

BASIC

Fezandipiti^{ex}

HP 210

NO. 1015 Retainer Pokémon. HT: 3'3" WT: 26.9 lbs.

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

★

Pokémon EX rule

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

Illustration: Katsuyasu

ASCN 142/217

BASIC

Munkidori

HP 110

NO. 1015 Retainer Pokémon. HT: 3'3" WT: 26.9 lbs.

Ability

Adrena-Brain

Once during your turn, if this Pokémon has any Energy attached, you may move up to 3 damage counters from 1 of your Pokémon to 1 of your opponent's Pokémon.

☆☆

Mind Bend

60

Your opponent's Active Pokémon is now Confused.

weakness

×2

resistance

-30

retreat

★

Illustration: Kodomo

HTM 095/167

Munkidori keeps itself somewhere safe while it toys with its foes, using psychokinesis to induce intense dizziness.

BASIC

N's Purrloin

HP 70

NO. 0509 Devious Pokémon. HT: 1'4" WT: 22.3 lbs.

☆☆

Thieving Swipe

30

Your opponent reveals their hand, and you choose a card you find there and put it on the bottom of their deck.

weakness

×2

resistance

retreat

★

Illustration: Keislin

JIGM 096/159

Opponents that get drawn in by its adorable behavior come away with stinging scratches from its claws and stinging pride from its laughter.

BASIC

N's Reshiram

HP 130

NO. 0543 Vast White Pokémon. HT: 10'6" WT: 727.5 lbs.

⚡

Powerful Rage

20×

This attack does 20 damage for each damage counter on this Pokémon.

⚡

Virtuous Flame

170

weakness

resistance

retreat

☆☆

Illustration: rika

JIGM 116/159

According to myth, if people ignore truth and let themselves become consumed by greed, Reshiram will arrive to burn their kingdoms down.

BASIC

N's Zekrom

HP 130

NO. 0544 Deep Black Pokémon. HT: 9'6" WT: 760.6 lbs.

☆☆☆

Shred

70

This attack's damage isn't affected by any effects on your opponent's Active Pokémon.

⚡

Rampaging Thunder

250

During your next turn, this Pokémon can't use attacks.

weakness

resistance

retreat

☆☆

Illustration: AKIRA EGAWA

ASCN 155/217

When the interior part of its tail spins like a motor, Zekrom can generate many bolts of lightning to blast its surroundings.

STAGE 1

N's Zoroark^{ex}

HP 280

Evolves from N's Zorua

Ability

Trade

You must discard a card from your hand in order to use this Ability. Once during your turn, you may draw 2 cards.

☆☆

Night Joker

Choose 1 of your Benched N's Pokémon's attacks and use it as this attack.

weakness

×2

resistance

retreat

☆☆

Pokémon EX rule

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

Illustration: Katsuyasu

JIGM 098/159

STAGE 1

N's Zoroark^{ex}

HP 280

Evolves from N's Zorua

Ability

Trade

You must discard a card from your hand in order to use this Ability. Once during your turn, you may draw 2 cards.

☆☆

Night Joker

Choose 1 of your Benched N's Pokémon's attacks and use it as this attack.

weakness

×2

resistance

retreat

☆☆

Pokémon EX rule

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

Illustration: Katsuyasu

JIGM 098/159

STAGE 1

N's Zoroark^{ex}

HP 280

Evolves from N's Zorua

Ability

Trade

You must discard a card from your hand in order to use this Ability. Once during your turn, you may draw 2 cards.

☆☆

Night Joker

Choose 1 of your Benched N's Pokémon's attacks and use it as this attack.

weakness

×2

resistance

retreat

☆☆

Pokémon EX rule

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

Illustration: Katsuyasu

JIGM 098/159

STAGE 1

N's Zoroark^{ex}

HP 280

Evolves from N's Zorua

Ability

Trade

You must discard a card from your hand in order to use this Ability. Once during your turn, you may draw 2 cards.

