

POKÉMON

Tabletop Adventures Player's Handbook 2

3

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Contents

Welcome! 4

Trainer Classes 8



Martial Artist 10

Aura Master 13

Dirty Fighter 15

Mentor 17

Ninja 19

Yogi 22

Mega Evolution 54

Z-Moves 62

Dynamax 64

Additional Passives 70

Additional Items 73



Psychic 24

Air Adept 27

Earth Shaker 29

Firebreather 31

Hex Maniac 33

Rain Waker 36

Proficiency Group Lists 76

Type Group 76

Any List 89

Move List Groups 90

Signature Moves 108

Character Sheets 118

Cross Classing 38



Pokémon 39

Origins 45

Pokémon Origins 48

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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 a 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.

This is the Player's Handbook 2!

This book details additional options for you as a player. You will still need to go through the Player's Handbook to understand many rules that are not repeated within this book!

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: Class

PHB, Pages 10 - 44

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 (detailed in the PHB) would specialize in doing so. Likewise, any Trainer may battle with their Pokémon, but an Ace Trainer (also detailed in the PHB) 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 Martial Artist can further narrow their specialty to become a Ninja or Mentor. 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.

Second: Stats

PHB

Stats are designated as Hit Points, Attack, Defense, Special Attack, Special Defense, and Speed. Generally you'll make 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 Psychic who desires intellectual capacity to control their powers will want a lot of Special attack, and not have their Defense stat be their highest one. Stats are detailed in the PHB.

Third: Origins

PHB. Pages 45 - 53

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. Origins are located in the PHB. However, PHB2 contains some additional origins to use in campaigns that start with higher-level trainers.

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 discuss parts of the trainer creation process, but most of trainer creation is in the PHB.



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.

Class Progression

Every trainer has a Class. Class defines specialties of any trainer, so while a Martial Artist is really good at combating threats with their bare hands, this doesn't mean a Psychic can't try to Tackle a Pokémon if they're desperate. 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. Trainer Honors are detailed in the PHB.

However, if you're playing as a Pokémon, there are a new list of Honors to keep track of to gain bonuses and grow your stats and gain other bonuses however you want to.

Some Honors that Pokémon can earn interacting with NPCs:

Competitions (Badges / Ribbons / Medals / Symbols)

While not common, unowned Pokémon may occasionally stroll into gyms or contest halls. While it is sometimes difficult to convey your desire to prove your worth, some Gym Leaders and contest halls will allow these Pokémon to compete and prove their merit. While a gym leader giving a Pokémon a Gym Badge or a contest judge giving a wild Pokémon a ribbon is a purely symbolic gesture, either would earn you an honor. In addition, if you help an allied trainer earn a ribbon or badge that you haven't earned yourself or helped to earn before, you gain an honor.



List of Victories

Keeping in mind that you are a single Pokémon in the massive world of Pokémon, you still want to prove that you can be the very best. Each time you enter battle, you are proving your worth. Whenever you defeat a Pokémon in battle, keep track of the species you've defeated. For every twenty-five different species you defeat in battle you gain an honor. You must be present at the beginning of an encounter and actively participate to count it in your list of victories.



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 best any of them in battle they may give you a token of their appreciation or friendship. There are also powerful wild Pokémon who may rule over parts of the wild whose respect can be earned by defeating them in battle. 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 a strange piece of trash that the wild ruler found fascinating.



There are also Honors that a GM may award to your Pokémon as a player:

Loyal Allies

Your friendship with other Pokémon and sometimes even human trainers can defy traditional rules of the Pokémon world. It's rare that a wild Pokémon simply travels with a group of human trainers without being owned, but through these journeys your bonds grow and what you might do for another human or Pokémon shows your commitment to your friends. After some important breakthrough or moment of courage between you and your ally, and after hours of game play, a GM might award you with an honor.



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 two Classes in PHB2 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 battlefield. 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 Martial Artist, who advanced into Aura Master, Mentor, and Ninja. A different Trainer could have really spread themselves across the spectrum into Ace Trainer, Breeder, and Psychic, only advancing into Firebreather from Psychic.

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, you can gain a point of honor.



Martial Artist - *Martial Artists hone their bodies through rigorous training to protect their allied Pokémon in battle. While they can't fight Pokémon in official capacities, they will always protect their friends while adventuring.*

Primary stats: Attack, Defense

Advanced Classes:

Aura Master, Dirty Fighter, Mentor, Ninja, Yogi

Psychic - *The Psychic has awoken the magic powers within themselves to control the world around them with their mind. They prefer to combat threats from a distance and tend to only reveal their true power around friends who they trust and trust them in turn.*

Primary stats: Special Attack, Speed

Advanced Classes:

Air Adept, Earth Shaker, Firebreather, Hex Maniac, Rain Waker

You Can Play as a Pokémon!

Whether you're traveling with trainers, or in a party of independent Pokémon out to save the world, you're ready to go! Maybe your party consists of two grunts and you want to play a Meowth? Maybe you're a ranger's one-time companion and now you're wanting to make the world better for every Pokémon, just like that ranger? Maybe you're just a rascally Machop who's always following around a group of trainers?

The options are endless, just like any tabletop game. These rules help Game Masters to run campaigns that might be based on the Pokémon Mystery Dungeon series. Many new options exist along with the two combative trainer varieties.



Leveling Up As The Pokémon Class

Unlike Trainer Classes, when you choose to play as an independent Pokémon, there are a list of rules that apply differently to you. While you still use honors to level up, leveling up has a different purpose.

Level	Honors Required	Bonuses
1	0	Two starting Features
2	1	One new Feature
3	2	Two new Features
4	3	One new Feature
5	5	One new Feature
6	7	One new Feature
7	9	Two new Features
8	12	One new Feature
9	15	One new Feature
10	18	One new Feature
11	22	Two new Features
12	26	One new Feature
13	30	One new Feature
14	35	One new Feature
15	40	One new Feature

Additional Levels require 5 more honors each time to level up

Pokémon do not gain new classes, but they may evolve or potentially work with a trainer to grow.



MARTIAL ARTIST

Discipline, Form, Ferocity

Martial Artists spend years of training to perfect their body into a form that can withstand the harsh demands of the Pokémon world. Martial Artists take a proactive role in battle shouldering the same burden as their ally Pokémon to combat threats that appear during their journeys in the Pokémon dominated wild areas. Martial Artists develop their own roles in combat to take advantage of moments of weakness or further push their discipline to higher ways of thought. Any group benefits from a Martial Artist who puts their body on the line to protect what they cherish with a good punch or kick to send danger running.

Favored Stats: Attack and Defense

Advanced Class Options: *Aura Master, Dirty Fighter, Mentor, Ninja, Yogi*

Skill Talents: Choose two; Acrobatics, Athletics, Concentration, Constitution, Medicine, Perform

Level 1	Martial Form, Peak Physique
Level 2	Foresight
Level 3	Stat Increase, Advanced Class
Level 4	No Retreat
Level 5	Enduring Focus
Level 6	Weapons Master
Level 7	Stat Increase, Advanced Class
Level 8	Martial Prowess
Level 9	Flow Like Water
Level 10	Pin
Level 11	Stat Increase, Advanced Class
Level 12	Reckless Assault
Level 13	Shake it Off
Level 14	Haymaker
Level 15	Martial Master

Level 1

Martial Form: You have trained and perfected a martial art, ready to take on the wild world of Pokémon with your bare hands. You may choose two of the following attacks and use them; Arm Thrust, Karate Chop, Power-up Punch, and Rapid Spin. At level 5, you may choose another attack to have access to. At level 10, you have access to all four of these moves. You may not use more than eight different Martial Artist and/or Martial Artist advanced class moves per day.



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.

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.

Power-Up Punch - *Melee Fighting 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.

Peak Physique: Your body is masterfully trained into the physical form you need to perfectly maintain balance, focus, and power while fighting. Whenever you are targeted with an attack that uses the Attack stat, your Defense is doubled during the attacker's accuracy check (modifiers are unaffected during the check).

Level 2

Foresight: By focusing your inner aura, you can strike the immaterial. You can use the move Foresight.

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.





Level 3

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 Martial Artist 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.

Level 4

No Retreat: When you decide to defeat an enemy, you put it all on the line. 3/day you may use No Retreat.

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.

Level 5

Enduring Focus: You're not going down without one more chance to keep fighting. 1/day if you would be knocked out, instead you are at 1 hit point.

Level 6

Weapons Master: Your training has allowed you to masterfully incorporate weaponry into your fighting style. If you are holding a weapon, you may use Branch Poke, Stone Smash, or Steel Strike if your weapon is made of wood, stone, or metal respectively. When obtaining a weapon, pick one of these moves to associate with that weapon. You may carry multiple weapons within reason and change between weapons as a free action during your turn.

Branch Poke - Melee Grass Attack: At-Will 2d6.

Stone Smash - Melee Rock Attack: At-Will 2d6.

Steel Strike - Melee Steel Attack: At-Will 2d6.

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 Martial Artist 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.

Level 8

Martial Prowess: Through intense meditation, your strikes can do more than ever before. You may now use the moves Laser Focus 3/day and Lock-on 1/day.

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.

Level 9

Flow Like Water: By flowing with blows and controlling the impacts you take; you minimize the damage you take. If you would take more than 10 damage, subtract your Attack or Defense stat from the damage you would take.

Level 10

Pin: Get them in a hold and keep them there. 3/day you can use the move Block. As long as you are not making attacks or moving while the target is bound to you, it cannot move. You may target Large sized targets with Block.

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





Level 11

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 Martial Artist 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.

Level 12

Reckless Assault: Over the top attacks can seriously injure your quarry, or even yourself. You can use the attacks Jump Kick 3/day or Take Down 3/day.

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.

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 13

Shake it Off: You have faced many weary fights, but now you're able to shake off the debilitating effects of battle. Your stats cannot be lowered by the effects of an opponent's attack, passive, or features.

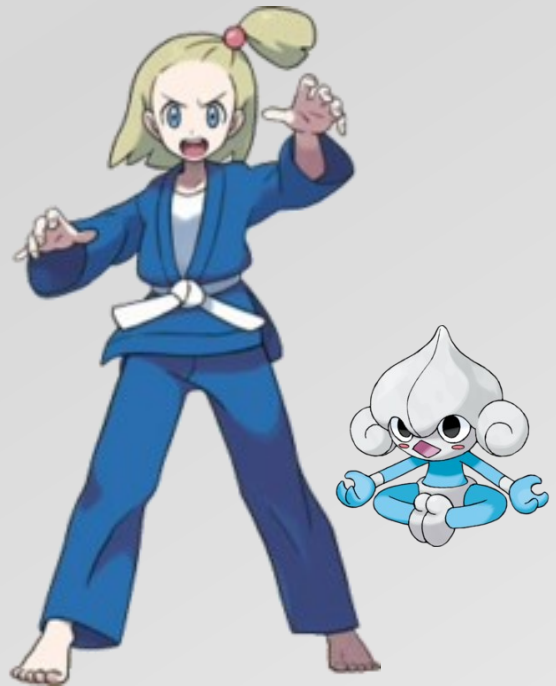
Level 14

Haymaker: You put it all on the line and expose yourself to a brutal counter attack in the hopes that this one move ends it. 1/day you may use Close Combat. Martial Master does not let you ignore Haymaker's frequency.

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

Level 15

Martial Master: You have perfected your martial combat and are prepared to face any foe, no matter the odds. You may use any Martial Artist or Martial Artist advanced class non-Reaction moves at-will. You are not limited to the number of different Martial Artist and/or Martial Artist advanced class moves that you may use per day. Whenever you hit with a Martial Artist attack, add three times your relevant modifier to your damage.



AURA MASTER

Channel your martial energy to manifest in incredible ways.

Aura Masters channel their ki from their martial soul and manifest waves of energy to protect others and attack threats to their friends. They can manifest elemental energy and even blast bursts of energy from their fists at foes who are keeping their distance.

Skill Talents: Choose one; Concentration, Insight

Level 1	Aura Force, Vacuum Wave
Level 2	Defensive Aura
Level 3	Aura Reader
Level 4	Aura Guard
Level 5	-
Level 6	Aura Gift
Level 7	Aura Sphere
Level 8	Elemental Fists
Level 9	-
Level 10	Aura Sight
Level 11	Drain Punch
Level 12	Elemental Force
Level 13	Aura Guardian

Level 1

Aura Force: Your aura is made of the martial energy within you. Whenever you use an attack that uses the Special Attack stat, you may instead use your Attack stat and its modifiers against the target's Defense instead. In addition, you may not use more than eight different Martial Artist and/or Martial Artist advanced class moves per day.

Vacuum Wave: Releasing your aura in the form of a strike is the first way to apply your aura abilities in an offense way. You can now use the move Vacuum Wave.

Vacuum Wave - Ranged(15ft) Fighting Special Attack: At-Will 2d6. Vacuum Wave has Priority.



Level 2

Defensive Aura: Your energy reflects elemental harm, reducing the damage you take from certain attacks. When you gain Defensive Aura, choose one of the following types: Electric, Fairy, Fire, Grass, Ice, or Water. You resist the chosen type when taking damage. You may meditate for eight hours to change which type you are resisting with Defensive Aura.

Level 3

Aura Reader: Aura is described as the essence of every living creature. It covers everyone and projects a color when focusing on finding someone's aura. The shade of the color varies from very tinted to very darkened. If the color of the Aura is tinted, the target has little negative intentions. If the color of the Aura is very blackened, the target has many malicious intentions. However, people are still able to conceal their bad intent even without meaning to, but whenever you make an Insight check, you may add +5 to your roll.

Level 4

Aura Guard: You extend your aura into a solid unbreakable wall of energy, if only for a second. 1/day you may use Protect. Martial Master does not let you ignore Aura Guard's frequency.

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.





Level 6

Aura Gift: You've practiced manipulating the life energy associated with your aura and can transfer it to those in need. 3/day you may spend up to 15 of your HP to restore twice the amount of HP to an adjacent non-Aura Master. If you target an Aura Master, they recover 1 HP for every 1 HP you spend. Any HP spent with Aura Gift is recovered completely after an eight hour of rest.

Level 7

Aura Sphere: Letting your aura guide your strike, you release a powerful orb of energy that finds your target without fail. 1/day you may use Aura sphere. Martial Master does not let you ignore Aura Sphere's frequency.

Aura Sphere - Ranged(30ft) Fighting Special Attack: 1/day 3d12. You can't miss targets with less than 20 Special Defense.

Level 8

Elemental Fists: Sending your aura to your fists, you charge them with different elemental forces. 3/day you may use either Fire Punch, Ice Punch, or Thunder Punch. Whichever Elemental Fist attack you use, you may still only use the feature 3/day.

Fire Punch - Melee Fire Attack: 3/day 3d8. On hit, if you got 17 or higher on Accuracy Check, the target is Burned.

Ice Punch - Melee Ice Attack: 3/day 3d8. On hit, if you got 17 or higher on Accuracy Check, the target is Frozen.

Thunder Punch - Melee Electric Attack: 3/day 3d8. On hit, if you got 17 or higher on Accuracy Check, the target is Paralyzed.

Level 10

Aura Sight: While focusing, you can see the outline of auras without letting light or even walls interfere with your detection. You can see the aura of living things through walls and in the dark. You can also ignore the auras of other living things that you are not seeking. To look for a specific aura, it must be one you've seen before. During an investigation skill check, add +10 to your roll if you are seeking a living thing.

Level 11

Drain Punch: During a strike, you absorb your foe's aura and take some of their life force. 3/day you may use Drain Punch. If you use Drain Punch more than 3 times per day, all uses after the third lose its effect.

Drain Punch - Melee Fighting Attack: 3/day 2d8. On hit, you regain HP equal to half of the damage dealt.

Level 12

Elemental Force: As your aura grows, so does the way you can influence your elemental power. 1/day you can use either Blaze Kick, Flash Kick, or Frost Kick. Martial Master does not let you ignore Elemental Force's frequency. In addition, 3/day you may use a melee attack as a 15ft ranged attack.

Blaze Kick - Melee Fire Attack: 1/day 3d12. On hit, if you got 16 or higher on Accuracy Check, the target is Burned.

Flash Kick - Melee Electric Attack: 1/day 3d12. On hit, if you got 16 or higher on Accuracy Check, the target is Paralyzed.

Frost Kick - Melee Ice Attack: 1/day 3d12. On hit, if you got 16 or higher on Accuracy Check, the target is Frozen.

Level 13

Aura Guardian: Your protective aura extends to all of your nearby allies. Apply your Defensive Aura resistances to allies adjacent to you. In addition, choose a total of three types in Defensive Aura to resist. You resist each of the chosen types when taking damage. You may meditate for one hour to change which types you are resisting with Defensive Aura.



DIRTY FIGHTER

Discipline and honor is for losers and you're a winner.

Dirty fighters take what they can from their years of practice and knock out guard rails, fighting wildly and very underhanded. Through use of distraction and disrespect they kick others while they're down, feign injuries to make openings, and spit in the face of those who can't see that at the end of the day, there's only one winner.

Skill Talents: Choose one; Bluff/Deception, Sleight of Hand

Level 1	Devious Display, Diss
Level 2	Pocket Sand
Level 3	Krookodile Tears
Level 4	Wire Wrapping
Level 5	-
Level 6	Face!
Level 7	Psyche!
Level 8	Tax
Level 9	-
Level 10	Grit Your Teeth
Level 11	Dark Master
Level 12	You'll Pay for That!
Level 13	Mob Mentality

Level 1

Devious Display: Your swash is the stuff of underhanded and dishonorable fighters yet you take every advantage of everything you can in battle with a smile. When attacking a foe who is facing away from you, add +2 to your accuracy check. In addition, you may not use more than eight different Martial Artist and/or Martial Artist advanced class moves per day

Diss: Battle chatter and backhanded compliments can devastate the psyche of your foes. 3/day you can use either Flatter, Swagger, or Taunt. You may still only use Swagger or Flatter according to their frequencies.

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.

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.

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 2

Pocket Sand: You've worked a blinding technique into every punch you throw, it's just a good idea. 3/day, once per round, you may use the move Sand Attack as a free action. You may also use the move Sand Attack as a regular action.

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.

Level 3

Krookodile Tears: Oh no! My ankle! Whaa... Gotcha! 3/day, when targeting a foe who hit you with an attack during their last action, you may add +3 to your accuracy check and your attack's damage.

Level 4

Wire Wrapping: It's not the most practical thing, but it looks really cool! You know how to effectively wrap barbed wire around your weapons used with Weapons Master. Whenever you use an attack with Weapons master, deal an additional 1d6 damage. If you are not using Weapons Master, or do not have it, you may add 1d6 to any damage you deal with a melee attack, but then take the same amount of 1d6 damage yourself as you've wrapped the barbed wire around your fists/feet/body.



Level 6

Face! You slam your head against the head of your target. Hopefully they're not made of stone. You may use the move Headbutt.

Headbutt - *Melee Normal Attack*: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Level 7

Psyche! Just when they think they've got you, bam! 1/day you can use Sucker Punch. Martial Master does not let you ignore Psyche's frequency.

Sucker Punch - *Melee Dark Attack*: 1/day 3d8. Sucker Punch is used as a Reaction. When you are a targeted 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.

Level 8

Tax: Sometimes being polite and pickpocketing something doesn't work, so just take it by force. 3/day you may use the move Thief. If targeting a trainer, you may steal anything you can see on their person that isn't strapped onto them that wouldn't take more than a second to remove (no backpacks, glasses / watch / single shoe is okay). Martial Master does not let you ignore Thief's frequency.

Thief - *Melee Dark Attack*: 3/day 3d8. On hit, steals the target's held item, if any.



Level 10

Grit Your Teeth: It's expected that your grandeur will attract attention from jealous combatants, so you get used to it after a while. Whenever you are hit by a critical hit, treat the attack as a normal hit. In addition, you cannot be moved by the effect of a foe's attack, passive, or feature.

Level 11

Dark Master: You might be a dirty fighter, but you're still a masterful fighter who thinks they deserve some respect. Whenever using an attack, you can make the type of the attack Fighting-type. In addition, you deal an additional 4 damage with your Dark-type attacks.

Level 12

You'll Pay for That! How dare someone hit you when they are so close? 3/day you can use the move Payback.

Payback - *Melee Dark Attack*: 3/day 3d8. If you were attacked by the target this round, use 3d12 for damage instead.

Level 13

Mob Mentality: You've abandoned any semblance of honor to perfect your fighting style and follow a simple rule; when in doubt, pile on and mess them up. Whenever you attack a target that was attacked by an allied Pokémon or trainer in the same round, treat your attack as extremely-effective on hit.



MENTOR

Your skill encourages others who you take under wing.

Mentors spend time every day not only meditating to recover focus and train, they meditate on what the martial arts are and what it means to the world around them. It's their duty to share martial arts in the same way it was shared with them and so spends time training anyone who's willing to learn.

Skill Talents: Choose one; Diplomacy/Persuasion, History

Level 1	First Lessons, Many Forms
Level 2	Second Form
Level 3	Form in Sync
Level 4	Martial Tutor
Level 5	-
Level 6	Battle Cry
Level 7	Form of Falling
Level 8	Self-Defense
Level 9	-
Level 10	Let Loose
Level 11	Mentor's Poise
Level 12	Master Tutor
Level 13	Old Master

Level 1

First Lessons: Your mastery is a gift worth sharing and your guidance is valued. You can use the moves Coaching or Helping Hand.

Coaching - Melee Fighting Effect: 3/day. Target ally has +2 Attack and +2 Defense for 2 mins. This effect cannot be stacked.

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

Many Forms: Not all attacks need your full force of your power, sometimes you hold back. Whenever you use an attack, you may treat the attack as Normal-type. In addition, your attacks deal +1 damage for each adjacent ally when using a Normal-type attack. In addition, you may not use more than eight different Martial Artist and/or Martial Artist advanced class moves per day.



Level 2

Second Form: You teach allies and with practice they can defend themselves in a fight. Any allied trainers that spend at least four hours a week training with you can treat a Normal-type trainer attack as Fighting-type attack 3/day. 3/day you may also treat a Normal-type trainer attack as Fighting-type attack.

Level 3

Form in Sync: Your Pokémon train with you often and you each continue to grow. Any of your Pokémon who you spend at least four hours a week training with have +1 to their Attack stat while adjacent to you in battle. In addition, your Attack stat is +1 while any of those Pokémon are adjacent to you in battle.

Level 4

Martial Tutor: Through mastery of forms and the patience of a teacher, they can learn. Once per day, after spending six hours with one of your Pokémon, you may teach one of your Pokémon any move you can use because of your Martial Artist features or Martial Artist advanced class features. Moves taught with the Martial Tutor feature must still fit the Pokémon's learnable moves description.

Level 6

Battle Cry: With a deep breath and a loud battle cry forwards, you rally your team. 1/day, as an action, you shout a battle cry to energize your allies. All allied trainers and Pokémon within 30ft score critical hits on rolls of 18-20 until they score a critical hit this encounter.





Level 7

Form of Falling: Your Pokémon train with you often and you each continue to grow. Any of your Pokémon who you spend at least four hours a week training with treat the first critical hit they receive during each encounter as a regular hit.

Level 8

Self-Defense: To protect themselves, you spend time teaching allies to defend themselves. Allied trainers who spend at least four hours a week training with you have +2 Defense when targeted by melee Attack moves.

Level 10

Let Loose: When the enemy poses a greater threat than usual, let loose. 3/day you can use the move Slam.

Slam - *Melee Normal Attack*: 3/day 3d10. Slam has -2 during Accuracy Check.

Level 11

Mentor's Poise: Years of practice and the love of your martial arts; you are respected. When making Diplomacy, or Perform skill checks, roll three times and use the best result.

Level 12

Master Tutor: In training your skills have become easy to teach and so you do teach. After spending six hours with a Pokémon, you may teach a Pokémon any move you can use because of your Martial Artist features or Martial Artist advanced class features. You can tutor multiple Pokémon at the same time. Moves taught with the Master Tutor feature must still fit the Pokémon's learnable moves description.

Level 13

Old Master: Your expertise has been imparted to your friends, perfecting their forms. Any allied trainers or your Pokémon that spend at least four hours a week training with you deal +2 damage with any of their melee attacks, allied trainer's Pokémon must train with you for eight hours. Any allied trainers or your Pokémon that spend at least eight hours a week training with you deal +5 damage with any of their melee attacks, allied trainer's Pokémon must train with you for sixteen hours.



NINJA

Stealth and disruptive techniques leave openings for your strike.

Ninja train to create openings and out maneuver your foes. They dash around, deploy concoctions of their own making, and then strike with lethal blows to remove threats. They can disappear into thin air and push themselves to the limit to create dazzling displays that leave you dizzy.

Skill Talents: Choose one; Acrobatics, Stealth

Level 1	Ninjutsu, Distraction Techniques
Level 2	Alacrity
Level 3	Poisoned Needle
Level 4	Caltrops
Level 5	-
Level 6	Vanish
Level 7	Powder Bomb
Level 8	Antidotes Master
Level 9	-
Level 10	Poison Jab
Level 11	Sleep Dust
Level 12	Dark Poisoner
Level 13	Shadow Clone Technique

Level 1

Ninjutsu: Your training enables you to fight on your toes, move around nimbly, and cleverly conceal things. Whenever you make an Acrobatics, Sleight of Hand, or Stealth check you may add your Attack or Defense modifiers instead of your Speed modifier to your results. In addition, you may not use more than eight different Martial Artist and/or Martial Artist advanced class moves per day.



Distraction Techniques: Every day you spend a couple minutes putting together some flashy tricks that you can use while fighting. 3/day, once per round, you may use the move Flash or Smoke Screen as a free action. You may also use the move Flash as a regular action or the move Smokescreen 3/day as a regular action.

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.

Smoke Screen - Ranged(10ft) Normal Effect: 3/day. Place up to 25 contiguous ft of Smoke Screen Wall. Smoke Screen Wall has not 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 2

Alacrity: Light on your feet, your fist meets the face of your foes faster. Add your Attack or Defense modifier multiplied by 5ft to your movement speed per turn.





Level 3

Poisoned Needle: You developed a poison out of various plants and waste you find while traveling and employ it with a concealed needle. You may use the move Poison Sting.

Poison Sting - Melee Poison Attack: At-Will 1d4. On hit, if you got 15 or higher on Accuracy Check, the target is Poisoned.

Level 4

Caltrops: Concealing homemade caltrops on your person to deploy during battle gives you the tactical advantage you need to secure victory. 3/day you may use the move Spikes or Toxic Spikes.

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.

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 Toxicify foes instead of Poisoning them instead. This Hazard disappears after 2 mins.

Level 6

Vanish: Camouflage comes naturally to a shadowy martial artist. When making Stealth skill checks, roll three times and use the best result.

Level 7

Powder Bomb: Combining your smoke bomb chemistry with your venoms in a powder form creates a deadly weapon. 3/day you may use the move Powder Bomb. Martial Master does not let you ignore Powder Bomb's frequency.

Powder Bomb - Ranged(20ft, 10ft blast) Poison Effect: 3/day. On hit, any targets are Poisoned.



Level 8

Antidotes Master: Your expertise concerning venoms and poisons have allowed you to put together simple but perishable cure-alls. 3/day, as an action you may cure an adjacent target of Poison or Toxin.

