you're in.

Aethian Gauntlet - This Gauntlet is seen more in an honorable sense of testing might and prowess in battle. Knights often battle here for prestige and notoriety at being the best within the city. As such, **only Spars occur** in Aethian Gauntlet Matches. **Instead of Gabrian Coins, winners get 1000x its value in Money.**

Ortheim Gauntlet - This Gauntlet is far more guts and glory. No honor is needed as strength and wit is the only thing tested here. Ortheim Gauntlets are far known for their brutality and sheer excitement with large threats and massively impressive battles. As such, **Spars will never occur** in Ortheim Gauntlet Matches and the loser could possibly die in combat, which the audience isn't adverse to.

Gauntlet matches are different depending on the tier, but each match is **always Full Combat**. On the Players side, there are **always 2 Combatants** on the Field, being either 2 Pokemon or the Trainer and a Pokemon. If the trainer is not an active participant in battle they **cannot take actions except to switch combatants**. The Trainer can have at most 3 Pokemon in their Party, some of which will be in reserve. When a combatant faints, it is immediately replaced by a reserve combatant when the current turn finishes, if one is available. However many combatants are on the opponent's side and in their reserve is dependent on which tier you challenge.

At the start, you have a **Rank 1 Gauntlet Badge**. Whenever you defeat a Gauntlet Encounter in the highest Tier you can challenge, you **upgrade your Gauntlet Badge to the next Rank**. You can challenge any Tier of which you have an **equal to or lower Rank Number**. Example: A Trainer with a Rank 3 Gauntlet Badge can challenge Tier 1, 2 or 3. If they challenge and beat Tier 3, they upgrade their Badge to Rank 4. The Maximum Rank your Gauntlet Badge can be is **Rank 8**. The chart below shows each Gauntlet Tier and the corresponding Encounter you will face. Each Tier grants rewards, including Gabrian Coins used for the Gabrian Regional Stores.

Tier	1 - Batch of Wilds	2 - Gauntlet Challenger	3 - Wild Swarm	4 - Wild Beast
Encounter	4 Pokemon. Strongest Level -5	1 Clash Trainer from listed Gauntlet's Arena Strongest Level	1 Swarm Boss and 2 Pokemon. Strongest Level	1 Raid Boss and 3 Pokemon. Strongest Level +10
Rewards (On Win)	4 Rare Candies 3 Gabrian Coins	6 Rare Candies 4 Gabrian Coins	8 Rare Candies 5 Gabrian Coins	10 Rare Candies 6 Gabrian Coins
Tier	5 - Gauntlet Champion	6 - Horde of Wilds	7 - Wild Guardian	8 - Tag Team Champs
Encounter	1 Clash Trainer from listed Gauntlet Arena Strongest Level +20	6 Pokemon Strongest Level +15	1 Raid Boss, 3 Pokemon, 2 Minions Strongest Level +20	2 Raid Bosses 4 Minions Boss Level +40
Rewards (On Win)	12 Rare Candies 8 Gabrian Coins	14 Rare Candies 10 Gabrian Coins	14 Rare Candies 15 Gabrian Coins	20 Rare Candies 20 Gabrian Coins

Pokeballs and Social Captures are banned from Gauntlets for lack of excitement.

Running Gauntlets

Running Gauntlets can be fairly challenging but is likely a fun and tense encounter that can be enjoyed by both the Player and the GM. Each match is dependant on the Tier. Refer to the rules before for running gauntlets.

Gauntlet Encounter Player Rewards

5 TXP

5x Pokémon EXP*

- » **Determine the 3 Pokemon they'll bring in their Party.** Also determine their strongest Pokemon Level, this is what the Encountered Pokemon will base their levels around.
- » Determine **what Tier** they will be facing. Also determine **which Gauntlet** they will be challenging. They will need to be in the appropriate region to challenge that Gauntlet.

Once you have the following information, randomly roll for a **Gauntlet Event**, then refer to the chart below for details on how to stat the Encounter of that Tier.

Gauntlet Event

In order to keep matches entertaining, the staff in Gauntlet Arenas keep the element of surprise against contenders. This ensures each match is different and the competitor cannot properly prepare and make encounters one sided. **Before each Gauntlet Encounter, randomly roll to see how the match is adjusted.**

1 - Custom Battlefield - Before the match, the battlefield will adjust based on a vote by the audience (fluff)

- (1) **Winds of Battle** - Storms will gale throughout the Arena and Tailwind will be in effect. At the start of each Round, roll 1d2 to determine which side it benefits. 1 - Challenger. 2 - Opponent.
- (2) **Mists of Battle** - An Icy wind will gale throughout the floor of the Arena. At the start of each Round, roll 1d20. On a roll of 15+, all Combatants have their Combat Stages reset to their Default Value.
- (3) **Equality of Battle** - A weird aura will envelop the Arena. All Held Items, Accessories and Enchantments on Weapons will be nullified during this Scene.
- (4) **Mystery of Battle** - A weird aura will envelop the Arena. All Initiatives will be reversed. The round goes lowest to highest.

2 - Storming Applause - At the start of combat, the GM will choose a type from one Pokémon on the opponents team. The Damaging or Boosting Weather for that Type will occur during the match. Removal of this weather will result in disqualification.

3 - Heckling Audience - At the end of each Round, a random audience member will heckle a random combatant. They will use one of the following attacks. Swagger, Flatter, Taunt, or Torment.

1 - Batch of Wilds	2 - Gauntlet Challenger	3 - Wild Swarm	4 - Wild Beast
The Challenger will face 4 Wild Pokemon that are Strongest Level -5. To determine the Pokemon, select an area within the Gauntlet's Region and randomly roll for 4 Pokemon, rerolling any other result. The Wild Pokemon will have 2 Combatants on the field and 2 in Reserve.	The Challenger will face a Clash Trainer, fluffed as another Gladiator looking to rank up. To determine the team, Choose the Trainer Class and randomly select their Pokemon from any area in the region. Their Pokemon will be equal to the Strongest Level. This Trainer will have 2 Combatants on the field and 2 in Reserve. This Trainer can benefit from any Equipment and its Pokemon can benefit from any Service a Trainer would have access to.	The Challenger will face 1 Swarm Boss Template and 2 Pokemon that are equal to the Strongest Level. To determine the Pokemon, select an area within the Gauntlet's Region and randomly roll for 3 Pokemon, rerolling any other result. The Encounter will start with only the Swarm Boss on the Field. Each time the Swarm boss loses an Initiative (Health Bar), one of the 2 Reserve Pokemon will join the Encounter.	The Challenger will face 1 Raid Boss Template and 3 Pokemon that are Strongest Level +10. To determine the Pokemon, select an area within the Gauntlet's Region and randomly roll for 4 Pokemon, rerolling any other result. The Encounter will start with the Raid Boss and 1 Pokemon on the Field, with 2 Pokemon in Reserve. If the Raid Boss loses an HP Bar or the other Pokemon faints, a Pokemon will join the Encounter.
5 - Gauntlet Champion	6 - Horde of Wilds	7 - Wild Guardian	8 - Tag Team Champs
The Challenger will face a Clash Trainer, fluffed as a frequent battler or Champ of the Gauntlet with Pokemon that are Strongest Level +20. To determine the team, Choose the Trainer Class then you can choose what 3 Pokemon the Trainer will have from any Adventure table not in an Ultra Dimension and is legal. This Trainer will have 2 Combatants on the field and 2 in Reserve. This Trainer can benefit from any Equipment and its Pokemon can benefit from any Service a Trainer would have access to.	The Challenger will face 6 Wild Pokemon that are Strongest Level +15. To determine the Pokemon, select an area within the Gauntlet's Region and randomly roll for 6 Pokemon, rerolling any other result. The Wild Pokemon will have 3 Combatants on the field and 3 in Reserve.	The Challenger will face 1 Raid Boss Template, 3 Pokemon and 2 Minions that are Strongest Level +20. To determine the Pokemon, select an area within the Gauntlet's Region and randomly roll for 6 Pokemon, rerolling any other result. The Encounter will start with the Raid Boss, 1 Pokemon and 1 Minion on the Field, with 2 Pokemon and 1 Minion in Reserve. If the Raid Boss loses an HP Bar or the other Pokemon faints, a Pokemon will join the Encounter. Minion Pokemon cannot use the Regroup Loyalty Buff	The Challenger will face 2 Raid Boss Templates, 4 Minions that are Strongest Level +40 (This overrides the Raid Boss Level Adjuster). To determine the Pokemon, you may choose any Pokemon within the Gauntlet's Region. The Encounter will start with the Raid Boss, 2 Minions on the Field, with 2 Minions and 1 Raid Boss in Reserve. If a Raid Boss faints, the other Raid boss will Join. Reserve Minions don't come out until the Reserve Raid Boss joins, to which they both will also join. Minion Pokemon cannot use the Regroup Loyalty Buff

Running Task Encounters

Task Encounters or Patronage Requests are Encounters that are related to Legendary Pokemon and Players pursuing a Patronage with them. They are premade Encounter Scenarios that are randomly rolled or specific to each Legend that you are given details on how to build them for the Player, which encompass all other Encounter Types such as Clash, Adventure or Raid Encounters.

Whenever a Player wishes to pursue a Patronage they must meet with that Legend in an Encounter, whether through rolling them or forcing them. Once they express the interest to do so, ask what their current stage is with their Patronage. They can either ask for an Acolyte, Bishop or Deacon Request, or they can ask for a generic Task in order to increase their influence with the Legend. In addition ask for their current Patron Rank to determine how the Legend already sees this Player. Once you know what they want, type the following command (Without brackets), then the Bot will message you with the relevant information. **You cannot use these Commands unless they're to GM someone else, using to gain spoilers will lead to punishment.**

» They want to become an Acolyte

Command: !patronage minor [Legend Name]

This will give you the details for the Minor Request for this Legend

» They want to become an Bishop

Command: !patronage major [Legend Name]

This will give you the details for the Major Request for this Legend

» They want to become an Deacon

Command: !patronage pact [Legend Name]

This will give you the details for the Pact Request for this Legend

» They want a Task to be given

Command: !patronage task [Legend Name]

This will give you the details for a Random Request that can be given to the Player.

Once a Task is determined, perform any of the following:

» You as the GM can stat the Encounter and perform it yourself

» You can pass on the information to the Player if its something they have to gather.

» You can pass it onto another GM who will run it in the future, all depending on the context of the Request.

» If you cannot GM it and do not plan to, explain what the Player needs to do, then give the Task Name to the Player, so a Future GM may get the info directly from a Moderator without spoiling the Player.

If a Player is meeting a Legend to instead confirm the completion of a Task or submitting things that were involved with a Task, ask for the information of the Request or Task they're completing, then enact the resolution of the Task as the Legend, then distribute Patron Points to all participants directly involved in the Task or Request. (Ex: If a Task allows for multiple Players, all Players gain the Patron Points)



Roleplaying

Roleplaying is an essential part of storytelling and worldbuilding. We want the Guild of the Undaunted to feel like some place that's alive and bustling. We want it to feel like a growing guild and we want members to interact outside of quests and missions like they're actual friends and teammates. Therefore we encourage people to visit the Roleplay channels to just interact with people.

However beyond casual Roleplaying as your own character we are also offering the chance to earn rewards for Roleplaying as NPCs in special Roleplaying sessions. After all, why having a World full of characters if you can't interact with them? This isn't limited to only NPCs but this type of session is meant to give rewards for all types of Roleplaying in a structured format, after all, Roleplaying is what drives forward plot and Character Development far more than any encounter can offer you. Follow the Bullet Points below to set up a Roleplaying session.

» **Gather a Group of Players who want to Roleplay.** The Group can be any size but everyone needs to participate, everyone participating will get the rewards. You can't stand around and say two things. The Roleplay should also be moderately detailed. Once a group is gathered go into the appropriate Roleplay Channel.

» **Decide who you're Roleplaying as.** You can roleplay as yourself or as an NPC. In this Link it will show a list of current NPCs and what they're like if you need details about them. If you ever have a meta question and are unsure how an NPC will respond, ask a Mod or Azure and they'll inform you what they'll say or know.

» **Decide the purpose of the Session.** This is what distinguishes casual roleplay from sessions, there needs to be a reason to why people are meeting, and once the reason is settled the session concludes. This can be anything provided it takes enough time. Here are some examples: A group of members have lunch while discussing a recent adventure, A member wants to talk with an Astyrian Trader to learn more about the village culture, A local cultist wants to spread his faith with unsuspecting youths, A group of bandits pick on a lone member. A new member joined and some players want to greet them, A member wants to discuss guild relationships with Elizabeth, A member wants to talk about reviving a fossil with Serena, etc.

» **You can only Roleplay in an appropriate area.** If you're on an exploration you can't roleplay on the side considering your character is in that location. However if you wanted to transition an exploration into a Roleplay at that area with whoever is around you, that also does count towards gaining rewards. For example. If i was in Astry Island for an exploration I could segue after the session ended that a villager ran into the group and we had to settle the conflict and talk with each other about our mission into the forest. If you do that however you need to mark the time where it starts and the exploration has to end at that point But by the time you're done you'll have the roleplay rewards and the exploration rewards, also needless to say but everyone also needs to be on board with the transition, but if someone needs to leave they can always move on and get only Exploration rewards.

Once the following has been decided, naturally just start the roleplay keeping the goal in mind and who you're rping as. Before you start however, mark the Starting Point of the Roleplay Session, by the end you're going to need to know how long the Roleplay lasted. When the session ends you'll also need to have someone delegated to write a Session Results as well. In the results you'll have to note who participated, how long the session lasted, what the summary of the roleplay was, etc. Refer to the chart below to determine the Rewards for each Member who participated.

Session Time	Rewards for Each Player
Less than 1 Hour	1 TXP 1 Rare Candy
1 Hour to 2 Hours	2 TXP 2 Rare Candy
2 Hours to 3 Hours	3 TXP 3 Rare Candy
More than 3 Hours	4 TXP 4 Rare Candy

Fable Campaigns

While the Server is structured in the sandbox play by post format, sometimes people get the urge to create more structured and sequential formats, using the world as a setting which leads to Campaigns being formed. There are two types of Campaigns, **Fable Campaigns** and **Server Campaigns**.

Server Campaigns - Server Campaigns focus around content creation for the entire Server. The focus of the Campaign encompasses and affects everyone and encourages a wide array of members to join at specific points to assist and help resolve the issues brought on by the Campaign. This also usually results in a multitude of thematic events or requests being created that are problems caused by the issues behind the Campaign, allowing for multiple characters to assist and for players to work together to succeed. This can possibly involve a Natural Disaster brought on by a singular foe and the campaign encompasses resolving issues brought with the disaster and bringing the foe to justice. Server Campaigns do not require new Characters and can be performed by nearly all Levels.

Fable Campaigns - Fable Campaigns, on the contrary, focus around a small group of members and content creation around a singular idea that is isolated from the Server and World at large. Events in this Campaign usually do not affect the world at large unless the completion of the Campaign would start to do such. These Campaigns are often ran in private and off-server as, as the rest of the world would likely be unaware of what is going on in these Campaigns until a pivotal moment is reached. Fable Campaigns are often shorter in scope and consist of faster progression and a Maximum of 4 Players that cooperate or compete to finish the Campaign objective. Once these Campaigns finish, Events or Requests usually occur as a direct result that may affect others in the Server, possibly even introducing new antagonists. Fable Campaigns can also be ran as a series of Requests, but are usually a few sessions in length and don't require new characters.

Fable Campaign Basic Rules

- » At the start, a Campaign Synopsis is created, declaring the number of Players needed, the Plot of the Campaign, the Character Creation info and the estimated length. The GM may decide to either gauge for interest and then choose applicants or have them apply with Character submissions and then choose a Party from that point onwards. All details, including Character Creation are dependant on the GM. Once chosen, Players will be invited off-Server to discuss further Campaign details and organize a Session 0.
- » Once the Campaign has reached a closing point and all Characters have reached a finishing point, they become NPCs. They are then handed to the Moderators to control as they see fit, with input from the Player on how they react and what they may do from this point onwards until their eventual defeat if possible.
- » Characters created in a Fable Campaign are allowed to participate in normal Server Activities so long as they don't disclose Campaign details, and whenever they do they gain Double Rewards from any session performed. This is default unless otherwise disclosed that for certain reasons they cannot interact with the world by the GM. **Characters created for Fable Campaigns do not take up a Character Slot** and can be played whenever.
- » Fable Campaigns may have a Trainer Experience Cap, limiting what Level you can reach until a Campaign Session is completed, which will then increase the Cap. This allows you to do activities with the Character outside the Campaign but still maintain a group power level.
- » Once per Week or possibly more there will be what is known as a **Campaign Session**. All Characters in the Campaign must join this session at the agreed upon time and plot relevant activities will occur. Before this Session, all Players will be increased to the TXP Cap automatically.
- » Possibly multiple times per week, the GM may offer **Side Quest Sessions** for specific Players or groups. These sessions are not relevant to the Plot but are likely relevant to the players and more personalized compared to randomized sessions. These sessions also may provide more unique rewards catering to the player.
- » If desired by the GM, their Fable Campaign can be [Pay to Play]. This means before a Session occurs, the Player must pay the GM a standard Fee agreed upon at the start of the Campaign. This info will be upfront in the Campaign Synopsis. Whatever the standard rate for a Campaign Session is, Side Quests would usually be half the listed amount. A suggested rate would be \$10 for a Campaign Session and \$5 for a Side Quest.



HOMEBREW CONTENT

Server Homebrew

Part of the main appeal of being in a Living World Server is that things are always changing. The world is changing, the plot is changing, the rules are changing. One season you could be relaxing on the beach and catching Pokémons, while the next season could trigger a volcanic apocalypse as nuclear winter descends on one of the Regions. One minute you could be friends with those around you and next minute a Civil war could be breaching in the Guild where one side allies with Kyogre wanting to purge the dangerous areas with flooding, and Groudon wanting to remove the sea for more land for Humans.

As such, the Server is constantly evolving with new content in hopes of striving towards a more balanced and enjoyable system. Considering PTU has been abandoned by the original developers in pursuit of *Pokémon Odyssey*, we still feel like *Pokémon Tabletop United* is something worth keeping at its core values. However, much like the original dev's vision, PTU needs so much fixing that they found it easier to just remake it from the ground up to something different. Where we differ is that the Server's Campaign is attempting to polish PTU and balance it while keeping its core identity. Considering the wide variance and variety in build options, Pokémons options and Trainer activities, the possibilities are limitless in this System.

While it will never be fully balanced and if you even attempt to break the system you will succeed in flying colors, we at the Guild of the Undaunted believe that fun is a much higher importance than overall balance of the system. While we do rework a lot of aspects of the system and add much more ontop of it specific to our Campaign, Players having

fun in a setting where they aren't held hostage by a single GM and their vision is the most important ideal. In our setting you can spend months on end creating new Characters and exploring an expansive world with seemingly no end in enjoyment. And while activities at time may be stale, there's always something new to try around the corner.

As an example of design philosophy, let's take Breeding. Conceptually it's a broken mechanic that was ported from the Video Games. In a tabletop setting it is quite literally multiplying Pokémons with a timer delay. While it would make sense to remove this entirely to simplify the system, we instead decided to double down and fix the problem of its simplicity. Now with our version of breeding, each Pokémon has the chance to be bred with unique alterations and variance that you can't achieve by searching for Pokémons in the wild. The amount of options achievable are only limited by the imagination of the player, and we believe this is the best option rather than outright removal despite it being easy.

This philosophy is expanded across the entire server with every mechanic, which is the core of this system rework. And while it may be easier at times to outright remove things that don't work (Which we do at times), and the stuff we implement such as Alchemy can be easily abused, we feel as though the fun and creativity derived from these systems far outweigh the trouble of broken builds. Also the benefit of being a Campaign Specific System means we can control what is created. This isn't a system version that is meant to be used by multiple GMs and should be condensed for abuse prevention, therefore we can be more flexible and fix things as issues arise.

Town Creation

While some people are fully content with free Guild Dormitories, some may seek further grandeur. Players may choose to live in a **Public Town** (With Mayor Permission) or create one of their own. They may only change Towns twice per Season. Upon a Town's Creation, the Creator becomes the Mayor and is designated to handle all bookkeeping for said Town. **A character can only be an Occupant in one Town at a time.**

Town Treasury

Each Town has a **Treasury**. Any Occupant of the Town may deposit Money, Items or Scrap into the Treasury. The Treasury may only be used for Town related services as approved by the Mayor, such as using Artifact Effects, Expansions Effects, Monument Effects, Building Material, Town Reparations, Town Events, etc. If an Effect refers to costing money, Treasury Money or Player money can be used.

Town Home Region

Each Town has a **Home Region** which is chosen upon Creation. This may factor into things such as Events, nearby Towns and possible effects referring to areas near your Town. **If you have a Vehicle Town** your Home Region is considered wherever the Town currently is.

Town Specialty

Each Town has a **Town Specialty**. This Specialty primarily allows you to gain bonus effects from certain Expansions or Monuments you may build. Your Town Specialty may also be a factor in some events which could alter it. You gain a **Primary Specialty** upon Town Creation however Towns with the City Town Type can gain a **Secondary Specialty**, which can grant you more effects. If these two would ever clash in effects or bonuses, go with your Primary Specialty, otherwise both apply. All Spiritual Specialties must choose a Legendary to be their Patron upon Creation. You may change a Specialty once per Season, however it causes two Uprising Events.

Available Specialties - Academic, Communal, Cultural, Martial, Mercantile, Industrial, Spiritual

Town Upkeep

Each Town has an **Upkeep Value**. This Money must be paid from the Town Treasury at the start of each Week. If the Upkeep is not paid in full at the start of the Game Week, no Buildings may be used until paid, then your Town rolls an **Uprising Event**. Whenever all Occupants of a Town are Inactive, the Town is also considered Inactive. As soon as an Occupant returns, it is considered the start of the Game Week for that Town for Upkeep / Effects.

!Town-Event | !Uprising-Event (Command to roll events)

Allies	20 Influence or Above. Strong Allies at 50.
Neutral	19 through -19. No Benefits
Enemies	-20 Influence or Lower. Strong Enemies at -50.

Town Type

Each Town has benefits depending on its **Type**. In order to create a Town you need to spend the **Initial Cost** from the Treasury, or the difference in price between the Current Type and the Type you're upgrading to. **Regardless of a Town's Type it can be fluffed however you choose.** The Chart shows each **Town Type, Costs and Benefits:**

Off the Grid	\$0 to Build
	» This Town has one Town Specialty, does not pay Upkeep Costs and has all Money / Scrap Material Costs halved for Buildings. » This Town cannot have other Occupants and can never Upgrade.
Private Home	\$20,000 to Build
	» This Town can ignore up to \$4,000 of Upkeep Costs. » This Town has one Town Specialty.
Settlement	\$40,000 to Build
	» This Town can ignore up to \$6,000 of Upkeep Costs. » At the start of each Game Week roll a Town Event. » This Town has one Town Specialty. » Whenever your Town gains Influence they gain +1 more.
City	\$100,000 to Build
	Requirement: Town has existed for at least a Full Season » This Town can ignore up to \$8,000 of Upkeep Costs. » At the start of each Game Week roll two Town Events. » This Town has two Town Specialties. » Whenever your Town gains Influence they gain +2.
Vehicle	\$10,000 + Chosen Town Type
	» This Town gains the benefits of whatever Town Type it chooses. » This Town is treated as a Mountable 50 Pokemon with a Swim or Overland Speed of 6. » If the Town is based off a City you can gain the Trading Port or Floating City Monument for no Cost or Upkeep but you still need the Requirements.

Global Influence Tracker

Each Town gains a **Global Influence Tracker**, from a Scale of -50 to 50. Whenever a Player that is Occupying the town **gains Notoriety**, they may choose a Town in that Region to apply the same Influence Value (This may be overruled by the Mayor). If a Player that is Occupying this town performs an action that would be deemed **Negative**, they lose Influence at a value determined by a Mod. Influence can also become automatically set by a Mod and cannot be changed until a condition is met. **One Instance of this is Town Enemies.** Some Towns may have a list of Enemies. If you're at least an Ally with that Town, all of its Enemies are set to -20 Influence, same with Strong Allies and set to -50 Influence, neither can be changed while allies. Additionally, you may treat Player Created Towns as any Influence Rank without needing Influence. Mechanically, your Town can **trade with any Ally** and they may help you narratively and you **cannot trade with any Enemy**.

Artifact List

Each Town may create **Buildings**. Towns may have a limitless number of Services however **each Building adds to the Town's Upkeep**. **Artifacts add \$500**. **Expansions add \$1000**. **Monuments add \$1500**. At any Point a mayor may Choose to make a Building **Inactive**, after doing so rolling an **Uprising Event**. An Inactive Building may become Active if you pay its Upkeep to the Town at the start of the Game Week. A Building may be taken down at any time to refund its Treasures and half the Scrap and Money used to build it, which triggers **2 Uprising Events**. Buildings can only be built once per Town unless otherwise specified.

Note - "An Occupant may do X twice per Week" means each Occupant. It will specify if you're limited to something a number of times between all Occupants.

Artifact List

Artifact Name	Material to Build	Artifact Effect
Ancient Canvas	\$10,000, 5,000 Mech Scrap, Origin Mural	Occupants in your Town may spend 1 Stamina to target a Pokemon that knows Hidden Power and replace its Type with a Type of their Choosing.
Apiary	\$10,000, 5,000 Food Scrap, 1 Vespiquen, 10 Combee or Vespidrone	Any Honey that you gain from the Harvest (Honey) Capability instead become Deluxe Honey.
Artifact Display	\$10,000, 5,000 Equipment Scrap, Any amount of Unique Major Treasures, An amount of Minor Treasures	At the start of the Week, you add \$300 for each Unique Major Treasure and \$150 for each Minor Treasure that was invested in the Artifact Display into your Town Treasury. You may add Treasures after the Artifact Display has been created. Stash Treasures cannot be invested as Minor Treasures. If you have at least 5 Unique Major Treasures, your Mayor also gains +2 Notoriety to any Region at the start of the Week.
Astral Altar	\$10,000, Fantasy Essence, Dread Essence	Requirement: You have an Occupant that has a Patronage with Darkrai or Cresselia or are allied with a Town that has them as their Patron. You may enter either the Dream or Nightmare Plane in the Astral Plane Adventure Area, Ignoring Required Equipment. Your Party Members may also ignore the Required Equipment.
Cell Generator	\$10,000, 5,000 Mech Scrap, Powered Core	The Town has a Communal Power core. Upon spending \$2000, 5 Power Cells are added to the core. Any amount of Power Cells can be used by an Occupant with Mayor permission. Additionally, 2 Power cells are added at the start of each Game Week. These cells are decayed and less powerful and may not be used towards summoning Zygarde
Chemical Mixer	\$10,000, 5,000 Chem Scrap, Alchemical Fountain	Once per Week add 1000 Chemical Scrap to your Treasury. At the cost of 1 Stamina you can add 800 Chemical Scrap to your Treasury.
Deific Offering	\$10,000, 5,000 Food Scrap, Golden Idol	Twice per Week, for 3 Stamina an Occupant may roll a 1d50 then multiply the result by 100. You gain that much money. If you roll a 40 or above you gain +3 Stamina. If you roll a 50, you gain +6 Stamina and +3 Patron Points in the chosen Legend you offered to.
Draconic Bush	\$10,000, 5,000 Food Scrap, Draconic Healroot	At the Start of the Week, each Occupant gains 2 Draconic Berries. These Items are treated as Greater Healing Potions but are not treated as Berries or Alchemical Items. These Items cannot be traded or sold.
Energy Storage	\$10,000, 5,000 Mech Scrap, Charged Core	The Energy Storage can hold Stamina equal to the number of Town Occupants times 10. With the Mayor's permission any Occupant can withdraw or deposit Stamina from or into the Energy Storage. A Player can only Deposit or Withdraw a Max of 10 Stamina per Week between all their Characters in this Town. Stamina stored this way is not removed upon a Week Ending.
Eon Orb	\$10,000, 5,000 Food Scrap, Life Dew	Occupants of your Town may turn all Pokemon in an Encounter into the Friendly Disposition, however they must pay 2 Stamina after the Encounter is over. This excludes Encounters with Treasure, in Ultra Space, Narrative based Requests, or any Guardians and Legendary Pokemon. If the Encounter is Wandering Intent, the GM must curate the Encounter to have a Friendly Disposition or else reroll if not possible.
Enriched Fertilizer	\$10,000, 5,000 Food Scrap, Fertile Soil	The Plants in the Farm Slots of this Town gain a +1 to Yield Rolls.
Environmental Habitat	\$10,000, 5,000 Food Scrap, 10 Pokemon of the Same Naturewalk	The effects of Environmental Habitat are dependent on the Pokemon's Naturewalk used to create it. While this Artifact is in effect, your Pokemon that match the corresponding Naturewalk gain Double Loyalty from all sources except other Artifacts or Expansions. A Town may have multiple of this Artifact, but each instance must be a different Naturewalk.
Fossil Cleaner	\$10,000, 5,000 Mech Scrap, Prehistoric Remains	Occupants in this Town are treated as having the Paleontologist Trait. If they already do, it costs no Stamina to Revive a Fossil. All non-Pristine Fossils have their Base Stats increased by +1 if Revived in this Town's Home Region by an Occupant of the Town

Artifact Name	Material to Build	Artifact Effect
Hexbound Connector	\$10,000, 5,000 Chem Scrap, Maniacal Manuscript	Any Occupant of the Town may link to a Runic Network by having a hex either tattoo'd on them or inscribed in an Item. While a Trainer is in the Runic Network they are treated as having the Telepathy Capability but only may communicate with those in the Network. This is removed if a Trainer is no longer an Occupant of the Town
Holy Fountain	\$10,000, 5,000 Equipment Scrap, 1 Droplet of Purity	At the Start of the Week, each Occupant gains 2 Holy Waters. These Items are treated as Greater Curative Potions but are not treated as Alchemical Items. These Items cannot be traded or sold.
Library Archive	\$10,000, 5,000 Equipment Scrap, 6 Different Non-[Limited] Books	The 6 Books from the Material Cost are put in the Library Archive. Any Occupants in the Town may read or use effects from Studied Books in this Archive as if they had Ownership of the Book. Books may be added to the Archive at any time to increase selection of this effect.
Mystic Altar	\$10,000, 5,000 Food Scrap, Mythical Bait	Twice per Week for 1 Stamina, Occupants may choose an Area within the Home Region, then roll on the Encounter Table, rerolling Yellow Slots. The rolled Pokemon approaches the Altar with a Friendly disposition and may be captured at Level 5 and 5 Loyalty Points. If a Swarm Slot was rolled, 2 Pokemon may instead appear. The Nature of the Pokemon are random. Cannot be used on Gabrygg Gardens.
Mythical Flute	\$10,000, 5,000 Equipment Scrap, Primordial Instrument	Occupants in this Town may expend 2 Stamina when going on an Encounter in the same area as their Patron or the Town's Patron. If they do, the Guardian Event is automatically rolled. In addition for \$5,000 in material, the Town's Patron may be summoned to the Town and rp with as many Occupants as desired. This only works for Legends that are Encounterable and if the Town has a Home Region in the same location as their Encounter Area.
Pokemon Stable	\$10,000, 5,000 Food Scrap, 3 Pokemon with the Mountable Capability and at least 8 Overland	When going on Adventures in Areas within this Region, Occupants do not need to pay Stamina to perform an Adventure Trial. Occupants do not need to pay Stamina to travel to a Region that would only cost 1 Stamina from your current Location. This bonus only applies when traveling via a Mounted Pokemon.
Prismatic Refractor	\$10,000, 5,000 Chem Scrap, Prismatic Diamond	Whenever an Occupant dowses, if they roll a 3, they get a shard of any Color.
Prism Portal	\$10,000, Ancient Artifacts, 1+ Prism Shard	At the cost of 3 Stamina or \$2,000, Occupants may open a Portal to the Ultra Space area that corresponds to any of the Prisms used to create this Artifact. If you used Multiple Prisms to create this you can choose which one to use. This Artifact may be upgraded with Prisms after it's been made to add options of what Area to go to. A Corrupted Artifact can be used as a Material in order to open a Portal to the Distortion Dimension as well. These Portals only stay open for 3 IRL Days.
Rescue Beacon	\$10,000, 5,000 Mech Scrap, Academic Handbook	Occupants of the Town are aware of all Rescue Encounters that need to occur regardless of your current Region. Whenever Occupants Travel to a Region in order to perform a Rescue Encounter, it does not cost Stamina or Money to do so, regardless of Travel Method.
Recycling Station	\$10,000, 2,000 Scrap of each Type, Gear Blade	Occupants may spend 1 Stamina to get 500 Scrap of any Kind. You may also trade 500 of any Scrap for 300 of any different kind of scrap other than Luxurious Material.
Runic Chest	\$10,000, 5,000 Equipment Scrap, Unown Tablet	Each Occupant gains a 4x2 ft chest that has rune insignias over its surface. Any appropriate sized items may be stored here. The Chest may only be opened by its owner or the Rune Master who enchanted it (NPC or Player). It may be disenchanted only by a Rune Master with Virtuoso Occult Edu after spending 15 Cumulative Stamina.
Teleport Network	\$10,000, 5,000 Luxurious Material (Mech Scrap), 1x Cosmic Residue	Requirement: You have the Satellite City Expansion Occupants in this Town may Teleport from this Town to any Satellite City built by this Town or vice versa at no Travel Cost, regardless of distance. Additionally this may be built, ignoring the Requirement, but must be in the Town of an Ally. If the Ally is a player it allows them to use it as if they had the Teleport Network as well. (They don't pay upkeep)
Timeburnt Incubator	\$10,000, 5,000 Mech Scrap, Timeburnt Willow	This Artifact is treated as a Hatching Kit and may have Eggs hatch within 24 Hours of being placed inside. The Timeburnt Incubator has one slot for each Occupant. When an Egg hatches from the Timeburnt Incubator it can hatch at any Level to the Trainer's Maximum Pokemon Level.
Training Dummy	\$10,000, 10,000 Equipment Scrap	For 2 Stamina from both an Occupant and the target, Occupants may also Train a Trainer (Including yourself). If the Target does so, they gain TXP equal to the Occupant's Command Rank. Trainers can only be Trained once per Week. .
Training Equipment	\$10,000, 5,000 Equipment Scrap, 3 Tokens of Valor	Whenever Occupants Train a Pokemon you may choose to boost the Trained Pokemon by +5 Levels. This may affect a Pokemon multiple times if they're Trained more than once.
Ultra Infuser	\$10,000, Strange Artifact, 3 Prism Shards	All Occupants of this Town are Immune to Combat Stage Debuffs as a result of Ultra Dimension Area Effects.
Weapon Case	\$10,000, 5,000 Equipment Scrap, Expensive Ore	Occupants may Bind 1 AP to a Weapon or Armor they own to Polish them. This may be bound multiple times with a different Weapon or Armor targeted each time. While this AP is bound, polished weapons gain +1 to Accuracy Rolls and polished armor gives +1 to Evasion. Shields can count as either a Weapon or Armor but must be chosen upon Binding.

Expansion List

Expansion List

Expansion Name	Material to Build	Expansion Effects
Alchemist Foundry	\$15,000, 10,000 Chem Scrap, Alchemical Fountain	<p>Once per Week each Occupant gains one of the following: 3 Basic Potions of any Type, 2 Greater Potions of any Type, 1500 Chemical Scrap.</p> <p>Academic Bonus - At the cost of 50 Cumulative Stamina and \$10,000 your Town may research a new Potion. After its creation, all Occupants within this Town with Expert or Higher Med Edu may gain a Recipe that creates the Potion. The created Potion can typically be made combining different Type Extracts or other materials but its Effects and Materials must be approved by a Moderator.</p> <p>Martial Bonus - Whenever an Occupant in this Town becomes under the effect of a Potion Item in Combat, they may gain +1 CS in any Stat as a 1 AP - Swift Action."</p>
Artificing Studio	\$15,000, 10,000 Chem Scrap, Philosopher's Stone	<p>Whenever an Occupant of the Town would gain a Shard from any Source except Shard Clusters, instead of rolling to determine the color you may choose which it is. Whenever an Occupant Dowses, they add 1d6 to each Roll.</p> <p>Academic Bonus - Occupants of this Town may enable, enchant, disable or disenchant Runes on or off of their applicable Items at no cost. This does not require the user to have the Runeweaver Edge.</p> <p>Industrial Bonus - Your Town gains 5 Farm Slots. By combining 10 Shards of the Same color you may create a Shard Cluster of the same color. This Shard Cluster is treated as a Plant that is a Tier 1 Flower. Only Occupants may harvest from a Shard Cluster. Shard Clusters are additionally affected by anything a normal Plant would be affected by such as Yield Bonuses but only requires Gem Lore to harvest. Whenever a Cluster is harvested, the Occupant may add half their Occult Edu Rank to the Yield Roll."</p>
Blacksmith Forge	\$15,000, 10,000 Equipment Scrap, Tempered Titanium	<p>Once per Game Week, add 2000 Equipment Scrap to your Treasury. At the Cost of 1 Stamina Occupants may add 1000 Equipment Scrap to the Treasury. Occupants within your Town may use Scrap from the Town Treasury to craft Weapons or Equipment that are possible through Traits.</p> <p>Academic Bonus - When Weapons are crafted by an Occupant, they may choose which Adept and Master Weapon Attack they get, provided it's the same Weapon Type and Category.</p> <p>Martial Bonus - Any Occupant may donate Weapons crafted by an Occupant of the Town to another Non-Player Town to gain +1 Influence per (Non-Training) Weapon granted to that Town. The Occupant that Donated this way also gains +1 Fame, with Notoriety going towards the Region the Town is located in.</p>
Corporate Headquarters	\$30,000	<p>You create a Corporation, and may invite Characters to join it. They do not have to be Residents of your Town to join but are not considered Town Residents if they're only a part of the Corporation. A character may only join one Corporation at a time.</p> <p>Your Corporation has a Goal Counter that's equal to $5+X$ where X is equal to the amount of people in your Corporation times 5 (Excludes the owner). At the end of each Week you gain Counters equal to the number of Corporation members. Whenever an Corporation Member invests 5 Stamina in Income, add +1 Counter. Once the Goal Counter is reached, the Project has been completed each Corporation member that has contributed 4 or more Counters gain \$2,000 and 2 Fame. Then select a Region to start a new Project in. If you have 5 or more members (Excluding the owner) then you gain an additional \$1,000 and 1 Fame upon completing a Project. Gained Notoriety is in the Region that the Project is in. Your Corporation has a Notoriety Rank of 1. Anyone that is a part of your Corporation may invest Fame into a collective pool in order to buy a Notorious Trainer Reward for the Corporation (Ignoring Prerequisites), which instead has a Max Rank of 10. Whenever your Corporation completes a Project, members who contributed 4 or more Counters gain additional money equal to the Corporation Notoriety Rank multiplied by \$500.</p> <p>Cultural Bonus - Upon the completion of a Project, each member gains additional Fame equal to half the Notoriety Rank of the Town Mayor. (Rounded up) Notoriety gained this way is based on the Region the Town resides in.</p> <p>Spiritual Bonus - Each week, count the number of members with legendary patronage. Add 1 counter for each acolyte, 2 counters for each Bishop and 3 counters for each Deacon.</p>

Expansion Name	Material to Build	Expansion Effects
Crafting Workshop	\$15,000, 10,000 Scrap of any Type, Conservation Thesis	<p>All Occupants have a -1 Stamina discount on Crafting Recipes. (Minimum 1 per Session)</p> <p>Communal Bonus - Other Occupants in this Town may spend Stamina whenever a different Occupant would spend Stamina on Crafting Recipe Sessions. These Sessions use discounts from the Crafter, not the one spending Stamina.</p> <p>Industrial Bonus - Once per Week, the Mayor may add 2000 Scrap per Occupant (Including the Mayor) into the Town Treasury. Occupants of this Town may use Scrap in the Treasury when Crafting for their personal usage, provided they have the Mayor's Approval.</p>
Diplomatic Embassy	\$15,000, 10,000 Food Scrap, Heart Jewel	<p>Thrice per Game Week between all Occupants, for 3 Stamina an Occupant of the Town may visit a Town in their current Region and enact Diplomacy with them. The Town gains Influence with that Town equal to the Occupant's Charm, Guile or Intimidate Rank of their choosing. Additionally they may choose to roll a d20 to determine how the meeting went. If the result is 6 or less, they instead lose Influence equal to half their chosen Rank. If the result was 7-11 there is no change. If the result was 12 or above the town instead gains 1.5x the Influence. This effect may be overruled if the Town cannot gain influence from a location until a condition is met.</p> <p>Cultural Bonus - When the d20 is rolled with the base effect, the results are instead the following. 4 or less gains half the Influence. 5-10 is the normal value. 11-16 is 1.5x the Influence and 17+ is double. All results are rounded down.</p> <p>Martial Bonus - Occupants of your Town that have the Covert Network Trait do not need to spend Money or Stamina to activate its effects. In addition at the cost of \$5,000 from your Treasury, any Occupant with the Covert Network Trait may ignore its Frequency</p>
Legendary Shrine	\$15,000, 10,000 Food Scrap, Sacred Texts	<p>Requirements - Your Town has the Spiritual Specialty A Player may visit your Town and ask for a Blessing at the Shrine by paying \$1000 (Limited once per Week). After doing so they gain one of the following Blessings at the start of their next Encounter. An Encounter may only benefit from one blessing.</p> <ul style="list-style-type: none"> » Blessing of Luck - Once during the Encounter, the Player or an ally may turn a missing accuracy check into a 13. This does not trigger any Effect Ranges or Critical Hits. » Blessing of Miracles - Once during the Encounter if a combatant is hit by a Critical Hit, it is instead treated as a Normal Hit. » Blessing of Protection - A Legendary Blessing enters the field which may be expended to reduce an Attack that would've been Massive Damage by one damage step. <p>Communal Bonus - All Occupants of the Town may be treated as though they have the Legendary Attunement Trait. If they already had this Trait, it can be used once per Week without spending Stamina or its Frequency can be ignored once per Week.</p> <p>Cultural Bonus - At the start of each Game Week, all Occupants that have at least 30 Patron Points with the Town's chosen Legendary gain Fame equal to the Notoriety Rank of the Mayor. Notoriety gained this way goes to the Region the Town is currently in. This Town is automatically allies with any Town that shares its Patron. .</p>
Luxury Resort	\$30,000, Geothermal Core, 2 Treasures with "Ore" in their name	<p>Once per Game Week, roll 2d4. That is the total number of high ranking officials that have visited your Resort this Week. For each Official, determine the Town it derives from by randomly rolling from all Towns on the Influence Chart. Each Official grants your Town +1 Influence with that Town. Enemy Towns will be rerolled. If a Town is at Max Influence your Mayor instead gains +1 Fame for that instance.</p> <p>Cultural Bonus - Your Mayor's Notoriety directly impacts the image of your Resort. Instead of rolling 2d4, roll 2dX where X is equal to double the Mayor's Notoriety Rank.</p> <p>Mercantile Bonus - Each Official donates money into your Town Treasury based on their Influence. If they're Neutral, they give \$300. If they're Allies they give \$500. If they're Strong Allies they give \$1,000.</p>
Marketplace	\$20,000, 10,000 Equipment Scrap	<p>Requirement - 1 Ally in at least 4 Different Regions or 1 Strong Ally with a Mercantile Town Occupants have access to all Trade Shops regardless of if they're allies or not. If the Occupant is not in a Town Home Region or the Shop's Region when using this Effect it costs \$500 to ship the purchased Items to whichever Region they're currently in.</p> <p>Cultural Bonus - Whenever an Occupant of this Town sells Items to one of the Town's Allies that weren't purchased from an NPC or Player, keep track of how much money they make. Each time an Occupant gains \$5,000 this way they gain +1 Fame, with Notoriety going towards the Region of the Allied Town. Each Town has a separate Tracker.</p> <p>Mercantile Bonus - Whenever an Occupant would craft a Recipe that requires Equipment Scrap, they may instead use Mech Scrap. Occupants of this Town may create Luxurious Material (Mech Scrap) at a rate of 3 per 1 Material</p>