☆☆

Night Joker

Choose 1 of your Benched N's Pokémon's attacks and use it as this attack.

weakness

×2

resistance

retreat

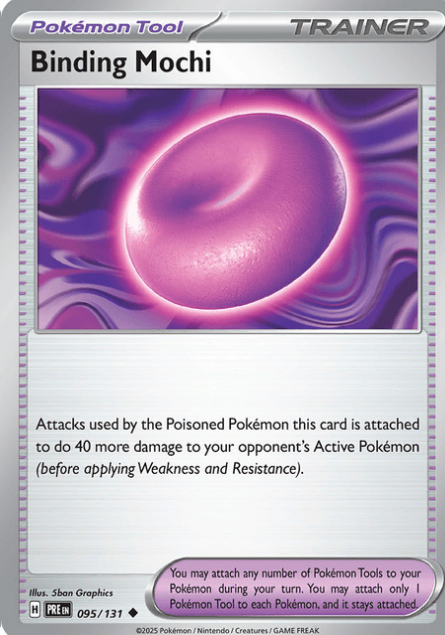
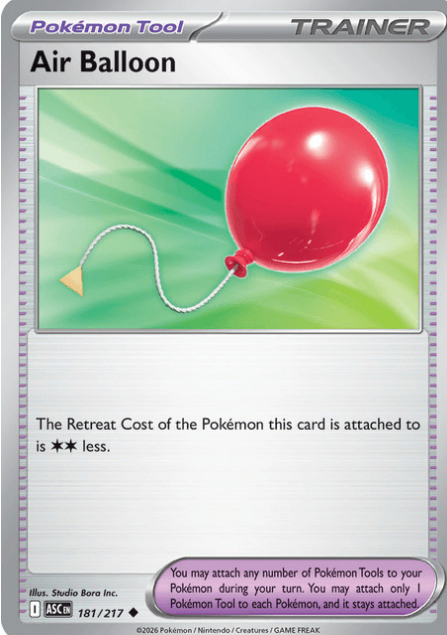
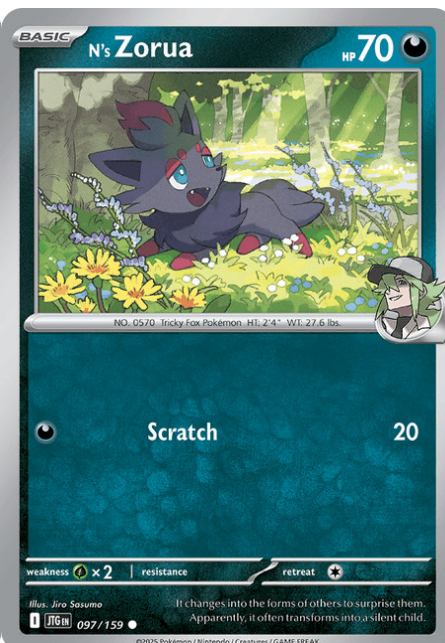
☆☆

Pokémon EX rule

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

Illustration: Katsuyasu

JIGM 098/159



Supporter

TRAINER

Cyrano



Search your deck for up to 3 Pokémon **ex**, reveal them, and put them into your hand. Then, shuffle your deck.

Illustration by Akira Komayama

170/191

You may play only 1 Supporter card during your turn.

©2014 Pokémon / Nintendo / Creatures / G.P.S. / CASEI, INC.

Supporter

TRAINER

Cyrano



Search your deck for up to 3 Pokémon **EX**, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. Akira Komayama
H SSP 170/191

You may play only 1 Supporter card during your turn.

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

Supporter

TRAINER

Cyrano



Search your deck for up to 3 Pokémon **EX**, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. Akira Komayama
H SSP 170/191

You may play only 1 Supporter card during your turn.

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

Supporter

TRAINER

Judge



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

Illus. Kantaro
D POR 076/088

You may play only 1 Supporter card during your turn.

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

Supporter

TRAINER

Judge



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

Illus. Kantaro
D POR 076/088

You may play only 1 Supporter card during your turn.

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

Supporter

TRAINER

Lillie's Determination



Shuffle your hand into your deck. Then, draw 6 cards. If you have exactly 6 Prize cards remaining, draw 8 cards instead.

Illus. Atsushi Furusawa
I MEG 119/132

You may play only 1 Supporter card during your turn.

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

Supporter

TRAINER

Lillie's Determination



Shuffle your hand into your deck. Then, draw 6 cards. If you have exactly 6 Prize cards remaining, draw 8 cards instead.

Illus. Atsushi Furusawa
I MEG 119/132

You may play only 1 Supporter card during your turn.

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

Supporter

TRAINER

Lillie's Determination



Shuffle your hand into your deck. Then, draw 6 cards. If you have exactly 6 Prize cards remaining, draw 8 cards instead.

