

In Aderon, pokémon have been able to develop their attacks and moves to the point of advancing their uses and allowing for more powerful versions of what a normal attack is capable of. These advanced techniques allow for them to use moves they otherwise would not be able to, or alter the way certain moves are performed in order to increase its power, accuracy, speed, ect.

An example of this can be seen with the move water gun. Normally, the technique fires a pressurized stream of water from the mouth or another part of the body from the pokémon. This attack can usually break apart boulders at full blast.

However, a water pokémon can actually adjust the way the attack works with training. By reducing the stream and condensing it down more and more, a water type pokémon can fire out a single, thin shot that has all the power of the original attack, but streamlined into a small, sharp, thin and fast moving shot. This attack is called "Water Arrow."

Water Arrow is faster, stronger and more precise compared to Water Gun, but lacks the AoE capabilities of the latter version. However, using the boulder example, while Water Arrow won't break apart a boulder, it will bore clean through it and with training it can even fire multiple arrows at once.

This is simply one example of move training, altering how the attack works and functions in order to make it better or change its use and function. This however isn't the only way moves can be adjusted. A move or attack can be changed in whatever ways the user wishes, as long as they have trained to do so.

However, move altering isn't the only advantage gained from this. Likewise, as a pokémon develops an attack and changes the way it works and functions, the base version of the attack will become naturally better and more effective than it was previously. Once again using water gun as an example.

If water gun was a base...40 power
Water Arrow would be a base 75 power.

But upon learning it, Water Gun would become a base 50 power. And the more variations you learn or the more developed one becomes with this base move, the better the base version will end up being.

Water arrow conversely will never actually raise in base power, but can be perfected overtime to allow multiple shots. The more advanced Water Arrow becomes, the better the base move Water Gun becomes, eventually allowing the base move to outstrip the variant. However the variants are still very effective, as by the time water gun is stronger than water arrow, water arrow should still be faster and allow for multiple shots, rather than a single powerful stream.

This is not locked to simply attacking moves or offensive variants either. Moves like double team can be developed to create real, physical copies of the user that can act on the real world, or even creating afterimages to strike an opponent's blind spot at the last moment, a technique known as "afterimage strike."

Likewise, moves like shadow ball can even be used to create shields to block attacks with or tendrils to bind opponents. **The limit to what one can do with a move when skilled enough to customize it is only limited by one's imagination and skill.**

Combination moves

Combination moves are as the name implies. Moves and attacks created by combining two or more moves together to create a new, unique attack. This is very similar to simply developing attacks, but in this, one is simply taking two or more of their existing attacks and combining them together.

Ice beam + Aqua Jet for example would allow for a pokemon to...rather than charge at the opponent while surrounded in water, do so while surrounded in an icy spear, allowing one to piece through a target rather than ram into them like with the normal version of the move. Likewise, the ice also would act as a buffer of sorts from other attacks aimed at the user.

Combination attacks are limited only to the user's imagination and what they may be able to come up with in terms of linking moves or attacks together.

The drawback to combination attacks is simply that they take more skill and energy to use, tiring out the user much faster. The amount of time these can be used is also congruent to the amount of times both moves can be used separately by the one using it.