­­­

**Range**: Burst 1, Friendly

**Effect**: All legal targets have their Defense lowered by 1 Combat Stage.

**Contest Effects**: Cute - Excitement

At-Will

Status

**AC** 2

**Tail Whip**  
Normal

At-Will

Special

**AC** 2

**Range**: 4, 1 Target

**Effect**: Thunder Shock Paralyzes the target on 17+. Grants Zapper

**Contest Effects**: Cool - Steady Performance

**Thunder Shock**  
Electric

DB 6: 2d6+8+10

**Range**: 6, 1 Target, Social

**Effect**: Charm lowers the target’s Attack 2 Combat Stages.

**Contest Effects**: Cute - Excitement

EOT

Status

**AC** 2

**Charm**  
Fairy

EOT

Status

**AC** 4

**Metal Sound**  
Steel

**Range**: Burst 2, Friendly, Sonic

**Effect**: All Legal Targets have their Special Defense lowered 2 Combat Stages.

**Contest Effects**: Smart - Unsettling

**Range**: Burst 2, Friendly, Sonic

**Effect**: All Legal Targets have their Defense lowered 2 Combat Stages.

**Contest Effects**: Smart - Unsettling

EOT

Status

**AC** 4

**Screech**  
Normal

**Jolt (Pichu)Cedric Ramone**

**Jolt (Pichu)Cedric Ramone**

**Jolt (Pichu)Cedric Ramone**

**Cedric Ramone**

**Cedric Ramone**