Expansion Name	Material to Build	Expansion Effects
Mechanist Studio	\$15,000, 10,000 Mechanical Scrap, Rare Machinery	<p>At the cost of 2 Stamina from any Occupant, 2000 Mech or Equipment Scrap is created.</p> <p>Academic Bonus - Occupants in your Town may craft Automaton Frameworks for \$3000 or 3000 Mechanical Scrap if they have at least Expert Tech Edu.</p> <p>Industrial Bonus - Whenever an Occupant would craft a Recipe that requires Equipment Scrap, they may instead use Mech Scrap. Occupants of this Town may create Luxurious Material (Mech Scrap) at a rate of 3 per 1 Matieral</p>
National Library	\$15,000, Fabled Encyclopedia, 5 Different Books	<p>Occupants of this Town only need to spend 2 Stamina to Read Books instead of 3.</p> <p>Academic Bonus - Whenever an Occupant of the Town Reads a Book, if they have at least Novice Rank in the book's Topic, they may instead use their General Education to make Study Checks.</p> <p>Communal Bonus - Occupants in the Town may assist Players with Study Checks by paying 1 Stamina. They may only do this if the assisted Player pays their full Study Check per assistance. To do this, roll a Study Check for the Book they're reading, then half the roll and add the result to the Player's Study Check. This cannot be used for Encryption Checks. "</p>
Pokemon Nursery	\$20,000, 10,000 Equipment Scrap, Breeding Manual	<p>Occupants in your Town may give any amount of PXP to Pokemon in their Storage instead of Active Battlers.</p> <p>Academic Bonus - For 2 Stamina, any Occupant may teach a Tutor Attack to their Pokemon</p> <p>Communal Bonus - Once per Week, each Occupant may gain a random Egg (No Breeding benefits). Whenever an Occupant of the Town donates a Pokemon to a non-Occupant Trainer that is Trainer Level 10 or under the Town gains +2 Influence in the Town corresponding to that Player's Heritage. If none is applicable, instead add \$500 to the Treasury. The Town cannot gain more than 10 Influence in total this way per Week.</p>
Recovery Room	\$15,000, 10,000 Chem Scrap, Healing Mineral	<p>At the end of each Encounter, Occupants of the Town have their Pokemon healed back to Full HP, are cured of any Afflictions and are cured of up to 5 Injuries. Players outside the Town may use this Effect however they must spend \$150 per Pokemon or Trainer, which is added to the Treasury.</p> <p>Martial Bonus - Occupants within this Town that have Expert Med Edu are treated as having the Emergency Procedures Technique. Whenever a Battle Scar would be treated in this Town, the condition of waiting a set period of time doesn't need to be met.</p> <p>Industrial Bonus - For 2 Stamina, any Occupant can target a Pokemon and heal an Injury off them, ignoring the Weekly Limit.</p>
Research Lab	\$15,000, 10,000 Chem Scrap, Rebirth Fragment	<p>At the cost of X Chemical Scrap any of the following Pokemon may be created at Level 5 as if it was hatched from an Egg with Master Pokemon Edu: Koffing, Grimer, Solosis, Trubbish. X is equal to 3000 minus 300(Y) where Y is equal to each Rank above Untrained Med Edu Rank.</p> <p>Academic Bonus - At the cost of 2 Stamina, whenever a Pokemon is created through the Research Lab, roll a d20+your Med Edu or Tech Edu Rank (Depending on which effect). On a 16+ They gain an additional Medium Breeding Change. On a 26+ They are created as an Aberrant of any Type. An Aberrant can only be gained this way once per Week.</p> <p>Industrial Bonus - At the cost of X Mech Scrap any of the following Pokemon may be created at Level 5 as if it was hatched from an Egg with Master Pokemon Edu: Magnemite, Beldum, Klink, Baltoy, Golett, Bronzor, Cyrodine Bronzor, Cyrodine Baltoy, Meltan. X is equal to 3000 minus 300(Y) where Y is equal to each Rank above Untrained Tech Edu Rank."</p>
Royal Garden	\$15,000, 10,000 Food Scrap, Blessed Soil	<p>Your Town gains 15 Farm Slots which can be used to plant anything that is approved by the Mayor. Each Occupant in the town may harvest from Plants in these Farm Slots however they still can only be harvested from once per Week. Money in the Treasury may be used to buy Garden Slots and add to the number of Farm Slots your Town has.</p> <p>Communal Bonus - Each Occupant may Harvest from Plants in Farm Slots in your Town, regardless if another Occupant Harvested from it.</p> <p>Industrial Bonus - Your Town gains 3 Stamina each Game Week, which may only be used on Farming Actions.</p>

Expansion Name	Material to Build	Expansion Effects
Satellite City	\$50,000	<p>You build another Town that is connected to this Town through some sort of communication network, then your main Town is considered your Capital. The new town has its own Home Region and Specialty and may have Buildings built there instead of in the Capital. It shares a Treasury with the Capital and any Upkeep from Buildings made there go to the Capital's Upkeep. Otherwise the Satellite Cities and the Capital are considered one Town for the sake of choosing where to live. You may build up to 8 Satellite Cities, each time you may choose a separate Home Region and Specialty if desired, however the Satellite City Bonuses do not Stack and Upkeep is considered as one Expansion, nor are Satellite Cities considered Towns for the sake of Town Type Benefits. This can only be built in your Capital Town. This cannot be built on Towns with the Type of "Off the Grid".</p> <p>Cultural Bonus - Whenever you would gain Influence in a Town that shares a Home Region with your Capital or Satellite City, you gain an additional +2 Influence.</p> <p>Mercantile Bonus - The Initial Cost for Satellite Cities are reduced by 10% for each Ally Town in the Region you're building this Expansion (Max 50%). "</p>
Tavern	\$15,000, 10,000 Food Scrap, Verdant Bark	<p>Once per Week, add 1000 Food Scrap to your Treasury. All Occupants in the Town are considered to have the Bar Brewmaster Trait. Additionally Beer may be crafted for \$200.</p> <p>Communal Bonus - For 2 Stamina you may add 1500 Food Scrap to your Treasury. The Tavern is considered to have an NPC that knows the Tasty Snack, Chef's Specialty and Leftover Recipes and can use resources in the Treasury to make Items for the Town Occupants, however these Items cannot be sold or traded</p> <p>Mercantile Bonus - At the start of each Week, each Occupant gets a Snack Bundle from the Tavern. This Bundle can consist of 3 Tier 1 Items and 1 Tier 2 Item from the list here: Tier 1 - Any Tasty Snack, Hearty Meal, Bait. Tier 2- Coffee, Stat Vitamin"</p>
Training Arena	\$15,000, 10,000 Equipment Scrap, Banner of Command	<p>All Occupants may Train their Pokemon twice per Week instead of once. At the cost of \$3,000, the Mayor may select a Pokemon owned by one of the Occupants to increase to the Max Level for their Trainer Level.</p> <p>Communal Bonus - When Occupants train a Pokemon, they may spend \$1,000 to teach one of the Pokemon any Attack on their Tutor List.</p> <p>Martial Bonus - When Occupants train Pokemon, they may instead use their Athletics or Combat Rank, replacing instances of Command.</p>

Monument List

Monument List

Monument Name	Material to Build	Monument Effects
Deific Cathedral	\$20,000, 15,000 Equipment and Food Scrap, Phantasmal Art, Primordial Instrument	<p>Once per Week, a Player may make an offering to any Legendary by offering \$3000 or Scrap of any Kind; they then gain +2 Patron Points for that Legendary. If the Player is an Occupant of the Town no offering cost is needed however if they still include an offering they gain +2 extra Patron Points.</p> <p>Cultural Bonus - Upon building the Deific Cathedral you immediately gain +25 Influence with any Town that shares a Patron with the Town's Patron and immediately lose -25 Influence to any Town that is enemies with your Town's Patron.</p> <p>Spiritual Bonus - Whenever an Occupant completes a Task involving the Town's Patron, they gain double the Patron Points. Whenever a Player makes an Offering to the Town's Patron they instead gain +3 Patron Points. The bonus for Occupants stacks with this. "</p>
Floating City	\$20,000, 15,000 Mech Scrap, Hurricane Crystal, Plasmic Ore	<p>Requirements - An Occupant in the city is Bishop with a Legend in the Sky Domain or the Town is Strong Allies with a Town that has a Legend in the Sky Domain as a Patron</p> <p>Your Town, regardless of fluff, starts to levitate and float nearly 200 Feet into the air. If your Town was purchased as a Vehicle, they are able to Travel via flying and are considered a Mountable 50 Pokemon with a Sky Speed of 6.</p> <p>Academic Bonus - If your town is a Vehicle and has the Prism Portal you can additionally move your town into Ultra Space whenever a portal is open. While your Town is in Ultra Space you may visit Ultra Dimensions without needing a Portal, requiring 2 Stamina to move the town to a different dimension. Your town has no Home Region while in Ultra Space.</p> <p>Mercantile Bonus - Whenever the Mayor decides to move the Town to a different Region, it only costs 1 Stamina regardless of the Region distance and once Per Game Week it costs 0 Stamina. "</p>
Gauntlet Arena	\$20,000, 15,000 Equipment Scrap, Weapon of the Ancients, Elixir of Vigor	<p>Your Town may create a custom Gauntlet Circuit. You may set up any restrictions and the specific Encounters for each Tier Rank. Pokemon must be donated into the Monument in order to be set up for the Gauntlet.</p> <p>Cultural Bonus - Whenever a Player that isn't a Town Occupant completes a Tier in this Gauntlet, all Occupants in this Town gain 2 Fame.</p> <p>Martial Bonus - Gladiators can now be bet on when they fight. An Occupant may spend 1 Stamina and spend up to \$5,000, then select their odds. Good Odds is a DC 5, Average Odds is DC 10 and Underdog Odds are DC 15. If they win Good Odds they gain their bet back and ½ its amount. If they win Average Odds they gain double their bet. If they win Underdog Odds they gain double their bet and half of their bet amount is added to the Treasury. "</p>
Grand Academy	\$20,000, 15,000 Equipment Scrap, Fabled Encyclopedia, Academic Handbook	<p>Your Mayor may hire Professors to fill the Academy. A Professor can only be hired if they have a Master Rank Edu Skill and can only be a Professor for one Grand Academy at a time. Once per Game Week, Professors may pay 5 Stamina while in the Home Region of the Town in order to perform a Lesson, after doing so they gain Money equal to their Income multiplied by 7. Occupants that are professors only need to pay 3 Stamina to perform a Lesson. At the end of each Game Week the Mayor must determine how many Professors performed Lessons, then they add money to their Treasury equal to \$500 times the number of Lessons performed.</p> <p>Academic Bonus - Whenever an Occupant would make a Study Check for reading a Book, they may treat the Rank of the Skill Check as one Rank Higher (Including if the Skill were to be replaced). If a Skill would become Virtuoso this way the Skill Check is treated as 8d6. If the Skill was already Virtuoso add a +2 Modifier to the Check.</p> <p>Spiritual Bonus - Your Town is more well known for its Spiritual Leaders. Whenever a Professor performs a Lesson they gain Fame based on their Patronage Rank with Notoriety going to the Town's Home Region. Acolyte gains +1 Fame, Bishop gains +2 Fame, Deacon gains +3 Fame. If any of the Professors would match the Patron of the Town or be in the same Domain as them, they gain an additional +2 Fame. "</p>

Monument Name	Material to Build	Monument Effects
Hot Springs	\$20,000, 15,000 Chem Scrap, Volcanic Pumice and Molten Ore or a Geothermal Core	<p>Any Player may visit the Hot Springs with Mayor Permission to relax with a Pokemon, increasing their Loyalty by +5. This may be done twice per Week for free by Town Occupants. For any Player outside the Town or by an Occupant beyond the free uses, it costs \$1000 per Usage. A Pokemon can only benefit from the Hot Springs once per Week. If a Player outside the Town uses the Hot Springs, add \$500 to your Treasury.</p> <p>Cultural Bonus - Whenever a Player would use the Hot Springs, they instead may relax with two Pokemon per usage. Occupants in this Town may have their Pokemon affected by a Hot Springs twice per Week.</p> <p>Spiritual Bonus - Whenever Occupants use the Effect of the Hot Springs, Pokemon instead gain +10 Loyalty. Pokemon that are affected by the Hot Springs also are cured of 2 Injuries (Within Weekly Limit) and are Fully Restored of HP and Afflictions.</p>
Mercenary Guild	\$25,000, 10,000 Equipment Scrap, Sketchy Bribes	<p>At the cost of \$1,000 the Mayor may make a Recruitment Check. When making a Recruitment Check, roll a 1d20+X. X is equal to your Mayor's Notoriety Rank. On a 12 or higher you recruit one NPC. On a 22 or higher you instead Recruit two NPCs. The Maximum number of Recruited NPCs you can have is 6. Each Recruited NPC can be given a Task during the Game Day which expends an NPC Action. You may spend 1 NPC Action to perform a Harvest Check in your Home Region. You may also spend 1 NPC Action to hunt for a Pokemon in an Exploration Area in your Home Region. Doing one of these Actions in a non Home Region costs 2 Actions instead. To do so, roll a d20 with a DC Dependent on Rarity. Common (2 Slots) is DC 8. Rare (1 Slot) is DC 12. Very Rare (20 Slot) is DC 16. Pokemon gained this way become Level 5 with 0 LP. (Areas with Guardian Encounters are rerolled)</p> <p>Martial or Mercantile Bonus - You may expend 2 NPC Actions to hunt for Treasure in Adventure Areas in your Home Region. After determining an Area, determine the Pokemon or Treasure they will hunt for and roll a D20. On a 2 or Less, the NPC Will die and you'll lose them. On a 3-10 they come back Injured and require \$1,500 to be healed or they will leave. Depending on the Treasure Rarity the D20 will determine if they found the Treasure, following the DCs here. Stash Treasure is DC 12. Minor Treasure is DC 17. Major Treasure is DC 19.</p> <p>Spiritual Bonus - The Notoriety Rank Modifier is doubled if your Mayor is at least Bishop Rank with the Town's Patron. NPCs you recruit may be used as Missionaries for your Towns Patron, doing services or attacking other Towns. Each of these cost 2 NPC Actions. Regardless of the Action roll a d20. If the NPCs were performing a Service, select a Town and it gains Influence based on the roll result [1-12: +3 Influence. 13+: +5 Influence]. If the NPCs were Attacking a Town they lose -10 Influence and your Town adds the following to the Treasury [1-20: \$2000. 10-15: 2000 Scrap of any Kind. 15-20: 3000 Scrap of any Kind]. If the NPCs attacked and the d20 was 8 or less, one NPC dies.</p>
Mining Quarry	\$20,000, 15,000 Mech Scrap, Abyssal Fossil, 10 Pokemon with Tremorsense	<p>At the cost of 3 Stamina any Occupant can go on a Fossil hunt in an Area within this Town's home's Region, then roll a d20, then add the higher of your Pokemon Edu or Survival Rank as a Modifier to the result. On 10-24 you find a Random Fossil. On a 25+ you find an Ancient Fossil. Occupants can only find one Ancient Fossil this way per Week.</p> <p>Mercantile Bonus - Whenever an Occupant goes on a Fossil Hunt, if they roll 18+ they may instead discover a Rare Gem. This Gem can be sold, giving you 3d200 x\$10.</p> <p>Industrial Bonus - Whenever an Occupant uses the Quarry's Effect, they may roll Xd6, where X is the result of the Fossil Hunt Roll. This is treated as a roll for a Dowsing Check and you gain Shards based on the result.</p>
National Treasury	\$25,000, Golden Idol, Charm of Avarice	<p>You may act as though your Town has the Financial Investor Trait, using money from the Treasury to perform its effects. The Bonus for this Trait is ignored.</p> <p>Mercantile Bonus - Instead of losing half your declared amount on a 5 or less, it becomes 2 or less. 3-10 instead breaks even. In addition the Trait has its Frequency changed to Weekly x3 - Extended Action.</p> <p>Industrial Bonus - The Upkeep of your Town caused by Buildings is reduced by $\frac{1}{2}$. This does not affect Satellite Cities.</p>

Monument Name	Material to Build	Monument Effects
Nature Preserve	\$20,000, 15,000 Food Scrap, Primal Seed	<p>Requirements - Royal Gardens You may have up to 5 Pokemon in the Nature Preserve at a time per Occupant in the Town. Pokemon in the preserve cannot be used in battle and must be left in the Preserve for at least 3 IRL Days to gain its benefits. At the start of each Game Week, Pokemon in the Preserve gain 5 Loyalty, are fully healed including non battle scar injuries and gain Levels equal to half the Mayor's Trainer Level. Non Occupant Pokemon may also be left in the Nature Preserves with permission of the Mayor, however cannot exceed +15 Loyalty Points.</p> <p>Communal Bonus - You gain 10 Farm Slots in your Town. At the start of each Game Week, each Occupant may gain 1,000 Food Scrap or 2 Berries of any Tier that aren't Treasures.</p> <p>Cultural Bonus - At the cost of \$20,000 and 10,000 Equipment or Mechanical Scrap you may improve your Nature Preserve, increasing its level by 1. (Default 0, Max 5). For each Level your Nature Preserves is, the amount of Loyalty gained is increased by +3. In addition your Treasury gains \$1,000 at the start of each Game Week per Level.</p>
Performance Theatre	\$20,000, 15,000 Equipment Scrap, Ancestral Instruments, Phantasmal Artwork	<p>For \$1,500 any Occupant may change the Style Tag of any Pokemon's Attack. A Pokemon may only have one Attack changed this way at a time. Occupants in this Town gain +2 TXP whenever they complete an RP that is focused around a Performance or Festival.</p> <p>Communal Bonus - Once per Week per Player for 4 Stamina any Player may put on a Performance for your Town. To do so, make an Acrobatics, Charm or Focus Check depending on the performance, then add a modifier that is double their Notoriety Rank. They gain Money equal to the result x\$100. On a 20 or above they gain +2 Fame with Notoriety gained this way going to the Town's Home Region. On a 30 or Above they gain an additional +3 Notoriety. If the Player performing this is not a Town Occupant, half the money gained instead goes into the Treasury.</p> <p>Cultural Bonus - Stamina can be invested into the Performance Theatre until it reaches 80 Cumulative Stamina. Once this is reached, the Town can host a Festival or Cultural Event. Once this occurs, choose three Towns to increase Influence by 10, add \$10,000 into the Treasury and each Occupant gains 8 Fame, with Notoriety going to a Region of the Player's choice. Once per Season if organized by the Players this may have additional requests and mechanical events. This Event must be different each time or rewards are foregone.</p>
Shipping Port	\$20,000, 10,000 Equipment Scrap, Triterran Astrolabe	<p>Occupants in this Town are considered to have a Mountable Pokemon with 6 Fly or 6 Swim Speed at all times. Regardless of which Region you Travel to, it only costs 1 Stamina. If the Town Type is a Vehicle, you may designate one Region to build a Shipping Port which is always considered to be the Town's Home Region in addition to wherever the Town is currently docked.</p> <p>Mercantile Bonus - While in the Home Region of your Town, you can buy from any NPC Shop, regardless if you're allies and regardless of which Region the Shop is located in.</p> <p>Industrial Bonus - Whenever you're Traveling to a Region where there is an Event, it costs no Stamina to do so. The Mountable Pokemon you gain from Shipping Port's base effect are considered to be Mountable 4."</p>

Rune Enchanting

One field of research unique to this world research of **Rune Scribing or Rune Enchanting**. The art of Rune Enchanting is a tradition among Rune Weavers, inscribing patterns of creation onto Runes or directly onto Items which allows them to gain effects based on the Rune or Symbol used. Weapons, Body Armor, and a few other Items may have a **Runic Energy Limit**. Rune Weavers may Create Rune by following their Recipe, then Enchant them onto an Item and enable any legal Effect on the Rune which is then applied to that Item, then adding it's listed **Rune Energy (RE) Cost** for that Item, which cannot exceed the Energy Limit.

Enchanting Rules

» There are 2 Types of Items that can be Enchanted: **Offensive and Defensive**. **Offensive Items** are all Weapons except Shields. **Defensive Items** are all Armor, Equipment and Shields. If an Item overrides this rule it will be specified what type of Item it is in its effect. You only gain effects from Enchanted Runes while the Item is equipped and the effect is active, so if they're disarmed they're removed. You also do not benefit from Effects on a Rune that aren't enabled.

» **Multiple effects of a Rune may be applied to an Item** they're enchanted on, provided it doesn't exceed the Energy Limit, the Trainer qualifies, and the Effect matches the Item Category. Each Item has a different Runic Energy (RE) Limit value based on what type of Item it is. Your active enchanted effects cannot exceed this value. The table below lists the Runic Energy Limit of Items. If a non Listed Item overrides this rule it will be specified what type of Item it is in its effect and how much RE Limit it has.

Item Type	Runic Energy (RE) Limit
Training Weapons	0 RE
One Handed Weapons	4 RE
Two Handed Weapons	8 RE
Fashion / Physical Armor (Head and Foot Slot)	1 RE
Arcane Armor (Head and Foot Slot)	2 RE
Fashion / Physical Armor (Body Slot)	3 RE
Arcane Armor (Body Slot)	5 RE

Enchanting Limitations

» **Items in the Accessory Slot have Runic Effects Disabled or cannot provide Runic Energy** unless specified otherwise through an Item or Feature's Effect.

» **You cannot have two or more effects with the same name Active between all Equipped Items.**

You also cannot have two active Effects that have **Rune Affliction** Keyword in their effect. You can have multiple of the Same Rune name Enchanted, for Example you can have a Flame Rune on your Sword and Body Armor, one giving Defensive Effects while the other gives Offensive. However you cannot have 2 Flame Runes on two Swords both giving the same Effect.

» **You cannot have Active Effects that give Damaging Attacks** on any Item except a Weapon in one of your **Main Hand or Off Hand slots**. If an Active Offensive Effect were to grant a Damaging Attack, you can only have Damaging Attacks of that single Elemental Type per Weapon. Attacks that are Status Category are unaffected by this Limitation. This means you can only have a Flamethrower on a Two Handed Weapon and not Ice Beam as well. However if you dual wielded two Short Swords, one could have Flamethrower while the other has Ice Beam.

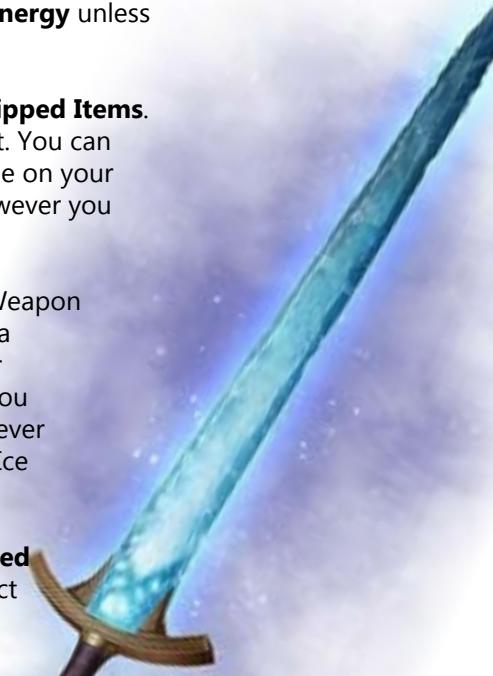
» **Weapon Attacks also may not trigger multiple effect ranges gained from Enchanted Runes**, if multiple were to trigger, one must be selected. This does not affect natural Effect ranges not gained from a Rune.

Available Runes
can be found in
the Item Index

Example Enchanted Weapon - Crystal Sword

Crystal Sword is a Short Sword = 4 RE Limit. It is Enchanted with **Khion Rune + Frost Rune**

It has the following Effects Active **Crystal Vengeance (3 RE)** - Gains Blizzard | **Freezing Ray (1 RE)** - +1 Acc. to Ice Attacks



Character Modifiers

Upon Character Creation you can add any of the following Character Modifications to your Character. These may be removed at any time outside of an Encounter if you no longer wish to apply it to a Character but Effects that have derived from it are not revoked. Once per Game Week where you participate in at least 2 Non-Roleplay Encounters, you gain \$500 for each Modifier with the “**Difficult**” Keyword. Modifiers with the Difficult Keyword that you have must be told to the GM before an Encounter.

[These Modifiers are located in the Tracker Tab of your Character Sheet]

Actual Knowledge

Effect: You do not automatically gain Features or Edges or Traits when leveling up, instead unlocking the slot to do so. In order to gain any of the following, you must spend 10 Stamina to research what you qualify for taking. If you were to gain a new Class Feature, you must have fully read the associated Skillbook in order to qualify for taking it, which overwrites the need to spend 10 Stamina.

Battle Fatigue

Effect: You and your Pokémon become Heavily Injured at 3 Injuries and trigger Death’s Door at -200% HP or 5 Injuries. **Difficult.**

Battle Frailty

Effect: Whenever you or your Pokémon receive Injuries, they lose -1 CS in all Stats per injury until the injury is healed. Berserkers, Pokémon that are Hardened by Taskmaster, and Trainers and Pokémon with the Aura Storm ability only lose -1 CS regardless of how many Injuries they have. When using the Attacks Reversal or Flail, Trainers and Pokémon with more than 1 injury may treat their attack stat as if it is only penalized by -1 CS from Battle Frailty. **Difficult.**

Battle Scars

Effect: Battle Scars can be inflicted on you and your Pokémon. **Difficult.**

Beyond Saving

Effect: If you fail an Encounter, you and all active Pokémon gain the Death’s Door Status Affliction. If the rescue fails, you and any of your pokémon with this Affliction will die. When you take this Modifier you may instead choose to be unable to be rescued. **Difficult.**

Daily Sleep

Effect: You need to spend 3 Stamina during each Game Week to Rest. If you’re in a Town that isn’t your Home Base, it costs \$500 to rest for Inn charges. Additionally if you’re in a location not deemed safe for resting such as in the Wild through the use of a Sleeping Bag or Tent, an un-Allied Town, or away from civilization roll a d20. On a 12 or higher you sleep normally. On a 7-11 you have a restless night and instead spend 5 Stamina. On a 6 or lower you get attacked at some point and gain an Injury or have Money / Item of \$2000 or less stolen based on Location. At the start of a Game Week if you didn’t sleep in the prior week you gain the Exhausted Affliction. Whenever you Rest you restore all Drained AP and are restored to Maximum HP.

Item Realism

Effect: Each Weapon and Armor has a Durability Bar of 30 Uses. After a Durability Bar goes to 0 it becomes Damaged and unable to be used without being repaired by a Blacksmith using half the Item’s Crafting Cost in Equipment Scrap. Each time a Weapon Attack is used the Durability decreases by 1. Each time you are hit, equipped Armor loses 1 Durability. Whenever you use a Physical or Technology Ranged Weapon Attack, you also consume 1 Ammo (Blacksmiths can craft for \$20 per, Any Shop that sells Weapons will sell Ammo for \$40 per). In order to use Ranged Arcane or Musical Weapon Attacks you must spend 2 AP once during a Scene. All Items with the word “Kit” in their name have 3 Uses before becoming unusable. In order to recharge a Kit Item back to 3 Uses you must pay \$400 while nearby any Town to buy needed supplies for that Kit. (Each Crafting Session Crafted counts as a Usage)

Meant To Be

Effect: The first time you visit an Exploration or Adventure Area, you must capture one of the Pokémon that is found. After that Encounter, you cannot capture any more from that area for a full Season, even if you did not successfully capture a Pokemon during that encounter.

Natural Bonds

Effect: Your Pokemon gain the Respected Rank when they reach +20 Loyalty instead of 0 Loyalty Points. You suffer -2 to all Disobeying GM Rolls. Whenever a Game Week passes where you don't interact with a Pokemon in Roleplay or an Encounter for at least 30 Minutes, they lose -5 Loyalty Points (Min. 0 LP) unless they're Revered. Training a Pokemon also counts as Interaction. **Difficult**

Naturally Hungry

Effect: Chefs can create a Food Package. Each Food Package is designated a Size and Diet. Small Food Packages cost \$100 or Food Scrap to Craft, Medium costs \$200, Large costs \$400, Huge costs \$800. (These are sold at any Town for +\$50 more than the Crafting Cost) Diets are Carnivore, Herbivore, Terravore or Ergovore. You and each of your Pokemon must eat one Food Package per Game Week that correlates to their Diet and Size. If a Game Week goes by without you or your Pokemon eating a Food Package they gain the Starving Affliction starting the next Game Week. Omnivores can eat either Carnivore or Herbivore Diets and Nullivores and Phototrophs do not need to eat. Starving [Persistent Affliction] - The user's Default CS is set to -2 CS and cannot be altered or set by any other means. If the user is fed two Food Packages of their qualifying type this Affliction is removed. At the end of the Game Week if this Affliction is not removed, the user gains three Injuries and loses -15 LP.

Passive Training

Effect: You gain 10 Trainer EXP and each Pokémon you own may have 5 Rare Candies applied to them at the start of each Game Week.

Plot Armor

Effect: You and your Pokemon are Immune to the Death's Door Affliction. If you or your Pokemon were to die, they instead Faint. If you were to lose an Encounter with this being the typical result, you are instead rescued by a random PC or NPC. This may be overwritten by Narrative Moderator Intervention if deemed necessary.

Realistic Travel

Effect: Instead of unimpeded travel within a Region, you must follow the Hex Map with 1 Stamina allowing you to move 2 Hexes. You can only perform Encounters in Areas within or Adjacent to your current Hex. When you complete an encounter, you move to the area that encounter occurred in for free. You can only Trade with Regional Shops that are within or Adjacent to your current Hex. (Until a formal Hex Map is made you may make formal estimates on how much you should spend within your discretion)

Threatening Wild

Effect: All Encountered Wild Pokemon are treated as being X Levels higher when statting for encounters. X is equal to their Request Rank multiplied by 5 or 10 if there are at least 3 Players with this Modifier. (Bronze - 1, Silver - 2, Gold - 3, Platinum - 4) **Difficult.**

Battle Scars

Ever wonder how Trainers and Pokémons can take insane amounts of damage yet still be able to fight the next day? Trainers and Pokémons now have the chance to take a little more appropriate damage from Attacks. Depending on the Attack the GM can inflict a **Battle Scar** on the target. This is also dependent heavily on GM Discretion, as Miasmics wouldn't get a scar from a Poison Attack. Moves like Dragon Hammer don't have a category but could be filed under Bludgeoned since it's blunt.

The Following needs to occur in order to Inflict a Battle Scar:

- » The Attack must have been a Critical Hit and inflicted an Injury.
- » The User fails a Save Check of DC 15
- » The User is willing to take the Scar or has the Battle Scar Character Modifier.

The Injury gained by the Triggering Attack is the Battle Scar, and is unhealable until a Full 7 IRL Days (Game Week) pass. After then treatment costs 3 Stamina and \$8,000. The visuals of the Scar are dependant on the Player.

[Considering it's a Scar there will always be a Mark, healing it just removes negative effects]

Battle Scar	Battle Scar Effect
Seared Fire, Dragon or Normal Attacks	While this Injury persists, the user gains the Burned Affliction at the start of each Encounter. This affliction cannot be healed by any means until the Scar is healed. While burned you instead lose -4 CS in Defense.
Numb Electric, Fighting, Ice or Rock Attacks	While this Injury persists, the user gains the Paralyzed Affliction at the start of each Encounter. This affliction cannot be healed by any means until the Scar is healed. While Parlayzed you instead lose -4 CS in Speed and -10 Initiative
Infected Bug, Grass, Poison or Steel Attacks	While this Injury persists, the user gains the Badly Poisoned Affliction at the start of each Encounter. This affliction cannot be healed by any means until the Scar is healed. While Badly Poisoned, you instead lower -4 CS in Special Defense.
Disorientated Dark, Fairy, Ghost or Psychic Attacks	While this Injury persists, the user gains the Confused Affliction at the start of each Encounter. This affliction cannot be healed by any means until the Scar is healed and doesn't have a Save Check. While Confused this way, you automatically roll a 1 when rolling the d2.
Suffocated Flying, Ground, or Water Attacks	While this Injury persists, the user gains the Vortexed Affliction at the start of each Encounter. This Affliction cannot be healed by any means but does not apply its effects if the user doesn't use a Standard Action that round. This Affliction does not have a Save Check. While Vortexed this way, the user is not Slowed or Trapped as normal but if they perform a Damaging Attack they lose a Tick of Hit Points.
Bludgeoned Blunt Force Attacks such as Mega Punch	While the Injury persists, the user becomes Vulnerable at the start of each Encounter. This lasts the entire duration of the Encounter. While Vulnerable this way the user will lose -2 CS in Defense and Special Defense.
Cleaved* Slashing Attacks such as Fury Swipes	When rolling the Save Check if you rolled a 2-15, you gain the Pierced Scar Effect. If you rolled 1, roll an additional 1d5 to determine what area was struck. (1-2=A Arms, 3-4=Legs, 5= Chest) If Arms or legs are struck they'll be dismembered. If the Chest is struck you'll gain a massive gash on your chest. Arms: Losing an Arm suffers -4 Accuracy Legs: Losing a Leg grants you the Slowed Affliction. Chest: You become vulnerable until healed.
Deafened Sonic Attacks such as Boomburst	While this Injury Persists, the user becomes Vulnerable at the start of each Encounter. This lasts the entire duration of the Encounter. While Vulnerable this way, the user fails all Focus Checks, is Immune to Sonic Attacks and all enemies gain +3 Evasion against your Attacks.
Pierced Piercing Attacks such as Hyper Fang	While this Injury persists, the user gains the Bleeding Affliction at the start of each Encounter and loses a Tick of Hit Points each time they use a Standard Action. This cannot be cured until the Scar is healed. While this injury persists, the user is treated as though they're Heavily Injured.

* - Prosthetics can be made by anyone with Master Tech Edu with and Applied by anyone with Master Medicine Edu in surgery. Simple Prosthetics make you only lose -1 Accuracy on Arms and -2 Overland on Legs but you're no longer slowed. Advanced Prosthetics can neutralize any accuracy or movement loss. Advanced Mech Scrap can be found in areas like Nesev Keep Ruins or Megalo Ruins. Simple Prosthetics cost 10000 Mech or Equipment Scrap and Advanced Prosthetics cost 10000 Luxurious Material (Tech).

Minion Pokemon

Minion Pokemon are the grunts of the Pokemon world. The weakest of the weak that rely on their bosses in order to accomplish anything, but be warned as if you leave them be they will slowly wear you down!

Follow these rules when statting a Minion Pokémon:

- » Unlike normal Pokemon, each Minion has **no Stats, no Evasion and their Initiative is determined with a d30**. Each Minion is -10 Levels lower than the Strongest Average Level.
- » In addition, **assign each Minion with a Role**, which grants them additional effects, determines their HP and number of Attack Slots. **Each Minion must also designate a non Minion Pokemon to be their "Boss"**. This Boss must be a Boss Template if applicable.
- » **Minions cannot regain Hit Points or gain Temporary Hit Points**. Minions cannot lose Hit Points by any means other than a Damaging Attack. When they would take damage from a Damaging Attack, they instead lose 1 HP, ignoring Damage Calculations. If an Attack with the Smite Keyword would miss them, they instead lose 0 HP but may still apply the modifiers below. The amount of HP they lose can be increased by +1 for each modifier of the Attack listed below:
 - [The Attack was a Critical Hit, Super Effective, the Attack only had one Target.]
- » **Minions do not gain a basic ability or any Pokemon Advancement Progression**. Minions can only learn Attacks that are Status Category from their Level-Up or Tutor List (Within Tutor Rules) and cannot Target Minions with these Attacks. Their Standard Actions can only be used on Effects clarified by their Role or their Attacks (Excluding Struggle)
- » When a Minion is added to the encounter, it acts on its initiative as normal, or, if its init has already passed, takes its turn immediately after the current turn ends.
- » There can never be more minions in an encounter at the same time than **three times the number of players**.

Offensive Minions

- » These Minions have **2 Hit Points and 4 Attack Slots**.
- » These Minions may **learn Damaging Attacks** however cannot have more than 1 Tier 3 Attack on their Attack List. When using a Damaging Attack, they use their Boss's higher Attack Stat as an Offensive Stat (Category remains the same)(Even if fainted)(Including Combat Stage Changes and their Stage as they fainted)
- » These Minions may **use Maneuvers** excluding Intercepts. (Including Attacks of Opportunity)
- » As a Standard Action these Minions can target an Ally on the Field and grant them +1 CS in any Stat. If the Target was their Boss, it is instead +2 CS. A Boss can only be affected by this once a Round.

Defensive Minions

- » These Minions have **4 Hit Points and 2 Attack Slots**
- » These Minions may **use Intercept Maneuvers and auto pass associated Skill Checks**.
- » Once per Scene per targeted Ally, as a Standard Action these Minions can target an Adjacent Ally and grant them a Protective Coat. Protective Coats are expended when hit with a Damaging Attack to resist it by an additional Damage Step. Bosses may also expend this Coat to have a Status Attack that targets them miss.

Supportive Minions

- » These Minions have **3 Hit Points and 3 Attack Slots**
- » Once per Round, these Minions **may use an Attack with At-Will or EOT Frequency as a Free Action**.
- » As a Standard Action these Minions can target an Ally on the Field and grant them a Tick of Temporary Hit Points or they restore two Ticks of Hit Points. If the Target was their Boss, they may also remove one Status Affliction from them.



Swarm Pokemon

Your Party is exploring in a darkened cave, you hear chittering of Pokémon nearby. It seems like a Zubat. The noises get louder. And louder. They're echoing off the cave and before you realize it, it's too late. A swarm of Zubat are now rushing towards you at an alarming rate! (**Swarm Pokemon are considered Bosses**)

Follow these rules when statting a Swarm Boss Pokémon:

- » **Swarm Bosses** represent a multitude of Pokemon clustered together. Swarm Bosses have **one HP Bar** and a number of **Initiatives equal to the number of Opposing Players +1**. The First Initiative is set at their Speed Value, then half the Speed Value, then 1.5x Speed, then 2x, then 3x if applicable. **For each Initiative the Boss has, they have one Token that represents part of the Swarm and that Token controls that Initiative.**
- » A Swarm Boss's **Level is +5 higher than the Strongest Average Level**. Pokemon Experience is determined by their Level multiplied by the number of Initiatives they started with.
- » **Whenever a Swarm Boss hits 0 Hit Points**, all excess Damage is ignored. The Boss then is restored to their Maximum Hit Points. After Damage Resolution, the Boss loses its highest Initiative and one of the targeted tokens. The Boss is considered Fainted when it no longer has any Initiatives.
- » **Swarm Bosses do not have Attack Slots** but may use any Attack that they qualify for with their current Level (Level-Up or Tutor).
- » **Each time the Swarm boss gains a Coat or an Affliction, a specific Token must be specified to be affected and its effects only occur on that Token's initiative.** This may lead to a Swarm Boss being Poisoned twice on two different Tokens. Otherwise, all Tokens act as though they share Stats, Frequencies, Abilities, etc. CS can never be lowered as a result of Status Afflictions.
- » **If an Attack targets multiple Tokens of a Swarm Boss**, the Boss does not take damage multiple times. Instead, if multiple Tokens are successfully hit by the attack, it takes damage as if the attack was one step more effective.
- » **Boss Pokemon can only gain Injuries** each time an HP Bar is Depleted or Massive Damage is taken but is otherwise Immune to gaining Injuries.
- » **Swarm Bosses count as 3 different Pokemon** for sake of the Maximum that can be Captured.

» When an HP Bar is depleted (And doesn't faint), **choose two different Effects to Apply**:

- » **Each Token of the Swarm Boss is cured of one Status Affliction** affecting them.
- » **The User gains +1 CS in Two Different Stats of their Choice or resets a Stat with Negative Combat Stages** to its Default Value.
- » **Each separate Token of the Swarm Boss gains an additional Standard Action during their next Turn** that cannot be used for Damaging Attacks or Attacks with the Self Keyword. If the Attack has a Target, it must target the Combatant responsible for losing a HP Bar.
- » **Add a Minion Template Pokemon of the same Species into the Encounter** for each Player in the Encounter. Can only be selected once per scene, regardless of the number of Boss Templates.
- » **Each separate Token of the Swarm Boss and Minion derived from the Swarm Boss may immediately use an At-Will Attack as a Free Action** if able to do so, but cannot shift to do so. This Attack is resisted by an additional Step if Damaging.
- » **Each Token may merge together into one 3x3 Swarm Form Token.** While in a Swarm Form, the Boss cannot move a Total number of Spaces per Round higher than their Max Relevant Speed (Sprinting raises this). While in a Swarm Form their Damaging Attacks gain +1 Accuracy, +1 Crit Range, and +2 DB per initiative they have. In addition the Swarm Form is affected by Boss Afflictions. Damaging Attacks made against a Swarm Form automatically hit. When the Swarm Form is entered, all their Status Afflictions are temporarily removed. When Swarm Form ends, place the Swarm tokens used to form it back on the field (except for the one lost due to the bar break). Those Tokens retain their previous Status Afflictions, and any Status Afflictions that were affecting the Swarm Form must be distributed between the remaining Tokens (GM distributes.) Swarm Form may end as a Free Action after being hit with an Attack.



Raid Pokemon

Your Party descends the depths of an abandoned ruin. They reach the lowest point and they spot Treasures and gold piled up the corner. From the ceiling however, a massive Kabutops drops down and attacks the party. Will they survive? All we do know is that this Kabutops is stronger than most of its Kind. (**Raid Pokemon are considered Bosses**) **Follow these rules when statting a Raid Pokémon:**

- » **Raid Bosses** have increased health and actions depending on the size of the opposing Party. If there are **1-2 Trainers**, they have **2 HP Bars**. If there are **3-4 Trainers**, they have **3 HP Bars**. They have a number of **Initiatives equal to the number of Players in the Party**. The First Initiative is set at their Speed Value, then half the Speed Value, then 1.5x Speed, then 2x, then 3x if applicable. Whenever a Boss loses a HP Bar, all excess Damage is ignored.
- » A Raid Boss's **Level is +10 higher than the Strongest Average Level**. Pokemon Experience is determined by their Level multiplied by the number of HP Bars they started with.
- » Raid Bosses can **learn any Attack from their Tutor List** if legal and have **8 Attack Slots** by default
- » Unless provoked or threatened, Raid Bosses **will not fight Trainers that are under level 5**, ignoring Disposition
- » Effects that reference "Start of Turn, Per Turn or End of Turn" **only occur once per Round** on their first applicable turn, regardless of the number of Initiatives this Boss has.
- » If a **Status Affliction** affects a Boss, it uses the **Boss Effect** instead of the normal Effect.
- » Bosses cannot move a Total number of Spaces per Round higher than their Max Relevant Speed (Sprinting raises this)
- » Boss Pokemon can only gain Injuries each time an HP Bar is Depleted but is otherwise Immune to gaining Injuries.
- » Boss Pokemon have a **Default Combat Stage in each stat of +1** and always **start a Scene with a Pokemon with the Minion Template** + an additional one per Player in the Party.

