

Pokémon

Tabletop Adventures 3



Player's Handbook

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Welcome to the world of Pokémon: Tabletop Adventures!

Some Preface...

In 1996, Pokémon came out in Japan and began a worldwide craze. Pikachu is a pop culture icon. Hundreds of games have come out surrounding the Pokémon franchise. It's absurd we don't have an official tabletop role-playing game yet, but it is my hope that Pokémon: Tabletop Adventures suffices and finds a way into your game night or as a part of ongoing sessions that you and your party can enjoy.

If you've played tabletop games before, great! If not, that's fine too! Pokémon: Tabletop Adventures 3 tries its best to be accessible to any player. Either way, you're going to need some things:

Players

As a Player, you'll create a Trainer, who will choose to take up a profession, or Class, and you will capture and train Pokémon to fight alongside your Trainer. Like the protagonists in the Pokémon franchise's games, manga, or anime, Players will be the center of the game's action. It's ideal that you play with friends who you can be comfortable with. Playing a tabletop game is like collaborative story writing and overly-critical groups can lead to very unfun game experiences. It's important as a player to be supportive of other players since everyone has different levels of comfort. If anything does come up that makes any players feel like anything is really unfun, talk about it. The best way to keep a campaign together and fun is to communicate.

A Game Master

One person must fill the special role of Game Master, or GM, who controls every non-Player Trainer or Pokémon. They must build adventures, narrate, control non-Player Trainers, non-Player Pokémon and referee and make judgements for any rules that are not perfectly clear. You don't have to memorize the rules, or be an amazing imaginative writer- but it helps if you're willing to use every bit of creativity that you have. As the GM you should often check in with players after sessions to see where they are feeling the campaign could be going or if there's any concerns about the direction. This can be crucial to keeping players engaged and having more fun together.

Books, Paper, Pencil and Dice

Players will need access to the Player's Handbook and whatever Pokédex books are being used. Players have restricted access to the Pokédex books and should avoid metagaming by only looking up a Pokémon's Pokédex entry when they've used the Pokédex on a particular Pokémon. The GM should have access to the Player's Handbook, all Pokédex books and the Game Master's Handbook. Players should use the Character Sheets to help organize information relating to their Trainers and Pokémon. Always use a pencil when writing on your character sheets! Information for your Trainer and Pokémon are constantly changing! You will also need gaming dice (d4, d6, d8, at least 2 d10 for use in a d100 roll, d12, d20). When rolling dice in Pokémon: Tabletop Adventures, you always want to roll high, the only exception is when you roll two d10s to generate a d100 roll. Whenever you roll a d100 roll in Pokémon: Tabletop Adventures, you will want to roll as low as possible.

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What does play look like?

Players will create a Trainer and work with other Trainers (other players or Non-Player Characters). Players will act throughout the world of Pokémon by working together to challenge Pokémon Leagues, take on Grand Festivals, explore Pokémon-dominated wilderness, or even save the world from a nefarious organization. Battling alongside Pokémon, solving puzzles, encountering completely new Pokémon species, or discovering other secrets to the Pokémon world are just a few things a player might experience.

The GM will create stories, NPCs, and scenarios to fill the Pokémon world with. By dropping players into the world, GMs will explain and describe whatever Players encounter and then Players will say how their Trainers react in game. Sometimes a die roll will be made, but generally the GM will tell Players whether or not their endeavors succeed and what happens around the Players as a result of their actions. For example, a group of Trainers may happen across a Team Rocket grunt stealing a Pokémon from a young person. Will the Players challenge the Team Rocket grunt with their Pokémon or jump on them? Will they return the Pokémon to its rightful trainer or become villains themselves? A GM will continue to narrate as more and more decisions are made by Players as the story unfolds.

The game is played in a world where many fantastic animals are able to be energized and stored nicely in a machine called a Poké Ball. These animals are called “pocket monsters,” or Pokémon for short, and they are carried as tools, friends and partners by Pokémon Trainers. Trainers have various skills and abilities each defined by a Trainer’s goal. There are Ace Trainers, who focus all of their energy into making their Pokémon the best fighters they can. Breeders, who raise Pokémon as if they are their own children and groom them up to be powerful. The Researcher gathers information and serves as a party’s go-to girl when they confront a creature they’ve never met. Rangers are defenders of nature who dedicate their life to the protection of a wild creature’s habitat while employing wilds in their feats. The Coordinator employs their Pokémon in Contests and battle as she shows off their beauty.

The game has no definite goal and therefore has no absolute end. A GM can have an overarching plot that involves visiting tens of cities that would take over 100 hours of gameplay to experience. As a result, players may find themselves getting together weekly or monthly and continuing play from where a previous session left off. As players overcome obstacles they will grow, as will their Pokémon, and together will become stronger and stronger as they continue to face greater and greater threats to defeat. With no absolute goal, the game continues indefinitely— but the story for one Trainer may end. Perhaps they retire, or meet a mournful end? Either way, the game can continue if the Player creates a new Trainer to continue with. As long as the Players and GM are having fun creating a story together Pokémon: Tabletop Adventures never has to end.

Dice

Like many other tabletop games, Pokémon: Tabletop Adventures uses d4, d6, d8, d10, d12 and d20 (Dice are named for the number of sides they have). Different dice are used at different times, but you will always know which dice to use when you’re asked to. For example, a Pokémon attack known as Tackle says to use “2d6,” meaning you will total the result of two rolled d6 and use that result. Arguably the most important die will be your d20. The d20 will be used to check how successful you are whenever you as a Trainer attempt anything that is some kind of task with risk of failure. You will use modifiers related to your stats in addition to the d20, so a Trainer who has a high stat in Speed might successfully climb a wall more often than their friend with a very low Speed stat. Whether its attacking, understanding a wild Pokémon’s intentions, deceiving an NPC, finding a clue in a dusty room, or even attacking with your Pokémon, you will use a d20 before any additional die rolls.



What are the rules for?

Basically, you as a player, can direct your Trainer to try and do anything you want. However, most of your actions are limited to what a real human might be capable of. In that sense, most rules are actually for breaking common sense and making you exceptional in the exceptional world of Pokémon. While you may not be able to fly, there are rules for how to use your Pokémon to fly. While you might not be able to memorize the Pokédex in its entirety, the Researcher class allows you to freely read and study the Pokédex books as if you have memorized it. While you might not be able to look at a person’s face and discern if they are lying to you, an Insight check’s rules may help you know whether or not an NPC is being honest with you.



Building your Trainer:

Creating a Trainer can be intimidating for anyone who's never made a character for a tabletop game before and the following sections will contain many options for players to pick from so this quick stop summarizes what's going to happen in the next few parts of this book. You will be imagining your own Trainer, whose life, appearance, and personality is entirely your decision. You will combine these creative choices with numerical values that define your Trainer's ability in different areas of skill.

First: Stats

Page 6-11

Stats are designated as Hit Points, Attack, Defense, Special Attack, Special Defense, and Speed. Though you might create your stats after you've learned more about which Class you'll want to play as, you'll need to know how stats work in order to understand how many of each Class's features work. You'll probably finalize this after picking which class you want because in order to excel in a Class you will want your Stats to be relevant to that Class. For example, the Ranger who desires physical dexterity will want a lot of Speed, and not have their Attack stat be their highest stat.

Second: Class

Page 12-89

You'll be picking a Trainer Class. Generally, a Class is a Trainer's specialty or job. While any Trainer may hatch a Pokémon egg to care for and raise, a Breeder would specialize in doing so. Likewise, any Trainer may battle with their Pokémon, but an Ace Trainer specializes in empowering their Pokémon during battle. Based on your class, specific stats will be more desirable and further specializations will be made available as you become more capable. For example, the Researcher can further narrow their specialty to become a Photographer or Scientist. You will gain these Advanced Classes by leveling up. Usually, you will start your character at level 1 but different GMs might want more exciting starts to a campaign and ask you to build a level 3, 5, or even level 10 Trainer.

Third: Origins

Page 90-99

After having the mechanical gaming aspects of your character, you'll want to flesh them out. It's entirely possible that you already had a character and background for that character in mind before you chose their Class and assigned their Stats. That's perfectly okay! The Origins are just some additional bits that help to flesh out some mechanical aspects while also giving some additional areas of expertise for a Player's Trainer.

Fourth: Choosing your Pokémon

Depending on the story your GM is designing, it's possible you already have multiple Pokémon. You'll be selecting Pokémon based on agreed upon instructions from your GM. Whether it's just a starter Pokémon, or maybe a house pet and a parent's Pokémon passed down to you, the Pokédex books will help you figure out what they look like. Pokémon by themselves don't change very much, but are modified by your Trainer. You may gather more Pokémon as play continues in game to increase the roster you manage as a Pokémon Trainer. Keep in mind the needs of each of your Pokémon. In Pokémon: Tabletop Adventures, each of your Pokémon will have individual needs and keeping too many may become a burden for you, or your Pokémon friends.

The following sections will bring you through this trainer creation process. Let's get into it!



A couple of special rules that apply across all books:

- If a rule breaks another rule, the rule-breaking rule has priority
- Numbers are hard. If you ever need to divide, round down.

Trainer Stats and Skills

In Pokémon: Tabletop Adventures, there are 5 ruling stats that determine how you physically, and mentally, stack up against the competition. There is also Hit Points, which always starts at 20.

Attack measures your physical strength and prowess

Defense measures your physical constitution, mental concentration and your ability to survive

Special Attack measures your intelligence and your ability to reason yourself and with others

Special Defense measures your wisdom, perception, insight, and force of personality

Speed measures your dexterity, flexibility, agility, and hand-eye coordination

Hit Points start at 20. When depleted by attacks, you are knocked unconscious.

Think about where you want your trainer to be physically and intellectually. Are they strong and full of wisdom? Fast and built like a Blastoise? The stats will specify exactly how talented you are. It would be unusual for a trainer to be amazing at everything, so don't be upset if you excel in some stats, but are below average in other measures.

Whenever anything is attempted in game, it's likely the GM will have you roll either a skill check or an accuracy check. Stats modify your rolls and improve your chances of success. Depending on which stat you favor, you will more often find yourself being useful when doing the tasks associated with those stats.

Stat Modifiers

Each person and Pokémon has a stat value per Attack, Defense, Special Attack, Special Defense, and Speed. Once you have those values, you can calculate the stat's modifier, which is used during your rolls. The modifier represents a person's competency when applying their stat to the task at hand. If a person wants to leap across a gap between buildings, their acrobatics (Speed) or athletics (Attack) could come into play and the modifiers per stat will be added to a skill check to measure your success.

Each stat have a modifier equal to the stat/2, rounding down. On average, most humans will have a score of 2 or 3 in any given stat which will usually give only a +1 modifier. As a player, you will not be able to have any one stat higher than 10. Pokémon might be able to exceed that and some do very often.

Modifiers are used in skill checks, while using features, when adding modifiers to damage, and while attacking. The associated Attack and Special Attack stats will very rarely be used, while Defense, Special Defense, and Speed will often be used to determine if you are hit by a foe's attacks.

Stats and Modifiers

Value	Modifier	Value	Modifier
1	0	8-9	+4
2-3	+1	10-11	+5
4-5	+2	12-13	+6
6-7	+3	14-15	+7

Getting a trainer's stat value above 10 is only ever temporary and done through the use of various features, items, or through the effects of various moves.

Talents

When expanding on your Origin and when you choose your Trainer Class, you will be able to pick up some talents. Talents are skills you have a natural aptitude for, or a skill that through years of practice have become especially proficient at applying its use. When you are asked to make a skill check and you are talented in its use you will add +2 to your d20 roll.

If you have the opportunity to take the same talent twice, you will add +5 to your d20 rolls whenever applying the use of that skill. Whether you're adding +2 or +5 for a skill check due to talents, you're still adding the associated modifier as well, greatly increasing the odds of success when attempting a skill check. You can't take a talent for a skill three times.

Skill Checks

Whenever you are attempting to apply your skills, you will roll 1d20, add any relevant modifier to the result, and finally add any talent bonus. If you roll a natural 20 on your d20 roll, you will roll that d20 again and add 20 to the new result in addition to any modifiers and talent bonuses. If you happen to roll two natural twenties in a row, that's great! You will have 40, plus your relevant modifier and your talent bonuses as a result for that skill check.

The GM will choose which relevant skills you'll be using against whatever challenge they've put in front of you, but sometimes will ask you to make multiple skill checks against different aspects of a check (logging into a password protected computer, then giving it a virus across two Programming skill checks), or different skill checks when attempting one challenge (a Pokémon Handling check on a baby Pokémon who is loudly screaming and a Stealth check to avoid the Pokémon's mother's gaze while you do so).



Determining Trainer Stats

There are many ways that your group could potentially give stats to your trainers. Unlike Pokémon who are already set up and ready to go, each player should have a unique building experience. After deciding which class you wish to pursue, you know which two stats you should care most about.

Using one of the following agreed upon ways to assign stats, or an entirely unique way is ultimately up to the GM, but players should talk to their GM if they would all rather use a different method. Regardless of the final decision, all players should assign stats using the same method.

Random Stat Assignment

To randomly decide stats, roll 6 d6. Drop the lowest, or one of the tied for lowest, result and then assign the five remaining values to each stat.

Example: Alex has rolled 6d6, with the results: 2, 3, 3, 5, 5, 6. Alex removes the 2 from their result pool and has 3, 3, 5, 5, and 6 to assign to their stats. Since Alex wants to build into a Researcher, they are assigning a 6 into Special Attack and one of their 5s into Special Defense. They want to be better at being sneaky, so they're assigning their other 5 to Speed. They put the remaining values into Attack and Defense.

Alex the Researcher

Stat	Value	Modifier
Attack:	3	+1
Defense:	3	+1
Special Attack:	6	+3
Special Defense:	5	+2
Speed:	5	+2



Point Assignment

Use the following values to assign to your stats: 2, 3, 4, 5, 6.

Example: Ray is building a Breeder, so they assign their 5 and 6 to Defense and Special Defense respectively. They still value strength, so they put their 4 into Attack. They put their 2 and 3 into Special Attack and Speed respectively.

Ray the Breeder

Stat	Value	Modifier
Attack:	4	+2
Defense:	5	+2
Special Attack:	2	+1
Special Defense:	6	+3
Speed:	3	+1

Point Buy In

Use the following point costs to purchase starting stats, using a total of 25 points:

Stat Value	Point Cost
1	1
2	2
3	3
4	6
5	8
6	11

Example: Katy is building a Coordinator and wants to go big into their favored stats, while Kaylin is building a balanced out Coordinator. Katy spends 22 points on getting two 6 values, causing them to have much lower other stats. Kaylin spreads her points around to get two 5 values so they can become useful 6s at higher levels, increasing their modifiers.

Katy the Coordinator & Kaylin the Coordinator

Stat	Value	Modifier	Value	Modifier
Attack:	1	+0	1	+0
Defense:	1	+0	4	+2
Sp. Attack:	1	+0	2	+1
Sp. Defense:	6	+3	5	+2
Speed:	6	+3	5	+2

Attack Skills:

The attack skill, athletics, basically covers everything that will help you during strength related skill checks.

Athletics

When it comes to running, jumping, climbing, swimming, and various feats of strength, you'll be using Athletics to check your success. Climbing a ladder might not be an issue, but athletics comes into play when climbing a sheer cliffside, a towering tree, or while avoiding hazardous holds on a wall. When making a long or high jump or while doing some kind of maneuver mid-jump you might need to use athletics. Swimming against currents, swimming for an hour, or just staying above treacherous waters will also use athletics. There are many more applications of the athletics skills; holding onto something, pushing over a massive object, breaking out of a hold, busting through a door, catching a falling object, sprinting away from a hungry Pokémon, or forcing your way through an angry crowd are just a few of the numerous examples where you'll be asked to make a check.



Defense Skills:

Defense skills are passive, only invoked when your GM asks you to roll them.

Concentration

Maintaining focus on a task while under stressful situations is where Concentration comes into play. If you need focus to perform a task, concentration will help get you through the task without losing focus even while being struck by an attack or under some threat that messes with your nerves. When taking damage or while disoriented by some psychological attack, the GM may ask you to make a concentration check if they feel the task you are performing is particularly difficult while under duress.

Constitution

If you're under some kind of physical stress it's likely that the GM will ask you to make a Constitution check. Constitution checks might be given to you when poisoned or burned, as they are a way for a trainer to free themselves of afflictions. Holding your breath, going days without food or water, enduring hours of holding a heavy Pokémon, or tirelessness when on the run for over 24 hours are all reasons your constitution will be checked.

Special Attack Skills:

Special Attack skills have to do with your intelligence, mostly. The skills here are pretty diverse and have to do with many areas of intellectual expertise.

Engineering/Operation

When you have a talent for it, you're more adept than most at understanding and operating machinery. The GM may make you make an Engineering check when coming upon a machine or you could roll it when trying to discern the use of a device. Even if you can understand the mechanical use and how a machine works, you could still be asked to make an Operation check. Technical capability when maneuvering a complicated aerial vehicle or using a medical device could still need a skill check if you're not spending time to learn about the device in question.



History

Sometimes you need to know more about the past of the Pokémon world. The better your History, the more you know about the world. When in a new space or hearing about, some kind of historical event you may initiate a check or your GM might ask you to make one when your party isn't sure about where anything is. Current events is also history, so if you are talented in the History skill, it's likely that you keep up with news and could discern information about a new place you're visiting and know about any safe or unsafe spaces while exploring the city or town.

Investigate

When trying to understand something's purpose or find relevant items in an area, Investigation helps. This is used sometimes to find items of importance in a space or something else you may have missed. Sometimes you come upon an empty but mysterious scene that you're investigating and a talented trainer could discern what happened with a high enough check. You could even use it to deduce pieces of information while investigating existing evidence or find information about a bridge or wall such as its likely weak points.

Medicine

When you're out in the wild, or even far from a hospital in the city, medicine can help to stabilize an injured friend. If an ally has broken a bone, you can help to set it so they can be moved, or to place a dislocated bone back where it belongs. When wounded and bleeding, you can stop a friend from a grave injury. You could use your knowledge of medicine to stop the spreading of poison or the harm a burn can do, even though a friend would remain afflicted. At times, medicine could even help to identify useful berries when in the wild.



Nature

Nature has to do with facts that you know about the world of Pokémons outside of civilization's concrete walls. Without a Pokédex handy, nature might be helpful to identify a Pokémon's type or strengths. It could also be used to identify tracks or an unattended egg. Even more helpful, nature could help you know whether some foraged food is safe for consumption or poisonous.

Programming

A better understanding and access of computers is possible with Programming. While you may be able to attempt any of the following things, you will want to be as specific as possible while you manipulate a computer since each task might require a separate skill check.

Programming tasks: Access digital device (timer, detonator, lock), access personal computer, access small network (small office, personal business), access large network (Pokémon Centers in the city, local government), access massive conglomerate network (Ranger Union, Rocket database, Silph Co.), damage programming, crash computers, crash network, activate/shutdown remote task (cameras, locks, alarm), change network keys, manipulate computer hardware, hide evidence of tampering.



Special Defense Skills:

Special Defense is related to your wisdom and force of personality. Skills here cover many different aspects of interaction with the world around you.

Bluff/Deception

Deception is a tricky thing and without care, you could expose yourself to retaliation. Whenever you're bluffing your way through a conversation, or plainly lying to someone about your intentions or some truth you're twisting, you'll be making a Bluff/Deception check. You could also be asked to make a check while forging documents, conning someone during a game of cards, or putting on a shoddy disguise.



Diplomacy/Persuasion

Diplomacy requires attention to someone else's needs and desires. Persuasion involves convincing someone to do something that isn't necessarily on their agenda. Both might help you to convince others to do as you say. Whether it's by explaining the benefits of helping you or by showing some muscle, both diplomacy and persuasion will surely be useful to accomplish your needs.

Insight

Discerning intention could be useful in a world filled with dishonest people. With insight you could tell if a person is kindhearted or devious. You can figure out if someone's tell while playing a game of chance, or find someone's weak points while playing a game of wits. Insight into a person might also reveal topics to avoid or pressure points to press during conversation.

Perception

Often, things are happening around you. Perception is important to catch things that you wouldn't catch otherwise. A good sense of perception could stop you from walking into a trap, a wild Pokémon's den, or to avoid missing a shiny evolution stone in some thicket. Perception might also be used to eavesdrop or listen for stealthy groups of wild Pokémons infiltrating a town's borders.

Perform

Perform helps you play your instruments better, put on your magician's act, dance with more charm, or even give a rousing speech. Talented execution could turn an improvised street performance into some credits for your pocket or offers to join some other private performance at a later date. With enough talent, people might even begin talking about your performances elsewhere, garnering you a reputation.

Pokémon Handling

When it comes to Pokémons, there's just so much to know. Handling specifically has to do with approaching and interacting with Pokémons who are strangers to you or Pokémons who really do not like you. You could use Pokémons handling to slowly approach a wary wild or to attempt to calm a rampaging Tauros. Pokémons Handling might even be checked when you're mounted on a Pokémon who isn't very comfortable with you yet.



Speed Skills:

Speed skills have to do with dexterity and hand eye coordination.

Acrobatics

Whether its careful balance, a parkour climb, or a swinging flip, good Acrobatics will come in handy to succeed. Keeping your footing in a slippery situation requires your acrobatics, or standing upright when a train suddenly departs without warning could need your balance. Sticking to a mounted Pokémon while it runs along a wall or spins in the air could also need your acrobatic know-how. While tumbling out of danger's way, flipping over a wall, navigating a thin wire, diving safely into water from high, or swinging from a vine you could also be asked to make an acrobatics check among many other examples.

Sleight of Hand

While pickpocketing is bad, some still want to be able to do it well. This is also useful for concealing things you own on your person. While manipulating difficult puzzles, or locks that require a non-electronic key, a slight of hand skill check would also be required. When performing any kind of misdirection or technical application with your hands and an object near or in your hands, sleight of hand matters.

Stealth

Moving sneakily comes in handy. With Stealth, you can move quieter and hide yourself better. You can use stealth to slip past grunts who are patrolling a perimeter, approach or follow someone from behind without being noticed, or to suddenly conceal yourself by jumping into a nearby bush. Even something mundane like reading a newspaper could use a stealth check if you're trying to be inconspicuous and avoid attention.



Hit Points:

You might be wondering why we still haven't elaborately discussed hit points for trainers. It's because no matter what your starting class is, no matter what your stats look like, your hit points will always start the same. You, as a human trainer, are fragile and have just **20 hit points**.

Your physical toughness, intelligence to avoid attacks, or agile ability to dodge threats might avoid attacks entirely, but if you are hit by an attack, it's likely that you're going to go down unless you're specifically built for a specific type of combat.

When you get to levels 3, 7, and 11, you will gain 1d4 hit points to add to your max hit points. Even then, with a result of 4 on each of those level ups, the very most a human trainer will have is 32. Keep your Pokémons nearby to protect you!

When anything's HP is lowered to 0, they are knocked out. Unconscious Pokémons can be revived with specific items, or taken to a Pokémon Center to be restored to full health. Without medical care, unconscious humans need to be stabilized, and after a short rest (4 hours), should be able to awaken with 3 HP.



Leveling Up

Class Progression

Every trainer has a Class. Class defines specialties of any trainer, so while a Breeder is really good at hatching eggs with champions inside, this doesn't mean a Researcher can't hatch eggs themselves. When labeling trainers by their class, or advanced class, it also can help you understand what kinds of abilities and tactics they may use during a battle. Different classes get different class features and skills and they continue to get new class features as they level up so before looking at classes, it will be helpful to know how they level up.

Leveling up

In the Pokémon video game series, Pokémon gain experience after every encounter depending on which Pokémon they've beaten in battle. In Pokémon Tabletop Adventures, Pokémon don't gather experience points since they don't level up and trainers do not gain experience points either. Instead, trainers receive Honors and level up.

Trainers start at Level 1, starting with the basic class features of whichever base Class they've taken. Each Honor your trainer receives can lead to a level up. Honors are sometimes awarded by NPCs and sometimes when the GM informs you that you've received an Honor.

Some Honors that NPCs can award include:

Gym Badges



When defeating a Gym Leader in league combat, whether or not it was at their Gym, they will often award a trainer with a Gym Badge. Gym Leaders often specialize in specific types, strategies, or even kinds of Pokémon (Pokémon who all have pincers or Pokémon who have multiple heads). When you collect eight Gym Badges, you'll often win passage into a League Championship but sometimes entries will close when they reach a certain number of competitors or if the League's season closes. Regardless, a Gym Badge is an honor to earn and it may level up your trainer.

Contest Ribbons



Contest Halls hold events where Trainers can come together and perform for audiences to show the beauty of Pokémon Training. Often, it's more important for a Pokémon to have a dazzling appearance and make an astounding entrance than for them to have any strength or combat prowess. When you are awarded a certain amount of Contest Ribbons, sometimes you'll even be invited to a Grand Festival where the best coordinators in the region compete in the year's final pageant. Whenever you receive a Contest Hall's ribbon for the first time you gain an honor and it may level up your trainer.

Trial Medals



In emerging Leagues, where a region is finding young community leaders to set up standards for their corner of the world's Pokémon Leagues, there will often be unorthodox challenges set forth by the Trial Captains. Often, you and your Pokémon will work together to overcome challenges that are at least partially related to combat prowess but in ways you might not expect. In place of a Gym Badge, Trial Captains will often award a Trial Medal, which serves as an honor that may level up your trainer.

Frontier Symbols



Frontier Facilities work outside of the Pokémon League to challenge trainers in extraordinary circumstances. Frontier Brains could pit trainers against each other, give them rented Pokémon to battle with, randomize effects on the field of battle, make Pokémon battle until they're completely exhausted, force you to battle at disadvantages, or maybe all of them at the same time! The Frontier Brains have challenges that often exceed expectations of a Gym Leader's battle, so of course the Frontier Symbols they award upon defeat are honors that may level up your trainer.



Certificates of Recognition

Filling up your Pokédex is an admirable endeavor. Keep track of your owned Pokémon. When they are caught, when they evolve, or when they are traded for a new Pokémon, you can check a Pokémon off your owned checklist. For every 30 unique Pokémon you collect, a Professor will likely mail you a certificate of recognition. As you collect even more certificates, Professors may actively reach out to you to find and capture Pokémon for study or various other purposes. These Certificates are honors and may level up your trainer.



Emblems of Recognition

All over the world, there are powerful Pokémon Champions, or Elite Four members who hold seats of great respect in their respective Pokémon League regions. If you ever meet with one of these types of trainers, and you can defeat them, often those trainers will respect you and make their admiration, or rivalry, known. If you manage to defeat one of these types of trainers in battle, your GM will sometimes tell you that your trainer has earned an honor and often the NPC will give you something as a means of respect, whether it's a pin they give out to worthy opponents, an autographed trading card, or simply their phone number.

There are also Honors that a GM may award to your trainer:

Loyal Partners

Whenever one of your Pokémons reaches 5 loyalty, your GM may award your trainer with an honor. Loyalty is private and kept track of by GMs. Loyalty is tricky, because you need to spend a great deal of time roleplaying the relationship you have with your Pokémons in order for the GM to show the Pokémons' behaviors towards you. Starter Pokémons, or pets that you've brought along on your journey might have an edge on getting to loyalty 5, but while a Pokémon may be loyal and love your trainer, a Pokémon could still only be at loyalty 4 in the GM's notebooks. After some important breakthrough or moment of courage between your trainer and one of their Pokémons, and after hours of game play with that trainer and Pokémon, a GM might award your trainer with an honor. Where loyalty is explained later in the Player's Handbook, you can see what other benefits your trainer and Pokémons gain once having a loyalty level of 5.

Moments of Destiny

Sometimes, you save the world. Or maybe, you thwart the devious plans of a corrupted organization and stop them from forever damaging the world. Or maybe you meet with and gain the favor of a legendary Pokémon through your service in battle against their enemy. No matter the situation, if your GM decides that there was a moment that will define the party's future actions in the campaign, or define the trainers themselves, they can gain a point of honor.



Sometimes a trainer in your party will receive an honor when you do not. While that may feel bad, have faith that you will find an opportunity for you to catch up. Trainers are always helping each other in many Pokémon media, so maybe you could help to prepare an ally for their next Gym challenge or help them to train for a contest and they could do the same for you.

Trainer Levels

Level	Honors Required	Expected Rewards, regardless of Trainer Class
1	0	Base Class
2	1	-
3	2	Advanced Class or additional Base Class, Stat Increase
4	3	-
5	5	-
6	7	-
7	9	Advanced Class or additional Base Class, Stat Increase
8	12	-
9	15	-
10	18	-
11	22	Advanced Class or additional Base Class, Stat Increase
12	26	-
13	30	-
14	35	-
15	40	Final Feature for Base class and first Advanced Class*

Additional Levels require 5 more honors each time to level up.

*If you took an Advanced Class at level 3



Classes

When you gain an advanced class at Level 3, Level 7, and level 11, begin to track your levels for each class separately. You may choose to take another base class instead of taking an advanced class. There is one difference if you do—upon taking a second base class, you will only gain one new talent and you cannot gain its level 15 feature.

After level 15, each additional trainer level requires 5 more honors. If you continue to grow, eventually each of your classes should reach their final features. Your fully realized trainer probably could use a nice retirement at that point. Roll up a new trainer and keep playing to write a new story all over again!

You only ever gain stat increases and new classes the first time you get to level 3, 7, and 11. It does not matter how many base classes you take, you're always limited in this way. When you get new classes, their level count always starts at 1. When you gain enough honors for a new level, each of your classes gain 1 level.

Essentially your levels will look like this as you level up:

**1, 2, 3 & 1, 4 & 2, 5 & 3, 6 & 4, 7 & 5 & 1, 8 & 6 & 2,
and so on...**

Use your base class to determine what level you pay attention to when counting honors.

Trainer Classes

When it comes to the Pokémon franchise, usually the trainer sits back and lets their Pokémon do all the battling, the heavy lifting, travelling, and pretty much everything that doesn't have to do with handling money or talking to other trainers. In Pokémon: Tabletop Adventures, Trainers take a proactive role during the game to help their Pokémon to victory.

Each of the five Classes have five Advanced Classes that specialize in something specific. Advanced Classes are earned at level 3, level 7, and level 11. Classes are immediately proficient in a specific type of endeavor and with enough focus into Advanced Classes, you can find yourself to be a Trainer who dominates the Pokémon scene. Classes will naturally progress as you level up. In addition to taking multiple Advanced Classes, you may also take multiple base Classes. A Trainer Could be a Ranger, who advanced into Invoker, Rider and Specialist. A different Trainer could have really spread themselves across the spectrum into Ace Trainer, Breeder, and Researcher, only advancing into Capture Specialist from Researcher.

Ace Trainer - Ace Trainers focus on the battle prowess of their Pokémon, always seeking new strategies and combat tricks.

Primary stats: Attack, Sp. Attack

Advanced Classes: Stat Ace, Strategist, Tag Battler, Type Ace, Underdog



Breeder - A Breeder lovingly raises Pokémon as if they are their own children from the first day they hatch.

Primary stats: Defense, Sp. Defense

Advanced Classes: Botanist, Chef, Evolver, Medic, Move Tutor



Coordinator - Always at the center of attention, Coordinators invent beautiful strategies to dazzle and amaze.

Primary stats: Sp. Defense, Speed

Advanced Classes: Choreographer, Coach, Designer, Groomer, Rising Star



Ranger - Protecting the Pokémon world is the primary goal of a Ranger and they do so with by working with wild Pokémon.

Primary stats: Defense, Speed

Advanced Classes: Invoker, Officer, Rider, Special Operative, Survivalist



Researcher - Researchers analyze data at a rate rivaling a Pokédex and use it to find solutions to any problem.

Primary stats: Sp. Attack, Sp. Defense

Advanced Classes: Archeologist, Capture Specialist, Photographer, Scientist, Watcher



ACE TRAINER

Strength, Focus, Ingenuity

The Ace Trainer is an expert battler, using wit and strength to maneuver the battlefield and power through any forces that might stand in their way with their Poké-mon. Many Ace Trainers love the league circuit and do everything in their power to join championships and fight for first place. When further developing their battle prowess, Ace Trainers delve into specific expertise having to do with various specialties ranging from Poké-mon types, to Poké-mon technical stratagem, or even the stage of development a Poké-mon might be.

Favored Stats: Attack and Special Attack

Advanced Class Options: Stat Ace, Strategist, Tag Battler, Type Ace, Underdog

Skill Talents: Choose two; Acrobatics, Athletics, Concentration, Diplomacy/Persuasion, History, Poké-mon Handling

- Level 1 Improved Attacks, Affirmation
- Level 2 Intimidate
- Level 3 Stat Increase, Advanced Class
- Level 4 Constructive Criticism
- Level 5 Press
- Level 6 Poké-mon Master
- Level 7 Stat Increase, Advanced Class
- Level 8 Taskmaster
- Level 9 Battle Frenzy
- Level 10 Break Through
- Level 11 Stat Increase, Advanced Class
- Level 12 Press On
- Level 13 Battle Experience
- Level 14 Finish It
- Level 15 Grand Master

Level 1

Affirmation: Whenever your Poké-mon knock out an opposing Poké-mon, or whenever they score a critical hit, they gain temporary hit points equal to your Attack or Special Attack modifier.

Improved Attacks: Whenever your Poké-mon hits with an attack, they deal additional damage equal to your Attack or Special Attack modifier, depending on which Attack or Special Attack modifier your Poké-mon is adding to their attack respectively.



Level 2

Intimidate: Ace Trainers can cause opposing Poké-mon to question their aggressiveness by glaring intensely at them. As an action, Ace Trainers can make a target Poké-mon's Attack or Special Attack stat -2 for the remainder of an encounter 3/Day. Ace Trainers may target the same Poké-mon over multiple rounds. This can make a Poké-mon's modifier lower if the associated stat is lowered enough.

Level 3

Stat Increase and Advanced Class: Choose two different Trainer Stats to increase by 1, then gain 1d4 max HP. You only gain new stats at levels 3, 7, and 11. Choose an Ace Trainer Advanced Class or a different base Class. You can only ever gain a single Class or Advanced Class at a time, at level 3, level 7, and level 11.

Level 4

Constructive Criticism: You can discern why your Poké-mon's attacks are failing to get through an opposing Poké-mon's defenses. Whenever your Poké-mon misses with an attack, the next time they use that attack on the same target add 2 to their Accuracy Check. This bonus can be added multiple times, if your Poké-mon continues to miss against the same target with the same Move. Once your Poké-mon hits, with that Move against the same target, Constructive Criticism's bonus is reset.

Level 5

Press: You can push your Pokémon harder through intense motivation. As an action, one of your adjacent Pokémon's stats are raised by 2 until the end of an encounter. That Pokémon takes X damage, where X is 8 minus either your Attack or Special Attack modifier. This effect cannot be stacked on the same Pokémon. Be careful, the repeated use of Press on your Pokémon may push them too far and you could begin to negatively affect their loyalty to you.

Level 6

Pokémon Master: You become a master commander to your Pokémon. As long as it's your Pokémon, they cannot disobey commands regardless of their loyalty. This does not improve their relationships with you, your Pokémon simply cannot disobey your commands.

Level 7

Stat Increase and Advanced Class: Choose two different Trainer Stats to increase by 1, then gain 1d4 max HP. You only gain new stats at levels 3, 7, and 11. Choose an Ace Trainer Advanced Class or a different base Class. You can only ever gain a single Class or Advanced Class at a time, at level 3, level 7, and level 11.

Level 8

Taskmaster: You learn how to best to push your Pokémon to their limits without causing them any distress. Whenever you use any Press actions, cure your Pokémon of being Stunned or Confused. Also restore any temporarily lowered stats to their normal stats. Your Pokémon's loyalty is not negatively affected by repeated uses of any Press actions.

Level 9

Battle Frenzy: You know when enemy Pokémon are nearing their limits and your Pokémon begin to mirror your excitement during battle. As an action, you can identify whether or not a target Pokémon is at or below half of its full HP. If a target is, one of your active Pokémon's Speed is raised by 2 as long as it is pursuing or attacking that Pokémon.

**Level 10**

Break Through: You see every weakness in every Pokémon just by studying them for a couple of seconds and specify the point while instructing your Pokémon. 3/day, as an action, you can target a Pokémon with Break Through! For the remainder of the encounter, your Pokémon can use both their Attack or Special Attack against the either of the target's Defense or Special Defense in order to hit during accuracy check regardless of the attack's preference. In addition, after using Break Through, the target's Defense and Special Defense values are revealed to you.

Level 11

Stat Increase and Advanced Class: Choose two different Trainer Stats to increase by 1, then gain 1d4 max HP. You only gain new stats at levels 3, 7, and 11. Choose an Ace Trainer Advanced Class or a different base Class. You can only ever gain a single Class or Advanced Class at a time, at level 3, level 7, and level 11.

Level 12

Press On: You can urge your Pokémon to make one more desperate attack. Once per day, you can issue a command to one of your Pokémon who was just knocked out during the last round of combat. If it does, you must immediately return it to its Poké Ball during your turn after it acts. If the Pokémon is further damaged to -100% HP, you may still need to roll a death savings throw if the foe had lethal intent.

Level 13

Battle Experience: You have enough battles behind you that you have a good idea of what to expect, or when to expect the unexpected. As an action, you may target an opposing Pokémon and identify whether or not the Pokémon has a super-effective Move against any of your active Pokémons. If they do, you are informed of what attacks they are.

Level 14

Finish It: Your Pokémon's attacks have more power in them as a foe gets nearer to being knocked out. If a target of one of your Pokémon's damaging attacks are lowered to 10 or less HP, it is knocked out or set to 1 HP (you decide).

Level 15

Grand Master: Your Pokémon's strength is inspired by your presence to push out a little more with every attack. Whenever your Pokémon hits with an attack, they deal additional damage equal to twice your Attack or Special Attack stat, regardless of which Attack or Special Attack modifier your Pokémon is adding to their attack respectively. You may also add either your twice your Attack or Special Attack modifier to attacks without a Damage value, to deal damage with those attacks (*this feature does not replace Improved Attacks*).



STAT ACE

Fine tuning specific traits to defeat opponents.

The Stat Ace obsesses over one trick. Whether it's building a team of the ultimate offensive strikers, or a wall of unbreakable defenders, they will enable each Pokémon on their team to do the best at what the Stat Ace wants them to do.

Skill Talents: Choose one; Insight, Nature

- Level 1 Favored Stat, Specialist Training
- Level 2 Favorable Recruitment
- Level 3 Stat Press
- Level 4 Affliction Resistance
- Level 5 -
- Level 6 Field Tactics
- Level 7 Attitude Adjustment
- Level 8 Honed Skill
- Level 9 -
- Level 10 Desperate Measures
- Level 11 Stat Affirmation
- Level 12 Stat Tactics
- Level 13 Superior Aura

Level 1

Favored Stat: When you become a Stat Ace, you will select either Attack, Special Attack, Defense, Special Defense, or Speed. This is relevant to all of your Stat Ace Features that refer to your favored stat. Unlike other Advanced classes, you may take Stat Ace more than once over time but you must choose a different Favored Stat each time.

Specialist Training: You need something very specific from your Pokémon and they have matched that urgency, honing themselves to match your favored stat. Add half of your Attack or Special Attack modifier to the favored stat of each of your Pokémon that you've owned for at least a week. In addition, your Pokémon's stats cannot be lowered by a foe's effect if it is your favored stat (afflictions still affect your Pokémon's stats).

Level 2

Favorable Recruitment: Something about your personality is picked up and mirrored by wild Pokémon. Whenever you capture or obtain a new wild Pokémon, or hatch a Pokémon egg, roll the Pokémon's Nature twice. If either nature positively influences your favored stat, you may choose that nature. If neither do, the Pokémon's nature is the second rolled nature.



Level 3

Stat Press: Your motivation may be harsh, but your Pokémon have the same goals as you when it comes to your favored combat style. Whenever you use Press on your Pokémon to temporarily raise your favored stat, you do not negatively affect your Pokémon's loyalty.

Level 4

Affliction Resistance: Your specialized training has created a natural resistance to hardships that your Pokémon may be suffering. Depending on your favored stat, Pokémon you've owned for at least one week have the following immunities that apply to different afflictions.

<i>Favored Stat</i>	<i>Effect</i>
Attack:	Your Pokémon's Attack stat is unaffected while Burned.
Defense:	While Frozen, your Pokémon get +4 during checks to break free of being Frozen.
Special Attack:	Your Pokémon's Special Attack stat is unaffected while Poisoned or Toxified.
Special Defense:	While Asleep, your Pokémon get +2 during checks to wake from induced Sleep.
Speed:	Your Pokémon's Speed stat is unaffected while Paralyzed.

Level 6

Field Tactics: Your Pokémon's aptitudes come into play on the field of battle, edging out every advantage possible during battle. Depending on your favored stat, your Pokémon's attacks, or reactions when attacked have additional effects.

Favored Stat	Effects
Attack:	Your Pokémon's moves that use the Attack stat have the following ability: "On hit, you may move the targets up to 20ft away from you."
Defense:	When an opponent attempts to hit your Pokémon using a move that uses the Attack stat and misses, your Pokémon may move the offender 20ft away from them.
Special Attack:	Your Pokémon's moves that use the Special Attack stat have the following abilities: "On hit, you may move the targets up to 20ft away from you."
Special Defense:	When an opponent attempts to hit your Pokémon using a move that uses the Special Attack stat and misses, your Pokémon may move the offender 20ft away from them.
Speed:	After using an attack, your Pokémon can move 20ft, before the end of their turn.

**Level 7**

Attitude Adjustment: Your supervision can influence your Pokémon's behavior. Once per day, after one hour of work with one of your Pokémon, you may reroll that Pokémon's nature until you roll a nature that positively influences your favored stat.

Level 8

Honed Skill: Your specialized training has become a part of your Pokémon, even without you near them. If your Pokémon have been with you for at least a week, you may teach them the following Passives after one hour of additional training. When teaching your Pokémon this Passive, you may teach it to them even if they already have the Passive, or if they already have a Passive from the same category. In this case, duplicate Passives are not redundant. The added Passive must still follow the stat passive limit of 3.

Favored Stat	Passive
Attack:	Swords Dance (+2 Attack)
Defense:	Iron Defense (+2 Defense)
Special Attack:	Fake Tears (+2 Special Attack)
Special Defense:	Eerie Impulse (+2 Special Defense)
Speed:	Speed Boost (+2 Speed)

Level 10

Desperate Measures: You weigh the needs of a battle to make desperate measures and win with your chosen strategies. Once per day, after two hours of work you can tutor the following moves to your Pokémon depending on your favored stat.

Favored Stat	Move
Attack:	Belly Drum - <i>Self Normal Effect: 3/day.</i> You lose HP equal to half of your Max HP, then your Attack is +6 for 10 mins. This effect cannot be stacked.
Defense:	Unbreakable Armor - <i>Self Normal Effect: 3/day.</i> Your Defense is +4 for 10 mins, your Attack and Special Attack is -10 for 10 mins. This effect cannot be stacked.
Special Attack:	Migraine - <i>Self Normal Effect: 3/day.</i> You lose HP equal to half of your Max HP, then your Special Attack is +6 for 10 mins. This effect cannot be stacked.
Special Defense:	Unbreakable Barrier - <i>Self Normal Effect: 3/day.</i> Your Special Defense is +4 for 10 mins, your Attack and Special Attack is -10 for 10 mins. This effect cannot be stacked.
Speed:	Mach Speeds - <i>Self Normal Effect: 3/day.</i> Your Speed is +8 for 10 mins, your Defense and Special Defense is -3 for 10 mins. This effect cannot be stacked.



Level 11

Stat Affirmation: The fruit of your labors is coming forth. Every time your Pokémon succeed with your favored stat, they are energized by their efforts. Depending on your favored stat, your Pokémon have the following bonuses during combat.

Favored Stat	Effect
Attack:	Whenever your Pokémon hits with a move that uses the Attack stat, they gain temporary HP equal to your Attack or Special Attack modifier.
Defense:	Whenever your Pokémon is attacked with a move that uses the Attack stat and the attack misses, they gain temporary HP equal to your Attack or Special Attack modifier.
Special Attack:	Whenever your Pokémon hits with a move that uses the Special Attack stat, they gain temporary HP equal to your Attack or Special Attack modifier.
Special Defense:	Whenever your Pokémon is attacked with a move that uses the Special Attack stat and the attack misses, they gain temporary HP equal to your Attack or Special Attack modifier.
Speed:	Whenever your Pokémon is attacked with an Effect move that uses their Speed during accuracy check and the attack misses, they gain temporary HP equal to your Attack or Special Attack modifier.

**Level 12**

Stat Tactics: You employ greater efforts to tutor your Pokémon, or your ally's Pokémon, finding even better uses for their skills. Once per week, you may spend three hours tutoring your Pokémon to learn a move depending on which favored stat you've chosen. If you tutor an ally's Pokémon it take five hours.

Favored Stat	Move
Attack:	Giga Impact - Melee(10ft burst) Normal Attack: 1/day 5d20. Giga Impact has -2 during Accuracy Check. You cannot act during the next round.
Defense:	Protect - Self Normal Effect: 1/day. Protect is used as a Reaction. When you would be hit by a move, use Protect to instead ignore the damage and any effects of the attack.
Special Attack:	Hyper Beam - Ranged(25ft beam) Normal Special Attack: 1/day 5d20. Hyper Beam has -2 during Accuracy Check. You cannot act during the next round.
Special Defense:	Detect - Self Fighting Effect: 1/day. Detect is used as a Reaction. When you would be hit by a move, use Protect to instead ignore the damage and any effects of the attack.
Speed:	Double Team - Self Normal Effect: 1/day. You create 3 copies of yourself. You may attack from any copy and copies may inhabit spaces up to 25 ft away from each other, though none can be more than 25 ft from any other copies or the original. If a copy is hit, it disappears and you take 1/4th of the damage it would have taken. If your copy is hit by a non-damaging attack the copy is dismissed and you are unaffected by the attack. If you are hit, all copies disappear.

Level 13

Superior Aura: Your glaring presence disparages enemy Pokémon and causes them to underperform during battle. 3/day, once per turn as a free action, you may disable a target(50ft) Pokémon's Stat Passives for 10 mins.

STRATEGIST

Creating openings and tricky advantages in battle.

The Strategist prefers to set up a field of battle in their favor, instead of relying solely on power to push through an opponent's plans.

Skill Talents: Choose one; Investigate, Perception

- Level 1 Field Scout, Terrain Mastery
- Level 2 Quick Set
- Level 3 Adaptive Boost
- Level 4 Healthy Priorities
- Level 5 -
- Level 6 Hazardous Intent
- Level 7 Move Recognition
- Level 8 Terrain Shift
- Level 9 -
- Level 10 Weather Vortex
- Level 11 Malicious Priorities
- Level 12 Slight of Pokémon
- Level 13 Brute Strategy



Level 1

Field Scout: The field of battle is not always fair to your Pokémons, so you've focused your basic training on making the field much fairer. Once per day you may spend half an hour teaching any Pokémon the move Rapid Spin.

Rapid Spin - Melee Normal Attack: At-Will 1d8. Destroy any Hazards or Coats, and free bound allies within 5 ft. You may target Hazards, Coats, or bound allies with Rapid Spin without needing to roll Accuracy Check or damage.

Terrain Mastery: Positioning is key, and the ground is not always very helpful with that. You spend time every week training your Pokémons to overcome difficult terrains and get where they need to be in order to succeed during battle. Your Pokémons that you've had for at least one week are not affected by difficult terrain.

Level 2

Quick Set: Your Pokémons are training in order to quickly set the stage of battle in order to maximize your chances of victory. 3/day you can have one of your Pokémons, during their action during their turn use two moves in one turn if they are both Coat, Hazard, Terrain, Wall, and/or Weather moves.

Level 3

Adaptive Boost: After Spending time with your Pokémons, you've been able to urge more diverse tactical advantages out of the moves they already know. 3/week, after an hour of work with one of your Pokémons, you may permanently alter one of their Pokémons move effects to have one of the following abilities as long as it doesn't not result in the move temporarily raising the same stat twice.

- "On hit, your Attack is +1 for 10 mins. This effect cannot be stacked."
- "On hit, your Defense is +1 for 10 mins. This effect cannot be stacked."
- "On hit, your Special Attack is +1 for 10 mins. This effect cannot be stacked."
- "On hit, your Special Defense is +1 for 10 mins. This effect cannot be stacked."
- "On hit, your Speed is +1 for 10 mins. This effect cannot be stacked."

If a Pokémon move that has already been altered by Adaptive Boost is changed again, replace the previously added effect with the new effect.



Level 4

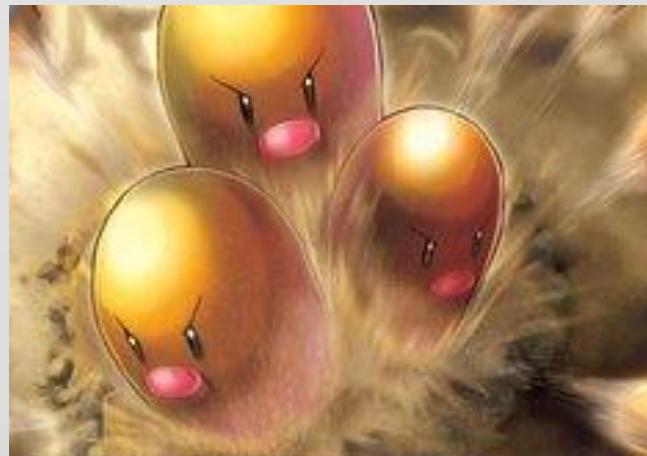
Healthy Priorities: When you've spent time to focus on the urgency of your Pokémons recovery in order to gain another advantage during battle, your Pokémon anticipates that urgency and acts, almost without your command. After an hour with one of your Pokémons who has a move that recovers Hit Points or heals Pokémons of afflictions, that move permanently gains Priority. If a Pokémon is using a Priority attack or move, they may act first during the round. If someone else tries to use a Priority attack or move in the same round as that Pokémon, whoever has a higher Speed acts first. You can still use a move with Priority normally, without using it out of turn order.

Level 6

Hazardous Intent: Your Pokémons have really seen the advantages you've taught them pay off and have begun to ready themselves to set up a field of battle with little to no instruction. After half an hour with one of your Pokémons who has a Coat, Hazard, Terrain, Wall, and/or Weather moves, choose one of those moves and the moves permanently gains Priority for that Pokémon. Moves given priority this way can be used during a Quick Set simultaneously if both have priority.

Level 7

Move Recognition: Your training has influenced how your Pokémons perceive and study battle. Whenever your Pokémons are targeted by an attack that they've already been hit with during the same encounter, regardless of the who the attacker was, they have +2 Defense, Special Defense or Speed during the offender's accuracy check. This effect is doubled if your Pokémon has been hit by the same attack twice during the same encounter. If your Pokémon is hit any further times, Move Recognition does not give higher than a +4 bonus to its relevant defense or speed during accuracy check.

**Level 8**

Terrain Shift: Your Pokémons have been taught to mold the field of battle physically in order to create blocking, hindering, or difficult terrain. 3/day you may issue a "Terraform" command to have one of your Pokémons with Fountain, Freezer, Groundshaper or Sprouter change the field of battle as that Pokémon's action.

*Terraforming Effect***Fountain**

A Pokémon with Fountain can make a pool of water, or make a pool of water larger as its action. The pool of water can be up to 20ft in diameter about 5ft deep, or increase the size of a body of water by 8 contiguous 5x5ft squares, or change 8 contiguous 5x5ft squares of dirt or sand covered terrain into special muddy terrain.

Freezer

A Pokémon with Freezer can make up to 8 contiguous 5x5ft squares of floor into icy difficult terrain, or create up to 20ft of wall 20ft high of icy blocking terrain with 80 Hit Points and a weakness to Fighting, Fire, Rock and Steel type attacks.

Groundshaper

A Pokémon with Groundshaper can create tunnel equal to its movement speed big enough for large beings to pass through while moving, or can turn up to 8 contiguous 5x5ft squares of floor into difficult sandy terrain, or create up to 20ft of wall 20ft high of rocky blocking terrain with 80 Hit Points and a weakness to Fighting, Grass, Ground, Steel, and Water type attacks.

Sprouter

A Pokémon with Sprouter can make up to 8 contiguous 5x5ft squares of floor into brush covered difficult terrain, or 8 contiguous 5x5ft squares of thicket covered hindering terrain, or create up to 20ft of walls 20 ft high of vine blocking terrain with 80 Hit Points and a weakness to Bug, Fire, Flying, Ice, and Poison type attacks.

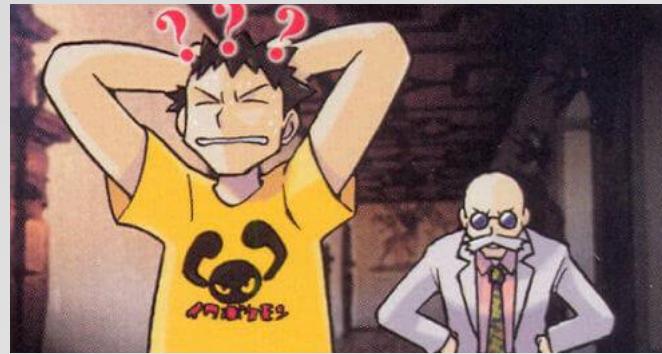
Level 10

Weather Vortex: You train your Pokémons to manipulate the local climate and mingle effects on the field of battle to create powerful maelstroms that your Pokémons command to their benefit. Whenever your Pokémons uses a Weather move and it overlaps another Weather effect on the field of battle, you may choose for the previous weather effect to remain while the new weather effect is also active. Whenever your Pokémons uses a Terrain move and it overlaps another Terrain effect on the field of battle, you may choose for the previous terrain effect to remain while the new terrain effect is also active. A third instance of weather or terrain overlapping either areas affected by Weather Vortex will dismiss the other two weather or terrain effects.

Level 11

Malicious Priorities: Your influence has made your Pokémons more eager to set up your opponent's Pokémons for failure. After an hour with one of your Pokémons who has an attack that does not deal damage on hit, you may teach that Pokémons the Passive, **Prankster**.

Prankster (*Your attacks that do not deal damage on hit have Priority.*)



Level 12

Sleight of Pokémon: You begin to teach your Pokémons to physically manipulate individuals and not only the ground the battle is on. Once per day, after an hour of work with one of your Pokémons, you can teach them the passives, **Magician** or **Pickpocket**; or the move **Switcheroo**. Each of your Pokémons may only be taught one of these three things with the Slight of Pokémon feature.

Magician (*When hitting with a melee attack, you steal the target's held item, if any.*)

Pickpocket (*When you are hit by a melee attack, you steal the offender's held item, if any.*)

Switcheroo - Melee Dark Effect: 1/day. On hit, you and the target trade any held items. If only you or the target has an item, take or give the item to exchange who has possession of it.

Level 13

Brute Strategy: You teach your Pokémons their final lesson; when all else fails put everything you've got into your final attack. 3/day you may choose one of your attacking Pokémons. During their attack, the attack deals an additional 1d20 damage, has +5 during accuracy check, and is not resisted if it would be. That Pokémon may not act during the next round of combat.



TAG BATTLER

Working with two Pokémon in harmony, to outmaneuver foes.

Tag Battlers keep a split mind whenever possible. By attacking with two Pokémon simultaneously, they overwhelm foes through coordination and teamwork.

Skill Talents: Choose one; Concentration, Diplomacy/Persuasion

- Level 1 Sync Move, Team Spirit
- Level 2 Brace Allies
- Level 3 Helping Out
- Level 4 With Them
- Level 5 -
- Level 6 Combination Tactics
- Level 7 Entwining Beam
- Level 8 Impossible Combination
- Level 9 -
- Level 10 All Together Now
- Level 11 Dual Wielding
- Level 12 Friendly Fireproof
- Level 13 One Heart

Level 1

Sync Move: Working together comes naturally under your command. Once per day, any two adjacent Pokémon you've owned for at least a week can make a **Sync Move** attack during the faster of the two's turn. Either Pokémon involved in the **Sync Move** attack may move in order to arrive at the point of the Sync Move (this doesn't count as having more than one Pokémon act during the round).

Sync Move - Ranged(30ft beam) (???) Attack OR Special Attack: 1/day 3d12. You can't miss targets with less than 15 Defense or Special Defense. Sync Move has no type which means it can't be resisted and can't be super-effective. However, if both participating attackers share a type, they may have Sync Move's type be that type and be affected by weakness and resistance. Sync Move checks its accuracy against Defense or Special Defense, decided when declared as an attack. Add the higher attack bonus of the two Pokémon to the accuracy check. Sync Move's attackers apply both Attack or both Special Attack modifiers to Sync Move's damage. Sync Move takes up both attacker's turns during that round of combat.



Team Spirit: Your Pokémon influence each other's flow on the field of battle, encouraging better performance out of both of them. 3/day you may target two of your active Pokémon as your action. Each of them has either Attack, Defense, Special Attack, Special Defense, or Speed raised +1 for 10 mins, depending on which of those stats its ally has the highest value in. This effect cannot be stacked.

Level 2

Brace Allies: You train your Pokémon to better support allies from being manipulated around the field of battle. If any of your Pokémon are adjacent to any ally who would be moved by a foe's attack or feature effect, you may have your Pokémon brace that ally and ignore the effects of that ability.

Level 3

Helping Out: You begin teaching Pokémon how to help with an attack without the use of a Sync Move. You may spend an hour with a Pokémon to teach it the move Helping Hand.

Helping Hand - Melee Normal Effect: 3/day. Target ally's next attack during this round will deal +1d20 damage.

Level 4

With Them: Your Pokémons begin to really figure out synced attacks and with little preparation, you can improvise an attack with yours and an ally's Pokémons. With permission from the owner, you may issue a command to your Pokémons and an adjacent ally Pokémons to make a Sync Move attack during the faster of the two's turn. In addition, you may issue a Sync Move command twice per day, through either your Sync Move or With Them features.

Level 6

Combination Tactics: You spend time studying combination tactics and teach your Pokémons to use them in combat. Once per day, you may spend an hour with one of your Pokémons to teach it the move Assurance, Instruct, or Round. Each of your Pokémons may only be taught one of these three moves with the Combination Tactics feature.

Assurance - Melee Dark Attack: 3/day 3d8. If the target was already attacked this round, Assurance deals +1d8 damage.

Instruct - Ranged(15ft) Psychic Effect: 3/day. Targeted ally may immediately act if they haven't this round.

Round - Ranged(15ft burst) Normal Special Attack: 3/day 3d8. For every time anyone has used Round before you during this round of combat, Round deals +1d10 damage.



Level 7

Entwining Beam: You've trained your Pokémons to bring forth themselves into the Sync Moves they make. You may choose a type that each participant in a Sync Move has and apply both different types to the Sync Move, applying all weaknesses and resistances to both types during the attack and ignoring any immunities that defenders may have. In addition, you may issue a Sync Move command three times per day, through either your Sync Move or With Them features.

Level 8

Impossible Combination: Your creative strategies become mind-bogglingly unstoppable. Whenever one of your Pokémons attacks, while adjacent to another one of your Pokémons who shares no types with the first, the first Pokémon may make an attack while ignoring immunities of any targets, instead treating those immunities as resistances.

Level 10

All Together Now: You've managed to make room for even more in your powerful Sync Move attacks. You can command a third adjacent participant to attack during a Sync Move command all three of them acting during the fastest participant's turn. If you do, Sync Move deals +2d12 more damage. All three participants must either be your own Pokémons or allied trainer's Pokémons, but at least one must be your own Pokémon. If using three Pokémons during a Move Sync, you cannot benefit from your Entwining Beam feature. In addition, you may issue a Sync Move command four times per day, through either your Sync Move, With Them, or All Together Now features.

Level 11

Dual Wielding: You've planned out field tactics and can issue commands like a pro. 3/day you may issue two different commands to two of your active Pokémons. Neither one of those commands can be a Sync Move.

Level 12

Friendly Fireproof: Your Pokémons are in sync with each other's movements and anticipate each other's attacks, making way whenever they would otherwise be harmed. Your Pokémons do not take damage from your own Pokémons' attacks, or any effects. This includes effects from weather, attacks with an area of effect, or even a misguided Thrash.

Level 13

One Heart: Your Pokémons' training has unified the energy of each of their beings. The trust they have in each other manifests as an ultimate Sync Move. Whenever you issue a Sync Move command that involves only your Pokémons, the attack is treated as super-effective regardless of the types the Sync Move may be. In addition, you may issue a Sync Move command five times per day, through either your Sync Move, With Them, or All Together Now features.



TYPE ACE

An undying love for an element that drives them.

Like countless gym leaders, Type Aces have worn a favorite type like a badge with honor. Even if it doesn't make up a majority of their team, the Type Ace will drive the message into their Pokémons that there is a better way and often their Pokémons change for the better.

Skill Talents: Choose one; Nature, Perform

- Level 1 Favored Type, Improved Type Attacks
- Level 2 Type Resistance
- Level 3 Elemental Metamorphosis
- Level 4 Elemental Grit
- Level 5 -
- Level 6 Type Immunity
- Level 7 Type Loyalty
- Level 8 Resistance Piercing
- Level 9 -
- Level 10 Bread and Butter
- Level 11 Move Molding
- Level 12 Type Embrace
- Level 13 Elemental Surge

Level 1

Favored Type: When you become a Type Ace, you will select either Bug, Dark, Dragon, Electric, Fairy, Fighting, Fire, Flying, Ghost, Grass, Ground, Ice, Normal, Poison, Psychic, Rock, Steel, or Water. This is relevant to all of your Type Ace Features that refer to your favored type. Unlike other Advanced classes, you may take Type Ace more than once over time but you must choose a different Favored Type each time.

Improved Type Attacks: Your Pokémons have a shared love of your favorite type and match it with extra power whenever they get to fire off an attack with the same typing. Your Pokémons you've owned for at least one week deal +4 damage with any damaging attack when the attack's type matches your favored type.

Level 2

Type Resistance: Your Pokémons have become used to practicing with your favorite type and have learned to let attacks of that type roll off of them, inflicting less damage. Whenever your Pokémon is hit by an attack with the same type as your favored type, they take X less damage where X is equal to your Attack or Special Attack modifier.



Level 3

Elemental Metamorphosis: Your bond with the elemental type you love can influence your Pokémons to embrace the type permanently. Once per week, after eight hours of uninterrupted meditation with one of your Pokémons, they will permanently gain your favored type. If your Pokémon has two types, permanently replace one of its types. If your Pokémon has a single type, it gains a second type. Your Pokémon's physical appearance is altered appropriately and may continue to change over the next two weeks to adjust to its new typing. Your Pokémon's change will only be successful if your Pokémon has at least loyalty 3. Without your influence, a Pokémon who underwent elemental metamorphosis might revert to their regular typing in the care of another trainer over time.

Level 4

Elemental Grit: People always think they know exactly how to take you down, but you're prepared for the worst. 3/day if your Pokémon with your favored type is hit by a super-effective or extremely-effective attack, the attack is treated as a resisted successful attack.





Level 6

Type Immunity: Your Pokémons can shake off what you've drilled into them with your encouragement. 3/day when one of your Pokémons who you've owned for at least one week are hit by an attack of the same type as your favored type, you can make your Pokémons take no damage from the successful attack. Any other effects of the attack may be ignored.

Level 7

Type Loyalty: By spending more time around similar Pokémons, you increase how comfortable your Pokémons feel in your care. If at least four Pokémons in your team share your favored type, your team's interactions with each other are never hostile. In addition, your team's loyalty is easier to improve, your interaction with your Pokémons more often ends with positive results, and it takes intentional and malicious mistreatment to lower your Pokémons' loyalty.

Level 8

Resistance Piercing: Your training has empowered your Pokémons' attacks to break through your foe's natural resistances. 3/day when your Pokémons hits with an attack with the same type as your favored type, the attack ignores any resistances or immunities. (*If a Pokémon is benefitting from the Ace Trainer feature: Type Immunity, your Pokémon's attack is treated as resisted in this case.*)



Level 10

Bread and Butter: You begin to teach your Pokémons how to use a unique move that you've developed in your training. Once per week after training with one of your Pokémons who shares a type with your favored type for three hours, you teach them one of the following attacks.

Type Smasher - Melee (???) Attack: 3/day 3d10. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

Type Flash - Ranged(25ft) (???) Special Attack: 3/day 3d10. On hit, your Special Attack is +1 for 10 mins. This effect cannot be stacked.

In the move names for Type Smasher and Type Flash, replace the word "Type" with your favored type. Type Smasher and Type Flash's type are your favored type.

Level 11

Move Molding: You begin to apply your special move's theorem to other attacks your Pokémons knows. Once per week after training with one of your Pokémons who shares a type with your favored type for three hours, you may permanently change the type of one of that Pokémons moves to be your favored type.

Level 12

Type Embrace: When your Pokémons are hit by a familiar attack, they accept it like a warm hug. 3/day when one of your Pokémons that you've owned for at least one week are hit by an attack of the same type as your favored type, they take no damage and ignore any other effects of the attack, then are healed hit points equal to the amount of damage they would have taken.

Level 13

Elemental Surge: Your masterful training has perfected the essence of your elemental affinity and you can push Pokémons to unleash their inner strength to defeat any foe. 3/day when a Pokémon who shares a type with your favored type hits with an attack with the same type as your favored type, the attack is treated as extremely effective.



UNDERDOG

Size is not everything, ever.

Underdogs can see the potential in their Pokémons and bring it out of them while maintaining the Pokémons' nimbleness and most importantly, their cute looks. Underdogs don't forbid their Pokémons from evolving, but their encouragement can convince a Pokémon that change isn't needed to prove their worth.

Skill Talents: Choose one; Bluff/Deception, Constitution

- Level 1 Eversoul, Hidden Strength
- Level 2 The Bigger They Are
- Level 3 Versatile Technique
- Level 4 Passive Improvement
- Level 5 -
- Level 6 Champ in the Making
- Level 7 Young Luck
- Level 8 Perfect as Is
- Level 9 -
- Level 10 Underdog Tactics
- Level 11 Superior Defiance
- Level 12 Rising Up
- Level 13 Underdog Comeback

Level 1

Eversoul: Through will alone, your Pokémons are able to ward off the lure of evolution. While straining to resist evolution is something that any Pokémon is capable of, your Pokémons never feel exhausted while doing so, instead it is as if they are always holding an Everstone. Your Pokémons are considered Underdog Pokémons for class features if they've been your Pokémons for at least one week and are in one of the three following categories:

- Has never evolved, can still evolve.
(*Bulbasaur, Taillow, Nincada, etc.*)
- Can still evolve, even if it has evolved.
(*Ivysaur, Pikachu, Duosion, etc.*)
- Cannot evolve, but never evolved.
(*Kangaskhan, Torkoal, Maractus, etc.*)

Hidden Strength: Your training brings out the best of your enthusiastic Pokémons. 3/day you can issue an attack command to use a Move that your Pokémons knows naturally upon evolution. The move may come from your Pokémons' next evolution, or its final evolution. Even though they may temporarily use the move, your Pokémons must still follow the move's frequency limits.



Level 2

The Bigger They Are: Your guidance has instilled a confidence in your Pokémons, they never feel outmatched. Whenever your Underdog Pokémons hits an evolved Pokémons with an attack that deals damage, it deals an additional 4 damage.

Level 3

Versatile Technique: Your Pokémons feel their potential within themselves. When attacking, your Underdog Pokémons benefit from the same-type attack bonus as if they were any of the types of their potential evolved forms, even if they have branch evolutions. (*STAB is always +4 damage*)

Level 4

Passive Improvement: Your Pokémons begin to mature in ways that are unique to their evolutionary stage. Pokémons that you've owned for at least one week may have up to six passives gained from this feature and may immediately gain passives from any of their possible evolutions. In addition, those Pokémons can use the skills of any of their evolved forms. If necessary, your Pokémons' physical appearance may slightly change over a couple of weeks to accommodate new passives or skills.

Level 6

Champ in the Making: Your intensive training has improved the general being of your underdog Pokémons. Any of your Pokémons that is still capable of evolution, that you've had for at least a week have their Attack, Defense, Special Attack, Special Defense, and Speed permanently raised by 1.

Level 7

Young Luck: Your intuition in battle has given your underdogs a great deal of confidence, at times they feel as if everything is in their favor. 3/day when one of your Underdog Pokémons misses an attack against an evolved Pokémons, you may reroll the accuracy check.

**Level 8**

Perfect as Is: Your encouragement towards your Pokémons who don't have evolutionary options empower them and give them courage to compete with anyone. Any of your completely unevolved Pokémons that cannot evolve that you've had for at least a week have their Attack, Special Attack, and Speed permanently raised by 2; and their Defense and Special Defense raised by 1.

Level 10

Underdog Tactics: After some studying and planning, you begin tutoring your team to employ tactics to edge out victories in tight spots. After an hour with one of your Pokémons, you can teach them one of the moves, **Endeavor**, **Endure**, **Flail**, **Laser Focus**, **Lock-On**, or **Quick Attack**. Each of your Pokémons may only be taught one of these moves with the Underdog Tactics feature.

Endeavor - Melee Normal Attack: 3/day. On hit, if the target has more HP than you, the target's HP is set to equal your HP.

Endure - Self Normal Effect: 1/day. Endure is used as a Reaction. If you would be hit by an attack that would knock you out, use Endure to instead be left with 1 HP.

Flail - Melee Normal Attack: 1/day 1d10. If you are at less than half of your Max HP, Flail has 1d20 for damage instead. If you are at less than 5 HP, Flail has 5d12 for damage instead.

Laser Focus - Ranged(30ft) Normal Effect: 3/day. On hit, your next attack against the same target will be a Critical Hit. You still need to make an Accuracy Check.

Lock-On - Ranged(40ft) Normal Effect: 1/day. Your next attack against the same target will not miss.

Quick Attack - Melee Normal Attack: At-Will 2d6. Quick Attack has Priority.

**Level 11**

Superior Defiance: Your Pokémons outwardly deny expectations and fight against those others that might think they have the upper hand. Whenever one of your Underdog Pokémons are hit by an attack by a fully evolved Pokémons, you may have their Attack or Special Attack raised by 2 for 10 mins. This effect is not stackable.

Level 12

Rising Up: The stronger an opponent is, the more your Pokémons can rise up to meet their foes. 3/day, as an action, you may choose one stat and a foe's evolved Pokémon. One of your Underdog Pokémons' stat is changed to equal that foe's evolved Pokémon's stat if it is higher than your Pokémon's stat for 15 mins.

Level 13

Underdog Comeback: Your Pokémons have grown to dominate the field of battle and can overcome anything with your inspiring leadership. Once per day, when one of your Underdog Pokémons are knocked out, instead they recover to half of their max HP.



BREEDER

Guidance, Family, Love

Raising a Pokémon from birth and imbuing them with your care and nurturing is powerfully rewarding. Many Breeders spend hours caring for eggs and then the Pokémon who hatches from it. They teach it everything it needs to know and more in ways that other trainers might fall short while encouraging its growth and maturity. Breeders who take more care into their work might find themselves inventing things to teach their Pokémon, taking a special interest in their medical care, or even by revealing extremely powerful bonds through new evolutions.

Favored Stats: Defense and Special Defense

Advanced Class Options: Botanist, Chef, Evolver, Medic, Move Tutor

Skill Talents: Choose two; Constitution, Diplomacy/Persuasion, History, Medicine, Nature, Pokémon Handling

- Level 1 Hatcher, Natural Edge
- Level 2 Philoprogenitive
- Level 3 Stat Increase, Advanced Class
- Level 4 Egg Finder
- Level 5 Unexpected Hatch
- Level 6 Natural Breeder
- Level 7 Stat Increase, Advanced Class
- Level 8 Parental Hyperlexia
- Level 9 Inherited Moves
- Level 10 Scrambled Moves
- Level 11 Stat Increase, Advanced Class
- Level 12 Unlikely Pairings
- Level 13 Familial Bond
- Level 14 Gleaming Eggs
- Level 15 Matchmaker

Level 1

Hatcher: Your loving care of the eggs you receive brings out your new Pokémon with particular haste. Your eggs in your care never take longer than 72 hours to hatch.

Natural Edge: Your Pokémon are born with a natural lead on other trainer's Pokémon, your caring watch has given them a reason to be more, for you. Whenever you hatch an egg, after you know the Pokémon's nature, choose one of Attack, Defense, Special Attack, Special Defense, and Speed. That Pokémon's chosen stat is permanently raised X, where X is half of either your Defense or Special Defense modifier.



Level 2

Philoprogenitive: You put your Pokémon children before yourself. Whenever one of your hatched Pokémon is targeted with an attack and hit, if they are within 10ft of you, you may move to your Pokémon and take the damage they would have taken for them as a free action. You may use this feature as many times as you would like within the same round, regardless of turn order and regardless of whether or not you have already acted.

Level 3

Stat Increase and Advanced Class: Choose two different Trainer Stats to increase by 1, then gain 1d4 max HP. You only gain new stats at levels 3, 7, and 11. Choose a Breeder Advanced Class or a different base Class. You can only ever gain a single Class or Advanced Class at a time, at level 3, level 7, and level 11.

Level 4

Egg Finder: Something about your care raises the likelihood of two matched Pokémon producing a Pokémon egg for you. Whenever you make an Breeding Check for any two Pokémon, you may make three checks and use the best result.



Level 5

Unexpected Hatch: Your eggs begin to hatch across species?! Whenever you hatch an egg that you found after making an Breeding Check, you may flip a coin. If you win the flip, you may choose to have the egg hatch as a Poké-mon of the father's species instead of the default mother's species.

Level 6

Natural Breeder: You've learned just how to influence your baby Poké-mon's first moments of life. When you hatch an egg, you may choose which of Attack, Defense, Special Attack, Special Defense, or Speed is positively or negatively influenced by nature. The nature is still randomized, but will be a nature that matches your preference when using Natural Breeder. In addition, if you don't choose to influence the Poké-mon's nature you can pick its gender.

Level 7

Stat Increase and Advanced Class: Choose two different Trainer Stats to increase by 1, then gain 1d4 max HP. You only gain new stats at levels 3, 7, and 11. Choose a Breeder Advanced Class or a different base Class. You can only ever gain a single Class or Advanced Class at a time, at level 3, level 7, and level 11.

Level 8

Parental Hyperlexia: You begin to pick on the slightest hints, differences in tone, and micro expressions from your Poké-mon as if they are speaking to you in a human language. You can understand any Poké-mon that you hatched with a loyalty of 3 or higher, when it tries to speak to you in its own Poké-mon languages. If the Poké-mon's unable to speak to you in a comprehensible sense, you still understand its general needs and you still understand anything it might be trying to communicate to you.

Level 9

Inherited Moves: Your pairings yield powerful children often with powers beyond the baby Poké-mon's understand; with your guidance they will wield awesome attacks. Whenever you hatch your eggs, choose any one move from either parent and give it to your baby Poké-mon.

Level 10

Scrambled Moves: Your influence on your Poké-mon while they are eggs continues to yield unique results. Whenever you hatch an egg, choose one of the three moves the Poké-mon is assigned in the Pokédex. They are given an appropriate different move by your GM that are aligned with its proficiencies (different type, same frequency).

Level 11

Stat Increase and Advanced Class: Choose two different Trainer Stats to increase by 1, then gain 1d4 max HP. You only gain new stats at levels 3, 7, and 11. Choose a Breeder Advanced Class or a different base Class. You can only ever gain a single Class or Advanced Class at a time, at level 3, level 7, and level 11.

**Level 12**

Unlikely Pairings: The mysterious ways that Poké-mon create eggs are still unclear to you, but you've figured out a way to coerce eggs from Poké-mon that otherwise would never make an egg. When trying to have Poké-mon make Poké-mon eggs in privacy, they do not need to have a matching egg group.

Level 13

Familial Bond: Your Poké-mon treat you as if you were their actual parent. Any Poké-mon you've hatched starts at loyalty 3 with you. It takes intentional and malicious mistreatment to lower these Poké-mon's loyalties. In addition, any Poké-mon you obtain are quick to warm up to you and not treat you as a hostile.

Level 14

Gleaming Eggs: Your warm influence brings out a rare quality on occasion from your baby Poké-mon. Whenever you hatch one of your eggs, roll 1d20 and add your Defense or Special Defense modifier. On 20 or higher, the Poké-mon that hatches is shiny.

Level 15

Matchmaker: You've become a master Breeder and can guarantee the Poké-mon eggs that you desire. Once per day, when you make an Breeding Check for two Poké-mon, of which at least one of the two is your Poké-mon, you are guaranteed to find an egg. When the egg hatches, you pick which species of the two parents the Poké-mon is, which sex the Poké-mon has, and which nature the Poké-mon has.



BOTANIST

Raising life is not limited to raising Pokémons.

Through similar special care and attention, the Botanist raises various miniature plants in order to provide another avenue of kindness in the Pokémon world.

Skill Talents: Choose one; Medicine, Nature

- Level 1 Berry Mixer, Botanical Encyclopedia
- Level 2 Berry Finder
- Level 3 Berry Booster
- Level 4 Growth Spurt
- Level 5 -
- Level 6 Berry Combination
- Level 7 Apricorn Finder
- Level 8 Hybridization
- Level 9 -
- Level 10 Berry Seeker
- Level 11 Miniature Specimen
- Level 12 Rare Berry Seeker
- Level 13 Berry Monstrosities



Level 4

Growth Spurt: You've started to apply a special fertilizer to your plants, promising quick results. Whenever you plant berries, including in a portable planter, it will never take more than 48 hours for the plant to produce fruit. In addition, if you roll under 6 while making Nature checks while caring for Berry plants, treat the roll as a 6.

Level 6

Berry Combination: You begin to practice with the qualities of berries by extracting and injecting different berries together. Once per day, after spending an hour with two of your berries, you destroy one and give its flavor and effects to the other berry to create one berry with the effects of both. Call the combination whatever you'd like. You may not combine a berry with an already combined berry.

Level 7

Apricorn Finder: You apply your knowledge of berries to lesser known and lesser studied apricorn, whenever you make any skill checks related to apricorns, or finding them, you may roll twice and use the better result.

Level 8

Hybridization: You begin to apply your studies to a berry plant itself. Whenever you plant a berry, you can plant two berries together to produce a tree that grows berries with the flavors and effects of both of the planted berries. This includes berries you may plant in a portable planter. Call the resulting combination whatever you'd like. You may not hybridize a berry with an already hybridized or combined berry.



Level 1

Berry Mixer: When it comes to berry treats, you're an expert. Whenever you're making any kind of food or item that requires berries, you are considered a certified expert and can supply your wares to specialty stores (usually at half their value), or to strangers willing to pay for your expertise.

Botanical Encyclopedia: You've memorized every book there is on botany in the Pokémon world. You can instantly identify any berries, plants, or fungi and know any of their special properties. You also can tell if any of them have been modified to have unique attributes. In addition, you can identify any Grass-type Pokémon on sight, or any Pokémon known to work with, or that pretends to be, flora.

Level 2

Berry Finder: You apply your encyclopedic knowledge to the field and know where to best find berries. Whenever you make any skill checks related to berries, or finding them, you may roll twice and use the better result.

Level 3

Berry Booster: Your care for your plants is evident by the particular energy they release when consumed. Whenever a Pokémon consumes berries that you've grown, double any numerical effect the berry might have.

Level 10

Berry Seeker: You find unusual signs of rarer berries and explore the space around you to find unusual and lesser seen berries. Whenever you make any skill checks related finding berries, you may attempt to find an uncommon berry. If you do, only roll once on your skill check. If you succeed, you find one of the follow berries of your choice:

Pomeg Berry, Kelpsy Berry, Qualot Berry, Honde Berry, Grep Berry, Tamato Berry, Occa Berry, Passho Berry, Wacan Berry, Rindo Berry, Yache Berry, Chople Berry, Kebia Berry, Shuca Berry, Coba Berry, Payapa Berry, Tanga Berry, Charti Berry, Kasib Berry, Haban Berry, Colbur Berry, Babiri Berry, Chilan Berry, or Roseli Berry

Level 11

Miniature Specimen: You apply a theory towards creating smaller, but still just as effective berry plants. You can grow two plants in a portable planter at the same time, and the berries these plants produce are small enough to fit in the palm of your hand. Berries produced with the miniature specimen feature cannot be stolen from any Pokémon who is holding onto one during battle.

**Level 12**

Rare Berry Seeker: You may apply your vast knowledge base to explore wild space and locate treasures in the berry collecting world. Whenever you make any skill checks related finding berries, you may attempt to find a rare berry. If you do, only roll once on your skill check. If you succeed, you find one of the follow berries of your choice:

Liechi Berry, Ganlon Berry, Salac Berry, Petaya Berry, Apicot Berry, Lansat Berry, Starf Berry, Enigma Berry, Micle Berry, Custap Berry, Joboca Berry, Rowap Berry, Kee Berry, or Maranga Berry

**Level 13**

Berry Monstrosities: You've mastered the hybridizations and combination of natural berries and put it to unbelievable use and execution. When using your Berry Combination or Hybridization features, the berries you make can have a total of five different qualities from different berries. This will combine all flavors and all effects. If you combine or hybridize a sixth berries into your monstrosities, chose another berry's flavor and effects to replace in said monstrosity. Call the combination whatever you'd like.



CHEF

You've never eaten anything better.

The Chef is so giving to those they travel with. Your friends and family of Pokémon eat like kings and are always happy to smell what you're cooking up next.

Skill Talents: Choose one; Perform, Sleight of Hand

- Level 1 Energy Shot, Soul Food
- Level 2 Wild Bait
- Level 3 Sugar Rush
- Level 4 Pâtissier
- Level 5 -
- Level 6 Herbal Medicine
- Level 7 Vile Cook
- Level 8 Palette Pleaser
- Level 9 -
- Level 10 Power Recovery
- Level 11 Powerful Herbs
- Level 12 Leftovers
- Level 13 Master Chef

Level 1

Energy Shot: You've concocted a drink that really gives you an adrenaline rush, it could be useful out there in the wilds. Once per day, after one hour of work in on it, you create one pint of an energy drink for trainers. Call it whatever you'd like. You have enough for four servings of the drink. When one serving is consumed, it gives a trainer temporary hit points equal the sum of your Defense and Special Defense stat. The drink's effect wears off after an hour. Drinking multiple servings will remove any temporary hit points gained by the drink. The drink's potency wears off after 24 hours and then becomes a regular drink.

Soul Food: You're a great chef and have loads of experience whipping up meals. When looking for edible food in the wild, you can add your Defense or Special defense modifiers while making skill checks. It takes you less than 20 mins to create a soulful meal out of any edible ingredients for ten people and/or Pokémon. Whenever a Pokémon consumes a soulful meal within an hour of its creation, they are relaxed unless they are agitated again (it takes at least 5 mins to consume a meal). Your Pokémon quickly gain loyalty to you if you're feeding them often and are very unlikely to lose loyalty unless there's any intentional mistreatment.



Level 2

Wild Bait: You can create powerful aromas that attract various wilds to a place of your choosing. After 30 mins of work, you create a dish of wild bait. The bait has a powerful smell that will lure wild Pokémon to its location once you ready it. If you and your party are not sufficiently hidden, wilds may approach but then flee if any wilds detect you or your party.

Level 3

Sugar Rush: You can produce treats that energize your Pokémon like nothing else. Once per day, after thirty minutes of work in on it, you create one serving of a sugary energy drink for Pokémon. Call it whatever you'd like. When it is consumed, it gives a Pokémon temporary hit points equal the sum of your Defense and Special Defense stat. The drink's effect wears off after an hour. Drinking multiple servings will remove any temporary hit points gained by the drink. The drink's potency wears off after 72 hours and then becomes a regular drink.

Level 4

Pâtissier: You begin practicing the art of dessert and can spend time to create delicious replicas of famous treats. Once per day, after 30 mins of work you can create two of any of the following treats. Unlike real versions of these treats, your food made with the Pâtissier feature do not have their effects after 48 hours, instead only tasting delicious.

Treats	Effect
Big Malasada, Casteliacone, Lava Cookie, Rage Candy Bar, Sweet Heart	Recover 10 Hit Points (Pokémon)
Berry Juice, Lumiose Galette, Old Gateau, Pewter Crunchies, Shalour Sable	Removes any affliction

Level 6

Herbal Medicine: You improve several qualities of the treats you can make, but less people would call them treats now. Once per day, after 10 mins of work you can create one of the following medicines. Your Pokémons are not repulsed by your Herbal Medicine, but another trainer's Pokémons or wild Pokémons will be disgusted.

Medicine	Effect
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Heal Powder Removes any affliction

Energy Powder Recovers 25 Hit Points (Pokémon)

Level 7

Vile Cook: You figure out how to creates food that hide undesirable effects underneath delicious disguises. Whenever you make food, or an edible item, you may make the food Poison the consumer, Paralyze the consumer or put the consumer Sleep. The tampered food loses its potency after one hour and becomes regular edible food.

Level 8

Palette Pleaser: You've mastered flavor in every form. Whenever you make a meal, or mix any ingredients to make a food item with any effects, you make it in a way that is pleasing to anyone or any Pokémons who consumes it regardless of their nature, preferred flavors, or disliked flavors.

**Level 10**

Power Recovery: Your soul food becomes invigorating and empowers your Pokémons to unleash powerful attacks as if they've rested for hours. Pokémons who have eaten your soulful food may again use their 3/day or 1/day moves as if they have rested for 8 hours. Pokémons may not benefit from the Power Recovery feature multiple times per day.

Level 11

Powerful Herbs: You've strengthened your foul-smelling recipes. Once per day, after one hour of work you can create one of the following medicines. Your Pokémons are not repulsed by your Powerful Herbs, but another trainer's Pokémons or wild Pokémons will be disgusted.

Medicine	Effect
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Energy Root Recovers 50 Hit Points (Pokémon)

Revival Herb Recovers an unconscious Pokémons to half of their max HP.

Level 12

Leftovers: Through your practice, you discovered a way to create a meal that continues to heal a Pokémon after it's consumed. Once per day, after working for one hour you create a serving of Leftovers.

Item	Effect
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Leftovers When consumed, a Pokémon will recover 10 HP every 6 seconds until it's gained a total of 100 hit points, or has recovered to max HP, then Leftovers is destroyed.

Level 13

Master Chef: You've proven yourself to be an unmatched chef. Nothing can dislike your food, and you know how to make any meal by tasting or looking at it once. Any effects from any food you've made are doubled when possible. This includes things you make with or without your features. In addition, Vile Cook can be used to Toxify food and Revival Herbs that you've made will recover an unconscious Pokémons to full HP.



EVOLVER

Mega evolution reveals a powerful bond with your Poké-mon.

Evolvers create highly sought after mega stones exclusively for their Poké-mon. By empowering your Poké-mon, you give them an additional edge in battle, as if your guidance wasn't enough of an edge.

Skill Talents: Choose one; Constitution, Poké-mon Handling

- Level 1 Early Evolution, Mega Stone Smith
- Level 2 Elemental Evolution
- Level 3 Evolution Guidance
- Level 4 Keystone Burst
- Level 5 -
- Level 6 Mega Stone Shift
- Level 7 Keystone Stretch
- Level 8 Peak Form
- Level 9 -
- Level 10 Keystone Overflow
- Level 11 Potential Break
- Level 12 Evolution Shift
- Level 13 Keystone Kaleidoscope

Level 1

Early Evolution: Every Poké-mon has different triggers that encourage evolution and you've learned to nurture these different influences and induce evolution. Your Poké-mon are unhindered by any natural timing to evolve and can evolve regardless of day or night time constraints. Your Poké-mon whose evolutions that require environmental influences may evolve anywhere. Poké-mon who need to evolve based solely on loyalty or their relationship with you evolve much faster, even if they are barely a week old. In addition, in rare occasions, your Poké-mon may evolve twice rapidly into its final evolution if given the opportunity.

