



Pokémon Unite
Fan-made Characters
Game Design Document

Ashton Pearson

Table of Contents

Summary

Attacker

Volcarona
Noivern
Salazzle

Defender

Goodra
Aggron
Skuntank

All Rounder

Scizor
Tyranitar
Aegislash

Support

Klefki
Reuniclus
Cradily

Speedster

Sceptile
Lycanroc
Lopunny

Summary

Below you will find 3 Pokémon designs for each of the roles in Pokémon Unite. Each was designed with a unique role in mind. In this document, there is an in depth look at each design, including **moves designs** and **sketches, leveling** progression, and brief **role descriptions**. There are also new mechanics designed.

New Mechanics

- **Lockdown** - Moves cannot be used for a short time, then have their cooldowns reset to their maximum timer.
- **Thorns** - Stacks up to 3 times. When an opponent uses a move or takes a large burst of damage, the thorns explode and deal extra area of effect damage. The more stacks, the larger the damage. If another stack is applied at maximum stacks, the Thorns automatically detonate.
- **Toxic** - Poison damage that slowly intensifies its damage over time. Some people can stack Poison to become Toxic.
- **Siphon** - Steals HP from a target to give to the user and nearby allies.
- **Taunted** - Enemies walk towards you and can only target you.
- **Confusion** - Enemies wander around randomly and can't use moves for a short time.

Attacker



VOLCARONA



NOIVERN



SALAZZLE

Volcarona

Volcarona is a strong offensive Pokémon that consistently keeps pressure on its opponents, either by using its strong fire moves to burn opponents and dwindle their HP down, or its bug moves to weaken opponents attack or defense. It has supplementary support moves that can buff itself with increased stats or healing.



Evolution:

Larvesta > *Lvl 5* > Volcarona

Passive

Flame Body - Enemies near the user will become burned if they are too close for a short time. Whenever the user burns an opponent in any way, either by its passive or moves, it gains increased damage for a short time.

Auto Attack

Every third is a boosted attack, which hit deals increased damage in an area of effect.

Stats

Attack: *Ranged*

Mobility: *1.5/5*

Offense: *4/5*

Scoring: *2.5/5*

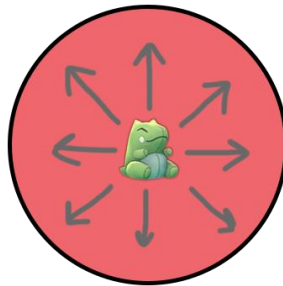
Endurance: *3/5*

Support: *3/5*

Unite

Fiery Dance - Unleashes a fiery nova explosion around the user, causing massive damage, and burning all targets around the user. This fiery aura around the user

persists for a time, constantly applying a burn to nearby enemies and causing moderate damage. (*Unlocked at **Level 9***)



Move Slot A (Level 1/3)

Struggle Bug (*Debuff, 5s cooldown*)

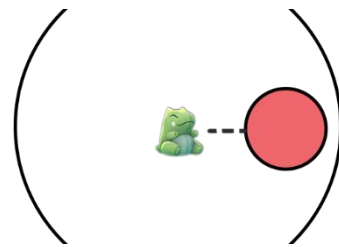
Targets an area in front of the user, causing damage and lowering the attack of enemies hit. Can be aimed to fire in an arc in front of the user.



Choose 1 move at **Level 5**

Bug Buzz (*Area, 6s cooldown*)

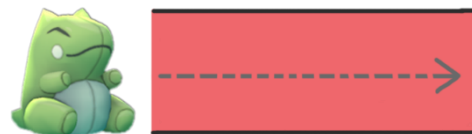
Targets a circular area, does true damage to all enemies hit. Lowers their defenses.



Upgrade - Increase the damage dealt by this move.

Heat Wave (*Ranged, 7s cooldown*)

Aim a large path in front of the user. On activation, the user pushes all enemies backwards and applies a burn to all enemies hit.



Upgrade - Reduces cooldowns of other moves for each enemy hit.

Move Slot B (Level 1/3)

Incinerate (*Ranged, 5s cooldown*)

Fires a blast that splits into 3 smaller blasts, burning enemies hit. First projectile breaks regardless of if it hits an enemy or not.



Choose 1 move at **Level 7**

Quiver Dance (*Buff, 10s cooldown*)

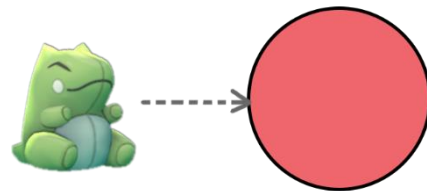
Unleashed a spore nova around the user, damaging foes, and making it briefly invincible. Increases movement speed for a time and the next attacks deal true damage for a short time.



Upgrade - Also slows opponents near the user on activation.

Sunny Day (*Buff, 11s cooldown*)

Summons the sun in a targeted area, applying a burn to enemies caught in the area. While standing in this zone, basic attacks also now apply a burn to enemies for a short time. The field lasts 8 seconds on the ground before disappearing.



Upgrade - Basic attacks dealt also heal the user.

Noivern

Noivern is an attacker that has a good amount of base speed. Its identity revolves around moving around the map with great natural speed and keeping enemies at bay with consistent knockback and displace abilities. While it lacks the raw power of some other attackers, it makes up for its damage with its utility.



Evolution:

Noibat > *Lvl 4* > Noivern

Passive

Infiltrator - All moves used by the user can ignore a portion of enemy defense buffs. All basic attacks fully ignore these defenses.

Auto Attack

Every third is a boosted attack, which hit deals increased damage in an area of effect.

Stats

Attack: *Ranged*

Mobility: *3.5/5*

Offense: *4/5*

Scoring: *3/5*

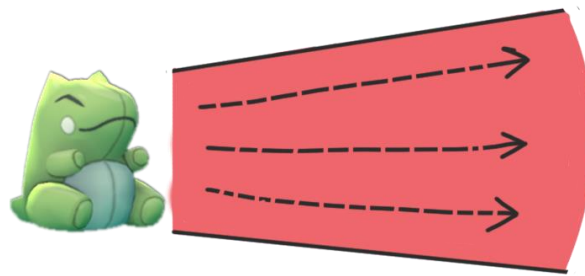
Endurance: *1.5/5*

Support: *2/5*

Unite

Boomburst - Sends out a massive shockwave in front of the user from the ears in an arc shape, has 3 distinct waves. This soundwave deals massive damage, sends

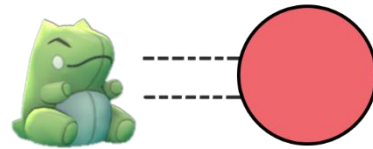
opponents backwards, stuns them, and lowers their attack for a short time.
(Unlocked at **Level 9**)



Move Slot A (Level 1/3)

Gust (Area, 5s cooldown)

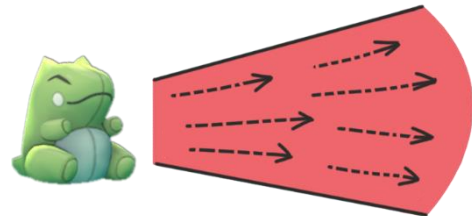
Summons a small gust of wind in front of the user that displaces enemies into the air. Is aimed slightly in front.



