

Shadow Pokemon are Pokemon that have had their emotions artificially shut down, turning them into soulless beings that exist only to fight. Most Shadow Pokemon are physically indistinguishable from ordinary members of their species, but observant Trainers may notice Pokemon behaving in unusual ways; Hyper-aggression, lack of response to pain or other stimuli, and refusal to communicate with other Pokemon are the most common indicators that a Pokemon has been turned Shadow. The process of creating Shadow Pokemon was first invented by the Orre-based criminal organization Cipher, and is strictly outlawed in all regions.

Shadow Pokemon have the following traits:

- The Pokemon's Happiness and Loyalty are both at Zero, and cannot be raised.
- The Pokemon's Nature is changed to "Shadow" (detailed below)
- The Pokemon has been reduced to nothing but its instinct to fight. It has a +2 bonus to Initiative rolls.
- With its emotions suppressed, the Pokemon lacks any sense of self-preservation. It does not suffer Pain Penalizations.
- Lacking empathy, the Pokemon always attacks with its full force. It cannot be commanded to Hold Back.
- The Pokemon will not stop fighting until there are no opposing Pokemon remaining. A Shadow Pokemon's Trainer cannot use Items on it unless they have entered the fray.
- The Pokemon lashes out at everyone and everything around them. When a Shadow Pokemon's Trainer has entered the fray, it may attack its Trainer or allied Pokemon at the Storyteller's discretion.

Shadow Moves: These attacks are only available to Shadow Pokemon. They are considered to have no Type, but are Super Effective against ordinary Pokemon and Not Very Effective against Shadow Pokemon. What moves an individual Shadow Pokemon can use is at the Storyteller's discretion, and most Shadow Pokemon know two.

Shadow Blast: Physical; Dexterity+Channel; One Foe; Str+4; Lethal

Shadow Blitz: Physical; Dexterity+Brawl; One Foe; Str+2; Lethal

Shadow Bolt: Special; Dexterity+Channel; One Foe; Spec+3; Lethal, 1 chance die to Paralyze

Shadow Break: Physical; Dexterity+Brawl; One Foe; Str+3; Lethal

Shadow Chill: Special; Dexterity+Channel; One Foe; Spec+3; Lethal, 1 chance die to Freeze

Shadow Down: Support; Special+Channel; All Foes; inflicts -2 Defense

Shadow End: Physical; Strength+Brawl; One Foe; Str+5; Recoil, Lethal, Low Accuracy 2

Shadow Fire: Special; Dexterity+Channel; One Foe; Spec+3; Lethal, 1 chance die to Burn

Shadow Half: Support; Special+Channel; Field; Reduce current HP of all combatants by half

Shadow Hold: Support; Dexterity+Brawl; All Foes; Low Accuracy 1, inflicts Block

Shadow Mist: Support; Special+Channel; All Foes, remove 2 successes from Evasion checks

Shadow Panic: Support; Special+Intimidate; All Foes; Low Accuracy 2, inflicts Confusion

Shadow Rave: Special; Dexterity+Channel; All Foes; Spec+2; Lethal

Shadow Rush: Physical; Dexterity+Brawl; One Foe; Str+2; Lethal

Shadow Shed: Support; Special+Channel; Field; removes Reflect and similar moves

Shadow Sky: Support; Special+Channel; Field; Activate "Shadow Sky" weather (detailed below)

Shadow Storm: Special; Dexterity+Channel; All Foes; Spec+3; Lethal

Shadow Wave: Special; Dexterity+Channel; All Foes; Spec+2; Lethal

Shadow (Nature): Aggressive, Emotionless, Lack of Empathy | Confidence 1

“The Pokemon lacks the ability to connect with others on a meaningful level. It responds to most stimuli with indifference, and to stress with aggression.”

Shadow Sky (Weather): Has the following effects:

- Non-Shadow Pokemon suffer 1 point of damage at the end of each round
- Moves that become Complete Heal in Sunny weather only heal 1 HP instead