

BASIC

Bloodmoon Ursaluna^{EX}

HP 260

Ability

Seasoned Skill

Blood Moon used by this Pokémon costs ★ less for each Prize card your opponent has taken.

★★★★★ Blood Moon

240

During your next turn, this Pokémon can't attack.

weakness

×2

resistance

retreat

★★★

Illustration

CG Works

141/167

★★

Pokémon EX rule

When your Pokémon EX is Knocked Out, your opponent takes 2 Prize cards.

BASIC

Ditto

HP 60

Ability

Transformative Start

Once during your first turn, if this Pokémon is in the Active Spot, you may search your deck and choose a Basic Pokémon you find there, except any Ditto. If you do, discard this Pokémon and all attached cards, and put the chosen Pokémon in its place. Then, shuffle your deck.

★

Splup

10

weakness

×2

resistance

retreat

★

Illustration

Kiyotaka Oshiyama

132/165

★

Its transformation ability is perfect. However, if made to laugh, it can't maintain its disguise.

BASIC

Fan Rotom

HP 70

Ability

Fan Call

Once during your first turn, you may search your deck for up to 3 ★ Pokémon with 100 HP or less, reveal them, and put them into your hand. Then, shuffle your deck. You can't use more than 1 Fan Call Ability during your turn.

★

Assault Landing

70

If there is no Stadium in play, this attack does nothing.

weakness

×2

resistance

-30

retreat

★

Illustration

Toshinao Aoki

118/142

●

There are several appliances that Rotom can inhabit, but the first one to be developed was the electric fan.

BASIC

Fan Rotom

HP 70

Ability

Fan Call

Once during your first turn, you may search your deck for up to 3 ★ Pokémon with 100 HP or less, reveal them, and put them into your hand. Then, shuffle your deck. You can't use more than 1 Fan Call Ability during your turn.

★

Assault Landing

70

If there is no Stadium in play, this attack does nothing.

weakness

×2

resistance

-30

retreat

★

Illustration

Toshinao Aoki

118/142

●

There are several appliances that Rotom can inhabit, but the first one to be developed was the electric fan.

BASIC

Fezandipiti^{EX}

HP 210

Ability

Flip the Script

Once during your turn, if any of your Pokémon were Knocked Out during your opponent's last turn, you may draw 3 cards. You can't use more than 1 Flip the Script Ability each turn.

★★★

Cruel Arrow

This attack does 100 damage to 1 of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness

×2

resistance

retreat

★

Illustration

Gakyo

038/064

★★★

Pokémon EX rule

When your Pokémon EX is Knocked Out, your opponent takes 2 Prize cards.

BASIC

Hoothoot

HP 80

Ability

Insomnia

This Pokémon can't be Asleep.

★★

Tackle

20

weakness

×2

resistance

-30

retreat

★

Illustration

Nakamura Ippon

077/131

●

Since it tells time precisely, some countries consider it to be a deity of wisdom, versed in the ways of the world.

BASIC

Hoothoot

HP 70

★

Triple Stab

10×

Flip 3 coins. This attack does 10 damage for each heads.

weakness

×2

resistance

-30

retreat

★

Illustration

Yukihiko Toda

114/142

●

Since it tells time precisely, some countries consider it to be a deity of wisdom, versed in the ways of the world.

BASIC

Hoothoot

HP 70

★

Triple Stab

10×

Flip 3 coins. This attack does 10 damage for each heads.

weakness

×2

resistance

-30

retreat

★

Illustration

Yukihiko Toda

114/142

●

Since it tells time precisely, some countries consider it to be a deity of wisdom, versed in the ways of the world.

BASIC

Iron Leaves^{EX}

HP 220

Ability

Rapid Vernier

When you play this Pokémon from your hand onto your Bench during your turn, you may switch it with your Active Pokémon. If you do, you may move any amount of Energy from your other Pokémon to this Pokémon.

★★★

Prism Edge

180

During your next turn, this Pokémon can't attack.