Choose 1 move at **Level 4**

Air Slash (Ranged, 6s cooldown)

Fires 7 curved wind projectiles within a cone in front of the user. Each projectile has a high chance to critically hit.



Upgrade - Increases the users movement speed after use for a short time.

Hurricane (Ranged, 7s cooldown)

An upgrade to Gust. Aim a large windstorm that deals damage, knocks enemies into the air and carries them away along the path.



Upgrade - Reduces the cooldown of this move.

Move Slot B (Level 1/3)

Dragon's Breath (*Ranged, 6s cooldown*)

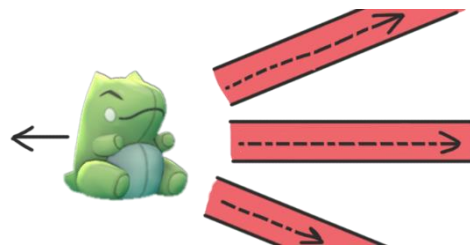
Fires a draconic breath in front of the user in a beam. This move pushes enemies back when hit to the outer limit of the beam.



Choose 1 move at **Level 7**

Razor Wind (*Ranged, 10s cooldown*)

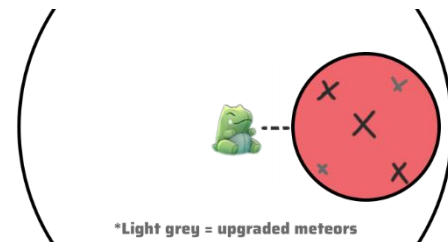
The user jumps backwards a short distance and flaps its wings hard. This sends out 3 large tornadoes in an arc pattern which displace enemies hit into the air.



Upgrade - Tornadoes leave wind trails on the ground that increase ally movement speed for a short time.

Draco Meteor (*Area, 9s cooldown*)

Summons 3 meteors from the sky to crash into a targeted area. Direct impacts deal more damage.



Upgrade - Increase the number of meteors from 3 to 5.

Salazzle

By using its passive to keep enemies constantly poisoned, or by stacking burns and poison, this Pokémon is a massive threat to enemy teams and with very high burst damage and lingering effects, constantly keeping pressure on enemies from a distance.



Evolution:

Salandit > *Lvl 4* > Salazzle

Passive

Corrosion - Poisons caused by this Pokémon from moves, boosted attacks, or its passive ability, will last on the target for a longer period of time. If an enemy Pokémon is near its allies while poisoned for a few seconds, that poison will also spread to the enemy.

Auto Attack

Every fourth hit is a boosted attack, which applies poison to the target.

Stats

Attack: *Ranged*

Mobility: *2/5*

Offense: *4.5/5*

Scoring: *2.5/5*

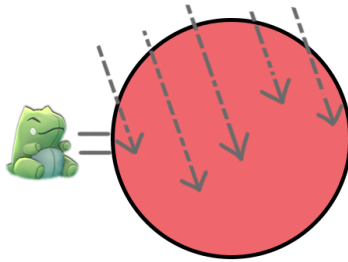
Endurance: *3/5*

Support: *2/5*

Unite

Acid Downpour - Targets a large zone in front of the user, unleashing a poisonous rainstorm. The first blast is a downpour of liquid which deals massive damage and applies Toxic to all enemies in the area. Rain will linger in the area after the initial

downpour, which applies poison who enter the rainstorm. (*Unlocked at **Level 9***)



Move Slot A (Level 1/3)

Captivate (*Debuff, 5s cooldown*)

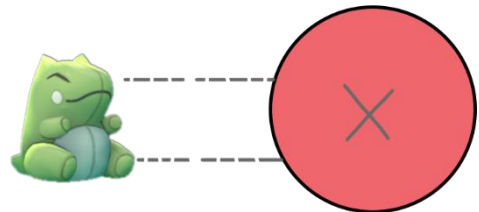
Enthralls the target, slowing them and lowering their defenses for a short time. Aimed in front of the user, catching all inside.



Choose 1 move at **Level 4**

Fire Blast (*Area, 7s cooldown*)

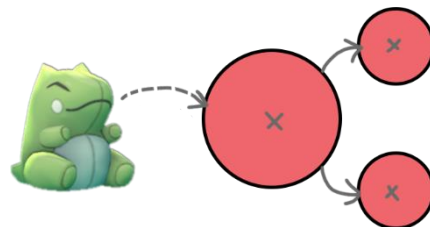
Shoots out a blast of fire in an area in front of the user, applying a burn to the target.



Upgrade - Increases the damage dealt by this move.

Sludge Bomb (*Ranged, 8s cooldown*)

Lobs out a sludge ball that splits apart into 2 smaller bombs after the initial hit. The first bombs deal more damage than the split off bombs.

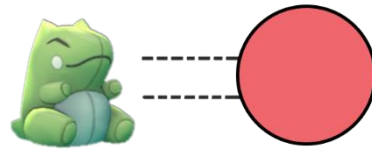


Upgrade - All bombs leave behind poisonous fields on the ground where they landed for a short time.

Move Slot B (Level 1/3)

Ember *(Ranged, 5s cooldown)*

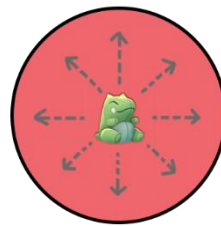
Fires a small burst of flame at a target in a straight line in front of the user, burning them on contact.



Choose 1 move at **Level 7**

Overheat *(Ranged, 7s cooldown)*

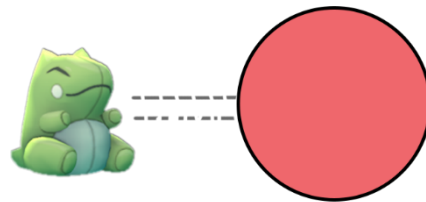
Unleashes a fiery nova centered on the user that deals a large amount of damage and burns the targets.



Upgrade - This move also knocks back enemies hit away from the user

Venoshock *(Ranged, 8s cooldown)*

Drenches the opponent in a poisonous slime that deals damage. If the opponent is poisoned, this move deals extra damage.



