



POKEMON MYSTERY DUNGEONS AND DRAGONS HANDBOOK

WELCOME TO THE WORLD OF POKEMON!



PMD&D HOMEBREW

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WELCOME TO THE WORLD OF POKEMON!

POKEMON IN DUNGEONS AND DRAGONS ISN'T A NEW idea, nor is the ability to play as them. However, our goal is to give DMs the tools to create Pokemon Mystery Dungeon style Dungeons and Dragons games with a 5th edition balance and feel.

If you are reading this document, we assume you have basic knowledge of the source games, including but not limited to Pokemon's types, and type advantages and evolutions. Thankfully, if you aren't looking to run a game where Pokemon's type advantages come into play, we've left Pokemon typing as a variant rule. If you don't have basic knowledge on Pokemon, or need refreshers, we suggest using [Bulbapedia](#) or another Pokedex website.

In this document, you'll find racial traits for 80+ playable Pokemon, variant rules including Pokemon moves and type effectiveness, and guidelines and advice on how to make and run a Pokemon Mystery Dungeons and Dragons (PMDnD) game!

PLAYABLE POKEMON

Here we have 80+ playable Pokemon, ranging from Rattata to Flygon. Unfortunately, every Pokemon isn't playable. Some because the species would not work in most settings, some because they can't hold weapons or equipment and some because we simply didn't get to them yet.

FOUR-LEGGED POKEMON

Four-legged Pokemon on this list are assumed to be able to stand on just their hind legs and are able to hold weapons and equipment in their forelegs. As a DM, you may choose to not allow Pokemon to stand on their hind legs, but this should not affect gameplay.

Pokemon evolutionary lines are treated as the same race during gameplay, with the only thing mechanically changing between forms being the size of the Pokemon. As stated in the races that are able to evolve, evolution can take place at any time (at the DM's discretion) and your equipment being worn or carried changes to fit your new form. We would encourage you as the player to choose fitting moments to evolve, where it would fit the narrative. We would also encourage DMs to work with players to find a good point for evolution if the player so desires.

Because we don't want to enforce playing a Pokemon a specific way, no Pokemon will have a suggested alignment. Additionally, differences between gender or forms is up to the player's interpretation as to not restrict character creation.

SHINY OR DISCOLOURED POKEMON

Shiny Pokemon are extremely rare mutations of normal Pokemon that change their colouration. While we would suggest not making every character shiny, we encourage players to make their characters unique with other physical changes, like dying their fur, scales, or hair or by getting tatoos. Being shiny or having dye may turn some heads, but shouldn't impact players mechanically.

To save space, and so that we don't end up repeating ourselves, Pokemon that are similar to each other with minor differences will be treated as variants, listed below the base racial traits. Alongside this, some Pokemon also have variant racial traits, such as giving flight to Charizard and Flygon. While we encourage you to play variant races, it is up to the DM to decide whether or not they want to use the variant racial traits.

VARIANT RULE: EVOLUTION MECHANICS

With this variant rule, evolution occurs at specific levels. A Pokemon that only evolves once will be able to evolve when it reaches level 5 or any subsequent level. A Pokemon that can evolve twice will be able to evolve to its second stage when it reaches level 5 or at any subsequent level, and again at level 10 or any subsequent level. A Pokemon can only evolve once per level. When a Pokemon evolves, it gains +1 in any ability score of its choice that their species gives a bonus to. This rule cannot increase ability scores higher than 20, as normal. Your DM may choose to let you gain a +1 to a different ability score at their discretion.

Should a species require evolution stones or a special item to evolve, we would recommend awarding the player said item in the place of a rare magic item.

VARIANT RULE: ALTERING SIZE

Most playable Pokemon fit in the 'small' size category and that can cause some problems. With this variant rule, any Pokemon that can be at least 2 feet tall, can be between 3 and 4 feet tall and is considered medium instead of small.

VARIANT RULE: FREE ABILITY SCORE INCREASES

With the release of Tasha's Cauldron of Everything, races in 5e have been losing their dedicated ability score increases. To allow for a better character building experience, consider allowing players to assign their ability score increases freely as per the rules in Tasha's Cauldron of Everything.

Here's how to do it: take any ability score increase you gain in your race or subrace and apply it to an ability score of your choice. If you gain more than one increase, you can't apply those increases to the same ability score, and you can't increase a score above 20.

For example, if the Ability Score Increase trait of your race or subrace increases your Constitution by 2 and your Wisdom by 1, you could instead increase your Intelligence by 2 and your Charisma by 1.

ABRA, KADABRA, ALAKAZAM

Ability Score Increase: Your intelligence score increases by 2, and your wisdom score increases by 1.

Size: Abra can grow to be up to 3 feet tall. Your size is small. Kadabra and Alakazam range anywhere between 4 and 6 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form (at the DM's discretion.) If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Psionics: You know the Mage Hand cantrip, and the hand is invisible when you cast the cantrip with this trait. When you reach 3rd level, you can cast Shield once with this trait, and you regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast Detect Thoughts once with this trait, and you regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for these spells. When you cast them with this trait, they don't require material components.

Always Recharging: When you take a long rest, you only need to spend 4 hours sleeping.

Close-Range Teleportation: During your turn, instead of walking, you can choose to teleport a distance up to your remaining movement speed to an unoccupied space you can see. Once you use this feature you cannot use it again until you take a short or long rest.

Languages: You can speak, read and write Common and one other language of your choice.



ELGYEM, BEEHEEYEM

Alien Mind (Replaces Close-Range Teleportation:) You have advantage on all intelligence, wisdom and charisma saving throws against spells and magical effects.

ABSOL

Ability Score Increase: Your strength score increases by 2, and your charisma score increases by 1.

Size: Absol grow to be between 3 and 4 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of gray.

Horned Head: The horn on your head is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Harbinger: You have proficiency in the Intimidation skill. Additionally, you can use a bonus action to foretell a disaster. Make an intimidation check. Creatures of your choice within 30 feet of you that can hear you must make an insight check contested by your intimidation check or be frightened of you until the end of your next turn. After you foretell a disaster a number of times equal to your proficiency bonus, you cannot do so again until you take a long rest.

Languages: You can speak, read and write Common.

AIPOM, AMBIPOM

Ability Score Increase: Your dexterity score increases by 2, and your wisdom score increases by 1.

Size: Aipom can be anywhere between 2 and 3 feet tall. Your size is small. Ambipom grow to be between 4 and 5 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet and you have a climbing speed of 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form (at the DM's discretion.) If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Monkey's Talent: You have proficiency in the athletics and acrobatics skills.

Prehensile Tail: Your tail can act as another hand. Your tail can do anything a normal hand would be able to do, but you cannot make an attack with a weapon, make a two handed or versatile weapon attack, or wield a shield with this hand.

Long Limbed: When you make a melee attack on your turn, your reach for it is 5 feet greater than normal.

Languages: You can speak, read and write Common



ARCHEN, ARCHEOPS

Ability Score Increase: Your strength score increases by 2, and your dexterity score increases by 1.

Size: Archen can be anywhere between 1 and 2 feet tall. Your size is small. Archeops grow to be between 4 and 5 feet tall. Your size is medium.

Speed: Your base walking speed is 35 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form (at the DM's discretion.) If you evolve, you cannot return to your previous form. When you evolve, any equipment being

worn or carried grows or otherwise changes to fit your new form.

Flight: You have a flying speed of 20 feet. To use this speed, you can't be wearing medium or heavy armor.

Experienced Faller: You have resistance to damage taken from falling.

Talons: Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Languages: You can speak, read and write Common

AUDINO

Ability Score Increase: Your wisdom score increases by 2, and your constitution score increases by 1.

Size: Audino grow to be between 3 and 4 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Big Ears: You have proficiency in the perception skill.

Diagnosis: You have proficiency in the medicine skill.

During a short or long rest, you can make a medicine check to identify a poison or magical affect afflicting a creature you are taking the rest with, and how to cure it, if curable. If the effect is magical, the DC to identify is equal to the caster's spell save DC, if the effect is caused by a poison, the DC to identify is equal to the DC to resist the poison. The DM may set a higher or lower DC at their discretion.

Physician: As an action, you can patch up a willing creature within 5 feet of you. When you do so, you can spend one of your hit dice to restore hit points to the target creature equal to a roll of your hit die plus half of your level (rounded down.) You can use this feature a number of times equal to your proficiency bonus before taking a long rest.

Sonar: During your turn, you can close your eyes and focus your ears. When you do this you are blinded, and you are aware of creatures within 60 feet of you, including around corners, and they cannot be hidden from you. While focusing this way, you cannot perceive creatures under sound dampening effects, such as the Silence spell. Your focus ends after 1 minute or if you end it, no action required. After you focus this way, you can't focus again until you take a short or long rest.