weakness

×2

resistance

retreat

★

Illustration

Sbon Graphics

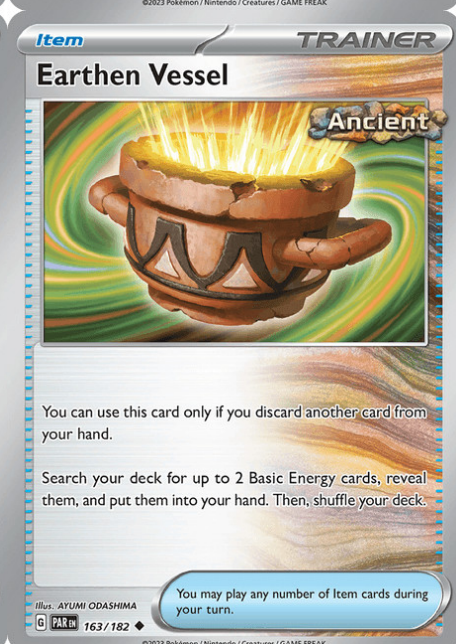
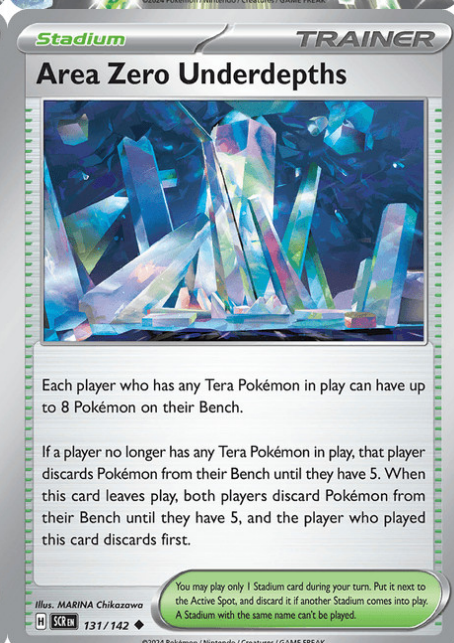
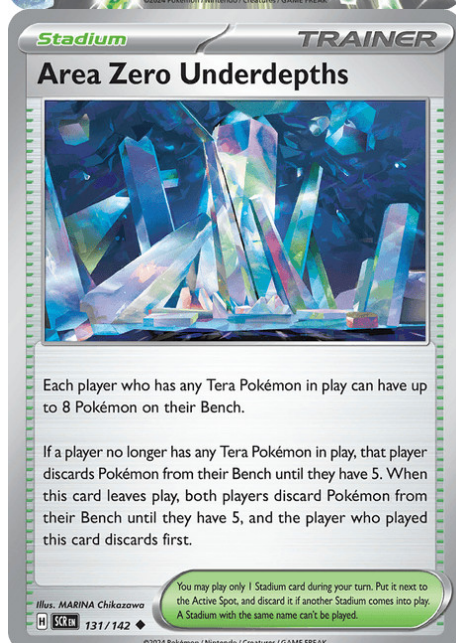
025/162

★★★

Pokémon EX rule

When your Pokémon EX is Knocked Out, your opponent takes 2 Prize cards.





Item

TRAINER

Earthen Vessel



You can use this card only if you discard another card from your hand.

Search your deck for up to 2 Basic Energy cards, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. AYUMI ODASHIMA

163/182

You may play any number of Item cards during your turn.

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Item

TRAINER

Earthen Vessel



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Illus. AYUMI ODASHIMA

163/182

You may play any number of Item cards during your turn.

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Item

TRAINER

Energy Retrieval



Put up to 2 Basic Energy cards from your discard pile into your hand.

Illus. Studio Bora Inc.

171/198

You may play any number of Item cards during your turn.

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Item

TRAINER

Energy Switch



Move a Basic Energy from 1 of your Pokémon to another of your Pokémon.

Illus. Studio Bora Inc.

173/198

You may play any number of Item cards during your turn.

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Supporter

TRAINER

Iono



Each player shuffles their hand and puts it on the bottom of their deck. If either player put any cards on the bottom of their deck in this way, each player draws a card for each of their remaining Prize cards.

Illus. Sonosuke Sakuma

185/193

You may play only 1 Supporter card during your turn.

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Stadium

TRAINER

Jamming Tower



Pokémon Tools attached to each Pokémon (both yours and your opponent's) have no effect.

Illus. AYUMI ODASHIMA

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You may play only 1 Stadium card during your turn. Put it next to the Active Spot, and discard it if another Stadium comes into play. A Stadium with the same name can't be played.

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Supporter

TRAINER

Judge



Each player shuffles their hand into their deck and draws 4 cards.

Illus. kantarō

167/182

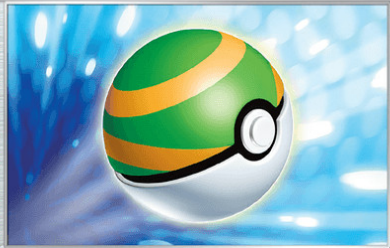
You may play only 1 Supporter card during your turn.

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Item

TRAINER

Nest Ball



Search your deck for a Basic Pokémon and put it onto your Bench. Then, shuffle your deck.