- » **At the start of Combat, choose one applicable Effect below to Apply**
- » **Whenever an HP Bar is depleted (And doesn't faint), choose two different Effects to Apply**

- » The User becomes **cured of two Status Afflictions** affecting it.
- » The User **gains +1 CS in Two Different Stats** of their Choice or **resets a Stat with Negative Combat Stages to its Default Value**. This cannot be chosen at the start of Combat
- » The User may **use an Attack as a Free Action**. The user may Shift to use this Attack, which doesn't count towards its Max Movement per Round nor does it use a Shift Action.
- » **Add a Minion Template Pokemon into the Encounter for each Player in the Encounter**. This cannot be chosen at the start of Combat. Can only be selected once per scene, regardless of the number of Boss Templates.
- » Until the end of the Scene, **the Boss gains a Type or changes one of their Types**. They also may shift any number of Attacks they know into the corresponding Type. The Type changed to is GM Discretion, usually environmentally or contextually related.
- » The User may **use two different Lair Actions** from the Guardian Boss Chart
- » The User **enters a Boss Stance listed on the next page**. Once the stance's Break condition has been met, they lose an HP Bar, or as a Free Action they lose the Stance's Effects and become Vulnerable for a Full Round. The User can only be in one Stance at a time

Boss Stances	Stance Effect
Charging Stance	Effect: The GM decides on a Damaging Attack and the user skips their next Turn to charge the Attack upon entering this Stance. On their next Turn they use the Charged Attack, applying two of the following Effects to it: <ul style="list-style-type: none">» The Attack's DB is doubled (Cannot be chosen if there are no Trainers above Level 20)» The Attack's Effect Range automatically Triggers» The Attack gains the Smite Keyword» The Attack's Range is changed to Burst 2; 10, Ranged Blast 5; Cone 10; or 10, 3 Targets. (You must inform Players of this choice) Break Condition: The user uses the Charged Attack or cannot use a Standard Action on their next Turn.
Defensive Stance	Effect: The user gains 5 Ticks of Temporary Hit Points. The user also gains Damage Reduction equal to the highest Trainer Level in the Party. Whenever the user uses a Damaging Attack, they lose DR Gained this way. Break Condition: The user loses all Temporary Hit Points granted this way.
Focused Stance	Effect: The user chooses a Rival among their Enemies. The user gains +3 to their Accuracy Rolls when targeting their Rival and +3 Evasion against their Attacks. In addition they ignore half of the their Rival's Damage Reduction (Rounded Down) Break Condition: Their Rival lands a Critical hit or Massive Damage against them or Faints
Frenzied Stance	Effect: The user becomes Enraged, their Damaging Attacks gain the Smite Keyword, and their Critical Hit Range is extended by +3. They will always Attack the most recent Combatant that targeted them. Break Condition: The user causes a Combatant to Faint
Recovery Stance	Effect: At the start of each of the user's Turns (Ignoring Boss Rules), they gain a Tick of Temporary Hit Points. Once per Round as a Swift +Shift Action the user may either restore Ticks of Hit Points equal to one plus the number of Players, or cure themselves of a Persistent Affliction. Break Condition: The user has two or more Persistent or Volatile Status Afflictions

Guardian Pokemon

Deep within the forest you come across an ancient Trevanant, seemingly as tall as the canopies itself and exhibiting a dangerous Aura you've never seen before. Guardians exist in each area as their rulers and one must be prepared to encounter them at all times as a Trainer. (**Guardian Pokemon are considered Bosses**)

Follow these rules when statting a Guardian Pokémon:

- » **Guardian Bosses follow the same Rules as Raid Bosses**, however they gain an additional HP Bar and Initiative on top of what they would have gained. Any subsequent rules listed below overwrite the Raid Boss Template Rules. Guardians cannot be captured.
- » Damage Dealt to Guardian Bosses **cannot exceed 1.5x Effectiveness**.
- » **Guardian Bosses are treated as Level 120** for anything that References a Level
- » Unless provoked or threatened, **Guardians will not fight Trainers that are under level 20**, ignoring Disposition
- » **Guardian Bosses will have a premade Stat Sheet**, which includes a **Core Ability and 2 Supporting Abilities**, unique to each Guardian. These Abilities cannot be copied or swapped, and Core Abilities cannot be disabled. **If the Boss is Legendary** they won't have these Abilities. The Stats, Attack List and Moves of each boss may be customized if desired despite being premade. You may find this Premade Sheet and Guardian Details by using the following Command.

!Guardian [Area Name]

» In addition to the following Rules, Guardians have total command over their territory and may perform **Lair Actions** that are chosen by the GM. **Lair Actions occur at the end of each Round** (After Stall users). The following Chart is a list of example Lair Actions that may be fluffed depending on the area and GM Discretion. You may repeat Actions such as Toxic Fumes lingering for 3 Rounds but they each require a Lair Action to use and its effect repeats per usage. **All instances of X are equal to half the highest Trainer Level in the Party (Min. 10)**.

Note: GM Discretion may allow Players to ignore Lair Effects through Equipment or other justifications, allow for custom Lair Actions to be used based on the Environment, adjust the DC of certain Actions or allow for different Skills to be used depending on context, or to allow a Lair Action to be used earlier in the Round that triggers off another action taken.

Lair Actions	Effect
Area Retaliation	This Lair Action can only be used if the Encounter is using a Map. Choose one Attack on the Boss's Attack List. Then choose a number of Spaces equal to double the number of Players in the Party; the Attack will originate from all the chosen spaces. Then, designate the range that each Attack is targeting and the spaces affected by it. After a Full Round passes, the Attack will occur and all Combatants in the targeted spaces will be targeted with the Attack as a Free Action, ignoring Frequency. The Boss is not affected by any Negative Effects or Keywords on the chosen Attack. Example: Multiple Steam Vents attack with Eruption. A boss causes a cave-in and rock slides occur all over the field. Multiple flowers charge up a Giga Drain.
Attack Blowback	Due to an Attack, something has occurred on the Battlefield. This may continue until the party addresses the change somehow Example: Missed Fire Attack causes spreading Fire Hazards. Electric Attack overcharges and Paralyzes all in the Water. Boss destroys a chunk of blocking terrain to gain an effect on their next Attack.
Environmental Conduit	Something appears on the Battlefield that the Boss seems to have a link with. This Conduit grants the Boss an Effect provided it isn't destroyed. The Conduit is treated as Blocking Terrain with HP equal to 5x the highest Trainer Level in the Party. Alternatively, if there are multiple players in the party, you may make up to 3 Conduits with 30 HP each instead. Example: Cavern boss has Crystal nodes that can change its Rock Type Attacks if they're within 3m. Forest Boss controls Tree Conduits that can trip nearby Combatants.
Fleeting Catastrophe	Something has occurred on the Battlefield that will have a delayed response but is visually worrying. After a Full Round or Time of your Discretion, the response will occur. This response can be mitigated if the Party deals with the Event in an approved manner. These may usually be resolved with 1-2 Standard Actions. Intuition or Perception Checks may be used to gauge what might occur or how much time the Party has before this occurs or what needs to be done to resolve it (Or other appropriate checks). Example: An Attack caused the forest to catch fire. If not doused with a Water Source, the fire will spread Fire Hazards across the Field. An old Generator is starting to overcharge and will explode in 2 Full Rounds in a Burst 2, Electric DB 18 Attack. Criminal Clash Trainers have planted Explosives on the Field that detonate in 3 Rounds.

Lair Actions	Effect
Foreboding Energy	Heavy energy cascades on the battlefield. All non Native Combatants must succeed on a DC X Focus or Survival Check or else they suffer a Negative Effect. This Negative Effect may be customized based on the Environment but may include becoming Suppressed, becoming Infatuated, Losing -2 CS in all Stats, becoming Cursed, losing -2 AP, etc. Example: Heavy Heated Volcanic Chamber, Mystical Areas with dense Arcana, Space.
Obscuring Presence	Something enters the battlefield that momentarily obscures the Party's Vision. All non Native Combatants must succeed on a DC X Perception Check or else suffer a -3 Penalty to Accuracy Rolls for a Full Round. Example: Dense Steam, Fog or Smoke that is created.
Reinforcements	This lair action can only be selected by one Boss Template per encounter. If the Party is less than 3 Players, a Minion is added to the Encounter. If not, two are Added. This lair action can be used twice per scene. Alternatively, this lair action can be used any number of times per scene but must have a pathway or other source of reinforcement that players can interact with(no more than one such source per player). A single standard action appropriate skill check or reasonable attack should be sufficient to disable or destroy a reinforcement source.(Make sure to disclose the source(s) to your players.) Example: Closes off a path, could happen twice from Guardian cry.
Shifting Landscape	Blocking, Slow or Rough Terrain is created on the Battlefield in any amount. Alternatively any amount of Blocking Terrain around the Boss may be destroyed. Example: Creating Tunnels, Labyrinth maze created, Knocking down Trees, Creating Debris from wreckage.
Snaring Grasp	Something on the Battlefield is attempting to grab the Party. All non Native Combatants must succeed on a DC X Acrobatics or Survival Check or else they become Trapped and Grappled by whatever is attempting. Whatever is Attacking them has HP equal to Triple the Highest Trainer Level (And has a Type of your choice) and upon gaining Dominance or destroying the source, they are no longer Trapped and Grappled. Example: Sudden vines, Trapped in rubble, Weight on their Soul/Body, a Small non Combatant Pokemon
Sudden Tempest	Weather of any kind is added to the Field or replaces an existing Weather on the Field. Alternatively the Boss may use an Attack with the Field Keyword as a Free Action. Example: Sudden thunderstorm. Rolling Sandstorm
Toxic Fumes	The Scene becomes filled with deadly Gas. All non Native Combatants must succeed on a DC X Focus or Survival Check. On a failure they become Poisoned, Paralyzed or Burned of the GM's choice, if they fail by 5 or more they become badly poisoned instead. Example: Fumes from a laboratory, Poisonous spores from nearby flora
Trapping Terrain	The terrain underneath the Players start to shift. All non Native Grounded Combatants must succeed on a DC X Acrobatics or Survival Check or else they become Vortexed. Example: Whirlpools or Quicksand
Unstable Area	The Area around the party is very volatile and something is launched at all Party members. All non Native Combatants must succeed on an Acrobatic or Intuition Check(or alternative situationally appropriate skill) with a DC of X, they are hit with the thing and take Typeless Physical Damage as if it was a DB X Attack with an Offensive Stat of half the Boss's higher Attack Stat. Its type may be changed based on the fluff. Example: Rock Damage from Stalactites, Grass Damage from lashing Vines. Poison from Gas Clouds.



Fame Shop

Similar to Honor, Fame is something that can also be obtained by Players that can be traded in for various rewards. Unlike Honor however, **Fame is linked to a specific Character**. Whenever you gain Fame, you must also track which Region it came from, then add the amount gained to your Notoriety Tracker for that Region. **The Notoriety Tracker** is the method of which you keep track of how famous you are in each Region, and keeps track if you fulfill the Prerequisites to upgrade a Notoriety Rank.

Ways to obtain Fame:

- » **Jobs:** Some Jobs that Characters take may allow you to gain Fame after achieving a notable goal. An example of this would be a Mercenary that defeated a Raid Boss.
- » **Events:** Upon completing a Successful Event you start to gain notoriety among the Guild as a reliable Trainer.
- » **Requests:** Completing Requests offered by the Guild grants you additional Fame depending on the difficulty.

Fame Reward	Cost	Reward Description
Famed Experience	1 Fame	You gain 2 Trainer Experience Points (TXP)
Famed Payday	1 Fame	You gain \$X. X is equal to 200 times your Notoriety Rank
Famed Training	1 Fame	You gain X Rare Candies. X is equal to 2 times your Notoriety Rank
Famed Influence	2 Fame	You may use the Treasure Hunter Honor Reward.
Minor Event Item	5 Fame	Gain one Item with the [Minor] Tag in the current Event.
Major Event Item	10 Fame	Gain one Item with the [Major] Tag in the current Event.
Legendary Event Item	20 Fame	Gain one Item with the [Legend] Tag in the current Event.
Famed Aberration	30 Fame	You gain one Elemental Reactant of any Type.
Notorious Trainer	30 Fame	Your Trainer increases a Notoriety Rank. You must meet a Notoriety Rank Prerequisite in order to buy this Reward. (You start at Rank 1. Maximum Rank is 5)

Notoriety Rank	Notoriety Rank Benefits
Rank 1	Prerequisite: You start at this Rank » You are a budding Trainer on their Journey, few people care about you and your Influence is lacking.
Rank 2	Prerequisite: You have at least 20 Notoriety in a Single Region. » You gain a Sphere of Influence in each Region you have at least 20 Notoriety. When buying from NPCs in your Sphere of Influence you gain a 10% Discount . Items bought this way cannot be resold back. » You gain a +2 to Social Skill Checks when interacting with NPCs or Legendaries in your Sphere of Influence . (Modifier may be ignored or amplified based on what you're Famous for)
Rank 3	Prerequisite: You have at least 50 Notoriety in a Single Region » You may hire the help of more famous Hunters to offer their tips on how to gain what you're looking for. Famed Influence now costs 1 Fame for Areas within your Sphere of Influence . » You have been deemed an Influential Person among Rescue Ranger Organizations. Once per Season, If you need a Rescue within an Area in your Sphere of Influence, your Party is automatically rescued and does not need an Encounter. This counts as a Successful Rescue for all Rank 1 Rescue Rangers .
Rank 4	Prerequisite: You have at least 90 Notoriety in a Single Region. » Your Influence has attracted potential acolytes to study under you or assist you in tasks. By spending 1 Fame, you gain +1 Stamina for this Game Week . This may be used five times per Game Week.
Rank 5	Prerequisite: You have at least 90 Notoriety in a Single Region and 20 in at least 4 other Regions. » You gain the following benefits for Regions you have at least 90 Notoriety in: Rank 2's Social Modifier changes to +4. Shop discounts change to 20%. The Rank 3 Once per Season clause for rescues is ignored » Your actions garner a wider reach and impact. Whenever you gain Fame, gain +1 more .

Infamy

If your character's has caused a drastic event or gained a Disrepute, they may temporarily become Infamous for their deeds. These penalties within Mod discretion are based around the area of the gained Disrepute:

- » All Existing Notoriety Rank Rewards become Negative or cannot be used (Excluding Intimidate Modifier)
- » NPC Traders may refuse to sell to you unless they're in a favored Area or in your Sphere of Influence.
- » You may have a Bounty Placed on your head, where you are forced into a Clash Encounter at random Intervals.

Honor Shop

As a Living Server, we want to reward those who contribute to the Server by GMing encounters. Here are all of the things you can spend Honor Points on. In order to spend Honor Points:

Honor Reward	Cost	Reward Description
Honored Experience	1 Honor	You gain 3 Trainer Experience Points. (TXP)
Honored Energy	1 Honor	You gain +3 Stamina. (This may only be purchased 5 times per Game Week)
Honored Training	1 Honor	Choose a Pokemon you own. You may set its Level to any value between 5 and your Maximum Pokemon Level.
Honored Wealth	1 Honor	You gain \$2,000.
Treasure Hunter	1 Honor	The Party must declare one Treasure or Pokémon (If they're intending on using this Reward). If the declared Treasure or Pokémon was not rolled during the encounter setup, one of the Party Members may pay 1 Honor to have the GM Roll 3d50. After the reroll, If the declared Treasure or Pokémon was rolled, add it to the encounter (And replace one Pokémon if a Pokémon was declared). If the declared Treasure or Pokémon wasn't rolled, the Party may use this reward again. This reward may only be used three times per encounter. If a Treasure was already rolled and the declared Treasure is rolled via this perk, they may replace it with the declared Treasure
Probability Reroll	2 Honor	At any point during an Encounter, you or an ally may reroll a Skill Check, Accuracy Check, Damage Roll, or Save Check. A specific roll may only be rerolled once. If the end result from the reroll is unchanged, you are refunded 1 Honor.
Attack Shift	5 Honor	Choose an owned Pokemon and an Attack known by them. You may change any of the following info about the Attack. Its Type, Its Style Tag, Its Range, Its Keywords, Its Effect, Its Category. A Pokemon may only have one Attack changed this way in its Attack List. If they were to lose this Attack, this is not refunded. Changes must be approved by a Moderator if a change would result in its balance being changed. Changes cannot be done to upgrade an Attack, rather sidegrade. Example: I cannot change a Melee Attack into Burst 5. Can change Burst 2, Friendly into a Line 6, Smite since it's around an equal power level). I cannot change Draco Meteor to Physical unless I also change its Effect to decrease Attack CS instead of SP ATK.
Cherished Bond	5 Honor	Choose an owned Pokémon. You may give it changes as if it was bred by a Master Pokémon Education Breeder. You cannot target a Pokémon that has already gained breeder changes or a Pokémon that is Hated, Disliked, or Owned for less than 2 Game Weeks. (Any changes that reference parents can't be taken).
Honored Hunter	5/10 Honor	You may pay 5 Honor to forcefully encounter a Common Pokémon or an Event from any Location. You may also pay 10 Honor to forcefully encounter a Rare Pokémon from any Location. (Forcing means not rolling 1 Encounter Dice and that Pokémon shows up instead) You cannot force any Event that results in an aberration showing up. Any Pokémon that has only one slot on an adventure area chart or is the 20 result in an exploration is considered rare.
Pattern Egg	5/10 Honor	You gain a Random Pattern Egg. At the cost of 10 Honor you may instead choose the Species of Pokemon the egg is from instead of being randomized. See this Link for details.
Honored Evolution	10/15/30 Honor	Choose an owned Pokemon to Mega Evolve. This costs 15 Honor, but instead costs 10 Honor if the chosen Pokemon is affected by Cherished Bond or has 50 Loyalty Points. At the cost of 30 Honor you may instead Mega Evolve them into a Variant Mega Form.
Variant Shift	10 Honor	Choose one owned Non-Variant Pokemon. It becomes a Variant Pokemon (Refer to GM Lotto Vouchers for Info). Their Variant Effect is derived from a Moderator but may be negotiated.
Aberration Shift	20 Honor	Choose an owned Pokémon. That Pokémon becomes a Type Shifted Pokémon. Gaining a Type, Losing a Type, or Replacing a Type they have (Max 2 Types). When shifting, their Abilities, Moves, and Stats are subject to change based on Typing.
Honored Expedition	20/30 Honor	You may pay 20 Honor to forcefully encounter a Minor/Stash Treasure of choice or 30 to encounter a Major Treasure Slot. (Forcing means rolling 1 less Encounter Dice with that Treasure being "Rolled"). Multiple Party Members may pay Honor to meet the required amount.

Honor Reward	Cost	Reward Description
Honored Legacy	20/30/40/50 Honor	You may choose an Item in the Event Item List to gain, ignoring normal costs. This costs 20 if it is a Minor Item, 30 if Major, 40 if Legendary and 50 if Mythical.
Honored Company	40 Honor	You gain a Character Slot. You can only purchase this Reward a Maximum of 4 Times.
Honored Infamy	50 Honor	You gain a Custom Title, choosing its Name and Color. You can only change your Title/Color once per Week.
Alternate Form	50 Honor	<p>Target a Pokemon you own with 50 Loyalty Points. The Target gains the Forme Change Capability. Each time you use this Reward on a Pokemon, the Target gains one Form that they can change into with this Capability. In order to change into this Form, it is an Extended Action that takes 5 Minutes to fully transform into the alternate Form and they are treated as having Glow in a Burst 5 range while transforming along with the Transformation being interrupted if they were to take Damage at all or be distracted during this period. All Forms must share the same HP Value, Vitamin Usage and Nature. Otherwise they can have as many different factors as you choose. All new Forms start as a Base Pokemon of that species but you can have individual Forms altered as if they were separate Pokemon. Each Form has a separate character Sheet. A Pokemon can only be Targeted by Alternate Form up to 2 Times. If the Targeted Pokemon already has multiple forms such as Aegislash or Wishiwashi and a way to shift into their other form, this new form can be accessed through that ability such as Schooling, however you must choose which form Schooling turns into before an Encounter as an Extended Action.</p> <p>Example: I Make a Variant form of my Dragon/Electric Luxray Aberrant which gains a separate Luxray form that is pure Electric. This new form is stated heavily into speed and its pokemon edges enhance its speed, which allow me to specialize this form solely for retreating or riding into battle as a Mount. In addition I spend honor or an Aberrant Item to change it into a Flying/Electric luxray whose wings are much more agile and having it gains a moveset that has a lot of physical Flying moves. Also I can gain a 3rd form if I target it twice with Alternate Form to gain a form of Luxray that has a Variant Shift and grants it Darkvision and Blindsight, allowing it to have a form for hunting in dark caves</p>
Honored Homecoming	100 Honor	Choose one of your Retired Characters. They become unretired and may take an empty Character Slot you have. They may start at any point from Level 1 to the point they retired.

Server Rulings

This section is for side rulings that either couldn't fit in their natural area or come up over time. Custom rules such as The adjusted levitate speed for high swim Pokémons on land are in their proper section instead of here.

Additional Skill

If you make a Skill Check as an extended Action, you may use an AP to increase it by 1, though the AP is Drained instead of restoring at the end of the scene. This may only be used once per roll.

Baby Clause

The Alluring, Honey Gather and Egg Warmer Capabilities on Pokémons cannot be used unless the Pokémon is Level 20 or higher.. Pokémon used for their Egg Warmer Capabilities cannot be used during Battle while the Egg is hatching.

Coward's Loss

If the encounter ends with a Pokémon having not been interacted with or if combat is fled without the Pokémon being captured or knocked out, the Trainer will not gain PXP for that Pokémon. If the trainer runs away from the encounter (Due to failing the encounter or out of fear), or leaves the encounter while mostly ignoring the Pokémon (GM Discretion), they only gain half of the TXP of that encounter.

Gang Clause

You may only have one Pokémon out in Combat. This is increased to two if you have the Focused Command Feature but you can still only command one Pokémon per turn, unless you activate the Feature. This Rule is only applicable when Combat starts. If Combat starts and you have more than 1 Pokémon out, you must recall any amount of Pokémon as a Free Action until you have only 1 remaining. (Or they watch from an area out of combat)

Glass Cannon Clause

While Base Stat Relations is now more flexible with various ways of adjusting base stats, a poke edge and hp being removed from the factor, we also use a rule where you cannot have more than 50% of stat points in one stat. This is to prevent stat walls that are extremely unfun.

Tutor Rules

All Moves taught through Tutoring Features (Ex: Mentor's Move Tutor and Egg Tutor, Chronicler's Archive Tutor) now have prerequisites:

- » **Pokémon under Level 20** may only learn Moves of an At-Will or EOT Frequency with a max Damage Base of 7.
- » **Pokémon at least Level 20** may only learn Moves with up to a Scene Frequency and max Damage Base of 9.
- » **Pokémon at Level 40** and above have no restrictions when being taught Moves through Tutors.

Out of Reach

The Ceiling and Floor of an Encounter is always 4m up or down. This means you can only fly up to 4m above ground level, and you can only swim down 4m below ground level. If a Pokémon doesn't have any ranged moves the GM can deny the ability for the Player to kite. This 4m rule does not apply if a Trainer is attempting to run away or flee the encounter. This doesn't affect moves like Fly, Sky Drop, Sky Attack, Dig or Dive

Overloaded Conversion

Whenever you reach a Cap Limitation you can convert excess of a Resource into Money. You do not need to be at a Cap to convert the resource, but if you're at the Cap already you can either convert or forfeit the reward.

- » **1 Trainer EXP** - \$100
- » **1 Rare Candy** - \$50
- » **1 Pokémon EXP** - \$1

Reduction Stacking

If you have two sources of Reduction such as a 10% decrease to Crafting Cost and a 25% decrease to Mech Scrap Recipes, the higher source is always followed if applicable while the other reductions do not stack. This does not count for instances such as Damage Reduction and is only applicable to Percentages.



ITEM INDEX

Buying Items

There are plenty of Items that exist all around the world. A list of all available Items to purchase are listed in the **Trader Shop Document**, then sorted in tabs by Region. Buying Items from NPCs is obviously full price, but you can also sell to NPCs if listed as a sell option, then you gain the price they offer.

There are also **Player Shops** that are ran by Players obviously. Contact the Shop Owner and they can possibly make you Items for much cheaper than normal NPCs can!

Not only can you buy Items, but with the proper Edges or Feature you can also craft Items with the required **Scrap** (Along with Money). Scrap Types are Chemical, Food, Equipment, and Mechanical. In addition, Luxurious Material also serves as Scrap, but is used for more expensive recipes. **1 Scrap** is equal to \$1.

» **Chemical Scrap** Can be used as a replacement for money when crafting the following Items: **Ninja Items, Alchemist Items**

» **Food Scrap** Can be used as a replacement for money when crafting the following Items: **Chef Items**

» **Equipment Scrap** Can be used as a replacement for money when crafting the following Items: **Smith Items, Fashionista Items**

» **Mechanical Scrap** Can be used as a replacement for money when crafting the following Items: **Pokeballs, Gadgeteer Items, Saboteur Items**.

By salvaging an Item, you may gain 50% of its Monetary Value in its Appropriate Scrap Type.

Essential Items

A number of items are absolutely essential to a Trainer's journey though the world of Phemonen. Usually, a Trainer's first goal in life is to obtain a Starter Pokémon. Something they can bond with on a personal level before they join a Guild. Before they do so, some Trainers might naturally have money from their background. Other times, Trainers scrape up the money themselves to buy the basics before they begin their adventure. Or some Trainers are even given Guild assistance from their wild backgrounds so they can have the basics to start with. There are 3 Essential tiers of Items you can have as a Trainer. **Pokeballs, Survival Gear and Crafting Kits**.

» **Pokeballs** are specialized pieces of technology that capture Pokémon by transforming them into an energy form and storing them in a shrinkable metal ball. Refer to the Battle Capture section for more info.

» **Survival Gear** are Items that are either mainly fluff with niche uses, or Items that can help you explore and qualify to enter certain Adventure Areas!

» **Crafting Kits** are tool kits that contain necessary resources that crafters need to make Items. Whether its a Pokeball repair kit to make Pokeballs or a Mining Kit to help obtain fossils. These Kits not only do crafting but allow for many other unique options that your Trainer can partake in.

Each Section in this Chapter will tell you the **Item, what it does, and its Crafting Cost and associated class/feature/edge**. The Price you can buy it for is depending on who is selling it in the Trader Shop or Player Shop.

Item Keywords

Some Items have Keywords that distinguish common effects that apply to them. Here is a list of current Item Keywords that are notable.

[Augmentable - X - Y] Item - This Item may be Augmented onto an Item using the Equipment Augmentation Trait. While this Item is Augmented on another Item the user gains its effects while having the Augmented Item Equipped. The Value for X is one of Offensive, Defensive or Either. If this Item says Offensive, it may only be Augmented onto Non-Shield Weapons. If this Item says Defensive it may be Augmented to any Equipable Item that isn't a Weapon, but it may also be Augmented on a Shield Weapon. If the Item says Either, its Effect may be applied to both Categories or if it has separate Effects depending on the Category. The Value of Y is the Type of Augment the Item is. If it says Unique, it cannot be Augmented onto an Item if it already has a Unique Item Augmented to it. If it says Curios, it indicates a weaker effect and has no limit. Trainers cannot have two of the same Augment Effect equipped at the same time.

[Consumable] Item - After this Item is used once, the Item is removed from your Inventory

[Held Item] Item - These Items may be equipped in the Held Item Slot of Pokemon. These Items can also be equipped by Trainers in their Accessory Slot unless it says "Cannot be Equipped by Trainers"

[Limited xY] Item - Some Items have a limited number of uses. These Items are treated as Consumable, however instead of being destroyed, once you run out of uses the Item must be 'Resupplied' in order to refresh the value of Y. The Resupply condition is listed with the Item but could be spending money to restock on ammo or be consuming a Frozen Feather to power the Frozen Orb for Articuno!

[Material - X] Item - Some Items have additional uses and can be transformed into a Treasure Rune or be used as Material for a Town Building. X will be replaced with its corresponding Item it can create.

[Pokeball] Item - Each Pokeball Item may contain one Captured Pokemon. Specific rules may apply to each Pokeball but they are normally listed within its Effects. A Pokeball Item may be used to Capture a Pokemon that is either Fainted or Willing to join you. Capturing a Fainted Pokemon must be performed as an Extended Action once Combat is resolved and may result in lower starting Loyalty compared to a Social Capture.

[Relic] Item - Some Items may have a Relic Tag, which can be utilized with the Relic Scrapper Edge in order to break down an Item into components that were combined into it or its relevant Scrap. Often time rare Items that are embedded with alchemical Items can be broken down to gain the alchemical Item by itself.

[Restorative] Item - Potions and other Restoratives are used to improve the health or strength of a Combatant. All Restoratives are considered Consumable. Combatants may only be affected by one Restorative Item every scene unless the bestower is otherwise Immune from this rule.

[Throwable] Item - This Item may be used with the Throw Maneuver and if the Maneuver hits, this Item's Effects are applied to the Target.

[Flora | Tier Number | Plant Type] Item - These Items may be planted in an appropriate Farm Slot. Refer to the Farming Section for additional Info.

[X Slot] Item - X will be replaced with one of the Equipment Slots, such as Accessory, Body, Foot or Head. Unless there is a clause such as an Item being a Held Item for Pokemon and Accessory Slot for Trainers, only Trainers may utilize X Slot Items. Often time these Items will also have keywords describing the Item, such as something being a Large Arcane Weapon or Fashion Item or Light Armor Item.

Poke Balls

Poke Balls are essential tools used by Trainers to capture Pokémons and contain them as part of their Team. See full rules for Pokeballs in the Pokeball Keyword and Switching Pokemon section!

Item Name	Crafting Cost	Requirement	Item Description
Basic Ball	\$100	Ball Crafter Rank 1	A Basic Pokeball, known as the Basic Ball. Can be used to capture fainted Pokemon or willing Pokemon. Pokeball Item
Beast Ball	\$800	Ball Crafter Rank 2	This Item can only be used to Capture Pokemon in Ultra Space Areas or Ultra Beast Pokemon. Pokeball Item
Level Ball	\$800	Ball Crafter Rank 2	A Pokemon Captured in this Pokeball may be changed to any Level between 1 and your Maximum Pokemon Level Cap. Pokeball Item.
Luxury Ball	\$800	Ball Crafter Rank 2	A Pokemon Captured in this Pokeball gains +5 Loyalty more than the GM's determined Loyalty value. Pokeball Item

In addition to Pokeballs, they can be customized by having an Innovator attach a Basic Module to it! Specialty Modules exist as advanced customization, however it is limited to Innovators.

Module Name	Crafting Cost	Requirement	Item Description
Insulation Module	\$500	Innovator	While attached, the Pokemon in this Pokeball is considered to have the Heater Capability and all Allies within 3m are also considered to have the Heater Capability. Basic Module.
Luminous Module	\$500	Innovator	While attached, the Pokemon in this Pokeball is considered to have the Glow Capability. This Pokeball is also considered to have the Glow Capability as a small source. Basic Module.
Respirator Module	\$500	Innovator	While attached, the Pokemon in this Pokeball is considered to have the Gilled Capability and gains +2 to their Swim Speed. Basic Module.
Spatial Module	\$500	Innovator	While attached, the Pokemon in this Pokeball does not lose Combat Stages from being in areas with [Special Area - Space] Basic Module.
Terrain Module	\$500	Innovator	As an Extended Action, Innovators may choose a Naturewalk. While attached, the Pokemon in this Pokeball is considered to have that Naturewalk Capability. Basic Module.
Enhancement Module	\$1,000	Technical Improvements	Upon this Item's Creation, choose a Skill. While attached, the Pokemon in this Pokeball gains a +2 Modifier to Skill Checks involving that Skill. Basic Module.
Health Module	\$1,000	Technical Improvements	While attached, at the end of a Scene where combat took place, the Pokemon in this Pokeball is restored to Full Health and heals all Injuries (Within Weekly Limit). Basic Module.
Link Module	\$1,000	Technical Improvements	While attached, at the end of the Scene this Pokemon was used, the Pokemon in this Pokeball gains +3 Loyalty Points. This does not apply to Roleplays. Basic Module.
Rubber Module	\$1,000	Technical Improvements	While attached, whenever this Pokeball is thrown, if it hits a surface it may bounce up to 2m from that source in any direction, choosing a new landing space. Basic Module.
Teleport Module	\$1,000	Technical Improvements	While attached, whenever this Pokeball is thrown, after it lands as a Free Action you can teleport this Item back into your hand or Inventory. Basic Module.

Below is the list of Specialty Modules which have more unique effects on Pokeballs. These may only be used by Innovators.

Module Name	Crafting Cost	Requirement	Item Description
Bulwark Module	\$2,000	Specialty Deployment	When the user's Special Deployment Feature is triggered, all Combatants in a Burst 2 Range, including the Pokemon in this Pokeball, gain Damage Reduction against your choice of Physical or Special Attacks equal to triple your Technology Education for one Full Round. Specialty Module.
Dampening Module	\$2,000	Specialty Deployment	When the user's Special Deployment Feature is triggered, all Combatants in a Burst 2 Range lose -1 CS in a Stat of your choice. Specialty Module.
Dazzling Module	\$2,000	Specialty Deployment	When the user's Special Deployment Feature is triggered, all Combatants in a Burst 1 Range must make a Perception Check with a DC equal to triple the User's Tech Edu Rank. On a Failure, their Accuracy is lowered by -2 for a Full Round. On a 8 or under, they instead become Blinded for a Full Round. Combatants with the Blindsight Capability are Immune to this effect. This Pokeball is also considered to have the Glow Capability as a small source. Specialty Module.
Ensnaring Module	\$2,000	Specialty Deployment	When the user's Special Deployment Feature is triggered, all Combatants in a Burst 1 Range become Slowed, Trapped and Vulnerable for 1 Full Round. Specialty Module.
Shrapnel Module	\$2,000	Specialty Deployment	As an Extended Action, Innovators may choose an Attack with the Hazard Keyword that the Pokemon this Pokeball contains has on their Attack List. When the user's Special Deployment Feature is triggered, the attack is used as a Free Action, filling all spaces in a Burst 2 with the respective Hazard. This Effect does not expend the Frequency of the chosen Attack. Specialty Module.
Arcana Module	\$2,000	Innovative Overload	When the user's Special Deployment Feature is triggered, all Combatants in a Burst 2 Range, including the Pokemon in this Pokeball, gain +1 CS to a Stat of your choice. If a Trainer is affected you may instead choose to give them +2 Temporary AP that lasts a Full Round. Specialty Module.
Astral Module	\$2,000	Innovative Overload	When the user's Special Deployment Feature is triggered, all Combatants within a Burst 1 must make a Focus Check with a DC equal to triple the User's Tech Edu Rank. On failure, they become Drowsy. On an 8 or less if the Combatant is not a Boss they instead fall Asleep. Specialty Module.
Prism Module	\$2,000	Innovative Overload	When the user's Special Deployment Feature is triggered, all Combatants in a Burst 2 Range, including the Pokemon in this Pokeball, are hit with a glittering mist. Each affected Combatant may choose a Damaging Attack on their Attack list and change its Type until the end of the Scene. (GM chooses for enemies) Specialty Module.
Recovery Module	\$2,000	Innovative Overload	When the user's Special Deployment Feature is triggered, all Combatants in a Burst 1 Range, including the Pokemon in this Pokeball, can choose to either gain a Tick of Temporary Hit Points, Cure a Persistent Affliction, or Restore a Tick of Hit Points. Specialty Module.
Runic Module	\$2,000	Innovative Overload	When the user's Special Deployment Feature is triggered, all Combatants in a Burst 2 Range, including the Pokemon in this Pokeball, gain the effects of the enchantments on the Runic Module. This module has an RE limit of 2 RE and may be targeted by Rune Weavers to Enchant. Specialty Module.

Survival Gear

Whether it's equipment needed to help you explore or Items that grant you access to Adventure Areas, Survival Gear is always helpful to have in tight situations. Some Items as well such as Bait or Repels are helpful in attracting or removing Wild Pokémon! Some Items listed here overlap with other sections.

Item Name	Crafting Cost	Requirement	Item Description
Bait	\$150	Bait Mixer	When used before an Encounter, the GM will roll 3d20. If at least one result is 15+, the GM will roll an additional time on the Encounter Table and add that Pokémon (Non-Pokémon rerolled) Only one Bait Item may be used per Encounter.
Super Bait	\$250	Bait Mixer	When used before an Encounter, you may roll 3d20 and choose one of the following effects: Only one Bait Item may be used per Encounter. » Add your Intuition or General Education Rank to each result. If at least one result is 15+, the GM will roll an additional time on the Encounter Table and add that Pokémon (Non-Pokémon rerolled) » For each result that is 15+, the GM will roll an additional time on the Encounter Table and add that Pokémon (Non-Pokémon rerolled)
Vile Bait	\$250	Bait Mixer	When used before an Encounter, you may roll 3d20. If at least one result is 15+, the GM will roll an additional time on the Encounter Table and add that Pokémon (Non-Pokémon rerolled) If a Non-Guardian Pokémon is attracted they become Poisoned. Only one Bait Item may be used per Encounter.
Repel	\$100	Repel Crafter	When used before an Encounter, they can repel 2 Pokémon Slots from the Encounter Table or 1 Pokémon Slot for Adventures. If rolled, those Slots must be rerolled. They are also ignored as an option when the Leader decides a Pokémon. Only 1 Repel may be used per Encounter.
Super Repel	\$200	Repel Crafter	When used before an Encounter, they can repel 3 Pokémon Slots from the Encounter Table or 2 Pokémon Slots for Adventures. If rolled, those Slots must be rerolled. They are also ignored as an option when the Leader decides a Pokémon. Only 1 Repel may be used per Encounter.
Max Repel	\$300	Repel Crafter	When used before an Encounter they can repel 4 Pokémon Slots from the Encounter Table or 3 Pokémon Slots for Adventures. If rolled, those Slots must be rerolled. They are also ignored as an option when the Leader decides a Pokémon. Only 1 Repel may be used per Encounter.
Adventure Maps	Crude: \$500 Detailed: \$750	Cartographer	One time usage items that can be used to lower the DC of an Adventure Area Trial to 12, or auto pass if its Detailed.
Collection Jar	\$100	Bare Necessities	A simple sealable glass jar. It can be used to contain a multitude of things such as Honey or Moomoo Milk. After the Item is used you get an empty Collection Jar back. Holds 1 Item at a time.
Dark Vision Goggles	\$1000	Practical Fashion	While equipped, you gain the Darkvision Capability. [Accessory or Head Slot]
Diving Suit	\$2500	Practical Fashion	While equipped, you are allowed to enter Areas with [Special Rules - Underwater]. [Body Slot]
Fishing Rod	\$3000	Bare Necessities	At the start of an Encounter you may use the Fishing Rod as if it were Bait (It's not consumed). A large Body of Water must be nearby to use this within GM Discretion. Roll a 4d20 and if a result is 15+, an extra Pokémon appears. This Pokémon must be randomly selected from all Water Pokémon in that area. There must be at least 3 Water Pokémon. Cannot be used with bait.
Flashlight	\$500	Bare Necessities	The user gains the Attack "Flash" while equipped. Instead of its normal range, it becomes 4m, 1 Target. Off-Hand Item.

Item Name	Crafting Cost	Requirement	Item Description
Gas Mask	\$2000	Practical Fashion	While equipped you are unaffected by Smoke Hazards and Status Attacks with the Powder Keyword. You resist Attacks with the Powder Keyword an additional Damage Step. [Head Slot]
Lighter	\$500	Bare Necessities	While held, you gain the Firestarter and Glow Capability. The glow Capability gained this way is treated as a Small Source.
Nature Boots	\$1500	Practical Fashion	<p>Choose an Item below to Craft. While equipped, you gain the Naturewalk Capability that is associated with the Item. In addition you gain +2 to overland Speed while in the Matching Terrain and cannot be Slowed while in the matching Terrain.</p> <p>Casual Boots (Grassland) Designer Boots (Urban) Desert Boots (Desert) Diver Boots (Ocean)(This one increases Swim Speed instead of Overland) Explorer Boots (Cave) Hiking Boots (Mountain) Jungle Boots (Forest) Marsh Boots (Wetlands) Space Boots (Space) Snow Boots (Tundra)"</p>
Re-Breather	\$2000	Practical Fashion	While Equipped you gain the Gilled Capability. If you faint while this is Equipped you no Longer are considered to have this Capability. [Head or Accessory Slot]
Rope	\$200	Bare Necessities	<p>This Rope has a tensile strength of 80 kg or 176 lbs. It has 40 Hit Points.</p> <p>Rope can only be damaged by Fire-Type attacks, attacks made with sharp objects (knives, swords, sharp teeth), and attacks like Scratch, Slash, Leaf Blade, Razor Leaf, etc. Rope can be bought in any length of 25 ft up to 300.</p>
Saddle	\$2000	Bare Necessities	<p>When a Saddle is created, a Specific Pokemon species must be chosen, and only that Species may equip this Item. Saddles can only be created for Pokemon that are Medium Size or Larger. While equipped with a Saddle, a Pokemon gains the Mountable 1 Capability and all Skill Checks involving mounting them or staying on while mounted gain a +3 Modifier. [Held Item Slot]</p>
Sleeping Bag	\$2000	Bare Necessities	<p>Once per Week, target yourself or your Pokémon. You may use one of the following effects as an Extended Action:</p> <ul style="list-style-type: none"> » Nap: The target may heal half of their HP. » Full Recovery: The target may not participate in any activities for the rest of the Week or 3 IRL Days, whichever is longer. At the end of the Game Week, the target heals 2 Injuries that do not count towards the Limit for Healing Injuries per Week.
Tent	\$2500	Bare Necessities	<p>As an Extended Action, you may perform one of the following. All monetary costs while using the Tent may be substituted with Chemical Scrap. A target may only benefit from the effects of a single Tent once per Week.</p> <ul style="list-style-type: none"> » You may spend \$100 to use a First Aid Kit instead of Draining 1 AP. » You may spend \$200 to heal an injury normally either without spending 1 Stamina or without Draining 2 AP. You must take the other cost. » If you have First Aid Expertise, you may spend \$750 to use First Aid Expertise without using up a Frequency. All other restrictions in First Aid Expertise still apply."
Water Filter	\$1000	Bare Necessities	Can filter natural sources of water to become drinkable. You may use this to fill collection jars with drinkable water whenever you're near a large body of water or a river.
Weather Cloak	\$2500	Practical Fashion	The user is immune to Damaging Weather while equipped. Accessory Item for Trainers. [Accessory, Head or Held Item Slot]

Tool Kits

Tool kits are a bundle of small items that can be used to assist Crafters in creating items. These items are either required to use certain crafting Edges and Features or greatly aid in their use by finding raw material items.

Item Name	Associated Crafting	Item Description
Alchemy Kit	Alchemist	Used to create Alchemical Items such as Gems and Catalysts, Evolution stones and Artificer Items.
Calligraphy Kit	Scribe	Used by Scribes to create Tags, Talismans, Amulets, etc. Contains a Season's worth of Ink, Paper and Utensils needed for Calligraphy.
Climbing Kit	--	A climber's kit includes special pitons, boot tips, gloves, and a harness. You can use the climber's kit as a Standard action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.
Cooking Kit	Chef	Used by Chefs to create Snacks and Refreshments.
Disguise Kit	--	This pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical appearance. For 1000\$ or 1000 Equipment Scrap you can craft a specific disguise. Wearing a disguise takes an appropriate equipment slot and requires you to bind 2 AP while wearing the disguise. While wearing a disguise, you gain a +6 modifier to Stealth and Guile Checks while impersonating that person.
Dowsing Kit	--	Dowsing kits have been attuned to the energy resonance given off by Shards and may be used at any point by spending 1 Stamina. They may be activated a number of times per Week equal to your trainer's Occult Education Rank +4. Roll 1d6 per Occult Ed Rank and If you have Skill Stunt (Dowsing), roll an additional 1d6. For each die that results in 4 or higher, you find 1 Shard of a random color: Red, Orange, Yellow, Green, Blue, or Violet. You may reroll any die that result in 6, gaining that shard and potentially more. To Determine your Shard results, roll 1d6 per Shard Gained. 1-6 is Red-Violet respectively.
Engineer Kit	Gadgeteer, Innovator	Used by Gadgeteers to create Gadgets and Capsules.
First Aid Kit	--	By Draining 1 AP, any Trainer can make a Medicine Education Check on a target as an Extended Action. The target gains Hit Points equal to the result, and is cured of Burn, Poison, and Paralysis.
Hatching Kit	--	Up to 3 Eggs can be placed in a Hatching Kit to make them hatch at an enhanced speed.
Herbalism Kit	--	A Herbalism Kit consists of clippers, mortal and pestles, shovels and spades to assist in harvesting plants. By spending 1 Stamina you can Reroll a Yield Roll. A specific Plant may only be targeted by this once per Game Week.
Mining Kit	--	A Mining Kit consists of a Pickaxe, Hammer, Chisel and brush. You can use the Mining Kit a number of times per Week equal to your Trainer's Survival Rank. (Paleontologists may instead use their Pokémon Education Rank) You may use a Mining Kit once per Non-Harvest Encounter in an area that has Cave, Mountain or Desert Terrain to try and find valuables by spending 1 Stamina. Alternatively you may pay 2 Stamina to use the Kit outside of an Encounter. To do so, roll a Survival Check. On a 10-19 you find Four random Shards. On a 20+ you find a random Fossil or Six random Shards. To determine your Shard results, roll 1d6 per Shard Gained. 1-6 is Red-Violet respectively. To determine your Fossil results, roll 1d17 then refer to the Fossil Chart.
Sewing Kit	Fashionista	Used by Fashionistas to create Fashion and Equipment.
Thievery Kit	--	A Thievery Kit consists of small files, lock picks, locks, narrow scissors, pliers, and forgery equipment. Upon Draining 2 AP, you may reroll all 1's on a Skill Check that disarm traps, open locks, or forge documents

Medicine

Restoratives

Potions and other **Restorative Items** are a useful way for Trainers to keep their Pokémon in fighting shape without needing to return to a Pokémon center every single time they run into an angry wild Pokémon. Potions are sold in small, one time use glass bottles that when applied onto a Pokémon, sterilize and heal wounds.

Potions and other Basic Restoratives can be used on Pokémon and Humans alike to repair damaged tissue and seal wounds. If the entire bottle of Potion isn't used, it cannot take effect on the Pokémon.

However due to the chemical complexity of Restoratives, **Combatants can only be affected by one Restorative per Scene**. This however can be mitigated in some ways like by Alchemists or Medics who are adept at the application of medicine and are able to utilize it more effectively.

