

Pokémon Shuffle Fähigkeiten und Booster

Referenzwerte:

Ein Personalisierter Fähigkeiten Booster (PFB) entspricht einem Fähigkeiten-Punkt (1 FP).

Ein Fähigkeiten Booster S entspricht 3 FP.

Ein Fähigkeiten Booster M entspricht 10 FP.

Ein Fähigkeiten Booster L entspricht 30 FP.

Gruppe 1: 50 Fähigkeiten-Punkte

Level	Fähigkeiten-Punkte
1-2	3
2-3	7
3-4	15
4-5	25

Anfeuern (Cheer) (60%, 100%, 100%, damage x1, +10%, +15%, +20%, +40%): Increases the chance that the next match's skill is triggered.

Volltrefferplus (Opportunist) (5%, 10%, 10%, damage x1.5, x2.1, x2.7, x3, x5.1): Attacks can occasionally deal greater damage than usual.

Schabernack (Prank) (20%, 40%, 100%, damage x1, +10%, +20%, +30%, +40%): Occasionally changes when a foe will next disrupt your play. Does not trigger if a status effect is present.

Auslaugen (Vitality Drain) (15%, 30%, 60%, +5%, +10%, +20%, +30%): Does more damage when the opponent has more HP left. Damage = remaining HP x 10%.

Giftschwaden (Poisonous Mist) (25%, 45%, 30%, +10%, +15%, +20%, +25%): Does more damage when the opponent has more HP left. Damage = remaining HP x 10%.

Regenguss (Downpour) (25%, 45%, 30%, +10%, +15%, +20%, +35%): Does more damage when the opponent has more HP left. Damage = remaining HP x 10%.

Felsbrecher (Rock Break) (100%, 100%, 100%, damage x1, x1.5, x1.7, x1.8, x2): Destroys one breakable-rock disruption without fail.

Wolkenbrecher (Cloud Clear) (100%, 100%, 100%, damage x1, x1.5, x1.7, x1.8, x2): Clears away one black-cloud disruption without fail.

Blockbrecher (Block Smash) (100%, 100%, 100%, damage x1, x1.5, x1.7, x1.8, x2): Clears one unbreakable-block disruption without fail.

Willkür (Quirky) (30%, 50%, 100%, damage x1, +30%, +40%, +50%, +70%): Occasionally erases one extra matching Pokémon elsewhere.

Austausch (Swap) (30%, 50%, 100%, damage x1, +20%, +30%, +50%, +70%): Can replace a disruption with this Pokémon.

Absorber (Absorb) (60%, 70%, 100%, +5%, +10%, +15%, +20%): Does more damage when the opponent has more HP left. Damage = remaining HP x 5%.

Knuddelattacke (Power Hug) (30%, 50%, 80%, damage x5, x6, x7.5, x9, x10): Delays your opponent's disruptions and deals a lot more damage.

Gruppe 2: 54 Fähigkeiten-Punkte

Level	Fähigkeiten-Punkte
1-2	2
2-3	7
3-4	18
4-5	27

Viererschub (4 Up) (0%, 100%, 0%, damage x1.5, x2.25, x2.7, x3, x3.3): Attacks do more damage when you make a match of four.

Schattentanz (Shadow Dance) (0%, 0%, 70%, damage x3, +5%, +10%, +20%, +30%): Further increases damage done by any Ghost types in a combo when you make a match of five.

Gruppe 3: 61 Fähigkeiten-Punkte

Level	Fähigkeiten-Punkte
1-2	3
2-3	8
3-4	12
4-5	38

Verwüstung (Demolish) (0%, 80%, 0%, damage x9, +2%, +4%, +6%, +9%): Attacks sometimes do a ton more damage when you make a match of four.

Bestienkraft (Beast Power) (17%, 53%, 73%, damage x7, x7.7, x8.4, x9.1, x9.8): Sometimes deals a lot more damage.

Gruppe 4: 70 Fähigkeiten-Punkte

Level	Fähigkeiten-Punkte
1-2	2
2-3	7
3-4	21
4-5	40

Hyperhieb (Hyper Punch) (10%, 50%, 50%, damage x3, +10%, +15%, +20%, +30%): Attacks sometimes deal greater damage than usual.