Level 10

Poison Jab: You've adapted your poison to knuckle claws to devastate your foes. 3/day you may use the move Poison Jab. Martial Master does not let you ignore Poison Jab's frequency.

Poison Jab - Melee Poison Attack: 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Poisoned.

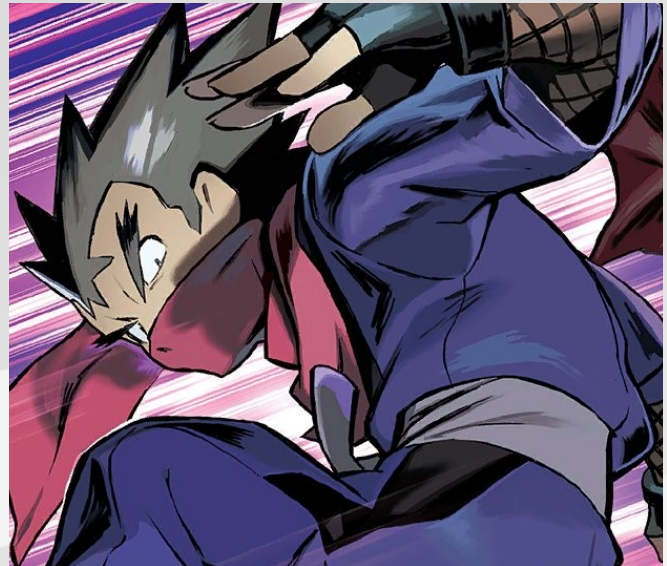
Level 11

Sleep Dust: While not deadly, you've developed a new powder that helps in your subterfuge. 3/day you may use the move Sleep Dust. Martial Master does not let you ignore Sleep Dust's frequency.

Sleep Dust - Melee Grass Effect: 3/day. On hit, the target is put to Sleep.

Level 12

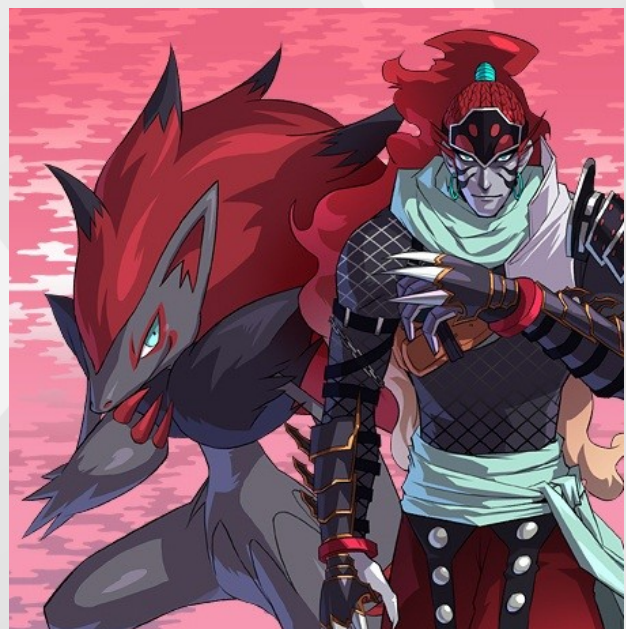
Dark Poisoner: You've mastered your concoctions and can easily apply your venom to completely devastate your foes. Whenever you use an attack that can Poison a target, it always Toxifies the target on hit instead.



Level 13

Shadow Clone Technique: Like the wind, you rapidly move to create after images to confuse your foes. 1/day you may use the move Double Team. Martial Master does not let you ignore Shadow Clone Technique's frequency.

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.



YOGI

Enlightening meditation into martial application.

A yogi flows around problems and solves problems by undoing or reducing the possibility of harm. They remove threats without shattering them and use their study of the body to heal and repair what may have been done to harm a friend. With that same knowledge, pressure points also become glaring weak spots in their eyes.

Skill Talents: Choose one; Acrobatics, Medicine

Level 1	Limber, Yogic Knowledge
Level 2	Acupressure
Level 3	Relaxation Therapy
Level 4	Smelling Salts
Level 5	-
Level 6	Healing Session
Level 7	Pressure Points
Level 8	Nerve Strike
Level 9	-
Level 10	Paralyzing Barrage
Level 11	Life Energy Palm
Level 12	Mental Fortitude
Level 13	Soothing Strikes

Level 1

Limber: Your body is loose and flexible yet your muscle is still like steel, firm and strong. You are immune to Paralysis and being Stunned.

Yogic Knowledge: With daily meditation, martial physical studies, and yoga, your aptitudes supplement other areas of expertise. Whenever you make a Medicine check you may add your Attack or Defense modifiers instead of your Special Attack modifier to your results, or whenever you make an Acrobatics check you may add your Attack or Defense modifiers instead of your Speed modifier to your results. In addition, you may not use more than eight different Martial Artist and/or Martial Artist advanced class moves per day.



Level 2

Acupressure: Knowledge of how to unlock pressure points and the force to do so helps you to temporarily empower your allies. 3/day you may use Acupressure.

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.

Level 3

Relaxation Therapy: You practice your yoga with your Pokémon and impart your flexibility to their form in battle. Any of your Pokémon who you spend at least four hours a week training with are not Stunned during combat the first time they would be Stunned each encounter.

Level 4

Smelling Salt: While not a literal application of helpful medicine, your rapid strikes can unblock nerves and you can make it hurt, if you'd like. 3/day you may use the move Smelling Salt. Martial Master does not let you ignore Smelling Salt's frequency.

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.

Level 6

Healing Session: Your martial knowledge of the body helps you to reopen damaged paths and make your allies well again. 3/day, you can spend 10 minutes with a human to heal them 15 HP.

Level 7

Pressure Points: The nerve pathways for Pokémon mostly follow the same lines as humans even across different species and you can adapt your knowledge to your attacks. 3/day you may add the following effect to a successful attack: "On hit, the target is stunned unless they've already been stunned this round."

Level 8

Nerve Strike: Continued strikes can disable a foe's ability to put up a fight as you continue your precision assault. 3/day you may add the following effect to a successful attack: "On hit, if the target was stunned during this or the last round, for 1 minute, the attack last used by the target may not be used again."

Level 10

Paralyzing Barrage: Rapidly assaulting and blocking the pressure points of a foe can completely paralyze them. You may use the move Arm Thrust. If you hit the same target three times with a single use of Arm Thrust, they are Paralyzed.

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.



Level 11

Life Energy Palm: You quickly rub your hands together and place your hands on a friend. 3/day you may give an adjacent trainer 25 temporary hit points which last for 10 mins.

Level 12

Mental Fortitude: Your daily, deep meditation has brought you to an elevated mental state. Whenever you make a Concentration or Insight skill check you roll twice and use the higher result.

Level 13

Soothing Strikes: Your expertise has can reorganize the mind, temporarily block deadly blood flow, disable pain, or reinvigorate a shut off body. As an action, you may use the move Curative Barrage.

Curative Barrage - Melee Normal Effect: At-Will. Curative Barrage cannot miss an ally. If Curative Barrage was used against the same human target during your last action as well, the human target is cured of Sleep, a Burn, Confusion, Paralysis, Poisoning or Toxication.



PSYCHIC

Telepathic, Swift, Strange

While all humans are capable of the abilities a Psychic displays, there is something deeper that requires them to be unleashed and known. Psychics unlock something within themselves through great trials, trauma, or sometimes even rage. Once accessed, Psychics continue to grow quickly with their powers manifesting in new ways time and time again. While many psychics may hide their power from others or even suppress them there is no denying that a human with similar fantastic powers to Pokémon is useful when traveling the world.

Favored Stats: Special Attack and Speed

Advanced Class Options: *Air Adept, Earth Shaker, Firebreather, Hex Maniac, Rain Waker*

Skill Talents: Choose two; Acrobatics, Concentration, Insight, Investigate, Perception, Pokémon Handling

Level 1	Psychic Agility, Telekinesis
Level 2	Telepathy
Level 3	Stat Increase, Advanced Class
Level 4	Healing Power
Level 5	Psychic Shielding
Level 6	Extrasensory
Level 7	Stat Increase, Advanced Class
Level 8	Psychic Connection
Level 9	Dig Deep
Level 10	Metaphysical Psychometry
Level 11	Stat Increase, Advanced Class
Level 12	Greater Healing Power
Level 13	Telekinetic Mastery
Level 14	Psychic Overwhelming
Level 15	Psionic Maelstrom

Level 1

Psychic Agility: Your awakened psychic abilities enable you to move swiftly in battle and lock onto your targets with ease. Add your Special Attack or Speed modifier multiplied by 5ft to your movement speed per turn. In addition, when using a ranged attack, add +1 to your accuracy checks.



Telekinesis: With your powers, you could float, grab things from afar, and even strike into the minds of your foes. As an action, you may move one object at a time, up to Medium size and weight, up to 30ft away at your movement speed in any direction. If you attempt to move someone who is unwilling to move, they can break free with a check of 6 (check of 11 at level 10), adding their best modifier. In addition, you may choose two of the following attacks and use them; Confusion, Mind Rise, Psypikes, Whirling Kinesis. At level 5, you may choose another attack to have access to. At level 10, you have access to all four of these moves. You may not use more than eight different Psychic and/or Psychic advanced class moves per day.

Confusion - Ranged(10ft) Psychic Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.

Mind Rise - Self Psychic Effect: 3/day. You gain an immunity to Ground type attacks and gain a flight movement speed equal to your land speed for two mins.

Psypikes - Ranged(10ft) Normal Attack: At-Will 1d4. Psi Spikes has -2 during Accuracy Check. Psi Spikes is a Scatter attack. Up to 5 attacks.

Whirling Kinesis - Ranged(10ft) Psychic Effect: At-Will. On hit, the target's Accuracy Checks are -3 during their next turn. This effect cannot be stacked.



Level 2

Telepathy: As your psionic powers grow, you become able to connect to other individual's minds. You may read the surface thoughts of other humans, as well as project your surface thoughts to other humans. You may also project telepathic messages to your Pokémon, but may not read your Pokémon's minds. This leaves Psychic residue, that other psychics can detect. In addition, you can detect psychic residue in the minds of others you read through. Different psychic residues are a hue and a weight that you can sense and is identical across several minds it has touched, and once you meet its source it's recognizable.

Level 3

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 Psychic 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.

Level 4

Healing Power: Your psychic powers can mend and repair yourself and others. 3/day as an action you may heal any adjacent trainer or Pokémon 15 hit points.



Level 5

Psychic Shielding: You've learned to create barriers of psychic walls with your power. When you're being attacked, your Defense and Special Defense stats are +2. In addition, you may use the moves Light Screen and Reflect.

Light Screen - Ranged(30ft) Normal Effect: 3/day. Place 40ft of Light Screen Wall. Light Screen Wall has the following ability: Special Attacks that target through this wall deal 10 less damage after applying weakness and resistance. This Wall disappears after 2 mins.

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.

Level 6

Extrasensory: By overwhelming others with a psychic information overload, you cause your target a massive migraine that can knock anyone out. 3/day you may use the move Extrasensory.

Extrasensory - Ranged(10ft) Psychic Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

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 Psychic 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.

Level 8

Psychic Connection: Once your Pokémon grow close enough to you, your psychic powers adapt to meld with their minds and enable them to freely communicate with you. Your Pokémon with loyalty 3 or higher can speak to you in human languages telepathically. This leaves psychic residue, that other psychics can detect.

Level 9

Dig Deep: While focusing on someone else, you can force your way into their private thoughts with your telepathic abilities. You may look around into the minds of another by rolling an Investigation skill check against their Bluff / Deception or Concentration skill check. You must have an idea of what you're looking for to find it, otherwise you may drift in random memories or be distracted by day dreams. This leaves Psychic residue, that other psychics can detect.



Level 10

Metaphysical Psychometry: You can rapidly repair yourself by bringing forth your psychic powers or even rapidly reconstitute your location. 1/day as a free action, you may use the move Recover or Teleport. Psionic Maelstrom does not let you ignore Metaphysical Psychometry's frequency.

Recover - Self Normal Effect: 1/day. You are healed HP equal to half of your Max HP.

Teleport - Ranged(50ft) Psychic Effect: 1/day. Teleport may be used as a Reaction. Teleport moves you 50ft away in your line of sight. After an enemy hits you with a move that deals damage, you may use Teleport as a Reaction to move up to 50ft away in your line of sight. You take only 1/4th the damage you would have taken from the attack.

Level 11

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 Psychic 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.

Level 12

Greater Healing Power: Your telepathic ability to connect to others allows you to rapidly repair their form. 1/day as an action you may heal any adjacent trainer or Pokémon 30 hit points.



Level 13

Telekinetic Mastery: Your powers continue to grow as you begin to manipulate multiple things with greater force and precision. As an action, you may move up to three objects at a time, up to Large size and Heavy weight, up to 30ft away at your movement speed in any direction.

Level 14

Psychic Overwhelming: You lay into a target, crushing them from all sides with your crushing power. 1/day you may use Psychic Force. Psionic Maelstrom does not let you ignore Psychic Overwhelming's frequency.

Psychic Force - Ranged(40ft) Psychic Special Attack: 1/day 3d12. On hit, the target's Special Defense is -1 for 10 mins. Your Defense and Special Defense is -1 for 10 mins. These effects cannot be stacked.

Level 15

Psionic Maelstrom: You have mastered your psychic powers and are ready to fight anything that comes your way. You may use any Psychic or Psychic advanced class non-Reaction moves at-will. You are not limited to the number of different Psychic and/or Psychic advanced class moves that you may use per day. Whenever you hit with a Psychic attack, add three times your relevant modifier to your damage.

AIR ADEPT

The wind flows at the snap of your fingers.

Air Adepts have learned to let the natural flow of the world work for them and channel air currents to enable to flight. These psychics speed around the battle field and can even loose bolts of electricity. A fully realized adept can call terrible gales that can tear apart those who might cause harm to their friends.

Skill Talents: Choose one; Acrobatics, Nature

Level 1	Aerokinesis, Flight
Level 2	Aerodynamic
Level 3	Defog
Level 4	Air Slash
Level 5	-
Level 6	Electrokinesis
Level 7	Static Cling
Level 8	Mass Levitation
Level 9	-
Level 10	Thunderbolt
Level 11	Aerial Whip
Level 12	Thunder Strike
Level 13	Hurricane

Level 1

Aerokinesis: Your telekinetic abilities have evolved to influence air currents around you. You can manipulate wind in many ways, for example; as an action you could create a Medium sized dust devil up to 30ft away, as an action you could burst upwards an umbrella or awning up to 30ft away, or even sustain a flow of air into a sail while you maintain focus on your task. In addition, you may use the move Gust. You may not use more than eight different Psychic and/or Psychic advanced class moves per day.

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.

Flight: With practice, you sustain gales lift you off the ground so you don't even need to lift yourself with your telekinetic hold. You can move through the air at your movement speed. In addition, add your Speed modifier multiplied by 5ft to your movement speed per turn.



Level 2

Aerodynamic: Air doesn't slow you down, it pushes you along faster. In clear weather, when determining initiative during combat, your Speed is +3.

Level 3

Defog: After taking in a deep breath, you expel the space around you of any ill effects created by Pokémon. 3/day, you may use the move Defog.

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

Level 4

Air Slash: A quick burst of air while slashing with your arms creates a whiplash of harm for your target. 1/day you may use the move Air Slash. Psionic Maelstrom does not let you ignore Air Slash's frequency.

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.

Level 6

Electrokinesis: After working with air and wind for a long enough time, you've learned to harness the electrical charge in the air and suddenly strike others. You can manipulate electricity in many ways, for example; you could slowly charge an electrical device over time, as an action you could fry a Small machine within melee range, you could create small bursts of light. In addition, you may use the move Thunder Shock.

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 7

Static Cling: Your kinetic abilities draw electricity to your body, often bursting out of you when you are suddenly struck. Whenever you are hit with a melee attack, roll 1d4. On 4, Paralyze the attacker

Level 8

Mass Levitation: You can better sustain the winds necessary to carry allies in the air. You can allow your allies to hover in midair and fly using your movement speed, as long as they are within 50 ft of you and within line of sight. You can do this for up to X allies simultaneously, where X is your Special Attack or Speed modifier. Large allies count as two allies for this purpose, and Huge or larger allies cannot be affected.

Level 10

Thunderbolt: With a clap, a bolt of lightning releases from your hands. 3/day you may use the move Thunderbolt.

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

Level 11

Aerial Whip: With the snap of your fingers, you create a sudden slicing burst of wind. 3/day you can use the move Aerial Strike.

Aerial Whip - Ranged(30ft) Flying Special Attack: 3/day 3d8. You can't miss targets with less than 10 Special Defense.

Level 12

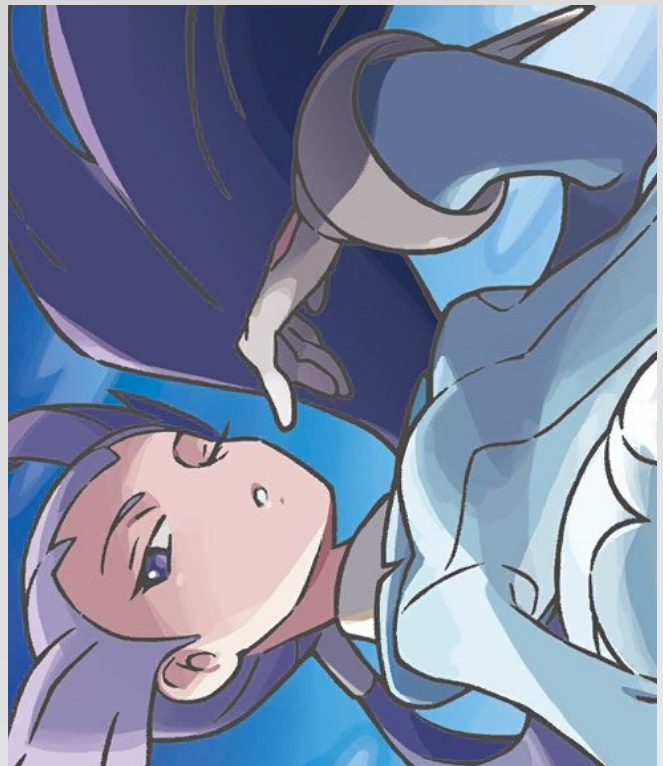
Thunder Strike: You connect to points of energy in the air and release a massive stream of lightning. 1/day you may use the move Thunder. Psionic Maelstrom does not let you ignore Thunder Strike's frequency.

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.

Level 13

Hurricane: Summoning all of your psychic powers, you throw a terrible cyclone. 1/day you may use the move Hurricane. Psionic Maelstrom does not let you ignore Hurricane's frequency.

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.



EARTH SHAKER

You stomp down as a call and the ground quakes in response.

Earth Shakers are attuned to the ground and can manipulate masses of rock, sand, and other kinds of land in greater quantities than their normal telekinesis. Their bodies have become hardened, also mimicking the rock they toss around.

Skill Talents: Choose one; Concentration, Constitution

Level 1	Terra Form, Terrakinesis
Level 2	Earth Vision
Level 3	Sandstorm
Level 4	Power Gem
Level 5	-
Level 6	Earth Walk
Level 7	Sand Tomb
Level 8	Rock Slide
Level 9	-
Level 10	Earth Power
Level 11	Materializer
Level 12	Earthquake
Level 13	Stone Fall



Level 1

Terra Form: Your body has taken on a rock-like aversion to many forms of attack. When hit by a Fire-type, Flying-type, Normal-type, or Poison-type attack, the attack is resisted. In addition, whenever you use a Rock-type or Ground-type attack, you may add your Special Attack modifier to its accuracy check and damage instead of using your Attack modifier.

Terrakinesis: Your psionic abilities seem attuned to rock and earth as you are able to freely manipulate the ground with ease. You can manipulate the earth in many ways, for example; as an action you could create a Medium sized wall of earth up to 30ft away, over many actions you could lift a platform of earth upwards, or slowly build an entire structure made of stone and earth. In addition, you may use the move Rock Throw. You may not use more than eight different Psychic and/or Psychic advanced class moves per day.

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

Level 2

Earth Vision: Your attunement to the earth allows you to feel what it feels and see through it. You can see through earth, stone, clay, and any non-metallic material made of earth for 50ft, as long as you are touching the ground or a wall with your hand. Even if there are multiple walls of earth, you can see through each up to 50ft from where you are. You will not be able to see things that are not touching the ground with Earth Vision.

Level 3

Sandstorm: You begin to swirl sand and stone in a maelstrom surrounding you to tear apart your foes. 3/day you may use Sandstorm. In addition, you are immune to Sandstorm's damaging effect.

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.

Level 4

Power Gem: You focus your psionic energy into the air and materialize a blast of stone by your target. 3/day you may use the move Power Gem.

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



Level 6

Earthwalk: You move through earth and stone as if it were not even there. You can quickly move through solid earth, rock, clay, or even soft sand. When moving through any earth, you treat underground as normal terrain, without penalizing your movement speed. In addition, you can walk up and scale stone, clay, or any other earthen material as if it is normal terrain.

Level 7

Sand Tomb: You rain debris continuously to keep a target stuck in place. 3/day you may use the move Sand Tomb.

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 physical damage on its turns.

Level 8

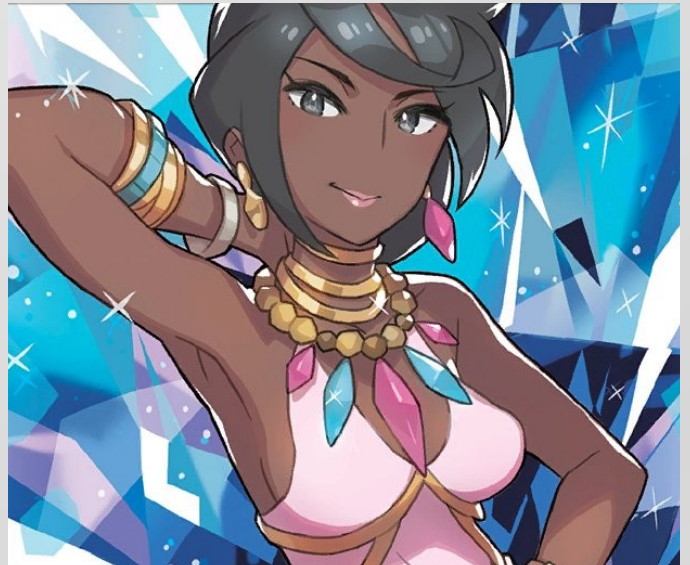
Rock Tomb: You throw a bunch of rock and earth in one sudden push. 3/day you may use the move Rock Tomb.

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.

Level 10

Earth Power: Shoving your hand into the ground, you release a burst of raw energy beneath your target. 3/day you may use the move Earth Power.

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.



Level 11

Materializer: You can seemingly form rock from nothing as you focus your power together and grow as a powerful psychic. You can manipulate the earth in many ways, for example; as an action you could create a Huge sized wall of earth up to 30ft away from the ground, you can move a Large platform of earth as your movement at your movement speed, or as two consecutive actions seemingly create a Small boulder out of nothing.

Level 12

Earthquake: With a stomp to the ground, sudden crags burst upwards and explode in a wave of force. 1/day you may use the move Earthquake. Psionic Maelstrom does not let you ignore Earthquake's frequency.

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

Level 13

Stone Fall: Collapsing a mass of energy into a solid form, you strike your target with a rush of stone-like matter. 1/day you may use the move Stone Fall. Psionic Maelstrom does not let you ignore Stone Fall's frequency.

Stone Fall - Ranged(35ft) Rock Special Attack: 1/day 5d12. On hit, if you got 18 or higher on Accuracy Check, Stone Fall is a critical hit.

FIREBREATHER

From deep within your being, you breathe flames into the air.

Firebreathers are known to have the most dangerous type of psionic powers. One misstep and the fires they create will spread wildly on their own and cause massive swaths of destruction. Firebreathers must maintain their cool and control their flames, their growing powers are an amazing responsibility to shoulder.

Skill Talents: Choose one; Concentration, Perform

Level 1	Pyrokinesis, Scorching Assault
Level 2	Warmth
Level 3	Sunny Day
Level 4	Fire Spin
Level 5	-
Level 6	Photokinesis
Level 7	Heat Seeker
Level 8	Smoke Screen
Level 9	-
Level 10	Flamethrower
Level 11	Mirage
Level 12	Solar Beam
Level 13	Fire Blast

Level 1

Pyrokinesis: You can spark fire into the air with your powers, a dangerous form of psychic energy. You can manipulate the fire in many ways, for example; as an action you could create a Small sized fire next to you, as an action spread a flame from Small to Large or Large to Huge, or as an action eliminate a Large fire. In addition, you may use the move Ember. You may not use more than eight different Psychic and/or Psychic advanced class moves per day.

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

Scorching Assault: As you keep your assault focused, you feel the fire continue to surge forth. When targeting a foe that you targeted with an attack during your last action with an attack, add +2 to your damage on hit, then +4 on the round after, then +6, then +8, +10, +12 and, so on until you target a different foe, skip a turn attacking, or combat ends. If you are dealing +10 damage with Scorching Assault or more, you take 4 damage each turn that you continue Scorching Assault.



Level 2

Warmth: The fire within yourself burns warmly and encourages healing in your allies around you. Whenever an ally is healed while adjacent to you, they heal an additional 4 health. In addition, any allies who have extended rests within 20ft of you heal 8 health during their rest. In addition, you are immune to Freezing, when hit by an Ice-type attack the attack is resisted, and cannot become cold due to external forces.

Level 3

Sunny Day: You turn up the heat and brighten up the space around you. 3/day you can use the move Sunny Day.

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 4

Fire Spin: You kick up a vortex of fire, trapping an enemy in place. 3/day you may use the move Fire Spin.

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 special damage on its turns.





Level 6

Photokinesis: Light is fleeting and momentary, but you can produce it with focus as you further develop the fire within you. You can manipulate light in many ways, for example; as an action you could create a Tiny orb of light that you place somewhere next to you that lasts for 10 mins, as an action you can create a beam of light from your hand, or as sustained actions over at least two turns you can mute a few man-made sources of light as you continue focus on it. In addition, you may use the move Heat Flash.

Heat Flash - Ranged(10ft) Fire Effect: At-Will 1d4. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

Level 7

Heat Seeker: Your affinity to heat draws you to sources of heat. You have infrared vision working up to 60ft away. You can clearly see sources of heat in the light or the dark, that are not heavily obstructed by cold objects (unless the source of the heat is hotter than a cold item is cold).

Level 8

Smokescreen: You flare up your flames as you light up the field of battle. 3/day, once per round, you may use the move Smoke Screen as a free action targeting the space between your target and you. You may also use the move 3/day as a regular action.

Smoke Screen - Ranged(10ft) Normal Effect: 3/day. Place up to 25 contiguous ft of Smoke Screen Wall. Smoke Screen Wall has not 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 10

Flamethrower: You surge a burst of flame forward, engulfing your foes. 3/day you may use the move Flamethrower.

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.

Level 11

Mirage: When you're lit up, the waves of heat that you emit can cause others miss with their attacks aimed at you. Whenever you are attacked by a foe with a ranged attack who acts after you during a round of combat, if you used a Fire-type move on your turn, the foe's accuracy check is -2.