Languages: You can speak, read and write Common and one other language of your choice.

AXEW, FRAXURE, HAXORUS

Ability Score Increase: Your strength score increases by 2, and your constitution score increases by 1.

Size: Axew can grow up to 3 feet tall. Your size is small. Fraxure grow to be between 3 and 4 feet tall, while Haxorus can grow to be between 5 and 6 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form (at the DM's discretion.) If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Draconic Presence: You have proficiency in the intimidation skill and you have advantage on saving throws against being frightened

Tusks: Your tusks are natural weapons with the light property, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Sharpen: You can sharpen a weapon or your Tusks to increase their potency. As a bonus action you can sharpen a melee weapon you are holding or your tusks for a number of successful attacks equal to your proficiency modifier. While your weapon is sharpened, they deal an extra die of slashing damage on a hit. Once you use this feature, you can't use it again until you take a long rest. Weapons sharpened must deal slashing damage or they gain no benefit.

Languages: You can speak, read and write Common

BANETTE

Ability Score Increase: Your intelligence score increases by 2, and your wisdom score increases by 1.

Size: Banette can grow to be between 3 and 4 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Hexpertise: You have proficiency in the arcana skill.

Restitch: You have resistance to necrotic damage.

Hexes: You know the Chill Touch cantrip. When you reach 3rd level, you can cast Bane once with this trait, and you regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast Ray of Enfeeblement once with this trait, and you regain the ability to do so when you finish a long rest.

Intelligence is your spellcasting ability for these spells. When you cast them with this trait, they don't require material components.

Spiteful: When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Languages: You can speak, read and write Common.



POKEMON THAT START AT LATER STAGES OF EVOLUTION

You'll notice that some Pokemon start on their second or third stage of evolution. This is usually because the previous stages don't fill our criteria for playable Pokemon. If you use our Evolution Mechanics variant rule, we'd suggest letting players allocate their extra ability score points at character creation to reflect their evolutionary stage.

BISHARP, KINGAMBBIT

Ability Score Increase: Your strength score increases by 2, and your wisdom score increases by 1.

Size: Bisharp can grow to be between 5 and 6 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Bladed Arms: Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Bark Orders: As a bonus action, you can order a willing creature you can see within 30 feet that can hear you. That creature can use their bonus action on their next turn to either move a number of feet equal to half of their walking speed or make a single weapon attack, your choice. Once you use this feature, you cannot use it again until you take a short or long rest.

Pride: If you miss with an attack roll or fail an ability check or a saving throw, you can gain a bonus to the roll equal to the number of allies you can see within 30 feet of you (maximum bonus of +3). Once you use this trait a number of times equal to your proficiency modifier, you can't use it again until you finish a long rest.

Battle Cry: When you roll for initiative, you can let out battle cry. Up to 3 creatures of your choice that can hear you within 30 feet of you roll 1d4 and add the result from their initiative roll. Once you use this feature, you cannot use it again until you finish a long rest.

Languages: You can speak, read and write Common.

BUIZEL, FLOATZEL

Ability Score Increase: Your dexterity score increases by 2, and your wisdom score increases by 1.

Size: Buizel grow to be between 2 and 3 feet tall. Your size is small. Floatzel grow taller, between 4 and 6 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet and you have a swimming speed of 40 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form (at the DM's discretion.) If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Rescue Ranger: You have proficiency in the survival skill.

Hold Breath: You can hold your breath for up to 10 minutes.

Tail Spin: While underwater, you double your swimming speed as a bonus action.

Lifeguard: As a bonus action, you can touch a creature and drag them with you a number of feet equal to your movement speed. You must end your movement further away from a hostile creature or effect and this movement doesn't provoke attacks of opportunity.

Languages: You can speak, read and write Common.



BULBASAUR, IVYSAUR, VENUSAUR

Ability Score Increase: Your constitution score increases by 2, and your wisdom score increases by 1.

Size: Bulbasaur can be anywhere between 2 and 3 feet tall. Your size is small. Ivysaur grow to be between 4 and 5 feet tall, while Venusaur range between 6 to 7 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form (at the DM's

discretion.) If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Toxin Familiarity: You have resistance to Poison damage and immunity to the poisoned condition.

Bewitching Spore: As an action, you can release a cloud of spores from your body. Every creature within 10 feet of you must make a wisdom saving throw (DC is equal to 8 + your proficiency bonus + your constitution modifier.) On a failure, creatures become charmed by you until the end of your next turn. Once you use this ability a number of times equal to your proficiency bonus, you can't use it again until you take a long rest.

Forest Royalty: You know the Thorn Whip cantrip. When you reach 3rd level, you can cast Entangle once, and you regain the ability to do so when you finish a long rest. When you reach 5th level you can cast Spike Growth once, and you regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells, and they do not require material components when cast this way.

Languages: You can speak, read and write Common.

ROSELIA, ROSERADE

Ability Score Increase: Your wisdom score increases by 2, and your dexterity score increases by 1.

Poison Point (replaces Bewitching Spore): As a bonus action, you may poison a weapon you're holding for a number of rounds equal to one quarter of your level. If you hit with the poisoned weapon, the target must succeed a constitution saving throw (DC = 8 + your wisdom modifier + your proficiency bonus) or become poisoned for 1 minute. An affected creature can repeat the saving throw at the end of each of their turns, ending the effect on a success. Once you use this feature, you cannot use it again until you take a short or long rest.

BUNEARY, LOPPUNY

Ability Score Increase: Your dexterity score increases by 2, and your charisma score increases by 1.

Size: Buneary can be anywhere between 1 and 2 feet tall. Your size is small. Loppuny grow to be between 3 and 5 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form (at the DM's discretion.) If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Prim and Proper: You have proficiency in the persuasion skill

Ear Punch: Your ears can be used as weapons, with the light property and dealing 1d6 bludgeoning damage on a hit.

Leap: Your jump distance increases by 5 feet and you can perform a running long jump or running high jump while stationary. Additionally, you can use your dexterity to determine your jumping distance

Sprint: On your turn, you can choose not to provoke attacks of opportunity until the end of your turn. Once you use this ability a number of times equal to your proficiency bonus, you can't use it again until you take a long rest.

Languages: You can speak, read and write Common and one other language of your choice.



BUNNELBY, DIGGERSBY

Ability Score Increase: Your strength score increases by 2, and your constitution score increases by 1.

Size: Bunnelby can be anywhere between 1 and 2 feet tall. Diggersby grow slightly taller than 3 feet. Your size is small.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form (at the DM's discretion.) If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Darkvision: You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You cannot discern colour in darkness, only shades of grey.

Strong Build: Your size is considered one category larger for determining carrying capacity and you have advantage on strength checks to move heavy objects.

Stonecunning: Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Leap: Your jump distance increases by 5 feet and you can perform a running long jump or running high jump while stationary. Additionally, you can use your dexterity to determine your jumping distance.

Burrows: By spending half an hour digging, you can create a burrow large enough to hold 6 creatures. The burrow is sturdy enough to not collapse for 10 hours.

Languages: You can speak, read and write Common.

CACNEA, CACTURNE

Ability Score Increase: Your strength score increases by 2, and your dexterity score increases by 1.

Size: Cacnea grow to be up to 1 and a half feet tall. Your size is small. Cacturn grow slightly taller than 4 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form (at the DM's discretion.) If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Darkvision: You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You cannot discern colour in darkness, only shades of grey.

Pursuit: When you make an attack of opportunity, you can move 15 feet as part of the reaction after the target finishes moving. You must end this movement closer to the creature you attacked than when you started.

Spines: As a reaction to being hit by a melee attack from a creature within 5ft of you, you can cause the attacker to strike your spines and take 2d6 piercing damage. You can use this feature a number of times equal to your proficiency modifier before taking a long rest.

Fighting Dirty: The first time you make a melee attack against a grappled, restrained, incapacitated, stunned or prone creature on a turn, you do 1d8 extra damage of the attack's damage type.

Languages: You can speak, read and write Common.



CHARCADET, ARMAROUGE, CERULEDGE

Ability Score Increase: Your Constitution score increases by 1.

Size: Charcadet grow to be a little taller than 2 feet tall. Your size is small. Armarouge and Ceruledge can be between 5 and 6 feet long. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Natural Armor: When you aren't wearing armor, your AC is 13 + your dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Subrace: Choose one of the following subraces.

AUSPICIOUS:

Ability Score Increase: Your dexterity score increases by 2

Gunner: You have proficiency in firearms, light crossbows and heavy crossbows. Additionally, you ignore the loading property of crossbows and firearms you are proficient in.