Auf und Ab (Risk-Taker) (50%, 70%, 100%, damage x1, x1.5, x1.8, x2, x2.5): Damage may randomly be increased or decreased. Damage = (random number from 3 to 1/3) x damage output.

Erstauner (Astonish) (20%, 30%, 100%, damage x1, x1.1, x1.2, x1.4, x1.5): Can delay your opponent's disruptions for a turn.

Paralysieren (Paralyze) (10%, 30%, 80%, damage x1, +5%, +8%, +10%, +15%): Leaves the foe paralyzed for two moves. Immune types: Electric, Poison, Flying, Psychic, Ghost, Dragon, Steel, Fairy.

Paralysieren+ (Paralyze+) (1%, 15%, 65%, damage x1, +4%, +7%, +8%, +10%): Rarely leaves the foe paralyzed for an even longer period of time (ten moves). Immune types: Electric, Poison, Flying, Psychic, Ghost, Dragon, Steel, Fairy.

Wirbeln (Whirlpool) (30%, 60%, 90%, damage x1, +5%, +10%, +15%, +20%): Can delay your opponent's disruptions for a turn.

Schüttelfrost (Chill) (20%, 30%, 100%, damage x1, +10%, +20%, +25%, +30%): Can delay your opponent's disruptions for a turn.

Aufrüttler (Quake) (20%, 35%, 60%, damage x1.2, +10%, +20%, +30%, +40%): Sometimes increases damage and leaves opponent paralyzed for one move. Immune types: Electric, Poison, Flying, Psychic, Ghost, Dragon, Steel, Fairy.

Hexaplaga (Swarm) (60%, 80%, 100%, damage x5, +10%, +20%, +30%, +40%): Attacks do more damage when things are looking desperate. Only activates in the last four moves or when ≤ 10 seconds remaining.

Paralyse-Serie (Paralysis Combo) (40%, 60%, 100%, damage x1.5, +20%, +25%, +30%, +40%): Boosts damage done by combos if the foe is paralyzed.

Absturz (Swat) (20%, 40%, 100%, damage x1, x1.1, x1.2, x1.4, x1.6): Does more damage against Flying, Bug, or Fairy types. If triggered, all Psychic-type damage in the combo is boosted by x2. Skill level bonuses only affect the initial match.

Kraftpaket (Brute Force) (50%, 100%, 100%, damage x1, x2, x2.5, x3, x4): Increases damage for attacks that are not very effective. Not very effective damage x2 for the entire combo. Damage multiplier only for the initial match.

Abschütteln (Eject) (100%, 100%, 100%, damage x1, x1.5, x1.7, x1.8, x2): Removes one non-Support Pokémon icon without fail.

Barrierenbrecher (Barrier Bash) (100%, 100%, 100%, damage x1, x1.2, x1.5, x1.7, x2): Removes one barrier-type disruption without fail.

Willkür+ (Quirky+) (25%, 35%, 100%, damage x1, +10%, +20%, +40%, +65%): Occasionally erases two extra matching Pokémon elsewhere.

Störbrecher (Stabilize) (30%, 50%, 100%, damage x1, +10%, +20%, +50%, +70%): Occasionally erases one of the foe's disruptions on the board.

Felsfabrik (Rockify) (60%, 80%, 100%, damage x1, +5%, +10%, +15%, +20%): Occasionally turns one non-Support Pokémon into a rock.

Blockfabrik (Blockify) (60%, 80%, 100%, damage x1, +5%, +10%, +15%, +20%): Occasionally turns one non-Support Pokémon into a block.

Letzte Chance (Final Effort) (70%, 80%, 100%, damage, x9, x18, x22.5, x27, x36): Attacks do more damage when there are no more moves left. Only activates on the last move or when ≤ 3 seconds remaining.

Zurückschrecken (Daunt) (70%, 70%, 70%, damage x1.2, x1.44, x1.8, x2.16, x2.4): Can delay your opponent's disruptions for a turn and also increases damage.

