

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

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%, other, +10%, +20%, +30%, +40%): Occasionally changes when a foe will next disrupt your play.

Auslaugen (Vitality Drain) (5%, 20%, 50%, damage, x1, +5%, +10%, +20%, +30%): Does more damage when the opponent has more HP left.

Giftschwaden (Poisonous Mist) (10%, 25%, 30%, damage, x1, +10%, +15%, +20%, +25%): Does more damage when the opponent has more HP left.

Regenguss (Downpour) (10%, 25%, 30%, damage, x1, +10%, +15%, +20%, +25%): Does more damage when the opponent has more HP left.

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

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

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

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

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

Gruppe 2: 70 Fähigkeiten-Punkte

Level	Fähigkeiten-Punkte
1-2	2
2-3	8
3-4	20
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.

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.

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.

Hexaplaga (Swarm) (60%, 80%, 100%, damage, x2, +10%, +20%, +30%, +40%): Attacks do more damage when things are looking desperate.

Absturz (Swat) (20%, 40%, 100%, damage, x1, x1.1, x1.2, x1.4, x1.6): Does more damage against Flying, Bug, or Fairy types.

Kraftpaket (Brute Force) (50%, 100%, 100%, damage, x1, x2, x2.5, x3, x4): Increases damage for attacks that are not very effective.

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

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

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

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

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

Gruppe 3: 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 can occasionally deal greater damage than usual.

Gruppe 4: 100 Fähigkeiten-Punkte

Level	Fähigkeiten-Punkte
1-2	2
2-3	8
3-4	20
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 (+-Boost) (100%, 100%, 100%, damage, x2, x2.2, x2.4, x2.8, x3): Making a + shaped match deals more damage than usual.

T-Angriff (T-Boost) (100%, 100%, 100%, damage, x2, x2.2, x2.4, x2.8, x3): Making a T-shaped match deals more damage than usual.

Kontertreffer (Counterattack) (25%, 75%, 100%, damage, x20): The more disruptions on the board, the greater the damage.

Gruppe 5: 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.

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.

Einfrieren (Freeze) (5%, 35%, 70%, damage, x1, +10%, +12%, +15%, +20%): Leaves the foe frozen.

Einlullen (Sleep Charm) (5%, 30%, 80%, damage, x1, +10%, +15%, +18%, +25%): Leaves the foe asleep.

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

Normal-Serie (Double Normal) (20%, 60%, 80%, damage, x2.5, +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.

Feenkraft (Pixie Power) (15%, 40%, 80%, damage, x1.5, +20%, +25%, +30%, +40%): Increases damage done by any Fairy types in a combo.

Unheilkraft (Sinister Power) (15%, 40%, 80%, damage, x1.5, +20%, +25%, +30%, +40%): Increases damage done by any Dark types in a combo.

Stahlherz (Steely Resolve) (60%, 80%, 100%, damage, x2, x2.2, x2.4, x5, x7): Attacks do more damage when things are looking desperate.

Drachensturm (Dancing Dragons) (60%, 100%, 100%, damage, x1.2, +10%, +15%, +20%, +30%): Increases damage done by any Dragon types in a combo.

Letzte Kraft (Last-Ditch Effort) (50%, 100%, 100%, damage, x2, x2.4, x3, x4, x6): Attacks do more damage when things are looking desperate.

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

Ansammlungskraft (Crowd Power) (25%, 70%, 90%, damage, x50): The more [var]name in the puzzle area, the more damage.

Teamgeist (Crowd Control) (20%, 60%, 80%, damage, x50, +10%, +15%, +20%, +40%): The more [var]name in the puzzle area, the more damage.

Mehrfachschlag (Hitting Streak) (60%, 100%, 100%, damage, x1.2, +10%, +15%, +20%, +30%): Does more damage the more times in a row it is triggered.

Nonstop (Damage Streak) (60%, 100%, 100%, damage, x1.2, x1.32, x1.56, x1.8, x2.4): Does more damage the more times in a row it is triggered.

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

Gruppe 6: 120 Fähigkeiten-Punkte

Level	Fähigkeiten-Punkte
1-2	5
2-3	25
3-4	40
4-5	50

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.

Ankokeln (Burn) (5%, 55%, 80%, damage, x1, +5%, +10%, +15%, +20%): Leaves the foe burned.

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

Leuchtfeuer (Pyre) (50%, 100%, 100%, damage, x1.2, +10%, +20%, +30%, +40%): Increases damage done by any Fire types in a combo.

Frontalangriff (Pummel) (15%, 50%, 100%, damage, x1.2, +20%, +25%, +40%, +50%): Increases damage done by any Fighting types in a combo.

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

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

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

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

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

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

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

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

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

Noch nicht veröffentlichte Fähigkeiten:

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

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

Mega-Kraft++ (Mega Boost++) (10%, 20%, 30%, megabar, +9, +5%, +10%, +15%, +20%): Fills the Mega Gauge of same type of Pokémon even more.

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

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

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

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

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

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

Good Luck (0%, 0%, 0%, damage, x1.2): Makes it more likely to receive items when set as a Support.

L-Boost (100%, 100%, 100%, damage, x2, x2.2, x2.4, x2.8, x3): Making an L-shaped match deals more damage than usual.

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

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

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.

Poison Pact (40%, 60%, 80%, damage, x1.2, +10%, +20%, +30%, +50%): Increases damage done by Poison types in the combo.

Ice Dance (30%, 50%, 70%, damage, x1.2, +10%, +15%, +20%, +30%): Increases damage done by Ice types in the combo.

Ground Forces (20%, 60%, 80%, damage, x1.2, +10%, +15%, +20%, +25%): Increases damage done by Ground types in the combo.

Flash Mob (5%, 40%, 60%, damage, x30, +20%, +30%, +40%, +60%): Having more Pokémon of the same type boosts damage dealt.

Poison (10%, 40%, 70%, damage, x1.2, +5%, +10%, +20%, +30%): Leaves the foe poisoned.

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

Flashover (25%, 50%, 80%, damage, x2, x2.2, x2.6, x3, x4): Attacks sometimes deal greater damage than usual.

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

Final Effort (60%, 80%, 100%, damage, x3, x3.6, x4.2, x6, x10.2): Attacks do more damage when there are no more moves left.

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

Dragon Sweep (60%, 80%, 100%, other, x2, x2.2, x2.5, x3): May remove two non-Support Pokémon.

Dragon Shriek (20%, 40%, 80%, damage, x1, x1.2, x1.4, x1.6, x2): Leaves the foe paralyzed for a longer period of time.

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

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

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

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

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

Transform (50%, 100%, 100%, other, +5%, +10%, +20%, +30%): Changes up to 3 [var]name into another Support Pokémon.