

Pokemon Abilities

Rowlet Line

Basic Ability 1: Keen Eye
Basic Ability 2: Overgrow
Adv Ability 1: Long Reach
Adv Ability 2: Perception
High Ability: Sniper

Litten Line

Basic Ability 1: Blaze
Basic Ability 2: Intimidate
Adv Ability 1: Defiant
Adv Ability 2: Truant
High Ability: Bully

Popplio Line

Basic Ability 1: Torrent
Basic Ability 2: Swift Swim
Adv Ability 1: Liquid Voice
Adv Ability 2: Drown Out
High Ability: Wash Away

Pikipek Line

Basic Ability 1: Keen Eye
Basic Ability 2: Pick Up
Adv Ability 1: Sheer Force
Adv Ability 2: Technician
High Ability: Skill Link

Yungoos & Presiden Gumshoos

Basic Ability 1: Adaptability
Basic Ability 2: Ambush
Adv Ability 1: Strong Jaw
Adv Ability 2: Run Away
High Ability: Stakeout

Grubbin Line

Basic Ability 1: Hyper Cutter / Battery / Levitate
Adv Ability 1: Swarm
Adv Ability 2: Shed Skin --> Motor Drive
Adv Ability 3: Silk Threads
High Ability: Type Aura (Electric) --> Rocket

Enemy Crab Line

Basic Ability 1: Hyper Cutter
Adv Ability 1: Anger Point
Adv Ability 2: Iron Fist
Adv Ability 3: Water Absorb
High Ability: Abominable

Oricorio

Basic Ability 1: Dancer
Adv Ability 1: Adaptability
Adv Ability 2: Spinning Dance
Adv Ability 3: Revelation
High Ability: Competitive

Mareanie Line

Basic Ability 1: Limber
Adv Ability 1: Cruelty
Adv Ability 2: Defy Death
Adv Ability 3: Regenerator
High Ability: Merciless

Cutiefly Line

Basic Ability 1: Shield Dust
Basic Ability 2: Sweet Veil
Adv Ability 1: Compound Eyes
Adv Ability 2: Tinted Lens
High Ability: Cute Charm

Mudbray Line

Basic Ability 1: Stamina
Adv Ability 1: Inner Focus
Adv Ability 2: Moody
Adv Ability 3: Own Tempo
High Ability: Mud Shield

Rockruff Line

Basic Ability 1: Keen Eye
Basic Ability 2: Vital Spirit
Adv Ability 1: Run Away →
 Sand Rush (day) or No Guard (night)
Adv Ability 2: Steadfast
High Ability: Cute Charm →
 Accelerate (day) or Super Luck (night)

Dewpider Line

Basic Ability 1: Water Bubble
Adv Ability 1: Friend Guard
Adv Ability 2: Overcoat
Adv Ability 3: Water Absorb
High Ability: Hydration

Wishiwashi

Basic Ability 1: Schooling
Adv Ability 1: Defeatist
Adv Ability 2: Horde Break
Adv Ability 3: Water Veil
High Ability: Multiscale

Fomantis Line

Basic Ability 1: Compound Eyes
Basic Ability 2: Tinted Lens
Adv Ability 1: Contrary
Adv Ability 2: Leaf Guard
High Ability: Radiant Beam

Morelulz Line

Basic Ability 1: Illuminate
Basic Ability 2: Effect Spore
Adv Ability 1: Liquid Ooze
Adv Ability 2: Root Down
High Ability: Rain Dish

Comfey

Basic Ability 1: Flower Power
Basic Ability 2: Flower Veil
Adv Ability 1: Triage
Adv Ability 2: Natural Cure
High Ability: Healer

Salandit Line

Basic Ability 1: Corrosion
Adv Ability 1: Brimstone
Adv Ability 2: Oblivious
Adv Ability 3: Sun Blanket
High Ability: Pickpocket --> Chemical Romance

Oranguru

Basic Ability 1: Inner Focus
Basic Ability 2: Telepathy
Adv Ability 1: Symbiosis
Adv Ability 2: Anticipation
High Ability: Gentle Vibe