Armor Cannon: As an action while you are not restrained, you can make a special attack with your armor. Make a ranged weapon attack against a target within 60 feet of you. On a hit, you deal 3d8 fire damage plus your dexterity modifier. Once you use this feature a number of times equal to your proficiency modifier, you cannot do so until you finish a long rest.

MALICIOUS:

Ability Score Increase: Your strength score increases by 2.

Swordsman: You have proficiency in shortswords and longswords. Additionally, you can use the versatile property of a longsword even if you are only wielding it with one hand.

Wicked Blade: When you draw a weapon, you can instead choose to ignite an arm blade, changing a free hand into a wicked blade. You can choose for this weapon to be a nonmagical shortsword or longsword. You can sheathe these blades on your turn no action required.

Bitter Blade: As a bonus action, you can wreath a sword that you are holding in blue flames. Until the start of your next turn, the weapon deals an additional 1d6 fire damage and you gain temporary hit points equal to the damage dealt. Once you use this feature a number of times equal to your proficiency modifier, you cannot do so until you finish a long rest.

Languages: You can speak, read, and write Common

CHARMANDER, CHARMELEON, CHARIZARD

Ability Score Increase: Your strength score increases by 2, and your charisma score increases by 1.

Size: Charmander can be anywhere between 2 and 3 feet tall. Your size is small. Charmeleon can be between 3 and 4 feet tall, and Charizard grow to be between 4 and 6 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form (at the DM's discretion.) If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Inner Flames: Your natural attunement to fire gives you immunity to the effects of extreme heat and extreme cold and resistance to fire damage.

Tail Flame: The flame on your tail emits bright light out to a 15 foot radius. As a bonus action, you can reduce the bright light's radius to 5 feet until you use a bonus action to reverse the effect. The flame on your tail goes out only if fully submersed in liquid, or if it has no oxygen to burn. Your tail flame will reignite as soon as it's able to do so.

Flame Breath: When you take the attack action, you can replace one of the attacks with a blast of fire. Each creature in a 30 foot long, 5 foot wide line originating from you must make a dexterity saving throw (the DC equals 8+your charisma modifier + your proficiency bonus.) A creature takes 1d10 fire damage on a failed save and half as much on a successful one. The damage increases to 2d10 at 5th level, 3d10 at 11th and 4d10 at 17th level. After using your breath weapon, a number of times equal to your proficiency bonus, you cannot use it again until you complete a long rest.

Languages: You can speak, read and write Common.

VARIANT TRAIT: DRAGON FLIGHT

(Charizard only. Replaces Flame Breath)

You have a flying speed of 20 feet. To use this speed, you can't be wearing Medium or Heavy armor

EVOLVING INTO A SPECIES WITH A VARIANT TRAIT

If you as the DM choose to let players use variant traits, players are allowed to choose if they want to use the variant trait or keep their old one. Whether or not the player chooses to use the variant trait, a player cannot change their species trait later.

CHATOT

Ability Score Increase: Your charisma score increases by 2, and your wisdom score increases by 1.

Size: Chatot can be anywhere between 1 and 2 feet tall. Your size is small.

Speed: Your base walking speed is 25 feet.

Flight: You have a flying speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor.

Mimicry: You have proficiency in the deception skill. You can mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

Languages: You can speak, read and write Common and one other language of your choice.

POKEMON WITH FLIGHT SPEEDS

Free flight on a playable species is inherently very powerful. We would recommend DMs be very cautious when allowing players to use Pokemon with flying speeds.



CHESPIN, QUILADIN, CHESNAUGHT

Ability Score Increase Your constitution score increases by 2, and your strength score increases by 1.

Size: Chespin can be anywhere between 1 and 2 feet tall, while Quiladin range between 2 and 3 feet tall. Your size is small. Chesnaught grow to be between 4 and 6 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Spines: As a reaction to being hit by a melee attack from a creature within 5ft of you, you can cause the attacker to strike your spines and take 2d6 piercing damage. You can use this a number of times equal to your proficiency bonus before taking a long rest.

Thick Skulled: You have advantage on saving throws to resist or recover from being stunned, or paralyzed.

Shelled Defense: While you are unarmored, your AC is equal to 13 + your dexterity modifier. While you're wearing armor, your ac increases by 1.

Languages: You can speak, read, and write Common.



CHIKORITA, BAYLEEF, MEGANIUM

Ability Score Increase: Your wisdom score increases by 2, and your constitution score increases by 1.

Size: Chikorita can be anywhere between 2 and 3 feet tall. Your size is small. Bayleef and Meganium grow to be between 4 and 6 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Forest Spirit: You know the Thorn Whip cantrip. When you reach 3rd level, you can cast the spell Goodberry with this trait once, and you regain the ability to do so after a long rest. When you reach 5th level, you can cast the spell Calm Emotions with this trait once, and regain the ability to do so after a long rest. Wisdom is the spellcasting ability for these spells and when you cast them with this trait, they do not require a material components.

Herb Lore: You have proficiency in the nature skill and herbalism kits. Additionally, you have advantage on checks to determine natural ingredients in potions and poisons.

Invigorating Aroma: You can give off a spicy scent around you to help rally your allies. As a bonus action, you can cause each creature of your choice within 10 feet of you gain a number of temporary hit points equal to double your proficiency bonus. Once you use this feature a number of times equal to your proficiency bonus, you cannot use it again until you take a long rest.

Languages: You can speak, read, and write Common and one other language of your choice



CHIMCHAR, MONFERNO, INFERNAPE

Ability Score Increase: Your strength score increases by 2, and your dexterity score increases by 1.

Size: Chimchar can be anywhere between 1 and 3 feet tall. Your size is small. Monferno and Infernape grow to be between 3 and 5 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Monkey's Talent: You have proficiency in the athletics and acrobatics skills.

Monkey Climb: You have a climbing speed of 20 feet. Additionally, you can jump while you are climbing a surface as if you had a 10 foot running head start.

Monkey's Fist: You have proficiency in your unarmed strikes, and when you use your fists to make unarmed strikes, they deal fire or bludgeoning damage (your choice) equal to 1d6 + your strength modifier instead of the damage normal for unarmed strikes.

Bodily Flame: A flame on your body emits bright light out to a 15 foot radius. As a bonus action, you can reduce the bright light's radius to 5 feet until you use a bonus action to reverse the effect. The flame on your

body goes out only if fully submersed. Your flame will reignite as soon as it's able to do so.

Languages: You can speak, read, and write Common.



CROAGUNK, TOXICROAK

Ability Score Increase: Your dexterity score increases by 2, and your constitution score increases by 1.

Size: Croagunk can be anywhere between 2 and 3 feet tall. Your size is small. Toxicroak grow to be between 4 and 5 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Secretion: As a bonus action, you can coat a melee weapon you're holding or your fists in a viscous poisonous fluid. While it's coated, the weapon or your unarmed strikes deals an additional 1d4 poison type damage. The weapon remains coated in poison until the start of your next turn. You can use this feature a number of times equal to your proficiency bonus before requiring a long rest.

Loud Croak: As a reaction to being attacked, you can impose disadvantage on the attack roll against you. Once you use this feature a number of times equal to your proficiency bonus, you cannot use it again until you take a long rest.

Poison Sac: You have resistance to poison damage and immunity to the poisoned condition

Languages: You can speak, read, and write Common.

CUBONE, MAROWACK

Ability Score Increase: Your constitution score increases by 2, and your wisdom score increases by 1.

Size: Cubone can be anywhere between 1 and 2 feet tall, while Marowack grow slightly taller than 3 feet tall. Your size is small.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Mother's Skull: You have proficiency in the intimidation skill.

Bone Artisan: As part of a short rest, you can harvest bone and hide from a slain beast, construct, dragon, monstrosity, or plant creature of size Small or larger to create one of the following items: a shield, a club, a javelin, or 1d4 darts or blowgun needles. To use this trait, you need a blade, such as a dagger, or appropriate artisan's tools, such as leatherworker's tools.

Bone Club: Your starting equipment includes a bone club. Your bone club functions as a normal club that deals 1d8 bludgeoning damage instead of 1d4 bludgeoning damage when you wield it. When you use Bone Artisan feature to create a club, it can replace your current bone club.

Languages: You can speak, read, and write Common and one other language of your choice

BONECHUCKER

Bonemerang: Your Bone Club gains the thrown (20/60) property when you wield it. Additionally, when you throw your bone club, you can choose to throw it in a way that makes it return to your hand after you attack.