Level 12

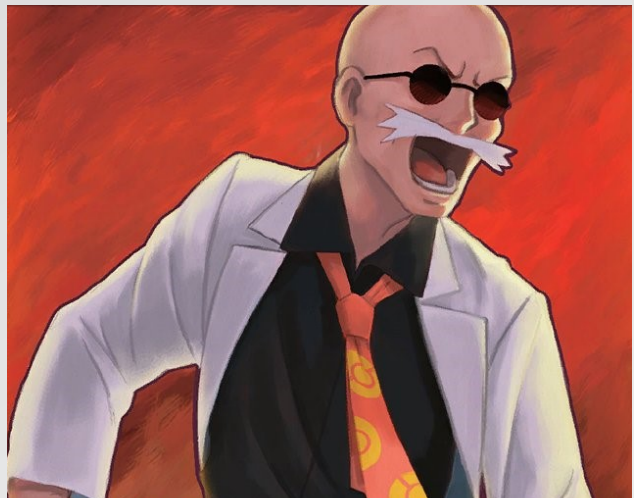
Solar Beam: You harness the warmth of the sun and unleash it on your foes, devastating them. 1/day you may use the move Solar Beam. Psionic Maelstrom does not let you ignore Solar Beam's frequency.

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.

Level 13

Fire Blast: You open your heart to your foes and burn them down. 1/day you may use the move Fire Blast. Psionic Maelstrom does not let you ignore Fire Blast's frequency.

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.



HEX MANIAC

You spread chaos by combining dark arts with your powers.

When psychics look inward and tug at the strange origins of their powers, they can become conduits of chaos. Hex Maniacs are connected to some dark aether realm that lets them twist reality for moments at a time and cause mayhem. Some Hex Maniacs start to lose their sense the more they use their powers and wander near insanity, but maybe it's also that they're just weird?

Skill Talents: Choose one; Bluff/Deception, Sleight of Hand

Level 1	Psychometry, Terrify
Level 2	Probability Control
Level 3	Curse
Level 4	Make it Weird
Level 5	-
Level 6	Discombobulate
Level 7	Burning Malediction
Level 8	Hypnotize
Level 9	-
Level 10	Fumble
Level 11	Bind Together
Level 12	Shared Trauma
Level 13	Ruin

Level 1

Psychometry: As your power expands in unexpected ways, you learn to grab things with your telekinesis even if you can't see it! You may target object that you know of, but cannot necessarily see, with your telekinesis. You need to have a general idea of where it is and it must still be within the range of your telekinesis. In addition, you may add your Special Attack modifier instead of your Speed modifier if you want to during your accuracy checks for effect moves. You may not use more than eight different Psychic and/or Psychic advanced class moves per day.

Terrify: You create a terrifying image in the mind of a poor victim to your terrible tricks. 1/day you may use the move Glare.

Glare - Ranged(20ft) Normal Effect: 1/day. On hit, the target becomes Paralyzed.



Level 2

Probability Control: You pull at strings of fate with your strange psychic powers. Once per turn, as a free action, you may reroll any one of your own dice at the cost of 5 HP. The second time you use Probability Control per day you will lose 10 HP, then 15 HP, then 20 HP, increasing 5 times each time you use it per day.

Level 3

Curse: You weave a terrible curse on a foe then pay the price to drain your target. 1/day you may use the move Curse. Curse can only target Pokémon and when you use it, you are treated as Ghost-type Pokémon. Psionic Maelstrom does not let you ignore Curse's frequency.

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.



Level 4

Make it Weird: Your manic mood releases strange psychic powers that warp the space around you. 3/day you can use the moves Gravity, Magic Room, Trick Room, or Wonder Room.

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.

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.

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 6

Discombobulate: You spin their mind with the flick of your wrist and a curse under your breath. 1/day you may use the move Confuse Ray. If a foe you Confused knocks themselves out during a failed Confusion check, you may use Discombobulate an additional time that day.

Confuse Ray - Ranged(20ft) Ghost Effect: 1/day. On hit, the target becomes Confused.

Level 7

Burning Malediction: Dark mutterings and the wave of your hand sends out a terrible wisp of fire into your foes. 1/day you may use the move Will-O-Wisp. If a foe you Burned is knocked out by their Burn, you may use Burning Malediction an additional time that day.

Will-O-Wisp - Ranged(10ft) Fire Effect: 1/day. On hit, the target is Burned.

Level 8

Hypnotize: You enter into the minds of others and think of a deep sleep. 3/day you may use the move Hypnosis. If the target wakes up before the end of your next turn, you may use Hypnotize an additional time that day.

Hypnosis - Ranged(10ft) Psychic Effect: 3/day. Hypnosis has -4 during Accuracy Check. On hit, the target is put Asleep.



Level 10

Fumble: You rip at strings of fate, sowing discord and mayhem. Once per turn, as a free action, you may have a foe reroll a successful accuracy check or skill check by losing 15 HP.

Level 11

Binding Spell: You mutter ill will and trap the target in place. 1/day you may use the move Shadow Tag.

Shadow Tag - Ranged(10ft) Psychic Effect: 1/day. On hit, the target is bound in place. Ghost Pokémon are immune to Shadow Tag.

Level 12

Shared Trauma: You grab onto another, reflecting each other's pains onto each other and sharing them evenly. 1/day you can use the move Pain Split. Psionic Maelstrom does not let you ignore Shared Trauma's frequency.

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.

**Level 13**

Ruin: Your psychic spell work flows naturally as the wave of your arms bring destruction to your enemies. 3/day you may use two moves gained through Hex Maniac features targeting the same foe as one action. Roll each accuracy check separately.



RAIN WAKER

You can summon water from the air around you.

Water is absolutely everywhere and you are able to draw gallons from the air and use it to hose your foes. Some hydrokinetics even develop the ability to chill the moisture around them and freeze the water into shards of ice to protect themselves.

Skill Talents: Choose one; Concentration, Perform

Level 1	Hydrodynamics, Hydrokinesis,
Level 2	Surface Tension
Level 3	Rain Dance
Level 4	Bubble Beam
Level 5	-
Level 6	Cryokinesis
Level 7	Hail Storm
Level 8	Hydro Therapy
Level 9	-
Level 10	Ice Beam
Level 11	Scald
Level 12	Blizzard
Level 13	Hydro Surge

Level 1

Hydrodynamics: When you're submerged in water, you shoot through swimming faster than many Water-type Pokémon. You move through water at your movement speed and hold your breath for 10 minutes at a time without needing to make any skill checks. In addition, add your Speed modifier multiplied by 5ft to your movement speed per turn while in water.

Hydrokinesis: Pulling all the moisture in the air together allows you to create water and manipulate it. You can manipulate water in many ways, for example; as an action you could part a Small path in a pool, as an action move a tub full of water up to 30ft away, or as an action create a Tiny puddle of water. In addition, you may use the move Water Gun. You may not use more than eight different Psychic and/or Psychic advanced class moves per day.

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



Level 2

Surface Tension: Water works for you, supporting your weight as you run across open water. You treat the surface of water as normal terrain, no matter how choppy it may be. In addition, anyone else who you are holding with your hands can also cross the surface of water as if it is normal terrain.

Level 3

Rain Dance: You can pull raindrops right out of the sky, blanketing the surrounding area in rain. 3/day you can use the move Rain Dance.

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.

Level 4

Bubble Beam: You gather together orbs of water and throw it forward, causing the bubbles to explode on impact. 3/day you may use the move Bubble Beam.

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.



Level 6

Cyrokinesis: As a hydrokinetic's power grows they learn to manipulate the temperature of the water they control. You can manipulate water by turning it into ice in many ways, for example; as an action you could create a Medium sized wall of ice up to 30ft away, as an action create a Huge space of ice on the floor where there was water, or as an action melt a Medium sized area of ice. In addition, you may use the move Powder Snow. You may not use more than eight different Psychic and/or Psychic advanced class moves per day.

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.

Level 7

Hail Storm: You chill the air and bring forth a dangerous hail-storm. 3/day you may use Hail. In addition, you are immune to Hail's damaging effect.

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.



Level 8

Hydro Therapy: Using your familiarity with water, you work to help heal those around you by soothing wounds or diluting harmful substances. 3/day, as two consecutive actions, you may cure an adjacent ally of a Burn, Confusion, Freezing, Poison, or Toxin.

Level 10

Ice Beam: You throw a terrible beam of cold from your hands, freezing your target in place. 3/day you may use the move Ice Beam. Psionic Maelstrom does not let you ignore Ice Beam's frequency.

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.

Level 11

Scald: You've learned to manipulate the temperature of the water around you in a different way and can boil the water you control if only for moments at a time. 3/day you may use the move Scald. Psionic Maelstrom does not let you ignore Scald's frequency.

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

Level 12

Blizzard: By reaching forward you create shards of ice and slice up everything in your way. 1/day you may use the move Blizzard. Psionic Maelstrom does not let you ignore Blizzard's frequency.

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.

Level 13

Hydro Surge: You release a powerful force of water that tears away at your enemies. 1/day you may use the move Hydro Surge. Psionic Maelstrom does not let you ignore Hydro Surge's frequency.

Hydro Surge - Ranged(30ft beam, 10ft blast) Water Special Attack: 1/day 5d12. If it's Raining, Hydro Surge has +2 during Accuracy Check.



CROSS CLASSING

Sometimes, as a player, you might really want to roleplay a Researcher, who is a Photographer and a Watcher, who's psionic hydrokinesis suddenly woke up within themselves without any telekinetic powers beforehand. As is, you can't take the Rain Waker advanced class, since you'd need to be a Psychic. 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.



Martial Artist

Aura Master - Martial Artist exclusive

Dirty Fighter - 5 Attack, 5 Defense, at least two Pokémon who know the moves Taunt, Sucker Punch, and/or Sand-Attack.

Mentor - 5 Attack, 5 Defense, you spend over 20 hours a week training with your Pokémon outside of battle.

Ninja - 5 Attack, 5 Defense, talented in Acrobatics.

Yogi - 5 Attack, 5 Defense, spends at least 20 hours a week in meditation.



Psychic

Air Adept - 5 Special Attack, 5 Speed, 3 Flying-type and/or Electric-type Pokémon.

Earth Shaker - 5 Special Attack, 5 Speed, 3 Rock-type and/or Ground-type Pokémon.

Firebreather - 5 Special Attack, 5 Speed, 3 Fire-type and/or sun-themed Pokémon.

Hex Maniac - Psychic exclusive

Rain Waker - 5 Special Attack, 5 Speed, 3 Water-type and/or Ice-type Pokémon.



Alternate Level Up Bonus

Usually, when you level up you gain a new feature. Once you have multiple classes, sometimes you'll even gain multiple features at the same time. However, if you're not interested in a feature at all— you can drop a feature when you gain it. If you do you'll have to follow some rules:

- You cannot pass on multiple features during the same level up.
- You cannot pass on features you gain when you gain a new class.
- You cannot pass a total of more than four features total across all of your classes.

When you pass on a feature you'll instead choose one Trainer Stat to permanently increase by 1. Over time, if you drop four features you'll have four more stats to improve your trainer with.





PLAYER CLASS

Competitive, Magical, Legendary

You are a Pokémon! You embody change in the Pokémon world and have a variety of magical powers within you. Maybe you love competing with other Pokémon, or you're just hoping to gain fame outside of the world or battle? Whether you're traveling with a party of fellow Pokémon or you've decided to tag along with a group of trainers, you're a wondrous being with thousands of possibilities.

In Pokémon Tabletop Adventures 3, you're able to play entire campaigns as a Pokémon. Since the Pokémon class is a special class that doesn't have access to any trainer classes, it works very differently than the trainer classes. You also should talk to your play group before playing a Pokémon. Sometimes, playing a Pokémon creates a language barrier with your other players and creates many dull situations where Pokémon players cannot adequately communicate with trainer players. Other times, it makes perfect sense if your entire party is playing Pokémon and creating a sort of mystery dungeon campaign.

Here are the first things you'll have to do when building your Pokémon character:

Choose a species...

There are hundreds of different families of species you could be, and some species you could even customize to make more interesting on your own. Pokémon species already have stats so just pick one and use its stat blocks to determine your modifiers as well.

Choose a nature...

Choose a Nature to modify your stats. This will affect your stats but also affect your favored flavors and hated flavors, which could be relevant if you start raising your contest stats. However, unlike Pokémon who are independent of a player's trainer, you are not required to behave according to the nature's name. Each nature correlates to one stat raised by 1 and another stat lowered by 1.



Nature List

<u>Nature Name</u>	<u>Increased Stat</u>	<u>Decreased Stat</u>
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



Some Pokémon are just built differently, so if one player is playing a Magikarp, it should be expected that they will initially have less impact than another player who might be playing as a Kangaskhan. This is fine! Different Pokémon excel in different ways. That Kangaskhan will not be able to keep up with Magikarp in the water and once Magikarp evolves into Gyarados, the Kangaskhan will have a much easier time physically getting into places without damaging nearby structures.

You do not need to pick a basic Pokémon, either. If you want to start a session, or even campaign, as a Dragonite without playing through your experience as a Dratini and Dragonair, that's fine. You will lose out on some opportunities, but it could be important to your character's story.

As a level 1 Pokémon, you will gain your first features. As you continue to level up, you will gain bonus features, extra stat bonuses that a trainer's Pokémon do not gain as they grow, and can even drastically change if you evolve. You will also pick an origin for your Pokémon character, which is located with the other origins after this section.

If you are playing a Pokémon who can evolve, you will evolve when you've created strong bonds as if you were building a loyalty score with another player's character. If your species simply needs an evolutionary stone however, maybe evolution is closer than you'd think.



If you are starting as an evolved Pokémon, you will only have access to the moves from your previous evolutionary stage and your current stage. This means that if you are playing an Alakazam, you will start with the starting moves of Kadabra and Alakazam. Starting as an earlier stage will enable you to better form your move list how you want.

If you are playing with a full party of Pokémon, think about what kinds of roles each of you are performing on the battle-field. If everyone is playing the same kind of dive-in and fight Pokémon, it might get dangerous if you encounter a great deal of ranged foes in battle who flee while you pursue. Another party to avoid is a group of Pokémon who are all the same type. This could potentially lead your group into dangerous situations with a rival group of Pokémon who all have type advantages. If this is the party your group wants to play for various reason however, just give it a try and see what kind of story unfolds.





As Pokémon level up they gain additional features or stat improvements.

Level 1	Born to be a Winner, Brand New World
Level 2	A Heart So True
Level 3	Rise to the Challenge, Studying A to Z
Level 4	So Much to Learn
Level 5	Brand New Attitude
Level 6	Born to Be a Winner
Level 7	Always More to Come, Triumph Together
Level 8	My Destiny
Level 9	The Path That I Choose
Level 10	Friends that Work Together
Level 11	Lessons that I Learn, Put Myself to the Test
Level 12	Like No One Ever Was
Level 13	The Very Best Ever
Level 14	Way to Victory
Level 15	Nothing Can Stop You

Level 1

Born to be a Winner: You're different than the other Pokémon in the world; there's something that drives you towards some kind of special destiny. Choose two different non-HP Stats to increase by 1. In addition, you cannot be captured by a Poke Ball unless you want to be. In addition, your 3/day frequency moves become once-per-combat, or 1/combat, frequency.

Brand New World: You are a Pokémon and you can communicate with all other Pokémon. You may talk to other Pokémon, you also can recognize potential predators to your species when you see them, even if you've never encountered the species before.

Level 2

A Heart So True: Your courage will always pull you through, giving you the energy to keep going. 5/day, as a free action, recover HP according to the following chart.

Level	HP Recovered
2-3	1d4 + Any one modifier
4-5	1d6 + Any one modifier
6-7	1d8 + Any one modifier
8-9	2d6 + Any one modifier
10-11	2d8 + Any one modifier
12-13	2d10 + Any one modifier
14-15	2d12 + Any one modifier
16+	2d20 + Any one modifier

Level 3

Rise to the Challenge: Generally, Pokémon don't really need to use diplomacy, or operate a car, or... any of these things. But you can! You can make skill checks with any skill that you're talented with. Choose two skills to become talented with. Any Pokémon can be talented in any skill. For example, if an Onix is making an operate check on a crane, just figure out how to tell the story that you're telling.

Studying A to Z: You're smart, you're well travelled, and now you're talking. You can speak in human languages. Depending on what elemental type you are or your species, it's possible you talk telepathically, hum in a way that sounds like human language, or just open your mouth and talk with what you've got.





Level 4

So Much to Learn: You've already experienced a lot during your adventures and you're ready to put that to good use. Pick any two Pokémon moves that you've seen before that also match your proficiencies and immediately learn them. In addition, you can learn up to eight moves at a time.

Level 5

Brand New Attitude: You're a force of personality. Choose a new Skill to become talented with. You cannot choose a Skill you are already talented with. In addition, you can change your Nature after an eight hour rest.

Level 6

Born to be a Champion: You keep growing as you keep proving your worth. Choose two different non-HP Stats to increase by 1. In addition, the first time you fail an accuracy check per day, you can reroll your accuracy check.



Level 7

Always More to Come: In the heat of battle, you let loose and unleash a devastating attack. 1/day you can use a Z-Move. You do not need a Z-Crystal or a Z-Ring.

Triumph Together: Friends help friends overcome challenges and you've got good friends. Whenever you attack a foe that an ally has already attacked that round, you may add +1 to your accuracy check.



Level 8

My Destiny: You've awoken a great power within yourself and can unleash a glimmering power for a short amount of time. 1/day you can Mega Evolve for 10 mins. You do not need a Mega Stone and you do not need a Mega Ring. When creating your Mega Evolution, decide which of your stats are boosted while Mega Evolved. 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 can alter your types by replacing one type or by adding a type while you are Mega Evolved. You choose how your physical appearance changes appropriately.



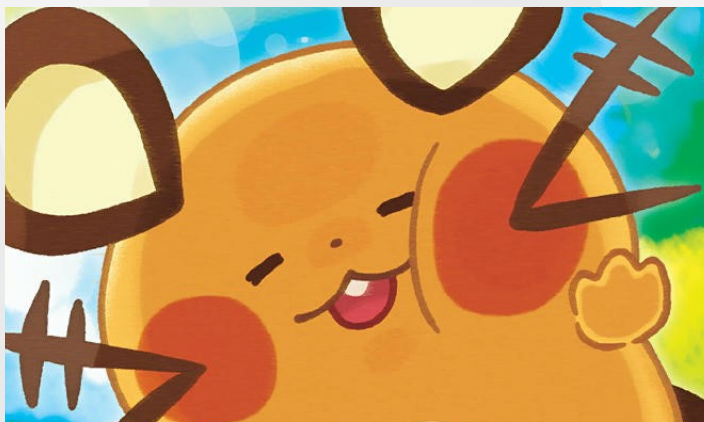


Level 9

The Path That I Choose: You've learned so much on your adventures and you're getting really good at a variety of things. Choose three skills to become talented with. You may choose skills you are already talented with.

Level 10

Friends that Work Together: Whether it's fellow Pokémon or a group of human trainers you've decided to hang out with, you're all able to get something done together when you take the lead. 1/day, when you attempt a skill check you can add 2 to the skill check for every ally who is helping you accomplish the task.



Level 11

Lessons that I Hold: You've learned enough to be whatever you need to be in battle. 3/week, you may spend 4 hours working to learn a move that you've seen before that also matches your proficiencies.

Put Myself to the Test: Choose two different non-HP Stats to increase by 1. In addition, the first time you fail a skill check per day, you can reroll your skill check.

Level 12

Like No One Ever Was: You've built up a tolerance to many different forms of harm and are ready to keep on fighting forward. If you would be hit by an extremely effective attack, treat it as super effective. In addition, 3/day, once per round you may reroll a check made to cure or ignore an affliction.



Level 13

The Very Best Ever: At this point, it almost seems like your only growth is the mastery of the skills you already have. Choose a non-HP Stat to increase by 1. In addition, choose a skill to become talented with. You may choose a skill you are already talented with.

Level 14

Way to Victory: "With this one attack, I'll put everything I can into it!" 1/day, before you attack, you may use Way to Victory to make your attack guaranteed to succeed during your accuracy check and be a critical hit. You cannot use Way to Victory with a Z-Move or a Dynamax move.



Some additional rules as you play your Pokémon character...

- You cannot ever have any one stat exceed 20.
- You can only have 6 different moves, like other Pokémon, until you are level 4.
- You cannot attempt to use skills you are not talented with.
- Even if you do not allow yourself to be caught in a Poké Ball, you can still be healed at a Pokémon Center.
- You cannot play as any Pokémon found in the GMG.
- If you evolve, you can reassign any bonuses from features you've earned so far across your stats or skills.
- If you play as an original Pokémon, consult your GM before creating your character sheet.

If you are making your own Pokémon, consider the following:

Consider using a stat block, typing, and move proficiencies already in the Pokédex. While not all Pokémon are built equal, the Pokémon in the Pokédex at least work within Pokémon Tabletop Adventures system.

If you are going to create your own stat block, consider the total amount of stats distributed across various Pokémon within the Pokédex. While looking at HP in the Pokédex, divide its value by six in order to determine its approximate value in comparison to other stats.

Consider your proficiencies, passives, and starting moves as well and what kinds of evolutions you might experience. Take a look through move lists in the PHB and PHB2 to see what might make for a fun Pokémon. GMs will not let you play with invulnerable Pokémon, so consider your choice if they've decided to let you create your own Pokémon.

Level 15

Nothing Can Stop You: You're a Pokémon on the path of destiny and you're never going to give up on your mission. The first time you would be knocked out per week, instead recover to half of your max HP. If you rest for two days without entering into combat, Nothing Can Stop You refreshes its frequency and can be used again.

Level 16 and Beyond

Let the Journey Begin: You've finished many adventures, but there is still always more for you to do, and more ways for you to grow. Each new level, starting with level 16, choose a non-HP Stat to increase by 1.



Additional 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?

These origins are designed for campaigns that start at higher levels after trainers may have already earned ten or even more honors. Maybe you were given a gym to run after placing in the top eight of a regional championship? Maybe you're an established professor that goes on adventures to conduct field research? This will help you choose your origins for your characters and from there, you can gain the benefits of those backgrounds.

Additional information concerning lifestyle is detailed in PHB. Player Pokémon origins are located here as well and explain how you can adjust your starting stats or abilities. A Game Master might be entirely okay with you having one of these new high level origins as a level 1 trainer, maybe your character has had some kind of fundamental reset in their life? Maybe you've decided everything you knew was wrong and rebuilding yourself from the ground up? In any case, discuss this possibility with your GM and they might be able to adjust any bonuses to accommodate for your origin.



Gaining New Origins

After a long enough time in game, what you've done in your career as a Pokémon trainer might mean more to your identity than your life before your adventures. In order to choose a new origin, you must have at least 20 new honors. When you gain a new honor, you will not lose any Skill talents you might have earned, but you will be replacing the origin's Feature. Your savings will not change either, but your lifestyle may change depending on what you're changing your origin to.



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. 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. The more resources you have access to, the less skill talents you'll have.





Boss

***High Level**

You're the respected, or feared, leader of an entire organization. You've climbed, or clawed, your way to the top and now command a large, or maybe even massive, network of trainers who are ready to fight alongside you. Some bosses are ranger captains, in charge of a fleet of rangers in their region. Other times, you're the leader of a criminal organization that you've built from the ground up, or stepped into a vacant leadership position.

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

Lifestyle: Comfortable **Savings:** 60,000 credits

Starting Equipment: Any three trainer packs, 6 Ultra Balls, 6 Super Potion /Super Soda (Choose a mix of both up to 6).

Starting Pokémon: Up to two experienced rare Pokémon. Up to four battle-trained, but less experienced, uncommon Pokémon.

Feature: Team Leader

You can call upon your subordinates to help. If you tell subordinates where to be ahead of time, up to ten of them will be where they are supposed to be. If you call for aid, depending on where you are, subordinates will come to your aid as quickly as possible (no longer than 1 hour unless you are in a truly remote place). You have a network of members and should spend time with your GM before play to discuss what you fully have access to through your organization.

League Official

***High Level**

After gaining enough respect in the Pokémon league, you've been given a position in a region's league circuit. You could have gotten assigned to a Pokémon gym as a leader, you may have earned a place defending the champion as an Elite 4 member, or you could have been given a prestigious position in a league-adjacent circuit as a frontier brain, or some other kind of challenge master.

Skill Talents: Choose one; Concentration, Pokémon Handling

Lifestyle: Comfortable **Savings:** 75,000 credits

Starting Equipment: Any three trainer packs, 2 Ultra Balls, 6 Basic Balls, 6 Super Potions.

Starting Pokémon: Up to two experienced rare Pokémon that all fit into a theme, up to three experienced uncommon Pokémon that all fit a theme (whether its all the same type, Pokémon with blades on their arms, Pokémon who have a lot of HP, etc.)

Feature: League Representative

You are a league official. You serve the Pokémon league and are compensated generously in relation to making a challenger's experience better.

Role

Benefits

Gym Leader

You are given a gym that you can use league funds to renovate however you'd like. You must accept gym challengers when they arrive or leave an interim defender if you leave for more than a week at a time. You can set up a trial or challenge that a trainer must pass before challenging you. You're usually given anywhere from 300-1200 credits per week depending on how often you battle, whether you are giving away a badge or not.

Elite 4

As an Elite 4 member you defend the champion when someone comes to try and dethrone them. Often Elite 4 members are picked by champions. While you may only battle to defend the champion after a regional tournament, if the champion needs you to be somewhere for a battle you're expected to arrive. In addition, the league will often send you to protect the region from threats they are aware of. You are given anywhere from 400-1500 credits per week depending on how often you battle for the champion or work to protect your region from harm.

Role

Benefits

Frontier Brain

You are in charge of a frontier facility. Your sponsor will likely allow any amount of funds to be used to renovate and run the facility. You must accept challengers when they arrive or leave interim defenders if you leave for more than a week at a time. You can set up a trial or challenge that a trainer must pass before challenging you. You're usually given anywhere from 400-1500 credits per week depending on how often you battle, whether you are giving away a medal or not.

Facility Master

You are in charge of a battle facility that runs tournaments (Battle Maison, Battle Subway, etc.). Your sponsor will likely allow any amount of funds to be used to renovate and run the facility. You must accept challengers when they arrive or leave a interim defender if you leave for more than a week at a time. You can set up a trial or challenge that a trainer must pass before entering tournaments. You're usually given anywhere from 400-1500 credits per week depending on how often you battle.

Professor***High Level**

You've spent your time studying and now you're an expert in your field. Whether you've attained your knowledge through your work as a breeder, a researcher, or even as a master trainer, you now run a laboratory to send people out to study while continuing your own field study adventures.

Skill Talents: Choose one; Concentration, Diplomacy/Persuasion, Engineering/Operation, History, Programming

Lifestyle: Comfortable **Savings:** 40,000 credits

Starting Equipment: Any three trainer packs, 6 Ultra Balls, 6 Potions, 4 Repels.

Starting Pokémon: Up to three experienced rare Pokémon. Up to three battle-trained, but less experienced, uncommon Pokémon.

Feature: League Professor

You are given resources to research and pursue your own interests by the region's league. You must also coordinate with lab assistants to distribute starters once a year with any other league-sponsored professors wherever your lab is. Choose an academic specialty that you are an expert in. When making Concentration, History, Investigate, Perception, or Programming skill checks related to your expertise, roll twice and use the higher result.