Mega Stone Smith: After studying mega stones, you've figured out how to imbue simple marbles with the mysterious spirit that enables Poké-mon to mega evolve. Once per week, after five hours of work, you create a Keystone exclusively for your use or you create a Mega Stone exclusively for one of your fully-evolved Poké-mon. When creating a Mega Stone, decide which stats are boosted while the Poké-mon is using the created Mega Stone. You can modify Attack, Defense, Special Attack, Special Defense, or Speed by a total of 4 points, but no individual stat can be modified by more than 2. You may not affect any stats negatively. You choose how your Poké-mon's physical appearance changes appropriately.

Special

Mega Evolution is done once per day by activating your Keystone with one of your Poké-mon who has a Mega Stone. It lasts for 10 minutes.

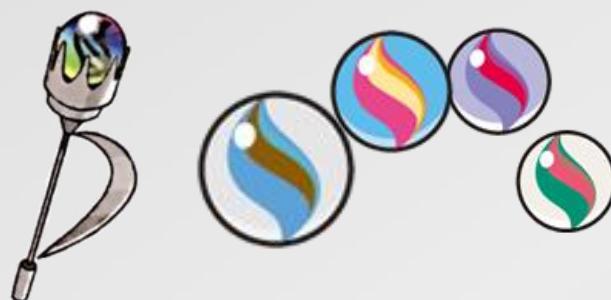


Level 2

Elemental Evolution: Working with some theories about the effects of elemental stones on Poké-mon, you've figured out how to induce elemental evolution. Once per day, you may spend one hour with a Poké-mon who can evolve with the use of any evolution stone and they will evolve at the end of that hour. In addition, you've figured out how to repress evolution in a Poké-mon and after spending one hour with one of your Poké-mon, you can abate evolution for 48 hours without the use of an Everstone.

Level 3

Evolution Guidance: Your training and care helps to mold your Poké-mon's futures and helps their paths of evolution. If your Poké-mon has a branched evolution, when it evolves you may choose what it evolves into regardless of any other factors in its evolution. The Evolution Guidance feature overrides requirements during evolutions such as gendered evolutions (Gallade, Vespiquen), evolutions that differ based on time of day (Cascoon, Lycanroc), environment influenced evolutions (Wormadam S, Weezing A), stone evolutions (Bellosom, Vaporeon), or stat based evolutions (Hitmonchan, Gorebyss). This means you could have a male Nidorina, a night time Silcooon, a Fairy type Rapidash from a Fire type Ponyta, a Glaceon from a Moon Stone, or any other unusual evolution.



Level 4

Keystone Burst: Keystones usually need time to regain their ambient energy after use, however you've trained your Pokémons to only dip into the Key Stone's power with their Mega Stones instead of draining it completely. Your Keystone may be used twice per day or three times per day if you only Mega Evolve the same Pokémons each time. You may still only have one Mega Pokémon at a time.

Level 6

Mega Stone Shift: Spending some time with your Mega Stones can give you some insight to their magical properties; with a little bit of focus you can change how your Mega Stones change your Pokémons. After two hours of work, one of your unique Mega Stones will alter your Pokémons's types by replacing one type or by adding one type while the Pokémons is Mega Evolved. You choose how your Pokémons's physical appearance changes appropriately.



Level 7

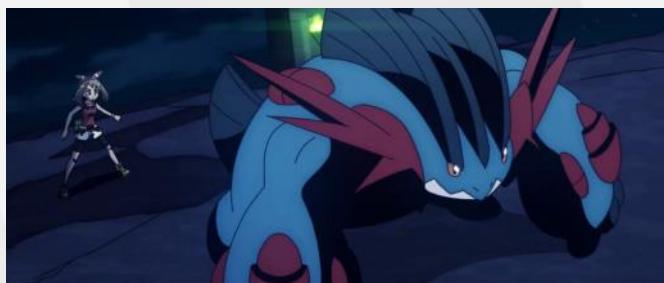
Key Stone Stretch: Keystones ring while your Pokémons are Mega Evolved, but you've learned to quell that into a hum, prolonging a Mega Evolution's stay. Your Pokémons's Mega Evolutions can retain their form for up to one hour, even if returned to their Poke Ball.

Level 8

Peak Form: Raising your Pokémons through their evolutions and keeping them in top shape has increased their performance. When one of your Pokémons evolves into its final stage of evolution, choose two of Attack, Defense, Special Attack, Special Defense, or Speed and permanently add 1 to that Pokémons's stats. Additionally, for any of your fully evolved Pokémons that you've owned for at least one week who haven't benefitted from Peak Form yet, choose two of Attack, Defense, Special Attack, Special Defense, or Speed and permanently add 1 to that Pokémons's stats.

Level 10

Keystone Overflow: Your Pokémons have grown to use the flow of energy from the Key Stone and can even borrow its energy from each other when standing together in battle! You may have two Mega Pokémons at the same time.



Level 11

Potential Break: Mega Stones bring Pokémons to unreal levels of power, but to most you need to already be strong to use a Mega Stone with your Key Stone. However, you've figured out a way to induce Mega Evolution with unreal results. If you own a Mega Stone that corresponds to a Mega Evolution that appears in the Pokédex, your not-fully-evolved Pokémons that will eventually be fully compatible with a Mega Stone may already use the Mega Stone. For example, if you own Blazikenite or have created a Mega Stone to Mega Evolve Blaziken, your Torchic or Combusken could use it to turn into Mega Blaziken.

Level 12

Evolution Shift: Pokémons have their previous selves and potential selves within themselves and you've developed a way to manipulate and work with your Pokémons to bring out any part of themselves again. Once per day, after working for five hours with one of your Pokémons you may return it to its previous stage of evolution or change its evolution to another in its branch of evolutions. You could for example change your Marowak into a Marowak A, your Purrsicker into a Persian, or your Poliwrath into a Politoed. Evolution Shift removes any benefits given to your Pokémons by Peak Form if they are unevolved during Evolution Shift until that Pokémon evolves again.

Level 13

Keystone Kaleidoscope: Evolution is different for every Pokémons and can continue to change and create new surprises for everyone. Whenever you Mega Evolve a Pokémons, you may choose which of its stats are modified by its Mega Stone and which types it becomes (you may choose different stats and types each time). You must still follow the Mega Stone rules of the features Mega Stone Smith and Mega Stone Shift while Mega Evolving your Pokémons.



MEDIC

Medical precision on the field of battle.

Not content to wait for the next visit to a Pokémon center, Medics study human and Pokémon anatomy to save lives or just keep someone around in battle.

Skill Talents: Choose one; Medicine, Sleight of Hand

- Level 1 Muscle Relaxants, Treat Minor Wound
- Level 2 Medicinal Expert
- Level 3 Better Living Through Medicine
- Level 4 Treat Wound
- Level 5 -
- Level 6 Pain Killers
- Level 7 Shock Therapy
- Level 8 Restore Strength
- Level 9 -
- Level 10 Treat Major Wound
- Level 11 Do No Harm
- Level 12 Treat Serious Wound
- Level 13 Won't Die on Me

Level 1

Muscle Relaxants: While they may only help without cure sometimes, your careful application of injected relaxants is a sure fix for any paralyzed ally. 3/day you may use your medical field kit as an action to cure any adjacent trainer or Pokémon of Paralysis.

Treat Minor Wound: Your study of medicine has led to more effective use of your kit to heal the broken, damaged, and hurt. 3/day you may use your medical field kit as an action to heal any adjacent trainer or Pokémon 10 hit points, then give them 5 temporary hit points which last for 10 mins. In addition, you may not use your Medic features on unwilling, conscious targets. (*A Pokémon who is healed this way cannot use a Move during the same round*)

Level 2

Medicinal Expert: Your training and practice has led you to some improved procedures that help will your friends in a pinch. Whenever you use a restorative item such as an Antidote or Potion, or a Medic feature on an allied trainer or Pokémon, heal the target additional hit points equal to your Defense or Special Defense modifier.



Level 3

Better Living Through Medicine: Careful study and repetition has given your hands the precision and skill to move rapidly and help those in need. During your turn, you may use two Medic features on adjacent targets during the same turn as one action. You still deplete your uses per day on any of your Medic features used.

Level 4

Treat Wound: Your continuous practice of medicine has led to more effective use of your kit to heal the injured. 3/day you may use your medical field kit as an action to heal any adjacent trainer or Pokémon 20 hit points, then give them 10 temporary hit points which last for 10 mins. (*A Pokémon who is healed this way cannot use a Move during the same round*)

Level 6

Pain Killers: After modifying the available drugs in your kit, you've created pills that will eliminate potentially deadly afflictions. 3/day you may use your medical field kit as an action to cure any adjacent trainer or Pokémon of Burns, Poisoning, or Toxicification. (*A Pokémon who is healed this way cannot use a Move during the same round*)



**Level 7**

Shock Therapy: After modifying the micro defibrillator in your kit, you've created a function of minor bursts of power to help friends in a tight spot. 3/day you may use your medical field kit as an action to cure any adjacent trainer or Pokémon of being Asleep or Freezing. (*A Pokémon who is healed this way cannot use a Move during the same round*)

Level 8

Restore Strength: By using a combination of energy recovering drugs and adrenaline, you've given your Pokémon a chance at pushing out more power in a tight spot. 3/day you may use your medical field kit as an action to restore an adjacent Pokémon's use of 1/day or 3/day frequency moves as if they have rested for 8 hours. (*A Pokémon who is healed this way cannot use a Move during the same round*)

Level 10

Treat Major Wound: Your expertise of medicine has led to efficient use of your kit to repair the injured. 3/day you may use your medical field kit as an action to heal any adjacent trainer or Pokémon 30 hit points, then give them 15 temporary hit points which last for 10 mins. (*A Pokémon who is healed this way cannot use a Move during the same round*)

Level 11

Do No Harm: Your fervor in battle and willingness to risk your life while protecting others burns brightly as you save lives around you every day. On any turn where you haven't attacked any targets and have not issued any attack commands to any of your Pokémon, your Treat Minor Wound, Treat Wound, Treat Major Wound and Treat Serious Wound features heal an additional 10 hit points, but grant 10 less temporary hit points. You may not issue attack commands to any Pokémon after benefitting from the Do No Harm feature.

**Level 12**

Treat Serious Wound: Your mastery of medicine has led to perfect use of your kit to completely heal the injured. 3/day you may use your medical field as an action kit to heal any adjacent trainer or Pokémon 40 hit points, then give them 20 temporary hit points which last for 10 mins. (*A Pokémon who is healed this way cannot use a Move during the same round*)

Level 13

Won't Die on Me: The lives of others are not expendable and your watch guarantees their survival. Once per day, if an adjacent ally fails their final death savings throw, they instead succeed the death savings throw and are set to 1 hit point, then regain consciousness.



MOVE TUTOR

More options than thought possible during battle.

While your Pokémons might not hit harder than another trainer's, your Pokémons have many more diverse options in battle. Move Tutors observe a Pokémon and bring out the most unusual abilities from where you'd least expect it.

Skill Talents: Choose one; Diplomacy/Persuasion, Poké-mon Handling

- Level 1 Natural Tutoring, Observation Training
- Level 2 Passive Tutoring
- Level 3 Rudimentary Tutoring
- Level 4 Machine Mentor
- Level 5 -
- Level 6 Vocation Tutoring
- Level 7 Field Tutoring
- Level 8 Destructive Tutoring
- Level 9 -
- Level 10 Class Time
- Level 11 Photographic Tutoring
- Level 12 Passive Mastery
- Level 13 Tutor Mastery

Level 1

Natural Tutoring: For a tutor, reteaching Pokémons how to do something they used to do before is a trivial exercise. Once per day, after spending one hour working with a Pokémon, you may teach a move to that Pokémon that they've known but have since removed from their move list as long as the Pokémon is proficient in its use.

Observation Training: Tutors figure out how to bring out the best from a Pokémon by studying attacks and by teaching your Pokémon everything there is to know about their own attacks, you've increased their odds of surviving in battle. Whenever one of your Pokémons is targeted by an attack they know, or used to know, their Defense, Special Defense, and Speed stat is raised +1 during the attacker's accuracy check.

Level 2

Passive Tutoring: By studying some basic field tactics you've learned how to teach Pokémons how to improve their odds on the field of battle. Once per day, after spending two hours working with a Pokémon, you may teach one of the following passives to that Pokémon:

Defense Curl (+1 Defense)

Howl (+1 Attack)

Nasty Plot (+1 Special Attack)

Run Away (+1 Speed)

Confide (+1 Special Defense)



Level 3

Rudimentary Tutoring: There are some pretty basic things you've learned how to teach during your studies, and sometimes the most basic tricks should be taught. Once per day, after spending one hour working with a Pokémon, you may teach one of the following moves to that Pokémon. Moves taught with the Rudimentary Tutoring feature must still fit the Pokémon's proficiencies.

Air Dart - Ranged(10ft) Flying Attack: At-Will 2d6.

Brutal Hit - Melee Dark Attack: At-Will 2d6.

Clearing Smog - Ranged(20ft) Poison Special Attack: At-Will 1d12.

Confusioning - Ranged(20ft) Psychic Special Attack: At-Will 1d12.

Emberish - Ranged(20ft) Fire Special Attack: At-Will 1d12.

Fairy Wind - Ranged(20ft) Fairy Special Attack: At-Will 1d12.

Icy Breeze - Ranged(20ft) Ice Special Attack: At-Will 2d6.

Karate Slap - Melee Fighting Attack: At-Will 2d6.

Leafage - Ranged(20ft) Grass Special Attack: At-Will 1d12.

Metal Cut - Melee Steel Attack: At-Will 2d6.

Mud Throw - Ranged(20ft) Ground Special Attack: At-Will 2d6.

Rock Throw - Ranged(20ft) Rock Attack: At-Will 2d6.

Spook - Melee Ghost Attack: At-Will 2d6.

Struggling Bug - Ranged(20ft) Bug Special Attack: At-Will 2d6.

Tackle - Melee Normal Attack: At-Will 2d6.

Thunder Spark - Ranged(20ft) Electric Special Attack: At-Will 1d12.

Twisting Gust - Ranged(20ft) Dragon Special Attack: At-Will 1d12.

Water Gun - Ranged(20ft) Water Special Attack: At-Will 2d6.

Level 4

Machine Mentor: By studying the effects of Technical Machines and Technical Records, you've learned to replicate their techniques in training. Once per day, after spending six hours working with a Pokémon, you may teach that Pokémon any move you've previously taught with a Technical Machine or Technical Record. Moves taught with the Machine Mentor feature must still fit the Pokémon's proficiencies.



Flamethrower - Ranged(20ft beam) Fire Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

Ice Beam - Ranged(20ft beam) Ice Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Frozen.

Iron Head - Melee Steel Attack: 3/day 3d10. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

Jump Kick - Melee Fighting Attack: 3/day 3d10. Jump Kick has -2 during Accuracy Check. If you miss, you lose HP equal to half of your Max HP.

Moonblast - Ranged(20ft) Fairy Special Attack: 3/day 3d10. On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.

Power Gem - Ranged(20ft) Rock Special Attack: 3/day 3d10.

Psychic - Ranged(25ft) Psychic Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Scald - Ranged(10ft) Water Special Attack: 3/day 3d10. On hit, if you got 14 or higher on Accuracy Check, the target is Burned. Scald can Burn Fire-types.

Shadow Ball - Ranged(20ft) Ghost Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Strength - Melee Normal Attack: 3/day 3d10. On hit, the target is moved 15ft away from you.

Thunderbolt - Ranged(30ft) Electric Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

X-Scissor - Melee Bug Attack: 3/day 3d10.



Level 6

Vocation Tutoring: After spending enough time in the study of Pokémon tutoring people will expect certain moves to be taught by you and you're not one to disappoint. Once per day, after spending six hours working with a Pokémon, you may teach one of the following moves to that Pokémon. Moves taught with the Vocation Tutoring feature must still fit the Pokémon's proficiencies.

Cross Poison - Melee Poison Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Cross Poison is a critical hit and the target is Poisoned.

Dark Pulse - Ranged(10ft) Dark Special Attack: 3/day 3d10. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.

Dragon Pulse - Ranged(10ft) Dragon Special Attack: 3/day 3d10.

Drill Peck - Melee Flying Attack: 3/day 3d10.

Drill Run - Melee Ground Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, Drill Run is a critical hit.

Energy Ball - Ranged(20ft) Grass Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.



Level 7

Field Tutoring: Battle tactics are just as important as battle prowess and a good move tutor knows how to bring out the best of field advantages in Pokémon. Once per day, after spending six hours working with a Pokémon, you may teach one of the following moves to that Pokémon. Moves taught with the Field Tutoring feature must still fit the Pokémon's proficiencies.

Electric Terrain - Electric Field Effect: 3/day. You create a circle of Electrified Terrain with a 60ft diameter. Anyone touching the ground within the Electrified terrain is immune to being put to Sleep. Within the Electrified Terrain, Electric-type attacks deal an additional 8 damage. This terrain disappears after 2 mins.

Flower Shield - Fairy Field Effect: 3/day. You create a circle of Flowery Terrain with a 60ft diameter. While within the Flowery terrain, all Grass-types and Fairy-types have +1 Defense and +1 Special Defense. This terrain disappears after 2 mins.

Grassy Terrain - Grass Field Effect: 3/day. You create a circle of Grassy Terrain with a 60ft diameter. Anyone who acts within the Grassy terrain recovers 1d12 HP after acting. Within the Grassy Terrain, Grass-type attacks deal an additional 8 damage. This terrain disappears after 2 mins.

Gravity - Psychic Field Effect: 3/day. You create a circle of Gravity Terrain with a 60ft diameter. Within the terrain, Pokémon may not leave the ground and any Pokémon that are in the air are brought down to the ground. This terrain disappears after 2 mins.

Hail - Ice Field Effect: 3/day. You create a circle of Hailing Weather with a 60ft diameter. Anyone who acts within the Hailing weather takes 2d4 damage after acting unless they are Ice Type. This weather disappears after 2 mins.

Haze - Ice Field Effect: 3/day. You create a circle of Hazy Weather with a 60ft diameter. Within the Hazy weather, all stat altering passives are disabled. Stats cannot be altered by anything within the Hazy weather. This weather disappears after 2 mins.

Ion Deluge - Electric Field Effect: 3/day. You create a circle of Ionic Terrain with a 60ft diameter. Within the Ionic terrain, all Normal-type attacks become Electric-type attacks. This terrain disappears after 2 mins.

Magic Room - Psychic Field Effect: 3/day. You create a circle of Magical Terrain with a 60ft diameter. If within the Magical terrain, Pokémon cannot use any held items. This terrain disappears after 2 mins.

Mist - Ice Field Effect: 3/day. You create a circle of Misty Weather with a 60ft diameter. Within the Misty weather, Stats cannot be lowered. This weather disappears after 2 mins.

Misty Terrain - Fairy Field Effect: 3/day. You create a circle of Misty Terrain with a 60ft diameter. Within the Misty terrain, Dragon-type attacks are resisted by anyone who is not already resistant to Dragon-type attacks and afflictions cannot be given to anyone. This terrain disappears after 2 mins.

Psychic Terrain - Psychic Field Effect: 3/day. You create a circle of Psychic Terrain with a 60ft diameter. If touching the ground, within the Psychic Terrain, Priority and Reaction moves may not be used. Within the Psychic Terrain, Psychic-type attacks deal an additional 8 damage. This terrain disappears after 2 mins.

Rain Dance - Water Field Effect: 3/day. You create a circle of Raining Weather with a 60ft diameter. Within the Raining weather, Water-type attacks deal an additional 8 damage and Fire-type attacks deal 8 less damage. This weather disappears after 2 mins.

Sandstorm - Rock Field Effect: 3/day. You create a circle of Sandstorming Weather with a 60ft diameter. Anyone who acts within the Sandstorming weather takes 2d4 damage after acting unless they are Rock-type, Ground-type, or Steel-type. This weather disappears after 2 mins.

Sunny Day - Fire Field Effect: 3/day. You create a circle of Sunny Weather with a 60ft diameter. Within the Sunny weather, Fire-type attacks deal an additional 8 damage and Water-type attacks deal 8 less damage. This weather disappears after 2 mins.

Trick Room - Psychic Field Effect: 3/day. You create a circle of Tricky Terrain with a 60ft diameter. Within the Tricky terrain, turn orders are reversed during each round. If some are outside of Tricky terrain while others are within Tricky terrain, all actions are still made in reverse order. This terrain disappears after 2 mins.

Wonder Room - Psychic Field Effect: 3/day. You create a circle of Wonderful Terrain with a 60ft diameter. Anyone who attacks within the Wonderful terrain makes Attack Accuracy Checks against Special Defense and Special Attack Accuracy Checks against Defense. This terrain disappears after 2 mins.



Level 8

Destructive Tutoring: Tweaking the main tricks of the trade let you teach Pokémon how to unleash grand displays of power. Once per day, after spending six hours working with a Pokémon, you may teach one of the following moves to that Pokémon. Moves taught with the Destructive Tutoring feature must still fit the Pokémon's proficiencies.

Blizzard - Ranged(20ft, 10ft wave) Ice Special Attack: 1/day 5d12. Blizzard has -2 during Accuracy Check unless it's Hailing. On hit, if you got 18 or higher on Accuracy Check, the targets are Frozen.

Close Combat - Melee Fighting Attack: 1/day 5d12. On hit, your Defense and Special Defense are -2 for 10 mins. This effect cannot be stacked.

Draco Meteor - Ranged(20ft, 10ft blast) Dragon Special Attack: 1/day 5d12. After use, your Special Attack is -4 for 10 mins. This effect cannot be stacked.

Earthquake - Ranged(30ft burst) Ground Attack: 1/day 5d12.

Fire Blast - Ranged(40ft, 10ft blast) Fire Special Attack: 1/day 5d12. Fire Blast has -2 during Accuracy Check unless it's Sunny. On hit, if you got 18 or higher on Accuracy Check, the targets are Burned.

Gunk Shot - Ranged(20ft, 10ft blast) Poison Attack: 1/day 5d12. On hit, if you got 14 or higher on Accuracy Check, the target is Poisoned.

Hurricane - Ranged(25ft, 10ft blast) Flying Special Attack: 1/day 5d12. Hurricane has -2 during Accuracy Check unless it's Raining. On hit, if you got 14 or higher on Accuracy Check, the targets are Confused.



Hydro Pump - Ranged(30ft beam) Water Special Attack: 1/day 5d12. Hydro Pump has -2 during Accuracy Check unless it's Raining.

Mega Kick - Melee Normal Attack: 1/day 5d12. Mega Kick has -3 during Accuracy Check.

Megahorn - Melee Bug Attack: 1/day 5d12.

Meteor Rain - Ranged(20ft, 10ft blast) Steel Special Attack: 1/day 5d12. After use, your Special Attack is -4 for 10 mins. This effect cannot be stacked.

Moonwrecker - Ranged(20ft, 10ft blast) Fairy Special Attack: 1/day 5d12. After use, your Special Attack is -4 for 10 mins. This effect cannot be stacked.

Poltergeist - Ranged(20ft) Ghost Attack: 1/day 5d12. Poltergeist can only be used if the target has a held item.

Psionic Fury - Ranged(20ft) Psychic Special Attack: 1/day 5d12. On hit, your Defense and Special Defense are -2 for 10 mins. This effect cannot be stacked.

Solar Beam - Ranged(30ft beam) Grass Special Attack: 1/day 5d12. When you use this attack you immediately end your turn unless it's Sunny. During your next turn, or immediately if it's Sunny, you may target with and roll Solar Beam's Accuracy Check and damage.

Stone Edge - Ranged(25ft) Rock Attack: 1/day 5d12. Stone Edge has -2 during Accuracy Check. On hit, if you got 18 or higher on Accuracy Check, Stone Edge is a critical hit.

Thunder - Ranged(30ft, 5ft blast) Electric Special Attack: 1/day 5d12. Thunder has -2 during Accuracy Check unless it's Raining. On hit, if you got 14 or higher on Accuracy Check, the targets are Paralyzed.

Void Fury - Melee Dark Attack: 1/day 5d12. On hit, your Defense and Special Defense are -2 for 10 mins. This effect cannot be stacked.

Level 10

Class Time: Putting in the time to tutor Pokémons can be consuming for them, but you can split your attention without problems. While tutoring Pokémons, you can work with two Pokémons at a time and tutor both of them while using different Move Tutor features, or teach the same thing to both Pokémons with the same Move Tutor feature.

Level 11

Photographic Tutoring: Memory serves well when training and mastering the ability to tutor moves and you've developed a near perfect mind when viewing how Pokémons produce attacks. Once per day, after spending six hours with a Pokémon, you may teach the Pokémon any non-legendary move you've seen used before. Moves taught with the Photographic Tutoring feature must still fit the Pokémon's learnable moves description.

Level 12

Passive Mastery: By spending time with Pokémons you're able to bring out the best of their natural abilities that they have concealed within. Once per day, after spending six hours working with a Pokémon, you may teach the Pokémon any non-legendary, non-mega passive. You must use some reasoning here, for example if a Pokémon cannot produce water or ice, it cannot learn Refrigerate. You also cannot tutor unique passives, for example you can't give Wonder Guard to any Pokémon, the passive explicitly mentions Shedinja in its effect description. You may not tutor the same Pokémon twice with Passive Mastery unless you're replacing a passive previously taught with the Passive Mastery feature or if the passive taught with the Passive Mastery feature has previously been removed from that Pokémon's passive list.

Level 13

Tutor Mastery: You spent enough time practicing move theory. Now, you can apply it however you'd like. Once per day, after spending six hours working with one of your Pokémons, you may teach it any non-legendary move. You may tutor moves that do not fit your Pokémon's learnable moves description. You may not tutor the same Pokémon twice with Tutor Mastery unless you're replacing a move previously taught with the Tutor Mastery feature or if the move taught with the Tutor Mastery feature has previously been removed from that Pokémon's move list. Natural Tutoring does not enable you to reteach moves learned through Tutor Mastery.



COORDINATOR

Performer, Daring, Star

Center stage is the best place to be for a Coordinator. Whether its at a contest or on the field of battle, they manipulate the audience and their opponents to pay attention whether they want to or not- but they really, really do. Coordinators have a flair for showing off the very best of everyone and when they grow, they become fashionistas, award-winning celebrities.

Favored Stats: Special Defense and Speed

Advanced Class Options: *Choreographer, Coach, Designer, Groomer, Rising Star*

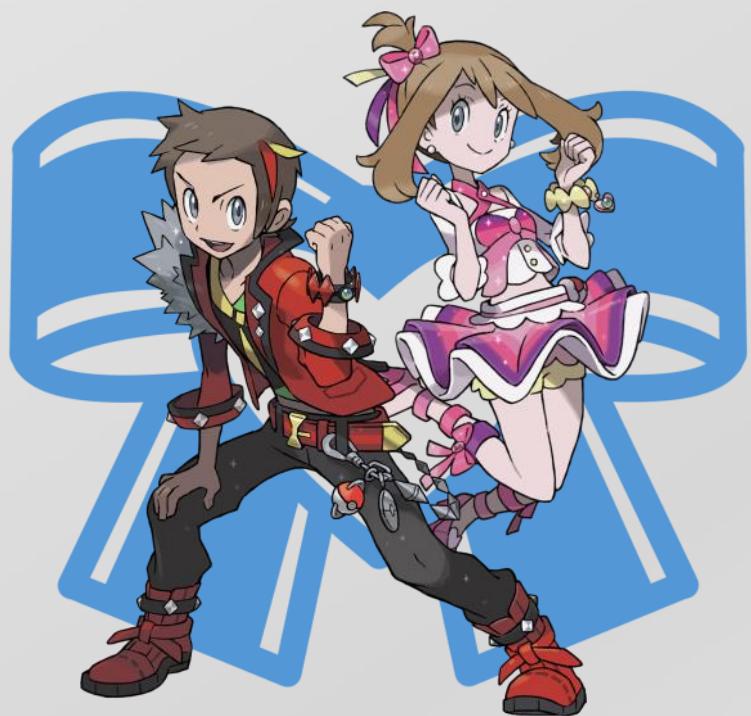
Skill Talents: Choose two; Acrobatics, Athletics, Bluff/Deception, Diplomacy/Persuasion, Perform, Sleight of Hand

- Level 1 Put Your Hands in the Air, Wonderous Applause
- Level 2 Favorite Festival
- Level 3 Stat Increase, Advanced Class
- Level 4 Shining Light
- Level 5 Idolized
- Level 6 All Eyes on Us
- Level 7 Stat Increase, Advanced Class
- Level 8 Character Building
- Level 9 Form Fit
- Level 10 It's How You Carry Yourself
- Level 11 Stat Increase, Advanced Class
- Level 12 Poise, Serenity, Style
- Level 13 Breathtaking Flourish
- Level 14 Contest Tutoring
- Level 15 Command of the Stage

Level 1

Put Your Hands in the Air: Coordinators are expected to be able to rouse a crowd and you're able to get them going. 3/day, once per encounter/contest, you may have your Pokémon's contest appeal have the Catching Up effect in addition to whatever effect it usually has, or as an action one of your Pokémon within 30ft of you uses the move Helping Hand (*This is your command*).

Helping Hand - Melee Normal Effect: 3/day. Target ally's next attack during this round will deal +1d20 damage.



Wonderous Applause: You're not one to brag, but you're quite good at giving people what they want and you've trained your Pokémon to do the same. 3/day, once per encounter/contest, you may have your Pokémon's contest appeal have the Crowd Pleaser effect in addition to whatever effect it usually has, or as an action one of your Pokémon within 30ft of you uses the move **Encore** (*This is your command*).

Encore - Ranged(10ft) Normal Effect: 3/day. If the target can, it must use the last move it did for the next 3 rounds or until it no longer can.

Level 2

Favorite Festival: When it comes to contests, there is five different core styles to perform. You specialize in your choice of the following contest stats; Cool, Tough, Beauty, Clever, and Cute. Depending on your choice, Coordinator features will work in specific ways. When you get to level 5 and 10, you may choose another favorite contest attribute in addition to the one you chose at level 2. In addition, you gain the following options depending on your chosen contest stats.

Attribute	Option
Cool	3/day, as an action, one of your Pokémon within 30ft of you has the passive Inner Focus for 10 mins.
Tough	3/day, as an action, one of your Pokémon within 30ft of you has the passive Big Pecks for 10 mins.

Inner Focus - You are immune to being Stunned.

Big Pecks - Your Defense cannot be lowered by a foe's effects.

Attribute	Option
Beauty	3/day, as an action, one of your Pokémons within 30ft of you has the passive Overcoat for 10 mins. Overcoat - You are immune to damage from weather.
Clever	3/day, as an action, one of your Pokémons within 30ft of you has the passive Own Tempo for 10 mins. Own Tempo - You are immune to being Confused.
Cute	3/day, as an action, one of your Pokémons within 30ft of you has the passive Oblivious for 10 mins. Oblivious - You are immune to Infatuation.

Level 3

Stat Increase and Advanced Class: Choose two different Trainer Stats to increase by 1, then gain 1d4 max HP. You only gain new stats at levels 3, 7, and 11. Choose a Coordinator Advanced Class or a different base Class. You can only ever gain a single Class or Advanced Class at a time, at level 3, level 7, and level 11.

Level 4

Shining Light: It's not literal glitter, but you gleam an aura of attention that keeps people listening and you've taught your Pokémons to do the same. 3/day, once per encounter/contest, you may have your Pokémons' contest appeal have the Attention Grabber effect in addition to whatever effect it usually has, or as an action one of your Pokémons within 30ft of you uses the move **Flash** (*This is your command*). In addition, whenever you make a Bluff or Diplomacy skill check add +2 to your roll.

Flash - Ranged(10ft) Normal Effect: At-Will. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

Level 5

Appearance: Coordinators gain fame as they blaze a trail of victory, wearing an aura of charisma that spreads throughout their entourage. 3/day, when an ally next to you rolls a skill check for Bluff, Diplomacy, or Pokémon Handling, they may add your Special Defense or Speed modifier in addition to any other bonuses they may add.

Level 6

All Eyes on Us: At the drop of a hat, you and your Pokémons can gather a crowd's attention and perform various talents to entertain and amaze. 3/day, once per encounter/contest, you may have your Pokémons' contest appeal have the Final Appeal effect in addition to whatever effect it usually has, or as an action one of your Pokémons within 30ft of you uses the move **Follow Me** (*This is your command*). In addition, once per day you may hold the attention of everyone within 50ft of you while performing anywhere for X minutes where X is the sum of your Special Defense and Speed modifier. Allies are not affected by your antics and others may notice things happening around them with Perception skill checks.

Follow Me - Ranged(30ft burst) Normal Effect: 3/day. On hit, all affected foes will only attack you until you are knocked out.

Level 7

Stat Increase and Advanced Class: Choose two different Trainer Stats to increase by 1. You only ever will gain new stats at levels 3, 7, and 11. Choose a Coordinator Advanced Class or a different base Class. You can only ever gain a single Class or Advanced Class at a time, at level 3, level 7, and level 11. Gain 1d4 max HP.



Special

Many coordinator features modify contest keywords for a move. Trainers can only add 1 more contest keyword to a move at a time. This does not change the move's initial base appeal.

Coordinators issue commands with their features before their turn to act- they may not make another action later if they do.



Level 8

Character Building: In order to raise the best contest Pokémon, having a healthy attitude for any given contest is key. Once per day, after spending two hours working with one of your Pokémon, you may change their nature depending on your chosen contest stats for your Favorite Festival feature. Adjust the Pokémon's relevant stats when you do. You cannot use this feature with the same Pokémon more than once per week.

Attribute	Option
Cool	Adamant (+Attack/-Special Attack) Brave (+Attack/-Speed) Lonely (+Attack/-Defense) Naughty (+Attack/-Special Defense)
Tough	Bold (+Defense/-Attack) Impish (+Defense/-Special Attack) Lax (+Defense/-Special Defense) Relaxed (+Defense/-Speed)
Beauty	Mild (+Special Attack/-Defense) Modest (+Special Attack/-Attack) Quiet (+Special Attack/-Speed) Rash (+Special Attack/-Special Defense)
Clever	Calm (+Special Defense/-Attack) Careful (+Special Defense/-Special Attack) Gentle (+Special Defense/-Defense) Sassy (+Special Defense/-Speed)
Cute	Hasty (+Speed/-Defense) Jolly (+Speed/-Special Attack) Naïve (+Speed/-Special Defense) Timid (+Speed/-Attack)

**Level 9**

Form Fit: Nothing deters your Pokémon from being stars on the stage, and their confidence is obvious even to judges who have it out for your Pokémon's style. During introductory appeals, if your Pokémon's contest attribute that is being used for the contest is lower than half the value of its highest contest attribute, use half of that attribute for the appeal instead. In addition, you gain the following options depending on your chosen contest stats.

Attribute	Option
Cool	3/day, as an action, one of your Pokémon within 30ft of you has the passive Defiant for 10 mins. Defiant - If a foe lowers any of your stats, you have +2 Attack until your lowered stats are returned to normal.
Tough	3/day, as an action, one of your Pokémon within 30ft of you has the passive Battle Armor for 10 mins. Battle Armor - Critical hits are treated as normal hits against you.
Beauty	3/day, as an action, one of your Pokémon within 30ft of you has the passive Multiscale for 10 mins. Multiscale - When you are at Max HP, you take -4 damage from all attacks.
Clever	3/day, as an action, one of your Pokémon within 30ft of you has the passive Filter for 10 mins. Filter - Super-effective attacks against you deal -1d12 damage.
Cute	3/day, as an action, one of your Pokémon within 30ft of you has the passive Cute Charm for 10 mins. Cute Charm - Whenever you are hit with a melee attack, roll 1d4. On 4, Infatuate the attacker.

Level 10

It's How You Carry Yourself: By spending time with each of your performers, you've taught each of them to display talents without displeasing a judge, even when off script during a contest. 3/day, once per contest, when making an appeal to a judge, you can choose to make your Pokémon's appeal not lower voltage or to make your Pokémon's appeal raise the voltage regardless of how the voltage would normally be affected. In addition, you may spend two hours with your Pokémon to tutor a passive for them depending on your chosen contest stats for your Favorite Festival feature.

Attribute	Option
Cool	Howl (+1 Attack)
Tough	Defense Curl (+1 Defense)
Beauty	Nasty Plot (+1 Special Attack)
Clever	Confide (+1 Special Defense)
Cute	Run Away (+1 Speed)

Level 11

Stat Increase and Advanced Class: Choose two different Trainer Stats to increase by 1, then gain 1d4 max HP. You only gain new stats at levels 3, 7, and 11. Choose a Coordinator Advanced Class or a different base Class. You can only ever gain a single Class or Advanced Class at a time, at level 3, level 7, and level 11.



Level 12

Poise, Serenity, Style: Just walking into a space can draw looks and you and your Pokémon know how to make a first impression. The first 2 times you roll a 1 during the introductory appeal round, reroll those two dice. In addition, upon meeting someone new, you have a +2 to any Insight skill checks you make against them. In addition, you gain the following options depending on your chosen contest stats.

Attribute	Option
Cool	3/day, as an action, one of your Pokémon within 30ft of you has the passive Magician for 1 min. Magician - When hitting with a melee attack, you steal the target's held item, if any.
Tough	3/day, as an action, one of your Pokémon within 30ft of you has the passive No Guard for 1 min. No Guard - You cannot miss your attacks, and attacks made against you cannot miss.
Beauty	3/day, as an action, one of your Pokémon within 30ft of you has the passive Mirror Armor for 1 min. Mirror Armor - If your stats would be lowered by a foe's effects, instead that offender's stat is lowered.
Clever	3/day, as an action, one of your Pokémon within 30ft of you has the passive Download for 1 min. Download - Your Attack is +1 against targets with lower Special Defense than Defense. Your Special Attack is +1 against targets with lower Defense than Special Defense.
Cute	3/day, as an action, one of your Pokémon within 30ft of you has the passive Disguise for 1 min. Disguise - The first time you are hit with an attack each encounter, the attack is negated.



Level 13

Breathtaking Flourish: By minimizing destructive battle capabilities and effort, you Pokémon can focus on the glamour of performing two moves simultaneously to woo judges and audience alike. Once per day, one of your Pokémon can perform two moves during the same appeal round and roll for both moves, adding them together for the appeal. In addition, you gain the following options depending on your chosen contest stats.

Attribute	Option
Cool	After spending 10 hours with one of your Pokémon with at least 2 Contest Ribbons, you may teach it the move Pack Mon .
Pack Mon - <i>Ranged(20ft burst) Normal Effect:</i> 1/day. Pack Mon cannot miss. All wild Pokémon targets that share an egg group with you follow your lead for 1 hour. Wild Pokémon following you will attack with you, defend with you, help to accomplish tasks, and lead others through wild areas when asked to do so by an allied Trainer. Wild Pokémon following you will not attack their own kind, actively destroy their homes, nor leave the wilds following you into a town or city.	
Tough	After spending 10 hours with one of your Pokémon with at least 2 Contest Ribbons, you may teach it the move Impenetrable Stance .
Impenetrable Stance - <i>Ranged(40ft) Normal Effect:</i> 1/day. Impenetrable Stance is used as a Reaction. When you would be hit by a move, use Impenetrable Stance to instead ignore the damage and any effects of the attack. As long as you do not move or make another attack during the next three rounds of combat, you are immune to any damage from attacks, you cannot be given afflictions, and you do not take damage from the effects of any moves. If you are moved, the effects of Impenetrable Stance ends.	
Beauty	After spending 10 hours with one of your Pokémon with at least 2 Contest Ribbons, you may teach it the move Absolutely Breathtaking .
Absolutely Breathtaking - <i>Ranged(20ft burst) Normal Effect:</i> 1/day. On hit, all enemy Pokémon targets are stunned. As long as you do not move or make another attack during the next three rounds of combat, the targets remained stunned. If you are moved or hit by an attack, the effects of Absolutely Breathtaking ends.	

*Attribute**Option*

Clever After spending 10 hours with one of your Pokémon with at least 2 Contest Ribbons, you may teach it the move **Language**.

Language - *Normal Effect:* Language takes up a move slot, but is not an attack or move with any effect in battle. Language can be learned multiple times. When Language is acquired, chose a human language. You are capable of speaking basic sentences in the chosen languages. If the same human language is chosen by multiple instances of Language, you can speak that language at any level complexity.

Cute After spending 10 hours with one of your Pokémon with at least 2 Contest Ribbons, you may teach it the move **Cutesy Coercion**.

Cutesy Coercion - *Ranged(10ft) Normal Effect:* 1/day. If the target is a Pokémon and has not acted yet during this round of combat, you choose where it moves, what it targets, and what attack it uses this round (You may not use the controlled Pokémon to attack a non-Pokémon target; you know the controlled Pokémon's move list during this turn).

Level 14

Contest Tutoring: Having seen and studied various moves that make a splash in contests you've figured out how to teach those moves to your Pokémon. Once per day, after spending three hours working with one of your Pokémon, you may teach a move that has a contest attribute matching one of your chosen contest stats for your Favorite Festival feature. Moves taught with the Contest Tutoring feature must still fit the Pokémon's proficiencies. A Pokémon cannot benefit from Contest Tutoring more than once per week.

Level 15

Command of the Stage: There isn't a person in the stadium who isn't watching you perform, no matter what the event. When your Pokémon appeals to a judge, you may choose whether the judge's voltage is changed positively, negatively, or whether it's not affected. In addition, the first time you roll a 1 during any round of appeals, reroll that die. In addition, once per day, after spending two hours working with one of your Pokémon, you may change the contest effect of one of their moves to any contest effect permanently. In addition, during Pokémon battles, your Pokémon have +3 speed when deciding turn order if they have earned more contest ribbons than any enemy Pokémon. In addition, whenever you use a feature that temporarily grants a Pokémon a passive ability, you can use it to target an allied Pokémon instead of only being able to use it on your own Pokémon.

CHOREOGRAPHER

The rhythm of the stage and of battle flow in the same ways.

A Choreographer teaches Pokémon to always move with intention to the rhythm of their life. Each step, each note, each sound they make grows into a better performance, or a way around an incoming attack from enemies.

Skill Talents: Choose one; Acrobatics, Perform

- Level 1 Base Routine, Practicing Scales
- Level 2 En Point
- Level 3 Attention to Me
- Level 4 Gradual Rise
- Level 5 -
- Level 6 Stage Presence
- Level 7 Gentle Footfall
- Level 8 Entralling Voices
- Level 9 -
- Level 10 Dancing Dodge
- Level 11 As Rehearsed
- Level 12 Elemental Flourish
- Level 13 Dazzling the Stage

Level 1

Base Routine: Your Pokémon move in rhythmic ways, gracefully making their way across the stage of battle. Whenever your Pokémon do not move their full distance during their turn in combat, foes must roll +1 during accuracy check in order to hit them once per combat.

Practicing Scales: You often sing with your Pokémon, as you try to teach them different basic melodies and sounds to make with their voices. When using attacks, your Pokémon's move can be treated as if they are sound-based or not regardless of what they naturally are. In addition, once per day you may spend two hours with one of your Pokémon to teach them the move **Soft Song**.

Soft Song - Ranged(10ft) Normal Effect: 1/day. Soft Song has -4 during Accuracy Check. On hit, the target falls Asleep. If the target is Sleeping, you wake them instead.

Level 2

En Point: You and your Pokémon are not to be frazzled during battle, each step is graceful planned and executed. When you or your Pokémon do not move their full distance during their turn in combat, they cannot be Stunned or moved by a foe's effects until their next turn.



Level 3

Attention to Me: Coordinators may be able to grab attention with their charms, but you perform like none other. Whenever you make a Perform skill check with that would involve either dance or your voice roll the check three times and use the best result.

Level 4

Gradual Rise: A well-choreographed performance with a gradual rise and climax will astound the audience and judges alike. If during each round of appeals, the points you earn are each consecutively higher than your previous score, gain 10d4 points after the final appeal. In addition, if your Pokémon would deal less damage during a round of combat than their previous turn during an attack, they may deal an additional +1d6 once per combat.

Level 6

Stage Presence: Often, judges will be particularly interested in your Pokémon's appeal because they always seem to add a different flourish or lovely tune while doing so. 3/day, during an appeal, you may replace up to X d4 with d6, where X is your Special Defense or Speed modifier.



Level 7

Gentle Footfall: Poise is important while dancing and in as a byproduct of your training you've developed particularly silent footsteps. When making Stealth skill checks, you may roll twice and use the better result. In addition, whenever your Pokémon makes an attack against a foe from behind the foe's line of sight and was not in the target's line of sight during that turn, they may add +2 during their accuracy checks.

Level 8

Enthralling Voices: Your Pokémon command the attention of others in battle and even influence Pokémon to stop in place, getting lost in your Pokémon's charms. 3/day, as an action, you add the effect, "On hit, the target is Infatuated," to one of your Pokémon's attacks that does not already have an effect during their next turn. In addition, during the appeal rounds in contests, Pokémon making an appeal immediately after your Pokémon in the same round do not roll one of their d4 unless they have already been affected by your Enthralling Voices feature during that contest.

Level 10

Dancing Dodge: The constant flow of battle has a rhythm of its own and you with your Pokémon can slide around attacks and problems. Once per day, if you would be hit by a Pokémon's attack that only targeted you, you may dodge it. In addition, once per week you may spend 4 hours with one of your Pokémon to teach them the move **Detect**.

Detect - Self Fighting Effect: 1/day. Detect is used as a Reaction. When you would be hit by a move, use Detect to instead ignore the damage and any effects of the attack.

Level 11

As Rehearsed: Often you'll spend time with your Pokémon going over their routines for a contest, and sticking to a script often has good payoffs. At the beginning of a contest, you may choose the moves your Pokémon will be performing during each round of appeals. If you do, your Pokémon's appeals cannot be negatively affected by other contestant's displays and once during the contest you may have a judge you are appealing to have their voltage raised once regardless of your appeal's contest attribute.

**Level 12**

Elemental Flourish: When moving about passionately, your Pokémon may release energy from themselves that enhance their performances. 3/day, as an action, you may have your Pokémon's normal-type move change its type to match one of its types until the end of combat. In addition, once per contest you may have one of your Pokémon's move change its attribute into a different contest attribute of your choice.

Level 13

Dazzling the Stage: Your Pokémon's appeals are stunning and when perfectly executed your Pokémon's performances destroy anyone else's chance at winning. Before rolling your dice during an appeal choose a number. If your result for points during that appeal matches the chosen number, double the value of your appeal during that round.



COACH

Let's kick it up, together everyone!

Physical training is harsh work, but your Pokémons know what you can give to them and they're into it. By pushing your Pokémons they can perform better than ever in pokéathalons and help get things done on the field of battle.

Skill Talents: Choose one; Athletics, Pokémon Handling

- Level 1 Faster, Stronger
- Level 2 Work It
- Level 3 Harder
- Level 4 Makes Us Stronger
- Level 5 -
- Level 6 Surf It
- Level 7 Make It Better
- Level 8 Hour After Hour
- Level 9 -
- Level 10 Bring It
- Level 11 Never Over
- Level 12 Face to Face
- Level 13 More Than Ever

Level 1

Faster: Kick it up! Really lean into it! Your cheers push your Pokémons to go faster and faster when it matters. 3/day, as an action, one of your Pokémons within 25 ft gets a temporary bonus to its movement speed. The bonus is equal to 5 feet multiplied by your Speed or Special Defense modifier, and lasts 5 minutes.

Stronger: You've got this! Push harder! Your encouragement pushes some extra strength into your Pokémons' efforts. 3/day, as an action, your Pokémons within 25ft are twice as strong and can move objects larger than itself as if they were the same size as them, for the next 5 mins. In addition, those Pokémons deal X more damage when attacking with an Attack stat move (*where X is your Special Defense or Speed modifier*).

Level 2

Work It: This is nothing new! Get it done! Your direction helps your Pokémons overcome obstacles without issue. 3/day, as an action, for the next 5 mins, your Pokémons within 25ft treats all difficult terrain as normal terrain, can move through enemies without slowing down, and treats vertical terrain (walls/trees /structures) as normal terrain when moving on the terrain.



Level 3

Harder: No! Not yet! Push through it! When your Pokémons hears your concern, it pushes through oncoming attacks. 1/day, when your Pokémons would be hit by an attack and the offender rolled the exact value it needed in order to hit, instead the attack misses.

Level 4

Makes Us Stronger: Everyone put everything you've got into it! Your enthusiasm empowers allies to push them forward. When using a Coach feature, instead of targeting just one of your Pokémons, your Coach features affect all allied Pokémons.

Level 6

Surf It: This is nothing! It's just water! Your careful training has enabled your Pokémons' movement both in and out of water. Your Pokémons are not hindered by movement through special terrain (water), and your Flopper Pokémons who move at half speed out of water are able to move at a normal speed out of water.





Level 7

Make It Better: Great job! Rest up, we're not done! Quick aid keeps your Pokémons in top shape for more competition. 1/day, after a battle, pokéathlon, or contest, you can spend 5 mins with your Pokémons to recover half of the hit points they lost during the combat or competition while also giving them the ability to perform 3/day and 1/day frequency moves again.

Level 8

Hour After Hour: Keep up with me! We're not done yet! Repeated work out sessions with your Pokémons maintains them in top shape, ready for anything. As long as your Pokémons spend at least three days every week working out with you, for at least an hour per session, they have +1 to your choice of Attack, Special Attack, or Speed while you continue to exercise with them. Pokémons can all be working out together at the same time, but no more than six Pokémons can benefit from your Hour After Hour feature at a time.

Level 10

Bring It: Come on! Imagine how hard it is for our Pokémons! Do not stop! You've got your whole group of friends going. By maintaining a routine of working with you for an hour each day, at least three days per week, your friends can gain an enhanced physique. They must maintain the routine for at least two weeks, and lose their benefits if they do not work out at least three days per week. They can work out together with your Pokémons through Hour After Hour, but no more than six trainers can benefit from your Bring It feature at a time.

Trainers who maintain the routine can pick two of the following options to earn through exercise:

- Move +10 feet per round of combat.
- Speed is +2 when determining turn order in combat.
- Easily lift your own weight.
- You are not hindered by difficult terrain.
- You can climb and swim at normal speed.

Level 11

Never Over: That's weak! It's nothing compared to your strength! Let's go! Your Pokémons know what your expectations are and they're holding on for you. As long as they haven't acted, your Pokémons can give up their turns during a round to survive an attack at 1 hit point if they were at their max hit points before being attacked.

Level 12

Face to Face: Don't let them get a lead on you! Get there! Your Pokémons can edge out a little more steam when facing a near-match. When determining turn order, if there is a tie, your Pokémons go first. In addition, once per day, if one of your Pokémons misses an attack by 1 or 2, you can have them successfully hit instead.

Level 13

More Than Ever: This is what it's all been for! Don't any of you give up! Keep on pushing until the very end! Any Pokémons or allied trainers currently benefitting from your Hour After Hour or Bring It features get to reroll their first natural 1 per day. In addition, during appeals in contests, your Pokémons currently benefitting from your Hour After Hour feature treat any rolled 1s as 2.



DESIGNER

I know exactly what would look great on you.

Designers make beautiful works of art, for people to wear and accessorize with. With enough work, they eventually can surpass manufactured items in both appearance and application.

Skill Talents: Choose one; Engineering/Operation, Sleight of Hand

- Level 1 Accessorize, Practical Designer
- Level 2 Lucky Charm
- Level 3 Bright Charm
- Level 4 Tactical Design
- Level 5 -
- Level 6 The Look
- Level 7 Glamourous
- Level 8 Cosplay Designer
- Level 9 -
- Level 10 Flawless Accessory
- Level 11 Item Builder
- Level 12 Item Manufacturer
- Level 13 Endless Versatility

Level 1

Accessorize: With love and a flair of style you create an amazing accessory to beautify your Pokémon. After one hour of work, you create a Pokémon accessory. The accessory can be a piece of clothing, jewelry, or a trinket it holds. Call it whatever you'd like, made out of whatever you'd like. In addition, it takes you one hour to repair any broken item or accessory made by you.

Accessory - Once per day, during the introduction appeal of a contest, add 1d4. If the result of that d4 is a 3 or 4, the Accessory cannot be used this way again unless repaired with the Accessorize feature. A Pokémon can only benefit from one accessory at a time.



Practical Designer: Creating a perfect something that just makes someone's look pop can help a person succeed when they least expect it. After one hour of work, you create a trainer accessory. The accessory can be a piece of clothing, jewelry, or a trinket someone holds. Call it whatever you'd like, made out of whatever you like. In addition, you are skilled in making clothing for trainers and can produce a shirt, pants, or dress in about 3 hours out of appropriate materials.

Trainer Accessory - Whenever you roll a Skill Check while talking to someone else, you may add +2 to your roll. If your skill check succeeds, the Trainer Accessory cannot be used this way again unless repaired with the Accessorize feature. A person can only benefit from one trainer accessory at a time.

Level 2

Lucky Charm: Something about the perfect charm on your wrist, or in your hair, or wherever you think someone should place it, just clicks and makes someone's personality really come out. After two hours of work, you create a Lucky Charm. The charm can be a piece of jewelry, or a trinket you wear. Call it whatever you'd like, made out of whatever you like.

Lucky Charm - Whenever you roll a Skill Check and fail, you may reroll and use the second result. If you fail again, you fumble in some way and lose 1d10 hit points. The Lucky Charm cannot be used this way again unless repaired with the Accessorize feature. A person can only benefit from one lucky charm at a time.



Level 3

Bright Charm: You focus your efforts on an accessory with some kind of gimmick; mundane at first, but with the flick of a wrist a pop of confetti or a flash of smoke appears. After one hour of work, you create a Bright Pokémon Accessory. The accessory can be a piece of clothing, jewelry, or a trinket it holds. Call it whatever you'd like, made out of whatever you' like.

Bright Charm - Before you appeal to a judge you may use the Bright Charm to raise the judge's voltage +1. The Bright Charm cannot be used this way again unless repaired with the Accessorize feature. A Pokémon can only benefit from one accessory at a time.

Level 4

Tactical Design: It's not always about looks, but when you do need a glove for climbing or a shoe for running, you can make it and make it look good. After six hours of work you create a clothing equipment for a trainer that has a specific application (running shoes, grip gloves, camouflage cape, etc.). Call it whatever you'd like, made out of whatever you like.

Clothing Equipment - Whenever you roll a Skill Check while doing the activity the equipment is made for, you may add +1 to your roll. The equipment loses this ability after two weeks but can be repaired with the Accessorize feature. A person can only benefit from one clothing equipment at a time.

Level 6

The Look: Sometimes, you just have to take another person's design and make it your own. By looking at what someone else is currently wearing you're able to make the same clothing out of the same material, adjusted for whomever you're planning to have wear the clothing. It would take 2 hours of work per piece of clothing/accessory to replicate the what the person was wearing when you saw them but cannot replicate any other special properties of the copied outfit. You may apply effects of your Designer features to any individual piece of clothing or accessory throughout the set of things that you are copying. Unskilled individuals cannot determine whether or not your products are an original or a fake.

Level 7

Glamorous: Bold fashion statements can catch the eyes of everyone and it makes it hard not to catch everyone's gaze when you're the designer. When making clothing for trainers, you may spend an extra hour making the clothing to give the clothing the following effect: "All non-allied trainer's Perception and Investigate Skill checks are -1 when you are within their line of sight."

Level 8

Cosplay Designer: It's not always practical, but you're an amazing costume designer. You can spend 30 hours over multiple days to create a medium or smaller Pokémon costume that passes for a real Pokémon unless investigated at a distance of less than 10ft. You may make it out of whatever you'd like, but the cheaper your materials, the more likely it is for someone else to recognize the costume as a costume. If you spend over 100 hours on making your costume, it is very difficult to tell that a person inside the costume is not whatever the costume is disguising them as- at any distance.

Level 10

Flawless Accessory: With more love and a greater flair of style you create a perfect accessory to beautify your Pokémon. After two hours of work, you create a perfect Pokémon accessory. The accessory can be a piece of clothing, jewelry, or a trinket it holds. Call it whatever you'd like, made out of whatever you' like.

Flawless Accessory - 3/day, during any appeal of a contest, add 1d4. If the result of that d4 is a 3 or 4, the Accessory cannot be used anymore during this contest. A Pokémon can only benefit from one accessory at a time.

Level 11

Item Builder: You've spent hours working to figure out how the battle accessories manufactured by professional companies work and you've figured a few of them out. Once per week, you may spend eight hours working to build one of the following items.

Item	Effect
Destiny Knot	If you become Infatuated, the Pokémon who Infatuated you becomes Infatuated with you.
Elemental Plate	Elemental Plates are named per Pokémon type (Bug Plate, Dark Plate, etc.) and empower any of your same-typed attacks, dealing an additional +4 damage.
Expert Belt	If you hit with a super effective or extremely effective attack, deal an additional 6 damage.
Focus Band	If you would be knocked out, roll 1d20. On 17 or higher, you are instead set to 1 hit point and the Focus Band is destroyed.
Focus Sash	If you would be knocked out from a single attack when you were at max hit points, instead you are set to 1 hit point once per battle.
King's Rock	When attacking, you stun targets on natural 18-20. Once you stun a target, King's Rock does not work for the rest of the day.
Muscle Band	Your Attack is +2 on your first turn each combat. This does not stack with stat passives
Quick Claw	1/day, you may give one of your moves priority. If someone else uses a priority move, compare Speed for turn order.
Razor Claw	When attacking, you score a critical hit on 18, 19, or 20. If you score a critical hit, Razor Claw does not work for the rest of the day.



Item	Effect	Item	Effect
Terrain Seeds	Terrain Seeds are named per type of terrain and are activated and destroyed when you step onto that type of terrain. When they are destroyed, your Defense is +1 for 10 mins. This effect cannot be stacked.	Choice Specs	Your Special Attack is +2. Whenever you make an attack, that is the only attack you can use for 3 mins. If you can no longer use that move, you may still Struggle. This does not stack with stat passives.
Weather Rocks	Weather Rocks are named per type of weather and are activated and destroyed when you create that type of weather. When they are destroyed, the weather effect lasts for 5 mins.	Eviolite	If you can still potentially evolve, your Defense and Special Defense are +1. This does not stack with stat passives.
Terrain Extender	When activated Terrain Extender is destroyed and the terrain you create lasts for 5 mins.	Heavy Duty Boots	You are immune to damage and effects of Hazards once per combat.
Shell Bell	Once per combat, on hit, your damaging attack will also heal you 1d4 hit points.	Life Orb	Whenever using an attack that deals damage on hit, deal an additional 1d6, then you lose 2d6 unreduceable hit points.
Wise Glasses	Your Special Attack is +2 on your first turn each combat. This does not stack with stat passives	Protective Pads	If you would be damaged as a result of making a melee attack against a foe, ignore that damage.

The items made with Item Builder need one hour of your maintenance per two weeks, otherwise they break. Call it whatever you'd like, made out of whatever you like.

Level 12

Item Manufacturer: After working to build so of your own, you've figured out the rest and can create your own arsenal of items of your Pokémon's use. Once per week, you may spend eight hours working to build one of the following items:

Item	Effect
Air Balloon	You are immune to Ground-type attacks. If you are hit by any other type of attack, Air Balloon is destroyed.
Absorb Bulb	When you are hit by a Water-type attack, Absorb Bulb is destroyed and your Special Attack is raised by 2 for 10 mins. This effect cannot be stacked.
Adrenaline Orb	When your Attack or Special Attack is lowered by a foe's effects, your Speed is raised by 1 for 10 mins. This effect cannot be stacked.
Assault Vest	Your Special Defense is +1. You may not use moves that do not deal damage on hit. This does not stack with stat passives
Big Root	When using an attack that heals you according to how much damage you deal, heal yourself an additional 1d6 hit points.
Binding Band	When using an attack that deals damage while keeping a target bound, deal an additional 1d4 damage each turn.
Black Sludge	When consumed and destroyed, a Poison-type Pokémon will recover 1d6 hit points each round for 2 mins or until at max hit points. If consumed by a non-Poison-type Pokémon, the Pokémon will lose 1d4 hit points each round for 2 mins or until knocked out.
Cell Battery	When you are hit by a Electric-type attack, Cell Battery is destroyed and your Attack is raised by 2 for 10 mins. This effect cannot be stacked.
Choice Band	Your Attack is +2. Whenever you make an attack, that is the only attack you can use for 3 mins. If you can no longer use that move, you may still Struggle. This does not stack with stat passives.
Choice Scarf	Your Speed is +2. Whenever you make an attack, that is the only attack you can use for 3 mins. If you can no longer use that move, you may still Struggle. This does not stack with stat passives.

The items made with Item Manufacturer need one hour of your maintenance per two weeks, otherwise they break. Call it whatever you'd like, made out of whatever you like.

Level 13

Endless Versatility: Accessories, items, clothing- it doesn't matter; you've got a creative itch and you're ready to make it all. When making something with your Designer features, you only take 3/4ths of the time to produce whatever it is you're making. In addition, you can alter the effects of the items you make with the Item Builder and Item Manufacturer features by changing any Pokémon type word, or stat word (for example you could make a Black Sludge item work with Fairy types instead, or make an Absorb Bulb activate on a Fire-type attack, then raise Speed). In addition, you can use your Cosplay Designer feature to create costumes of other people you have seen before (pictures work if you have views of their front, sides, and back). In addition, you may make held items with your features that affect trainers instead of Pokémon that are all one-time use items.



GROOMER

Oh! Aren't you just the cutest thing? Let's get you made up!

For a Pokémon, there isn't much better than being pampered by a Groomer. You tend the individual needs of Pokémon and fine tune their natural looks to make them happier and happier.

Skill Talents: Choose one; Nature, Pokémon Handling

- Level 1 Expert Grooming, Pokémon Whisperer
- Level 2 Touch Up
- Level 3 Groomer's Eye
- Level 4 Contest Coating
- Level 5 -
- Level 6 Quick Cleanse
- Level 7 Attribution Assistance
- Level 8 Glossy Alteration
- Level 9 -
- Level 10 Groundbreaking Makeover
- Level 11 Head Turner
- Level 12 Secured Style
- Level 13 Elite Glamour

Level 1

Expert Grooming: It's a groomer's duty to keep their Pokémon's fur fluffy, feathers dusted, or scales shined. You can spend fifteen mins with one of your Pokémon to give them an Expert Grooming. After the grooming they are relaxed unless they are agitated again, you can emphasize and polish their physical appearance, making them appear to be healthy, sick, or any other physical state within normal variation for their species. Your Pokémon quickly gain loyalty to you if you're grooming them often and are very unlikely to lose loyalty unless there's any intentional mistreatment.

Pokémon Whisperer: Humans are rarely inclined to start a fight while already in conversation, and neither are Pokémon. After speaking in a calm tone to a Pokémon for at least ten seconds, that Pokémon will refrain from attacking as long as you continue speaking, you and your allies do not approach them or initiate combat, and there is no clear threat to them. If you are already physically but nonviolently handling them as you begin speaking with them, they will allow you to continue to handle them or use your Groomer features on them.



Level 2

Touch Up: With some quick snips, brushing, and balms you fix up your Pokémon. 3/day, after spending a minute grooming a Pokémon, choose two of the following benefits for that Pokémon. You must choose different options.

- Restore a single use of a Pokémon's 3/day move.
- Heal 4 HP.
- +2 to Attack, Special Attack, or Speed for ten minutes, or until they take damage, whichever comes first.
- The first two rolled 1s during contest appeals can be rerolled during the next contest on the same day.

Level 3

Groomer's Eye: By working with Pokémon to make them look the best they can all the time, you have insight into a Pokémon's needs when you're working with them. When making Pokémon Handling checks you can roll twice and use the better result. If you're grooming or pacifying a Pokémon as you do this, roll three times and use the best result instead. In addition, while grooming a Pokémon, you can determine any stressors that the Pokémon is dealing with (maltreatment, hunger, sickness, etc.), whether or not it is loyal to its trainer, any special traits of its parentage or birth environment, any special needs it may have.

Level 4

Contest Coating: They're just too much to look at! They're so amazingly over the top! Your special care really gives your Pokémon an edge during Contests. Your Pokémon can have up to 12 points total contest stats. In addition, loyal Pokémon you've had for at least one week that have been cared for with Expert Grooming do not take a penalty to their stat because of their nature.

Level 6

Quick Cleanse: Some Pokémon need special attention to take care of a particularly bad day battling and with careful grooming, you've got them covered. 3/day, as an action, you can cure a Pokémon of any afflictions, remove any lingering negative stat effects, or prevent the next affliction the Pokémon would receive that day.



Level 7

Attribution Assistance: All this grooming is supposed to be for showing off a contest, so you've begun to focus on what makes a Pokémon pop in a stricter contest setting. Once per day, while Expert Grooming, you may add 1 point to any of the Pokémon's contest stats, but cannot raise any of their contest stats to a value higher than whichever is the higher value between your Special Defense and Speed stats.

Level 8

Glossy Alteration: These makeover looks are stunning and have a functional form. 1/day, while Expert Grooming a loyal Pokémon, you may have the groomed Pokémon gain one of the following Passives or Skills: Immunity, Limber, Magma Armor, Vital Spirit, or Water Veil; or Alluring, Glow, Repulsive, or Stealth. Each of your Pokémon cannot have more than one passive and/or skill granted by Glossy Alteration at a time.

Passives

Immunity (*You are immune to getting Poisoned and Toxified.*)

Limber (*You are immune to being Paralyzed.*)

Magma Armor (*You are immune to being Frozen.*)

Vital Spirit (*You are immune to being put to Sleep.*)

Water Veil (*You are immune to being Burned.*)

Skills

Alluring (*attracts others with their appearance*)

Glow (*can produce light*)

Repulsive (*repels others with their appearance*)

Stealth (*can make stealth skill checks*)

Level 10

Groundbreaking Makeover: It's unorthodox, it's wild, it's insane but you've figured it out and you've got the perfect customers- your lovely Pokémon! Once per week, after spending 10 hours working on one of your loyal Pokémon, they become a shiny Pokémon. Choose any color for them to permanently become in whatever pattern you'd like. In addition, during introductory appeals in contests, your shiny Pokémon adds 2d4 to their initial appeal and can replace any of their move's contest effects with the Attention Grabber, Interrupting Appeal, or Special Attention effect once per contest.



Level 11

Head Turner: It's not your expertise, but why not dive into the world of trainer haircuts and styling? You can spend fifteen mins with another trainer to give them a makeover. If you change the trainer's hair style, hair color, or general amount of make up they might use, it's possible that they won't be immediately recognizable. When made over, trainers making Bluff or Diplomacy skill checks within the first 12 hours of your makeover get +1 on their skill check on their first skill check per person they interact with. You may make yourself over, but it takes thirty mins to use Head Turner instead.

Level 12

Secured Style: The contest stage is a battlefield, just as much as the battlefield is a performance stage, and with your beautification, your Pokémon are ready for anything! 1/day, after Expert Grooming a loyal Pokémon raise its Defense or Special Defense by 2 for 3 hours. Additionally, the Pokémon can ignore the contest effect of one move performed by an opponent during a contest that would affect when your Pokémon performs during appeals, or prevents voltage manipulation of some kind.

Level 13

Elite Glamour: Untouchable beauty for any Pokémon in ten to fifteen minutes. 1/day, after Expert Grooming a loyal Pokémon, they may give them an Elite Coat. The Coat has the following ability: The first time you take damage from an attack, halve the damage. This coat lasts for 12 hours and does not disappear when a Pokémon with the Elite Coat is returned to a Poké Ball.



RISING STAR

Thank you, thank you! I owe this all to you! My fans!

The Rising Star knows how to manage their brand and climb higher and higher in the social echelon. Whatever the talent is that raises them into the spotlight, their personal wealth greatly benefits from the fame and fandom.

Skill Talents: Choose one; Bluff/Deception, Diplomacy/Persuasion

- Level 1 Incognito, Influencer
- Level 2 Golden Cheer
- Level 3 Autographs and Selfies
- Level 4 Garnered Loyalty
- Level 5 -
- Level 6 Seat of Celebrity
- Level 7 Stirring Speech
- Level 8 On the List
- Level 9 -
- Level 10 Platinum Cheer
- Level 11 Disheartening Blow
- Level 12 Empowering Aid
- Level 13 Preposterous Wealth

Level 1

Incognito: You chose the path of fame and maintain an online presence that garners thousands if not hundreds of thousands of followers, so it's a good skill to be able to lay low. When you want to, you can change your clothes or style in some way to become uninteresting. While uninteresting, it's much harder for others to notice what you're doing and your Stealth and Sleight of Hand Skills are +2, however your Bluff, Insight, and Diplomacy Skills are all -2.

Influencer: There's very little stopping you from getting what you want, just by standing by something or somewhere, others will want to be there buying those things, too. When purchasing items for yourself or your Pokémon, you will get a discount depending on the size of the store or other place of service. A small mom and pop shop will not give you that much of a discount but larger conglomerate stores will give you more generous discounts and even gifts. While all stores are obligated to give you discounts, be aware that any pushy behavior may result in unwelcome behavior from the store's employees.



Level 2

Golden Cheer: Your exuberance raises the mood of your allies and helps them to succeed whenever you're cheering them on. Once per day, when an ally makes an attack, or attempts a skill check, they may roll twice and use the better result. If the attack or skill check already is making two or more rolls, add another roll and use the best result.

Level 3

Autographs and Selfies: When you want to flaunt it and catch everyone's attention, you're usually able to cause quite a scene by announcing your presence. As long as you are in a region where your fame is known (at least 3 ribbons and/or badges) you can announce your presence and cause a distraction. Non-allied trainers nearby are compelled to either join you, asking for your autograph or a photo with you, or are just distracted by the spectacle of your showmanship. If anyone becomes distracted by something other than you, or are otherwise alerted, they will stop whatever it is they were doing with you earlier than normal, if not immediately.

Level 4

Garnered Loyalty: Your Pokémon love you and if they don't, they are really easy to win over. Your Pokémon with under 4 loyalty, rapidly gain loyalty. It takes no more than 24 hours to raise one of your Pokémon's loyalty one stage unless they are already at 4 loyalty. It takes intentional and malicious mistreatment to lower your Pokémon's loyalties.

Level 6

Seat of Celebrity: Once well known in your expertise, you dominate the personalities in your sphere of influence and others will often go out of their way to make a mutually beneficial deal go through. Depending on the base classes you have, you gain some of the following options, these trainers will likely join you even if they've never met you before (it is possible to lose access to the coordinator option):

Base Class Option

Ace Trainer You may call upon regionally famous gym leaders, elites, brains or any other famous and powerful trainers to aid you in your efforts in a competition or just for an exhibition match.

Breeder You have access to a regional list of breeders for rare or expensive Pokémons and can arrange appointments free of charge for your Pokémons to produce eggs with any regionally available Pokémons.

Coordinator (only) As an exclusive coordinator, you have woven your ties in deep throughout your regional community. When joining a contest, you are made aware of any serious competition and are told who the judges will be. In addition, 3/day before your Pokémons makes an appeal, they may raise a judge's voltage. In addition, during their introductory appeal, other contestants get -X points where X is your Sp. Def or Speed modifier.

Ranger You have access to the captains of the regional ranger union. You can call upon their personal help in any dangerous situations or use your influence to rally many civilians to aid in ranger efforts with little trouble.

Researcher You have access to any regional professors and doctors who will meet with you, plan joint research endeavors, and even research things for you (within reason) free of charge.

Level 7

Stirring Speech: When you lead a positively powerful speech, you encourage everyone to get up and finish what they started. Once per day, you may spend 3 mins encouraging your allies. All allies, trainer and Pokémons alike, are healed of any afflictions, then at the start of their next combat encounter, they gain 5 temporary hit points.

Level 8

On the List: By virtue of being who you are, most people will believe you are supposed to be where you say you're supposed to be, doing what you say you're supposed to be doing. When making a Bluff skill check, you may roll three times and use the best result. As long as you perform well enough on your skill check, only a person in charge of an entire organization might disagree with your behavior and expose you.

Level 10

Platinum Cheer: You raise a wild energy around you when cheering on your friends' efforts, making them believe anything is possible! Once per day, as an action, you give an energetic cheer that empowers all allies. For 10 mins, all allies deal +X damage when attacking, all allied skill checks add +2 to their roll, all skill checks made against your allies are -2 during their roll, and all allies recover X hit points, then gain X temporary hit points. X is equal to your Special Defense or Speed modifier.

Level 11

Disheartening Blow: It's very unkind and probably beneath you but your presence can be demoralizing when you pair it with a nasty insult. 3/day you may use **Vicious Insult**.

Vicious Insult - Ranged(25ft) Dark Effect: 3/day. Unless you've spent at least 10 mins with the target, Vicious Insult has -4 during accuracy check. On hit, the target is stunned. On hit, during the target's next 3 turns it must succeed a confidence check by rolling 11 or greater on 1d20+any one of their modifiers or be stunned again.

Level 12

Empowering Aid: Your friends are amazing and your friendships are supportive and powerful. When making a skill check, one of your allies can use an action to add their highest modifier to your skill check. When an ally is making a skill check, you may use an action to add your Special Defense or Speed modifier to their skill check.

Level 13

Preposterous Wealth: You're on top of the world and have many fanatic followers from all over the planet. Your wealth is a non-issue due to your countless endorsements and sponsorships so if something is sold somewhere, you can afford it. The limitations of what you're allowed to obtain/purchase is any kind of Pokémons that are in some way unusual due to being shiny, a strange typing, or having some other oddity about them. You also cannot buy something that is not for sale, for example if a Master Ball is not being sold because it's a prototype, a collection piece, or out of stock you wouldn't be able to buy it. Even then, if someone is selling a shiny Pokémon, you pay them and can have it or could commission a talented smith to create a Master Ball over time. In addition, any Rising Star feature that is limited by regional fame is now expanded to a global range.



RANGER

Protector, Servant, Leader

As the guardians of the Pokémon world's natural spaces, Rangers serve and protect Pokémon, putting themselves on the line. Rangers are skilled acrobats, navigating all sorts of terrain in order to rescue anyone or any Pokémon in need and use their focus and trusty styler to harness the help of wild Pokémon, enabling a ranger to solve any problem and overcome any obstacle even when outnumbered.

Favored Stats: Defense and Speed

Advanced Class Options: *Invoker, Officer, Rider, Special Operative, Survivalist*

Skill Talents: Choose two; Acrobatics, Athletics, Diplomacy/Persuasion, Perception, Pokémon Handling, Stealth

Special: You must have the Ranger Union/Law Enforcement origin in order to take the Ranger base class.



- Level 1 Authority Figure, Befriend
- Level 2 Companion
- Level 3 Stat Increase, Advanced Class
- Level 4 Dizzy
- Level 5 Part of the Team
- Level 6 Safe Passage
- Level 7 Stat Increase, Advanced Class
- Level 8 Ward
- Level 9 Herder
- Level 10 Aid of the Wild
- Level 11 Stat Increase, Advanced Class
- Level 12 Styler Slinger
- Level 13 Natural Leader
- Level 14 Wild Commander
- Level 15 Commander's Rally

Level 1

Authority Figure: Rangers are protectors of the Pokémon world, acting as an intermediary for humans and Pokémon alike and coming to the aid of anyone in need results in a certain attitude from the general public. When making Diplomacy checks, roll twice and use the better result. You work with and are generally respected by other Rangers. When requesting assistance from a local Ranger station on an important issue, the station is obligated to lend help in some form except for in extraordinary circumstances.

Befriend: A Ranger's styler isn't just a symbol of authority, it's a valuable tool used to work with wild Pokémon and help your causes. 3/day, as an action, a non-agitated wild Pokémon within 25ft becomes Helpful. This Helpful Pokémon will remain under your guidance until the Helpful Pokémon is hit by an attack, severely distracted, or has helped you in a significant manner once, such as by making an attack. You do not get a list of any Skills or moves you cannot deduce yourself, and it cannot be taken from the area you found it in or it will run away. You may only have one Helpful Pokémon at a time. In addition, when using Pokémon Handling, you may add your Defense or Speed modifier to your skill check instead of your Special Defense modifier.

Level 2

Companion: After finding a valuable ally, the Ranger may promote a wild and make them a fellow defender of the Pokémon world. Once per day, make a Helpful Pokémon your Companion. You may only have one Companion at a time. If you give a new Pokémon the Companion title, you free your previous Companion and replace it with your new one. This process makes your Companion Pokémon have at least loyalty 2. Your Companion Pokémon will be obedient towards the Ranger, regardless of circumstances before being restrained. The Companion Pokémon cannot participate in official battles or contests. The Pokémon cannot be returned to a Poke Ball. Companions are considered Helpful, but act in combat as if they were owned. Companion Pokémon who are replaced by a new Companion Pokémon are still wild and will likely return to the wild. You may have a Companion Pokémon and a Helpful Pokémon at the same time. In addition, you may now use your Befriend feature 5/day.

Level 3

Stat Increase and Advanced Class: Choose two different Trainer Stats to increase by 1, then gain 1d4 max HP. You only gain new stats at levels 3, 7, and 11. Choose a Ranger Advanced Class or a different base Class. You can only ever gain a single Class or Advanced Class at a time, at level 3, level 7, and level 11.

Level 4

Dizzy: Using a stylist with some extra effort lets you disorient Pokémons. 3/day, you may use the attack **Stylish Spin**.

Stylish Spin - Ranged(10ft) Normal Effect: 3/day. On hit, the target is Confused.

Level 5

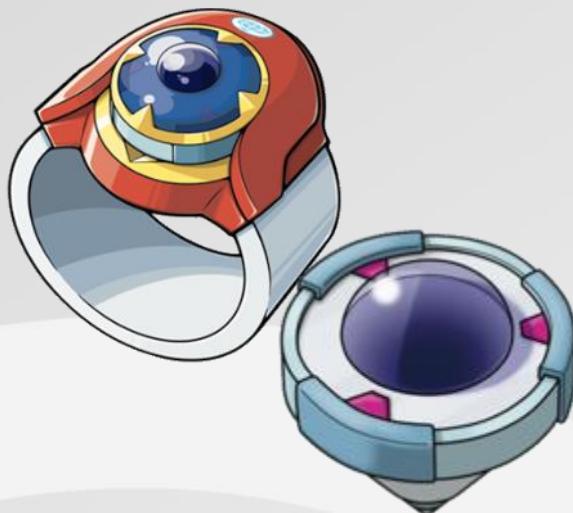
Part of the Team: After working with your companion for some time, they'll smoothly transition onto your team. If you've been with your Companion Pokémon for three days, you may capture it without having to roll a capture roll.

Level 6

Safe Passage: Rangers find a way to navigate safely in the wild so as not to disturb any wilds. When travelling in the wild out of combat, roll twice while making Acrobatics, Investigate, Perception, or Stealth checks and use the better result.

Level 7

Stat Increase and Advanced Class: Choose two different Trainer Stats to increase by 1, then gain 1d4 max HP. You only gain new stats at levels 3, 7, and 11. Choose a Ranger Advanced Class or a different base Class. You can only ever gain a single Class or Advanced Class at a time, at level 3, level 7, and level 11.

**Level 8**

Ward: Wild Pokémons going on rampages aren't unheard of and it's a Ranger's duty to stop them before anyone gets hurt, including the rampaging Pokémons. 3/day, as an action, an aggressive or rampaging wild Pokémon within 25ft becomes Helpful. This Helpful Pokémon will remain under your guidance until the Helpful Pokémon is hit by an attack, severely distracted, or has helped the Ranger in a significant manner once, such as by making an attack. You do not get a list of any Skills or moves you cannot deduce yourself, and it cannot be taken from the area you found it in or it will run away. You may only have one Helpful Pokémon at a time. In addition, you may now use your Befriend feature 7/day.

Level 9

Herder: It's not easy, but by using your styler to restrain multiple wilds, you can control more of them to aid you in your fight to protect the world. Using your Befriend feature, you may have up to two Helpful Pokémons at the same time in addition to a Companion Pokémon.

Level 10

Aid of the Wild: When working to save the Pokémon world, friendly Pokémons can follow your lead with little direction. Once per day, for a number of rounds equal to your Defense or Speed modifiers, a chosen Helpful Pokémon acts on its own in combat, attacking foes or helping to complete a task without requiring orders. The GM controls the Helpful Pokémon under the effect of this feature. The target does not flee or retreat if injured while under the effects of this feature like another Helpful Pokémon.



**Level 11**

Stat Increase and Advanced Class: Choose two different Trainer Stats to increase by 1, then gain 1d4 max HP. You only gain new stats at levels 3, 7, and 11. Choose a Ranger Advanced Class or a different base Class. You can only ever gain a single Class or Advanced Class at a time, at level 3, level 7, and level 11.

Level 12

Styler Slinger: Throwing your styler around skillfully has become second nature. As an action, you can use Befriend twice during your turn. You can also use Ward and Befriend as a single action during your turn. If you use Befriend or Ward with your Styler Slinger feature, you still deplete their uses per day. In addition, you may now use your Befriend feature 9/day.

Level 13

Natural Leader: Working with wild Pokémon and studying them has led to a natural well of knowledge- you just know how to work with Pokémon that you lasso with you stylist. You know of any special skills, moves, or unusual typing a wild you've made into a Helpful Pokémon. In addition, Helpful Pokémon are only dismissed once you dismiss them (usually Helpful Pokémon are dismissed after being hit by an attack, severely distracted, or after helping you in a significant manner once). You may not force Helpful Pokémon to leave their homes, only your Companion can leave wild areas with you.

Level 14

Wild Commander: Serving the world of Pokémon comes with special responsibilities, but successfully protecting both people and Pokémon alike until renowned carries a sort of aura that makes wild Pokémon join your cause. You may use Befriend as many times as you'd like per day, and you may use Ward up to 7/day. In addition, using your Befriend feature, you may have up to three Helpful Pokémon at the same time in addition to a Companion Pokémon.

Level 15

Commander's Rally: After serving the world of Pokémon for a long enough time, your presence alone inspires greatness. Once per day, all allied trainers and Pokémon within 30ft of you get +3 to their Attack, Defense, Special Attack, Special Defense and Speed for X rounds of combat, where X is your Defense or Speed modifier.



INVOKER

The power of legendary Pokémons imbued in your styler.

An invoker practices the use of guardian symbols to summon forth the power of legendary Pokémons. While invaders may not have ever met a legendary or mythical Pokémon, they draw forth power by drawing elaborate and precise sigils that through the magic of legendary Pokémons, manifest in amazing ways.

Skill Talents: Choose one; History, Perform

- Level 1 Courageous Sign, Guardian Sign
- Level 2 Valiant Sign
- Level 3 Study Sign
- Level 4 Soaring Sign
- Level 5 -
- Level 6 Healing Sign
- Level 7 Swift Sign
- Level 8 Dark Sign
- Level 9 -
- Level 10 Weather Sign
- Level 11 Decisive Sign
- Level 12 Smiting Sign
- Level 13 Divine Sign

Level 1

Courageous Sign: The first sign that an Invoker learns to create is the symbol of the legendary beasts, encouraging Pokémons to help. 3/day, when a Helpful Pokémon is dismissed after performing a task for you, you may make it Helpful again as a free action.

Guardian Sign: The second sign is the symbol of your legendary protector, helping to defend Pokémons who are in need of aid. 1/day you can use Guardian Sign.

Guardian Sign - Ranged(25ft) Normal Effect: 1/day. Guardian Sign is used as a Reaction (as your action if you haven't acted yet this round). If one of your Pokémons, your Helpful Pokémon, or your Companion Pokémon is hit by an attack, ignore the damage and any effects of the attack.

Level 2

Valiant Sign: Signing the symbol of the legendary swords of justice empowers your Pokémons. 3/day, as an action, one of your adjacent Pokémons, your Helpful Pokémon, or your Companion Pokémon is given +2 Attack and +2 Special Attack for 10 mins. This cannot be stacked.



Level 3

Sturdy Sign: The sign of the legendary golems helps to maintain a Pokémon's will to keep helping you. 3/day, when a Helpful Pokémon is dismissed by getting attacked by a foe, you may make it Helpful again as a free action.

Level 4

Soaring Sign: The sign of the legendary birds temporarily grants a Pokémon the ability to fly in the air. 3/day, as an action you may target one of your Pokémons, your Helpful Pokémon, or your Companion Pokémon and it is granted wings made of light so it can fly at its regular speed for ten minutes.

Level 6

Healing Sign: Signing the symbol of the legendary guardian deities restores the strength of a Pokémon in need. 3/day, as an action, heal target Pokémon HP equal to the sum of your Defense and Speed stat.

Level 7

Swift Sign: By quickly signing the symbol of the legendary eon duo, you speed up your Companion. Once per day, as an action, your Companion can be issued a command letting them act on the same turn as another one of your Pokémons or Helpful Pokémons who is also being issued a command.

Level 8

Dark Sign: The sign of the legendary Pokémons of darkness is used to ward off threats. 1/day, you can use **Dark Sign**.

Dark Sign - Ranged(10ft) Dark Effect: 1/day. On hit, the target is put Asleep.





Level 10

Weather Sign: By signing the symbol of the legendary forces of nature, you summon a change of weather. 1/day you can use one of the following moves: Defog, Hail, Haze, Mist, Rain Dance, Sandstorm, or Sunny Day.

Defog - Ranged(30ft burst) Flying Field Effect: 3/day. Any Walls, Hazards, Weather, or Terrains within range are destroyed.

Hail - Ice Field Effect: 3/day. You create a circle of Hailing Weather with a 60ft diameter. Anyone who acts within the Hailing weather takes 2d4 damage after acting unless they are Ice Type. This weather disappears after 2 mins.

Haze - Ice Field Effect: 3/day. You create a circle of Hazy Weather with a 60ft diameter. Within the Hazy weather, all stat altering passives are disabled. Stats cannot be altered by anything within the Hazy weather. This weather disappears after 2 mins.

Mist - Ice Field Effect: 3/day. You create a circle of Misty Weather with a 60ft diameter. Within the Misty weather, Stats cannot be lowered. This weather disappears after 2 mins.

Rain Dance - Water Field Effect: 3/day. You create a circle of Raining Weather with a 60ft diameter. Within the Raining weather, Water-type attacks deal an additional 8 damage and Fire-type attacks deal 8 less damage. This weather disappears after 2 mins.

Sandstorm - Rock Field Effect: 3/day. You create a circle of Sandstorming Weather with a 60ft diameter. Anyone who acts within the Sandstorming weather takes 2d4 damage after acting unless they are Rock-type, Ground-type, or Steel-type. This weather disappears after 2 mins.

Sunny Day - Fire Field Effect: 3/day. You create a circle of Sunny Weather with a 60ft diameter. Within the Sunny weather, Fire-type attacks deal an additional 8 damage and Water-type attacks deal 8 less damage. This weather disappears after 2 mins.

Level 11

Decisive Sign: The symbol of the legendary lake guardians imbues Pokémon with an aura of protection. Once per day, as an action, your target Pokémon or Companion Pokémons's Defense and Special Defense is raised by 2 for two mins.

Level 12

Smiting Sign: Calling forth the symbol of the legendary Tao trio, you loose a bolt of energy from your styler. 3/day, you can use Smite.

Smite - Ranged(20ft) Normal Special Attack: 3/day 3d8. Smite uses your Special Defense or Speed modifier during accuracy check and damage. Smite cannot be resisted, nor can a target be immune to it. You may not use Invoker features for 2 mins.

Level 13

Divine Sign: Signing the symbol of the legendary creator, your Pokémon brings out dormant power within. Once per day, your Pokémon or your Companion Pokémon uses **Divine Verdict**. Then, you may not use Invoker features for 5 mins.

Divine Verdict - Ranged(30ft, 5ft blast) Normal Special Attack: 1/day 4d12. Divine Verdict's type can be changed when it's used and may use Attack for accuracy check and damage instead of Special Attack.



OFFICER

Gumshoe rangers on the beat.