Dreierkraft (Three Force) (100%, 0%, 0%, damage x2, x2.4, x3, x4, x5): Attacks do more damage when you make a match of three.

Hypersauger (Hyper Drain) (0%, 60%, 100%, damage x1, +10%, +20%, +25%, +30%): Damage varies depending on the opponent's remaining HP. Damage = remaining HP x 10%.

Furchtlosigkeit (Fearless) (10%, 50%, 100%, damage x1, x1.2, x1.4, x1.5, x2): Combos do more damage if the opponent is Ghost type.

Gruppe 5: 70 Fähigkeiten-Punkte

Level	Fähigkeiten-Punkte
1-2	5
2-3	10
3-4	25
4-5	30

Krafthieb (Heavy Hitter) (20%, 50%, 80%, damage x1.5, x2.25, x3, x3.3, x4.05): Attacks can occasionally deal greater damage than usual.

Drachenkralle (Dragon Talon) (40%, 70%, 100%, damage x1.5, +10%, +15%, +20%, +30%): Attacks sometimes deal greater damage than usual.

Gruppe 6: 100 Fähigkeiten-Punkte

Level	Fähigkeiten-Punkte
1-2	2
2-3	7
3-4	21
4-5	70

Superblitz (Super Bolt) (10%, 20%, 50%, damage x10, x11, x12, x13, x15): Attacks can occasionally deal greater damage than usual.

Kreuz-Angriff (Cross Attack) (100%, 100%, 100%, damage x3, x3.3, x3.6, x4.2, x4.5): Making a + shaped match deals more damage than usual. The second match in the combo will also receive a x3 damage multiplier.

T-Angriff (T-Boost) (100%, 100%, 100%, damage x3, x3.3, x3.6, x4.2, x4.5): Making a T-shaped match deals more damage than usual. The second match in the combo will also receive a x3 damage multiplier.

L-Angriff (L-Boost) (100%, 100%, 100%, damage x3, x3.3, x3.6, x4.2, x4.5): Making an L-shaped match deals more damage than usual. The second match in the combo will also receive a x3 damage multiplier.

Kontertreffer (Counterattack) (25%, 75%, 100%; damage multiplier x20, x30, x35, x40, x50): The more disruptions on the board, the greater the damage. Damage + (number of Rocks, Blocks, and Coins x damage multiplier).

Allianz (Flash Mob) (5%, 40%, 60%, damage x1, +20%, +30%, +40%, +60%): Having more Pokémon of the same type boosts damage dealt. Damage + (number of Pokémon with the same type excluding the initial match x30).

Gruppe 7: 100 Fähigkeiten-Punkte

Level	Fähigkeiten-Punkte
1-2	5
2-3	15
3-4	20
4-5	60

Schockangriff (Shock Attack) (20%, 30%, 80%, damage x1, +5%, +7%, +10%, +15%): Leaves the foe paralyzed for four moves. Immune types: Electric, Poison, Flying, Psychic, Ghost, Dragon, Steel, Fairy.

Flattern (Flap) (20%, 30%, 100%, damage x1, x1.1, x1.2, x1.4, x1.5): Can delay your opponent's disruptions for a turn.

Zurücksetzer (Mind Zap) (10%, 40%, 100%, damage x1, +5%, +10%, +20%, +25%): Can reset your opponent's disruption counter to maximum. Does not trigger if a status effect is present.

Einfrieren (Freeze) (5%, 35%, 70%, damage x1, +10%, +12%, +15%, +20%): Leaves the foe frozen for three moves. Damage x1.2 from Ice types. Immune types: Fire, Electric, Ice, Fighting, Poison, Psychic, Ghost, Steel, Fairy.

Einlullen (Sleep Charm) (5%, 30%, 80%, damage x1, +10%, +15%, +18%, +25%): Leaves the foe asleep for three moves. Damage x1.2 from all types. Immune types: Grass, Ice, Fighting, Rock, Ghost, Dragon, Dark, Steel.

Mega-Kraft (Mega Boost) (50%, 100%, 100%, megabar +3, +10%, +15%, +20%, +40%): Fills the Mega Gauge of a Pokémon of the same type.