Stufful Line

Basic Ability 1: Fluffy
Adv Ability 1: Klutz
Adv Ability 2: Cute Charm --> Unnerve
Adv Ability 3: Moxie
High Ability: Scrappy

Passimian

Basic Ability 1: Defiant
Basic Ability 2: Teamwork
Adv Ability 1: Bodyguard
Adv Ability 2: Receiver
High Ability: Celebrate

Bounsweet Line

Basic Ability 1: Oblivious -> Queenly Majesty
Adv Ability 1: Sweet Veil
Adv Ability 2: Leaf Guard
Adv Ability 3: Run Away --> Regal Challenge
High Ability: Chlorophyll --> Lightning Kicks

Wimpod Line

Basic Ability 1: Wimp Out
Adv Ability 1: Shell Armor
Adv Ability 2: Poison Point
Adv Ability 3: Damp
High Ability: Run Away --> Tough Claws

Sandygast Line

Basic Ability 1: Water Compaction
Adv Ability 1: Sand Veil
Adv Ability 2: Sand Stream
Adv Ability 3: Arena Trap
High Ability: Absorb Force

Komala

Basic Ability 1: Comatose
Adv Ability 1: Delayed Reaction
Adv Ability 2: Immunity
Adv Ability 3: Oblivious
High Ability: Deep Sleep

Pyukumuku

Basic Ability 1: Innards Out
Adv Ability 1: Rain Dish
Adv Ability 2: Unaware
Adv Ability 3: Wily
High Ability: Empower

Turtonator

Basic Ability 1: Shell Armor
Basic Ability 2: Flame Body
Adv Ability 1: Sturdy
Adv Ability 2: Thermosensitive
High Ability: Aftermath

Type: Null

Basic Ability 1: Battle Armor → RKS System
Adv Ability 1: Adaptability
Adv Ability 2: Strong Jaw
Adv Ability 3: Trinity
High Ability: Download

Togedemaru

Basic Ability 1: Iron Barbs
Basic Ability 2: Lightning Rod
Adv Ability 1: Cuddle
Adv Ability 2: Sturdy
High Ability: Sequence

Minior

Basic Ability 1: Shields Down
Adv Ability 1: Weak Armor
Adv Ability 2: Sturdy
Adv Ability 3: Rock Head
High Ability: Illuminate

Mimikyu

Basic Ability 1: Disguise
Adv Ability 1: Copy Master
Adv Ability 2: Decoy
Adv Ability 3: Technician
High Ability: Moody