Upgrade - This moves cooldown is reduced if its hits a poisoned target.

Defender



Goodra

Goodra is a good counter to the close ranged melee characters, being able to apply Gooney stacks to freeze them in their tracks for attacking this tanky Pokémon. It also has more crowd control under its belt by shoving enemies away.



Evolution:

Goomy > *Lvl 4* > Sliggoo > *Lvl 7* > Goodra

Passive

Gooney - This Pokémon applies a stack of Gooney either by being hit from a melee hit or by using certain moves. When a Pokémon has 4 Gooney stacks, the target will be stuck in place for a short time, have their defenses weakened, and are slowed after being unstuck.

Auto Attack

Every third hit is a boosted attack, which deals increased damage in an area and slows the targets hit.

Stats

Attack: *Melee*

Mobility: *0.5/5*

Offense: *3/5*

Scoring: *3/5*

Endurance: *4.5/5*

Support: *3.5/5*

Unite

Gooney Meteor - Summons meteors from the sky that land all around the user. These leave craters which slow and damage opponent inside. For a time after activation, all

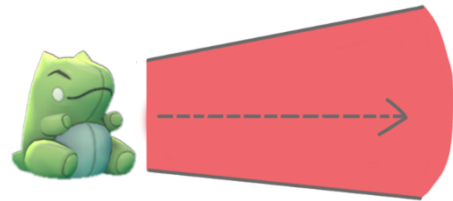
boosted attacks can apply a stack of Gooney. (*Unlocked at **Level 9***)



Move Slot A (Level 1/3)

Absorb (*Recovery, 5s cooldown*)

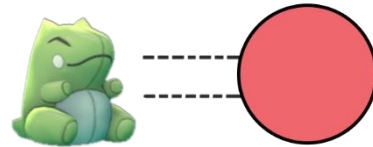
Targets the area in front of the user, stunning enemies hit and draining their HP to return to the user.



Choose 1 move at **Level 4**

Power Whip (*Melee, 6s cooldown*)

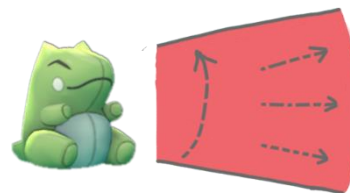
Whips the opponent with the horns on its head 3 times, dealing damage on each hit. The last hit also displaces any target hit into the air.



Upgrade - Increases the damage dealt by this move.

Aqua Tail (*Melee, 8s cooldown*)

Swipes the users tail in front of the user, knocking back enemies and dealing damage. Summons a follow up tidal wave that deals damage and applies a stack of Gooney.

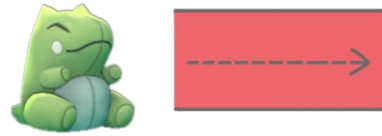


Upgrade - Summons an additional wave and the waves stun.

Move Slot B (Level 1/3)

Muddy Water (*Ranged, 6s cooldown*)

Sends out a wave of dirty water that briefly blinds opponents and applies 1 stack of Gooley.



Choose 1 move at **Level 7**

Acid Armor (*Buff, 10s cooldown*)

The user coats its skin in a hard acid.

This activation is unstoppable. The user is temporarily immune to hinderances, has increases defenses, and boosts their next attack.

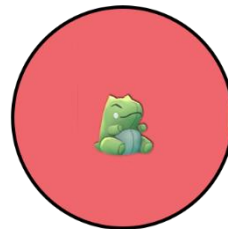
Upgrade - Also increases the users attack damage.



Rain Dance (*Buff, 12s cooldown*)

Summons a rainstorm around the user that empowers teammates affected by the rain and cleanses the users hinderances. The rain also applies Gooley stacks over time to enemies.

Upgrade - Rain also slows enemies in the field.



Aggron

Aggron specializes in taking damage for its allies to dish it back out at enemies, taking the pressure off its team. This tank also excels in crowd control, being able to stun opponents and keep their attention away from its allies.



Evolution:

Aron > *Lvl 4* > Larion > *Lvl 7* > Aggron

Passive

Rock Head - When the user's HP is low, they take less damage from enemy attacks and reflect some damage back to opposing Pokémon.

Auto Attack

Every third hit is a boosted attack, which increases the users defense and briefly stuns the target.

Stats

Attack: *Melee*

Mobility: *2/5*

Offense: *3.5/5*

Scoring: *2.5/5*

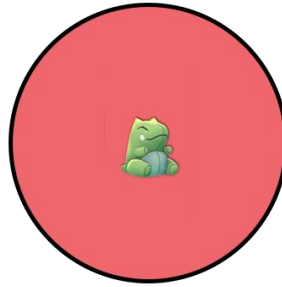
Endurance: *5/5*

Support: *2/5*

Unite

Stomping Tantrum - The user goes on a blind rampage, which cannot be stopped, and stuns enemies near the user when the move activates. The user deals damage around itself by stomping the ground with its feet, dealing multiple hits throughout the duration. At the end of the move, the user reflects all the damage it took to

enemies around it. *(Unlocked at **Level 9**)*



Move Slot A (Level 1/3)

Iron Head *(Dash, 6s cooldown)*

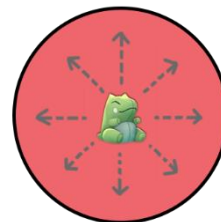
Dash forward to ram the opponent with the user's head, stunning the opponent and increasing the user's defenses.



Choose 1 move at **Level 4**

Metal Burst *(Hinderance, 7s cooldown)*

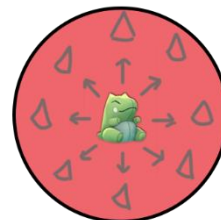
The user stores energy in its body, increasing its defenses. After a short time, the user releases this energy to damage all targets around. If the user takes damage during this move's charge up time, the reflected damage is increased, and increases more the more damage the user takes.



Upgrade - Reduces the cooldowns of other moves when hit while the charge ability is active.

Earthquake *(Area, 6s cooldown)*

Stomps the ground violently once that unleashes a shockwave out from the



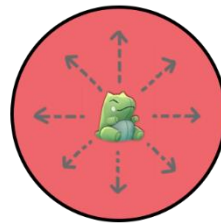
user. This disrupts the ground and leaves sharp stones in the area that damage enemies over time in the zone.

Upgrade - Slows enemies in the area.

Move Slot B (Level 1/3)

Sleep Talk (*Recovery, 10s cooldown*)

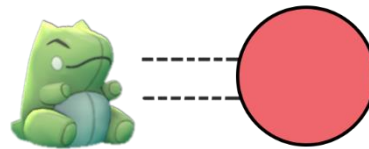
Briefly falls asleep to restore the users HP. While sleeping, the user damages enemies around it. Being hit does not stop this process.