Umklammern (Constrict) (20%, 50%, 90%, damage x2, +5%, +10%, +15%, +20%): Can delay your opponent's disruptions for two turns.

Normal-Serie (Double Normal) (20%, 60%, 80%, damage x4, +5%, +10%, +15%, +20%): Increases damage done by any Normal types in a combo.

Verängstigen (Spookify) (5%, 45%, 80%, damage x1, +10%, +15%, +20%, +30%): Leaves the foe spooked for three moves. Damage x1.5 from Ghost types. Immune types: Grass, Ice, Fighting, Poison, Ground, Bug, Rock, Dragon, Dark, Steel.

Verängstigen+ (Spookify+) (0%, 45%, 80%, damage x1.5 from Ghost types, +10%, +15%, +20%, +30%): Sometimes leaves the foe spooked for a long time (seven moves). Damage x1.5 from Ghost types. Immune types: Grass, Ice, Fighting, Poison, Ground, Bug, Rock, Dragon, Dark, Steel.

Feenkraft (Pixie Power) (15%, 40%, 80%, damage x2, +20%, +30%, +40%, +60%): Increases damage done by any Fairy types in a combo.

Unheilskraft (Sinister Power) (15%, 40%, 80%, damage x2, +20%, +30%, +40%, +60%): Increases damage done by any Dark types in a combo.

Stahlherz (Steely Resolve) (60%, 80%, 100%, damage x4, x4.4, x4.8, x10, x14): Attacks do more damage when things are looking desperate. Only activates on the last four moves or when ≤ 10 seconds remaining.

Drachensturm (Dancing Dragons) (60%, 100%, 100%, damage x2, +10%, +15%, +20%, +30%): Increases damage done by any Dragon types in a combo.

Letzte Kraft (Last-Ditch Effort) (50%, 100%, 100%, damage x5, x6, x7.5, x10, x15): Attacks do more damage when things are looking desperate. Only activates on the last four moves or when ≤ 10 seconds remaining.

Schlaf-Serie (Sleep Combo) (40%, 60%, 100%, damage x1.5, +20%, +25%, +30%, +40%): Boosts damage done by combos if the foe is asleep.

Boden-Serie (Ground Forces) (20%, 60%, 80%, damage x2, +15%, +20%, +25%, +30%): Increases damage done by Ground types in the combo.

Ansammlungskraft (Crowd Power) (25%, 70%, 90%; damage multiplier x50, x60, x70, x80, x100): The more of this Pokémon in the puzzle area, the more damage. Damage + (number of Pokémon excluding the initial match x damage multiplier).

Teamgeist (Crowd Control) (20%, 60%, 80%, damage x1, +10%, +15%, +20%, +40%): The more of this Pokémon in the puzzle area, the more damage. Damage + (number of Pokémon excluding the initial match x50).

Teamgeist+ (Crowd Control+) (15%, 40%, 80%, damage x1, +10%, +25%, +30%, +40%): The more of this Pokémon in the puzzle area, the more damage. Damage + (number of Pokémon excluding the initial match x100).

Mehrfachschlag (Hitting Streak) (60%, 100%, 100%, damage multiplier x1, +10%, +15%, +20%, +30%): Does more damage the more times in a row it is triggered. Damage x $1.2^{(\text{streak count})}$ x damage multiplier; caps at x2.

Nonstop (Damage Streak) (60%, 100%, 100%, damage multiplier x1, x1.1, x1.3, x1.5, x2): Does more damage the more times in a row it is triggered. Damage x $1.2^{(\text{streak count})}$ x damage multiplier; caps at x2.

Störbrecher+ (Stabilize+) (20%, 50%, 80%, damage x1, +10%, +20%, +40%, +50%): Occasionally erases two of the foe's disruptions on the board.

Piesacken (Relentless) (70%, 80%, 100%, damage x1.2, x1.44, x1.56, x1.8, x2.04): Boosts damage done by combos if foe has any status condition.

Eis-Serie (Ice Dance) (30%, 50%, 70%, damage x1.8, +10%, +15%, +20%, +30%): Increases damage done by Ice types in the combo.