Bruxish

Basic Ability 1: Dazzling

Basic Ability 2: Wonder Skin

Adv Ability 1: Strong Jaw

Adv Ability 2: Swift Swim

High Ability: Rattled

Rattata - Alola

Basic Ability 1: Gluttony

Basic Ability 2: Thick Fat

Adv Ability 1: Hustle

Adv Ability 2: Pick Up

High Ability: Nimble Strikes

Drampa

Basic Ability 1: Berserk

Adv Ability 1: Cloud Nine

Adv Ability 2: Sap Sipper

Adv Ability 3: Early Bird

High Ability: Friend Guard

Raichu - Alola

Basic Ability 1: Static

Basic Ability 2: Motor Drive

Adv Ability 1: Lightning Rod

Adv Ability 2: Surge Surfer

High Ability: Levitate

Dhelmise

Basic Ability 1: Anchored

Adv Ability 1: Steelworker

High Ability 1: Heavy Metal

High Ability 2: Sheer Force

High Ability 3: Tolerance

Sandshrew / Sandslash - Alola

Basic Ability 1: Pickup

Basic Ability 2: Quick Curl

Adv Ability 1: Slush Rush

Adv Ability 2: Snow Cloak

High Ability: Dig Away

Jangmo-o

Basic Ability 1: Soundproof

Basic Ability 2: Overcoat

Adv Ability 1: Bulletproof

Adv Ability 2: Justified

High Ability: Discipline

Vulpix / Ninetales - Alola

Basic Ability 1: Cute Charm

Basic Ability 2: Snow Cloak

Adv Ability 1: Glisten

Adv Ability 2: Winter's Kiss

High Ability: Snow Warning

Diglett / Dugtrio - Alola

Basic Ability 1: Sand Veil

Basic Ability 2: Tangling Hair

Adv Ability 1: Sand Force

Adv Ability 2: Celebrate --> Polycephaly

High Ability: Dig Away

Meowth / Persian - Alola

Basic Ability 1: Pickup --> Fur Coat

Basic Ability 2: Limber

Adv Ability 1: Technician

Adv Ability 2: Rattled

High Ability: Defiant

Geodude / Graveler / Golem - Alola

Basic Ability 1: Levitate --> Rock Head

Adv Ability 1: Magnet Pull

Adv Ability 2: Sturdy

Adv Ability 3: Galvanize

High Ability: Rock Head --> Full Guard

Grimer / Muk - Alola

Basic Ability 1: Gluttony

Basic Ability 2: Weird Power

Adv Ability 1: Poison Touch

Adv Ability 2: Defy Death

High Ability: Power of Alchemy

Exeggutor - Alola

Chlorophyl into Frisk, that's it

Marowak - Alola

Basic Ability 1: Bone Wielder

Adv Ability 1: Cursed Body

Adv Ability 2: Lightning Rod

Adv Ability 3: Rock Head

High Ability: Dancer

Abilities

New Abilities

Ability: Anchored

Static

Effect: Dhelmise has an Anchor token on the field. Dhelmise cannot move or be moved more than 3 meters away from its Anchor, willingly or otherwise. The Anchor token itself cannot be pushed, pulled, or moved against Dhelmise's will in any way. Dhelmise may shift their Anchor Token as a Swift Action, moving it to any open space within 3 meters of itself.

Bonus: When the user Shifts the Anchor, they may immediately afterwards originate an attack from its Anchor, giving those attacks the following properties: the attack's range changes to "Melee, 1 Target", the attack deals +2d6 damage, and the attack's Class changes to Physical if it wasn't already.

Ability: Battery

Scene x2 – Swift Action

Target: An Adjacent Ally

Effect: The target's next Special Attack deals +2d6+4 damage. If that attack is Electric-Typed, it deals +3d6+6 more damage instead.

Ability: Beast Boost

At-Will - Free Action

Effect: Whenever the user knocks out a target, they receive +1 Combat Stage in their highest (non-HP) stat.

Ability: Dancer

Scene x2 - Free Action

Trigger: Someone within 10 meters uses a Status-Class Dance Move

Effect: The user may immediately use the triggering Move as a free action.

Ability: Disguise

Daily - Free Action

Trigger: The user is hit by a damaging Move

Effect: The triggering attack miss instead and has no effect. The user then gains +1 CS in a Stat of their choice. [Defensive]

Ability: Dazzling

Scene x2 – Swift Action

Target: An adjacent foe

Effect: For the rest of the Scene, the target's Initiative is lowered by 10 and cannot use Priority Moves.

Bonus: Interrupt Moves may not be declared in response to the user's actions.

Ability: Chemical Romance

Effect: Connection - Sweet Scent. Whenever the user hits a male target with Poison Gas, Smog, Sweet Scent, Toxic, or Venom Drench, that target becomes Infatuated with the user.

Ability: Comatose

At-Will – Move Action

Effect: The user falls Asleep, and regains a Tick of Hit Points.

Bonus: The user may act normally while Asleep and ignores all other penalties from being Asleep.

While Asleep, the user does not make Save Checks to wake up, and wakes up from being hit only if they want to.

Ability: Corrosion

Static

Effect: The user's Poison-Type attacks are resisted one step less, and deal damage to Immune targets as if they were doubly resisted. The user may Poison and Badly Poison Steel and Poison-Type Pokemon.

Ability: Electric Surge

Scene x3 - Swift Action

Effect: The Field becomes Electrified, as if affected by the Move Electric Terrain, for one full round.

Ability: Emergency Exit

Scene - Free Action

Effect: When the user's Hit Points drop below half their maximum, their trainer may immediately recall the user and send out another Pokemon as a Free Action. If the user hasn't taken their turn yet, their replacement may act this round. [Defensive]

Bonus: The user is immune to Trapped.