FIREDANCER

Flame Club: As a bonus action, you can light your bone club with blue flames. While it's lit, the bone club deals an additional 1d6 fire damage. Your bone club remains lit until the end of your next turn. You can use this feature a number of times equal to your proficiency bonus before taking a long rest.



CYCLIZAR

Ability Score Increase: Your strength score increases by 2 and your dexterity score increases by 1.

Size: Cyclizar grow to be between 5 and 5 and a half feet long. Your size is medium.

Speed: Your base walking speed is 40 feet.

Experienced Runner: You have proficiency in the athletics skill.

Mount: A Medium or smaller creature can ride on your back if you allow it. In such a situation, you can use your movement on your turn or the mounted creature's turn, but not both. While being used as a mount, you must have at least 1 hand free. As a bonus action while you have a rider, you can forcibly dismount them, pushing them to an unoccupied space within 5 feet of you. A Cyclizar cannot mount another Cyclizar.

Charge: If you move at least 10 feet straight toward a target and then hit it with a melee weapon attack on the same turn, you can immediately follow that attack with a bonus action, making one attack against the target.

Sprinter: When you take the dash action, you can double the additional movement speed you gain. You can use this feature a number of times equal to your proficiency bonus before taking a long rest.

Shed Tail: As a bonus action, you can move up to half of your speed. This movement does not provoke attacks of opportunity. You can use this feature a number of times equal to your proficiency bonus, but when you must wait one minute before using it again as your tail regrows.



CYNDQUIL, QUILAVA, TYPHLOSION

Ability Score Increase: Your dexterity score increases by 2, and your constitution score increases by 1.

Size: Cyndaquil can be anywhere between 1 and 2 feet tall, while Quilava range between 2 and 3 feet tall. Your size is small. Typhlosion grow to be between 5 and 6 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Heart of Fire: Your natural attunement to fire gives you immunity to the effects of extreme heat and extreme cold and resistance to fire damage.

Burning Body: As a bonus action, you can light or extinguish a flame on your body. While lit, your body sheds bright light for 10 feet. Additionally, when you ignite your body, you can force each creature within 10 feet of you to make a dexterity saving throw (DC= 8 + your dexterity modifier + your proficiency modifier.) On a failed save, a creature takes 2d6 fire damage or half as much on a success. This damage increases by 1d6 at 5th, 11th and 17th level. You can deal this damage a number of times equal to your proficiency bonus before taking a long rest.

Heat Shimmer: While your Burning Body is active, you can use a bonus action to take the dodge action. Once you use this feature a number of times equal to your proficiency bonus, you cannot do so again until you take a long rest.

Languages: You can speak, read, and write Common.

DEDENNE

Ability Score Increase: Your dexterity score increases by 2, and your charisma score increases by 1.

Size: Dedenne grow to be between 1 and 2 feet tall. Your size is small

Speed: Your base walking speed is 30 feet.

Electrostatic Communication: At the end of a long rest, you can designate one other creature you took that long rest with. You and that creature can communicate telepathically while you are within 100 feet of each other. If the creature you choose is electric type, the range is 500 feet. At any point you can choose to sever this connection, no action required.

Mousey Nimbleness: You have proficiency in the stealth skill. Additionally, while you are surprised, you can move up to half your speed on your turn, though you cannot take an action or bonus action.

Lightning Rod: You have resistance to Lightning damage.

Lightning Absorb: You have resistance to lightning damage. Additionally, when you take lightning damage, you can use your reaction to store part of the energy in your body. The next time you hit with a weapon attack, the electricity discharges and the attack deals an additional 2d6 lightning damage. This damage increases by 1d6 at 6th level, 11th level and 16th level. Once you use this feature a number of times equal to your proficiency bonus you can't do so again until you take a long rest.

Languages: You can speak, read, and write Common.

DELIBIRD

Ability Score Increase: Your charisma score increases by 2, and your wisdom score increases by 1.

Size: Delibird grow to be between 2 and 3 feet tall. Your size is small

Speed: Your base walking speed is 30 feet.

Flight: You have a flying speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor.

Generosity: As an action, you can give a present to a creature within 5 feet of you. Roll 1d4 and consult the following table for the result.

- | | |
|---|--|
| 1 | The target can add 1d4 to their next saving throw that they make within the next minute. |
| 2 | The target can add 1d4 to the damage of their next weapon attack they make within the next minute. |
| 3 | The target regains 2d6 hit points. |
| 4 | The target gains +2 AC against the next attack made against them for the next minute. |

You can use this feature a number of times equal to your proficiency bonus before taking a long rest.

Tail Bag: Your tail functions as a backpack, and any food stored inside does not spoil. Additionally, your tail bag cannot be accessed by anyone other than you while you are not incapacitated unless you are willing.

Languages: You can speak, read, and write Common and one other language of your choice.

DRUDDIGON

Ability Score Increase: Your strength score increases by 2, and your constitution score increases by 1.

Size: Druddigon usually grow to be slightly taller than 5 feet tall. Your size is medium

Speed: Your base walking speed is 30 feet and you have a climbing speed of 25 feet.

Superior Darkvision: You can see in dim light within 120 ft of you as if it were bright light and in darkness as if it were dim light. You cannot discern colour in darkness, only shades of grey.

Hunter: You have proficiency in the survival skill.

Tough Scales: You have tough, scaly skin. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Wicked Claws: Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d8 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Ambush Predator: You have proficiency in the stealth skill and armor doesn't impose disadvantage on your stealth checks. Additionally, if you hit a creature with an attack roll, the creature takes an extra 2d6 damage if it hasn't taken a turn yet in the current combat.

Languages: You can speak, read, and write Common.



EEVEE, JOLTEON, FLAREON, VAPOREON, ESPEON, UMBREON, LEAFEON, GLACEON, SYLVEON

Ability Score Increase: Your charisma score increases by 2, and two ability score of your choice increases by 1.

Size: Eevee can be anywhere between 1 and 2 feet tall. Your size is small.

Adaptability: You gain proficiency in any combination of two skills or tools of your choice.

Languages: You can speak, read, and write Common and one other language of your choice.

Eeveelution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form. If you're still an Eevee, your subrace will reflect what form you will evolve into.

LIGHTNING ASPECTED

Evolution: If you're an Eevee, at any point in your journey, you can choose to evolve into Jolteon. Jolteon grow to be between 3 and 4 feet tall. Your size is medium.

Fast Feet: Your base walking speed is 35 feet.

Lightning Rod: You have resistance to lightning damage.

Charged Quill: As a bonus action, you can fire an electrically charged quill at a creature within 30 feet of you. Make a ranged attack roll. If you hit, the quill deals an amount of lightning damage equal to 1d8 plus your dexterity modifier. You can launch a number of these quills equal to your proficiency bonus before taking a long rest.

Electric Spines: As a reaction to being hit by a melee attack from a creature within 5ft of you, you can cause

the attacker to strike your spines and take 2d6 lightning damage. You can use this a number of times equal to your proficiency bonus before taking a long rest.

FIRE ASPECTED

Evolution: If you're an Eevee, at any point in your journey, you can choose to evolve into Flareon. Flareon grow to be between 3 and 4 feet tall. Your size is medium.

Heart of Fire: You are unaffected by the effects of extreme heat and extreme cold and are resistant to fire damage.

Blazing Fur: When you are grappled or when another creature otherwise comes in physical contact with you other than by making a melee attack, you can choose to burn them with the heat from your fur. The creature takes 1d6 fire damage. A creature that takes damage this way cannot take damage from this trait for 24 hours.

Lava Plume: When you take the attack action, you can replace one of the attacks with a burst of heat. Each creature within 15 feet of you must make a dexterity saving throw (the DC equals 8 + your charisma modifier + your proficiency bonus.) A creature takes 1d10 fire damage on a failed save and half as much on a successful one. The damage increases to 2d10 at 5th level, 3d10 at 11th and 4d10 at 17th level. After using Lava Plume, a number of times equal to your proficiency bonus, you cannot use it again until you complete a long rest.

WATER ASPECTED

Evolution: If you're an Eevee, at any point in your journey, you can choose to evolve into Vaporeon. Vaporeon grow to be between 3 and 4 feet tall. Your size is medium.

Chilled Water: You have resistance to cold damage

Swimmer: You have a swimming speed of 30 feet. Additionally, you can breath in both air and water.

Slippery Form: You have advantage on ability checks to resist and escape being grappled or restrained.

Meld into Water: While you are in the water, you can cast Invisibility on yourself. When cast this way, Invisibility ends if you leave the water. You can use this feature a number of times equal to your proficiency bonus before taking a long rest.

PSIONICALLY ASPECTED

Evolution: If you're an Eevee, at any point in your journey, you can choose to evolve into Espeon. Espeon grow to be between 3 and 4 feet tall. Your size is medium.