Illus. Atsushi Furusawa
I MEG 119/132

You may play only 1 Supporter card during your turn.

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

Supporter

TRAINER

Lillie's Determination



Shuffle your hand into your deck. Then, draw 6 cards. If you have exactly 6 Prize cards remaining, draw 8 cards instead.

Illus. Atsushi Furusawa
I MEG 119/132

You may play only 1 Supporter card during your turn.

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

Item

TRAINER

N's PP Up



Attach a Basic Energy card from your discard pile to 1 of your Benched N's Pokémon.

Illus. Toyoko Beech
I FIGH 153/159

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

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

Item **TRAINER**

N's PP Up



Attach a Basic Energy card from your discard pile to 1 of your Benched N's Pokémon.

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

Illus. Toyote Beach

1 **JTGM** 153/159 ◆

©2010 Nintendo / Nintendo / Creatures / GAMESER-V

The image shows a single 'N's PP Up' item card from the Pokémon TCG. The card has a blue and white design with a green circular logo featuring a white triangle. The text on the card includes the item name, a description of its effect, and a play rule. The card is set against a background of other cards in a deck.

Item **TRAINER**

N's PP Up



Attach a Basic Energy card from your discard pile to 1 of your Benched N's Pokémon.

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

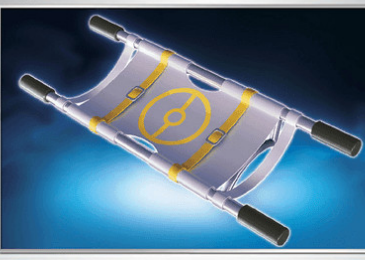
Illus. Toyotsu Beach
JTC 153/159

©2010 Nintendo / Nintendo / Creatures / GAMES EASY

The image shows a single 'N's PP Up' Trainer card from the Pokémon TCG. The card is white with a blue border. At the top, it has a blue 'Item' label and a 'TRAINER' label. The title 'N's PP Up' is in large, bold, black letters. Below the title is a large illustration of a white pill bottle with a blue cap and a green circular logo featuring a white triangle. The background of the illustration is a blue, shimmering, liquid-like texture. Below the illustration is a large white rectangular area with a blue border, containing the text 'Attach a Basic Energy card from your discard pile to 1 of your Benched N's Pokémon.' At the bottom of the card is a blue oval containing the text 'You may play any number of Item cards during your turn.' In the bottom left corner, there is a small blue box with the number '153/159' and a small blue diamond symbol. The bottom of the card features the text 'Illus. Toyotsu Beach' and 'JTC 153/159'.

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.

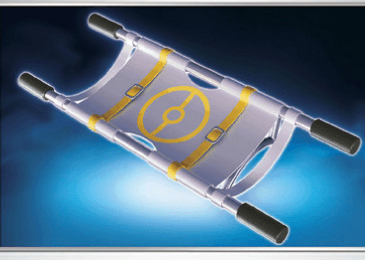
Illus. Toyote Beach
H ASC 196/217

©2016 Pokémon / Nintendo / Creatures / GAME FREAK

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 Beach

H ASC 196/217

©2016 Pokémon / Nintendo / Creatures / GAME FREAK

©2006 Nintendo / Nintendo Game Boy Advance

Item **TRAINER**

Poké Pad



Search your deck for a Pokémon that doesn't have a Rule Box, reveal it, and put it into your hand. Then, shuffle your deck. (*Pokémon ex*, *Pokémon V*, etc. have Rule Boxes.)

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

Illus. Studio Bora Inc.

J **POP** EN 081/088 ◆

©2006 Nintendo / Nintendo Game Boy Advance

©2016 Nintendo / Nintendo Creatures / GAME FREAK

Item **TRAINER**

Poké Pad



Search your deck for a Pokémon that doesn't have a Rule Box, reveal it, and put it into your hand. Then, shuffle your deck. (Pokémon **EX**, Pokémon **V**, etc. have Rule Boxes.)

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

Illus. Studio Bora Inc.

J **POR** 081/088 ◆

©2016 Pokémon / Nintendo / Creatures / GAME FREAK

Search your deck for a Pokémon that doesn't have a Rule Box, reveal it, and put it into your hand. Then, shuffle your deck. (*Pokémon ex*, *Pokémon V*, etc. have Rule Boxes.)

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

Illus. Studio Bora Inc.

POR 081/088

©2016 Pokémon / Nintendo / Creatures / GAME FREAK