Officers are often more concerned with the city limits and making sure that people are just as safe from the wilds as they are from each other. Paying close attention to the manmade world around them gives them leads, pressing suspicious individuals leads to shadowy organizations, and pursuing threads of conspiracies can help to take down major threats to the Pokémon world.

Skill Talents: Choose one; Insight, Investigate

- Level 1 Conspiracy Catcher, Intuition's Arsenal
- Level 2 Detective Training
- Level 3 Partner's Aid
- Level 4 Disguise
- Level 5 -
- Level 6 Stop Right There
- Level 7 Lie Detector
- Level 8 Intuition Training
- Level 9 -
- Level 10 Restraining Order
- Level 11 Master of Disguise
- Level 12 What's That Over There
- Level 13 Ultimate Interrogator



Level 1

Conspiracy Catcher: The world of Pokémon is not short of criminal activity and you have a knack for overcoming anyone who'd looking to start trouble for others. Whenever you make a Skill check while confronting or battling any criminal or criminal suspect, add 1 to your rolls. In addition, when using an Insight check against these individuals, you may add your Defense or Speed modifier to your skill check instead of your Special Defense modifier.

Intuition's Arsenal: Officers who serve both city and wild have picked up natural tendencies to remain even more vigilant than other Rangers. You gain the following passive abilities; Infiltrator, Inner Focus, Insomnia, Keen Eye.

Infiltrator - Hindering terrain and Walls do not affect you or your attacks.

Inner Focus - You are immune to being Stunned.

Insomnia - You are immune to being put to Sleep.

Keen Eye - Your accuracy checks cannot be negatively affected by foes.

Level 2

Detective Training: Keeping on the lookout is tiring, but with some basic training your companion has got your back. After spending one hour with your Companion, they gain the Skills Stealth and Investigate. Your Companion loses these Skills when they are no longer your Companion.

Level 3

Partner's Aid: Your companion has taken a liking to police work and will help any way it can to succeed in bringing down criminals. If your Conspiracy Catcher feature is applicable to a Skill check and your Companion Pokémon is within 5ft of you, add 3 to your Skill Check.

Level 4

Disguise: Sometimes, it's better if you don't look like a Ranger. After ten minutes of work, you are unrecognizable unless you reveal who you are to someone else or if they observed you disguising yourself. Your Pokémon, Helpful Pokémon, and Companion Pokémon can recognize you. You may not impersonate anyone with Disguise.



**Level 6**

Stop Right There: When you've got a criminal in your sights, you'll do everything in your power to apprehend them. While chasing a foe, you may move an additional 30ft per round of combat and your Speed modifier is +2 while using any Skills.

Level 7

Lie Detector: Catching criminals has revealed various tells that help you understand truth from falsehood. When making Insight skill checks, roll twice and use the better result. In addition, if you've talked to anyone for more than two minutes, you can tell if they are lying to you.

Level 8

Intuition Training: Your companion has picked up on many of your mannerisms and natural tendencies- after a good training session. After spending three hours with your Companion, they are treated as if they have the following passive abilities; Infiltrator, Inner Focus, Insomnia, Keen Eye.

Level 10

Restraining Order: Maneuvering wilds with your styler can help you stop any criminal who might try to get away. 3/day, you may issue a command to any of your Pokémons, your Helpful Pokémons, or your Companion Pokémons to use the move Block. Helpful Pokémons are not compelled to leave your service until Block's effect ends.

Block - Melee Normal Effect: 3/day. On hit, the target is bound to you for 1d6 rounds.

Level 11

Master of Disguise: You've studied the trade of infiltration and would say that you've mastered impersonation. After one hour of work, you may disguise yourself as a specific person, Pokémon, or even an inanimate object of your size and be unrecognizable as a fake to the eyes of everyone around you. Your voice passes if you succeed a Bluff skill check, but you may roll twice during Bluff skill checks while disguised as someone and use the better result.

Level 12

What's That Over There: Misdirection often lets you get by pesky guards, nosy bystanders, or shady civilians and investigate in unorthodox ways. 3/day, you may distract a target human or Pokémon with a trick or a menial chore for X minutes, where X is equal to your Defense or Speed modifier. The target is compelled to complete whatever task you convince them to do. If they become distracted by something other than you or your chore, or are otherwise alerted, they will stop whatever it is they were doing earlier than normal, if not immediately.

Level 13

Ultimate Interrogator: Through whatever means you've developed, you're able to break open any locked lips and find out what you need in order to nab your criminal quarry. After spending twenty minutes with your Companion and a bound criminal foe, they will answer questions you have of them truthfully and as detailed as possible. Ultimate Interrogation must be used in a relatively private space, such as a questioning room in a Ranger Station or a room in a private residence.



RIDER

Acrobatic prowess on mounts keeps you right in the action.

Riders have mastered their balance and handling to stay on top of battle while also managing other trainer's rides and keeping their team in a uniform herd through the battlefield. They have a natural way about finding the best ways to stay on mounts and keep engaged in the action while impressing everyone with their style.

Skill Talents: Choose one; Acrobatics, Pokémon Handling

- Level 1 Battle Capable Riding, Stick to It
- Level 2 All-Terrain Pokémon
- Level 3 Mount Mobility
- Level 4 Full Speed
- Level 5 -
- Level 6 Mounted Quick Switch
- Level 7 Qualified Ride
- Level 8 Ride Pager
- Level 9 -
- Level 10 Watch and Learn
- Level 11 Charge
- Level 12 Form Up
- Level 13 Overrun



Level 1

Battle Capable Riding: Using a mount in combat means you're a part of combat, but your Pokémon's got you covered. Whenever you are hit by an attack while mounted, your mount may automatically intercept the hit and take the damage for you. If you would have both been hit, only your mount takes damage.

Stick to It: You're a natural Pokémon rider and know all the tricks to stay on your mount when riding. When mounted on one of your Pokémon or your Companion Pokémon, you automatically succeed on all checks to remain on your mount caused by attacks and status conditions. You can ride your mounts on their side, while hanging upside down from them, while standing on them or any other odd way of staying on your mount as if you are riding the mount as normal.

Level 2

All-Terrain Pokémon: With careful guidance, you've trained your Pokémon to navigate anything from rocky crag or oil-slicked streets. When mounted on one of your Pokémon or your Companion Pokémon, treat all ground terrain as normal terrain. Your All-Terrain Pokémon feature doesn't work if your mount can't swim and is in or under water.

Level 3

Mount Mobility: You move as one with your Pokémon and often act in battle simultaneously. Instead of using your Speed to determine your turn order during combat, you may choose to use your mount's Speed.

Level 4

Full Speed: By encouraging your Pokémon, you fly ahead at amazing speeds. 3/day, as an action, your Pokémon or Companion Pokémon who you are mounted on has its Speed raised +4 for 10 mins. The Pokémon cannot have its Speed raised by anything else while benefitting from Full Speed.

Level 6

Mounted Quick Switch: Training and practice has led to an amazing maneuver allowing you make a small jump in order to change your mounted Pokémon without a moment between. You can switch out Pokémon you are mounted on to another Pokémon in your Poke Balls without dismounting by placing the new Pokémon in the exact place as a Pokémon you are returning, even if your mount is in motion. You may even switch the type of mount while it is moving (sky to land, sea to sky, etc.).



Level 7

Qualified Ride: It doesn't matter what you're riding into battle, your expertise transfers with you, not your ride. Allied trainer's Pokémon and Helpful Pokémons are treated as your own Pokémon and Companion Pokémon for the purposes of using Rider features.

Level 8

Ride Pager: With little effort you can find wilds willing to help you get to where you need to be. While in wild territory you can spend twenty minutes to find a Pokémon who can serve as a mount for yourself or an allied trainer. Once Helpful, the Pokémon will allow itself to be ridden for up to 8 hours or until it has been hit by an attack or given another command that would dismiss it.

Level 10

Watch and Learn: By using your styler to steer another Pokémon, you can handle Pokémon you aren't even riding as well as you handle your own. As long as they are within 10ft of you, allied trainers can benefit from your Battle Capable Riding, All-Terrain Pokémon, Full Speed, and Mounted Quick Switch features.

Level 11

Charge: While maneuvering your Pokémon, nothing can stop your advance. 3/day, if you maneuver a Pokémon you are mounted on through a space occupied by any enemy Pokémon, your Pokémon may make a **Charge on Through** attack against them. You may still make another attack with your mounted Pokémon at the end of their movement.

Charge on Through - Melee Normal Attack: 3/day 3d6. Charge on Through can only be made against enemies that you passed through while moving during your turn. Any Pokémon making this attack may still use a move during their turn.

**Level 12**

Form Up: On your signal, your ally's mounted Pokémon group up with you for better maneuvering and mounted combat at your lead. 3/day, you may use Form Up as your action in order to move all allied mounted Pokémon up to 25ft closer to you. Form Up does not take away those Pokémon's ability to move during their turns. If allied trainers get close enough during this action they may immediately start benefitting from your Watch and Learn feature.

Level 13

Overrun: Ready to vanquish any opposition, you and your allies charge forward and destroy any obstacle. Once per day, you, your mount, and each allied mounted Pokémon within 10ft moves forward with you while using your mounted Pokémon's attack; **Stampede**.

Stampede - Melee Normal Attack: 1/day 3d12. Stampede can only be made against enemies that you passed through while moving during your turn. While moving with Stampede, it rolls an accuracy check to hit every foe you and any allied mounted Pokémon moves through with you. Stampede deals +1d12 damage for every allied mounted Pokémon that is moving with you. If all mounted Pokémon moving with Stampede share a type, Stampede's type may be changed from Normal to that type. If you or any allied mounted Pokémon were, they are no longer bound. Any Pokémon involved in making this attack may still use a move during their turn.

SPECIAL OPERATIVE

Protecting the Pokémon world by force.

Gearing up for serious conflict and special missions requires a license to wield more complicated ranger gear that also comes with more responsibility. As a special operatives member, rangers will be able to use all sorts of powerful tactical tools . Special operatives are sometimes looked on with caution and uncertainty by the general public- it's your responsibility to prove yourself to the people you've sworn to protect.

Skill Talents: Choose one; Constitution, Engineering/ Operation

Level 1	Operation Gear Coiled Styler Attachment Scanner Shield Styler Attachment
Level 2	Endure
Level 3	Operation Gear Ranger's Rebreather Riot Gear
Level 4	Take Down
Level 5	-
Level 6	Element of Surprise
Level 7	Operation Gear Control Tactical Launcher - Smoke Control Tactical Launcher - Stun
Level 8	Retaliate
Level 9	-
Level 10	Creative Application
Level 11	Operation Gear Suppression Tactical Launcher - Sleep Suppression Tactical Launcher - Web
Level 12	Double-Edge
Level 13	Quartermaster

Level 1

Operation Gear: When promoted to a special operative in the ranger union, you're given access to the spec. ops. lockers and you may borrow any gear for yourself from any ranger station. At any time, you may have up to 3 Special Operative gear with you from a ranger station. In order to retrieve a new piece of gear, you can return and exchange Spec. Ops. gear at any Ranger stations. Gear is licensed to you and you'll need to replace any damaged or stolen equipment which may result in disciplinary action from regional captains. As a newly appointed special operative, you have access to the following 3 pieces of equipment.



Coiled Styler Attachment: In order to combat criminals who abuse Pokémon into doing their bidding, special stylers are issued to operatives that can be used to temporarily restrain owned Pokémon. 3/day, as an action, use **Wrap** on an owned enemy Pokémon. Pokémon bound by Coiled Styler cannot move or use attacks unless they break free by besting you in an Athletics Skill check, but they will roll the skill check twice using the lower result.

Wrap - Melee Normal Attack: At-Will 1d4. On hit, the target is bound to you for 1d4 rounds. For each round the target is bound, it takes 1d4 damage on its turns.

Scanner: Your specialized goggles help to assess situations when Pokémon are wreaking havoc. 5/day, as a free action, you may reveal target Pokémon's current hit points as a percentage representing its amount of hit points out of its max hit points. In addition, the googles these scanners are attached to are able to see through fog, smoke, heavy sandstorm or any other moving non-permanent visual obstruction.

Shield Styler Attachment: Sometimes the threat of attack will make you want to have a shield and this attachment expands a shield made of energy to help protect you from enemies. When you or an adjacent ally is attacked, the foe must roll +1 during accuracy check in order to hit. If an opponent fails to hit after attacking you or an adjacent ally your energy shield shatters and must recharge for 1 min before it is reformed. You may not use the Shield Styler Attachment while using Wrap with the Coiled Styler Attachment.



Level 2

Endure: Special operatives often combat violent threats, so are trained to hold on whenever possible. Once per day, you may use **Endure**.

Endure - Self Normal Effect: 1/day. Endure is used as a Reaction. If you would be hit by an attack that would knock you out, use Endure to instead be left with 1 HP.

Level 3

Operation Gear: Further promotion allows access to additional equipment within the ranger union. You may still only have 3 pieces of Spec. Ops. gear from ranger stations at a time.

Ranger's Rebreather: For special underwater missions, the rebreather is a valuable tool when a Pokémon can't help to take you underwater for extended periods of time. The rebreather allows you to breathe underwater for a maximum of 1 hour. After the rebreather is used for at least half an hour, it must be cleaned and dried, rendering it unable to be used for 1 hour.

Riot Gear: If you're looking for a fight and don't mind looking like it, armor up in some riot gear. When taking damage from moves that use the Attack stat to calculate damage, take 5 less damage.

**Level 4**

Take Down: Sometimes a reckless tackle is the most reliable tool at your disposal. 3/day, as an action, you may use **Take Down**. If you are wearing Riot Gear, you do not take damage from the effects of the attack.

Take Down - Melee Normal Attack: 3/day 3d10. On hit, you lose HP equal to $1/4^{\text{th}}$ of the damage you deal.

Level 6

Element of Surprise: By planning stings and operations in order to maximize chances of success without any harm coming to your allies, you've figured out the best means of attack in any given situation. During an ambush, where you and your allies are attacking before being spotted by any enemies, all allies deal +5 damage on hit.

Level 7

Operation Gear: Further promotion allows access to additional equipment within the ranger union. You may still only have 3 pieces of Spec. Ops. gear from ranger stations at a time.

Control Tactical Launcher - Smoke: Smokescreens can be useful to protect yourself and allies while making a quick get away and can cover your escape, or during an offensive raid. At any given time, the ranger union allows Spec. Ops. rangers to take three canisters of ammunition for this launcher and you must return to a ranger station in order to retrieve more after using any ammunition. As an action, use the move **Smoke Screen**.

Smoke Screen - Ranged(10ft) Normal Effect: 3/day. Place up to 25 contiguous ft of Smoke Screen Wall. Smoke Screen Wall has no thickness, is 12 ft tall and has the following ability: Attacks that target through or within the wall have -2 during Accuracy Check. This Wall disappears after 2 mins.

Control Tactical Launcher - Stun: While not always effective, stun powder grenades can be useful when trying to settle a dangerous situation through force. At any given time, the ranger union allows Spec. Ops. rangers to take three canisters of ammunition for this launcher and you must return to a ranger station in order to retrieve more after using any ammunition. As an action, use the move **Stun Gas**.

Stun Gas - Ranged(15ft, 10ft burst) Grass Effect: 3/day. Stun Gas has -2 during Accuracy Check. On hit, the target is Paralyzed.

Level 8

Retaliate: A burst of adrenaline can hit you when you see a teammate going down and you've learned to channel that surge into a powerful show of force. Once per day, as an action, you may use **Retaliate**.

Retaliate - Melee Normal Attack: 1/day 1d20. If the target knocked out an ally during this round, Retaliate has 5d12 for damage instead.

Level 10

Creative Application: Using the tools given to you by the ranger union, you've developed unorthodox means of applying their use against enemies of the Pokémon world. 3/day, if you have the Coiled Styler Attachment with you, you may use the move **Slash** as an action. If you have the Scanner with you, you may use the move **Foresight** as an action. 3/day, if you have the Shield Styler Attachment with you, you may use the move **Bash** as an action. If you have the Rebreather, it lasts now lasts for 1 hour and can be used for up to 45 minutes without needing to be cleaned. If you have the Riot Gear with you, it reduces damage by 10 instead of 5.

Slash - Melee Normal Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.

Foresight - Self Normal Effect: At-Will. You can hit Ghost-types with Normal and Fighting type moves as if they are not immune to those types of attacks for two mins.

Bash - Melee Normal Attack: 3/day 3d10. Bash has -2 during Accuracy Check. Your energy shield shatters and may not be used for 1 min.

**Level 11**

Operation Gear: Further promotion allows access to additional equipment within the ranger union. You may still only have 3 pieces of Spec. Ops. gear from ranger stations at a time.

Suppression Tactical Launcher - Sleep: While dangerous, this gear is lent to very trusted rangers who will not abuse the weapon made available to you. At any given time, the ranger union allows Spec. Ops. rangers to take three canisters of ammunition for this launcher and you must return to a ranger station in order to retrieve more after using any ammunition. As an action, use the move **Sleep Gas**.

Sleep Gas - Ranged(15ft, 10ft burst) Grass Effect: 3/day. Sleep Gas has -2 during Accuracy Check. On hit, the target is put to Sleep.

Suppression Tactical Launcher - Web: This device uses ammunition developed with different products made by Pokémon to hinder the escape of any fleeing criminals. At any given time, the ranger union allows Spec. Ops. rangers to take three canisters of ammunition for this launcher and you must return to a ranger station in order to retrieve more after using any ammunition. As an action, use the move **Spider Webbing**.

Spider Webbing - Ranged(20ft, 10ft burst) Bug Effect: 3/day. On hit, the target is bound in place for 1d6 turns.

Level 12

Double-Edge: Surging forward with everything you have, you tackle your quarry. Once per day, as an action, you may use **Double Edge**. If you are wearing Riot Gear, you do not take damage from the effects of the attack.

Double Edge - Melee Normal Attack: 1/day 5d12. On hit, you lose HP equal to 1/3rd of the damage you deal.

Level 13

Quartermaster: Once appointed the rank of quartermaster, the ranger union assumes your knowledge and responsibility of the use and distribution of advanced spec. ops. gear. You may check out and borrow as many different spec. ops. gear pieces at a time as you'd like. Only yourself and other rangers may use anything you've checked out during any given mission and you are responsible for the return of all equipment borrowed by non-Special Operative rangers.



SURVIVALIST

Living in nature has never been so easy.

A survivalist could disappear into the wilds and comfortably live out the rest of their lives in nature. These rangers still serve the world they live in but have dedicated themselves to preserving the wilds and keeping away those who might encroach onto a Pokémon's territory or damage the natural spaces around the world.

Skill Talents: Choose one; Constitution, Nature

- Level 1 Food Scavenger, Internalized Senses
- Level 2 Freeclimbing
- Level 3 Watch the Sky
- Level 4 Pacifier
- Level 5 -
- Level 6 Archer
- Level 7 Tent Thatcher
- Level 8 At Ease in the Wild
- Level 9 -
- Level 10 Natural Guide
- Level 11 Natural Medicine
- Level 12 Pokémon Whisperer
- Level 13 One with Nature

Level 1

Food Scavenger: Studying nature has led to a knack for surviving in it. After spending twenty minutes in wild terrain, you find enough food and water for a whole day for up to seven humans and/or Pokémon.

Internalized Senses: Leaving civilization for days at a time is a lot safer now that you have a natural tendency to explore the wild. At any time, you can discern the direction you are facing. You know a complete forecast of the day's natural weather. You know a rough estimate of the time of day, to the nearest quarter of an hour. In addition, when using Nature, you may add your Defense or Speed modifier to your skill check instead of your Special Attack modifier.

Level 2

Freeclimbing: Overcoming any terrain is a requirement for a ranger so well versed in the wilds of the world. You do not need to make any Skills checks to navigate any terrain and are not hindered by hindering terrain while moving.



Level 3

Watch the Sky: Weather can be bad for different reasons, but careful planning helps you and your Pokémon get through the worst nature can throw at you. Your Pokémon, Helpful Pokémon, and Companion Pokémon are treated as if they have the **Overcoat** passive ability. In addition, you can tell if wild Pokémon nearby have any way to change the weather through the use of moves, passives, or other abilities.

Overcoat (*You are immune to damage from weather.*)

Level 4

Pacifier: Using your styler to help the wilds comes naturally and easily when you're not working to fight against another Pokémon. Whenever a Helpful Pokémon leaves your care after aiding you, if you did not give it a command to use an attack at another Pokémon you get back one of your uses per day of Befriend or Ward, depending on how you made that Pokémon Helpful.

Level 6

Archer: Combating Pokémon is dangerous work, but to survive you've mastered the use of the bow and arrow in order to supplement your work in the wild. You may spend one hour in the wild to build your own bow. You may spend one hour in the wild to build twenty arrows. During your turn, as an action, you may use one arrow to use the attack **Arrow Cut**. In addition, when making accuracy checks with ranged weaponry roll twice and use the better result.

Arrow Cut – Ranged(25ft) Normal Attack: At-Will 2d6.

**Level 7**

Tent Thatcher: The best camps are made with what the wilds have to offer and you can make safe lodgings for yourself and allies. After spending thirty minutes in the wild you can make a sturdy shelter out of materials in your surroundings large enough for five trainers. The shelters are impossible to recognize as shelters unless standing next to them and wild Pokémons will ignore shelters built by you.

Level 8

At Ease in the Wild: You favor the wilds to human civilization and feel better rested when at your true home. Whenever you rest in the wilds for at least 6 hours, you wake up at your max HP, cured of any afflictions. If you are suffering from diseases, have any broken bones or open wounds, these are not automatically healed. You, your Pokémons, your Helpful Pokémons, and your Companion, feel well rested after only 6 hours of sleep in the wild.

Level 10

Natural Guide: Rangers don't always travel on their own and others don't inherently work as well in the wild as their guide, except when they're with you. While in the wild, difficult terrain does not slow you or any of your allies, you and your allies cannot become lost unless they are more than a mile away from you, and you and your allies do not suffer any penalties on Perception skill checks even while engaged in other activities.

**Level 11**

Natural Medicine: The world is filled with natural cures and aid; your expertise allows you to find and use it all. Once per day, after one hour of foraging in the wilds and then one hour of working on yourself or a patient, you heal yourself or a patient to max HP, close any open wounds, and set and put into casts any broken bones.

Level 12

Pokémon Whisperer: At times, you are one with the wilds and do not even need your styler to command wild Pokémons. You may issue commands to wild Pokémons as if they are Helpful if the commands are for them to move away from yourself and your allies, to help complete a task related to making shelter or gathering food, or help to work against a natural non-Pokémon disaster.

Level 13

One with Nature: You could do anything in the wilds and never need to revisit a city or town ever again. When making skills checks out of combat in the wild, roll three times and use the best result. When rolling accuracy checks in the wild, you and your Companion Pokémons roll twice and use the better result. When targeted by an attack while in the wilds, foes must roll +2 during accuracy checks to hit you. You are immune to afflictions while in the wild.



RESEARCHER

Genius, Intuitive, Inventor

Researchers spend years committing to memory every bit of knowledge that they can in order to maximize their chances of success in the Pokémon world. Often thought of as walking databases, a researcher is a valuable ally when navigating through any new situations. Once committed to a specialized area of expertise, they rapidly grow into professors, engineers, or even into talented artists.

Favored Stats: Special Attack and Special Defense

Advanced Class Options: Archeologist, Capture Specialist, Photographer, Scientist, Watcher

Skill Talents: Choose two; Engineering/Operation, History, Investigate, Medicine, Perception, Programming

- Level 1 Field Commander, Walking Encyclopedia
- Level 2 Game Plan
- Level 3 Stat Increase, Advanced Class
- Level 4 Repel Crafting
- Level 5 Critical Advice
- Level 6 Demoralize
- Level 7 Stat Increase, Advanced Class
- Level 8 Fighting Read
- Level 9 Investigative Ingenuity
- Level 10 Tactical Strike
- Level 11 Stat Increase, Advanced Class
- Level 12 Walking Doctorate
- Level 13 Poké Linguist
- Level 14 Strategic Sabotage
- Level 15 Grand Strategist

Level 1

Field Commander: Your expertise helps to see lines of strategy that might not necessarily need the help from one of your Pokémon in any given moment and by working with your allied trainers, you can help to turn tides and dominate the ever-flowing field of combat. You may issue commands to allied Pokémon who has not already acted during this round of combat. There must be understood consent from the Pokémon's trainer unless they are unconscious. Pokémon may still only act once per round of an encounter. You still may only issue one command per round.

Walking Encyclopedia: You've already memorized it all. Every aspect of the Pokédex is lodged away in your head. You may look through the Pokédex books as much as you'd like without having used a Pokédex on a Pokémon.



Level 2

Game Plan: By sharing various plans with teammates to employ while researching in the field, you're ready to initiate strategies with various signals. 3/day as an action, move yourself, all allied trainers, and allied Pokémon within 30 ft of you, X multiplied by 5 ft, where X is your Special Attack or Special Defense modifier. There must be understood consent from any allied Pokémon's trainer unless they are unconscious. Unconscious or afflicted allied trainers and Pokémon cannot be moved by Game Plan.

Level 3

Stat Increase and Advanced Class: Choose two different Trainer Stats to increase by 1, then gain 1d4 max HP. You only gain new stats at levels 3, 7, and 11. Choose a Researcher Advanced Class or a different base Class. You can only ever gain a single Class or Advanced Class at a time, at level 3, level 7, and level 11.

Level 4

Repel Crafting: Advanced study of chemistry and an expansive knowledge of Pokémon has enabled you create concoctions repulsive to unfriendly Pokémon. After one hour of work, you can create a Repel. Name the concoction whatever you'd like out of whatever ingredients you'd like. The concoction loses its potency after 24 hours and becomes a useless solution of liquid.

Home Made Repel – Wild Pokémon find the smell repulsive for 30 mins after applied, but may ignore it to protect something precious to them. The concoction loses its effects after 24 hours.

Level 5

Critical Advice: By noticing and pointing out a weakness in a foe's defenses, you help to refocus your group's efforts to take down a threat. 3/day, once per turn as a free action, choose any target. Whenever you, an allied Trainer, or an allied Pokémon attacks a target you chose with the Critical Advice feature, their attacks are critical hits on naturally rolled 18-20 during accuracy check for the remainder of combat.



Level 6

Demoralize: Your highbrow banter is particularly harsh and can really ruin your foe's concentration. 3/day as an action you can use Demoralize. Until your next turn, any attacks made against yourself, allied trainers, or allied Pokémon have -2 during accuracy check.

Level 7

Stat Increase and Advanced Class: Choose two different Trainer Stats to increase by 1, then gain 1d4 max HP. You only gain new stats at levels 3, 7, and 11. Choose a Researcher Advanced Class or a different base Class. You can only ever gain a single Class or Advanced Class at a time, at level 3, level 7, and level 11.



Level 8

Fighting Read: A quick study of a Pokémon's behaviors can give away much more about itself than their trainer may want it to. 3/day, as an action, the Pokémon you target with your Fighting Read feature within 25ft has any secrets revealed. You learn the target's exact move list, current HP, held items, and any unusual things about its typing, or stats.

Level 9

Investigative Ingenuity: Intuitive observation skills have served well in combat, but with little focus, you've applied your abilities to all occasions. While using your Investigate or Perception skills, you roll twice and use the better result.

Level 10

Tactical Strike: Careful timing during the rhythm of battle can save others and turn the tide of battle in your favor. By practice more signals, your friends can work with you to win in more situations. 3/day, as an action, you may issue a command to an allied Pokémon who has acted during this round of combat. The command you issue must be to use an At-Will frequency move they know. The Pokémon may not use that At-Will move during their next turn. There must be understood consent from the Pokémon's trainer unless they are unconscious.

Level 11

Stat Increase and Advanced Class: Choose two different Trainer Stats to increase by 1, then gain 1d4 max HP. You only gain new stats at levels 3, 7, and 11. Choose a Researcher Advanced Class or a different base Class. You can only ever gain a single Class or Advanced Class at a time, at level 3, level 7, and level 11.



Level 12

Walking Doctorate: Knowledge of the world comes easy and nothing stops your constant intellectual growth. By looking at a Pokémon, you can tell if it has any unusual characteristics that would not be found in a Pokédex book (such as different typing, significantly altered stats, etc.). You also can instantly identify any item, regardless of origin, and know its intended use though you might not be able to efficiently use it as intended. You can also identify any special talents of a trainer just by looking at them (what advanced classes they might have).

Level 13

Poké Linguist: It doesn't come easy, but with careful study and practice you learn to mimic and vocalize various Poké-mon languages. By spending a total of thirty hours studying any species of Poké-mon, you can speak to and understand that species of Poké-mon in its tongue and all with all of its evolutions or pre-evolutions related to that Poké-mon. You can only study one Poké-mon language at a time.

**Level 14**

Strategic Sabotage: Your careful placement and deliberate means of intimidate can set up perfect moments for your entire party. Once per day, as an action, move yourself, all trainers, and Poké-mon within 45 ft of you, X multiplied by 5 ft, where X is your Special Attack or Special Defense modifier. Unconscious or afflicted allied trainers and Poké-mon cannot be moved by Strategic Sabotage. Strategic Sabotage may be used as the first action of a round of combat regardless of your Speed.

**Level 15**

Grand Strategist: Obsessive studying and long nights figuring out the optimal means of tactical deployment has molded you into a master strategist. Whenever yourself, an allied trainer, or allied Poké-mon within 30ft of you uses an action or attacks, they may move 10ft afterwards. Whenever you issue a command to a Poké-mon, the Poké-mon gets +2 during its accuracy check. Whenever you use an item on an adjacent ally, using the item is a free action once per turn. Finally, whenever you return a Poké-mon to its Poke Ball and send out another Poké-mon, it may act last during that round of combat instead of waiting for the next round of combat if you haven't issued a command yet during that round of combat.



ARCHEOLOGIST

The power of history at your disposal.

When looking to solve the problems of the present and future, archeologists look to the past. They use fossils and their knowledge of geology to manipulate whatever they can. With enough practice, archeologists can even reanimate the long past and create their own Pokémons to study in the present.

Skill Talents: Choose one; Engineering/Operation, History

- Level 1 Adventuring Historian, Quick Dig
- Level 2 Stone Finder
- Level 3 Superb Spelunker
- Level 4 Fossil Finder
- Level 5 -
- Level 6 Fossil Resurrection
- Level 7 Sand Trap
- Level 8 Stone Energizer
- Level 9 -
- Level 10 Cave In
- Level 11 Stone Master
- Level 12 Stone Polishing
- Level 13 Lovable Atrocities

Level 1

Adventuring Historian: You've studied geological history obsessively and know everything there is to know about ancient history and exploring underground. Whenever making a History skill check or any skill check related to digging downwards, exploring underground, or exploring ruins, roll twice and use the better result.

Quick Dig: Digging and investigating downwards is the best way to find out more about the world's past and you're a master excavator. Using any shovel, over the course of ten minutes, you dig a 5ft³ hole in the ground. If anything is revealed in the space you dig up, you uncover it without damaging it. You need breaks to excavate this quickly and without damaging potential specimens. You can spend 3mins concealing any dug holes so it looks like regular ground unless spotted with the Investigate or Perception skills. You can't use Quick Dig for more than twenty minutes at a time without a 10min break and can't use Quick Dig for more than 3 hours per day.



Level 2

Stone Finder: Subterranean rock patterns are obvious to you, a studied geologist. Using your genius, you know where to find evolutionary stones or various other treasures! After spending at most one hour using Quick Dig per day, you find an evolutionary stone, weather rock, elemental plate, valuable stone, or on very rare occasions, mega stone or z-crystal. Roll 1d100, subtracting your Special Attack or Special Defense modifier from the result and your GM will reveal what you've found.

Level 3

Superb Spelunker: You have an intuitive and almost magical sense of direction underground. You cannot get lost underground or in any ruins. When discerning direction of where you'd like to go within an unexplored area, you know what direction to go if you know what specific rooms or items you're looking for. You also will always find any traps, natural or otherwise, while exploring underground or ruins.

Level 4

Fossil Finder: Finding terranean tells of preserved specimens below ground has become natural to you, a studied geologist. Using your ingenuity, you know where to find fossils! After spending at most one hour using Quick Dig per day, you find a piece of a preserved Pokémon fossil which you can immediately identify. Roll 1d100, subtracting your Special Attack or Special Defense modifier from the result and your GM will reveal the species of the fossil you've found. The fossil will likely reflect the space you've excavated in; a water Pokémon near the ocean, a grass Pokémon in a forest, a rock or fire type near a volcano. If you're lucky you'll find an ancient fossils or fossils that might not reflect the Pokémon found locally in modern times.



Level 6

Fossil Resurrection: You've studied for a long time and finally constructed your very own portable fossil reanimator. Once per day you may use your fossil reanimator for three hours to create an egg from any fossil that will hatch a Pokémon of the matching species. Your reanimator machine needs weekly maintenance and will break into disrepair without you. If you lose or break your reanimator, it takes four hours for you to repair it. You may not use the same fossil sample more than once to create an egg. You may only use your portable fossil reanimator once per day, regardless of the feature you are using.

**Level 7**

Sand Trap: You're able to rig your excavated holes with a simple trap can could potentially protect you from threats. 3/day, after spending 3mins near one of your holes you've made with Quick Dig, you rig it to use the move **Sand Tomb** on anything that steps over the hole. Use your Special Attack or Special Defense modifier while rolling **Sand Tomb's** accuracy check. The hole is concealed and looks like regular ground unless spotted with the Investigate or Perception skills.

Sand Tomb - Pit Fall Ground Attack: 3/day 1d4. On hit, the target is bound in place for 1d4 rounds. For each round the target is bound, it takes 1d4 damage on its turns.

Level 8

Stone Energizer: Using your reanimator to infused its energies into stones yield fascinating results. Once per day, you may use your fossil reanimator for one hour to give an expended evolutionary stone back its ability to evolve a Pokémon. You may even change it into any other evolutionary stone (Dawn Stone, Dusk Stone, Fire Stone, Ice Stone, Leaf Stone, Moon Stone, Shiny Stone, Sun Stone, Thunder Stone, or Water Stone). You may only use your portable fossil reanimator once per day, regardless of the feature you are using.

Level 11

Stone Master: Using your intuition and by simply feeling the earth, you know where to find rare, lost, treasures. After spending at most one hour using Quick Dig per day, you locate a valuable stone, a mega stone, or z-crystal. Roll 1d100, subtracting your Special Attack or Special Defense modifier from the result and your GM will reveal what you've found.

Level 12

Stone Polishing: Now, you're able to create radioactive evolution stones that spontaneously evolve any Pokémon. Once per day, you may use your fossil reanimator for six hours to turn an ordinary stone into a Radioactive Evolutionary Stone. Radioactive Evolutionary Stones can be used to evolve any Pokémon instantly, but only maintain their ability for 1 hour. You may only use your portable fossil reanimator once per day, regardless of the feature you are using.

Level 13

Lovable Atrocities: Other may call you insane, but you hold the power of history in your hands! Once per week, you can use any two fossils simultaneously with your portable fossil reanimator. The resulting Pokémon egg will hatch a Pokémon that will not be able to evolve but will have aspects of both fossil's Pokémon combined (*The Pokémon who hatches can be based on any stage in the evolutionary families of each combined fossil, not just the base form- for example Machoke and Alakazam*). Its types will be one type from each of the fossil's species. Each of its stats should be an average of the two fossil's species stats. Its passives and moves should be a combination of the basic available passives and moves from each fossil's species. All other information about the Pokémon and its appearance is up to you. You may only use your portable fossil reanimator once per day, regardless of the feature you are using.

Level 10

Cave In: You're set your excavated holes with a dangerous trap that is clearly meant to cause harm. Once per day, after spending 5mins near one of your holes you've made with Quick Dig, you rig it to use the move **Rock Slide** on anything that steps over the hole. Use your Special Attack or Special Defense modifier while rolling **Rock Slide's** accuracy check. The hole is concealed and looks like regular ground unless spotted with the Investigate or Perception skills.

Rock Slide - Pit Fall Rock Attack: 1/day 5d12. Rock Slide has -2 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.



CAPTURE SPECIALIST

Poké Ball mastery opens doors to many new captures.

Studying the ways of the ball smith has led to your own ingenious ball inventions. The capture specialist takes every piece of technological expertise and combines it with the ancient art of transforming apricorns into capture devices. Without limits, you can invent any kind of ball for any situation.

Skill Talents: Choose one; Engineering/Operation, Programming

- Level 1 Capture Point, Apricorn Ball
- Level 2 Poké Ball Repair
- Level 3 Poké Ball Improvements
- Level 4 Type Mod
- Level 5 -
- Level 6 Time Mod
- Level 7 Multiball
- Level 8 Environment Mod
- Level 9 -
- Level 10 False Swipe
- Level 11 Advanced Design
- Level 12 Save Ball
- Level 13 Master Mod

Level 1

Capture Point: Your specialized knowledge of how to use Poké Balls give you an edge while tossing one at wild Pokémon. Whenever you throw a Poké Ball, subtract your Special Attack or Special Defense modifier from the capture roll.

Apricorn Ball: Basic smithing knowledge and practice has yielded excellent results- hand made Poké Balls made by you. After 30 mins of work with your Poké Ball smith kit, change any apricorn into a Basic Ball.

Basic Ball – Add 5 to your capture roll.

Level 2

Poké Ball Repair: Using spare parts from multiple broken Poké Balls means you can recycle Poké Balls for more uses! After 30 mins of work with your Poké Ball smith kit, you can turn two broken Poké Balls into a Basic Ball, or if the broken Poké Balls are the same type of ball, you turn them into one undamaged version of the same Poké Ball.



Level 3

Poké Ball Improvements: Continued work yields better results and your spare time quickly improves every Poké Ball you have laying around. After 1 hour of work with your Poké Ball smith kit, change any Basic Ball into a Great Ball, or a Great Ball into an Ultra Ball.

Great Ball – This Poké Ball does not modify your capture roll.

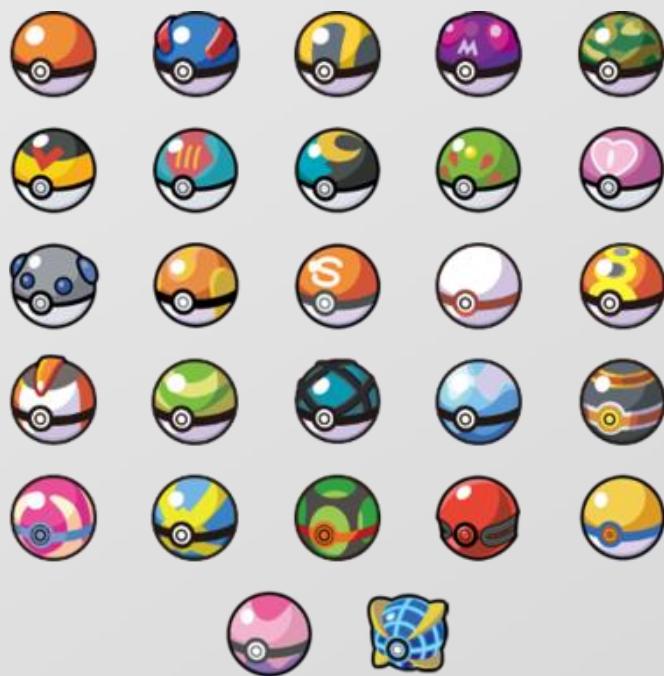
Ultra Ball – Subtract 5 from your capture roll.

Level 4

Type Mod: Study, focus, and some great ideas has helped you to invent new ways to capture Pokémon with your home crafted Poké Balls. After 1 hour of work with your Poké Ball smith kit, change any Great Ball or Ultra Ball into a Net Ball, Earth Ball, Haunt Ball, Solid Ball, Heat Ball, Mystic Ball, Air Ball, Mold Ball, or Fine Ball. The properties of these unique balls are identical to the Net Ball, but instead of affecting Bug and Water types like the Net Ball, these Balls correspond to the following types: Earth Ball, Grass and Ground; Haunt Ball, Dark and Ghost; Solid Ball, Rock and Steel; Heat Ball, Electric and Fire; Mystic Ball, Dragon and Psychic; Air Ball, Flying and Ice; Mold Ball, Poison and Fighting; Fine Ball, Normal and Fairy.

Net Ball – Subtract 15 from your capture roll when used against a Bug or Water type Pokémon.



**Level 8**

Environment Mod: The study of the earth's climates and landscapes have led you to invent more new ways to capture Pokémon with your home crafted Poké Balls. After 1 hour of work with your Poké Ball smith kit, change any Great Ball or Ultra Ball into an Arctic Ball, Mountain Ball, Desert Ball, Grassland Ball, Rainforest Ball, Forest Ball, Tundra Ball, Taiga Ball, Marsh Ball, Beach Ball, Freshwater Ball, Urban Ball or Cave Ball.

Environment Ball (Name varies) – Subtract 12 from your capture roll if within a matching environment.

Level 10

False Swipe: By training your Pokémon carefully, they have become much better at readying Pokémon for your capture. 1/day when issuing a command to one of your Pokémon who you've owned for at least a week, you may add this effect to a move they are using, "This attack cannot be used to knock out a target. Instead, the target will still have 1 HP no matter how much damage it would have dealt."

**Level 6**

Time Mod: Some tweaking on your Poké Ball's rumble motors have enabled you to create some more advanced Poké Balls. After 1 hour of work with your Poké Ball smith kit, change any Great Ball or Ultra Ball into a Day Ball, Dusk Ball, Quick Ball, Repeat Ball or Timer Ball.

Day Ball – Subtract 7 from your capture roll if it's day time (sunlight).

Dusk Ball – Subtract 7 from your capture roll if it's night time (no sunlight).

Quick Ball – Subtract 20 from your capture roll if thrown during your first action during combat.

Repeat Ball – Subtract 10 from your capture roll if you've already thrown a Poké Ball at the target this encounter.

Timer Ball – Subtract 10 from your capture roll if the encounter has lasted at least one minute; subtract 25 from your capture roll if the encounter has lasted at least two minutes instead.

Level 7

Multiball: Quick moves and a furious need for capture splits your focus in two ways. 3/day, as an action, you may throw two Poké Balls at two different targets.



Level 11

Advanced Design: You've invented, created, and designed many Poké Balls so naturally any store-bought balls are easy to replicate. After 1 hour of work with your Poké Ball smith kit, change any Poké Ball into any of your Type Mod balls, Time Mod balls, Environment Mod balls, or a Premier Ball, Fast Ball, Friend Ball, Heal Ball, Heavy Ball, Level Ball, Love Ball, Luxury Ball, Moon Ball, Nest Ball, Cherish Ball, Dream Ball, Park Ball, Safari Ball, or Sport Ball.



Cherish Ball, Friend Ball, Luxury Ball, Premier Ball - Subtract 5 from your capture roll. Captured Pokémon are more easily befriended.

Fast Ball – Subtracts 8 from your capture roll on a Pokémon that acts before you during each round.

Heal Ball - This Poké Ball does not modify your capture roll. Captured Pokémon are healed 20 hit points.

Heavy Ball – Subtract 15 from your capture roll if the Pokémon is Heavy or Superweight.

Level Ball, Nest Ball – Subtract 10 from your capture roll if the Pokémon can evolve, but is not evolved.

Love Ball – Subtract 10 from your capture roll if the target is the opposite sex of your only active Pokémon.

Moon Ball – Subtract 10 from your capture roll if the Pokémon can evolve with an evolution stone.

Dream Ball – Subtract 10 from your capture roll if the target is afflicted.

Park Ball, Safari Ball, Sport Ball – Subtract 20 from your capture roll against domesticated wild Pokémon.



Level 12

Save Ball: With gentle modification and substantial care put into this special modification, you've created a Poké Ball that can capture an unconscious wild Pokémon without harming its psyche. Once per week, after 10 hours of work with your Poké Ball smith kit, combine a total of 5 of your crafted Great Balls or modified Poké Balls into one Save Ball.

Save Ball – Subtract 10 from your capture roll against an unconscious Pokémon. The Save Ball will not negatively affect the captured Pokémon's loyalty.

Level 13

Master Mod: All of your work has led to this design, the absolute strongest Poké Ball that you can make. Once per week, after 10 hours of work with your Poké Ball smith kit, combine a total of 10 of your crafted Great Balls or modified Poké Balls into one Master Ball.

Master Ball – Subtract 100 from your capture roll. The Master Ball can and will often fail when used against legendary or mythical Pokémon.



PHOTOGRAPHER

An artistic eye for study and observation.

A skilled eye and a steady hand makes for an excellent photographer. While the camera itself could be basic, your expertise brings out the best of any shot. This kind of research makes for an alternative to strictly academic studies. Who knows? With enough practice you could enter pictures into art galleries or even make a living selling your goods.

Skill Talents: Choose one; Engineering/Operation, Investigate

- Level 1 Camera Flash, Pester Ball A
- Level 2 Rapid Shot
- Level 3 Pester Ball B
- Level 4 Quick Study
- Level 5 -
- Level 6 Close Examination
- Level 7 Pester Ball C
- Level 8 Capture Shot
- Level 9 -
- Level 10 Photo Tutor
- Level 11 Pester Ball D
- Level 12 Photographic Analysis
- Level 13 Pester Master Ball

Level 1

Camera Flash: At the right angle, your camera can be used for more than pictures. Once per turn, whenever you use your action to take a picture with your camera, you may also use the move Flash.

Flash - Ranged(10ft) Normal Effect: At-Will. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

Pester Ball A: In learning about Poké photography, you studied the mechanics of the pester balls that were used for setting up the perfect pictures. You can make the simplest ones. 3/day, you can spend 30 mins to build a Pester Ball A. If thrown, use the move Supersonic. Your pester balls lose their charges and need to be rebuilt if they are not used within 72 hours.

Supersonic - Ranged(10ft) Normal Effect: At-Will. Supersonic has -8 during Accuracy Check. On hit, the target is Confused.



Level 2

Rapid Shot: With a steady, but nimble, shutter finger you can quickly take masterful shot in stressful situations. When you take a picture as an action with your camera, you can take three pictures of different targets during your turn. Also, you may take a picture of anything during another trainer's action or a Pokémon's action as a free action if you have taken less than 3 pictures so far that round. You may combine any other Photographer features with this action if those actions require taking a picture.

Level 3

Pester Ball B: The next pester ball you learned to recreate is a bit more dangerous, but could be useful in a pinch. 3/day, you can spend 30 mins to build a Pester Ball A. If thrown, use the move Taunt. Your pester balls lose their charges and need to be rebuilt if they are not used within 72 hours.

Taunt - Ranged(20ft) Dark Effect: 3/day. On hit, the target may only use attacks that target you or your allies for 1 min.

Level 4

Quick Study: After shooting an attack on your camera, you quickly supply your Pokémon with ready advice against a repeat attack. Whenever you take a picture of a foe's attack during combat, for the remainder of combat your foes have -1 during accuracy check when using the same attack against you or any allies within 30ft of you.



Level 6

Close Examination: Your quick study gives away more than a foe's strength, it exposes their weaknesses. Whenever you take a picture of a foe during combat, for the remainder of combat treat that foe as if it has been exposed by the moves Foresight and Miracle Eye. In addition, once per combat, you may treat a photographed foe as if your Pokémon has used Laser Focus against the photographed foe.

Foresight - Self Normal Effect: At-Will. You can hit Ghost-types with Normal and Fighting type moves as if they are not immune to those types of attacks for two mins.

Laser Focus - Ranged(30ft) Normal Effect: 3/day. On hit, your next attack against the same target will be a Critical Hit. You still need to make an Accuracy Check.

Miracle Eye - Self Psychic Effect: 3/day. You can hit Dark-types with Psychic type moves as if they are not immune to that type of attacks for two mins.

Level 7

Pester Ball C: The next pester ball you throw provides cover as you maneuver the field of combat. 3/day, you can spend 30 mins to build a Pester Ball C. If thrown, use the move Smoke Screen. Your pester balls lose their charges and need to be rebuilt if they are not used within 72 hours.

Smoke Screen - Ranged(10ft) Normal Effect: 3/day. Place up to 25 contiguous ft of Smoke Screen Wall. Smoke Screen Wall has no thickness, is 12 ft tall and has the following ability: Attacks that target through or within the wall have -2 during Accuracy Check. This Wall disappears after 2 mins.

Level 8

Capture Shot: Your subjects are more easily captured after a couple of quick shots and some quick studying on the best way to approach and capture a Pokémon. Whenever you throw a Poké Ball at a Pokémon that you've taken at least 5 pictures of, subtract both your Special Attack and Special Defense from your capture rolls against that Pokémon.

Level 10

Photo Tutor: After spending enough time studying your photography and how different Pokémon work, you practice teaching your Pokémon. Once per day, after spending six hours working with one of your loyal Pokémon, you may teach that Pokémon a move you've captured on camera. Moves taught with the Photo Tutor feature must still fit the Pokémon's learnable moves description.

**Level 11**

Pester Ball D: Building pester balls for special effects during photography has led you to create your very own offensive pester balls. 3/day, you can spend 30 mins to build a Pester Ball D. If thrown, use the move Ember, Powder Snow, or Thunder Shock. Your pester balls lose their charges and need to be rebuilt if they are not used within 72 hours.

Ember - Ranged(10ft) Fire Special Attack: At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

Powder Snow - Ranged(5ft burst) Ice Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Frozen.

Thunder Shock - Ranged(20ft) Electric Special Attack: At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

Level 12

Photographic Analysis: A careful study of a photographed foe gives your Pokémon expert advice to completely destroy your enemies. 3/day when you take a picture of a foe during combat you may treat photographed foe as if your Pokémon has each used Lock-On against the photographed foe. In addition, treat your Pokémon who attack that photographed foe as if they are being helped by a Helping Hand attack.

Helping Hand - Melee Normal Effect: 3/day. Target ally's next attack during this round will deal +1d20 damage.

Lock-On - Ranged(40ft) Normal Effect: 1/day. Your next attack against the same target will not miss.

Level 13

Pester Master Ball: You are a mechanical wizard and you've mastered all sorts of technical tricks to make your pester balls work in harmony with your photography while also working over time in battle. It only takes you ten minutes to make pester balls with your Photographer features and may make them as many times as you'd like per day. You may throw one pester ball per turn as a free action. Your pester balls last for 144 hours, then lose their charges. When making your pester balls, you may combine the effects of two of Pester Balls A, B, C, or D.



SCIENTIST

Various concoctions with variable effects, made to order.

The scientist throws formulas together and figures out what works, combining all sorts of ingredients to produce various items with effects undistinguishable from products from stores. While chemistry does come into play, scientists seemingly produce incredible result with the least expected ingredients over and over again.

Skill Talents: Choose one; Medicine, Nature

- Level 1 Potion Maker, Repel Master
- Level 2 Remedy Brewing
- Level 3 Ether Maker
- Level 4 Performance Enhancers
- Level 5 -
- Level 6 Remedy Solver
- Level 7 Elixir Mixer
- Level 8 Revival Mixer
- Level 9 -
- Level 10 Mint Maker
- Level 11 Vitamin Maker
- Level 12 No Expiration Date
- Level 13 Master Chemist

Level 1

Potion Maker: Potions aren't intuitive, but study and practice has led you to be able to brew your own potions. 3/day, after spending 30 mins with your portable chem set, you brew a Potion. Call the concoction whatever you'd like, made out of whatever ingredients you'd like. The concoction loses its effects after 48 hours.

Potion – Heals a Pokémon 10 hit points.

Repel Master: Through trial and error, you've developed your own spray repulsive to wild Pokémons. 3/day, after spending 30 mins with your portable chem set, you brew a Super Repel. Call the concoction whatever you'd like, made out of whatever ingredients you'd like. The concoction loses its effects after 48 hours.

Super Repel – Wild Pokémons find the smell repulsive for three hours after applied, but may ignore it to protect something precious to them. The concoction loses its effects after 48 hours.



Level 2

Remedy Brewing: Antidotes and relaxants among others are basic brews for a chemist, but require your practice and time. 3/day, after spending 30 mins with your portable chem set, roll 1d6. On a result of 1, reroll; on a result of 2, you brew an Antidote; on a result of 3, you brew a Paralyze Heal; on a result of 4, you brew an Awakening; on a result of 5, you brew a Burn Heal; on a result of 6, you brew an Ice Heal. Call the concoction whatever you'd like, made out of whatever ingredients you'd like. The concoction loses its effects after 48 hours.

Antidote – Cures a Pokémon or human of Poisoning or Toxicification.

Paralyze Heal – Cures a Pokémon or human of Paralysis.

Awakening – Cures a Pokémon or human of being unnaturally Asleep.

Burn Heal – Cures a Pokémon or human of Burns.

Ice Heal – Cures a Pokémon or human of Freezing.

Level 3

Ether Maker: While experimenting with your chemist's set, you've created an energy spray that reinvigorates your Pokémon. 3/day, after spending 1 hour with your portable chem set, you create an Ether. Call the concoction whatever you'd like, made out of whatever ingredients you'd like. The concoction loses its effects after 48 hours.

Ether – A Pokémon's strength is partially restored and can again use one of its 1/day or 3/day frequency moves as if it has taken an extended rest.

Level 4

Performance Enhancers: Your experiments with different solutions have led you to inventing potions that work much like those sold in Poké Marts. 3/day, after spending 30 mins of work with your portable chem set, roll 1d6. On a result of 1, you brew an X Attack; on a result of 2, you brew an X Defend; on a result of 3, you brew an X Special; on a result of 4, you brew an X Sp. Def; on a result of 5, you brew an X Speed; on a result of 6, you brew an X Accuracy. Call the concoction whatever you'd like, made out of whatever ingredients you'd like. The concoction loses its effects after 48 hours.

X Attack – Increases a Pokémon's Attack by 1 for 2 mins. This effect does not stack.

X Defend – Increases a Pokémon's Defense by 1 for 2 mins. This effect does not stack.

X Special – Increases a Pokémon's Special Attack by 1 for 2 mins. This effect does not stack.

X Sp. Def – Increases a Pokémon's Special Defense by 1 for 2 mins. This effect does not stack.

X Speed – Increases a Pokémon's Speed by 1 for 2 mins. This effect does not stack.

X Accuracy – Increases a Pokémon's accuracy check by 1 for 1 min. This effect does not stack.

Level 6

Remedy Solver: No ailment is able to resist your intellect, your solution fixes anything. Once per day, after spending 1 hour with your portable chem set, you create a Full Heal. Call the concoction whatever you'd like, made out of whatever ingredients you'd like. The concoction loses its effects after 48 hours.

Full Heal – Cures a Pokémon or human of all afflictions, except for Curses.

Level 7

Elixir Mixer: Powerful energy drinks filled with various spirits and vitamins empower your Pokémon to release their inner strength time and time again. Once per day, after spending 1 hour with your portable chem set, you create an Elixir. Call the concoction whatever you'd like, made out of whatever ingredients you'd like. The concoction loses its effects after 48 hours.

Elixir – A Pokémon's strength is restored and can again use 1/day and 3/day frequency moves as if it taken an extended rest.

Level 8

Revival Mixer: Not the easiest to make, but a required mix to have in a chemist's mind. Through trial and error, you've developed a revival pill to rival those in stores. Once per day, after spending 1 hour with your portable chem set, you create an Revive. Call the concoction whatever you'd like, made out of whatever ingredients you'd like. The concoction loses its effects after 48 hours.

Revive – Restore an unconscious Pokémon to half of its max HP.

Level 10

Mint Maker: Behavior altering medicines are rare and it's difficult to manipulate their specific effects, but you make them anyway. Once per week, after spending 4 hours with your portable chem set, choose if your mint will change a nature positively or negatively then roll 1d6. On a result of 1, reroll; on a result of 2, the mint will affect Attack; on a result of 3, the mint will affect Defense; on a result of 4, the mint will affect Special Attack; on a result of 5, the mint will affect Special Defense; on a result of 6, the mint will affect Speed. Call the concoction whatever you'd like, made out of whatever ingredients you'd like. The concoction loses its effects after 48 hours.

Made Mint – When consumed by a Pokémon, this mint will change a stat to be positively or negatively affected for the Pokémon. Change the Pokémon's nature to match the new positive or negatively affected stat, adjusting the other stat that is no longer tied to nature. You cannot neutralize a nature with Made Mint, instead they must always affect different stats.



Level 11

Vitamin Maker: The ultimate work of a chemist, the permanently-empowering vitamin, is a secret kept with every scientist who develops their own formula. Once per day, after spending 4 hours with your portable chem set, roll 1d6. On a result of 1, you brew an HP Up; on a result of 2, you brew a Protein; on a result of 3, you brew an Iron; on a result of 4, you brew a Calcium; on a result of 5, you brew a Zinc; on a result of 6, you brew a Carbos. Call the concoction whatever you'd like, made out of whatever ingredients you'd like. The concoction loses its effects if it is not used within 48 hours (once used it is permanent).

HP Up - When used on a Pokémon, its Hit Points are permanently increased by 4. Any vitamins used on a Pokémon after the second have no effect.

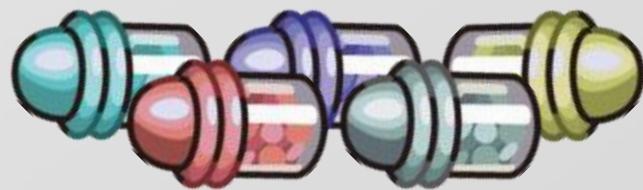
Protein - When used on a Pokémon, its Attack is permanently increased by 1. Any vitamins used on a Pokémon after the second have no effect.

Iron - When used on a Pokémon, its Defense is permanently increased by 1. Any vitamins used on a Pokémon after the second have no effect.

Calcium - When used on a Pokémon, its Special Attack is permanently increased by 1. Any vitamins used on a Pokémon after the second have no effect.

Zinc - When used on a Pokémon, its Special Defense is permanently increased by 1. Any vitamins used on a Pokémon after the second have no effect.

Carbos - When used on a Pokémon, its Speed is permanently increased by 1. Any vitamins used on a Pokémon after the second have no effect.

**Level 12**

No Expiration Date: Refining your efforts and minimizing waste you've maximized the preservatives in your concoctions. Your concoctions made with Scientist features last for X years, where X is your Special Attack or Special Defense modifier.

Level 13

Master Chemist: You've solved every solution and brewed every beverage and as long as you've got the time, you'll never stop working on your medicines. Your Scientist features can be used as often as you'd like, ignoring any daily frequency limitations. You may brew two identical things at a time with Scientist features. All brews take half the time to produce with Scientist features. Anytime you'd produce something with a Scientist feature at random, instead choose what you produce.



WATCHER

Talent with a pencil, patience for the sketch.

Watchers are field researchers who go out and study, track, and locate wild Pokémons. They have a natural calm about them and use their passive presence to take in information and replicate it with their artistic ability. Watchers watch everything and take in information that would otherwise go unnoticed by most.

Skill Talents: Choose one; Sleight of Hand, Stealth

- Level 1 Close Watch, Quick Draw
- Level 2 Discriminating Gaze
- Level 3 Silent Study
- Level 4 Calming Vibe
- Level 5 -
- Level 6 Species Spotter
- Level 7 Applied Psychology
- Level 8 Watchful Tactician
- Level 9 -
- Level 10 Micro Expressionist
- Level 11 Soothing Schemer
- Level 12 Sketch Tutoring
- Level 13 Shiny Finder

Level 1

Close Watch: Your careful curiosity and love of watching Pokémons has given you the ability to wander through wild Pokémons without disturbing them. You may approach and pass by wild Pokémons without alerting them to your presence as long as you stay 30 feet away from the wild. If you announce your presence, the Pokémons you approach is not instantly provoked but may be startled. You may attempt to befriend the wild if you don't provoke it.

Quick Draw: You've practiced drawing for years and years, but after mastering your ability to draw quickly and accurately, you're officially a Watcher. You are a master sketch artist. It takes you less than a minute to sketch anything you see. You can flesh out a sketch over thirty minutes to add more detail. After an hour of work, you can draw anything you've seen in the last 24 hours with amazing detail.

Level 2

Discriminating Gaze: While it may be obvious to some that a Pokémon is unlike others in its species, you have a knack for knowing what it is that sets it apart. 3/day, as an action target a Pokémon within 25ft. You learn anything unusual about its typing, stats, or known moves.



Level 3

Silent Study: While approaching wilds, you've gotten good at moving around and through spaces without attracting much attention. When making Stealth skill checks, roll twice and use the better result. In addition, you may use your Close Watch feature to approach wilds without alerting them while getting as close as 10 feet from the wilds.

Level 4

Calming Vibe: The watcher carries an aura about them that lets Pokémons know that they have no ill intent, and it helps quell any tense situation. When making Pokémon Handling skill checks, roll three times and use the best result.

Level 6

Species Spotter: Amazing effort and research about a specific Pokémon species has led you to become an expert when it comes to finding that species in the wild. By spending a total of thirty hours studying any species of Pokémon, you're able to find it in any environment that actually contains that species of Pokémon or any family members of that species within half an hour of looking. You would immediately know whether or not that species or any of its family members are in any wild area you are exploring and where the nearest location that would have them in relation to wherever you currently are. You can only study one Pokémon species this way at a time.

Level 7

Applied Psychology: Watching Pokémons and studying behaviors have led you to understand humans as well. When making Insight skill checks, roll twice and use the better result. In addition, if you've talked to anyone for more than two minutes, you can tell if they are lying to you.



Level 8

Watchful Tactician: Careful study is usual for a researcher, but watchers take careful planning and tactical execution to a whole new level. Whenever you use the Demoralize, Fighting Read, or Game Plan Researcher features, you may use them as a free action once per turn.

Level 10

Micro Expressionist: Communication with others seems so natural after studying many of your friends and Pokémons. You may nonverbally communicate complete sentences with allied trainers, who you've traveled with for at least a week, and they will understand you and you will understand them. You also can understand any needs or messages your Pokémon may be trying to communicate to you.

**Level 11**

Soothing Schemer: You have a magical way with others and have an aura about you that constantly influences others to your side. When making Bluff, Diplomacy, or Insight skill checks, roll three times and use the best result.

Level 12

Sketch Tutoring: It's not intuitive, but your studying has paid off to observe different things about what make Pokémons able to do what they do. Once per day, after spending six hours working with one of your loyal Pokémons, you may teach that Pokémon a move that a Pokémon you've thoroughly sketched (1 hour) knew. Moves taught with the Sketch Tutoring feature must still fit the Pokémon's learnable moves description.

Level 13

Shiny Finder: While observing wilds you've learned how to track down the rarest wilds out there- shiny Pokémon. Once per week, after spending six hours studying in the wilds, you locate a shiny wild Pokémon. If you announce your presence, the Pokémon you approach is not instantly provoked but may be startled. You may attempt to befriend the wild if you don't provoke it.



CROSS CLASSING

Sometimes, as a player, you might really want to roleplay a Researcher, who is a Photographer and a Watcher, with an interest in detective work. As is, you can't take the Officer advanced class, since you'd need to be a Ranger. However, with cross classing, you can potentially build into other base class's advanced classes as long as you meet some prerequisites before reaching level 3, 7, or 11.

Ace Trainer



Stat Ace - 5 Attack, 5 Special Attack, 2 Pokémon with the same stat greater than 10 (You will have to pick that stat for your starting features).

Strategist - 5 Attack, 5 Special Attack, 2 Pokémon with at least 3 non-attacking moves.

Tag Battler - 5 Attack, 5 Special Attack, 2 Pokémon who share an identical move that you have had them both use on the same target in consecutive rounds.

Type Ace - 5 Attack, 5 Special Attack, 3 Pokémon with the same type (You will have to pick that type for your starting features).

Underdog - 5 Attack, 5 Special Attack, 2 Pokémon who can still evolve who have defeated evolved Pokémon in battle.

Breeder



Botanist - 5 Defense, 5 Special Defense, you have collected 15 different species of berries.

Chef - 5 Defense, 5 Special Defense, you have foraged for ingredients and made food with ingredients 7 times.

Evolver - 5 Defense, 5 Special Defense, 3 Pokémon that you have evolved.

Medic - 5 Defense, 5 Special Defense, you have spent 50 total hours studying field medicine online.

Move Tutor - 5 Defense, 5 Special Defense, 4 Pokémon with different tutored moves.



Coordinator

Choreographer - 5 Special Defense, 5 Speed, have scored a 20 or greater on a Perform skill check in a public space or venue.

Coach - 5 Special Defense, 5 Speed, a ribbon from a Pokéhalon

Designer - 5 Special Defense, 5 Speed, 10 different held items for Pokémon.

Groomer - 5 Special Defense, 5 Speed, has spent a total of 30 hours grooming your Pokémon as an amateur.

Rising Star - 5 Special Defense, 5 Speed, a claim to fame (earning badges, contest ribbons, starred in a performance, etc.).



Ranger

!!! If an advanced class feature refers to a styler, you do not have one and cannot use that feature !!!

Invoker - Ranger exclusive.

Officer - 5 Defense, 5 Speed, took the 500 hour online officer course, then applied and was accepted to serve as an officer.

Rider - 5 Defense, 5 Speed, 2 mount Pokémon you've spent a combined total of 20 hours riding.

Special Operative - Ranger exclusive.

Survivalist - 5 Defense, 5 Speed, a total of 80 hours spent away from civilization.



Researcher

Archeologist - 5 Special Attack, 5 Special Defense, you have collected at least 2 fossils and an evolutionary stone.

Capture Specialist - 5 Special Attack, 5 Special Defense, you have collected 12 different types of Poke Ball.

Photographer - 5 Special Attack, 5 Special Defense, have scored a 20 or greater on an Operation skill check with a camera.

Scientist - 5 Special Attack, 5 Special Defense, have collected 10 different store bought medicines.

Watcher - 5 Special Attack, 5 Special Defense, have scored a 20 or greater on a Stealth skill check while observing a wild Pokémon.

Origins

Each trainer had various life experiences leading up to the moment where they decided to be a Pokémon Trainer. Some may have found the league battles online or on television thrilling and decided the same thrill and fame that competitors sought is for them. Others may have found themselves desiring more adventure in their life after years of managing a storefront without ever owning a Pokémon themselves. Some might have spent most of their life with a family in front of an office desk and decided that they wanted more. Maybe you've been a trainer for a while, in the safety of a Gym as a mentee or within a dangerous organization doing various tasks for the boss?

Regardless of their beginnings, each trainer now has some stats and a base class. These origins will help flesh out your character's backgrounds and give them more skill talents, a feature, some starting equipment, and the chance to further expand on who each of them is.

It's possible that your character spent years at a college, went to medical school to become a doctor, then became an explorer, traveling the world. While this means that technically, they have origins as an academic, a doctor, and a backpacker, you would not claim all three as your origin. Instead, imagine which phase of your character's life helped to shape them into who they are? At which point of their life did they feel that they were most defined? This will help you choose your origins for your characters and from there, you can gain the benefits of those backgrounds.

Origins	Lifestyle
Academic	Difficult
Arts / Entertainer	Comfortable
Athlete	Comfortable
Backpacker	Difficult
Doctor	Comfortable
Grunt	Difficult
Gym Trainer	Modest
Laborer	Modest
Rangers and Law Enforcement	Modest
Raring to Go	Special
Salaryperson	Comfortable
Service Industry	Difficult
Spiritualist	Difficult
Technician	Comfortable
Trust Funded	Wealthy

Lifestyle indicates what kind of comfort level you're used to, and also indicates what kind of starting credits you'll have. You could forego a 'better' quality of life to have a little more credits saved up for the adventure ahead. Work that out with your GM if you're going to change your origin slightly.

Lifestyle: *Savings:*

Difficult	5,000-15,000
Modest	20,000-40,000
Comfortable	45,000-75,000
Wealthy	1,000,000

Difficult: People with difficult lifestyles usually live in small apartments or old homes and rarely enjoy a meal out with friends and family. While they don't usually have a hard time keeping themselves fed, they might not have consistent sleep schedules, may move often, or might not hold consistent work hours. This lifestyle is rarely a choice, but usually a byproduct of the background that a trainer might have in life.



Modest: Modest lifestyles are nice, with nice food available once or twice a week, and a space that fits your needs to live. You usually have consistent sleep and work schedules, making it easy to rest and unwind when not working. While a modest lifestyle may not come with any more work than a difficult lifestyle, the professions and careers are nonetheless compensated better.



Comfortable: There's no doubt that a person who lives comfortably has money. They often live in home with many luxuries and eat well whenever they want. Work schedules might be more erratic, due to touring, off seasons, or hours determined by patients or grants, but the extra things they enjoy in their time off more than makes up for it.

Wealthy: The wealthy are very well off. They have little need for anything and often have many in their employ while at home. They don't always have real jobs and instead spend time making decisions for what to do with all their money. Wealthy trainers live in lavish homes and eat like kings whenever they feel like it.



It's possible that due to the setting, time or location, or due to the nature of the campaign you're playing, none of these origins make sense. For example, a stranger from a parallel universe that traveled through an Ultra Wormhole may have had knowledge as a doctor, but without any of their income, they only have the Good Doctor feature, without any income or starters. In the past, a technician might have a completely different invention-related feature instead of Technical Know-How. In that case, try and work out origins that make sense with your GM. You should generally gain two skill talents, and have a feature that relates to the proper use of those talents.



Starting Pokémon are defined by three rarities: Common, noted by a circle in the Pokédex; uncommon, a diamond in the Pokédex; rare, a star in the Pokédex; or starters, which are also rare Pokémon, but are usually the Pokémon who you began your journey with from a regional professor. Some regions will have starters that are not starters you've seen in canonical Pokémon video games so check in with your GM. Pets tend to be Pokémon with close bonds who you've never formally trained for battle. Some settings don't have access to specific Pokémon so check in with your GM before finalizing your Pokémon.

Common Pokémon examples:



Common Pokémon are everywhere, and many become pets in households- even if a trainer never battles with their pet Pokémon, they may still develop a loyal bond with their trainer.

Uncommon Pokémon examples:



Uncommon Pokémon are less numerous in the wild. One way you might find one as a pet is if they were tamed by a trainer. Otherwise, they may have some battle experience.

Rare Pokémon examples:



Rare Pokémon are almost never pets unless they are gifted to a trainer from a wealthy friend or family member. Still, sometimes a trainer will have a battle-experienced Pokémon from a parent or auction.



Academic

You've spent your life studying up to this point to be a Pokémon trainer, and are now you're ready to apply it all in the Pokémon world. You have a knack for knowledge regarding Pokémon, League officials, famous challengers, and the world itself and the Pokémon that fill it. You've read books, watched documentaries, listened to lectures from famous professors and when it comes to study, you have a knack for finding whatever piece of information you need.

Skill Talent: Choose three; Concentration, History, Investigate, Nature, Perception, Programming.

Lifestyle: Difficult

Savings: 12,500 credits

Starting Equipment: Studious Pack or Dig Kit, Traveler's Pack, 6 Basic Balls, Potion, Potion Water.

Starting Pokémon: One starter Pokémon, and up to two common first stage pet Pokémon.

Feature: Academic Specialty

Choose an academic specialty from the list below or negotiate one with your GM. When making Concentration, History, Investigate, Nature, Perception, or Programming skill checks related to your academic specialty, roll twice and use the higher result.

Academic Specialty:

- Pokémon League Leaders
- Pokémon Biology
- Pokémon Habitats
- Pokémon Technologies
- World History

Artist / Entertainer

The world is a canvas and you create art wherever you go. You could be a live performer; dancing, singing, or acting your way into people's hearts in plays, movies, or as a television personality? Maybe you're an artist whose work is seen on museum walls, library shelves, haute cuisine plates, or in designer fashions? Either way, your artistic talent comes to unique use as a Pokémon trainer.

Skill Talent: Perform, and choose one; Bluff/Deception, Concentration, Diplomacy/Persuasion, History, Insight.

Lifestyle: Comfortable **Savings:** 75,000 credits

Starting Equipment: Choose one of (Drawing Kit, Camera Bag, Make Up Kit, Sewing Kit, or Groomer's Kit), Traveler's Pack, 3 Basic Balls, 1 Potion Water.

Starting Pokémon: One starter Pokémon, up to one first or second stage uncommon or common Pokémon you worked with to entertain others.

Feature: Beautiful World

Choose an artistic profession from the list below or negotiate one with your GM. When making Bluff/Deception, Concentration, Diplomacy/Persuasion, History, Insight, or Perform skill checks related to your artistic profession, roll twice and use the higher result.

Artistic Profession:

Acting	Architecture	Author
Dance	Designer	Drawing
Painting	Photography	Poet
Modeling	Musician	Sculpture



Athlete

Before setting off on your own, you spent time as a professional athlete. You could have spent time honing a skill individually as a golfer, diver, or gymnast. Maybe you were part of a team, like football, baseball, or water polo. You could have even gone pro in a head to head sport like tennis, a cue sport, or boxing. As a speedster thrill seeker, you may have even gone into professional snowboarding, cycling, or track. Regardless of your profession, your fitness lends you strength as you explore the world.

Skill Talents: Choose one; Acrobatics, Athletics, then choose one; Concentration, Constitution, Sleight of Hand.

Lifestyle: Comfortable **Savings:** 75,000 credits

Starting Equipment: Trainer's Kit, Traveler's Pack, 2 Basic Balls, 3 Potion Water.

Starting Pokémon: One starter Pokémon, up to one uncommon first or second stage Pokémon you worked with to train yourself as an athlete.

Feature: Athleticism

Choose an athletic profession for your origin. When making an Acrobatics, Athletics, Concentration, Constitution, or Sleight of Hand check that would feasibly use skills similar to your athletic profession, you may roll twice and use the higher result. For example, a professional football athlete would likely not use the Athleticism feature while climbing a wall. A professional high diver could use Athleticism while leaping or swimming, however.



Backpacker

The allure of the wild spaces of the world was too much to resist. You set off to adventure. You probably already have a Pokémon. When it comes to nature, you've traveled far and wide. Whether its mountainous terrain, or the shores of a sandy beach you know how to find your way around the world's natural shape and can camp for days without too much worry. Avoiding wild Pokémon's homes and feeding grounds is natural to you and spending time in nature is analogous to feeling at home.

Skill Talents: Choose three; Athletics, Constitution, Nature, Perception, Pokémon Handling, Stealth.

Lifestyle: Difficult **Savings:** 7,500 credits

Starting Equipment: Traveler's Pack, Dig Kit, Fishing Kit, 2 Basic Balls, 3 Potion Water.

Starting Pokémon: One starter Pokémon, up to two common first stage pet Pokémon you traveled with.

Feature: Wandering Road

Choose two favored terrains from the list below. When using your Athletics, Constitution, Nature, Perception, Pokémon Handling, or Stealth skills while in your favored terrain, roll twice and use the better result.

Favored Terrain:

Beach	Cavern	Desert
Forest	Freshwater	Grasslands
Marsh	Mountain	Ocean
Rainforest	Taiga	Tundra



Doctor

Studying medical knowledge to become a professional healer took years of your life. You could have studied to be a physician, psychiatrist, nurse, surgeon, or Pokémon center medical attendant. You also may have this origin if you were a naturopathic practitioner with years of study or practice. While your specialized knowledge might not have directly affected your knowledge of Pokémon training, you were able to earn a very comfortable living while being paid to heal those in need.

Skill Talents: Medicine, and choose one; Concentration, Diplomacy/Persuasion, Insight, Sleight of Hand.

Lifestyle: Comfortable **Savings:** 75,000 credits

Starting Equipment: Medical Field Kit or Portable Chemistry Set, 3 Basic Balls, 6 Potion Water.

Starting Pokémon: One starter Pokémon, up to two uncommon or common first stage pet Pokémon.

Feature: Good Doctor

Choose a practice history from the list below or negotiate one with your GM. When performing a Diplomacy/Persuasion, Insight, Medicine, or Sleight of Hand skill check related to your practice history, you roll twice and use the higher result.

Practice History:

Naturopathy Research	Physician Surgeon	Psychiatrist
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Grunt

When it comes to law, you might not hold authorities in any sort of respect. Whether you are a grunt working for an influential cult or criminal mob, your criminal contacts have kept you aware of who is in power in which parts of the world. While some teams avoid public light, the world knows they are out there because of larger organizations that have made a move to conquer, like Team Plasma or Team Rocket. Whether that life is behind you or if you're still an active part of an ongoing plot, your loyalty to your connections have served you well.

Skill Talent: Choose three; Bluff/Deception, Diplomacy/Persuasion, Insight, Programming, Sleight of Hand, Stealth

Lifestyle: Difficult **Savings:** 10,000 credits

Starting Equipment: Choose one of (Basic Tool Kit, Dig Kit, Miscreant's Pack), 6 Basic Balls.

Starting Pokémon: Up to two common first or second stage Pokémon you worked with in your criminal history, and up to two uncommon first or second stage Pokémon you worked with in your criminal history.

Feature: Criminal Talent

Choose a criminal history from the list below or negotiate one with your GM. When performing a Bluff/Deception, Diplomacy/Persuasion, Insight, Programming, Sleight of Hand, or Stealth skill check related to your criminal history, you roll twice and use the higher result. In addition, if you were/are a part of a large criminal organization, you have a contact within the organization you can communicate with to find out what's going on within the organization and what you should be doing to further their needs. Discuss this with your GM before your campaign to collaborate on this NPC.

Criminal History:

Cyber Criminal Snagger	Enforcer Thief	Poacher
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Gym Trainer

Spending time as a registered league member who worked for a Gym Leader has served you well. You've studied their style and learned much about the ins and outs of Pokémon battle. Your real-world experience gives you an edge when battling against other trainers and that edge has proven time and time again to be useful in sanctioned battle.

Skills Talent: Choose two; Concentration, Diplomacy/Persuasion, History, Insight, Perception, Pokémon Handling

Lifestyle: Modest **Savings:** 20,000 credits

Starting Equipment: Trainer's Pack, Traveler's Pack, 6 Basic Balls, 3 Potions, 1 Potion Water.

Starting Pokémon: Up to two uncommon first or second stage Pokémon you worked with in your gym, up to one rare first or second stage Pokémon you worked with in your gym. All of your starting Pokémon should share a type, family, or theme.

Feature: Strategy Insider

Choose two ways that you would describe your gym's leader from the list below or negotiate some with your GM. When making Concentration, Diplomacy/Persuasion, History, Insight, Perception, or Pokémon Handling checks concerned with finding out more about a Gym Leader, Frontier Brain, Elite, or any other high-ranking League Member or one of their Pokémon, you roll twice and use the higher result if your gym mentor shares a personality trait with the individual you are rolling a skill check for, against, or with.

Gym Mentor:

Charming Genius	Commanding Glamourous Unfriendly	Energetic Nurturing Weird
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Laborer

Someone's got to do it, and at some point, it was you. On the job, you put yourself to work, often using your experience and know how to make the task at hand easier; working smarter, not always harder. You could have worked in construction or landscaping, on a Pokémon or berry farm, in a warehouse or factory, driving trucks for days, or any specialized site where you put your hands to work to make a living. Setting off as a trainer is a change of pace to be sure, but hard work is not foreign to you and you'll be able to put your endurance to the test.

Skill Talent: Choose two; Athletics, Constitution, Engineering/Operation, Nature, Perception, Pokémon Handling

Lifestyle: Modest **Savings:** 35,000 credits

Starting Equipment: Basic Tool Kit, Traveler's Pack, 6 Basic Balls, 3 Potions, 3 Potion Water.

Starting Pokémon: One starter Pokémon, up to one common first stage pet Pokémon, up to one uncommon first or second stage Pokémon who you worked with.

Feature: Honest Work

Choose an occupation for your origin. Whenever you make a Athletics, Constitution, Engineering/Operation, Nature, Perception, Pokémon Handling skill check that would feasibly use skills similar to your occupation, you may roll twice and use the higher result. For example, a factory worker who operated machinery would not use an Operation skill check to fly a helicopter, but a truck driver might use their Perception skill while driving to notice something others might miss.



Rangers and Law Enforcement

The world needs heroes and you've trained to become one. As someone who went to a law enforcement academy, you're knowledgeable about both rangers and police officers and how they operate. You're qualified to be a ranger or an officer, but maybe you never followed through and pursued another option once you became certified? Maybe you've worked for years at a desk or just never came into your own until now. No matter the circumstances, you're here for the betterment of the Pokémon world and you're ready to make a difference.

Special: Depending on where you trained, some places might have a less intensive course before giving you your official license as a ranger or law enforcement. Or perhaps you went through the training, but decided not to make it official? If you take this origin, but choose not to gain skill talents, lifestyle, or the feature from it, you may additionally choose another origin and gain the benefits from that origin, but still qualify for the Ranger base class.

Skill Talents: Choose two; Concentration, Constitution, Diplomacy/Persuasion, Investigate, Nature, Stealth.

Lifestyle: Modest **Savings:** 40,000 credits

Starting Equipment: Styler (Ranger only/optional), Traveler's Pack, 2 Basic Balls, 3 Potions, 2 Full Heal, 3 Potion Water.

Starting Pokémon: One starter Pokémon, up to one uncommon first or second stage Pokémon who you worked with.

Feature: Serve and Protect

Whenever you make a Concentration, Constitution, Diplomacy/Persuasion, Investigate, Nature, or Stealth skill check and are Talented with that skill, you may roll twice and use the better result if you are acting as a ranger or law enforcement. You must actively be working with or for law enforcement or the ranger union to use the Serve and Protect feature. You do not always use the Serve and Protect feature just because you have a talented skill and are a Ranger, but if you are working to stop a wild from rampaging or chasing a criminal the Serve and Protect feature applies.



Raring to Go

Old enough for a trainer license, too young to have developed any specific skills, extremely ready to take on the world by force. Trainers who are raring to go cannot wait to get out the door and be on their way to start their Pokémon journey. It doesn't really matter where you're from or what you've done with their lives so far- it's time to go! Now that you're out there, leaving home so young, you're on your own, but the world is yours to take and maybe it needs some extremely energetic youngster to shake up the scene? What are we waiting for?

Skill Talent: Choose any one skill.

Lifestyle: Special **Savings:** 7,500

Starting Equipment: Traveler's Pack, Mess Kit, 6 Basic Balls, Folding Bike.

Starting Pokémon: One starter Pokémon, up to one common first stage pet Pokémon.

Feature: I Want to Be the Very Best

Choose a lifestyle (difficult, modest, or comfortable) that you are leaving, to determine what kind of life you had before setting off on your own. Choose one stat (Attack, Defense, Special Attack, Special Defense, or Speed), and raise it 1, permanently. When you get to level 3, 7, and 11, you may take one additional Skill Talent from your new class.





Salaryperson

A long and repetitive nine to five work day is no stranger to you, but it supported a comfortable lifestyle and enabled you to save up and become a trainer. Whether you're a number cruncher, a human resources worker, a small business owner, or a lawyer, you have loads of experience. You've grown used to working in an office or business center, and you've learned to work well with peers towards common goals. Planning, diligence, and an attention to detail could give you the edge in battle. If that doesn't actually pan out, you always have a great resume to fall back on.

Skill Talent: Choose two, Concentration, Diplomacy/Persuasion, History, Insight, Perform, Programming.

Lifestyle: Comfortable **Savings:** 60,000 credits

Starting Equipment: Choose one of (Studious Pack, Drawing Kit, Camera Bag), Traveler's Pack, 6 Basic Balls.

Starting Pokémons: One starter Pokémons, up to two common first stage pet Pokémons.

Feature: Nine to Five

Choose an occupation for your origin. Whenever you make a Concentration, Diplomacy/Persuasion, Insight, Perform, or Programming skill check that would feasibly use skills similar to your occupation, you may roll twice and use the higher result. For example, a lawyer would not use a Perform skill check to juggle or dance (though they could just not with the Nine to Five feature), but a program/event coordinator for a nonprofit might use their Diplomacy skill while talking to person to convince them to help your cause.



Service Industry

Erratic schedules and the rude clients seem unappealing, but still you've worked for years in the service industry until you've decided to prove your worth as a trainer. While your income was not always reliable, you've picked up various skills while working hard in your job. You could have been a cook, a hairdresser, or helped people make decisions about what to buy with their money. While you might not have had the most reliable source of income, your skills are still valuable and you're able to put on a face that really sells you as a people person, regardless of how you actually feel.

Skill Talent: Choose three; Bluff/Deception, Concentration, Constitution, Diplomacy/Persuasion, Insight, Investigate, Perform

Lifestyle: Difficult **Savings:** 15,000 credits

Starting Equipment: Choose one of (Studious Pack, Trainer's Pack, Miscreant's Pack, Cooking Kit, Sewing Kit, Make Up Kit, Drawing Kit), Traveler's Pack, 6 Basic Balls, 1 Potion Water.

Starting Pokémons: One starter Pokémons, up to three common first stage pet Pokémons.

Feature: Have a Good Day

Choose an occupation for your origin. Whenever you make a Bluff/Deception, Concentration, Constitution, Diplomacy/Persuasion, Insight, Investigate, or Perform skill check that would feasibly use skills similar to your occupation, you may roll twice and use the higher result. For example, waitstaff would not use a Perform skill check to juggle or dance (though they could just not with the Have a Good Day feature), but a concierge might use their Bluff skill while talking to person to convince them to go somewhere of your choosing.





Spiritualist

The secrets of the world of Pokémon will never be fully defined. People all over the world believe in and pay homage to different legendary Pokémon, mythical Pokémon, and some even worship great human prophets from ancient times. Furthermore, the spiritual afterlife manifests and can be studied, leading many religious practitioners who double as channelers, mediums, and even wizards capable of magic. Your time studying in a sacred community has led you to various places spiritually and there is no doubt it will be useful as a trainer.

Skill Talents: Choose three; Concentration, Diplomacy/Persuasion, History, Insight, Medicine, Nature, Pokémon Handling

Lifestyle: Difficult **Savings:** 10,000 credits

Starting Equipment: Traveler's Pack, Spiritualist's Pack, Mess Kit, 4 Basic Balls, 6 Potion Water.

Starting Pokémon: One starter Pokémon, up to two common first stage pet Pokémon, up to one uncommon first stage pet Pokémon.

Feature: Spiritual Guidance

Choose up to two beings or belief systems which you are an acolyte of. Whenever you roll a Medicine skill check, or roll a Concentration, Diplomacy/Persuasion, History, Insight, Nature, or Pokémon Handling skill check in relation to your spiritual beliefs, you may roll twice and use the higher result. In addition, if you pray or meditate for at least one minute before attempting a skill check, you may then use your Spiritual Guidance feature on that skill check if it uses a relevant skill.

Technician

Programming and engineering expertise after years of study has given you a comfortable living. While you may have created software used by thousands of people or worked as an assembly line maintenance worker affecting only hundreds, you still picked up specific skills that are relevant to the technological world of Pokémon.

Skill Talent: Choose two; Concentration, Engineering/Operation, Investigate, Programming, Sleight of Hand

Lifestyle: Comfortable **Savings:** 60,000 credits

Starting Equipment: Engineer's Tool Kit or Poke Ball Smith Kit, Traveler's Pack, 6 Basic Balls, 2 Potions, 2 Potion Water.

Starting Pokémon: One starter Pokémon, up to one common first stage pet Pokémon, up to one uncommon first stage Pokémon you worked with.

Feature: Technical Know-How

Choose an occupation for your origin. Whenever you make a Concentration, Engineering/Operation, Investigate, Programming, or Sleight of Hand skill check that would feasibly use skills similar to your occupation, you may roll twice and use the higher result. For example, a car engineer might not use the Technical Know-How feature while making an Operation skill check on a hydro plant's dam, but they might use it while making an Operation skill check on a construction vehicle. A security programming expert could use the Technical-Know How feature anytime they were making a Programming skill check to try and force their way into a computer system.



Trust Funded

A life of luxury and wealth has given you much more privileges than the average rabble that work their lives away outside of your lavish home. It's possible you're to inherit, or already have inherited, a grand Poke Ball making conglomerate. Maybe your parents own a chain of hotels on every luxury beach in the country. Perhaps you come from old money and have various brokers and lawyers who keep the money invested in guaranteed returns. No matter what it was, you had little need of anything nor have you often faced any obstacle. When battling, you'll find many trainers eager to prove that your wealth means nothing in the world of Pokémon.