Powerful Mind: You have resistance to psychic damage.

Prediction: When you make a saving throw, you can use your reaction to roll with advantage. You must use this feature before you know the result of the roll. Once you use this feature a number of times equal to your

proficiency bonus, you cannot use it again until you finish a long rest.

Psionics: You know the Mage Hand cantrip, and the hand is invisible when you cast the cantrip with this trait. When you reach 3rd level, you can cast Dissonant Whispers once with this trait, and you regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast Detect Thoughts once with this trait, and you regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for these spells. When you cast them with this trait, they don't require material components.

SHADOW ASPECTED

Evolution: If you're an Eevee, at any point in your journey, you can choose to evolve into Umbreon. Umbreon grow to be between 3 and 4 feet tall. Your size is medium.

Umbral Resistance: You have resistance to necrotic and poison damage.

Umbral Stalker: You have proficiency in the stealth skill and Poisoner's Kits.

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.

Ring Light: As a bonus action, you can cause yourself to glow, shedding dim light out to 15 feet. You can end this effect as a bonus action.

NATURE ASPECTED

Evolution: If you're an Eevee, at any point in your journey, you can choose to evolve into Leafeon. Leafeon grow to be between 3 and 4 feet tall. Your size is medium.

Plant Resistance: You have resistance to acid and poison damage.

Sunlight Absorption: Spending at least one hour outside during the daytime provides enough nourishment to sustain you for one day.

Photosynthesis: When you take a short rest while exposed to sunlight for at least an hour, you gain a charge of photosynthesis, and when you take a long rest while exposed to sunlight for at least an hour you gain 3 charges of photosynthesis. As a bonus action, you can spend a charge of photosynthesis to gain temporary hit points equal to 1d10 + your constitution modifier or take the dash action. You can hold up to 3 photosynthesis charges in your body at once and you lose any unspent charges when you take a long rest.

Clean Air: You have advantage on saving throws against effects caused by airborne affects such as the Stinking Cloud spell or an inhaled poison.

Leaf Guard: After you spend your photosynthesis charge the next time you would become blinded, deafened, charmed, poisoned, paralyzed, petrified or stunned within the next minute, you are not.

Alternatively, when you spend your photosynthesis charge, you can end one of the listed effects on yourself.

FROST ASPECTED

Evolution: If you're an Eevee, at any point in your journey, you can choose to evolve into Glaceon. Glaceon grow to be between 3 and 4 feet tall. Your size is medium.

Iceblood: You are unaffected by the effects of extreme heat and cold. Additionally, you have resistance to cold damage.

Diamond Dust: As a bonus action, you can activate a 10ft aura of freezing cold centered on you and moves with you that lasts for a round. Creatures of your choice in the aura when it appears and creatures who enter the aura or start their turn in the aura must make a constitution save (DC = 8+charisma modifier + proficiency modifier.) On a failed save, a creatures have their movement speed halved until the end of their next turn. Once you use this feature a number of times equal to your proficiency bonus, you cannot use it again until you take a long rest.

Snow Cloak: While your Diamond Dust aura is active, a creature's first attack against you each turn has disadvantage.

FEY ASPECTED

Evolution: If you're an Eevee, at any point in your journey, you can choose to evolve into Sylveon. Sylveon grow to be between 3 and 4 feet tall. Your size is medium.

Fey Touched: You have advantage on saving throws against being charmed and magic cannot put you to sleep.

Fey Gift: You can use this trait to take the Help action as a bonus action, and you can do so a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Starting at 3rd level, choose one of the options below each time you take the Help action with this trait:

- Hospitality. You and the creature you help each gain a number of temporary hit points equal to 1d6 plus your proficiency bonus.
- Passage. You and the creature you help each increase your walking speeds by 10 feet until the start of your next turn.
- Spite. Until the start of your next turn, the first time the creature you help hits a target with an attack roll, that target has disadvantage on the next attack roll it makes within the next minute.

Fey Magics: You know the Friends cantrip. When you reach 3rd level, you can cast Charm Person once with this trait, and you regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast Calm Emotions once with this trait, and you regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells. When you cast them with this trait, they don't require material components.

VARIANT TRAIT: ADAPTIVE GENETICS

While you are an Eevee, you can change the benefits granted by Eeveelutions to another Eeveelution when you finish a long rest. If you do so, you must wait a week before you do so again. If you are an evolved form of Eevee, you can only benefit from this feature if you use an evolution stone. Using an evolution stone in this way does not destroy the stone.



ELECTRIKE, MANECTRIC

Ability Score Increase: Your dexterity score increases by 2, and your charisma score increases by 1.

Size: Electrike can be anywhere between 2 and 3 feet tall. Your size is small. Manectric grows to be almost 5 feet tall. Your size is medium.

Speed: Your base walking speed is 35 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Grounded: You have resistance to lightning damage.

Canine Senses: You have proficiency in either the perception or survival skill.

Electric Grip: You know the Shocking Grasp cantrip. Charisma is your spellcasting modifier for it.

Volt Dash: When you take the dash or disengage action, you can cause your fur to bristle with electricity. Until the end of your turn, creatures of your choice you

pass within 5 feet from takes an amount of lightning damage equal to twice your proficiency bonus. You can use this feature once before requiring a short or long rest.

Languages: You can speak, read, and write Common.

YAMPER, BOLTUND

Bound (replaces Grounded): You ignore natural, non magic difficult terrain.

Electric Grip: You know the Shocking Grasp cantrip. When you reach 3rd level, you can cast Longstrider once with this trait, and you regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast Witch Bolt once with this trait, and you regain the ability to do so when you finish a long rest. When you cast Witch Bolt this way, it is treated as a second level spell. Charisma is your spellcasting ability for these spells. When you cast them with this trait, they don't require material components.



ELEKID, ELECTABUZZ, ELECTIVIRE

Ability Score Increase: Your strength score increases by 2, and your wisdom score increases by 1.

Size: Elekid can be anywhere between 2 and 3 feet tall, while Electabuzz grow to be between 3 and 4 feet tall. Your size is small. Electivire grow to be nearly 6 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Static: You know the Shocking Grasp cantrip. Wisdom is your spellcasting ability modifier for this trait.

Electric Burst: As a bonus action, you can let out a burst of static electricity. When you do, each creature within 10 feet of you must make a constitution saving throw (DC is equal to 8 + your proficiency modifier + your wisdom modifier.) On a failed saving throw, a creature cannot take reactions until the start of your next turn. Once you use this feature, you cannot use it again until you take a short or long rest.

Charged Strike: As an action, you can focus all of your energy into a powerful strike. Make a weapon attack. If you hit, for each attack you are able to make with the attack action you deal an additional die of the weapon's damage type plus 2d6 lightning damage. You can use this feature a number of times equal to your proficiency bonus before taking a long rest.

Lightning Absorb: You have resistance to lightning damage. Additionally, when you take lightning damage, you can use your reaction to store part of the energy in your body. The next time you hit with a weapon attack, the electricity discharges and the attack deals an additional 2d6 lightning damage. This damage increases by 1d6 at 6th level, 11th level and 16th level. Once you use this feature a number of times equal to your proficiency bonus you can't do so again until you take a long rest.

Languages: You can speak, read, and write Common.



ESPURR, MEOWSTIC

Ability Score Increase: Your intelligence score increases by 2, and your wisdom score increases by 1.

Size: Espurr can be anywhere between 1 and 2 feet tall, while Meowstic grow to be between 2 and 3 feet tall. Your size is small.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve,

any equipment being worn or carried grows or otherwise changes to fit your new form.

Psychic Dam: You have advantage on saving throws to resist being charmed or frightened

Unnerving: You have proficiency in the intimidation skill

Stored Energy: Your psionic restraint gives you a well of stored energy, taking the form of d6s, that you can spend on your other racial features. You have a number of stored energy equal to double your proficiency bonus. You regain all expended stored energy at the end of a long rest. When you expend Stored Energy, the maximum number that you can spend at once is equal to your proficiency modifier.

Limited Telekinesis: You can cast the Mage Hand cantrip. When you do so with this feature, the mage hand is invisible.

Psycho Crush: As an action, you can open your ears and unleash your devastating psychic power. Choose how much stored energy to spend on this feature (minimum 1.) Each creature in a 20 foot cone originating from you must make a wisdom saving throw (DC is equal to 8 + your proficiency bonus + your intelligence modifier.) On a failed save, a creature takes psychic damage equal to a roll of the Stored Energy you spent, or half as much on a successful save.

Languages: You can speak, read, and write Common and one other language of your choice.