Quiet Veteran

***High Level**

You're a master trainer and you've retired to your place in the world where you do what you're best at— training. Still, something is calling to you. Maybe an old enemy has resurfaced? Maybe an old rival or friend is in danger? No matter the reason, you're coming down off your mountain, leaving your island, or coming up from your secluded cave. It's time to make a scene once again.

Skill Talents: Choose one; Constitution, Nature, Perception, Pokémon Handling, Stealth

Lifestyle: Difficult **Savings:** 75,000 credits

Starting Equipment: Any two trainer packs, 10 Super Potions.

Starting Pokémon: Up to two experienced rare Pokémon, up to four experienced uncommon Pokémon.

Feature: Champion

1/day if you would fail a skill check or an accuracy check of some kind, you may immediately reroll the check. If you fail the check again, you retain your use of your Champion feature for the day to use on your next failed check.

Pokémon Origins

Pokémon origins are a little different from trainer's origins. Pokémon do not have access to skills until level 3 and so the origin features are different and do not grant any skills talents. Pokémon have lifestyles, sometimes they have beginning equipment, and they have features that help them in different ways.



Lifestyles are defined by how your character may have lived their life up until the beginning of the campaign you're playing in.

Difficult: Pokémon with difficult lifestyles lived in hostile environments, sometimes with constant threat of predation. If it's not scarce food sources, it might also be a lack of water. It also possible in difficult lifestyles that there is no home, instead a Pokémon is always having to move. Sometimes it makes a Pokémon stronger, but other times it hardens them to any connections.

Modest: Modest lifestyles are nice enough. Pokémon might have to search for food in their habitat for hours, but they would rarely need to fight for it. Pokémon might have a small place they call home where they stash things they find and may even live in families.

Comfortable: There's no doubt that a Pokémon who lives a comfortable life has it made. They most likely have a nice home that they keep and barely struggle to maintain. Their diet is plentiful in their habitat and they may even hoard objects that even humans find valuable.





Alone in the World

***Pokémon**

You're a tough Pokémon alone in a tough world but you've made it so far. You weren't raised as part of a family, or maybe you were until something separated you from your family. Still, despite all the hard times and your solitary life you've fought for your place in the world as an independent Pokémon. Whether it was in the dense jungle, carving out a space in a grove you called home, or in an alleyway that you kept humans out of, you can rely on your own strength, even if you're lending some of it to new allies.

Lifestyle: Difficult

Starting Goods: Tattered bag, 2 Citrus Berries, 2 Oran Berries, a held item of your appearance and name

(Your item) - While held, your Attack or Special Attack is increased by +2. Only you can benefit from this held item.

Feature: Independent Survivor

Your Nature gives you +3 to your increased stat and -2 to your decreased stat and your max HP is increased by +8. In addition, if you are in combat without any allies, or all of your allies are currently unconscious, you deal +6 damage with all of your attacks. In addition, you have the Unyielding passive.



Different

***Pokémon**

While most of your species in the world of Pokémon is known as being a certain type and having a specific appearance, your family's always been a little different. It could be because you're a desert dwelling species, but many generations back your ancestor was released in a jungle and your family has adjusted. It could be because many of species kind was released in a foreign land and your kind adjusted to the resources available. Still, you're around so it must have worked out fine.

Lifestyle: Modest

Starting Goods: Tattered bag, 6 Oran Berries, 2 Lum Berries.

Feature: Environmental Form

When creating your Pokémon character, you will change at least one of your types to any other type. Change your potential evolutions to match the type change(s). The type change should reflect a habitat difference that is unusual for your species. This will also change your starting moves, proficiencies, and possibly your passives. For example, if your type is no longer Electric-type or Fairy-type, you might not have the Static or Pixelate passives respectively. Some species are so well defined by a specific trait as well, for example even if you create an Abra that is no longer Psychic-type it's still reasonable that you will know Teleport. Discuss with your GM to find a reasonable changes before play.





Just Hatched

*Pokémon

Family Leader

*Pokémon

You've led a group of Pokémon in the wild for some time. You've figured out the best way to keep everyone in your group happy and distributed jobs among your stronger family members and made sure the sick were always cared for. Whether you led a small team of five Pokémon, or a clan of one-hundred, your leadership and know-how made it easy for you whenever you needed to defend your family.

Lifestyle: Modest

Starting Goods: Tattered bag, 4 Citrus Berries, an Evolution stone of your choice

Feature: Leader

1/turn you may intercept attacks meant for allied Pokémon even if you have already acted during the same round. When you do, you take 8 less damage on hit after your foe rolls for damage. In addition, Pokémon allies within 10ft of your deal +1 damage with attacks on hit. In addition, you have the Herald passive.



The world is so bright and you're ready to take it by force! Well, I guess you first need to figure out a lot of things. Where are you? What are you? Is your family nearby? What's that? There's so many things going on but I guess it's time to roll because in the Pokémon world, adventure is always one step away.

**Keep in mind that some species, such as Onix, are still Small for the first few days of their life as they grow into their normal size.*

Lifestyle: You just hatched!

Starting Goods: Egg Shell held item, random rare item assigned by GM

Egg Shell - While held, the first 3 damage you take per combat is prevented. Egg Shell breaks after one week of its first use.

Feature: On Your Way!

You start with the Cute Charm passive. At level 3, you may change your Cute Charm passive into Anger Point, Berserk, Cheek Pouch, Early Bird, or Technician. At level 5, you may change the passive you gained from On Your Way into Analytic, Battle Armor, Friend Guard, Stalwart, or Sturdy. At level 7, you may gain any passive from the eleven possible from On Your Way so that you now have two bonus passives from One Your Way. In addition, starting at level 7 you may spend eight hours resting to change which two chosen passives On Your Way grants you. In addition, you have the Restoration passive.



Lavish Lifestyle***Pokémon**

Either you live in a city as a lovable stray, or your home is close enough to a city that you've been able to collect a great deal of human treasures. While your horde of goods make for a nice clubhouse, its hard to know the purpose of any of these human gadgets. Still, adventure calls you to action and you might have to leave your amazing collection to a friend or family member. You still have a pretty good eye for shiny things, though so you tend to find them all the time.

Lifestyle: Comfortable

Starting Goods: Tattered bag, 6 Oran Berries, 3 random rare items assigned by GM

Feature: Pick Up

1/day, you may roll 1d20 while exploring a new space. Depending on your result, you find a random item. In addition, you have the Benefactor passive.

Result	Item
1	You fail to find anything!
2 - 5	You find a random uncommon Berry.
6 - 10	You find a random Medical Item.
11 - 14	You find a random rare Berry.
15 - 18	You find a random item worth human credits (TMs, Held Item, Evolution Stones, rare gems, etc.).
19	You find a random Held Item.
20	You find a random rare or valuable item from your choice of item category.

**Peaceful Upbringing*****Pokémon**

You lived in a happy habitat that proved for easy living. Either you had a family that cared for you and you for them, or your home had plentiful resources for your independent life. You rarely had violent confrontation with other Pokémon, even if you are a Pokémon known for being prey in most habitats. Your peaceful life has led you to have a calming aura about you that often helps you in new situations.

Lifestyle: Comfortable

Starting Goods: Tattered bag, 6 Oran Berries

Feature: Welcoming

Wild Pokémon that you encounter that share an elemental type with you or come from the same kind of habitat that you grew up in are never initially hostile to you. In any case where these wild Pokémon you meet are not in immediate danger, they are happy to help you with any tasks that would not endanger them, or even something as simple as sharing directions and any warnings about wherever you're traveling. In addition, you have one of the following passives; Alacrity, Big Pecks, Dauntless, Hyper Cutter, Keen Eye, or Stalwart.





Raised in Captivity

***Pokémon**

You may have been hatched and raised on a Pokémon farm, you were caught and raised at a Pokémon research facility, or you may even have been kept in a shady lab where Pokémon were experimented on without much care for their feelings. Either way, your experience was very different from that of a wild Pokémon. Maybe you were freed, or you escaped on your own? Now you're out in the rest of the world and things are very different. You still have a few tools to use and gain the upper hand, however.

Lifestyle: Variable

Starting Goods: Tattered bag, 3 Potions

Feature: Experimental Success

You may start with one At-Will move and one 3/day move that do not necessarily fit within your proficiencies. Discuss with your GM to find a reasonable moves before play depending on your background. At level 7, you may learn one 1/day move that seems a natural connection to your At-Will or 3/day move gained with Experimental Success. Again, discuss with your GM during character creation. In addition, gain all last chance passives that match your types.



Trainer's Pride

***Pokémon**

You are an ally to a trainer and made a powerful bond with them. Maybe you're still theirs, but they allow you roam freely? Maybe they've moved on and let you return to the wild after a heartfelt farewell? Maybe they're traveling with you on your journey but you're so in sync with them you act autonomously? You have a story to tell, surely. What's the impact that friend had on you?

Lifestyle: Variable

Starting Goods: Tattered bag, 2 Oran Berries

Feature: Human Training

Choose a single class that your trainer is/was to gain a bonus. In addition, you have the Carry On passive.

<i>Class</i>	<i>Bonus</i>
Ace Trainer	Your same-type attacks deal +4 more damage on hit, otherwise they deal +1 damage on hit. You can move +10ft per turn.
Breeder	One of your stats are +1 permanently. You start with an extra move from your proficiencies.
Coordinator	Distribute 10 contest stats however you'd like into any contest stats. You can start with the move Helping Hand.
Martial Artist	Your attacks are critical hits on a naturally rolled 19 or 20. You can start with the move Karate Chop.



**Class****Bonus****Psychic**

You can share a telepathic link with up to one ally at a time. After spending time with an ally for at least eight hours, you can change your link to that ally. The link's telepathic range is up to one mile, disregarding any blocking terrain.

Ranger

You are unaffected by difficult terrain. You cannot get lost in the wild. During your first ranged attack each combat, your accuracy check is +1.

Researcher

You can identify any Pokémon's elemental types even if you've never seen them before. You know if any foe has a move that might be super-effective against you.

**Wild World*****Pokémon**

Life is hard, but you had others to back you up and you were able to survive through the wild and everything it threw at you. Maybe you were part of a wild gang that constantly clashed with another wild group? Maybe your family always made mayhem for a local Ranger group? You spent every day battling and surviving and now as you set off on an adventure, you're sure this experience will come in handy.

Lifestyle: Difficult

Starting Goods: Tattered bag, 4 Oran Berries

Feature: Fighter's Fluctuation

Choose an elemental type. Whenever you hit with an attack against that chosen type, treat the attack as super-effective if it isn't already super-effective or extremely effective. Choose a different elemental type. Whenever in combat against that second chosen type, your Speed is +4 in order to determine turn order during combat. Choose a third elemental type. Whenever an ally attacks while adjacent to you that is that third chosen type, they deal +2 damage on hit. In addition, you have the Resilience passive.



Mega Evolution

If you form a powerful bond with your Pokémon, have a Mega Ring (or some other kind of Key Stone holder), and have a Mega Stone that corresponds to the species of Pokémon you have, you can Mega Evolve a Pokémon! It is a tough checklist, but you're able to do a lot in the ten minutes your Pokémon is Mega Evolved. Pokémon with Mega Evolutions are listed here, along with the temporary changes to their stats and any temporary passives. Mega Evolutions that Evolvers can make are unique and do not require a special corresponding Mega Stone because they make their own Mega Stones. Even Pokémon can create their own unique Mega Evolutions that do not require these stone catalysts.

With the Mega Ring and a Key Stone, you may active your Mega Ring once per day as a free action. When activated, your Pokémon with a Mega Stone and a loyalty of 2 or greater can Mega Evolve for 10 mins. Mega Evolving generally improves some stats of the Pokémon, and sometimes changes its types or passives. If the Mega Pokémon is returned to a Poke Ball, or knocked out, it returns to its regular form.

***Mega Pokémon cannot use Z-Moves or Dynamax

***Mega Evolution is not Pokémon Evolution for the purpose of any features or abilities that reference evolution.

Mega Venusaur



Grass / Poison - Huge (Size), Heavy (Weight)

Hit Points: 48 Defense: 13 Special Defense: 12

Speed: 8 (40 ft.) Attack: 11 (+5) Special Attack: 13 (+6)

Mega Passive: Thicker Fat (Mega Venusaur takes −6 damage from Fire-type and Ice-type attacks after applying weaknesses and resistance.)



Mega Pokémon are listed here in the same order that their main entries appear in the Pokédex along with their Mega Stone.

Each unique Mega Stone is usually worth around 100,000 ₺.

Mega Sceptile



Grass / Dragon - Huge (Size), Medium (Weight)

Hit Points: 42 Defense: 8 Special Defense: 9

Speed: 17 (85 ft.) Attack: 13 (+6) Special Attack: 15 (+7)

Mega Passive: Lightning Rod (Any Electric-type attacks within 25ft of you are negated and drawn to the user. Your Special Attack is +2 until the end of your next turn whenever you negate an Electric-type attack.)



Mega Charizard X



Fire / Dragon - Large (Size), Heavy (Weight)

Hit Points: 48 Defense: 12 Special Defense: 9

Speed: 10 (50 ft.) Attack: 13 (+6) Special Attack: 13 (+6)

Mega Passive: Tough Claws and Fangs (Mega Charizard X's slashing and biting attacks deal +8 damage.)



Mega Charizard Y

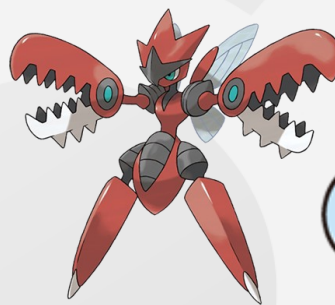


Fire / Flying - Large (Size), Heavy (Weight)

Hit Points: 48 Defense: 9 Special Defense: 12

Speed: 10 (50 ft.) Attack: 10 (+5) Special Attack: 16 (+8)

Mega Passive: Drought (As a free action you may deplete one use of Sunny Day and use Sunny Day.)

Mega Blaziken**Fire / Fighting** - Large (Size), Medium (Weight)**Hit Points:** 48 **Defense:** 9 **Special Defense:** 8**Speed:** 16 (80 ft.) **Attack:** 17 (+8) **Special Attack:** 13 (+6)**Passives:** **Speed Purity** (Mega Blaziken has +4 more Speed)**Mega Blastoise****Water** - Large (Size), Heavy (Weight)**Hit Points:** 48 **Defense:** 14 **Special Defense:** 12**Speed:** 8 (40 ft.) **Attack:** 10 (+5) **Special Attack:** 14 (+7)**Mega Passive: Mega Cannon** (Mega Blastoise's ranged attacks deal +8 damage.)**Mega Swampert****Water / Ground** - Huge (Size), Heavy (Weight)**Hit Points:** 60 **Defense:** 12 **Special Defense:** 11**Speed:** 7 (35 ft.) **Attack:** 15 (+7) **Special Attack:** 10 (+5)**Mega Passive: Swifter Swim** (While in Raining weather, Mega Swampert's Speed is +4.)**Mega Greninja****Water / Dark** - Medium (Size), Medium (Weight)**Hit Points:** 42 **Defense:** 8 **Special Defense:** 7**Speed:** 13 (65 ft.) **Attack:** 15 (+7) **Special Attack:** 15 (+7)**Mega Passive: Battle Bond** (Mega Greninja's Water Shuriken's base damage changes from 1d4 to 1d10.)**Mega Beedrill****Bug / Poison** - Medium (Size), Medium (Weight)**Hit Points:** 42 **Defense:** 4 **Special Defense:** 8**Speed:** 17 (85 ft.) **Attack:** 15 (+7) **Special Attack:** 2 (+1)**Mega Passive: Mega Adaptability** (Moves that are the same type as Mega Beedrill deal +8 damage.)**Mega Scizor****Bug / Steel** - Medium (Size), Heavy (Weight)**Hit Points:** 42 **Defense:** 16 **Special Defense:** 10**Speed:** 8 (40 ft.) **Attack:** 17 (+8) **Special Attack:** 7 (+3)**Mega Passive: Mega Technician** (When rolling damage, replace any rolled 1s, 2s, or 3s with 4.)

Mega Heracross



Bug / Fighting - Large (Size), Medium (Weight)

Hit Points: 48 **Defense:** 12 **Special Defense:** 11

Speed: 8 (40 ft.) **Attack:** 20 (+10) **Special Attack:** 4 (+2)

Mega Passive: Mega Skill Link (Mega Heracross's scatter moves get to be completely used, even if you miss you may still attempt each possible attack.)



Mega Absol



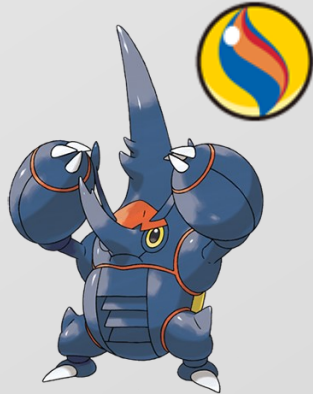
Dark - Medium (Size), Medium (Weight)

Hit Points: 42 **Defense:** 6 **Special Defense:** 6

Speed: 12 (60 ft.) **Attack:** 17 (+8) **Special Attack:** 12 (+6)

+Skills: Flight (can fly)

Mega Passive: 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.)



Mega Pinsir



Bug / Flying - Large (Size), Medium (Weight)

Hit Points: 42 **Defense:** 13 **Special Defense:** 9

Speed: 11 (55 ft.) **Attack:** 18 (+9) **Special Attack:** 7 (+3)

+Skills: Flight (can fly)

Mega Passive: Aerilate (Normal-type moves performed by you are treated as Flying-type moves.)

Mega Sableye



Dark / Ghost - Medium (Size), Medium (Weight)

Hit Points: 30 **Defense:** 13 **Special Defense:** 12

Speed: 2 (10 ft.) **Attack:** 10 (+5) **Special Attack:** 9 (+4)

Mega Passive: 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.)



Mega Houndoom

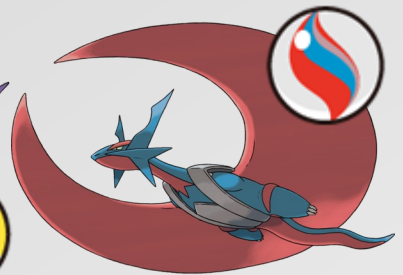


Dark / Fire - Large (Size), Medium (Weight)

Hit Points: 48 **Defense:** 9 **Special Defense:** 9

Speed: 12 (60 ft.) **Attack:** 10 (+5) **Special Attack:** 15 (+7)

Mega Passive: Solar Energy (While in Sunny weather, Mega Houndoom deals an additional 8 damage while attacking.)



Mega Salamence



Dragon / Flying - Large (Size), Heavy (Weight)

Hit Points: 60 **Defense:** 13 **Special Defense:** 9

Speed: 14 (70 ft.) **Attack:** 16 (+8) **Special Attack:** 12 (+6)

Mega Passive: Aerilate (Normal-type moves performed by you are treated as Flying-type moves.)

Mega Garchomp**Dragon / Ground** - Large (Size), Heavy (Weight)**Hit Points:** 66 **Defense:** 12 **Special Defense:** 10**Speed:** 9 (45 ft.) **Attack:** 17 (+8) **Special Attack:** 12 (+6)**Mega Passive: Sand Power** (While in Sandstorming Weather, Mega Garchomp's Rock-type and Ground-type attacks deal +8 damage.)**Mega Manectric****Electric** - Large (Size), Medium (Weight)**Hit Points:** 42 **Defense:** 12 **Special Defense:** 8**Speed:** 14 (70 ft.) **Attack:** 9 (+4) **Special Attack:** 14 (+7)**Mega Passive: Mega Intimidate** (Mega Manectric has +4 more Defense)**Mega Altaria****Dragon / Fairy** - Large (Size), Medium (Weight)**Hit Points:** 48 **Defense:** 14 **Special Defense:** 11**Speed:** 9 (45 ft.) **Attack:** 12 (+6) **Special Attack:** 11 (+5)**Mega Passive: Pixilate** (Normal-type moves performed by you are treated as Fairy-type moves.)**Mega Medicham****Fighting / Psychic** - Medium (Size), Medium (Weight)**Hit Points:** 36 **Defense:** 9 **Special Defense:** 10**Speed:** 10 (50 ft.) **Attack:** 20 (+10) **Special Attack:** 9 (+4)**Mega Passive: Purest Power** (Mega Medicham has +4 more Attack)**Mega Ampharos****Electric / Dragon** - Large (Size), Medium (Weight)**Hit Points:** 54 **Defense:** 14 **Special Defense:** 11**Speed:** 7 (35 ft.) **Attack:** 10 (+5) **Special Attack:** 17 (+8)**Mega Passive: Mold Breaker** (Your attacks ignore any passives that would redirect, negate or weaken your attacks.)**Mega Lucario****Fighting / Steel** - Medium (Size), Medium (Weight)**Hit Points:** 42 **Defense:** 9 **Special Defense:** 7**Speed:** 11 (55 ft.) **Attack:** 18 (+9) **Special Attack:** 16 (+8)**Mega Passive: Mega Adaptability** (Moves that are the same type as Mega Lucario deal +8 damage.)

Mega Camerupt



Fire / Ground - Large (Size), Superweight (Weight)

Hit Points: 42 **Defense:** 11 **Special Defense:** 13

Speed: 2 (10 ft.) **Attack:** 12 (+6) **Special Attack:** 15 (+7)

Mega Passive: Sheerest Force (Mega Camerupt's attacks that have additional effects that affect the target may deal +1d20 damage, but will not have those additional effects.)



Mega Abomasnow



Grass / Ice - Huge (Size), Superweight (Weight)

Hit Points: 54 **Defense:** 11 **Special Defense:** 11

Speed: 3 (15 ft.) **Attack:** 14 (+7) **Special Attack:** 13 (+6)

Mega Passive: Snow Front (While in Hailing Weather, Mega Abomasnow's Ice-type attacks deal +8 damage.)



Mega Gengar



Ghost / Poison - Large (Size), Medium (Weight)

Hit Points: 36 **Defense:** 8 **Special Defense:** 10

Speed: 13 (65 ft.) **Attack:** 7 (+3) **Special Attack:** 17 (+8)

Mega Passive: Shadow Pull (Foes within 10ft of Mega Gengar cannot move away from them.)



Mega Glalie

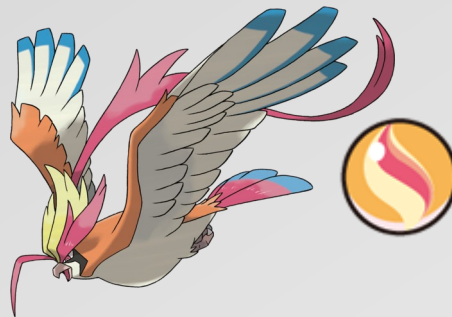


Ice - Huge (Size), Superweight (Weight)

Hit Points: 48 **Defense:** 8 **Special Defense:** 8

Speed: 10 (50 ft.) **Attack:** 13 (+6) **Special Attack:** 12 (+6)

Mega Passive: Refrigerate (Normal-type moves performed by you are treated as Ice-type moves.)



Mega Banette



Ghost - Medium (Size), Medium (Weight)

Hit Points: 36 **Defense:** 8 **Special Defense:** 8

Speed: 8 (40 ft.) **Attack:** 19 (+9) **Special Attack:** 9 (+4)

Mega Passive: Prankster (Your attacks that do not deal damage on hit have Priority.)

Mega Pidgeot



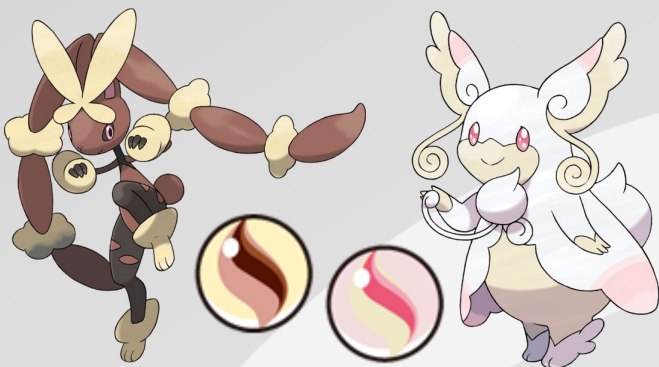
Normal / Flying - Large (Size), Medium (Weight)

Hit Points: 48 **Defense:** 10 **Special Defense:** 8

Speed: 14 (70 ft.) **Attack:** 8 (+4) **Special Attack:** 14 (+7)

Mega Passive: No Guard (You cannot miss your attacks, and attacks made against you cannot miss.)



Mega Lopunny**Normal / Fighting** - Medium (Size), Medium (Weight)**Hit Points:** 42 **Defense:** 10 **Special Defense:** 10**Speed:** 18 (90 ft.) **Attack:** 14 (+7) **Special Attack:** 5 (+2)**Mega Passive: Very Limber** (Mega Lopunny is immune to being Paralyzed. Mega Lopunny has +2 more Speed.)**Mega Alakazam****Psychic** - Medium (Size), Medium (Weight)**Hit Points:** 36 **Defense:** 8 **Special Defense:** 10**Speed:** 15 (75 ft.) **Attack:** 5 (+2) **Special Attack:** 18 (+9)**Mega Passive: Trace** (If Mega Alakazam is affected by a foe's passive, you gain that passive until you lose Trace.)**Mega Audino****Normal / Fairy** - Medium (Size), Medium (Weight)**Hit Points:** 60 **Defense:** 13 **Special Defense:** 13**Speed:** 5 (25 ft.) **Attack:** 6 (+3) **Special Attack:** 8 (+4)**Mega Passive: Mega Healer** (After acting, Mega Audino may roll 1d20. On 7 or higher, any adjacent allies are cured of all afflictions.)**Mega Gardevoir****Psychic / Fairy** - Medium (Size), Medium (Weight)**Hit Points:** 42 **Defense:** 8 **Special Defense:** 14**Speed:** 10 (50 ft.) **Attack:** 9 (+4) **Special Attack:** 17 (+8)**Mega Passive: Pixilate** (Normal-type moves performed by you are treated as Fairy-type moves.)**Mega Kangaskhan****Normal** - Large (Size), Heavy (Weight)**Hit Points:** 66 **Defense:** 10 **Special Defense:** 10**Speed:** 10 (50 ft.) **Attack:** 14 (+7) **Special Attack:** 6 (+3)**Mega Passive: Parental Bond** (After attacking, Mega Kangaskhan may immediately make the same attack again. If they hit with the second attack, do not add any die rolls to your damage, instead only using your modifier and any non-dice bonuses as damage.)**Mega Gallade****Psychic / Fighting** - Medium (Size), Medium (Weight)**Hit Points:** 42 **Defense:** 13 **Special Defense:** 12**Speed:** 11 (55 ft.) **Attack:** 17 (+8) **Special Attack:** 7 (+3)**Mega Passive: Centered Focus** (Mega Gallade is immune to being Stunned. Mega Gallade has +2 more Defense.)

Mega Tyranitar



Rock / Dark - Large (Size), Superweight (Weight)

Hit Points: 60 Defense: 15 Special Defense: 12

Speed: 7 (35 ft.) Attack: 18 (+9) Special Attack: 10 (+5)

Mega Passive: Sand Vortex (As a free action Mega Tyranitar may use Sandstorm, even if it's not on their move list.)