Skill Talent: None

Lifestyle: Wealthy

Savings: 400,000 credits

Starting Equipment: Anything you want, short of rare or unique items (Master Ball, Mega Stones, Dynamax Bands, etc.).

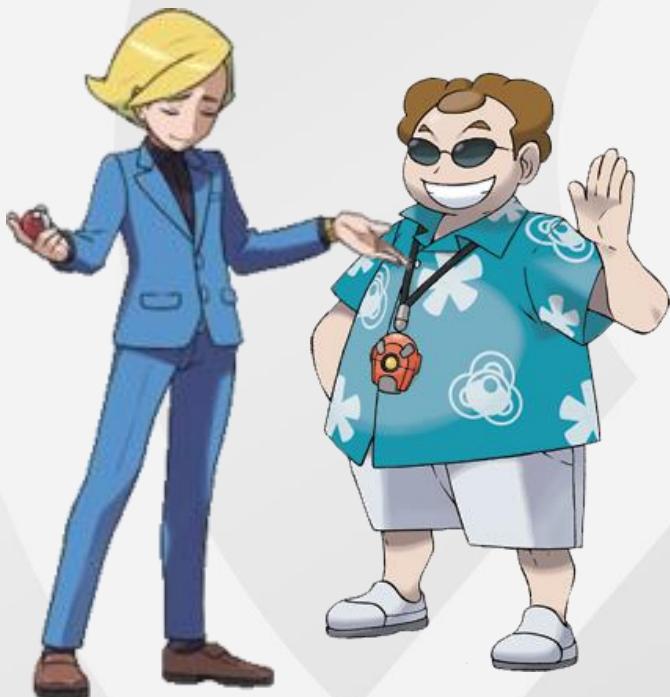
Starting Pokémon: Up to two rare first stage pet Pokémon.

Feature: Big Bucks

You're rich, don't sweat the small stuff. When purchasing goods, as long as you are not spending more than three thousand Pokécredits a day, you do not deplete your savings. If you plan to purchase something unconventional, like a building or rare shiny Pokémon, consider your origin and whether or not you would deplete your money for a period of time. For example, if you are expanding your hotel chain and building a new property on a foreign beach, you might not be able to do that again for a year or so and you might be wary of spending more than a thousand credits a day instead of the normal three thousand.

Work with your GM to modify Origins when needed in order to better fit the campaign, or your individual needs when none of these are quite right. Think about personality traits that may have developed because of your Origin and roleplay accordingly in order to better immerse yourself and other players into the game.

GMs and players should always have a small discussion about origins before starting a campaign. GMs learning about their player's character can at least partially mold their campaign to incorporate a player's background, and at this time the GM can also tug at the party's origins to help make things go smoothly in the setting the GM is running.



Understanding Your Pokémon

It's time to pick your Pokémon! You've got an origin story, a class and you've built yourself to be who you are. From here, you just need your new partners. There are over one-thousand Pokémon species in Pokémon: Tabletop Adventures when you want to get technical about stages and forms so it can be daunting to pick just a couple out of these hundreds. That's before individual trainers begin to modify them further.

Different kinds of Pokémon have incredible powers to produce water, fire, or electricity, fly up high into the air, move objects with their minds, turn invisible, and so much more! Some are similar to animals seen in the real world, and others resemble plants or even inanimate objects. They can be from many different habitats and so it's important to think about where you are from as a trainer to influence some Pokémon you might have brought along from your origin.

Most of the time, new trainers can visit a regional Pokémon professor who will give them a starter Pokémon to center their team around as they move forward. Starters often represent either Grass, Fire, or Water type Pokémon. Three great types of the eighteen elemental types that are found throughout the Pokémon world. However, a starter Pokémon is not always your first Pokémon. You might have had a family pet Pichu, or a stray Purrlion you often fed, or maybe a Machoke you worked with daily as a mover?

As you continue to travel and grow with your Pokémon, many of them can go through a metamorphosis known as Pokémon evolution and physically become stronger. Their bonds with you will make them more powerful and sometimes, depending on the type of trainer you are, Pokémon are made more powerful just by being with you.

Your decisions that you make as a trainer will directly benefit from the Pokémon you travel with. You can capture Pokémon in the wild and tame them until they're your friend as well and your team could continue to grow. You could even find a place that one of your Pokémon might be truly happy and you could potentially release them back to the wilds there. There's so many things that could happen with your Pokémon on your journey, there's no way to list them all.

For reasons, Pokémon leagues do not allow trainers to carry more than six Pokémon at a time while travelling. However, if you have a license to do so, you may store your excess Pokémon at your home, or even arrange for them to have a large field at care farms, or a professor's laboratory. There are many PCTs where you can teleport your Pokémon to and from your location everywhere so none of your companions are ever too far away.

The following section will show you how to read a Pokémon entry, which you will do throughout the Pokédex books, and show you a few potential starter Pokémon to pick from. Your GM might limit those starters for different reasons, so it's important for a GM to communicate which are valid options for the players.



Pikachu



Electric - Small (Size), Light (Weight)

Hit Points: 24 **Defense:** 5 **Special Defense:** 5

Speed: 9 (45 ft.) **Attack:** 7 **Special Attack:** 6

Skills: Zapper (*can produce electricity*)

Passives: Charm (+1 Defense), Nasty Plot (+1 Special Attack), Tail Whip (+1 Attack), Lightning Rod (*Any foe's ranged Electric-type attacks within 25ft or any adjacent foe's Electric-type attacks are negated and drawn to you. Your Special Attack is +2 until the end of your next turn whenever you negate an Electric-type attack.*), Static (*Whenever you are hit with a melee attack, roll 1d4. On 4, Paralyze the attacker.*)

Moves (Attack +3, Special Attack +3, Effect +4)

Quick Attack - Melee Normal Attack: At-Will 2d6. Quick Attack has Priority.

Electro Ball - Ranged(15ft) Electric Special Attack: 3/day 3d10. Electro Ball can only be used against targets slower than you.

Iron Tail - Melee Steel Attack: 3/day 3d10. Iron Tail has -2 during Accuracy Check. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

Biology: Egg Group - Field / Fairy, Egg Hatch Rate - 4 Days, Diet - Herbivore, Habitat - Forests / Urban Plants

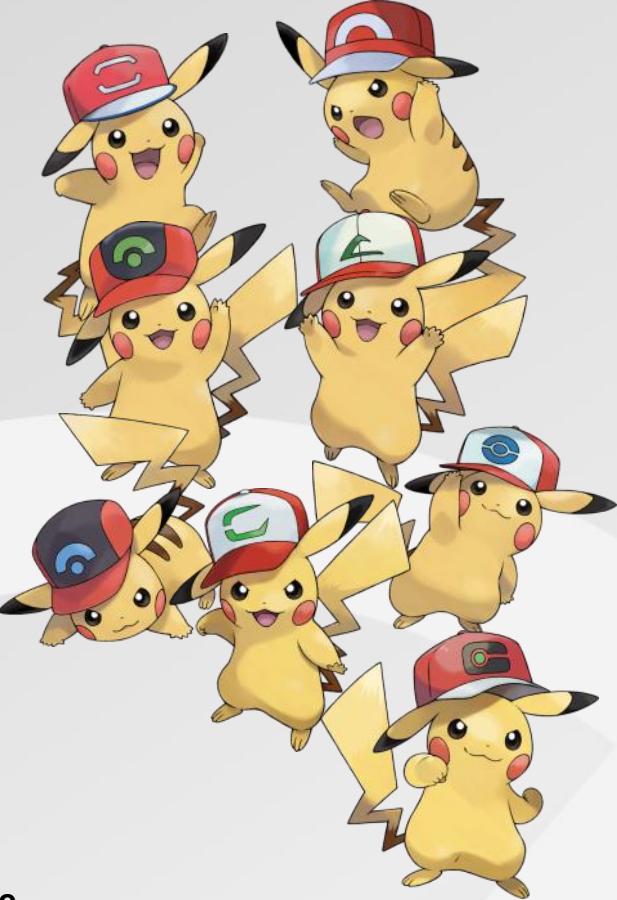
Evolution: Pichu Pikachu Thunder Stone Raichu, Thunder Stone From Island habitat Island Raichu

Proficiencies: Electric / Psychic (*Raichu Island*) / Cutesy

You can't have Pokémon Tabletop Adventures without the Pokémon! Above is an example of what Pikachu's entry looks like. We'll go through each part here so players know what it means for all entries.

Family/Species Name

At the top of each page in the Pokédex, each Pokémon is listed as a part of a Species grouping. Individual stages of a single Pokémon's evolutionary line are not part of the same Species, but are part of the Species' family. When talking about a specific evolutionary line, or branched evolutionary tree, it is common to refer to the line or branch by the Species name of the first Stage of the line, but this is not always true. For example, to talk about the Pichu, Pikachu, and Raichu evolutionary line, you could call it the Pichu or the Pikachu evolutionary family. To refer to the Eevee, Jolteon, Vaporeon, Flareon, Umbreon, Espeon, Glaceon and Leafeon evolutionary branch you could call it the Eevee evolutionary line.



Type

There are eighteen different Elemental Types in the world of Pokémon that are commonly separated into two archetypes; Physical and Special. The Physical Elemental Types are Bug, Fighting, Flying, Ghost, Ground, Normal, Poison, Rock and Steel. The Special Elemental Types are Dark, Dragon, Electric, Fairy, Fire, Grass, Ice, Psychic and Water. Each Pokémon belongs to a specific elemental Type and some Pokémon belong to two Elemental Types and can even change between them under different circumstances. Types affect how much damage a Pokémon takes when hit by Attacks and are very important factors to keep track of while battling.



Size and Weight

The Size and Weight classes given for each Pokémon Species are averages determined by Pokémon Researchers around the world. It is not uncommon to see Pokémon who are up to heavier or larger from individual Pokémon to the next, but it would be unusual to see a human-sized Pichu, who on average is tiny. Use Pokémon sizes to determine how feasible it is for a Pokémon to be moving together with you through halls, tight caves, or while just walking down the street together. Be sure to note their changes if they evolve as well. You, or maybe your GM if they already have, can get specific on any Pokémon's specific sizes and weights. Otherwise, use sizes for signifying placement on a grid and weights mostly for feasibility of Pokémon being carried around or a Pokémon carrying a person around all day.

Pokémon sizes vary from Tiny, to Small, to Medium, to Large, to Huge and finally, Gigantic. On a grid, both Small and Medium Pokémon would take up one space, or a 5x5 ft. square. A Small Pokémon may occupy a space with up to one other Medium or Small Pokémon, or a human who is "Medium" in size. Large Pokémon occupy 2x2 spaces or a 10x10 ft. square. Huge Pokémon occupy 3x3 spaces or a 15x15 ft. square. Finally, Gigantic Pokémon occupy at least 4x4 spaces or a 20x20 ft square. Tiny Pokémon can be in the same space as anything else. For example, Wailord might occupy a 25x50 ft. space. Huge and Gigantic Pokémon may also occupy stranger shapes than a square provided your GM gives you some house rulings and lets you know how many spaces your Huge or Gigantic Pokémon take and how they may be placed on a board. An example of this might be a Steelix who occupies a space of 10x30 ft. but could snake back and forth on a grid.

Weight Classes are used to figure out their general burden on a person who might be carrying them, or a building's floor, a bridge, a boat, a plane, or anything really that's holding something else up. Weights will be described as Featherweight, Light, Medium, Heavy, and Superweight. Featherweight is any Pokémon species that would never be more than 5 lbs. Light Pokémon species are heavier than 5 lbs. but never heavier than 20 lbs. Pokémon species with a Medium weight are usually in between 20 and 150 lbs. It's a wide range, but not as wide a range as Heavy Pokémon who could fall anywhere from 150 to 400 lbs. Superweight Pokémon are heavier than 400 lbs. so make sure you're feeding them well enough and not letting them crush you.

Relative strength of any given Pokémon is defined by their weight. You can assume a Pokémon is able to push around or even carry within their weight class and below. Keep in mind, if your Onix is smaller than most, it'll not be able to carry as much as an average sized Onix.

Pokémon Stats

Pokémon stats are identical to the stats that trainers have, although they don't use their stats the same way trainers do with Skills. There's Hit Points, Attack, Defense, Special Attack, Special Defense, and Speed.

Hit Points:

Unlike a trainer who always starts with the same 20 Hit Points, Pokémon Hit Points are variable from species to species. When a Pokémon's HP is lowered to 0, it is unconscious. If lowered to -100% max HP while the attacker has lethal intent, the Pokémon will have to make a death savings throw.

Attack and Special Attack:

Like trainers, a Pokémon's Attack and Special Attack has modifiers that are calculated the same way- the modifier is +1 for every two points in the stat. That modifier is added to accuracy checks for attacks that consult Attack or Special Attack respectively. The modifier is also added onto damage when an attack hits, again a move that uses the Attack stat will add the Attack modifier and an attack consulting the Special Attack stat will use the Special Attack modifier.

Defense and Special Defense:

Also like trainers, the Defense and Special Defense stats represent the accuracy check that attackers need to match or beat in order to successfully hit with a move that consults the Attack and Special Attack stats respectively. If a foe fails the accuracy check when attacking against either Defense or Special Defense, the attack fails and the defender takes no damage.

Speed:

Speed is used to determine how far your Pokémon moves during combat. The Speed stat is multiplied by 5 ft. to represent how far the Pokémon can move on their turn. Speed also lets everyone know the turn order during combat, highest going first. In addition, an attack made against a Pokémon that does not consult either Attack or Special Attack is rolled against the Speed stat during accuracy checks.

While not noted per Pokédex entry, your Pokémon will have a nature that positively affects one stat and negatively affects another. When filling in your Pokémon on your character sheet, keep in mind that the Pokédex's stats are the starting point. Your features and your Pokémon's nature will modify the stats to create their new stats. When nature affects your Pokémon's stats, it positively and negatively affects whichever relevant stats by +1/-1.

Passives

Pokémon Passives affect how they work in battle. They are static abilities that constantly affect how their offensive moves work, or sometimes triggered consequences of a foe attacking them. There are two types of passives. Stat passives and ability passives that are diverse and grouped into a long list in the Pokédex books and after this section of the Player's Handbook.

Stat Passives:

Stat Passives are passives that affect the Pokémon's stats. In the Pikachu example, we see Nasty Plot and Play Nice. Without those passives, the Pikachu's Special Attack would be 5 and its Defense would be 4. Pokémons cannot ever have more than three stat passives. If a Pokémon loses a stat passive, temporarily or otherwise, the Pokémon's appropriate stat is lowered. Stat passives are grouped into different stats as well, and you can't have multiple stat passives from the same groups that do the same thing. Details about these different stat passive groups are located in the Pokédex books and after this section of the Player's Handbook.

Ability Passives:

Ability passives describe different utility abilities that Pokémons have. In the Pokédex entries, the passive will be listed word for word. The list of these passives will also be located in the Pokédex books and after this section of the Player's Handbook.

Moves

Each Pokémon's Pokédex entry will list three moves, also known as attacks, that the Pokémon knows. A Pokémon can have up to 6 moves on a player's Pokémon sheet. When a Pokémon evolves, they often learn 3 new moves, and so will sometimes need to replace previous moves, making sure never to go over 6 moves total. A Pokémon could inherit a move from a parent at birth, be tutored to learn a move from a trainer, a technical machine could have been used on the Pokémon, or just strangely a wild could know a move that's unusual to know.

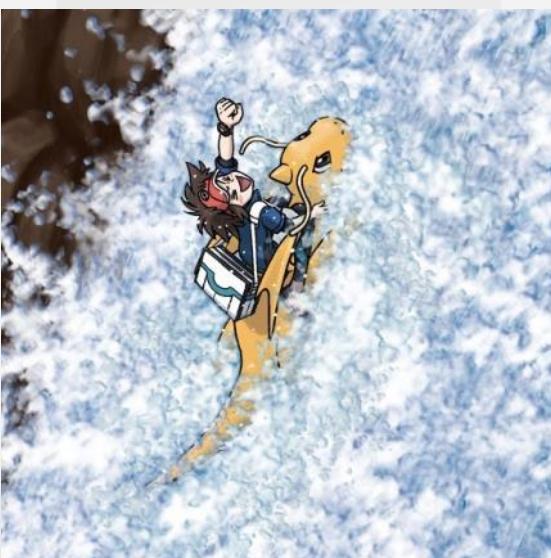
Moves are described in detail per Pokédex entry, but are also listed after the combat section of the Player's Handbook and also in different source books for Pokémons: Tabletop Adventures 3. How to read moves are located in the Combat section of this book, but also replicated in various other source books Pokémons: Tabletop Adventures 3.



Pokémon Skills

Most Pokémons Skills are simple to understand. It has a name, and a short explanation for what that means for the Pokémons. Pokémons Skills, unlike trainer skills, do not usually make skill checks and instead indicate things the Pokémons can do without using an attack or a passive. The full description of the Pokémons Skills are listed in the Pokédex books and after this section of the Player's Handbook. Not all Pokémons Skills are a good thing, as Sinker and Flopper indicate Pokémons who may have a great deal of trouble in water, and those greatly hindered by being out of water.

Skills can be used both in and outside of combat, so when you're having trouble finding a solution to a problem remember that your Pokémons are just as useful as allies in a battle as they are while exploring. You don't always need to keep your Pokémons inside your Poké Balls. Though you should keep in mind that a Pokémon constantly exposing themselves to foreign terrain or difficult tasks could tire them.



Biology

There's a lot of information in the Biology section of a Pokémon's Pokédex entry. Egg group, hatch rate, diet, habitats, and evolution is all listed in two or three lines. Even though everything can be summarized in such short terms, it means a lot and so this section goes a little deeper into each section of the Pokédex biology entry.

Egg Group:

Pokémon are mysterious when it comes to reproduction because they can cross breed between evolutionary stages and even species, but not any Pokémon can mate with any Pokémon. There are limits and these limits are defined as egg groups. Pokémon can only produce eggs when opposite genders mate and both Pokémon share an egg group.

The egg groups are Amorphous, Bug, Dragon, Fairy, Field, Flying, Grass, Human-Like, Mineral, Monster, Water 1, Water 2, and Water 3. There is also the Ditto egg group, exclusive to the Pokémon species Ditto, who can breed with any other Pokémon to produce an Egg while acting as either the male or female. Egg groups are not always equivalent to a Pokémon's types nor do Pokémon always have two egg groups.

Hatch Rate:

Each species takes a different amount of time to hatch so the average hatch rate covers how quickly the egg should hatch. The average hatch rate however is only an average. Sometimes the egg may take twice the length of time or only half of it, depending how well the egg is kept. Depending on what species the mother of the egg is, the baby will be the lowest form of that species' evolutionary line. The only exception is when a family tie is listed here. A family tie means that a single Pokémon species may lay eggs of multiple species, like Miltank being able to produce eggs that contain either Miltank or Tauros when hatched.

Diet:

The diet entry explains what kind of food the Pokémon needs to survive. Carnivores primarily feed on other Pokémon, while herbivores will usually need leafy food, vegetables, nuts and fruits to survive. Omnivores can eat plants or other Pokémon, and phototrophs can photosynthesize their own food and energy. Some of the stranger diets some Pokémon have are that of a terravore; one who feeds on the minerals found in rock and dirt around them, or the nullivore; which does not need to eat anything to sustain itself for various reasons. There's also saprophytes feed on decaying matter or minerals off the ground, ergovores feed on electricity and other energy, glacievores survive by consuming ice and water, pollutivores feed on pollution of any kind, even psiotrophs who sustain themselves off the thoughts and life force of others.

Ignoring any primary feeding behavior any Pokémon can still enjoy any edible food designed for a Pokémon to consume such as berries, poffins, aprijuice, Poké puffs, Poké beans, or Pokéblocks. By keeping track of your Pokémon's needs, you can influence their living conditions in a positive manner and make their partnership with you as Pokémon and trainer stronger.

Habitat:

There are some places that a particular species of Pokémon will not thrive. For obvious reasons, you'll only find fish-like Pokémon in the water or rocky Pokémon near rocky places. The habitat entry explains what kind of terrain to look for if you intend to hunt for a particular species of Pokémon. Keep in mind, just because you may be in the appropriate terrain to find a particular Pokémon, it doesn't mean you are in the right region or specific location. The following location indicators say a little about the different kinds of habitats out there.

Beach:

Rocky and sandy beaches play home to many semiaquatic Pokémon that are content only spending some of their time in the sea. The intertidal zone also supports rock pools where some hardier Water-types make their homes.

Desert:

Sandy, arid deserts support many Ground-type Pokémon that can burrow away from the sun's heat. Many other hardy species of Pokémon, however, have also adapted to a life of sweltering days and frigid nights. Some more-specific entries will include the habitats badlands, scrublands, or wastelands. Harsh weather, barren and rocky soil, and few trees for shelter make these areas tough to survive in. Though many types are represented, few are particularly abundant; resilient Steel- and Ground-types stand out from the rest, though Dark-, Dragon-, and even Flying-types appear as well.

Forest:

Most trainers are familiar with temperate, broadleaf forests. With mild, but seasonal weather and healthy tree growth, they play home to many common Pokémon. Many types can be found in these forests, but Grass-, Bug-, Flying-, and Normal-types are the most abundant. Novice trainers would do well starting their adventures in such areas.



Freshwater:

Freshwater inhabitants could live near ponds, lakes, streams or rivers, on their shores or in the waters themselves. Ponds are the smallest, freshwater bodies of water characterized by their stagnation; water doesn't flow in or out of them. Pond Pokémon can usually tolerate murky waters; finding refuge in calmer, smaller pools of water. While Water-types are abundant here, Bug-types also often can be seen flitting around ponds. Lakes are large bodies of fresh water; they aren't flowing like rivers or streams, but also aren't small and murky like ponds. This makes them ideal for larger Pokémon that aren't equipped to handle swift currents. Naturally, Water-types are most common in lakes. Swiftly-flowing freshwater streams and rivers are also home to a number of different Water-type Pokémon, many of whom also inhabit lakes. Species that manage to dwell in these areas are usually adapted to either swim against or endure currents so they aren't swept away. Pokémon that dwell near lakes and rivers are usually --but not always--decent swimmers that could jump right in if they wanted. Most species in riparian habitats are also Water-types, but again, there are exceptions. Access to fresh water means that these areas often support vibrant plant life alongside their banks.

Grasslands:

Grasslands covers a pretty wide range of habitats and while similar, they are specifically varied and so you'll often see these entries with additional information as they cover woodlands, fields, meadows, savannas, plains, and prairies. Grasslands, plains, prairies, and savannas are characterized by a lack of tall trees and an abundance of tall grass. They are warm with seasonal rainfall; dry seasons are exceptionally devoid of water. Brushfires are an occasional occurrence in these areas, a phenomenon exacerbated by Fire- and Electric-types that can start them. Poison- and Normal-types are also a regular sight in the tall grass. Open fields and meadows are turfed with lush, short grass and wildflowers. A near-total lack of trees grants these areas with gentle breezes, open skies, and warm sunlight. With temperate weather and moderate rainfall, many Normal- and Flying-types can be found in these habitats. Oddly, Electric-types often dwell here as well, perhaps so they can be unobstructed by trees during lightning storms. Woodlands are a bit less dense than forests, allowing them to support more shrubs and bushes. They often form in areas where a few trees have fallen, allowing flowers and tall grasses to take advantage of open light. Damp, rotting logs and plentiful shade from remaining trees make woodlands ideal for Bug-types; when night falls, Dark-types, Ghost-types, and Fairy-types may also appear in these whimsical habitats.

Jungle:

Tropical jungles are warm and humid year-round with very frequent rainfall. They are densely vegetated with tall trees, vines, and other plants. A thick canopy of leaves shades over a dark understory in these rainforests. Grass- and Bug-types thrive in these prolific habitats, which have more Pokémon and plant life per square meter than any other terrestrial biome.

Mountain:

Mountainous habitats include the exposed earth on mountain ranges but also the caves underneath and the active volcanic mountains. Mountain specifically refers to the open-faced, rugged mountainsides ideal for Rock- and Steel-types. These places are also remote and usually quiet, so Fighting-types often find refuge on them so they can train in peace. Underneath, little to no light penetrates into dark, damp caverns. Mineral-rich Ground-, Rock-, and Steel-types can often be found underground alongside a variety of Pokémon adapted to life in the dark. Some Dragon-types also have a preference to hide themselves deep within winding caves. For most of their altitude, volcanoes are much like mountains in terms of the wildlife that they support. Close to the craters of active ones though, or near magma pools inside of them, only Pokémon that can withstand the blistering heat can survive. Naturally, this means Fire-types thrive in these areas, though sturdier Rock-types and the occasional Poison-type can be found here as well.



Ocean:

The ocean is a big place, and this habitat grouping includes the open ocean itself, the continental shelf on its borders, the tropical seas and its coral reefs, and the great dark abyss at its bottom. The vast, open ocean supports many types of marine Water-types. Some float near the surface of the sea in sunlit waters, while others dive deeper below into the pelagic zone. Still others spend their lives resting on the sea floor and the continental shelf. In warm, sunlit waters and vibrant coral reefs Water-types have abundant food and shelter, making them the richest ecosystems in the world. Marine Pokémon of all kinds can be found in these tropical havens, which are particularly sensitive to changes in water temperature, salinity, and cleanliness. Little is known about the deepest trenches of the sea floor, where the water is frigid, the pressure is crushing, and the seascape is engulfed in darkness. The life down in these abysses is often unusual and alien; these Pokémon have adapted to an environment unlike any other in the world.

Polar:

The polar habitats cover the top of frozen mountains, massive glaciers, icy caves, and the polar seas themselves--when this habitat is listed it is always further specified. This habitat includes the most frozen reaches of the worlds. These areas are permanently trapped in plant-unfriendly ice, so the life that survives here--primarily Ice-types, of course--has adapted to withstand freezing temperatures and scarce food supplies. In the ocean, the polar seas are a frigid habitat often filled with ice floes and icebergs. Parts of these areas routinely freeze over entirely, locking vast expanses of ocean water beneath them. The Ice- and Water-types that dwell in these chilly seas are adapted to withstand subzero temperatures and survive even as the waters freeze around them.

Tundra:

The tundra is characterized by a layer of permafrost that makes it difficult for anything more than grasses, mosses, and lichens to grow. Meanwhile, boreal forests are filled with evergreen, coniferous trees and are sometimes blanketed in snow. These areas have seasons of total darkness where the sun never rises, but also fleeting periods where it never sets. Ice-types are the most common in these frigid areas, but heartier Normal-types sometimes dwell here as well.

Urban:

Urban areas like cities are defined by the humans that live in them and the environments that they create. Some Pokémon only can live parts of their lives in cities, while others happily inhabit walkways, alleys, or even homes as pets--or pests. Normal-, Psychic-, Fighting-, and Ghost-type Pokémon often coexist alongside people, while Poison-types even thrive on the waste that we create. As one would expect, Electric-types love to congregate around areas with high levels of electrical activity. One would most readily think of human structures like power plants, but these Pokémon are also attracted to naturally-occurring magnetic hot spots and lightning rods. Ruins and cemeteries are an odd habitat; they are associated with humans, but they are remnants of past activity rather than current events. The Pokémon that dwell in these urban locations are often associated with the supernatural, as if they can detect something about their surroundings that science and humanity cannot.

Wetlands:

While they may seem unappealing and dreary on the surface, swamps, bogs, and marshes are some of the richest terrestrial habitats we know of. These environments play home to many Grass-, Bug-, Water-, and Poison-types who have devised ways to take advantage of the acidic, oxygen-poor soils that characterize such places.

Evolution:

Not all Pokémon evolve the same way, and some don't even evolve. If the evolution entry says natural, this just means that the Pokémon will evolve on its own accord when it feels ready. You as a trainer can urge this on by training and battling with them often and treating them well to raise their loyalty. Sometimes a Pokémon will have an evolutionary stone next to their evolution entry. If they have an evolutionary stone, the Pokémon simply needs to be exposed the radioactive stone by touch. It will absorb the radioactivity and render the stone useless, but then evolve accordingly. Pokémon might also have a time of day listed here, this means that they will evolve the same way others do naturally, but only do so during certain times of day.

Proficiencies:

Almost every Pokémon can be taught to perform attacks and skills that they are not always inherently capable of. Using the proficiencies tables from the Pokédex, and finding a proper tutor or Technical Machine during play, allows many Pokémon to be differentiated from many of their fellow species members in battle.

Pokémon Skills

The Pokémons listed here are all sorts of things a Pokémon is capable of in and out of battle. Pokémons skills are not explicitly for battle, like passives or Pokémons moves, but should be kept in mind to get some unique use out of your different Pokémons. Pokémons skills are listed here with descriptions and the short summaries you'll see in Pokédex entries. If a Pokémon gains a move that enables the use of a Skill, but later loses that move, they lose the skill as well. If a Pokémon starts with a move that enables a Skill, but does not have the skill listed in its skills, then later loses the move that enabled the Skill, the Pokémon loses the Skill.

Alluring - Pokémons who are alluring smell very pleasant. They may attract wild Pokémons easily. Attention is commonly turned toward fragrant, alluring Pokémons by wilds. If a Pokémon learns the move Aromatherapy or Sweet Scent and does not have the alluring skill, they gain alluring. (*attracts others with their aroma*)

Amorphous - Amorphous Pokémons have an inconsistent shape. They can flatten and reform themselves like gel. They can stretch out their body material and condense themselves as well. By doing this, a Pokémon can access places others couldn't, or bypass a door or two, only to let their non-amorphous friends in afterwards. (*can change their body into a liquid-like state*)

Beached - When a Pokémon has the beached skill, they need to stay in water. Beached means the Pokémon has a hard time battling when not submerged in water. For every round of an encounter the Pokémon is not at least half way submerged in water, they lose 10% of their max HP. If the Pokémon is lowered to -100% HP for more than 10 rounds of combat, make a deaths savings roll as usual. Beached Pokémons can calmly remain out of water. (*needs to be in water*)

Burrow - Pokémons with burrow can quickly dig through solid earth, rock, clay, or even soft sand. When moving through any earth, burrowing Pokémons treat underground as normal terrain, without penalizing their movement speed. If a Pokémon learns the move Dig and does not have the burrow skill, they gain burrow (*moves through earth easily*)

Chilled - Chilled Pokémons are always cold to the touch. (*always cold*)

Climber - Pokémons with an aptitude for climbing, or just many sticky legs, treat vertical terrain and even ceiling surfaces as normal terrain that they can navigate without affecting their movement speed. (*treats walls and ceilings as normal terrain*)



Firestarter - A Pokémon who has the firestarter skill can produce flames. They can control how lightly or powerfully they produce the fire, creates puffs of fire the size of a lighter or a large burst of fire capable of engulfing a tree. If a Pokémon learns the move Blast Burn, Blaze Kick, Ember, Fiery Dance, Fire Blast, Fire Fang, Fire Lash, Fire Punch, Fire Spin, Flame Burst, Flame Charge, Flame Wheel, Flamethrower, Flare Blitz, Heat Crash, Heat Wave, or Incinerate and does not have the firestarter Skill, they gain firestarter. (*can create fire*)

Flopper - A Pokémon with the flopper Skill probably doesn't like being out of water. While it's not dangerous to move around on, a flopper treats all normal terrain as difficult terrain and all difficult terrain as blocking terrain. If anything modifies how a Pokémon moves making movement easier, Pokémons with flopper will still treat difficult terrain as difficult terrain but can then flop around on normal terrain without trouble. (*treats dry land as special terrain*)

Flight - Pokémons with flight are not bound to the ground. Through means of wings, or psychic ability, or electromagnetic levitation, these Pokémons can remain in the air for hours at a time, sometimes never needing to return to the ground. These Pokémons can use their movement speeds in the air. If a Pokémon learns the move Fly and does not have the flight Skill, they gain flight. (*can fly*)

Fountain - A Pokémon who has the fountain skill can produce freshwater. They can control how lightly or powerfully they produce the water, sprinkling water or forcefully shooting water with the strength of a fire hose. If a Pokémon learns the move Hydro Cannon, Hydro Pump, Liquidation, Scald, Soak, Water Gun, Water Pulse, Waterfall, Whirlpool and does not have the fountain Skill, they gain fountain. (*can create water*)



Freezer - When a Pokémon has the freezer skill, they can produce ice at a controlled rate. They can make puffs of snow, or ice cubes, or spread icicles across surfaces. As their action, a Pokémon with freezer can target an area on the ground and slowly turn it into icy, difficult terrain. They can make one 5x5 ft. area into icy, difficult terrain or fluffy, snowy, difficult terrain per 6 seconds. If a Pokémon learns the move Aurora Beam, Blizzard, Freeze-Dry, Frost Breath, Ice Beam, Ice Fang, Ice Punch, Icy Wind, Powder Snow, or Sheer Cold, and does not have the freezer skill, they gain freezer. (*can create ice*)

Gilled - A gilled Pokémon can breathe underwater. It never needs to come up for air, remaining underwater for as long as it wants to. (*can breathe underwater*)



Glow - A Pokémon with the glow skill can emit light from a part of its body. Depending on the variety of wild Pokémon nearby, it might attract Pokémon or ward them away. If a Pokémon learns the move Flash or stat passive Tail Glow and does not have the glow skill, they gain glow. (*can produce light*)

Groundshaper - A Pokémon with the groundshaper skill can skillfully and precisely transform the terrain around them to create difficult terrain or flatten out rough terrain to create normal terrain. As their action, a Pokémon with groundshaper can target an area on the ground and slowly turn it into sandy, or rock covered difficult terrain, or change difficult terrain into smooth dirt-covered, normal terrain. They can make one 5x5 ft. area into difficult terrain or normal terrain per 6 seconds. If a Pokémon learns the move Bulldoze, Earth Power, Earthquake, Sand Tomb, or Stomping Tantrum and does not have the groundshaper Skill, they gain groundshaper. (*can manipulate the ground*)

Guster - The guster can create bursts of wind. The power can vary from a light breeze to a powerful burst of air capable of lifting light objects into the air or providing lift for a chute. If a Pokémon learns the move Gust, or Hurricane, or the stat passive Tailwind and does not have the guster Skill, they gain guster. (*can produce wind*)

Heater - A Pokémon with the heater skill is always warm when touched. (*always warm*)



Hover - hovering Pokémon use some force in order to float above the ground, or even over water, without touching the surface. Whether its magnetic, gravitational, air currents, or some other magical power, it's uncertain what keeps some of these Pokémon in the air, but they can't go higher than 10 ft off the ground while staying airborne indefinitely. If a Pokémon learns the move Magnet Rise and does not have the hover skill, they gain hover. (*can hover*)

Inflatable - A Pokémon with the skill inflatable can expand its size from tiny to small, small to medium, medium to large, large to huge, or huge to gigantic. They do so by inhaling vast amounts of air or temporarily growing the size of their plant-like bodies. While inflated, a Pokémon does not change its weight. A Pokémon can maintain its larger size for up to 5 mins. If a Pokémon learns the move Stockpile or the stat passive Growth and does not have the inflatable skill, they gain inflatable. (*can expand*)

Intelligence - Intelligence marks a Pokémon for higher brain function and often these Pokémon can surpass human intellect. While intelligent Pokémons are capable of independent decisions, they still trust your leadership and will usually wait for your instruction. If you are unconscious or otherwise unable to make decisions, an intelligent Pokémon will act on its own accord, once per round if none of your other Pokémons are acting that round. Intelligent Pokémons are problem solvers and can be dangerous foes if encountered in the wild. (*very smart*)



Invisibility - Pokémons who have the invisibility skill can turn invisible. Pokémons may not perform moves while invisible. While invisible, foes must roll +4 during an accuracy checks to hit you and still need a general idea of where you last were to hit you. When a Pokémon turns invisible, they can only remain invisible for up to 4 minutes. After becoming visible, they must wait two plus the number of minutes they spent invisible before using their invisibility again. You cannot turn invisible in the same turn you've attacked. (*can turn invisible*)

Magnetic - Magnetic Pokémons can lightly manipulate magnetic fields. With this, they can repel iron and/or steel 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 north. If a Pokémon learns the move Magnet Rise, Magnet Pull or Magnet Bomb and does not have the magnetic Skill, they gain magnetic. (*controls magnetic fields*)

Mind Lock - Pokémons who have the skill mind lock cannot have their minds read. (*minds can't be read*)

Modular - Modular Pokémons are often made up of separate units that make up their body or consciousness. Modular Pokémons can often take up different spaces simultaneously during combat and reshape themselves to fit in different ways at different sizes everywhere. Modular Pokémons stats do not change no matter how they are configured. Modular Pokémons cannot separate a part of themselves further than 50ft from any other part of their body. Consider the Pokémons- Falinks can reconfigure into six bodies, Magneton into three. (*consists of X parts*)



Phasing - A Pokémon with phasing may move through hindering or blocking terrain without their movement speed being affected. They can turn intangible and move through solid walls or another Pokémon. A Pokémon can remain intangible with phasing for up to 30 seconds. If a Pokémon remains intangible, they may not perform moves during their turn. Attacks that use the Special Attack stat can still target and hit a phasing Pokémon. (*can move through solid objects*)

Reach - A Pokémon with reach may make melee attacks from up to 25 ft. away. Pokémons with reach are either really large or have a stretchy limb with which they can strike foes from a distance. (*melee range is X ft.*)

Repulsive - This Pokémon can emit an unpleasant odor that Wild Pokémons find repulsive. Wild Pokémons may ignore this smell to protect something precious to them. If a Pokémon learns the move Corrosive Gas, Gastro Acid, Gunk Shot, Poison Gas, Sludge, Sludge Bomb, Sludge Wave, Smog, or Venom Drench and does not have the repulsive Skill, they gain repulsive. (*repels others with a foul smell*)



Shrinkable - A Pokémon with the skill shrinkable can shrink its size from gigantic to huge, huge to large, large to medium, medium to small, or small to tiny. While shrunken, a Pokémon may not perform any moves and it does not change its weight. A Pokémon can maintain its smaller size for up to 5 mins. If a Pokémon learns the move Minimize and does not have the shrinkable skill, they gain shrinkable. (*can shrink*)

Sinker - Sinker means the Pokémon cannot swim, or move while submerged in water. For every round of an encounter the Pokémon is in water that is deep enough for them to stand submerged in, they lose 10% of their max HP. If the Pokémon is lowered to -100% HP for more than 10 rounds of combat, make a deaths savings roll as usual. If a Pokémon gains the swimmer skill, they lose their sinker skill. (*can't swim*)

Sprouter - A Pokémon with the sprouter skill can rapidly influence the growth of plants and flora around them. Over 6 seconds, a sprouter can grow a plant 5 ft taller or wider than it currently was. Through the use of sprouter, the Pokémon can also make plants grow up to twice of the normal size they would become naturally. If a Pokémon learns the move Frenzy Plant, Grass Knot, Ingrain, Leech Seed, or Synthesis and does not have the sprouter Skill, they gain sprouter. (*can manipulate plant life*)

Stealth – Not all Pokémons are allowed to make a stealth check. With stealth, Pokémons may roll a stealth check like a human trainer, adding their Speed modifier, calculated like a human's, to see if they can silently move during or outside of battle without being detected. (*can make stealth skill checks*)

Strength - A Pokémon with the strength skill is exceptionally strong, physically. With little effort, they can lift and move things vastly heavier than themselves. If they are featherweight, they can easily lift medium weights; if light weighted, they can easily lift heavy weights; if medium weighted, they can easily lift over 400-600 lbs.; at heavy weight, they can easily lift over 800-1000 lbs.; superweights with strength can lift or push up to 1000-1500 lbs. If a Pokémon learns the move Strength, they gain the strength skill. (*very strong*)

Swimmer - A swimmer loves the water. They treat knee-deep water as normal terrain as well as anything deeper than that. Swimmers are not always gilled, so make sure they're coming up for air when they need to. (*can swim*)

Telekinetic - Telekinetic Pokémon can move objects with their mind. They can lift things that are lighter than themselves. They can move objects up to 25 ft. away. If a Pokémon learns the move Confusion, Extrasensory, Psychic, or Trick and does not have the telekinetic skill, they gain telekinetic. (*can move things with their mind*)



Telepath - A telepathic Pokémon can read the minds of people and another Pokémon. Telepathic Pokémon can project their thoughts to humans and Pokémon. The Pokémon can only read surface thoughts. If a Pokémon learns the move Mind Reader or the ability Telepathy and does not have the telepath skill, they gain telepath. (*can read minds*)

Threaded - If a Pokémon has the threaded skill they may move around with their threaded skill by shooting out silk webs or strong vines. A threaded movement is when a Pokémon targets an object less than 30 ft. away 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 the object is lighter than it is. If you target another Pokémon or person with a threaded movement, roll your accuracy check against their Speed stat. You may still use a move on the same turn you perform a threaded movement. If a Pokémon learns the move Electro Web, Spider Web, Vine Whip or Power Whip, or the stat passive String Shot, and does not have the threaded skill, they gain threaded. (*can move around on spun threads/vines*)

Tracker - Pokémon with the skill tracker have a strong sense of smell that they can use to follow other Pokémon or people using a Investigate skill check, adding their Special Attack modifier. If the Pokémon has smelled whom they want to track in the past day, or one of their personal belongings, they can pursue that prey with a skill check of 11 or better. To pick up a random scent from nothing, a skill check of 16 or better will allow the Pokémon to follow that scent. To pick up a specific scent from nothing, a skill check of 20 will allow the Pokémon to follow that scent. A Pokémon may only make these checks once per hour. If a Pokémon learns the move Odor Sleuth and does not have the tracker Skill, they gain tracker. (*can follow scents*)

Wired - Wired Pokémon have a special relation to electronic devices. They can enter machines and travel through connected electronics through any cords that connect them instantly. While inside machines, they can read data on the machine or they can even take control of the machine on a programming skill check adding their Special Attack modifier. (*can go into electronics*)

Zapper - Pokémon with the zapper skill can produce controlled electricity or send electrical currents through various conductive materials. If an electrical device is capable of being recharged, a Pokémon with zapper can recharge it to full power slowly. If a Pokémon learns the move Charge, Charge Beam, Discharge, Electrify, Electro Ball, Parabolic Charge, Shock Wave, Spark, Thunder, Thunder Fang, Thunder Punch, Thunder Shock, Thunder Wave, Thunderbolt, Volt Tackle, Wild Charge, or Zap Cannon and does not have the zapper skill, they gain zapper. (*can produce electricity*)



Caring for your Pokémon

In the Pokémon video game series, you never need to feed your Pokémon anything, which is something you can often see Ash do in the Anime. It's just one of many things that you'll need to be aware of as you travel through the Pokémon world.

Your Pokémon's Needs

- Pokémons need to rest at least eight hours a day to be healthy. Pokémons are resting while in a Poké Ball. Even if a Pokémon does not sleep, they still must rest their bodies. This is also how they can recover their 3/day or 1/day frequencies moves. After eight hours of rest, a Pokémon will recover their moves' use.

Part of rest is also grooming. Pokémons who need to be clean should be kept clean, while Pokémons who benefit from a layer of mud on their bodies need to be kept muddy. Keep track of your Pokémons' needs.

- Pokémons need to eat. Pay attention to a Pokémon's biology entries to see what kinds of food they need. Sometimes you need to facilitate hunting, or just buy some food from a store. Larger Pokémons need more food. If you're feeding your Pokémon at least twice a day, it'll be satisfied. You can also always give them treats that are meant for Pokémons, regardless of their diets.

- Exercise and entertainment are important parts of keeping your Pokémons engaged and happy. Pokémons love combating foes with your lead, but also should be given time to stretch and walk around. Sometimes, you'll even have a Pokémon who doesn't participate in battles. Even then, make sure you give them some leisure time to stretch out and wander if possible- maybe after a meal?

Loyalty

Caring about your Pokémons is important and affects many aspects of your Pokémons' growth. Natures, likes, dislikes, and the habits of each Pokémon species are all important things to pay attention to in order to raise the loyalty of your Pokémons.

Loyalty is measured on a scale from 0 to 5. Loyalty represents how well the Pokémon listens to you or how defiant they may become when you command a Pokémon who isn't on the best terms with you. Cruel conduct and bitter medicine, even in the pursuit of being the best, can have major consequences if a trainer goes overboard.

Loyalty Values

0 - Pokémons at loyalty 0 are constantly trying to escape their trainers. If they aren't trying to actively flee, they're ignoring any comment from their trainers, or even trying to attack their own trainers. Loyalty 0 is earned- you have to be really awful to your Pokémons for them to be here. Pokémons who are captured while unconscious always start here.

1 - Pokémons at loyalty 1 do not trust their trainers, but are not outwardly hostile towards them. Pokémons here might occasionally ignore their trainer's commands, choosing to try something else during combat. Many newly captured Pokémons who believe their trainers are unworthy of their strength will be at loyalty 1.

2 - Loyalty 2 is marked by obedient Pokémons who are not really close to you. Most loyalty 2 Pokémons like their trainers but may see their relationship mostly as a means to an end. Their obedience and performance in battle gets them food and a safe place to rest. To improve their relationship, it helps to have Pokémons that are interacting with both them and you together. Most hatched Pokémons start at loyalty 2 once they imprint onto you.

3 - In general, loyalty 3 is a great place for your Pokémons to be. Pokémons at loyalty 3 obey commands in battle and perform the best they can to protect their friends and allies. They value their trainers as much as their trainers value them. You might find that this is a place that many of Pokémons settle, as it's difficult to maintain loyalty of many Pokémons at the same time.

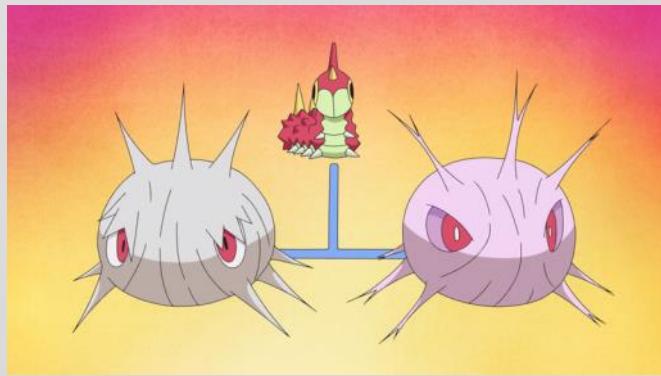
4 - Loyalty 4 often represents the closest relationship that a trainer might have. Most often, trainers will have Pokémons with loyalty 4 be their first Pokémons, their Pokémons who is always out of their Poké Ball, or maybe a starter that grew particularly close to their trainer. Pokémons with loyalty 4 often know everything their trainer would expect of them. While a Pokémon might quickly grow to care for their trainer, loyalty 4 is usually only found in partnerships that are at least three months long.

5 - A trainer might spend their whole life with loving partnerships with their Pokémons and never have a Pokémon with loyalty 5. Pokémons with loyalty 5 have perfect understandings of their trainer's needs and desires. Pokémons with loyalty 5 are often proactive, almost acting without command- sometimes it's hard to tell if a trainer is commanding their loyalty 5 Pokémons or simply narrating their Pokémons' action.

Pokémon Evolution

When Pokémons mature and age, their body drastically changes in mass and shape to reach a new stage of their evolutionary line. Some Pokémons do not evolve while others do and other can evolve twice in their lifetime. Aside from learning more about the world and physically maturing, Pokémons need a great deal of emotion to urge their evolution. Sometimes, confidence and happiness is enough for a Pokémon to evolve and other times, it is a moment of a Pokémon's frustration and anger that pushes it to change. Not all Pokémons can naturally evolve without foreign aid. Some Pokémons require the radiation found in evolutionary stones to mutate themselves into their next form. Some require certain times of day, or even the interaction with certain locations or other Pokémons.

Pokémons with a good loyalty score will often evolve when they're ready with little else to urge their evolution. When you Pokémon evolves, their stats will change and they will likely learn three new moves. Since a Pokémon can only have six moves, you might have to remove some moves from your Pokémon's move list. When updating an evolved Pokémon's stats, keep their nature and any stats modified by your trainer in mind.



Pokémon Natures

Each Pokémon species may have common behaviors among them, however individuals within each species have their own unique personalities. These behaviors affect not only their general behavior, but also affect the Pokémon's favored foods, and their actual stats.

While a Pokémon species will have specified stats in the Pokédex, your Pokémon's nature will alter those specific values. Each nature correlates to one stat raised by one and another stat lowered by one. Each of these happen to influence their favored foods the same ways.

A Pokémon's nature will never change on its own, though some trainer features and rare items allow you to change your Pokémon's personalities and natures. In the event that a nature would lower a stat to 0, it doesn't! Instead the Pokémon's nature raises a stat by 1 and will not negatively affect the Pokémon's other stat that would have been changed to 0.

Nature List

Nature Name	Increased Stat	Decreased Stat
Lonely	Attack	Defense
Brave	Attack	Speed
Adamant	Attack	Special Attack
Naughty	Attack	Special Defense
Bold	Defense	Attack
Relaxed	Defense	Speed
Impish	Defense	Special Attack
Lax	Defense	Special Defense
Timid	Speed	Attack
Hasty	Speed	Defense
Jolly	Speed	Special Attack
Naïve	Speed	Special Defense
Modest	Special Attack	Attack
Mild	Special Attack	Defense
Quiet	Special Attack	Speed
Rash	Special Attack	Special Defense
Calm	Special Defense	Attack
Gentle	Special Defense	Defense
Sassy	Special Defense	Speed
Careful	Special Defense	Special Attack

Favored and Disliked Foods

According to a Pokémon's natures, Pokémons will have a favorite type of food and a food they actively dislike. If a Pokémon's nature raises a stat, the stat's associated flavor will be their favorite. The nature's lowered stat is associated with your Pokémon's disliked flavors.

Stat	Associated Foods
Attack	Spicy
Defense	Sour
Special Attack	Bitter
Special Defense	Dry
Speed	Sweet

Obtaining Pokémon

Capturing a Pokémon

Many people are given Pokémons by their parents, by friends, or by some local professor or regional sponsor. Once you have your first, you can begin catching more Pokémons on your own. To catch a Pokémon, you'll need to have at least one Poké Ball. Poké Balls are detailed with items later in the Player's Handbook.

By combating a wild Pokémon, you can weaken it while displaying your prowess as a trainer. Once you throw a Poke Ball you can capture the Pokémon and add it to your team. Each Poké Ball can only attempt to capture a Pokémon once. If you miss a Pokémon, and the ball hits the ground or wall, it'll still be fine to try again, but if it fails to capture a Pokémon it has energized, it shatters upon failure. To improve your chances of capture consider the following things:

- Pokémons who have been hurt are easier to catch.
- Pokémons who have an affliction are easier to catch.
- Ambushed Pokémons are harder to catch. Conversely, Pokémons who ambush you are neither harder nor easier to catch.
- Pokémons who are unconscious are easy to catch- however there is a danger to capturing a knocked out Pokémon.

When you throw a Poké Ball, roll 1d100. The lower you roll, the more likely you are to capture the target. The GM knows the capture rate values that you need to roll under per species. If your capture roll is successful, you've captured a Pokémon!

Captured Pokémons will have their initial loyalty based on your interaction with them while they were wilds. An aggressive Pokémon who is subdued, outwitted, or simply defeated will usually respect you once captured. A Wild Pokémon will know if you caught it out of sheer luck and that may reflect its initial attitude towards you.

!!!- If you capture an unconscious knocked out Pokémon with a Poké Ball, it will surely hate you upon being brought out of its new Poké Ball. Unaware of being captured and instead just waking to its new situation can create terrible relationships. While these are able to be worked out, it's usually better to let knocked out Pokémons lie.

Remember- Not every encounter needs to be a battle. Sometimes a friendly encounter and friendly offering to a wild can result in a wild capture that does not result in a confrontation. Ask it to come along or entice it with a treat and maybe you'll have a new friend on your journey!

Pokémon Eggs

Every single species of Pokémon that you encounter, maybe even the legendary Pokémons, all hatch from eggs. Caring for an egg is not particularly difficult- careful carrying and keeping it warm is usually enough.

When a Pokémon hatches, they will imprint on a trainer who hatches them- usually starting with a strong trust in their caretaker. Many Pokémons will hatch and be only slightly larger than the egg. However, some Pokémons like Onix which will start at that small size, will often double in the first few hours of its life and eventually get to its full size within a week, provided that it's being fed and given time to rest through its growth.

One of the Pokémon world's longest unsolved mysteries is where eggs come from exactly. While the exact action and result is unknown a lot is known about how eggs work.

To produce an egg you need the following things:

- Two Pokémons that are the opposite sex.
 - The Pokémons must share an Egg Group.
 - The Pokémons pairing needs privacy for at least four hours.
 - The Pokémons must get along, even as acquaintances.
 - The Pokémons must both be at least two weeks old.
- Produced eggs, have the following traits:
- The Pokémons inherits its species from its mother.
 - The Pokémons might inherit moves from its father.
 - The Pokémons may inherit its nature from either parent.

Once per day, if a Pokémon pairing is given at least four hours together and the five requirements to produce an egg are met, each trainer may make a Breeding Check on 1d100. On a result of 15 or lower, you find an egg! For every hour past the first four, the Breeding Check is raised by 2, up to five hours. This means that if a Pokémon pairing is given 9 hours together total, You need to roll 25 or lower during your Breeding Check.

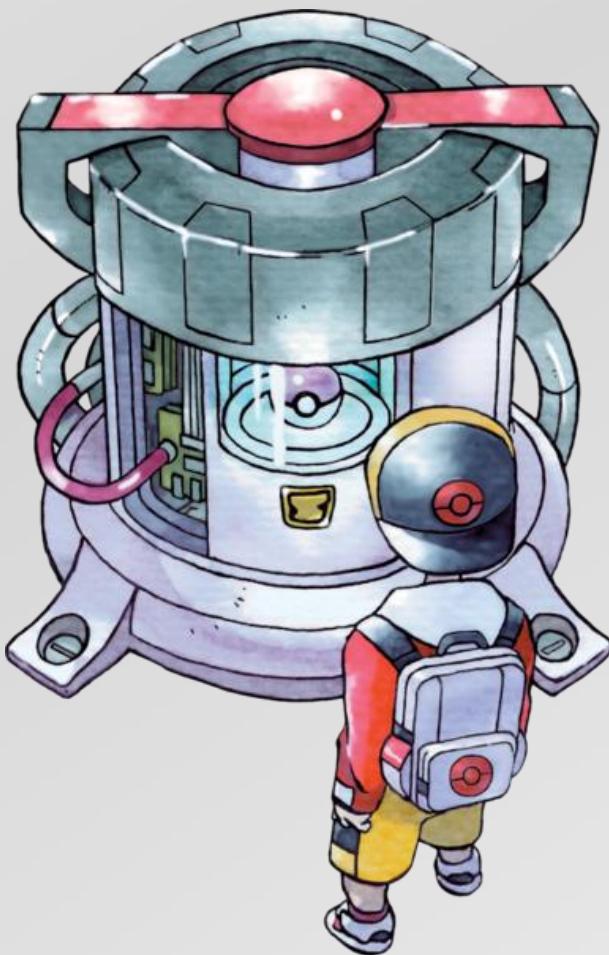
Your GM might determine based on loyalty or the pairing's friendship that the number you must roll under is higher than 25, but they do not need to tell you this until you've made your Breeding Check and succeeded out of the normal success range.





Each species' eggs hatch at various rates, but they all need the same thing. Consistent warmth and gentle care. Dropping an egg or leaving it out in a blizzard is devastating to its hatching time (except in corner cases where an egg contains an Ice-type Pokémon where it may still be okay). After dropping an egg, it's possible it may even not hatch at all. There are carrying cases for the extra careful trainers that are detailed in the items section of the Player's Handbook.

When you touch a Poké Ball to your hatched Pokémon, it will be captured without fail.



Fossil Reanimation

Pokémon can be caught, hatched, even traded for or purchased but maybe the strangest way to acquire a new Pokémon is to find a fossil and bring it to a reanimation laboratory. Often only one or two may exist across entire regions, with maybe only a little more than one thousand in all of the Pokémon world. When you have a fossil from a Pokémon, whether the Pokémon is extinct or not, you can bring it to one of these labs to try and reanimate a Pokémon.

Trainers with enough money to use their facilities, or maybe just a foot in the door asking a friend inside for help, lets you make a reanimation check.

Reanimation checks take three hours, whether in a laboratory or an Archeologist is using their portable reanimator. Roll 1d20 to see what happens to the fossil.

<u>Roll</u>	<u>Result</u>
1	The Pokémon is instantly reanimated, the fossil is destroyed and the reanimation machine is destroyed. The reanimated Pokémon flees in the confusion. It will take a total of five hours to repair any damage to the machine.
2 - 4	The fossil is destroyed and nothing is reanimated.
5 - 8	The fossil is not destroyed but nothing is reanimated.
9-19	The fossil is destroyed and an egg is created.
20	The fossil creates an egg. You may roll 1d4. On 4, the fossil is still intact. On 1, 2, or 3 the fossil is destroyed.



COMBAT

In the Pokémon world, Pokémon will often combat each other in battle for glory in the Pokémon league. However, that is hardly the only place where encounters become combative. A wild Pokémon could see you wandering through its territory and attack. A Trainer could see a lone wild Pokémon and want to capture it in order to train it themselves. A villainous individual could see a chance to steal someone's possessions and attack using their Pokémon. A Trainer could want to punch and harm another Trainer for... their own reasons.

This section will detail how combat works and how to use your skills as a Trainer and how to command your Pokémon during combat. As a Trainer you will really only control yourself and your Pokémon. The GM will control all NPCs, trainer or otherwise.

Rules of Engagement

There are different expectations when battling against other Trainers in the Pokémon world. People might expect different things during a sanctioned match in the Pokémon league and when battling while gambling for credits. For the most part, officially league sanctioned battles do not allow Trainers to get directly involved in the battle, nor can they go out onto the field of battle and Pokémon are only allowed to target other Pokémon during combat. It is important to decide before the battle what you'll be wagering or their could be disagreement after the fact. However, it is not unheard of for Trainers to agree on a change of the wager during a Battle. Usually, Trainers in these kind of battles will only have one active Pokémon at a time to issue commands to. These battles can easily be expanded into two versus two, three versus three or even four versus four if the party of Trainers happen to find other willing trainers. The amount of Pokémon each trainer will use is also usually agreed upon before battle so that Trainers with only a few Pokémon do not feel over-whelmed by their opponent who has a team of six powerful Pokémon.

However, in the wild you may have many Pokémon out all at the same time. Wilds are also not going to engage you one-at-a-time in many situations. Wild Pokémon might live in families or work in groups. Wild Pokémon will commonly see Trainers as a threat to their home, or, in the case of larger predatory Pokémon, tasty food. In these cases, Wilds will swarm your Party and for this reason, when you are travelling in the wild, you should always try to have an alert, active Pokémon. It's unusual to come across a Wild by itself, unless it is a predator out on the hunt by itself, but even then many predatory Pokémon will hunt in packs. Wild Pokémon whose territory you've entered will usually try to flee when weakened or defeated in battle, losing their will to fight.

During a round of combat, each Trainer should have one turn each. Not every Pokémon will always act each round, as they need to receive a command for them to act. Rounds are about 6 seconds long, meaning that a minute of combat represents 10 rounds. When determining the order of combat, simply check all combat participants' Speeds. Trainers don't need to make a proper action each time they have a turn, sometimes they will simply issue their commands for battle to their Pokémon.

If two combatants have identical Speed stats, generally players should agree upon which of their Pokémon or Trainers act first per round. For GM-controlled NPCs, they can quickly roll against a contesting player to determine if the GM-controlled NPC or Pokémon acts before a Player-controlled Trainer or Pokémon. After that, each combatant should be placed into a round queue.

Death*

Players and Game Masters should discuss whether or not death is a possibility in game when starting play. If it's not, only pay attention to when anything is knocked out and continue to play whenever those who are unconscious are restored. If you are playing with death here is how that works...

Whenever a trainer or Pokémon willfully attacks with the intention to kill, and they deal enough damage to put its target at -100% HP or below, the victim must roll a death savings throw.

The death survival check is 10 or higher for humans and 15 or higher for Pokémon.

When you roll, add any one of your modifiers, generally your best one. If you fail a death savings throw, you or your Pokémon in question gets a permanent death mark against them. A natural roll of 1 always fails. If you pass the check, you're fine for now! If you ever have 3 total death marks against you or your Pokémon, you or your Pokémon suffers a death. You might need to reroll a new character, or this could be your story's end.



It's Your Turn

During your turn, you have your Trainer's turn and a turn with at least one of your Pokémons. Trainer turns will have two distinct parts. Trainers can move and make a trainer action. Moving involves looking at your Trainer's Speed stat and moving them around on a battlefield. Making a trainer action covers many different things.

Moving as a Trainer:

Unlike Pokémons, trainers always move 30ft per 6 seconds/ per round of combat. However, there are several other things a Trainer might do quickly as a part of their move. They could take out something from their backpack, pick something up off the ground or from a table, press a button or hit a switch, remove something from your person, toss something to someone else, or even catch something being tossed to them. In addition, sometimes you must use your move action to recover your footing. If you are knocked off your feet, you'll need to use half of your move action to get up— otherwise there are a lot of Trainer Actions your GM might decide you'd have a hard time doing. (Refer to page 118 to see how moving over terrain affects movement.)



Making a Trainer Action:

Trainer Actions range much greater than moving. Trainer actions are usually defined per action. Here are some of the Trainer Actions you might want to perform:

Use your smart device or Pokédex:

To use your smart device or Pokédex, you will point its camera at a Pokémon. After maintaining your camera on it for at least 3 seconds, you should have access to that Pokémon's Pokédex page. If someone else has identified the Pokémon just by looking at it, you may also use your Pokédex's voice commands to look up the Pokémon's Pokédex page manually instead of aiming its camera.

Throw a Poke Ball:

To use a Poke Ball, you will throw it at a wild Pokémon within 30 feet of you and if it hits the wild Pokémon you will roll 1d100. First, you will make an accuracy check against the Pokémon's Speed stat on 1d20 (though if the Pokémon is below 50% of its HP, you cannot fail this throw and the GM will always tell you that your throw has hit the wild Pokémon). Then, if you hit the wild Pokémon, you will roll 1d100. You will always want to roll as low as possible on this check. There are various factors that will make the wild Pokémon's capture check higher so as long as you roll under that number, you will capture the Pokémon.



Use an Item:

Items range greatly from healing people or Pokémons, like with a Potion, to helping you climb a tree, like with a grappling hook. Each item will have different specific uses and how they are used in the Items section of the Player's Handbook.

Attack:

This is Pokémon: Tabletop Adventures! It's time that Trainers took a stand and protected their Pokémons from others like Ash would jump in front of harm's way for Pikachu! A Pokémon fights to protect you and if you're up for it you can fight to protect your Pokémon. A Trainer can attack other humans or Pokémons by declaring an attack action. Trainers use the same attacks that Pokémons do. Sometimes they will Tackle something, or Pound it with their bare hands. Maybe you'll use a blade and strike a foe with Cut. Using attacks will be explained with Pokémon attacks. (If you somehow use a Reaction move, it uses up your action for the turn)

Using a Poké Ball to return or send out a Pokémon:

To send out a Pokémon, a trainer can toss a Poké Ball, releasing the Pokémon stored inside up to 30ft away from them. A trainer may also press the Poké Ball's button without throwing it to send a Pokémon out. When recalling a Pokémon, simply aim the Poké Ball at the Pokémon you wish to return to its Poké Ball and press its return function button or use a voice command and the Poké Ball will shoot a laser that reaches the Pokémon and energizes them back into the Poké Ball. You can return your Pokémon to its Poké Ball up to 50ft away.

Returning and sending out Pokémon takes your trainer action. Returning one Pokémon and sending out another Pokémon is a trainer action. Sending out two Pokémon is a trainer action. Returning two Pokémon is also a trainer action. However, if you have a knocked out Pokémon, you can hold your trainer action until the end of the round to return that unconscious Pokémon and send out another Pokémon. Pokémon can't act the same round they are sent out, but if they are sent out and then a new round begins, speed is checked again and everyone can act in the order they are supposed to. Trainers who hold their actions to return and send out a Pokémon all do it at the same time, no one may hold their actions past any trainers switching out unconscious Pokémon. If you have already used a trainer action during a round and then one of your Pokémon is knocked out and you want to return them and send out another Pokémon during that same round, you may do so as a free action, but during the next round you cannot make a regular trainer action. A Pokémon who has already acted during a round cannot be returned to a Poké Ball in the same round unless it is knocked out after acting.

!!! Temporary HP: Whenever you gain temporary HP, it can overflow anyone's usual HP cap. Temporary HP can be stacked, but only ever last until combat ends. In some cases, when stakes are high and adrenaline is still running between encounters, temporary HP can last but if a Pokémon or human goes five full minutes without having to combat some kind of threat, temporary HP disappears.



Free Actions:

Some things are so negligible that you can do them while you are moving around and acting. They are defined per action but the most important one is defined here:

Issuing a Command:

As a Trainer, your Pokémon rely on your insight and guidance. Whether they act before you during a round of combat or afterwards, you command them verbally with a Free Action. As long as they are loyal to you, they will attempt to do whatever they can to complete the commands you give them. Simple commands like, "Hyper Beam now!" when there is only one Golbat for your Kingler to attack will make them use Hyper Beam on that Golbat. Complex commands like, "climb up in the nearest tree and use Razor Leaf on the first thing appears," will be attempted to the best of that Pokémon's ability. Even if a Free Action is "free," they should still be kept to a maximum of six seconds, since a round of combat only takes six seconds. That means that you shouldn't be issuing a full dialogue of commands to a Pokémon. When you issue your command, the Pokémon will move and then attack or use an item.

You can only issue commands to one of your Pokémon per round, however you can have as many Pokémon as you'd like intercept an attack meant for you if they haven't moved.

Moving your Pokémon:

Unlike Trainers, refer to your Pokémon's Speed stat. A Pokémon can move their Speed stat \times 5 feet per 6 seconds, or per round of combat. Other than that, a Pokémon's movement is limited to whatever commands their Trainer gave them, as they usually trust their Trainer's guidance. However, Pokémon who have not moved yet during a round of combat may use their whole turn to intercept an attack meant for their Trainer by putting themselves between the attacker and their Trainer as long as the Pokémon's Speed allows for them to move that far during a round of combat. If a Pokémon has 0 Speed or less, it may still move 5 ft per turn. If you want to jump up in order to reach an airborne foe with an attack, you can jump vertically to attack airborne foes, to a maximum height of 1/2 your movement speed. After attacking, you fall back to the ground. This movement upwards does not count against your movement speed. (*Refer to page 118 to see how moving over terrain affects movement.*)

If your GM is using squares or hexes, use each space of movement as 5 feet per space moved, regardless of the direction traveled (diagonal or orthogonal). A GM may also decide to play on a field without a grid where players will use markers to measure or estimate movement during battle. Whatever is being used should be decided on and defined before play by the GM and players together.

Making a Pokémon Action:

Generally, Pokémons may only do the following things during their Action: Make an attack, or use a held item.

Use a Held Item:

If commanded to do so, the Pokémon will use the items however its instructed to do so.



Attack:

To attack, you will look at the Pokémon's moves and use one of them depending on each of their specific uses. In all cases of using a move against a foe, you will need to roll an accuracy check. You can attempt attacks against underwater, underground, or even airborne foes as long as they're in range. Let's check out how to read a move. **After attacking, a Pokémon cannot use its movement for the rest of that turn, even if it hasn't used all of its movement.**

Thunder Shock - Ranged(20ft) Electric Special Attack: At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

Name - Range Type Accuracy Check: Frequency Damage. Additional effects.

Name - Moves all have unique names. This will help you call out what you want your Pokémon to do.

Range - Moves will have different ranges of use. Some will only be melee range, hitting adjacent targets while others will be able to target enemies as far as 60ft away.

Type - There are eighteen different elemental types in the world of Pokémon. Each have different advantages against each other and using types effectively can give you incredible advantages in battle.

Accuracy Check - A move labeled here with Attack, will use your Attack Modifier and a d20 roll against a target's Defense in order to hit. A move labeled here with Special Attack, will use your Special Attack Modifier and a d20 roll against a target's Special Defense in order to hit. A move labeled here with Effect, will use your Speed Modifier and a d20 roll against a target's Speed in order to hit.

Frequency - There are three frequencies. At-Will means that the move can be used as many times per day as needed. Frequencies listed as 3/day or 1/day can only be used three times in a day, or just once per day. However, if your Pokémon rests for at 8 hours (an extended rest), they will be rejuvenated and can use their 3/day or 1/day frequency moves again. Pokémon Centers do not restore 3/day or 1/day moves- only rest does.

Damage - On hit, if a move has damage you will roll dice to calculate the damage of your attack. Attack moves will add your Attack modifier to the total damage. Special Attack moves will add your Special Attack modifiers to the total damage. Moves without a damage value listed, don't deal damage.

Additional Effects - Moves can do various things and each move that has extra tricks are defined here.



Dealing Damage

Once you hit with an attack with a damage value, you need to deal damage. The Pokémon world has eighteen different elemental types that interact with each other in different ways. The easiest example is that water attacks are more effective against Fire-type Pokémon. It is important to note that the elemental type of a Pokémon is irrelevant when figuring out advantages against a target—instead you only ever look at the attack's elemental type and the target's elemental type.

This is because every single Pokémon is potentially capable of using attacks that are not aligned with their own elemental type. When a Pokémon is hit by an attack that has an advantage against it, it is known as a super-effective attack. Things get more complicated when a Pokémon has multiple elemental types. For example, Rock-type and Ice-type are both vulnerable to Fighting-type attacks. If an Ice / Rock-type Pokémon is hit by Karate Chop, a Fighting-type attack, it's known as an extremely-effective attack.

On the other hand, some types resist, or are even immune to, certain types of attacks. Grass-type Pokémon resist Water-type attacks. These are known as resisted attacks. Again, Pokémon with multiple types can make things more complicated. When a Fire / Flying-type Pokémon is hit by Signal Beam, a Bug-type attack, it resisted the attack twice and is known as a shielded attack.

There are also types that are entirely unaffected by attacks. For example, a Fighting-type attack cannot hit a Ghost-type Pokémon. Since it can't hit the target, there's no special terminology—the target is simply immune.

It is incredibly rare, but sometimes you'll be asked to half things. When you need to, round down, unless you're losing HP from an affliction or using a move like Curse or Pain Split, in which case you should round up.

Identifying whether an attack is super-effective, extremely-effective, resisted, shielded, or just a normal hit helps to apply different bonuses to damage.

When an attack is super-effective, the attack will deal +1 die against the target(s) using whatever die is already being used for the attack. For example, Electro Ball used 3d10 for its damage. This means that if Electro Ball hits and is super-effective, it'll deal $3d10 + 1d10$ more damage. If the hit is extremely-effective, it'll add two more dice. Electro Ball would deal $3d10 + 2d10$ if extremely-effective.

On the other end resisted and shielded attacks will take away dice from attacks. Using Electro Ball again, it'd go from dealing 3d10 to 2d10 if resisted and to 1d10 if shielded. Resisted and shielded attacks do not roll dice, then roll another value to subtract. They just roll less dice. If an attack only has two dice rolled, like Quick Attack dealing 2d6, and the attack is shielded, it will not roll either d6. Instead, the attack will hit and only deal damage equal to the attacking Pokémon's Attack or Special Attack modifier.

If an attack is resisted or shielded and the attack doesn't have dice to remove, like a scatter move that deals 1d4, dice are removed until there are none and again, the attack only deals damage equal to the attacker's relevant Attack or Special Attack modifier.

In the case of attacks that deal a specific amount of damage on hit, they ignore any effective or resistive damage modifiers, instead always dealing the exact damage specified on hit.

Critical Hits

Whenever you roll a natural 20 on d20 when rolling your accuracy check, you score a Critical Hit! To calculate damage for a critical hit, total your damage as if you had rolled the highest value possible for each of your damage rolls.

For example, Electro Ball which rolls 3d10 for damage would automatically deal 30 damage plus the attacker's Special Attack modifier. If it was super-effective, it would roll $3d10 + 1d10$ so a critical hit would deal 40 damage plus the attacker's Special Attack modifier.

Struggling to Act

When a Pokémon is completely unable to act because of its attacks it can fall back on to Struggle. Any Pokémon may use Struggle and does not need Struggle on its move list to do so.

Struggle - Melee Attack: 2d8. Struggle is used if you can't use any other attacks. Struggle has no type. After use, you lose HP equal to $1/4^{\text{th}}$ of your Max HP.

Intercepting Damage

If a Pokémon has not acted yet during a round, it may move to its trainer to intercept an attack that has hit the trainer. If a Pokémon does, it may not act afterwards. The intercepting Pokémon takes whatever damage the attacker rolls for the successful attack.

Recovering from Injury

Trainer healing items can heal a trainer when they're negative HP, putting them to positive at times. A powerful physical injury may leave a trainer knocked out for a bit even after above 0 HP, unless some kind of healing Pokémon is aiding them. Some kind of powerful psychic assault on their mind may also leave a trainer out cold for a bit after being healed. Multiple scratches or tackles however, could be only a few minutes of recovery after being hit to 0 or lower.



Type-Effectiveness Chart

	Bug	Dark	Dragon	Electric	Fairy	Fighting	Flying	Ghost	Grass	Ice	Normal	Poison	Psychic	Rock	Steel	Water
Attack Type																
Bug	+1			-1	-1	-1	-1	-1	+1			-1	+1		-1	
Dark	-1			-1	-1				+1				+1			
Dragon		+1													-1	
Electric			-1	-1			+1		-1							+1
Fairy		+1	+1		+1	-1						-1			-1	
Fighting	-1	+1		-1			-1			+1	+1	-1	-1	+1	+1	
Fire	+1		-1		-1				+1	+1			-1	+1	-1	
Flying	+1		-1	+1					+1					-1	-1	
Ghost		-1						+1					+1			
Grass	-1		-1		-1	-1		-1	+1			-1	+1	-1	+1	
Ground	-1		+1		+1			-1				+1	+1	+1		
Ice		+1			-1	+1		+1	+1	-1				-1	-1	
Normal														-1	-1	
Poison				+1				-1	+1	-1		-1	-1			
Psychic					+1							+1	-1		-1	
Rock	+1				-1	+1	+1			-1	+1				-1	
Steel				-1	+1		-1				+1		+1	-1	-1	
Water		-1			+1			-1	+1				+1		-1	-1

Players! Keep track of how each of your Pokémons's attacks are effective or resisted!
Game Masters! Keep this chart handy! Elemental advantages are a big deal in the Pokémon world!

+1 Add 1 die to the attack's super-effective damage! If your attack is extremely-effective, add 2 dice!

-1 Subtract 1 die from the attack's resisted damage. If your attack is shielded, subtract 2 dice.

(🚫) Your attack cannot hit the target, regardless of a target's other types.

Same Type Attack Bonus

The last thing that can modify damage when you attack is the Same Type Attack Bonus, also known as STAB. Whenever you use an attack compare the attack's type to your types. If you are the same type as the attack, add 4 damage on hit!

Effect Moves and Type-Effectiveness

Effect Moves are offensive but are not affected by the type-effectiveness chart. Immunities do not protect Normal-type Pokémons from the Ghost-type Confuse Ray, for example.

Afflictions

In addition to damage, sometimes the effects of a successful attack will give its target a affliction. Pokémon recover from afflictions while in Poké Balls at the same rate of recovery.

 - A Pokémon or trainer cannot have more than one of these different afflictions at a time.

Asleep

The Sleeping affliction is distinct from when someone goes to sleep on their own. You are unable to wake and move yourself, instead trapped in state of knowing you're asleep but being unable to force yourself awake. Whenever someone is put Asleep, they can try to wake when it would be their turn to act. They can try to make a savings throw on 1d20 of 16 or higher to wake and cure themselves of Sleep. The next turn, the check is 14 or higher. On subsequent turns the check will be 12, 10, 8, and then 6 for all turns while still Asleep afterwards. If they fail the check, they lose their turn, remaining still. If an ally within melee range wants to, they can skip their next turn to help cure you of Sleep, adding 5 to your Sleep savings throw. Sleep is cured after one minute on its own.

Burned

When someone is Burned, they slowly lose HP as the burn continues to injure them. After acting while Burned, you lose 1d10 HP. Once someone is at 0 HP, the Burn stops hurting and they are cured. While Burned, your Attack is -2. If someone who is Burned stays still for one minute without making any attacks or moving, they are cured of the Burn. Fire-types are immune to Burning.

Confused

The Confusion affliction greatly discombobulates whatever is suffering it and can cause surges of migraines that cause the afflicted to harm themselves. Whenever someone is Confused and tries to act, they must make a savings throw on 1d20 of 11 or higher to act normally during its turn. If the savings throw is 16 or higher, they are cured of Confusion. If they fail the check, they must roll 1d12 and subtract the result from their hit points. If an ally within melee range wants to, they can skip their next turn to help cure you of Confusion, adding 5 to your Confusion savings throw. Confusion is cured after two minutes on its own.

Cursed

A Cursed Pokémon is not long for consciousness. After acting, a Cursed Pokémon loses HP equal to $1/6^{\text{th}}$ of its Max HP. A Pokémon who falls to 0 HP or less is instantly cured of the Cursed affliction. Only Pokémon can be Cursed.

Frozen



When Frozen, you are immobilized by frost covering your body. If you try to act you must make a savings throw on 1d20 of 18 or higher. If you fail the check, you cannot act. After ten minutes, you are thawed and cured of the Frozen affliction. Allies can help to free you from freezing by melting the frost over three rounds of working away at the frost, or instantly freeing you by using a Fire type attack while you are Frozen. Fire-type Pokémon and Ice-type Pokémon are immune to Freezing.

Infatuated



A Pokémon affected with the affliction, Infatuated, cannot attack whoever caused it to become Infatuated unless they pass a savings throw of 13 or higher on 1d20 during their action. They may still make attacks normally against any other legal target that did not cause them to become Infatuated. Only Pokémon can become Infatuated. A Pokémon is cured of Infatuation if they roll a 19 or 20 during their Infatuation check or after 2 mins.

Paralyzed



Paralysis slowly takes over the body, causing the afflicted to freeze up, making them unable to move. Whenever someone tries to act while Paralyzed, they must make a savings throw on 1d20 of 6 or higher in order to act normally during its turn. The next turn, the check is 8 or higher. On subsequent turns the check will be 10, 12, 14, and then 16 for all turns while still Paralyzed afterwards. If they fail the check, they lose their turn, remaining still. While Paralyzed, your Speed is -2. Paralysis is cured after five minutes on its own. Electric-types are immune to Paralysis.

Poisoned



When someone is Poisoned, they slowly lose HP as the poison spreads throughout their body. After acting while Poisoned, you lose 1d10 HP. Once someone is at 0 HP, the Poison stops and they are cured. While Poisoned, your Special Attack is -2. If someone who is Poisoned stays still for one minute without making any attacks or moving, they are cured of Poison. Poison type and Steel type Pokémon are immune to Poisoning.

Toxified



When someone is Toxified, they quickly lose HP as the toxin spreads throughout their body. After acting while Toxified, you lose 1d8 HP. On subsequent turns after acting, you lose 1d12, then 1d20, then 2d20, then 3d20 until you are unconscious or cured of Toxin. Once someone is at 0 HP, the Toxin stops and they are cured. While Toxified, your Special Attack is -2. If someone who is Toxified stays still for one minute without making any attacks or moving, they are cured of Toxin. Poison type and Steel type Pokémon are immune to Toxin.

Stunned



When you are Stunned, the next time you could act, you lose your turn and then are no longer Stunned.

On the Field of Battle - Terrain

Depending on where you're battling, you'll need to keep some things in mind while traversing the field of battle.

Normal terrain is anywhere that's relatively simple to move from place to place. Some examples might include a street's road, the inside of a building, or a grassy field with grass that barely comes up to your shin. Whenever you move around in normal terrain, you can move during your action 5ft for every point of Speed that you have per turn. Technically, the air and sky above is also part of normal terrain and Pokémon capable of flight move through the air at the same rate of 5ft for every point of Speed they have per turn. Often, normal terrain is difficult for Pokémon with the Flopper skill.

Hindering terrain could be anything between you and where you want to go, or anything between you and what you're aiming at with an attack. In an empty room, there is no hindering terrain. In a field with bushes of berry thresh, hindering terrain could be that thresh between you and a target you're trying to hit on the other side. Hindering terrain is even other people or Pokémon between you and your target. For every bit of hindering terrain between yourself and a potential target, your accuracy check is -1 against that target. Maneuver around that hindering terrain whenever possible while trying to use a ranged attack in order to increase your odds of successfully landing a hit on your target. Terrain could be both hindering and difficult terrain, but not all hindering terrain is difficult.

Difficult terrain is anything that does not affect your line of sight to anything, but is particularly difficult to move across. Snow and sand for example could be difficult for a very heavy Pokémon to move through, and a GM may penalize their movements by cutting their movement speed in half. Maybe in a room filled with low pieces of furniture, you could have difficulty running through the space and will move slower. Mountainous terrain could be difficult for a Bulbasaur to scale, while a Skiddo could run up a wall with ease. The surface of water is difficult terrain when it's shallow and you can still stand in it but once you're submerged, you're swimming which will surely affect both your movement and your line of sight as water is special terrain. It takes twice your normal movement to push through every 5 sq. ft of difficult terrain, effectively cutting your movement in half. Difficult terrain is not always hindering terrain. A slippery icy floor may be difficult to move through, but will not negatively affect your ranged attack's accuracy.

Special terrain includes water that you can be submerged in or the earth underfoot. If you're swimming in water, generally you travel at half of your movement speed. Pokémon who live underwater or have experience with moving through water as a day-to-day experience would not be penalized in this way. In that sense, in many situations normal terrain is special terrain for a Pokémon whose limbs only consist of fins unless you are a large serpent like Gyarados or Milotic. When it comes to underground movement, most burrowing Pokémon can move through dirt and clay as if it wasn't even there. However, even a Diglett moving underground would be slowed by solid rock. Generally, a GM will not penalize a Pokémon for moving underground if they are a burrowing Pokémon, but if there is rock or metal underground, or in a wall they might try to dig through, they might be slowed down appropriately.

Blocking terrain stops you from proceeding or aiming at a target. Blocking terrain could be a wall, a car, or even a large Onix who is defending its allies. Since you can't aim through these bits of terrain, it might be better to maneuver around the blocking terrain; or in the case of a giant Pokémon, attack it instead of your original target.

Mounts

Pokémon can provide awesome mounts that you ride into battle. If you have a Pokémon that is at least Medium sized and Medium weight, you can ride it or create some kind of harness to ride it. Alternately, you could even create a chariot or sled of some kind that might allow groups of your Pokémon to pull you around in battle.

If you are mounted, you do not move during your trainer action, instead moving with your mounted Pokémon when they move. If you have multiple Pokémon leading you with a sled or carriage of some kind, all Pokémon move at the same time as the slowest Pokémon in the queue. While you may still act during your turn and other Pokémon can also attack from wherever they are, movement is all tied to the slowest Pokémon involved.

Pokémon who are mounts cannot try to intercept attacks for their trainers. Pokémon who are mounts will drop their trainers off of them if knocked unconscious while mounted. If the mount is attacked while you are riding it, sometimes you can expect a skill check. Sometimes an athletics skill check to hold on, sometimes a concentration check if you're compromised by holding onto its side, or even a Pokémon Handling check if your mount is afflicted or panicked by a landslide or some other danger. The Rider advanced class can ignore most of these checks, however.

Pokémon Passives

In addition to their skills that affect how a Pokémon interacts with the world, Pokémon also have passives that affect their stats, their attacks, or sometimes change them into different forms in special situations. Passives are split into two groups: Stat Passives and Ability Passives. Ability Passives have no real limitations on them, where Stat Passives have several rules.

A Pokémon cannot have more than three Stat Passives at a time and they can't have more than one Stat Passive from the same category. If a Pokémon acquires a new Stat Passive that breaks one of these two restrictions, the new Stat Passive replaces another existing Stat Passive. When it does, remember to undo the stat changes to the Pokémon before applying the new Stat Passive.

Stat Passive Categories

Attack Stat Passives

Howl	(+1 Attack)
Leer	(+1 Attack)
Meditate	(+1 Attack)
Moxie	(+1 Attack)
Sharpen	(+1 Attack)
Tail Whip	(+1 Attack)
Screech	(+2 Attack)
Swords Dance	(+2 Attack)
Huge Power	(+6 Attack)
Pure Power	(+6 Attack)

Defense Stat Passives

Baby-Doll Eyes	(+1 Defense)
Charm	(+1 Defense)
Defense Curl	(+1 Defense)
Growl	(+1 Defense)
Harden	(+1 Defense)
Intimidate	(+1 Defense)
Play Nice	(+1 Defense)
Withdraw	(+1 Defense)
Acid Armor	(+2 Defense)
Barrier	(+2 Defense)
Feather Dance	(+2 Defense)
Iron Defense	(+2 Defense)
Stamina	(+2 Defense)
Cotton Guard	(+3 Defense)



Special Attack Stat Passives

Metal Sound	(+1 Special Attack)
Nasty Plot	(+1 Special Attack)
Fake Tears	(+2 Special Attack)
Tail Glow	(+3 Special Attack)

Special Defense Stat Passives

Confide	(+1 Special Defense)
Amnesia	(+2 Special Defense)
Captivate	(+2 Special Defense)
Eerie Impulse	(+2 Special Defense)

Speed Stat Passives

Gooey	(+1 Speed)
Run Away	(+1 Speed)
Tangling Hair	(+1 Speed)
Agility	(+2 Speed)
Autotomize	(+2 Speed)
Cotton Spore	(+2 Speed)
Rock Polish	(+2 Speed)
Scary Face	(+2 Speed)
Speed Boost	(+2 Speed)
String Shot	(+2 Speed)
Tailwind	(+2 Speed)

Mix Stat Passives

Bulk Up	(+1 Attack, +1 Defense)
Calm Mind	(+1 Special Attack, +1 Special Defense)
Coil	(+1 Attack, +1 Defense, +1 to accuracy checks)
Cosmic Power	(+1 Defense, +1 Special Defense)
Dragon Dance	(+1 Attack, +1 Speed)
Growth	(+1 Attack, +1 Special Attack)
Hone Claws	(+1 Attack, +1 to accuracy checks)
Hustle	(+4 Attack, -2 to accuracy checks)
Majesty's Order	(+1 Attack, +1 Special Attack, +1 Defense, +1 Special Defense) *Vespiquen only
Quiver Dance	(+1 Special Attack, +1 Special Defense, +1 Speed)
Rototiller	(+1 Attack, +1 Special Attack)
Shift Gear	(+1 Attack, +2 Speed)
Tearful Look	(+1 Defense, +1 Special Defense)
Tickle	(+1 Attack, +1 Defense)
Work Up	(+1 Attack, +1 Special Attack)

Critical Hit Stat Passives

Focus Energy	(Attacks are critical hits on natural 18-20)
Super Luck	(Attacks are critical hits on natural 18-20)

Pokémon Ability Passive List

Adaptability (*Moves that are the same type as you deal +4 damage.*)

Aerilate (*Normal-type moves performed by you are treated as Flying-type moves.*)

Aftermath (*When knocked out by a melee attack, the attacker loses 1d20 HP.*)

Analytic (*When attacking a foe who has already acted this round, deal +4 damage.*)

Anger Point (*When hit by a critical hit, raise Attack +6 for 10 mins. This passive does not stack.*)

Aroma Veil (*You and your allies within 10ft of you are immune to the effects of the moves Heal Block, Taunt, Encore, and Disable and the passive Cursed Body.*)

Battery (*Allies within 15 ft of you have +1 Special Attack.*)

Battle Armor (*Critical hits are treated as normal hits against you.*)

Berserk (*While below half HP, you have +2 Special Attack.*)

Big Pecks (*Your Defense cannot be lowered by a foe's effects.*)

Blaze (*When you are below 20 HP, your Fire type attacks deal +4 damage.*)

Cheek Pouch (*Whenever you consume a berry, you recover 10 HP in addition to any other effects.*)

Chlorophyll (*While in Sunny Weather, your Speed is +2.*)

Clear Body (*Your stats cannot be lowered by a foe's effects.*)

Cloud Nine (*As a free action you may deplete one use of Defog and use Defog.*)

Color Change (*Whenever you are attacked, your type is changed to the same type as the attack after taking damage and effects for 5 mins.*)

Comatose (*You are always Asleep but can still act as if you aren't. You are also immune to other afflictions.*)

Competitive (*If a foe lowers any of your stats, you have +2 Special Attack until your lowered stats are returned to normal.*)

Compound Eyes (*Add +1 during accuracy check whenever you use a ranged attack.*)

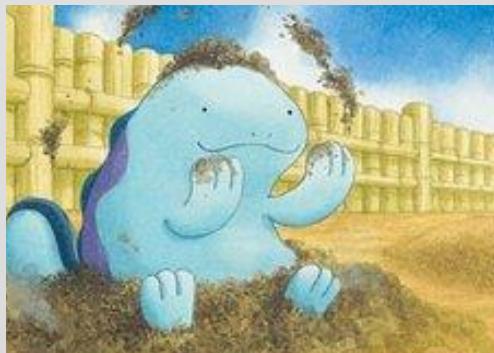
Corrosion (*You can Poison and Toxic Steel-types and Poison-types.*)

Curious Medicine (*Your stats and your adjacent ally's stats cannot be lowered by a foe's effects.*)

Cursed Body (*When you are hit by a foe's melee attack, disable that attack for 10 mins. Cursed Body can only affect one attack at a time.*)

Cute Charm (*Whenever you are hit with a melee attack, roll 1d4. On 4, Infatuate the attacker.*)

Damp (*Explosion, Misty Explosion, and Self-Destruct fail to do anything if used within 40ft of you.*)



Dazzling (*You may not be targeted by Priority moves that are being used out of turn order.*)

Defeatist (*When your HP is below half of your max hit points, your stats are all -2.*)

Defiant (*If a foe lowers any of your stats, you have +2 Attack until your lowered stats are returned to normal.*)

Disguise (*The first time you are hit with an attack each encounter, the attack is negated.*)

Download (*Your Attack is +1 against targets with lower Special Defense than Defense. Your Special Attack is +1 against targets with lower Defense than Special Defense.*)

Drizzle (*As a free action you may deplete one use of Rain Dance and use Rain Dance.*)

Drought (*As a free action you may deplete one use of Sunny Day and use Sunny Day.*)

Dry Skin (*In sunny weather, you lose 4 HP at the end of your actions. In rainy weather, you recover 4 HP at the end of your actions. You are immune to Water-type attacks.*)

Early Bird (*You roll twice during checks to wake from Sleep and use the higher result.*)

Effect Spore (*Whenever you are hit with a melee attack, roll 1d4. On 4, randomly either Paralyze, Poison, or put to Sleep the attacker.*)



Electric Surge (As a free action you may deplete one use of Electric Terrain and use Electric Terrain.)