DEFENSIVE DISCIPLINE

Reflective Psionics: When you or a creature that you can see within 30 feet of you is hit by an attack, you can use your reaction to expend stored energy and extend a psychic field to defend them. The protected creature gains a bonus to AC equal to the number of stored energy dice spent.

OFFENSIVE DISCIPLINE

Aggressive Psionics: When you make an attack roll, you can expend Stored energy to give yourself a bonus to the attack and damage roll equal to the number of stored energy dice spent. You can use this feature after you roll but before you know the result of the roll.

MALE VS FEMALE MEOWSTIC

Generally speaking, male Meowstic will have the Defensive Discipline, while female Meowstic will have the Offensive Discipline. However, this shouldn't limit a player's choices. A player could play a more aggressive male meowstic or a more stalwart female. The gender that a player chooses for their character shouldn't limit their in game choices.



FENNEKIN, BRAIXEN, DELPHOX

Ability Score Increase: Your intelligence score increases by 2, and your wisdom score increases by 1.

Size: Fennekin can be anywhere between 1 and 2 feet tall. Your size is small. Braixen grow to be between 3 and 4 feet tall and Delphox grow to be between 4 and 6 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

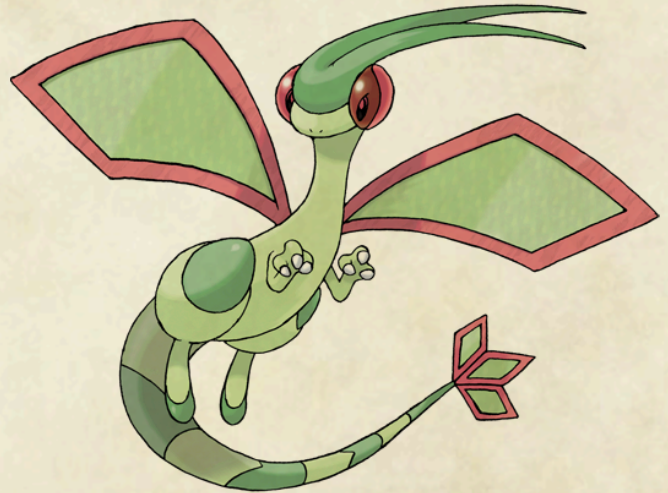
Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Arcane Alignment: You have proficiency in the Arcana skill.

Pyromancy: You know the Produce Flame cantrip. When you reach 3rd level, you can cast Faerie Fire once with this trait, and you regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast Pyrotechnics once with this trait, and you regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for these spells.

Blazing Wand: The stick in your tail can be used as a focus for the spells that you can cast. Additionally, when you cast a spell that deals fire damage, you can add 1d6 to one damage roll of the spell. You can amplify damage this way a number of times equal to twice your proficiency bonus before requiring a long rest.

Languages: You can speak, read, and write Common and one other language of your choice.



FLYGON

Ability Score Increase: Your dexterity score increases by 2, and your wisdom score increases by 1.

Size: Flygon grow up to 6 and a half feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet and you have a flying speed of 30 feet.

Grounded: You have resistance to lightning damage.

Ocular Membrane: You have proficiency in the perception skill. Additionally, at the start of your turn, you can enhance your vision for one minute. While it is enhanced in this way, fog, smoke, dust devils and similar effects cannot obscure your vision. You can enhance your vision this way once before requiring a short or long rest.

Desert Magic: You know the Gust cantrip. When you reach 3rd level, you can cast Fog Cloud once with this trait, and you regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast Dust Devil once with this trait, and you regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells. When you cast them with this trait, they don't require material components.

Languages: You can speak, read, and write Common.



FOMANTIS, LURANTIS

Ability Score Increase: Your dexterity score increases by 2, and your wisdom score increases by 1.

Size: Fomantis can be anywhere between 1 and 2 feet tall, while Lurantis don't grow any taller than 3 and a half feet. Your size is small.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Darkvision: You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You cannot discern colour in darkness, only shades of grey.

Grass Sickles: Your arms are made up of razor sharp leaves, and you can use them as weapons with the light and finesse property that you are proficient with, dealing 1d6 slashing damage on a hit.

Flower Pattern: You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, or other natural phenomena.

Petal Dance: As a bonus action, you can let out a flurry of pink petals. Each creature in a 10 foot radius sphere around you must make a dexterity saving throw (DC = 8 + your dexterity modifier + your proficiency bonus.) A creature takes 2d10 slashing damage on a failed save or half as much on a successful save. The area is then heavily obscured by petals for 1 minute or until blown away by a heavy wind. You can use this feature a number of times equal to half of your proficiency bonus before taking a long rest.

Languages: You can speak, read, and write Common.



FROAKIE, FROGADIER, GRENNINJA

Ability Score Increase: Your dexterity score increases by 2, and your wisdom score increases by 1.

Size: Froakie can be anywhere between 1 and 2 feet tall, while Frogadier grow to be between 2 and 3 feet. Your size is small. Greninja doubles in height, though no taller than 5 and a half feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet, and you have a swimming speed of 20 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Ninja Training: You have proficiency in either the stealth or acrobatic skills.

Frog Legs: Your sticky appendages give you a climbing speed of 20 feet. Your jump distance increases by 5ft and you can perform a running long jump or running high jump while stationary. Additionally, you can use your dexterity to determine your jumping distance.

Water Daggers: As a bonus action, you can conjure a dagger made of water in a free hand. The dagger disappears in a splash of water if you let go of it or after you make a thrown attack with it. You can conjure up to two of these daggers at once. As part of the same bonus action you use to summon a dagger, you can make a thrown attack with one of them.

Bubble Barrier: As a reaction to taking damage, you can gain resistance to non magical damage against the triggering damage. Once you use this feature, you cannot use it again until you take a short or long rest.

Languages: You can speak, read, and write Common and one other language of your choice.



FUECOCO, CROCALOR, SKELEDIRGE

Ability Score Increase: Your charisma score increases by 2, and your constitution score increases by 1.

Size: Fuecoco Grow to be a little taller than 1 foot tall. Crocalor can be a little taller than 3 feet tall. Your size is small. Skeledirge grow to be between 5 and 6 feet long. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Inner Flames: Your natural attunement to fire gives you immunity to the effects of extreme heat or extreme cold.

Born Performer: You have proficiency in the performance skill.

Flaming Crown: The flame on your head emits bright light out to a 15 foot radius. As a bonus action, you can reduce the bright light's radius to 5 feet until you use a bonus action to reverse the effect. The flame on your head goes out only if fully submersed. Your flaming crown will reignite as soon as it's able to do so.

Fire Bird: You can cast the Find Familiar spell. When you cast it this way, you conjure a raven that is an elemental instead of a celestial, fey or fiend. You can cast this spell once before taking a long rest. When you cast Find Familiar this way, it doesn't require material components.

Soothing Voice: As a bonus action, you can sing a soothing melody. Each creature of your choice within 10 feet of you has disadvantage on attack rolls until the end of your next turn. Once you use this feature a number of times equal to your proficiency modifier, you can't do so again until you take a long rest.

Languages: You can speak, read, and write Common and one other language of your choice

GOODRA

Ability Score Increase: Your wisdom score increases by 2, and your strength score increases by 1.

Size: Goodra grow between 6 and 7 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Friendly Disposition: You have proficiency in the persuasion and deception skills.

Powerful Build: You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Slick Skin: You have advantage on ability checks and saving throws to resist being grappled and to escape grapples.

Dazed Look: As a bonus action on your turn, you can assume a dazed appearance to distract nearby foes. Until the end of your next turn, your allies gain advantage on attack rolls against enemies within 10 feet of you that can see you. Once you use this trait a number of times equal to your proficiency bonus, you can't use it again until you finish a long rest.

Slimy Fat: As a reaction to taking damage, you can gain resistance to bludgeoning, piercing and slashing damage against the triggering attack. Once you use this feature, you cannot use it again until you take a short or long rest.

Magic Resistance: You have advantage on saving throws against spells and other magical effects.

Languages: You can speak, read, and write Common.

GRAFAIAI

Ability Score Increase: Your dexterity score increases by 2 and your wisdom score increases by 1.

Size: Grafaiai grow to be just over 2 feet tall. Your size is small.

Speed: Your base walking speed is 30 feet and you have a climbing speed of 20 feet.

Graffiti Artist: You have proficiency with Painters Tools. Additionally, you can produce paint without needing Painters Tools.

Doodle: When you make an ability check or saving throw, you can use your reaction to use another creature's modifier who made the same ability check or saving throw within the last minute. Once you use this feature a number of times equal to your proficiency bonus before taking a long rest.