Mega Metagross

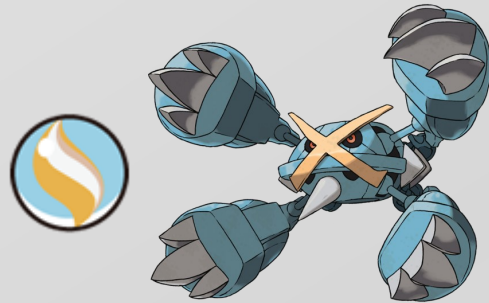


Steel / Psychic - Huge (Size), Superweight (Weight)

Hit Points: 48 Defense: 17 Special Defense: 11

Speed: 13 (65 ft.) Attack: 15 (+7) Special Attack: 11 (+5)

Mega Passive: Tough Claws and Fangs (Mega Metagross's slashing and biting attacks deal +8 damage.)



Mega Aerodactyl

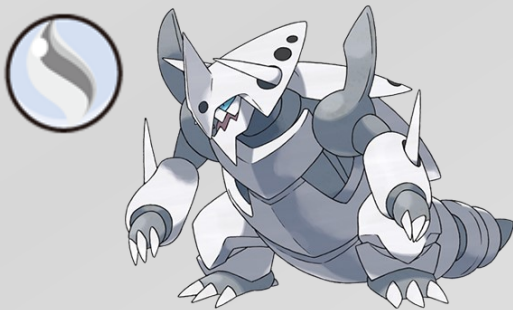


Rock / Flying - Huge (Size), Medium (Weight)

Hit Points: 48 Defense: 9 Special Defense: 10

Speed: 15 (75 ft.) Attack: 14 (+7) Special Attack: 7 (+3)

Mega Passive: Tough Claws and Fangs (Mega Aerodactyl's slashing and biting attacks deal +8 damage.)



Mega Steelix



Steel / Ground - Gigantic (Size), Superweight (Weight)

Hit Points: 48 Defense: 23 Special Defense: 10

Speed: 5 (25 ft.) Attack: 15 (+7) Special Attack: 6 (+3)

Mega Passive: Steel Force (While in Sandstorming Weather, Mega Steelix's Rock-type and Ground-type attacks deal +8 damage.)



Mega Aggron



Steel / Rock - Huge (Size), Superweight (Weight)

Hit Points: 42 Defense: 25 Special Defense: 8

Speed: 7 (35 ft.) Attack: 14 (+7) Special Attack: 6 (+3)

Mega Passive: Mega Filter (Super-effective attacks against Mega Aggron deal -1d20 damage.)

Mega Mawile



Steel / Fairy - Small (Size), Medium (Weight)

Hit Points: 30 Defense: 14 Special Defense: 10

Speed: 5 (25 ft.) Attack: 18 (+9) Special Attack: 6 (+3)

Mega Passive: Huge Power (+6 Attack)

Mega Sharpedo

Water / Dark - Large (Size), Heavy (Weight)

Hit Points: 42 **Defense:** 7 **Special Defense:** 7

Speed: 13 (65 ft.) **Attack:** 16 (+8) **Special Attack:** 11 (+5)

Mega Passive: Mega Jaw (*Mega Sharpedo's biting attacks deal +8 damage.*)

**Mega Gyarados**

Water / Dark - Gigantic (Size), Superweight (Weight)

Hit Points: 60 **Defense:** 12 **Special Defense:** 13

Speed: 11 (55 ft.) **Attack:** 17 (+8) **Special Attack:** 7 (+3)

Mega Passive: Mold Breaker (*Your attacks ignore any passives that would redirect, negate or weaken your attacks.*)

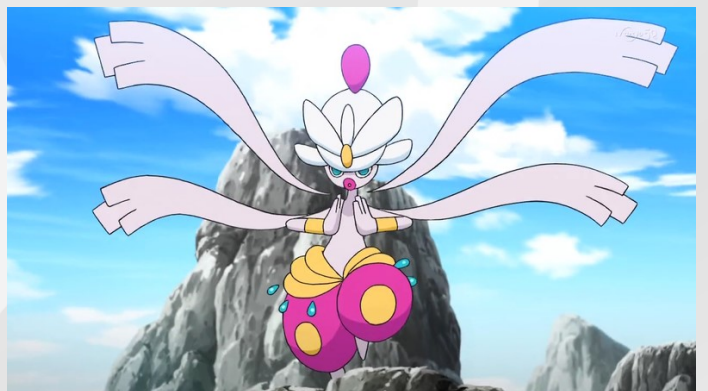
**Mega Slowbro**

Water / Psychic - Medium (Size), Heavy (Weight)

Hit Points: 60 **Defense:** 21 **Special Defense:** 10

Speed: 3 (15 ft.) **Attack:** 8 (+4) **Special Attack:** 13 (+6)

Mega Passive: Mega Shell Armor (*Critical hits are treated as normal hits against Mega Slowbro. Mega Slowbro has +2 more Defense.*)



Z - Moves

Z-Moves are zazzy attacks a Pokémon can release. If you form a powerful bond with your Pokémon, have a Z-Ring, a Z-Crystal that corresponds to the Z-Move you want to perform, and a Pokémon who knows an attack move that matches the same type of the Z-Crystal! When your Pokémon uses a Z-Move, the Pokémon uses its whole action to do so.

When a Z-Crystal is attached, once per day as your action, you perform the Z-Move's pose and your Pokémon with a loyalty of 2 or greater uses its entire action to use the associated Z-Move. Z-Moves correspond to the Z-Crystal installed in the Z-Ring and use the Z-Move attack list. If a Pokémon does not have an Ice-type attack, they can't use the Ice-type Z-Move. It needs to be an attack with a damage roll. Sing cannot be the means that a Pokémon uses the Normal-type Z-Move.

Z-Moves either use the Attack stat or the Special Attack stat depending on which attack is qualifying a Pokémon to use a Z-move. Thunderbolt is a Special Attack, so can't be used to make an Attack stat Z-Move. There are also unique Z-Crystals and Z-Moves to specific Pokémon. They do not need specific moves to enable them to use signature Z-Moves.

***Mega or Dynamax Pokémon cannot use Z-Moves

Z-Moves by Type

Savage Spin Out - *Melee(25ft burst) Bug*
(Attack/Special Attack): 1/day 8d12. Immediately move next to your target, then roll your accuracy check.



Black Hole Eclipse - *Ranged(60ft, 20ft blast) Dark*
(Attack/Special Attack): 1/day 8d12.

Devastating Drake - *Melee(25ft burst) Dragon*
(Attack/Special Attack): 1/day 8d12. Immediately move next to your target, then roll your accuracy check.



Gigavolt Havoc - *Ranged(60ft, 20ft blast) Electric*
(Attack/Special Attack): 1/day 8d12.

Twinkle Tackle - *Melee(25ft burst) Fairy*
(Attack/Special Attack): 1/day 8d12. Immediately move next to your target, then roll your accuracy check.



All-Out Pummeling - *Melee(25ft burst) Fighting*
(Attack/Special Attack): 1/day 8d12. Immediately move next to your target, then roll your accuracy check.

Inferno Overdrive - *Ranged(60ft, 20ft blast) Fire*
(Attack/Special Attack): 1/day 8d12.



Supersonic Skystrike - *Melee(25ft burst) Flying*
(Attack/Special Attack): 1/day 8d12. Immediately move next to your target, then roll your accuracy check.

Never-Ending Nightmare - *Ranged(60ft, 20ft blast) Ghost*
(Attack/Special Attack): 1/day 8d12.



Bloom Doom - *Ranged(60ft, 20ft blast) Grass*
(Attack/Special Attack): 1/day 8d12.

Tectonic Rage - *Ranged(60ft, 20ft blast) Ground*
(Attack/Special Attack): 1/day 8d12.



Subzero Slammer - *Ranged(60ft, 20ft blast) Ice*
(Attack/Special Attack): 1/day 8d12.

Breakneck Blitz - *Melee(25ft burst) Normal*
(Attack/Special Attack): 1/day 8d12. Immediately move next to your target, then roll your accuracy check.



Acid Downpour - *Ranged(60ft, 20ft blast) Poison*
(Attack/Special Attack): 1/day 8d12.

Shattered Psyche - *Ranged(60ft, 20ft blast) Psychic*
(Attack/Special Attack): 1/day 8d12.



Continental Crush - *Ranged(60ft, 20ft blast) Rock*
(Attack/Special Attack): 1/day 8d12.

Corkscrew Crash - *Melee(25ft burst) Steel*
(Attack/Special Attack): 1/day 8d12. Immediately move next to your target, then roll your accuracy check.



Hydro Vortex - *Ranged(60ft, 20ft blast) Water*
(Attack/Special Attack): 1/day 8d12.



Unique Z-Moves by Species Name

Species: Decidueye

Sinister Arrow Raid - Ranged(100ft, 30ft blast) Ghost Special Attack: 1/day 8d12.



Species: Eevee

Extreme Evoboost - Self Normal Effect: 1/day. Your Attack, Defense, Special Attack, Special Defense, and Speed are +6 for 10 mins.



Species: Incineroar

Malicious Moonsault - Melee(40ft burst)

Dark Attack: 1/day 8d12. Immediately move next to your target, then roll your accuracy check.



Species: Kommo-o

Clangorous Soulblaze - Melee(40ft burst)

Dragon Special Attack: 1/day 8d12. Your Attack, and Special Attack are +2 for 10 mins.



Species: Lycanroc (Any)

Splintered Stormshards - Ranged(60ft, 20ft blast) Rock Attack: 1/day 8d12. Remove any weather or field effects from the field.



Species: Mimikyu

Let's Snuggle Forever - Melee Fairy Attack:

1/day 10d12. Immediately move next to your target, then roll your accuracy check.



Species: Pikachu

Catastropika - Melee Electric Attack: 1/day 10d12. Immediately move next to your target, then roll your accuracy check. On hit, the target is Paralyzed.



Species: Pikachu

Ten-Million Volt Thunderbolt - Ranged (100ft) Electric Special Attack: 1/day 10d12. On hit, the target is Paralyzed.



Species: Primarina

Oceanic Operetta - Ranged(100ft, 30ft blast) Water Special Attack: 1/day 8d12.



Species: Raichu (Island)

Stoked Sparksurfer - Ranged(100ft) Electric Special Attack: 1/day 8d12. On hit, the target is Paralyzed.



Species: Snorlax

Pulverizing Pancake - Melee Normal Attack: 1/day 10d12. Immediately move next to your target, then roll your accuracy check.



It's possible that there are more unique Z-Crystals to be found, but the most common by far are those that can be used with any Pokémon. Even then, each unique Z-crystals are usually worth around 100,000 ₣ while generic type oriented Z-Crystals are worth around 80,000 ₣.



Dynamax

If you form a powerful bond with your Pokémon, have a Dynamax Band, and are near a Power Spot, you can Dynamax your Pokémon. When you Dynamax a Pokémon, it becomes massive and nearly immobile and its attacks all become devastating assaults.

When within five-hundred feet of a Power Spot, you may activate your Dynamax Band once per day as a free action. When activated, one of your Pokémon with a loyalty of 2 or greater can Dynamax for 1 minute. When Dynamaxed, the Pokémon's max hit points are multiplied by 5 and its hit points are set to max. When changing back after 1 minute, set the Pokémon's hit points to max if it's current Dynamaxed HP was higher than its normal max HP.

Some Pokémon species also undergo special transformations called Gigantamax when Dynamaxing. This happens if a Pokémon is at least loyalty 3 and has successfully used Dynamax twice before and participated in a battle that it won while Dynamaxed. Gigantamaxed Pokémon also have their HP massively increased at the same rate, but can use special attacks that are unique to their Gigantamax forms. Also, Dynamax Pokémon can only be afflicted by other Dynamax Pokémon.

A Pokémon who is Dynamaxed can only move 10ft at a time, but still use their Speed to determine their turn order. They also become Dynamic sized and Dynamic weights. Dynamic size takes up a 25ftx25ft space, or 5x5 spaces, and the Dynamic weight is over 3000 lbs. If you are using Dynamax on a building, bridge, or any other collapsible structure, keep that in mind.

***Dynamax Pokémon cannot use Z-Moves or Mega Evolution

***Players who are playing the Pokémon class do not need a Dynamax band to take advantages of a Power Spot.



While Dynamaxed, moves all become Max Moves. Max Moves either use the Attack stat or the Special Attack stat depending on what stat the move that is now a Max Move used. Thunderbolt is a Special Attack, so it would change into the Electric-type Max Move. If any moves are not an attack, they all are turned into the Normal-type Max Guard.



Dynamax Max Moves by Type



Max Flutterby - Ranged(80ft, 30ft blast) Bug (Attack/Special Attack): At-Will 4d12. On hit, all targets Special Attack is -1 for 2 mins. You cannot act during the next round.



Max Darkness - Ranged(80ft, 30ft blast) Dark (Attack/Special Attack): At-Will 4d12. On hit, all targets Special Defense is -1 for 2 mins. You cannot act during the next round.



Max Wyrmwind - Ranged(80ft, 30ft blast) Dragon (Attack/Special Attack): At-Will 4d12. On hit, all targets Attack is -1 for 2 mins. You cannot act during the next round



Max Lightning - Ranged(80ft, 30ft blast) Electric (Attack/Special Attack): At-Will 4d12. At the center of the blast, 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. This terrain disappears after 2 mins. You cannot act during the next round




Max Starfall - Ranged(80ft, 30ft blast) Fairy (Attack/Special Attack): At-Will 4d12. At the center of the blast, 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. You cannot act during the next round





Max Knuckle - Ranged(80ft, 30ft blast) Fighting (Attack/Special Attack): At-Will 4d12. On hit, all allies within 60ft have +1 Attack for 2 mins. You cannot act during the next round.


 **Max Flare** - *Ranged(80ft, 30ft blast) Fire (Attack/Special Attack):* At-Will 4d12. At the center of the blast, 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. You cannot act during the next round.


 **Max Airstream** - *Ranged(80ft, 30ft blast) Flying (Attack/Special Attack):* At-Will 4d12. On hit, all allies within 60ft have +1 speed for 2 mins. You cannot act during the next round.


 **Max Phantasm** - *Ranged(80ft, 30ft blast) Ghost (Attack/Special Attack):* At-Will 4d12. On hit, all targets Defense is -1 for 2 mins. You cannot act during the next round.


 **Max Overgrowth** - *Ranged(80ft, 30ft blast) Grass (Attack/Special Attack):* At-Will 4d12. At the center of the blast, you create a circle of Grassy Terrain with a 60ft diameter. Anyone who acts within the Grassy terrain recovers 1d12 HP after acting. This terrain disappears after 2 mins. You cannot act during the next round.


 **Max Quake** - *Ranged(80ft, 30ft blast) Ground (Attack/Special Attack):* At-Will 4d12. On hit, all allies within 60ft have +1 Special Defense for 2 mins. You cannot act during the next round.


 **Max Hailstorm** - *Ranged(80ft, 30ft blast) Ice (Attack/Special Attack):* At-Will 4d12. At the center of the blast, 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. You cannot act during the next round.


 **Max Guard** - *Self Normal Effect:* 3/day. Prevent the next 30 damage you would receive until your next action.


 **Max Strike** - *Ranged(80ft, 30ft blast) Normal (Attack/Special Attack):* At-Will 4d12. On hit, all targets Speed is -1 for 2 mins. You cannot act during the next round.

 **Max Ooze** - *Ranged(80ft, 30ft blast) Poison (Attack/Special Attack):* At-Will 4d12. On hit, all allies within 60ft have +1 Special Attack for 2 mins. You cannot act during the next round.

 **Max Mindstorm** - *Ranged(80ft, 30ft blast) Psychic (Attack/Special Attack):* At-Will 4d12. At the center of the blast, 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. This terrain disappears after 2 mins. You cannot act during the next round.

 **Max Rockfall** - *Ranged(80ft, 30ft blast) Rock (Attack/Special Attack):* At-Will 4d12. At the center of the blast, 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. You cannot act during the next round.

 **Max Steelspike** - *Ranged(80ft, 30ft blast) Steel (Attack/Special Attack):* At-Will 4d12. On hit, all allies within 60ft have +1 Defense for 2 mins. You cannot act during the next round.

 **Max Geyser** - *Ranged(80ft, 30ft blast) Water (Attack/Special Attack):* At-Will 4d12. At the center of the blast, 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. You cannot act during the next round.



Gigantamax

Pokémon with unique Gigantamax forms get a bonus move that they can only use while Gigantamaxed. Here they are with their respective species by how the species appears in the Pokédex.

Gigantamax Venusaur HP: 240

Grass / Poison - Large (Dynamic), Heavy (Dynamic)

G-Max Vine Lash - Ranged(80ft, 30ft blast) Grass (Attack/Special Attack): At-Will 4d12. On hit, all targets take 1d4 damage when they act until you are no longer Gigantamaxed. You cannot act during the next round.



Gigantamax Rillaboom HP: 300

Grass - Large (Dynamic), Heavy (Dynamic)

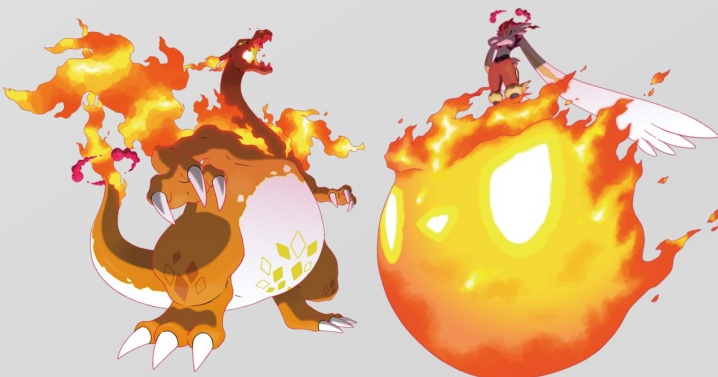
G-Max Drum Solo - Ranged(80ft, 30ft blast) Grass (Attack/Special Attack): At-Will 6d12. You cannot act during the next round.



Gigantamax Charizard HP: 240

Fire / Flying - Large (Dynamic), Heavy (Dynamic)

G-Max Wildfire - Ranged(80ft, 30ft blast) Fire (Attack/Special Attack): At-Will 4d12. On hit, all targets take 1d4 damage when they act until you are no longer Gigantamaxed. You cannot act during the next round.



Gigantamax Cinderace HP: 240

Fire - Large (Dynamic), Heavy (Dynamic)

G-Max Fireball - Ranged(80ft, 30ft blast) Fire (Attack/Special Attack): At-Will 6d12. You cannot act during the next round.

Gigantamax Blastoise HP: 240

Water - Large (Dynamic), Heavy (Dynamic)

G-Max Cannonade - Ranged(80ft, 30ft blast) Water (Attack/Special Attack): At-Will 4d12. On hit, all targets take 1d4 damage when they act until you are no longer Gigantamaxed. You cannot act during the next round.



Gigantamax Inteleon HP: 210

Water - Large (Dynamic), Heavy (Dynamic)

G-Max Hydrosnipe - Ranged(80ft, 30ft blast) Water (Attack/Special Attack): At-Will 6d12. You cannot act during the next round.

Gigantamax Pikachu HP: 120

Electric - Large (Dynamic), Heavy (Dynamic)

G-Max Volt Crash - Ranged(80ft, 30ft blast) Electric (Attack/Special Attack): At-Will 3d12. On hit, all targets are Paralyzed. You cannot act during the next round.


Gigantamax Butterfree HP: 180

Bug / Flying - Large (Dynamic), Heavy (Dynamic)

G-Max Befuddle - Ranged(80ft, 30ft blast) Bug (Attack/Special Attack): At-Will 3d12. On hit, all targets are randomly Poisoned, Paralyzed, or put to Sleep. You cannot act during the next round.


Gigantamax Eevee HP: 180

Normal - Large (Dynamic), Heavy (Dynamic)

G-Max Cuddle - Ranged(80ft, 30ft blast) Normal (Attack/Special Attack): At-Will 3d12. On hit, all targets are Infatuated. You cannot act during the next round.

Gigantamax Grimmsnarl HP: 300

Dark / Fairy - Large (Dynamic), Heavy (Dynamic)

G-Max Snooze - Ranged(80ft, 30ft blast) Dark (Attack/Special Attack): At-Will 3d12. On hit, all targets fall Asleep after their next turns. You cannot act during the next round.

Gigantamax Orbeetle HP: 180

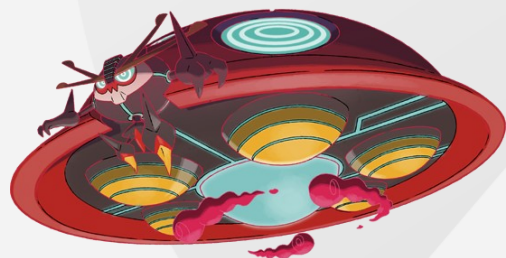
Bug / Psychic - Large (Dynamic), Heavy (Dynamic)

G-Max Gravitas - Ranged(80ft, 30ft blast) Psychic (Attack/Special Attack): At-Will 4d12. At the center of the blast, 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. You cannot act during the next round.

Gigantamax Toxtricity HP: 240

Electric / Poison - Large (Dynamic), Heavy (Dynamic)

G-Max Stun Shock - Ranged(80ft, 30ft blast) Electric (Attack/Special Attack): At-Will 3d12. On hit, all targets are randomly Poisoned or Paralyzed. You cannot act during the next round.


Gigantamax Alcremie HP: 210

Fairy - Large (Dynamic), Heavy (Dynamic)

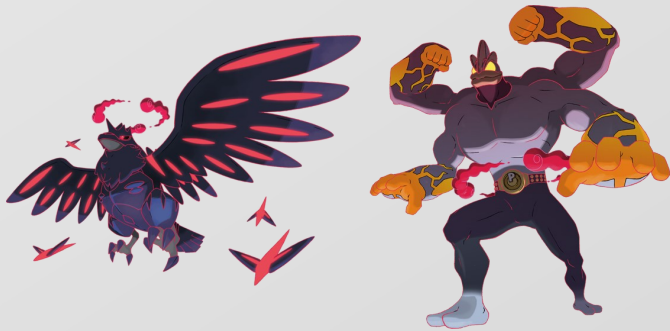
G-Max Finale - Ranged(80ft, 30ft blast) Fairy (Attack/Special Attack): At-Will 2d12. On hit, all allies within 60ft heal 1d12 HP. You cannot act during the next round.

Gigantamax Corviknight HP: 300



Flying / Steel - Large (Dynamic), Heavy (Dynamic)

G-Max Wind Rage - Ranged(80ft, 30ft blast) Flying (Attack/Special Attack): At-Will 4d12. On hit, remove all weather, terrain, hazards, coats, from the battlefield. You cannot act during the next round.

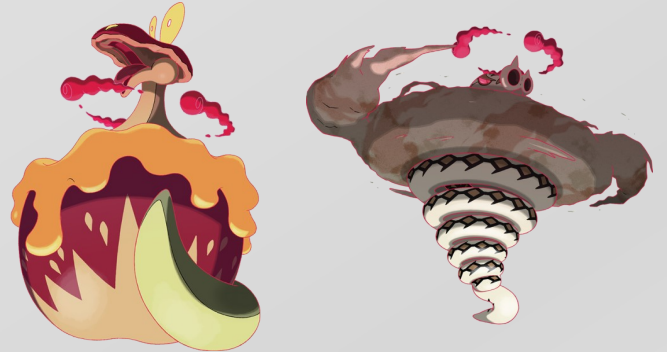


Gigantamax Flapple or Appletun HP: 270



Grass / Dragon - Large (Dynamic), Heavy (Dynamic)

G-Max Flavorful - Ranged(80ft, 30ft blast) Grass (Attack/Special Attack): At-Will 2d12. On hit, all allies within 60ft are cured of any afflictions. You cannot act during the next round.

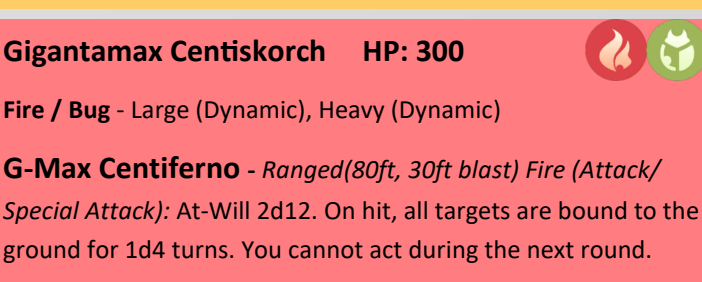


Gigantamax Machop HP: 270



Fighting - Large (Dynamic), Heavy (Dynamic)

G-Max Chi Strike - Ranged(80ft, 30ft blast) Fighting (Attack/Special Attack): At-Will 2d12. On hit, all allies within 60ft heal score critical hits on naturally rolled 19 and 20 until you are no longer Gigantamaxed. You cannot act during the next round.



Gigantamax Sandaconda HP: 210



Ground - Large (Dynamic), Heavy (Dynamic)

G-Max Sandblast - Ranged(80ft, 30ft blast) Ground (Attack/Special Attack): At-Will 2d12. On hit, all targets are bound to the ground for 1d4 turns. You cannot act during the next round.

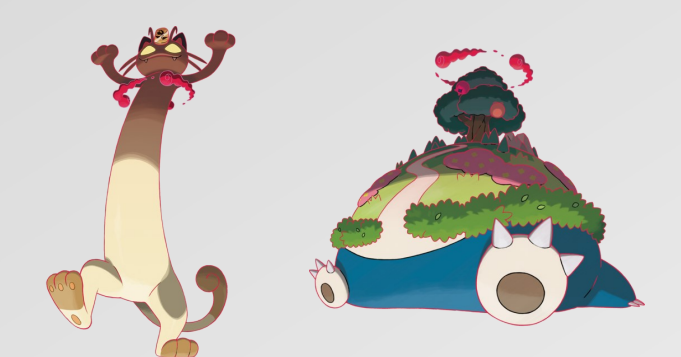


Gigantamax Meowth HP: 120



Normal - Large (Dynamic), Heavy (Dynamic)

G-Max Gold Rush - Ranged(80ft, 30ft blast) Normal (Attack/Special Attack): At-Will 3d12. On hit, all targets are Confused. You cannot act during the next round.



Gigantamax Gengar HP: 180



Ghost / Poison - Large (Dynamic), Heavy (Dynamic)

G-Max Terror - Ranged(80ft, 30ft blast) Ghost (Attack/Special Attack): At-Will 2d12. On hit, all targets are bound to the ground for 1d4 turns. You cannot act during the next round.