Illus. Toyote Beach

181/198

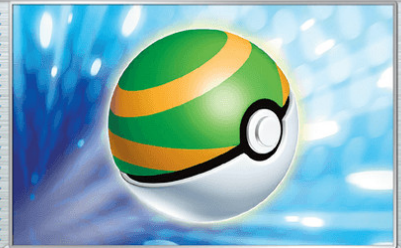
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Illus. Toyote Beach

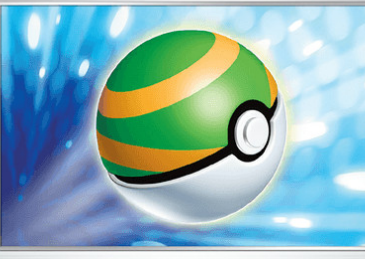
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You may play any number of Item cards during your turn.

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Item **TRAINER**

Nest Ball



Search your deck for a Basic Pokémon and put it onto your Bench. Then, shuffle your deck.

You may play any number of Item cards during your turn.

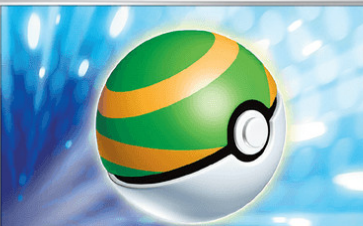
Illus. Toyote Beach

G **SV** **181 / 198** ◆

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Item **TRAINER**

Nest Ball



Search your deck for a Basic Pokémon and put it onto your Bench. Then, shuffle your deck.

You may play any number of Item cards during your turn.

Illus. Toyote Beach

G **SV111** 181 / 198 ◆

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Item **TRAINER**

Night Stretcher



Put a Pokémon or a Basic Energy card from your discard pile into your hand.

You may play any number of Item cards during your turn.

Illus. Toyote Beoch

H **SM EN** 061/064 ◆

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Item
TRAINER

Night Stretcher



The image shows a Night Stretcher Trainer card. At the top, there's a header bar with 'Item' on the left and 'TRAINER' on the right. Below this, the card's title 'Night Stretcher' is centered. The main illustration depicts a transparent stretcher with yellow straps and handles, floating against a blue background with a glowing effect. Below the illustration is a large, empty rectangular box for text. At the bottom, there's a blue oval containing the card's effect text. The bottom left corner features the 'H' logo, the name 'SFAEN', and the number '061/064'.

Put a Pokémon or a Basic Energy card from your discard pile into your hand.

You may play any number of Item cards during your turn.

Illus. Toyate Beach

H
SFAEN
061/064

Item

TRAINER

Prime Catcher

Switch in 1 of your opponent's Benched Pokémon to the Active Spot. If you do, switch your Active Pokémon with 1 of your Benched Pokémon.

You may play any number of Item cards during your turn.

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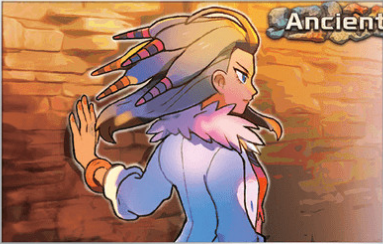
Illustration by Tetsuya Kamekura

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Supporter **TRAINER**

Professor Sada's Vitality

Ancient



Choose up to 2 of your Ancient Pokémon and attach a Basic Energy card from your discard pile to each of them. If you attached any Energy in this way, draw 3 cards.

Illustration by Megumi Mizutani

© PAR 04 170/182 ◆

You may play only 1 Supporter card during your turn.

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Item

TRAINER

Ultra Ball



You can use this card only if you discard 2 other cards from your hand.

Search your deck for a Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

SV196

196/198

Illustration credit: Ayako Yoshida

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You may play any number of Item cards during your turn.

Item

TRAINER

Ultra Ball



You can use this card only if you discard 2 other cards from your hand.

Search your deck for a Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

SV196

196/198

Illustration credit: Ayako Yoshida

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You may play any number of Item cards during your turn.

Item

TRAINER

Ultra Ball



You can use this card only if you discard 2 other cards from your hand.

Search your deck for a Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

SV196

196/198

Illustration credit: Ayako Yoshida

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You may play any number of Item cards during your turn.

Item

TRAINER

Ultra Ball



You can use this card only if you discard 2 other cards from your hand.

Search your deck for a Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

SV196

196/198

Illustration credit: Ayako Yoshida

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You may play any number of Item cards during your turn.

Basic Energy

ENERGY

Basic Energy



SV006

006

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Basic Energy

ENERGY

Basic Energy



SV006

006

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Basic Energy

ENERGY

Basic Energy



SV006

006

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Basic Energy

ENERGY

Basic Energy



SV001

001

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Basic Energy

ENERGY

Basic Energy



SV001

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