Choose 1 move at **Level 7**

Taunt (*Hinderance, 10s cooldown*)

Taunts an enemy, forcing it to walk towards the user. Cooldowns of other moves are reduced when hit from a taunted Pokémon.



Upgrade - Reflects the damage received from a taunted Pokémon.

Sandstorm (*Ranged, 8s cooldown*)

Sends out a whirling sandstorm in front of the user. The storm displaces enemies into the air and blinds them.



Upgrade - Increases the size of the sandstorm.

Skuntank

Skuntank keeps enemies weak and itself healthy with its poison abilities. By using Poison Gas, it can zone off areas of the map in poison to protect zones and can also has a new status to utilize called Toxic to keep enemies weak and itself healthy.



Evolution:

Stunky > *Lvl 4* > Skuntank

Passive

Stench - All poisons applied by Skuntank can stack. When at 3 stacks, Poison now turns to Toxic, which increases the damage amount with every tick. Stacks wear off over time when the poison status is gone. Whenever a Pokemon takes damage from Poison or Toxic, Skuntank deals a percentage of the damage dealt.

Auto Attack

Every third hit is a boosted attack, which deals increased damage and applies a small amount of poison.

Stats

Attack: *Melee*

Mobility: *1.5/5*

Offense: *3/5*

Scoring: *2.5/5*

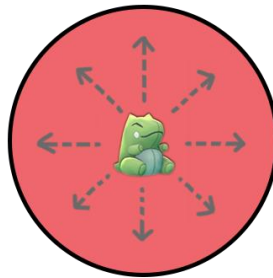
Endurance: *4.5/5*

Support: *4/5*

Unite

Venom Drench - Unleashes a tidal wave of poison centered out from the user, with an unstoppable activation, which applies Toxic and stuns targets. This also leaves a

cloud of poisonous gas centered on the user, which applies poison and lowers the attack of enemies standing inside of it. (*Unlocked at **Level 9***)



Move Slot A (Level 1/3)

Fury Swipes (*Melee, 4s cooldown*)

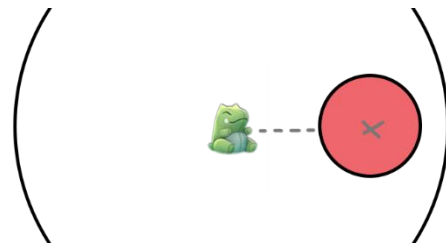
Swipe multiple times in front of the user, dealing damage. The user's next auto attack is boosted.



Choose 1 move at **Level 4**

Poison Gas (*Area, 7s cooldown*)

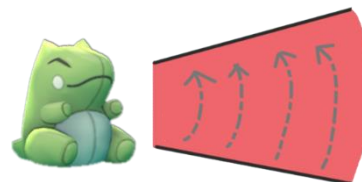
Covers a targeted area in a poisonous fog, applying poison to all enemies inside the area. Every second in the fog applies a stack of poison.



Upgrade - The user gains an overshield when inside of the fog.

Night Slash (*Area, 5s cooldown*)

The user slashes a wide area in front of itself 4 times, dealing damage and reducing the cooldowns of its other moves for every hit.

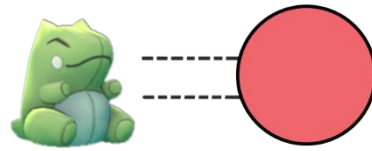


Upgrade - This move now also stuns enemies.

Move Slot B (Level 1/3)

Torment (*Debuff, 8s cooldown*)

Target an opponent and weaken their defenses. All basic attacks are boosted for a short time after landing this move.



Choose 1 move at **Level 7**

Poison Jab (*Dash, 7s cooldown*)

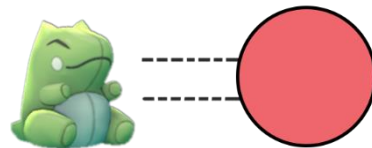
Dash forward, jabbing the opponent with its sharp claws. This deals damage and instantly applies Toxic.



Upgrade - The hit also slows the opponent.

Memento (*Debuff, 8s cooldown*)

Targets an area to apply to debuff that weakens enemy defenses and slows them. The debuff is stronger for every stack of poison applied to a target.



Upgrade - The maximum debuff is always applied.

All-Rounder



SCIZOR



TYRANITAR



AEGISLASH

Scizor

Scizor starts off with higher mobility as Scyther, then evolves into the harder hitting and bulkier Scizor. It deals damage by dashing in and annoying the opponent, going in for quick attacks before backing out.



Evolution:

Scyther > *Lvl 4* > Scizor

Passive

Swarm - The user's attack is boosted whenever it is below 50% HP.

Auto Attack

Every third hit is a boosted attack, which deals increased damage and stuns the target.

Stats

Attack: *Melee*

Mobility: *3.5/5*

Offense: *2.5/5*

Scoring: *2/5*

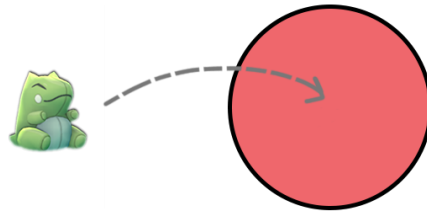
Endurance: *3.5/5*

Support: *0.5/5*

Unite

Corkscrew Crash -The user dashes straight forward to crash into a targeted area, becoming unstoppable during the move. This deals a massive amount of damage as the user dashes through and on the landing hit.

User's defenses are heavily boosted are the user lands. (*Unlocked at **Level 9***)



Move Slot A (Level 1/3)

Dual Wingbeat (*Melee, 6s cooldown*)

The user slashes in front of itself with its wings twice, dealing damage and slowing the target.



Choose 1 move at **Level 4**

Bullet Punch (*Melee, 7s cooldown*)

The user punches multiple times in front of itself, dealing multiple hits of damage. The last hit knocks back the target.



Upgrade - Increases the user's attack speed.

Metal Claw (*Melee, 6s cooldown*)

The user sharpens its claws and slashes in an arc, dealing damage. This also increases the user's defenses.



Upgrade - This move now also stuns enemies.

Move Slot B (Level 1/3)

Fury Cutter (*Melee, 4s cooldown*)

Slashes at an enemy, dealing more damage and attack speed every time this move lands.



Choose 1 move at **Level 7**

U-Turn (*Dash, 5s cooldown*)

Dash to a target, dealing damage at the end of the dash. Using this move again within a short time returns the user to their original position.



Upgrade - Hitting an opponent with this move resets it's cooldown.