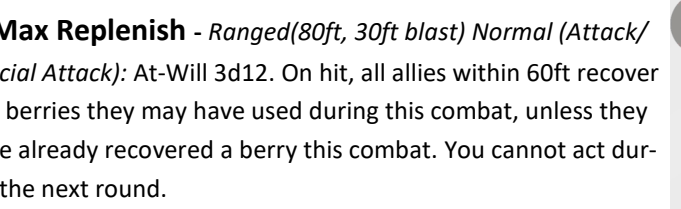


Gigantamax Snorlax HP: 480

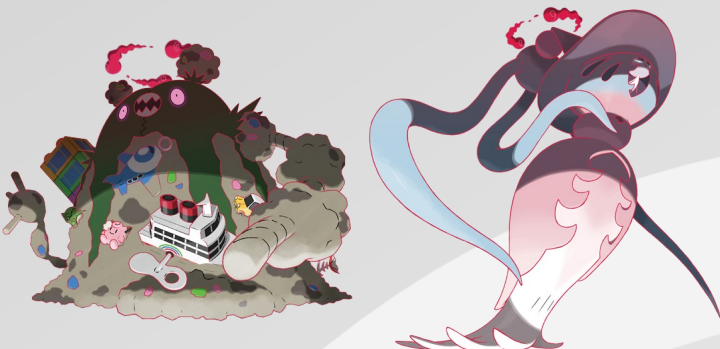


Normal - Large (Dynamic), Heavy (Dynamic)

G-Max Replenish - Ranged(80ft, 30ft blast) Normal (Attack/Special Attack): At-Will 3d12. On hit, all allies within 60ft recover any berries they may have used during this combat, unless they have already recovered a berry this combat. You cannot act during the next round.



Gigantamax Garbodor HP: 240
Poison - Large (Dynamic), Heavy (Dynamic)

G-Max Malodor - Ranged(80ft, 30ft blast) Poison (Attack/Special Attack): At-Will 3d12. On hit, all targets are Poisoned. You cannot act during the next round.

Gigantamax Duraludon HP: 210
Steel - Large (Dynamic), Heavy (Dynamic)

G-Max Depletion - Ranged(80ft, 30ft blast) Dragon (Attack/Special Attack): At-Will 3d12. On hit, all targets cannot use whatever move they last used until you are no longer Gigantamaxed. You cannot act during the next round.

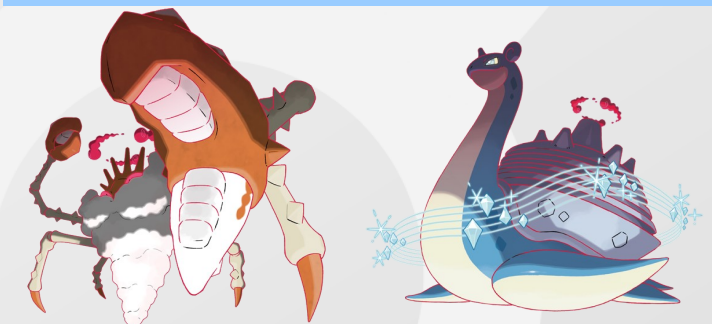
Gigantamax Hatterene HP: 180
Normal - Large (Dynamic), Heavy (Dynamic)

G-Max Smite - Ranged(80ft, 30ft blast) Fairy (Attack/Special Attack): At-Will 3d12. On hit, all targets are Confused. You cannot act during the next round.

Gigantamax Coalossal HP: 330
Rock / Fire - Large (Dynamic), Heavy (Dynamic)

G-Max Volcalith - Ranged(80ft, 30ft blast) Rock (Attack/Special Attack): At-Will 4d12. On hit, all targets take 1d4 damage when they act until you are no longer Gigantamaxed. You cannot act during the next round.

Gigantamax Drednaw HP: 270
Water / Rock - Large (Dynamic), Heavy (Dynamic)

G-Max Stonesurge - Ranged(80ft, 30ft blast) Water (Attack/Special Attack): At-Will 2d12. On hit, place the 2 Stealth Rock Hazards in the blast zone. 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. You cannot act during the next round.

Gigantamax Kingler HP: 180
Water - Large (Dynamic), Heavy (Dynamic)

G-Max Foam Burst - Ranged(80ft, 30ft blast) Water (Attack/Special Attack): At-Will 4d12. On hit, all targets Speed is -2 for 2 mins. You cannot act during the next round.

Gigantamax Lapras HP: 390
Water / Ice - Large (Dynamic), Heavy (Dynamic)

G-Max Resonance - Ranged(80ft, 30ft blast) Water (Attack/Special Attack): At-Will 2d12. On hit, your Defense and Special Defense are +1 for 1 min. You cannot act during the next round.

Gigantamax Copperajah HP: 360
Steel - Large (Dynamic), Heavy (Dynamic)

G-Max Steelsurge - Ranged(80ft, 30ft blast) Steel (Attack/Special Attack): At-Will 2d12. On hit, place the Spikes Hazard in the blast area. 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. You cannot act during the next round.

Passives

In addition to their skills that affect how a Pokémon interacts with the world, Pokémon also have passives that affect their stats or their attacks. In this list, Pokémon Tabletop Adventures introduces some passives unique to tabletop. These passives could potentially be on a Pokémon in the wild, or used on unique Pokémon made just for Pokémon Tabletop Adventures. You might even see these abilities on Pokémon owned by Gym Leaders or powerful villains that your GM is using.

Additional Ability Passives List

Last chance passives give Pokémon an edge once they're on their last legs.



All Out (When you are below 20 HP, your Fighting-type attacks deal +4 damage.)



Blaze (When you are below 20 HP, your Fire-type attacks deal +4 damage.)



Deep Freeze (When you are below 20 HP, your Ice-type attacks deal +4 damage.)



Dimming Light (When you are below 20 HP, your Dark-type attacks deal +4 damage.)



Dreaded (When you are below 20 HP, your Ghost-type attacks deal +4 damage.)



Freefall (When you are below 20 HP, your Flying-type attacks deal +4 damage.)



Last Chance (When you are below 20 HP, your Normal-type attacks deal +4 damage.)



Mind Fortress (When you are below 20 HP, your Psychic-type attacks deal +4 damage.)



Overdose (When you are below 20 HP, your Poison-type attacks deal +4 damage.)



Overgrow (When you are below 20 HP, your Grass-type attacks deal +4 damage.)



Shattering (When you are below 20 HP, your Rock-type attacks deal +4 damage.)



Sinkhole (When you are below 20 HP, your Ground-type attacks deal +4 damage.)



Sparking (When you are below 20 HP, your Electric-type attacks deal +4 damage.)

Spritespell (When you are below 20 HP, your Fairy-type attacks deal +4 damage.)



Swarm (When you are below 20 HP, your Bug-type attacks deal +4 damage.)



Torrent (When you are below 20 HP, your Water-type attacks deal +4 damage.)



Unbreakable (When you are below 20 HP, your Steel-type attacks deal +4 damage.)



Wyrmlare (When you are below 20 HP, your Dragon-type attacks deal +4 damage.)



Type shifting passives let Normal-type move change types, maybe now you can get more same-type attack bonuses?

Aerilate (Normal-type moves performed by you are treated as Flying-type moves.)



Darken (Normal-type moves performed by you are treated as Dark-type moves.)



Draconize (Normal-type moves performed by you are treated as Dragon-type attacks.)



Inflariate (Normal-type moves performed by you are treated as Fire-type moves.)



Galvanize (Normal-type moves performed by you are treated as Electric-type moves.)



Granitize (Normal-type moves performed by you are treated as Rock-type attacks.)



Hydrate (Normal-type moves performed by you are treated as Water-type moves.)



Martialize (Normal-type moves performed by you are treated as Fighting-type moves.)



Metalcoating (Normal-type moves performed by you are treated as Steel-type moves.)



Normalize (Attacks performed by you are treated as Normal-type attacks.)









Pixilate (Normal-type moves performed by you are treated as Fairy-type moves.)



Plantify (Normal-type moves performed by you are treated as Grass-type moves.)





















-  **Psionate** (Normal-type moves performed by you are treated as Psychic-type attacks.)
-  **Quakate** (Normal-type moves performed by you are treated as Ground-type attacks.)
-  **Refrigerate** (Normal-type moves performed by you are treated as Ice-type moves.)
-  **Scuttlice** (Normal-type moves performed by you are treated as Bug-type attacks.)
-  **Spookify** (Normal-type moves performed by you are treated as Ghost-type attacks.)
-  **Toxicate** (Normal-type moves performed by you are treated as Poison-type moves.)

These passives give a Pokémon an additional same-type attack bonus for Pokémon with a semi third typing. It can even give a Pokémon twice the STAB.

-  **Bland** (Your Normal-type attacks deal +4 damage.)
-  **Cold** (Your Ice-type attacks deal +4 damage.)
-  **Combative** (Your Fighting-type attacks deal +4 damage.)
-  **Corrupted** (Your Dark-type attacks deal +4 damage.)
-  **Draconian** (Your Dragon-type attacks deal +4 damage.)
-  **Grounded** (Your Ground-type attacks deal +4 damage.)
-  **Esper** (Your Psychic-type attacks deal +4 damage.)
-  **Fae** (Your Fairy-type attacks deal +4 damage.)
-  **Flaming** (Your Fire-type attacks deal +4 damage.)
-  **Ingrown** (Your Grass-type attacks deal +4 damage.)
-  **Insectoid** (Your Bug-type attacks deal +4 damage.)
-  **Livewire** (Your Electric-type attacks deal +4 damage.)
-  **Poisonous** (Your Poison-type attacks deal +4 damage.)
-  **Spirit** (Your Ghost-type attacks deal +4 damage.)
-  **Steelworker** (Your Steel-type attacks deal +4 damage.)
-  **Stoneskin** (Your Rock-type attacks deal +4 damage.)
-  **Watery** (Your Water-type attacks deal +4 damage.)
-  **Winged** (Your Flying-type attacks deal +4 damage.)

These powerful passives give a bonus to allies as if they were gaining STAB.

-  **Buggy Spirit** (Bug-type attacks used within 10ft of you by yourself or allies deal +4 damage.)
-  **Dark Spirit** (Dark-type attacks used within 10ft of you by yourself or allies deal +4 damage.)
-  **Draconian Spirit** (Dragon-type attacks used within 10ft of you by yourself or allies deal +4 damage.)
-  **Fairy Spirit** (Fairy-type attacks used within 10ft of you by yourself or allies deal +4 damage.)
-  **Fiery Spirit** (Fire-type attacks used within 10ft of you by yourself or allies deal +4 damage.)
-  **Fighting Spirit** (Fighting-type attacks used within 10ft of you by yourself or allies deal +4 damage.)
-  **Flighty Spirit** (Flying-type attacks used within 10ft of you by yourself or allies deal +4 damage.)
-  **Ghastly Spirit** (Ghost-type attacks used within 10ft of you by yourself or allies deal +4 damage.)
-  **Grassy Spirit** (Grass-type attacks used within 10ft of you by yourself or allies deal +4 damage.)
-  **Grounded Spirit** (Ground-type attacks used within 10ft of you by yourself or allies deal +4 damage.)
-  **Icy Spirit** (Ice-type attacks used within 10ft of you by yourself or allies deal +4 damage.)
-  **Normy Spirit** (Normal-type attacks used within 10ft of you by yourself or allies deal +4 damage.)
-  **Poisonous Spirit** (Poison-type attacks used within 10ft of you by yourself or allies deal +4 damage.)
-  **Psychy Spirit** (Psychic-type attacks used within 10ft of you by yourself or allies deal +4 damage.)
-  **Rocky Spirit** (Rock-type attacks used within 10ft of you by yourself or allies deal +4 damage.)
-  **Steely Spirit** (Steel-type attacks used within 10ft of you by yourself or allies deal +4 damage.)
-  **Watery Spirit** (Water-type attacks used within 10ft of you by yourself or allies deal +4 damage.)
-  **Zappy Spirit** (Electric-type attacks used within 10ft of you by yourself or allies deal +4 damage.)

Additional Passives Continued

Some extra Stat Passives for Pokémon who need a push...

Stat Passives

Gear Up	(+1 Attack)
Plan Out	(+2 Special Attack)
Big Brained	(+6 Special Attack)
Aromatic Mist	(+1 Special Defense)
Headache	(+1 Special Defense)
Dissipate	(+3 Special Defense)
Snarl	(+1 Special Defense)
Cotton Down	(+1 Speed)

Mix Stat Passives

Fae Frolic	(+1 Special Attack, +1 Speed)
Headstrong	(+4 Special Attack, -2 to accuracy checks)
Magnetic Flux	(+1 Defense, +1 Special Defense)
Noble Roar	(+1 Defense, +1 Special Defense)
Seer Sight	(+1 Special Attack, +1 to accuracy checks)

These Ability Passives change how many Pokémon will interact with various effects...

Alacrity (Your Speed cannot be lowered by a foe's effects.)

Benefactor (If any ally is knocked out within 10ft of you, you gain any temporary stat bonuses they had until those bonuses would expire.)

Carry On (Whenever an ally is knocked out, recover 1d6 HP.)

Close Quarters (Add +1 during accuracy check whenever you use a melee attack.)

Critastrophe (Your critical hits deal double their rolled results plus modifiers instead of dealing the maximum result possible.)

Dauntless (Your Special Attack cannot be lowered by a foe's effects.)

Devious Entrance (As a free action you may deplete one use of Toxic Spikes and use Toxic Spikes.)

Dynamic Entry (You have +3 to your first accuracy check each combat.)

Enduring (You can only be knocked out when you are at 1 HP.)

Escape Artist (You are immune to being bound and cannot have your movement restricted.)

Gassy (As a free action you may deplete one use of Smoke Screen and use Smoke Screen.)

Gravitoid (As a free action you may deplete one use of Stealth Rock and use Stealth Rock.)

Gritty (While afflicted, you have +1 Defense and +1 Special Defense.)

Haymaker (When calculating damage, apply your relevant modifier twice.)

Herald (If any allies within 10ft have no stat passives, they have your stat passives.)

Impervious (Your stats cannot be lowered.)

Jackstones (As a free action you may deplete one use of Spikes and use Spikes.)

Last Breath (When knocked out by an attack, all adjacent allies recover 1d12 HP.)

Mettle (Your Special Defense cannot be lowered by a foe's effects.)

No Quarter (Your attacks made against Stunned or bound targets deal +4 damage.)

Reformation (The first time you take damage during combat, recover 1d12 HP.)

Resilience (You cannot receive any afflictions if you've already been cured of an affliction during the same combat.)

Resistance Up (While below half HP, you have +2 Special Defense.)

Restoration (Whenever you recover HP, recover an additional 1d6 HP.)

Ridicule (Whenever a foe fails to hit an attack where you were a possible target, recover 1d4 HP.)

Sand Shelter (You take no damage from Sandstorming weather.)

Shields Up (While below half HP, you have +2 Defense.)

Side Effects (When attacking a foe who recovered HP since your last turn, you deal +1d12 damage on hit.)

Snow Shelter (You take no damage from Hailing weather.)

Standfast (While Stunned, you have +3 Defense and +3 Special Defense.)

Viral (When you successfully afflict a target, any adjacent foes are also afflicted with the same affliction.)

Unyielding (If you are at half of your max HP or less, you cannot take more than 20 damage at a time.)

Additional Items

There are more items in the Pokémon world than the basic things found in the PHB, here are some rare trainer items that you may come across.

In modern settings, most purchases from any stores are made with Pokécredits, shortened as ₪.

Powerful/Rare Trainer Items

Ranger Styler Illegal to sell/purchase, valued around 8,000 ₪

Stylers are electronic Pokémon restraint systems. They non-violently reign wilds to your command temporarily. While used and seen with rangers everywhere, they are illegal to own if you are not a registered ranger or other kind of law enforcement. When not used with Ranger features, you may use a Styler as an action to attempt to restrain a wild Pokémon by rolling a capture roll against the wild. If successful, the Pokémon 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. Stylers need charging for 2 mins, once a week, at Ranger stations, law enforcement stations, or Pokémon centers.

Snag Machine Illegal to sell/purchase, valued around 68,000 ₪



Snag Machines are extremely illegal devices that are worn over your hand and forearm like a long glove. When activated, they allow Poke Balls thrown from your Snag Machine hand to capture owned Pokémon. The lower the Pokémon's loyalty to their trainer, the easier it is for your Snagger to steal them from their trainer. Snag Machines will not work on Pokémon that are at least at loyalty 3.



Mega Ring (Key Stone holder) valued around 48,000 ₪



Even though they are usually known as Mega Rings, really any jewelry or accessory designed to hold a Key Stone and use its power to induce a Mega Evolution is approximately valued at

almost fifty-thousand credits. With the Mega Ring and a Key Stone, you may active your Mega Ring once per day as a free action. When activated, your Pokémon with a Mega Stone and a loyalty of 2 or greater can Mega Evolve for 10 mins. Mega Evolving generally improves some stats of the Pokémon, and sometimes changes its types or passives. If the Mega Pokémon is returned to a Poke Ball, or knocked out, it returns to its regular form.

Z-Ring valued around 48,000 ₪

Z-Rings harness the power of a Sparkling Stone and a Z-Crystal to empower your Pokémon to unleash a Z-Move. When a Z-Crystal is attached,

once per day as your action, your Pokémon with a loyalty of 2 or greater can use its entire action to use a Z-Move. Z-Moves correspond to the Z-Crystal installed in the Z-Ring and use the Z-Move attack list.



Dynamax Band valued around 48,000 ₪



Dynamax bands have Wishing Stars embedded within them, enabling you to Dynamax, or Gigantamax, your Pokémon. When within five-hundred feet of a Power Spot, you may activate your Dynamax Band once per day as a free action. When activated, one of your Pokémon with a loyalty of 2 or

greater can Dynamax or Gigantamax for 1 minute. When Dynamaxed or Gigantamax, the Pokémon's max hit points are multiplied by 5 and its hit points are set to max. When Dynamaxed, Pokémon can use the Dynamax attack list and cannot use any of their normal attacks. When Gigantamax, Pokémon can use the Dynamax attack list, their unique Gigantamax attack, and cannot use any of their normal attacks. When changing back, set the Pokémon's hit points to max if its HP was higher than its max HP.

Tech Trainer Items

Pokédex valued around 600 ₺

Although many trainers may rely solely on an app on their smart device or an internet search to identify Pokémon, some trainers carry a Pokédex. Pokédex are about the same size of a smart phone. Like a smart device with a Pokédex app, a Pokédex has a very fast-identifying camera and can bring up data about a Pokémon you pointed its camera at for at least three seconds. A Pokédex can play audio reading a Pokémon page's data if you're too busy to stop and read, and can even pull up a Pokémon's information by voice command if you're already familiar with a Pokémon specie's name.

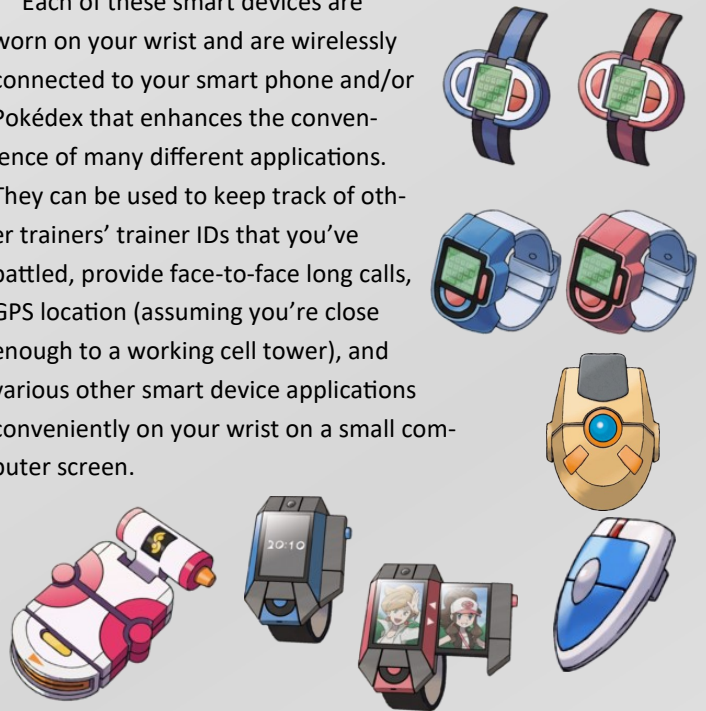
There are over one hundred Pokédex models across the world and every year a newer model comes out with more capabilities. Some are indistinguishable from smart devices, save for their classification as a Pokédex. The main difference is the extra detail that goes into data collection with a Pokédex. Every trainer's Pokédex contributes to a database that continues to help with everyone's knowledge base for a Pokémon species. In addition, a trainer who owns a Pokédex can contribute facts or behaviors observed for peer review in the Pokédex database.

Some companies even provide a Rotom who inhabits the Pokédex, giving the machine a sentient controller who can float around and attend a trainer. These Rotom are bred for Pokédex possession and do not count as an owned Pokémon. Instead they are more like wild Pokémon who are bonded to a piece of technology that is owned by a trainer. Unsurprisingly, these kinds of Pokédex are unable to be dematerialized by a Poké Ball so the inhabiting Rotom is safe from capture.




C-Gear, Pokégear, PokéNav, Pokétch, Vs. Seeker,
or **Xtransceiver** each valued around 280 ₪

Each of these smart devices are worn on your wrist and are wirelessly connected to your smart phone and/or Pokédex that enhances the convenience of many different applications. They can be used to keep track of other trainers' trainer IDs that you've battled, provide face-to-face long calls, GPS location (assuming you're close enough to a working cell tower), and various other smart device applications conveniently on your wrist on a small computer screen.



Pokémon Box Link valued around 198,000 ₪

Pokémon Box Links are small digital boxes that serve as wireless, remote access points to the Pokémon Computer Terminals that are usually found in Pokémon Centers and other important Pokémon facilities. Each Pokémon Box Link can connect to the PCT network from anywhere with a clear signal as long as the Pokémon Box Link is charged and you aren't too far into the wild where there might not be cell towers. A PBL can deposit a Pokémon in its Poké Ball to your Pokémon Bank, teleporting the Poké Ball away. It can also withdraw a Pokémon from your Pokémon Bank if you don't currently have six Pokémon with you already. The process of depositing a Pokémon and withdrawing one takes about one minute per exchange. A Pokémon Box Link needs about three hours of charging per week with its solar charger on its underside. It also can be plugged into an outlet to charge. Any trainer can use a Pokémon Box Link to access their personal Pokémon Bank account by logging in with their trainer ID. The Pokémon Box Link can even facilitate trades through the GTS, but cannot be used to perform a local trade. A deposited injured Pokémon will not be healed via Pokémon Center remotely.

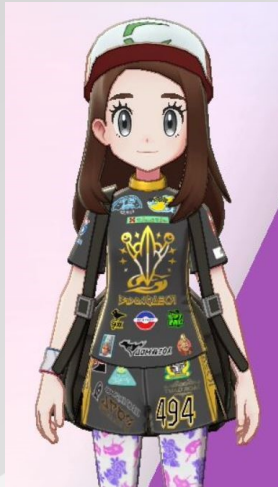
A blue and black rectangular device, the Pokémon Box Link, is shown. It has a black screen on top displaying a yellow outline of a Pokémon (Poliwhirl) and some text. Below the screen is a green circular button. The device has a solar panel on its underside, indicated by green lines. It is shown from a slightly elevated angle.

(PTA's Discord server has an in-game GTS! Check it out!)

Fashion

Clothes can make a trainer. Sometimes, you just grab what you want and look good. Other times, you get specialized clothes to help you with specific tasks.

While different pieces of clothes can cost anywhere from 5 to 500 to even 5000 ₪ for different quality of clothing or even for a brand's logo on it, specialized clothing that helps you perform well with your skills will cost more.



Skill Boosting Clothes valued around 800 ₪

While you may wear as many different types of clothing or accessory equipment that benefit your skills as you want at a time, you may only benefit from any one clothing/equipment bonus per day. Amateur versions of these items may need repair or retouching after one use of their effect, but tend to be as affordable as 200 ₪.

These are all examples— it's possible these bonuses can appear on many different types of clothing or accessories.

Item	Effect
Ninja Tabi	+2 to an Acrobatics skill check
Bracing Sleeves	+2 to an Athletics skill check
Domino Mask	+2 to a Bluff / Deception skill check
Pyramid Hat	+2 to a Concentration skill check
Padded Jacket	+2 to a Constitution skill check
Fine Ascot	+2 to a Diplomacy skill check
Fingerless Gloves	+2 to a Engineering / Operation skill check
Grand Monocle	+2 to a History skill check
Cozy Scarf	+2 to a Insight skill check
Wrist Magnifier	+2 to a Investigate skill check
New Stethoscope	+2 to a Medicine skill check
Field Boots	+2 to a Nature skill check
Tech Visor	+2 to a Perception skill check
Baller Hacky Sack	+2 to a Perform skill check

Skill Boosting Clothes cont.

Item	Effect
Soft Brush	+2 to a Pokémon Handling skill check
AR Goggles	+2 to a Programming skill check
Loose Overcoat	+2 to a Slight of Hand skill check
Silent Sneakers	+2 to a Stealth skill check



Combat Wear

A person who puts themselves in the wild can benefit from being well equipped for the journey. These items will help you survive harm, though they don't actually affect your stats.

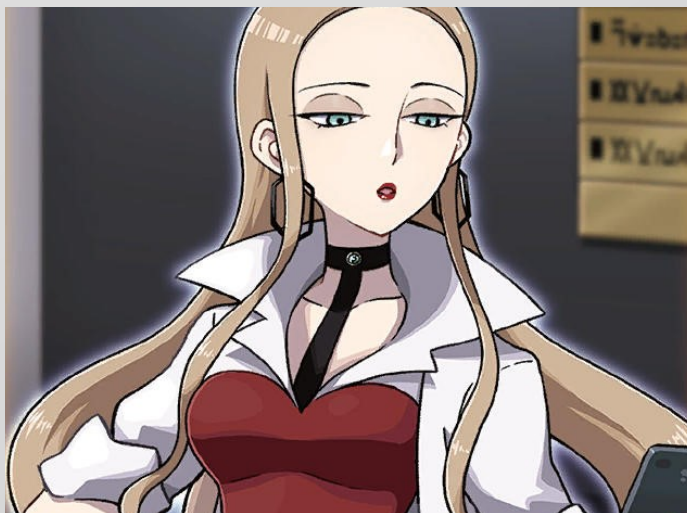
Item	Effect
Studded Leather	+1 Defense during accuracy checks made against you (10lbs) 1250 ₪
Chainmail	+2 Defense during accuracy checks made against you and you move 10ft less per turn (20lbs) 3450 ₪
Full Plate Armor	+3 Defense during accuracy checks made against you and you move 20ft less per turn. (50lbs) 9650 ₪
Nimble Spandex	+1 Special Defense during accuracy checks made against you. (1lbs) 1250 ₪



Proficiency Group Lists

The following lists are move groupings that match up to the Pokédex. Each Pokémon family in the Pokédex has a list of proficiencies that match up to the groupings found here. Each group is explained here and lists moves that can be learned by HM, TM, or TR, or potentially taught by a tutor you encounter on your journey. Not every tutor knows how to teach all moves from any given group, and some tutors might have moves that they can teach across a wide spectrum of groups. It should be noted that parents can still potentially pass down unusual moves that do not match to any Pokémon's proficiencies.

All over the world are various Move Tutors who have specialized in training to teach specific moves to Pokémon. While any player may match a tutor's ability to teach a specific move, many tutors are vetted and certified by tutoring unions. For this reason, you can find some established tutors in almost any city. While a Technical Machine or Technical Record can do the same thing for a Pokémon and teach it a new move, Tutors are often a little cheaper than any teaching machine.



Type Groups

The first proficiency groups are type groups. It should be noted that not every move is in its type's grouping, such as the Water-type signature move Water Shuriken. It should also be noted that some moves will appear in type lists that are different from its own, such as Smokescreen, a Normal-type move, appearing in both the Fire and Poison lists.



Bug List

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.

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.