Restorative Items			
Item Name	Crafting Cost	Requirement	Item Description
Basic Healing Potion	Ingredients	Alchemist	All Targets affected by this Item restore 3 Ticks of Hit Points or 50 Hit Points. Restorative. Throwable Item.
Greater Healing Potion	Ingredients	Alchemy Blend	All Targets affected by this Item restore 5 Ticks of Hit Points or 100 Hit Points. Restorative. Throwable Item.
Basic Revival Potion	Ingredients	Alchemist	All Targets affected by this Item are revived and set to one Tick of Hit Points Or 20 Hit Points. A Combatant can only be affected by a Revival Potion or Item with this effect once per Scene. Restorative. Throwable Item.
Greater Revival Potion	Ingredients	Alchemy Blend	All Targets affected by this Item are revived and set to three Ticks of Hit Points Or 50 Hit Points. A Combatant can only be affected by a Revival Potion once per Scene. Restorative. Throwable Item.
Basic Curative Potion	Ingredients	Alchemist	All Targets affected by this Item are cured of one Status Affliction. Restorative. Throwable Item.
Greater Curative Potion	Ingredients	Alchemy Blend	All Targets affected by this Item are cured of all Status Afflictions. Restorative. Throwable Item.
Basic Recovery Potion	Ingredients	Alchemist	All Targets affected by this Item restore a Tick of Hit Points at the end of their Turn for 3 Rounds. Restorative. Throwable Item.
Greater Recovery Potion	Ingredients	Alchemy Blend	All Targets affected by this Item restore a Tick of Hit Points at the end of their Turn for 5 Rounds. Restorative. Throwable Item.
Basic Strength Potion	Ingredients	Alchemist	All Targets affected by this Item gain either +2 CS of Attack or Special Attack. Restorative. Throwable Item.
Greater Strength Potion	Ingredients	Alchemy Blend	All Targets affected by this Item gain either +2 CS of Attack or Special Attack. Whichever Stat is chosen cannot be decreased below their Default Stage for the rest of this Scene. Restorative. Throwable Item.
Basic Fortitude Potion	Ingredients	Alchemist	All Targets affected by this Item gain either +2 CS of Defense or Special Defense. Restorative. Throwable Item.
Greater Fortitude Potion	Ingredients	Alchemy Blend	All Targets affected by this Item gain either +2 CS of Defense or Special Defense. Whichever Stat is chosen cannot be decreased below their Default Stage for the rest of this Scene. Restorative. Throwable Item.
Basic Swiftness Potion	Ingredients	Alchemist	All Targets affected by this Item gain +1 CS in Speed. Additionally they gain +1 in their choice of Accuracy or Evasion. Restorative.
Greater Swiftness Potion	Ingredients	Alchemy Blend	All Targets affected by this Item gain +2 CS in Speed. Additionally they gain +2 in their choice of Accuracy or Evasion. Throwable Item. Restorative.
Bandage*	\$100	Medical Supplies	When used on a Pokemon or Trainer they have an Injury Removed within the Weekly Limit. This Item can only be used as an Extended Action. [Consumable]
Energy Powder	Ingredients	Herb Lore	Heals 50 Hit Points.
Energy Root	--	Top Tier Berries	Heals 100 Hit Points.
Heal Powder	Ingredients	Herb Lore	Cures any Persistent or Volatile Status Affliction.
Revival Herb	--	Top Tier Berries	Revives a Pokémon and sets its Hit Points to 50.
Poultice*	Ingredients	Herbal Remedies	Poultries instantly remove 1 Injury from a Pokémon or Trainer. Tier 2 Herb

Food Items

Food Items are just what they sound like. There are 3 different types of Mechanical food, **Chef Snacks**, **Berries** and **Mushrooms**.

Food Items may be consumed at any time by a Pokémon or Trainer as an **Extended Action** to grant a **Food Buff** (Which lasts until the **end of the Game Week or used in Combat**, whichever comes first). A Pokémon or Trainer may only have **one Food Buff stored at a time** unless they have the Gluttony Ability, and they may trade in this Buff during battle as a Free Action to use the effect of the Food Item. Once used and traded in, the Effect written on the Food Item is activated. Food Buffs may also be consumed as an Extended Action if specified that it can be performed outside of combat.

Some Food Items require a certain condition to be met before a Food Buff can be traded in. For example, Food Buffs from some Berries cannot be traded in unless the user is at 50% Hit Points or lower or unless the user is suffering from a Status Affliction the Berry's Food Buff can cure. Some Berries specify alternate conditions instead, such as being dealt a certain kind of damage or being hit by a Type of attack.

Item Name	Crafting Cost	Requirement	Item Description
Leftovers	\$100	Leftovers Recipe	When this Food Buff is traded in, the User recovers 1/10 of their Max Hit Points at the beginning of each Turn for the next 5 Rounds. Snack.



Flora Items

There is a multitude of Plant-life available to be found in the world of Phemenon. In this section i'll list a few charts that specify most, if not all the Flora Items you can find. (Identifying Wild Plants is often a General Edu or Survival Check)

[Please Refer to the Farming Section for further Info on Flora Item Mechanics and their Type]

Available Flowers		
Flower Name	Item Tier	Effect
Assorted Carnations	1	If this Item is expended through the "Seed Extraction" Action, you gain either an Insect or Floral Seed. [Flora Tier 1 Flower] Growth Condition: Forest Terrain [Preferred]
Glimmering Lily	1	If this Item is expended through the "Seed Extraction" Action, you gain either a Floral or Charged Seed. [Flora Tier 1 Flower] Growth Condition: Urban Terrain or 5 Electric Types [Preferred]
Ruby Blushrose	1	If this Item is expended through the "Seed Extraction" Action, you gain either a Basic or Fae Seed. [Flora Tier 1 Flower] Growth Condition: Grassland Terrain [Preferred]
Spirit Sap	1	If this Item is expended through the "Seed Extraction" Action, you gain either a Spectral or Insect Seed. [Flora Tier 1 Flower] Growth Condition: Low Lighting or 5 Ghost Types [Preferred]
Arcane Wildgrass	2	If this Item is expended through the "Seed Extraction" Action, you gain either a Psy or Umbral Seed. [Flora Tier 2 Flower] Growth Condition: Space Terrain or 5 Psychic Types [Preferred]
Fae Flower	2	If this Item is expended through the "Seed Extraction" Action, you gain either a Fae or Basic Seed. [Flora Tier 2 Flower] Growth Condition: Grassland Terrain or 5 Fairy Types [Preferred]
Powderpuff	2	If this Item is expended through the "Seed Extraction" Action, you gain either an Insect or Toxic Seed. [Flora Tier 2 Flower] Growth Condition: Wetland Terrain or 5 Poison Types [Necessary]
Titan Arum	2	If this Item is expended through the "Seed Extraction" Action, you gain either a Power or Terra Seed. [Flora Tier 2 Flower] Growth Condition: Forest Terrain [Preferred]
Aqua Lotus	3	If this Item is expended through the "Seed Extraction" Action, you gain either an Aqua or Floral Seed. [Flora Tier 3 Flower] Growth Condition: Ocean or Wetland Terrain [Necessary]
Frost Moss	3	If this Item is expended through the "Seed Extraction" Action, you gain either an Aqua or Frost Seed. [Flora Tier 3 Flower] Growth Condition: Tundra Terrain with Harsh Cold [Necessary]
Mandrake Root	3	If this Item is expended through the "Seed Extraction" Action, you gain either a Sky or Draco Seed. [Flora Tier 3 Flower] Growth Condition: Mountain Terrain or Sky [Necessary]
Scrap Orchid	3	If this Item is expended through the "Seed Extraction" Action, you gain either a Charged or Metal Seed. [Flora Tier 3 Flower] Growth Condition: Urban or 5 Steel Types [Necessary]
Spatial Camellia	3	If this Item is expended through the "Seed Extraction" Action, you gain either a Psy or Draco Seed. [Flora Tier 3 Flower] Growth Condition: Space Terrain [Necessary]
Twilight Moss	3	If this Item is expended through the "Seed Extraction" Action, you gain either an Umbral or Geo Seed. [Flora Tier 3 Flower] Growth Condition: Cave and Low Lighting [Necessary]
Volcanic Lichen	3	If this Item is expended through the "Seed Extraction" Action, you gain either a Heated or Geo Seed. [Flora Tier 3 Flower] Growth Condition: Cave Terrain with Harsh Heat [Necessary]
Fadeweaver	4	Upon consumption, allows the user to gain access to the Astral Dream Plane. If this Item is expended through the "Seed Extraction" Action, you gain either a Fae or Sky Seed. [Flora Tier 4 Flower] Growth Condition: Forest Terrain or 5 Fairy Types [Necessary]
Gracidea Flower	4	Patronage Item for Shaymin. If this Item is expended through the "Seed Extraction" Action, you gain either a Floral or Toxic Seed. [Flora Tier 4 Flower] Growth Condition: Grassland Terrain in the Valcan Region [Necessary]
Sakura Sapling	4	This Item cannot be sold as if it were a Treasure Item. If this Item is expended through the "Seed Extraction" Action, you gain either a Power or Fae Seed. [Flora Tier 4 Flower] Growth Condition: Forest Terrain with 5 Fairy Types or the Season is Spring [Necessary]
Shroudveil	4	Upon consumption, allows the user to gain access to the Astral Nightmare Plane. If this Item is expended through the "Seed Extraction" Action, you gain either a Spectral or Umbral Seed. [Flora Tier 4 Flower] Growth Condition: Low Lighting and Forest Terrain [Necessary]

Available Herbs

Herb Name	Item Tier	Effect
Insomnia Herb	1	Upon consumption, the user may use the Attack "Sleep Powder". [Flora Tier 1 Herb] Growth Condition: Default Soil
Mystic Herb	1	Upon consumption, the user may use the Attack "Mystic Powder". [Flora Tier 1 Herb] Growth Condition: Default Soil
Numbing Herb	1	Upon consumption, the user may use the Attack "Stun Sporer". [Flora Tier 1 Herb] Growth Condition: Default Soil
Spicy Herb	1	Upon consumption, the user may use the Attack "Burn Powder". [Flora Tier 1 Herb] Growth Condition: Default Soil
Toxic Herb	1	Upon consumption, the user may use the Attack "Poison Powder". [Flora Tier 1 Herb] Growth Condition: Default Soil
White Herb	1	Upon consumption, the user's Negative Stats are reset to their Default Value. [Flora Tier 1 Herb] Growth Condition: Default Soil
Mental Herb	2	Upon consumption, the user is cured of one Volatile Affliction. [Flora Tier 2 Herb] Growth Condition: Default Soil
Power Herb	2	Upon consumption, for the rest of the Scene, the user may Ignore the Set-Up Phase if they use an Attack with the Set-up Keyword. If they do so, they immediately go to the Resolution Effect. [Flora Tier 2 Herb] Growth Condition: Default Soil
Revival Herb	2	Upon consumption, the user is Revived and set to 2 Ticks of Hit Points. [Flora Tier 2 Herb] Growth Condition: Default Soil
Soothing Herb	2	Upon consumption, the user is cured of one Physical Affliction. [Flora Tier 2 Herb] Growth Condition: Default Soil
Amnesia Herb	3	Upon consumption, the user may use the Attack "Worry Seed". [Flora Tier 3 Herb] Growth Condition: Default Soil
Curative Herb	3	Upon consumption, the user gains 5 Ticks of Hit Points. [Flora Tier 3 Herb] Growth Condition: Default Soil
Mirror Herb	3	Upon consumption, the user's Stats are reversed from Positive to Negative and vice versa. [Flora Tier 3 Herb] Growth Condition: Default Soil
Faebloom Herb	4	Upon consumption, the user may use the Attack "Pixie Dust". [Flora Tier 4 Herb] Growth Condition: Default Soil
Vampiric Herb	4	Upon consumption, the user may use the Attack "Leech Seed". [Flora Tier 4 Herb] Growth Condition: Default Soil
Violent Herb	4	Upon consumption, the user may use the Attack "Rage Powder". [Flora Tier 4 Herb] Growth Condition: Default Soil

Just a Reminder that Herb Items are also considered to have the **[Restorative] Tag** unless they would use an Attack. Also a secondary Reminder that **using an Attack through a Herb still expends its Frequency**. If an Attack is Scene Frequency, it can only be used through its corresponding Herb once per Scene.



Available Mushrooms		
Mushroom Name	Item Tier	Effect
Bloodcap	1	The user becomes Enraged. [Flora Tier 1 Mushroom] Growth Condition: Low Lighting or Mountain Terrain [Preferred]
Crushroom	1	The user becomes Infatuated with the closest Combatant. [Flora Tier 1 Mushroom] Growth Condition: Low Lighting or Grassland Terrain [Preferred]
Illusibulb	1	The user gains the Illusionist Capability for the rest of the Scene. However nobody can see the Illusions you create unless they also trade in this Food Buff. This Food Buff may be traded outside of Combat. [Flora Tier 1 Mushroom] Growth Condition: Low Lighting or Cave Terrain [Preferred]
Toxic Morel	1	The user becomes Poisoned [Flora Tier 1 Mushroom] Growth Condition: Low Lighting or Wetlands Terrain [Preferred]
Wild Mushroom	1	The user suffers -2d6 to all Skill Checks until the end of the Scene, then if they do, they gain +1 CS in a random Stat. [Flora Tier 1 Mushroom] Growth Condition: Low Lighting or Forest Terrain [Preferred]
Aura Stalk	2	The user gains the Aura Reader Capability for the rest of the Scene. Whenever the user sees Aura however it has a 50% chance of being incorrect in some way (The GM Will determine this and if you see the correct Aura). This Food Buff may be traded outside of Combat. [Flora Tier 2 Mushroom] Growth Condition: Low Lighting or Cave Terrain [Preferred]
Glowcap	2	The user gains the Glow Capability for the rest of the Scene as if they were a Small Source. This Item also is treated as having the Glow Capability. This Food Buff may be traded outside of Combat. [Flora Tier 2 Mushroom] Growth Condition: Cave Terrain or at least 5 Electric Types [Necessary]
Frostbell	2	The user does not lose Evasion from Harsh Cold and is not Damaged by Ice Type Weather until the end of the Scene. This Food Buff may be traded outside of Combat. [Flora Tier 2 Mushroom] Growth Condition: Tundra Terrain [Preferred]
Swamp Stalk	2	The user becomes Badly Poisoned, then if they do, they gain +2 CS in a random Stat. [Flora Tier 2 Mushroom] Growth Condition: Wetland Terrain [Necessary]
Wild Stalk	2	The user becomes Confused, then if they do, they gain +2 CS in a random Stat. [Flora Tier 2 Mushroom] Growth Condition: Low Lighting or Forest Terrain [Preferred]
Adyna Shroom	3	When the user is hit with an Attack from an Adjacent enemy, the Attacker becomes Vulnerable for a Full Round. [Flora Tier 3 Mushroom] Growth Condition: Low Lighting or Cave Terrain [Preferred]
Aquila Fungi	3	The user gains the Gilled Capability for the rest of the Scene. If the user would need to be Rescued, this effect lasts for 24 IRL Hours. This Food Buff may be traded outside of Combat. [Flora Tier 3 Mushroom] Growth Condition: Ocean or Wetlands Terrain [Necessary]
Kimai Shroom	3	When the user is hit with an Adjacent Attack, the Attacker becomes Drowsy. [Flora Tier 3 Mushroom] Growth Condition: Low Lighting or Cave Terrain [Preferred]
Opyn Shroom	3	When the user is hit with an Adjacent Attack, the Attacker becomes Enraged. [Flora Tier 3 Mushroom] Growth Condition: Low Lighting or Cave Terrain [Preferred]
Vousen Shroom	3	When the user is hit with an Adjacent Attack, the Attacker has a random Attack disabled. [Flora Tier 3 Mushroom] Growth Condition: Low Lighting or Cave Terrain [Preferred]
Aorato Root	4	The user gains the Invisibility Capability for 5 Minutes or a Full Round. During this time the user cannot become Visible again unless they take an Action. This Food Buff may be traded outside of Combat. [Flora Tier 4 Mushroom] Growth Condition: Ocean or Wetlands Terrain [Necessary]
Castello Shroom	4	When the user is hit with an Adjacent Attack, the Attacker becomes Suppressed for a Full Round. [Flora Tier 4 Mushroom] Growth Condition: Low Lighting or Cave Terrain [Necessary]
Purple Haze	4	The user gains the Phasing Capability for 5 Minutes or a Full Round. During this time the user cannot become Tangible again unless they take an Action. This Food Buff may be traded outside of Combat. [Flora Tier 4 Mushroom] Growth Condition: Space Terrain [Necessary]
Themis Root	4	The user gains the Premonition Capability for the rest of the Scene and can sense anything that is breathing within 20m of them. This Food Buff may be traded outside of Combat. [Flora Tier 4 Mushroom] Growth Condition: Space Terrain [Necessary]

Available Berries

Berry Name	Item Tier	Effect
Figy Berry	1	When creating a Spicy Poffin, you may expend this Berry instead of its normal Cost [Flora Tier 1 Berry] Growth Condition: Default Soil
Wiki Berry	1	When creating a Dry Poffin, you may expend this Berry instead of its normal Cost [Flora Tier 1 Berry] Growth Condition: Default Soil
Mago Berry	1	When creating a Sweet Poffin, you may expend this Berry instead of its normal Cost [Flora Tier 1 Berry] Growth Condition: Default Soil
Aguav Berry	1	When creating a Bitter Poffin, you may expend this Berry instead of its normal Cost [Flora Tier 1 Berry] Growth Condition: Default Soil
Iapapa Berry	1	When creating a Sour Poffin, you may expend this Berry instead of its normal Cost [Flora Tier 1 Berry] Growth Condition: Default Soil
Razz Berry	1	When creating a Salty Poffin, you may expend this Berry instead of its normal Cost [Flora Tier 1 Berry] Growth Condition: Default Soil
Rawst Berry	1	When the user becomes Burned, they become cured of it. [Flora Tier 1 Berry] Growth Condition: Default Soil
Cheri Berry	1	When the user becomes Paralyzed, they become cured of it. [Flora Tier 1 Berry] Growth Condition: Default Soil
Chesto Berry	1	When the user falls Asleep, they become cured of it. [Flora Tier 1 Berry] Growth Condition: Default Soil
Pecha Berry	1	When the user becomes Poisoned, they become cured of it. [Flora Tier 1 Berry] Growth Condition: Default Soil
Aspear Berry	1	When the user becomes Frozen, they become cured of it. [Flora Tier 1 Berry] Growth Condition: Default Soil
Persim Berry	1	When the user becomes Confused, they become cured of it. [Flora Tier 1 Berry] Growth Condition: Default Soil
Cornn Berry	1	When the user becomes Disabled, they become cured of it. [Flora Tier 1 Berry] Growth Condition: Default Soil
Magost Berry	1	When the user becomes Enraged, they become cured of it. [Flora Tier 1 Berry] Growth Condition: Default Soil
Rabuta Berry	1	When the user becomes Suppressed, they become cured of it. [Flora Tier 1 Berry] Growth Condition: Default Soil
Nomel Berry	1	When the user becomes Infatuated, they become cured of it. [Flora Tier 1 Berry] Growth Condition: Default Soil
Pantre Berry	1	When the user becomes Cursed, they become cured of it. [Flora Tier 1 Berry] Growth Condition: Default Soil
Bluk Berry	1	When the user starts Bleeding, they become cured of it. [Flora Tier 1 Berry] Growth Condition: Default Soil
Nanab Berry	1	When the user becomes Vulnerable, they become cured of it. [Flora Tier 1 Berry] Growth Condition: Default Soil
Wepear Berry	1	When the user becomes Seeded, they become cured of it. [Flora Tier 1 Berry] Growth Condition: Default Soil
Pinap Berry	1	When the user becomes Vortexed, they become cured of it. [Flora Tier 1 Berry] Growth Condition: Default Soil
Sitrus Berry	2	When the user falls below 25% Hit Points (And doesn't Faint), they gain a Tick of Hit Points. [Flora Tier 2 Berry] Growth Condition: Default Soil
Oran Berry	2	When the user falls below 50% Hit Points, they gain a Tick of Temporary Hit Points. [Flora Tier 2 Berry] Growth Condition: Default Soil
Liechi Berry	2	When the user falls below 50% Hit Points, they gain +1 CS in Attack [Flora Tier 2 Berry] Growth Condition: Default Soil
Ganlon Berry	2	When the user falls below 50% Hit Points, they gain +1 CS in Defence [Flora Tier 2 Berry] Growth Condition: Default Soil
Petaya Berry	2	When the user falls below 50% Hit Points, they gain +1 CS in Special Attack [Flora Tier 2 Berry] Growth Condition: Default Soil
Apicot Berry	2	When the user falls below 50% Hit Points, they gain +1 CS in Special Defense [Flora Tier 2 Berry] Growth Condition: Default Soil
Salac Berry	2	When the user falls below 50% Hit Points, they gain +1 CS in Speed [Flora Tier 2 Berry] Growth Condition: Default Soil

Berry Name	Item Tier	Effect
Custap Berry	2	When the user falls below 50% Hit Points, they grant one Attack they know the Priority (Advanced) Keyword until the end of the Scene. [Flora Tier 2 Berry] Growth Condition: Default Soil
Kelpsy Berry	2	When the user falls below 50% Hit Points, they grant one Attack they know the Smite Keyword until the end of the Scene. [Flora Tier 2 Berry] Growth Condition: Default Soil
Leppa Berry	3	When the user uses any Scene Attack, they may trade this Food Buff to not expend its Frequency.. [Flora Tier 3 Berry] Growth Condition: Forest Terrain [Preferred]
Lum Berry	3	When the user gains a Persistent Affliction, they may trade this Food Buff to cure it. [Flora Tier 3 Berry] Growth Condition: Forest Terrain [Preferred]
Mariane Berry	3	When the user gains a Volatile Affliction, they may trade this Food Buff to cure it. [Flora Tier 3 Berry] Growth Condition: Forest Terrain [Preferred]
Tanga Berry	3	When the user is hit by a Bug Type Attack, they may Trigger this Food Buff to resist the Attack an additional Step. When the user uses a Bug Type Attack against an Enemy that resists it, they may Trigger this Food Buff to increase the Attack by an additional Damage Step. [Flora Tier 3 Berry] Growth Condition: At least 5 Bug Types [Preferred]
Colbur Berry	3	When the user is hit by a Dark Type Attack, they may Trigger this Food Buff to resist the Attack an additional Step. When the user uses a Dark Type Attack against an Enemy that resists it, they may Trigger this Food Buff to increase the Attack by an additional Damage Step. [Flora Tier 3 Berry] Growth Condition: At least 5 Dark Types [Preferred]
Haban Berry	3	When the user is hit by a Dragon Type Attack, they may Trigger this Food Buff to resist the Attack an additional Step. When the user uses a Dragon Type Attack against an Enemy that resists it, they may Trigger this Food Buff to increase the Attack by an additional Damage Step. [Flora Tier 3 Berry] Growth Condition: At least 5 Dragon Types [Preferred]
Wacan Berry	3	When the user is hit by a Electric Type Attack, they may Trigger this Food Buff to resist the Attack an additional Step. When the user uses a Electric Type Attack against an Enemy that resists it, they may Trigger this Food Buff to increase the Attack by an additional Damage Step. [Flora Tier 3 Berry] Growth Condition: At least 5 Electric Types [Preferred]
Roseli Berry	3	When the user is hit by a Fairy Type Attack, they may Trigger this Food Buff to resist the Attack an additional Step. When the user uses a Fairy Type Attack against an Enemy that resists it, they may Trigger this Food Buff to increase the Attack by an additional Damage Step. [Flora Tier 3 Berry] Growth Condition: At least 5 Fairy Types [Preferred]
Chople Berry	3	When the user is hit by a Fighting Type Attack, they may Trigger this Food Buff to resist the Attack an additional Step. When the user uses a Fighting Type Attack against an Enemy that resists it, they may Trigger this Food Buff to increase the Attack by an additional Damage Step. [Flora Tier 3 Berry] Growth Condition: At least 5 Fighting Types [Preferred]
Occa Berry	3	When the user is hit by a Fire Type Attack, they may Trigger this Food Buff to resist the Attack an additional Step. When the user uses a Fire Type Attack against an Enemy that resists it, they may Trigger this Food Buff to increase the Attack by an additional Damage Step. [Flora Tier 3 Berry] Growth Condition: At least 5 Fire Types [Preferred]
Coba Berry	3	When the user is hit by a Flying Type Attack, they may Trigger this Food Buff to resist the Attack an additional Step. When the user uses a Flying Type Attack against an Enemy that resists it, they may Trigger this Food Buff to increase the Attack by an additional Damage Step. [Flora Tier 3 Berry] Growth Condition: At least 5 Flying Types [Preferred]
Kasib Berry	3	When the user is hit by a Ghost Type Attack, they may Trigger this Food Buff to resist the Attack an additional Step. When the user uses a Ghost Type Attack against an Enemy that resists it, they may Trigger this Food Buff to increase the Attack by an additional Damage Step. [Flora Tier 3 Berry] Growth Condition: At least 5 Ghost Types [Preferred]
Rindo Berry	3	When the user is hit by a Grass Type Attack, they may Trigger this Food Buff to resist the Attack an additional Step. When the user uses a Grass Type Attack against an Enemy that resists it, they may Trigger this Food Buff to increase the Attack by an additional Damage Step. [Flora Tier 3 Berry] Growth Condition: At least 5 Grass Types [Preferred]
Shuca Berry	3	When the user is hit by a Ground Type Attack, they may Trigger this Food Buff to resist the Attack an additional Step. When the user uses a Ground Type Attack against an Enemy that resists it, they may Trigger this Food Buff to increase the Attack by an additional Damage Step. [Flora Tier 3 Berry] Growth Condition: At least 5 Ground Types [Preferred]
Yache Berry	3	When the user is hit by a Ice Type Attack, they may Trigger this Food Buff to resist the Attack an additional Step. When the user uses a Ice Type Attack against an Enemy that resists it, they may Trigger this Food Buff to increase the Attack by an additional Damage Step. [Flora Tier 3 Berry] Growth Condition: At least 5 Ice Types [Preferred]

Berry Name	Item Tier	Effect
Chilan Berry	3	When the user is hit by a Normal Type Attack, they may Trigger this Food Buff to resist the Attack an additional Step. When the user uses a Normal Type Attack against an Enemy that resists it, they may Trigger this Food Buff to increase the Attack by an additional Damage Step. [Flora Tier 3 Berry] Growth Condition: At least 5 Normal Types [Preferred]
Kebia Berry	3	When the user is hit by a Poison Type Attack, they may Trigger this Food Buff to resist the Attack an additional Step. When the user uses a Poison Type Attack against an Enemy that resists it, they may Trigger this Food Buff to increase the Attack by an additional Damage Step. [Flora Tier 3 Berry] Growth Condition: At least 5 Poison Types [Preferred]
Payapa Berry	3	When the user is hit by a Psychic Type Attack, they may Trigger this Food Buff to resist the Attack an additional Step. When the user uses a Psychic Type Attack against an Enemy that resists it, they may Trigger this Food Buff to increase the Attack by an additional Damage Step. [Flora Tier 3 Berry] Growth Condition: At least 5 Psychic Types [Preferred]
Charti Berry	3	When the user is hit by a Rock Type Attack, they may Trigger this Food Buff to resist the Attack an additional Step. When the user uses a Rock Type Attack against an Enemy that resists it, they may Trigger this Food Buff to increase the Attack by an additional Damage Step. [Flora Tier 3 Berry] Growth Condition: At least 5 Rock Types [Preferred]
Babiri Berry	3	When the user is hit by a Steel Type Attack, they may Trigger this Food Buff to resist the Attack an additional Step. When the user uses a Steel Type Attack against an Enemy that resists it, they may Trigger this Food Buff to increase the Attack by an additional Damage Step. [Flora Tier 3 Berry] Growth Condition: At least 5 Steel Types [Preferred]
Passho Berry	3	When the user is hit by a Water Type Attack, they may Trigger this Food Buff to resist the Attack an additional Step. When the user uses a Water Type Attack against an Enemy that resists it, they may Trigger this Food Buff to increase the Attack by an additional Damage Step. [Flora Tier 3 Berry] Growth Condition: At least 5 Water Types [Preferred]
Celestial Berry	4	When the user falls below 25% Hit Points (And doesn't Faint), they gain two Ticks of Hit Points or are cured of any one Status Affliction. [Flora Tier 4 Berry] Growth Condition: Temporal Soil [Necessary]
Psion Berry	4	The user gains the Telepath Capability for the remainder of the Scene. [Flora Tier 4 Berry] Growth Condition: Space Terrain or at least 5 Psychic Types [Necessary]
Soul Berry	4	For the remainder of the Scene, the user may communicate their emotions with any other user within 10m that has eaten a Soul Berry as if they used the Channeled Mechanic from the Empath Class. [Flora Tier 4 Berry] Growth Condition: Grassland Terrain or at least 5 Fairy Types [Preferred]
Wildheart Berry	4	The user gains +1 CS in Attack and becomes Enraged. [Flora Tier 4 Berry] Growth Condition: Forest Terrain [Preferred]



Misc Farming Items

There are many other Items related to Farming you may wanna know about. Here is the list below of relevant Items.

Farming Items	
Item Name	Effect
[X] Seed	When this Item hits a Target, they gain an X Coat. While the Target has an X Coat, they are considered to be Weak against X Type Attacks (1.5x), ignoring natural Type Effectiveness but not Resistances or Immunities from other sources such as Abilities or Features, and X Type Status Attacks cannot miss against the user. This Coat is expended when the user is hit with an X Type Attack. If the Target already had a Coat given to them by a Seed Item this Scene, they are not considered weak against the X Type, but the secondary effect still applies while they have that coat. [Consumable] [Throwable] Note: This Item may be obtained from Seed Extraction. [X] may be replaced with any of the following Seeds: Insect, Umbral, Draco, Charged, Fae, Power, Heated, Sky, Spectral, Floral, Terra, Frost, Basic, Toxic, Psy, Geo, Metal, Aqua
Portable Grower	This Item is treated as 1 Farm Slot. The Flora Item that is Planted within this Item does not need to be designated to a specific location and can be carried with you in your Inventory and interacted with at any time. Upon Purchase you may choose to have this Farm Slot affected by any Special Area Effect, but it may not be changed. In addition its Default Soil may be treated as any Terrain of your choice, chosen upon Purchase.
Garden Box	This Item is treated as 1 Farm Slot. Upon completion of an Encounter you may place this Item in that Area and the Farm Slot may be used. The Default Soil of this Farm Slot gains the Terrain of that Area and is affected by any Special Area Effects that the Area is affected by.
Mulch	Target one Farm Slot that isn't affected by any Mulch. This Farm Slot gains a +2 Modifier to Yield Rolls until the end of the Season. [Consumable]
Fertilizer	Target one Farm Slot without any Flora Items. The next Flora Item that is planted here only takes 2 IRL Days to Mature. [Consumable]
Plant Nutrients	Target one Farm Slot. The next Yield roll you perform on a Flora Item in this Farm Slot gains a +5 Modifier. [Consumable]
Scarred Soil	Target a Farm Slot. This Farm Slot's Soil is treated as being affected by Scarlands. [Consumable]
Arid Soil	Target a Farm Slot. The Terrain it is affected by is replaced with Desert Terrain. [Consumable]
Cavern Soil	Target a Farm Slot. The Terrain it is affected by is replaced with Cave Terrain. [Consumable]
City Soil	Target a Farm Slot. The Terrain it is affected by is replaced with Urban Terrain. [Consumable]
Damp Soil	Target a Farm Slot. The Terrain it is affected by is replaced with Ocean Terrain. [Consumable]
Grassy Soil	Target a Farm Slot. The Terrain it is affected by is replaced with Grassland Terrain. [Consumable]
Mountainous Soil	Target a Farm Slot. The Terrain it is affected by is replaced with Mountain Terrain. [Consumable]
Mossy Soil	Target a Farm Slot. The Terrain it is affected by is replaced with Forest Terrain. [Consumable]
Muddy Soil	Target a Farm Slot. The Terrain it is affected by is replaced with Wetlands Terrain. [Consumable]
Warped Soil	Target a Farm Slot. The Terrain it is affected by is replaced with Space Terrain. [Consumable]
Frostbitten Soil	Target a Farm Slot. This Farm Slot's Soil is treated as being affected by Harsh Cold. You may also choose to replace its Terrain with Tundra. [Consumable]
Volcanic Soil	Target a Farm Slot. This Farm Slot's Soil is treated as being affected by Harsh Heat. You may also choose to replace its Terrain with Cave or Mountain. [Consumable]
Blessed Soil	Target one Farm Slot. The Terrain it is affected by is replaced with Forest Terrain. When performing Yield Rolls on the Flora Item in this Farm Slot, after determining the Yield Result, when determining the number of Plants you gain, all results of the d3's are turned into 3. [Material - Royal Garden] [Major Treasure][Consumable]
Corrupted Soil	Target one Farm Slot. The Terrain it is affected by is replaced with Desert Terrain. If a Flora Item that does not have "Corrupted Soil" as a Growth condition is planted here, its effect is replaced with: "Gain 3 AP. At the end of the Scene, Drain all of your AP." [Minor Treasure][Consumable]
Fertile Soil	Target a Farm Slot not affected by a Soil Item. Any Flora Item that is planted in this Farm Slot gains a +3 Modifier to Yield Rolls. This Item may be used up to 3 Times before it is Consumed. [Material - Enriched Fertilizer] [Minor Treasure] [Consumable]
Temporal Soil	Target one Farm Slot. The Terrain it is affected by is replaced with Forest Terrain. Any Flora Item that is planted in this Farm Slot immediately Matures. [Minor Treasure][Consumable]

Equipment

Trainers can don equipment to help protect them on their journeys or grant them special effects. They may only equip one piece of Equipment per Equipment slot though; the slots are **Head, Main Hand, Off-Hand, Body, Feet, and Accessory**.

"Held Items" and "Equipment" share many similarities. "Equipment" is usable only by Trainers. Most Held Items are usable by Trainers as well; most Held Items are accessory-slot items when used by Trainers, but some may differ according to their description. See the next section for details on Held Items.

Equipping an Item or switching one for another takes a Standard Action. Handing another Trainer an item or equipment piece is similarly a Standard Action, but this does not equip the item for them, only grants them the ability to equip it themselves. Equipping a Held Item onto a Pokémon is a Standard Action that causes the Pokémon to forfeit their next turn.

When objects are used from the Off-Hand they suffer a -1 Accuracy Penalty. If you have a Weapon equipped in this slot (2 one handed Weapons in each hand), it suffers the accuracy penalty and you only gain access to its Adept Weapon Attack while it's in the Off-Hand. If it's switched to the Main hand you gain access to its Master Weapon Attack once more while its in the main slot. (Implying you qualify for the Weapon Attacks).



Weapons

Weapons are perhaps the most common type of Equipment. They're commonly Main Hand equipment pieces that modify Struggle Attacks, Weapon Attacks and Attacks granted by the [Weapon] tag. Weapons may also grant Attacks to Trainers depending on the **Weapon Type and if the Trainer Qualifies.**

Weapon Types

There are 5 Types of Weapons. **Physical, Arcane, Defensive, Musical and Technology Weapons.** Your Weapon Type determines what Skill you need to qualify for Adept and Master Attacks on that Weapon, along with what damage struggles do with it, and what type of Attacks are granted by it.

Physical Weapons- Deals Physical Damage and usually grant Offensive Attacks. Weapon Attacks are qualified with your **Combat** Rank.

Arcane Weapons- Deals Special Damage and usually grant Offensive Attacks. Weapon Attacks are qualified with your **Occult Education** Rank.

Defensive Weapons - Deals Physical Damage and usually grant Defensive Attacks. Weapon Attacks are qualified with your **Combat** Rank.

Musical Weapons - Deals Special Damage and usually grant Offensive or Utility Attacks. Weapon Attacks are qualified with your **Focus** Rank.

Technology Weapons - If its Weapon Attacks are Physical, so is its Struggle, and vice versa for Special Attacks. Tech Weapons grant Offensive Attacks. Weapon Attacks are qualified with your **Technology** Education Rank.

Weapon Categories

Weapons have Categories which determine how many slots it takes and what all Weapons of that Category do by default.

Large Melee Weapon - Two Handed. Raises the Damage Base by +2 but AC by +1.

Small Melee Weapon - One Handed. Raises the Damage Base by +1.

Light Shield Weapon - One Handed. While Equipped, the user gains +1 Evasion. It may be readied as a Standard Action to instead grant +4 Evasion and 10 Damage Reduction until the end of your next turn, causing you to become Slowed for the duration. Shield Effects do not Stack. Melee Range.

Heavy Shield Weapon - Two Handed. While Equipped, the user gains +2 Evasion. It may be readied as a Standard Action to instead grant +6 Evasion and 15 Damage Reduction until the end of your next turn, causing you to become Slowed for the duration. Shield Effects do not Stack. Melee Range.

Short Ranged Weapon- One Handed. Has a Range of 5 Meters.

Long Ranged Weapon- Two Handed. Raises the AC by +1 has a Range of 12 Meters and raises Damage Base by +1. This Weapon cannot Target anyone that is less than 4m away from them.

Other Info

Weapon Attacks used through a Weapon have their Range (Not keywords) replaced with the Weapon Range unless they are the **Adept or Master Weapon Attack.**

Example: A Weapon that grants Heat Wave can use its original Range. However a Feature that lets you use Heat Wave as a Weapon Attack must use the Weapon Range, but keeps the Smite Keyword



Physical Weapons

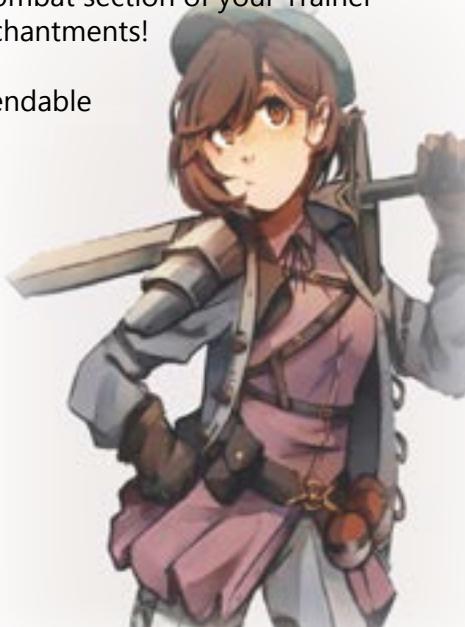
Physical Weapons deal Physical Damage. Weapon Moves are Qualified with Combat Rank. Select an Effect from the Weapon Effect Table to determine what your Weapon does upon it being Crafted.

Weapon Name	Category	Adept Attack	Master Attack
Axe	Large Melee	Wounding Strike	Titanic Slam
Chakram	Short Range	Salvo	Furious Strikes
Claws	Small Melee	Double Swipe	Furious Strikes
Crossbow	Short Range	Quick Draw	Triple Threat
Dagger	Small Melee	Cheap Shot	Slicing Strike
Fistcuffs	Small Melee	Beatdown	Furious Strikes
Greatsword	Large Melee	Backswing	Wild Whirlwind
Hammer	Large Melee	Beatdown	Titanic Slam
Hoplion Shield	Light Shield	Beatdown	Maul
Lance	Large Melee	Pierce	Deadly Strike
Long Bow	Long Range	Take Aim	Deadly Strike
Longsword	Large Melee	Double Swipe	Slicing Strike
Mace	Small Melee	Wounding Strike	Maul
Polearm	Large Melee	Pierce	Wild Whirlwind
Scythe	Large Melee	Backswing	Sweeping Strike
Short Bow	Short Range	Bullseye	Deadly Strike
Shortsword	Small Melee	Quick Draw	Slicing Strike
Whip	Small Melee	Double Swipe	Sweeping Strike

Physical Weapons cover the wide range of all Steel and Tangible based Weaponry. Anything that doesn't require arcane prowess, defensive utility or technological knowhow would be considered a physical Weapon and may be fluffed as so. From a Longsword fluffed as a Katana to a Whip being fluffed as a Chain Whip, there truly is no limit on what you can wield.

When an Blacksmith creates a Physical Weapon, they may **choose which effect is given to the base weapon**. Make sure to add these details to the Combat section of your Trainer Sheet! Consider these like Enchantments!

Example: Piercing Lance, Extendable Polearm, Daggers of Finesse



Physical Weapon Effects Table

When crafting a Physical Weapon, choose one of the following effects to apply to it. **This effect only applies to this Weapon and Attacks granted by it**

Effect Name	Description
Blunt	Weapon Attacks used through this Weapon gain a 15+ Effect Range to lower the Target's Defense CS by -1 after Damage Calculations.
Braced	This Weapon cannot be Disarmed. Whenever you trigger an Attack of Opportunity, you may instead use this Weapon's Adept Attack, provided the Triggering Combatant is the only Target.
Concealable	This Weapon can be equipped in your Foot or Accessory Slot. It provides RE as normal, but while this weapon is equipped in one of those slots all Runic Effects are considered disabled until they're moved out of that slot. As a Swift or Shift Action you may move this Weapon out of its current Equipment Slot and move it to an empty Hand Slot, Accessory Slot or Foot Slot. This can only be taken on Small Melee or Short Ranged Weapons.
Extendable	While this Weapon is Equipped you gain the Reach Capability. This Capability may only be used on Weapon Attacks made through this Weapon. This can only be taken on Small or Large Melee weapons.
Finesse	Weapon Attacks used through this weapon cannot Trigger Attacks with the Reaction Keyword. Targets cannot apply Speed Evasion against Weapon Attacks made with this weapon.
Hooked	Weapon Attack used through this weapon cause all Targets to become Slowed. On a 19+ it also causes Targets to also become Tripped. This can only be taken on Small or Large Melee Weapons.
Piercing	Weapon Attacks used through this weapon ignore half of the Target's Damage Reduction (Rounded Down). Targets cannot apply Physical Evasion against Weapon Attacks made with this weapon.
Serrated	Weapon Attacks used through this weapon gain a 18+ Effect Range to inflict Bleeding on all Targets.
Sharp	Weapon Attacks used through this Weapon have a 19+ Critical Hit Range or extend existing Crit Ranges by +1.
Staggering	Weapon Attacks used through this weapon gain a 18+ Effect Range to Flinch all Targets. Existing Flinch Ranges are instead extended by +2.

Arcane Weapons

Arcane Weapons deal Special Damage. Weapon Moves are Qualified with Occult Education Rank. Select an Effect from the Weapon Effect Table to determine what your Weapon does.

Weapon Name	Category	Adept Attack	Master Attack
Aegis	Light Shield	Energy Blast	Magic Burst
Enchanted Staff	Large Melee	Resonance Beam	Spirit Lance
Magical Dagger	Small Melee	Arcane Fury	Cone of Force
Orb	Short Range	Energy Sphere	Energy Vortex
Relic	Short Range	Energy Blast	Arcane Storm
Runic Greatsword	Large Melee	Arcane Fury	Magic Burst
Runic Shortsword	Small Melee	Secret Force	Cone of Force
Scepter	Long Range	Rending Spell	Arcane Storm
Tarot Cards	Short Range	Energy Sphere	Cone of Force
Tattoo Marking	Small Melee	Arcane Fury	Arcane Storm
Tome	Long Range	Rending Spell	Bane
Totem	Short Range	Energy Sphere	Bane
Wand	Short Range	Resonance Beam	Spirit Lance

Arcane Weapons cover the wide range of all Magical based Weaponry. Considering Arcane Weaponry is used as a conduit for your Arcane Abilities, Arcane Weapons are designated as being generic and can be fluffed as anything. You may have a Totem be a blessed Pendant or have a Staff being a wooden walking stick that you can use to channel your powers through!

When an Arcanosmith creates a Arcane Weapon, they may **choose which effect is given to the base weapon**. Make sure to add these details to the Combat section of your Trainer Sheet! Consider these like Enchantments!