Ability: Fluffy

Static

Effect: The user resists damaging Melee attacks one step further, but resists Fire-Type attacks one step less. [Defensive]

Ability: Full Metal Body

Static

Effect: The user's Combat Stages may not be lowered by the effect of foes' Features, Abilities, or Moves. Status Afflictions may still alter their Combat Stages. Defensive.

Ability: Galvanize

At-Will - Free Action

Effect: If the user attacks with a Normal-Type Move, that Move is Electric-Type instead.

Ability: Glisten

Static

Effect: The user is immune to Fairy-Type attacks. Defensive.

Bonus: If the user is hit by a damaging Fairy-Type attack, they receive +1 Defense or Special Defense Combat Stages.

Ability: Grassy Surge

Scene x3 - Swift Action

Effect: The Field becomes Grassy, as if affected by the Move Grassy Terrain, for one full round.

Ability: Horde Break

Effect: When the user changes from School Form to Solo Form, it is cured of all Status Conditions.

Ability: Innards Out

Scene x2 - Free Action

Trigger: The user is hit by a damaging attack

Effect: The user resists the triggering attack one step further. After the attack is resolved, a foe within 2 meters loses Hit Points equal to twice the amount of Hit Points lost by the user from the triggering attack, even if the triggering attack caused the user to Faint.

Ability: Liquid Voice

At-Will - Free Action

Trigger: The user uses a Move with the [Sonic] keyword

Effect: The triggering move loses the [Sonic] keyword, but gains the Friendly keyword and becomes Water Typed. If the Move was a Status Class Move, you may treat it as a Special Move with DB1.

Ability: Long Reach

Static

Effect: The user may use damaging attacks as if they had a range of "8, 1 Target" instead of their usual range.

Ability: Merciless

Static

Effect: Any attacks by the user against Poisoned targets are Critical Hits. They must still hit normally.

Ability: Misty Surge

Scene x3 - Swift Action

Effect: The Field becomes Misty, as if affected by the Move Misty Terrain for one full round.

Ability: Mud Shield

Scene - Swift Action

Effect: The user gains two ticks worth of Temporary Hit Points.

Bonus: When standing on any muddy or dirty terrain that is either Slow or Rough Terrain, the user gains +5 Damage Reduction. Defensive.

Ability: Power of Alchemy

Scene – Free Action

Target: A Trainer or Pokémon within 10 meters

Effect: The Pokémon gains an Ability known by the Target for the remainder of the encounter, or until it is Fainted.

Ability: Prism Armor

Static

Effect: The user gains +5 Damage Reduction against Super Effective-Damage. Defensive.

Ability: Psychic Surge

Scene x3 - Swift Action

Effect: The Field becomes Weird, as if affected by the Move Psychic Terrain, for one full round.

Ability: Queenly Majesty

Scene x2 - Free Action

Effect: Connection - Stomp - if an adjacent target uses a Priority Move or an Interrupt action, the user may attack that target with Stomp as a Free Action Interrupt.

Bonus: The user cannot be targeted by Interrupt Moves and enemies may not activate Interrupts in response to the user's actions.

Ability: Revelation

Scene x2 - Free Action

Trigger: Someone within 10 meters uses a damaging Dance Move

Effect: The user may immediately use the triggering Move as a Standard Action interrupt.

Bonus: Whenever the user uses a Dance Move, they gain +2 to Accuracy Rolls until the end of their next turn.

Ability: Radiant Beam

Static

Effect: The user may use damaging Grass-Type attacks as if they had a range of "Line 4" instead of their usual range.

Ability: Receiver

Special - Free Action

Effect: Each of the effects below may be used once per Scene when triggered;

- When an ally faints, the user selects one of their Abilities. The user gains that Ability until the end of the encounter.
- When the user faints, they may grant use of their Basic Ability to an ally on the field for the rest of the encounter.

Ability: RKS System

Scene - Free Action

Effect: If the user is hit by a damaging attack, they may calculate damage as if they were Normal-Type instead. If they were already Normal-Type, they resist all damage one step further.

Bonus: The user's Type changes to match the Type of their held Memory Disc.

Ability: Schooling

Daily – Swift Action

Effect: The user changes to Schooling Forme, and gains Temporary Hit Points equal to half of its own maximum Hit Points. The user cannot gain Temporary Hit Points from other sources while in Schooling Forme. When the user is both Bruised and has no Temporary Hit Points left, they change back into Solo Forme.