Iron Head (*Dash, 7s cooldown*)

The user hardens its shell, becoming unstoppable, and rams its head into an opposing Pokémon. This deals damage and knocks targets back.



Upgrade - If this move knocks the target into terrain, the cooldown is reduced.

Tyranitar

Tyranitar is a very slow but hard-hitting Pokémon, able to take damage and deal damage with equal ferocity. It damages enemies close to it with a sandstorm that can make this Pokémon great at defending goals or pressuring teams.



Evolution:

Larvitar > *Lvl 5* > Pupitar > *Lvl 9* > Tyranitar

Passive

Sand Stream - Activates a swirling sandstorm that surrounds the user that lasts for a short time. The duration is refreshes if another boosted hit is landed or by using certain moves.

Auto Attack

Every third hit is a boosted attack, which slows enemies and activates its Sand Stream ability.

Stats

Attack: *Melee*

Mobility: *1/5*

Offense: *4/5*

Scoring: *2.5/5*

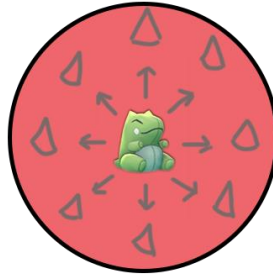
Endurance: *3.5/5*

Support: *1/5*

Unite

Continental Crush - The user slams the ground with its foot and tail, summoning multiple rock spikes out of the ground to displace targets into the air, dealing

massive damage and activating Sand Stream. Targets that are hit are slowed and have their defenses weakened. (*Unlocked at **Level 9***)



Move Slot A (Level 1/3)

Bite (*Melee, 5s cooldown*)

Bites a target in front of the user, dealing damage and stunning them.



Choose 1 move at **Level 5**

Crunch (*Melee, 7s cooldown*)

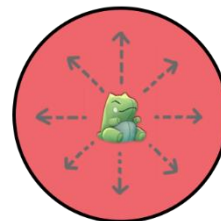
An upgrade to Bite. The user bites enemies in front of itself multiple times, dealing damage and lowering their defenses.



Upgrade - Increases the user's attack speed and all basic attacks are boosted for a short time

Earthquake (*Area, 9s cooldown*)

Stomps the ground below the user's feet, sending out multiple shockwaves, slowing and damaging enemies hit.



Upgrade - Increases this move's damage.

Move Slot B (Level 1/3)

Rock Throw (*Ranged, 5s cooldown*)

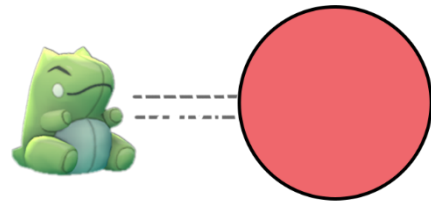
Picks up a rock and throws it at an opposing Pokémon, slowing them.



Choose 1 move at **Level 8**

Stone Edge (*Area, 7s cooldown*)

Summons rock spikes in a targeted area. Enemies who are hit take a large amount of damage, are knocked into the air, and slowed.



Upgrade - Adds an additional 2 rock spikes, from 3 to 5.

Rock Slide (*Area, 9s cooldown*)

Rocks fall down around the user, stunning enemies and dealing damage. This move immediately activates Sand Stream.



Upgrade - Sand Stream lasts longer for after using this move.

Aegislash

Aegislash is a mechanically heavy character that utilizes its different stances in battle to gain boosts. By swapping to Sword Stance, the user can inflict a large amount of damage, or by swapping to Shield Stance, the user can tank damage. Mastering when to be in which stance and flowing between the two stances is key to mastering Aegislash.



Evolution:

Aegislash

Passive

Stance Change - The user can switch between two stances: Sword and Shield stance. Switching to a stance gives a temporary stat boost based on the stance: increased attack for Sword, and increased Defense for Shield. If the user is also already in a stance when a move allows them to switch, they gain even most of a boost in that stat.

Auto Attack

Every third hit is a boosted attack, which deals increased damage and stuns the opponent.

Stats

Attack: *Melee*

Mobility: *2/5*

Offense: *4/5*

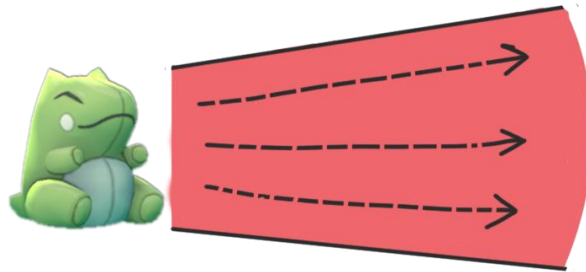
Scoring: *2/5*

Endurance: *4/5*

Support: *0.5/5*

Unite

King's Sword - Switches to Sword Stance. Unleashes a flurry of attacks in front of the user, dealing a large amount of damage to the area. All slashes deal true damage, and the user is granted a strong overshield. *(Unlocked at Level 9)*



Move Slot A (Level 1/3)

Shadow Sneak (*Dash, 5s cooldown*)

Switch to Sword Stance. The user lunges forward to slash a target, dealing damage and stunning them.



Choose 1 move at **Level 5**

Iron Head (*Melee, 7s cooldown*)

Switch to Shield Stance. The user slams into enemies, dealing damage and displacing them into the air.



Upgrade - Gain a temporary immunity to hinderances during and after use.

Shadow Claw (*Melee, 9s cooldown*)

Switches to Sword Stance. The user slashes at the target in front, dealing



damage. This move has a high critical hit chance.

Upgrade - Increases this move's damage.

Move Slot B (Level 1/3)

King's Shield (*Buff, 5s cooldown*)

Switch to Shield Stance. Stuns enemies near the user and gain a temporary overshield.



Choose 1 move at **Level 7**

Head Smash (*Hinderance, 7s cooldown*)

Switches to Shield Stance. The user stores energy for a short time before hitting the target in front. This move deals more damage if the user was damaged while storing energy.



Upgrade - Resets the user's other move cooldowns if hit while storing energy.

Sacred Sword (*Melee, 8s cooldown*)

Switches to Sword Stance. Slashes the target in front to deal a massive amount of damage. This move deals true damage.



Upgrade - Increases the attack of the user after the move hits.

Support



Klefki

Klefki supports the team by taking enemies out of the fight, preventing them from using their moves for an extended period of time, which gives its team the upper hand. It can also buff their defenses to give them even more of an edge in team fights.



Evolution:

Klefki

Passive

Prankster - When damaged by a nearby Pokémon, Klefki inflicts them with Lockdown, which prevents moves from being used for a short time, then resets their cooldown timers. This ability goes on a cooldown after being used.