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.

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.

Bug List continued



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.

Poison Sting - *Melee Poison Attack: At-Will 1d4.* On hit, if you got 15 or higher on Accuracy Check, the target is Poisoned.

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.

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.

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

Venoshock - *Ranged(10ft) Poison Special Attack: 3/day 2d10.* If the target is Poisoned or Toxified, Venoshock has 4d10 for damage instead.



Dark List



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

Brutal Swing - *Melee(5ft burst) Dark Attack: At-Will 2d8.*

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.

Feint Attack - *Melee Dark Attack: 3/day 3d8.* You can't miss targets with less than 15 Defense.

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.

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.

Payback - *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.

Sucker Punch - *Melee Dark Attack: 1/day 3d8.* Sucker Punch is used as a Reaction. When you are a targeted 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.

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.

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

Dragon List

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 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 attack 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.

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



Electric List

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.

Electro Ball - *Ranged(15ft) Electric Special Attack:* 3/day 3d10. Electro Ball can only be used against targets slower than you.

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.

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.

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.

Electric List continued



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

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.

Wild Charge - Melee Electric Attack: 3/day 3d10. On hit, you lose HP equal to 1/4th 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.



Fairy List



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

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.

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.

Play Rough - Melee Fairy Attack: 3/day 3d10. On hit, the target's Attack is -1 for 10 mins. This effect cannot be stacked.

Sweet Scent - Ranged(10ft) Normal Effect: At-Will. On hit, your next attack against the same target has +1 during Accuracy Check.

Sweet Kiss - Melee Normal Effect: 3/day. Sweet Kiss has -4 during Accuracy Check. On hit, the target is Confused.

Fighting List

Aura Sphere - *Ranged(30ft) Fighting Special Attack: 1/day 3d12.* You can't miss targets with less than 20 Special Defense.

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.

Close Combat - *Melee Fighting Attack: 1/day 5d12.* On hit, your Defense and Special Defense is -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.

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.

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.

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

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.

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

Fighting List continued



Seismic Toss - *Melee Fighting Attack: 3/day*. On hit, the target is moved 10ft then loses exactly 25 HP.

Submission - *Melee Fighting Attack: 3/day 3d10*. On hit, you lose HP equal to $1/4^{\text{th}}$ 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.

Vacuum Wave - *Ranged(15ft) Fighting Special Attack: At-Will 2d6*. Vacuum Wave has Priority.

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 List



Clear Smog - *Ranged(5ft burst) Poison Special Attack: At-Will 1d12*.

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

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

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 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 $1/3^{\text{rd}}$ 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.

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.

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.

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.

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 not 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.

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.

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 List

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

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.

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.

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. **(Needs a beak)**

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.

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.

Peck - *Melee Flying Attack*: At-Will 2d6. **(Needs a beak)**

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.

Whirlwind - *Ranged(20ft) Normal Effect*: 3/day. On hit, moves the target 60ft away.

Wing Attack - *Melee Flying Attack*: At-Will 2d8. **(Needs wings)**

Ghost List

Astonish - *Melee Ghost Attack*: At-Will 1d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

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 - *Ranged(50ft) 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.

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 3d12. Poltergeist cannot be used if the target has no 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 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 Sneak - *Melee Ghost Attack*: At-Will 2d6. Shadow Sneak has Priority.

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

Terrify - *Ranged(25ft) Ghost Special Attack*: At-Will 1d12.



Grass List

Absorb - *Melee Grass Special Attack: 3/day 2d8.* On hit, you regain HP equal to half of the damage dealt.

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.

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.

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.

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.

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. **(Has leaves on their body)**

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.

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.

Poison Powder - *Melee Poison Effect: At-Will.* Poison Powder has -5 during Accuracy Check. On hit, the target is Poisoned.

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.

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.

Stun Spore - *Melee Grass Effect: At-Will.* Stun Spore has -5 during Accuracy Check. On hit, the target is Paralyzed.

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.

Sweet Scent - *Ranged(10ft) Normal Effect: At-Will.* On hit, your next attack against the same target has +1 during Accuracy Check.

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 3/4th of your Max HP instead.

Ground List

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.

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.

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.*

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 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.

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

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.

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.

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.

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.

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.

Ice List

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 after applying weakness and resistances. This Coat lasts for 2 mins.

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

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 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 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.

Ice List continued

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

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.

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.

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.

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.

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. **(Needs legs)**

Poison List

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.

Clear Smog - *Ranged(5ft burst) Poison Special Attack: At-Will 1d12.*

Clearing Smog - *Ranged(20ft) 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.

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 Toxicified.

Poison Gas - *Ranged(5ft burst) Poison Effect: 3/day.* Poison Gas has -2 during Accuracy Check. On hit, all targets are Poisoned.

Poison Sting - *Melee Poison Attack: At-Will 1d4.* On hit, if you got 15 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.

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.

Sweet Scent - *Ranged(10ft) Normal Effect: At-Will.* On hit, your next attack against the same target has +1 during Accuracy Check.

Toxic - *Melee Poison Effect: 1/day.* Toxic has -3 during Accuracy Check, unless the user is Poison type. On hit, the target is Toxicified.

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 Toxicify foes instead of Poisoning them instead. This Hazard disappears after 2 mins.

Venom Drench - *Ranged(10ft) Poison Effect: 3/day.* Venom Drench can only target a Poisoned or Toxicified 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 Toxicified, Venoshock has 4d10 for damage instead.

Psychic List

Ally Switch - *Self Psychic Effect: 1/day.* Ally Switch is used as a Reaction. If you are hit by an attack, you and a willing ally within 60ft switch places and the ally is hit by the attack instead.

Confusion - *Ranged(10ft) Psychic Special Attack: At-Will 1d12.* On hit, if you got 19 or higher on Accuracy Check, the target is Confused.

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

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.

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.

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 after applying weakness and resistance. This Wall 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.

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.

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

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 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.

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.

Teleport - *Ranged(50ft) Psychic Effect: 1/day.* Teleport may be used as a Reaction. Teleport moves you 50ft away in your line of sight. After an enemy hits you with a move that deals damage, you may use Teleport as a Reaction to move up to 50ft away in your line of sight. You 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 List

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.

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 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.

Steel List

Bullet Punch - *Melee Steel Attack: At-Will 2d6.* Bullet Punch has Priority. **(Must have arms)**

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.

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. *(Must have a tail)*

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

Metal Burst - *Ranged(40ft) Steel Effect: 1/day.* Metal Burst is used as a Reaction. If you are hit by an enemy with an attack and the enemy is within range, deal exactly 1.5x the damage to the enemy that you received after taking damage. Do not apply weakness or resistances.

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.

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.

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.

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.

Water List

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.

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.

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

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.

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.

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

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.



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 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.

Waterfall - *Melee Water Attack*: 3/day 3d10. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.

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.

Move Groups

The remaining move groups are grouped by themes. Sometimes the group is defined by the kind of attack, such as the Punches group, and other times the group is defined by the type of Pokémon who can use those moves, like the Draconian move list. Each group will likely have a wide spectrum of types of moves. Each group here will have a short description to help players and GMs determine if a Pokémon qualifies for a specific move. Even if it appears on a move list and a Pokémon has that proficiency sometimes it'll still not make any sense—a Pokémon without a tail would not use Dragon Tail.

The first group is the Any list. It needs no specific instructions. Regardless of the rarity a GM may assign to an NPC tutor who teaches one of these moves, any Pokémon can learn from the Any List. Some entries have limitations in bolded parenthesis.

Any List

After You - *Ranged(20ft) Normal Effect: 3/day.* For the rest of the encounter, your turn will be after the target's turn.

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. **(At least 8 in Attack or Special Attack)**

Attract - *Ranged(10ft) Normal Effect: 1/day.* On hit, the target is Infatuated with you.

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.

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.

Covet - *Melee Normal Attack: 3/day 2d8.* On hit, steals the target's held item, if any.

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. **(At least 10 Speed)**

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 are hit by an attack and would be knocked out, instead you are still at 1 HP.



Facade - *Melee Normal Attack: 1/day 3d8.* If you have an affliction, use 5d12 as damage instead.

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.

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.

Giga Impact - *Melee(10ft burst) Normal Attack: 1/day 5d20.* Giga Impact has -2 during Accuracy Check. You cannot act during the next round. **(Fully evolved only)**

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.

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. **(Fully evolved only)**

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.

Any List continued

Pound - *Melee Normal Attack*: At-Will 2d6.

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.

Pursuit - *Melee Dark Attack*: At-Will 2d6. Pursuit deals +6 damage to a target if they moved away from you during their last action.

Quick Attack - *Melee Normal Attack*: At-Will 2d6. Quick Attack has Priority. **(At least 10 Speed)**

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. **(At least 10 Speed)**

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.

Roar - *Ranged(30ft burst) Normal Effect*: 1/day. On hit, Pokémon that are smaller than you will not want to fight and will attempt to run away from you.

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.

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.

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.

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.

Substitute - *Self Normal Effect*: 1/day. Substitute is used as a Reaction. If you would take more than $1/6^{\text{th}}$ of your Max HP in damage from an attack, instead lose HP equal to $1/6^{\text{th}}$ of your Max HP.

Swift - *Ranged(20ft) Normal Special Attack*: 3/day 3d8. You can't miss targets with less than 15 Special Defense. **(At least 8 in Attack or Special Attack)**

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. **(Must have a tail)**

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

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

Toxic - *Melee Poison Effect*: 1/day. Toxic has -3 during Accuracy Check, unless you are Poison type. On hit, the target is Toxified.

Move Lists Groups

The remaining lists are sorted alphabetically, but end with the Signature List. Each grouping has a short summary of its contents for determine compatibility with altered Pokémon or even original monsters.

Avian	Magnetism
Blades/Claws	Munition
Bruiser	Parasitic
Cutesy	Prickly
Draconian	Pulse
Energy Blast	Normal Block
Elemental Attack	Piscian
Fangs	Sound
Floral	Spellcraft
Glutton	Stampeding
Hexwork	Tricky
Healer	Weather
Horned	Weird
Lepidopteran	Winged
Martial (Punches, Kicks)	

Avian List

The avian list is short but is available to a bunch of Pokémon. When it comes down to it, Pokémon compatible with this list have wings and beaks, but some Pokémon like Blaziken, Dodrio, and Empoleon break this pattern.

Brave Bird - *Melee Flying Attack*: 1/day 5d12. On hit, you lose HP equal to 1/3rd of the damage you deal.

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

Peck - *Melee Flying Attack*: At-Will 2d6.

Mirror Move - *Ranged(30ft) Flying Effect*: 1/day. You perform the same attack that was just used against you, even if it missed.



Blades/Claws List

Pokémon who have sharpened claws or some kind of bladed body part have access to these moves.

Aerial Ace - *Melee Flying Attack*: 3/day 3d8. You can't miss targets with less than 15 Defense.

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.

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.

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.

Metal Claw - *Melee Steel Attack*: At-Will 2d6. On hit, your Attack is +1 for 10 mins. 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.

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.

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.

Scratch - *Melee Normal Attack*: At-Will 2d6.

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.

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

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.

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



Bruiser List

Bruisers are ready for slug fests and strike with heavy arms or legs or throw their power into the ground or toss things around at foes.

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.

Body Slam - *Melee Normal Attack*: 1/day 3d12. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

Breaking Swipe - *Melee Dragon Attack*: 3/day 3d8. On hit, the target's Attack is -1 for 10 mins. This effect cannot be stacked.

Brutal Swing - *Melee(5ft burst) Dark Attack*: At-Will 2d8.

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.

Darkest Lariat - *Melee Dark Attack*: 3/day 3d10.

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

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.

Hammer Arm - *Melee Fighting Attack*: 1/day 5d12. On hit, your Speed is -1 for 10 mins. This effect cannot be stacked.

Headbutt - *Melee Normal Attack*: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

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

Lash Out - *Melee Dark Attack*: 1/day 3d12. If your stats were lowered this round by the target, use 6d12 for damage 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.

Revenge - *Melee Fighting Attack*: 3/day 3d8. If you were attacked by the target this round, use 3d12 for damage instead.

Slam - *Melee Normal Attack*: 3/day 3d10. Slam has -2 during Accuracy Check.

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.

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

Thrash - *Melee Normal Attack*: 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Thrash can and will target allies if possible.



Cutesy List

Pokémon who can learn from the cutesy list abuse their appearance to trick foes. They're often cute.

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. **(At least 10 Speed)**

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

Nuzzle - *Melee Electric Attack*: 3/day 1d10. On hit, the target is Paralyzed.

Sweet Kiss - *Melee Normal Effect*: 3/day. Sweet Kiss has -4 during Accuracy Check. On hit, the target is Confused.

Yawn - *Melee Normal Effect*: 3/day. On hit, the target falls Asleep after its next turn.

Draconian List

Draconian Pokémon are not always Dragon-type, but often resemble the dragons or a part of the dragon egg group.

Dragon Claw - *Melee Dragon Attack: 3/day 3d10.*

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.

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 Rage - *Ranged(5ft) Dragon Special Attack: 3/day.* On hit, the target loses exactly 25 HP.

Energy Blast List

Pokémon with access to energy blasts can form wild energy and release beams of power. These are all powerful attacks and sometimes there will won't be tutors who can teach these moves for except for a few in a whole region.

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.

Dazzling Gleam - *Ranged(15ft, 10ft wave) Fairy Special Attack: 3/day 3d8.*

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

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.

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.

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.

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.



Elemental Attack List

Elemental attacks consist of projectile Electric, Fire, and Ice-type attacks. The Pokémon with access to these moves will sometimes only have access to parts of this list, as specified per Pokemon: **Pokémon proficiency entries will say “Elemental Attacks E, F, and/or I” indicating Electric, Fire, and/or Ice compatibility. If a Pokémon just has “Elemental Attacks” without any indicators, they have access to the entire list.**

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.

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.

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

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 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.*

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.

Elemental Attack List continued

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.

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.

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.

Shock Wave - *Ranged(20ft) Electric Special Attack: 3/day 3d8.*

You can't miss targets with less than 15 Special Defense.

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



Fangs List

Many Pokémon with fangs can gather energy to their mouths and do great damage to enemies. Not every fanged Pokémon can use every fang move and they're defined per move.

Bite - *Melee Dark Attack: At-Will 2d8.* On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Crunch - *Melee Dark Attack: 3/day 3d10.* On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

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. **(No Ice-types)**

Hyper Fang - *Melee Normal Attack: 3/day 3d10.* On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

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. **(No Fire-types)**

Psychic Fangs - *Melee Psychic Attack: 3/day 3d10.* On hit, Psychic Fangs destroys all walls within melee range. Psychic Fangs can target walls. **(No Dark-types, No Ice-types)**

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. **(No Ice-types)**



Floral List

The floral list has many Pokémon who have some kind of flower on their body or are closely related to flowers.

Aromatherapy - *Melee Grass Effect: 3/day.* Target an ally or yourself. Target is cured of all afflictions.

Floral List continued

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.

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.

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 attack the nearest possible target within 25ft, then you become Confused. Petal Dance can and will target allies if possible.

Sleep Powder - *Melee Grass Effect: At-Will.* Sleep Powder has -5 during Accuracy Check. On hit, the target is put to Sleep.

Stun Spore - *Melee Grass Effect: At-Will.* Stun Spore has -5 during Accuracy Check. On hit, the target is Paralyzed.

Sweet Scent - *Ranged(10ft) Normal Effect: At-Will.* On hit, your next attack against the same target has +1 during Accuracy Check.

Glutton List

A Pokémon can weaponize their eating habits if it has the stomach to.

Belch - *Ranged(15ft) Poison Special Attack: 1/day 5d12.* Belch cannot be used unless you've eaten within the last minute.

Gastro Acid - *Ranged(10ft) Poison Effect: 3/day.* On hit, the target cannot benefit from any passives unless it's a passive that raises its stats for 10 mins.

Lick - *Melee Ghost Attack: At-Will 1d8.* On hit, if you got 15 or higher on Accuracy Check, the target is Paralyzed.

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.

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.

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.

Hexwork List

Hexwork involves attacks that aim to punish and subdue foes and the Pokémon who can use these moves are dark and mischievous.

Confuse Ray - *Ranged(20ft) Ghost Effect: 1/day.* On hit, the target becomes Confused.

Destiny Bond - *Ranged(50ft) 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.

Disable - *Ranged(20ft) Normal Effect: 1/day.* For 1 minute, the attack last used by the target may not be used again.

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.

Heal Block - *Ranged(30ft burst) Psychic Effect: 1/day.* All affected targets cannot be healed or heal for 1 minute.

Hex - *Ranged(15ft) Ghost Special Attack: 3/day 3d8.* If the target is afflicted, Hex has 5d8 for damage instead.

Hypnosis - *Ranged(10ft) Psychic Effect: 3/day.* Hypnosis has -4 during Accuracy Check. On hit, the target is put Asleep.

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.

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.

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.

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.

Will-O-Wisp - *Ranged(10ft) Fire Effect: 1/day.* On hit, the target is Burned.



Healer List

Healers have an aura of healing that they can exert unto others with their power. These moves are particularly useful when on long journeys if your Pokémon can learn them.

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.

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.

Refresh - *Melee Normal Effect: 3/day.* Target an ally or yourself. Target is cured of all afflictions.

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.

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.

Horned List

Horned Pokémon can learn these moves.

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.

Horn Attack - *Melee Normal Attack: At-Will 2d8.*

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

Poison Jab - *Melee Poison Attack: 3/day 3d8.* On hit, if you got 14 or higher on Accuracy Check, 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.

Smart Strike - *Melee Steel Attack: 3/day 3d8.* You can't miss targets with less than 15 Defense.



Lepidopteran List

Pokémon who produce powders on their wings or very light petals can be taught these moves.

Poison Powder - *Melee Poison Effect: At-Will.* Poison Powder has -5 during Accuracy Check. On hit, the target is Poisoned.

Powder - *Melee Bug Effect: 1/day.* Powder is used as a Reaction. If you are hit by an enemy within melee range with a Fire type attack, the enemy loses HP equal to 25% of its Max HP and you ignore the damage and any effects of the Fire type attack.

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.

Sleep Powder - *Melee Grass Effect: At-Will.* Sleep Powder has -5 during Accuracy Check. On hit, the target is put to Sleep.

Stun Spore - *Melee Grass Effect: At-Will.* Stun Spore has -5 during Accuracy Check. On hit, the target is Paralyzed.

Martial List

The martial list is extensive and has two sub groups, the Punches List and the Kicks List. Some Pokémon only have access to Punches or Kicks, while others only have access to all of the Martial moves. **On proficiency lists, a Pokémon will be noted as "Martial," covering everything here, or possibly, "Martial Punches," covering the martial list and punches, or even just "Punches," so Pokémon can only use just the moves on the Punches list.**



Acrobatics - *Melee Flying Attack: 1/day 3d12.* Acrobatics cannot be used if you have a held item.

Aura Sphere - *Ranged(30ft) Fighting Special Attack: 1/day 3d12.* You can't miss targets with less than 20 Special Defense.

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

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.

Dual Chop - *Melee Dragon Attack: 3/day 1d20.* Dual Chop is a Scatter attack. It has two attacks.

Force Palm - *Melee Fighting Attack: 3/day 3d8.* On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

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.

Rock Climb - *Melee Normal Attack: 3/day 3d10.* On hit, if you got 16 or higher on Accuracy Check, the target is Confused.

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.

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.

Vacuum Wave - *Ranged(15ft) Fighting Special Attack: At-Will 2d6.* Vacuum Wave has Priority.

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.

Punches List

Bullet Punch - *Melee Steel Attack: At-Will 2d6.* Bullet Punch has Priority.

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.

Dizzy Punch - *Melee Normal Attack: 3/day 3d8.* On hit, if you got 16 or higher on Accuracy Check, the target is Confused.

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.

Fire Punch - *Melee Fire Attack: 3/day 3d8.* On hit, if you got 17 or higher on Accuracy Check, the target is Burned.

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.

Ice Punch - *Melee Ice Attack: 3/day 3d8.* On hit, if you got 17 or higher on Accuracy Check, the target is Frozen.

Mach Punch - *Melee Fighting Attack: At-Will 2d6.* Mach Punch has Priority.

Mega Punch - *Melee Normal Attack: 3/day 3d8.*

Poison Jab - *Melee Poison Attack: 3/day 3d8.* On hit, if you got 14 or higher on Accuracy Check, the target is Poisoned.

Power-Up Punch - *Melee Fighting Attack: At-Will 2d6.* On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

Sky Uppercut - *Melee Fighting Attack: 3/day 3d10.* You may leap up to 60ft upwards to hit a target while using Sky Uppercut.

Sucker Punch - *Melee Dark Attack: 1/day 3d8.* Sucker Punch is used as a Reaction. When you are a targeted 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.

Thunder Punch - *Melee Electric Attack: 3/day 3d8.* On hit, if you got 17 or higher on Accuracy Check, the target is Paralyzed.

Kicks List

Blaze Kick - *Melee Fire Attack*: 1/day 3d12. On hit, if you got 16 or higher on Accuracy Check, the target is Burned. **(Fire or Fighting-type only)**

Double Kick - *Melee Fighting Attack*: 3/day 1d20. Double Kick is a Scatter attack. It has two attacks.

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.

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.

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

Rolling Kick - *Melee Fighting Attack*: 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

Triple Axel - *Melee Ice Attack*: 3/day 1d20. Triple Axel is a Scatter attack. Up to 3 attacks. Triple Axel's last attack on hit deals an additional 1d12 damage. **(No Fire-types)**



Magnetism List

Some Pokémon can manipulate magnetic fields without necessarily using electric-based powers.

Magnet Pull - *Ranged(10ft) Electric Effect*: 3/day. Magnet Pull can't miss. On hit, the Steel type 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.

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.

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

Munition List

Pokémon who fire projectiles or use loose rubble on the ground can learn from this munitions list.

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.

Electro Ball - *Ranged(15ft) Electric Special Attack*: 3/day 3d10. Electro Ball can only be used against targets slower than you.

Gyro Ball - *Melee Steel Attack*: 3/day 3d10. Gyro Ball can only target faster targets.

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.

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.

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.

Normal Block

The Normal Block is a wild range of moves that many Normal-type Pokémon have access to. Many other Pokémon also have access to the Normal Block. **Some Pokémon will not have access to the whole Normal Block and may have limitation such as “Normal Block No Special Attacks” or even “Normal Block No Fire-type Moves” in their proficiencies.**

Astonish - *Melee Ghost Attack: At-Will 1d10.* On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

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

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.

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.

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.

Dynamic Punch - *Melee Fighting Attack: 1/day 5d12.* Dynamic Punch has -5 during Accuracy Check. On hit, the target is Confused.

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

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 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 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.



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.

Grass Knot - *Melee Grass Special Attack: 3/day 3d10.* Grass Knot can only target heavier targets.

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.

Gyro Ball - *Melee Steel Attack: 3/day 3d10.* Gyro Ball can only target faster 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.

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.

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.

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.



Normal Block continued

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.

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.

Power-Up Punch - *Melee Fighting Attack*: At-Will 2d6. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

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.

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.

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 Tomb - *Ranged(15ft) Rock Attack*: 3/day 3d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

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.

Seismic Toss - *Melee Fighting Attack*: 3/day. On hit, the target is moved 10ft then loses exactly 25 HP.

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.

Shock Wave - *Ranged(20ft) Electric Special Attack*: 3/day 3d8. You can't miss targets with less than 15 Special Defense.

Submission - *Melee Fighting Attack*: 3/day 3d10. On hit, you lose HP equal to 1/4th of the damage you deal.

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.

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 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.

Wild Charge - *Melee Electric Attack*: 3/day 3d10. On hit, you lose HP equal to 1/4th 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.

Zen Headbutt - *Melee Psychic Attack*: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.



Parasitic List

Through needle, fang, or roots, some Pokémon can use these moves to drain the life out of other Pokémon.

Leech Life - *Melee Bug Attack: 3/day 2d8.* On hit, you regain HP equal to half of the damage dealt.

Absorb - *Melee Grass Special Attack: 3/day 2d8.* On hit, you regain HP equal to half of the damage dealt.

Giga Drain - *Melee Grass Special Attack: 1/day 3d12.* On hit, you regain HP equal to half of the damage dealt.

Mega Drain - *Melee Grass Special Attack: 3/day 2d10.* On hit, you regain HP equal to half of the damage dealt.

Prickly List

Pokémon who are able to learn from the prickly list have spikes, spines, and other pokey features.

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.

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.

Poison Jab - *Melee Poison Attack: 3/day 3d8.* On hit, if you got 14 or higher on Accuracy Check, 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.

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.

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.



Pulse List

Some Pokémon can manipulate auras and project energies from themselves.

Aura Sphere - *Ranged(30ft) Fighting Special Attack: 1/day 3d12.* You can't miss targets with less than 20 Special Defense.

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.*

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.

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.

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.



Piscian List

Fins, gills and a tail make you compatible with this move list.

Aqua Tail - *Melee Water Attack: 1/day 3d12.*

Body Slam - *Melee Normal Attack: 1/day 3d12.* On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

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.

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.

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.

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.

Slam - *Melee Normal Attack: 3/day 3d10.* Slam has -2 during Accuracy Check.

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.

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.



Sound List

Some Pokémon can manipulate their voices to produce powerful effects. It should be noted that not all sound-related moves are on the Sound List.

Boomburst - *Ranged(25ft burst) Normal Special Attack: 1/day 3d12.* Anyone within range of Boomburst is cured of Sleep.

Echoed Voice - *Ranged(10ft) Normal Special Attack: At-Will 1d12.* Echoed Voice deals +5 damage if you used it during the previous round.

Hyper Voice - *Ranged(30ft beam) Normal Special Attack: 1/day 3d12.*

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.

Sing - *Ranged(30ft burst) Normal Effect: 1/day.* Sing has -8 during Accuracy Check. On hit, all targets fall Asleep.

Sonic Boom - *Ranged(5ft) Normal Special Attack: At-Will 10.* On hit, the target loses exactly 10 HP.

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

Synchronoise - *Ranged(50ft burst) Psychic Special Attack: 3/day 5d8.* Synchronoise can't hit targets unless they share at least one type with you.

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.



Spellcraft List

Many Pokémon are capable of making magical effects real; unlike hexwork, the move list that often but not always paired with spellcraft, spellcraft is not always malicious.

Ally Switch - *Self Psychic Effect: 1/day.* Ally Switch is used as a Reaction. If you are hit by an attack, you and a willing ally within 60ft switch places and the ally is hit by the attack instead.

Destiny Bond - *Ranged(50ft) 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.

Disable - *Ranged(20ft) Normal Effect: 1/day.* For 1 minute, the attack last used by the target may not be used again.

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.

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.

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.

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 after applying weakness and resistance. This Wall disappears after 2 mins.

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.

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 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.

Magical Leaf - *Ranged(25ft) Grass Special Attack: 3/day 3d8.* You can't miss targets with less than 15 Special Defense.

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.

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.

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.

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.

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.

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.

Sing - *Ranged(30ft burst) Normal Effect: 1/day.* Sing has -8 during Accuracy Check. On hit, all targets fall Asleep.

Teleport - *Ranged(50ft) Psychic Effect: 1/day.* Teleport may be used as a Reaction. Teleport moves you 50ft away in your line of sight. After an enemy hits you with a move that deals damage, you may use Teleport as a Reaction to move up to 50ft away in your line of sight. You take only 1/4th the damage you would have taken from the attack.