Envenom: As a bonus action, you can coat a melee weapon you're holding or your fists in a viscous poisonous fluid. While it's coated, the weapon or your unarmed strikes deals an additional 1d4 poison type damage. The weapon remains coated in poison until the start of your next turn. You can use this feature a number of times equal to your proficiency bonus before requiring a long rest.

GREAVARD, HOUNDSTONE

Ability Score Increase: Your charisma score increases by 2, and your constitution score increases by 1.

Size: Greavard grow to be about 2 feet tall. Your size is small. Houndstone grow to be over 3 times the size, standing at roughly 6 and a half feet. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of gray.

Rest in Peace: When you rest, you can bury yourself in the ground leaving just the top of your head poking out. When you do so, only creatures familiar with your biology are able to spot you.

Unearthly Howl: As a bonus action on your turn, you can unleash an unearthly howl to disorient nearby foes. Creatures of your choice within 10 feet of you that can hear you must succeed on a Wisdom saving throw. On a failure, creatures become frightened of you until the end of your next turn. The DC of the save equals 8 + your proficiency bonus + your charisma modifier. Once you use this trait a number of times equal to your proficiency bonus, you can't do so again until you take a long rest.

Siphon Soul: As an action, you can extend your ghostly essence to steal from those around you. Creatures of your choice within 10 feet of you must succeed on a Constitution saving throw. On a failure, creatures take 2d6 necrotic damage or half as much on a successful save. You gain temporary hit points equal to half of the total damage done. The DC of the save equals 8 + your proficiency bonus + your charisma modifier. Once you use this trait a number of times equal to your proficiency bonus, you can't do so again until you take a long rest.

Last Respects: When a friendly creature you can see or hear is reduced to 0 hit points, fails a death saving throw or dies, their waning life force strengthens your resolve. Until the end of your next turn, your attack rolls have advantage.

Languages: You can speak, read, and write Common



GROOKEY, THWACKY, RILLABOOM

Ability Score Increase: Your strength score increases by 2, and your charisma score increases by 1.

Size: Grookey grows up to 1 foot tall, while Thwackey grow slightly taller than 2 feet tall. Your size is small. Rillaboom grow up to 7 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Watchful Eye: You have proficiency in the perception skill

Drummer: You have proficiency with drums. Additionally, you start with a drum and a wooden club in your starting inventory.

Monkey Climb: You have a climbing speed of 20 feet. Additionally, you can perform a long jump while you are climbing a surface as if you had a 10 foot running start.

War Beat: You can use a bonus action to play a war beat. When you do so, one creature of your choice within 30 ft of you that can hear you can add 1d6 their next attack roll or ability check made before the start of your next turn. You can use this feature a number of times equal to your proficiency bonus before requiring a long rest.

Powerful Build: You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Languages: You can speak, read, and write Common and one other language of your choice

GROWLITHE, ARCANINE

Ability Score Increase: Your charisma score increases by 2, and your strength score increases by 1.

Size: Growlithe can be anywhere between 2 and 3 feet tall. Your size is small. Arcanine grow to be between 5 and 6 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Bark: You have proficiency in intimidation checks. Additionally, as a bonus action, you can let out a mighty roar. Make an intimidation check. Creatures of your choice within 10 feet of you must make a wisdom saving throw contested by your intimidation check. On a failure, creatures become frightened of you until the end of your next turn. You can use this feature a number of times equal to your proficiency bonus before requiring a long rest.

Fire Fang: Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal fire damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Tracker: When you make a survival check to track a creature you are familiar with, you have advantage on the check.

Standing Ground: When you must make a saving throw to resist becoming frightened, you gain a bonus to that saving throw equal to the number of friendly creatures you can see (up to a maximum of 6.)

Languages: You can speak, read, and write Common.

HOUNDOUR, HOUNDOOM

Ability Score Increase: Your strength score increases by 2 and your dexterity score increases by 1.

Beat Up (Replaces Standing Ground:) When a friendly creature that you can see makes a melee attack against a creature within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature. You can use this feature a number of times equal to your proficiency bonus before requiring a long rest.

POOCHEYENA, MIGHTYENA

Ability Score Increase: Your wisdom score increases by 2 and your dexterity score increases by 1.

Bite (Replaces Fire Fang:) Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Pursuit (Replaces Standing Ground:) When you make an attack of opportunity, you can move 15 feet as part of the reaction after the target finishes moving. You must end this movement closer to the creature than when you started.



IGGLYBUFF, JIGGLYPUFF, WIGGLYTUFF

Ability Score Increase: Your charisma score increases by 2, and your wisdom score increases by 1.

Size: Igglybuff grow to be up to 1 foot tall, and Jigglypuff will grow to almost double that height. Wigglytuff grows to be slightly taller than 3 feet tall. Your size is small.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Lullaby: You have proficiency in the performance skill and one musical instrument of your choice. Typically, this would be a soothing sounding instrument that one could play while singing, such as a harp.

Balloon: When you take damage from falling, you take half as much damage instead.

Drowsy Performance: As an action, you can play a performance to make your enemies drowsy. Each creature that can hear you within 30 feet of you must make a wisdom saving throw (DC is equal to 8 + your charisma modifier + your proficiency modifier.) On a failure a creature has disadvantage on all their attack rolls until the start of your next turn. A creature that is immune to being magically put to sleep cannot be affected by this feature.

Languages: You can speak, read, and write Common and one other language of your choice.



IMPIDIMP, MORGREM, GRIMSNARL

Ability Score Increase: Your strength score increases by 2, and your charisma score increases by 1.

Size: Impadimp can be anywhere between 1 and 2 feet tall while Morgrem grow between 2 and 3 feet tall. Your size is small. Grimmsnarl grow to be between 4 and 5 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Fey Trickery: You have proficiency in the stealth and deception skills.

Fey Ancestry: You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of gray.

Cower, Grovel and Beg: As a bonus action on your turn, you can cower pathetically to distract nearby foes. Until the start of your next turn, you and your allies have advantage on attack rolls against any of those enemies who could hear you. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Languages: You can speak, read, and write Common and one other language of your choice.



INDEEDEE

Ability Score Increase: Your intelligence score increases by 2, and your charisma score increases by 1.

Size: IndeeDee grow to be anywhere between 2 and 3 feet tall. Your size is small

Speed: Your base walking speed is 30 feet.

Trained to Serve: You are proficient in two of the following skills of your choice; Arcana, History, Investigation, Medicine, Performance or Sleight of Hand. You are also proficient in one artisan tool or musical instrument of your choice.

Centered: As a bonus action, you can take a deep breath and calm your nerves. When you do, any effect causing you to be charmed or frightened ends. You can use this feature a number of times equal to your proficiency modifier before taking a long rest.

Psionics: You know the Mage Hand cantrip, and the hand is invisible when you cast the cantrip with this trait. When you reach 3rd level, you can cast Sanctuary once with this trait, and you regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast Detect Thoughts once with this trait, and you regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for these spells. When you cast them with this trait, they don't require components.

Languages: You can speak, read, and write Common and one other language of your choice.



JANGMO-O, HAKAMO-O, KOMMO-O

Ability Score Increase: Your strength score increases by 2, and your constitution score increases by 1.

Size: Jangmo-o grow little taller than 2 feet tall. Your size is small. Hakamo-o grow to be around 4 feet tall, while Kommo-o grow to be slightly taller than 5 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Intimidating Reverberations: You have proficiency in the intimidation skill.

Clanging Scales: As a reaction to being attacked, you can impose disadvantage on the attack roll against you. You can use this feature a number of times equal to your proficiency bonus before taking a long rest.

Battle Cry: When you roll for initiative, you can let out a roar. Up to 3 creatures of your choice that can hear you within 30 feet of you roll 1d4 and add the result from their initiative roll. Once you use this feature, you cannot use it again until you finish a long rest.

Scale Armor: You have tough, scaly skin. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Languages: You can speak, read, and write Common.

KECLEON

Ability Score Increase: Your wisdom score increases by 2, and your dexterity score increases by 1.

Size: Kecleon grow to be up to 4 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Stalker: You have proficiency in the stealth skill.

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Blend In: As a bonus action while you're lightly obscured, you can blend into your surroundings, giving you advantage on stealth checks. You retain this benefit until you move, take an action other than the hide action, or take a reaction.

Camouflage: While you are hidden and not moving, you are considered invisible to creatures you're hidden from.

Chameleon Eyes: Your eyes give you near perfect vision all around you. You cannot be surprised by creatures that aren't hidden from you.

Languages: You can speak, read, and write Common.

LITTEN, TORRACAT, INCENEROAR

Ability Score Increase: Your strength score increases by 2, and your charisma score increases by 1.