Auto Attack

Every third hit is a boosted attack, which deals area of effect damage and briefly stuns the target.

Stats

Attack: *Ranged*

Mobility: *1.5/5*

Offense: *2/5*

Scoring: *3/5*

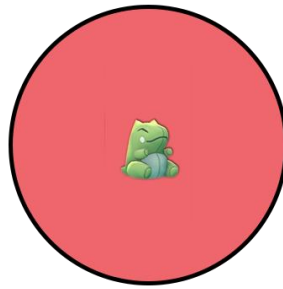
Endurance: *4/5*

Support: *4/5*

Unite

Magic Room -The user creates an area of strong, fairy magic, that keeps enemies inside of it weakened, lowering their defenses and attack power. Allies inside the magic room gain increased damage. On cast, enemies close by are afflicted with

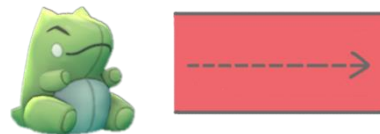
Ltlockdown. (Unlocked at **Level 9**)



Move Slot A (Level 1/3)

Fairy Wind (Ranged, 5s cooldown)

The user summons a gust of magical wind in a targeted direction, dealing damage and weakening their defenses.



Choose 1 move at **Level 4**

Flash Cannon (Ranged, 9s cooldown)

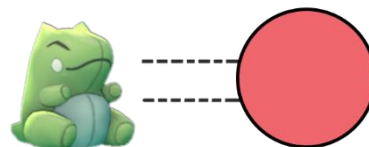
Fires a beam of bright light in a targeted direction, dealing damage and blinding enemies for a short time.



Upgrade - Slows opponents on hit.

Draining Kiss (Recovery, 10s cooldown)

Targets a designated area and kisses the targets, stealing of their HP to return to the user. The more targets hit, the more HP is recovered.

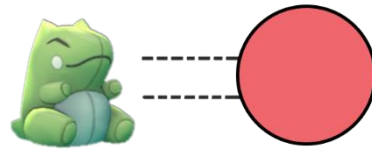


Upgrade - Also grants an overshield on top of the HP granted; the more targets hit the stronger the overshield.

Move Slot B (Level 1/3)

Thunder Wave (*Hinderance, 7s cooldown*)

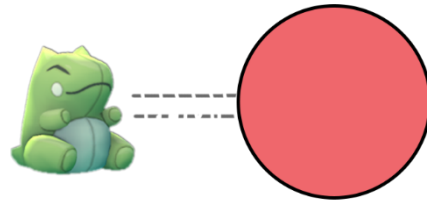
Target a designated area, slowing and stunning all targets in the area.



Choose 1 move at **Level 7**

Misty Terrain (*Area, 10s cooldown*)

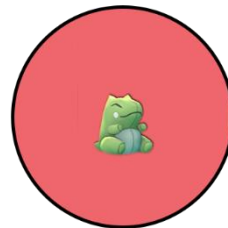
Places a misty field on the ground which applies Lockdown to enemies inside. Allies gain increased defenses while inside of the terrain.



Upgrade - Increases the size of the terrain field and further increases defenses of allies.

Magnet Rise (*Buff, 11s cooldown*)

The user buffs nearby allies with electrostatic energy, increasing their movement and attack speed. Opponents near buffed allies are slowed.



Upgrade - Opponents also take damage when they are near buffed allies.

Reuniclus

Reuniclus uses its psychic energy to control the battlefield. It supports its team by pushing enemies away or teleporting allies away from danger. It can also prevent hinderances and buff allies. Difficult to learn, Reuniclus can be a great boon to its team.



Evolution:

Solosis > **Lvl 5** > Duosion > **Lvl 8** > Reuniclus

Passive

Regenerator - The user passively heals HP when it is not in combat.

Auto Attack

Every third hit is a boosted attack, which deals area of effect damage and knocks enemies back.

Stats

Attack: *Ranged*

Mobility: *2/5*

Offense: *3/5*

Scoring: *2.5/5*

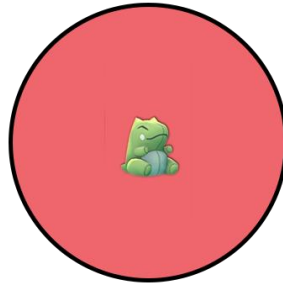
Endurance: *3.5/5*

Support: *4/5*

Unite

Trick Room - The user heavily distorts the space around it. Nearby allies have greatly increased movement speed while all opposing Pokémon are heavily slowed.

*(Unlocked at **Level 9**)*



Move Slot A (Level 1/3)

Calm Mind (*Buff, 7s cooldown*)

The user relaxes its mind to increase its defenses. The next basic attack is boosted.



Choose 1 move at **Level 5**

Ally Switch (*Dash, 10s cooldown*)

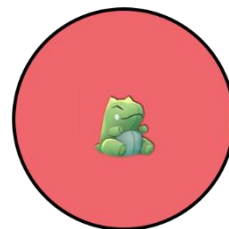
Target an ally Pokémon, then swap places with them. The user knocks back any opposing Pokémon nearby and weakens their defenses after swapping places.



Upgrade - Gain an overshield for the user and its swapped ally.

Magic Guard (*Buff, 9s cooldown*)

Nearby allies gain immunity to hindrances for a short time. All hinderances that would hit allies are reflected back to the opponent for the



duration of the buff.

Upgrade - The user and allies gain increased attack speed when a hinderances is reflected.

Move Slot B (Level 1/3)

Psybeam (*Buff, 6s cooldown*)

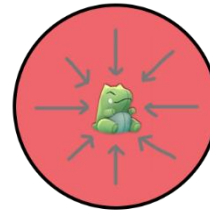
Fires a beam of psychic energy in a designated direction that deals damage and confuses opponents.



Choose 1 move at **Level 7**

Expanding Force (*Area, 10s cooldown*)

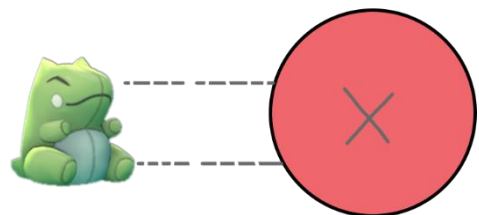
Pulls in opposing Pokémon near the user, then releases an explosion of psychic energy, dealing damage and knocking enemies backwards



Upgrade - Reduces the cooldown of other moves when a target is hit with this move.

Psychic (*Ranged, 10s cooldown*)

The user shoots out a ball of psychic energy that damages enemies and knocks them back. Explodes on the first enemy hit.