Bonus: The user has two sets of base stats; Solo and Schooling. The HP of both forms must be the same.

Ability: Shadow Shield

Static

Effect: While at full Hit Points, the user resists all damage one step further. [Defensive]

Ability: Shields Down

Static

Effect: The user has two sets of base stats; Meteor and Core. The HP of both forms must be the same. When the user is in Meteor Forme and becomes Bruised, they change to Core Forme. The user returns to Meteor Forme while outside of combat if not Bruised.

Ability: Slush Rush

Static

Effect: While in Hailing Weather or under half maximum Hit Points, the user's Initiative is doubled.

Ability: Soul Heart

Scene x2 - Free Action

Effect: Whenever a combatant faints, the user receives +2 Special Attack Combat Stages and gains a tick of Temporary Hit Points.

Ability: Stamina

At-Will - Free Action

Effect: Whenever the user is hit by a damaging attack, they receive +1 Defense Combat Stage.

[Defensive]

Surge Surfer

Static

Effect: On Electric Terrain or while under half maximum Hit Points, the user's Initiative is doubled.

Ability: Steelworker

Scene - Free Action

Trigger: The user takes damage while adjacent to its Anchor

Effect: The user calculates damage as if it was only Steel-Typed.

Bonus: The user gains STAB on Steel-Type Moves that originate from its Anchor.

Ability: Tangling Hair

At-Will - Free Action

Effect: When the user is hit by a Melee attack, the attacker receives -1 Speed Combat Stage and is Slowed.

Ability: Triage

Static

Effect: The user's [Healing] keyword Moves gain the [Priority] keyword.

Note: Floral Healing, Pollen Puff, Purify, and Strength Sap are new Moves with the [Healing] tag.

Aromatherapy, Heal Bell, Heal Pulse, Healing Wish, Moonlight, Recover, Slack Off, Rest, Synthesis, and Wish should all have the [Healing] keyword and are affected by Triage.

Ability: Water Bubble

Static

Effect: The user resists Fire-Type attacks one step further, is immune to being Burned, and may always act as though in Rainy Weather. [Defensive]

Bonus: The user may attack with Water-Type Moves as if they had a range of "Melee, 1 target". If they do, that Move's Class is changed to Physical and it deals +1d6+2 damage.

Ability: Water Compaction

At-Will - Free Action

Effect: Whenever the user is hit by a Water-Type Move, they receive +2 Defense Combat Stages. [Defensive]

Ability: Wily

Effect: The user's Status Class Moves may target an additional target within range. This does not apply to area-of-effect moves.

Ability Adjustments

Ability: Accelerate

Scene x2 - Standard Action, Priority

Effect: The user may activate a damaging Move to which they add STAB with Priority. If the Move hits, the user adds half their Speed Stat to the Damage Roll. If the Move already had Priority, the attack gains a +4 Bonus to Accuracy.

---> Replaces Maelstrom Pulse, Leaf Rush, & Gale Wings

Ability: Frisk

Effect: The user gains a +2 Bonus to all Accuracy Rolls against adjacent targets.

Ability: Gale Wings

Effect: Connection - Quick Attack. The user may use Quick Attack as a Flying-Type Move.

Ability: Unaware

Static

Effect: Whenever the user attacks, they ignore all positive Combat Stages to the target's Defense, Special Defense, and Speed.

Moves

Bug Moves

Move: First Impression

Type: Bug

Frequency: At-Will

AC: 2

Damage Base 9

Class: Physical

Range: Melee, 1 target

Effect: Priority. This Move can only be used the round the user joins the encounter (see: Fake Out).

Move: Lunge

Type: Bug

Frequency: EOT

AC: 2

Damage Base 8

Class: Physical

Range:Melee, 1 Target

Effect: Lunge may be used as a Free Action at the end of a Sprint Maneuver taken as a Standard Action, as long as the user Shifted at least 3 meters in a straight line towards the target. When used this way, Lunge's target receives a -5 penalty to damage rolls for 1 round.