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.

Stampeding List

Strong and heavy Pokémon can throw their weight around and really throw down.

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

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.

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.

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.

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

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

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.

Heavy Slam - *Melee Steel Attack: 3/day 3d10.* Heavy Slam can only target lighter targets.

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.

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.

Slam - *Melee Normal Attack: 3/day 3d10.* Slam has -2 during Accuracy Check.

Steamroller - *Melee Bug Attack: At-Will 2d8.* On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

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.

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 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.

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

Thrash - *Melee Normal Attack: 1/day 5d12.* Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Thrash can and will target allies if possible.



Tricky List

Many Pokémon outsmart or take advantage of an opponent's naivety by playing mean tricks or plainly fighting dirty.

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. (Fire or Dark-type only)

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.

Feint Attack - *Melee Dark Attack: 3/day 3d8.* You can't miss targets with less than 15 Defense.

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.

Knock Off - *Melee Dark Attack: 3/day 3d8.* On hit, the target drops any held items or weapons.

Payback - *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 buff Passive the target has.

Quash - *Melee Dark Effect: 3/day.* On hit, the target will act last during each round for two mins. Its Speed is unaffected.

Sucker Punch - *Melee Dark Attack: 1/day 3d8.* Sucker Punch is used as a Reaction. When you are a targeted 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.

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.

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.

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.



Weather List

Pokémon who can control the weather use this list.

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.

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.

Weird List

Pokémon who are strange and manipulate strange fields of energy in the world are weird and use weird moves.

Confuse Ray - *Ranged(20ft) Ghost Effect: 1/day*. On hit, the target becomes Confused.

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.

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.

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.

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.

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.

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.

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.



Winged List

Winged Pokémon can learn these moves.

Aerial Ace - *Melee Flying Attack: 3/day 3d8*. You can't miss targets with less than 15 Defense.

Acrobatics - *Melee Flying Attack: 1/day 3d12*. Acrobatics cannot be used if you have a held item.

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.

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

Dual Wingbeat - *Melee Flying Attack: 3/day 1d20*. Dual Wingbeat is a Scatter attack. It has two attacks.

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

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.

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.

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.

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.

Winged List continued

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.

Steel Wing - *Melee Steel Attack*: At-Will 2d8. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

Twister - *Ranged(15ft) Dragon Special Attack*: At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Wing Attack - *Melee Flying Attack*: At-Will 2d8.



*** When using custom made Pokémon, keep these proficiency lists in mind. It will help to round out what a Pokémon may be capable of. Take a look at the proficiency lists of Pokémon in the Pokédex that may be similar to a type-shifted or completely original Pokémon if you need help getting an idea of what your Pokémon should have access to.



Signature Moves

Signature moves are a special list of moves that do not appear on any Pokémon's proficiencies, nor do any of the moves on the list of signature moves appear on any other proficiency move list. Instead, the signature moves list contain Pokémon moves and the specific families who are capable of learning those moves. If a Pokémon's first stage in its family is depicted, any Pokémon from that family can learn the signature move. If an evolved Pokémon is depicted, the Pokémon can only learn the signature move if it is at least that stage. Many of these signature moves already appear on a Pokémon's naturally known move list in the Pokédex, but are repeated here anyway.

Accelerock - *Melee Rock Attack: At-Will 2d6.* Accelerock has Priority. (*Lycanroc*)



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. (*Appletun*)



Anchor Shot - *Melee Steel Attack: 1/day 3d12.* On hit, the target is bound to you for 1d6 rounds. (*Dhelmise*)



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. (*Heracross*, *Makuhita*, *Pancham*, *Pignite*)



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 Hungry, Aura Wheel is Dark-type. (*Morpeko*)



Baneful Bunker - *Self Poison Effect: 1/day.* Baneful Bunker is used as a Reaction. If you are hit by a melee attack ignore the damage and any effects of the attack and Poison the attacker. (*Toxapex*)



Barrage - *Ranged(10ft) Normal Attack: At-Will 1d4.* Barrage has -2 during Accuracy Check. Barrage is a Scatter attack. Up to 5 attacks. (*Exeggcute*)



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.

(*Toucannon*)



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. (*Bewear*, *Clobbopus*, *Ekans*, *Klink*, *Onix*, *Sobble*, *Snivy*, *Tangela*)



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. (*Blaziken*, *Charizard*, *Cinderace*, *Delphox*, *Emboar*, *Incineroar*, *Infernape*, *Typhlosion*)



Bolt Beak - *Melee Electric Attack: 1/day 3d8.* If the target has not already acted this round, Bolt Beak deals +2d8 damage.

(*Arctozolt*, *Dracozolt*)



Bone Club - *Melee Ground Attack: 3/day 3d8.* On hit, if you got 18 or higher on Accuracy Check, the target is Stunned. (*Cubone*)



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. (*Cubone*, *Lucario*, *Mandibuzz*)



Bonemerang - *Ranged(15ft) Ground Attack: 3/day 1d20.*

Bonemerang is a Scatter attack. It has two attacks. (*Cubone*)



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. (*Buneary*, *Bunnelby*, *Croagunk*, *Froakie*, *Marill*, *Mienshao*, *Palpitoad*, *Poliwhirl*, *Rapidash*, *Rapidash (Glade)*, *Scorbunny*, *Spoink*)



Branch Poke - *Melee Grass Attack: At-Will 2d6.* (*Grookey*, *Phantump*)



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. (Carkol, Cyndaquil, Growlithe, Tepig, Sizzlipede)



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.) (Deerling, Flabébé, Froakie, Kecleon, Mothim, Skrelp, Staryu, Stunfisk, Stunfisk (Iron-rich))



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. (Chatot)



Circle Throw - Melee Fighting Attack: 3/day 3d8. On hit, move the target 40ft away. (Kangaskhan, Pangoro, Poliwrath, Throh)



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. (Binacle, Clamperl, Shellder)



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. (Kommo-o)



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. (Kommo-o)



Constrict - Melee Normal Attack: At-Will 1d6. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked. (Inkay, Omanyte, Tangela, Tentacool)



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. (Porygon)



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. (Clauncher, Corphish, Crabrawler, Krabby)



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. (Chimecho, Klefki, Yamask, Yamask (Stone Ruins))



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. (Alcremie)



Dragon Darts - Ranged(10ft) Dragon Attack: 3/day 1d20. Dragon Darts is a Scatter attack. It has two attacks. (Dragapult)



Dragon Hammer - Melee Dragon Attack: 1/day 3d12. (Exeggutor Island)



Drum Beating - Melee Grass Attack: 3/day 3d10. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked. (Rillaboom)



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. (Slowking Spice Diet)



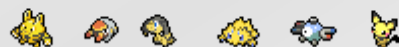
Egg Bomb - Ranged(15ft) Normal Attack: 3/day 3d10. Egg Bomb has -2 during Accuracy Check. (Exeggcute, Chansey)



Electrify - Melee Electric Effect: 3/day. The next time the target uses an attack, the attack is treated as being Electric-type. (Boltund, Helioptile)



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. (Elekid, Grubbin, Helioptile, Joltik, Magnemite, Pichu)



Eruption - Ranged(30ft burst) Fire Special Attack: 1/day 3d10. If you are at Max HP, Eruption has 5d12 for damage instead. (Camerupt, Cyndaquil, Torkoal)



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. (Baltoy, Drifloon, Ferroseed, Geodude, Geodude (Iron-rich), Koffing, Lunatone, Minior, Pineco, Roggenrola, Trubbish, Solrock, Voltorb)



Extreme Speed - Melee Normal Attack: 3/day 3d10. Extreme Speed has Priority and cannot be contested for Priority. (Arcanine, Dragonite, Lucario, Togekiss, Linoone)



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. (Klefki)



False Surrender - Melee Dark Attack: 1/day 3d12. You can't miss targets with less than 20 Defense. (Morgrem)



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. (Volcarona)



Fire Lash - Melee Fire Attack: 1/day 3d12. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked. (Heatmor, Salazzle, Sizzlipede)



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. (Durant, Falinks, Golisopod, Sirfetch'd)



Fishious Rend - Melee Water Attack: 1/day 3d8. If the target has not already acted this round, Fishious Rend deals +2d8 damage. (Arctovish, Dracovish)



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. (Barboach, Camerupt, Diglett, Diglett (Volcanic), Drilbur, Hippopotas, Stunfisk, Stunfisk (Iron-rich) Trapinch, Wormadam (Sandy))



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 $3/4^{\text{th}}$ of the target's Max HP instead. (Comfey)



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. (Cherrim, Comfey, Florges, Sunflora)



Flying Press - Melee Fighting/Flying Attack: 1/day 5d12. Flying Press counts as both a Flying and Fighting type move for effectiveness. (Hawlucha)



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. (Phantump)



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. (Chesnaught, Decidueye, Meganium, Rillaboom, Sceptile, Serperior, Torterra, Venusaur)



Gear Grind - Melee Steel Attack: 3/day 1d20. Gear Grind is a Scatter attack. It has two attacks. (Klink)



Glare - Ranged(20ft) Normal Effect: 1/day. On hit, the target becomes Paralyzed. (Drampa, Dunsparce, Ekans, Silicobra, Seviper)



Grass Whistle - Ranged(20ft burst) Grass Effect: 1/day. Grass Whistle has -5 during Accuracy Check. On hit, all targets fall Asleep. (Bounsweet, Budew, Cherubi, Cottonee, Leafeon, Petilil, Snover, Sunkern, Swadloon)



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. (Flapple)



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. (Axew, Corphish, Durant, Gligar, Krabby, Pawniard, Pinsir, Vikavolt)



Head Charge - Melee Normal Attack: 3/day 3d10. On hit, you lose HP equal to 1/4th of the damage you deal. (Bouffalant)



Heal Bell - Ranged(10ft burst) Normal Effect: 1/day. You and all allies within range are cured of all afflictions. (Audino, Chimecho, Eevee, Miltank, Skitty, Snubbull)



Heal Order - Self Bug Effect: 1/day. You are healed HP equal to half of your Max HP. (Vespiqueen)



Heart Stamp - Melee Psychic Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned. (Luvdisc, Smoochum, Woobat)



Heat Crash - Melee Fire Attack: 3/day 3d10. Heat Crash can only target lighter targets. (Blaziken, Centiskorch, Charizard, Copperajah, Golurk, Incineroar, Rhydon, Rolycoly, Tepig, Turtonator, Stonjourner)



High Horsepower - Melee Ground Attack: 3/day 3d10. (Bouffalant, Copperajah, Deerling, Miltank, Mudbray, Ponyta, Ponyta (Glade), Skiddo, Tauros)



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. (Dunsparce, Excadrill, Goldeen, Nidoqueen, Nidorino, Rapidash, Rapidash (Glade), Rhyhorn)



Horn Leech - Melee Grass Attack: 1/day 3d12. On hit, you regain HP equal to half of the damage dealt. (Phantump, Sawsbuck, Skiddo)



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. (Blastoise, Empoleon, Feraligatr, Greninja, Inteleon, Primarina, Samurott, Swampert)



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. (Bergmite, Sandshrew Icy Mountain, Speal)



Ice Hammer - Melee Ice Attack: 1/day 5d12. On hit, your Speed is -1 for 10 mins. This effect cannot be stacked. (Crabominable)



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. (Budew, Cacnea, Carnivine, Ferroseed, Fomantis, Lileep, Maractus, Phantump, Snover, Sunkern, Tangela)



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



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. (Ampharos, Chinchou, Eelektross, Electivire, Zebstrika)



Jaw Lock - Melee Dark Attack: 3/day 3d8. On hit, the target is bound to you. (Chewtle)



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. (Kadabra)



King's Shield - Self Steel Effect: 1/day. King's Shield is used as a Reaction. If you are hit by a melee attack, ignore the damage and any effects of the attack and the attacker's Attack is -4 for 10 mins. This effect cannot be stacked. (Aegislash)



Leaf Tornado - Ranged(10ft) Grass Special Attack: At-Will 2d8. (Carnivine, Gossifleur, Shiftry, Snivy, Tropius, Victreebel)



Lovely Kiss - Melee Normal Effect: 3/day. Lovely Kiss has -3 during Accuracy Check. On hit, the target is put Asleep. (Smoochum)



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. (Hatterene)



Magnet Bomb - Ranged(25ft) Steel Attack: 3/day 3d8. You can't miss targets with less than 15 Special Defense. (Magnetite, Probopass)



Mat Block - Ranged(10ft) Fighting Effect: 1/day. Mat Block is used as a Reaction. If an ally within range is hit by an attack, move to that ally and ignore the damage and any effects of the attack. (Greninja, Throh)



Meteor Assault - Melee Fighting Attack: 1/day 5d12. On hit, the target is Stunned. You cannot act during the next round. (Sirfetch'd)



Meteor Mash - Melee Steel Attack: 3/day 3d10. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked. (Clefairy, Lucario, Metang)



Metronome - Normal Effect: 3/day. Immediately use a random attack (non-Legendary). (Clefairy, Munchlax, Togepi)



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. (Miltank, Skiddo)



Mind Reader - Ranged(40ft) Normal Effect: 1/day. Your next attack against the same target will not miss. (Breloom, Meditate, Mime Jr., Poliwrath, Tyrogue)



Minimize - Self Normal Effect: 3/day. Until your next turn, attacks made against you have -2 during Accuracy Check. This effect cannot be stacked. (Cleffa, Drifloon, Grimer, Grime (oil), Happiny, Qwilfish)



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. (Abra, Elgyem, Natu, Sigilyph)



Mirror Shot - Ranged(20ft) Steel Special Attack: At-Will 2d8. (Ferroseed, Forretress, Klefki, Klink, Magnetite, Wormadam Trash, Vanillite)



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.

(Alcremie, Aromatisse, Carbink, Clefairy, Jigglypuff, Musharna, Slurpuff, Weezing Heavy Pollution)



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 3/4th of the target's Max HP instead. (Illumise, Morelull, Umbreon)



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 3/4th of the target's Max HP instead. (Beautifly, Cherubi, Espeon, Solrock, Sunkern)



Needle Arm - *Melee Grass Attack: 3/day 3d8*. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned. (*Cacnea, Maractus, Quilladin*)



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. (*Zoroark*)



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. (*Falinks*)



Obstruct - *Self Dark Effect: 1/day*. Obstruct is used as a Reaction. If you are hit by an attack, ignore the damage and any effects of the attack. If the ignored attack was a melee attack, the attacker's Defense is -1 for 10 mins. This effect cannot be stacked. (*Obstagoon*)



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. (*Grapploct, Octillery*)



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. (*Grapploct, Octillery*)



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. (*Electrike, Furfrou, Growlithe, Houndour, Lillipup, Poochyena, Rockruff, Snubbull, Spoink, Swinub, Tepig, Yamper*)



Overdrive - *Ranged(10ft burst) Electric Special Attack: 3/day 3d10*. (*Toxtricity*)



Parabolic Charge - *Melee Electric Special Attack: 1/day 3d12*. On hit, you regain HP equal to half of the damage dealt. (*Dedenne, Helioptile*)



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. (*Absol, Altaria, Cursola, Jynx, Kricketune, Lapras, Misdreavus, Politoed, Primarina*)



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. (*Ekans, Gligar, Goodra, Nidoran, Seviper, Silicobra, Skorupi, Skrelp, Venipede*)



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. (*Comfey, Eldegoss, Lilligant, Ribombee*)



Power Whip - *Melee Grass Attack: 1/day 5d12*. Power Whip has -2 during Accuracy Check. (*Carnivine, Dhelmise, Ferrothorn, Goodra, Lickitung, Tangela, Tsareena, Venusaur, Victreebel*)



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. (*Delibird*)



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. (*Noctowl, Xatu*)



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. (*Pyukumuku*)



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. (*Cinderace*)



Razor Shell - *Melee Water Attack: 3/day 3d8*. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked. (*Binacle, Carracosta, Drednaw, Oshawott, Shellder, Slowbro, Slowbro (Spice Diet), Slowking, Slowking (Spice Diet)*)



Recover - *Self Normal Effect: 1/day*. You are healed HP equal to half of your Max HP. (*Abra, Accelgor, Bergmite, Corsola, Elgyem, Mareanie, Meditite, Milcery, Milotic, Pincurchin, Porygon, Pyukumuku, Shellos, Slugma, Solosis, Staryu*)



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. (*Castform, Staryu, Stunfisk, Stunfisk (Iron-rich), Tentacruel*)



Revelation Dance - *Ranged(10ft burst) Variable Special Attack: 1/day 3d12*. This attack's type is dependent on your primary type. (*Oricorio*)



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. (*Crustle, Rhyperior*)



Sacred Sword - *Melee Fighting Attack: 3/day 3d10*. Sacred Sword has +2 during Accuracy Check. (*Aegislash*)



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. (*Baltoy, Drifloon, Ferroseed, Geodude, Geodude (Iron-rich), Koffing, Lunatone, Minior, Pineco, Roggenrola, Trubbish, Solrock, Voltorb*)



Shadow Bone - *Melee Ghost Attack: 3/day 3d10*. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked. (*Marowak Volcanic*)



Shadow Punch - *Melee Ghost Attack: 3/day 3d8*. You can't miss targets with less than 15 Defense. (*Dusclops, Golett, Haunter*)



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. (*Gengar, Gothita, Wynaut*)



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. (*Beartic, Dewgong, Glalie, Lapras, Ninetales, Icy Mountain, Sealeo, Snover, Vanillite*)



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. (*Slowbro Spice Diet*)



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. (*Binacle, Chewtle, Clamperl, Dwebble, Omanyte, Shellder, Shuckle, Squirtle, Magcargo, Minior, Sinistea, Tirtouga, Torkoal, Turtonator*)



Shell Trap - *Self Fire Special Attack: 1/day*. Shell Trap is used as a Reaction. If you are hit by melee attack, take the damage and any effects of the attack and then deal 3d12 Fire-type special attack damage to the attacker even if you are knocked out. You do not need to roll an accuracy check to hit the offender. (*Turtonator*)



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 3/4th of your Max HP instead. (*Sandygast*)



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.

(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. (Avalugg, Bouffalant, Chewtle, Cubone, Rhyhorn, Sharpedo, Squirtle, Torkoal)



Slack Off - Self Normal Effect: 1/day. You are healed HP equal to half of your Max HP. (Chimchar, Hippopotas, Mr. Rime, Slakoth, Slowpoke, Slowpoke (spice))



Sludge - Ranged(15ft) Poison Special Attack: 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Poisoned. (Grimer, Gulpin, Koffing, Trubbish)



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. (Croagunk, Makuhita, Mankey, Mienfoo)



Snap Trap - Melee Grass Attack: 3/day 2d6. On hit, the target is bound to you for 1 min. (Stunfisk Iron-rich)



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. (Inteleon)



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. (Happiny)



Sparkling Aria - Ranged(20ft burst) Water Special Attack: 1/day 3d12. Sparkling Aria cures any ally's Burns within range without damaging them. (Lapras, Primarina)



Spider Web - Ranged(20ft) Bug Effect: 1/day. On hit, the target is bound in place for 1d6 turns. (Dewpider, Joltik, Spinarak)



Spiky Shield - Self Grass Effect: 1/day. Spiky Shield is used as a Reaction. If you are hit by an enemy within melee range with an attack, the enemy loses HP equal to 1/6th of its Max HP and you ignore the damage and any effects of the attack. (Cacturne, Chesnaught, Maractus, Togedemaru)



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. (Grimmsnarl)



Spirit Shackle - Ranged(25ft) Ghost Special Attack: 3/day 3d10. On hit, the target is bound to the ground for 1d6 rounds. (Decidueye)



Spore - Melee Grass Effect: 1/day. On hit, the target is put to Sleep. (Foongus, Morelull, Paras, Shroomish)



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. (Dewpider, Joltik, Sewaddle, Shuckle, Spinarak, Surskit, Swirlx)



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. (Pinsir, Throh)



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. (Weezing Heavy Pollution)



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. (Corsola Dead Seas, Drifblim, Morelull, Polteageist)



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. (*Skwovet*)



Super Fang - *Melee Normal Attack*: 1/day. On hit, the target's current HP is halved. (*Bidoof, Bunnelby, Dedenne, Nidoran, Pachirisu, Patrat, Rattata, Sentret, Skwovet, Yungoos*)



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. (*Coalossal*)



Tea Time - *Ranged(40ft burst) Normal Effect*: 3/day. Any target holding a Berry immediately consumes it. (*Sinistea*)



Teeter Dance - *Ranged(30ft burst) Normal Effect*: 1/day. On hit, all targets are Confused. (*Bounsweet, Grumpig, Lilligant, Lombre, Mime Jr., Oricorio, Spinda*)



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. (*Spinarak*)



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. (*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. (*Beheeyem, Dodrio, Dugtrio, Dugtrio (Volcanic), Hydreigon, Magnetron, Porygon, Probopass, Togekiss*)



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.

(*Pumpkaboo*)



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. (*Hitmontop*)



Trop Kick - *Melee Grass Attack*: 3/day 3d8. On hit, the target's Attack is -1 for 10 mins. This effect cannot be stacked.

(*Tsareena*)



Vice Grip - *Melee Normal Attack*: At-Will 2d8. (*Clauncher, Corphish, Durant, Grubbin, Klink, Krabby, Mawile, Pinsir*)



Vine Whip - *Ranged(20ft) Grass Attack*: At-Will 2d8. (*Bulbasaur, Bellsprout, Carnivine, Chespin, Chikorita, Comfey, Flabébé, Pansage, Skiddo, Snivy, Tangela*)



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. (*Pichu*)



Water Shuriken - *Ranged(15ft) Water Special Attack*: At-Will 1d4. Water Shuriken has Priority and is a Scatter attack. Up to 5 attacks. (*Accelgor, Greninja*)



Water Spout - *Ranged(30ft burst) Water Special Attack*: 1/day 3d10. If you are at Max HP, Water Spout has 5d12 for damage instead. (*Frillish, Wailmer*)



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. (*Bronzong, Castform, Eiscue, Roserade, Vanilluxe*)



Wood Hammer - *Melee Grass Attack: 1/day 5d12*. On hit, you lose HP equal to $1/3^{\text{rd}}$ of the damage you deal. (*Chesnaught, Exeggutor, Exeggutor (Island), Komala, Phantump, Rillaboom, Snover, Sudowoodo, Torterra*)



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. (*Bellsprout, Chingling, Comfey, Dhelmise, Dratini, Ekans, Inkay, Lickitung, Lileep, Milotic, Seviper, Shuckle, Silicobra, Sizzlipede, Snivy, Tentacool*)



Zing Zap - *Melee Electric Attack: 3/day 3d10*. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned. (*Pincurchin, Togedemaru*)



These Pokémon move lists are a starting point. While it helps to round out potential options for your Pokémon, and these signature moves here can help give special unique options to certain families, players and GMs can work together to create more opportunities for fun gameplay. Maybe a parent can pass on a move to a child that is outside the child's usual list of proficiencies? With a homebrew species, maybe they should have access to a signature move like Super Fang because they also have protruding incisors like the other Pokémon who have exclusive access to the move?

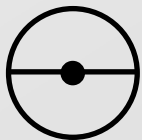
In turn, tutors and TMs do not only have to teach moves. There could be a Technical Record that imparts stat passives to Pokémon who fit the spirit of the passive or even tutors who spend a great deal of time imparting actual passives to a Pokémon. While your GM gets the final say, discussion is a great place to start when finding a fun way to make your Pokémon special to you (*preferably outside of game, no reason to halt play in the middle of a session*).





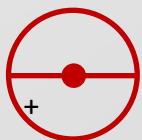
Player Name _____ Class _____ Level ____
 Character Name _____ Class _____ Level ____
 Origin _____ Honor Total _____ Class _____ Level ____
 Credits _____ ₿ Class _____ Level ____

Current HP



Max HP

Attack



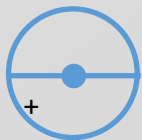
ATK Modifier

Defense



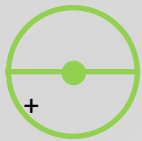
DEF Modifier

Special Attack



SpATK Modifier

Special Defense



SpDEF Modifier

Speed



+

Modifiers

- +__ Attack
- +__ Defense
- +__ Sp. Attack
- +__ Sp. Defense
- +__ Speed

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)

Origin Feature

Class Features

Skill Talents

Class Features

Owned Pokémon

Honors

Inventory




Size / Weight _____

Size / Weight _____

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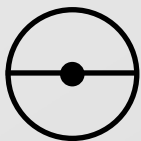


Player Name _____ Pokémon Species _____

Character Name _____ Origin _____

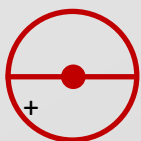
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Current HP



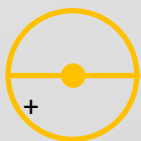
Max HP

Attack



ATK Modifier

Defense



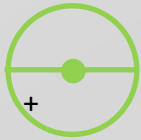
DEF Modifier

Special Attack



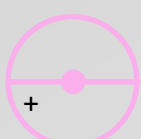
SpATK Modifier

Special Defense



SpDEF Modifier

Speed



SPD Modifier

Modifiers

+__ Attack

+__ Defense

+__ Sp. Attack

+__ Sp. Defense

+__ Speed

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)

Origin Feature

Pokémon Features

Move List

Skill Talents

Pokémon Features and Move List

Honors

Inventory

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 game-play.

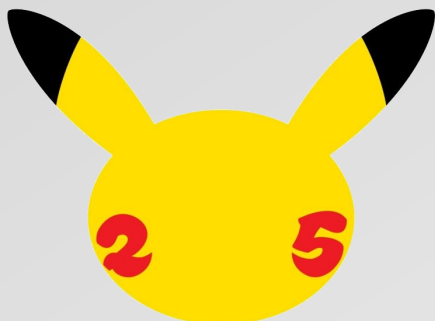
Players: Know what kind of game you're getting into, try to make sure you're not stepping over any lines, and be aware of whether or not you're making yourself the center of attention. There are other players, including the GM, so it's important to give everyone a voice and not cut off other players 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, KamenWriter, OlympusMons, Paradox, Peewah, P-Wing, Sir Cucumber, TehOwnerer, Webmetz, Zoofman, #pokeymans

Special thanks to theworldofpokemon.com for many blurbs and data used in PTA3's Pokédex. Give them a look, they're an amazing resource for tabletop Pokémon.

Thanks to the original Alpha testers:

Click	LittleBear
Darakian	Nextimagnaut
Dirty	Popook88
DotDotDot	Pwah
EatsEverything	P-Wing
Glipp	Sir cucumber

Sources of Information:

AskJeeves	Twitter
Google	Wikipedia
Serebii	Yahoo

Thank you to the players who love to play tabletop and who love Pokémon. Thank you to everyone who makes the actual Pokémon 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

Join the PTA3 Discord Server:
<https://discord.gg/UgWJaH8>

PTA3 Editors:

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Talian

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The Player's Handbook 2 contains additional options to build your character to play Pokémon Tabletop Adventures 3, including rules to play as a Pokémon! You'll build your characters to explore and adventure in the Pokémon world!

To play, you'll also need...

Player's Handbook

The Pokédex

For even more, check out...

Game Master's Guide

Game Master's Screen



DrMrStark