Vergiften (Poison) (10%, 40%, 70%, damage x1.2 of Poison-types, +5%, +10%, +20%, +30%): Leaves the foe poisoned for seven turns. Damage x1.5 from Poison types.

Giftschwall (Toxic Stress) (50%, 100%, 100%, damage x1, +5%, +10%, +15%, +20%): Does more damage the more times in a row it is triggered. Damage x1.5, then x2, then x3.

Beruhigen (Calm Down) (20%, 40%, 70%, damage x1, +5%, +7%, +10%, +15%): Delays your opponent's disruptions (resets countdown counter to maximum). Does not trigger if a status effect is present.

Sturzwelle (Big Wave) (30%, 60%, 90%, damage x2, +5%, +10%, +15%, +20%): Increases damage done by Water types in the combo.

Drachenschweif (Dragon Sweep) (80%, 80%, 80%, damage x1, x2, x2.2, x2.5, x3): May remove two non-Support Pokémon.

Drachenschrei (Dragon Shriek) (20%, 40%, 80%, damage x1, x1.2, x1.4, x1.6, x2): Leaves the foe paralyzed for a longer period of time (five moves). Immune types: Electric, Poison, Flying, Psychic, Ghost, Dragon, Steel, Fairy.

Verwandlung (Transform) (50%, 100%, 100%, damage x1, +5%, +10%, +20%, +30%): Changes up to 3 of this Pokémon into another Support Pokémon.

Freundschaftskraft (Unity Power) (25%, 40%, 80%, damage x5, x6, x7.5, x9, x12): Attacks can sometimes deal a lot more damage than usual.

Kontrolle (Possession) (40%, 40%, 40%, damage x1, +10%, +15%, +20%, +33%): Can delay your opponent's disruptions (resets disruption counter to maximum). Does not trigger if a status effect is present.

Blitzwelle (Lightning) (40%, 70%, 90%, damage x1, x1.2, x1.5, x2, x2.5): Leaves the foe paralyzed for one move. Immune types: Electric, Poison, Flying, Psychic, Ghost, Dragon, Steel, Fairy.

Hinterhalt (Blindside) (60%, 100%, 100%, damage x1, x2, x2.5, x3, x4): Sometimes erases two extra matching Pokémon elsewhere.

Maximale Kraft (Full Power) (0%, 10%, 0%, damage x10, +10%, +15%, +20%, +30%): Rarely attacks do a ton more damage when you make a match of four.

Schlummern (Nap Time) (30%, 60%, 90%, damage x1, +5%, +10%, +15%, +20%): Leaves the foe asleep for two moves. Immune types: Grass, Ice, Fighting, Rock, Ghost, Dragon, Dark, Steel.

Stampfen (Crushing Step) (30%, 40%, 50%, damage x2, x2.4, x3, x4, x5): Can delay your opponent's disruptions for a turn and also increases damage.

Sandschleuder (Sand Sport) (20%, 40%, 80%, damage x1, x1.5, x2, x3, x4): Delays your opponent's disruptions even more (two moves).

Fesseln (Fascinate) (30%, 30%, 30%, damage x1, +5%, +10%, +15%, +30%): Delays your opponent's disruptions.

Gruppe 8: 120 Fähigkeiten-Punkte

Level	Fähigkeiten-Punkte
1-2	5
2-3	25
3-4	40

Viererkraft (Power of 4) (0%, 100%, 0%, damage x1.5, x2.25, x2.7, x3.15, x3.6): Attacks do more damage when you make a match of four.

Viererkraft+ (Power of 4+) (0%, 80%, 0%, damage x3, x3.3, x3.6, x3.9, x4.5): Attacks do even more damage when you make a match of four.

Fünferkraft (Power of 5) (0%, 0%, 100%, damage x1.5, x2.25, x2.7, x3.15, x3.6): Attacks do more damage when you make a match of five.

Fünferkraft+ (Power of 5+) (0%, 0%, 80%, damage x3, x3.3, x3.6, x4.2, x5.1): Attacks do even more damage when you make a match of five.

Sturzangriff (Nosedive) (15%, 40%, 70%, damage x5, +10%, +15%, +20%, +30%): Attacks can occasionally deal greater damage than usual.