Emergency Exit (You cannot fight when first damaged below half of Max HP. You will want to run away or return to a Poke Ball for 2 rounds. During those two rounds, your speed is doubled.)

Exposed (When you move or use an attack, you have -8 Defense and -8 Special Defense until your next turn. You also deal -8 damage with all attacks.)

Filter (Super-effective attacks against you deal -4 damage.)

Flame Body (Whenever you are hit with a melee attack, roll 1d4. On 4, Burn the attacker.)

Flare Boost (While Burned, your Special Attack is +4.)

Flash Fire (You are immune to Fire-type attacks. If you would be hit by a Fire-type attack, your Fire type attacks deal +4 damage for 2 mins. This effect does not stack.)

Flower Gift (While Cherrim is in Sunny Weather, Cherrim's Attack and Special Defense is +6.)



Flower Veil (You and your allied Grass-type's stats cannot be lowered by effects within 25ft of you.)

Fluffy (If hit by a melee attack, you only take half the damage. If hit by a Fire-type attack, you take twice the damage.)

Forecast (Your appearance and type changes with the weather. In Hailing, Hazy, or Misty weather, Castform is Ice-type. In Raining weather, Castform is Water-type. In Sandstorming weather, Castform is Rock-type. In Sunny weather, Castform is Fire-type.)

Friend Guard (Allies within 25ft of you take -1d4 damage when attacked.)

Fur Coat (If hit by a move using the Attack stat, you only take half the damage you would take.)

Gale Wings (If you use a Flying Type Move during your turn, your Speed is +2 until your next turn.)

Galvanize (Normal-type moves performed by you are treated as Electric-type moves.)

Grass Pelt (While in Grassy Terrain, your Defense is +2.)

Grassy Surge (As a free action you may deplete one use of Grassy Terrain and use Grassy Terrain.)

Gulp Missile (Whenever Cramorant goes underwater, it gathers waste in its mouth. When hit by an attack within 30ft while Cramorant has waste, Cramorant ejects the waste at the offender, dealing 4 damage or 8 damage if Cramorant has less than 20 HP. Waste is held for up to 5 mins.)

Guts (While afflicted, your Attack is +2.)

Harvest (When using a Berry, you only use half of it while still gaining its full effects. You can only use half of a Berry if you have Harvest.)

Healer (After acting, you may roll 1d20. On 16 or higher, any adjacent allies are cured of all afflictions.)

Heatproof (Fire-type attacks are resisted by you. If you are already resistant to Fire-type, remove an additional damage die.)

Hunger Switch (Whenever Morpeko acts, it changes from Full Belly mode to Hangry mode or back into Full Belly mode from Hangry mode. Aura Wheel is Electric-type in Full Belly mode, Aura Wheel is Dark-type in Hangry mode.)

Hydration (While in Raining weather, you are cured of any afflictions.)

Hyper Cutter (Your Attack cannot be lowered by a foe's effects.)

Ice Body (If in Hailing weather, you recover 4 HP after you act and you don't take damage from Hailing weather.)

Ice Face (The first time Eiscue is hit with a melee attack each encounter; the attack is negated and you change to No Ice Face Form. Ice Face is reset whenever it starts Hailing while you are within its area of effect.)

Ice Scales (If hit by a Special Attack, you only take half the damage you would take.)



Illusion (As a free action, you may change your appearance to look like any Pokémon you have interacted with within the past hour. You may not appear as a Pokémon more than twice your size and the illusion is dropped when you are hit by an attack.)

Immunity (You are immune to getting Poisoned and Toxified.)

Imposter (As a free action you may use Transform.)

Infiltrator (Hindering terrain and Walls do not affect you or your attacks.)

Innards Out (When you are knocked out by a melee attack, deal damage to the attacker equal to the damage you just took.)

Inner Focus (You are immune to being Stunned.)

Insomnia (You are immune to being put to Sleep.)

Iron Barbs (Whenever you are hit with a melee attack, the attacker takes 4 damage.)

Iron Fist (Your punching attacks deal +4 damage.)

Justified (When a foe hits you with a Dark-type attack, your Attack is +1 for 10 mins.)

Keen Eye (Your accuracy checks cannot be negatively affected by foes.)

Leaf Guard (While in sunny weather, you are cured of any afflictions.)

Levitate (You are immune to Ground-type moves while you are airborne.)

Libero (You may change your type to the same types as an attack you are making while making it for 10 mins.)

Lightning Rod (Any foe's ranged Electric-type attacks within 25ft or any adjacent foe's Electric-type attacks are negated and drawn to you. Your Special Attack is +2 until the end of your next turn whenever you negate an Electric-type attack.)

Limber (You are immune to being Paralyzed.)

Liquid Ooze (If you are hit by an attack that damages you and heals the attacker, the attacker is dealt damage equal to what they would have healed, instead of healing.)

Liquid Voice (Sound-based moves made by you are Water-type.)

Magic Bounce (If you are hit by an attack that does not deal damage, the attacker is instead affected by the effects of their own attack.)



Magic Guard (Foes can only deal damage to you with attacks that deal damage. You are unaffected by damage from afflictions, coats, hazards, weather or any passives given by foes.)

Magician (When hitting with a melee attack, you steal the target's held item, if any.)

Magma Armor (You are immune to being Frozen.)

Marvel Scale (While afflicted, your Defense is +2.)

Mega Launcher (Your pulse attacks deal +4 damage.)

Merciless (On hit, your attacks are critical hits if the target is Poisoned or Toxified.)

Mimicry (After acting, your type changes to reflect your current surroundings. If you are in a grassy field, Grass type; if you are in water, Water type; if you are on a mountain, Rock type; etc.)

Minus (If at least one ally has Plus or Minus within 10ft of you, you have +3 Special Attack.)



Mirror Armor (If your stats would be lowered by a foe's effects, instead that offender's stat is lowered.)

Misty Surge (As a free action you may deplete one use of Misty Terrain and use Misty Terrain.)

Mold Breaker (Your attacks ignore any passives that would redirect, negate or weaken your attacks.)

Motor Drive (Any Electric-type attack that hits you is negated and your speed is +1 for 10 mins.)

Multiscale (When you are at Max HP, you take -4 damage from all attacks.)

Mummy (Whenever you are hit with a melee attack, the ability passives of the attacker become Mummy for 10 mins.)

Natural Cure (Whenever returned to a Poke Ball, you are cured of any afflictions.)

Neutralizing Gas (Ability passives other than your own do not work within 10ft of you.)

No Guard (You cannot miss your attacks, and attacks made against you cannot miss.)

Normalize (Attacks performed by you are treated as Normal-type attacks.)

Oblivious (You are immune to Infatuation.)

Overcoat (You are immune to damage from weather.)

Overgrow (When you are below 20 HP, your Grass-type attacks deal +4 damage.)

Own Tempo (You are immune to being Confused.)

Pastel Veil (You and your allies within 10ft of you are immune to being Poisoned or Toxicified.)



Perish Body (When you are hit by a melee attack, the offender receives 3 Perish Coats. The Coat has the following ability: After acting, destroy one of your Perish Coats. If this is the third Perish Coat you've destroyed this way during this encounter, set your HP to 0.)

Pickpocket (When you are hit by a melee attack, you steal the offender's held item, if any.)

Pixilate (Normal-type moves performed by you are treated as Fairy-type moves.)

Plus (If at least one ally has Plus or Minus within 10ft of you, you have +3 Special Attack.)

Poison Heal (While afflicted with Poison or Toxicification, you are healed instead of damaged by those afflictions. You are cured of Poison or Toxin once you are at Max HP.)

Poison Point (Whenever you are hit with a melee attack, roll 1d4. On 4, Poison the attacker.)

Poison Touch (Whenever you hit with a melee attack, you may roll 1d6. On 6, Poison the target.)

Power of Alchemy (When an ally is knocked out within 10ft of you, you gain one of your ally's passives for 2 mins.)

Power Spot (Attacks made within 10ft of you deal +4 damage, regardless if the attacker is friend or foe.)

Prankster (Your attacks that do not deal damage on hit have Priority.)

Pressure (If you are hit by a 3/day attack, the attacker can't use that attack for the remainder of the day.)

Propeller Tail (Your attacks cannot be redirected by passives or any other ability, instead only hitting a target your attack was directed at.)

Protean (You may change your types to the same type as an attack you are making while making it for 10 mins.)

Psychic Surge (As a free action you may deplete one use of Psychic Terrain and use Psychic Terrain.)

Punk Rock (Your sound-based attacks deal +4 damage. You take 4 less damage from sound-based attacks.)

Queenly Majesty (You may not be targeted by Priority moves that are being used out of turn order.)

Quick Draw (1/day, you may give one of your moves priority.)

Quick Feet (While afflicted, your Speed is +2.)

Rain Dish (If in Raining Weather, you regain 4 HP after you act.)

Rattled (When a foe hits you with a Bug-type, Ghost-type, or Dark-type attack, your Speed is +1 for 10 mins.)

Receiver (When an ally is knocked out within 10ft of you, you gain one of your ally's passives for 2 mins.)

Reckless (Your attacks that damage yourself on hit, deal +4 damage.)

Refrigerate (Normal-type moves performed by you are treated as Ice-type moves.)

Regenerator (When returned to a Poke Ball, you recover to Max HP after being stored for 1 hour.)

Ripen (When you use a Berry, double any effects it has.)

Rock Head (Your attacks that damage yourself on hit do not damage yourself.)

Rough Skin (Whenever you are hit with a melee attack, the attacker takes 4 damage.)

Sand Force (While in Sandstorming Weather, your Rock-type and Ground-type attacks deal +4 damage and you don't take damage from Sandstorming weather.)

Sand Rush (While in Sandstorming Weather, your Speed is +2 and you don't take damage from Sandstorming weather.)

Sand Spit (When you are hit by a melee attack, as a free action you may deplete one use of Sandstorm and use Sandstorm immediately.)



Sand Stream (As a free action you may deplete one use of Sandstorm and use Sandstorm.)

Sand Veil (While in Sandstorming Weather, any foe's attacks made against you have -1 during accuracy check and you don't take damage from Sandstorming weather.)

Sap Sipper (You are immune to Grass-type attacks. If you would be hit by a Grass-type attack, your Attack is +2 for 10 mins. This effect does not stack.)

Schooling (When Wishiwashi is at half its HP or higher, it is in its School form. In its School form, Wishiwashi summons hundreds of fish-shaped balls of water and surrounds itself making it appear larger and making it stronger. When Wishiwashi is below half of its max hit points, Wishiwashi is in its Single form, dropping its façade and appearing much smaller on its own.)



Scrappy (Your Normal-type and Fighting-type attacks can hit Ghost-type targets.)

Screen Cleaner (Whenever you move through a Wall, Hazard, or adjacent to someone with a Coat, destroy all Walls, Hazards and Coats.)

Shed Skin (After acting, you may roll 1d4. On 4, you are cured of any afflictions.)

Sheer Force (Your attacks that have additional effects that affect the target may deal +4 damage, but will not have those additional effects.)

Shell Armor (Critical hits are treated as normal hits against you.)

Shield Dust (You are unaffected by additional effects from attacks that deal damage.)

Shields Down (When Minior's HP is below half of your max hit points, your form changes to Core Revealed form and your stats change. While Minior is not in its Core Revealed form, it is immune to afflictions.)

Skill Link (Your scatter moves have +2 during Accuracy Check.)

Slush Rush (While in Hailing weather, your Speed is +2 and you don't take damage from Hailing weather.)

Sniper (When you land a critical hit, you deal an additional 8 damage.)

Snow Cloak (While in Hailing weather, any foe's attacks made against you have -1 during Accuracy Check and you don't take damage from Hailing weather.)

Snow Warning (As a free action you may deplete one use of Hail and use Hail.)

Solar Power (While in Sunny weather, you deal an additional 4 damage while attacking. After acting in Sunny weather, you take 4 damage.)

Solid Rock (Super-effective attacks against you deal -4 damage.)

Soundproof (You are immune to sound-based attacks.)

**Sound based attacks: Boomburst, Bug Buzz, Chatter, Clanging Scales, Disarming Voice, Echoed Voice, Eerie Spell, Grass Whistle, Hyper Voice, Overdrive, Perish Song, Roar, Round, Sing, Snore, Sparkling Aria, Supersonic, Uproar

Stakeout (When you attack a target who has just joined the encounter since your last turn, you deal +4 damage.)

Stalwart (Your attacks cannot be redirected by passives or any other ability, instead only hitting a target your attack was directed at.)

Stance Change (Aegislash has two forms it constantly changes between. When you attack a foe, before making your accuracy check change into your Sword Form. When using a reaction move such as King's Shield or Protect, or a protective move like Safeguard or Light Screen, immediately change to Shield Form.)

Static (Whenever you are hit with a melee attack, roll 1d4. On 4, Paralyze the attacker.)

Steadfast (When you are Stunned, your Speed is +1 for 10 mins.)

Steam Engine (When a foe hits you with a Fire-type or Water-type attack, your Speed is +2 for 10 mins.)

Steelworker (Your Steel-type attacks deal +4 damage.)

Steely Spirit (Steel-type attacks used within 10ft of you by yourself or allies deal +4 damage.)



Stench (Whenever you are hit with a melee attack, roll 1d4. On 4, Stun the attacker.)



Sticky Hold (You cannot drop held items or have held items stolen from you.)

Storm Drain (Any foe's ranged Water-type attacks within 25ft or any adjacent foe's Water-type attacks are negated and drawn to you. Your Special Attack is +2 until the end of your next turn whenever you negate a Water-type attack.)

Strong Jaw (Your biting attacks deal +4 damage.)

Sturdy (If you would be brought from Max HP to 0 or below, you are instead brought to 1 HP.)

Suction Cups (You cannot be moved by a foe's attacks.)

Surge Surfer (While in Electrified terrain, your Speed is +2.)

Swarm (When you are below 20 HP, your Bug-type attacks deal +4 damage.)

Sweet Veil (You and your allies within 10ft of you are immune to being put to Sleep.)

Swift Swim (While in Raining weather or in water, your Speed is +2.)

Symbiosis (You can pass held items to allies within 10ft as a free action.)

Synchronize (When you are Burned, Poisoned, Paralyzed, or Toxified by a foe, the offender is also given the same affliction.)

Tangled Feet (While you are confused, any foe's attacks made against you have -1 during accuracy check.)

Technician (When rolling damage, replace any rolled 1s or 2s with 3s.)

Telepathy (Your allies within 25ft do not harm you when the ally is using attacks that have an area of effect.)

Thick Fat (You take -4 damage from Fire-type attacks and Ice-type attacks.)

Tinted Lens (Your resisted attacks deal +4 damage.)

Torrent (When you are below 20 HP, your Water-type attacks deal +4 damage.)

Tough Claws (Your slashing attacks deal +4 damage.)

Toxic Boost (If you would have been Poisoned, or Toxified, you are not and your Attack is +2 for 2 mins. This effect does not stack.)

Triage (Any moves you know that can heal have Priority.)

Truant (You can't act on a round after a round where you have acted. Truant cannot be removed or disabled by any means.)

Unnerve (Foes within 25ft of you cannot consume food.)

Vital Spirit (You are immune to being put to Sleep.)

Volt Absorb (When you are hit by an electric-type attack, half the damage, then you heal that much HP instead of taking damage.)

Wandering Spirit (Whenever you are hit with a melee attack, you gain all of the offender's ability passives and lose Wandering Spirit, then they gain Wandering Spirit and lose all of their ability passives for 10 mins.)

Water Absorb (When you are hit by a water-type attack, half the damage, then you heal that much HP instead of taking damage.)

Water Bubble (You take -4 damage from Fire-type attacks. You add +4 damage to Water-type attacks. You are immune to being Burned.)

Water Compaction (When a foe hits you with a Water-type attack, your Defense is +2 for 10 mins.)

Water Veil (You are immune to being Burned.)

Weak Armor (When you are hit by a melee attack, your Defense is -3 and your Speed is +3 for 10 mins. This does not stack.)

White Smoke (Your stats cannot be lowered by a foe's effects.)

Wonder Guard (Shedinja is immune to attacks that are not super-effective. Wonder Guard cannot be removed or disabled by any means.)

Wonder Skin (Your stats cannot be lowered by a foe's effects.)

Zen Mode (Darmanitan changes to its Zen Mode when it is below half of its max HP.)



Pokémon Moves

Pokémon can unleash magical attacks covering various elemental types with various levels of power. Below, we have an example attack:

Thunder Shock - Ranged(20ft) Electric Special Attack: At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

Name - Range Type Accuracy Check: Frequency Damage. Additional effects.

Name

Name - Moves all have unique names. This will help you call out what you want your Pokémon to do. In the following lists, Moves are organized first by name, then in a second list, by their elemental types.

Range

Range - Moves will have different ranges of use. Some will only be melee range, hitting adjacent targets while others will be able to target enemies as far as 60ft away.

Melee

Melee attacks are made only against adjacent targets. However, some larger Pokémon's melee ranges might be a bit further because of their natural reach. In addition, some Pokémon have skills that make all of their melee ranged attacks have a range as far as 25 ft away regardless of the Pokémon's natural size.

Ranged

Ranged attacks can attack a target far away, and ranges are defined per attack. If attacking a target, you must have a direct line of sight in order to have a chance at hitting them. Blocking terrain will not allow you to attempt an attack, while hindering terrain will simply make it more difficult to hit the target. For every bit of hindering terrain between yourself and the target, your accuracy check will be -1 unless you are using a move with Blast, Burst, or Wave.

Depending on whether it is Melee or Ranged, a Beam, Burst, Blast, or Wave move affects which types of abilities it functions with. For example, a *Melee(5 ft burst)* move would not work with the passive Compound Eyes, but could be used at range using the skill Reach, while a *Ranged(5 ft burst)* would not work with the skill Reach, but would benefit from the passive Compound Eyes.

Beam

Beam attacks will go for the full length of their range, through targets and any others behind the first. All possible targets other than yourself in the beam will be affected, including allies, so be careful when setting off beam attacks.



Blast

Blast moves will travel a distance before exploding on its target and affecting an area. A move with a range of "20ft, 10ft blast," for example has a range of 20ft. Wherever that range detonates, whether it's on a target closer than 20ft to you, or just in an area you suspect threats to be, it will create a circle of affected space, with the circle extending 10 ft in all directions from the center of the explosion for a diameter of 20ft. Blast attacks affect all possible targets other than yourself, including allies, so be careful when setting off blast attacks.

Burst

A move with a burst range affects an area around you. It creates a circle, with you at its center, extending outwards in all directions for a distance equal to the range indicated on the move. This means that a move or attack with a burst of 20 ft has a 40 ft diameter. Burst attacks affect all possible targets other than yourself, including allies, so be careful when setting off burst attacks.



Wave

Attacks with a wave range creates a moving wall of damage affecting a space in front of you. The wave is first defined by how far it will go, then by how wide the area of affect is. For example, an attack with a range of "20ft, 10ft wave" will move forward affecting all targets in front of you for 20ft and affect the space to the right and left of the direction you are facing 10ft for a spread of 20ft, essentially creating a square of affected area in front of you. Wave attacks affect all possible targets other than yourself, including allies, so be careful when setting off wave attacks.

Type

Type - There are eighteen different elemental types in the world of Pokémon. Each have different advantages against each other and using types effectively can give you incredible advantages in battle. If an attack is used that shares an elemental type with its user and the attack deals damage, the attack will deal an additional 4 damage because of the Same Type Attack Bonus (STAB). (Check out the type advantage chart on page 120 for how each type interacts with each other)

<u>Physical</u>	<u>Special</u>
 Bug	 Dark
 Fighting	 Dragon
 Flying	 Electric
 Ghost	 Fairy
 Ground	 Fire
 Normal	 Grass
 Poison	 Ice
 Rock	 Psychic
 Steel	 Water

Accuracy Check

Accuracy Check - A move labeled here with Attack, will use your Attack Modifier and a d20 roll against a target's Defense in order to hit. A move labeled here with Special Attack, will use your Special Attack Modifier and a d20 roll against a target's Special Defense in order to hit. A move labeled here with Effect, will use your Speed Modifier and a d20 roll against a target's Speed in order to hit.



Frequency

Frequency - There are three frequencies. At-Will means that the move can be used as many times per day as needed. Frequencies listed as 3/day or 1/day can only be used three times in a day, or just once per day. However, if your Pokémon rests for at least 8 hours (an extended rest), they will be rejuvenated and can use their 3/day or 1/day frequency moves again. Pokémon Centers do not restore 3/day or 1/day moves- only rest does.

Damage

Damage - On hit, if a move has damage you will roll dice to calculate the damage of your attack. Attack moves will add your Attack modifier to the total damage. Special Attack moves will add your Special Attack modifiers to the total damage. Moves without a damage value listed, don't deal damage.

If you roll a critical hit, a natural 20 during accuracy check, an attack will always deal the most amount of damage it could have dealt. If a Thundershock is a critical hit, for example, it will deal 12 out of 1d12 damage, then adding any potential modifiers, STAB, or by adding weakness dice and treating them as if they rolled the highest number they could.

Additional Effects

Additional Effects - Next to their various move types, ranges, and damage varieties, moves can also do various things and each move that has extra tricks are defined last. Some moves have keywords and refer to effects that many different attacks may have. Some keywords are afflictions, for example. Those are located on page 121. Some moves have shorthand keywords as well, such as Fury Attack which says "Attack is a Scatter attack." Scatter and many other keywords are defined here.



Keywords for Moves

Binding

If you get bound by someone's attack, you're either stuck to them or to the ground. If you're bound to someone, neither of you can move unless one of you is at least two categories of size larger and are as heavy or heavier than the other (*Pokémon with the Strength skill can ignore that limitation*). If a Pokémon is able to move while bound to another, the bound Pokémon moves with the other. Eventually the binding may end on its own, but if one of the two bound individuals are knocked out, the binding also ends. If you're bound to the ground, usually some force is keeping you immobile. If knocked out, you are also usually freed from any binding that is keeping you bound to the ground. If returned to a Poké Ball, bound Pokémon are freed. If a binding move's effect deals damage when a bound target acts, that damage is unpreventable and there is nothing that is added or subtracted from the attacker or the target taking damage.

Coats

A coat is something that is placed onto a Pokémon either by itself, an ally, or even a foe by an effect. Coats are visible on Pokémon, but unless a trainer is familiar with an effect that would make a specific coat, they aren't always immediately recognizable. Coats have durations and effects while worn by a Pokémon but will disappear if the Pokémon wearing one is returned to a Poké Ball. Each coat is defined with the effect that grants the coat. If a Coat's ability contradicts a previously worn Coat's ability, the newest Coat is the Coat whose effect matters and the older Coat is ignored.



Hazards

Whenever you create a hazard, you are usually centered in the middle of the hazard you create. Each hazard effect is defined per move. If a hazard move is used on the same area as an identical allied hazard, it immediately creates a second layer of that hazard that perfectly layers the first copy of that hazard. One can only be affected by a single hazard once per turn, but can still be affected by different kinds of hazards within the same turn.

Priority

If you are using only Priority attacks on your turn you may act first during the round. If someone else tries to use a Priority attack in the same round as you, whoever has a higher Speed acts first. You can still use an attack with Priority as an attack without using it out of turn order.

Reaction

Reaction moves have specific requirements to be used. If you can use them, and you haven't acted yet during the round, you immediately may use a Reaction move even if it's not your turn.



Scatter

An attack with Scatter lets you target multiple targets during the same attack, or the same target many times. You will make separate Accuracy Checks per hit and deal damage each time. If you miss with a Scatter attack that says how many attacks you make, you may attempt additional attacks even if you miss one of the Scatter attacks. If you miss with a Scatter attack that says, "up to X attacks," you may not try your additional attacks. Scatter attacks only add modifiers, STAB, or any other damage bonuses to their first hit per turn (this means that all later hits only roll dice, but still use weaknesses and resistances).

Terrain

Whenever you create Terrain, you are centered in the middle of the Terrain effect you create. Each Terrain effect is defined per move. If a Terrain move is used while another Terrain is active within its diameter, it replaces the older Terrain.



Weather

Whenever you create Weather, you are centered in the middle of the Weather effect you create. Each Weather effect is defined per move. If a Weather move is used while another Weather is active within its diameter, it replaces the older Weather.



Other Effects

Changing Types

If a Pokémon type is changed as a result of an effect of any kind, it will replace both types if the Pokémon has more than one type unless the effect specifically says it only replaces one type.

Raising and Lowering Stats Temporarily

Some moves can temporarily raise or lower stats of a Pokémon or a Pokémon's target(s). When the stat changes, pay attention to if a Pokémon's modifiers will drop or raise. Effects usually last for 10 minutes, but if a Pokémon is returned to a Poké Ball, that will also reset the Pokémon's stats. Many of these effects cannot stack. This means that while multiple Pokémon could use different moves to affect one stat, such as *Crush Claw* and *Crunch* which both lower Defense, *Crunch* cannot be used to lower a target's Defense more than once at a time.



Trainer Attacks

Trainers are able to make attacks as well. If a trainer has a blade of some kind, a club, or just wants to throw themselves into a battle. These attacks should only be used as a last resort! Battling Pokémon as a human is asking for trouble!

Cut - Melee Normal Attack: At-Will 2d6.

Pound - Melee Normal Attack: At-Will 2d6.

Tackle - Melee Normal Attack: At-Will 2d6.

Other Options

Intercepting Attacks

If a Pokémon has not acted yet during a round, it may move to its trainer to intercept an attack that has hit the trainer as a reaction. If a Pokémon does intercept, it may not act afterwards. The intercepting Pokémon takes whatever damage the attacker rolls for the successful attack.

Struggle

If a Pokémon cannot use any of its moves because none of them are At-Will and they have used all of their per-day moves, or any number of moves have been disabled so there is no way to use their attacks, any Pokémon may use the move Struggle. (*Struggle* can't be disabled at this point)

Struggle - Melee Attack: 2d8. Struggle is used if you can't use any other attacks. Struggle has no type. After use, you lose HP equal to 1/4th of your Max HP.

Moves in Alphabetical Order

All Pokémon Moves are listed here in alphabetical order. The Pokédex also has each Move listed again.

 - The attack may be attempted by a trainer.

A

Absorb - *Melee Grass Special Attack*: 3/day 2d8. On hit, you regain HP equal to half of the damage dealt.

Accelerock - *Melee Rock Attack*: At-Will 2d6. Accelerock has Priority.

Acid Spray - *Ranged(20ft) Poison Special Attack*: 3/day 1d20. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Acrobatics - *Melee Flying Attack*: 1/day 3d12. Acrobatics cannot be used if you have a held item.

Acupressure - *Melee Normal Effect*: 3/day. Target an ally or yourself. The target's Attack, Special Attack, Defense, Special Defense, or Speed is raised +2 for five mins. This effect cannot be stacked.

Aerial Ace - *Melee Flying Attack*: 3/day 3d8. You can't miss targets with less than 15 Defense.

After You - *Ranged(20ft) Normal Effect*: 3/day. For the rest of the encounter, your turn will be after the target's turn.

Air Cutter - *Ranged(15ft) Flying Special Attack*: At-Will 2d8. Air Cutter has -1 during Accuracy Check. On hit, if you got 18 or higher on Accuracy Check, Air Cutter is a critical hit.

Air Slash - *Ranged(15ft) Flying Special Attack*: 1/day 3d12. Air Slash has -1 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

Ally Switch - *Self Psychic Effect*: 1/day. Ally Switch is used as a Reaction. When you would be hit by an attack, use Ally Switch to instead switch places with a willing ally within 60ft. That ally is hit by the attack instead of you.

Anchor Shot - *Melee Steel Attack*: 1/day 3d12. On hit, the target is bound to you for 1d6 rounds.

Ancient Power - *Ranged(10ft) Rock Special Attack*: 1/day 2d8. On hit, your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 1 hour.

Apple Acid - *Ranged(15ft) Grass Special Attack*: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Aqua Jet - *Melee Water Attack*: At-Will 2d6. Aqua Jet has Priority.

Aqua Ring - *Self Water Effect*: 1/day. Put a Ring Coat on yourself. The Coat has the following ability: At the beginning of your turn, recover 1d10 HP. This Coat lasts for 1 min. If it's raining, the Coat lasts for 2 mins.

Aqua Tail - *Melee Water Attack*: 1/day 3d12.

Arm Thrust - *Melee Fighting Attack*: At-Will 1d4. Arm Thrust has -2 during Accuracy Check. Arm Thrust is a Scatter attack. Up to 5 attacks.

Aromatherapy - *Melee Grass Effect*: 3/day. Target an ally or yourself. Target is cured of all afflictions.

Assurance - *Melee Dark Attack*: 3/day 3d8. If the target was already attacked this round, Assurance deals +1d8 damage.

Astonish - *Melee Ghost Attack*: At-Will 1d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Attract - *Ranged(10ft) Normal Effect*: 1/day. On hit, the target is Infatuated with you.

Aura Sphere - *Ranged(30ft) Fighting Special Attack*: 1/day 3d12. You can't miss targets with less than 20 Special Defense.

Aura Wheel - *Melee Electric Attack*: 1/day 5d12. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked. If you are Hangry, Aura Wheel is Dark-type.

Aurora Beam - *Ranged(15ft beam) Ice Special Attack*: 3/day 3d8. On hit, all target's Attack are -1 for 10 mins. This effect cannot be stacked.

Aurora Veil - *Melee Ice Effect*: 1/day. Put a Veil Coat on the target or yourself. The Coat has the following ability: If within Hail, you only take half the damage from successful attacks. This Coat lasts for 2 mins.

Avalanche - *Melee Ice Attack*: 3/day 3d8. If you were attacked by the target this round, use 3d12 for damage instead.

B

Baneful Bunker - *Self Poison Effect*: 1/day. Baneful Bunker is used as a Reaction. If you would be hit by a melee attack, use Baneful Bunker to instead ignore the damage and any effects of the attack, and also Poison the attacker.

Barrage - *Ranged(10ft) Normal Attack*: At-Will 1d4. Barrage has -2 during Accuracy Check. Barrage is a Scatter attack. Up to 5 attacks.

Beak Blast - *Melee Flying Attack*: 1/day 5d12. When you use this attack, you immediately end your turn. Until your next turn if a Pokémon hits with a melee attack, the offender is Burned. During your next turn your movement speed is doubled and then you may roll Beak Blast's Accuracy Check and damage.

Belch - *Ranged(15ft) Poison Special Attack*: 1/day 5d12. Belch cannot be used unless you've eaten within the last minute.

Belly Drum - *Self Normal Effect*: 3/day. You lose HP equal to half of your Max HP, then your Attack is +6 for 10 mins. This effect cannot be stacked.

Bide - *Ranged(25ft burst) Normal Effect*: 1/day. When you use this attack, you immediately end your turn. During your next turn, you can't act. On the round after that, when it's your turn, you release energy, dealing damage equal to twice the damage you've taken since initiating Bide.

Bind - *Melee Normal Attack*: At-Will 1d4. On hit, the target is bound to you for 1d4 rounds. For each round the target is bound, it takes 1d4 damage on its turns.

Bite - *Melee Dark Attack*: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Bitter Malice - *Melee Ghost Special Attack*: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Frozen.

Blast Burn - *Ranged(30ft, 10ft blast) Fire Special Attack*: 1/day 5d20. Blast Burn has -2 during Accuracy Check. You may not act during your next turn.

Blaze Kick - *Melee Fire Attack*: 1/day 3d12. On hit, if you got 16 or higher on Accuracy Check, the target is Burned.

Blizzard - *Ranged(20ft, 10ft wave) Ice Special Attack*: 1/day 5d12. Blizzard has -2 during Accuracy Check unless it's Hailing. On hit, if you got 18 or higher on Accuracy Check, the targets are Frozen.

Block - *Melee Normal Effect*: 3/day. On hit, the target is bound to you for 1d6 rounds.

Body Press - *Melee Fighting Attack*: 3/day 3d8. Body Press deals +2 damage for every point of Defense you have above the target.

Body Slam - *Melee Normal Attack*: 1/day 3d12. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed. Body Slam can Paralyze Electric-types.

Bolt Beak - *Melee Electric Attack*: 1/day 3d8. If the target has not already acted this round, Bolt Beak deals +2d8 damage.

Bone Club - *Melee Ground Attack*: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Bone Rush - *Melee Ground Attack*: At-Will 1d4. Bone Rush has -2 during Accuracy Check. Bone Rush is a Scatter attack. Up to 5 attacks.

Bonemerang - *Ranged(15ft) Ground Attack*: 3/day 1d20. Bonemerang is a Scatter attack. It has two attacks.

Boomburst - *Ranged(25ft burst) Normal Special Attack*: 1/day 3d12. Anyone within range of Boomburst is cured of Sleep.

Bounce - *Melee Flying Attack*: 1/day 3d12. When you use this attack, you raise yourself 40 ft into the air, then you immediately end your turn. During your next turn, return to the ground, then your movement speed is doubled and then you may roll Bounce's Accuracy Check and damage. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

Branch Poke - *Melee Grass Attack*: At-Will 2d6.

Brave Bird - *Melee Flying Attack*: 1/day 5d12. On hit, you lose HP equal to 1/3rd of the damage you deal.

Breaking Swipe - *Melee Dragon Attack*: 3/day 3d8. On hit, the target's Attack is -1 for 10 mins. This effect cannot be stacked.

Brick Break - *Melee Fighting Attack*: 3/day 3d8. Destroy any Walls within 5 ft. You may target Walls with Brick Break without needing to roll Accuracy Check or damage.

Brine - *Ranged(20ft) Water Special Attack*: 3/day 3d8. If the target is at less than half of their Max HP, Brine has 5d8 for damage instead.

Brutal Swing - *Melee(5ft burst) Dark Attack*: At-Will 2d8.

Bubble - *Ranged(15ft) Water Special Attack*: At-Will 1d12. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

Bubble Beam - *Ranged(20ft beam) Water Special Attack*: 3/day 3d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

Bug Bite - *Melee Bug Attack*: At-Will 2d8. On hit, if the target is holding a Berry, you steal it and immediately consume it.

Bug Buzz - *Ranged(20ft) Bug Special Attack*: 1/day 3d12. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Bulldoze - *Ranged(20ft burst) Ground Attack*: 3/day 3d8. On hit, all target's Speed are -1 for 10 mins. This effect cannot be stacked.

Bullet Punch - *Melee Steel Attack*: At-Will 2d6. Bullet Punch has Priority.

Bullet Seed - *Ranged(10ft) Grass Attack*: At-Will 1d4. Bullet Seed has -2 during Accuracy Check. Bullet Seed is a Scatter attack. Up to 5 attacks.

Burn Up - *Ranged(25ft burst) Fire Special Attack*: 1/day 5d12. After use, if the user is only Fire type it becomes Normal type, and if the user is Fire type and another type it loses its Fire typing. This effect lasts for 10 mins.

Burning Jealousy - *Ranged(30ft, 10ft wave) Fire Special Attack*: 1/day 2d12. If any targets have had any stats raised in the past 2 mins, Burning Jealousy Burns the target.

C

Camouflage - *Self Normal Effect*: At-Will. Put on a Camo Coat. The Coat has the following ability: Your type changes to reflect your surrounding for 10 mins. (If you are in a grassy field, Grass type; if you are in water, Water type; if you are on a mountain, Rock type; etc.)

Ceaseless Edge - *Melee Dark Attack*: 3/day 3d8. On hit, the target gains a Splinters Coat. The coat has the following ability: After acting, roll 1d20; on a result of 16 or better, destroy this coat; otherwise, take 2d4 damage.

Celebrate - *Ranged(25ft burst) Normal Effect:* 3/day. Roll 1d20. On 20, in addition to your own stats, each ally within range has their Attack, Special Attack, Defense, Special Defense, and Speed raised +1 for 10 mins. This effect cannot be stacked.

Charge - *Self Electric Effect:* At-Will. Your next Electric attack will deal +2d8 damage. Until then, your Special Defense is +1. This effect cannot be stacked. This effect wears off after one min.

Charge Beam - *Ranged(10ft beam) Electric Special Attack:* At-Will 1d12. On hit, your Special Attack is +1 for 10 mins. This effect cannot be stacked.

Chatter - *Ranged(10ft burst) Flying Special Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, all targets are Confused.

Chip Away - *Melee Normal Attack:* 3/day 3d8. Chip Away has +2 on Accuracy Check if used against a target with a Defense or Special Defense raising passive.

Circle Throw - *Melee Fighting Attack:* 3/day 3d8. On hit, move the target 40ft away.

Clamp - *Melee Water Attack:* At-Will 1d4. On hit, the target is bound to you for 1d4 rounds. For each round the target is bound, it takes 1d4 damage on its turns.

Clanging Scales - *Ranged(10ft burst) Dragon Special Attack:* 3/day 3d10. On hit, the target's Defense is -2 for 10 mins. This effect cannot be stacked.

Clangorous Soul - *Self Dragon Effect:* 1/day. You lose HP equal to 1/6th of your Max HP. Your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 10 mins. This effect cannot be stacked.

Clear Smog - *Ranged(5ft burst) Poison Special Attack:* At-Will 1d12.

Chloroblast - *Ranged(30ft burst) Grass Special Attack:* 1/day 4d12. You lose HP equal to half of your Max HP, then your Speed is +3 for 10 mins.

Close Combat - *Melee Fighting Attack:* 1/day 5d12. On hit, your Defense and Special Defense are -2 for 10 mins. This effect cannot be stacked.

Coaching - *Melee Fighting Effect:* 3/day. Target ally has +2 Attack and +2 Defense for 2 mins. This effect cannot be stacked.

Comet Punch - *Melee Normal Attack:* At-Will 1d4. Comet Punch has -2 during Accuracy Check. Comet Punch is a Scatter attack. Up to 5 attacks.

Confuse Ray - *Ranged(20ft) Ghost Effect:* 1/day. On hit, the target becomes Confused.

Confusion - *Ranged(10ft) Psychic Special Attack:* At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.

Constrict - *Melee Normal Attack:* At-Will 1d6. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

Conversion - *Self Normal Effect:* At-Will. Put a Type Coat on yourself. The Coat has the following ability: Your Type changes to a type matching one of your known moves for two minutes or your Type changes to a type that resists that last attack you were hit by for two minutes.

Corrosive Gas - *Melee Poison Effect:* 3/day. On hit, destroy the target's held item, if any. Corrosive Gas cannot destroy Mega Stones.

Counter - *Melee Fighting Effect:* 1/day. Counter is used as a Reaction. After an enemy hits you with a melee Attack move that deals damage, use Counter to deal exactly twice the damage to the enemy that you received. Do not apply weakness or resistances.

Covet - *Melee Normal Attack:* 3/day 2d8. On hit, steals the target's held item, if any.

Crabhammer - *Melee Water Attack:* 3/day 3d10. Crabhammer has -2 during Accuracy Check. On hit, if you got 18 or higher on Accuracy Check, Crabhammer is a critical hit.

Crafty Shield - *Ranged(20ft burst) Fairy Effect:* 3/day. Put a Crafty Coat on all allies and yourself. The Coat has the following ability: You cannot become afflicted or have any stats altered by enemies. This Coat lasts for 2 rounds.

Cross Chop - *Melee Fighting Attack:* 1/day 5d12. Cross Chop has -2 during Accuracy Check. On hit, if you got 16 or higher on Accuracy Check, Cross Chop is a critical hit.

Cross Poison - *Melee Poison Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Cross Poison is a critical hit and the target is Poisoned.

Crunch - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

Crush Claw - *Melee Normal Attack:* 3/day 3d8. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

Curse - *Ranged(20ft) Ghost Effect:* 1/day. Curse can only be used by Ghost-Type Pokémon. On hit, you lose hit points equal to 1/3rd of your max HP, then the target is Cursed.

Cut - *Melee Normal Attack:* At-Will 2d6. 

D

Dark Pulse - *Ranged(10ft) Dark Special Attack:* 3/day 3d10. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.

Darkest Lariat - *Melee Dark Attack:* 3/day 3d10.

Dazzling Gleam - *Ranged(15ft, 10ft wave) Fairy Special Attack:* 3/day 3d8.

Defog - *Ranged(30ft burst) Flying Field Effect:* 3/day. Any Walls, Hazards, Weather, or Terrains within range are destroyed.

Decorate - *Melee Normal Effect*: 3/day. Target an ally or yourself. The target's Attack, Special Attack, Defense, Special Defense, or Speed is raised +2 for five mins. This effect cannot be stacked.

Destiny Bond - *Self Ghost Effect*: 1/day. If you are knocked out before your next turn, the offender who caused you to get knocked out has its HP set to 0.

Detect - *Self Fighting Effect*: 1/day. Detect is used as a Reaction. When you would be hit by a move, use Detect to instead ignore the damage and any effects of the attack.

Dig - *Melee Ground Attack*: 3/day 3d10. When you use this attack, dig into the ground so that you are concealed, then you immediately end your turn. During your next turn, your movement speed underground is +40 ft, and when you emerge from the ground you may roll Dig's Accuracy Check and damage.

Dire Claw - *Melee Poison Attack*: 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is randomly either Poisoned or Paralyzed. On hit, if you got 18 or higher on Accuracy Check, Dire Claw is a critical hit.

Disable - *Ranged(20ft) Normal Effect*: 1/day. For 1 minute, the attack last used by the target may not be used again.

Disarming Voice - *Ranged(10ft) Fairy Special Attack*: At-Will 1d12. You can't miss targets with less than 15 Special Defense.

Discharge - *Ranged(10ft burst) Electric Special Attack*: 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, all targets are Paralyzed.

Dive - *Melee Water Attack*: 3/day 3d10. When you use this attack, dive into water so that you are concealed, then you immediately end your turn. During your next turn, your movement speed underwater is +40ft, and when you emerge from the water you may roll Dive's Accuracy Check and damage.

Dizzy Punch - *Melee Normal Attack*: 3/day 3d8. On hit, if you got 16 or higher on Accuracy Check, the target is Confused.

Double Edge - *Melee Normal Attack*: 1/day 5d12. On hit, you lose HP equal to 1/3rd of the damage you deal.

Double Hit - *Melee Normal Attack*: 3/day 1d20. Double Hit is a Scatter attack. It has two attacks.

Double Kick - *Melee Fighting Attack*: 3/day 1d20. Double Kick is a Scatter attack. It has two attacks.

Double Slap - *Melee Normal Attack*: At-Will 1d4. Double Slap has -2 during Accuracy Check. Double Slap is a Scatter attack. Up to 5 attacks.

Double Team - *Self Normal Effect*: 1/day. You create 3 copies of yourself. You may attack from any copy and copies may inhabit spaces up to 25 ft away from each other, though none can be more than 25 ft from any other copies or the original. If a copy is hit, it disappears and you take 1/4th of the damage it would have taken. If your copy is hit by a non-damaging attack the copy is dismissed and you are unaffected by the attack. If you are hit, all copies disappear.

Draco Meteor - *Ranged(20ft, 10ft blast) Dragon Special Attack*: 1/day 5d12. After use, your Special Attack is -4 for 10 mins. This effect cannot be stacked.

Dragon Breath - *Ranged(10ft) Dragon Special Attack*: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

Dragon Claw - *Melee Dragon Attack*: 3/day 3d10.

Dragon Darts - *Ranged(10ft) Dragon Attack*: 3/day 1d20. Dragon Darts is a Scatter attack. It has two attacks.

Dragon Hammer - *Melee Dragon Attack*: 1/day 3d12.

Dragon Pulse - *Ranged(10ft) Dragon Special Attack*: 3/day 3d10.

Dragon Rage - *Ranged(5ft) Dragon Special Attack*: 3/day. On hit, the target loses exactly 25 HP.

Dragon Rush - *Melee Dragon Attack*: 3/day 3d10. Dragon Rush has -2 during Accuracy Check. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.

Dragon Tail - *Melee Dragon Attack*: 3/day 3d8. On hit, move the target 40ft away.

Drain Punch - *Melee Fighting Attack*: 3/day 2d8. On hit, you regain HP equal to half of the damage dealt.

Draining Kiss - *Melee Fairy Special Attack*: 3/day 2d8. On hit, you regain HP equal to half of the damage dealt.

Dream Eater - *Melee Psychic Special Attack*: 1/day 5d12. Dream Eater can only hit Sleeping targets. On hit, you regain HP equal to half of the damage dealt.

Drill Peck - *Melee Flying Attack*: 3/day 3d10.

Drill Run - *Melee Ground Attack*: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, Drill Run is a critical hit.

Drum Beating - *Melee Grass Attack*: 3/day 3d10. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

Dual Chop - *Melee Dragon Attack*: 3/day 1d20. Dual Chop is a Scatter attack. It has two attacks.

Dual Wingbeat - *Melee Flying Attack*: 3/day 1d20. Dual Wingbeat is a Scatter attack. It has two attacks.

Dynamic Punch - *Melee Fighting Attack*: 1/day 5d12. Dynamic Punch has -5 during Accuracy Check. On hit, the target is Confused.

E

Earth Power - *Ranged(15ft) Ground Special Attack: 3/day 3d10.* On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Earthquake - *Ranged(30ft burst) Ground Attack: 1/day 5d12.*

Echoed Voice - *Ranged(10ft) Normal Special Attack: At-Will 1d12.* Echoed Voice deals +5 damage if you used it during the previous round.

Eerie Spell - *Ranged(30ft) Psychic Special Attack: 3/day 3d8.* On hit, the attack last used by the target may not be used again for 1 minute.

Egg Bomb - *Ranged(15ft) Normal Attack: 3/day 3d10.* Egg Bomb has -2 during Accuracy Check.

Electric Terrain - *Electric Field Effect: 3/day.* You create a circle of Electrified Terrain with a 60ft diameter. Anyone touching the ground within the Electrified terrain is immune to being put to Sleep. Within the Electrified Terrain, Electric-type attacks deal an additional 8 damage. This terrain disappears after 2 mins.

Electrify - *Melee Electric Effect: 3/day.* The next time the target uses an attack, the attack is treated as being Electric-type.

Electro Ball - *Ranged(15ft) Electric Special Attack: 3/day 3d10.* Electro Ball can only be used against targets slower than you.

Electroweb - *Ranged(10ft) Electric Special Attack: 3/day 3d8.* On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

Ember - *Ranged(10ft) Fire Special Attack: At-Will 1d12.* On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

Encore - *Ranged(10ft) Normal Effect: 3/day.* If the target can, it must use the last move it did for the next 3 rounds or until it no longer can.

Endeavor - *Melee Normal Attack: 3/day.* On hit, if the target has more HP than you, the target's HP is set to equal your HP.

Endure - *Self Normal Effect: 1/day.* Endure is used as a Reaction. If you would be hit by an attack that would knock you out, use Endure to instead be left with 1 HP.

Energy Ball - *Ranged(20ft) Grass Special Attack: 3/day 3d10.* On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Eruption - *Ranged(30ft burst) Fire Special Attack: 1/day 3d10.* If you are at Max HP, Eruption has 5d12 for damage instead.

Esper Wing - *Ranged(30ft) Psychic Special Attack: 3/day 3d8.* On hit, during your next action if you attack a foe, your move has priority.

Expanding Force - *Ranged(30ft) Psychic Special Attack: 1/day 3d12.* If you are within Psychic Terrain while using Expanding Force, it deals +2d12 damage on hit.

Explosion - *Ranged(30ft burst) Normal Attack: 1/day 10d20.* Set your HP to 0, then roll 1d20. On 15 or less, your HP is set to -100% HP and you must make a death savings throw.

Extrasensory - *Ranged(10ft) Psychic Special Attack: 3/day 3d10.* On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Extreme Speed - *Melee Normal Attack: 3/day 3d10.* Extreme Speed has Priority and cannot be contested for Priority.

F

Facade - *Melee Normal Attack: 1/day 3d8.* If you have an affliction, use 5d12 as damage instead.

Fairy Lock - *Ranged(30ft burst) Fairy Effect: 1/day.* Until your next turn, Pokémon within range cannot be returned to Poke Balls, nor can they be caught by Poke Balls.

Fairy Wind - *Ranged(20ft) Fairy Special Attack: At-Will 1d12.*

Fake Out - *Melee Normal Attack: At-Will 2d6.* Fake Out has Priority. Fake Out can only be used as the first action during an encounter. On hit, the target is Stunned.

False Surrender - *Melee Dark Attack: 1/day 3d12.* You can't miss targets with less than 20 Defense.

Feint Attack - *Melee Dark Attack: 3/day 3d8.* You can't miss targets with less than 15 Defense.

Fell Stinger - *Melee Bug Attack: At-Will 2d8.* If you knock out a target with Fell Stinger, your Attack is +2 for 10 mins. This effect cannot be stacked.

Fiery Dance - *Ranged(20ft) Fire Special Attack: 1/day 3d12.* On hit, your Special Attack is +2 for 10 mins. This effect cannot be stacked.

Final Gambit - *Melee Fighting Special Attack: 1/day.* On hit, your HP is set to 0, dealing damage equal to the HP you lost.

Fire Blast - *Ranged(40ft, 10ft blast) Fire Special Attack: 1/day 5d12.* Fire Blast has -2 during Accuracy Check unless it's Sunny. On hit, if you got 18 or higher on Accuracy Check, the targets are Burned.

Fire Fang - *Melee Fire Attack: 3/day 3d8.* On hit, if you got 18 or higher on Accuracy Check, the target is randomly either Stunned or Burned.

Fire Lash - *Melee Fire Attack: 1/day 3d12.* On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

Fire Punch - *Melee Fire Attack: 3/day 3d8.* On hit, if you got 17 or higher on Accuracy Check, the target is Burned.

Fire Spin - *Ranged(20ft) Fire Special Attack: 3/day 1d4.* On hit, the target is bound in place for 1d4 rounds. For each round the target is bound, it takes 1d4 damage on its turns.

First Impression - *Melee Bug Attack*: 1/day 3d10. First Impression has Priority. First Impression can only be used as the first action during an encounter. On hit, the target is Stunned.

Fishious Rend - *Melee Water Attack*: 1/day 3d8. If the target has not already acted this round, Fishious Rend deals +2d8 damage.

Fissure - *Ranged(25ft beam) Ground Attack*: 1/day. On hit, roll 1d20. On a natural result of 17, 18, 19, or 20, the target is set to 0 HP.

Flail - *Melee Normal Attack*: 1/day 1d10. If you are at less than half of your Max HP, Flail has 1d20 for damage instead. If you are at less than 5 HP, Flail has 5d12 for damage instead.

Flame Burst - *Ranged(20ft, 5ft blast) Fire Special Attack*: 3/day 3d8.

Flame Charge - *Melee Fire Attack*: At-Will 2d8. On hit, your Speed is +1 for 10 mins. This effect cannot be stacked.

Flame Wheel - *Melee Fire Attack*: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

Flamethrower - *Ranged(20ft beam) Fire Special Attack*: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

Flare Blitz - *Melee Fire Attack*: 1/day 5d12. On hit, you lose HP equal to 1/3rd of the damage you deal and if you got 18 or higher on Accuracy Check, the target is Burned.

Flash - *Ranged(10ft) Normal Effect*: At-Will. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

Flash Cannon - *Ranged(20ft) Steel Special Attack*: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Flatter - *Ranged(10ft) Normal Effect*: 1/day. On hit, the target is Confused and the target's Special Attack is +4 until they are no longer Confused.

Floral Healing - *Melee Fairy Effect*: 1/day. Target an ally or yourself. The target is healed HP equal to half of the target's Max HP. If you are within Grassy Terrain, the target is healed HP equal to 3/4^{ths} of the target's Max HP instead.

Flower Shield - *Fairy Field Effect*: 3/day. You create a circle of Flowery Terrain with a 60ft diameter. While within the Flowery terrain, all Grass-types and Fairy-types have +1 Defense and +1 Special Defense. This terrain disappears after 2 mins.

Fly - *Melee Flying Attack*: 1/day 3d12. When you use this attack, you raise yourself 40ft into the air, then you immediately end your turn. During your next turn, your movement speed is tripled and after getting to a target you may roll Fly's Accuracy Check and damage.

Flying Press - *Melee Fighting/Flying Attack*: 1/day 5d12. Flying Press counts as both a Flying and Fighting type move for effectiveness.

Focus Blast - *Ranged(30ft) Fighting Special Attack*: 1/day 5d12. Focus Blast has -2 during Accuracy Check. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Focus Punch - *Melee Fighting Attack*: 3/day 5d12. When you use this attack you immediately end your turn. If are hit with an attack before your next turn, you are Stunned. On your next turn, if you were not Stunned your movement speed is doubled and after getting to a target you may roll Focus Punch's Accuracy Check and damage.

Follow Me - *Ranged(30ft burst) Normal Effect*: 3/day. On hit, all affected foes will only attack you until you are knocked out.

Force Palm - *Melee Fighting Attack*: 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

Foresight - *Self Normal Effect*: At-Will. You can hit Ghost-types with Normal and Fighting type moves as if they are not immune to those types of attacks for two mins.

Forest's Curse - *Ranged(15ft) Grass Effect*: 3/day. On hit, put a Forest Coat on the target. The Coat has the following ability: You lose your current Types and become only Grass-type for 10 mins.

Freeze-Dry - *Ranged(10ft) Ice Special Attack*: 3/day 3d8. Freeze-Dry is Super effective against Water types. On hit, if you got 18 or higher on Accuracy Check, the target is Frozen.

Frenzy Plant - *Ranged(25ft beam) Grass Special Attack*: 1/day 5d20. Frenzy Plant has -2 during Accuracy Check. You cannot act during the next round.

Frost Breath - *Ranged(10ft) Ice Special Attack*: 3/day 2d8. Frost Breath has -2 during Accuracy Check. On hit, Frost Breath always counts as a critical hit.

Frustration - *Melee Normal Attack*: 3/day 3d10. Frustration can only be used if you have less than 1 loyalty.

Fury Attack - *Melee Normal Attack*: At-Will 1d4. Fury Attack has -2 during Accuracy Check. Fury Attack is a Scatter attack. Up to 5 attacks.

Fury Cutter - *Melee Bug Attack*: At-Will 1d4. For each time you've successfully used Fury Cutter against the same target during the encounter, add 1d8 to Fury Cutter's damage.

Fury Swipes - *Melee Normal Attack*: At-Will 1d4. Fury Swipes has -2 during Accuracy Check. Fury Swipes is a Scatter attack. Up to 5 attacks.

Future Sight - *Ranged(30ft) Psychic Special Attack*: 1/day 5d12. When you use this attack you immediately end your turn. In two rounds, select any target within 30ft of you to target with Future Sight then you may roll Future Sight's Accuracy Check and damage.

G

Gastro Acid - Ranged(10ft) Poison Effect: 3/day. On hit, the target cannot benefit from any ability passives for 10 mins.

Gear Grind - Melee Steel Attack: 3/day 1d20. Gear Grind is a Scatter attack. It has two attacks.

Giga Drain - Melee Grass Special Attack: 1/day 3d12. On hit, you regain HP equal to half of the damage dealt.

Giga Impact - Melee(10ft burst) Normal Attack: 1/day 5d20. Giga Impact has -2 during Accuracy Check. You cannot act during the next round.

Glare - Ranged(20ft) Normal Effect: 1/day. On hit, the target becomes Paralyzed.

Grass Knot - Melee Grass Special Attack: 3/day 3d10. Grass Knot can only target heavier targets.

Grass Whistle - Ranged(20ft burst) Grass Effect: 1/day. Grass Whistle has -5 during Accuracy Check. On hit, all targets fall Asleep.

Grassy Glide - Melee Grass Attack: 3/day 3d8. Grassy Glide has priority if you're in Grassy Terrain.

Grassy Terrain - Grass Field Effect: 3/day. You create a circle of Grassy Terrain with a 60ft diameter. Anyone who acts within the Grassy terrain recovers 1d12 HP after acting. Within the Grassy Terrain, Grass-type attacks deal an additional 8 damage. This terrain disappears after 2 mins.

Grav Apple - Ranged(15ft) Grass Attack: 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

Gravity - Psychic Field Effect: 3/day. You create a circle of Gravity Terrain with a 60ft diameter. Within the terrain, Pokémon may not leave the ground and any Pokémon that are in the air are brought down to the ground. This terrain disappears after 2 mins.

Guillotine - Melee Normal Attack: 1/day. On hit, roll 1d20. On a natural result of 17, 18, 19, or 20, the target is set to 0 HP.

Gunk Shot - Ranged(20ft, 10ft blast) Poison Attack: 1/day 5d12. On hit, if you got 14 or higher on Accuracy Check, the target is Poisoned.

Gust - Ranged(20ft) Flying Special Attack: At-Will 1d12. If the target is at least 20 ft off the ground airborne, Gust deals +1d20 damage.

Gyro Ball - Melee Steel Attack: 3/day 3d10. Gyro Ball can only target faster targets.

H

Hail - Ice Field Effect: 3/day. You create a circle of Hailing Weather with a 60ft diameter. Anyone who acts within the Hailing weather takes 2d4 damage after acting unless they are Ice Type. This weather disappears after 2 mins.

Hammer Arm - Melee Fighting Attack: 1/day 5d12. On hit, your Speed is -1 for 10 mins. This effect cannot be stacked.

Haze - Ice Field Effect: 3/day. You create a circle of Hazy Weather with a 60ft diameter. Within the Hazy weather, all stat altering passives are disabled. Stats cannot be altered by anything within the Hazy weather. This weather disappears after 2 mins.

Head Charge - Melee Normal Attack: 3/day 3d12. On hit, you lose HP equal to 1/4th of the damage you deal.

Head Smash - Melee Rock Attack: 1/day 7d12. On hit, you lose HP equal to half of the damage you deal. Head Smash has -2 during Accuracy Check.

Headbutt - Melee Normal Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Headlong Rush - Melee Ground Attack: 1/day 5d12. On hit, your Defense and Special Defense are -2 for 10 mins. This effect cannot be stacked.

Heal Bell - Ranged(10ft burst) Normal Effect: 1/day. You and all allies within range are cured of all afflictions.

Heal Block - Ranged(30ft burst) Psychic Effect: 1/day. All affected targets cannot be healed or heal for 1 minute.

Heal Order - Self Bug Effect: 1/day. You are healed HP equal to half of your Max HP.

Heal Pulse - Ranged(10ft) Psychic Effect: 1/day. Target an ally or yourself. The target is healed HP equal to half of the target's Max HP.

Healing Wish - Melee Psychic Effect: 1/day. Your HP is set to 0, then target ally is healed to Max HP and cured of any afflictions.

Heart Stamp - Melee Psychic Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Heat Crash - Melee Fire Attack: 3/day 3d10. Heat Crash can only target lighter targets.

Heat Wave - Ranged(25ft burst) Fire Special Attack: 1/day 3d12. On hit, if you got 17 or higher on Accuracy Check, targets are Burned.

Heavy Slam - Melee Steel Attack: 3/day 3d10. Heavy Slam can only target lighter targets.

Helping Hand - Melee Normal Effect: 3/day. Target ally's next attack during this round will deal +1d20 damage.

Hex - Ranged(15ft) Ghost Special Attack: 3/day 3d8. If the target is afflicted, Hex has 5d8 for damage instead.

Hidden Power - Ranged(25ft) (Variable) Special Attack: 3/day 3d8. When Hidden Power is added to a move list, assign a random Type to it (*Type can't be changed by relearning this move*).

High Horsepower - Melee Ground Attack: 3/day 3d10.

High Jump Kick - Melee Fighting Attack: 1/day 5d12. High Jump Kick has -2 during Accuracy Check. If you miss, you lose HP equal to half of your Max HP.

Hold Back - *Melee Normal Attack*: At-Will 2d6. Hold Back cannot be used to knock out a target. Instead, the target will still have 1 HP.

Horn Attack - *Melee Normal Attack*: At-Will 2d8.

Horn Drill - *Melee Normal Attack*: 1/day. On hit, roll 1d20. On a natural result of 17, 18, 19, or 20, the target is set to 0 HP.

Horn Leech - *Melee Grass Attack*: 1/day 3d12. On hit, you regain HP equal to half of the damage dealt.

Hurricane - *Ranged(25ft, 10ft blast) Flying Special Attack*: 1/day 5d12. Hurricane has -2 during Accuracy Check unless it's Raining. On hit, if you got 14 or higher on Accuracy Check, the targets are Confused.

Hydro Cannon - *Ranged(25ft beam) Water Special Attack*: 1/day 5d20. Hydro Cannon has -2 during Accuracy Check. You cannot act during the next round.

Hydro Pump - *Ranged(30ft beam) Water Special Attack*: 1/day 5d12. Hydro Pump has -2 during Accuracy Check unless it's Raining.

Hyper Beam - *Ranged(25ft beam) Normal Special Attack*: 1/day 5d20. Hyper Beam has -2 during Accuracy Check. You cannot act during the next round.

Hyper Fang - *Melee Normal Attack*: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Hyper Voice - *Ranged(30ft beam) Normal Special Attack*: 1/day 3d12.

Hypnosis - *Ranged(10ft) Psychic Effect*: 3/day. Hypnosis has -4 during Accuracy Check. On hit, the target is put Asleep.

I

Ice Ball - *Melee Ice Attack*: At-Will 1d4. For each time you've successfully used Ice Ball against the same target during the encounter, add 1d8 to Ice Ball's damage.

Ice Beam - *Ranged(20ft beam) Ice Special Attack*: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Frozen.

Ice Fang - *Melee Ice Attack*: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is randomly either Stunned or Frozen.

Ice Hammer - *Melee Ice Attack*: 1/day 5d12. On hit, your Speed is -1 for 10 mins. This effect cannot be stacked.

Ice Punch - *Melee Ice Attack*: 3/day 3d8. On hit, if you got 17 or higher on Accuracy Check, the target is Frozen.

Ice Shard - *Ranged(15ft) Ice Attack*: At-Will 2d6. Ice Shard has Priority.

Icicle Crash - *Ranged(15ft) Ice Attack*: 3/day 3d10. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

Icicle Spear - *Ranged(10ft) Ice Attack*: At-Will 1d4. Icicle Spear has -2 during Accuracy Check. Icicle Spear is a Scatter attack. Up to 5 attacks.

Icy Wind - *Ranged(10ft) Ice Special Attack*: At-Will 2d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

Incinerate - *Ranged(10ft) Fire Special Attack*: At-Will 1d10. On hit, if the target is holding a Berry, you destroy it.

Infernal Parade - *Ranged(30ft) Ghost Special Attack*: 1/day 3d8. If the target is afflicted, Infernal Parade has 3d12 for damage instead. On hit, if you got 16 or higher on Accuracy Check, the target is Burned.

Inferno - *Ranged(40ft) Fire Special Attack*: 1/day 5d12. Inferno has -5 during Accuracy Check. On hit, the target is Burned.

Infestation - *Ranged(20ft) Bug Special Attack*: At-Will 1d4. On hit, the target is bound in place for 1d4 rounds. For each round the target is bound, it takes 1d4 damage on its turns.

Ingrain - *Self Grass Effect*: 1/day. Put a Root Coat on yourself. The Coat has the following ability: At the beginning of your turn, recover 1d12 HP. You may not move. This Coat lasts for 2 mins.

Instruct - *Ranged(15ft) Psychic Effect*: 3/day. Targeted ally may immediately act if they haven't this round.

Ion Deluge - *Electric Field Effect*: 3/day. You create a circle of Ionic Terrain with a 60ft diameter. Within the Ionic terrain, all Normal-type attacks become Electric-type attacks. This terrain disappears after 2 mins.

Iron Head - *Melee Steel Attack*: 3/day 3d10. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

Iron Tail - *Melee Steel Attack*: 3/day 3d10. Iron Tail has -2 during Accuracy Check. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

J

Jaw Lock - *Melee Dark Attack*: 3/day 3d8. On hit, the target is bound to you for 1d6 rounds.

Jump Kick - *Melee Fighting Attack*: 3/day 3d10. Jump Kick has -2 during Accuracy Check. If you miss, you lose HP equal to half of your Max HP.

K

Karate Chop - *Melee Fighting Attack*: At-Will 2d6. On hit, if you got 18 or higher on Accuracy Check, Karate Chop is a critical hit.

Kinesis - *Ranged(10ft) Psychic Effect*: At-Will. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

King's Shield - *Self Steel Effect*: 1/day. King's Shield is used as a Reaction. If you would be hit by a melee attack, use King's Shield to instead ignore the damage and any effects of the attack, and also the attacker's Attack is -4 for 10 mins. This effect cannot be stacked.

Knock Off - *Melee Dark Attack*: 3/day 3d8. On hit, the target drops any held items or weapons.

L

Laser Focus - *Ranged(30ft) Normal Effect*: 3/day. On hit, your next attack against the same target will be a Critical Hit. You still need to make an Accuracy Check.

Lash Out - *Melee Dark Attack*: 1/day 3d12. If your stats were lowered this round by the target, use 6d12 for damage instead.

Lava Plume - *Ranged(20ft burst) Fire Special Attack*: 1/day 3d8. On hit, if you got 14 or higher on Accuracy Check, targets are burned.

Leaf Blade - *Melee Grass Attack*: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, Leaf Blade is a critical hit.

Leaf Storm - *Ranged(30ft beam) Grass Special Attack*: 1/day 5d12. After use, your Special Attack is -4 for 10 mins. This effect cannot be stacked.

Leaf Tornado - *Ranged(10ft) Grass Special Attack*: At-Will 2d8.

Leafage - *Ranged(20ft) Grass Special Attack*: At-Will 1d12.

Leech Life - *Melee Bug Attack*: 3/day 2d8. On hit, you regain HP equal to half of the damage dealt.

Leech Seed - *Ranged(10ft) Grass Effect*: 1/day. On hit, the target gets a Seed Coat. The Coat has the following ability: At the beginning of your turn, if you are within 20 ft of the enemy who gave you the Seed Coat, you lose 1d12 HP. The enemy who gave you the Seed Coat will gain the same amount of HP that you lost. This Coat lasts for 3 mins, or until you are at 0 or less HP.

Lick - *Melee Ghost Attack*: At-Will 1d8. On hit, if you got 15 or higher on Accuracy Check, the target is Paralyzed.

Life Dew - *Ranged(20ft burst) Water Effect*: 1/day. You and any allies in range are each healed HP equal to $1/6^{\text{th}}$ of your Max HP.

Light Screen - *Ranged(30ft) Psychic Effect*: 3/day. Place 40ft of contiguous Light Screen Wall. Light Screen Wall is see through, 12 ft tall, and has the following ability: Special Attacks that target through this wall deal 10 less damage. This Wall disappears after 2 mins.

Liquidation - *Ranged(10ft) Water Attack*: 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

Lock-On - *Ranged(40ft) Normal Effect*: 1/day. Your next attack against the same target will not miss.

Lovely Kiss - *Melee Normal Effect*: 3/day. Lovely Kiss has -3 during Accuracy Check. On hit, the target is put Asleep.

Low Kick - *Melee Fighting Attack*: 3/day 3d10. Low Kick can only target heavier targets.

Low Sweep - *Melee Fighting Attack*: At-Will 2d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

Lucky Chant - *Ranged(30ft burst) Normal Effect*: 3/day. Put a Lucky Coat on all allies and yourself. The Coat has the following ability: If you are hit by a Critical Hit, treat the hit as a regular successful hit. This Coat lasts for 2 rounds.

Lunge - *Melee Bug Attack*: 3/day 3d8. On hit, the target's Attack is -1 for 10 mins. This effect cannot be stacked.

M

Mach Punch - *Melee Fighting Attack*: At-Will 2d6. Mach Punch has Priority.

Magic Coat - *Melee Psychic Effect*: 3/day. Put a Magic Coat on the target or yourself. The Coat has the following ability: If you would be given an affliction by a foe, instead that foe receives the affliction. This Coat lasts for 2 rounds.

Magic Powder - *Melee Psychic Effect*: 3/day. On hit, put a Weird Coat on the target. The Coat has the following ability: You lose your current Types and become only Psychic-type for 10 mins.

Magic Room - *Psychic Field Effect*: 3/day. You create a circle of Magical Terrain with a 60ft diameter. If within the Magical terrain, Pokémons cannot use any held items. This terrain disappears after 2 mins.

Magical Leaf - *Ranged(25ft) Grass Special Attack*: 3/day 3d8. You can't miss targets with less than 15 Special Defense.

Magnet Bomb - *Ranged(25ft) Steel Attack*: 3/day 3d8. You can't miss targets with less than 15 Defense.

Magnet Pull - *Ranged(10ft) Electric Effect*: 3/day. Magnet Pull can't miss. If used on a Steel type, the target is bound to you.

Magnet Rise - *Self Electric Effect*: 3/day. You gain an immunity to Ground type attacks and gain a flight movement speed equal to half your land speed for two mins.

Mat Block - *Ranged(10ft) Fighting Effect*: 1/day. Mat Block is used as a Reaction. If an ally within range would be hit by an attack, use Mat Block to instead move to that ally, who ignores the damage and any effects of the attack.

Mean Look - *Ranged(10ft) Normal Effect*: 1/day. On hit, the target is bound in place for 2 mins. Ghost Pokémons are immune to Mean Look.

Mega Drain - *Melee Grass Special Attack*: 3/day 2d10. On hit, you regain HP equal to half of the damage dealt.

Mega Kick - *Melee Normal Attack*: 1/day 5d12. Mega Kick has -3 during Accuracy Check.

Mega Punch - *Melee Normal Attack*: 3/day 3d8.

Megahorn - Melee Bug Attack: 1/day 5d12.

Memento - Melee Dark Effect: 1/day. Your HP is set to 0, then the target's Attack and Special Attack are set to 0 for 10 mins.

Metal Burst - Ranged(40ft) Steel Effect: 1/day. Metal Burst is used as a Reaction. After an enemy within range hits you with a move that deals damage, use Metal Burst to deal exactly 1.5x the damage to the enemy that you received. Do not apply weakness or resistances.

Metal Claw - Melee Steel Attack: At-Will 2d6. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

Meteor Assault - Melee Fighting Attack: 1/day 5d12. On hit, the target is Stunned. You cannot act during the next round.

Meteor Beam - Ranged(30ft beam) Rock Special Attack: 1/day 5d12. When you use this attack you immediately end your turn. During your next turn you may move then roll Meteor Beam's accuracy check and damage. During Meteor Beam's accuracy check and damage, your Special Attack is +4.

Meteor Mash - Melee Steel Attack: 3/day 3d10. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

Metronome - Normal Effect: 3/day. Immediately use a random attack (non-Legendary).

Milk Drink - Melee Normal Effect: 1/day. Target an ally or yourself. The target is healed HP equal to half of the target's Max HP.

Mind Reader - Ranged(40ft) Normal Effect: 1/day. Mind Reader can't miss. Your next attack against the same target will not miss.

Minimize - Self Normal Effect: 3/day. Until your next turn, attacks made against you have -2 during Accuracy Check. This effect cannot be stacked.

Miracle Eye - Self Psychic Effect: 3/day. You can hit Dark-types with Psychic type moves as if they are not immune to that type of attacks for two mins.

Mirror Coat - Ranged(40ft) Psychic Effect: 1/day. Mirror Coat is used as a Reaction. After an enemy hits you with a ranged Special Attack move that deals damage, use Mirror Coat to deal exactly twice the damage to the enemy that you received. Do not apply weakness or resistances.

Mirror Move - Ranged(30ft) Flying Effect: 1/day. You perform the same attack that was just used against you, even if it missed.

Mirror Shot - Ranged(20ft) Steel Special Attack: At-Will 2d8.

Mist - Ice Field Effect: 3/day. You create a circle of Misty Weather with a 60ft diameter. Within the Misty weather, Stats cannot be lowered. This weather disappears after 2 mins.

Misty Explosion - Ranged(30ft burst) Fairy Special Attack: 1/day 7d20. Set your HP to 0, then roll 1d20. On 10 or less, your HP is set to -100% HP and you must make a death savings throw.

Misty Terrain - Fairy Field Effect: 3/day. You create a circle of Misty Terrain with a 60ft diameter. Within the Misty terrain, Dragon-type attacks are resisted by anyone who is not already resistant to Dragon-type attacks and afflictions cannot be given to anyone. This terrain disappears after 2 mins.

Moonblast - Ranged(20ft) Fairy Special Attack: 3/day 3d10. On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.

Moonlight - Melee Fairy Effect: 1/day. Target an ally or yourself. The target is healed HP equal to half of the target's Max HP. If you are within Sunny Weather, the target is healed HP equal to 3/4ths of the target's Max HP instead.

Morning Sun - Melee Normal Effect: 1/day. Target an ally or yourself. The target is healed HP equal to half of the target's Max HP. If you are within Sunny Weather, the target is healed HP equal to 3/4ths of the target's Max HP instead.

Mountain Gale - Ranged(30ft) Ice Attack: 3/day 3d10. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

Mud Bomb - Ranged(10ft) Ground Special Attack: 3/day 3d8. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

Mud Shot - Ranged(10ft) Ground Special Attack: At-Will 2d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

Mud-Slap - Ranged(5ft) Ground Special Attack: At-Will 1d6. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

Mud Sport - Melee Ground Effect: At-Will. Put a Mud Coat on the target or yourself. The Coat has the following ability: Reduce damage from Electric attacks that hit you by 10. This Coat lasts for 2 mins.

Muddy Water - Ranged(20ft, 10ft wave) Water Special Attack: 1/day 3d12. On hit, any target's Accuracy Checks are -2 during their next turn. This effect cannot be stacked.

Mystical Fire - Ranged(20ft) Fire Special Attack: 3/day 3d8. On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.

N

Needle Arm - Melee Grass Attack: 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

Night Daze - Ranged(10ft) Dark Special Attack: 3/day 3d10. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

Night Slash - *Melee Dark Attack: 3/day 3d8.* On hit, if you got 18 or higher on Accuracy Check, Night Slash is a critical hit.

No Retreat - *Self Fighting Effect: 3/day.* As a free action, as long as you can see a foe, you cannot move away from them, or be returned to a Poke Ball until you are knocked out. Your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 10 mins. This effect cannot be stacked.

Nuzzle - *Melee Electric Attack: 3/day 1d10.* On hit, the target is Paralyzed.

O

Obstruct - *Self Dark Effect: 1/day.* Obstruct is used as a Reaction. If you would be hit by an attack, use Obstruct to instead ignore the damage and any effects of the attack. Also, if the ignored attack was a melee attack, the attacker's Defense is -1 for 10 mins. This effect cannot be stacked.

Octolock - *Melee Fighting Effect: 3/day.* On hit, the target is bound to you for 1d6 rounds. While the target is bound, the target's Defense and Special Defense is -1.

Octazooka - *Ranged(15ft) Water Special Attack: 3/day 3d8.* On hit, the target's Accuracy Checks are -3 during their next turn. This effect cannot be stacked.

Odor Sleuth - *Self Normal Effect: At-Will.* You can hit Ghost-types with Normal and Fighting type moves as if they are not immune to those types of attacks for two mins.

Ominous Wind - *Ranged(10ft) Ghost Special Attack: 1/day 2d8.* On hit, your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 1 hour.

Outrage - *Melee Dragon Attack: 1/day 5d12.* Move to and attack the nearest possible target within 25ft. During your next action, move to and Outrage the nearest possible target within 25ft, then you become Confused. Outrage can and will target allies if possible.

Overdrive - *Ranged(10ft burst) Electric Special Attack: 3/day 3d10.*

Overheat - *Ranged(30ft burst) Fire Special Attack: 1/day 5d12.* After use, your Special Attack is -4 for 10 mins. This effect cannot be stacked.

P

Pain Split - *Melee Normal Effect: 1/day.* On hit, you and target's current HPs are added together and halved, assigning both you and the target that new value. Neither can have their new HPs be more than their Max.

Parabolic Charge - *Melee Electric Special Attack: 1/day 3d12.* On hit, you regain HP equal to half of the damage dealt.

Payback - *Melee Dark Attack: 3/day 3d8.* If you were attacked by the target this round, use 3d12 for damage instead.

Peck - *Melee Flying Attack: At-Will 2d6.*

Perish Song - *Ranged(40ft burst) Normal Effect: 1/day.* All possible Pokémon targets including yourself receive 3 Perish Coats. The Coats have the following ability: After acting, destroy one of your Perish Coats. If this is the third Perish Coat you've destroyed this way during this encounter, set your HP to 0.

Petal Blizzard - *Ranged(10ft burst) Grass Attack: 3/day 3d10.*

Petal Dance - *Ranged(5ft burst) Grass Special Attack: 1/day 5d12.* Move to and attack the nearest possible target within 25ft. During your next action, move to and Petal Dance the nearest possible target within 25ft, then you become Confused. Petal Dance can and will target allies if possible.

Phantom Force - *Melee Ghost Attack: 1/day 3d12.* When you use this attack, you vanish, then you immediately end your turn. During your next turn, you reappear anywhere within 25ft of where you vanished then your movement speed is doubled and after getting to a target you may roll Phantom Force's Accuracy Check and damage.

Pin Missile - *Ranged(10ft) Bug Attack: At-Will 1d4.* Pin Missile has -2 during Accuracy Check. Pin Missile is a Scatter attack. Up to 5 attacks.

Play Rough - *Melee Fairy Attack: 3/day 3d10.* On hit, the target's Attack is -1 for 10 mins. This effect cannot be stacked.

Poison Fang - *Melee Poison Attack: 3/day 1d20.* On hit, if you got 10 or higher on Accuracy Check, the target is Toxified.

Poison Gas - *Ranged(5ft burst) Poison Effect: 3/day.* Poison Gas has -2 during Accuracy Check. On hit, all targets are Poisoned.

Poison Jab - *Melee Poison Attack: 3/day 3d8.* On hit, if you got 14 or higher on Accuracy Check, the target is Poisoned.

Poison Powder - *Melee Poison Effect: At-Will.* Poison Powder has -5 during Accuracy Check. On hit, the target is Poisoned.

Poison Sting - *Melee Poison Attack: At-Will 1d4.* On hit, if you got 15 or higher on Accuracy Check, the target is Poisoned.

Poison Tail - *Melee Poison Attack: 3/day 1d20.* On hit, if you got 14 or higher on Accuracy Check, the target is Poisoned; if you got 18 or higher on Accuracy Check, Poison Tail is a critical hit.

Pollen Puff - *Ranged(10ft) Bug Special Attack: 1/day 3d12.* On hit, you may choose to deal damage with Pollen Puff or heal the target's HP equal to the amount of damage Pollen Puff would have dealt.

Poltergeist - *Ranged(20ft) Ghost Attack: 1/day 5d12.* Poltergeist can only be used if the target has a held item.

Pound - *Melee Normal Attack: At-Will 2d6.* 

Powder - *Melee Bug Effect: 1/day.* Powder is used as a Reaction. If an enemy within melee range would hit you with a Fire-type attack, use Powder to instead ignore the damage and any effects of the Fire-type attack, and also the enemy loses HP equal to 1/6th of its Max HP.

Powder Snow - *Ranged(5ft burst) Ice Special Attack: At-Will 1d12.* On hit, if you got 19 or higher on Accuracy Check, the target is Frozen.

Power Gem - *Ranged(20ft) Rock Special Attack: 3/day 3d10.*

Power Whip - *Melee Grass Attack: 1/day 5d12.* Power Whip has -2 during Accuracy Check.

Power-Up Punch - *Melee Fighting Attack: At-Will 2d6.* On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

Present - *Ranged(10ft) Normal Attack: 3/day 3d8.* On hit, you may choose to deal damage with Present or heal the target's HP equal to the amount of damage Present would have dealt.

Protect - *Self Normal Effect: 1/day.* Protect is used as a Reaction. When you would be hit by a move, use Protect to instead ignore the damage and any effects of the attack.

Psybeam - *Ranged(15ft beam) Psychic Special Attack: 3/day 3d8.* On hit, if you got 18 or higher on Accuracy Check, the target is Confused.

Psychic - *Ranged(25ft) Psychic Special Attack: 3/day 3d10.* On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Psychic Fangs - *Melee Psychic Attack: 3/day 3d10.* On hit, Psychic Fangs destroys all walls within melee range. Psychic Fangs can target walls.

Psychic Terrain - *Psychic Field Effect: 3/day.* You create a circle of Psychic Terrain with a 60ft diameter. If touching the ground, within the Psychic Terrain, Priority and Reaction moves may not be used. Within the Psychic Terrain, Psychic-type attacks deal an additional 8 damage. This terrain disappears after 2 mins.

Psycho Cut - *Ranged(20ft) Psychic Attack: 3/day 3d8.* On hit, if you got 18 or higher on Accuracy Check, Psycho Cut is a critical hit.

Psycho Shift - *Melee Psychic Effect: 1/day.* On hit, you are cured of all afflictions and the target receives each affliction you were cured of.

Psyshield Bash - *Melee Psychic Attack: 3/day 3d8.* On hit, your Defense and Special Defense are each raised +1 for 10 mins. This effect cannot be stacked.

Psyshock - *Ranged(20ft) Psychic Special Attack: 3/day 3d10.* Psyshock's Accuracy Check is made against the target's Defense.

Punishment - *Melee Dark Attack: 3/day 2d10.* Punishment deals an additional 1d10 damage for each stat Passive the target has.

Purify - *Melee Poison Effect: 3/day.* Target an ally or yourself. Target is cured of Poison and Toxin, then if they were cured of Poison or Toxin they are healed 1d20 HP.

Pursuit - *Melee Dark Attack: At-Will 2d6.* Pursuit deals +6 damage to a target if they moved away from you during their last action.

Pyro Ball - *Ranged(40ft) Fire Attack: 1/day 5d12.* Pyro Ball has -2 during Accuracy Check. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

Q, R

Quash - *Melee Dark Effect: 3/day.* On hit, the target will act last during each round for two mins. Its Speed is unaffected.

Quick Attack - *Melee Normal Attack: At-Will 2d6.* Quick Attack has Priority.

Rage - *Melee Normal Attack: At-Will 2d6.* On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

Rage Powder - *Ranged(10ft) Bug Effect: 3/day.* Rage Powder is used as a Reaction. If an ally would be attacked, you may target the attacking enemy and they will only want to attack you instead, for 2 mins.

Rain Dance - *Water Field Effect: 3/day.* You create a circle of Raining Weather with a 60ft diameter. Within the Raining weather, Water-type attacks deal an additional 8 damage and Fire-type attacks deal 8 less damage. This weather disappears after 2 mins.

Rapid Spin - *Melee Normal Attack: At-Will 1d8.* Destroy any Hazards or Coats, and free bound allies within 5 ft. You may target Hazards, Coats, or bound allies with Rapid Spin without needing to roll Accuracy Check or damage.

Razor Leaf - *Ranged(25ft) Grass Attack: At-Will 2d8.* On hit, if you got 18 or higher on Accuracy Check, Razor Leaf is a critical hit.

Razor Shell - *Melee Water Attack: 3/day 3d8.* On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

Razor Wind - *Ranged(30ft, 10ft wave) Normal Attack: 3/day 3d10.* When you use this attack you immediately end your turn. During your next turn you may roll Razor Wind's Accuracy Check and damage. On hit, if you got 18 or higher on Accuracy Check, Razor Wind is a critical hit.

Recover - *Self Normal Effect: 1/day.* You are healed HP equal to half of your Max HP.

Reflect - *Melee Psychic Effect: 3/day.* Put a Reflect Coat on the target or yourself. The Coat has the following ability: Reduce damage from attacks that use the attack stat that hit you by 10. This Coat lasts for 2 mins.

Reflect Type - *Ranged(30ft) Normal Effect: At-Will.* On hit, put a Ref Coat on yourself. The Coat has the following ability: Your Type changes to any one type that the target had. This effect lasts for 10 mins.

Refresh - *Melee Normal Effect: 3/day.* Target an ally or yourself. Target is cured of all afflictions.

Rest - *Self Psychic Effect: 1/day.* You may fall Asleep. If you do, you recover your HP to Max HP and are cured of all afflictions. You cannot attempt to wake up or be awoken naturally for 3 rounds.

Retaliate - *Melee Normal Attack*: 1/day 1d20. If the target knocked out an ally during this round, Retaliate has 5d12 for damage instead.

Return - *Melee Normal Attack*: 3/day 3d10. Return can only be used if you have 3 or more loyalty.

Revelation Dance - *Ranged(10ft burst) Variable Special Attack*: 1/day 3d12. This attack's type is dependent on your primary type.

Revenge - *Melee Fighting Attack*: 3/day 3d8. If you were attacked by the target this round, use 3d12 for damage instead.

Reversal - *Melee Fighting Attack*: 1/day 1d10. If you are at less than half of your Max HP, Reversal has 1d20 for damage instead. If you are at less than 5 HP, Reversal has 5d12 for damage instead.