Example: Runic Aegis, Staff of Healing, Draining Magical Daggers



Arcane Weapon Effects Table

When crafting an Arcane Weapon, choose one of the following effects to apply to it. **This effect only applies to this Weapon and Attacks granted by it**

Effect Name	Description
Archaic	Weapon Attacks used through this weapon have a 15+ Effect Range to grant you one AP.
Channeling	As a 1 AP Swift or Shift Action, you may turn a Melee or Ranged 1 Target Attack into a Line X Attack. X is the Skill Rank you use to qualify for this Weapon.
Charging	Weapon Attacks used through this Weapon gain a 17+ Effect Range to increase your Attack or Special Attack by +1 CS.
Draining	Whenever you deal Damage with this Weapon you restore one Tick of Hit Points.
Enhancing	Weapon Attacks made through this Weapon have a +1 to Effect Ranges.
Healing	As a 1 AP Swift Action the next Damaging Attack you do is resisted by one Step but instead heals all Targets. If this Targets Allies, it ignores Type Calculations, Defenses and Damage Reduction are not applied and it automatically hits them. If used as an Extended Action this instead Drains AP.
Malice	Weapon Attacks used through this Weapon Lower the CS of a Random Stat on all Targets by -1. As a Swift Action or a 1 Ap - Free Action, they may instead choose the Stat that is lowered.
Psionic	As a 1 AP - Swift Action, Weapon Attacks made through this Weapon may deal Damage as if it was the opposite Attack Category (Special deals Physical, Physical Deals Special. Offensive Stat remains the same)
Runic	This Weapon has +1 additional Runic Energy added to its RE Limit. It does not cost Stamina or Money for Rune Weavers to Activate or Disable Effects from this Weapon.
Weakening	Weapon Attacks used through this Weapon gain a 17+ Effect Range to cause Targets to become Vulnerable. Existing Vulnerable Ranges are instead extended by +2.

Musical Weapons

Musical Weapons deal Special Damage. Weapon Moves are Qualified with Focus Rank. Select an Effect from the Weapon Effect Table to determine what your Weapon does upon it being Crafted.

Weapon Name	Category	Adept Attack	Master Attack
Cymbal	Light Shield	Sound Blast	Sonic Burst
Drums	Long Range	Downbeat Pulse	Sonic Burst
Guitar	Long Range	Reliable Harmony	Sonic Burst
Flute	Long Range	Inspiring Melody	Healing Symphony
Keytar	Short Range	Reliable Harmony	Enhanced Music
Lute	Long Range	Inspiring Melody	Crippling Melody
Lyre	Long Range	Healing Aria	Healing Symphony
Microphone	Short Range	Reliable Harmony	Enhanced Music
Ocarina	Short Range	Inspiring Melody	Haunting Tune
Saxophone	Long Range	Sound Blast	Sonic Burst
Trumpet	Short Range	Sound Blast	Crippling Melody
Violin	Long Range	Enfeebling Melody	Crippling Melody
War Horn	Short Range	Inspiring Melody	Sonic Burst

Musical Weapons cover the wide range of all Instruments. Much like Bards of the olden day, Trainers that channel their focus into their Music can often produce either deadly or beneficial effects, depending on their style as a Trainer.

When an Luthier creates a Musical Weapon, they may **choose which effect is given to the base weapon**. Make sure to add these details to the Combat section of your Trainer Sheet! Consider these like Enchantments!

Example: Ominous Ocarina, Electrifying Guitar, Amplifying Lyre

Musical Weapon Effects Table

When crafting a Physical Weapon, choose one of the following effects to apply to it. **This effect only applies to this Weapon and Attacks granted by it**

Effect Name	Description
Amplifying	Sonic Attacks used through this weapon have a 11+ effect range to increase their DB by 2 until after Damage Calculations.
Echoing	Numerical Values in the Range of Sonic Attacks on this Weapon are doubled. Any Targeted Enemies that would be outside of the Attack's normal Range resist all Damage from these Sonic Attacks an additional Damage Step.
Electrifying	Whenever you use a Sonic Attack through this Weapon, you gain +3 Accuracy. This Accuracy bonus decreases by -1 for each 2m a Target is away from you (Cannot exceed 0).
Harmonious	Whenever you use a Sonic Attack through this Weapon, choose an Ally within 3m to restore a Tick of Hit Points.
Inspiring	Whenever you use a Sonic Attack through this Weapon, as a 1 AP - Swift Action you may use the Helping Hand Attack on all Allies within 2m. While this Weapon is Equipped you gain the Helping Hand Attack.
Melodious	Sonic Weapon Attacks used through this weapon have a 12+ Effect Range to grant all Allies within 3m a Tick of Temporary Hit Points. This occurs even on a miss.
Ominous	Sonic Weapon Attacks used through this weapon have a 18+ Effect Range to Suppress all Targets. If the Attack already has a Suppression Range it is extended by +1.
Reverberating	Whenever you miss all targets with a Sonic Attack used through this Weapon you may reroll the Accuracy Check but with a -4 Accuracy Penalty. You can only use this effect once per attack. Once per Scene as a 1 AP - Swift Action you don't apply this Penalty.
Rhythmic	As a 1 AP - Swift Action when using a Sonic Attack through this Weapon, your Sonic Attacks gain a +1 Modifier to Accuracy or Effect Range for the rest of the Scene.
Soothing	While this Weapon is Equipped, You and Allies in a Burst 1 Range gain +2 to Save Checks. When you use a Sonic Attack through this Weapon, the effect of this weapon increased to Burst 5 instead for one full round.



Defensive Weapons

Defensive Weapons deal Physical Damage. Weapon Moves are Qualified with Combat Rank. Select an Effect from the Weapon Effect Table to determine what your Weapon does upon it being Crafted.

Weapon Name	Category	Adept Attack	Master Attack
Buckler Shield	Light Shield	Fortify	Protect
Bulwark Shield	Heavy Shield	Shield Wall	Deflect
Ethereal Shield	Light Shield	Mystic Protection	Protect
Gauntlets	Large Melee	Weakening Blow	Counter Strike
Kite Shield	Light Shield	Shield Wall	Deflect
Parrying Dagger	Small Melee	Parry	Counter Strike
Quicksilver Long Bow	Long Range	Take Aim	Retaliation
Quicksilver Short Bow	Short Range	Quick Draw	Retaliation
Rapier	Small Melee	Double Swipe	Riposte
Tower Shield	Heavy Shield	Fortify	Protect

Defensive Weapons cover the wide range of Weapons used for Self Defense. While it can primarily be considered Shield Weapons, some blades and bows have defensive utility such as bows for scouting or swords made for Parrying!

When an Shieldsmith creates a Defensive Weapon, they may **choose which effect is given to the base weapon**. Make sure to add these details to the Combat section of your Trainer Sheet! Consider these like Enchantments!

Example: Neutralizing Gauntlets, Reactive Quicksilver Short Bow, Dense Kite Shield



Defensive Weapon Effects

Table

When crafting a Defensive Weapon, choose one of the following effects to apply to it. **This effect only applies to this Weapon and Attacks granted by it**

Effect Name	Description
Absorbing	While this Weapon is Equipped and you're hit with a Damaging Attack, you gain a Tick of Temporary Hit Points after Damage Resolution. This may only be used once per Round.
Dense	While this weapon is Equipped you gain +3 Bonus Evasion against Non Adjacent Combatants.
Deterring	As a 1 AP - Free Action when using a Struggle through this Weapon, you may replace the Offensive Stat with your Defense Value.
Durable	While this Weapon is Equipped you gain 5 DR against Physical Attacks and +1 Bonus Evasion against Physical Attacks.
Ethereal	While this Weapon is Equipped you gain 5 DR against Special Attacks and +1 Bonus Evasion against Special Attacks.
Neutralizing	When you hit with a Weapon Attack while this Weapon is equipped, you can pay 1 AP as a Free Action. If you do, you resist the next Attack the Target makes against you before the end of its next turn one step further.
Nimble	While this Weapon is Equipped you gain +3 Bonus Evasion against Attacks from Adjacent Combatants.
Reactive	Weapon Attacks that were gained through this Weapon may be used as an Reaction when Targeted by an Attack. If an Attack is used this way and has a Target, it must include the Triggering Combatant.
Retaliative	Weapon Attacks used through this Weapon gain a +2 to Accuracy when Targeting an Enemy that Targeted you this or the previous Round.
Spiked	While this Weapon is Equipped you gain the Thorned Capability. As a 1 AP - Free Action if an Adjacent Combatant hits you with an Attack, they lose a Tick of Hit Points.

Technology Weapons

Technology Weapons deal Struggle Damage based on the Category of its granted Weapon Attacks. Weapon Moves are Qualified with Tech Edu Rank. Select an Effect from the Weapon Effect Table to determine what your Weapon does upon it being Crafted.

Weapon Name	Category	Adept Attack	Master Attack
Hortian Rifle	Long Range	Take Aim	Deadly Strike
Hortian Pistol	Short Range	Quick Draw	Furious Strikes
Hortian Thunder Lance	Long Range	Resonance Beam	Spirit Lance
Megalo Launcher	Long Range	Salvo	Triple Threat
Megalo Riot Shield	Heavy Shield	Beatdown	Titanic Slam
Megalo Shotgun	Short Range	Salvo	Deadly Strike
Valerian Gearblade	Small Melee	Wounding Strike	Slicing Strike
Valerian Gunblade	Large Melee	Backswing	Wild Whirlwind
Zaiden Blaster	Short Range	Energy Blast	Arcane Storm
Zaiden Forcefield	Light Shield	Secret Force	Magic Burst
Zaiden Gauntlets	Small Melee	Secret Force	Cone of Force
Zaiden Sabre	Large Melee	Arcane Fury	Spirit Lance

Technology Weapons cover the wide range of Weapons that have Technologic Flair to them. Firearms are the wide basis of Tech Weapons but some higher tech options such as gunblades and energy sabres still exist!

When an Technosmith creates a Technology Weapon, they may **choose which effect is given to the base weapon**. Make sure to add these details to the Combat section of your Trainer Sheet! Consider these like Enchantments!

Example: Spraying Shotgun, Concussive Blaster, Transformative Gunblade



Tech Weapon Effects Table

When crafting a Technology Weapon, choose one of the following effects to apply to it. **This effect only applies to this Weapon and Attacks granted by it**

Effect Name	Description
Augmentable	The first Augmentable Item that is applied to this Item does not cost RE. It does not cost any money or stamina to add or remove Augments from this Weapon.
Blasting	As a 1 - AP Free Action you may increase the Area of Effect Range of a Weapon Attack used through this weapon by +1 If the Attack is single Target it instead becomes Close Blast 2 (If Melee) or Ranged Blast 2 (If Ranged).
Breaching	Weapon Attacks used through this Weapon gain a 15+ Effect Range to lower the Target's associated Defense Stat by -1 CS after Damage Calculations.
Concussive	As a Free Action whenever you hit with a Weapon Attack through this Weapon you may push Targets hit with the Attack up to 3m away from you. Weapon Attacks used through this Weapon have a 18+ Effect Range to make all Targets Vulnerable for a Full Round.
Launcher	As a Shift or Swift Action you may load a Throwaway Item into this Weapon. When you Throw an item that is loaded into this launcher its range becomes the launcher's range. This can only be taken on Long Ranged Weapons.
Silencing	Weapon Attacks used through this weapon cannot Trigger Attacks with the Interrupt Keyword. Targets cannot apply Speed Evasion against Weapon Attacks made with this weapon.
Sprayer	As a Free Action when using Weapon Attacks through this weapon you may change the Range to Cone 2. If you pay 1 AP you may instead change it to Cone 3. This cannot be taken on Long Range Weapons.
Targeting	When making an Accuracy Check for a Weapon Attack through this Weapon, as a Swift Action you may give it a +2 Modifier. In addition you gain the Attack Lock-On while this Weapon is equipped.
Transformative	If this Weapon is a Melee Weapon, you can use this Weapon as if its Weapon Range was Ranged 5 instead of its normal range. If this Weapon is a Ranged weapon you can use this Weapon as if its Weapon Range was Melee instead of its normal range.
Versatile	As an Extended Action you may change this Weapon's Struggle and Weapon Attacks from Physical to Special or Vice versa. This may also affect Weapon Attacks used through this Weapon but derived from an exterior source like Runes.

Armor

Armor is the second most common type of equipment, as you likely wear it in tandem with Weapons as basic protection when exploring the Wild. They're most commonly used to provide Damage Reduction along with some other effects. What Armor does is based on the **Armor Type and Armor Category**.

Armor Types

Depending on the type of Armor it is, it will grant a different Passive Effect along with the Effect listed on each Item.

Physical Armor - Physical Armor is much more sturdier and built for combat durability. **Body Slot**

Armor of this Type gain 10 Damage Reduction along with their listed Effect. If the Armor is of **any other Equipment Slot, it only grants 5 Damage Reduction**.

Arcane Armor - Arcane Armor is less combat effective but built more for modifications and runic effects. As listed in the Rune Enchanting Section, **Arcane Armor has a larger Runic Energy Limit** than Equipment of other Types. If the Arcane Armor is in the **Body Slot, it also grants 5 Damage Reduction**.

Fashion Armor - Fashion Armor is unlike both Arcane and Physical in the fact that it is not built for Combat and gains no inherit effects. However **Fashion Armor tends to be way more versatile in the Effects** granted by them, allowing Trainers to adapt to many situations.



Armor Category

Depending on the Category of the Armor, it will be placed in a different Equipment slot on your Trainer. There are 4 different slots for Armor. Head, Body, Foot and Accessories.

Head Armor - This Armor consists of Items like crowns, helmets and bands

Body Armor - This Armor consists of Actual Armor and is usually the core of defensive builds.

Foot Armor - While minor and mainly used for terrain trekking, you can have armor to protect your legs and feet.

Accessory Armor - While this type of Armor is scarce, you can have unique accessories equipped in your Accessory Slot such as Jewelry.



Physical Armor

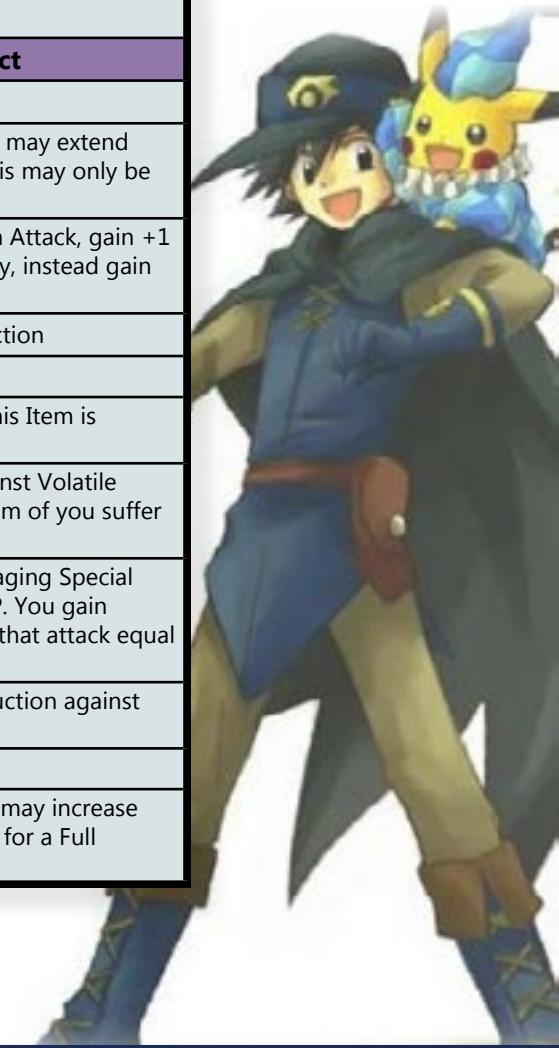
Can be crafted by a Player with the Armorsmith Trait

Armor Name	Category	Crafting Cost	Armor Effect
Basic Helmet	Head	\$1,000	None
Knight Helm	Head	\$3,000	You gain +2 Evasion against Attacks from non-Adjacent Enemies
Iron Helmet	Head	\$3,000	The Telepathy Capability cannot be used against you if you choose not to accept their communications.
Basic Armor	Body	\$2,000	None
Chainmail	Body	\$4,000	You gain +3 Evasion against Attacks from non-Adjacent Enemies
Plat Armor	Body	\$4,000	Once per Scene if you were to gain an Injury you instead don't gain it.
Plate Armor	Body	\$6,000	You gain +5 Damage Reduction against Physical Attacks.
Scale Armor	Body	\$6,000	You are Immune to becoming Flinched. Once per Scene when you would become Vulnerable, you instead don't.
Skirmisher Armor	Body	\$4,000	You gain +3 Evasion against Attacks from Adjacent Enemies
Valkyrie Armor	Body	\$4,000	You have +5 Damage Reduction when Intercepting an Attack.
Basic Greaves	Foot	\$1,000	None
Heavy Duty Boots	Foot	\$3,000	You may ignore the effects of Spike and Stealth Rock Hazards.
Iron Greaves	Foot	\$3,000	You are Immune to the Trip Maneuver.
Rider Boots	Foot	\$3,000	You cannot become dismounted off a Mounted Pokemon with 20 or more Loyalty.

Arcane Armor

Can be crafted by a Player with the Armorsmith Trait

Armor Name	Category	Crafting Cost	Armor Effect
Basic Runeband	Head	\$1,000	None
Witch Hat	Head	\$3,000	As a 1 AP - Free Action, you may extend your Effect Range by +1. This may only be used once per Round.
Arcanist Robes	Body	\$4,000	Whenever you're hit with an Attack, gain +1 AP. If it was Special Category, instead gain +2 AP.
Battlemage Armor	Body	\$6,000	You gain +5 Damage Reduction
Basic Rune Armor	Body	\$2,000	None
Enchantress Dress	Body	\$6,000	The Runic Energy Limit of this Item is extended by +1.
Hexed Garments	Body	\$4,000	You +2 to Save Checks against Volatile Afflictions. Enemies within 2m of you suffer -1 to Save Checks
Nullifying Armor	Body	\$6,000	When you are hit by a damaging Special Attack, you may spend X AP. You gain Damage Reduction against that attack equal to X times 5.
Runic Armor	Body	\$6,000	You gain +10 Damage Reduction against Special Attacks.
Basic Enchanted Boots	Foot	\$1,000	None
Boots of Speed	Foot	\$3,000	As a 1 AP - Free Action you may increase your Overland Speed by +4 for a Full Round.



Style Fashion

Can be Crafted by a Fashionista with the Flair Trends Recipe

Fashion Name	Category	Crafting Cost	Item Effect
Academic Uniform	Body	\$2,000	<p>Choose an Item below to Craft. While equipped you may perform Skill Checks for the associated Skill twice, keeping the higher result. In addition, these Rolls gain a +3 Modifier. This Effect may be applied to a Skill Check outside of an Encounter or Roleplay for 1 Stamina.</p> <p>Professor Blazer - General Education Nurse Scrubs - Medicine Education Ceremonial Outfit - Occult Education Lab Coat - Pokemon Education Protective Gear - Technology Education"</p>
Adorable Fashion	Held Item or Accessory	\$500	The holder gains +2 Evasion. The holder may activate this item once a Scene as a Free Action when hit by an attack to gain 5 DR against that attack.
Elegant Fashion	Held Item or Accessory	\$500	The holder may activate this Item once a Scene as a Free Action when losing Combat Stages from an Enemy's effect to instead gain +1 Combat Stage in the Stat that would have been lowered.
Rad Fashion	Held Item or Accessory	\$500	The holder gains a +2 bonus to Save Checks against Volatile Status Conditions. 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	Held Item or Accessory	\$500	The holder may activate this Item once per Scene as a Free Action to cause all Enemies within 3m to take a -2 Penalty to Accuracy Rolls and Save Checks for a Full Round.
Slick Fashion	Held Item or Accessory	\$500	The holder does not provoke Attacks of Opportunity when Shifting. The user may activate this Item once per Scene as a Free Action to gain +3 Evasion for one Full Round.
Cape	Accessory	\$1,000	While equipped, you may perform Command Skill Checks twice, keeping the higher result. This Effect may be applied to a Skill Check outside of an Encounter or Roleplay for 1 Stamina.
Designer Glasses	Accessory or Head	\$1,000	While Equipped, you may perform Perception Skill Checks twice, keeping the higher result. This Effect may be applied to a Skill Check outside of an Encounter or Roleplay for 1 Stamina.
Fancy Clothes	Any Slot or Held Item	\$3,000	Upon this Item's Creation, choose a Style Tag and Equipment slot. While this Item is equipped, whenever the user uses an Attack that matches the Item's Style Tag, they reroll all Natural Accuracy Rolls of 1. If this Item is in the Body Slot, once per Scene they may reroll a missed Accuracy Check with an Attack that matches the Style Tag.
Gothic Fashion	Body	\$3,000	While equipped, you may perform Intimidate Skill Checks twice, keeping the higher result. This Effect may be applied to a Skill Check outside of an Encounter or Roleplay for 1 Stamina. While this Item is Equipped you may use the Leer Attack as if it were on your Attack List.
Headband	Accessory or Head	\$1,000	While equipped, you may perform Focus Skill Checks twice, keeping the higher result. This Effect may be applied to a Skill Check outside of an Encounter or Roleplay for 1 Stamina.
Monocle	Accessory or Head	\$1,000	While equipped, you may perform Intuition Skill Checks twice, keeping the higher result. This Effect may be applied to a Skill Check outside of an Encounter or Roleplay for 1 Stamina.
Jewelry	Accessory	\$6,000	This Item has a Runic Energy Limit of 2, despite being an Accessory. Despite being a Defensive Item, you may also activate Offensive Rune Effects that are Enchanted to this Item. You cannot Augment onto this Item.
Dashing Outfit	Body	\$3,000	While equipped, you may perform Charm Skill Checks twice, keeping the higher result. This Effect may be applied to a Skill Check outside of an Encounter or Roleplay for 1 Stamina. While this Item is Equipped you may use the Charm Attack as if it were on your Attack List.

Fashion Name	Category	Crafting Cost	Item Effect
Martial Gi	Body	\$2,000	While equipped, you cannot miss Combat Maneuvers and you gain +2 to any opposed Check that would happen as a result of a non Manipulate Combat Maneuver involving you. In addition you gain a +3 Modifier to Combat Skill Checks.
Masquerade Mask	Accessory or Head	\$2,000	While equipped, you gain +5 to all skill Checks involved hiding your identity to people around you.
Pokemon Mask	Accessory or Head	\$2,000	Upon this Item's Creation, choose a Pokemon and one of its Types to assign to this Item. The user gains +2 to skill Checks involving Pokemon of that Type. If the Pokemon were to be a part of the Species of the chosen Pokemon, this is instead changed to +4.
Trickster Mask	Accessory or Head	\$2,000	While equipped, you may perform Guile Skill Checks twice, keeping the higher result. This Effect may be applied to a Skill Check outside of an Encounter or Roleplay for 1 Stamina.
Stealth Clothes	Body	\$2,000	While equipped, you gain the Stealth Capability and a +2 Modifier to Stealth Checks.
Sunglasses	Accessory or Head	\$1,000	While equipped, you gain a +2 Modifier to Command, Charm, Guile and Intimidate Checks. This Effect may be applied to a Skill Check outside of an Encounter or Roleplay for 1 Stamina.
Survival Coat	Body	\$2,000	While equipped, you may perform Survival Skill checks twice, keeping the higher result. This Effect may be applied to a Skill Check outside of an Encounter or Roleplay for 1 Stamina. While equipped you are Immune to losing hit points from Damaging Weather and any negative effects derived from it, excluding from a non-Allied Sky Domain source.
Tracksuit	Body	\$2,000	While equipped, you gain a +5 Modifier to opposed Check that would happen as a result of a Non Manipulate Combat Maneuver involving you. In addition you gain a +2 Modifier to Acrobatics and Athletics Skill Checks. This Effect may be applied to a Skill Check outside of an Encounter or Roleplay for 1 Stamina.

Functional Fashion

Can be crafted by a Fashionista with the Practical Fashion Recipe

Fashion Name	Category	Crafting Cost	Item Effect
Choice Item	Held Item	\$3,000	<p>Choice Items are tied to a Specific Stat. While worn, the Default State of the Stat is set to +2 CS instead of the user's normal Default State. However, the user is Suppressed and cannot be cured until the end of Combat, even if the item is removed. Pokémon with Boss Templates cannot be affected by this Item if granted by fling.</p> <p>Choice Band: Attack Stat Choice Specs: Special Attack Stat Choice Scarf: Speed Stat</p>
Dark Vision Goggles	Accessory or Held Item	\$1,000	While equipped, you gain the Darkvision Capability.
Diving Suit	Body	\$2,500	While equipped, you are allowed to enter Areas with [Special Rules - Underwater].
Expert Belt	Accessory or Held Item	\$1,500	When the user uses a Damaging Attack, all Enemies that would take Super Effective Damage due to Type Calculations cannot apply Stat Evasion against that Attack.
Focus Band	Accessory or Held Item	\$2,000	The user gains the Endure Attack. If Endure was gained this way it can only be used if the User was above 25% of their Max Hit Points before the Effect / Attack that Fainted them would do so.
Gas Mask	Head	\$2,000	While equipped you are unaffected by Smoke Hazards and Status Attacks with the Powder Keyword. You resist Attacks with the Powder Keyword an additional Damage Step.
Glow Patch	Accessory	\$2,000	While Equipped, you gain the Glow Capability (Medium Sized Source).
Nature Boots	Foot	\$1,500	<p>Choose an Item below to Craft. While equipped, you gain the Naturewalk Capability that is associated with the Item. In addition you gain +2 to overland Speed while in the Matching Terrain and cannot be Slowed while in the matching Terrain.</p> <p>Casual Boots (Grassland) Designer Boots (Urban) Desert Boots (Desert) Diver Boots (Ocean)(This one increases Swim Speed instead of Overland) Explorer Boots (Cave) Hiking Boots (Mountain) Jungle Boots (Forest) Marsh Boots (Wetlands) Space Boots (Space) Snow Boots (Tundra)"</p>
Ninja Tabi	Foot	\$3,000	While Equipped you gain the Dead Silent Capability and a +2 to Stealth Checks. This Effect may be applied to a Skill Check outside of an Encounter or Roleplay for 1 Stamina.
Re-Breather	Accessory or Head	\$2,000	While Equipped you gain the Gilled Capability. If you faint while this is Equipped you no Longer are considered to have this Capability.
Trenchcoat	Body	\$4,000	While Equipped, you gain an additional Accessory Slot. The Item in this Accessory Slot cannot share a name or Effect with any other Equipped Item. All Items in your Accessory Slot may be considered concealed, and thus anyone who is trying to notice it suffers a -5 to Perception Checks.
Weather Cloak	Accessory, Head or Held Item	\$2,500	The user is immune to Damaging Weather while equipped. Accessory Item for Trainers.

Combat Items

The following are items that are largely consumables to be used in combat. That isn't to say that all of them are strictly combat items, but their primary use will be during fights. Most of these Items must be used with the Throw Maneuver. **Additional Items that may be used in combat are under Restoratives.**

Combat Items - Alchemist Potions	
Item Name	Item Description
Elemental Flask	When this thrown Item hits a Target, it is treated as a Special Category, DB X Attack that's Type depends on what Extract was used to create this Item. X is equal to 4 plus your Medicine Edu Rank. You can only use this Item once every two rounds. Throwable Item.
Elemental Brew	When a Combatant is affected by an Elemental Brew, they become one step more resistant to the listed Type. A Combatant can only be affected by an Elemental Brew at a time. Throwable Item.
Basic Disease Potion	All Targets affected by this Item gain the Vortexed Affliction. Throwable Item
Greater Disease Potion	All Targets affected by this Item gain the Vortexed Affliction. Additionally they suffer -2 to all Save Checks while they are Vortexed. Throwable Item.
Basic Weakening Potion	All Targets affected by this Item lose -2 CS in a Random Stat. Throwable Item.
Greater Weakening Potion	All Targets affected by this Item lose -2 CS in a Chosen Stat or have all Stats reset to their Default Value. Throwable Item.
Basic Vigor Potion	All Targets affected by this Item gain 2 AP for the remainder of the Scene and a Tick of Temporary Hit Points. Throwable Item.
Greater Vigor Potion	All Targets affected by this Item gain 3 AP for the remainder of the Scene and 2 Ticks of Temporary Hit Points. Throwable Item.
Basic Paralysis Potion	All Targets affected by this Item gain the Paralyzed Affliction. Throwable Item.
Greater Paralysis Potion	All Targets affected by this Item gain the Paralyzed Affliction. Additionally they suffer a -3 to their first Save Check for the Paralyzed Affliction. Throwable Item.
Basic Rage Potion	All Targets affected by this Item gain the Enraged Affliction. Throwable Item
Greater Rage Potion	All Targets affected by this Item gain the Enraged Affliction and become Suppressed for a Full Round. Throwable Item.
Basic Flame Potion	All Targets affected by this Item gain the Burned Affliction. Throwable Item.
Greater Flame Potion	All Targets affected by this Item gain the Burned Affliction. Additionally they lose a Tick of Hit Points. Throwable Item.
Basic Paranoia Potion	All Targets affected by this Item gain the Confused Affliction. Throwable Item.
Greater Paranoia Potion	All Targets affected by this Item gain the Confused Affliction. Additionally the first time they use an Attack while Confused, instead of rolling a 1d2 the result is treated as a 1. Throwable Item.
Basic Frost Potion	All Targets affected by this Item gain the Chilled Affliction. Throwable Item.
Greater Frost Potion	All Targets affected by this Item gain the Chilled Affliction. Additionally they suffer a -10 to all Damage Rolls while Chilled. Throwable Item.
Basic Toxin Potion	All Targets affected by this Item gain the Poisoned Affliction. Throwable Item.
Greater Toxin Potion	All Targets affected by this Item gain the Badly Poisoned Affliction. Throwable Item.
Basic Slumber Potion	All Targets affected by this Item gain the Drowsy Affliction. Throwable Item.
Greater Slumber Potion	All Targets affected by this Item gain the Drowsy Affliction. Additionally they take an extra +10 Damage from all Damaging Attacks while Drowsy. Throwable Item.
Basic Stability Potion	All Targets affected by this Item gain +2 to Save Checks for the remainder of the Scene. Throwable Item.
Greater Stability Potion	All Targets affected by this Item gain +2 to Save Checks for the remainder of the Scene. Additionally they gain 15 DR for a Full Round. Throwable Item.

The following Items are only able to be created by a Scribe. In addition to the Items listed below, Scribes can also create some Items in the Held Item Section and Book Section as they are adept with making Scrolls.

Combat Items - Scribe Items

Item Name	Item Description
Ailment Tag	Choose an Ally within 3m to remove the Poisoned Affliction from. Alternatively this Item may be thrown. Its target must make a Focus or Occult Edu Check with a DC of 20 or else they become Poisoned. If the Throw Maneuver missed the Target, the DC is lowered by -10 but still hits them. [Consumable] [Throwable]
Cleanse Tag	Choose an Ally within 3m to remove the Suppression Affliction from. Alternatively this Item may be thrown. Its target must make a Focus or Occult Edu Check with a DC of 25 or else they become Suppressed. If the Target was Suppressed last round the Save Check instead becomes 15. If the Throw Maneuver missed the Target, the DC is lowered by -10 but still hits them. [Consumable] [Throwable]
Cursed Tag	Choose an Ally within 3m to remove the Cursed Affliction from. Alternatively this Item may be thrown. Its target must make a Focus or Occult Edu Check with a DC of 15 or else they become Cursed. If the Throw Maneuver missed the Target, the DC is lowered by -10 but still hits them. [Consumable] [Throwable]
Mystique Tag	Choose an Ally within 3m to remove the Confused Affliction from. Alternatively this Item may be thrown. Its target must make a Focus or Occult Edu Check with a DC of 20 or else they become Confused. If the Throw Maneuver missed the Target, the DC is lowered by -10 but still hits them. [Consumable] [Throwable]
Sealing Tag	Choose an Ally within 3m to remove all instances of the Disabled Affliction from. Alternatively this Item may be thrown. Its target must make a Focus or Occult Edu Check with a DC of 25 or else they have an attack or Ability of your choice Disabled. You must have seen them use this Attack or Ability to target it. If the Throw Maneuver missed the Target, the DC is lowered by -10 but still hits them. [Consumable] [Throwable]
Aurora Tag	Choose yourself or an allied Combatant within 3m. The Target becomes resistant to Flying, Ice and Water Type Damage by an additional Step for 3 Full Rounds (Maximum is .5x Resistant). [Consumable]
Blight Tag	Choose yourself or an allied Combatant within 3m. The Target becomes resistant to Bug, Dark and Poison Type Damage by an additional Step for 3 Full Rounds (Maximum is .5x Resistant). [Consumable]
Energy Tag	Choose yourself or an allied Combatant within 3m. The Target becomes resistant to Electric, Fire and Grass Type Damage by an additional Step for 3 Full Rounds (Maximum is .5x Resistant). [Consumable]
Force Tag	Choose yourself or an allied Combatant within 3m. The Target becomes resistant to Dragon, Fighting and Normal Type Damage by an additional Step for 3 Full Rounds (Maximum is .5x Resistant). [Consumable]
Mystical Tag	Choose yourself or an allied Combatant within 3m. The Target becomes resistant to Fairy, Ghost and Psychic Type Damage by an additional Step for 3 Full Rounds (Maximum is .5x Resistant). [Consumable]
Terran Tag	Choose yourself or an allied Combatant within 3m. The Target becomes resistant to Ground, Rock or Steel Type Damage by an additional Step for 3 Full Rounds (Maximum is .5x Resistant). [Consumable]
Fortune Tag	When this Item is used, the Party may act as though they used the Treasure Hunter Honor Reward at no cost. This counts towards the total uses of the Treasure Hunter Reward per Encounter. [Consumable]
Luck Tag	This Item may be used as an Interrupt Action upon an Ally within 3m missing an Attack. The Triggering Ally rerolls their Accuracy Check with a +2 to the Roll, however it cannot trigger Effect Ranges or cause Critical Hits as a result. An Ally can only be affected by a Luck Tag once per Scene. [Consumable]
Malice Tag	This Item may be used as an Interrupt Action upon an Enemy within 3m hitting you with a Damaging Attack. The Triggering Enemy loses -2 CS in the corresponding Offensive Stat used for the Triggering Attack, then may perform a Damage Roll as normal. [Consumable]
Misfortune Tag	This Item may be used as an Interrupt Action upon an Enemy within 3m hitting an Attack. The Triggering Enemy rerolls their Accuracy Check with a -2 to the Roll. An Enemy can only be affected by a Misfortune Tag once per Scene. [Consumable]
Affliction Ward	Upon the Scene Starting, choose 1 Affliction. All Attacks that have a secondary Effect Range to inflict that Affliction are reduced by -2 Effect Range (Ex: 17+ to 19+). In addition you gain a +2 Bonus to an
Elemental Talisman	Upon the Scene Starting, declare 2 Types. You gain 5 DR against Damaging Attacks that match that Type. Arcane. Accessory Slot.
Fortune Talisman	You gain a +2 Bonus to Save Checks and +3 to Opposed Checks for Skills in the Mind Category. While this Item is worn you may Drain 1 AP to add a +2 Modifier to a Skill Check in the Mind Category. This may only be performed once per Roll. Arcane. Accessory Slot.
Runic Amulet	Whenever you are hit with a Damaging Attack, you gain 1 Temporary AP that is removed at the end of your next Turn. Arcane. Accessory Slot.
Safety Talisman	You gain +2 Evasion against Special and Status Attacks. Arcane. Accessory Slot.

Misc Combat Items

Item Name	Crafting Cost	Requirement	Item Description
Caltrop	\$100	Ninja's Arsenal	When consumed, this item has the same effects as the Attack "Spikes". Throwable Item.
Chemical Ball	\$250	Utility Belt	As an Extended Action you can expend a "Potion" Item and fill this Item with its contents. When this thrown Item hits a target, this ball is destroyed and the target is treated as being applied with the Potion Item used to fill this Item. This Item can only be filled with one Potion at a time and it cannot be an Item that was altered by a Feature. Throwable. Consumable Item.
Dream Mist	--	--	If this thrown Item hits a Target, they fall Asleep. [Consumable] [Material - Dream Rune] [Throwable]
Dynamite	\$200	Veteran Demolitionist	All Targets hit by a Dynamite take damage as if they were hit by a Physical Normal DB 15 Attack. Instead of adding your Offensive Stat you make a Technology Education Check and add double the result as a Damage Bonus. Dynamite can only be used with a Frequency of EOT. This item cannot be used unless you are at least trainer level 20. This Item may only be used once per Scene unless you're a Saboteur. Throwable Item.
Explosive Ball	\$250	Utility Belt	When this thrown Item hits a target, it is treated as a Physical Normal Attack with a Damage Base equal to double the user's Tech Edu Rank. Instead of adding your Attack Stat you instead make a Tech Edu Check and double the result as an additional Damage Modifier. Explosive Balls deal one step more Effective Damage against Targets with the Armored Capability, Blocking Terrain or Structures. An Explosive Ball can only be used once every other turn. Throwable. Consumable Item.
Framework Ball	\$250	Utility Belt	This Item may be targeted by the Innovator Feature as if it were a Pokeball. When this Item is thrown you may activate the Specialty Deployment Feature as if it were a Pokeball Item. Throwable.
Gas Ball	\$250	Utility Belt	When used, this Item creates a blast of Gas that covers a Ranged Blast 3, centered around wherever the Gas Ball lands after being thrown. This Gas Hazard lasts until the end of the Scene. All targets that shift through or start their turn in this Hazard are attacked with the Poison Gas Attack. Throwable. Consumable Item.
Pocket Bomb	\$100	Saboteur	All Targets hit by a Pocket Bomb take damage as if they were hit by a Physical Normal DB 8 Attack. Instead of adding your Offensive Stat you make a Technology Education Check and add double the result as a Damage Bonus. This item deals resisted damage unless you are trainer level 20 or higher. Throwable Item.
Pressure Mine	\$100	Saboteur	Set 8 square meters of Pressure Trap Hazard within your Throwing Range, such that all 8 meters are adjacent with at least one other Pressure Trap Hazard. Grounded Enemies that shift through a space this Hazard is in will Trigger its effects and then destroy the Hazard in the Process. If this Hazard is Targeted with an Attack or an Adjacent Hazard is Triggered, it Triggers its effects. The Combatant that sets this Trap may choose to have a Hazard not Trigger at any point. When Triggered, this Hazard creates a Ranged Blast 3 zone, centered on itself. Enemies in this zone lose a Tick of Hit Points along with having any other effect granted by the Saboteur Class applied to them.
Smoke Ball	\$100	Ninja's Arsenal	When used, this Item creates a blast of Smoke that covers a Ranged Blast 3, centered around wherever the Smoke Ball lands when thrown. This Smoke Hazard lasts until the end of the Scene. All targets attacking from or into the Smoke receive a -3 penalty to Accuracy. Throwable. Consumable Item.
Toxic Caltrop	\$100	Ninja's Arsenal	When consumed, this item has the same effects as the Attack "Toxic Spikes". Throwable Item.
Weighted Net	\$100	Bare Neccessities	Weighted Nets have 150 Hit Points and take super Effective Damage from Fire Type Attacks. When this thrown Item hits a Target that is Medium or Small Sized, they become Stuck and Netted. You may pull Netted Targets towards you as a Standard Action, then move them a number of meters equal to your Athletics Rank subtracted by their Weight Class. [Throwable]

Pokémon Items

Not only may Trainers use Items in battle, but Pokémons may also utilize items to gain an upper hand in battle. However, unlike Trainers, Pokémons don't have multiple equipment slots such as head, body and foot. They only have one applicable Held Item Slot, however Fashionista Pokémons may have more slots.

Held Items

During battle, a Pokémon may be given a single "Held Item". Berries, Herbs, and Snack Foods are common consumable held items that are consumed when used, but there are many other items crafted especially for battle. On the following page is a chart listing various Held Items that grant a specific boon while held as a Static ability. They do not need to be activated; simply holding them is enough. Held Items may be dropped by Pokémon on their turn as a Free Action. Many held items can be used by Trainers as well. When this is the case, they're described with the associated equipment slot used by a Trainer. Held Items are usually rare and not all can be crafted, however some may show up in Trader Shops on occasion.

Item Name	Item Effect
Big Root	Whenever the user uses an attack with the Drain Keyword, they instead restore Hit Points equal to the Total Damage Dealt. Once per Round when the user would gain Hit Points via the Seeded Affliction, they additionally gain a Tick of Temporary Hit Points. [Accessory or Held Item Slot]
Bright Powder	The user gains +3 Evasion. Attacks against the user suffer no Accuracy Penalties. [Accessory or Held Item Slot]
Choice Items	Choice Items are tied to a Specific Stat. While worn, the Default State of the Stat is set to +2 CS instead of the user's normal Default State. However, the user is Suppressed and cannot be cured until the end of Combat, even if the item is removed. Pokémon with Boss Templates cannot be affected by this Item if granted by fling. [Held Item Slot]
Earthly Incense	The holder and allies within 2m gain +2 to Save Checks against Volatile Afflictions. [Accessory or Held Item Slot]
Eviolite	When Equipped as an Extended Action, choose two Stats to grant the user +5 in their Extra Slot, then choose one of these Stats to have their Default CS be set to +1. These Stats may be changed as an Extended Action. Can only be equipped by Underdog Pokemon. [Held Item Slot]
Expert Belt	When the user uses a Damaging Attack, all Enemies that would take Super Effective Damage due to Type Calculations cannot apply Stat Evasion against that Attack. [Accessory or Held Item Slot]
Flame Orb	While this Item is held, the user becomes Burned and cannot be cured while held. The user's Damaging Attacks gain an 18+ Effect Range to Burn all Legal Targets. If the Attack already has an Effect Range this Effect does not Apply. If the Attack already has a Burn Effect Range it is extended by +1. [Accessory or Held Item Slot]
Floral Incense	The user and allies within 2m cannot become Enraged or are cured of it when they enter this range. [Accessory or Held Item Slot]
Focus Band	The user gains the Endure Attack. If Endure was gained this way it can only be used if the User was above 25% of their Max Hit Points before the Effect / Attack that Fainted them would do so. [Accessory or Held Item Slot]
Fortune Charm	The user's Accuracy and Effect Range is increased by +1. [Accessory or Held Item Slot]
Full Incense	The holder gains the Stall ability. [Accessory or Held Item Slot]
Joyful Charm	While held by a Pokemon that is not Hated or Disliked, Loyalty Points they gain during Encounters are doubled. [Held Item Slot]
Lax Incense	The holder gains +2 Evasion. [Accessory or Held Item Slot]
Life Orb	Whenever the user hits with a Damaging Attack they may lose a Tick of Hit Points and add the amount of Hit Points Lost as a Bonus to the Damage Roll. If the Triggering Attack would hit multiple Combatants, the bonus Damage is instead half the amount lost (Rounded Up). [Accessory or Held Item Slot]
Luck Incense	The holder gains +1 Accuracy. Once per Scene as a Swift Action the user may reroll an Accuracy Roll that resulted in 2 or less. [Accessory or Held Item Slot]
Mystic Charm	Once per Scene as a Swift Action the user may cure themselves of any Volatile Affliction that is currently affecting them. [Accessory or Held Item Slot].
Prehistoric Aegis	The user gains 5 Damage Reduction. [Accessory or Held Item Slot]
Prehistoric Razors	When an Adjacent Enemy hits the user with a Damaging Attack, they lose a Tick of Hit Points as a Free Action Reaction. [Accessory or Held Item Slot]
Pink Pearl	This Item is treated as a Psychic Type Booster. If held by a Psionic Trainer, Spoink or Grumpig, it also acts as a Special Attack Stat Booster. [Accessory or Held Item Slot]

Item Name	Item Effect
Primal Cloak	The user's Attacks have their Effect ranges extended by +2. [Accessory or Held Item Slot]
Primal Frame	The holder's Damaging Attacks deal +10 Damage and have their Critical Hit Range extended by +1. [Accessory or Held Item Slot]
Purifying Charm	Once per Scene as a Swift Action the user may cure themselves of any Persistent Affliction that is currently affecting them. [Accessory or Held Item Slot]
Quick Claw	The User's Initiative Value may either become based on their Base Attack or Special Attack; or be increased by any Value from 1 to 10. [Accessory or Held Item Slot]
Rare Leek	"The user's Melee Attacks may have their Range changed to Pass as a Swift Action. If held by Farfetch'd, Sirfetch'd or Aethian Farfetch'd, their Critical Hit Ranges are extended by +2. [Accessory or Held Item Slot]"
Razor Claw	"The User's Physical Melee Attacks have their Critical Hit Ranges extended by +2. Allows Sneasel to Evo Boost into Weavile. Minor Upgrade Effect: While Installed, the user gains +1 to their Critical Hit Rate. Major Upgrade Effect: While Installed, once per Scene on a 15+ with a Melee Attack, one target of the Attack gains the Bleeding Affliction. [Accessory or Held Item Slot] [Relic - 1500 Mechanical Scrap]"
Razor Fang	"The User's Physical Melee Attacks gain a Bleeding Effect Range of 17+, or extend existing Bleed Ranges by +1. Allows Gligar to Evo Boost into Gliscor. Minor Upgrade Effect: While Installed, the user gains the Strong Jaws Ability. Major Upgrade Effect: While Installed, when the user uses an Attack that benefits from Strong Jaws, their effect range is increased by +2. [Accessory or Held Item Slot] [Relic - 1500 Mechanical Scrap]"
Relic Crown	The holder gains a +2 Bonus to all Save Checks and can roll Save Checks to cure Persistent Status Conditions as if they had a DC 18 Save Check. [Accessory or Held Item Slot]
Relic Sash	The User gains +2 Evasion. Attacks against the user from Adjacent Enemies suffer -1 Accuracy. [Accessory or Held Item Slot]
Sealing Charm	As a Swift Action, Interrupt the user may Disable an Attack that hit them after the Attack's Resolution for 3 Full Rounds. [Accessory or Held Item Slot]
Shell Bell	Whenever the user damages an Enemy, they gain a Tick of Temporary Hit Points. [Accessory or Held Item Slot]
Soothing Incense	While held by a Pokemon that is Hated or Disliked, loyalty points they gain during encounters are doubled. [Held Item Slot]
Spicy Incense	The holder gains +5 to Damage Rolls. Once per Scene when the user is hit with an Attack they may become Enraged. [Off-Hand, Accessory or Held Item Slot]
Stat Boosters	These items have a chosen Stat, either Attack, Defense, Special Attack, Special Defense, Speed, Evasion, or Accuracy. These items cause the default Stage of their linked Stat to be +1 CS instead of 0, or simply +1 for Accuracy and Evasion. [Off-Hand, Accessory or Held Item Slot]
Thick Club	The User's Ground Type Attacks may become Rock Type, however their Range is changed to Melee. If equipped by a Cubone, Marowak, Fathian Cubone or Fathian Marowak, they gain the Huge Power Ability. [Accessory or Held Item Slot]
Toxic Orb	While this Item is held, the user becomes Poisoned and cannot be cured while held. The user's Damaging Attacks gain an 18+ Effect Range to Poison all Legal Targets. If the Attack already has an Effect Range this Effect does not Apply. If the Attack already has a Poison Effect Range it is extended by +1. [Accessory or Held Item Slot]
Type Boosters	When created, this Item is assigned a Type based on the color Shards used. The user's Damaging Attacks that match the assigned Type gain a +10 Damage Bonus and +1 to Critical Hit Range. [Accessory or Held Item Slot]
Type Brace	These items come in a variety of each of the Elemental Types, and grant the holder 15 Damage Reduction against that specific Type. [Accessory or Held Item Slot]
Type Gem	These items come in a variety of each of the Elemental Types, and are consumed as a Free Action to give a +3 Damage Base bonus to one attack of their Type. This can only affect an Attack Once per Scene. [Consumable] [Off-Hand, Accessory or Held Item Slot]
Type Plate	When created, this Item is assigned a Type Based on the Color Shards used. The user's Attacks that match the assigned Type gain +10 Damage. The user is granted 10 Damage Reduction against Attacks that match the assigned Type. [Accessory or Held Item Slot]
Warding Charm	Once per Scene when hit with a Special Attack as a Swift Action, Interrupt, the user may reduce the effectiveness by one Damage Step(s). [Accessory or Held Item Slot]
Weather Cloak	The user is immune to Damaging Weather while equipped. Accessory Item for Trainers. [Accessory, Head or Held Item Slot]
Wild Incense	The holder gains a +2 Modifier to Athletics, Combat and Survival Checks. This Effect may be applied to a Skill Check outside of an Encounter or Roleplay for 1 Stamina. Once per Scene when making a Combat Maneuver, you may use this item as a Free Action to gain +4 to the Opposed Check. [Accessory or Held Item Slot]
Woodland Orb	While Held, at the start of the Scene, the Attack "Grassy Terrain" is used as a Free Action. If this Item is unequipped, the Field is no longer affected by Grassy Terrain. The normal Round Duration for this Attack is ignored [Accessory or Held Item Slot]

Evolution Boost

While all Pokémons are able to attain their evolutions via simply gaining enough experience, there are several that are aided by the presence of certain elementally-charged stones, or other meaningful items. These will help kickstart the development of the Pokémons, and may even help it evolve earlier. This process is called **Evolution Boosting or Evo Boost**.