Move: Pollen Puff

Type: Bug

Frequency: EOT

AC: 2

Damage Base 9

Class: Special

Range: 6, 1 Target

Effect: Once per Scene, Pollen Puff may instead be used on an ally; when used this way, the target recovers ½ of their maximum Hit Points and the Move has the [Healing] keyword.

Dark Moves

Move: Brutal Swing

Type: Dark

Frequency: EOT

AC: 2

Damage Base 6

Class:

Range: Burst 1

Effect: None

Move: Darkest Lariat

Type: Dark

Frequency: EOT

AC: 2

Damage Base 9

Class: Physical

Range: Melee, 1 Target

Effect: This Move ignores the target's positive Defense Combat Stages and all Damage Reduction.

Move: Throat Chop

Type: Dark

Frequency: EOT

AC: 2

Damage Base 8

Class: Physical

Range: Melee, 1 Target

Effect: The target cannot use Moves with the [Sonic] keyword for the next two turns.

Move: Power Trip

Type: Dark

Frequency: EOT

AC: 2

Damage Base 2:

Class: Physical

Range: Melee, 1 Target

Effect: This Move gains +2 to its Damage Base for every positive Combat Stage held by the user, to a maximum of DB20.

Dragon Moves

Move: Clanging Scales

Type: Dragon

Frequency: Scene x2

AC: 2

Damage Base 11

Class: Special

Range: 6, 1 target or Burst 1, Sonic

Effect: The user adds half their Defense Stat to Clanging Scale's Damage Roll. After the Move is resolved, the user's Defense is lowered by 1 CS.

Move: Dragon Hammer

Type: Dragon

Frequency: EOT

AC: 2

Damage Base 9

Class: Physical

Range: Melee, 1 Target or Line 3

Effect: None

Electric Moves

Move: Zing Zap

Type: Electric

Frequency: EOT

AC: 2

Damage Base 8

Class: Physical

Range: Melee, 1 Target

Effect: On 15+, the target is Flinched.

Fairy Moves

Move: Fleur Cannon

Type: Fairy

Frequency: Scene

AC: 4

Damage Base 13

Class: Special

Range: Line 9, Smite

Effect: Lower the user's Special Attack 2 Combat Stages after damage.

Move: Floral Healing

Type: Fairy

Frequency: Daily x2

AC: -

Class: Status

Range: Melee, 1 Target

Effect: The target recovers $\frac{1}{2}$ their maximum Hit Points. If the Field is Grassy Terrain, the target instead recovers $\frac{2}{3}$ their maximum Hit Points. [Healing]

Move: Nature's Madness

Type: Fairy

Frequency: Scene

AC: 4

Class: Special

Range: 4, 1 Target

Effect: The target loses half of their current Hit Points. [HP Loss]

Fire Moves

Move: Burn Up

Type: Fire

Frequency: Daily x2

AC: 2

Damage Base 13

Class: Special

Range: Burst 1, Smite

Effect: Until the end of the encounter, the user loses its Fire-Type (pure Fire-Types become Normal-Type).

Move: Fire Lash

Type: Fire

Frequency: EOT

AC: 2

Damage Base 8

Class: Physical

Range: 2, 1 Target

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

Move: Shell Trap

Type: Fire

Frequency: Scene

AC: 2

Damage Base 15

Class: Special

Range: Melee, 1 Target, Interrupt, Trigger

Effect: If the user is hit by a Melee attack, they may use Shell Trap as an Interrupt.

Flying Moves

Move: Beak Blast

Type: Flying

Frequency: Scene x2

AC: 2

Damage Base 10

Class: Physical

Range: 6, 1 Target, Priority

Effect: Beak Blast must be declared at the start of the round. If the user is hit by a Melee attack this round, their attacker is Burned. At the end of the round, shift and attack with Beak Blast.

Ghost Moves

Move: Moongeist Beam

Type: Ghost

Frequency: Scene x2

AC: 2

Damage Base 10

Class: Special

Range: Line 6

Effect: This Move ignores any Abilities that would cause it to fail or miss; those Abilities cannot be activated in response to Moongeist Beam (ex: Dodge, Wonder Guard)

Move: Shadow Bone

Type: Ghost

Frequency: EOT

AC: 2

Damage Base 9

Class: Physical

Range: Melee, 1 Target

Effect: On 17+, the target receives -1 Defense Combat Stages. Counts as a Bone Move for Cubone/Marowak's Abilities, etc.