Upgrade - Increases this move's damage and reduces the user's other cooldowns on hit.

Cradily

Cradily is a healing Pokémon that supports the team with a new utility called Siphon; this steals HP from a target and gives a portion of HP to the user and any ally nearby. This allows Cradily to keep many Pokémon in a fight healed up while it weakens enemies for its team to take down.



Evolution:

Lileep > *Lvl 4* > Cradily

Passive

Suction Cups - When stunned or hindered by an opposing Pokémon, negate that effect, and immediately siphon health from them. This ability goes on brief cooldown after being used.

Auto Attack

Every third hit is a boosted attack, which siphons some HP and increases the user's defenses.

Stats

Attack: *Ranged*

Mobility: *1.5/5*

Offense: *2.5/5*

Scoring: *2/5*

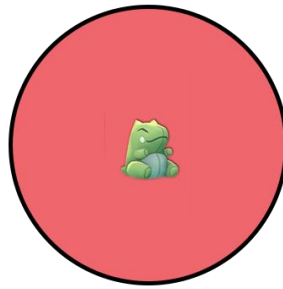
Endurance: *4/5*

Support: *4.5/5*

Unite

Ingrain -The user plants its roots in the ground, becoming unstoppable and rooted in the ground. It covers the area surrounding it with its roots that also root enemies to

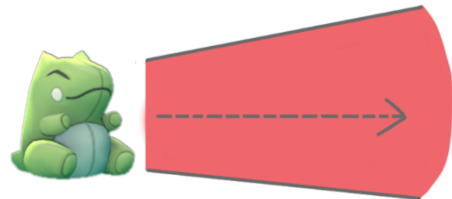
the ground and siphon their health to all nearby allies. (*Unlocked at **Level 8***)



Move Slot A (Level 1/3)

Absorb (*Recovery, 5s cooldown*)

The user targets a wide zone in front of itself and siphons some HP from the target.



Choose 1 move at **Level 4**

Leech Seed (*Recovery, 2s cooldown, 10s Recharge*)

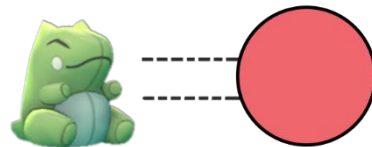
The user plants a seed on a target, which siphons HP over time before disappearing. Seeded enemies are slowed. Can hold up to 3 charges.



Upgrade - Number of charges increases to 4 and seeds last longer on opposing Pokémon.

Gastro Acid (*Debuff, 9s cooldown*)

Drenches a targeted area in acid, weakening enemy defenses and slowing them. The pool stays on the ground for a short time, slowing any enemy inside.



Upgrade - Reduces the cooldown of other moves when this move hits.

Move Slot B (Level 1/3)

Astonish (*Dash, 7s cooldown*)

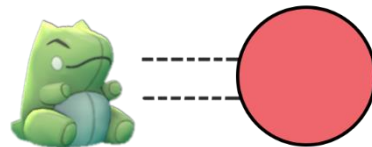
Dash to an opposing Pokémon to scare them, stunning them and lowering their attack power.



Choose 1 move at **Level 6**

Brine (*Ranged, 7s cooldown*)

The user drenches an opposing Pokémon in water from above. If the target has less than 50% HP or has a Leech Seed attached to it, this move deals extra damage.



Upgrade - Further increases the damage by the conditions stated and slows the target on hit.

Ancient Power (*Ranged, 9s cooldown*)

The user throws ancient debris at a designated direction, slowing the opposing Pokémon hit. The user and nearby allies gain increased attack and movement speed on cast.



Upgrade - The user and allies also gain increased defenses.

Speedster



SCEPTILE



LYCANROC



LOPUNNY

Sceptile

Sceptile is a speedy Pokemon that moves around the battlefield as a high burst threat with its new utility tool, Thorns. By dashing in and applying Thorn stacks, Sceptile excels at bursting down and assassinating targets.



Evolution:

Treecko > *Lvl 4* > Grovyle > *Lvl 7* > Sceptile

Passive

Overgrow - When the user is below 50% HP, they gain increased attack speed and movement speed. This boost is increased the lower the HP.

Auto Attack

Every third hit is a boosted attack, which applies one stack of Thorns. Thorns can stack up to 3 times.

Stats

Attack: *Melee*

Mobility: *4/5*

Offense: *4/5*

Scoring: *3/5*

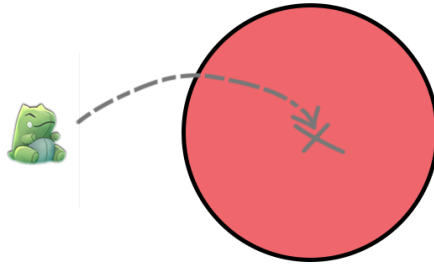
Endurance: *2/5*

Support: *0.5/5*

Unite

Frenzy Plant -The user jumps to a target area and slams its tail down, covering the area in thorny vines, which applies multiple Thorn stacks, stuns enemies, and deals

massive damage. This move also detonates any Thorn stacks. (*Unlocked at **Level 9***)



Move Slot A (Level 1/3)

Bullet Seed (*Ranged, 6s cooldown*)

Fires a line of seeds in a designated direction, stunning on hit.



Choose 1 move at **Level 4**

Leaf Blade (*Dash, 6s cooldown*)

The user dashes forward a short distance, slashing an opponent three times. This applies a Thorn stack on the last hit of the move.



Upgrade - All three hits of this move apply one stack of thorns for a total of 3 stacks.

Solar Blade (*Dash, 6s cooldown*)

The user dashes forward in a line, damaging and applying a stack of thorns to all opponents hit on the path.

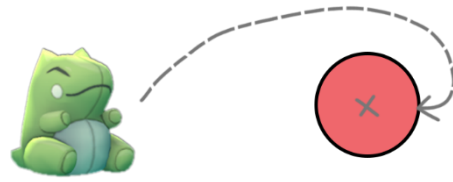


Upgrade - Increases attack speed after dashing.

Move Slot B (Level 1/3)

False Swipe (*Dash, 5s cooldown*)

The user dashes forward, ending up behind the target for a surprise attack and swiping at them. The user's next basic attack is boosted.



Choose 1 move at **Level 7**

Acrobatics (*Dash, 6s cooldown*)

The user lunges at a target to hit multiple times in a swift motion. This detonates the Thorns in the enemy target, and the user's next basic attack is boosted.



Upgrade - Increases this move's damage.

X-Scissor (*Dash, 8s cooldown*)

The user performs a short dash forward to slice opponents, dealing extra damage to targets with Thorns in them and detonating existing Thorns.



Upgrade - Reduce the cooldown of this move.