Ankokeln (Burn) (5%, 55%, 80%, damage x1, +5%, +10%, +15%, +20%): Leaves the foe burned for three moves. Damage x1.5 from Fire types. Immune types: Dragon, Fire, Ghost, Ground, Poison, Rock, Water.

Ankokeln+ (Burn+) (5%, 25%, 50%, damage x1.5 from Fire types, +15%, +25%, +40%, +50%): Rarely leaves the foe burned for an even longer period of time (ten moves). Damage x1.5 from Fire types. Immune types: Dragon, Fire, Ghost, Ground, Poison, Rock, Water.

Einfrieren+ (Freeze+) (0%, 35%, 70%, damage x1, +10%, +15%, +25%, +30%): Rarely leaves the foe frozen for a long time (seven moves). Damage x1.2 from Ice types. Immune types: Fire, Electric, Ice, Fighting, Poison, Psychic, Ghost, Steel, Fairy.

Mega-Kraft+ (Mega Boost+) (50%, 100%, 100%, megabar +6, +5%, +10%, +20%, +30%): Fills the Mega Gauge of the same type of Pokémon more.

Mega-Kraft++ (Mega Boost++) (10%, 20%, 60%, megabar +9, +5%, +10%, +20%, +40%): Fills the Mega Gauge of same type of Pokémon even more.

Leuchtfeuer (Pyre) (50%, 100%, 100%, damage x2, +10%, +20%, +30%, +40%): Increases damage done by any Fire types in a combo.

Frontalangriff (Pummel) (15%, 50%, 100%, damage x2, +20%, +25%, +40%, +50%): Increases damage done by any Fighting types in a combo.

Felsbrecher+ (Rock Break+) (50%, 100%, 100%, damage x1, +10%, +15%, +20%, +30%): Sometimes destroys three breakable-rock disruptions.

Felsbrecher++ (Rock Break++) (40%, 100%, 100%, damage x1, +5%, +10%, +15%, +20%): Sometimes destroys five breakable-rock disruptions.

Felsbrecher+++ (Rock Shot) (60%, 100%, 100%, damage x2, x3, x4, x6, x8): Erases two breakable-rock disruptions and also increases damage.

Wolkenbrecher+ (Cloud Clear+) (50%, 100%, 100%, damage x1, +10%, +15%, +20%, +30%): Sometimes clears away three black-cloud disruptions.

Wolkenbrecher++ (Cloud Clear++) (40%, 100%, 100%, damage x1, +5%, +10%, +15%, +20%): Sometimes clears away five black-cloud disruptions.

Wolkenbrecher+++ (Cloud Shot) (60%, 100%, 100%, damage x2, x3, x4, x6, x8): Erases two black-cloud disruptions and increases damage.

Blockbrecher+ (Block Smash+) (50%, 100%, 100%, damage x1, +10%, +15%, +20%, +30%): Sometimes clears three unbreakable-block disruptions.

Blockbrecher++ (Block Smash++) (40%, 100%, 100%, damage x1, +5%, +10%, +15%, +20%): Sometimes clears five unbreakable-block disruptions.

Blockbrecher+++ (Block Shot) (60%, 100%, 100%, damage x2, x3, x4, x6, x8): Erases two unbreakable-block disruptions and increases damage.

Abschütteln+ (Eject+) (50%, 100%, 100%, damage x1, +10%, +15%, +20%, +30%): Sometimes removes three non-Support Pokémon icons.

Abschütteln++ (Eject++) (40%, 100%, 100%, damage x1, +5%, +10%, +15%, +20%): Sometimes removes five non-Support Pokémon icons.

Barrierenbrecher+ (Barrier Bash+) (50%, 100%, 100%, damage x1, +10%, +15%, +20%, +30%): Sometimes removes three barrier-type disruptions.

Barrierenbrecher++ (Barrier Bash++) (40%, 100%, 100%, damage x1, +5%, +10%, +15%, +20%): Sometimes removes five barrier-type disruptions.

Barrierenbrecher+++ (Barrier Shot) (60%, 100%, 100%, damage x2, x3, x4, x6, x8): Removes two barrier-type disruptions and increases damage.