Move: Spectral Thief

Type: Ghost

Frequency: Scene x1

AC: 2

Damage Base 9

Class: Physical

Range: Melee, 1 Target

Effect: Before rolling damage, transfer all Combat Stages on the target to the user.

Move: Spirit Shackle

Type: Ghost

Frequency: EOT

AC: 2

Damage Base 8

Class: Physical

Range: 8, 1 Target

Effect: The Target is Trapped for 2 rounds.

Grass Moves

Move: Leafage

Type: 2

Frequency: At-Will

AC: 2

Damage Base 4

Class: Physical

Range: 6, 1 Target

Effect: None

Move: Solar Blade

Type: Grass

Frequency: Scene x2

AC: 2

Damage Base 13

Class: Physical

Range: Melee, 1 Target, Set-Up

Set-Up Effect: If the weather is not Sunny, the user's gains +1 Attack CS and +1 Special Defense CS. If it is Sunny, immediately Resolve.

Resolution Effect: Attack with Solar Blade. Half damage in Sandstorm, Hail, or Rain.

Move: Strength Sap

Type: Grass

Frequency: Daily x2

AC: 2

Damage Base

Class: Status

Range: Melee, 1 Target

Effect: The user gains Hit Points equal to the higher of the target's Attack or Special Attack; the target then loses 1 Combat Stage in that Stat.

Move: Trop Kick

Type: Grass

Frequency: EOT

AC: 2

Damage Base 7

Class: Physical

Range: Melee, 1 Target

Effect: The target receives a -5 penalty to damage rolls for 1 round.

Ground Moves

Move: High Horsepower

Type: Ground

Frequency: Scene x2

AC: 3

Damage Base 10

Class: Physical

Range: Melee, 1 Target

Effect: High Horsepower may be used as a Free Action at the end of a Sprint Maneuver taken as a Standard Action, as long as the user Shifted at least 3 meters in a straight line towards the target. When used this way, High Horsepower gains Smite.

Move: Stomping Tantrum

Type: Ground

Frequency: EOT

AC: 2

Damage Base 8

Class: Physical

Range: Melee, 1 Target

Effect: If the user's last attack failed or missed, Stomping Tantrum is DB15 instead.

Ice Moves

Move: Aurora Veil

Type: Ice

Frequency: Scene

Class: Status

Range: Blessing

Effect: Blessing – Any user affected by Aurora Veil may activate it when receiving Damage to resist the Damage one step. Aurora Veil may be activated 2 times, and then disappears.

Special: Aurora Veil can only be used when the user is in Hailing Weather. The Blessings persist even after Hailing Weather has ended, however.

Move: Ice Hammer

Type: Ice

Frequency: EOT

AC: 4

Damage Base 10

Class: Physical

Range: Melee, 1 Target

Effect: The user receives -1 Speed Combat Stage.

Normal Moves

Move: Laser Focus

Type: Normal

Frequency: Scene x2

Class: Status

Range: Self

Effect: The next succesful damaging attack made by the user is automatically a Critical Hit.

Move: Multi-Attack

Type: Normal

Frequency: EOT

AC: 2

Damage Base 9

Class: Physical

Range: Melee, 1 Target

Effect: Multi-Attack's Type is determined by the Memory Disc, Plate, or Drive Item held.

Move: Revelation Dance

Type: Normal

Frequency: EOT

AC: 2

Damage Base 9

Class: Special

Range: 6, 1 Target

Effect: Revelation Dance is the same Type as the user's primary Type (aka the first one in its Pokedex listing). Revelation Dance deals +5 Bonus Damage for every other Dance Move used by the user this round, to a maximum of +15.

Move: Spotlight

Type: Normal

Frequency: Daily

Class: Status

Range: 6, 1 Target, Priority

Effect: Until the end of the user's next turn, the target is Blinded and Vulnerable.

Move: Tearful Look

Normal

EoT / AC2

Status / -

Burst 1

Effect: [Social] [Friendly]. Targets receive -1 Attack and Special Attack Combat Stages.