Rising Voltage - *Ranged(30ft) Electric Special Attack*: 1/day 3d12. If you are within Electric Terrain while using Rising Voltage, it deals +2d12 damage on hit.

Roar - *Ranged(30ft burst) Normal Effect*: 1/day. On hit, Poké-mon that are smaller than you will not want to fight and will attempt to run away from you.

Rock Blast - *Ranged(10ft) Rock Attack*: At-Will 1d4. Rock Blast has -2 during Accuracy Check. Rock Blast is a Scatter attack. Up to 5 attacks.

Rock Climb - *Melee Normal Attack*: 3/day 3d10. On hit, if you got 16 or higher on Accuracy Check, the target is Confused.

Rock Slide - *Ranged(20ft, 10ft wave) Rock Attack*: 1/day 5d12. Rock Slide has -2 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

Rock Smash - *Melee Fighting Attack*: At-Will 2d6. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

Rock Throw - *Ranged(20ft) Rock Attack*: At-Will 2d6.

Rock Tomb - *Ranged(15ft) Rock Attack*: 3/day 3d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

Rock Wrecker - *Ranged(25ft, 10ft blast) Rock Attack*: 1/day 5d20. Rock Wrecker has -2 during Accuracy Check. You cannot act during the next round.

Rolling Kick - *Melee Fighting Attack*: 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

Rollout - *Melee Rock Attack*: At-Will 1d4. For each time you've successfully used Rollout against the same target during the encounter, add 1d8 to Rollout's damage.

Roost - *Self Flying Effect*: 1/day. You must be on the ground to use Roost. You are healed HP equal to half of your Max HP.

Round - *Ranged(15ft burst) Normal Special Attack*: 3/day 3d8. For every time anyone has used Round before you during this round of combat, Round deals +1d10 damage.

S

Sacred Sword - *Melee Fighting Attack*: 3/day 3d10. Sacred Sword has +2 during Accuracy Check.

Safeguard - *Ranged(10ft burst) Normal Effect*: 1/day. Put a Safe Coat on all allies and yourself. The Coat has the following ability: You cannot become afflicted. This Coat lasts for 2 mins.

Sand Attack - *Ranged(10ft) Ground Effect*: At-Will. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

Sand Tomb - *Ranged(10ft) Ground Attack*: 3/day 1d4. On hit, the target is bound in place for 1d4 rounds. For each round the target is bound, it takes 1d4 damage on its turns.

Sandstorm - *Rock Field Effect*: 3/day. You create a circle of Sandstorming Weather with a 60ft diameter. Anyone who acts within the Sandstorming weather takes 2d4 damage after acting unless they are Rock-type, Ground-type, or Steel-type. This weather disappears after 2 mins.

Scald - *Ranged(10ft) Water Special Attack*: 3/day 3d10. On hit, if you got 14 or higher on Accuracy Check, the target is Burned. Scald can Burn Fire-types.

Scale Shot - *Ranged(10ft) Dragon Attack*: At-Will 1d4. Scale Shot has -2 during Accuracy Check. Scale Shot is a Scatter attack. Up to 5 attacks.

Scorching Sands - *Ranged(10ft) Ground Special Attack*: 3/day 3d10. On hit, if you got 14 or higher on Accuracy Check, the target is Burned.

Scratch - *Melee Normal Attack*: At-Will 2d6.

Seed Bomb - *Ranged(15ft) Grass Attack*: 3/day 3d10.

Seismic Toss - *Melee Fighting Attack*: 3/day. On hit, the target is moved 10ft then loses exactly 25 HP.

Self-Destruct - *Ranged(30ft burst) Normal Attack*: 1/day 7d20. Set your HP to 0, then roll 1d20. On 10 or less, your HP is set to -100% HP and you must make a death savings throw.

Shadow Ball - *Ranged(20ft) Ghost Special Attack*: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Shadow Bone - *Melee Ghost Attack*: 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

Shadow Claw - *Melee Ghost Attack*: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Shadow Claw is a critical hit.

Shadow Punch - *Melee Ghost Attack*: 3/day 3d8. You can't miss targets with less than 15 Defense.

Shadow Sneak - *Melee Ghost Attack*: At-Will 2d6. Shadow Sneak has Priority.

Shadow Tag - *Ranged(10ft) Psychic Effect*: 1/day. On hit, the target is bound in place for 2 mins. Ghost Poké-mon are

immune to Shadow Tag.

Sheer Cold - *Ranged(15ft, 10ft wave) Ice Special Attack:* 1/day. On hit, roll 1d20. On a natural result of 17, 18, 19, or 20, the target is set to 0 HP.

Shell Side Arm - *Ranged(20ft) Poison Variable Attack:* 3/day 3d10. Shell Side Arm's Accuracy Check is made against the target's Defense or Special Defense and Shell Side Arm's Accuracy Check is made with your Attack or Special Attack, both chosen before Accuracy Check. On hit, if you got 18 or higher on Accuracy Check, the target is Poisoned.

Shell Smash - *Self Normal Effect:* 1/day. As a free action, your Defense and Special Defense are -3, then your Attack, Special Attack and Speed are +3 for 10 mins. This effect cannot be stacked.

Shell Trap - *Self Fire Special Attack:* 1/day. Shell Trap is used as a Reaction. If you would be hit by a melee attack, use Shell Trap to make the attacker take 3d12 Fire-type Special Attack damage after you take the damage and any effects of the triggering attack. You do not need to roll an accuracy check to hit the offender, and they take the damage from Shell Trap even if their attack knocks you out or otherwise prevents you from acting.

Shock Wave - *Ranged(20ft) Electric Special Attack:* 3/day 3d8. You can't miss targets with less than 15 Special Defense.

Shore Up - *Self Ground Effect:* 1/day. You are healed HP equal to half of your Max HP. If you are within Sandstorming Weather, you are healed HP equal to $\frac{3}{4}$ of your Max HP instead.

Signal Beam - *Ranged(15ft beam) Bug Special Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Confused.

Silver Wind - *Ranged(10ft) Bug Special Attack:* 1/day 2d8. On hit, your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 1 hour.

Sing - *Ranged(30ft burst) Normal Effect:* 1/day. Sing has -8 during Accuracy Check. On hit, all targets fall Asleep.

Sketch - *Ranged(25ft) Normal Effect:* 1/day. You permanently learn the target's last-used move. If Sketch is used to learn a Move when you already know 6 Moves, the new move replaces Sketch. Sketch fails if used by anything but a Smeargle.

Skitter Smack - *Melee Bug Attack:* 3/day 3d8. On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.

Skull Bash - *Melee Normal Attack:* 1/day 5d12. When you use this attack you immediately end your turn. Your Defense is 15 until your next turn (unless your Defense is higher than 15). During your next turn, your movement speed is doubled and after getting to a target you may roll Skull Bash's Accuracy Check and damage.

Sky Attack - *Melee Flying Attack:* 1/day 5d12. When you use this attack, you raise yourself 40 ft into the air, then you immediately end your turn. During your next turn, your movement speed is tripled and after getting to a target you may roll Sky Attack's Accuracy Check and damage. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.

Sky Drop - *Melee Flying Attack:* 1/day 3d12. When you use this attack, you raise yourself and an adjacent target 40 ft into the air, then you immediately end your turn. The target may only make melee attacks against you until your next turn. During your next turn, you return to the ground, letting go of the target and you may roll Sky Drop's Accuracy Check and damage.

Sky Uppercut - *Melee Fighting Attack:* 3/day 3d10. You may leap up to 60ft upwards to hit a target while using Sky Uppercut.

Slack Off - *Self Normal Effect:* 1/day. You are healed HP equal to half of your Max HP.

Slam - *Melee Normal Attack:* 3/day 3d10. Slam has -2 during Accuracy Check.

Slash - *Melee Normal Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.

Sleep Powder - *Melee Grass Effect:* At-Will. Sleep Powder has -5 during Accuracy Check. On hit, the target is put to Sleep.

Sleep Talk - *Self Normal Effect:* 3/day. Sleep Talk may only be used while you are Asleep. You randomly use another move that you know. You may move at half speed while using Sleep Talk.

Sludge - *Ranged(15ft) Poison Special Attack:* 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Poisoned.

Sludge Bomb - *Ranged(25ft, 5ft blast) Poison Special Attack:* 1/day 3d12. On hit, if you got 14 or higher on Accuracy Check, all targets are Poisoned.

Sludge Wave - *Ranged(20ft, 10ft wave) Poison Special Attack:* 1/day 3d12. On hit, if you got 18 or higher on Accuracy Check, all targets are Poisoned.

Smack Down - *Ranged(25ft) Rock Attack:* 3/day 1d20. On hit, Smack Down knocks the target out of the air, removing any Ground-type immunities and disabling the target's ability to move in the air for 2 mins.

Smart Strike - *Melee Steel Attack:* 3/day 3d8. You can't miss targets with less than 15 Defense.

Smelling Salt - *Melee Normal Attack:* 3/day 3d8. If Smelling Salt is used against a Paralyzed target, Smelling Salt deals 5d8 for damage instead, then cures the target of Paralysis. If you choose not to roll damage while using Smelling Salt, you do not need to roll an Accuracy Check.

Smog - Ranged(5ft) Poison Special Attack: At-Will 1d4. On hit, if you got 13 or higher on Accuracy Check, the target is Poisoned.

Smoke Screen - Ranged(10ft) Normal Effect: 3/day. Place up to 25 contiguous ft of Smoke Screen Wall. Smoke Screen Wall has no thickness, is 12 ft tall and has the following ability: Attacks that target through or within the wall have -2 during Accuracy Check. This Wall disappears after 2 mins.

Snap Trap - Melee Grass Attack: 3/day 2d6. On hit, the target is bound to you for 1 min.

Snarl - Melee(5ft burst) Dark Special Attack: At-Will 1d8. On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.

Snipe Shot - Ranged(40ft) Water Special Attack: 3/day 3d10. Snipe Shot cannot be redirected by passives or any other ability, instead only hitting a target it was directed at.

Snore - Melee Normal Special Attack: At-Will 1d12. Snore can only be used while you're Asleep. You may move at half of your normal Speed if you use Snore during your action. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.

Soak - Melee Water Effect: 3/day. On hit, put a Soak Coat on the target. The Coat has the following ability: You lose your current Types and become only Water-type for 10 mins.

Softboiled - Melee Normal Effect: 1/day. Target an ally or yourself. The target is healed HP equal to half of the target's Max HP.

Solar Beam - Ranged(30ft beam) Grass Special Attack: 1/day 5d12. When you use this attack you immediately end your turn unless it's Sunny. During your next turn, or immediately if it's Sunny, you may target with and roll Solar Beam's Accuracy Check and damage.

Solar Blade - Melee Grass Attack: 1/day 5d12. When you use this attack you immediately end your turn unless it's Sunny. During your next turn, or immediately if it's Sunny, you may target with and roll Solar Blade's Accuracy Check and damage.

Sonic Boom - Ranged(5ft) Normal Special Attack: At-Will 10. On hit, the target loses exactly 10 HP.

Spark - Melee Electric Attack: 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

Sparkling Aria - Ranged(20ft burst) Water Special Attack: 1/day 3d12. Sparkling Aria cures any ally's Burns within range without damaging them.

Spider Web - Ranged(20ft) Bug Effect: 1/day. On hit, the target is bound in place for 1d6 turns.

Spike Cannon - Ranged(10ft) Normal Attack: At-Will 1d4. Spike Cannon has -2 during Accuracy Check. Spike Cannon is a Scatter attack. Up to 5 attacks.

Spikes - Ranged(20ft burst) Ground Effect: 3/day. Place the Spikes Hazard in the area surrounding you. Spikes Hazard has the following ability: When a foe moves through Spikes Hazard during their turn and are on the ground, they lose 1/6th of their Max HP. This Hazard disappears after 2 mins.

Spiky Shield - Self Grass Effect: 1/day. Spiky Shield is used as a Reaction. If an enemy within melee range would hit you with an attack, use Spiky Shield to instead ignore the damage and any effects of the attack, and also the enemy loses HP equal to 1/6th of its Max HP.

Spirit Break - Melee Fairy Attack: 3/day 3d10. On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.

Spirit Shackle - Ranged(25ft) Ghost Special Attack: 3/day 3d10. On hit, the target is bound to the ground for 1d6 rounds.

Spit Up - Ranged(15ft) Normal Special Attack: 1/day. Destroy up to 3 of your Coats of Stuff. For every Coat of Stuff you destroy, Spit Up deals an additional 2d10 damage.

Splash - Melee Normal Effect: At-Will. Instead of making an Accuracy Check, roll 1d20. On 18 or higher, all adjacent foes are moved 5 ft away from the user.

Spore - Melee Grass Effect: 1/day. On hit, the target is put to Sleep.

Stealth Rock - Ranged(5ft) Rock Effect: 3/day. Place a Stealth Rock Hazard adjacent to you. Stealth Rock Hazard has the following ability: If a foe moves within 20 ft of Stealth Rock Hazard, it will hurl itself at the foe, destroying itself and dealing 2d12 Rock-type damage to the foe without needing an Accuracy Check. This Hazard disappears after 2 mins.

Steamroller - Melee Bug Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Steel Beam - Ranged(30ft) Steel Special Attack: 1/day 7d12. On hit, you lose HP equal to half of the damage you deal.

Steel Roller - Melee Steel Attack: 1/day 5d12. Steel Roller can only be used if you are in the area of a Terrain move, and destroys that Terrain when used.

Steel Wing - Melee Steel Attack: At-Will 2d8. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

Sticky Web - Ranged(25ft burst) Bug Effect: 3/day. Place the Sticky Web Hazard in the area surrounding you. Sticky Web Hazard has the following ability: Foes moving through Sticky Web Hazard on the ground have -25ft movement per turn, to a minimum of 5ft. This Hazard disappears after 2 mins.

Stockpile - Normal Self Effect: At-Will. Put a Stuff Coat on yourself, unless you already have 3 Coats of Stuff. The Coat has the following ability: Your Defense and Special Defense are +1 if you have 1 or 2 Coats of Stuff. If you have 3 Coats of Stuff, your Defense and Special Defense are +2. These Coats last for 2 mins.

Stomp - *Melee Normal Attack*: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Stomping Tantrum - *Melee Ground Attack*: 1/day 3d12. If you missed with your last attack during the last round, Stomping Tantrum has 5d12 for damage instead.

Stone Axe - *Melee Rock Attack*: 3/day 3d8. On hit, the target gains a Splinters Coat. The coat has the following ability: After acting, roll 1d20; on a result of 16 or better, destroy this coat; otherwise, take 2d4 damage.

Stone Edge - *Ranged(25ft) Rock Attack*: 1/day 5d12. Stone Edge has -2 during Accuracy Check. On hit, if you got 18 or higher on Accuracy Check, Stone Edge is a critical hit.

Storm Throw - *Melee Fighting Attack*: 3/day 2d8. Storm Throw has -2 during Accuracy Check. On hit, Storm Throw always counts as a critical hit and moves the target 5ft away from you.

Strange Steam - *Ranged(10ft burst) Fairy Special Attack*: 3/day 3d10. On hit, if you got 16 or higher on Accuracy Check, any targets are Confused.

Strength - *Melee Normal Attack*: 3/day 3d10. On hit, the target is moved 15ft away from you.

Strength Sap - *Melee Grass Effect*: 1/day. On hit, you are healed HP equal to the target's Attack stat, then the target's Attack is -2 for 10 mins. This effect cannot be stacked.

Struggle - *Melee Attack*: 2d8. Struggle is used if you can't use any other attacks. Struggle has no type. After use, you lose HP equal to 1/4th of your Max HP.

Struggle Bug - *Ranged(5ft burst) Bug Special Attack*: At-Will 2d6. On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.

Stuff Cheeks - *Self Normal Effect*: At-Will. As a free action consume your held Berry. Your Defense is +2 for 10 mins. This effect cannot be stacked.

Stun Spore - *Melee Grass Effect*: At-Will. Stun Spore has -5 during Accuracy Check. On hit, the target is Paralyzed.

Submission - *Melee Fighting Attack*: 3/day 3d10. On hit, you lose HP equal to 1/4th of the damage you deal.

Substitute - *Self Normal Effect*: 1/day. Substitute is used as a Reaction. If you would be hit by an attack that would deal more than 1/6th of your Max HP in damage, use Substitute to instead ignore the damage and effects of the attack, but also lose HP equal to 1/6th of your Max HP.

Sucker Punch - *Melee Dark Attack*: 1/day 3d8. Sucker Punch is used as a Reaction. When you are a target of a melee move, use Sucker Punch to attack the attacker before the enemy rolls their Accuracy Check against you. You must still roll an accuracy check for Sucker Punch.

Sunny Day - *Fire Field Effect*: 3/day. You create a circle of Sunny Weather with a 60ft diameter. Within the Sunny weather, Fire-type attacks deal an additional 8 damage and Water-type attacks deal 8 less damage. This weather disappears after 2 mins.

Super Fang - *Melee Normal Attack*: 1/day. On hit, the target's current HP is halved.

Superpower - *Melee Fighting Attack*: 1/day 5d12. On hit, your Attack and Defense is -2 for 10 mins. This effect cannot be stacked.

Supersonic - *Ranged(10ft) Normal Effect*: At-Will. Supersonic has -8 during Accuracy Check. On hit, the target is Confused.

Surf - *Ranged(30ft, 10ft wave) Water Special Attack*: 1/day 5d12.

Swagger - *Ranged(10ft) Normal Effect*: 1/day. On hit, the target is Confused and the target's Attack is +4 until they are no longer Confused.

Swallow - *Normal Self Effect*: 1/day. Destroy up to 3 of your Coats of Stuff. For every Coat of Stuff you destroy, Swallow heals you 25 HP.

Sweet Kiss - *Melee Normal Effect*: 3/day. Sweet Kiss has -4 during Accuracy Check. On hit, the target is Confused.

Sweet Scent - *Ranged(10ft) Normal Effect*: At-Will. On hit, your next attack against the same target has +1 during Accuracy Check.

Swift - *Ranged(20ft) Normal Special Attack*: 3/day 3d8. You can't miss targets with less than 15 Special Defense.

Switcheroo - *Melee Dark Effect*: 1/day. On hit, you and the target trade any held items. If only you or the target has an item, take or give the item to exchange who has possession of it.

Synchroise - *Ranged(50ft burst) Psychic Special Attack*: 3/day 5d8. Synchroise can't hit targets unless they share at least one type with you.

Synthesis - *Self Grass Effect*: 1/day. You are healed HP equal to half of your Max HP. If you are within Sunny Weather, you are healed HP equal to 3/4^{ths} of your Max HP instead.

T

Tackle - *Melee Normal Attack*: At-Will 2d6. 

Tail Slap - *Melee Normal Attack*: At-Will 1d4. Tail Slap has -2 during Accuracy Check. Tail Slap is a Scatter attack. Up to 5 attacks.

Take Down - *Melee Normal Attack*: 3/day 3d10. On hit, you lose HP equal to 1/4th of the damage you deal.

Tar Shot - *Ranged(20ft) Rock Effect*: 3/day. Put a Tar Coat on the target. The Coat has the following ability: Your Speed is -2. If you are hit by a Fire-type attack, you take +8 damage. This Coat lasts for 2 mins.

Taunt - Ranged(20ft) Dark Effect: 3/day. On hit, the target may only use attacks that target you or your allies for 1 min.

Tea Time - Ranged(40ft burst) Normal Effect: 3/day. Any target holding a Berry immediately consumes it.

Teeter Dance - Ranged(30ft burst) Normal Effect: 1/day. On hit, all targets are Confused.

Teleport - Ranged(50ft) Psychic Effect: 1/day. Teleport may be used as a Reaction. Teleport moves you up to 50ft away in your line of sight. If an enemy would hit you with a move that deals damage, use Teleport as a Reaction to move up to 50ft away in your line of sight and take only 1/4th the damage you would have taken from the attack.

Terrain Pulse - Ranged(25ft) Normal Special Attack: 3/day 3d8. If used while you are in the area of a Terrain effect, Terrain Pulse has 5d8 for damage instead and its type changes to match the terrain.

Thief - Melee Dark Attack: 3/day 3d8. On hit, steals the target's held item, if any.

Thrash - Melee Normal Attack: 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and Thrash the nearest possible target within 25ft, then you become Confused. Thrash can and will target allies if possible.

Throat Chop - Melee Dark Attack: 3/day 3d10. On hit, the target may not use attacks or abilities that require the use of the target's voice for 5 mins.

Thunder - Ranged(30ft, 5ft blast) Electric Special Attack: 1/day 5d12. Thunder has -2 during Accuracy Check unless it's Raining. On hit, if you got 14 or higher on Accuracy Check, the targets are Paralyzed.

Thunder Fang - Melee Electric Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is randomly either Stunned or Paralyzed.

Thunder Punch - Melee Electric Attack: 3/day 3d8. On hit, if you got 17 or higher on Accuracy Check, the target is Paralyzed.

Thunder Shock - Ranged(20ft) Electric Special Attack: At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

Thunder Wave - Ranged(20ft) Electric Effect: 1/day. On hit, the target is Paralyzed.

Thunderbolt - Ranged(30ft) Electric Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

Toxic - Melee Poison Effect: 1/day. Toxic has -3 during Accuracy Check, unless you are Poison type. On hit, the target is Toxified.

Toxic Spikes - Ranged(20ft burst) Poison Effect: 3/day. Place the Toxic Spikes Hazard in the area surrounding you. Toxic Spikes Hazard has the following ability: When a foe moves through Toxic Spikes Hazard during their turn and are on the ground, they are Poisoned. If the Toxic Spikes Hazard has multiple layers, it will Toxify foes instead of Poisoning them instead. This Hazard disappears after 2 mins.

Toxic Thread - Ranged(20ft) Poison Effect: 1/day. On hit, the target is Poisoned and the target's Speed is -1 until they are no longer Poisoned.

Transform - Ranged(25ft) Normal Effect: At-Will. You transform into a copy of the target changing all of your stats except for HP. You copy its stats, skills, and passives. You can use any of the target's moves. While transformed, you lose access to your regular moves, skills, passives, and biology. Except for stats, this information is not provided to you. Transform may not target Legendary Pokémon. Transform lasts for 2 hours or until Ditto chooses to change back as an action. Transform fails if used by anything but a Ditto.

Tri Attack - Ranged(20ft) Normal Special Attack: 3/day 3d10. On hit, if you got 17 or higher on Accuracy Check, the target is randomly either Paralyzed, Burned, or Frozen.

Trick - Melee Psychic Effect: 1/day. On hit, you and the target trade any held items. If only you or the target has an item, take or give the item to exchange who has possession of it.

Trick-or-Treat - Melee Ghost Effect: 3/day. On hit, put a Treat Coat on the target. The Coat has the following ability: You lose your current Types and become only Ghost-type for 10 mins.

Trick Room - Psychic Field Effect: 3/day. You create a circle of Tricky Terrain with a 60ft diameter. Within the Tricky terrain, turn orders are reversed during each round. If some are outside of Tricky terrain while others are within Tricky terrain, all actions are still made in reverse order. This terrain disappears after 2 mins.

Triple Arrows - Ranged(30ft) Fighting Attack: 3/day 1d20. Triple Arrows is a Scatter attack. Up to 3 attacks. Triple Arrow's third attack on hit deals an additional 1d12 damage. On hit, any target's Defense is -1 for 10 mins. This effect cannot be stacked.

Triple Axel - Melee Ice Attack: 3/day 1d20. Triple Axel is a Scatter attack. Up to 3 attacks. Triple Axel's third attack on hit deals an additional 1d12 damage.

Trop Kick - Melee Grass Attack: 3/day 3d8. On hit, the target's Attack is -1 for 10 mins. This effect cannot be stacked.

Twineedle - Melee Bug Attack: 3/day 1d12. Twineedle is a Scatter attack. It has two attacks. On either hit, if you got 14 or higher on Accuracy Check, the target is Poisoned.

Triple Kick - Melee Fighting Attack: 3/day 1d20. Triple Kick is a Scatter attack. Up to 3 attacks. Triple Kick's third attack on hit deals an additional 1d12 damage.

Twister - Ranged(15ft) Dragon Special Attack: At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

U, V

Uproar - Ranged(20ft burst) Normal Special Attack: 1/day 3d10. You may move, but then must use Uproar for two more consecutive rounds. Sleeping Pokémon within range of Uproar are awoken and Pokémon cannot go to Sleep within Uproar's range.

Vacuum Wave - Ranged(15ft) Fighting Special Attack: At-Will 2d6. Vacuum Wave has Priority.

Venom Drench - Ranged(10ft) Poison Effect: 3/day. Venom Drench can only target a Poisoned or Toxified enemy. On hit, the target's Attack, Special Attack, and Speed are -3 for 10 mins. This effect cannot be stacked.

Venoshock - Ranged(10ft) Poison Special Attack: 3/day 2d10. If the target is Poisoned or Toxified, Venoshock has 4d10 for damage instead.

Vice Grip - Melee Normal Attack: At-Will 2d8.

Victory Dance - Self Fighting Effect: 1/day. Your Attack, Special Attack, Defense, and Special Defense are all +2 for 5 mins.

Vine Whip - Ranged(20ft) Grass Attack: At-Will 2d8.

Vital Throw - Melee Fighting Attack: 3/day 3d8. You can't miss targets with less than 15 Defense if the target already acted this round. On hit, move the target away from you 15ft.

Volt Tackle - Melee Electric Attack: 1/day 5d12. On hit, you lose HP equal to 1/3rd of the damage you deal and if you got 18 or higher on Accuracy Check, the target is Paralyzed.

W

Wake-Up Slap - Melee Fighting Attack: 3/day 3d8. If Wake-Up Slap is used against a Sleeping target, Wake-Up Slap deals 5d8 for damage instead, then cures the target of Sleep. If you choose not to roll damage while using Wake-Up Slap, you do not need to roll an Accuracy Check.

Water Gun - Ranged(20ft) Water Special Attack: At-Will 2d6.

Water Pulse - Ranged(20ft burst) Water Special Attack: 3/day 3d8. On hit, if you got 16 or higher on Accuracy Check, the target is Confused.

Water Shuriken - Ranged(15ft) Water Special Attack: At-Will 1d4. Water Shuriken has Priority and is a Scatter attack. Up to 5 attacks.

Water Sport - Melee Water Effect: At-Will. Put a Water Coat on the target or yourself. The Coat has the following ability: Reduce damage from Fire attacks that hit you by 10. This Coat lasts for 2 mins.

Water Spout - Ranged(30ft burst) Water Special Attack: 1/day 3d10. If you are at Max HP, Water Spout has 5d12 for damage instead.

Waterfall - Melee Water Attack: 3/day 3d10. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.

Wave Crash - Melee Water Attack: 1/day 3d12. On hit, you lose HP equal to 1/4th of the damage you deal. Your Speed is +2 for 10 mins. This effect cannot be stacked.

Weather Ball - Ranged(25ft) Normal Special Attack: 3/day 3d8. If within weather, Weather Ball has 5d8 for damage instead and its type changes to match the weather.

Whirlpool - Ranged(10ft) Water Special Attack: 3/day 1d12. On hit, the target is bound in place for 1d4 rounds. For each round the target is bound, it takes 1d4 damage on its turns.

Whirlwind - Ranged(20ft) Normal Effect: 3/day. On hit, moves the target 60ft away.

Wild Charge - Melee Electric Attack: 3/day 3d10. On hit, you lose HP equal to 1/4th of the damage you deal.

Will-O-Wisp - Ranged(10ft) Fire Effect: 1/day. On hit, the target is Burned.

Wing Attack - Melee Flying Attack: At-Will 2d8.

Wish - Melee Normal Effect: 1/day. Target an ally or yourself. After the target acts during the next round, they are healed HP equal to half of the target's Max HP.

Wonder Room - Psychic Field Effect: 3/day. You create a circle of Wonderful Terrain with a 60ft diameter. Anyone who attacks within the Wonderful terrain makes Attack Accuracy Checks against Special Defense and Special Attack Accuracy Checks against Defense. This terrain disappears after 2 mins.

Wood Hammer - Melee Grass Attack: 1/day 5d12. On hit, you lose HP equal to 1/3rd of the damage you deal.

Wrap - Melee Normal Attack: At-Will 1d4. On hit, the target is bound to you for 1d4 rounds. For each round the target is bound, it takes 1d4 damage on its turns.

X, Y, Z

X-Scissor - Melee Bug Attack: 3/day 3d10.

Yawn - Melee Normal Effect: 3/day. On hit, the target falls Asleep after its next turn.

Zap Cannon - Ranged(30ft) Electric Special Attack: 1/day 5d12. Zap Cannon has -6 during Accuracy Check. On hit the target is Paralyzed.

Zen Headbutt - Melee Psychic Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Zing Zap - Melee Electric Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Moves by Type

All Pokémon Moves are listed here by elemental type.



Bug

Bug Bite - *Melee Bug Attack*: At-Will 2d8. On hit, if the target is holding a Berry, you steal it and immediately consume it.

Bug Buzz - *Ranged(20ft) Bug Special Attack*: 1/day 3d12. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Fell Stinger - *Melee Bug Attack*: At-Will 2d8. If you knock out a target with Fell Stinger, your Attack is +2 for 10 mins. This effect cannot be stacked.

First Impression - *Melee Bug Attack*: 1/day 3d10. First Impression has Priority. First Impression can only be used as the first action during an encounter. On hit, the target is Stunned.

Fury Cutter - *Melee Bug Attack*: At-Will 1d4. For each time you've successfully used Fury Cutter against the same target during the encounter, add 1d8 to Fury Cutter's damage.

Heal Order - *Self Bug Effect*: 1/day. You are healed HP equal to half of your Max HP.

Infestation - *Ranged(20ft) Bug Special Attack*: At-Will 1d4. On hit, the target is bound in place for 1d4 rounds. For each round the target is bound, it takes 1d4 damage on its turns.

Leech Life - *Melee Bug Attack*: 3/day 2d8. On hit, you regain HP equal to half of the damage dealt.

Lunge - *Melee Bug Attack*: 3/day 3d8. On hit, the target's Attack is -1 for 10 mins. This effect cannot be stacked.

Megahorn - *Melee Bug Attack*: 1/day 5d12.

Pin Missile - *Ranged(10ft) Bug Attack*: At-Will 1d4. Pin Missile has -2 during Accuracy Check. Pin Missile is a Scatter attack. Up to 5 attacks.

Pollen Puff - *Ranged(10ft) Bug Special Attack*: 1/day 3d12. On hit, you may choose to deal damage with Pollen Puff or heal the target's HP equal to the amount of damage Pollen Puff would have dealt.

Powder - *Melee Bug Effect*: 1/day. Powder is used as a Reaction. If an enemy within melee range would hit you with a Fire-type attack, use Powder to instead ignore the damage and any effects of the Fire-type attack, and also the enemy loses HP equal to 1/6th of its Max HP.

Rage Powder - *Ranged(10ft) Bug Effect*: 3/day. Rage Powder is used as a Reaction. If an ally would be attacked, you may target the attacking enemy and they will only want to attack you instead, for 2 mins.

Signal Beam - *Ranged(15ft beam) Bug Special Attack*: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Confused.

Silver Wind - *Ranged(10ft) Bug Special Attack*: 1/day 2d8. On

hit, your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 1 hour.



Skitter Smack - *Melee Bug Attack*: 3/day 3d8. On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.

Spider Web - *Ranged(20ft) Bug Effect*: 1/day. On hit, the target is bound in place for 1d6 turns.

Steamroller - *Melee Bug Attack*: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Sticky Web - *Ranged(25ft burst) Bug Effect*: 3/day. Place the Sticky Web Hazard in the area surrounding you. Sticky Web Hazard has the following ability: Foes moving through Sticky Web Hazard on the ground have -25ft movement per turn, to a minimum of 5ft. This Hazard disappears after 2 mins.

Struggle Bug - *Ranged(5ft burst) Bug Special Attack*: At-Will 2d6. On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.

Twineedle - *Melee Bug Attack*: 3/day 1d12. Twineedle is a Scatter attack. It has two attacks. On either hit, if you got 14 or higher on Accuracy Check, the target is Poisoned.

X-Scissor - *Melee Bug Attack*: 3/day 3d10.

Dark

Assurance - *Melee Dark Attack*: 3/day 3d8. If the target was already attacked this round, Assurance deals +1d8 damage.

Bite - *Melee Dark Attack*: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Brutal Swing - *Melee(5ft burst) Dark Attack*: At-Will 2d8.

Ceaseless Edge - *Melee Dark Attack*: 3/day 3d8. On hit, the target gains a Splinters Coat. The coat has the following ability: After acting, roll 1d20; on a result of 16 or better, destroy this coat; otherwise, take 2d4 damage.

Crunch - *Melee Dark Attack*: 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

Dark Pulse - *Ranged(10ft) Dark Special Attack*: 3/day 3d10. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.

Darkest Lariat - *Melee Dark Attack*: 3/day 3d10.

False Surrender - *Melee Dark Attack*: 1/day 3d12. You can't miss targets with less than 20 Defense.

Feint Attack - *Melee Dark Attack*: 3/day 3d8. You can't miss targets with less than 15 Defense.

Jaw Lock - *Melee Dark Attack*: 3/day 3d8. On hit, the target is bound to you for 1d6 rounds.

Knock Off - *Melee Dark Attack*: 3/day 3d8. On hit, the target drops any held items or weapons.



Lash Out - *Melee Dark Attack*: 1/day 3d12. If your stats were lowered this round by the target, use 6d12 for damage instead.

Memento - *Melee Dark Effect*: 1/day. Your HP is set to 0, then the target's Attack and Special Attack are set to 0 for 10 mins.

Night Daze - *Ranged(10ft) Dark Special Attack*: 3/day 3d10. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

Night Slash - *Melee Dark Attack*: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Night Slash is a critical hit.

Obstruct - *Self Dark Effect*: 1/day. Obstruct is used as a Reaction. If you would be hit by an attack, use Obstruct to instead ignore the damage and any effects of the attack. Also, if the ignored attack was a melee attack, the attacker's Defense is -1 for 10 mins. This effect cannot be stacked.

Payout - *Melee Dark Attack*: 3/day 3d8. If you were attacked by the target this round, use 3d12 for damage instead.

Punishment - *Melee Dark Attack*: 3/day 2d10. Punishment deals an additional 1d10 damage for each Stat Passive the target has.

Pursuit - *Melee Dark Attack*: At-Will 2d6. Pursuit deals +6 damage to a target if they moved away from you during their last action.

Quash - *Melee Dark Effect*: 3/day. On hit, the target will act last during each round for two mins. Its Speed is unaffected.

Snarl - *Melee(5ft burst) Dark Special Attack*: At-Will 1d8. On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.

Sucker Punch - *Melee Dark Attack*: 1/day 3d8. Sucker Punch is used as a Reaction. When you are a target of a melee move, use Sucker Punch to attack the attacker before the enemy rolls their Accuracy Check against you. You must still roll an accuracy check for Sucker Punch.

Switcheroo - *Melee Dark Effect*: 1/day. On hit, you and the target trade any held items. If only you or the target has an item, take or give the item to exchange who has possession of it.

Taunt - *Ranged(20ft) Dark Effect*: 3/day. On hit, the target may only use attacks that target you or your allies for 1 min.

Thief - *Melee Dark Attack*: 3/day 3d8. On hit, steals the target's held item, if any.

Throat Chop - *Melee Dark Attack*: 3/day 3d10. On hit, the target may not use attacks or abilities that require the use of the target's voice for 5 mins.

Dragon

Breaking Swipe - *Melee Dragon Attack*: 3/day 3d8. On hit, the target's Attack is -1 for 10 mins. This effect cannot be stacked.

Clanging Scales - *Ranged(10ft burst) Dragon Special Attack*: 3/day 3d10. On hit, the target's Defense is -2 for 10 mins. This effect cannot be stacked.

Clangorous Soul - *Self Dragon Effect*: 1/day. You lose HP equal to 1/6th of your Max HP. Your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 10 mins. This effect cannot be stacked.

Draco Meteor - *Ranged(20ft, 10ft blast) Dragon Special Attack*: 1/day 5d12. After use, your Special Attack is -4 for 10 mins. This effect cannot be stacked.

Dragon Breath - *Ranged(10ft) Dragon Special Attack*: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

Dragon Claw - *Melee Dragon Attack*: 3/day 3d10.

Dragon Darts - *Ranged(10ft) Dragon Attack*: 3/day 1d20. Dragon Darts is a Scatter attack. It has two attacks.

Dragon Hammer - *Melee Dragon Attack*: 1/day 3d12.

Dragon Pulse - *Ranged(10ft) Dragon Special Attack*: 3/day 3d10.

Dragon Rage - *Ranged(5ft) Dragon Special Attack*: 3/day. On hit, the target loses exactly 25 HP.

Dragon Rush - *Melee Dragon Attack*: 3/day 3d10. Dragon Rush has -2 during Accuracy Check. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.

Dragon Tail - *Melee Dragon Attack*: 3/day 3d8. On hit, move the target 40ft away.

Dual Chop - *Melee Dragon Attack*: 3/day 1d20. Dual Chop is a Scatter attack. It has two attacks.

Outrage - *Melee Dragon Attack*: 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and Outrage the nearest possible target within 25ft, then you become Confused. Outrage can and will target allies if possible.

Scale Shot - *Ranged(10ft) Dragon Attack*: At-Will 1d4. Scale Shot has -2 during Accuracy Check. Scale Shot is a Scatter attack. Up to 5 attacks.

Twister - *Ranged(15ft) Dragon Special Attack*: At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.



Electric

Aura Wheel - *Melee Electric Attack: 1/day 5d12.* On hit, your Attack is +1 for 10 mins. This effect cannot be stacked. If you are Hangry, Aura Wheel is Dark-type.

Bolt Beak - *Melee Electric Attack: 1/day 3d8.* If the target has not already acted this round, Bolt Beak deals +2d8 damage.

Charge - *Self Electric Effect:* At-Will. Your next Electric attack will deal +2d8 damage. Until then, your Special Defense is +1. This effect cannot be stacked. This effect wears off after one min.

Charge Beam - *Ranged(10ft beam) Electric Special Attack: At-Will 1d12.* On hit, your Special Attack is +1 for 10 mins. This effect cannot be stacked.

Discharge - *Ranged(10ft burst) Electric Special Attack: 3/day 3d8.* On hit, if you got 14 or higher on Accuracy Check, all targets are Paralyzed.

Electric Terrain - *Electric Field Effect: 3/day.* You create a circle of Electrified Terrain with a 60ft diameter. Anyone touching the ground within the Electrified terrain is immune to being put to Sleep. Within the Electrified Terrain, Electric-type attacks deal an additional 8 damage. This terrain disappears after 2 mins.

Electrify - *Melee Electric Effect: 3/day.* The next time the target uses an attack, the attack is treated as being Electric-type.

Electro Ball - *Ranged(15ft) Electric Special Attack: 3/day 3d10.* Electro Ball can only be used against targets slower than you.

Electroweb - *Ranged(10ft) Electric Special Attack: 3/day 3d8.* On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

Ion Deluge - *Electric Field Effect: 3/day.* You create a circle of Ionic Terrain with a 60ft diameter. Within the Ionic terrain, all Normal-type attacks become Electric-type attacks. This terrain disappears after 2 mins.

Magnet Pull - *Ranged(10ft) Electric Effect: 3/day.* Magnet Pull can't miss. If used on a Steel type, the target is bound to you.

Magnet Rise - *Self Electric Effect: 3/day.* You gain an immunity to Ground type attacks and gain a flight movement speed equal to half your land speed for two mins.

Nuzzle - *Melee Electric Attack: 3/day 1d10.* On hit, the target is Paralyzed.

Overdrive - *Ranged(10ft burst) Electric Special Attack: 3/day 3d10.*

Parabolic Charge - *Melee Electric Special Attack: 1/day 3d12.* On hit, you regain HP equal to half of the damage dealt.

Rising Voltage - *Ranged(30ft) Electric Special Attack: 1/day 3d12.* If you are within Electric Terrain while using Rising Voltage, it deals +2d12 damage on hit.

Shock Wave - *Ranged(20ft) Electric Special Attack: 3/day 3d8.* You can't miss targets with less than 15 Special Defense.

Spark - *Melee Electric Attack: 3/day 3d8.* On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

Thunder - *Ranged(30ft, 5ft blast) Electric Special Attack: 1/day 5d12.* Thunder has -2 during Accuracy Check unless it's Raining. On hit, if you got 14 or higher on Accuracy Check, the targets are Paralyzed.

Thunder Fang - *Melee Electric Attack: 3/day 3d8.* On hit, if you got 18 or higher on Accuracy Check, the target is randomly either Stunned or Paralyzed.

Thunder Punch - *Melee Electric Attack: 3/day 3d8.* On hit, if you got 17 or higher on Accuracy Check, the target is Paralyzed.

Thunder Shock - *Ranged(20ft) Electric Special Attack: At-Will 1d12.* On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

Thunder Wave - *Ranged(20ft) Electric Effect: 1/day.* On hit, the target is Paralyzed.

Thunderbolt - *Ranged(30ft) Electric Special Attack: 3/day 3d10.* On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

Volt Tackle - *Melee Electric Attack: 1/day 5d12.* On hit, you lose HP equal to $1/3^{\text{rd}}$ of the damage you deal and if you got 18 or higher on Accuracy Check, the target is Paralyzed.

Wild Charge - *Melee Electric Attack: 3/day 3d10.* On hit, you lose HP equal to $1/4^{\text{th}}$ of the damage you deal.

Zap Cannon - *Ranged(30ft) Electric Special Attack: 1/day 5d12.* Zap Cannon has -6 during Accuracy Check. On hit the target is Paralyzed.

Zing Zap - *Melee Electric Attack: 3/day 3d10.* On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Fairy

Crafty Shield - *Ranged(20ft burst) Fairy Effect: 3/day.* Put a Crafty Coat on all allies and yourself. The Coat has the following ability: You cannot become afflicted or have any stats altered by enemies. This Coat lasts for 2 rounds.

Dazzling Gleam - *Ranged(15ft, 10ft wave) Fairy Special Attack: 3/day 3d8.*

Disarming Voice - *Ranged(10ft) Fairy Special Attack: At-Will 1d12.* You can't miss targets with less than 15 Special Defense.

Draining Kiss - *Melee Fairy Special Attack: 3/day 2d8.* On hit, you regain HP equal to half of the damage dealt.

Fairy Lock - *Ranged(30ft burst) Fairy Effect: 1/day.* Until your next turn, Pokémon within range cannot be returned to Poke Balls, nor can they be caught by Poke Balls.



Fairy Wind - Ranged(20ft) Fairy Special Attack: At-Will 1d12.

Floral Healing - Melee Fairy Effect: 1/day. Target an ally or yourself. The target is healed HP equal to half of the target's Max HP. If you are within Grassy Terrain, the target is healed HP equal to 3/4^{ths} of the target's Max HP instead.

Flower Shield - Fairy Field Effect: 3/day. You create a circle of Flowery Terrain with a 60ft diameter. While within the Flowery terrain, all Grass-types and Fairy-types have +1 Defense and +1 Special Defense. This terrain disappears after 2 mins.

Misty Explosion - Ranged(30ft burst) Fairy Special Attack: 1/day 7d20. Set your HP to 0, then roll 1d20. On 10 or less, your HP is set to -100% HP and you must make a death savings throw.

Misty Terrain - Fairy Field Effect: 3/day. You create a circle of Misty Terrain with a 60ft diameter. Within the Misty terrain, Dragon-type attacks are resisted by anyone who is not already resistant to Dragon-type attacks and afflictions cannot be given to anyone. This terrain disappears after 2 mins.

Moonblast - Ranged(20ft) Fairy Special Attack: 3/day 3d10. On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.

Moonlight - Melee Fairy Effect: 1/day. Target an ally or yourself. The target is healed HP equal to half of the target's Max HP. If you are within Sunny Weather, the target is healed HP equal to 3/4^{ths} of the target's Max HP instead.

Play Rough - Melee Fairy Attack: 3/day 3d10. On hit, the target's Attack is -1 for 10 mins. This effect cannot be stacked.

Spirit Break - Melee Fairy Attack: 3/day 3d10. On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.

Strange Steam - Ranged(10ft burst) Fairy Special Attack: 3/day 3d10. On hit, if you got 16 or higher on Accuracy Check, any targets are Confused.



Fighting

Arm Thrust - Melee Fighting Attack: At-Will 1d4. Arm Thrust has -2 during Accuracy Check. Arm Thrust is a Scatter attack. Up to 5 attacks.

Aura Sphere - Ranged(30ft) Fighting Special Attack: 1/day 3d12. You can't miss targets with less than 20 Special Defense.

Body Press - Melee Fighting Attack: 3/day 3d8. Body Press deals +2 damage for every point of Defense you have above the target.

Brick Break - Melee Fighting Attack: 3/day 3d8. Destroy any Walls within 5 ft. You may target Walls with Brick Break without needing to roll Accuracy Check or damage.

Circle Throw - Melee Fighting Attack: 3/day 3d8. On hit, move the target 40ft away.

Close Combat - Melee Fighting Attack: 1/day 5d12. On hit, your Defense and Special Defense are -2 for 10 mins. This effect cannot be stacked.

Coaching - Melee Fighting Effect: 3/day. Target ally has +2 Attack and +2 Defense for 2 mins. This effect cannot be stacked.

Counter - Melee Fighting Effect: 1/day. Counter is used as a Reaction. After an enemy hits you with a melee Attack move that deals damage, use Counter to deal exactly twice the damage to the enemy that you received. Do not apply weakness or resistances.

Cross Chop - Melee Fighting Attack: 1/day 5d12. Cross Chop has -2 during Accuracy Check. On hit, if you got 16 or higher on Accuracy Check, Cross Chop is a critical hit.

Detect - Self Fighting Effect: 1/day. Detect is used as a Reaction. When you would be hit by a move, use Detect to instead ignore the damage and any effects of the attack.

Double Kick - Melee Fighting Attack: 3/day 1d20. Double Kick is a Scatter attack. It has two attacks.

Drain Punch - Melee Fighting Attack: 3/day 2d8. On hit, you regain HP equal to half of the damage dealt.

Dynamic Punch - Melee Fighting Attack: 1/day 5d12. Dynamic Punch has -5 during Accuracy Check. On hit, the target is Confused.

Final Gambit - Melee Fighting Special Attack: 1/day. On hit, your HP is set to 0, dealing damage equal to the HP you lost.

Flying Press - Melee Fighting/Flying Attack: 1/day 5d12. Flying Press counts as both a Flying and Fighting type move for effectiveness.

Focus Blast - Ranged(30ft) Fighting Special Attack: 1/day 5d12. Focus Blast has -2 during Accuracy Check. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Focus Punch - Melee Fighting Attack: 3/day 5d12. When you use this attack you immediately end your turn. If are hit with an attack before your next turn, you are Stunned. On your next turn, if you were not Stunned your movement speed is doubled and after getting to a target you may roll Focus Punch's Accuracy Check and damage.

Force Palm - Melee Fighting Attack: 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

Hammer Arm - Melee Fighting Attack: 1/day 5d12. On hit, your Speed is -1 for 10 mins. This effect cannot be stacked.

High Jump Kick - Melee Fighting Attack: 1/day 5d12. High Jump Kick has -2 during Accuracy Check. If you miss, you lose HP equal to half of your Max HP.





Jump Kick - Melee Fighting Attack: 3/day 3d10. Jump Kick has -2 during Accuracy Check. If you miss, you lose HP equal to half of your Max HP.

Karate Chop - Melee Fighting Attack: At-Will 2d6. On hit, if you got 18 or higher on Accuracy Check, Karate Chop is a critical hit.

Low Kick - Melee Fighting Attack: 3/day 3d10. Low Kick can only target heavier targets.

Low Sweep - Melee Fighting Attack: At-Will 2d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

Mach Punch - Melee Fighting Attack: At-Will 2d6. Mach Punch has Priority.

Mat Block - Ranged(10ft) Fighting Effect: 1/day. Mat Block is used as a Reaction. If an ally within range would be hit by an attack, use Mat Block to instead move to that ally, who ignores the damage and any effects of the attack.

Meteor Assault - Melee Fighting Attack: 1/day 5d12. On hit, the target is Stunned. You cannot act during the next round.

No Retreat - Self Fighting Effect: 3/day. As a free action, as long as you can see a foe, you cannot move away from them, or be returned to a Poke Ball until you are knocked out. Your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 10 mins. This effect cannot be stacked.

Octolock - Melee Fighting Effect: 3/day. On hit, the target is bound to you for 1d6 rounds. While the target is bound, the target's Defense and Special Defense is -1.

Power-Up Punch - Melee Fighting Attack: At-Will 2d6. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

Revenge - Melee Fighting Attack: 3/day 3d8. If you were attacked by the target this round, use 3d12 for damage instead.

Reversal - Melee Fighting Attack: 1/day 1d10. If you are at less than half of your Max HP, Reversal has 1d20 for damage instead. If you are at less than 5 HP, Reversal has 5d12 for damage instead.

Rock Smash - Melee Fighting Attack: At-Will 2d6. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

Rolling Kick - Melee Fighting Attack: 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

Sacred Sword - Melee Fighting Attack: 3/day 3d10. Sacred Sword has +2 during Accuracy Check.

Seismic Toss - Melee Fighting Attack: 3/day. On hit, the target is moved 10ft then loses exactly 25 HP.

Sky Uppercut - Melee Fighting Attack: 3/day 3d10. You may leap up to 60ft upwards to hit a target while using Sky Uppercut.

Storm Throw - Melee Fighting Attack: 3/day 2d8. Storm Throw has -2 during Accuracy Check. On hit, Storm Throw always counts as a critical hit and moves the target 5ft away from you.

Submission - Melee Fighting Attack: 3/day 3d10. On hit, you lose HP equal to 1/4th of the damage you deal.

Superpower - Melee Fighting Attack: 1/day 5d12. On hit, your Attack and Defense is -2 for 10 mins. This effect cannot be stacked.

Triple Arrows - Ranged(30ft) Fighting Attack: 3/day 1d20. Triple Arrows is a Scatter attack. Up to 3 attacks. Triple Arrow's third attack on hit deals an additional 1d12 damage. On hit, any target's Defense is -1 for 10 mins. This effect cannot be stacked.

Triple Kick - Melee Fighting Attack: 3/day 1d20. Triple Kick is a Scatter attack. Up to 3 attacks. Triple Kick's third attack on hit deals an additional 1d12 damage.

Vacuum Wave - Ranged(15ft) Fighting Special Attack: At-Will 2d6. Vacuum Wave has Priority.

Victory Dance - Self Fighting Effect: 1/day. Your Attack, Special Attack, Defense, and Special Defense are all +2 for 5 mins.

Vital Throw - Melee Fighting Attack: 3/day 3d8. You can't miss targets with less than 15 Defense if the target already acted this round. On hit, move the target away from you 15ft.

Wake-Up Slap - Melee Fighting Attack: 3/day 3d8. If Wake-Up Slap is used against a Sleeping target, Wake-Up Slap deals 5d8 for damage instead, then cures the target of Sleep. If you choose not to roll damage while using Wake-Up Slap, you do not need to roll an Accuracy Check.

Fire



Blast Burn - Ranged(30ft, 10ft blast) Fire Special Attack: 1/day 5d20. Blast Burn has -2 during Accuracy Check. You may not act during your next turn.

Blaze Kick - Melee Fire Attack: 1/day 3d12. On hit, if you got 16 or higher on Accuracy Check, the target is Burned.

Burn Up - Ranged(25ft burst) Fire Special Attack: 1/day 5d12. After use, if the user is only Fire type it becomes Normal type, and if the user is Fire type and another type it loses its Fire typing. This effect lasts for 10 mins.

Burning Jealousy - Ranged(30ft, 10ft wave) Fire Special Attack: 1/day 2d12. If any targets have had any stats raised in the past 2 mins, Burning Jealousy Burns the target.

Ember - Ranged(10ft) Fire Special Attack: At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

Eruption - Ranged(30ft burst) Fire Special Attack: 1/day 3d10. If you are at Max HP, Eruption has 5d12 for damage instead.



Fiery Dance - Ranged(20ft) Fire Special Attack: 1/day 3d12.

On hit, your Special Attack is +2 for 10 mins. This effect cannot be stacked.

Fire Blast - Ranged(40ft, 10ft blast) Fire Special Attack: 1/day 5d12. Fire Blast has -2 during Accuracy Check unless it's Sunny. On hit, if you got 18 or higher on Accuracy Check, the targets are Burned.

Fire Fang - Melee Fire Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is randomly either Stunned or Burned.

Fire Lash - Melee Fire Attack: 1/day 3d12. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

Fire Punch - Melee Fire Attack: 3/day 3d8. On hit, if you got 17 or higher on Accuracy Check, the target is Burned.

Fire Spin - Ranged(20ft) Fire Special Attack: 3/day 1d4. On hit, the target is bound in place for 1d4 rounds. For each round the target is bound, it takes 1d4 damage on its turns.

Flame Burst - Ranged(20ft, 5ft blast) Fire Special Attack: 3/day 3d8.

Flame Charge - Melee Fire Attack: At-Will 2d8. On hit, your Speed is +1 for 10 mins. This effect cannot be stacked.

Flame Wheel - Melee Fire Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

Flamethrower - Ranged(20ft beam) Fire Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

Flare Blitz - Melee Fire Attack: 1/day 5d12. On hit, you lose HP equal to 1/3rd of the damage you deal and if you got 18 or higher on Accuracy Check, the target is Burned.

Heat Crash - Melee Fire Attack: 3/day 3d10. Heat Crash can only target lighter targets.

Heat Wave - Ranged(25ft burst) Fire Special Attack: 1/day 3d12. On hit, if you got 17 or higher on Accuracy Check, targets are Burned.

Incinerate - Ranged(10ft) Fire Special Attack: At-Will 1d10. On hit, if the target is holding a Berry, you destroy it.

Inferno - Ranged(40ft) Fire Special Attack: 1/day 5d12. Inferno has -5 during Accuracy Check. On hit, the target is Burned.

Lava Plume - Ranged(20ft burst) Fire Special Attack: 1/day 3d8. On hit, if you got 14 or higher on Accuracy Check, targets are burned.

Mystical Fire - Ranged(20ft) Fire Special Attack: 3/day 3d8. On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.

Overheat - Ranged(30ft burst) Fire Special Attack: 1/day 5d12. After use, your Special Attack is -4 for 10 mins. This effect cannot be stacked.

Pyro Ball - Ranged(40ft) Fire Attack: 1/day 5d12. Pyro Ball has -2 during Accuracy Check. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

Shell Trap - Self Fire Special Attack: 1/day. Shell Trap is used as a Reaction. If you would be hit by a melee attack, use Shell Trap to make the attacker take 3d12 Fire-type Special Attack damage after you take the damage and any effects of the triggering attack. You do not need to roll an accuracy check to hit the offender, and they take the damage from Shell Trap even if their attack knocks you out or otherwise prevents you from acting.

Sunny Day - Fire Field Effect: 3/day. You create a circle of Sunny Weather with a 60ft diameter. Within the Sunny weather, Fire-type attacks deal an additional 8 damage and Water-type attacks deal 8 less damage. This weather disappears after 2 mins.

Will-O-Wisp - Ranged(10ft) Fire Effect: 1/day. On hit, the target is Burned.



Flying

Acrobatics - Melee Flying Attack: 1/day 3d12. Acrobatics cannot be used if you have a held item.

Aerial Ace - Melee Flying Attack: 3/day 3d8. You can't miss targets with less than 15 Defense.

Air Cutter - Ranged(15ft) Flying Special Attack: At-Will 2d8. Air Cutter has -1 during Accuracy Check. On hit, if you got 18 or higher on Accuracy Check, Air Cutter is a critical hit.

Air Slash - Ranged(15ft) Flying Special Attack: 1/day 3d12. Air Slash has -1 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

Beak Blast - Melee Flying Attack: 1/day 5d12. When you use this attack, you immediately end your turn. Until your next turn if a Pokémon hits with a melee attack, the offender is Burned. During your next turn your movement speed is doubled and then you may roll Beak Blast's Accuracy Check and damage.

Bounce - Melee Flying Attack: 1/day 3d12. When you use this attack, you raise yourself 40 ft into the air, then you immediately end your turn. During your next turn, return to the ground, then your movement speed is doubled and then you may roll Bounce's Accuracy Check and damage. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

Brave Bird - Melee Flying Attack: 1/day 5d12. On hit, you lose HP equal to 1/3rd of the damage you deal.

Chatter - Ranged(10ft burst) Flying Special Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, all targets are Confused.

Defog - Ranged(30ft burst) Flying Field Effect: 3/day. Any Walls, Hazards, Weather, or Terrains within range are destroyed.





Drill Peck - *Melee Flying Attack: 3/day 3d10.*

Dual Wingbeat - *Melee Flying Attack: 3/day 1d20.* Dual Wingbeat is a Scatter attack. It has two attacks.

Fly - *Melee Flying Attack: 1/day 3d12.* When you use this attack, you raise yourself 40ft into the air, then you immediately end your turn. During your next turn, your movement speed is tripled and after getting to a target you may roll Fly's Accuracy Check and damage.

Flying Press - *Melee Fighting/Flying Attack: 1/day 5d12.* Flying Press counts as both a Flying and Fighting type move for effectiveness.

Gust - *Ranged(20ft) Flying Special Attack: At-Will 1d12.* If the target is at least 20 ft off the ground airborne, Gust deals +1d20 damage.

Hurricane - *Ranged(25ft, 10ft blast) Flying Special Attack: 1/day 5d12.* Hurricane has -2 during Accuracy Check unless it's Raining. On hit, if you got 14 or higher on Accuracy Check, the targets are Confused.

Mirror Move - *Ranged(30ft) Flying Effect: 1/day.* You perform the same attack that was just used against you, even if it missed.

Peck - *Melee Flying Attack: At-Will 2d6.*

Roost - *Self Flying Effect: 1/day.* You must be on the ground to use Roost. You are healed HP equal to half of your Max HP.

Sky Attack - *Melee Flying Attack: 1/day 5d12.* When you use this attack, you raise yourself 40 ft into the air, then you immediately end your turn. During your next turn, your movement speed is tripled and after getting to a target you may roll Sky Attack's Accuracy Check and damage. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.

Sky Drop - *Melee Flying Attack: 1/day 3d12.* When you use this attack, you raise yourself and an adjacent target 40 ft into the air, then you immediately end your turn. The target may only make melee attacks until your next turn. During your next turn, you return to the ground, letting go of the target and you may roll Sky Drop's Accuracy Check and damage.

Wing Attack - *Melee Flying Attack: At-Will 2d8.*

Ghost

Astonish - *Melee Ghost Attack: At-Will 1d10.* On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Bitter Malice - *Melee Ghost Special Attack: 3/day 3d10.* On hit, if you got 18 or higher on Accuracy Check, the target is Frozen.

Confuse Ray - *Ranged(20ft) Ghost Effect: 1/day.* On hit, the target becomes Confused.



Curse - *Ranged(20ft) Ghost Effect: 1/day.* Curse can only be used by Ghost-Type Pokémon. On hit, you lose hit points equal to 1/3rd of your max HP, then the target is Cursed.

Destiny Bond - *Self Ghost Effect: 1/day.* If you are knocked out before your next turn, the offender who caused you to get knocked out has its HP set to 0.

Hex - *Ranged(15ft) Ghost Special Attack: 3/day 3d8.* If the target is afflicted, Hex has 5d8 for damage instead.

Infernal Parade - *Ranged(30ft) Ghost Special Attack: 1/day 3d8.* If the target is afflicted, Infernal Parade has 3d12 for damage instead. On hit, if you got 16 or higher on Accuracy Check, the target is Burned.

Lick - *Melee Ghost Attack: At-Will 1d8.* On hit, if you got 15 or higher on Accuracy Check, the target is Paralyzed.

Ominous Wind - *Ranged(10ft) Ghost Special Attack: 1/day 2d8.* On hit, your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 1 hour.

Phantom Force - *Melee Ghost Attack: 1/day 3d12.* When you use this attack, you vanish, then you immediately end your turn. During your next turn, you reappear anywhere within 25ft of where you vanished then your movement speed is doubled and after getting to a target you may roll Phantom Force's Accuracy Check and damage.

Poltergeist - *Ranged(20ft) Ghost Attack: 1/day 5d12.* Poltergeist can only be used if the target has a held item.

Shadow Ball - *Ranged(20ft) Ghost Special Attack: 3/day 3d10.* On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Shadow Bone - *Melee Ghost Attack: 3/day 3d10.* On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

Shadow Claw - *Melee Ghost Attack: 3/day 3d8.* On hit, if you got 18 or higher on Accuracy Check, Shadow Claw is a critical hit.

Shadow Punch - *Melee Ghost Attack: 3/day 3d8.* You can't miss targets with less than 15 Defense.

Shadow Sneak - *Melee Ghost Attack: At-Will 2d6.* Shadow Sneak has Priority.

Spirit Shackle - *Ranged(25ft) Ghost Special Attack: 3/day 3d10.* On hit, the target is bound to the ground for 1d6 rounds.

Trick-or-Treat - *Melee Ghost Effect: 3/day.* On hit, put a Treat Coat on the target. The Coat has the following ability: You lose your current Types and become only Ghost-type for 10 mins.



Grass

Absorb - *Melee Grass Special Attack: 3/day 2d8.* On hit, you regain HP equal to half of the damage dealt.



Apple Acid - Ranged(15ft) Grass Special Attack: 3/day 3d10.

On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Aromatherapy - Melee Grass Effect: 3/day. Target an ally or yourself. Target is cured of all afflictions.

Branch Poke - Melee Grass Attack: At-Will 2d6.

Bullet Seed - Ranged(10ft) Grass Attack: At-Will 1d4. Bullet Seed has -2 during Accuracy Check. Bullet Seed is a Scatter attack. Up to 5 attacks.

Chloroblast - Ranged(30ft burst) Grass Special Attack: 1/day 4d12. You lose HP equal to half of your Max HP, then your Speed is +3 for 10 mins.

Drum Beating - Melee Grass Attack: 3/day 3d10. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

Energy Ball - Ranged(20ft) Grass Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Forest's Curse - Ranged(15ft) Grass Effect: 3/day. On hit, put a Forest Coat on the target. The Coat has the following ability: You lose your current Types and become only Grass-type for 10 mins.

Frenzy Plant - Ranged(25ft beam) Grass Special Attack: 1/day 5d20. Frenzy Plant has -2 during Accuracy Check. You cannot act during the next round.

Giga Drain - Melee Grass Special Attack: 1/day 3d12. On hit, you regain HP equal to half of the damage dealt.

Grass Knot - Melee Grass Special Attack: 3/day 3d10. Grass Knot can only target heavier targets.

Grass Whistle - Ranged(20ft burst) Grass Effect: 1/day. Grass Whistle has -5 during Accuracy Check. On hit, all targets fall Asleep.

Grassy Glide - Melee Grass Attack: 3/day 3d8. Grassy Glide has priority if you're in Grassy Terrain.

Grassy Terrain - Grass Field Effect: 3/day. You create a circle of Grassy Terrain with a 60ft diameter. Anyone who acts within the Grassy terrain recovers 1d12 HP after acting. Within the Grassy Terrain, Grass-type attacks deal an additional 8 damage. This terrain disappears after 2 mins.

Grav Apple - Ranged(15ft) Grass Attack: 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

Horn Leech - Melee Grass Attack: 1/day 3d12. On hit, you regain HP equal to half of the damage dealt.

Ingrain - Self Grass Effect: 1/day. Put a Root Coat on yourself. The Coat has the following ability: At the beginning of your turn, recover 1d12 HP. You may not move. This Coat lasts for 2 mins.

Leaf Blade - Melee Grass Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, Leaf Blade is a critical hit.

Leaf Storm - Ranged(30ft beam) Grass Special Attack: 1/day 5d12. After use, your Special Attack is -4 for 10 mins. This effect cannot be stacked.

Leaf Tornado - Ranged(10ft) Grass Special Attack: At-Will 2d8.

Leafage - Ranged(20ft) Grass Special Attack: At-Will 1d12.

Leech Seed - Ranged(10ft) Grass Effect: 1/day. On hit, the target gets a Seed Coat. The Coat has the following ability: At the beginning of your turn, if you are within 20 ft of the enemy who gave you the Seed Coat, you lose 1d12 HP. The enemy who gave you the Seed Coat will gain the same amount of HP that you lost. This Coat lasts for 3 mins, or until you are at 0 or less HP.

Magical Leaf - Ranged(25ft) Grass Special Attack: 3/day 3d8. You can't miss targets with less than 15 Special Defense.

Mega Drain - Melee Grass Special Attack: 3/day 2d10. On hit, you regain HP equal to half of the damage dealt.

Needle Arm - Melee Grass Attack: 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

Petal Blizzard - Ranged(10ft burst) Grass Attack: 3/day 3d10.

Petal Dance - Ranged(5ft burst) Grass Special Attack: 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and Petal Dance the nearest possible target within 25ft, then you become Confused. Petal Dance can and will target allies if possible.

Power Whip - Melee Grass Attack: 1/day 5d12. Power Whip has -2 during Accuracy Check.

Razor Leaf - Ranged(25ft) Grass Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, Razor Leaf is a critical hit.

Seed Bomb - Ranged(15ft) Grass Attack: 3/day 3d10.

Sleep Powder - Melee Grass Effect: At-Will. Sleep Powder has -5 during Accuracy Check. On hit, the target is put to Sleep.

Snap Trap - Melee Grass Attack: 3/day 2d6. On hit, the target is bound to you for 1 min.

Solar Beam - Ranged(30ft beam) Grass Special Attack: 1/day 5d12. When you use this attack you immediately end your turn unless it's Sunny. During your next turn, or immediately if it's Sunny, you may target with and roll Solar Beam's Accuracy Check and damage.

Solar Blade - Melee Grass Attack: 1/day 5d12. When you use this attack you immediately end your turn unless it's Sunny. During your next turn, or immediately if it's Sunny, you may target with and roll Solar Blade's Accuracy Check and damage.





Spiky Shield - *Self Grass Effect*: 1/day. Spiky Shield is used as a Reaction. If an enemy within melee range would hit you with an attack, use Spiky Shield to instead ignore the damage and any effects of the attack, and also the enemy loses HP equal to $1/6^{\text{th}}$ of its Max HP.

Spore - *Melee Grass Effect*: 1/day. On hit, the target is put to Sleep.

Strength Sap - *Melee Grass Effect*: 1/day. On hit, you are healed HP equal to the target's Attack stat, then the target's Attack is -2 for 10 mins. This effect cannot be stacked.

Stun Spore - *Melee Grass Effect*: At-Will. Stun Spore has -5 during Accuracy Check. On hit, the target is Paralyzed.

Synthesis - *Self Grass Effect*: 1/day. You are healed HP equal to half of your Max HP. If you are within Sunny Weather, you are healed HP equal to $3/4^{\text{th}}$ of your Max HP instead.

Trop Kick - *Melee Grass Attack*: 3/day 3d8. On hit, the target's Attack is -1 for 10 mins. This effect cannot be stacked.

Vine Whip - *Ranged(20ft) Grass Attack*: At-Will 2d8.

Wood Hammer - *Melee Grass Attack*: 1/day 5d12. On hit, you lose HP equal to $1/3^{\text{rd}}$ of the damage you deal.



Headlong Rush - *Melee Ground Attack*: 1/day 5d12. On hit, your Defense and Special Defense are -2 for 10 mins. This effect cannot be stacked.

High Horsepower - *Melee Ground Attack*: 3/day 3d10.

Mud Bomb - *Ranged(10ft) Ground Special Attack*: 3/day 3d8. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

Mud Shot - *Ranged(10ft) Ground Special Attack*: At-Will 2d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

Mud-Slap - *Ranged(5ft) Ground Special Attack*: At-Will 1d6. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

Mud Sport - *Melee Ground Effect*: At-Will. Put a Mud Coat on the target or yourself. The Coat has the following ability: Reduce damage from Electric attacks that hit you by 10. This Coat lasts for 2 mins.

Sand Attack - *Ranged(10ft) Ground Effect*: At-Will. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

Sand Tomb - *Ranged(10ft) Ground Attack*: 3/day 1d4. On hit, the target is bound in place for 1d4 rounds. For each round the target is bound, it takes 1d4 damage on its turns.

Scorching Sands - *Ranged(10ft) Ground Special Attack*: 3/day 3d10. On hit, if you got 14 or higher on Accuracy Check, the target is Burned.

Shore Up - *Self Ground Effect*: 1/day. You are healed HP equal to half of your Max HP. If you are within Sandstorming Weather, you are healed HP equal to $3/4^{\text{th}}$ of your Max HP instead.

Spikes - *Ranged(20ft burst) Ground Effect*: 3/day. Place the Spikes Hazard in the area surrounding you. Spikes Hazard has the following ability: When a foe moves through Spikes Hazard during their turn and are on the ground, they lose $1/6^{\text{th}}$ of their Max HP. This Hazard disappears after 2 mins.

Dig - *Melee Ground Attack*: 3/day 3d10. When you use this attack, dig into the ground so that you are concealed, then you immediately end your turn. During your next turn, your movement speed underground is +40 ft, and when you emerge from the ground you may roll Dig's Accuracy Check and damage.

Ice

Aurora Beam - *Ranged(15ft beam) Ice Special Attack*: 3/day 3d8. On hit, all target's Attack are -1 for 10 mins. This effect cannot be stacked.

Aurora Veil - *Melee Ice Effect*: 1/day. Put a Veil Coat on the target or yourself. The Coat has the following ability: If within Hail, you only take half the damage from successful attacks. This Coat lasts for 2 mins.

Avalanche - *Melee Ice Attack*: 3/day 3d8. If you were attacked by the target this round, use 3d12 for damage instead.





Blizzard - Ranged(20ft, 10ft wave) Ice Special Attack: 1/day 5d12. Blizzard has -2 during Accuracy Check unless it's Hailing. On hit, if you got 18 or higher on Accuracy Check, the targets are Frozen.

Freeze-Dry - Ranged(10ft) Ice Special Attack: 3/day 3d8. Freeze-Dry is Super effective against Water types. On hit, if you got 18 or higher on Accuracy Check, the target is Frozen.

Frost Breath - Ranged(10ft) Ice Special Attack: 3/day 2d8. Frost Breath has -2 during Accuracy Check. On hit, Frost Breath always counts as a critical hit.

Hail - Ice Field Effect: 3/day. You create a circle of Hailing Weather with a 60ft diameter. Anyone who acts within the Hailing weather takes 2d4 damage after acting unless they are Ice Type. This weather disappears after 2 mins.

Haze - Ice Field Effect: 3/day. You create a circle of Hazy Weather with a 60ft diameter. Within the Hazy weather, all stat altering passives are disabled. Stats cannot be altered by anything within the Hazy weather. This weather disappears after 2 mins.

Ice Ball - Melee Ice Attack: At-Will 1d4. For each time you've successfully used Ice Ball against the same target during the encounter, add 1d8 to Ice Ball's damage.

Ice Beam - Ranged(20ft beam) Ice Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Frozen.

Ice Fang - Melee Ice Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is randomly either Stunned or Frozen.

Ice Hammer - Melee Ice Attack: 1/day 5d12. On hit, your Speed is -1 for 10 mins. This effect cannot be stacked.

Ice Punch - Melee Ice Attack: 3/day 3d8. On hit, if you got 17 or higher on Accuracy Check, the target is Frozen.

Ice Shard - Ranged(15ft) Ice Attack: At-Will 2d6. Ice Shard has Priority.

Icicle Crash - Ranged(15ft) Ice Attack: 3/day 3d10. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

Icicle Spear - Ranged(10ft) Ice Attack: At-Will 1d4. Icicle Spear has -2 during Accuracy Check. Icicle Spear is a Scatter attack. Up to 5 attacks.

Icy Wind - Ranged(10ft) Ice Special Attack: At-Will 2d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

Mist - Ice Field Effect: 3/day. You create a circle of Misty Weather with a 60ft diameter. Within the Misty weather, Stats cannot be lowered. This weather disappears after 2 mins.

Mountain Gale - Ranged(30ft) Ice Attack: 3/day 3d10. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

Powder Snow - Ranged(5ft burst) Ice Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Frozen.

Sheer Cold - Ranged(15ft, 10ft wave) Ice Special Attack: 1/day. On hit, roll 1d20. On a natural result of 17, 18, 19, or 20, the target is set to 0 HP.

Triple Axel - Melee Ice Attack: 3/day 1d20. Triple Axel is a Scatter attack. Up to 3 attacks. Triple Axel's third attack on hit deals an additional 1d12 damage.

Normal

Acupressure - Melee Normal Effect: 3/day. Target an ally or yourself. The target's Attack, Special Attack, Defense, Special Defense, or Speed is raised +2 for five mins. This effect cannot be stacked.

After You - Ranged(20ft) Normal Effect: 3/day. For the rest of the encounter, your turn will be after the target's turn.

Attract - Ranged(10ft) Normal Effect: 1/day. On hit, the target is Infatuated with you.

Barrage - Ranged(10ft) Normal Attack: At-Will 1d4. Barrage has -2 during Accuracy Check. Barrage is a Scatter attack. Up to 5 attacks.

Belly Drum - Self Normal Effect: 3/day. You lose HP equal to half of your Max HP, then your Attack is +6 for 10 mins. This effect cannot be stacked.

Bide - Ranged(25ft burst) Normal Effect: 1/day. When you use this attack, you immediately end your turn. During your next turn, you can't act. On the round after that, when it's your turn, you release energy, dealing damage equal to twice the damage you've taken since initiating Bide.

Bind - Melee Normal Attack: At-Will 1d4. On hit, the target is bound to you for 1d4 rounds. For each round the target is bound, it takes 1d4 damage on its turns.

Block - Melee Normal Effect: 3/day. On hit, the target is bound to you for 1d6 rounds.

Body Slam - Melee Normal Attack: 1/day 3d12. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed. Body Slam can Paralyze Electric-types.

Boomburst - Ranged(25ft burst) Normal Special Attack: 1/day 3d12. Anyone within range of Boomburst is cured of Sleep.

Camouflage - Self Normal Effect: At-Will. Put on a Camo Coat. The Coat has the following ability: Your type changes to reflect your surrounding for 10 mins. (If you are in a grassy field, Grass type; if you are in water, Water type; if you are on a mountain, Rock type; etc.)

Celebrate - Ranged(25ft burst) Normal Effect: 3/day. Roll 1d20. On 20, in addition to your own stats, each ally within range has their Attack, Special Attack, Defense, Special Defense, and Speed raised +1 for 10 mins. This effect cannot be stacked.

Chip Away - *Melee Normal Attack*: 3/day 3d8. Chip Away has +2 on Accuracy Check if used against a target with a Defense or Special Defense raising passive.

Comet Punch - *Melee Normal Attack*: At-Will 1d4. Comet Punch has -2 during Accuracy Check. Comet Punch is a Scatter attack. Up to 5 attacks.

Constrict - *Melee Normal Attack*: At-Will 1d6. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

Conversion - *Self Normal Effect*: At-Will. Put a Type Coat on yourself. The Coat has the following ability: Your Type changes to a type matching one of your known moves for two minutes or your Type changes to a type that resists that last attack you were hit by for two minutes.

Covet - *Melee Normal Attack*: 3/day 2d8. On hit, steals the target's held item, if any.

Crush Claw - *Melee Normal Attack*: 3/day 3d8. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

Cut - *Melee Normal Attack*: At-Will 2d6.

Decorate - *Melee Normal Effect*: 3/day. Target an ally or yourself. The target's Attack, Special Attack, Defense, Special Defense, or Speed is raised +2 for five mins. This effect cannot be stacked.

Disable - *Ranged(20ft) Normal Effect*: 1/day. For 1 minute, the attack last used by the target may not be used again.

Dizzy Punch - *Melee Normal Attack*: 3/day 3d8. On hit, if you got 16 or higher on Accuracy Check, the target is Confused.

Double Edge - *Melee Normal Attack*: 1/day 5d12. On hit, you lose HP equal to 1/3rd of the damage you deal.

Double Hit - *Melee Normal Attack*: 3/day 1d20. Double Hit is a Scatter attack. It has two attacks.

Double Slap - *Melee Normal Attack*: At-Will 1d4. Double Slap has -2 during Accuracy Check. Double Slap is a Scatter attack. Up to 5 attacks.

Double Team - *Self Normal Effect*: 1/day. You create 3 copies of yourself. You may attack from any copy and copies may inhabit spaces up to 25 ft away from each other, though none can be more than 25 ft from any other copies or the original. If a copy is hit, it disappears and you take 1/4th of the damage it would have taken. If your copy is hit by a non-damaging attack the copy is dismissed and you are unaffected by the attack. If you are hit, all copies disappear.

Echoed Voice - *Ranged(10ft) Normal Special Attack*: At-Will 1d12. Echoed Voice deals +5 damage if you used it during the previous round.

Egg Bomb - *Ranged(15ft) Normal Attack*: 3/day 3d10. Egg Bomb has -2 during Accuracy Check.

Encore - *Ranged(10ft) Normal Effect*: 3/day. If the target can, it must use the last move it did for the next 3 rounds or until it no longer can.

Endeavor - *Melee Normal Attack*: 3/day. On hit, if the target has more HP than you, the target's HP is set to equal your HP.

Endure - *Self Normal Effect*: 1/day. Endure is used as a Reaction. If you would be hit by an attack that would knock you out, use Endure to instead be left with 1 HP.

Explosion - *Ranged(30ft burst) Normal Attack*: 1/day 10d20. Set your HP to 0, then roll 1d20. On 15 or less, your HP is set to -100% HP and you must make a death savings throw.

Extreme Speed - *Melee Normal Attack*: 3/day 3d10. Extreme Speed has Priority and cannot be contested for Priority.

Facade - *Melee Normal Attack*: 1/day 3d8. If you have an affliction, use 5d12 as damage instead.

Fake Out - *Melee Normal Attack*: At-Will 2d6. Fake Out has Priority. Fake Out can only be used as the first action during an encounter. On hit, the target is Stunned.

Flail - *Melee Normal Attack*: 1/day 1d10. If you are at less than half of your Max HP, Flail has 1d20 for damage instead. If you are at less than 5 HP, Flail has 5d12 for damage instead.

Flash - *Ranged(10ft) Normal Effect*: At-Will. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

Flatter - *Ranged(10ft) Normal Effect*: 1/day. On hit, the target is Confused and the target's Special Attack is +4 until they are no longer Confused.

Follow Me - *Ranged(30ft burst) Normal Effect*: 3/day. On hit, all affected foes will only attack you until you are knocked out.

Foresight - *Self Normal Effect*: At-Will. You can hit Ghost-types with Normal and Fighting type moves as if they are not immune to those types of attacks for two mins.

Frustration - *Melee Normal Attack*: 3/day 3d10. Frustration can only be used if you have less than 1 loyalty.

Fury Attack - *Melee Normal Attack*: At-Will 1d4. Fury Attack has -2 during Accuracy Check. Fury Attack is a Scatter attack. Up to 5 attacks.

Fury Swipes - *Melee Normal Attack*: At-Will 1d4. Fury Swipes has -2 during Accuracy Check. Fury Swipes is a Scatter attack. Up to 5 attacks.

Giga Impact - *Melee(10ft burst) Normal Attack*: 1/day 5d20. Giga Impact has -2 during Accuracy Check. You cannot act during the next round.

Glare - *Ranged(20ft) Normal Effect*: 1/day. On hit, the target becomes Paralyzed.

Guillotine - *Melee Normal Attack*: 1/day. On hit, roll 1d20. On a natural result of 17, 18, 19, or 20, the target is set to 0 HP.

Head Charge - *Melee Normal Attack*: 3/day 3d12. On hit, you lose HP equal to 1/4th of the damage you deal.

Headbutt - *Melee Normal Attack*: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Heal Bell - *Ranged(10ft burst) Normal Effect*: 1/day. You and all allies within range are cured of all afflictions.

Helping Hand - *Melee Normal Effect*: 3/day. Target ally's next attack during this round will deal +1d20 damage.

Hidden Power - *Ranged(25ft) (Variable) Special Attack*: 3/day 3d8. When Hidden Power is added to a move list, assign a random Type to it (*Type can't be changed by relearning this move*).

Hold Back - *Melee Normal Attack*: At-Will 2d6. Hold Back cannot be used to knock out a target. Instead, the target will still have 1 HP.

Horn Attack - *Melee Normal Attack*: At-Will 2d8.

Horn Drill - *Melee Normal Attack*: 1/day. On hit, roll 1d20. On a natural result of 17, 18, 19, or 20, the target is set to 0 HP.

Hyper Beam - *Ranged(25ft beam) Normal Special Attack*: 1/day 5d20. Hyper Beam has -2 during Accuracy Check. You cannot act during the next round.

Hyper Fang - *Melee Normal Attack*: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Hyper Voice - *Ranged(30ft beam) Normal Special Attack*: 1/day 3d12.

Laser Focus - *Ranged(30ft) Normal Effect*: 3/day. On hit, your next attack against the same target will be a Critical Hit. You still need to make an Accuracy Check.

Light Screen - *Ranged(30ft) Psychic Effect*: 3/day. Place 40ft of contiguous Light Screen Wall. Light Screen Wall is see through, 12 ft tall, and has the following ability: Special Attacks that target through this wall deal 10 less damage. This Wall disappears after 2 mins.

Lock-On - *Ranged(40ft) Normal Effect*: 1/day. Your next attack against the same target will not miss.

Lovely Kiss - *Melee Normal Effect*: 3/day. Lovely Kiss has -3 during Accuracy Check. On hit, the target is put Asleep.

Lucky Chant - *Ranged(30ft burst) Normal Effect*: 3/day. Put a Lucky Coat on all allies and yourself. The Coat has the following ability: If you are hit by a Critical Hit, treat the hit as a regular successful hit. This Coat lasts for 2 rounds.

Mean Look - *Ranged(10ft) Normal Effect*: 1/day. On hit, the target is bound in place for 2 mins. Ghost Pokémon are immune to Mean Look.

Mega Kick - *Melee Normal Attack*: 1/day 5d12. Mega Kick has -3 during Accuracy Check.

Mega Punch - *Melee Normal Attack*: 3/day 3d8.

Metronome - *Normal Effect*: 3/day. Immediately use a random attack (non-Legendary).

Milk Drink - *Melee Normal Effect*: 1/day. Target an ally or yourself. The target is healed HP equal to half of the target's Max HP.

Mind Reader - *Ranged(40ft) Normal Effect*: 1/day. Mind Reader can't miss. Your next attack against the same target will not miss.

Minimize - *Self Normal Effect*: 3/day. Until your next turn, attacks made against you have -2 during Accuracy Check. This effect cannot be stacked.

Morning Sun - *Melee Normal Effect*: 1/day. Target an ally or yourself. The target is healed HP equal to half of the target's Max HP. If you are within Sunny Weather, the target is healed HP equal to 3/4ths of the target's Max HP instead.

Odor Sleuth - *Self Normal Effect*: At-Will. You can hit Ghost-types with Normal and Fighting type moves as if they are not immune to those types of attacks for two mins.

Pain Split - *Melee Normal Effect*: 1/day. On hit, you and target's current HPs are added together and halved, assigning both you and the target that new value. Neither can have their new HPs be more than their Max.

Perish Song - *Ranged(40ft burst) Normal Effect*: 1/day. All possible Pokémon targets including yourself receive 3 Perish Coats. The Coats have the following ability: After acting, destroy one of your Perish Coats. If this is the third Perish Coat you've destroyed this way during this encounter, set your HP to 0.

Pound - *Melee Normal Attack*: At-Will 2d6.

Present - *Ranged(10ft) Normal Attack*: 3/day 3d8. On hit, you may choose to deal damage with Present or heal the target's HP equal to the amount of damage Present would have dealt.

Protect - *Self Normal Effect*: 1/day. Protect is used as a Reaction. When you would be hit by a move, use Protect to instead ignore the damage and any effects of the attack.

Quick Attack - *Melee Normal Attack*: At-Will 2d6. Quick Attack has Priority.

Rage - *Melee Normal Attack*: At-Will 2d6. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

Rapid Spin - *Melee Normal Attack*: At-Will 1d8. Destroy any Hazards or Coats, and free bound allies within 5 ft. You may target Hazards, Coats, or bound allies with Rapid Spin without needing to roll Accuracy Check or damage.

Razor Wind - *Ranged(30ft, 10ft wave) Normal Attack*: 3/day 3d10. When you use this attack you immediately end your turn. During your next turn you may roll Razor Wind's Accuracy Check and damage. On hit, if you got 18 or higher on Accuracy Check, Razor Wind is a critical hit.

Recover - *Self Normal Effect*: 1/day. You are healed HP equal to half of your Max HP.

Reflect Type - *Ranged(30ft) Normal Effect:* At-Will. On hit, put a Ref Coat on yourself. The Coat has the following ability: Your Type changes to any one type that the target had. This effect lasts for 10 mins.

Refresh - *Melee Normal Effect:* 3/day. Target an ally or yourself. Target is cured of all afflictions.

Retaliate - *Melee Normal Attack:* 1/day 1d20. If the target knocked out an ally during this round, Retaliate has 5d12 for damage instead.

Return - *Melee Normal Attack:* 3/day 3d10. Return can only be used if you have 3 or more loyalty.

Revelation Dance - *Ranged(10ft burst) Variable Special Attack:* 1/day 3d12. This attack's type is dependent on your primary type.

Roar - *Ranged(30ft burst) Normal Effect:* 1/day. On hit, Poké-mon that are smaller than you will not want to fight and will attempt to run away from you.

Rock Climb - *Melee Normal Attack:* 3/day 3d10. On hit, if you got 16 or higher on Accuracy Check, the target is Confused.

Round - *Ranged(15ft burst) Normal Special Attack:* 3/day 3d8. For every time anyone has used Round before you during this round of combat, Round deals +1d10 damage.

Safeguard - *Ranged(10ft burst) Normal Effect:* 1/day. Put a Safe Coat on all allies and yourself. The Coat has the following ability: You cannot become afflicted. This Coat lasts for 2 mins.

Scratch - *Melee Normal Attack:* At-Will 2d6.

Self-Destruct - *Ranged(30ft burst) Normal Attack:* 1/day 7d20. Set your HP to 0, then roll 1d20. On 10 or less, your HP is set to -100% HP and you must make a death savings throw.

Shell Smash - *Self Normal Effect:* 1/day. As a free action, your Defense and Special Defense are -3, then your Attack, Special Attack and Speed are +3 for 10 mins. This effect cannot be stacked.

Sing - *Ranged(30ft burst) Normal Effect:* 1/day. Sing has -8 during Accuracy Check. On hit, all targets fall Asleep.

Sketch - *Ranged(25ft) Normal Effect:* 1/day. You permanently learn the target's last-used move. If Sketch is used to learn a Move when you already know 6 Moves, the new move replaces Sketch. Sketch fails if used by anything but a Smeargle.

Skull Bash - *Melee Normal Attack:* 1/day 5d12. When you use this attack you immediately end your turn. Your Defense is 15 until your next turn (unless your Defense is higher than 15). During your next turn, your movement speed is doubled and after getting to a target you may roll Skull Bash's Accuracy Check and damage.

Slack Off - *Self Normal Effect:* 1/day. You are healed HP equal to half of your Max HP.

Slam - *Melee Normal Attack:* 3/day 3d10. Slam has -2 during Accuracy Check.

Slash - *Melee Normal Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.

Sleep Talk - *Self Normal Effect:* 3/day. Sleep Talk may only be used while you are Asleep. You randomly use another move that you know. You may move at half speed while using Sleep Talk.

Smelling Salt - *Melee Normal Attack:* 3/day 3d8. If Smelling Salt is used against a Paralyzed target, Smelling Salt deals 5d8 for damage instead, then cures the target of Paralysis. If you choose not to roll damage while using Smelling Salt, you do not need to roll an Accuracy Check.