If a Pokemon has a listed Evo Boost, you may complete that condition as an Extended Action in order to apply the following effects:



A screenshot from a game interface showing Pikachu's evolution path. The title "Pikachu" is at the top. On the left is a small image of Pikachu's head. On the right, the "Evolution Path" is listed: Pichu (Base) > Pikachu (10) > Raichu (30). Below that, "Evo Boost (To Raichu)" is listed with "Thunder Stone".

- » The Pokemon has their listed Level to evolve lowered by 5. In this example, if I use a Thunder Stone on a Pikachu, it can evolve at level 25 to Raichu instead of 30.
- » Upon meeting the Evo Boost condition you may teach your Pokemon an Attack on its Tutor List. This must follow Tutor Rules. You may delay teaching your Pokemon an Attack until it is a higher level or evolved, but you may only teach it once. A Pokemon may only benefit from this once per Evolution Stage.

Using an item to Evo Boost consumes it, and it may not be used again.



A screenshot from a game interface showing Rockruff's evolution path. The title "ckruff" is at the top. On the left is a small image of Rockruff's head. On the right, the "Evolution Path (Split Evolution)" is listed: Rockruff (Base) > Lycanroc (Dawn, Midnight or Dusk)(25). Below that, three "Evo Boost (To Lycanroc Dawn)" conditions are listed: "Dawn Stone", "Trainer has Elemental Connection (Dark)", and "Dusk Stone".

In the following example, Rockruff has a Split Evolution to 3 Forms of Lycanroc. If the Trainer has Elemental Connection - Dark upon capturing Rockruff, its Evo Boost Condition is met and it can evolve to Lycanroc Midnight at level 20 and may gain a Tutor Attack. If I were to use a Dusk Stone instead however, its Level to evolve into Lycanroc Dusk turns to 20. It cannot gain 2 Tutor Attacks this way.

If I catch a wild Lycanroc Dusk, I cannot retroactively apply any Evo Boost from its base form to gain a Tutor Attack.

Vitamins

Vitamins are special nutritional drinks which can permanently improve aspects of your Pokémons. However, you may only get use out of up to six Vitamins per Pokémon. After you have used Six Vitamins on a Pokémon, any Vitamins fed to a Pokémon afterwards will have no effect.

All Vitamins can be created by either Apothecarys or Chefs.

Combat Items			
Item Name	Crafting Cost	Requirement	Item Description
HP Up	\$500	Dietician	Raise the user's HP Base Stat 1.
Protein	\$500	Dietician	Raise the user's Attack Base Stat 1.
Iron	\$500	Dietician	Raise the user's Defense Base Stat 1.
Calcium	\$500	Dietician	Raise the user's Special Attack Base Stat 1.
Zinc	\$500	Dietician	Raise the user's Special Defense Base Stat 1.
Carbos	\$500	Dietician	Raise the user's Speed Base Stat 1.
PP Up	\$4900	Performance Enhancers	Raise one of the user's Move's Frequency one level. Use only one per Pokémon.

The following aren't Vitamins, strictly speaking, but they are related to Vitamins in some way.

Rare Candy: These very rare treats are created from Shuckles that have held a Berry for a long time, the Guild hands them out as Rewards to Members that help Recruits.. When ingested by a Pokémon, the eater gains enough experience to reach its next Level. Pokémons may ingest as many Rare Candies as they want but is limited by the Level Limitation.

Stat Suppressants: These medicines have an identical effect to the Suppressant Berries – they lower one of the user's Base Stats by 1 point and only function if the Trainer of the Pokémon wants them to.

Books

Books are Items that can grant you effects as you read them over time and eventually fully Study them. Each Book has a Type, Topic and possible Book Tags. **Book Types** determine the Difficulty Check needed in order to fully Study a Book and use its effects. **Book Topics** determine what Skill is needed in order to read the Book efficiently. **Book Tags** determine the qualities affecting a Book.

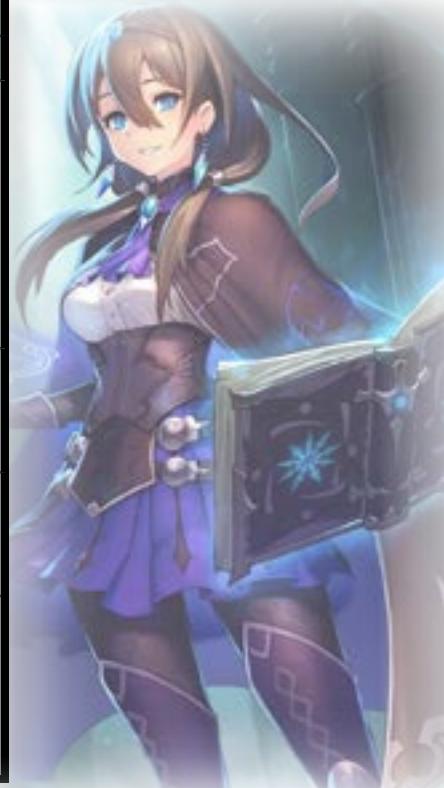
In order to Read a Book, you must pay 3 Stamina, which allows you to make a **Study Check**. When making a Study Check, make a Skill Check in one of the Skills listed in a Book's Topic. Take the result from the Study Check and subtract it from the Book's Difficulty Chec. Once the DC reaches 0, the Book becomes Studied and you can use its effects freely if you own it.

Additionally, each Book must have a listed Owner. **In order to use a Book you must have Ownership of it**, however you can read Books you don't own. Once a Book is obtained via buying or finding it you can either assign it an Owner or hold off until you sell or trade it. A Book may only change Ownership once per Game Week.

Note: Books may be used as Material for Alchemy / Artifacts / Expansions without having to Study them]

Book Types		
Book Type	Book DC	Description
[Scroll]	0	Scrolls are simple "Books" that are usually just a long page of parchment and don't take long to read, not needing to be studied as a result. Scrolls are most commonly used as a method of disposable spellcasting.
[Codex]	50	Codexes are short books pertaining to one topic that aren't too complex in nature. These usually offer a small benefit upon reading and gaining their effect.
[Tome]	100	Tomes are much larger books pertaining to either multiple subjects or very complex topics that can take a while to fully understand such as complicated surgeries or an index of all fossils that are obtainable in a certain area.
[Encyclopedia]	200	Encyclopedia Books are similar to multiple Tomes and represent a larger collection of books that have multiple volumes, all needing to be read to be understood

Book Tags	
Book Type	Tag Effect
[X Encryption]	If a Book has an Encryption tag in it, there is some sort of Cipher or Foreign Language that needs to be translated or deciphered in order to read the book. This DC must be completed before you can read the book. Deciphering an Encryption also requires Study Checks in order to lower the DC, however you may only use Occult Edu or General Edu for the Study Check. If a Book has a Simple Encryption, the DC is 20. If the Book has a Complex Encryption, the DC is 50. Sometimes a book will need a specific Item which will allow the Encryption to begin, which consumes the Item. Even if you solve an Encryption, other people still need to solve the Encryption before they can read the Book.
[Damaged]	You may pay the following cost to repair a Damaged book depending on its Type, otherwise the Study and Encryption DC becomes doubled. Damaged Scrolls cost \$1,000 to repair. A Damaged Codex costs \$2,000 to repair. A Damaged Tome costs \$3000 to repair. A Damaged Encyclopedia costs \$5000.
[Expertise X]	If a Book is listed as having an Expertise, you cannot use the effect of the book without having whatever is listed in the Expertise Tag, usually a minimum Skill Rank or Feature. You can still read the Book but its effects cannot be used until you reach the requirement.
[Limited xY]	If a Book is limited, its effect can only be used a number of times equal to Y , then the Book is destroyed. Books that have the Limited Tag are often inscribed with Arcane Energy or other power sources that, once used, expend all the energy inside. If you study a Book that is [Limited] and the book is expended, then you get the same Book in the future, the book is still considered Studied and you may use the new book right away unless the Book has an Encryption.



Book Catalogue

There are many Books within the World of Phemenon so the following list of books is incomplete as new books are added, however it will list a large portion of purchasable books. Below is a simple Book.

Mechanical Efficiency

[Codex][Topic - Tech Edu]

Effect: Whenever you craft Items using Mechanical Scrap, the total amount needed is reduced by 10%.

[Codex] - Is the Type of Book, meaning its DC is 50 until it becomes Studied. Once the DC is 0 or under the Book becomes studied and the Trainer can use its Effect if it owns the Book.

[Topic - Tech Edu] - Means that the Trainer must make a Tech Edu Skill Check when doing Study Checks.

Now below is a more complex Treasure Book. There is also a table for a small list of Books in NPC Shops.

Fabled Encyclopedia

[Encyclopedia][Complex Encryption + Unown Tablet][Topic - Med Edu or Tech Edu][Limited x2]

Effect: For 10,000 Chemical Scrap you may craft an Experimental Reactant.

[Encyclopedia] - Is the Type of Book, meaning its DC is 200.

[Complex Encryption + Unown Tablet] - Means that the Trainer needs to use an Unown Tablet, then make Study Checks until the DC 50 (Complex) is set to 0. Then they can start reading the Book itself to lower DC 200.

[Topic - Med Edu or Tech Edu] - Means the Trainer can use either Skill to make Study Checks.

[Limited x2] - Means they can use the Effect twice before the book becomes useless. However considering they studied the Book, if they get another Fabled Encyclopedia in the future they only need to remove the Encryption before they can start using it again. If there was no Encryption it could be used immediately.

Shop Books		
Book Name	Book Tags	Book Effect
Reverse Engineering	[Codex][Topic - Tech Edu/ Survival]	Whenever you destroy Items in order to gain Scrap, you gain Scrap equal to 75% of its cost instead of 50%
Mechanical Efficiency	[Codex][Topic - Tech Edu]	Whenever you craft Items using Mechanical Scrap, the total amount needed is reduced by 10%.
Taming the Wild	[Codex][Topic - Command / Poke Edu]	Whenever you defeat a Pokemon or Trainer in battle, all Social Skill Checks gain a bonus equal to half of your Command Rank for the remainder of the Scene. Sparing a Pokemon is considered defeating them.
Wilderness Guide to Cooking	[Codex][Topic - Intuition / Survival]	You may Create a Hearty Meal with 2 Tiny Mushrooms and/or Balm Mushrooms or with 1 Big Mushroom. You may turn a Balm or Tiny Mushroom into 50 Food Scrap or Big Mushroom into 100 Food Scrap.
The Art of Disguise	[Codex][Topic - Guile / Stealth]	You gain a +2 Modifier when trying to impersonate someone. You do not need to bind AP when using a disguise made by a Disguise Kit.
Psychology 101	[Codex][Topic - Intuition / Perception]	You gain a +3 Bonus to Skill Checks made to discern the truth or to identify someone's body language, attitude or intentions. If you have known the subject of the Skill Check personally for at least 1 Season, the bonus instead becomes +5.
Scare Tactics	[Codex][Topic - Command / Intimidate]	You cannot miss Terrorize Maneuvers. Whenever you would use a Terrorize Maneuver it may be used in a Cone 3 Range instead of 6, 1 Target. As a 1 AP Free Action whenever you hit a target with a Terrorize Maneuver they have a penalty to all rolls equal to half the higher of your Command or Intimidate Rank for a Full Round.
Conspiracy Tales - Mindlocking	[Tome][Topic - Focus / Occult Edu]	Whenever a creature attempts to use the Telepathy or Aura Reader Capability on you, you may attempt to resist it with an opposed Focus Check. You gain a +3 to Focus Checks made this way. If you succeed this Check the attempting creature cannot discern your Aura or Thoughts for the remainder of this Scene.

Shop Books

Book Name	Book Tags	Book Effect
Encouraging Willpower in Allies	[Tome][Topic - Command / Intimidate]	Whenever an ally or Pokemon you own with Positive Loyalty were to make a Save Check against a Status Affliction they gain a bonus equal to half the higher of your Command or Intimidate Rank. If they were to recover from an Affliction due to this Bonus you must pay 1 AP.
Guide to Seduction	[Tome][Topic - Charm / Guile] [Expertise - Novice Charm]	Whenever you Infatuate a Target with the Flirt Maneuver you may choose to not apply the duration of one Full Round. However every time they fail their Save Check you must pay 1 AP or they are no longer Infatuated.
Pokemon Food Basics	[Tome][Topic - Intuition / Poke Edu]	You learn the Tasty Snacks Recipe. As a 1 AP - Free Action (From you or the recipient) whenever someone eats a Food Item you crafted they gain a Tick of Hit Points. This may only be triggered once per Food Item.
Art of Kinetic Redistribution	[Tome][Topic - Athletics / Combat] [Expertise - Adept Combat]	Whenever you are hit with an Attack you may spend 2 AP as a Free Action. The next time you hit only that combatant with an Attack you gain a bonus equal to the Damage Roll equal half your Total Damage Reduction. This bonus does not stack with itself.
Shard Deposits and where to Find Them	[Tome][Topic - Occult Edu / Survival]	For 1 Stamina you may transmute 10 Shards of any Color into 10 Shards of one Color.
The Secret of Shards	[Tome][Topic - Occult Edu / Survival]	You may add +1d6 to each Dowsing Attempt.
Advanced Medic's Handbook	[Tome][Topic - Med Edu][Expertise - Medic or Expert Med Edu]	After using a Sprint Maneuver as a Standard Action, you may apply a Restorative Item on an adjacent target as a Swift Action. As an Extended Action at the cost of 2 Stamina you may heal an Injury off a creature that doesn't count towards the Weekly Limitations.
Poke Ball Technician Manual	[Tome][Topic - Tech Edu]	Your Material costs for crafting Pokeballs of any type are reduced by 10%. Whenever you break a Pokeball you may recover half of its crafting cost as Mech Scrap.
The Art of Divination	[Encyclopedia][Topic - Occult Edu]	At the beginning of each Scene you may spend X AP where X is a maximum of 3, then roll Xd4. You may add one of the resulting numbers to a Roll you may during Combat as if it was a Modifier. You cannot apply more than one result to a Single Roll. If you are an Oracle, results may also be applied to rolls of allies. This cannot be used for Rolls outside of combat.
Ultimate Guide to Breeding	[Encyclopedia][Topic - Poke Edu]	You may choose to have eggs your Pokemon create start with 2 Fewer Minor Changes available. If you do, you may choose the Pokemon's Species, Nature, Gender and Ability instead of rolling for it. This must be decided before Innate Qualities are rolled.
Guide to Adventuring	[Codex][Topic - Command / Survival]	Whenever you're the Leader of an Adventure, the DC of the Trial Check is reduced by 3. This cannot lower the DC under 12.
Buying Influence	[Tome][Topic - Charm / Guile]	You may buy Notoriety at a rate of \$3,000 for 1 Notoriety. Notoriety gained this way can go to any Region. (Does not give Fame)
Fossilized Armor - Oddities in Smithing	[Tome][Topic - Athletics / Focus]	You may destroy a Fossil to create 3000 Equipment Scrap.
Automaton Soul Efficiency	[Encyclopedia][Topic - Occult Edu / Tech Edu]	Instead of having a Party of 3 Pokemon or 1 Pokemon and 1 Automaton, you may instead have a Party of 2 Automatons, ignoring Party Limits.
Pokemon Battle Preparations	[Codex][Topic - Command / Combat]	You may Train 3 Pokemon per Week without spending Stamina. These Pokemon do not count towards the Maximum you can train per week.
Crystal Engineering	[Codex][Topic - Occult Edu / Tech Edu]	You may turn 1 Shard into 100 Equipment, Chemical or Mechanical Scrap. This conversion does not count as crafting.
Astral Seance	[Tome][Topic - Focus / Occult Edu]	You do not need the Required Equipment to enter the Astral Plane and can do so in any Region. You must however have 10 minutes of concentration to do so

Shop Books

Book Name	Book Tags	Book Effect
The Art of Runic Tattoos	[Tome][Expertise - Rune Weaver] [Simple Encryption][Topic - Focus / Occult Edu]	For 3 Stamina, you may Enchant a Rune directly onto a person's body, taking up one Equipment slot. Depending on the Slot Enchanted to you have a different RE Limit which may be used for either Offensive or Defensive effects. (Hands - 5 RE. Body - 6 RE. Head/Foot - 2 RE). If an Item is in an Enchanted slot the Trainer cannot use any effects of the Enchanted Rune. A slot may only be Enchanted by one Rune at a time.
Book of Mending	[Tome][Limited x8][Topic - Med Edu]	When using this Book, target a Pokemon or Trainer. They have an Injury healed off them that doesn't count towards the Weekly limit
Codebreaking and Runescrypt	[Encyclopedia][Simple Encryption] [Topic - Intuition / Occult Edu]	When you're reading a Book that is Encrypted in order to remove the Encryption, it costs 1 less Stamina to make a Study Check. Additionally when making a Study Check to remove an Encryption, you may add the higher of your General Edu or Occult Edu Rank to each result.
Hunting for Relics	[Encyclopedia] [Topic - Perception / Survival]	While you are the Leader of an Adventure Encounter, the Maximum number of times the Treasure Hunter Reward may be used becomes equal to the higher of your Perception or Survival Rank.
The Arcane Scourge	[Codex] [Topic - Inuition / Occult Edu]	You do not need to meet the Skill Prerequisites in order to take the Arcane Sight Feature. This effect is applied as long as you have this Book studied and does not need to be owned to persist.
Enhancing your Fortitude	[Codex] [Topic - Athletics / Focus]	Whenever you Take a Breather, you do not become Tripped and do not need to Shift away from Enemies.
Guide to Meditation	[Codex] [Topic - Med Edu][Expertise - Expert Focus]	You may meditate to heal Injuries off of yourself by Draining 1 AP. This counts towards the weekly limit. Additionally if you have Expert Pokemon Edu or Command you may also heal Injuries this way off of Pokemon.
Pokemon Grooming and Harvesting	[Tome] [Topic - Poke Edu]	Whenever you use Stamina on the Harvest Capability, that Pokemon gains +2 Loyalty Points. All of your Pokemon with Harvest Weekly instead are changed to Harvest Daily.
Improve your Study Sessions	[Tome] [Topic - Focus / Gen Edu]	Whenever you make a Study Check, add a modifier of X. X is equal to the number of times you've done a Study Check this Game Week.
Famous Seafood Dishes	[Codex] [Topic - Intuition / Survival]	You may turn any of your Pokemon with both the Gilled Capability and Ocean Naturewalk into Food Scrap at a rate of 20 multiplied by their Level. Note: This is an extended action and is not meant to be mentioned in Roleplay.
Rock and Roll Lessons	[Tome][Topic - Charm / Focus]	Whenever you use a Weapon Attack on a Music Weapon you may pay up to 3 AP. For each AP spent you gain +1 Accuracy and +5 Damage towards that Attack
Bountiful Berries	[Codex] [Topic - Perception/ Survival]	Up to three times per Game Week, whenever you make a Yield Roll on a Berry Plant, you may upgrade its result by one tier. (4-7 instead becomes 8-12)
Forging the Dragonbane	[Codex] [Topic - Focus / Poke Edu]	All of your Dragon Type Pokemon are considered to have the Harvest (Equipment Scrap Daily) Capability.
Artifical Space Travel	[Encyclopedia][Topic - Tech Edu] [Expertise - Adept Tech Edu]	By destroying an Ultra Space Shard you become aware of how to create a lesser version of it. At the cost of 2000 Chemical Scrap you may create an Artifical Shard of any Ultra Space Shard you've destroyed.
Travel Guide (X)	[Codex][Topic - Gen Edu / Survival]	Whenever you harvest in the (X) Region, you are able to reroll two Harvest Rolls per week. You also gain a +3 to Trial Checks if you're the leader in an Area of the (X) Region.
Type Study Manual (X)	[Codex][Topic - Poke Edu]	You gain a -5 Modifier to Capture Rolls against the X Type Pokemon. As a 1 AP Drain Action you can add a +2 Modifier to Social Skill Checks against those Typed Pokemon.
Skillbook (X)	A Prerequisite Skill from the Class	Allows you to retrain into the (X) Class without needing an in character reason (With mod approval).
Study Manual (X)	[Codex][Topic - Varies]	Study Manuals have a specific skill attached to them in their Title. You gain a +2 Modifier whenever you make a Skill Check relevant to that Skill.

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Book Name	Book Tags	Book Effect
Wild Treasure Guide (X)	[Codex][Topic - Perception or Survival]	Once per Game Week when you go on an Encounter in the Area referenced by this Book you may use the Treasure Hunter Honor Reward for no Cost. In addition you know in Character about all Public Information regarding Treasuring available in that Area. If the listed Area is not fully revealed a moderator will give you a brief description of the Treasures and Pokemon that can be found there.
Pokemon Index (X)	[Tome][Topic - General Edu or Pokemon Edu]	When you are buying this Book you must specify a non Legendary Pokemon that is capturable for this Book to be about. If you go on an Exploration with the Hunting Intent while declaring the specified Pokemon this Book is about (Or any in its Evolution Line) you instead automatically find that Pokemon without needing to roll. (GM Rolls one less dice). In addition you gain +2 to Skill Checks against that Pokemon and all others in its Evolution Line. (This bonus does not stack)
History Index (X)	[Codex][Topic - General Edu] [Expertise: Untrained Gen Edu]	In Character you learn about all info publicly listed in the Lore Book pertaining to the Town or Civilization listed in the Book Title. In addition, you gain +2 to Skill Checks against Clash Trainers or NPCs that live or derive from the area listed in the Book Title.
Aura Meditation	[Tome][Topic - Athletics or Focus] [Expertise - Adept Focus]	As a Shift Action you may gain +1 Temporary AP until the end of your next turn. If you do so, the next Damaging Attack you use this Scene is reduced by -10 Damage (This Stacks). This cannot be used if you already used a Damaging Attack this Round.
An Augmented Future	[Encyclopedia][Topic - Med Edu or Tech Edu][Expertise: Master Tech Edu, Novice Med Edu]	As an Extended Action for 5 Stamina you may target any willing Trainer and perform an Augmented Surgery on them using an Item that can be installed on Automatons. Then choose any Equipment Slot on the Trainer to install the Item. While installed the Trainer cannot equip any Items into that Slot but they gain the Item's Minor Upgrade Effect. The same Extended Action cost may be performed to uninstall any Item.
Pokemon Trapper	[Codex][Topic - Pokemon Edu or Survival][Expertise - Novice Survival]	During an Encounter you may spend 10 Minutes and 50 Scrap of any Type to create a Pokemon Trap and then apply it immediately as if it were a Hazard. If a Pokemon that is Small Sized steps on this Trap they become Stuck for a full Round if combat were to begin. If a Medium Sized or larger Pokemon were to step on it they instead start Combat Slowed for a Full Round and lose -1 CS in Speed. The Trap can be increased by 1 Space in size per additional 50 Scrap spent with a Maximum size of 5x5 and is fluffed in appearance based on local material and scrap used. Spotting this Trap requires a DC 12 Perception Check which can be modified by GMs based on context used.
Familial Crest Designs	[Tome][Topic: Focus]	Whenever you craft an Item that costs 2 Stamina or more (Or would cost that much before external discounts), you may spend an additional Stamina to make it a signed Masterpiece. Whenever you sell a signed Masterpiece you gain +2 Fame in the Region it was sold in. This bonus stacks with the Gurashi Artisan Origin Feature.
Geothermal Engineering	[Codex][Topic: Tech Edu] [Expertise: Adept Tech Edu]	You may craft one of the following Items for 2 Stamina and the listed materials. If a Lava Battery is used, it must be full and it empties the Battery instead of expending the Item: Heat Insulator: Lava Battery + Light Armor Heat Chamber: Lava Battery + Heavy Armor Portable Heater: Lava Battery + 2000 Mech Scrap
Spirit Hunting	[Tome][Topic: Occult Edu]	Whenever you go on an Exploration you may choose to have a Ghost Hunting Intent rather than a normal listed Intent. When doing so, Declare any non Legendary Ghost Pokemon. The GM will then roll a d20. On a 16+ (Or 12+ if a Player in the Party has Master Rank or above Occult Edu) the Player will encounter the chosen Ghost Pokemon. If the roll does not meet or exceed this number the GM will instead randomly roll a Ghost Pokemon using the Typed Ghost Egg Command and add that Pokemon instead. If there is more than one Player in the Party the remaining Pokemon are rolled from the Encounter Table.

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Book Name	Book Tags	Book Effect
Living Off Nature	[Tome][Topic: Survival]	Whenever you go on an Exploration with the Scavenging Intent you may pay 1 Stamina any number of Times to gain Scrap equal to the higher of your Perception or Survival Rank times 100 multiplied by the Stamina spent. The Scrap type you gain is dependent on the Terrain of the Area your Exploration is in. (This is in addition to Exploration Items) Forest: Food Scrap Tundra: Food Scrap Grassland: Food Scrap Ocean: Food Scrap Wetland: Chem Scrap Desert: Equipment Scrap Cave: Equipment Scrap Urban: Mech Scrap
Altitude Resistance Training	[Codex][Topic: Athletics or Survival]	Whenever you're in an Area with [Special Area - Sky] Rules, you gain +4 to Athletics or Focus Checks.
The Art of Rebellion	[Tome][Topic: Charm or Command]	Whenever you need to make a Charm Check to improve Disposition you may instead use Command. This does not affect the loyalty of the creature provided it is fluffed in a non aggressive and inspiring way of commanding rather than ordering. (This Effect may be overruled by the GM) As a Drain 1 AP Extended Action you may add +2 to any Command Skill Check
The Art of War	[Tome][Topic: Command or Combat]	Whenever you use a Basic Training Order as a Standard Action you may spend 1 AP to do one of the following: The Targets of the Order have one Stat reset to their Default Value. The Targets of the Order gain +2 Accuracy to their next Attack. The Targets of the Order gain +2 to their next Save Check.
Biological Aura Flow	[Tome][Topic: Athletics or Focus] [Expertise - Adept Focus]	As a 1 AP Free Action, whenever you would lose Combat Stages as a result of your Own Attacks, an Enemy Ability or Enemy Attack you may choose which Stat(s) (Excluding HP) is affected by the CS loss. If two different Stats are affected you cannot choose the same stat twice. You cannot choose a Stat that already has Negative CS this way.
Gardening with Grace	[Codex][Topic: Gen Edu or Survival]	When making Yield Rolls for the Gracidea Flower you may ignore the negative Modifiers based on Tier Rank.
Embracing Evolution	[Codex][Topic: Gen Edu or Occult Edu]	Over the next 5 Trainer Levels with willingness you become a Demi-Human of one of your gained Elementalist Classes. If you're already Level 40 you may instead exchange 20 Accumulated TXP to start a Slow process of changing into a Demi-Human over the next 2 IRL Weeks.
Scroll of Blessings	[Scroll][Expertise - Expert Occult Edu][Limited x1]	This Scroll must target a Trainer to bless. The next Combat Encounter the blessed Trainer partakes in will apply the Scroll's Effect. When this Scroll's Effect is applied, choose Light Screen, Reflect, Safeguard or Lucky Chant. The following Attack is applied to the Field however it only has one Activation/Usage.
Scroll of Detection	[Scroll][Expertise - Expert Occult Edu][Limited x1]	This Scroll may be placed on anything, then becomes Expended after a Full Game Day. While this Scroll is active all of the following Effects occur in a 30m range of the Scroll. A Combatant may ignore this Scrolls' Effects if they pass a Focus Check with a DC of 25: <ul style="list-style-type: none"> » Anything with the Illusion Keyword cannot function and is dispelled » Both the Invisibility and Phasing Capability become disabled and cannot function » Ghost Type Combatants become no longer Immune to Normal and Fighting Type Attacks

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Book Name	Book Tags	Book Effect
Scroll of Exorcism	[Scroll][Expertise - Expert Occult Edu][Limited x1]	Target one Spirit or Non-Legendary Ghost Pokemon that is willing or fainted. The Target disappears to the Distortion Plane and becomes exorcized.
Scroll of Protection	[Scroll][Expertise - Expert Occult Edu][Limited x1]	Target a number of Combatants equal to half your Focus Rank, then this Scroll is Expended. All targeted Combatants treat the Ghost Type as Resisted effectiveness, ignoring Type Effectiveness for the rest of the Scene.
Scroll of Sealing	[Scroll][Expertise - Expert Occult Edu][Limited x1]	Target one Spirit or Non-Legendary Ghost Pokemon. The target must pass a Focus Check with a DC of 20 or else they are affected by the following effects. The Target becomes Stuck for a Full Round if Combat is occurring. The Target is no longer Intangible and loses the Invisibility and Phasing Capabilities for 24 Hours. The Target cannot move more than 20 meters from where this Scroll was used.
Scar Recovery	[Tome][Topic - Med Edu / Focus]	At the cost of 2 Stamina you may Target a Pokemon or Trainer who has a Battle Scar that has been healed. Visual indicators of the Scar existing become almost entirely removed, only becoming noticeable faintly with a DC 20 Perception Check.
Secrets of the Empire	[Encyclopedia][Topic - Tech Edu] [Expertise - Virtuoso Tech Edu]	At the cost of 1 Stamina you may turn 2000 Mechanical Scrap into 1000 Luxurious Material (Mechanical). Studying this Book may unlocks the ability to create more advanced Technology if this book is specified.

Rune Enchanting Tables

There are three types of Enchanting Runes. **Standard Runes**, **Treasure Runes** and **Event Runes**. **Event Runes** are special Runes that don't have their Recipe standardized and spread across Phemenon, making them limited. (They're not listed in a table here) **Standard Runes** are fairly common runes with simple materials that can just be used with normal Shards. **Treasure Runes** require a special material list to be gathered in order to craft it, gaining attributes of that treasure by transcribing it into a special Runic Symbol.

Standard Rune Table

[Name] Rune	Rune Effects
Weather Recipe: 20 of any one Shard Color	<p>When creating this Rune, Select one type from the associated Shard Color, that Type applies to these effects</p> <p>Storm Caller [3 RE Both] - As a Scene - Swift Action you may set the Weather to Either Boosting or Damaging of your linked Type for 3 Full Rounds.</p> <p>Forseen Forecast [2 RE Offensive] - As a Scene - Free Action, you may increase two different Stats by +1 CS. You may only use this effect if the weather currently matches your linked type.</p> <p>Climate Cooldown [2 RE Defensive] - At the end of your Turn, if the weather matches your linked type, you gain a Tick of Temporary Hit Points.</p> <p>Storm Gear [2 RE Defensive] - You gain the Overcoat Ability.</p> <p>Weather Rising [1 RE - Both] - As a Scene - Standard Action you may set the Weather to either Boosting or Damaging of your linked Type for the rest of the Scene.</p>
Amber Recipe: 10 Green Shards, 5 Assorted Carnations	<p>Locust Swarm [3 RE Offensive] - Once per Round as a 1 AP - Free Action you may summon a Locust Hazard within 3m. A Locust Hazard has 1 in all Stats. The only thing Locusts may do is shift with a Fly 6 Movement Speed. Any Combatant adjacent to a Locust Hazard takes a -1 Penalty to Accuracy Checks. A Locust Hazard may be expended to give any Adjacent Enemy -2 Accuracy for a Full Round.</p> <p>Insect Offensive [2 RE Offensive] - You may choose any Tier 1 Bug Type Attack. Signature Attacks are not available for this Rune. Attacks granted by this rune can be used as Weapon Attacks, provided that they are not of the Status Category. Attacks granted by this rune can be used as Weapon Attacks. If used this way, the attack's range is replaced by the range of the weapon that is equipped with the rune.</p> <p>Piercing Blade [2 RE Offensive] - You gain the Hyper Cutter Ability.</p> <p>Accurate Amber [1 RE Offensive] - You gain +1 Accuracy when using Bug Type Attacks.</p> <p>Arthro Shield [1 RE - Defensive] - You gain 15 DR against Bug Type Attacks.</p>
Shadow Recipe: 10 Violet Shards, 5 Twilight Moss	<p>Advanced Darkness [3 RE Defensive] - All Spaces within a Burst 2 Range of you are treated as Low Lighting. Any combatants without Blindsight or Darkvision that attack from or into this range receive a -2 Penalty to Accuracy Rolls. If this overlaps with World of Darkness, the penalty is instead increased to -3 but does not stack.</p> <p>Shadow Strike [2 RE Offensive] - You may choose any Tier 1 Dark Type Attack. Signature Attacks are not available for this Rune. Attacks granted by this rune can be used as Weapon Attacks, provided that they are not of the Status Category. Attacks granted by this rune can be used as Weapon Attacks. If used this way, the attack's range is replaced by the range of the weapon that is equipped with the rune.</p> <p>Shadow Suffering [2 RE Offensive] - You gain the Cruelty Ability.</p> <p>Surprise Attack [1 RE Offensive] - You gain +1 Accuracy when using Dark Type Attacks.</p> <p>Midnight Armor [1 RE - Defensive] - You gain 15 DR against Dark Type Attacks.</p>
Draconic Recipe: 10 Orange Shards, 5 Mandrake Roots	<p>Dragon Power [3 RE Offensive] - Your Damaging Weapon Attacks cannot be resisted by any means except through Type Effectiveness or through the Smite Keyword. Whenever you land a Critical Hit on a Target, all Coats they are affected by become destroyed after Damage Calculations.</p> <p>Dragon Fury [2 RE Offensive] - You may choose any Tier 1 Dragon Type Attack. Signature Attacks are not available for this Rune. Attacks granted by this rune can be used as Weapon Attacks, provided that they are not of the Status Category. Attacks granted by this rune can be used as Weapon Attacks. If used this way, the attack's range is replaced by the range of the weapon that is equipped with the rune.</p> <p>Dragon Force [2 RE Offensive] - You gain the Sheer Force Ability.</p> <p>Dragon Senses [1 RE Offensive] - You gain +1 Accuracy when using Dragon Type Attacks..</p> <p>Dragon Scales [1 RE - Defensive] - You gain 15 DR against Dragon Type Attacks.</p>
Thunder Recipe: 10 Yellow Shards, 5 Glimmering Lilies	<p>Magnetic Charge [3 RE Both] - If Electro Charged is Active on an Offensive Item, you gain the Minus Ability. If Electro Charged is active on a Defensive Ability you gain the Plus Ability. The Abilities gained this way are changed to Scene x2.</p> <p>Overcharged [2 RE Offensive] - You may choose any Tier 1 Electric Type Attack. Signature Attacks are not available for this Rune. Attacks granted by this rune can be used as Weapon Attacks, provided that they are not of the Status Category. Attacks granted by this rune can be used as Weapon Attacks. If used this way, the attack's range is replaced by the range of the weapon that is equipped with the rune.</p> <p>Static Field [2 RE Defensive] - You gain the Static Ability. Rune Affliction.</p> <p>Thunder Point [1 RE Offensive] - You gain +1 Accuracy when using Electric Type Attacks..</p> <p>Negative Ions [1 RE - Defensive] - You gain 15 DR against Electric Type Attacks.</p>
Pixie Recipe: 10 Red Shards, 5 Fae Flower	<p>Mystic Blessing [3 RE Defensive] - As an At-Will Swift Action or a Drain 1 AP - Extended Action you may summon a Mystic Wisp that floats around the Enchanted Item (Max 3). Once per Round as a Free Action, you may expend a Mystic Wisp to target an ally within 5m of you and grant them a benefit for a full Round. This benefit can be +2 Accuracy, +3 to Save Checks, +2 to Evasion or restoring a Tick of Hit Points.</p> <p>Fae Force [2 RE Offensive] - You may choose any Tier 1 Fairy Type Attack. Signature Attacks are not available for this Rune. Attacks granted by this rune can be used as Weapon Attacks, provided that they are not of the Status Category. Attacks granted by this rune can be used as Weapon Attacks. If used this way, the attack's range is replaced by the range of the weapon that is equipped with the rune.</p> <p>Ally Guardian [2 RE Defensive] - You gain the Friend Guard Ability.</p> <p>Mystic Sight [1 RE Offensive] - You gain +1 Accuracy when using Fairy Type Attacks.</p> <p>Pixie Protection [1 RE - Defensive] - You gain 15 DR against Fairy Type Attacks.</p>

[Name] Rune	Rune Effects
Strength Recipe: 10 Orange Shards, 5 Titan Arum	<p>Brawn Boost [5 RE Offensive] - As a Scene x3 - Free Action, at the start of your Turn you may either increase your Attack or Special Attack by +1 CS or increase all negative CS by +1 CS. Brawn Boost may only be used once per Round.</p> <p>Martial Prowess [2 RE Offensive] - You may choose any Tier 1 Fighting Type Attack. Signature Attacks are not available for this Rune. Attacks granted by this rune can be used as Weapon Attacks, provided that they are not of the Status Category. Attacks granted by this rune can be used as Weapon Attacks. If used this way, the attack's range is replaced by the range of the weapon that is equipped with the rune.</p> <p>Trained Discipline [2 RE Offensive] - You gain the Scrappy Ability.</p> <p>Potent Punches [1 RE Offensive] - You gain +1 Accuracy when using Fighting Type Attacks.</p> <p>Defensive Stance [1 RE - Defensive] - You gain 15 DR against Fighting Type Attacks.</p>
Flame Recipe: 10 Red Shards, 5 Volcanic Lichen	<p>Flametongue [3 RE Offensive] - Your Weapon Attacks on this Enchanted Weapon may be shifted to Fire Type as a Free Action. Your Weapon Attacks also gain a 18+ Effect Range to burn all Legal Targets. If it already has a Burn Range it is extended by +2.</p> <p>Flame Tipped [2 RE Offensive] - You may choose any Tier 1 Fire Type Attack. Signature Attacks are not available for this Rune. Attacks granted by this rune can be used as Weapon Attacks, provided that they are not of the Status Category. Attacks granted by this rune can be used as Weapon Attacks. If used this way, the attack's range is replaced by the range of the weapon that is equipped with the rune.</p> <p>Inner Flame [2 RE Defensive] - You gain the Flame Body Ability .Rune Affliction</p> <p>Flame Blast [1 RE Offensive] - You gain +1 Accuracy when using Fire Type Attacks.</p> <p>Fireproof [1 RE - Defensive] - You gain 15 DR against Fire Type Attacks.</p>
Flight Recipe: 10 Blue Shards, 5 Mandrake Roots	<p>Acceleration [3 RE Defensive] - You learn the move Tailwind. Once per scene you can use Tailwind as a Free Action with the Priority(Limited) keyword.</p> <p>Razor Wind [2 RE Offensive] - You may choose any Tier 1 Flying Type Attack. Signature Attacks are not available for this Rune. Attacks granted by this rune can be used as Weapon Attacks, provided that they are not of the Status Category. Attacks granted by this rune can be used as Weapon Attacks. If used this way, the attack's range is replaced by the range of the weapon that is equipped with the rune.</p> <p>Keen Sight [2 RE Defensive] - You gain the Keen Eye Ability.</p> <p>Sharp Vision [1 RE Offensive] - You gain +1 Accuracy when using Flying Type Attacks.</p> <p>Feather Defense [1 RE - Defensive] - You gain 15 DR against Flying Type Attacks.</p>
Spectral Recipe: 10 Violet Shards, 5 Spirit Sap	<p>Cursed Blade [4 RE Offensive] - Whenever you hit a Weapon Attack you may pay 1 AP to Disable one Random Attack from all Legal Target's Attack List for 3 Full Rounds. You may choose to spend 2 AP when this effect activates to instead Disable a Random Ability on one target or a chosen Attack they've used in this Scene.</p> <p>Haunted Offenses [2 RE Offensive] - You may choose any Tier 1 Ghost Type Attack. Signature Attacks are not available for this Rune. Attacks granted by this rune can be used as Weapon Attacks, provided that they are not of the Status Category. Attacks granted by this rune can be used as Weapon Attacks. If used this way, the attack's range is replaced by the range of the weapon that is equipped with the rune.</p> <p>Lingering Curse [2 RE Defensive] - You gain the Cursed Body Ability. Rune Affliction</p> <p>Spooky Sight [1 RE Offensive] - You gain +1 Accuracy when using Ghost Type Attacks.</p> <p>Haunted Armor [1 RE - Defensive] - You gain 15 DR against Ghost Type Attacks.</p>
Ivy Recipe: 10 Green Shards, 5 Assorted Carnations	<p>Root Down [3 RE Defensive] - As a Scene - Shift Action you may root yourself to the ground. While rooted, you are Slowed, restore 1 Tick of Hit Points at the end of each of your Turns, and have a +3 bonus to Save Checks. You may become unrooted as a Free Action at any point during your turn.</p> <p>Fortifying Leaves [2 RE Offensive] - You may choose any Tier 1 Grass Type Attack. Signature Attacks are not available for this Rune. Attacks granted by this rune can be used as Weapon Attacks, provided that they are not of the Status Category. Attacks granted by this rune can be used as Weapon Attacks. If used this way, the attack's range is replaced by the range of the weapon that is equipped with the rune.</p> <p>Wafting Spores [2 RE Defensive] - You gain the Effect Spore Ability. Rune Affliction</p> <p>Clinging Vines [1 RE Offensive] - You gain +1 Accuracy when using Grass Type Attacks.</p> <p>Natural Defense [1 RE - Defensive] - You gain 15 DR against Grass Type Attacks.</p>
Geo Recipe: 10 Green Shards, 5 Titan Arum	<p>Earth Smasher [3 RE Offensive] - Whenever you use a Damaging Weapon Attack as a Scene x2 - Free Action you may change its Range to Close Blast 2 for that Attack only.</p> <p>Earthen Strength [2 RE Offensive] - You may choose any Tier 1 Ground Type Attack. Signature Attacks are not available for this Rune. Attacks granted by this rune can be used as Weapon Attacks, provided that they are not of the Status Category. Attacks granted by this rune can be used as Weapon Attacks. If used this way, the attack's range is replaced by the range of the weapon that is equipped with the rune.</p> <p>Muddy Shield [2 RE Defensive] - You gain the Sturdy Ability.</p> <p>Geo Force [1 RE Offensive] - You gain +1 Accuracy when using Ground Type Attacks. .</p> <p>Terran Plate [1 RE - Defensive] - You gain 15 DR against Ground Type Attacks.</p>
Frost Recipe: 10 Blue Shards, 5 Frost Moss	<p>Frozen Plating [4 RE Defensive] - Whenever you're hit with a Damaging Attack, the Attacker loses -1 Cs in a Stat of your choosing. If the Attack was Melee Range, the Attacker also becomes Slowed and cannot use Attacks of Opportunity for a Full Round.</p> <p>Offensive Frost [2 RE Offensive] - You may choose any Tier 1 Ice Type Attack. Signature Attacks are not available for this Rune. Attacks granted by this rune can be used as Weapon Attacks, provided that they are not of the Status Category. Attacks granted by this rune can be used as Weapon Attacks. If used this way, the attack's range is replaced by the range of the weapon that is equipped with the rune.</p> <p>Snowy Veil [2 RE Defensive] - You gain the Snow Cloak Ability.</p> <p>Freezing Ray [1 RE Offensive] - You gain +1 Accuracy when using Ice Type Attacks.</p> <p>Frost Armor [1 RE - Defensive] - You gain 15 DR against Ice Type Attacks.</p>