Lycanroc (Midday Form)

Lycanroc uses its swift movements to dash to targets for clean-up. Many of its moves can trap opponents or stun them if they try to escape, so it's used for getting those low health opponents before they can escape back to their team and heal.



Evolution:

Rockruff > *Lvl 4* > Lycanroc

Passive

Sand Rush - The user gains a temporary surge in movement speed when engaging in combat or after defeating an opponent.

Auto Attack

Every third hit is a boosted attack, which deals increased area of effect damage and slows the target.

Stats

Attack: *Melee*

Mobility: *4.5/5*

Offense: *3.5/5*

Scoring: *3/5*

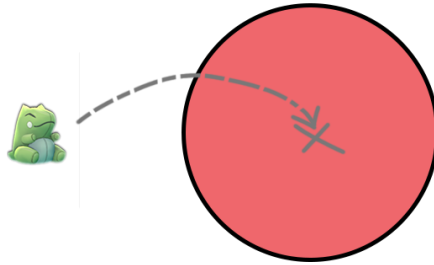
Endurance: *3/5*

Support: *2/5*

Unite

Splinted Stormshards -The user dashes to a designated area then slams into the ground, summoning sharp stones from the ground that displace all enemies hit into

the air and weakens their defenses. (*Unlocked at **Level 9***)



Move Slot A (Level 1/3)

Bite (*Dash, 5s cooldown*)

The user lunges forward to bite an opposing Pokémon, dealing damage. The user's next basic attack is boosted.



Choose 1 move at **Level 4**

Drill Run (*Dash, 7s cooldown*)

The user digs underground, becoming untargetable, and dashes towards an opponent. They emerge from the ground, displacing enemies into the air on hit. The ground where the user emerged from slows enemies.



Upgrade - Gain an overshield after emerging from the ground.

Accelerock (*Dash, 5s cooldown*)

The user dashes forward to deal a large burst of damage and lowers the cooldown of other moves on hit. The next basic attack is boosted.

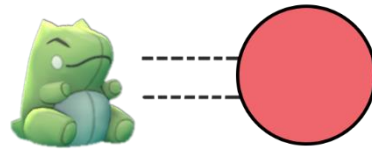


Upgrade - Increases attack speed after dashing.

Move Slot B (Level 1/3)

Rock Slide (*Area, 5s cooldown*)

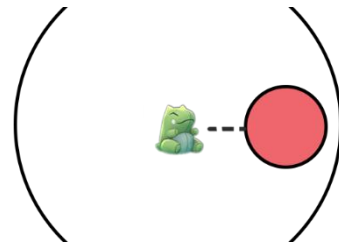
The user summons a rock slide in front of itself, hitting multiple times, and stunning opponents.



Choose 1 move at **Level 7**

Stone Edge (*Ranged, 8s cooldown*)

The user sends out a path of rocks in a designated area that emerge under a target and displace them into the air.



Upgrade - Increases this move's damage

Crush Claw (*Dash, 7s cooldown*)

The user leaps forward, slashing at opposing Pokémon with its sharp claws, stunning the target on contact. This deals damage on the leap landing and the slash.



Upgrade - This move also decreases the opposing Pokémon's defenses.

Lopunny

Lopunny is solid mix of support and speed. It's a fast striker that can deal swift strikes with its consistent attack speed increases but can also assist its teammates with buffs and even healing. By buffing its team, Lopunny can increase its attack speed and deal even more damage, making it a great team player.



Evolution:

Buneary > *Lvl 4* > Lopunny

Passive

Limber - Increases the user's attack speed after being stunned or knocked back by enemy moves. Whenever the user buffs or heals an ally, it gains increased attack damage for a short time.

Auto Attack

Every third hit is a boosted attack, which stuns enemies and increases attack speed for a short time.

Stats

Attack: *Melee*

Mobility: *4/5*

Offense: *3/5*

Scoring: *2.5/5*

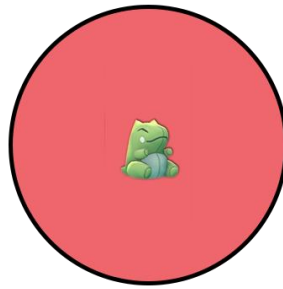
Endurance: *2.5/5*

Support: *3.5/5*

Unite

Entrainment -The user performs a dance, increasing the attack damage and

movement speed of itself and all allies around. (*Unlocked at **Level 9***)



Move Slot A (Level 1/3)

Charm (*Debuff, 6s cooldown*)

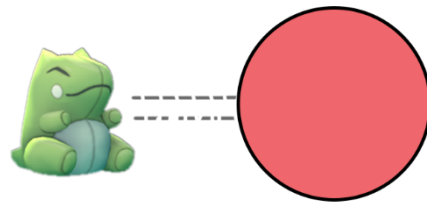
The user charms an opposing Pokémon, slowing their movement speed and weakening their defenses.



Choose 1 move at **Level 4**

Healing Wish (*Recovery, 9s cooldown*)

The user makes a wish, which places a field on the ground. After a short delay, all allies including the user receive healing. Increases attack speed on cast.



Upgrade - Increases the amount of healing given and size of the field.

Sweet Kiss (*Hinderance, 8s cooldown*)

The user jumps to a target to give them a kiss, putting them to sleep and slowing them. This resets the cooldowns of their other moves, and the next basic attack is boosted.



Upgrade - This move also lowers the enemy's defenses.

Move Slot B (Level 1/3)

Double Kick (*Dash, 5s cooldown*)

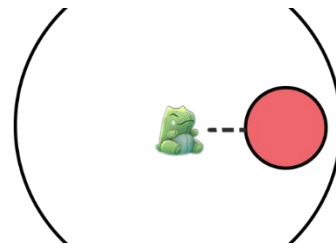
The user dashes forward to kick the target twice, stunning them on hit.



Choose 1 move at **Level 7**

Hi Jump Kick (*Dash, 9s cooldown*)

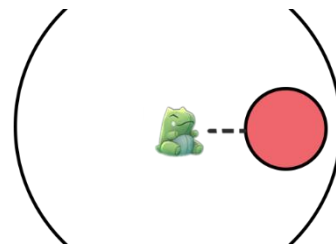
The user jumps up into the air and then dives into a designated area, dealing massive damage in the area at the cost of some HP.



Upgrade - Increases the user's attack speed after landing.

Bounce (*Dash, 8s cooldown*)

The user jumps into the air and lands back down in a targeted area with force, dealing damage and displacing targets into the air. This move can be used up to three times in quick succession before the cooldown starts. Every time this move hits, it lowers cooldowns of other moves.



Upgrade - Hits also weaken the enemy's defenses.