Austausch+ (Swap+) (25%, 50%, 100%, damage x1, +10%, +20%, +30%, +35%): Can replace some disruptions with this Pokémon.

Austausch++ (Swap++) (20%, 50%, 100%, damage x1, +5%, +10%, +20%, +30%): Can replace many disruptions with this Pokémon.

Willkür++ (Quirky++) (10%, 25%, 100%, damage x1, +15%, +25%, +45%, +75%): Rarely erases five extra matching Pokémon elsewhere.

Störbrecher++ (Stabilize++) (25%, 50%, 100%, damage x1, +10%, +15%, +20%, +25%): Occasionally erases five of the foe's disruptions on the board.

Flug-Serie (Sky Blast) (10%, 60%, 90%, damage x2, +5%, +10%, +15%, +20%): Increases damage done by any Flying types in a combo.

Gift-Serie (Poison Pact) (40%, 60%, 80%, damage x2, +10%, +20%, +30%, +50%): Increases damage done by Poison types in the combo.

Pflanzen-Serie (Leaf Combo) (30%, 60%, 90%, damage x2, +10%, +15%, +20%, +30%). Increases damage done by Grass types in the combo.

Psycho-Serie (Psychic Combo) (10%, 60%, 90%, damage x2, +10%, +15%, +20%, +30%): Increases damage done by any Psychic types in a combo.

Gesteins-Serie (Rock Combo) (30%, 60%, 90%, damage x2, +10%, +15%, +20%, +30%): Increases damage done by any Rock types in a combo.

Käfer-Serie (Bug Combo) (30%, 60%, 90%, damage x2, +10%, +15%, +20%, +30%): Increases damage done by any Bug types in a combo.

Mehrfachschlag+ (Hitting Streak +) (60%, 60%, 60%, damage multiplier x1, +5%, +10%, +15%, +20%): Does more damage the more times in a row it is triggered. Damage x $1.5^{(\text{streak count})}$ x damage multiplier; streak count caps at 10.

Nonstop+ (Non Stop+) (20%, 40%, 60%, damage x1, x1.1, x1.3, x1.5, x2): Does even more damage the more times in a row it is triggered. Damage x2 x (1, 2, 4, 5); caps at 10.

Kreuz-Angriff+ (Cross Attack+) (80%, 90%, 100%, damage x4, x4.4, x4.8, x6, x12): Making a + shaped match deals even more damage than usual. The second match in the combo will also receive a x4 damage multiplier.

Kontertreffer+ (Counterattack+) (25%, 50%, 70%, damage x100, +10%, +15%, +20%, +30%): The more disruptions on the board, the greater the damage. Damage + (number of Rocks, Blocks, and Coins x damage multiplier).

Blocksprenger (Block Off) (20%, 30%, 60%, damage x1, +10%, +20%, +30%, +40%): Rarely clears 10 unbreakable-block disruptions.

Abstoßen (Shot Out) (60%, 100%, 100%, damage x2, x3, x4, x6, x8): Erases two non-Support Pokémon and increases damage.

Hyperblitz (Hyper Bolt) (70%, 70%, 70%, damage x7, x8.4, x9.1, x10.5, x14): Attacks do even more damage when things looking desperate. Only activates on the last four moves or when ≤ 10 seconds remaining.

Superpfeil (Super Arrow) (0%, 30%, 0%, damage x8, +5%, +10%, +15%, +20%): Rarely attacks do a ton more damage when you make a match of four.

Superrempler (Super Tackle) (0%, 30%, 0%, damage x8, +5%, +10%, +15%, +20%): Rarely attacks do a ton more damage when you make a match of four.

Superstimme (Super Voice) (0%, 30%, 0%, damage x8, +5%, +10%, +15%, +20%): Rarely attacks do a ton more damage when you make a match of four.

Eliminierung (Eliminate) (35%, 45%, 65%, damage x1, +5%, +7%, +10%, +13%): May rarely remove all non-Support Pokémon.

Felsfabrik+ (Rockify+) (25%, 40%, 70%, damage x1, +10%, +20%, +30%, +40%): Sometimes turns up to 10 non-Support Pokémon into rocks.