[Name] Rune	Rune Effects
Basic Recipe: 10 Orange Shards, 5 Ruby Blushrose	<p>Neutrality [3 RE Defensive] - Your CS cannot be lowered below +0. This does not affect any effects that Set your CS below +0 or Challenge Mode CS Drops..</p> <p>Basic Tactics [2 RE Offensive] - You may choose any Tier 1 Normal Type Attack. Signature Attacks are not available for this Rune. Attacks granted by this rune can be used as Weapon Attacks, provided that they are not of the Status Category. Attacks granted by this rune can be used as Weapon Attacks. If used this way, the attack's range is replaced by the range of the weapon that is equipped with the rune.</p> <p>Irresistable [2 RE Defensive] - You gain the Cute Charm Ability. Rune Affliction.</p> <p>Simply Accurate [1 RE Offensive] - You gain +1 Accuracy when using Normal Type Attacks.</p> <p>Not Normal [1 RE - Defensive] - You gain 15 DR against Normal Type Attacks.</p>
Venom Recipe: 10 Violet Shards, 5 Powderpuff	<p>Toxic Coating [3 RE Offensive] - Your Weapon Attacks on this Enchanted Weapon may be shifted to Poison Type as a Free Action. Your Weapon Attacks also gain a 18+ Effect Range to Poison all Legal Targets. If it already has a Poison Range it is extended by +2.</p> <p>Weaponized Toxin [2 RE Offensive] - You may choose any Tier 1 Poison Type Attack. Signature Attacks are not available for this Rune. Attacks granted by this rune can be used as Weapon Attacks, provided that they are not of the Status Category. Attacks granted by this rune can be used as Weapon Attacks. If used this way, the attack's range is replaced by the range of the weapon that is equipped with the rune.</p> <p>Poison Barbed [2 RE Defensive] - You gain the Poison Point Ability. Rune Affliction</p> <p>Calculated Poison [1 RE Offensive] - You gain +1 Accuracy when using Poison Type Attacks.</p> <p>Basic Toxicity [1 RE - Defensive] - You gain 15 DR against Poison Type Attacks.</p>
Psionic Recipe: 10 Red Shards, 5 Arcane Wildgrass	<p>Shared Pain [3 RE Defensive] - You gain the Synchronize Ability. When you use Synchronize you may reset any Negative Combat Stages to 0. If you do, the target of Synchronize loses that much CS in the affected Stats.</p> <p>Psycho Offensive [2 RE Offensive] - You may choose any Tier 1 Psychic Type Attack. Signature Attacks are not available for this Rune. Attacks granted by this rune can be used as Weapon Attacks, provided that they are not of the Status Category. Attacks granted by this rune can be used as Weapon Attacks. If used this way, the attack's range is replaced by the range of the weapon that is equipped with the rune..</p> <p>Mental Foresight [2 RE Defensive] - You gain the Perception Ability.</p> <p>Mental Focus [1 RE Offensive] - You gain +1 Accuracy when using Psychic Type Attacks.</p> <p>Iron Mind [1 RE - Defensive] - You gain 15 DR against Psychic Type Attacks.</p>
Mineral Recipe: 10 Yellow Shards, 5 Twilight Moss	<p>Upheaval [3 RE Offensive] - Whenever you use a Damaging Attack that isn't Melee, 1 Target or Field, you may place a Stealth Rock Hazard in all spaces in the listed range that did not have a Combatant in it (Max 4). Once per Scene, you may cause the Stealth Rock to subtract an additional tick instead.</p> <p>Geomancy [2 RE Offensive] - You may choose any Tier 1 Rock Type Attack. Signature Attacks are not available for this Rune. Attacks granted by this rune can be used as Weapon Attacks, provided that they are not of the Status Category. Attacks granted by this rune can be used as Weapon Attacks. If used this way, the attack's range is replaced by the range of the weapon that is equipped with the rune.</p> <p>Rock Smashed [2 RE Both] - You gain the Rock Head Ability.</p> <p>Gneiss Aim [1 RE Offensive] - You gain +1 Accuracy when using Rock Type Attacks.</p> <p>Rock Steady [1 RE - Defensive] - You gain 15 DR against Rock Type Attacks.</p>
Metallic Recipe: 10 Yellow Shards, 5 Scrap Orchid	<p>Deep Cut [3 RE Offensive] - Your Weapon Attacks on this Enchanted Weapon gain a 16+ Effect Range to inflict Bleeding on all Legal Targets, or extend their current Bleed Range by +2. If you inflict Bleeding on an Enemy through a Weapon Attack, while they are Bleeding any Hit Points they gain are reduced by half (Rounded Down).</p> <p>Concentrated Metal [2 RE Offensive] - You may choose any Tier 1 Steel Type Attack. Signature Attacks are not available for this Rune. Attacks granted by this rune can be used as Weapon Attacks, provided that they are not of the Status Category. Attacks granted by this rune can be used as Weapon Attacks. If used this way, the attack's range is replaced by the range of the weapon that is equipped with the rune.</p> <p>Heavy Armor [2 RE Defensive] - You gain the Battle Armor Ability.</p> <p>Laser Focused [1 RE Offensive] - You gain +1 Accuracy when using Steel Type Attacks.</p> <p>Dense Metal [1 RE - Defensive] - You gain 15 DR against Steel Type Attacks.</p>
Hydro Recipe: 10 Blue Shards, 5 Aqua Lotus	<p>Hydro Cleansing [3 RE Defensive] - You gain the Hydration Ability. Once per Scene when activating Hydration, you can reset all Negative Combat Stages to their Default Values.</p> <p>Heavy Tides [2 RE Offensive] - You may choose any Tier 1 Water Type Attack. Signature Attacks are not available for this Rune. Attacks granted by this rune can be used as Weapon Attacks, provided that they are not of the Status Category. Attacks granted by this rune can be used as Weapon Attacks. If used this way, the attack's range is replaced by the range of the weapon that is equipped with the rune.</p> <p>Water Born [2 RE Defensive] - You gain the Swift Swim Ability.</p> <p>Tough Current [1 RE Offensive] - You gain +1 Accuracy when using Water Type Attacks.</p> <p>Hydrophobic [1 RE - Defensive] - You gain 15 DR against Water Type Attacks.</p>

Treasure Runes are far more rare than Standard Runes, as they require at least 1 Treasure in order to be studied and used as Material for the Rune Weaver to craft the Rune or desired Insignia. **This list is not fully up to date.**

Treasure Rune Table

[Name] Rune	Rune Effects
Astral Recipe: Dread Essence or Fantasy Essence, 3 Fadeweave or Shroudveil	Dream Assault [2 RE Offensive] - If the Astral Rune was created with Dread Essence you gain the Attack Nightmare. If the Astral Rune was created with the Fantasy Essence you gain the Attack Dream Eater. If the gained attack is used as a Weapon Attack, and the Range of this Attack is replaced with your Weapon Range. Night Terrors [2 RE Defensive] - You gain the Dreamspinner Ability. Astral Awareness [2 RE Defensive] - You gain the Insomnia Ability.
Avarice Recipe: Golden Idol, Charm of Avarice	Lucky Hit [4 RE Offensive] - Whenever you miss a Weapon Attack against all Legal Targets, you may reroll the Accuracy Roll with a -2 Modifier. Coin Offering [2 RE Defensive] - Once per Encounter, you may pay \$1,000 before an Encounter to grant yourself +1 to all Rolls this Scene. This cannot be used as an Extended Action outside of an Encounter and this effect only persists while equipped. Lucky Charm [1 RE Defensive] - After a successful non-Harvest Encounter roll 2d800 and add the results. You gain that much money.
Chrono Recipe: Timeburnt Willow, Chrono Dust, 5 Celestial Berries	Chronoshift [3 RE Offensive] - As a 1 AP - Free Action when using a Weapon Attack on this Enchanted Weapon, you may roll the Accuracy Roll twice, taking the higher result. This may only be used 3 times per Scene. Chronobreak [3 RE Defensive] - You gain the Probability Control Ability. Bullet Time [2 RE Defensive] - You gain +1 Evasion. If you're targeted for an Attack from a Non-Adjacent Enemy you instead gain +3 Evasion.
Cosmic Recipe: Astral Artifact, Cosmic Residue, 5 Spatial Camellia	Cosmic Restoration [2 RE Defensive] - You gain the Attack Moonlight or Morning Sun. If you're in Space Terrain, both of these Attacks instead heal for 2/3 of your Maximum Hit Points. Ultra Resistance [2 RE Defensive] - While this Enchanted Effect is active, you do not suffer CS Penalties from Ultra Space Areas. Spatial Strength [1 RE Both] - You gain the Attack Cosmic Power. If this Effect is enchanted as Defensive, Cosmic Power is treated as normal. If this Effect is enchanted as Offensive, it instead increases Attack and Special Attack. If you're in Space Terrain you may pay 2 AP when using Cosmic Power to instead increase the listed Stats by +2 CS.
Corrupted Recipe: Corrupted Artifact, 5 Bloodcaps, 10 Violet Shards	Corruption [5 RE Offensive] - Your Weapon Attacks on this Enchanted Weapon gain a 15+ Effect Range to Curse one of the Legal Targets of this Attack. Whenever a foe is cursed this way, at the start of their turn you may pay 1 AP to lower all of their Stats by -1 CS, however this can only be used once per Round. Void Weakness [3 RE Defensive] - Whenever you're hit with a Damaging Attack, the Attacker suffers a penalty to Damage Rolls equal to their Tick Value to their next Damaging Attack. Void Touch [1 RE Offensive] - Whenever you hit with a Damaging Attack, you may as a 1 AP - Free Action, cause all legal targets lose -1 CS in a Random Stat determined by a 1d5. 1 (Atk), 2 (Def), 3 (SpAtk), 4 (SpDef), 5 (Spd).
Dream Recipe: 15 Dream Mist, 5 Violet Shards, 5 Glimmering Lily, 3 Faebloom Herb	Ethereal Mist [4 RE Defensive] - Whenever an Attack hits you, roll 1d20. On a 16+ the Attacking Combatant falls Asleep. If the Attack was Melee Range you may roll 2d20 and take the higher result. A Combatant may only be affected by this once per Scene. Rune Affliction. Sweet Dreams [2 RE Offensive] - When you inflict Damage on a Sleeping Combatant with a Weapon Attack instead of them waking up the DC of their Sleep save is reduced by 6. Misty Visage [1 RE Defensive] - After each non-Harvest Encounter, roll 2d3 and gain that much Dream Mist.
Khion Recipe: Gem of the Dynasty, 5 Frost Moss, 5 Blue Shards	Crystal Haze [4 RE Defensive] - You have an Aura around you in a Burst 1 Range. Whenever a Combatant starts their turn adjacent to you, you may reset all of their Combat Stages to their Default values. An Enemy may only be affected by this Effect once per Scene. Crystal Vengeance [3 RE Offensive] - Choose Blizzard or Arctic Quake. You gain the chosen Attack. You may choose to use this Attack as a Weapon Attack, however its range is replaced with your Weapon Range. Khion Curse [2 RE Defensive] - You gain the Omen Ability.
Primal Dragon Recipe: Dragon Claw, 5 Mandrake Root	Draconic Rage [3 RE Offensive] - Choose Draco Meteor or Dragon Hammer. You gain the chosen Attack. You may choose to use this Attack as a Weapon Attack, however its range is replaced with your Weapon Range. Primal Force [2 RE Offensive] - You gain the Mold Breaker Ability. Primal Might [1 RE Offensive] - Your Attacks have their Critical Hit Range extended by +1.
Steamwork Recipe: Gear Blade, 5 Scrap Orchids, 2000 Mech Scrap	Full Steam [4 RE Offensive] - As a Free Action when using a Damaging Attack you may spend up to 3 AP, then gain that much Accuracy towards that Attack. If you spend 3 AP it gains the Smite Keyword for that usage. Whenever you trigger an Effect Range for an Attack you gain +2 AP for the rest of the Scene. Geared Strike [2 RE Offensive] - Choose Iron Blade or Flash Cannon. You gain the chosen Attack. You may choose to use this Attack as a Weapon Attack, however its range is replaced with your Weapon Range Shifting Gears [2 RE Defensive] - As a Free Action once per Round you may lower Stat that has a Positive CS by -1 CS, then you may increase another Stat by +1 CS. This Effect does not work if a Stat is unable to be lowered.
Floral Recipe: Golden Gracidea, 3 Gracidea Flowers, 8 Different Flowers	Golden Gift [3 RE Defensive] - At the start of each of your turns, you regain a tick of hit points. Golden Drain [2 RE Offensive] - Once per Scene when you hit a Damaging Attack you may treat it as though it had the Drain Keyword. If it hits multiple targets, choose the target that took the most damage to drain from. Golden Veil [2 RE Defensive] - You gain the Aroma Veil Ability.

[Name] Rune	Rune Effects
Link Recipe: Soul Dew, 3 Soul Berries, 5 Spirit Sap	<p>United as One [3 RE Both] - When this effect is activated, select 3 stats except HP. While this Item is equipped, once per Scene you can gain +1 CS in each select stat as a Free Action if you're within 10m of the user that was Soul Bound to the Soul Dew used to create this Rune. If the user you're Soul Bound to takes an Injury, you lose 1 Tick of HP per Injury taken. (Injuries caused by Soul Dew Tick damage doesn't activate this effect)</p> <p>Soul Restoration [2 RE Defensive] - While you're within 10m of your Soul Bound Partner you can activate the following effect once per turn as a Free Action. You lose 1 Tick of HP to cause your partner to gain 1 Tick of HP or you can lose -1 CS in a chosen stat to cause your soulbound partner to gain +1 CS in that chosen stat.</p> <p>Shared Bond [1 RE Defensive] - You are always aware of the location of your Soul Bound Partner as long as you are both interacting with the item that has this rune's effect. While you're within 10m of the user you're Soul Bound to the Soul Dew used to create this Rune, you may share your senses with each other so long as you both consent and are willing. You and your Soul Bound Partner may also communicate telepathically.</p>
Volcanic Recipe: Molten Shard, 5 Volcanic Lichen, 10 Red Shards	<p>Molten Armor [3 RE Defensive] - You gain the Magma Armor Ability. Whenever an Enemy starts their turn adjacent to you, they suffer a -5 Penalty to Damage Rolls until the start of their next Turn.</p> <p>Volcanic Fury [3 RE Offensive] - Choose Overheat or Firestorm. You gain the chosen Attack. You may choose to use this Attack as a Weapon Attack, however its range is replaced with your Weapon Range.</p> <p>Blazing Eruption [2 RE Offensive] - Choose Flamethrower or Blaze Kick. You gain the chosen Attack. You may choose to use this Attack as a Weapon Attack, however its range is replaced with your Weapon Range.</p>
Chilled Recipe: Lapis Ore, 5 Frost Moss, 10 Blue Shards	<p>Earthen Chill [4 RE Offensive] - You gain the Frostbite Ability. If you already have the Frostbite Ability from a non-Enchanted Source, your Damaging Attacks gain +2 to their Freeze Effect Ranges.</p> <p>Cold Blast [2 RE Offensive] - Choose Ice Beam or Ice Punch. You gain the chosen Attack. You may choose to use this Attack as a Weapon Attack, however its range is replaced with your Weapon Range.</p> <p>Chilled Core [1 RE Defensive] - You are immune to the Frozen Status Affliction.</p>
Toxin Recipe: Toxinite Ore, 5 Powderpuffs, 10 Violet Shards	<p>Corrosive Poison [4 RE Offensive] - You gain the Corrosion Ability. Whenever you would Poison a Target through an Attack, they instead become Badly Poisoned.</p> <p>Venomous Strike [2 RE Offensive] - Choose Sludge Bomb or Poison Jab. You gain the chosen Attack. You may choose to use this Attack as a Weapon Attack, however its range is replaced with your Weapon Range.</p> <p>Toxin Immunity [1 RE Defensive] - You are immune to the Poisoned Status Affliction.</p>
Voltaic Recipe: Plasmic Ore, 5 Glimmering Lilies, 10 Yellow Shards	<p>Static Shockwave [3 RE Offensive] - Once per scene when you use an Electric Type Damaging attack you can have its range be Burst 2 instead of its normal range. The Effect Range for Damaging Attacks that inflict Paralysis is increased by +1. If a Damaging Attack does not cause Paralysis, it now causes Paralyzes on a roll of 20.</p> <p>Thunderous Strike [2 RE Offensive] - Choose Thunderbolt or Thunder Punch. You gain the chosen Attack. You may choose to use this Attack as a Weapon Attack, however its range is replaced with your Weapon Range.</p> <p>Insulated Core [1 RE Defensive] - You are immune to the Paralyze Status Affliction.</p>
Molten Recipe: Molten Ore, 5 Volcanic Lichen, 10 Red Shards	<p>Heated Steam [3 RE Defensive] - You gain the Heat Mirage Ability. You may also choose to ignore the Trigger of this Ability, but if you do it's Frequency is At-Will - Swift Action.</p> <p>Molten Burst [2 RE Offensive] - Choose Fire Spin or Fire Punch. You gain the chosen Attack. You may choose to use this Attack as a Weapon Attack, however its range is replaced with your Weapon Range.</p> <p>Heated Core [1 RE Defensive] - You are immune to the Burn Status Affliction.</p>
Ancient Recipe: Unown Tablet, 5 Unown, 10 Arcane Wildgrass	<p>Runic Defense [2 RE Defensive] - When you're hit by an attack that has the same Type as a Hidden Power on your Attack List, you may resist the damage one step further. This effect can only be used once per Scene.</p> <p>Unlocked Code [2 RE Both] - As a Swift Action or 1 AP - Free Action, during your turn you may change the Type of a Hidden Power on your Attack List or an ally's Attack List. It returns to its original Type once the Scene ends.</p> <p>Hidden Potential [1 RE Offensive] - You gain Hidden Power. You may choose to use this Attack as a Weapon Attack, however its range is replaced with your Weapon Range. Hidden Power gained this way can either be Physical or Special.</p>
Deepsea Recipe: Heart of the Sea, 5 Aqua Lotus, 10 Blue Shards	<p>Tidal Homecoming [4 RE Both] - At the start of a Scene, you may choose to make the weather turns to both Boosting and Damaging Water Typed Weather. Weather created this way cannot be replaced outside of a Legendary Source.</p> <p>Sea Passage [3 RE Defensive] - You are unaffected by any rules for being Underwater.</p> <p>Sea Adapted [1 RE Defensive] - You gain the Gilled Capability.</p>
Blighted Recipe: Meteor Fragment, 5 Spatial Camellia, 10 Violet Shards	<p>Malicious Blight [5 RE Offensive] - All Damaging Attack used by the user gain a 18+ Effect range to Infect the Target. An Infected target gains either the Burn or Poisoned Affliction but it can't be cured for at least 2 Full Rounds. While affected by Burn or Poison caused by the target being Infected they cannot gain Temporary Hit Points.</p> <p>Corrupted Feedback [4 RE Defensive] - Whenever you're hit with a non-At-Will Attack, the Attacker becomes Suppressed. Rune Affliction.</p> <p>Mind Block [2 RE Defensive] - You become immune to the Confusion Status Affliction and you gain the Mindlock Capability.</p>
Origin Recipe: Primal Instrument, Elemental Crystal	<p>When this Rune is created, choose any Elemental Type.</p> <p>Elemental Armor [5 RE Defensive] - You are now Resistant to X Type Attacks by one more step. X is the Type chosen on this Rune. While this is Effect is Active on an Enchanted Item, as a 1 Stamina - Extended Action or Standard Action you may select a different Elemental Type to apply to this Rune.</p> <p>Elemental Weaponry [2 RE Offensive] - As a Free Action your Struggle Attacks and Weapon Attacks deal X Type Damage until the end of the Scene. X is the Type chosen when this Rune was created. This effect can only be active on a Weapon that doesn't grant a Damaging Attack through an active effect.</p> <p>Elemental Link [1 RE Defensive] - When making a Social Skill Check to increase Disposition against a Pokemon that has your chosen Type, you reroll all results of 1.</p>

[Name] Rune	Rune Effects
Rebirth Recipe: Rebirth Fragment, 5 Celestial, Lum and Mariane Berries, 5 Soothing and Curative Herbs	Ritual Rebirth [5 RE Defensive] - Whenever you are reduced below 0% Hit Points and faint, or would die, one Full Round after you become Fainted or die you revive at 25% Hit Points then may take your turn immediately. This Rune can only activate once per scene and no more than twice per Week. Lifesteal [2 RE Both] - You gain the Life Force Ability. False Strike [1 RE Offensive] - When you use Damaging Attacks you may choose to not reduce a target below 1 Hit Point.
Nature Recipe: Nature's Bond, Any 5 Tier 4 Flora Items, 10 Green Shards	Grassy Field [3 RE Defensive] - At the start of the Encounter, the Field becomes affected by the Grassy Terrain Attack for 3 Full Rounds. Natural Aura [2 RE Defensive] - At the start of your Turn, all Bug or Grass Type Pokemon or corresponding Elementalists within 2m of you gain +1 CS of their choosing. You are not affected by this Effect and the same Stat cannot be chosen twice in a row. Nature Companion [1 RE Defensive] - You gain a +2 to Social Skill Checks made with Bug Pokemon, Grass Pokemon or Pokmeon with the Naturewalk (Forest Capability)
Restoration Recipe: Healing Minerals, Selenite Ore, 5 Fae Flower	Natural Healing [3 RE Defensive] - Once per Scene as a Standard Action you may have the effects of a Greater Healing Potion or Basic Curative Potion applied to you without needing to spend an Item. You may also use any of these effects two times per Week as an Extended Action. Regeneration [2 RE Defensive] - You gain the Regenerator Ability. Natural Recovery [1 RE Defensive] - You gain a +1 to Save Checks.
Soul Recipe: Soul Fragment, 5 Spirit Sap, 5 Shroudveil, 10 Violet Shards	Soul Charge [3 RE Both] - You may store Souls from Soul Jars or the Soulstealer Ability into this Rune (Max 3). Once per Round, a Soul may be expended as a Free Action on your turn to do any of the following. Increase an Attack's Damage Base by +2 for that Attack. Restore a Tick of Hit Points to you or an ally. Grant a Temporary Tick of Hit Points to you or an ally. Soul Absorption [3 RE Both] - You gain the Soulstealer Ability. Soul Prison [1 RE Defensive] - If the Soul Charge Effect is not active, you may store up to 1 Soul from a Soul Jar or the Soulstealer Ability. As an Extended Action you may summon an illusionary visage of a Soul in this Rune and speak to it for 5 Minutes. It cannot interact with anything in the Mortal Plane.
Prime Recipe: Philosopher's Stone, 20 of all Shard Colors.	Rune Stability [2 RE Both] - Choose one Item you have equipped other than the one this is Enchanted on. Its RE Limit is increased by +2. This cannot be used on Items that do not have a RE Limit.
Rheanite Recipe: Prototype or Refined Elemental Rune (Ground), Very Soft Sand	Vengeance [3 RE Offensive] - Whenever an ally were to faint or take Massive Damage, the Attacker is Marked for Vengeance for one full round. When you attack a combatant Marked for Vengeance, your Damaging Attacks are one step more effective (Max Super Effective). Retribution [2 RE Both] - Whenever you're targeted with an Attack, you may declare the combatant targeting you as Marked for Retribution. All Damaging Attacks that involve targets Marked for Retribution gain the Smite Keyword. If an Attack would be an area of effect targeting multiple combatants including a target Marked for Retribution, the Attack is treated as having the Smite Keyword only when applying damage to the Marked Target. Only one combatant may be Marked for Retribution at a time. Land Reinforcement [1 RE Both] - You may act as though you have a Prototype or Refined Elemental Rune (Ground) Enchanted on this Item depending on which was used as crafting material. Once per Scene if you were to take damage or an Injury from the Rune, it is ignored."
Serenite Recipe: Prototype or Refined Elemental Rune (Flying), Gale Wings	Wind Shield [3 RE Defensive] - Once per Round as a 1 AP - Free Action you may grant a Wind Coat on yourself or an ally. A target may only gain one Wind Coat per Scene. A Wind Coat may be expended with any of the following Triggers, gaining the following effect: <input type="checkbox"/> When targeted by a Ranged Attack from a target further than 3m away from you; the Attack misses you. <input type="checkbox"/> When targeted by an Attack; you gain +3 Evasion for a Full Round. <input type="checkbox"/> When targeted by a Ranged, 1 Target Attack; you may change the target of the Attack to an ally within 2m of you. Swiftness [3 RE Both] - You gain the Speed Boost Ability. Wind Reinforcement [1 RE Both] - You may act as though you have a Prototype or Refined Elemental Rune (Flying) Enchanted on this Item depending on which was used as crafting material. Once per Scene if you were to take damage or an Injury from the Rune, it is ignored.
Shokkite Recipe: Prototype or Refined Elemental Rune (Electric), Sparking Gem	Spark Weakness [3 RE Offensive] - Whenever you Attack a foe that is Paralyzed, Vulnerable, Flanked or Stuck, your Critical Hit Range is extended by +2 and your Paralysis Effect Ranges are extended by +2. Lightning Pursuit [2 RE Offensive] - Whenever a foe is running away from an Encounter, you may immediately use a Damaging Attack as if it had the Interrupt Keyword. You cannot miss attacks against Tripped Targets. Thunder Reinforcement [1 RE Both] - You may act as though you have a Prototype or Refined Elemental Rune (Electric) Enchanted on this Item depending on which was used as crafting material. Once per Scene if you were to take damage or an Injury from the Rune, it is ignored.
Wild Recipe: 10 Wildheart Berries, 5 Violent Herbs, 5 Wild Mushroom	Wild Rage [3 RE Offensive] : You gain the Prime Fury Ability Wild Growth [3 RE Both] : At the start of the Scene as a Free Action you can have the Field be affected by either the Grassy Terrain Attack or Grass Type Boosting Weather. Brutal Offense [2 RE Offensive] : You gain the Sheer Force Ability. Jungle Boost [1 RE Both] : You gain the Naturewalk (Forest) Capability. Whenever you're in Forest Terrain you gain +5 DR and +5 to Damage Rolls

[Name] Rune	Rune Effects
Gaia Recipe: Igneous Ore, 5 Titan Arum, 10 Orange Shards	Molten Armor [3 RE Defensive] - You gain the Magma Armor Ability. Whenever an Enemy starts their turn adjacent to you, they suffer a -5 Penalty to Damage Rolls until the start of their next Turn. Terran Quake [3 RE Offensive] - Choose Earthquake or Shifting Soil. You gain the chosen Attack. You may choose to use this Attack as a Weapon Attack, however its range is replaced with your Weapon Range. Earthen Gale [2 RE Both] - You gain the Sand Stream Ability. Earthly Tremor [1 RE Offensive] - You gain the Groundshaper Capability. As a Swift or Shift Action you may use the Groundshaper Capability after you use a Weapon Attack with this Enchanted Weapon
Aura Recipe: Meditation Crystals, 5 Arcane Wildgrass, 5 Aura Stalks	Aura Strike [4 RE Offensive] : Choose Aura Burst or Focus Blast. You gain the chosen Attack. You may choose to use this Attack as a Weapon Attack, however its range is replaced with your Weapon Range. While this Effect is Active, all Weapon Attacks you use through this Weapon gain the Aura Keyword. Aura Manipulation [2 RE Offensive] : Choose Aura Sphere or Heal Pulse. You gain the chosen Attack. You may choose to use Aura Sphere Attack as a Weapon Attack, however its range is replaced with your Weapon Range. Focus Sigil [2 RE Both] : Your Attacks with the Aura Keyword have their Effect Ranges Extended by +1. In addition, all your Damaging Aura Attacks gain a 18+ Effect Range to lower any Stat on one Target of the Attack by -1 CS. Aura Sight [1 RE Both] : By Draining 1 AP you gain the Aura Reader Capability for the rest of the Scene. If you already have the Aura Reader Capability you instead gain the Aura Pulse Capability.
Delta Recipe: Jade Scale, Emerald Ore, 10 Green Shards, 10 Mandrake Roots	Delta Veil [4 RE Defensive] : Choose Marvel Scale (Ability) or Scale Shield (Attack). You gain the chosen Ability or Attack while this Item is equipped. You gain 5 DR while there is Weather affecting the Field. This DR is increased to 15 against Dragon Typed Attacks. Delta Force [3 RE Offensive] : Your Weapon Attacks with this Enchanted Item cause one of the following effects on a miss. All Targets lose -1 CS in Defense. All Targets lose a Tick of Hit Points. All Targets become Vulnerable against the next Attack they're Targeted by. Delta Supreme [2 RE Both] : Choose either Dragon Dance, Primal Energy or Dragon Spirit. You gain the chosen Attack while this Item is Equipped. Once per Scene when you land a Critical Hit or cause an HP Bar to be broken through direct Damage, you may use the chosen Attack as a Reaction, Free Action. Aerial Domain [1 RE Both] : You gain +3 to your Levitate and Sky Speeds. This bonus applies if you have at least 4 of that Speed from non-Item sources. Weather Control [1 RE Both] : Whenever Weather would come into the Scene you may instead choose to remove it. Whenever the Field is affected by Weather already, you may remove it as a 1 AP - Free Action.
Misty Recipe: 5 Sakura Saplings, 5 Fae Flower, 5 Faebloom Herbs, 5 Assorted Carnations	Misty Veil [2 RE Defensive] : If there is Fairy Typed Weather or Misty Terrain on the Field you gain +2 to Save Checks. In addition at the start of your Turn when there is Fairy Typed Weather or Misty Terrain you gain a Tick of Temporary HP or restore a Tick of HP. Mistwood Surge [2 RE Both] : You learn the ability Misty Surge. Misty Release [1 RE Both] : While Misty Terrain is on the Field, you ignore the penalties of the Terrain associated with being Grounded.
Disaster Tornadus Recipe: Floating Glass, Gale Wing, 10 Green Shards	Unleashed Disaster [4 RE Offensive] - Once per scene as a Standard Action you can place up to 3 Cyclones encounters on the field. Each Cyclone is Huge size. Once per round whenever an Enemy Combatant starts their turn in a space that a Cyclone is occupying they lose a Tick of HP. Whenever an Enemy Combatant uses an Attack that would go through a space occupied by a Cyclone or while inside a Cyclone the Attack is treated as having -2 Accuracy. You can move all of the Cyclones up to 8m on your turn as a Swift Action. Cyclones have 3 HP and are treated as Flying Types excluding immunities. Their HP works as if they were Minions but they are immune to HP Loss (but not Damage). Nature's Wrath [2 RE Both] - You gain the Early Bird Ability and the Guster Capability. Embodiment of Disaster [1 RE Both] - You gain Avian Traits and Sky Speed 8 (or +2. Whichever is higher).
Disaster Thundurus Recipe: Floating Glass, Sparking Gem, 10 Blue Shards	Unleashed Disaster [4 RE Offensive] - Once per scene as a Standard Action you can create Damaging Electric Weather for the rest of the Scene. Whenever a Combatant takes Damage from Damaging Electric Type Weather they roll a d20 and apply the effect. 1-5: The Target becomes Paralyzed, 6-12: the Target becomes Slowed for 1 Full Round, and 13+: Nothing additional happens. You are immune to the effects of Damaging Electric Type Weather. Nature's Wrath [2 RE Both] - You gain the Shed Skin Ability and the Zapper Capability. Embodiment of Disaster [1 RE Both] - You gain Draconic Traits and Sky Speed 8 (or +2. Whichever is higher)
Disaster Landorus Recipe: Floating Glass, Very Soft Sand, 10 Orange Shards	Unleashed Disaster [4 RE Offensive] - Once per scene as a Standard action you can create a Tremor on all spaces within a Cone 6. Any Combatants that fall into the tremor gain the Bleeding Affliction and are Slowed for 1 Full Round. Any Pokemon within the tremor's attack range are pulled into the Tremor even if they are Flying Type or are Levitating. Nature's Wrath [2 RE Both] - You gain the Moxie Ability and the Materializer Capability. Embodiment of Disaster [1 RE Both] - You gain Beastial Traits, +2 Power, and Overland Speed 8 (or +2. Whichever is higher)
Ruin Recipe: Ruination Fragment, 5 Vampiric Herbs, 5 Revival Herbs	Blade of Ruin [4 RE Offensive] : Your Weapon Attacks gain a 16+ Effect Range to have all Legal Targets become Cursed. If they are already Cursed, they become Suppressed for a Full Round. Whenever this Effect would activate, you become Suppressed for a Full Round. Vessel of Ruin [4 RE Defensive] : Whenever a Combatant Inflicts an Injury on you, they become Cursed. If they are already Cursed, they become Suppressed for a Full Round. Whenever this Effect would activate, you become Suppressed for a Full Round. Chaotic Absorption [2 RE Defensive] : Whenever a Combatant other than you spends AP, you gain 1 Temporary Tick of Hit Points. This Effect can only apply once per Round.

Campaign Book Patch Notes

2.0.0

» **Info Doc Overhaul** - Updated and combined all Campaign Documentations under one Book. Too many changes to make note of, an external Patch Notes was made and posted to the #Change-Logs Channel

2.0.1

» **Grammar** - Updated a bunch of Grammar and Formatting issues.

» **Feedback** - Updated a bunch of minor feedback, added this Patch Notes section after so can't recall exact changes.

2.0.2

» **Grammar** - Some grammar issues to clean up. Removed all Text Frame Errors.

» **Shards** - Added a Shard section that was forgotten in the Item Index. However it is placed under the Enchanter section.

2.0.3

» **Table of Contents** - Added Chef and Backpacker back to the table, weird formatting.

» **Slight adjustments** - Brutal Proficiency clarified once per attack. Arcane Specialist clarified with regards to effects. Painless Challenge clarified for multi-mode encounters. Symbol Sight now mentions brands.

» **Trying this out** - Masterwork and Heavy Armor don't have a skill requirement anymore. Money tax is enough probably. Not worth the effort right now until it becomes an issue.

» **Missed Additions** - Forgot Poffin Kit exists now.

» **Trying this out** - Additional Character Slot unlocks at Level 20 now. It was meant to reward time investment to give other options of player. 1 Month of play roughly equals Level 20 instead so it's more reasonable than 40 in retrospect.

2.0.4

» **Clarifications** - Arcane Weapon Effects have had their effects clarified. Added Very hostile dispositions to Clash Encounters. Removed ruling on struggles not counting as attacks.

» **Changes** - Reworded Living Weapon so its not a glorified master blade used by a knight trope and more of a rotom form equivalent for weapons. Honegun. Arcane Weapon Effects have been balanced slightly. Changed effect on plate armor to equivalent runic. Changed Heavy Armor to decrease speed stat by -5.

» **Feature Additions**- Aiming down the sights, Overwatch, Accursed Revenant, Atoned Revenant, Telekinetic and PK Combat have been reworked or gained additional efefets. Added Weird Oddities to Ordinary Challenge.

2.0.5

» **Text Fixes** - Fire Bringer now shows up on Table of Contents. Fixed Flourish line break

» **Clarifications** - Empath now has a DC for Loyalty Channeling. Hated clarified to be anything more than -16 Loyalty Points. Added the Hot Springs Project to Loyalty methods. The Character

guide now is accurate about origin feature. Clarified you gain LP for each 5 Levels, not a one time boost. Living Weapon Capability has been clarified once more. Poke Ball Crafter has been added back to Dilletante or whatever its called.

» **Refluffing** - Soldier's Shot has been changed to Coffee and now restores +4 Stamina instead of 3.

» **Loyalty Changes** - Extended Action Caught Pokemon reduced to -30 LP, as always GM Discretion may change. Hated Pokemon listen to a Command Check of DC 15. Disliked listen on DC 5. Disliked Pokemon refuse to breed now. If Pokemon are Trained by other Trianers, they still gain LP, but to a Maximum of -10 LP. Participating in an Encounter gains +2 LP instead of 1. Defeating a Pokemon in battle now gains +1 LP instead of 2. Giving 3 Preferred snacks now gives +3 LP instead of +2. Raising 5 Levels is clarified to occur each time they raise 5 Levels and not just once.

2.1.0

» **Balance Changes** - The Healing Enchantment has been adjusted once more to be less toxic. Khion and Revenant Origins have been removed and replaced with a simpler Cursed Infidel. If you're from khion still take that one despite not being as specific. Volatile Bomb, Pack Mon and Shadow Meld have been adjusted. Gale Speed feature has been changed. Bronze rank changed to 1-15. Silver 16-30. Gold 31+. Ideologies have been removed and changed to fluff only. Changed Guardian encounters to be avoided by trainer levels under 20.

» **Clarifications** - Your Starter pokemon can be up to 5 levels under your Max Pokemon level when starting. Usually this is level 5 since the max for level 1 Trainers is level 10, but starting at level 10 can have your starter be up to level 30. Intimidate and Command are clarified to not innately boost friendliness for dispositions, but instead defuse very hostile pokemon to GM Discretion. Adjustments have been made to pokemon mode's progression in regards to skill ranks. Loyalty clause has been added for pokemon under level 20 to not exceed -5 LP. Priority advanced has been clarified. Quick switch actions have been clarified. Rescue scene usage has been clarified. Instances of death's gate has been changed to Death's door. All instances of Attacking with a weapon attack or struggling with alchemy has been reworded. Gale wind has been changed. Updated ground, water, grass and fire type ace with the new weather wording. Clarified active pokemon with mounting.

» **Other**- The Corebook changelog has been removed because I'm not gonna cross reference two 400+ page docs to play spot the difference.

» **New Additions**- Soothing Incense has been added and is craftable by Fashionistas. Chandle Arcanist and Cursed Infidel have been added. Paranormal Protection has been added.

» **Ortheim Additions**- The Ortheim Region is now unlocked and able to travel to. Exploration and Adventure areas have been posted for it as well. Origin Features have been added for areas in the region. Gauntlet Encounters have been added and can now be ran in Ortheim or Aethia. A Casino section has been added but the bot is currently being developed. A Gauntlet Challenge Mode has also been added.

2.2.0

Anything with the [Playtest] Tag means the class is currently in playtest phase. Meaning it can be drastically changed or outright removed on our whims. Do not make a full character concept that revolves around these classes you're not willing to get rid of on a moments notice.

» **Balance Changes** - Arcane Proficiency is changed. Arcane Weapon Focus changed to Elemental Weapon Focus. Hive Commander updated effect. Capsule cannon's effect has changed. Juggler Emergency Release adjusted. Coordinator Flexible Preparations changed. Chef's Hearty Meals has been changed to a formal cost and adds coffee to the craftables and renamed.

» **Clarifications** - Raid Bosses now give EXP equal to their level multiplied by initiative. Dragon Fortitude Gem effect clarified. Weather effects from Alchemy is now clarified. Command clarified as a social skill. Status Afflictions have been clarified in regards to stacking poisoned/bad poison. Straton Survivor has been updated to account for new Rune Master. Clarified Green Thumb.

» **Full Class Reworks**- Chronicler, Gadgeteer, Rune Master, All 18 Elementalist Classes

» **Minor Class Changes**- Trickster Explosive Trap and Trained Deception. Oracle Divination. Telepath Prerequisites. Martial Artist removed options.

» **New Additions**- Rune Empath Specialist Feat Added. Crimson Mage class added.

» **Other** - Gather Unown is removed. Warper is removed. Drugs and Pharmacology are removed. Removed Medical Tolerance. Reworked how much stamina is needed to go on events along with free runs.

2.2.1

» **There's little consistency to the topic names** - Fixed typos and grammar errors. added versatile proficiency and some other things. Weapon tags to things. I forgot to write this before deleting the notes. Yes i'm very professional.

2.3.0

» **New/Reworked Classes** -Saboteur has been Added. Ninja has been Reworked Vastly. Coordinator and Style Expert are reworked.

» **New/Changed Features** -Many Specialist Features have been added and reworked slightly, Divided between elemental and normal for organization. Added Harmonia Performer Origin. Peerless Elegance changed to Favored Style. Flexible Preparations changed to Grand Performance. Chronicler can't ignore space and underwater. Augmented Enhancement effect buffed.All of Crimson Mage now says Lose a Tick of HP instead of take a tick of damage, wording is dumb. Other small Crimson mage clarifications. Arctic Denizen Frost has been reworded. Second Strike prereqs fixed. Blur now gives Blur ability so it has a defensive tag now. CHronicler Experienced Profiler redone also typo..

» **New/Updated Other** -Mega Evolution related features/edges are removed, honor options added and Mega Evolution is now live with the Mega Dex. Disabled and Badly Poisoned has been buffed/reworded. Musical Weaponry now has Arcane Effects. Poffins and berries

pertaining to poffins have new effects along with the mixer. Raid bosses of Tier 3 can now go up to -3 CS. Updated pharmacy slightly, dont wanna theory craft catalysts yet. Trainer of Champions reworded, i would buff but i don't wanna mess with code again. Swimmer Reworded. Clarified exp stuff and request bonuses for gms. Pokemon Advancement Bonus are now active and live (Current Pokemon can be retrained to apply to them)

» **Removed/Reworked Other** -Guild Mentor Honor Option has been removed and put into Legacy Title. All instances of Flair Battles are removed and everything related to them has been changed or reworked to exclude them. This includes changing to Style Tags, Coordinator, Style Expert, Poffins, Voice Lessons, Contest Items, etc. Grace Edge Removed. Flying Fortitude Armor Gem redone. Ability Mastery removed. Raid Bosses are adjusted to be in line with new Pokemon Advancement (Any number of Pokedges, no expanded novelists, limit on egg moves and such).

2.4.0

» **New/Reworked Classes** -Chaos Mage and Weapon Master have been added. Dimensional Outcast has been removed.

» **Class/Feat Changes** -Arcanist now works with Musical Weapons/Weapon Attacks as well, most feats reworded. Atomic Phasing has been adjusted to fit new Ultra Space lore. Coaching is no longer once per mon per scene. Look and Learn changes Coordinator prereq from Grace to Groomer, and changes Fashionista to Survivalist. Enchanting Transformation Changed to Default CS. World of darkness has a clause for illuminate.