Smoke Screen - *Ranged(10ft) Normal Effect:* 3/day. Place up to 25 contiguous ft of Smoke Screen Wall. Smoke Screen Wall has no thickness, is 12 ft tall and has the following ability: Attacks that target through or within the wall have -2 during Accuracy Check. This Wall disappears after 2 mins.

Snore - *Melee Normal Special Attack:* At-Will 1d12. Snore can only be used while you're Asleep. You may move at half of your normal Speed if you use Snore during your action. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.

Softboiled - *Melee Normal Effect:* 1/day. Target an ally or yourself. The target is healed HP equal to half of the target's Max HP.

Sonic Boom - *Ranged(5ft) Normal Special Attack:* At-Will 10. On hit, the target loses exactly 10 HP.

Spike Cannon - *Ranged(10ft) Normal Attack:* At-Will 1d4. Spike Cannon has -2 during Accuracy Check. Spike Cannon is a Scatter attack. Up to 5 attacks.

Spit Up - *Ranged(15ft) Normal Special Attack:* 1/day. Destroy up to 3 of your Coats of Stuff. For every Coat of Stuff you destroy, Spit Up deals an additional 2d10 damage.

Splash - *Melee Normal Effect:* At-Will. Instead of making an Accuracy Check, roll 1d20. On 18 or higher, all adjacent foes are moved 5 ft away from the user.

Stockpile - *Normal Self Effect:* At-Will. Put a Stuff Coat on yourself, unless you already have 3 Coats of Stuff. The Coat has the following ability: Your Defense and Special Defense are +1 if you have 1 or 2 Coats of Stuff. If you have 3 Coats of Stuff, your Defense and Special Defense are +2. These Coats last for 2 mins.

Stomp - *Melee Normal Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Strength - *Melee Normal Attack:* 3/day 3d10. On hit, the target is moved 15ft away from you.

Struggle - *Melee Attack:* 2d8. Struggle is used if you can't use any other attacks. Struggle has no type. After use, you lose HP equal to 1/4th of your Max HP.



Stuff Cheeks - *Self Normal Effect*: At-Will. As a free action consume your held Berry. Your Defense is +2 for 10 mins. This effect cannot be stacked.

Substitute - *Self Normal Effect*: 1/day. Substitute is used as a Reaction. If you would be hit by an attack that would deal more than 1/6th of your Max HP in damage, use Substitute to instead ignore the damage and effects of the attack, but also lose HP equal to 1/6th of your Max HP.

Super Fang - *Melee Normal Attack*: 1/day. On hit, the target's current HP is halved.

Supersonic - *Ranged(10ft) Normal Effect*: At-Will. Supersonic has -8 during Accuracy Check. On hit, the target is Confused.

Swagger - *Ranged(10ft) Normal Effect*: 1/day. On hit, the target is Confused and the target's Attack is +4 until they are no longer Confused.

Swallow - *Normal Self Effect*: 1/day. Destroy up to 3 of your Coats of Stuff. For every Coat of Stuff you destroy, Swallow heals you 25 HP.

Sweet Kiss - *Melee Normal Effect*: 3/day. Sweet Kiss has -4 during Accuracy Check. On hit, the target is Confused.

Sweet Scent - *Ranged(10ft) Normal Effect*: At-Will. On hit, your next attack against the same target has +1 during Accuracy Check.

Swift - *Ranged(20ft) Normal Special Attack*: 3/day 3d8. You can't miss targets with less than 15 Special Defense.

Tackle - *Melee Normal Attack*: At-Will 2d6.

Take Down - *Melee Normal Attack*: 3/day 3d10. On hit, you lose HP equal to 1/4th of the damage you deal.

Tail Slap - *Melee Normal Attack*: At-Will 1d4. Tail Slap has -2 during Accuracy Check. Tail Slap is a Scatter attack. Up to 5 attacks.

Tea Time - *Ranged(40ft burst) Normal Effect*: 3/day. Any target holding a Berry immediately consumes it.

Teeter Dance - *Ranged(30ft burst) Normal Effect*: 1/day. On hit, all targets are Confused.

Terrain Pulse - *Ranged(25ft) Normal Special Attack*: 3/day 3d8. If used while you are in the area of a Terrain effect, Terrain Pulse has 5d8 for damage instead and its type changes to match the terrain.

Thrash - *Melee Normal Attack*: 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and Thrash the nearest possible target within 25ft, then you become Confused. Thrash can and will target allies if possible.

Transform - *Ranged(25ft) Normal Effect*: At-Will. You transform into a copy of the target changing all of your stats except for HP. You copy its stats, skills, and passives. You can use any of the target's moves. While transformed, you lose access to your regular moves, skills, passives, and biology. Except for stats, this information is not provided to you.

Transform may not target Legendary Pokémon. Transform lasts for 2 hours or until Ditto chooses to change back as an action.

Tri Attack - *Ranged(20ft) Normal Special Attack*: 3/day 3d10. On hit, if you got 17 or higher on Accuracy Check, the target is randomly either Paralyzed, Burned, or Frozen.

Uproar - *Ranged(20ft burst) Normal Special Attack*: 1/day 3d10. You may move, but then must use Uproar for two more consecutive rounds. Sleeping Pokémon within range of Uproar are awoken and Pokémon cannot go to Sleep within Uproar's range.

Vice Grip - *Melee Normal Attack*: At-Will 2d8.

Weather Ball - *Ranged(25ft) Normal Special Attack*: 3/day 3d8. If within weather, Weather Ball has 5d8 for damage instead and its type changes to match the weather.

Whirlwind - *Ranged(20ft) Normal Effect*: 3/day. On hit, moves the target 60ft away.

Wish - *Melee Normal Effect*: 1/day. Target an ally or yourself. After the target acts during the next round, they are healed HP equal to half of the target's Max HP.

Wrap - *Melee Normal Attack*: At-Will 1d4. On hit, the target is bound to you for 1d4 rounds. For each round the target is bound, it takes 1d4 damage on its turns.

Yawn - *Melee Normal Effect*: 3/day. On hit, the target falls Asleep after its next turn.

Poison

Acid Spray - *Ranged(20ft) Poison Special Attack*: 3/day 1d20. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Baneful Bunker - *Self Poison Effect*: 1/day. Baneful Bunker is used as a Reaction. If you would be hit by a melee attack, use Baneful Bunker to instead ignore the damage and any effects of the attack, and also Poison the attacker.

Belch - *Ranged(15ft) Poison Special Attack*: 1/day 5d12. Belch cannot be used unless you've eaten within the last minute.

Clear Smog - *Ranged(5ft burst) Poison Special Attack*: At-Will 1d12.

Corrosive Gas - *Melee Poison Effect*: 3/day. On hit, destroy the target's held item, if any. Corrosive Gas cannot destroy Mega Stones.

Cross Poison - *Melee Poison Attack*: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Cross Poison is a critical hit and the target is Poisoned.

Dire Claw - *Melee Poison Attack*: 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is randomly either Poisoned or Paralyzed. On hit, if you got 18 or higher on Accuracy Check, Dire Claw is a critical hit.



Gastro Acid - *Ranged(10ft) Poison Effect:* 3/day. On hit, the target cannot benefit from any ability passives for 10 mins.

Gunk Shot - *Ranged(20ft, 10ft blast) Poison Attack:* 1/day 5d12. On hit, if you got 14 or higher on Accuracy Check, the target is Poisoned.

Poison Fang - *Melee Poison Attack:* 3/day 1d20. On hit, if you got 10 or higher on Accuracy Check, the target is Toxified.

Poison Gas - *Ranged(5ft burst) Poison Effect:* 3/day. Poison Gas has -2 during Accuracy Check. On hit, all targets are Poisoned.

Poison Jab - *Melee Poison Attack:* 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Poisoned.

Poison Powder - *Melee Poison Effect:* At-Will. Poison Powder has -5 during Accuracy Check. On hit, the target is Poisoned.

Poison Sting - *Melee Poison Attack:* At-Will 1d4. On hit, if you got 15 or higher on Accuracy Check, the target is Poisoned.

Poison Tail - *Melee Poison Attack:* 3/day 1d20. On hit, if you got 14 or higher on Accuracy Check, the target is Poisoned; if you got 18 or higher on Accuracy Check, Poison Tail is a critical hit.

Purify - *Melee Poison Effect:* 3/day. Target an ally or yourself. Target is cured of Poison and Toxin, then if they were cured of Poison or Toxin they are healed 1d20 HP.

Shell Side Arm - *Ranged(20ft) Poison Variable Attack:* 3/day 3d10. Shell Side Arm's Accuracy Check is made against the target's Defense or Special Defense and Shell Side Arm's Accuracy Check is made with your Attack or Special Attack, both chosen before Accuracy Check. On hit, if you got 18 or higher on Accuracy Check, the target is Poisoned.

Sludge - *Ranged(15ft) Poison Special Attack:* 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Poisoned.

Sludge Bomb - *Ranged(25ft, 5ft blast) Poison Special Attack:* 1/day 3d12. On hit, if you got 14 or higher on Accuracy Check, all targets are Poisoned.

Sludge Wave - *Ranged(20ft, 10ft wave) Poison Special Attack:* 1/day 3d12. On hit, if you got 18 or higher on Accuracy Check, all targets are Poisoned.

Smog - *Ranged(5ft) Poison Special Attack:* At-Will 1d4. On hit, if you got 13 or higher on Accuracy Check, the target is Poisoned.

Toxic - *Melee Poison Effect:* 1/day. Toxic has -3 during Accuracy Check, unless you are Poison type. On hit, the target is Toxified.

Toxic Spikes - *Ranged(20ft burst) Poison Effect:* 3/day. Place the Toxic Spikes Hazard in the area surrounding you. Toxic Spikes Hazard has the following ability: When a foe moves through Toxic Spikes Hazard during their turn and are on the ground, they are Poisoned. If the Toxic Spikes Hazard has multiple layers, it will Toxify foes instead of Poisoning them instead. This Hazard disappears after 2 mins.

Toxic Thread - *Ranged(20ft) Poison Effect:* 1/day. On hit, the target is Poisoned and the target's Speed is -1 until they are no longer Poisoned.

Venom Drench - *Ranged(10ft) Poison Effect:* 3/day. Venom Drench can only target a Poisoned or Toxified enemy. On hit, the target's Attack, Special Attack, and Speed are -3 for 10 mins. This effect cannot be stacked.

Venoshock - *Ranged(10ft) Poison Special Attack:* 3/day 2d10. If the target is Poisoned or Toxified, Venoshock has 4d10 for damage instead.

Psychic

Ally Switch - *Self Psychic Effect:* 1/day. Ally Switch is used as a Reaction. When you would be hit by an attack, use Ally Switch to instead switch places with a willing ally within 60ft. That ally is hit by the attack instead of you.

Confusion - *Ranged(10ft) Psychic Special Attack:* At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.

Dream Eater - *Melee Psychic Special Attack:* 1/day 5d12. Dream Eater can only hit Sleeping targets. On hit, you regain HP equal to half of the damage dealt.

Eerie Spell - *Ranged(30ft) Psychic Special Attack:* 3/day 3d8. On hit, the attack last used by the target may not be used again for 1 minute.

Esper Wing - *Ranged(30ft) Psychic Special Attack:* 3/day 3d8. On hit, during your next action if you attack a foe, your move has priority.

Expanding Force - *Ranged(30ft) Psychic Special Attack:* 1/day 3d12. If you are within Psychic Terrain while using Expanding Force, it deals +2d12 damage on hit.

Extrasensory - *Ranged(10ft) Psychic Special Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Future Sight - *Ranged(30ft) Psychic Special Attack:* 1/day 5d12. When you use this attack you immediately end your turn. In two rounds, select any target within 30ft of you to target with Future Sight then you may roll Future Sight's Accuracy Check and damage.

Gravity - *Psychic Field Effect:* 3/day. You create a circle of Gravity Terrain with a 60ft diameter. Within the terrain, Pokémon may not leave the ground and any Pokémon that are in the air are brought down to the ground. This terrain disappears after 2 mins.



Heal Block - Ranged(30ft burst) *Psychic Effect*: 1/day. All affected targets cannot be healed or heal for 1 minute.

Heal Pulse - Ranged(10ft) *Psychic Effect*: 1/day. Target an ally or yourself. The target is healed HP equal to half of the target's Max HP.

Healing Wish - Melee *Psychic Effect*: 1/day. Your HP is set to 0, then target ally is healed to Max HP and cured of any afflictions.

Heart Stamp - Melee *Psychic Attack*: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Hypnosis - Ranged(10ft) *Psychic Effect*: 3/day. Hypnosis has 4 during Accuracy Check. On hit, the target is put Asleep.

Instruct - Ranged(15ft) *Psychic Effect*: 3/day. Targeted ally may immediately act if they haven't this round.

Kinesis - Ranged(10ft) *Psychic Effect*: At-Will. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

Magic Coat - Melee *Psychic Effect*: 3/day. Put a Magic Coat on the target or yourself. The Coat has the following ability: If you would be given an affliction by a foe, instead that foe receives the affliction. This Coat lasts for 2 rounds.

Magic Powder - Melee *Psychic Effect*: 3/day. On hit, put a Weird Coat on the target. The Coat has the following ability: You lose your current Types and become only Psychic-type for 10 mins.

Magic Room - *Psychic Field Effect*: 3/day. You create a circle of Magical Terrain with a 60ft diameter. If within the Magical terrain, Pokémon cannot use any held items. This terrain disappears after 2 mins.

Miracle Eye - Self *Psychic Effect*: 3/day. You can hit Dark-types with Psychic type moves as if they are not immune to that type of attacks for two mins.

Mirror Coat - Ranged(40ft) *Psychic Effect*: 1/day. Mirror Coat is used as a Reaction. After an enemy hits you with a ranged Special Attack move that deals damage, use Mirror Coat to deal exactly twice the damage to the enemy that you received. Do not apply weakness or resistances.

Psybeam - Ranged(15ft beam) *Psychic Special Attack*: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is Confused.

Psychic - Ranged(25ft) *Psychic Special Attack*: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Psychic Fangs - Melee *Psychic Attack*: 3/day 3d10. On hit, Psychic Fangs destroys all walls within melee range. Psychic Fangs can target walls.

Psychic Terrain - *Psychic Field Effect*: 3/day. You create a circle of Psychic Terrain with a 60ft diameter. If touching the ground, within the Psychic Terrain, Priority and Reaction moves may not be used. Within the Psychic Terrain,

Psychic-type attacks deal an additional 8 damage. This terrain disappears after 2 mins.

Psycho Cut - Ranged(20ft) *Psychic Attack*: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Psycho Cut is a critical hit.

Psycho Shift - Melee *Psychic Effect*: 1/day. On hit, you are cured of all afflictions and the target receives each affliction you were cured of.

Psyshield Bash - Melee *Psychic Attack*: 3/day 3d8. On hit, your Defense and Special Defense are each raised +1 for 10 mins. This effect cannot be stacked.

Psyshock - Ranged(20ft) *Psychic Special Attack*: 3/day 3d10. Psyshock's Accuracy Check is made against the target's Defense.

Reflect - Melee *Psychic Effect*: 3/day. Put a Reflect Coat on the target or yourself. The Coat has the following ability: Reduce damage from attacks that use the attack stat that hit you by 10. This Coat lasts for 2 mins.

Rest - Self *Psychic Effect*: 1/day. You may fall Asleep. If you do, you recover your HP to Max HP and are cured of all afflictions. You cannot attempt to wake up or be awoken naturally for 3 rounds.

Shadow Tag - Ranged(10ft) *Psychic Effect*: 1/day. On hit, the target is bound in place for 2 mins. Ghost Pokémon are immune to Shadow Tag.

Synchro noise - Ranged(50ft burst) *Psychic Special Attack*: 3/day 5d8. Synchro noise can't hit targets unless they share at least one type with you.

Teleport - Ranged(50ft) *Psychic Effect*: 1/day. Teleport may be used as a Reaction. Teleport moves you up to 50ft away in your line of sight. If an enemy would hit you with a move that deals damage, use Teleport as a Reaction to move up to 50ft away in your line of sight and take only 1/4th the damage you would have taken from the attack.

Trick - Melee *Psychic Effect*: 1/day. On hit, you and the target trade any held items. If only you or the target has an item, take or give the item to exchange who has possession of it.

Trick Room - *Psychic Field Effect*: 3/day. You create a circle of Tricky Terrain with a 60ft diameter. Within the Tricky terrain, turn orders are reversed during each round. If some are outside of Tricky terrain while others are within Tricky terrain, all actions are still made in reverse order. This terrain disappears after 2 mins.

Wonder Room - *Psychic Field Effect*: 3/day. You create a circle of Wonderful Terrain with a 60ft diameter. Anyone who attacks within the Wonderful terrain makes Attack Accuracy Checks against Special Defense and Special Attack Accuracy Checks against Defense. This terrain disappears after 2 mins.

Zen Headbutt - Melee *Psychic Attack*: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Rock

Accelerock - *Melee Rock Attack*: At-Will 2d6. Accelerock has Priority.

Ancient Power - *Ranged(10ft) Rock Special Attack*: 1/day 2d8. On hit, your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 1 hour.

Head Smash - *Melee Rock Attack*: 1/day 7d12. On hit, you lose HP equal to half of the damage you deal. Head Smash has -2 during Accuracy Check.

Meteor Beam - *Ranged(30ft beam) Rock Special Attack*: 1/day 5d12. When you use this attack you immediately end your turn. During your next turn you may move then roll Meteor Beam's accuracy check and damage. During Meteor Beam's accuracy check and damage, your Special Attack is +4.

Power Gem - *Ranged(20ft) Rock Special Attack*: 3/day 3d10.

Rock Blast - *Ranged(10ft) Rock Attack*: At-Will 1d4. Rock Blast has -2 during Accuracy Check. Rock Blast is a Scatter attack. Up to 5 attacks.

Rock Slide - *Ranged(20ft, 10ft wave) Rock Attack*: 1/day 5d12. Rock Slide has -2 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

Rock Throw - *Ranged(20ft) Rock Attack*: At-Will 2d6.

Rock Tomb - *Ranged(15ft) Rock Attack*: 3/day 3d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

Rock Wrecker - *Ranged(25ft, 10ft blast) Rock Attack*: 1/day 5d20. Rock Wrecker has -2 during Accuracy Check. You cannot act during the next round.

Rollout - *Melee Rock Attack*: At-Will 1d4. For each time you've successfully used Rollout against the same target during the encounter, add 1d8 to Rollout's damage.

Sandstorm - *Rock Field Effect*: 3/day. You create a circle of Sandstorming Weather with a 60ft diameter. Anyone who acts within the Sandstorming weather takes 2d4 damage after acting unless they are Rock-type, Ground-type, or Steel-type. This weather disappears after 2 mins.

Smack Down - *Ranged(25ft) Rock Attack*: 3/day 1d20. On hit, Smack Down knocks the target out of the air, removing any Ground-type immunities and disabling the target's ability to move in the air for 2 mins.

Stealth Rock - *Ranged(5ft) Rock Effect*: 3/day. Place a Stealth Rock Hazard adjacent to you. Stealth Rock Hazard has the following ability: If a foe moves within 20 ft of Stealth Rock Hazard, it will hurl itself at the foe, destroying itself and dealing 2d12 Rock-type damage to the foe without needing an Accuracy Check. This Hazard disappears after 2 mins.

Stone Axe - *Melee Rock Attack*: 3/day 3d8. On hit, the target gains a Splinters Coat. The coat has the following ability: After acting, roll 1d20; on a result of 16 or better, destroy this coat; otherwise, take 2d4 damage.

Stone Edge - *Ranged(25ft) Rock Attack*: 1/day 5d12. Stone Edge has -2 during Accuracy Check. On hit, if you got 18 or higher on Accuracy Check, Stone Edge is a critical hit.

Tar Shot - *Ranged(20ft) Rock Effect*: 3/day. Put a Tar Coat on the target. The Coat has the following ability: Your Speed is -2. If you are hit by a Fire-type attack, you take +8 damage. This Coat lasts for 2 mins.

Steel

Anchor Shot - *Melee Steel Attack*: 1/day 3d12. On hit, the target is bound to you for 1d6 rounds.

Bullet Punch - *Melee Steel Attack*: At-Will 2d6. Bullet Punch has Priority.

Flash Cannon - *Ranged(20ft) Steel Special Attack*: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Gear Grind - *Melee Steel Attack*: 3/day 1d20. Gear Grind is a Scatter attack. It has two attacks.

Gyro Ball - *Melee Steel Attack*: 3/day 3d10. Gyro Ball can only target faster targets.

Heavy Slam - *Melee Steel Attack*: 3/day 3d10. Heavy Slam can only target lighter targets.

Iron Head - *Melee Steel Attack*: 3/day 3d10. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

Iron Tail - *Melee Steel Attack*: 3/day 3d10. Iron Tail has -2 during Accuracy Check. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

King's Shield - *Self Steel Effect*: 1/day. King's Shield is used as a Reaction. If you would be hit by a melee attack, use King's Shield to instead ignore the damage and any effects of the attack, and also the attacker's Attack is -4 for 10 mins. This effect cannot be stacked.

Magnet Bomb - *Ranged(25ft) Steel Attack*: 3/day 3d8. You can't miss targets with less than Special Defense.

Metal Burst - *Ranged(40ft) Steel Effect*: 1/day. Metal Burst is used as a Reaction. After an enemy within range hits you with a move that deals damage, use Metal Burst to deal exactly 1.5x the damage to the enemy that you received. Do not apply weakness or resistances.

Metal Claw - *Melee Steel Attack*: At-Will 2d6. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

Meteor Mash - *Melee Steel Attack*: 3/day 3d10. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

Mirror Shot - *Ranged(20ft) Steel Special Attack*: At-Will 2d8.

Smart Strike - *Melee Steel Attack*: 3/day 3d8. You can't miss targets with less than 15 Defense.

Steel Beam - *Ranged(30ft) Steel Special Attack*: 1/day 7d12. On hit, you lose HP equal to half of the damage you deal.



Steel Roller - *Melee Steel Attack*: 1/day 5d12. Steel Roller can only be used if you are in the area of a Terrain move, and destroys that Terrain when used.

Steel Wing - *Melee Steel Attack*: At-Will 2d8. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.



Water

Aqua Jet - *Melee Water Attack*: At-Will 2d6. Aqua Jet has Priority.

Aqua Ring - *Self Water Effect*: 1/day. Put a Ring Coat on yourself. The Coat has the following ability: At the beginning of your turn, recover 1d10 HP. This Coat lasts for 1 min. If it's raining, the Coat lasts for 2 mins.

Aqua Tail - *Melee Water Attack*: 1/day 3d12.

Brine - *Ranged(20ft) Water Special Attack*: 3/day 3d8. If the target is at less than half of their Max HP, Brine has 5d8 for damage instead.

Bubble - *Ranged(15ft) Water Special Attack*: At-Will 1d12. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

Bubble Beam - *Ranged(20ft beam) Water Special Attack*: 3/day 3d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

Clamp - *Melee Water Attack*: At-Will 1d4. On hit, the target is bound to you for 1d4 rounds. For each round the target is bound, it takes 1d4 damage on its turns.

Crabhammer - *Melee Water Attack*: 3/day 3d10. Crabhammer has -2 during Accuracy Check. On hit, if you got 18 or higher on Accuracy Check, Crabhammer is a critical hit.

Dive - *Melee Water Attack*: 3/day 3d10. When you use this attack, dive into water so that you are concealed, then you immediately end your turn. During your next turn, your movement speed underwater is +40ft, and when you emerge from the water you may roll Dive's Accuracy Check and damage.

Fishious Rend - *Melee Water Attack*: 1/day 3d8. If the target has not already acted this round, Fishious Rend deals +2d8 damage.

Hydro Cannon - *Ranged(25ft beam) Water Special Attack*: 1/day 5d20. Hydro Cannon has -2 during Accuracy Check. You cannot act during the next round.

Hydro Pump - *Ranged(30ft beam) Water Special Attack*: 1/day 5d12. Hydro Pump has -2 during Accuracy Check unless it's Raining.

Life Dew - *Ranged(20ft burst) Water Effect*: 1/day. You and any allies in range are each healed HP equal to 1/6th of your Max HP.

Liquidation - *Ranged(10ft) Water Attack*: 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.



Muddy Water - *Ranged(20ft, 10ft wave) Water Special Attack*: 1/day 3d12. On hit, any target's Accuracy Checks are -2 during their next turn. This effect cannot be stacked.



Octazooka - *Ranged(15ft) Water Special Attack*: 3/day 3d8. On hit, the target's Accuracy Checks are -3 during their next turn. This effect cannot be stacked.



Rain Dance - *Water Field Effect*: 3/day. You create a circle of Raining Weather with a 60ft diameter. Within the Raining weather, Water-type attacks deal an additional 8 damage and Fire-type attacks deal 8 less damage. This weather disappears after 2 mins.



Razor Shell - *Melee Water Attack*: 3/day 3d8. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.



Scald - *Ranged(10ft) Water Special Attack*: 3/day 3d10. On hit, if you got 14 or higher on Accuracy Check, the target is Burned. Scald can Burn Fire-types.



Snipe Shot - *Ranged(40ft) Water Special Attack*: 3/day 3d10. Snipe Shot cannot be redirected by passives or any other ability, instead only hitting a target it was directed at.



Soak - *Melee Water Effect*: 3/day. On hit, put a Soak Coat on the target. The Coat has the following ability: You lose your current Types and become only Water-type for 10 mins.



Sparkling Aria - *Ranged(20ft burst) Water Special Attack*: 1/day 3d12. Sparkling Aria cures any ally's Burns within range without damaging them.



Surf - *Ranged(30ft, 10ft wave) Water Special Attack*: 1/day 5d12.



Water Gun - *Ranged(20ft) Water Special Attack*: At-Will 2d6.



Water Pulse - *Ranged(20ft burst) Water Special Attack*: 3/day 3d8. On hit, if you got 16 or higher on Accuracy Check, the target is Confused.



Water Shuriken - *Ranged(15ft) Water Special Attack*: At-Will 1d4. Water Shuriken has Priority and is a Scatter attack. Up to 5 attacks.



Water Sport - *Melee Water Effect*: At-Will. Put a Water Coat on the target or yourself. The Coat has the following ability: Reduce damage from Fire attacks that hit you by 10. This Coat lasts for 2 mins.



Water Spout - *Ranged(30ft burst) Water Special Attack*: 1/day 3d10. If you are at Max HP, Water Spout has 5d12 for damage instead.



Waterfall - *Melee Water Attack*: 3/day 3d10. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.



Wave Crash - *Melee Water Attack*: 1/day 3d12. On hit, you lose HP equal to 1/4th of the damage you deal. Your Speed is +2 for 10 mins. This effect cannot be stacked.



Whirlpool - *Ranged(10ft) Water Special Attack*: 3/day 1d12. On hit, the target is bound in place for 1d4 rounds. For each round the target is bound, it takes 1d4 damage on its turns.



Contests

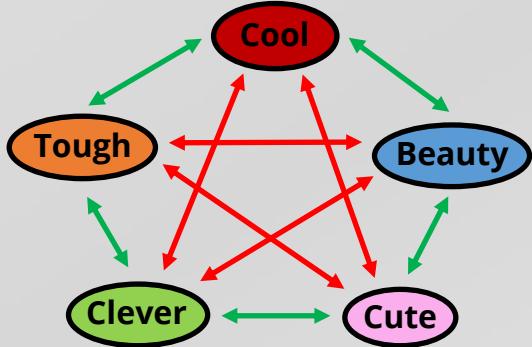
In Pokémon Tabletop Adventures, contests really shine as a chance for players to get creative. In all Contests, there are at least the following two stages: The Introduction Stage and the Appeal Stage. During the Introduction Stage, you'll be introducing yourself and your Pokémon, often sneaking in your first appeal with a flashy pose and the look you and your Pokémon are going for. During the Appeal Stage, multiple rounds will take place as different contestants have their Pokémon perform different attacks in a stylish fashion- no battling! Just showing off their unique takes on different powers.

You must figure out how to manipulate your opponents, their Pokémon and the Judges to be awarded the most points. At the beginning of each contest, a Contest Type should be announced. This will determine what kind of moves you will want to use.

Contest Types

Each move is aligned with a different contest type, just like each move's elemental type. Additionally, Pokémon who are attuned to any specific stat will find that they are better suited to a specific type of contest.

The contest types are Beauty, Clever, Cool, Cute, and Tough. These types work together or sometimes clash.



In the diagram above, you can see which contest types are complimentary and which types clash. When a judge wants to see cute appeals, it's likely they'll be turned off by any displays of toughness. The same judge will probably not mind a beautiful appeal on the other hand.

In contests, you're trying to rack up as many points as possible over the course of the contest. At the end, there will be a clear winner.

Standard Contest Stages

Introduction Stage

In the introduction stage, a Pokémon is sent out and an initial appeal is made to the judges based on a Pokémon's grooming, a Pokémon's contest stats, held items, accessories, and any other preparations a trainer may have made for themselves or their Pokémon. In most cases, a flat score will be added to your contest score.

Appeal Stage

The appeal stage is where you really score points. Over three rounds, you will perform moves while facing one of three judges who are surrounding the contest stage, house center, house left, or house right.

Before the contest starts, the contest's favored type would surely be known and you'll be aiming to use moves that match the contest type. Whenever you perform a move that matches the contest type, the judge you are performing for will raise their voltage 1. When performing a move that clashes with the contest theme, the judge's voltage will be lowered 1. If you perform a move that is allied with the contest, it will not affect the judge's voltage.

Whenever you perform a move that has the same type as the contest, you will roll an additional 1d4 during your appeal. If you perform the same move twice in a row during your appeals, the judge will not award you points, even if you perform for a different judge. The repeated move will still be able to affect voltage, however. Once a Judge's voltage reaches 4, their voltage will overflow, resetting to 0 and the Pokémon who raised the judge's voltage to 4 will roll an additional 4d4 for their appeal that round.

During each of the three rounds, contestants make the appeal in order based on their current total score. Whoever has the lowest total points for the first appeal round goes first, then in the second round each contestant performs in the order from highest score to lowest score. The final round is performed just like the first round, from lowest current score to highest score. In the event of a score being tied, the Pokémon with higher Speed goes first.

At the end of the appeal stage's rounds, competitors will have their total score announced and the judges will award the winning trainers with contest ribbons.

!!! - Contest halls may reward multiple ribbons to the same trainer across multiple contests, but a trainer can only receive one honor per contest hall.

Contest Variants

There's many variations of contests - and different venues may have different rules. Here are some variants you might encounter at a contest hall.

Trainer-Appeal Contests

In Trainer Appeal Contests, it's not only the Pokémons that compete - the trainer's performance is just as crucial to success as that of the Pokémons!

Super Contests

While standard Contests have a fixed Contest Type, Super Contests are completely random. At the beginning of each round, before moves are chosen, a contest type is randomly chosen

Festival

Festivals are much like Super Contests, in that the Contest Type is constantly fluctuating. However, in a Festival, each judge announces a different desired contest type for appeals each round at random.

High Voltage

In a High Voltage Contest, the Voltage rules are slightly different. Each Judge begins with 1 Voltage. Whenever the voltage of a judge is raised, the Pokémons making the appeal add $Xd4$ to their appeal where X is the judge's current voltage level. Voltage is not reset when it overflows and voltage can not be lowered in a high voltage contest.

Double Performance

In a Double Performance, each Coordinator uses two Pokémons, instead of one. For the Appeal Stage, both Pokémons participate together in each of their five appeals. Each round, both Pokémons select a move. These two moves should be combined into one appeal that features both moves. Neither Pokémon can use a move they used in the previous round, unless that move is Reliable. To determine the combined move effects, select any combination of keyword and contest type from the two moves. That combination determines the effects of the move.

Example: A Pikachu that uses Thunder Wave (Cool, Excitement) in combination with a Quagsire using Surf (Beauty, Round Starter). As Quagsire raises the waters, Pikachu uses its Thunder Wave to force the water into even greater waves. Pikachu then shows off its cool surfing on the back of Quagsire. The Coordinator decides to select the Cool type from Thunder Wave, and the Round Starter keyword from Surf, and rolls accordingly.



Presentation Stage Options

Sometimes, judges will demand even more of a show past initial introductions and appeals. If they do, contests that engage in additional rounds and presentation stages will explicitly say so before hand unless the judges are really throwing contestants through the ringer and expecting them to perform on the spot with no plans!

Fashion Show (Cute, Beauty) - Judges will also give themes and ask performers to match their wardrobes to the themes considering clothing, accessories, color, materials, brands, or any other details related to styles.

Pokéathlon (Tough) - Sometimes, judges will have Pokémons perform feats of speed and strength. It's not enough to be the fastest or strongest- judges expect your Pokémons to look good while putting on the show. Pokéathlons are not always connected to contests, but it certainly adds another level of performance to the competition.

PokéStar Heroes (Cool) - Judges will give a scene to perform. Often trainers or Pokémons will be filmed during the performance and used in films or shows. Depending on the performance, trainers may even receive compensation for their scenes.

Talent Show (Clever) - Here, judges expect a show that demonstrates a Pokémons knowledge of unique talents. Whether its music, juggling, or some technical dancing your Pokémons need to show off truly unique ability that you've taught them to perform on top of the usual contest stages.

Contest Creativity

In Contests, you should take the chance to describe every appeal that you make with your Pokémons. When you train your Pokémons you can rehearse their performances and when they reveal their appeals to judges on stage you can detail your Pokémons' appeal. Appeals should only take about ten seconds, but whatever creativity you perform can score additional d4 rolls during your final appeal awarded by your GM.

Contests

Contest Stats are usually invisible stats that all start at zero. There are associated with each contest type, Beauty, Clever, Cool, Cute, and Tough. When you feed your Pokémon special foods that grant contest stats, you should note those gained stats on your Pokémon's sheet.

You can have up to a total of ten contest stats, divided into each of the contest stats however you'd like. Whether it's a PokéBlock or Poffins, these special-made treats will give bonuses to your Pokémon that they can use during Contests!

During your introductory round, or during any round of the appeals round, you may expend these stats to give yourself more points. This can help influence what order you will perform in during the appeals round. Sometimes, planning ahead to perfectly overflow a judge's voltage can mean boosting your score with these stats at the right time in order to perform when you need to.

You can only use Contest Stats if the stat matches the Contest's type. This means that in a special contest where a new favored type is picked per round, per judge, you should pay attention to when you can use your different contest stats.

At the end of each contest, your Pokémon's stats are restored. Once you give your Pokémon their ten contest stats, you can not change them anymore— they are permanent changes.



Contest Keywords

Contest Keywords are all paired with moves. While individual moves might perform differently based on your personal touch and creativity, each move can essentially be grouped into one of these twenty-six keywords. These entries describe what each of the Keywords do in a Contest.

Each keyword is also paired with a score value so each keyword has a default appeal value modified by any features you might have or any bonuses in the contest. When these moves are used in contests, Pokémon do not exert themselves as much and can be used repeatedly ignoring a move's 1/day or 3/day frequencies.

Appeal - 3d4

Appeal has no special effects.

Attention Grabber - Special

Attention Grabber halves the appeal points just earned by the Pokémon who went immediately before your appeal during that round, then adds that result to your own score for the round.

Big Show - Special

Big Show rolls 10d4 if each contestant performed for the same judge before you this round. You may only use the effect of Big Show if you are performing fourth or fifth during the final round of appeals.

Catching Up - 1d4

Catching Up rolls an additional 3d4 if you currently have the lowest total score.

Crowd Pleaser - 1d4

Crowd Pleaser raises the target Judge's voltage by exactly 2, regardless of the move's contest type.

Excitement - 2d4

Excitement prevents the target Judge's Voltage from going down during that round of appeals.

Final Appeal - 2d4

Final Appeal rolls an additional 2d4 for your appeal if the move is performed during the final round of appeals.

Get Ready! - None

Get Ready! Lets you roll twice the dice you normally would for any reason during your next appeal .

Good Show! - 1d4

Good Show! rolls an additional 3d4 if any voltage was raised during both of the last appeals during the same round.



Hold That Thought - 2d4

Hold That Thought prevents the target judge's voltage from being raised for the remainder of the round, after your appeal.

Incredible - 1d4

Incredible raises each judge's voltage 1 level, regardless of contest types.

Incentives - 2d4

Incentives rolls an additional 2d4 when their appeal raises the judge's voltage.

Interrupting Appeal - 2d4

Interrupting Appeal goes first during the appeal round, ignoring the order.

Inversed Appeal - Special

Inversed Appeal rolls 1d4 for each point of voltage the target judge does not have, up to 4d4.

Quick Set - 2d4

Quick Set makes you perform first during the next appeal round regardless of score order.

Reflective Appeal - Special

Reflective Appeal rolls 1d4 for each point of voltage the target judge has, up to 4d4.

Reliable - 2d4

Reliable may use the same move during your next round and still gain appeal points. When you do, you also roll an additional 1d4 during the appeal.

Round Ender - 2d4

Round Ender rolls an additional 2d4 during your turn if you make your appeal last that round.

Round Starter - 2d4

Round Starter rolls an additional 2d4 during your turn if you make your appeal first that round.

Scrambler - 2d4

Scrambler randomizes the order of appeals during the next round, ignoring scores.

Seen Nothing Yet - 2d4

Seen Nothing Yet rolls an additional 3d4 when anyone has raised a judge's voltage to max during the same round or the round before.

Slow Set - 2d4

Slow Set makes you perform last during the next appeal round regardless of score order.

Special Attention - 1d4

Special Attention rolls an additional 3d4 if no other participant appealed to the same judge during that round so far.

Start Set - 2d4

Start Set will perform first, second, or third during the next appeal round. You must choose when performing the appeal.

Torrential Appeal - Special

Torrential Appeal uses 1d4 as its roll if you perform first or second during the round, 2d4 as its roll if you perform third or fourth during the round, and 3d4 if you perform last during the round.

Unsettling - 2d4

Unsettling lowers each judge's voltage 1 level.



Contest Moves

Pokémon moves are repeated here with only their contest denotation. You can match the move with its keyword and contest type. That's all you need for contest moves.

If a Pokémon is taught a unique move by a tutor, the move will have the "Appeal" effect and its contest type will be assigned by the tutor when the move is learned.

These symbols indicate which contest type each move is.



A

Absorb - Good Show!	Green Square
Accelerock - Quick Set	Red Diamond
Acid Spray - Unsettling	Green Square
Acrobatics - Incentives	Green Square
Acupressure - Get Ready!	Red Diamond
Aerial Ace - Round Starter	Red Diamond
After You - Slow Set	Green Square
Air Cutter - Appeal	Red Diamond
Air Slash - Round Starter	Red Diamond
Ally Switch - Scrambler	Red Diamond
Anchor Shot - Unsettling	Blue Circle
Ancient Power - Round Ender	Orange Triangle
Apple Acid - Inverse Appeal	Orange Triangle
Aqua Jet - Quick Set	Blue Circle
Aqua Ring - Torrential Appeal	Blue Circle
Aqua Tail - Appeal	Purple Star
Arm Thrust - Reliable	Orange Triangle
Aromatherapy - Reflective Appeal	Green Square
Assurance - Final Appeal	Blue Circle
Astonish - Appeal	Green Square
Attract - Excitement	Purple Star
Aura Sphere - Round Starter	Blue Circle
Aura Wheel - Incredible	Purple Star
Aurora Beam - Round Starter	Blue Circle
Aurora Veil - Hold That Thought	Blue Circle
Avalanche - Final Appeal	Red Diamond

B

Baneful Bunker - Appeal	Orange Triangle
Barrage - Reliable	Orange Triangle
Beak Blast - Special Attention	Orange Triangle
Belch - Appeal	Orange Triangle
Belly Drum - Get Ready!	Purple Star
Bide - Final Appeal	Orange Triangle
Bind - Torrential Appeal	Orange Triangle
Bite - Appeal	Orange Triangle
Blast Burn - Seen Nothing Yet	Blue Circle
Blaze Kick - Round Starter	Blue Circle
Blizzard - Round Starter	Blue Circle
Block - Hold That Thought	Purple Star
Body Press - Incentives	Orange Triangle
Body Slam - Appeal	Orange Triangle
Bolt Beak - Final Appeal	Red Diamond
Bone Club - Appeal	Orange Triangle
Bone Rush - Reliable	Orange Triangle
Bonemerang - Reliable	Orange Triangle
Boomburst - Appeal	Green Square
Bounce - Special Attention	Purple Star
Branch Poke - Appeal	Purple Star
Brave Bird - Round Ender	Purple Star
Breaking Swipe - Appeal	Red Diamond
Brick Break - Appeal	Red Diamond
Brine - Incentives	Green Square
Brutal Swing - Excitement	Orange Triangle
Bubble - Slow Set	Purple Star
Bubble Beam - Slow Set	Blue Circle
Bug Bite - Attention Grabber	Orange Triangle
Bug Buzz - Incentives	Purple Star
Bulldoze - Appeal	Red Diamond
Bullet Punch - Quick Set	Green Square
Bullet Seed - Reliable	Red Diamond
Burn Up - Round Ender	Blue Circle
Burning Jealousy - Incredible	Purple Star

C

Camouflage - Hold That Thought	■
Celebrate - Inversed Appeal	★
Charge - Get Ready!	■
Charge Beam - Round Starter	●
Chatter - Catching Up	■
Chip Away - Reliable	▲
Circle Throw - Big Show	▲
Clamp - Appeal	▲
Clanging Scales - Incentives	■
Clangorous Soul - Incredible	●
Clear Smog - Hold That Thought	■
Close Combat - Seen Nothing Yet	■
Coaching - Good Show!	★
Comet Punch - Reliable	▲
Confuse Ray - Unsettling	■
Confusion - Appeal	■
Constrict - Torrential Appeal	▲
Conversion - Catching Up	●
Corrosive Gas - Unsettling	■
Counter - Final Appeal	▲
Covet - Attention Grabber	★
Crabhammer - Round Starter	▲
Crafty Shield - Inversed Appeal	■
Cross Chop - Round Ender	◆
Cross Poison - Appeal	◆
Crunch - Round Starter	▲
Crush Claw - Appeal	◆
Curse - Torrential Appeal	▲
Cut - Appeal	◆

D

Dark Pulse - Round Starter	◆
Darkest Lariat - Special Attention	◆
Dazzling Gleam - Reflective Appeal	●
Decorate - Get Ready!	★
Defog - Hold That Thought	●
Destiny Bond - Big Show	■
Detect - Inversed Appeal	◆

Dig - Special Attention

Disable - Excitement	■
Disarming Voice - Unsettling	★
Discharge - Round Starter	◆
Dive - Special Attention	●
Dizzy Punch - Inversed Appeal	◆
Double Edge - Big Show	▲
Double Hit - Reliable	■
Double Kick - Reliable	◆
Double Slap - Reliable	▲
Double Team - Reliable	◆
Draco Meteor - Seen Nothing Yet	■
Dragon Breath - Round Starter	◆
Dragon Claw - Round Starter	◆
Dragon Darts - Reliable	★
Dragon Hammer - Round Starter	◆
Dragon Pulse - Incentives	■
Dragon Rage - Appeal	◆
Dragon Rush - Round Ender	◆
Dragon Tail - Appeal	■
Drain Punch - Good Show!	●
Draining Kiss - Unsettling	★
Dream Eater - Good Show!	■
Drill Peck - Appeal	◆
Drill Run - Appeal	◆
Drum Beating - Appeal	▲
Dual Chop - Reliable	▲
Dual Wingbeat - Reliable	◆
Dynamic Punch - Round Ender	◆

E

Earth Power - Round Ender	■
Earthquake - Round Ender	▲
Echoed Voice - Reliable	■
Eerie Spell - Unsettling	■
Egg Bomb - Appeal	▲
Electric Terrain - Unsettling	■
Electrify - Hold That Thought	■
Electro Ball - Final Appeal	●

E (continued)

Electroweb - Hold That Thought	
Ember - Appeal	
Encore - Good Show!	
Endeavor - Final Appeal	
Endure - Hold That Thought	
Energy Ball - Round Starter	
Eruption - Round Ender	
Expanding Force - Appeal	
Explosion - Big Show	
Extrasensory - Round Starter	
Extreme Speed - Quick Set	

F

Facade - Final Appeal	
Fairy Lock - Hold That Thought	
Fairy Wind - Appeal	
Fake Out - Round Starter	
False Surrender - Round Starter	
Feint Attack - Round Ender	
Fell Stinger - Get Ready!	
Fiery Dance - Round Ender	
Final Gambit - Big Show	
Fire Blast - Round Starter	
Fire Fang - Appeal	
Fire Lash - Round Starter	
Fire Punch - Round Starter	
Fire Spin - Torrential Appeal	
First Impression - Round Starter	
Fishious Rend - Incentives	
Fissure - Big Show	
Flail - Final Appeal	
Flame Burst - Round Starter	
Flame Charge - Excitement	
Flame Wheel - Reliable	
Flamethrower - Round Starter	
Flare Blitz - Seen Nothing Yet	
Flash - Unsettling	
Flash Cannon - Round Starter	

Flatter - Excitement	
Floral Healing - Reflective Appeal	
Flower Shield - Seen Nothing Yet	
Fly - Special Attention	
Flying Press - Good Show!	
Focus Blast - Round Starter	
Focus Punch - Special Attention	
Follow Me - Scrambler	
Force Palm - Round Ender	
Foresight - Good Show!	
Forest's Curse - Torrential Appeal	
Freeze-Dry - Round Starter	
Frenzy Plant - Seen Nothing Yet	
Frost Breath - Appeal	
Frustration - Round Ender	
Fury Attack - Reliable	
Fury Cutter - Reliable	
Fury Swipes - Reliable	
Future Sight - Round Starter	

G

Gastro Acid - Hold That Thought	
Gear Grind - Reliable	
Giga Drain - Good Show!	
Giga Impact - Seen Nothing Yet	
Glare - Excitement	
Grass Knot - Incentives	
Grass Whistle - Excitement	
Grassy Glide - Appeal	
Grassy Terrain - Good Show!	
Grav Apple - Inversed Appeal	
Gravity - Hold That Thought	
Guillotine - Big Show	
Gunk Shot - Appeal	
Gust - Appeal	
Gyro Ball - Final Appeal	

H

Hail - Hold That Thought	●
Hammer Arm - Slow Set	▲
Haze - Hold That Thought	●
Head Charge - Appeal	▲
Head Smash - Seen Nothing Yet	▲
Headbutt - Appeal	▲
Heal Bell - Reflective Appeal	●
Heal Block - Hold That Thought	★
Heal Order - Reflective Appeal	■
Heal Pulse - Reflective Appeal	●
Healing Wish - Torrential Appeal	★
Heart Stamp - Appeal	★
Heat Crash - Incentives	▲
Heat Wave - Round Starter	●
Heavy Slam - Incentives	▲
Helping Hand - Good Show!	■
Hex - Incentives	■
Hidden Power - Catching Up	■
High Horsepower - Round Ender	■
High Jump Kick - Appeal	◆
Hold Back - Inversed Appeal	◆
Horn Attack - Appeal	◆
Horn Drill - Big Show	◆
Horn Leech - Good Show!	■
Hurricane - Round Starter	◆
Hydro Cannon - Seen Nothing Yet	●
Hydro Pump - Round Starter	●
Hyper Beam - Seen Nothing Yet	◆
Hyper Fang - Round Ender	◆
Hyper Voice - Appeal	◆
Hypnosis - Excitement	■

I

Ice Ball - Round Starter	●
Ice Beam - Round Starter	●
Ice Fang - Appeal	◆
Ice Hammer - Slow Set	◆
Ice Punch - Round Starter	●

Ice Shard - Quick Set

Icicle Crash - Appeal	▲
Icicle Spear - Reliable	●
Icy Wind - Slow Set	●
Incinerate - Appeal	●
Inferno - Incredible	●
Infestation - Torrential Appeal	■
Ingrain - Torrential Appeal	■
Instruct - Good Show!	★
Ion Deluge - Unsettling	■
Iron Head - Round Ender	▲
Iron Tail - Round Ender	▲

J

Jaw Lock - Special Attention	▲
Jump Kick - Appeal	◆

K

Karate Chop - Appeal	▲
Kinesis - Get Ready!	■
King's Shield - Appeal	▲
Knock Off - Appeal	■

L

Laser Focus - Good Show!	■
Lash Out - Inversed Appeal	★
Lava Plume - Round Starter	▲
Leaf Blade - Round Starter	◆
Leaf Storm - Seen Nothing Yet	★
Leaf Tornado - Good Show!	●
Leafage - Appeal	★
Leech Life - Good Show!	■
Leech Seed - Torrential Appeal	■
Lick - Inversed Appeal	▲
Life Dew - Incredible	●
Light Screen - Hold That Thought	●
Liquidation - Round Ender	▲
Lock-On - Good Show!	■
Lovely Kiss - Excitement	●

L (continued)

Low Kick - Appeal	▲
Low Sweep - Appeal	▲
Lucky Chant - Hold That Thought	★
Lunge - Attention Grabber	▲
M	
Mach Punch - Quick Set	◆
Magic Coat - Final Appeal	●
Magic Powder - Excitement	★
Magic Room - Scrambler	★
Magical Leaf - Round Starter	●
Magnet Bomb - Appeal	◆
Magnet Pull - Slow Set	■
Magnet Rise - Hold That Thought	★
Mat Block - Inversed Appeal	◆
Mean Look - Unsettling	●
Mega Drain - Good Show!	■
Mega Kick - Round Ender	◆
Mega Punch - Round Ender	▲
Megahorn - Round Ender	◆
Memento - Big Show	▲
Metal Burst - Final Appeal	●
Metal Claw - Incentives	◆
Meteor Assault - Big Show	◆
Meteor Beam - Round Starter	■
Meteor Mash - Round Ender	◆
Metronome - Scrambler	★
Milk Drink - Reflective Appeal	★
Mind Reader - Good Show!	■
Minimize - Hold That Thought	★
Miracle Eye - Good Show!	★
Mirror Coat - Final Appeal	●
Mirror Move - Final Appeal	■
Mirror Shot - Round Starter	★
Mist - Hold That Thought	●
Misty Explosion - Big Show	★
Misty Terrain - Scrambler	★
Moonblast - Reflective Appeal	●

Moonlight - Reflective Appeal**Morning Sun - Reflective Appeal****Mud Bomb - Round Ender****Mud Shot - Slow Set****Mud-Slap - Appeal****Mud Sport - Hold That Thought****Muddy Water - Round Ender****Mystical Fire - Seen Nothing Yet****N****Needle Arm - Appeal****Night Daze - Unsettling****Night Slash - Appeal****No Retreat - Get Ready!****Nuzzle - Appeal****O****Obstruct - Inversed Appeal****Octazooka - Incentives****Octolock - Round Ender****Odor Sleuth - Good Show!****Ominous Wind - Get Ready!****Outrage - Reliable****Overdrive - Attention Grabber****Overheat - Seen Nothing Yet****P****Pain Split - Unsettling****Parabolic Charge - Appeal****Payback - Special Attention****Peck - Appeal****Perish Song - Unsettling****Petal Blizzard - Appeal****Petal Dance - Torrential Appeal****Phantom Force - Seen Nothing Yet****Pin Missile - Reliable****Play Rough - Unsettling****Poison Fang - Incentives****Poison Gas - Appeal**

P (continued)

Poison Jab - Incentives	■
Poison Powder - Excitement	■
Poison Sting - Excitement	■
Poison Tail - Incentives	■
Pollen Puff - Torrential Appeal	▲
Poltergeist - Unsettling	★
Pound - Appeal	▲
Powder - Scrambler	■
Powder Snow - Appeal	●
Power Gem - Appeal	●
Power Whip - Appeal	◆
Power-Up Punch - Appeal	▲
Present - Inversed Appeal	★
Protect - Inversed Appeal	★
Psybeam - Round Starter	●
Psychic - Round Starter	■
Psychic Fangs - Appeal	◆
Psychic Terrain - Good Show!	★
Psycho Cut - Round Starter	◆
Psycho Shift - Inversed Appeal	◆
Psyshock - Incentives	■
Punishment - Catching Up	■
Purify - Incredible	■
Pursuit - Good Show!	■
Pyro Ball - Torrential Appeal	●

Q

Quash - Quick Set	■
Quick Attack - Quick Set	◆

R

Rage - Get Ready	◆
Rage Powder - Scrambler	■
Rain Dance - Hold That Thought	▲
Rapid Spin - Round Starter	◆
Razor Leaf - Appeal	◆
Razor Shell - Appeal	◆
Razor Wind - Special Attention	◆

Recover - Reflective Appeal

Reflect - Excitement	■
Reflect Type - Attention Grabber	●
Refresh - Reflective Appeal	★
Rest - Reflective Appeal	★
Retaliate - Appeal	◆
Return - Round Starter	★
Revelation Dance - Attention Grabber	★
Revenge - Final Appeal	▲
Reversal - Final Appeal	◆
Rising Voltage - Torrential Appeal	◆
Roar - Excitement	◆
Rock Blast - Reliable	▲
Rock Climb - Round Ender	◆
Rock Slide - Appeal	▲
Rock Smash - Round Ender	▲
Rock Throw - Appeal	▲
Rock Tomb - Slow Set	■
Rock Wrecker - Seen Nothing Yet	▲
Rolling Kick - Appeal	◆
Rollout - Reliable	▲
Roost - Torrential Appeal	◆
Round - Reliable	●

S

Sacred Sword - Appeal	◆
Safeguard - Hold That Thought	●
Sand Attack - Excitement	★
Sand Tomb - Torrential Appeal	■
Sandstorm - Hold That Thought	▲
Scald - Appeal	■
Scale Shot - Reliable	●
Scorching Sands - Appeal	★
Scratch - Appeal	▲
Seed Bomb - Appeal	■
Seismic Toss - Appeal	▲
Self-Destruct - Big Show	●
Shadow Ball - Round Starter	■
Shadow Bone - Round Ender	▲

S (continued)

Shadow Claw - Round Starter	★
Shadow Punch - Round Starter	■
Shadow Sneak - Quick Set	■
Shadow Tag - Hold That Thought	■
Sheer Cold - Big Show	○
Shell Side Arm - Appeal	◆
Shell Smash - Get Ready!	▲
Shell Trap - Hold That Thought	◆
Shock Wave - Round Starter	◆
Shore Up - Reflective Appeal	○
Signal Beam - Incentives	○
Silver Wind - Incentives	○
Sing - Excitement	★
Sketch - Catching Up	■
Skitter Smack - Appeal	★
Skull Bash - Special Attention	▲
Sky Attack - Special Attention	▲
Sky Drop - Special Attention	■
Sky Uppercut - Round Starter	◆
Slack Off - Reflective Appeal	★
Slam - Appeal	▲
Slash - Appeal	◆
Sleep Powder - Inversed Appeal	■
Sleep Talk - Appeal	★
Sludge - Appeal	◆
Sludge Bomb - Round Ender	▲
Sludge Wave - Appeal	◆
Smack Down - Appeal	▲
Smart Strike - Inversed Appeal	■
Smelling Salt - Unsettling	■
Smog - Appeal	▲
Smoke Screen - Unsettling	■
Snap Trap - Unsettling	★
Snipe Shot - Incredible	◆
Snore - Appeal	★
Soak - Torrential Appeal	○
Softboiled - Reflective Appeal	★
Solar Beam - Special Attention	◆

Solar Blade - Special Attention	◆
Sonic Boom - Appeal	◆
Spark - Appeal	◆
Sparkling Aria - Round Starter	○
Spider Web - Hold That Thought	■
Spike Cannon - Reliable	◆
Spikes - Hold That Thought	■
Spiky Shield - Inversed Appeal	★
Spirit Break - Unsettling	▲
Spirit Shackle - Unsettling	○
Spit Up - Round Ender	▲
Splash - Inversed Appeal	★
Spore - Get Ready!	○
Stealth Rock - Hold That Thought	◆
Steamroller - Appeal	▲
Steel Beam - Seen Nothing Yet	■
Steel Roller - Unsettling	■
Steel Wing - Appeal	◆
Sticky Web - Hold That Thought	■
Stockpile - Round Ender	▲
Stomp - Appeal	▲
Stomping Tantrum - Round Ender	▲
Stone Edge - Incentives	▲
Storm Throw - Appeal	◆
Strange Steam - Appeal	★
Strength - Appeal	▲
Strength Sap - Inversed Appeal	■
Struggle Bug - Excitement	■
Stuff Cheeks - Get Ready	★
Stun Spore - Excitement	■
Submission - Appeal	◆
Substitute - Catching Up	■
Sucker Punch - Quick Set	■
Sunny Day - Hold That Thought	○
Super Fang - Appeal	▲
Superpower - Round Ender	▲
Supersonic - Excitement	■
Surf - Round Starter	○
Swagger - Excitement	★

S (continued)

Swallow - Reflective Appeal	▲
Sweet Kiss - Excitement	★
Sweet Scent - Excitement	★
Swift - Round Starter	◆
Switcheroo - Attention Grabber	◆
Synchro noise - Incentives	■
Synthesis - Reflective Appeal	■

T

Tackle - Appeal	▲
Tail Slap - Reliable	★
Take Down - Appeal	▲
Tar Shot - Round Ender	◆
Taunt - Inversed Appeal	■
Tea Time - Incredible	★
Teeter Dance - Scrambler	★
Teleport - Quick Set	◆
Terrain Pulse - Incentives	●
Thief - Catching Up	◆
Thrash - Reliable	▲
Throat Chop - Catching Up	▲
Thunder - Round Starter	◆
Thunder Fang - Appeal	■
Thunder Punch - Round Starter	◆
Thunder Shock - Appeal	◆
Thunder Wave - Excitement	◆
Thunderbolt - Round Starter	◆
Toxic - Excitement	■
Toxic Spikes - Hold That Thought	■
Toxic Thread - Excitement	■
Transform - Catching Up	■
Tri Attack - Appeal	●
Trick - Attention Grabber	■
Trick-or-Treat - Torrential Appeal	■
Trick Room - Scrambler	★
Triple Axel - Reliable	●
Triple Kick - Reliable	◆
Trop Kick - Incentives	★

Twineedle - Reliable

Twister - Appeal	◆
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U, V

Uproar - Unsettling	★
Vacuum Wave - Quick Set	■
Venom Drench - Incentives	■
Venoshock - Incentives	■
Vice Grip - Appeal	▲
Vine Whip - Appeal	◆
Vital Throw - Slow Set	◆
Volt Tackle - Seen Nothing Yet	◆

W

Wake-Up Slap - Inversed Appeal	★
Water Gun - Appeal	★
Water Pulse - Round Starter	●
Water Shuriken - Reliable	▲
Water Sport - Hold That Thought	★
Water Spout - Seen Nothing Yet	●
Waterfall - Appeal	▲
Weather Ball - Incentives	■
Whirlpool - Torrential Appeal	●
Whirlwind - Big Show	■
Wild Charge - Appeal	▲
Will-O-Wisp - Round Starter	●
Wing Attack - Appeal	◆
Wish - Reflective Appeal	★
Wonder Room - Scrambler	★
Wood Hammer - Round Ender	▲
Wrap - Torrential Appeal	▲

X, Y, Z

X-Scissor - Round Starter	●
Yawn - Excitement	★
Zap Cannon - Incentives	◆
Zen Headbutt - Round Ender	●
Zing Zap - Appeal	▲

Items

Arguably the most important thing in the Pokémon world is an item that trainers carry around everywhere. The Poké Ball enables Pokémons to be pocket monsters. It's one of many ingenious objects made through technology, or mystical ritual, that you can use to make travel in the Pokémon world. A simple click of a button makes Pokémons compact! In this section, items are detailed that you might find while exploring the Pokémon world, or while shopping at convenient Poké Marts.

In modern settings, most purchases from any stores are made with Pokéredits, shortened as P.

Poké Balls

Poké Balls are handheld spheres that are about the size of a golf ball. They have a trigger button that, when pressed, enlarges the sphere to the size of a baseball. Once the trigger button is pressed again, the Poké Ball can be thrown at a wild Pokémon to try and capture it. If a Pokémon is already captured within the Poké Ball, the trigger button will release the Pokémon, releasing it to use as your ally. While an owned Pokémon is out of its Poké Ball, the trigger button can be pressed to release a thin beam of light that will return the captured Pokémon to its Poké Ball. A final press of the trigger button will shrink the baseball-sized Poké Ball to its more compact size for storage in packs, bags, or holsters.

To use a Poké Ball, you will throw it at a Wild Pokémon* within 30 feet of you and if it hits the Wild you will roll 1d100. First, you will make an accuracy check against the Pokémon's Speed stat on 1d20 (though if the Pokémon is below 50% of its HP, you cannot fail this throw and the GM will always tell you that your throw has hit the wild Pokémon). Then, if you hit the wild, you will roll 1d100. You will always want to roll as low as possible on this check. There are various factors that will make the Wild's capture check higher so as long as you roll under that number, you will capture the Wild.

Poké Balls can miss a wild Pokémon when thrown and still be used, however if a ball successfully hits a wild Pokémon and that Pokémon breaks free (after your failed 1d100 roll), the ball shatters and cannot be used again. There are a wide variety of Poké Balls and all of them have varying credit values. Poké Balls each weigh approximately half of a pound, even when a Pokémon is stored within one. Keep this in mind when carrying around an army's worth of empty Poké Balls and looking to capture your newest ally. When a Pokémon is caught and you already have six owned Pokémons with you, the seventh Pokémon and its Poké Ball will teleport away into storage on PCTs.

***Poké Balls cannot capture humans!**

The standard Poké Balls and the rare oddity, the Master Ball. It's nearly impossible to find a Master Ball. It is said that only two are produced world wide for consumers per year.



Poké Ball	Price	Effect
Basic Ball	300 P	+5 to your capture roll.
Great Ball	600 P	+0 to your capture roll.
Ultra Ball	1000 P	-5 from your capture roll.
Master Ball	-	-100 from your capture roll. The Master Ball can and will often fail when thrown at legendary Pokémons.

The following three Poké Balls are often used in capture contests or while capturing Pokémons on wild reserves. Sometimes they are provided for the contest and other times to can purchase them to try and catch stray Pidgey in a city.



Poké Ball	Price	Effect
Park Ball	550 P	-20 from your capture roll against domesticated wild Pokémons.
Safari Ball	550 P	-20 from your capture roll against domesticated wild Pokémons.
Sport Ball	550 P	-20 from your capture roll against domesticated wild Pokémons.

These three luxury Poké Balls encourage friendly partnerships even with freshly caught Pokémons. They are high-end items and come with different looks for a personal touch.



Poké Ball	Price	Effect
Cherish Ball	1500 P	-5 from your capture roll. Captured Pokémons are more easily befriended.
Luxury Ball	1500 P	-5 from your capture roll. Captured Pokémons are more easily befriended.
Premier Ball	1500 P*	-5 from your capture roll. Captured Pokémons are more easily befriended.

**Many Poké Marts hold promotions to give away 1 Premier Ball for free for large purchases of other Poké Balls.*

These Poké Balls all give various bonus based on the conditions of battle and circumstances that arise during an encounter with a wild Pokémon.



Poké Ball	Price	Effect
Dive Ball	1250 ₧	-12 from your capture roll if the Pokémon is in water.
Dusk Ball	1150 ₧	-7 from your capture roll if it's night time (no sunlight).
Fast Ball	1250 ₧	-8 from your capture roll on a Pokémon that acts before your Pokémon.
Lure Ball	1250 ₧	-10 from your capture roll if you lured the wild Pokémon into combat.
Quick Ball	1550 ₧	-20 from your capture roll if thrown as your first action during combat.
Repeat Ball	1250 ₧	-10 from your capture roll the Pokémon already had a Poké Ball thrown at it this encounter.
Timer Ball	1550 ₧	-10 from your capture roll if the encounter has lasted at least one min; -25 from your capture roll if the encounter has lasted at least two mins.

These Poké Balls affect Pokémon after capture. The Friend Ball is a cheaper alternative to the luxury Poké Ball series.



Poké Ball	Price	Effect
Friend Ball	1000 ₧	+0 to your capture roll. Captured Pokémon are more easily befriended.
Heal Ball	1000 ₧	+0 to your capture roll. Captured Pokémon are healed 20 hit points.

These Poké Balls all give various bonus based on the wild Pokémon these Poké Balls are being thrown at. Consider their use before throwing the ball to make sure its effect works.



Poké Ball	Price	Effect
Dream Ball	1250 ₧	-10 from your capture roll if the Pokémon is afflicted.
Heavy Ball	1250 ₧	-15 from your capture roll if the Pokémon is Heavy or Superweight.
Level Ball	1250 ₧	-10 from your capture roll if the Pokémon can evolve, but is not evolved.
Love Ball	1250 ₧	-10 from your capture roll if the target is the opposite sex of your Pokémon.
Moon Ball	1250 ₧	-10 from your capture roll if the Pokémon evolves with an evolution stone.
Nest Ball	1250 ₧	-10 from your capture roll if the Pokémon can evolve, but is not evolved.
Net Ball	1250 ₧	-15 from your capture roll when used against a Bug or Water type Pokémon.

Additional Poké Balls exist and have various modifiers to how they work and how effective they are against certain targets. The Capture Specialist for example can create variants of the Net Ball that would be less common in Poké Marts.



Medical Items

While traveling you might not always be able to find a Poké Center and it's useful to carry first aid items with you. Poké Centers themselves can instantly fix all of the problems these medicines fix, but unless you've got a medic or doctor with your party, you'll need some extra help. (*You may not use medical items on unwilling, conscious targets*)

Medicines

While all of these medical sprays can be applied directly to a Pokémon's wounds, they also feature a neat nozzle that interlock with a Poké Ball's trigger button. This enables you to apply any of these to a Pokémon while they are still within their Poké Balls! When using any of these medicines, you would use your action to apply them to an adjacent Pokémon. If you do, that Pokémon cannot attack that turn or use a move. They can still make their movement action and use any free actions they might have.

Potions



Item	Price	Effect
Potion	100 P	Heals a Pokémon 10 HP.
Super Potion	300 P	Heals a Pokémon 20 HP.
Hyper Potion	550 P	Heals a Pokémon 30 HP.
Max Potion	850 P	Heals a Pokémon to their Max HP.
Full Restore	1200 P	Heals a Pokémon to their Max HP and cures them of any afflictions.

Trainer Potions

These medicinally empowered drinks don't taste great but restore your health as a trainer. They can also be applied directly to wounds with the same effect.



Item	Price	Effect
Potion Water	100 P	Heals a human 10 HP.
Super Soda	300 P	Heals a human 20 HP.
Hyper Lemonade	550 P	Heals a human 30 HP.

Affliction Removal

These items remove afflictions so the affected can be instantly cured instead of having to ride out the affliction on their own.



Item	Price	Effect
Antidote	120 P	Cures a Pokémon or human of Poisoning or Toxicification.
Paralyze Heal	120 P	Cures a Pokémon or human or Paralysis.
Awakening	120 P	Cures a Pokémon or human of being unnaturally Asleep.
Burn Heal	120 P	Cures a Pokémon or human of Burns.
Ice Heal	120 P	Cures a Pokémon or human of Freezing.
Full Heal	520 P	Cures a Pokémon or human of all afflictions (excluding Curses).

Energy Restoration

These items restore the use of 1/day or 3/day frequency moves that you would otherwise need to let your Pokémon have an extended rest in order to use more than the daily limit.



Item	Price	Effect
Ether	480 P	A Pokémon's strength is partially restored and can again use one of its 1/day or 3/day frequency moves as if it has taken an extended rest.
Elixir	1280 P	A Pokémon's strength is restored and can again use its 1/day or 3/day frequency moves as if it taken an extended rest.



Combat Enhancers

These items temporarily enhance your Pokémons stats. Use them too soon and its effects will run out during combat.



Item	Price	Effect
X Attack	140 P	Increases a Pokémons Attack by 1 for 2 mins. This effect does not stack.
X Defend	140 P	Increases a Pokémons Defense by 1 for 2 mins. This effect does not stack.
X Special	140 P	Increases a Pokémons Special Attack by 1 for 2 mins. This effect does not stack.
X Sp. Def	140 P	Increases a Pokémons Special Defense by 1 for 2 mins. This effect does not stack.
X Speed	140 P	Increases a Pokémons Speed by 1 for 2 mins. This effect does not stack.
X Accuracy	320 P	Increases a Pokémons accuracy checks by 1 for 1 min. This effect does not stack.

Vitamins

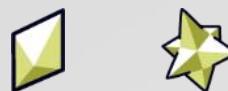
These items permanently increase a Pokémons stats. They may not be applied during combat as they take about ten minutes to take effect. Only two may ever be used per Pokémon. Any vitamins consumed by a Pokémon who has already consumed any two vitamins will have no effect.



Item	Price	Effect
HP Up	9800 P	Permanently increase HP by 4.
Protein	9800 P	Permanently increase Attack by 1.
Iron	9800 P	Permanently increase Defense by 1.
Calcium	9800 P	Permanently increase Special Attack by 1.
Zinc	9800 P	Permanently increase Special Defense by 1.
Carbos	9800 P	Permanently increase speed by 1.

Revival Medicine

These items revive a knocked out Pokémon. They don't work on Pokémons with more than 0 HP.



Item	Price	Effect
Revive	1350 P	Restore an unconscious Pokémon to half of its max HP.
Max Revive	2950 P	Restore an unconscious Pokémon to its max HP.

Repels

Repels are a kind of preventative medicine. They keep away wild Pokémons, while not being very offensive to human noses.



Item	Price	Effect
Repel	150 P	Wild Pokémons find the smell repulsive for one hour after applied, but may ignore it to protect something precious to them.
Super Repel	400 P	Wild Pokémons find the smell repulsive for three hours after applied, but may ignore it to protect something precious to them.

Repulsive Herbs

These natural medicines are repulsive, but do the trick. Use them too often and your Pokémons will start to lose your trust.



Item	Price	Effect
Heal Powder	480 P	Removes any affliction
Energy Powder	125 P	Recovers 25 Hit Points (Pokémon)
Energy Root	400 P	Recovers 50 Hit Points (Pokémon)

Revival Herb 1000 P Recovers an unconscious Pokémon to half of their max HP.

Held Items

In battle, Pokémon can hold up to one item to help give them an edge in battle. The items even become energized with the Pokémon holding it inside of their Poké Balls. Held items are sometimes activated once and consumed once certain things happen as a free actions, and sometimes they are activated by the Pokémon holding it, letting its ability passively influence battle.

Item	Price	Effect
Air Balloon 	1350 P	You are immune to Ground-type attacks. If you are hit by any other type of attack, Air Balloon is destroyed.
Absorb Bulb 	650 P	When you are hit by a Water-type attack, Absorb Bulb is destroyed and your Special Attack is raised by 2 for 10 mins. This effect cannot be stacked.
Adrenaline Orb 	2550 P	When your Attack or Special Attack is lowered by a foe's effects, your Speed is raised by 1 for 10 mins. This effect cannot be stacked.
Assault Vest 	2550 P	Your Special Defense is +1. You may not use moves that do not deal damage on hit. This does not stack with stat passives
Big Root 	2550 P	When using an attack that heals you according to how much damage you deal, heal yourself an additional 1d6 hit points.
Binding Band 	2550 P	When using an attack that deals damage while keeping a target bound, deal an additional 1d4 damage each turn.
Black Sludge 	1250 P	When consumed and destroyed, a Poison-type Pokémon will recover 1d6 hit points each round for 2 mins or until at max hit points. If consumed by a non-Poison-type Pokémon, the Pokémon will lose 1d4 hit points each round for 2 mins or until knocked out.
Cell Battery 	650 P	When you are hit by a Electric-type attack, Cell Battery is destroyed and your Attack is raised by 2 for 10 mins. This effect cannot be stacked.
Choice Band 	2550 P	Your Attack is +2. Whenever you make an attack, that is the only attack you can use for 3 mins. If you can no longer use that move, you may still Struggle. This does not stack with stat passives.
Choice Scarf 	2550 P	Your Speed is +2. Whenever you make an attack, that is the only attack you can use for 3 mins. If you can no longer use that move, you may still Struggle. This does not stack with stat passives.
Choice Specs 	2550 P	Your Special Attack is +2. Whenever you make an attack, that is the only attack you can use for 3 mins. If you can no longer use that move, you may still Struggle. This does not stack with stat passives.
Destiny Knot 	1750 P	If you become Infatuated, the Pokémon who Infatuated you becomes Infatuated with you.
Elemental Plate 	9800 P	Elemental Plates are named per Pokémon type (Bug Plate, Dark Plate, etc.) and empower any of your same-typed attacks, dealing an additional +4 damage.
Everstone 	550 P	While held, a Pokémon will not be able to evolve. A Pokémon will also not get exhausted from fighting off evolution while held.
Eviolite 	2550 P	If you can still potentially evolve, your Defense and Special Defense are +1. This does not stack with stat passives.
Expert Belt 	2550 P	If you hit with a super effective or extremely effective attack, deal an additional 6 damage.
Focus Band 	1950 P	If you would be knocked out, roll 1d20. On 17 or higher, you are instead set to 1 hit point and the Focus Band is destroyed.
Focus Sash 	2550 P	If you would be knocked out from a single attack when you were at max hit points, instead you are set to 1 hit point once per battle.
Heavy Boots 	2550 P	You are immune to damage and effects of Hazards once per combat.

Item	Price	Effect	Item	Price	Effect	
King's Rock 	2550 P	When attacking, you stun targets on natural 18-20. Once you stun a target, King's Rock does not work for the rest of the day.	Terrain Seeds 	650 P	Terrain Seeds are named per type of terrain and are activated and destroyed when you step onto that type of terrain. When they are destroyed, your Defense is +1 for 10 mins. This effect cannot be stacked.	
Leftovers 	2550 P	When consumed, a Pokémon will recover 10 HP every 6 seconds until it's gained a total of 100 hit points, or has recovered to max HP, then Leftovers is destroyed and stops working.	Throat Spray 	1850 P	Once per day when you use a voice-oriented move, your Special Attack is raised +1 for 10 mins. This effect cannot be stacked.	
Life Orb 	2550 P	Whenever using an attack that deals damage on hit, deal an additional 1d6, then you lose 2d6 unreduceable hit points.	Weather Rocks 	450 P	Weather Rocks are named per type of weather and are activated and destroyed when you create that type of weather. When they are destroyed, the weather effect lasts for 5 mins.	
Mental Herb 	650 P	If you are not allowed to use a move because of an effect of an opponent, you may consume and destroy the Mental Herb to ignore any effects that prevent you from using a move for 5 mins.	White Herb 	650 P	When consumed and destroyed, remove all of your temporarily lowered stats effects.	
Muscle Band 	2550 P	Your Attack is +2 on your first turn each combat. This does not stack with stat passives.	Wise Glasses 	2550 P	Your Special Attack is +2 on your first turn each combat. This does not stack with stat passives.	
Protective Pads 	2550 P	If you would be damaged as a result of making a melee attack against a foe, ignore that damage.	There are countless more varieties of special held battle items. Many items may have identical abilities to those listed here, with different appearances and names. Others may work like the Cell Battery or Absorb Bulb, but empower a different stat when a specific typed-attack hits the item's holder. In addition to the held items listed here, there are also other berries, Mega Stones, or even Z-Crystals that are held and then empower the Pokémon using it in battle. Consider all of these options as further means to make your partnered Pokémon unique, with every edge available in battle.			
Quick Claw 	2550 P	1/day, you may give one of your moves priority. If someone else uses a priority move, compare Speed for turn order.				
Razor Claw 	2550 P	When attacking, you score a critical hit on a natural roll of 18, 19, or 20. If you score a critical hit, Razor Claw does not work for the rest of the day.				
Rocky Helmet 	2550 P	Whenever you are hit by an attack at melee range, the offender loses 1d4 hit points.				
Safety Goggles 	2550 P	You are immune to damaging effects from weather and powder effect moves.				
Shell Bell 	2550 P	Once per combat, on hit, your damaging attack will also heal you 1d4 hit points.				
Terrain Extender 	450 P	When activated Terrain Extender is destroyed and the terrain you create lasts for 5 mins.				



Berries

Berries are powerful fruit that have special effects when consumed by Pokémon. They create delicious foods that humans can enjoy as well, but when these foods are consumed by Pokémon their contest stats are permanently increased.

In addition to having natural properties that have various effects in battle, berries are also approved in official Pokémon battles as held items. In the wild there's no reason you can't keep feeding your Pokémon multiple berries every round as an action (use item), but in official battles you'll just have your Pokémon holding onto the berry and using it when necessary as a free action.

Below are the different berries, their associated flavors and each of their effects. Flavors come in handy when making various contest stat foods and some berries even have multiple flavors. Not every Poke Mart will have every kind of berry. Different stores will have different berries depending on availability and season. Sometimes you can find some berries in trees while exploring as well!

The following berries restore a Pokémon's HP, but do not do so for humans. They can be consumed by a Pokémon who is holding it as a free action during their turn. If the Pokémon who eats the Aguav, Figy, Iapapa, Mago, or Wiki berries favor the berry's flavor they are immune to the confusion affliction those berries induce.



Berry	Price	Flavor	Effect
● Oran	55 P	◆ □ ▲	Heals a Pokémon 5 HP.
◆ Sitrus	120 P	○ □ ▲	Heals a Pokémon 12 HP.
◆ Aguav	850 P	□	Heals 1/3 of a Pokémon's max HP, then confuses them.
◆ Figy	850 P	◆	Heals 1/3 of a Pokémon's max HP, then confuses them.
◆ Iapapa	850 P	▲	Heals 1/3 of a Pokémon's max HP, then confuses them.
◆ Mago	850 P	★	Heals 1/3 of a Pokémon's max HP, then confuses them.
◆ Wiki	850 P	○	Heals 1/3 of a Pokémon's max HP, then confuses them.

Berry Symbol Key



These berries all cure different afflictions for humans and Pokémon alike. They can be consumed by a Pokémon who is holding it as a free action during their turn. For a trainer, they can consume it during their turn as an action (use item). These berries can be consumed during your turn even if you're supposed to be Asleep, Paralyzed, or any combination of any afflictions as long as you are holding it and not needing to dig through anything to get it. This is true for Pokémon holding the berries as well.



Berry	Price	Flavor	Effect
Aspear	120 P	▲	Cures Freezing
Cheri	120 P	◆	Cures Paralysis
Chesto	120 P	●	Cures Sleep
Pecha	120 P	★	Cures Poison and Toxin
Persim	180 P	◆ □ ▲	Cures Confusion
Rawst	120 P	□	Cures Burns
Lum	580 P	◆ □ ★	Cures all Afflictions

These counter-vitamin berries will lower a Pokémon's stats, but only if it is lowering a stat that a Vitamin has increased. Once they have successfully worked, that Pokémon can benefit from another Vitamin again, never raising more than 2 total stats from two Vitamins.



Berry	Price	Flavor	Effect
Grepá	680 P	● ○ ▲	Can lower Sp. Defense 1.
Hondeew	680 P	◆ □	Can lower Sp. Attack 1.
Kelpsy	680 P	● □ ▲	Can lower Attack 1.
Pomeg	680 P	◆ ★	Can lower max HP 4.
Qualot	680 P	◆ ★ ▲	Can lower Defense 1.
Tamato	680 P	◆ ○	Can lower Speed 1.

These berries are meant to be eaten by Pokémons while they are being harmed by an attack. They are consumed as a free action, even if the Pokémon is afflicted by something that would not let them move normally. If the attack's type matches the specified type for these berries, treat the attack as resisted and remove one die from the attacker's roll. If the attack is super effective, these berry negate the extra die. If the attack is extremely effective, the attacker will only add one die to their attack's damage.



Berry	Price	Flavor	Effect
◆ Babiri	540 P	◆ (Dry)	Protection from Steel.
◆ Charti	540 P	◆ (Dry)	Protection from Rock.
◆ Chilan	540 P	◆ (Bitter)	Protection from Normal.
◆ Chople	540 P	◆ (Sour)	Protection from Fighting.
◆ Coba	540 P	◆ (Sweet)	Protection from Flying.
◆ Colbur	540 P	◆ (Spicy)	Protection from Dark.



Berry	Price	Flavor	Effect
◆ Haban	540 P	◆ (Sweet)	Protection from Dragon.
◆ Kasib	540 P	◆ (Common)	Protection from Ghost.
◆ Kebia	540 P	◆ (Sour)	Protection from Poison.
◆ Occa	540 P	◆ (Spicy)	Protection from Fire.
◆ Passho	540 P	◆ (Bitter)	Protection from Water.
◆ Payapa	540 P	◆ (Dry)	Protection from Psychic.



Berry	Price	Flavor	Effect
◆ Rindo	540 P	◆ (Sour)	Protection from Grass.
◆ Roseli	540 P	◆ (Sweet)	Protection from Fairy.
◆ Shuca	540 P	◆ (Spicy)	Protection from Ground.
◆ Tanga	540 P	◆ (Dry)	Protection from Bug.
◆ Wacan	540 P	◆ (Bitter)	Protection from Electric.
◆ Yache	540 P	◆ (Sour)	Protection from Ice.

Berry Symbol Key

● Dry	■ Bitter	◆ Spicy
▲ Sour	★ Sweet	
● Common	◆ Uncommon	★ Rare

With these berries, Pokémons can receive temporary boosts in battle. These berries can be consumed as a free action once the Pokémon holding them are brought to half of their max HP or lower. The Pokémon can use the berry even if they are afflicted by something that would not let them move normally



Berry	Price	Flavor	Effect	Rating
Apicot	1880 P	◆ (Dry) ▲ (Sour)	At half HP or lower, increase Sp. Def by 1 for 2 mins. This effect does not stack.	★
Ganlon	1880 P	● (Common) ★ (Sweet)	At half HP or lower, increase Defense by 1 for 2 mins. This effect does not stack.	★
Lansat	1880 P	◆ (Dry) ▲ (Sour) ■ (Bitter)	At half HP or lower, you score critical hits on natural 18-20 for 1 min.	★
Liechi	1880 P	◆ (Dry) ★ (Sweet)	At half HP or lower, increase Attack by 1 for 2 mins. This effect does not stack.	★
Micle	1880 P	● (Common) ★ (Sweet)	At half HP or lower, increase your accuracy checks by 2 for 1 round.	★
Petaya	1880 P	◆ (Dry) ■ (Bitter) ▲ (Sour)	At half HP or lower, increase Sp. Atk by 1 for 2 mins. This effect does not stack.	★
Salac	1880 P	★ (Rare) ■ (Bitter) ▲ (Sour)	At half HP or lower, increase Speed by 1 for 2 mins. This effect does not stack.	★
Starf	1280 P	◆ (Dry) ★ (Sweet) ■ (Bitter)	At half HP or lower, increase a random stat by 1 for 2 mins.	★

Other berries also have various other abilities detailed here. They can all be consumed as a free action, even if the Pokémon is afflicted by something that would not let them move normally. Each of these berries need different things to happen before they can be used. These are incredibly rare berries, so they'll be hard to find anywhere.



Berry	Price	Flavor	Effect
★ Custap -	120 P	◆	When at 5 HP or less, your next At-Will attack has priority.
★ Enigma -	120 P	◆	When hit by a super-effective or extremely-effective attack, restore HP equal to 1/4th of your max HP.
★ Jacoba -	120 P	◆	When hit by a melee Attack move, the offender loses HP equal to 1/4th the damage you just took.
★ Kee -	120 P	◆	When hit by an Attack move, increase Defense by 1 for 2 mins.
★ Leppa -	120 P	◆	Restore the use of one 3/day frequency move as if you've had an extended rest.
★ Maranga -	120 P	◆	When hit by an Sp. Atk move, increase Sp. Def by 1 for 2 mins.
★ Rowap -	120 P	◆	When hit by a ranged Sp. Atk move, the offender loses HP equal to 1/4th the damage you just took.

There are many rare variants of many existing berries. Some with stronger powers than their common varieties and some with no interesting powers at all. Whatever you find, they should introduce various flavors to the food you make with them.



The following berries have no discernable abilities, but still taste delicious and have flavors.



Berry	Price	Flavor
Belue	120 P	◆
Bluk	120 P	◆
Cornn	120 P	◆
Durin	120 P	◆
Magost	120 P	◆
Nanab	120 P	◆
Nomel	120 P	◆



Berry	Price	Flavor
Pamtre	120 P	◆
Pinap	120 P	◆
Rabuta	120 P	◆
Razz	120 P	◆
Spelon	120 P	◆
Watmel	120 P	◆
Wepear	120 P	◆

Item	Price
Berry Planter	2800 P

Portable berry planters can help you to grow more berries on your own on the go. By watering berries in the planter daily, you can potentially turn one planted berry into two or three berries. The Berry Planter's use is detailed with Trainer Utility Items



Contest Treats

When working with berries to create various Contest Treats, you combine their flavors which then align with different Contest Stats. The strength of the treat then gives Pokémon permanent stats. You can have up to a total of ten contest stats, divided into each of the contest stats however you'd like.

Flavor / Contest Stat Key



Whether its baking poffins, or blending a PokéBlock, you will combine berries the same way and roll for the treats value the same way.

Combine up to four berries together. Whatever is the most common flavor among them will be the contest type the treat is associated with. When you have chosen your berries make a Medicine, Perform, or Slight of Hand skill check. If you roll under 10, the treat's value is $1 + 1$ for every two berries used to make the treat. On a 10 or better, the treat's value is $2 + 1$ for every two berries used to make the treat. On a 15 or better, the treat is a $3 + 1$ for every two berries used to make the treat.

With your best rolls with four berries, your treat can be a value of 5. For example, a result of 17 while using 3 berries will be $3 + 1$ for having at least two berries. If the berries had 3 with bitter flavors, but only 1 with sweet flavors it will be a bitter treat. If there is an even amount of flavors, the treat will affect both stats associated with the flavor equally. A treat cannot have more than two associated flavors. If a Pokémon favors or dislikes the treat, it will treat the treat as having +1 to its value or -1 from its value respectively.

If a treat is consumed and the Pokémon's 10 Contest Stats will be maxed, the treat will only upgrade what it can up to 10 total stats.



Treats usually cost:

(800 P x the amount of stats it improves) +80P

Example Treats	Price	Effect
Sweet PokéBlock 1	880 P	Raises Cute stat 1
Dry and Sweet Poffin 2	1680 P	Raises Beauty & Cute stat 2
Bitter Poffin 4	3280 P	Raises Clever stat 4

Spicy PokéBlock 5	4080 P	Raises Cool stat 5
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While these treats may be occasionally purchased at specialty stores, most people will not buy Poffins or PokéBlocks from non-certified sellers, as the quality and stat value is not guaranteed without certification.

Contest Accessories

Accessories help to boost a Pokémon's style in contests. While a Pokémon will only benefit from one accessory at a time, you could still dress up your Pokémon in many different accessories and only activate the ability of whichever accessory you want to during an appeal. These scarves all give bonus contest stats and with them can even make your total contest stats exceed 10.



Scarf Accessories	Price	Effect
Beautiful Bandana	1280 P	Your Beauty stat is +2
Clever Cravat	1280 P	Your Clever stat is +2
Cool Kerchief	1280 P	Your Cool stat is +2
Cute Comforter	1280 P	Your Cute stat is +2
Tough Tippet	1280 P	Your Tough stat is +2

Evolution Stones

These radioactive stones induce evolution in many different, but specific, species of Pokémon. Although they are rare, they are still carried in various specialty stores in larger towns and cities.



Evolution Stone	Price
Dawn Stone	9800 P
Dusk Stone	9800 P
Fire Stone	9800 P
Ice Stone	9800 P
Leaf Stone	9800 P

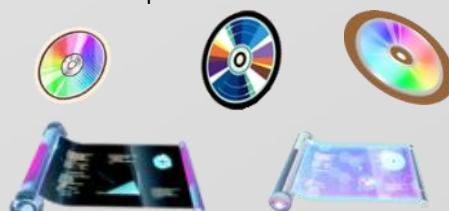


Evolution Stone	Price
Moon Stone	9800 P
Shiny Stone	9800 P
Sun Stone	9800 P
Thunder Stone	9800 P
Water Stone	9800 P

Technical Machines

Pokémon can have up to a total of six moves and technical machines are used at Poké Centers to teach your Pokémon new moves. Technical machines are disks that you put into a device found at Poké Centers. By putting your Pokémon inside its Poké Ball, and the technical machine inside the device, you use the technical machine. Once the Pokémon is sent back out, it will know the move associated with the technical machine.