Völlerei (Big Eater) (40%, 70%, 90%, damage x1, +3%, +5%, +7%, +9%): Damage varies depending on the opponent's remaining HP. Damage = remaining HP x 10%.

Einschnitt (Extinction) (0%, 0%, 35%, damage x16, +10%, +15%, +20%, +35%): Rarely deals a ton of damage when you make a match of five.

Psycho-Explosion (Psyburst) (50%, 50%, 50%, damage x5, x6, x7.5, x9.5, x12): Sometimes deals a lot more damage.

Schattenschock (Shadow Shock) (15%, 50%, 100%, damage x3, x4.5, x6, x9, x10.5): Delays your opponent's disruptions and deals even more damage.

Staffelangriff (Hammering Streak) (100%, 100%, 100%, damage multiplier x1, x1.5, x2, x2.5, x3): Increases damage when it is triggered in a row. Damage x $1.5^{(\text{streak count})}$ x damage multiplier; streak count caps at 3.

Barrierenbeseitiger (Barrier Break) (20%, 40%, 70%, damage x1, +10%, +20%, +25%, +40%): Rarely removes all barrier-type disruptions.

Gruppe 9: 150 Fähigkeiten-Punkte

Level	Fähigkeiten-Punkte
1-2	15
2-3	30
3-4	55
4-5	50

Typenlose Serie (Typeless Combo) (40%, 40%, 40%, damage x2.5, +10%, +15%, +20%, +35%): Increases damage done by any types in a combo.

Unterstützung (Super Cheer) (10%, 40%, 70%, damage x1, +10%, +15%, +20%, +30%): Guarantees that the next match's skill is triggered.

Stahl-Serie (Metal Combo) (5%, 100%, 100%, damage x2, +10%, +15%, +25%, +45%): Increases damage done by any Steel types in a combo.

Geist-Serie (Phantom Combo) (5%, 100%, 100%, damage x2, +10%, +15%, +25%, +45%): Increases damage done by any Ghost types in a combo.

Versteckspiel (Hide and Seek) (40%, 50%, 60%, damage x1, +10%, +20%, +30%, +40%): Sometimes erases seven extra matching Pokémon elsewhere.

Gruppe 10: 200 Fähigkeiten-Punkte

Level	Fähigkeiten-Punkte
1-2	10
2-3	40
3-4	50
4-5	100

Schluss mit Lustig (Try Hard) (10%, 20%, 50%, damage x10, x12, x15, x18, x25): Attacks rarely deal a ton more damage than usual.

Vernichtung (Destruction) (80%, 90%, 100%, damage x5, x6, x7, x8, x9): Erases one unbreakable-block disruption and increases damage.

Stetige Steigerung (Up, Up, Up) (20%, 50%, 100%, damage multiplier x1, +20%, +30%, +40%, +50%): Deals even more damage the more times in a row it is triggered. Damage x $2^{(\text{streak count})}$ x damage multiplier; caps at x20.

Alchemist (Alchemist) (3%, 10%, 30%, damage x1, +2%, +5%, +10%, +15%): Changes one block into a Coin.

Goldsucher (Prospector) (3%, 10%, 30%, damage x1, +2%, +5%, +10%, +15%): Changes one rock into a Coin.

Störungsknacker (Disrupt Buster) (1%, 5%, 10%, damage x1, +5%, +10%, +15%, +30%): Occasionally erases all of the foe's disruptions.

Glückauf (Good Luck) (0%, 0%, 0%, drop rate increase x1.2, x1.22, x1.25, x1.28, x1.3): Makes it more likely to receive items when set as a Support.

Ansporn (Goad) (5%, 30%, 80%, damage x1, +5%, +10%, +15%, +20%): May force the foe to trigger its disruption immediately.

Rage (Fury of 5) (0%, 0%, 90%, damage x4, x6, x8, x12, x16): Attacks do more damage when you make a match of five.

Quellen:

http://pkmnshuffle.wikia.com/wiki/Skill_Gauge

<http://www.serebii.net/shuffle/abilities.shtml>