» **Other Changes** - Pocket Bomb decreased to DB 8. Aethian Gauntlets instead changed from 5x to 3x Money value. Food buffs clarified to last till the end of the game day. Dash Keyword updated. The Megalo Shotgun, Zaiden Blaster, Hortian Rifle, War Scythe, War Axe, Gauntlets, Katana, Lance, Repeater Crossbow, Poleaxe and Zweihander have had their effect wording clarified. Enraged now clarifies to affect Swifts as well. Accuracy is no longer considered a Combat Stage. Boss Templates have their shift actions limited per round and can do tutor/tm/TP usage as normal. Honored Re-Training added. Campaign Mode clarified. Fable Campaign section added. Added a Crafting price to Runes.

2.4.1

» **Changes** -Chao Magic Table Clarifications. Arrogant Boss Trait clarified missing Accuracy debuff.

2.4.2

» **GMing Changes** - Honor gained through GMing is now Uncapped. Honor gained from all other sources are still capped at 5. Rewards from GMing have been Adjusted to reflect the nature of the Cap. Stamina is removed from GM Rewards. PXP from Encounters is no longer split between multiple players. Honor Reward for Boss Templates is Removed. Honor Bonus for Player number in Encounter is added.

» **Honor Reward Changes** - Honored Affluence is Removed. Probability Reroll adds Damage Rolls. Honored Experience Caps at Level 20. Honored Energy increased to 4 Stamina and can be taken 3 Times a Game Day. Honored Evolution changed to 10/15 Honor. Honored company changed to 25 first slot then 50 Honor per slot. Honored Regret Added. Aberrations increased to 20.

» **Non Book Changes** - Tactician Job is removed. Combat Trainee Job is added. Max Level Minstrel Job is adjusted.

» **Other Changes** - The Queue System in the Discord has been adjusted. Choten Origin is removed with a Legacy Clause specified in the server. Pokemon Mode is Deleted. You can now have up to 5 Inactive Character Slots. Stamina Overflow Removed. Honor Overflow changed to \$1,500.

2.5.0

» **Playtest Changes** - Chronicler's Archive Tutor can target its own mon multiple times. Chaos Mage had a few Fluff Table Changes for sake of annoyance. Its base feature also auto rolls after each Encounter instead of spending on it. Crimson Mage clarified cursed blood one time usage per trigger, Crimson Armor gains interrupt, Sacrificial Blood changed to twice the rank. Blood siphon works around drain keywords now, Blood Donation added as a Technique. Gadgeteer Research Field removed and given its own Gadgeteer Class. Forbidden Arts changed on Ninja. Letter Press specified on Rune Master and also clarified that only rune masters can use the runes. Saboteur Capstone changed to Specialized Devices. Weapon Master base Feat changed.

» **Feature Changes** - Earthshaker replaces Tremor with High Horsepower because i need it for low level Ground Attacks. Frozen domain changed slow to rough terrain. Hunter's Reflexes wording changed to fix it I think? Chronicler Frequency Typo fixed. Trickster buffs Flourish, all Techniques Stacked Deck, Explosive Trap, Trained Deception and Impromptu Trick all adjusted. Fashionista's Parfumier and Dress to Impress changed. Style is Eternal renamed to Styled Armor. Ancient Heritage changed. Draconic Concentration changed to affect ranged attacks.

» **Attack Changes** - Take aim and all similar Attacks have been reworded to prevent it affecting multiple attacks per round. Skill Swap clarified cannot be used as an Extended Action and lasts the Scene not Encounter. Metronome changed to be able to roll the attack, then shift before using the attack as to not complicate ranges and fizzling melee moves. Drain Keyword added and added to all the Attacks that have the gain Half damage taken effect for consistency sake (Big Root and Liquid Ooze Reworded). Burst of Speed changed.

» **Item Changes** - Large Boomerange effect changed because i underestimated Double Strike. Mining Kit text fixed. If an Attack granted by Alchemy cannot miss, it instead has AC 3 and ignores the effect (This change bypasses the RAW Accuracy Check for Status Attacks that didn't have AC obviously). Fancy clothes clarified to be a Natural 1. Paleontologist items can be equipped by those who have the prehistoric bond feature. Multiple Gadgeteer Items added and changed.

» **Other Changes** - Tolerance changed to 10 DR because math vs intended reduction. Pokemon under Level 20 can only get less than -5 LP upon capture if it was an Extended Capture. Stamina section clarified with past ruling. Gaining TXP From honor has been reverted so Level 20+ can gain it again. Retired Character rules have been updated and clarified. All instances of Triteran has been changed to Triterran. Enraged Condition removed Swift Action effect in book. Swarm and Raid bosses changed their Starting perk for Status Afflictions. Hyper Cures Recipe changed its prerequisite to something that exists now. Honored Injury changed to include Battle Scars for higher price. Major Treasures clarified to always be a fight. Newbie section cleaned up and document links updated.

2.5.1

» **Tutor Changes** - Updated Tutor Attacks on boss templates. TMs removed and changed to Arcane Tomes and Training Manuals, listed in your Inventory under Treasures. Hereditary Attack now clarifies its from Tier 1 Tutor Attacks. Breeding Clarified to determine its Inheritance List to look at both parent lists and organize based on tier. Tier 2 Starts at 20, 30 etc. Tier 3 at 40, 50 etc, Tier 1 learned upon hatching. Removed Max 3 Cap on Tutor Attacks (Previously TMs, Egg, Tutor). Updated Tutor Point Expenditure to add Manual Training, Corrective Lessons, Combat Tutor and Pokemon Tutor. Renamed Inheritance Rules to Tutor Rules. Tier 1 is any Level. Tier 2 is at least Level 20. Tier 3 is now at least Level 40.

» **Feature Changes** - Removed the Mentor Class and Tutoring. Added Pokemon Tutor, Combat Tutor and Corrective Lessons (Edge). Pokemon Professor changed from Mentor to Capture Specialist. Occultism Class has changed to Naturalism Class Branch. Witch Hunter changes to Natural Hunter. Mental Resistance changes to Fortified Resistance, Immutable Mind changes to Natural Mastery, added Pokemon Edu as Prereq. Let me help you with that, adjusted.

» **Other** - Specified Hazards can only affect a combatant once per Movement and doesn't stack effects but still destroys the hazard. Clarified Intercepts are not Attacks by removing Class Category. Added Multi-Target clause to Recoil Attacks. Added -10 Initiative Penalty while Slowed.

2.5.2

- » **New Classes** - Astral Mage, Chronomancer, Warper
 - » **Reworked Classes** - Aura Guardian, Hex Mage (Hex Maniac), Rogue, Psionic (Telekinetic), Illusionist, Musician
 - » **Minor Class Changes** - Fortress, Sage
- Alot of stuff was changed in the above list, so just compare and contrast to an older version.
- » **Other Changes** - Added a refund on Honored Probability for when you roll lower than your initial roll. If its higher and you still miss still out of luck, we'll see going forward. Armor Piercing reworded to instead be a damage buff. Minion templates slightly changed HP wise. Clarified Splitting Shift Actions

2.5.3

- » **Typos** - Renamed Phantom Pain in Illusionist to Phantasmal Wit. Fixed typo in Lyrical Style. Fixed typo from old Telekinetic to Psionic. Incantation wasn't showing all the way. Wrong prerequisite for Unleashed Aura
- » **Fixes** - Adjusted Occult Spellcaster and Mystic Afflicter

2.5.4

- » **Project Update** - Guild Projects have been removed and replaced with the Housing Section. Refer to Guild Housing, Home Artifacts and Home Expansions for the replacing system.
- » **QoL Changes from Projects changing to Homes** - You can now access your Pokemon from anywhere but can only bring 3 Pokemon with you on Encounters. (Outside of Ultra Space). PXP can be given to any Pokemon in the storage so long as 50% goes to active battlers. Some Project stuff has moved to NPC Shops such as bounty board. Regional Travel Page updated. Farming Page updated. Ironman Mode updated.
- » **Feat/Edge Changes** - Playing God creatable Pokemon have been expanded. Green Thumb has been reworded
- » **Other** - All Eggs take 3 IRL Days to hatch.

2.5.5

- » **Small Fixes** - Changed Armory to benefit from Aethia instead of Fathis. Added the Sky Harbor to benefits from the Guild. Multiple treasures to be found based on party size/2 (Ex: Party of 4 finds 2 Verdant bark). Subsequently lowered the selling price of Treasure by about half. Draconic Berries changes to Draconic Bush and are slightly updated.

2.5.6

- » **Housing Stuff** - Regional Bonuses can be purchased for 5k on an Upgrade but are free if you're in the region listed. You can only have one per Expansion though. Weapon Case and Recycling Station changed prereqs. Hexbound Connector and Mystic Altar clarified. Added Artifact Storage, Skill Tutor Books, Training Equipment, Distortion Module, Holy Fountain
- » **More Changes** - Aberrations are not Treasures for the sake of being duplicated or being forced. Minor Treasures

can be forced for 20 Honor. Major Treasures can be forced for 30 Honor, neither can be used for patronage. (Honored Expedition)

2.5.7

- » **Added Stuff** - Five Strike updated to patched wording. Venmore Settler Origin added. Chemist Laboratory discounted to 15,000 instead of 25,000. Gauntlet Mode removed. Signature Attack Clarified. Energy Finesse reworded to prevent rainbow status hells. Training grounds dropped elixir of vigor and reduced price to 1,500 per tutored move. Clash Trainers get DR now. Clarified Suppression on Legendaries. Shield Keyword Clarified. Horde Encounters are removed. Mount Burst rules clarified. Underdog requirement removed from Starters. PXP distribution clarified to not be "one" of the active battlers and just the active ones, can be split. Added Automaton in the Pokemon section i dont feel like updating the table of contents. p285

- » **CS Clarification** - Status Afflictions now make you lower CS upon gaining the affliction, not who afflicted, except initiative for paralyzed. Baton pass reworded. Default CS clarified.

- » **Class things** - Mystic Recharge changed to 2 AP. Incantation Curse bypass changed to 1 AP. Occult Spellcaster treats Hex as a Weapon Attack through soul bonded weapons now. Ultimate curse 2+ effect adjusted to not take away a volatile affliction but no longer make them vulnerable. Cursed Mark remade to not take a standard but apply a passive effect range to allies vs Hexed Targets. Weather effect from Encore Performance removed. Complex Orders changed in sheet to be shift action.

2.5.8

- » **Jobs** - Job System has been reworked into a side progression system. All Abilities have been reworked as well
- » **Misc Changes that started small but got big and i don't feel like categorizing them now** - Desparate Strike from Tasmaster Updated. Press on from Taskmaster Changed. Pack Master Updated. Shade Caller changes Twisted Power to Weird Power. Mixed Power Feature gives Mixed Power instead of Twisted Power. Mixed Power Pokeedge along with the previous one changed prerequisites. Ironman Mode took out the Freelancer Rule. Added one free travel per day for Ships. Crimson Mage changes the base Feat, Regeneration, Blood Rush, Blood Shield, Crimson Armor and Revitalizing Ichor. Ambient Aura can target self now. Astral Mage only gets DR equal to Rank, not double. Fossil reviving now costs 1 Stamina and 1,000\$. Live and learn updated, Bookworm also updated.

2.5.9

» **Alchemy Rework**- Alchemy has been Reworked into the Rune Enchanting System. All Catalysts and Gems have been changed into Runes. Announcements will have a Rework/Exchange post for when the Rework.

» **Enchanting Related Changes** - Alchemical Student Updated. Magitech Assembly Updated. Adaptive Transmutation changed to Runic Surge. Alchemical Sigil, Transmutation Circle and Enchanter updated. Rune Weaver Edge added. Elemental Runes reworded. Experimental Catalyst/Gems chaned to Experimental Talisman. Psionic Connection (Esper) updated. Backup Arsenal Updated. Jewelry Updated. Some Catalyst wording changed to Rune. Alchemist Foundry effects changed. Enchanted Bracer updated. Armor descriptions are updated. Foot Weapon Description updated. Fashion Designer R2 reworded. Installed Weaponry updated. Weilder Updated. Chaos Table 43 Clarified. Weapon Master updated. Warforged Conjunction updated.

» **Clash Revamp** - Clash Trainers have gotten a revamp, being statted in a new way including two trainer classes, new trainer effects, new Clash Encounter Rules and access to Enchanting.

2.6.0

» **Class Updates** - There are a lot of classes that have been changed so if its more than 2 features i'll just say it was reworked. Provocatuer Reworked. Disciple Capstones Changed, Moment of Weakness updated and Chakra Chanenling replaced the breathing Feature. Arcanist Reworked. Marksman Reworked. Enduring Soul base Feat Updated. Stat Ace Reworked. Chronomage updated Time Deceleration, Time Acceleration to prevent multiple turns and updated Temporal Stasis. Warper no longer has Teleport as a full action. Spark Master updated Overcharge and Body of Lighting, changed Target on Bottled Lightning. Commander Reworked. Astral Mage Reworked around not just sleep, turns out action denial even in the slightest is still good when consistent. Hex Mage Forbidden Studies replaced Shackle with Voodoo Doll. Ultimate Curse 3+ effect halved in efficiency. Crimson Mage updated to only gain Temp HP at end of the turn so they cant use the tick to soak another AP. Rogue Scoundrel Strike Ambush Effect clarifies it lasts 1 round.

» **Class Additions** - The Introductory section has been removed because it was misleading. People should only go hobbyist if they know how to balance it so they're useful in combat since this is a combat intensive server. Samurai and Paladin Class have been added.

» **Other** - Soul Seer Capability added. Currently only on Arcanist, might add on Spiritomb or something later. Holy Paladin Speciality Feature removed because Paladin added. Paladin and Samurai added to clash stuff. Honored Probability reworded to only refund if a fail is still a fail (Before if you rolled higher but still failed it wouldn't refund). Guild Librarian Rank 2 widened effect range and included Chronicler stuff past one game day. Fierce Boss effect typo fixed. Trained Discipline changed to Offensive instead of Defensive. Added a clause to Status Afflictions

where if you're cured of the Affliction, you recover any lost Combat Stages. Added Drowsy as a separate Status. (Would've added chilled if it didn't push a page). Honored Expedition now cannot force Patron Items. Intercepting on Mounted Pokemon clarified.

2.6.1

» **GM Lotto** - GM Rewards have been modified and grouped together with modifiers to not have two different timings which i guaranteed nobody remembered, also to account for the new Lotto Tickets. GM Lotto section has been added

» **Automatons** - A few QoL updates to Automatons. On creation the creator can apply breeding changes based on tech edu. Automatons can repair injuries and death with scrap. Upgrades can be removed freely. Advanced Roboticist Advanced Scrap costs reduced significantly.

» **Other** - Hot springs clarified for cyrodel effect. Prehistoric Bonds clarified to be a free action. Holy Fountain clarifieed to be tonics. Warped potency adjusted. Intercept rules vs no miss clarified. The following Capabilities have been added or changed: Naturewalk, Harvest, Ultra. A few harvest related capabilities have been removed such as Keystone Warp, Pearl Creation, etc. These all still exist, however will be moved under Harvest when the next Pokedex patch comes out. Their old wording is still under the Capability Data and wont' be changed until the patch is sent through.

2.6.2

» **Minor Update**- Pokemon Brawl added as a Minigame.

2.6.3

» **Fame Update** - Fame has been added as a currency so that Honor can remain GM Only. As a result, many sources of prior Honor have been removed or replaced with Fame. This includes Jobs Requests and Events.

» **Game Week Update** - The concept of two Game Days has combined into one Game Week instead, altering Frequencies of many many things including Items, Features, Edges, etc. Once per Day and Daily has been entirely removed and everything that relied on it has had its frequency changed and/or effect adjusted. No i'm not listing every little things because there's too much.

» **Other Affected Things** - Harvests change a bit. 15 Stamina is gained per Game Week, check the Stamina page for new thing. Encounters no longer costs Stamina. Battle Scars consolidated into taking a week to heal, 8k and 3 Stam to heal. Challenge Mode care package adjusted also Amensiac. Switching characters costs 2 Honor now and can be done once per week for free. A few features were changed

2.6.4

» **Minor Update**- Training Pokemon now grants LP equal to their Command Rank instead of half. Variant Researcher clarified to not include Ultra Space. Harvest Stamina Typo.

2.6.5

» **Fame Changes-** Events now specify the rewards are listed and only thing guaranteed per encounter is 5x pxp txp. Notoriety Rank is changed to static 30 Fame per Rank plus a Request needing to be completed based on your chosen Region. Event Items are reduced to 5/10/20 instead of 5/15/30. Additionally there is now a Notoriety Tracker which serves as a prerequisite needed for Notoriety Ranks.

» **Small Changes-** Barrier has replaced Imprison in Mystic Psionics, and Trick Room becomes a generic Tier 1 Attack. Imprison replaces Magic Powder in Fuin Ninja. Force Dash increased to 3 AC but removes Recoil 1/3. Coffee chef price updated to 500 typo. Illusionist feat typo fixed. Guardian's Punishment clarified to only be against the marked foe. Style Entrainment gives forewarn instead of non existant Anticipation. Spirit Boost reduced to 1 AP, Shared Senses reworked slightly.

2.6.6

» **Notoriety Job Changes** - The following Jobs have been clarified and/or rebalanced with the introduction of Notoriety considering they are sources of Fame. Gravekeeper R2. Medical Shaman R2. Pokemon Professor R1. Shrine Caretaker R1. Ultra Researcher R2. Freelance Mercenary R1/2. Guild Guard R2. Justice Enforcer R2. Regional Celebrity R1/2. Rescue Ranger R1/2. Trained Gladiator R1/2. Deepsea Fisher R2. Metal Worker R2. Navigation Captain R2. Ranch Assistant R1/2. Academic Innovator, Adjunct Professor, Anthropologist, Community Service, Subterrean Researcher, Variant Researcher, Bounty Request, Growing Renown, Guild Taskforce, Museum Curator, Diligent Crafter, Healthcare Distributor.

» **Notoriety Clarifications** - Deific Offering gives stamina refunds instead of Fame Artifact Display only gives notoriety to the owner of the house.

2.7.0

» **Book Rework** - Books as a Mechanic have been reworked entirely and new books have been made and adjusted as a result along with related features etc.

» **Tutor Point Rework** - Tutor Points have been removed and in its place, Pokemon Advancement has arisen.

» **Affected Features** - Top Percentage, Versatile Wardrobe, Dress to Impress, Pokemon caretaker as a whole. Attack Sync, Signature Technique, Innovation, Combat Tutor, Pokemon Tutor, Archive Tutor, Corrective Lessons. All Features that had a Pokemon lose Tutor Points to gain a thing. Bookworm, Medic. Handyman

» **Other** - Evolution and Keepsake section replaced with Evolution Boosts. Connection Keyword updated. Heart Booster has its effect changed and recipe price reworked. All Struggle modifier Capabilities have been changed. All Training Manuals are removed. Added Pokemon Skills section. Skill Improvement for Breeding changes to once per Egg. Loving Connection added to Egg Qualities. Following has been changed due to Books: Librarian Job R1/R2, Library Expansion, Library Archive. New Edges Heavy and light armor proficiency. Some runes balanced.

2.7.1

» **Minor Balance Stuff** - Berserk blow shard investment changed to Occult Edu Rank per Shard and if 3 or more invested you lose 1/3 hp of damage taken instead of flat 10. Rural Farmhand Job reduced to 2 Pokemon harvestable. Harvest Capability changed to harvest scrap based on your Pokemon Edu Rank, and half for Advanced Scrap since Poke Edu should have uses outside of breeding.

» **Other** - Mining Kit clarified to be non Harvest Encounters and adds a 2 Stam option outside an Encounter. Quarry rate increased to 10-24 for a fossil. Book section cleaned up and added an index of everything buyable in a Shop. Or a decent portion.

2.7.2

» **Definitely not related to Ora but these classes are just strong as generic combat** - Soul Charge reworded to be At-Will Swift and give Fragments based on a triggering arcane weapon attack being used based on original frequency instead of 2 Fragments and bypassing the intended suppression. Energy finesse spirit surge changed to 3 Shards because consistency. Mark of vision changed around and premonition is given to divination. Double shot upcosted to at-will swift because ap isn't a hefty enough cost for crit / effect range fishing. Crippling shot reduced to 1 AP and can proc on a miss but reduces damage by one step to be more utility rather than a bonus ontop of a nuke.

» **Spire Encounters** - Have been added for playtesting. Many revisions will likely need to be made so expect new items and boss revisions along with rules, it'll take a few runs to fine tune this.

2.7.3

» **Market Adjustments** - Rune Prices lowered to 7k in NPC Shops. Advanced Scrap roll is lowered in Zaiden to keep scarcity. Metagross and Porygon Z have also been changed to Mech Scrap for same reason. Recycling Station now doesn't convert Advanced to Mech Scrap due to high output. Merchant Supplier Job Perk removed. Clarification added to Server Rulings that Reductions do not stack, only using highest reduction value that is applicable. The effects of Alchemist Foundry and Shards and Where to Find them have been swapped and altered due to power level. Buying Influence book only gives Notoriety now not Fame.

» **Battle Scars** - Paranoia Battle Scar removed so it's only physical scars. Battle Scars are now optional occurrences for Normal Mode.

» **Other** - Ultra Beasts cannot be forced in Outside Ultra Beast Areas, only Inner Areas. Ultra Space costs 1 Stamina to go to now. Deepsea Fisher Job changed to 2 Stamina. Library now costs 5 Books instead of 15. Yes i forgot because old books were like 1.5k. Prism Portals clarified to only be open for 3 IRL Days. Capture Specialist buffed a bit and a decent amount was adjusted in each Feat / Technique. Native Expertise given an 2x limit.

(2.7.3 Continued on next Page)

2.7.3 Continued

» **Researcher Removal** - Researcher as a class concept has been half baked since always, only having half the features, being heavily fluffed and not equivalent in output to other classes and serving as a Class Tax for other Players to get crafting resources/services at a cheaper rate than NPCs. Most of the time whenever you want to go researcher theres only one branch that is integral to the character design while the other is just dipping or ignored. The following will occur to remove Researcher branches and distribute its relevant Features elsewhere.

» **New Classes** - Alchemist is a new class combining Apothecary and Chemist. Artificer is a new class combining Artificer and Enchanter. Tempest Mage is a new class building off Climatologist.

» **Researcher Changes** - All Origins referencing Researcher have been adjusted. (Adroit Scientist, Kengan Purist and Hortian Dweller). Type Bracers (And subsequently Plates) have been reduced to 10 DR due to type swapping being possible now. Fossil Restoration, Arcane Sight, Fount of Knowledge and Breeding Prodigy have been added/changed as General Features with prior Researcher effects. Groomer and Green Thumb have been adjusted. Bookworm, Herbal remedies, Natural Studies, Iron Mind and Steel Brawn have been added as Edges.

» **Item Removal** - Pester Balls, Restoratives and X-Items have been removed and replaced with Potions from Alchemist.

» **Job Changes** - Jobs haven't been balanced yet so here we go. The following Jobs and Perks have been changed: Combat Instructor R1/2. Ultra Researcher R2. Anthropologist. Lore Archivist. Variant Researcher. Freelance Mercenary R1/2. Grand Tactician R1/2. Guild Guard R2. Justice Enforcer R2. Pokemon Hunter R1/2. Rescue Ranger R2. Seasoned Criminal R1/2. Daring Explorer. Guild Taskforce. Museum Curator. Rising Warrior. Corporation Leader R1/2. Dedicated Fisher R1/2. Independant Artisan R1. Innovative Engineer R2. Metal Worker R2. Navigation Captain R1/2. Personal Chef R2. Street Performer R1/2. Diligent Crafter. Financial Investment. Merchant Supplier is removed.

» **Other 2.0-** Scrap Scavenger clarified to not have Adv. An offical Throw Maneuver is added along with a Throwble Item tag, indicating any item you can throw. This allows you to use items from a distance now. A note was added to the Medic class and verbage applied to features so they only work when "Applying" restoratives and not using them in a big burst. The Restorative rules in using items are now clarified. Specialized Devices and Equipment Savant clarified. PP Up and Heart Boosters are thrown into the Vitamins Recipe for Chef. Repel Crafter now requires Alchemy Kit

2.7.4

» **Missed some things** - Paranormal Hunter and Paranormal Protection removed. Toxin Expert and Breeding Specialist reworked. Hobbyist changed Researcher to Alchemist and gains Chemical Burn. Augmented Mastery and Medical Assistant reworded. Cap Cannon, Restoration Rune, Wonder Launcher, Chemical Mixer, Draconic Berry Bush and Holy Fountain changed due to item removal and changing.

2.7.5

» **Towns** - Housing has been replaced with Towns. The entire section has been revamped and a rework guide is provided for retraining over to the new system. Iron Man Mode has been updated slightly to clarify stuff with new Town things and what benefits they have access to.

» **Other** - Dilettante removed Tutoring and replaced with Pokemon Tutor for clarity. The Server Rules have been considered since the start, clarified and trimmed to keep info that is most relevant to issues that commonly occur in the Server. Venmore Settler Updated.

2.7.51

» **Town Things**- Reality Marble has been given a fluff ish effect since no longer tied to an expansion. Removed the concept of debt with accumulated upkeep costs not paid and specified for inactive players that the town just cant use effects. Fixed Hot springs having wrong material costs with Mercenary Guild. Off the Grid has been added as a Town Type. Vehicle has been specified to be Swim or Overland speed of 6. Cities and Settlements only gain +1/2 more Influence and dont lose the same because i needed more space on the page.

2.7.52

» **Specialist Features**- Added a lot of them.

2.7.53

» **Capture Contests**- Rules have been streamlined a bit to be less complex.

2.7.54

» **Challenge Mode Stuff**- Traveler Challenge can now Teleport and has Travel Roll Charts. Survival Mode is now added for the suffering of everyone. A hexed regional map will be added in the future soonish for sake of Traveler Challenge.

2.7.55

» **Class Changes**- Added the new Classes of Geomancer and Paragon. Removed Terrain Pulse from Tempest Mage. Deleted Survivalist. Added Domain Links to all Supernatural Classes. Specialist Features attached to Survivalist are changed/removed, check book for details. Changed Survivalist on Hobbyist to Rider Feature. Ow the Edge can be taken 3 Times now.

2.7.56

» **Rune Master Rework** - The Rune Master Class has been reworked and is added separate from the next Class update because I'm biased.

» **Related Changes** - Ancestral Portal has been removed, Materials can be refunded. Ancient Artifacts is now a material for the Prism Portals. Ancient Canvas effect changed. Letter Press Capability removed (Any Prime Unown can continue to exist). Specialist Features regarding Rune Master have been updated except "All-Seeing" which is removed.

2.7.57

» **GM Reward Adjustments** - Patron Tasks are added as a Rewards Modifier for GM Reward. If an Encounter Post is 3 Days old or more you gain an additional Honor as a Rewards Modifier. If a Session has 3 or more Players you gain an additional Lotto Ticket. Mini Vouchers have now been added to the GM Lotto, where if you have at least 10 Tickets at the end of a Week you gain one, however it has lesser rewards than Honor Vouchers (This is a guaranteed reward, not randomized like Honor Vouchers). In turn Honor Vouchers have had some rewards increased in value such as 10k increased to 15k, Random Elemental Reactant to a chosen type, Minor Treasure Voucher to Major Treasures or Minor, Random Variant Mon changed to Variant mon of a chosen Species.

2.7.58

» **Further Adjustments** - GM Lotto now only gives Mini Vouchers. 2 Mini Vouchers can be expended to make a Rare Voucher (Formerly Honor Voucher). Rare Voucher can instead force any treasure or gain a minor, while Mini Vouchers can force any Minor Treasure. If you instead have 25+ Tickets in a given week you get a Rare Voucher instead of a Mini Voucher. If an Encounter post is 3 Days old or more you gain additional ticket alongside the prior patch's rewards.

» **Honor Rewards** - Added Honored Legacy to allow for solely Honor purchases for Event Items instead of a mix of Fame and Honor.

2.8.0

» **Patronage Update** - A Majority of info is on the Mythology Compendium, however some minor adjustments have been made to the book, including a section on running Task Encounters. Legend Modifiers added to applicable Origins

2.8.01

» **Minor Fixes** - Some Typos have been fixed and added a few Trianer Classes to the Clash Index that didn't exist.

2.8.02

» **Minor Fixes** - Adept and Master Weapon Attacks are clarified to use their original ranges if granted by the Weapon and not just the Weapon Range unless otherwise specified. Clarified that Temporary AP cannot be Drained and it expends from existing AP Pool

2.8.03

» **Relics** - Added the Edge "Relic Scrapper". In addition added the Relic Keyword to many Items to function as a disassembling mechanic. Blacksmith and Arcane Smith have been compressed into 2 Ranks instead of 3.

» **Other** - Musician can use their Class Attacks as Weapon Attacks through Musical Weapons

2.8.1

» **Exploration Update** - Exploration Encounters have been streamlined, removing level modifiers, skill checks, skill chart and player side luck rolls. What has been added are Exploration Intents which can modify the Encounter based on the Goal of the Session. This can be ignored for just a normal Encounter if desired.

» **Harvest Update** - Small updates such as removing the Skill Check and the Luck Check is rolled by the GM. In addition your results are affected by your Perception or Survival Rank instead of a roll.

» **Other** - Advanced Roboticist Rank 1, Grave Keeper Rank 1/2, Pokemon Hunter Rank 1 and Resource Scavenger Rank 1/2 have been changed. Diligent crafter and Performance Theatre have been adjusted with Fame values. Eon Orb has changed to reference new Explorations. New ruling made on paying attention to your Encounter which includes being able to do other things while in a paused encounter. Alchemist Recipe prices have been updated.

2.8.11

» **Hotfixes** - Alchemist and Rural Farmhand now have a note that Type Extracts are not considered Pokemon Harvest for sake of economy balance. Ranch assistant reduced to \$800 from \$1,000. Familiar Terrain updated on Chronicler. Rare Slot in Hunting Intents clarified

2.8.12

» **Other** - Glow Capability Updated. Special Area Rules have been created to consolidate general area rulesets such as Underwater Rules for all Ocean Areas. Pokemon Hunter Rank 2 changed to allow 2 Pokemon for Hunting Intent.

2.8.13

» **Other** - Area Danger Rating added as a more concise way of conveying the danger of an area.

2.8.14

» **Clarifications** - Farming Page slightly updated and Tier 4 changed to -3 Modifier. The Attack "Toxic" has its wording changed. Traveler challenge for 2-4 no longer forces an ambush encounter but stacks more pokemon onto the next in the area. Swarm boss initiatives clarified. Honored wealth added, or readded. Free Actions clarified to only be usable on your turn unless triggered. Prime rune clarified to be [Both]. Hereditary ability clarified to not pass down abilities with the Unbreedable Keyword (Will be added later). Iron Grit clarified to prevent perma cs boosting. Gauntlet switch in timing clarified. Rune Master trigger on blessing of the aether added to, Vigilance and Revelations Glyph adjusted. Rune master clarified cant be done as extended.

2.8.15

» **Freya Prep** - Freyan Origins have been added and added to Clash Trainer Index
» **Other** - Removed the limitation on Honored Hunter that disallowed forcing Patronage Items. Considering the new structure of gaining Patron Points it's unneeded to speedrun Patronage. (I don't feel like updating table of contents for this patch)

2.8.16

» **Hotfixes**- Clarification to Astavan Citizen and Gurashi Artisan Origin

2.8.17

» **Freya Region** - Added Runes, Town Upgrades, and Books that released with new Region
» **Other** - Added new Building requirements for Hot Springs and Shipping Port

2.8.18

» **Freya Adjustments** - Delta Keeper unaffected by Sky Area Effects. Runescrypt changed to fit data version. Wild Rune's Berserker boost changed.

2.8.19

» **Other**- Updated Campaign Info. Deleted Pokemon Brawl for the sins of needing a Map and not being PbP.

2.9

(Just reread the Classes tbh, too much to be detailed. Compare to an old Version)

» **Major Class Reworks** - All Elementalists have been reformatted to a new Path Layout and thus are in a Playtest state. Trickster, Style Ace, Type Ace, Athlete, Dancer, Hunter, Martial Artist, Roughneck, Chaos Mage, Empath, Hex Mage, Oracle, Sage, Saboteur

» **Minor Class Reworks** - Ace Trainer, Cheerleader, Coordinator, Berserker, Ninja, Geomancer, Illusionist,

Warper, Chef, Hobbyist

» **Very Minor Class Changes** - Commander, Duelist, Enduring Soul, Juggler, Rider, Taskmaster, Stat Ace, Fortress, Marksman, Musician, Provocateur, Rogue, Samurai, Skirmisher, Tumbler, Weapon Master, Astral Mage, Aura Guardian, Chronomancer, Crimson Mage, Paladin, Paragon, Rune Master, Tempest Mage, Alchemist, Artificer, Chronicler, Fashionista, Gadgeteer,

» **New Classes** - Innovator, Scribe

» **Removed Classes** - Capture Specialist, Backpacker

» **Capability / Keyword Changes** - True Sight Capability Added. Premonition Changed. Exhaust Changed. Coat Changed. Hazard Changed. Illusionist Changed. Item Keywords added. Wielder Changed. Attacks of Opportunity changed.

» **Arcana Edge Changes** - Whatever the Astral Deacon Edge was is new now. Blessed Power, Aura Burn, Aura Dampening, Aura boost, Inner Balance, Cruel Onslaught, Guardian Bane, Natural Advantage, Delayed Rebirth, All in Moderation, United Front, Soul Summon, Soul Mend, Soul Link, Deadly Storm

» **Origin Changes** - Radiance Tribe, Akuma Warden, Astavan Citizen, Tayto Ninja

» **Rune Changes** - Slicing Wind changed to Acceleration, Strength Rune, Aura Rune, Rebirth Rune, Misty Rune, Rebirth Rune, Gaia Rune, Dream Rune, Rebirth Rune, Rheanite Rune

» **General Edge/Feat Changes** - Arcane Sight, Ball Crafter, Specialty Balls/Basic Balls Removed, Athletic Initiative, Personal Supply (New), Wild Companion, Throwing Mastery, Dive, Multitasking, Focused Command,

» **Ability Changes** - Flutter, Protean, Color Change, Wandering Spirit, Dreamspinner, Bad Dreams, Mold Breaker

» **Other Changes** - Performance Theatre can only change one Attack now per mon. Execute Keyword Removed. Financial Investment dead :Crabrade:. Rural Farmhand prereqs changed. Enraged changed. Shields dont stack. Combat Stages clarified for "Set/Reset"

2.9.01

» **Other**- A bunch of Typos fixed and added Class descriptions to each Elementalist path.

2.9.02

» **Hotfixes** - Fixed the Damage Scaling on Pocket Bomb, Saboteur and Dynamite. Trained Gladiator Effects have been changed to not be a dippable omniboost. It was meant as an alternative to money making options but the economy is barely functional as is so its tradeoff didn't exist. Astavan Satellite Origin expanded to be from a Satellite City and not just rejecting the Oath. Poffins have been changed to be able to work with Trainers. Priority Section Clarified.

2.9.1

» **Economy Update Phase 1 (Craftable Items)** - Lots of Changes. Such as the following. Weapon Quality has been removed and replaced with Training Weapons and just "Weapons". Foot Weapons are removed and Musical Weapons scale off Focus now. Weapons Effects have been removed and replaced with curated effects like Arcane was. Weapons, Armor, Equipment and Held Items have been balanced and curated with some removed. Light Armor and Heavy Armor are removed as concept, keeping the three categories of fashion physical and arcane. Misc Items like Navigation Kit, Pokeball Tool Kit, baby Food, candy bar, Enriched Water, Super soda, Lemonade and Milk are removed. Some minor Items updated like tags, weighted nets, dream mist, bandage, hearty meal, saddle, etc. Crafting Edges related to Equipment have been updated such as armor being removed from blacksmith and blacksmith going to rank 1. Honor now gives \$2,000 per. Base Income changed to \$300 instead of 200. Crafting Section removed and added as a note to stamina usage (1 Stamina = \$2,000 of Items, Cap of 3 Stam per Item removed)

» **Related Changes** - Enchanting RE Chart has been updated and rule placed for RE in Accessory Slot is 0 unless specified otherwise. Alchemist Type Extract recipe changed and base feat updated. Artificer Recipes now have crafting costs. Basic Fashion not limited by skill now. Medic, Medical Assistant and Alchemist changed to account for Restorative Keyword changes. Medic Training replaced with Essential Restorative Recipe. Rider given a bonus for free saddle slots Stat Vitamins now cheaper.

» **Other Changes** - Restorative Item Keyword changed. Breakable Keyword removed, Material Keyword and Augmentable Keyword added. Glow can now be turned off. Artificer, Chef, Innovator and Empath Class Prereqs no longer need Edges turned to Skill. Gabrian Coins are no longer currency and instead "Treasures" that can be expended as \$1000 only for Gabrygg Stores. Loyalty Clarified. Analyzed Outcome reworded. Skills fixed for Ghost Elemental for banshee and puppeteer and revenant weapon qualifier. Samurais can now use weapon attacks as normal. Requests no longer give static Fame.

2.9.11

» **Hotfix** - Changing the Crafting Prices of Armor and Equipment Item. Mostly ones that were above 6k. Refer to new pricing.

2.9.12

» **Economy Update Phase 2** - Equipment Augmentation Edge added. Gadgeteer adjusted slightly to account for Augment Items. Some Typos fixed. Wielder reworded to work.

2.9.13

» **Economy Update Phase 3** - The NPC and Player Shops have been reworked into one document consisting of both along with new services, etc. Being able to buy from any Region in Fathis is no longer a Guild Benefit. Bountiful Harest and Selling to the Guild have been removed as Server Rulings since they're in the general store now.

» **Traits Update** - Job Progression has been removed and Traits have been added as a concept. The following Edges and Features have been removed with a large majority being converted into a Trait. Arcane Smith, ARcane Sight, Art of Stealth, Ball Crafter, Bare Necessities, Beast Master, Blacksmith, Bookworm, Breeder, Cartographer, Corrective Lessons, Composter, Fossil Scrapper, Gem Lore, Green Thumb, Herbal Remedies, Groomer, Iron Mind, Musical Weaponry, Mystic Senses, Paleontologist, Pokemon Tutor, Pokepsychologist, Repel Crafter, Relic Scrapper, Rune Weaver, Rookie & Veteran Technosmith (Gadgeteer Recipes), Traveler and Wild Companion. First Aid Expertise, Combat Tutor, Pokemon TUtor, Breeding Prodigy. Basic Cooking, Scrap Scavenger, PokeManiac and Symbol Sight.

» **Town Changes** - The following were changed.

Legendary Shrine, Marketplace, Blacksmith Forge, Crafting Workshop, Fossil Cleaner, Diplomatic Embassy, National Treasury, Corporate Headquarters, Recycling Station, Mechanist Studio.

» **Origin Changes** - Some Origins have been adjusted, mainly their effect or free Trait. Bamorian Smith, Gabrygg Merchant and Zheletian Wisdom have new Origin Effects. Akuma Warden, Ayume Caretaker, Chiyu Spiritualist, Hortian Dweller, Nesev Descendant, Posai Seafarer and Sendoran Explorer have new Trait or Edge Options.

» **Other Changes** - Advanced Scrap has been removed and replaced with Luxurious Material (X Scrap) and will slowly be replaced in the system over time. Geomancer no longer gives a 4th Terrain and Mountain Adjusted. Weather Keyword adjusted to no longer stack ticks in weather hell. Bug, Psychic and Dragon Weather have been adjusted. Mold Breaker and Magic Bounce have had slight adjustments. Call of the Storm Lugia Gift now bypasses Weather Rule as well as Consuming Sands. Gadgeteer and Saboteur no longer make Technology Weapons as recipes

2.9.131

» **Typos** - Beast master was Aura of Confidence. Rune Master now gives Rune Weaver as a Trait not edge. Trainer of champions now references Pokemon Husbandry. Capture Specialist now has no prerequisites. Scrap searcher was scrap recycling twice, added perception as a prereq. Mastered Craft Trait added as a generic option. Max Traits clarified as 10 not 12. Trenchcoat clarified to not have two of the same equipped item. Nesev origin now gives metal worker instead.

2.9.132

» **Typos** - Hobbyist Dilettante fixed to work with traits now. Look and learn list is curated again to swap out the Edges that were removed. Ultra Voyager now no prereqs.

2.9.13

» **Other** - Changed Gabrygg Merchant before it causes an issue.

2.9.2

» **Origin Rework** - Origin Features have been removed and replaced with a combination of Character Affiliations, Heritages and Influences.

» **Other** - Players now get 5 Feature at Level 1. Battle Scars have been expanded. Challenge Modes have been removed and replaced with Character Modifiers. The Concept of an Active Character is removed and all Character Slots are now considered Active at the same time, no longer requiring switching between. Noble Heritage Trait removed and Natural Trust Trait added.

2.9.21

» **Small Update** - Honor Shop has been updated with some new stuff and updated older stuff. Please don't dump honor right away to overwhelm mods. Tavern updated. Recovery room cheaper.

2.9.22

» **Pokemon Templates** - The Pokemon Template Update has gone through, resulting in changes to how Minions, Swarms, Raids, Guardians and Legendaries battle and are statted. We have taken preliminary Playtesting into consideration and feel like the next step is a live release with close observation and future tweaking when needed.

» **Other** - Spire Encounters have been removed from the Campaign book and put in a side minigame doc.

2.9.23

» **Specialty Features** - They have all been removed. To salvage some of the ones worth keeping we have added the following Features: Monster Hunter, Strict Enforcement, Type Master, Versatile Healer, Combative Augments. The following Edges: Controlled Anger, Elemental Strike, Combat Assistance. And Bar Brewmaster as a Trait. Scar Recovery has been added as a Book. Aura Rune Aura Strike Effect has been updated.

» **Other** - General Knowledge Edge has been changed. Illusionist can pay 1 AP to not destroy an illusion. Frenzy now gives quick temper and can enrage as a swift. Offensive Minions now take full CS from their boss. Composter removed the effect given to fruit connoisseur. Traveler can now replace special area rules skill checks with survival. Hunting Intent has been changed to be based on a Skill Check not random luck. Experience Tokens have been added as an addition to TXP system.

» **Adjustments** - Dilettante clarified to not be able to give hobbyist feats. Dueling proficiency can work on all one handed weapons. Revered Evolution only gives a capability now.

» **Random Duelist Buffs** - Base Feat is Free. Expend Momentum and Type Methodology changed. Duelist Manual changed to Duelist Strategy

2.9.24

» **Balance Changes** - Absorbing Defensive Weapons changed to once per round and damaging. Draconic Healroot Augment now only makes you immune to poison rather than poison heal. Dynamite is now once a scene for non saboteurs, doubles tech edu and no longer resists if not 30. Look and Learn now grants Calculated Anarchy instead of Versatile Explosion and Utility Belt instead of Specialty Deployment. PSI Gauge can now only trigger once a round for attacking triggers. Snaring Grasp now has HP and can be destroyed. Dabbler can only grant 1 edge instead of 2 from advancements. Features gained from Hobbyist don't double up on Stats, thus only gaining the HP from the Dilettante, etc. Shield Bearer effect split into a Bonus for better wording. Foreboding Energy Lair Effect made more generic and Fleeting Catastrophe added.

» **Other Fixes** - Charging Stance clarified to inform party of range change and cannot double DB if party is under 20. Crimson Mage updated to reflect the data. Saboteur and Gadgeteer no longer list they gain technosmith for free. Town Specialties can be changed once per season but causes 2 uprising events.

2.9.25

» **Gen 9 Updates** - Scarlands Special Area Rules added. Dex Added to add Gen 9 Legends and Myth Compendium adjusted as well. Ruin Rune effects listed, Secrets of the Empire Book added, Vehicular Technician Trait Added, Engine Capability added

2.9.26

» **Flora Update** - Herbalist added as a Class. Added new Farming Items and a section for all Flora / Farming Items. Added Seed Items. Revamped all Mushrooms, Herbs, Berries and Flowers, removing some and adding new ones. Added Flora Items to most Rune Recipes. Added the Farming Supplier Trait, Advanced Plants Trait and Pedologist Trait.

» **Flora Adjustments** - Changed Royal Gardens, Walking Garden, Green Thumb, Planter, Gardener, Kansha Oasis Heritage, Rune Weaver, Bountiful Berries

» **Removed** - Removed Basic Gardening book, Soil Conservation Book, Herbs from Preserves and removed the Composter Trait

» **Other Changes** - Equipment Augmentation doesn't have to be craftable items you can make. Arcane Specialist can target others. Teleport movement clarified to not provoke attacks of opportunity, also other movement cleaned from core wording. Arcana Attunement clarified on abilities with no tier.