Poison Moves

Move: Baneful Bunker

Type: Poison

Frequency: Scene

AC: None

Class: Status

Range: Self, Interrupt, Shield, Trigger

Effect: If the user is hit by an attack, the user may use Baneful Bunker. The user is instead not hit by the Move. You do not take any damage nor are you affected by any of the Move's effects. In addition, if the triggering attack was Melee ranged, the attacker is Poisoned.

Move: Purify

Type: Poison

Frequency: Scene

AC: None

Class: Status

Range: Melee, 1 Target

Effect: The target is cured of all Permanent and Volatile Statuses. For every status removed, the user recovers a Tick of Hit Points.

Move: Toxic Threads

Type: Poison

Frequency: Scene x2

AC: 2

Class: Status

Range: 6, 1 Target

Effect: The target is Poisoned and receives -1 Speed Combat Stage. If the target is already Poisoned, they instead lose a Tick of Hit Points and receive -2 Speed Combat Stages.

Psychic Moves

Move: Instruct

Type: Psychic

Frequency: Scene x2

Class: Status

Range: Melee, 1 Target

Effect: The target immediately reuses the attack it performed last, ignoring frequency, as a Free Action. They may choose new targets for the copied attack.

Move: Prismatic Laser

Type: Psychic

Frequency: Daily x2

AC: 4

Damage Base 16

Class: Special

Range: Line 8, Smite, Exhaust

Effect: None

Move: Psychic Fang

Type: Psychic

Frequency: EOT

AC: 2

Damage Base 9

Class: Physical

Range: Melee, 1 Target

Effect:

Move: Psychic Fangs

Psychic

EoT / AC2

Physical / DB9

4, 1 target

Effect: Light Screen and Reflect cannot be declared in response to Psychic Fangs.

Move: Psychic Terrain

Type: Psychic

Frequency: Daily x2

Class: Status

Range: Field

Effect: The Field becomes Weird for five rounds.

While the Field is Weird, non-Flying and non-Levitating Pokemon cannot declare Priority or Interrupt Moves outside their own Initiatives.

Damaging Psychic-Type attacks deal an additional 10 damage.

Move: Speed Swap

Type: Psychic

Frequency: Scene

AC: 2

Class: Status

Range:Melee, 1 Target

Effect: The user and the target trade Initiative values.

Rock Moves

Move: Accelrock
Type: Rock
Frequency: At-Will
AC: 2
Damage Base 4
Class: Physical
Range:Melee, 1 Target, Priority
Effect: None

Steel Moves

Move: Anchor Shot
Type: Steel
Frequency: EOT
AC: 2
Damage Base 8
Class: Physical
Range: Melee, 1 Target
Effect: The Target is Trapped for 2 rounds. Anchor Shot may only be used from the user's Anchor Token.

Move: Gear Up
Type: Steel
Frequency: Scene x2
Class: Status
Range: Burst 4
Effect: All targets with the Plus or Minus Abilities receive +1 Attack and Special Attack Combat Stages
(note: change Magnetic Flux to Scene x2)

Move: Smart Strike
Type: Steel
Frequency: EOT
AC: 2
Damage Base 7
Class: Physical
Range:Melee, 1 Target
Effect: Smart Strike cannot miss.

Move: Sunsteel Strike
Type: Steel
Frequency: Scene x2
AC: 2
Damage Base 10
Class: Physical
Range:Close Blast 2
Effect: This Move ignores any Abilities that would cause it to fail or miss; those Abilities cannot be activated in response to Sunsteel Strike (ex: Dodge, Wonder Guard)

Water Moves

Move: Liquidation

Type: Water

Frequency: EOT

AC: 2

Damage Base 9

Class: Physical

Range: Melee, 1 Target

Effect: On 17+, the target's Defense is lowered by 1 CS.

Move: Sparkling Aria

Type: Water

Frequency: EOT

AC: 2

Damage Base 9

Class: Special

Range: Melee, 2 Targets

Effect: When you hit a target with Sparkling Aria, the user may choose to deal no damage and instead cures that target of Burn, Confusion, Infatuation, Rage, or Provocation.