Technical Machines can be used up to three times before their data becomes corrupted from use. Technical records are a type of technical machine that are a lower-quality disk that are rendered useless after just one successful use. If you put a Pokémon who is incompatible with any technical machines into the teaching device at a Poké Center, the device will not teach the Pokémon the move—however usually these teaching devices will specify if the Pokémon is compatible before activation.



Unlike tutors who practice with a Pokémon for a time to teach the move, technical machines are immediate. Once complete, the Pokémon is ready to go with their new move. Technical machines are labeled with numerical names such as, TM 98 which teaches Surf. You may find a technical record like TR 07 which teaches Thunderbolt. You may even find exceedingly rare HMs which never run out of their uses no matter how many times they are used.

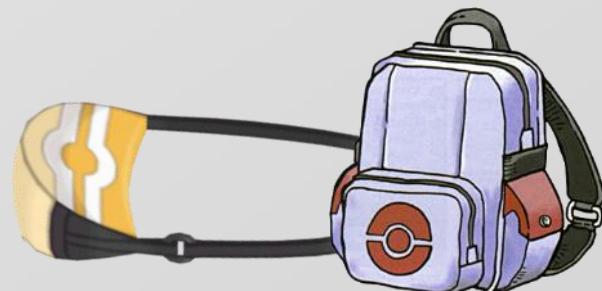
While often rewarded by league members upon defeat, you can also find TMs in various stores. Some TMs may share the same numerical name, or different TM numbers might teach the same move. Since there are more TMs and TRs than there are Pokémon moves, keep track of what you're buying. If all else fails, teaching devices at Poké Centers should tell you what the technical machine will teach a Pokémon.

Item	Price	Effect
TM (At-Will)	~4800 P	Teach at-will frequency moves.
TM (3/day)	~9800 P	Teach 3/day frequency moves.
TM (1/day)	~16800 P	Teach 1/day frequency moves.

Technical records tend to cost half the price of any given technical machine. HMs are as difficult to price as they are to find.

Trainer Exploration

While exploring the Pokémon world, you'll find that you'll need some help at time to get around, get over obstacles, or just survive the wilds and the wild Pokémon they contain. Here are some different groups of things you might want to use.



Trainer Pack Bundles

These bundles are things you might start with depending on your different origins. There's no reason you can't go any pick one up on your own, regardless on your origin.

Basic Tool Kit 150 P Basic tools for basic repairs or maintenance. Includes hammer, screwdriver (adaptable head), wrench, handsaw, steel ruler, level, nails (40 assorted), screws (40 assorted), nuts and bolts (40 assorted), and a tackle box they fit snuggly in with little room for anything else. 8 lbs. 14x6x6 in.

Camera Bag 150 P Everything you need as a travelling photographer, minus the camera. Includes lenses (3), extra bulbs (2), gaffer tape, microfiber cloth, micro screw driver, micro flash light, extra battery (1), extra memory card (20 GB), ear plugs, and the bag which has room for your camera (camera not included). 18x10x8 in. 3 lbs.

Cooking Kit 850 P For the chef on the go, in the wilds. Includes portable electric stove (2 burners), cast iron pan, cast iron pot with lid, water purifier, cutting board, cutting knife, measuring cups and spoons, spatula, cooking spoon, and a sturdy bag it all fits into. The electric stove can be charged to use for two weeks after a 4-hour charge. 35 lbs. 2x2x1 ft. 4 ft strap.

Dig Kit 150 P Whatever you're looking for, this should help. Includes extendable shovel, extendable pick-axe, hammer, trowel, compass, measuring tape (25ft), 6 in. stakes (10), string (600 ft), and a tool roll bag with some room for more equipment. 15 lbs. 16x6x4 in. 4ft strap.

Drawing Kit 20 P For an artist, or maybe just a doodler. Includes drawing pad (200pp), journal (200pp), blue pencils (10), mechanical pencils (2), kneaded eraser, white vinyl eraser, blender, pen and ink, assorted brush pens (10), and a bag with extra room to carry it all. 4 lbs. 20x18x3 in. 3ft strap.

Trainer Pack Bundles (Continued)

Engineer's Tool Kit 1050 P If you're building something on the go, or taking something else apart, maybe you'll need this? Electric unfolding soldering table (2x2 ft), soldering iron, desoldering pump, assorted soldering iron tips (8), soldering assist tools (2), tin wire tube, tweezers, wire stripper cutter, electric wire (80 ft), long nose pliers (2), precision screwdriver, magnetic/gripping retrieving tool, telescoping mirror, various spare screws (100). The table folds into itself while storing all of the supplies, revealing a handle. 15 lbs. 24x12x4 in.

Fishing Kit 750 P For trainers who are looking to lure underwater Pokémons to the surface. Includes telescoping fishing rod, spare reel lines (2), assorted hooks (100), assorted bobbers (10), sinkers (10), assorted lures (10), needle nose pliers, small knife, and a tackle box with room to store a bit more. 8 lbs. 14x6x6 in.

Grooming Kit 150 P Your Pokémons will always look their best when you're using this kit. Includes electronic trimmer, trimmer length attachments (8), assorted combs (5), assorted brushes (5), assorted scissors/shears (3), clippers, nail file, soap (8 oz.), shampoo (8 oz.), and bag with room for more. The trimmer can be charged to use for one week after a 1-hour charge. 4 lbs. 12x8x8 in. 2ft strap.

Make Up Kit 150 P You will always look your best when you're with this kit. Includes moisturizer (8 oz.), primers (2 3 oz.), concealers (2 3 oz.), foundation (3 oz.), assorted blush (4 2 oz.), assorted bronzer/highlighter (4 2 oz.), powders (4 3 oz.), setting spray (3 oz.), eyeliner pencil, liquid eyeliner (2 oz.), assorted mascara (4 1 oz.), lash curler, assorted lip balm (4 1 oz.), assorted lipstick (4), assorted lip gloss (4 1 oz.), and a collapsing case with room to expand your options. 4 lbs. 16x12x4 in.

Medical Field Kit 2150 P Even if you're not entirely sure how to use it, it's very useful to have. Includes pain relievers (20 pills), antihistamine (20 pills), cold/flu relievers (20 pills), electrolyte tablets (20 pills), antiseptic solution (8oz.), antiseptic gel (8 oz.), medical adhesive tape (30ft), slings (2), crepe bandages (2 3ft. rolls), cloth bandages (4 3ft. rolls), gauze swabs (30), stitch strips (20), ear plugs (10), safety pins (20), thermometer, small scissors, small scalpel, tweezers, and assorted adhesive bandages (40), and a folding carrying case it all fits snuggly into. Basic safety for basic safe travel. The medical field kit can be used to keep trainers from dying but is less useful with Pokémons unless you are proficient in its use. As an action, you may use this kit and attempt a Medicine skill check of 15 to stabilize an unconscious trainer to 1 hit point. When out of combat, you may spend 5 minutes to stabilize an unconscious trainer to 1 hit point. When out of combat, you may attempt a Medicine skill check of 15 once per hour to cure a target of any affliction. The medical field kit has many pieces and should be maintained and stocked. 10 lbs. 2x1.5x.025 ft.

Mess Kit 10 P Everything you need to enjoy a meal on the go. Includes a plate, a bowl, a fork, a spoon, a knife, a cup, and a slip it all fits into neatly. 1.5 lbs. 10x10x3 in.

Miscreant's Pack 250 P There's no real reason to have this, let alone sell it. This may not be easily found and available in stores. Includes, solar charger, universal power adapter, universal adapter dongle, memory sticks (4 80 GB), micro file (2), lock picks (8), multi-head screwdriver, hammer, crowbar, small narrow saw, small narrow scissors, telescoping mirror, thin wire (20 ft), water bottle, and a backpack or side pack to fit everything with some extra room. 10 lbs. 30x16x16 in.

Poké Ball Smith Kit 1250 P If you're planning to make your own Poké Balls, this will be necessary. Includes electric unfolding soldering table (2x2 ft), soldering iron, desoldering pump, assorted soldering iron tips (8), tin wire tube, tweezers, wire stripper cutter, electric wire (80 ft), micro screwdriver, micro screws (400), micro glass and mirror spares (200), micro rods (200), micro steel sheets (200). The table folds into itself while storing all of the supplies, revealing a handle. 15 lbs. 24x12x4 in.

Portable Chemistry Set 850 P Science on the go! Includes portable Bunsen burner, beakers (1 250 ml/1 50 ml), conical flask (100 ml), measuring cylinder (25ml), test tubes (6 10 ml), reusable spray bottles (6), test tube rack, heat clamps, thermometer, glass dropper, stirring rod, cleaning brush, corks (12), mortar and pestle, Nuffield spatula, and a padded case to hold everything securely. The reusable bottles can store concoctions to be reused once cleaned. 12 lbs. 2x1x1 ft. 4ft strap.

Sewing Kit 200 P This is useful for the designer on the go. Includes electronic folding sewing machine, measuring tape (6ft), assorted buttons and fasteners (50), assorted spools of thread (20), hand-sewing needles (10), fabric pens (10), bleach pen, stain removing pen, pins (50), needle threader, pincushion, fabric shears, seam ripper, thimbles. The sewing machine folds into itself while storing all of the supplies, revealing a handle. The sewing machine can be charged to use for two weeks after a 4-hour charge. 20 lbs. 2x1x1 ft.

Spiritualist' Pack 60 P For those who travel and spread the word of various greater beings. Includes solar charger, universal power adapter, religious texts (2), religious symbol, candles (10), incense sticks (20), waterproof matches (25), water bottle, and a backpack or side pack to fit everything with a great deal of extra room. 5 lbs. 30x16x16 in.

Trainer Pack Bundles *(Continued)*

Studious Pack 80 P Useful things for a trainer with a knack for academics. Includes, solar charger, universal power adapter, universal adapter dongle, memory stick (40 GB), binder, folders (6), notebooks (3), journal, notepad, pencils (5), pens (3), highlighter, vinyl eraser, pencil sharpener, ruler, headphones, water bottle, and a backpack or side pack to fit everything with extra room for your laptop among other things (laptop not included). 10 lbs. 30x16x16 in.

Traveler's Pack 150 P Really useful gear for extended travel through the wilds. Includes collapsible pop-up tent (two-person 7x4 ft), tarp (8x10 ft), sleeping bag, pocket knife, solar flashlight, compass, waterproof matches (20), water bottle, and a compression sack with straps to snuggly fit everything. 15 lbs. 40x16x16 in.

Trainer's Pack 80 P Basic goods for trainer who's starting their journey. Includes solar charger, universal power adapter, compression bands (4), crepe bandages (4), micro screwdriver, water bottle, and a backpack or side pack to fit everything with a great deal of extra room. 5 lbs. 30x16x16 in.



Portable Utility Items

Egg Incubator 1350 P Egg incubators are electronic, reusable containers that safely keep and warm Pokémon eggs. Once charged over 4 hours, they last for weeks to keep the single egg inside safe from harm and warm to encourage healthy hatching. Egg Incubators can be dropped from up to 100 ft while keeping the egg inside safe. Incubators can be submerged in water without harming the egg. They are heavy, but easier than carrying eggs around in your arms. 15 lbs. 16x8x8 in. 4ft strap. (*Generally carrying two in a backpack is a tight squeeze, but fine*)

Folding Bike 950 P A 3-speed bike that folds onto itself. Wheels are 26 in. Unfolded, its frame length and height are 48x40 in. It has telescoping handles and seats for any person's height. 25 lbs. 30x30x6 in. when folded.

Portable Berry Planter 2800 P By planting a berry in a portable berry planter, you create a mini-ecosystem for the berry to rapidly grow into a fruit bearing shrub, often producing two or even three berries. When planting a berry, roll a Nature skill check. Then when watering the berry once per day over the next five days, roll a Nature skill check each time. If you ever roll under 6, the shrub yields one berry when it fruits. If you roll over 5 each time, the shrub yields 2 berries when it fruits. If you ever roll over 20 without rolling under 6, the shrub yields 3 berries when it fruits. Failing to water the shrub at least once per day or harvesting its berries will kill the shrub. 3 lbs. 2x1x1 ft. 4ft strap.

Solar Charger 50 P An unfolding solar panel that charges devices. Leaving the array open in the sun helps to charge phones, computers, or maybe even other portable items. Does not hold a charge, instead only charging other things.

Survival Gear

Blizzard Wear 1050 P Carefully made clothes for humans protect them from harmful hail and snowstorms. While worn, human trainers do not take damage from Hailing weather both made by Pokémon or naturally occurring.

Desert Gear 1050 P Carefully made clothes for humans protect them from harmful sandstorms and desert winds. While worn, human trainers do not take damage from Sandstorming weather both made by Pokémon or naturally occurring.

Wet Suit 750 P Insulated body suit for diving in any waters. Includes gloves and flippers . While worn, human trainers will not suffer damage in even arctic temperatures.

Diving Gear 1050 P Self contained underwater breathing apparatus . Allows for humans to explore underwater with enough air to breathe for two hours. The tank can be refilled above water with a solar-powered tank in two hours.

Other General Items

Goods	Average Prices	Goods	Average Prices
Backpack	5 ₽	Jacket (windbreaker)	50 ₽
Ball bearings(25)	10 ₽	Knife (folding)	10 ₽
Bedroll	5 ₽	Ladder (folding, 10ft)	15 ₽
Binoculars (digital)	45 ₽	Lighter	2 ₽
Blanket	2 ₽	Luggage bag (wheeled)	5 ₽
Blanket (winter)	10 ₽	Messenger bag	5 ₽
Block and tackle	5 ₽	Memory stick (100gb)	45 ₽
Bolt cutter	10 ₽	Metal Detector	30 ₽
Briefcase	5 ₽	Mobile Trailer Home (for 1)	19800 ₽
Camera (digital high end)	2850 ₽	Mobile Trailer Home (for 4)	39800 ₽
Camera (digital)	450 ₽	Multi-purpose tool	20 ₽
Camera (film high end)	1050 ₽	Night-vision goggles	350 ₽
Case (aluminum)	20 ₽	Padlock and key	10 ₽
Cell phone	80 ₽	Pencils (10 coloring)	2 ₽
Chain (10 ft)	5 ₽	Pencils (10 graphite)	2 ₽
Chalk (10 sticks)	1 ₽	Pens (10 coloring)	2 ₽
Clothes (brand names)	100 ₽	Pens (5 writing)	2 ₽
Clothes (custom-fit high end)	1250 ₽	Pick	10 ₽
Clothes (designer brands)	350 ₽	Pitons (5)	5 ₽
Clothes (camo fatigue)	65 ₽	Pole (steel, 10 ft)	5 ₽
Clothes (generic brands)	35 ₽	Rope (50 ft)	5 ₽
Clothes (workout / outdoors)	20 ₽	Saddle (large)	35 ₽
Computer (desktop)	480 ₽	Saddle (massive)	55 ₽
Computer (laptop)	980 ₽	Saddle (small)	15 ₽
Computer (tablet)	780 ₽	Shovel (folding)	10 ₽
Cooler bag (Foldable)	10 ₽	Smartphone	580 ₽
Crowbar	10 ₽	Soap / Shampoo / Toothpaste	4 ₽
Duct Tape	5 ₽	Tent (folding, two-person)	35 ₽
Flashlight	2 ₽	Vehicle (bus)	248800 ₽
Flask	4 ₽	Vehicle (car)	49800 ₽
Gas mask	25 ₽	Vehicle (camper)	124800 ₽
Grappling hook	10 ₽	Vehicle (motorcycle)	4980 ₽
Hammer	10 ₽	Vehicle (truck)	69800 ₽
Hammer (sledge)	15 ₽	Vehicle (van)	49800 ₽
Handheld transceiver (pair)	60 ₽	Vial	5 ₽
Jacket (rain)	65 ₽	Wallet	5 ₽
Jacket (snow)	145 ₽	Whistle	2 ₽
		Zip ties (30)	10 ₽



The PokéWorld

In the PokéWorld, there are many places that you can count on finding. As an adventuring trainer, you should know about these locales in case you'll need help at a PokéCenter or if you need to pick up supplies at a PokéMart.

PokéCenters

PokéCenters exist to heal PokéMon. They have incredible technology that can restore a PokéMon's health and cure it of all afflictions while the PokéMon are still in their PokéBalls. Many regions in the world don't even charge a fee to restore PokéMon to health!



PokéCenters are also equipped to heal PokéMon who are not in their Poke Balls. Doctors and nurses will work as long as it takes to heal your PokéMon, though it only takes a couple of minutes if the PokéMon is within its Poké Balls. In larger cities, PokéCenters also double as hospitals. In smaller towns, PokéCenters are usually sperate from any medical centers that would work on healing humans.

Like PokéMon centers, many hospitals will also work to heal those who need it. Some regions do have bills, however.



PokéCenters will never charge more than 100 P to fully restore your whole PokéMon team, and most do it for free, but hospital visits might cost something for a trainer, though most regions in the world have free health care.

PokéMarts

PokéMarts are often found in the corner of a PokéCenter. Many PokéMarts found in PokéCenters have a pretty limited selection focused on medical items for travel, but PokéMarts that have their own storefronts have a great selection of items to use in the PokéWorld.



Many PokéMarts also double as supermarkets that have food and goods for your home, or on the go. These larger PokéMarts also will have kits and other trainer pack bundles. Larger department stores will have even more options, from clothes, to tools, or even various tech you might need on the road, or just in your home office.



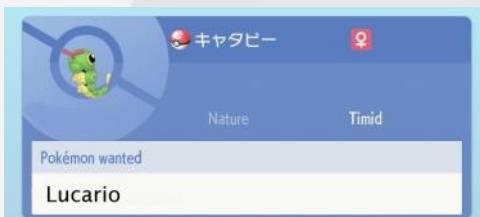
A PokéCenter with a PokéMart inside.

Pokémon Computer Terminals (PCTs)

Located in almost every Poké Center, Poké Mart, League Gym, or almost anywhere else that is important to Pokémon training are Pokémon Computer Terminals, or PCTs. They serve as a way to connect to a trainer's Poké Bank and access their digital storage of Pokémon when a trainer has exceeded the six that trainers are legally allowed to carry at once.



When accessing PCTs, you can use attached devices to teleport your Pokémon within Poké Balls to a digital storage space and withdraw other stored Pokémon (you can store as many Pokémon this way as you wish). Poké Balls teleport to your Poké Bank when capturing a Pokémon that would be the seventh one with you since you can only ever carry six at a time.



PCTs are also useful to connect to the Global Trade System. On the GTS, you can browse for Pokémon from all over the world who are up for trades and even place your own Pokémon into the trade system. Just because you put it into the system doesn't mean someone will trade with you- try to seek rarer Pokémon by offering rarer Pokémon. You can also trade in person at PCTs, they often have trade machines directly linked to them at most Poké Centers.



(PTA's Discord server has an in-game GTS! Check it out!)

Professor Research Laboratories

In nearly every region that has a Pokémon league, there is at least one regional acclaimed professor who is appointed to distribute starter Pokémon to trainers. Each region's professors have different specialties of fields of study, but for the most part are extremely knowledgeable about all things Pokémon.

Some professors, if you have a good enough relationship, will even let you use their massive fields to store extra Pokémon that you've captured if they have the space. If you're a collector who aims to capture many Pokémon, leaving them with professors instead of raising them as your main six partners, it will be helpful to have a friendly relationship with your regional professor so they may give you certificates of recognition.



Professor's laboratories are sometimes outfitted with even more services. Some may have reanimation labs to restore fossils. Others may have incubation holds where you can leave eggs and pick them up after your Pokémon have hatched. Many have comprehensive labs that you could potentially use as a safe and clean workshop to tinker with inventions you're working on or some concoctions that you're brewing. Many professors also keep massive libraries focusing on their fields of study that they may let you use.



Battle Courts

While trainers are generally allowed to battle against each other anywhere they want, there may be some places that are explicitly battle-free zones. Generally, in the middle of a mall or busy street you would immediately be told to stop by a Ranger because of the risk of injury or property damage. In busier cities, trainers will flock to battle courts to test their skills against other trainers with their Pokémons.



Some battle courts are rather small and you should judge based on its size whether or not it's a good idea to use certain moves like earthquake or hyper beam unless you know your Pokémons will not destroy something nearby. Some parks will also have fields that are unmarked, but a good size for skirmishes as others take a stroll through the park.

Even larger cities have battle courts inside of public buildings so others may go and enjoy watching or participating in battles.



Courts can have many different terrains and can be a fun place to meet friends for your adventures. Courts are sometimes even next to open fields. While there might be nothing wrong with battling in the field, some trainers just prefer the structure of a league court.

League Gyms and Stadiums

The pride of any gym leader is their league supported gym. Gym leaders represent the best of the region, hired by and support financially by the Pokémon league. At gyms, you can train, study, watch serious competitions and challenge gym leaders to battle.

Typically gym leaders have to accept challenges from anyone who is taking any given region's league challenge but they don't have to do so without any kind of screening. Due to the sheer number of battles they might receive, they can make trainers complete tasks before accepting, refuse to accept a challenge until you have a certain amount of specific honors, or even make you get into a waitlist line and make an appointment.



Some other things you might find at a gym leader's facilities are scheduled tournaments, a contest stage, various types of schools or academies, specialty stores or galleries, Pokémon and human gymnasiums, geological phenomena, public works, athletic sports fields and courts, eateries, concert halls, work offices, laboratories, gaming centers, and much more. Each gym leader even customizes their gym battle court with various custom terrain and obstacles.



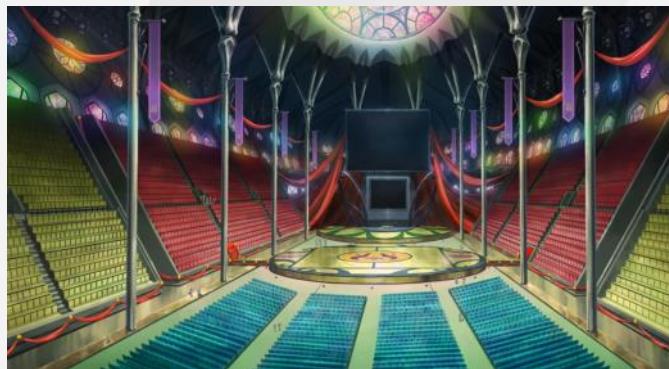
Gym leaders are really allowed to run their facilities however they'd like and many put a great deal of effort into showing off their personalities. Some make sure that trainers who visit them leave with a lesson, badge or not. Others ruthlessly defeat challengers, serving as a gatekeeper to the league championships. Each region has different prerequisites for regionals at the end of each year's season so pay attention to how many badges you need to earn!

Contest Halls

Not every town has a contest hall, but most cities do. Sponsored by the PokéCircuit, a league-adjacent organization, contests are held at least three times a week and generally feature multiple groups of five trainers competing one after another with each group having a winner, second runner-up, and third runner-up announced at the end of the whole show.



Competing trainers tend to be paired with like-accomplished trainers. When you earn your first ribbon, you are registered within that region's contest circuit whose final grand festivals are often held a week or two before the region's league championships. Different regions have different prerequisites for joining regionals, may it be a ribbon count or winning against certain coordinators. Most region's contest circuit have strict expectations for attire and how you carry yourself so don't join a circuit without knowing how you're expected to perform.



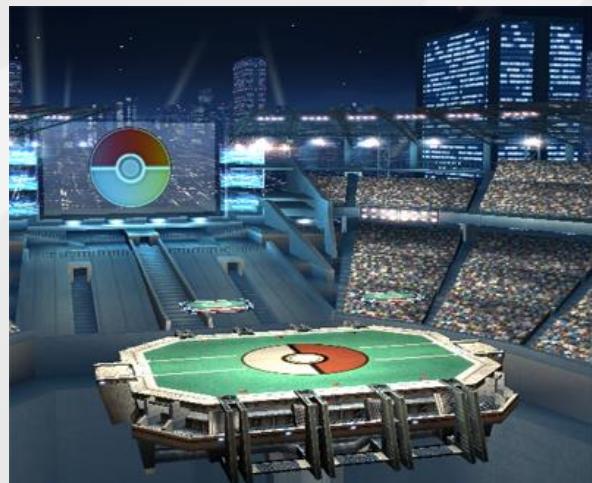
At grand halls, audience sizes rival the PokéCircuit's finals. It is a great honor to stand on the stage of a grand final and many trainers aim for world fame by becoming a coordinator who performs during a grand festival's grand finals.

Championship Facilities

Often the location of each region's PokéCircuit executive offices, championship facilities boast tens of large stadiums to hold regional championships and are also often capable of hosting world championships.



Each of these facilities have at least sixteen stadiums, with massive outdoor stadiums boasting seats for at least twenty-five thousand, and the grand stadiums having at least one-hundred thousand seats. Also found on their campuses are many human and PokéCircuit training gyms of all sorts. High-end spas, and health recovery clinics. Many even have amusement parks, malls, and other entertainment facilities connected to the campus.



The PokéCircuit prides itself as being the center of the PokéCircuit world, driving the entire structure of PokéCircuit battles and the technology that surrounds PokéCircuit. If you find yourself becoming a regional champion you might even meet your region's Elite 4 who may test your skills and see if you're capable of holding a leadership position in your region's league.

Battle Facilities

The Pokémon League has a greatly dominant hand on everything Pokémon battle, however there are still many respected, independently run organizations who aim to test Pokémon trainers in battle.

Battle Chateau

The Battle Chateau prides itself as being a classy form of the Pokémon league with members holding noble titles such as Baron, Countess, Marchioness, or Duke. They expect a certain décor and poise of their trainers, above the shouting rabble of the Pokémon League.



Battle Frontier

Appearing as a sort of amusement park, the Battle Frontier is a place of wonderous and out-of-norm competition. Frontier Brains concoct strange rules for battle, pushing trainers to solve near-impossible odds in battle and still come out on top. While Frontiers found everywhere welcome challengers of all kinds, Frontier Brains tend to hate having their time wasted by overzealous trainers. Come prepared for a challenge.



Battle Maison

At the Battle Maison, four Battle Chatelaine or Chatelain lead a castle of battle. Each of the four house leaders use different rules when hosting their tournaments which lead to battles against their specialized teams, made for their modified battles.



Battle Subways

Battle Subways are elaborate tunnels of battle after battle that often lead to battles against their station masters. In such limited spaces, trainers need to find creative ways to win.



Battle Towers

Climbing high into the sky by battling floor after floor is the goal of any region's Battle Tower. They don't often have special rules, but they are almost never associated with the region's Pokémon League. Instead, they act as a private means of testing your skill as a trainer without the glitz and glamour of a stadium.



Ranger Stations

The Ranger Union has stations located throughout the world. Led by region captains, each ranger serves together under a giant global union. They also tend to serve as a PokéMon Center for police and rangers, though they wouldn't turn away a trainer in need.



Depending on their captain or regional law, rangers might need to check in with different stations as they journey around. They're helpful for rangers who need a quick charge for their styler or for leads concerning suspicious activity. It's also not a bad place to report criminal activity that you'd like solved.



While rangers do care about people being in danger, they are primarily tasked with protecting the PokéMon world and its balance of human and PokéMon coexisting. For this reason, sometimes it's better to just tell a police officer. Luckily, police stations are often connected directly to ranger stations in larger cities since the two organizations often work together to protect everyone that they can.

Game Corners

Gambling halls for games of chance and skill are found all over the world. Whether its slot machines, roulette, poker tables, or mahjong rooms, the world is filled with people who do not believe that PokéMon is the only thing to care about in the world. Regardless, these casinos still allow betting on winners of league battles, exhibition matches between powerful rivals, or even for who might get best in show at a grand contest.



It could just be pointless rumors and nonsense but many game corners have criminal connections- sometimes without the actual establishment owners even knowing about it! Infamously, Celadon's Game Corner ended up having ties to the ruthless Team Rocket! Who knows what other kinds of connections other casino-type gambling centers might have.



Sport Parks and Safari Zones

Different cities or town may hold contests in reserves weekly or even monthly. It can feature catching sprees, or specific captures contests where you seek specific Pokémons, or even see who can fish up the Magikarp or catch the largest Bug-type.



Generally, these spaces will be filled with specific types of Poké Balls, these Poké Balls are more capable of capturing Pokémons in these reserves while also serving as a way to indicate Pokémons who were in fact caught during the competition and not brought from home.

Grooming Parlors and Pokémon Salons

Different Pokémons and salons can give your Pokémons a spa day of rest and cleaning. Pokémons with fur can be shaped and Pokémons with stone carapaces or blades can be polished. Entire buildings can potentially be many different groomer's store fronts for various types of Pokémons.



Pokémons love being pampered, but it's important that you're not leaving an ill-tempered or Pokémons who is too young with a stranger. That might make what's supposed to be a relaxing experience into a terrible one for everyone, including the groomers you left your Pokémons with.

Routes

The space between villages, towns, and cities are often wild. Pokémons make their homes in all manner of habitats and when they claim a space as their territory it can be dangerous to go anywhere you please. Rangers have set up routes that connect human civilization that are usually dirt paths in safer parts of the wild.



However, some spaces are much more loosely labeled, sometimes without a real path— maybe just a clear shot across a vast valley or canyon serves as a route?



Routes help to connect human settlements, but not all settlements are connected by real ranger-made routes. Sometimes what becomes a route is just trailblazes made by hundreds of trainers who have passed through before.



Transportation

While different regions may rely on different means of transporting people from town to town, or city to city, there are several common means that are often found throughout the world.



In heavily developed regions where cities are connected by suburbs, neighborhoods, and shopping centers with grocery markets, it's not uncommon for a simple bus ride or underground rail system to exist between two points of interest.

At the same time, within large cities, cabs or other private driving services may be able to take you from the city's outer Pokémon Center to its central district where a Pokémon Gym facility may be located.



Not everyone is a trainer, nor does everyone have a Pokémon capable of transoceanic travel by sea or sky, so airports are common in developed regions. Not every region has airports in every major town, but for prices ranging from 200 P for two-hour flights that cross seas or mountains or 1000 P flights that cross oceans or continents, it's not uncommon for trainers to find a time-efficient flight to whatever place they need to be to continue their adventure.

Luxury cruise ships also serve as a way to travel between ports, even from region to region. While the ships are not aiming for speed, often traveling for a week instead of a plane ride's quick flight, it is not an uncommon journey as there is often sight-seeing, Pokémon battling on deck, or other fun Pokémon competitions. Some regions even feature Battle Facilities on deck, or may sport a Pokémon Gym, run by the ship's captain.



In some regions, many have turned to Pokémon-powered transportation. In Galar, many rely on the region's Corviknight cabs to cross wild, overrun areas to get from city to city. Other regions such as Alola rent out Pokémon to ferry people between islands.



Downtime

When you're not out there earning badges or exploring the wilds of the world, it's time to relax. Whether it's at the end of an in-game day, while your character is waiting for an afternoon appointment, or between play sessions, there are many options for your character to spend during downtime until something important starts up (whether it's the next day, that special appointment, or the next play session). Downtime is aimed to make the most of time in-character without having to literally play through hours of grooming, reading, or teaching your Pokémon new tricks.

When using downtime in the middle of a session, have it ready ahead of time to work with- play shouldn't stop because of downtime. It should be a note as the next day starts or as players are waiting for a specific time, for example a player might have a contest they're participating in at noon, but in game it's only 6:00 AM. They might say, "while we're waiting for the contest to start, I spend time grooming my Quilava and then fix the broken Poké Balls from yesterday."



Players and Game Masters should decide in advance what players will do if a session ends on a cliffhanger, or when the players are otherwise under significant time pressure and downtime isn't appropriate - either by skipping the downtime you would have had, or having it retroactively be added as a past scene.

Class Features and Downtime:

If a player has an ability that lets them spend several hours to teach a move, dig up fossils, search for berries, teach a passive, or something similar- they can do it during downtime, often in addition to whatever they spend their downtime doing.



Rest

Sometimes you just need to sleep it off. If trainers or Pokémon rest for eight hours, their frequencies for features, items, passives, and moves are replenished. In addition, trainers recover 1d6 HP, while Pokémon recover HP equal to 1/6th of their max HP. Pokémon centers are capable of instantly recovering a Pokémon's HP to full, but only rest will naturally recover a Pokémon's move frequencies. When a trainer rests and recovers from harm, they will recover HP, but if you are suffering from diseases, have any broken bones or open wounds, these are not automatically healed.

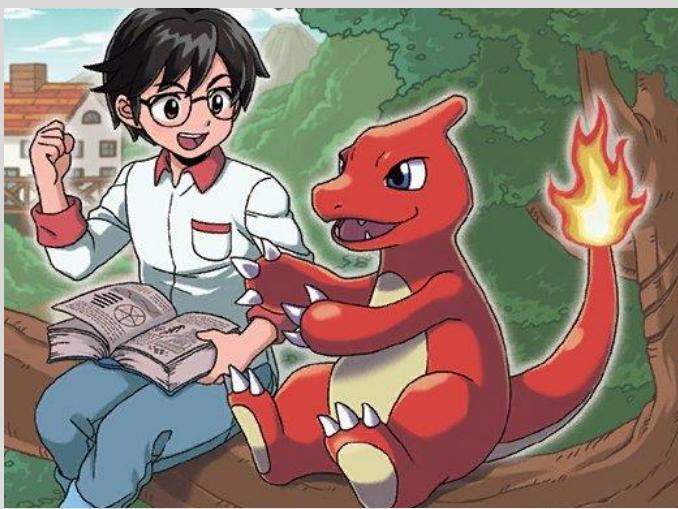


Quality Time

Spending quality time with a specific Pokémon can help to form meaningful bonds. Get creative and describe what that quality time looks like! Did you go to the water park with your Wooper? Maybe spending time meditating with your Meditite? Is your quality time better spent crushing rocks with your Fighting-type Pokémon? Or perhaps playing pranks on your rival with your Impish Pokémon?

Loyalty Value	Downtime Commitment
Loyalty 0 to Loyalty 1	10+ hours
Loyalty 1 to Loyalty 2	5+ hours
Loyalty 2 to Loyalty 3	5+ hours

While individual events during play could also cross these loyalty thresholds, you can guess that spending downtime with Pokémon who you have weaker relationships with can be improved by giving them your undivided attention.



This means that if you give two to three days to a single Pokémon, training them, earning their friendship, and learning about their personality, you'll likely have a loyalty 3 ally that you can count on. You may notice that there is not specified time for loyalty 4 and 5. Many aspects of loyalty levels 4 and 5 have to do not only with quality time and trust, but also significant relationship enforcing events. For that reason, it's unlikely that a Game Master will note that a Pokémon has become loyalty 4 or 5 strictly from downtime.

These time commitments assume you are spending no other quality time outside of downtime activities. Pokémon loyalty still improves through active encouragement, proper feeding and care, healthy exercise and training for battle. It's possible that your interaction with some of these Pokémon will rapidly improve their loyalty to you, especially when combined with downtime.

Tutoring Moves

Some attacks require no experience with tutoring moves. For move tutors, some coordinators, or various strategy-oriented trainers, tutoring is a special skill. However, some moves can just be taught by basically any trainer, to nearly any Pokémon. If you've got time and want to pad out your Pokémon with some safety moves that they can use in case they've exhausted all other options. Things taught from this basic tutoring list must still fit a Pokémon's proficiencies (*though most of these moves are on the Any proficiency list*).

Any Trainer may tutor these moves with 4 hours of downtime:

After You - *Ranged(20ft) Normal Effect: 3/day.* For the rest of the encounter, your turn will be after the target's turn.

Celebrate - *Ranged(25ft burst) Normal Effect: 3/day.* Roll 1d20. On 20, in addition to your own stats, each ally within range has their Attack, Special Attack, Defense, Special Defense, and Speed raised +1 for 10 mins. This effect cannot be stacked.

Cut - *Melee Normal Attack: At-Will 2d6.*

Horn Attack - *Melee Normal Attack: At-Will 2d8.*

Pound - *Melee Normal Attack: At-Will 2d6.*

Sand Attack - *Ranged(10ft) Ground Effect: At-Will.* On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

Scratch - *Melee Normal Attack: At-Will 2d6.*

Splash - *Melee Normal Effect: At-Will.* Instead of making an Accuracy Check, roll 1d20. On 18 or higher, all adjacent foes are moved 5 ft away from the user.

Tackle - *Melee Normal Attack: At-Will 2d6.*

Any Trainer that is at least level 5 may tutor these moves with 6 hours of downtime:

Double Hit - *Melee Normal Attack: 3/day 1d20.* Double Hit is a Scatter attack. It has two attacks.

Double Slap - *Melee Normal Attack: At-Will 1d4.* Double Slap has -2 during Accuracy Check. Double Slap is a Scatter attack. Up to 5 attacks.

Fury Attack - *Melee Normal Attack: At-Will 1d4.* Fury Attack has -2 during Accuracy Check. Fury Attack is a Scatter attack. Up to 5 attacks.

Hold Back - *Melee Normal Attack: At-Will 2d6.* Hold Back cannot be used to knock out a target. Instead, the target will still have 1 HP.

Tail Slap - *Melee Normal Attack: At-Will 1d4.* Tail Slap has -2 during Accuracy Check. Tail Slap is a Scatter attack. Up to 5 attacks.



Any Trainer that is at least level 10 may tutor these moves with 8 hours of downtime:

Double Edge - Melee Normal Attack: 1/day 5d12. On hit, you lose HP equal to 1/3rd of the damage you deal.

Frustration - Melee Normal Attack: 3/day 3d10. Frustration can only be used if you have less than 1 loyalty.

Hidden Power - Ranged(25ft) (Variable) Special Attack: 3/day 3d8. When Hidden Power is added to a move list, assign a random Type to it (*Type can't be changed by relearning this move*).

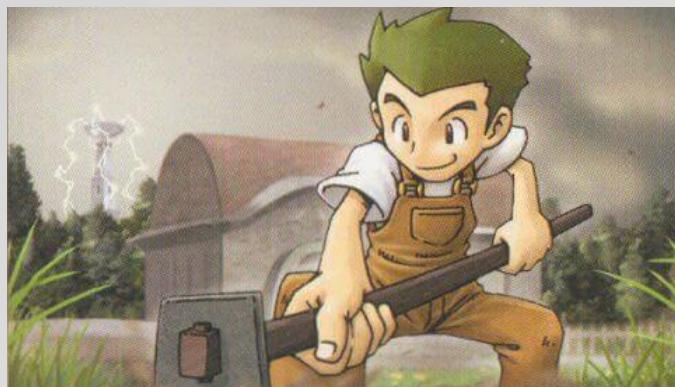
Return - Melee Normal Attack: 3/day 3d10. Return can only be used if you have 3 or more loyalty.

Slam - Melee Normal Attack: 3/day 3d10. Slam has -2 during Accuracy Check.

Slash - Melee Normal Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.

Odd Jobs

Sometimes you just need a little extra spending money! Running low on supplies? Saving up for a Mega Ring or Dynamax Band? Consider doing some odd jobs for local businesses wherever you are.



During downtime you and your Pokémon may perform odd jobs appropriate to the area you're in. Some examples:

The following types of jobs can make 5 to 25 P per hour:

Helping staff at the Pokémon Center

Stocking shelves at the local mart

Meal delivery

Pulling/consuming weeds

Performing in an exhibition match at a Pokémon Gym

Cleaning stables at a Pokémon ranch

Transporting goods

Doing boring, menial lab work for a Professor

Chuckin' Pyukumuku

The following types of jobs can make 25 to 60 P per hour:

Harvesting berries/crops for a farm, or watering on a farm, or even sowing for a farm

Using your Pokémon to produce natural resources (milk, inks, venom, silk, cotton)

Chasing away/capturing pest Pokémon in cities

Mining natural resources

Disposal/consumption/destruction of waste

Construction

Producing heat, cold, or electricity at a power plant

Growing plant life for city beautification



This is only a suggested list—just a place to start for odd jobs during downtime. It's possible a smaller town would have no need for someone to show up and just start doing work, but a large city or farm side town could probably always use an extra hand either through an online call-for-work job system in a large city or just by approaching a farmer in the middle of their work.

When working any of these odd jobs, your GM may have you roll a skill check appropriate to the task. This may affect how much more, or less, you make depending on the task performed, the demand for that kind of work, or even the location where you performed your work. A meal delivery job might not make as much in a small town where most people can walk and dine-in but a city with hundreds of orders to deliver per minute might pay better (and even better than that if a delivery service is short on workers).

Socialize

Sometimes you just want to spend some time with the other humans. Whether it's scouring the streets for rumors, picking up local news or stories of nearby events, or catching up with your favorite NPCs, you can use your downtime for something other than Pokémons.

Rewards for this are generally more roleplay-focused and so should only be used for end-of-session downtime. Otherwise, character discussion with NPCs could just be happening in game.

Some examples:

Finding a location to catch a specific Pokémon or family of Pokémons

Obtaining intel on the movements of local gangs or crime syndicates

Learn strategy or insight about an upcoming gym battle

Track the movements of a dangerous wild Pokémon

Learn about a hidden place in a nearby route

Meet another Pokémon trainer interested in trading tips, gear, or Pokémons

Discover a local tradition or business, such as a fighting dojo, berry conservatory, or shrine

If your trainer finds something nice while socializing, maybe your GM may let you keep in touch with that NPC by phone?

Long-Term Projects

When you have a project that you are working on in the background, a little at a time, your GM will determine how long it will take to finish.

Your GM may also set one-time or ongoing costs and requirements to work on your project, such as expenses that need to be paid to keep working, people who need to be convinced to provide expertise, or even a separate long-time project which must be finished first. Those requirements may need to be met during play, but otherwise the working on project can be done during your downtime.

Example projects:

Crafting a saddle to help ride a Pokémon

Writing an academic paper reporting a discovery you've made

Writing a data book, biography, or strategy guide about Pokémons battling/training

Developing a prototype of a better Poké Ball

Attempting to invent a new Pokémon move

Starting a business

Researching a Pokémon fossil, rare berry, or even a Pokémon through study

Each time you work on the project, you make progress towards your goal. Sometimes, your GM may ask you to make relevant skill checks to see how productive you've been. If someone is helping you out, even a Pokémon with relevant skills, they may add extra bonus to the check per your GM's decision. A fresh perspective or new set of eyes may be helpful, so roping in your allies or acquaintances may be helpful.



Combat Demo

In the following example combat demonstrations players Elle, Kay, and Ray will be fighting to earn a Gym badge in one example and encountering a family of wild Pokémon in the second example. In this Gym battle, the entire party will be battling in a three versus three battle, with each of them fighting to earn their badge at once. This is just an example, as a Gym Leader may sometimes demand one-on-one battles, they demand longer battles with more Pokémon per trainer, or may even have greater battles featuring more than six Pokémon on the field of battle at the same time. In wild encounters, wild Pokémon may be encountered entirely on their own, or as a swarm of hundreds of any one species that a party of players work to avoid and survive rather than take on directly. The second example encounter just focuses on a small group of wild Pokémon.



Kay Linh - Level 2 Ace Trainer, Gym Trainer Origin

Hit Points: 20 **Attack:** 6 (+3)

Defense: 3 (+1)

Speed: 4 (+2) **Sp. Attack:** 5 (+2)

Sp. Defense: 2 (+1)

Features:

Strategy Insider (*Commanding, Nurturing*) - Intuitive knowledge about league trainers

Affirmation - Pokémon get +3 Temp HP on knock out

Improved Attacks - Pokémon get +3 damage with Attack, +2 damage with Special Attack

Intimidate - 3/day AAA, targeted Pokémon gets -2 Attack or Special Attack



Toxicroak: Brave

Poison / Fighting - Medium, Medium

Skills - Climber

Passives - Nasty Plot, Dry Skin, Poison Touch

Hit Points: 48 **Defense:** 7 **Special Defense:** 7

Speed: 8 (40 ft.) **Attack:** 12 (+6) **Special Attack:** 10 (+5)

Moves: Poison Sting, Pursuit, Revenge, Mud Bomb, Poison Jab, Swagger



Ray is a Breeder. They are a nurturing explorer who is hoping to grow their Pokémon family during their adventure. Lately they're battling with their Hitmontop who Ray hatched themselves.

Ray Shell - Level 2 Breeder, Backpacker Origin

Hit Points: 20 **Attack:** 3 (+1)

Defense: 6 (+3)

Speed: 4 (+2) **Sp. Attack:** 2 (+1)

Sp. Defense: 5 (+2)

Features:

Wandering Road (*Forest, Rainforest*) - Intuitive knowledge about wild terrain

Hatcher - Pokémon hatch faster

Natural Edge - Your Pokémon hatch with a permanent +1 to any stat

Philoprogenitive - You can intercept attacks for your Pokémon

Hitmontop: Jolly

Fighting - Medium, Medium

Passives - Focus Energy, Intimidate, Guts, Steadfast, Technician

Hit Points: 30 **Defense:** 11 **Special Defense:** 11

Speed: 9 (45 ft.) **Attack:** 10 (+5) **Special Attack:** 3 (+1)

Moves: Fake Out, Tackle, Foresight, Rapid Spin, Triple Kick, Detect

*Hitmontop's Speed is higher than usual because of Ray's Natural Edge feature



Elle is a Coordinator. She is aiming to rise in stardom through her and her Pokémon's performances. While her true passion is the contest hall, she always loves to help her friends in Pokémon battles. She will be battling with her Starmie.

Elle Liza - Level 2  Coordinator, Entertainer Origin

Hit Points: 20 **Attack:** 3 (+1) **Defense:** 6 (+3)
Speed: 4 (+2) **Sp. Attack:** 2 (+1) **Sp. Defense:** 5 (+2)

Features:

Beautiful World (*Dance*) - Professionally talented in dance

Put Your Hands in the Air - 3/day your Pokémon can use Helping Hand

Wonderous Applause - 3/day your Pokémon can use Encore

Favorite Festival (*Clever*) - 3/day your Pokémon temporarily gains Own Tempo



Starmie: Naïve

Water / Psychic - Medium, Heavy

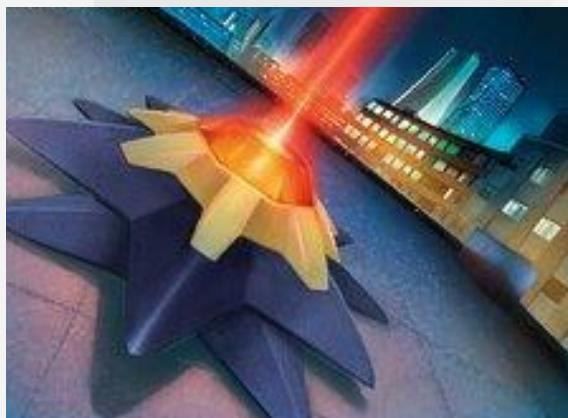
Skill - Flight, Fountain, Gilled, Glow, Swimmer

Passives - Harden, Analytic, Natural Cure

Hit Points: 36 **Defense:** 10 **Special Defense:** 8

Speed: 13 (65 ft.) **Attack:** 8 (+4) **Special Attack:** 10 (+5)

Moves: Rapid Spin, Water Gun, Swift, Confuse Ray, Recover, Icy Wind *Elle had a move tutor teach her Starmie Icy Wind since it has a compatible proficiency



*** These example trainers are all using evolved Pokémon who are each at least at loyalty 3. While this is possible in any campaign by level 2, it's not a standard to compare yourself to and are written this way for the purposes of these example combats.

Scenario 1:

Elle, Kay, and Ray are in Alola and trying for their first badge in the newly established Pokémon league against Gym Leader Mallow and two Gym Trainers that will be supporting Mallow. If the party wins, they'll each earn the Lei Badge!



Gym Leader Mallow



Gym Trainer Basil



Gym Trainer Pepper



Tsareena



Dartrix



Comfey

Before the battle, Kay used her origin feature, Strategy Insider, to find out about Mallow since she also has a nurturing personality. She rolled well, so the GM provided Kay with information about what Pokémon Mallow would be using in the gym challenge.

Turn Order

The GM will inform turn order, but will often ask for speeds to be sure they're putting their NPCs in correct order- their NPCs' Speeds are not public.

 Starmie - 13

 Comfey (speed unknown to players)

 Hitmontop - 9

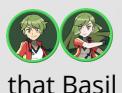
 Toxicroak - 8

 Tsareena (speed unknown to players)

 Dartrix (speed unknown to players)

 Mallow - Mallow has 5 speed (this is usually not public, a GM would just inform you when Mallow acts).

 Kay, Ray, Elle - 4 - The players all have the same speeds but agree to go in this order once it gets to their turns.

 Basil and Pepper - The GM inform the players that Basil and Pepper act after them.

Combat Demo A (Gym Battle)

The GM speaks for all NPCs, but in this demo's script it will appear as a different person per character and "GM" when discussing rules or describing outcomes of actions.

GM: Mallow and her gym trainers all send out their Pokémon, ready to defend their gym's badge.

Mallow: Let's go! Tsareena!

Basil: Get out there Dartrix!

Pepper: Comfey, we're counting on you!

GM: Three Pokémon appear on the field, one looking like a ring of flowers, another is a Dartrix which you each recognize as the evolution of Rowlet, and a thin legged pink and white Pokémon with long flowing leaves growing from its head.

Kay: Let's take care of these Grass-types, Toxicroak!

Ray: Get out there Hitmontop!

Elle: Time for a show, Starmie!

After a moment of determining speeds with the players, the GM lets Starmie act first. At the same time, Ray looks at the field and figures out if her Pokémon can reach her intended target.

Ray: Just a moment! Hitmontop's Fake Out has priority, so Hitmontop! Start off with a Fake Out to take away Tsareena's turn!

GM: Sure thing!

Hitmontop rolls $1d20 + 5$ vs Tsareena's (13) Defense since Fake Out uses the Attack stat. Again, Tsareena's stats are hidden from the player and only known by the GM. Ray rolls a 12 on d20 + 5, equaling 17.

GM: That's a hit, roll damage.



*This gym's field is approximately 90ft by 75ft. Some gyms may have narrow, wide, circular, or even strangely shaped fields. For these examples, Pokémon will not move on a grid instead using approximate distance.

Fake Out's damage is $2d6 +$ Hitmontop's +5 Attack modifier. Ray rolls 7 + 5 dealing a total of 12 damage.

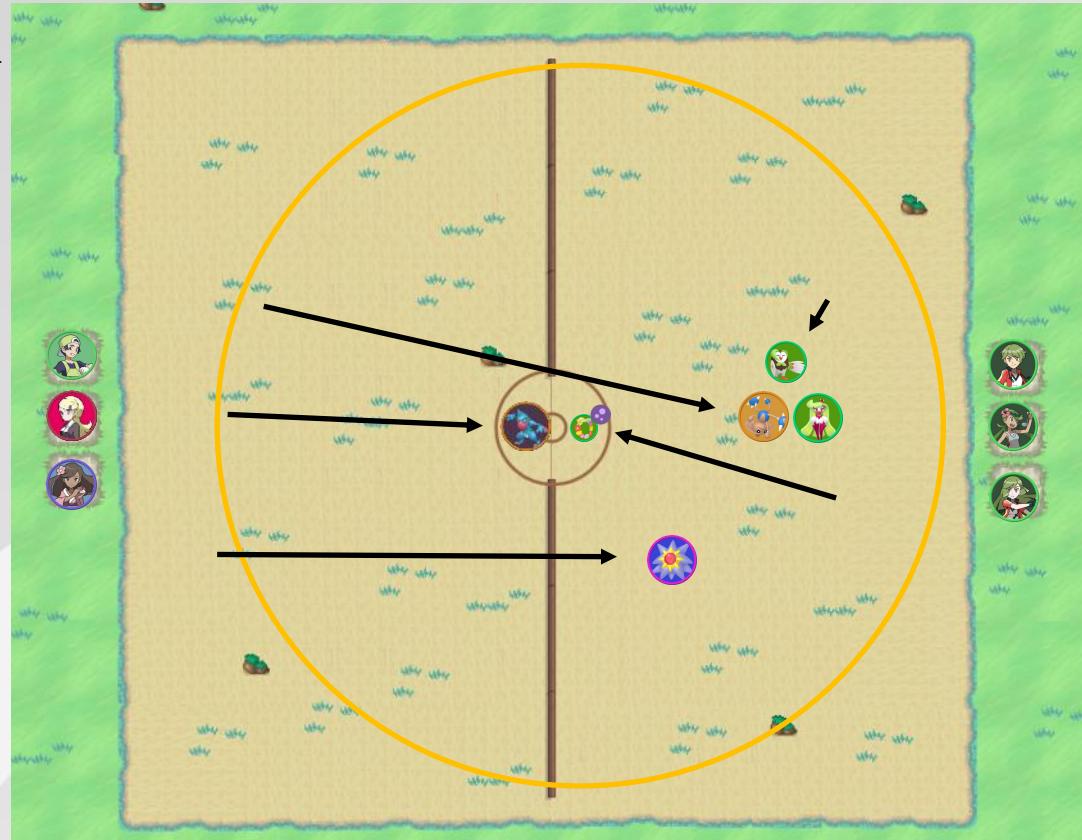
GM: Hitmontop dashes forward and strikes Tsareena, causing her to lean forward, Stunned! It's Starmie's turn.

Elle: Starmie! Get within range and use your Confuse Ray on the Tsareena in the center!

Starmie rolls $1d20 + 6$ vs Tsareena's Speed, which is only known by the GM (9) and rolls a 5 on $d20 + 6$, equaling 11.

GM: It's a hit! Tsareena begins to tilt its head side to side as it is afflicted with Confusion.

Elle: Great work Starmie!



Pepper: Comfey! Use your Sunny Day to make this easier for us!

GM: Comfey moves forward towards the center of the field and makes the weather Sunny with a glowing orb it releases from its body. Somehow, this affects Tsareena and you can see it shake off the Confusion and Stunned afflictions that were affecting Tsareena.

Tsareena has a passive ability, Leaf Guard, that cures it of afflictions in Sunny weather. The GM may choose to not explain why Tsareena is cured of afflictions.

GM: It would be Hitmontop's turn, but they acted with a priority move so now it's Toxicroak's turn.

Kay: I know our plan was to remove Tsareena as fast as possible, but it looks like Comfey is going to be a problem since it's supporting Tsareena; Toxicroak use Poison Jab on that Comfey!

Toxicroak rolls $1d20 + 6$ vs the Comfey's (9) Defense. They roll a 9 on $d20 + 6$, equaling 15.

GM: That's a hit and it's super effective!

Poison Jab is a Poison-type attack, since Comfey is a Fairy, the attack will add one more die, based on Poison Jab's dice. Poison Jab is $3d8 + 6 +$ another 3 because of Kay's Improved Attacks feature + 4 because Poison Jab is a Poison type attack and Toxicroak is Poison type so the attack gets the STAB bonus + $1d8$ from the attack being super effective.

Kay rolls a 14 on $4d8 + 6 + 3 + 4$ for a total of 27 damage. Poison Jab also Poison's targets when 14 or higher is rolled during the accuracy check.

GM: Your Toxicroak rushes forward and strikes with a powerful blow! The Comfey looks very weak and wary as it floats with a little less energy as it becomes Poisoned by Toxicroak's attack.

Mallow: Tsareena! Use your Trop Kick on the Pokémon in front of you!

The GM rolls against Hitmontop's 11 Defense. After determining that the attack connected, they roll damage which is $3d8 + 6 + 4$ STAB and end up rolling 13 + 6 + 4 for a total of 23 damage.

GM: Tsareena raises its leg above Hitmontop's head and drops it down dealing a total of 23 damage!

Ray's Hitmontop has a max HP of 30, so after the hit it is lowered to 7 HP.

Ray: Hang in there Hitmontop! Mallow's got some powerful attacks!

Basil: Dartrix! See if you can finish that Hitmontop with a Peck!

Ray: Nonononono!



The GM rolls against Hitmontop's 11 Defense again. After determining that the attack connected, they roll damage which is $2d6 + 3 + 1d6$ because the attack is super effective +4 STAB and get some low rolls for a total of 13 damage.

GM: The super effective attack connects dealing 13 damage!

Ray: Oh this is not going as planned, Hitmontop is knocked out. I return Hitmontop to its Poké Ball. You two still got this! I believe in you both!

GM: Mallow does not use any special trainer actions on her turn. It's each of your turns now, is there anything you'll be doing?

Kay: Yes! I glare at that Tsareena for knocking out Ray's Hitmontop and Intimidate it targeting its Attack.

GM: Tsareena notices your glare as Hitmontop is returned, but Comfey's gaze comes into your view as petals float around its body- It seems something about Comfey is protecting Tsareena's stats from being lowered.

Kay: Well that's annoying.

Comfey has the passive ability known as Flower Veil- it's nearby Grass-type allies cannot have their stats lowered. Also, even though Kay's Intimidate failed it, Kay still used up one of its 3/day uses.

Elle: I won't be using anything for a trainer action this round.

GM: Both Basil and Pepper also don't do anything either.

If any of the NPCs did anything, the GM would not even have to name what features they used, but they should allude to something special being done with some kind of description of what the trainer does. With the round complete, it should be Starmie's turn again, but...

GM: While it should be Starmie's turn, Comfey's Triage ability allows it to use a healing move with priority!

Pepper: Comfey! Use your Floral Healing to put Tsareena back to full HP! She's our best chance to win!

Comfey heals Tsareena's HP back to full, since Floral Healing heals HP equal to half of Tsareena's max HP. Comfey then rolls for Poison damage and rolls a 7, meaning that it loses the rest of its HP, which was only 30.

GM: Comfey floats over to Tsareena and heals all the damage it took from Hitmontop's Fake Out attack, then suddenly drops to the ground taking damage from its affliction.

Mallow: Thank you Comfey and Pepper! We'll keep fighting for you!

Elle: Kay, I really think you and Toxicroak can take on Mallow and Tsareena, so I'm going to try and take out Basil's Dartrix.

Kay: Leave it to me!



Elle: Starmie! Move to the left side of the field and hit Dartrix with Icy Wind!

Starmie rolls $1d20 + 5$ against Dartrix's (7) Special Defense with its Special Attack. They roll a $15 + 7$ for a total of 22.

GM: It hits! Roll for damage.

Icy wind deals $2d8 + 5$ for Starmie's Special Attack + $2d8$ because the attack is extremely effective since Ice is effective against both of Dartrix's types Grass and Flying. Starmie rolls 25 on $4d8 + 5$ for a total of 30.

GM: Starmie lets out a chilling gust of wind and hits Dartrix for a devastating 30 damage! Dartrix's speed is lowered because of Icy Wind's effect. It's Toxicroak's turn.

Kay: Toxicroak lets use another Poison Jab! This time attack Tsareena and bring it down!

Toxicroak rolls $1d20 + 6$ vs the Tsareena's (13) Defense. They roll a 14 on $d20 + 6$, equaling 20.

GM: It hits and is super effective.

Poison Jab is a Poison-type attack, since Tsareena is a Grass-type, the attack will add one more die. Poison Jab is $3d8 + 6 +$ another 3 because of Kay's Improved Attacks feature + 4 STAB + $1d8$ from the attack being super effective. Toxicroak rolls 24 on $4d8 + 13$, equaling 37.

GM: Toxicroak hits Tsareena for a massive amount of damage, causing it to buckle to a knee. While the attack should have Poisoned Tsareena it still seems unaffected by afflictions.

The Sunny weather effect is still keeping its Leaf Guard passive active.

Mallow: Tsareena! That looks pretty bad! You need to take out that Toxicroak! Try for a High Jump Kick!

After determining that the High Jump Kick connects, they roll $5d12$ and get 34, then add 6 for Tsareena's Attack modifier for a total of 40.

GM: Tsareena leaps into the air and kicks down at Toxicroak for a massive 40 damage.

Kay: Yikes! You've got this Toxicroak!

Basil: Finish that Toxicroak off, Dartrix with another Peck attack!

Kay: Here we go!

The GM rolls a 1 with Dartrix's Peck! While a 1 is not automatically a miss, when adding Dartrix's Attack modifier (4), a 5 does not match or exceed Toxicroak's 7 Defense.

GM: Dartrix leaps forward and dives in for a peck- but Toxicroak raises its arm in an instant and parries Dartrix's beak with its forearms!

Kay: YES! Great job, Toxicroak!

GM: Mallow doesn't use any special trainer actions.

Kay: I Intimidate again against Tsareena's attack! Just in case! This time Comfey's not around to protect Tsareena.

GM: Tsareena's already not so sure of itself even after a powerful attack, but catching Kay's glare seems to discourage it.

Elle: I'll pass my trainer action, too.

GM: Basil doesn't do anything special either and it's Starmie's turn again.

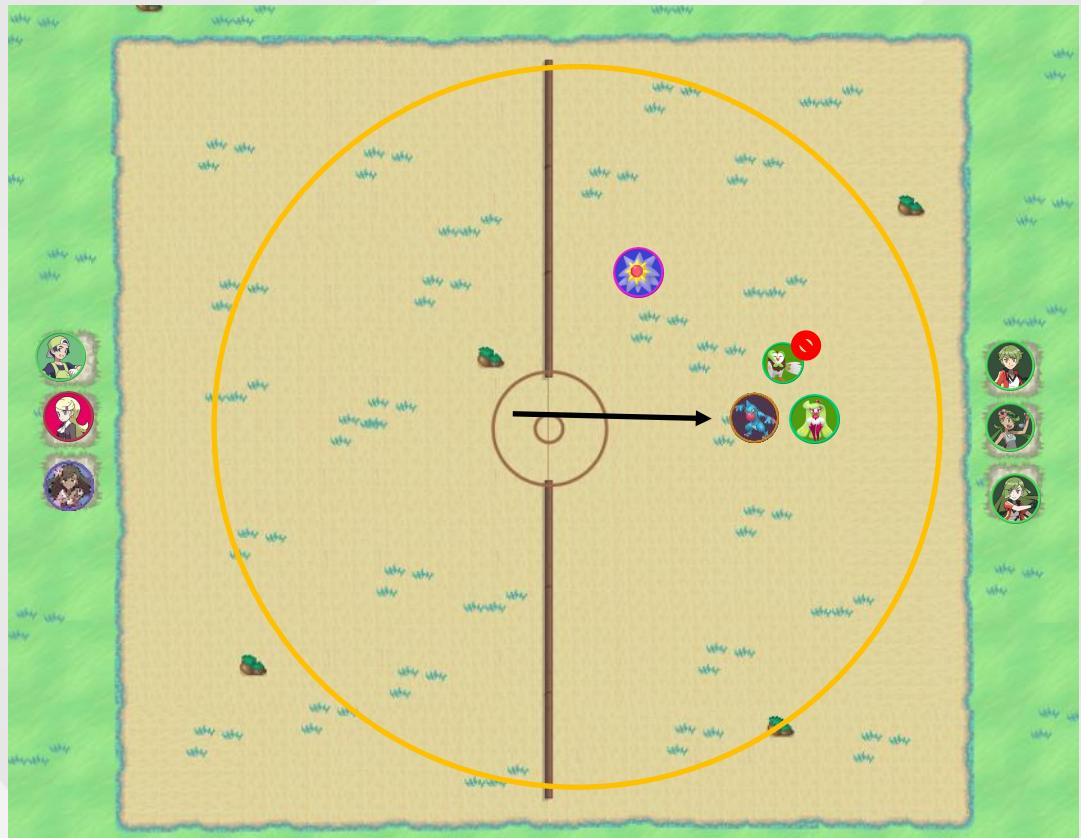
Elle: Use another Icy Wind and finish Dartrix!

Starmie rolls a 2 + 5 for a total of 7, barely connecting.

GM: Dartrix jumps up to try and dodge, but the attack barely connects, roll damage.

Starmie rolls 17 on $4d8 + 5$ for a total of 23.

GM: Dartrix suddenly freezes up and hits the ground, knocked out.



Round Order


GM: Basil returns his Dartrix to its Poké Ball while saying-

Basil: Nice work out there Dartrix, you tried your best!

GM: It's Toxicroak's action.

Kay: This is your last chance with Poison Jab! Go for it, Toxicroak!

Toxicroak rolls 1d20 + 6 vs the Tsareena's (13) Defense. They roll a 6 on d20 + 6, equaling 12.

GM: Toxicroak surges forward with its foreclaws, but Tsareena leaps upward while knocking Toxicroak's arm to the side with a kick.

Mallow: Now, Tsareena! Trop Kick!

Kay: AHH!!!

Tsareena's Grass-type attack is resisted by Toxicroak's Poison type, but after hitting, it still rolls 2d8 + 6 Attack modifier + 4 STAB for a total of 18 damage.

GM: Tsareena strikes down with its legs as it lands, dealing 18 damage to Toxicroak.

Kay, Ray, and Elle: No!!!

Kay: I return Toxicroak to its Poké Ball– Nice work buddy! You did so well! Elle you need to finish this with your next attack! That Tsareena's really strong!

Mallow: Nice work, Tsareena! That was a great effort!

GM: Mallow doesn't make any trainer action, are there any trainer actions you wish to preform?

Elle: No, let's finish this.

GM: It's Starmie's turn.

Elle: This is it, Starmie! You need to finish this! Use Icy Wind!

Starmie rolls a 20! It's a critical hit!

GM: Starmie spins rapidly and releases an icy gale! It's a critical hit!

Elle: Amazing, Starmie!!!

A critical hit always deals the most damage possible. Icy Wind is super effective so it rolls 2d8 + 1d8 + 5 for a maximum possible damage total of 29.

GM: Tsareena tries to flee from the attack but it suddenly overwhelmed by the Icy Wind, knocking it out!

Kay, Ray, and Elle: Yes!!!

Ray: We did it!

Kay: Nice job Elle! Nice job Starmie!

Elle: That was great, Starmie! You were marvelous!

Mallow: That was an amazing display of power, challengers! It was very impressive and your victory has earned you the Lei Badge!

Basil and Pepper: Your Pokémon were so impressive!

GM: Mallow rewards the players their badges and invites them to join her and her gym trainers for an after battle meal where she plans to give you additional rewards if you've got the time.

(End of Combat Demo A)



Scenario 2:

Elle, Kay, and Ray are in a massive forest have been wandering for hours. With no specific goal in mind, they want to keep exploring and capture some Pokémon. After being asked to make a Perception skill check by the GM, Ray rolls high thanks to their Wandering Road feature and notices some buzzing and suggests that everyone proceed with caution. Unfortunately, Kay continues charging ahead, excited to encounter a wild Pokémon and stumbles into Beedrill territory.



Weedle (x4)



Kakuna (x3)



Beedrill (x2)

Turn Order

The GM will inform turn order, but will often ask for speeds to be sure they're putting their NPCs in correct order- their NPCs' Speeds are not public.

Starmie - 13

Beedrill (2) (*speed unknown to players*)

Hitmontop - 9

Toxicroak - 8

Weedle (4) (*speed unknown to players*)

Kakuna (3) (*speed unknown to players*)

Kay, Ray, Elle - 4 - The players all have the same speeds but agree to go in this order once it gets to their turns.

**Even though its their turn to act, sometimes wild Pokémon don't do anything. Pokémon are very intelligent, but sometimes having a trainer really helps them to get things done and not freeze up. A GM will decide this and sometimes you will find yourself at an advantage even when outnumbered.*



**This part of the forest is approximately 110ft by 90ft. There may be other wild Pokémon nearby, but we'll focus on the wild Pokémon the players are currently engaged with. For this example, tokens will not move on a grid instead they will use approximate distance.*

Combat Demo B (*Wild Encounter*)

GM: Rushing into a clearing, you immediately see a group of wild Pokémon, two stripped Pokémon buzz in the air near a tree across a patch of flowers, three yellow Pokémon hanging from different trees, and four horned larval Pokémon sitting on flowers in the patch in front of you. Starmie may act first.

Elle: Starmie, let's see if we can avoid a fight, lets move a little around to the left just in case! Don't attack!

GM: The two winged Pokémon buzz angrily and dive straight towards Toxicroak and Hitmontop.

The GM rolls against Toxicroak's 7 Defense and Hitmontop's 11 Defense. One Beedrill hits Toxicroak, the other misses Hitmontop twice.

GM: One Pokémon dives in and strike Toxicroak with an attack! It was a shielded attack and deals only 4 damage. The other Pokémon tries to stab high, and immediately follows up with another strike, but Hitmontop spins around, deflecting the attacks.

The successful attack against Toxicroak was Bug-type which is resisted by both Toxicroak's Poison-type and Fighting-type, making the attack shielded. The other Beedrill tried to use Twineedle which allowed it to make two attacks, but it missed with both attacks.

GM: It's Hitmontop's turn.

Ray: Sorry Elle, looks like we can't avoid this fight- Hitmontop! Triple Kick the Pokémon in front of you!

Hitmontop rolls 1d20 + 5 vs Beedrill's (4) Defense since Triple Kick uses the Attack stat. Beedrill's stats are hidden from the player and only known by the GM. Ray rolls a 12 on d20 + 5, equaling 17., then a 4 on d20 + 5 equaling 9, then an 8 on d20 + 5 equaling 13. Hitmontop ended up hitting three times. Triple Kick is a Scatter attack, so it could have been split up against different targets, but Ray ordered Hitmontop to target the same Beedrill each time.

GM: It a storm of rapid kicks, all three hits connect- but the attack is shielded! Take away up to two dice rolls per hit.

Triple Kick is a Fighting-type attack but the target is Beedrill who is both Bug-type and Poison-type. This means that two dice would be taken away from the attack since both Bug and Poison types resists Fighting type. Since the first two attacks only use 1d20, each would already be taken away if Beedrill only had one resistance to the Fighting-type attack. The third hit deals "an additional 1d12 on hit." Since this isn't the damage dice roll, it's still added to the attack's damage.





Hitmontop's first hit just deals 5 because of its Attack modifier + 4 for STAB, the second hit deals nothing because of resistances, and the third hit only deals +1d12 bonus damage for Triple Kick's effect. Hitmontop rolls an 11 on 1d12 for a total of 20 on the last hit, meaning Triple Kick dealt a grand total of 20 damage.

GM: Hitmontop spins upward while striking the buzzing Pokémon dealing 20 damage, but it only grazes the Pokémon who seems well protected against Fighting-type attacks. It's Toxicroak's turn.

Kay: I mean, it looks like a Bug-type, but it must also be Poison-type... Toxicroak, try a Mud Bomb on the same Pokémon that Hitmontop just attacked!

Kay is hoping that she's correct, because Toxicroak's Ground-type attack would not be positively or negatively affected by a Pokémon who is both resistant to Ground with its Bug typing and weak against Ground due to its Poison typing (Ground vs Poison adds a die, while Ground vs Bug takes a die away).

Toxicroak rolls 1d20 + 5 because of its Special Attack modifier and gets an 11 adding 6 for a total of 16.

GM: Toxicroak chucks a ball of muddy goop at the Pokémon, roll for damage!

Toxicroak rolls 3d8 adding its Special Attack modifier for +5, and +2 for Kay's Improved Attacks. Toxicroak rolls a total of 17 + 5 + 2 for a grand total of 22 damage. Since the Beedrill had already taken 20 damage, this additional 24 has knocked it out.

GM: The Mud Bomb connected and knocks the Pokémon out of the air! It's knocked out!

Kay: Nice work, Toxicroak!

GM: The Pokémon on the flower beds begin to scatter in all directions, but a couple of them Scatter towards the group and make attacks against Toxicroak and Hitmontop!

The GM has the two Weedle use tackle on both Toxicroak and Hitmontop. Both hit by rolling 9 and 14. The GM rolls for Tackle's damage twice on 2d6, getting an 8 and a 2, but adding 2 to both for Weedle's Attack modifier for the totals 10 and 4.

GM: Toxicroak is jammed in the side by the attacking Pokémon for 10 damage while Hitmontop is able to deflect itself from too much harm as it is also tackled for 4 damage! The hanging yellow Pokémon all begin to shake, two glow blue and create a coat on themselves and nearby Pokémon, while one begins to glow orange. It's your trainer's turns.

While the GM has no obligation to explicitly inform their players, the Kakuna used Safeguard and Bide. Though it won't matter in a moment if the players use their Pokédex.



Elle: Let's figure out what we're dealing with! I point my Pokédex at one of the wormy Pokémon while running to join Starmie.

Ray: I point my Pokédex at one of those yellow Pokémon in the trees and back away a little.

Kay: I'm using my 'dex to find out about this flying Poké-mon in front of my face!

GM: Elle identifies "Weedle," Ray identifies "Kakuna," and Kay identifies "Beedrill." They are all part of the same family.

Technically, a round is only 6 seconds long, but a GM does not need to time their players while they open their Pokédex. You also don't need to let them read the whole entry extensively. A gentle reminder is all that is needed if players are lingering while reading whether or not they want to capture or simply defeat the wild Poké-mon. An exception is a player with the Researcher class who has the Walking Encyclopedia feature, because technically their character has memorized the Pokédex and so in game has the entire Pokédex open at all time. Still, even if a Researcher is taking longer to go through their Pokédex (which they can do as soon as they see any Poké-mon), a gentle reminder can keep gameplay going smoothly.

Kay: As I thought, those things are Poison and Bug types. If it can be helped, I want to capture that Beedrill!

Elle: The Weedle know the attack Poison Sting! Be careful!

Ray: Elle, you be careful! That Kakuna is definitely using Bide and if its attacked it can be very dangerous!

GM: It's Starmie's turn again.

Elle: I'll help you capture it, Kay! Starmie, get in between me and that Beedrill and hit it with a Water Gun!

Starmie rolls 1d20 +5 by adding its Special Attack modifier. Starmie rolls a natural 20! Whenever a critical hit is rolled, the attack deals the max damage possible. Water Gun deals damage with 1d12, but will also add Starmie's 5 Special Attack modifier and 4 STAB for a total of 21 damage.

GM: It's a critical hit! The Beedrill is blasted for 21 damage!

Kay: Wow! That might work out perfectly, thanks Elle!

GM: The Beedrill dives angrily at Starmie striking twice!

Kay: That's Beedrill's Twineedle attack!

The GM rolls to hit and connects twice! The attacks are both super-effective, adding 1d12 to each of their base 1d12 + 4 attack modifier and + 4 STAB. After damage, the GM determines the total damage.

GM: The Beedrill strikes with both of its pointed forearms and it's super-effective! Together, the attacks deal 41 damage!

Elle: Oh my gosh! Starmie!

GM: It's Hitmontop's turn.

Ray: Oh wow, we need to do something about this swarm before it becomes overwhelming... Hitmontop, Tackle the Weedle next to you!

Hitmontop rolls 1d20 to hit the Weedle and rolls a 1, but by adding its Attack modifier of 5, the total of 6 still exceeds Weedle's Defense stat and the attack connects.

GM: Hitmontop slams into Weedle, roll for damage.

Hitmontop rolls 9 on 2d6, then adds its Attack modifier of 5 for a total of 14 damage.

GM: The Weedle is hit for 14 damage, it's Toxicroak's turn.

Kay: Toxicroak, go all out and hit the Weedle next to you with a Mud Bomb!

Toxicroak easily hits Weedle's measly 2 Special Defense and rolls for damage 3d8 + 5 + 2. Toxicroak rolls high (7, 8, and 5) getting 20 + 5 + 2 for a total of 27 damage.

Kay: Nice work, Toxicroak!

GM: Toxicroak lifts a mass of mud from the ground and crushes the mud into the Weedle next to them, knocking them out.

GM: The last Weedle looks spooked by this display of power and begins to squirm away, having already been hit by Hitmontop's attack- another Weedle continues to squirm away in a panic and no one can even see the fourth Weedle as it's made its escape into far away trees. The Kakuna all continue to or begin shaking orange and red. Trainers may have their actions now.

Elle: I return Starmie and immediately send out Vulpix next to me!

Kay: I throw a Great Ball at the Beedrill's back!

First, Kay would need to roll a Poké Ball accuracy check on d20 against the wild Pokémon's Speed stat, however Starmie's Water Gun attack put the Beedrill to exactly 50% of its max HP, so Kay will not need to roll that accuracy check.

GM: The Great Ball hits Beedrill's back, roll 1d100.

Kay is trying to roll as low as possible here, the GM uses capture rates to determine the Beedrill's current capture rate that is determined by it being at half of its max HP, the fact that it technically initiated combat, by it being a fully evolved Pokémon, and any other factors they determine. A GM never reveals the Pokémon's capture rate only informing if the Pokémon is captured but for this example, the Beedrill's current capture rate is exactly 20. Kay rolls with a d10 and a d10 percentile dice to determine her d100 result. Luckily, she rolls very low and gets a 16!

Kay: Yes!



**Round Order**

GM: The Great Ball energizes the Beedrill and you see it drop to the ground and shake once....

Twice....

And jumps up for the last time as the ball settles. You've captured the Beedrill!

Kay: Yes!!! I caught it, thanks for the assist, Elle!

GM: It's Hitmontop's turn.

Ray: Hmm... I don't know maybe we can just let those Weedles go?

Elle: It does seem like they were following the Beedrill's lead.

Ray: Hitmontop, I think we're done.

GM: Any more actions from Toxicroak or Vulpix?

Elle: No, Vulpix stays with me.

Ray: Toxicroak, stay on guard but we don't need to attack anyone any more.

GM: Another Weedle disappears from sight while the last one looks back for only a moment while continuing to flee. One Kakuna shakes violently and lets out a very small poof of steam from its body while the other two continue to shake in place.

Ray: Yeah, see? We're good. They're just vibing.

Kay: Toxicroak, help to move that Beedrill and Weedle to the bed of flowers so they can rest there until they're conscious again.

Ray: Oh, good idea, Hitmontop you help too.

GM: The Kakuna looks on as you move the Beedrill and Weedle to the flower bed and let out similarly harmless poofs of steam.

Ray: I go up to the Kakuna by itself and pet it gently while seeing if its interested in any of my Razz berries.

Elle: We should be more careful in the forest, there are some powerful Pokémons who live here...

Ray went on to befriend and capture the Kakuna off to the side while Elle and Vulpix did some reconnaissance before determining a direction to continue in the forest. Kay investigated the stump by the Beedrill's flower bed and discovered some stored honey. Kay took only some of the honey while the Kakuna watched, hoping that would not anger the remaining Beedrill too much.

(End of Combat Demo B)



Combat Demo Notes

Not all battles in gym may be as short or smooth, especially once you consider that some gym leaders will want to battle with and against more than one Pokémon from a trainer's roster. Wild battles similarly may not end in weaker Pokémon fleeing, instead its possible that knocking out a family's leader may inspire more aggression from other wild Pokémon.

While the Sunny Day served to protect Tsareena from afflictions, if any Pokémon began to use Fire-attacks or Water-type attacks they would be affected. Keep track of things that may affect your Pokémon's moves and similar effects that may change how an attack works or how movement is changed.

This GM did not change any of the NPC Pokémon's stats with natures. This is totally okay, as natures rarely matter for GM-controlled Pokémon and can always be rolled if a trainer captures a Pokémon. However, sometimes adding a nature to a gym leader's Pokémon can give them an advantage in battle or a specific nature could justify a wild Pokémon's aggressive behavior.

Some readers may have noticed that Mallow's Tsareena had 13 Defense, when the species naturally has only 11. It's perfectly normal for a GM to change stat passives around on NPC Pokémon or give them vitamins to raise stats and give players a small amount of additional difficulty during an important battle.



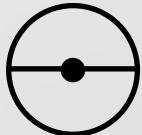
*Player and Pokémon Tokens created and used in these combat demos were made at::
<https://rolladvantage.com/tokenstamp>*

Pokémon

Tabletop Adventures 3

Player Name _____ Class _____ Level _____
 Character Name _____ Class _____ Level _____
 Origin _____ Honor Total _____ Class _____ Level _____
 Credits _____ P Class _____ Level _____

Current HP



Max HP



ATK Modifier

Defense



DEF Modifier

Special Attack



SpATK Modifier

Special Defense



SpDEF Modifier

Speed



SPD Modifier

Modifiers

- +__ Attack
- +__ Defense
- +__ Sp. Attack
- +__ Sp. Defense
- +__ Speed

Origin Feature

Class Features

Skills

- +__ Acrobatics (SPD)
- +__ Athletics (ATK)
- +__ Bluff / Deception (SpDEF)
- +__ Concentration (DEF)
- +__ Constitution (DEF)
- +__ Diplomacy / Persuasion (SpDEF)
- +__ Engineering / Operation (SpATK)
- +__ History (SpATK)
- +__ Insight (SpDEF)
- +__ Investigate (SpATK)
- +__ Medicine (SpATK)
- +__ Nature (SpATK)
- +__ Perception (SpDEF)
- +__ Perform (SpDEF)
- +__ Pokémon Handling (SpDEF)
- +__ Programming (SpATK)
- +__ Sleight of Hand (SPD)
- +__ Stealth (SPD)

Skill Talents

Class Features

Owned Pokémons

Honors

Inventory

Player name _____ Trainer Name _____

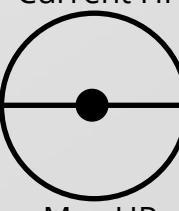
Name _____
Species _____ Sex _____
Type(s) _____
Nature _____ Diet _____
Egg Group _____
Size / Weight _____

Name _____
Species _____ Sex _____
Type(s) _____
Nature _____ Diet _____
Egg Group _____
Size / Weight _____

Name _____
Species _____ Sex _____
Type(s) _____
Nature _____ Diet _____
Egg Group _____
Size / Weight _____

Name _____
Species _____ Sex _____
Type(s) _____
Nature _____ Diet _____
Egg Group _____
Size / Weight _____

	Stat Value	Temporary Bonuses	Contest Stats
Attack			
Defense			
Special Attack			
Special Defense			
Speed			

Current HP 
Max HP

Item _____

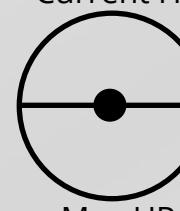
Skills _____

Stat Passives _____

Ability Passives _____

Moves _____

	Stat Value	Temporary Bonuses	Contest Stats
Attack			
Defense			
Special Attack			
Special Defense			
Speed			

Current HP 
Max HP

Item _____

Skills _____

Stat Passives _____

Ability Passives _____

Moves _____

Player name _____ Trainer Name _____

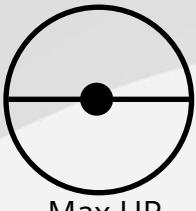
Name _____
Species _____ Sex _____
Type(s) _____
Nature _____ Diet _____
Egg Group _____
Size / Weight _____

Name _____
Species _____ Sex _____
Type(s) _____
Nature _____ Diet _____
Egg Group _____
Size / Weight _____

Name _____
Species _____ Sex _____
Type(s) _____
Nature _____ Diet _____
Egg Group _____
Size / Weight _____

Name _____
Species _____ Sex _____
Type(s) _____
Nature _____ Diet _____
Egg Group _____
Size / Weight _____

	Stat Value	Temporary Bonuses	Contest Stats
Attack	[Red Box]	[Red Box]	[Red Box]
Defense	[Yellow Box]	[Yellow Box]	[Yellow Box]
Special Attack	[Blue Box]	[Blue Box]	[Blue Box]
Special Defense	[Green Box]	[Green Box]	[Green Box]
Speed	[Pink Box]	[Pink Box]	[Pink Box]

Current HP  Max HP

Item _____

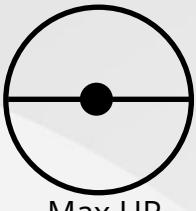
Skills _____

Stat Passives _____

Ability Passives _____

Moves _____

	Stat Value	Temporary Bonuses	Contest Stats
Attack	[Red Box]	[Red Box]	[Red Box]
Defense	[Yellow Box]	[Yellow Box]	[Yellow Box]
Special Attack	[Blue Box]	[Blue Box]	[Blue Box]
Special Defense	[Green Box]	[Green Box]	[Green Box]
Speed	[Pink Box]	[Pink Box]	[Pink Box]

Current HP  Max HP

Item _____

Skills _____

Stat Passives _____

Ability Passives _____

Moves _____

At its core, Pokémon Tabletop Adventures is about realizing your Pokémon adventures that aren't found in other Pokémon media. Part of this is making sure everyone's having fun. Tabletop offers an unlimited amount of experiences and scenarios, but that doesn't always mean any player will enjoy any given scenario.

Game Masters: Always make sure players know what kind of things to expect in a campaign in terms of any less friendly themes and do a good job of stopping poor player behavior that's directly affecting other players' ability to enjoy gameplay.

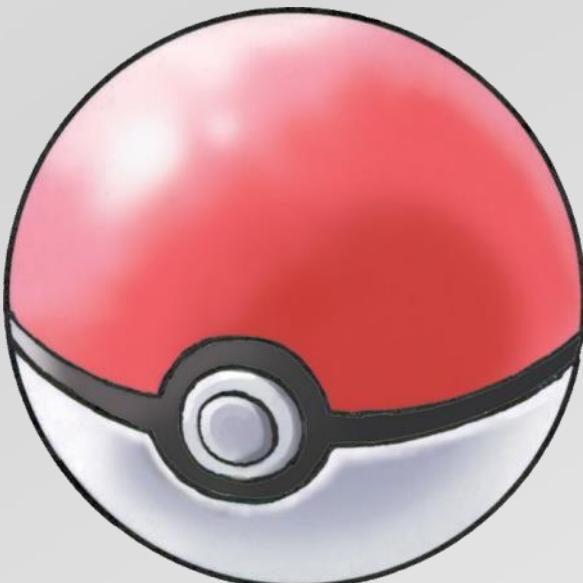
Players: Know what kind of game you're getting into, try to make sure you're not stepping over any lines, and be aware of whether or not you're making yourself the center of attention. There are other players, including the GM, so it's important to give everyone a voice and not cut off other players with too many interruptions.

Whenever there's any problem talk it out. Together, tabletop games can stay fun and keep going. When players and game masters only treat each other as opponents, sidekicks, or obstacles instead of treating each other as people, games fall apart and end.

Happy 25th Anniversary, Pokémon

You made an amazing world to play in, filled with creatures that we all loved to raise up and be strong with. We loved it so much that we had to make a world where we could play out any scenario with Pokémon that we could possibly imagine. Here's to another 25 years!

- Dr. Mr. Stark



Thank you, Trainers

Pokémon: Tabletop Adventures has come very far from its original threads on traditional games. Many people have helped along the way and I want to be sure to thank them.

Credits:

Thank you, contributors and writers from any point of Pokémon: Tabletop Adventure's works:

Anise, Aeros, Castfromhp, Cloudjsh7, DamienLunas, Dirty, Garlye, Glipp, Gorbash, Halfwing, Happymancer, KammenWriter, OlympusMons, Paradox, Peewah, P-Wing, Sir Cucumber, TehOwnerer, Webmetz, Zoofman, #pokeymans

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Click	LittleBear
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Sources of Information:

AskJeeves	Twitter
Google	Wikipedia
Serebii	Yahoo

Thank you to the players who love to play tabletop and who love Pokémons. Thank you to everyone who makes the actual Pokémons games, those are rad. Thank you to my friends who help keep me relaxed and sane between sessions. Thank you to my partner, who helps in many ways they don't even know and who I love greatly. Stay safe out in the tall grass, trainers.

- Dr. Mr. Stark

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#typos-grammar-and-fix-reports

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<https://discord.gg/UgWJaH8>

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The Player's Handbook contains everything you need to build and play your character in the Pokémon world with Pokémon Tabletop Adventures 3.

To play, you'll also need...

The Pokédex

For even more, check out...

Game Master's Guide

Player's Handbook 2

Game Master's Screen

Pokémon

Tabletop Adventures 3



DrMrStark