Size: Litten can be anywhere between 1 and 2 feet tall, while Torracat grow to be 2 to 3 feet tall. Your size is small. Incineroar grow to be between 5 and 6 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Darkvision: You can see in dim light within 60 ft of you as if it were bright light and in darkness as if it were dim light. You cannot discern colour in darkness, only shades of grey.

Showman: You have proficiency in the performance and intimidation skills

Showoff: If you miss with an attack roll or fail an ability check or a saving throw, you can gain a bonus to the roll equal to the number of allies you can see within 30 feet of you (maximum bonus of +3). Once you use this trait a number of times equal to your proficiency modifier, you can't use it again until you finish a long rest.

Wrestler: When you are grappled or restrained by a creature or while you are grappling a creature, that creature takes 1d6 fire damage at the start of your turn.

Languages: You can speak, read, and write Common

MACHOP, MACHOKE, MACHAMP

Ability Score Increase: Your strength score increases by 2, and your wisdom score increases by 1.

Size: Machop can be anywhere between 2 and 3 feet tall. Your size is small. Machoke and Machamp grow to be up to 5 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Peak Physical Condition: You have proficiency in either the acrobatics or athletics skill.

Powerful Build: You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Marital Artist: You have proficiency in your unarmed strikes, and they deal 1d6 bludgeoning damage instead of their normal damage.

Overpower: As a bonus action, you can give yourself advantage on your next melee weapon attack you make before the end of your turn. You can use this feature a number of times equal to your proficiency bonus before taking a long rest.

Languages: You can speak, read, and write Common.

VARIANT TRAIT: MULTI-ARMS

(Machamp only, Replaces Overpower)

You have two extra hands that can be used as normal hands, and to wield weapons or shields. These hands can be used to wield two handed or versatile weapons, however you cannot engage in two weapon fighting with two handed weapons or versatile weapons wielded in two hands.



MAGBY, MAGMAR, MAGMORTAR

Ability Score Increase: Your strength score increases by 2, and your intelligence score increases by 1.

Size: Magby can be anywhere between 2 and 3 feet tall. Your size is small. Magmar and Magmortar grow to be between 4 and 6 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Fireheart: You are unbothered by the effects of extreme heat and cold, and are resistant to fire damage.

Menacing Heat: You have proficiency in the intimidation skill.

Flame Shot: You know the Fire Bolt cantrip. When you reach 3rd level, you can cast Hellish Rebuke once with this trait, and you regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast Scorching Ray once with this trait, and you regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for these spells.

White Hot: When you deal fire damage, you can heat up your own body and become white hot until the end of your next turn. While white hot, creatures of your choice that end their turn within 10 feet of you take fire damage equal to your proficiency bonus.

Languages: You can speak, read, and write Common



MAREEP, FLAFFY, AMPHAROS

Ability Score Increase: Your wisdom score increases by 2, and your constitution score increases by 1.

Size: Mareep grow to be about 2 feet tall, and Flaffy only grow to be about half a foot taller. Your size is small. Ampharos tend to stand at around four and a half feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Rubber Skin: You have resistance to Lightning damage

Lighthouse: As a bonus action, you can cause yourself to glow, shedding bright light out to 20 feet and dim light for 20 feet farther. You can end this effect as a bonus action. Additionally, while you are glowing, you can focus your light on a creature within the bright light as a bonus action. The target creature must succeed a constitution saving throw (DC= 8+proficiency bonus + wisdom modifier) or be blinded until the start of your next turn. Once you focus your light a number of times equal to your proficiency bonus you can't do so again until you take a long rest.

Electric Charge: You know the Shocking Grasp cantrip. When you reach 3rd level, you can cast Witch Bolt once with this trait, and you regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast Blindness/Deafness once with this trait, and you regain the ability to do so when you finish a long rest. When you cast Blindness/Deafness with this trait, you can only blind. Wisdom is your spellcasting ability for these spells. When you cast them with this trait, they don't require components.

Languages: You can speak, read, and write Common.

MARILL, AZUMARILL

Ability Score Increase: Your constitution score increases by 2, and your charisma score increases by 1.

Size: Marill can be anywhere between 1 and 2 feet tall. Azumarill grow to be between 2 and 3 feet tall. Your size is small.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Slicked Fur: You have resistance to cold damage.

Big Ears: You have proficiency in the perception skill.

Hold Breath: You can hold your breath for up to 10 minutes.

Hurl Tail: As a bonus action, you can prepare to hurl your tail when you make a long jump or high jump. When you do, your jump distance is doubled.

Bubble Pattern: You can attempt to hide while you are in the water as if you were heavily obscured.

Languages: You can speak, read, and write Common.

MAWILE

Ability Score Increase: Your charisma score increases by 2, and your constitution score increases by 1.

Size: Mawile can be anywhere between 2 and 3 feet tall. Your size is small.

Darkvision: You can see in dim light within 60 ft of you as if it were bright light and in darkness as if it were dim light. You cannot discern colour in darkness, only shades of grey.

Misdirection: You have proficiency in the deception skill

Strong Jaw: Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Hungry Jaws: In battle, you can throw yourself into a vicious feeding frenzy. As a bonus action, you can make a special attack with your bite. If the attack hits, it deals its normal damage, and you gain temporary hit points equal to a roll of your largest hit die plus your constitution modifier (minimum 1.) You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Sweet Scent: Choose one creature within 30 feet of you that you can see. That creature must make a wisdom saving throw (DC is equal to 8 + your charisma modifier + your proficiency modifier.) On a failure, a creature must spend its movement on its turn to move towards you, ending its turn as close to you as it can. Once you use this feature a number of times equal to your proficiency bonus, you cannot use it again until you finish a short or long rest.

Languages: You can speak, read, and write Common.

MEOWTH, PERSIAN

Ability Score Increase: Your dexterity score increases by 1.

Size: Meowth can be anywhere between 1 and 2 feet tall, while Persian and Purrzerker grow to be between 2 and 3 and a half feet tall. Your size is small.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Feline Agility: When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

Darkvision: You can see in dim light within 60 ft of you as if it were bright light and in darkness as if it were dim light. You cannot discern colour in darkness, only shades of grey.

Fury Swipes: Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Languages: You can speak, read, and write Common.

KANTONEESE:

Ability Score Increase: Your charisma score increases by 2.

Cat's Stealth: You have proficiency in the stealth skill.

ALOLAN:

Ability Score Increase: Your intelligence score increases by 2.

Cat's Cunning: You have proficiency in the deception skill.

GALARIAN:

Ability Score Increase: Your strength score increases by 2.

Cat's Vigor: You have proficiency in the athletics skill.

MIENFOO, MIENSHAO

Ability Score Increase: Your dexterity score increases by 2, and your wisdom score increases by 1.

Size: Mienfoo can be anywhere between 2 and 3 feet tall. Your size is small. Mienshao grow to be between 4 and 5 feet tall. Your size is medium.

Speed: Your base walking speed is 35 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Monastic Nature: You have proficiency in the insight and acrobatics skills.

Lashing fur: When you make a melee attack on your turn, your reach is 5 feet greater than normal.

Repeating Attacks: On your first turn after you roll initiative, you can make a weapon attack as a bonus action.

Fluid Fighting: You have advantage on saving throws to resist being stunned or paralyzed.

Languages: You can speak, read, and write Common.

MIMIKYU

Ability Score Increase: Your charisma score increases by 2, and your wisdom score increases by 1.

Size: Mimikyu naturally grow to be around a foot tall, but their disguises can make them appear up to 3 feet tall. Your size is small.

Speed: Your base walking speed is 30 feet.

Sunlight Sensitivity: You have disadvantage on attack rolls and perception checks that rely on vision if the subject is in direct sunlight.

Veiled: You have proficiency with Disguise Kits and the deception skill, and you can add your proficiency modifier twice to checks you make with them. You can spend a short rest and 5 gp crafting a disguise of another creature of your size. As an action, creatures can make an insight check contested by a charisma deception or disguise kit check to discern you are disguised. You have advantage on this deception check.

Makeshift Shield: When you take damage from a source you can see, you can use your reaction shift your disguise so that it takes the brunt of the damage. You take half as much damage from the triggering attack and your disguise becomes busted if you take more than 10 points of damage. When your disguise is busted, creatures that can see you become aware of your true form. If your disguise becomes busted, you have advantage on all attack rolls you make against the creature that busted it until the end of your next turn.

Unsettling Visage: When a creature you can see makes an attack roll against you, you can use your reaction to impose disadvantage on the roll. You must use this feature before knowing whether the attack hits or misses. Using this trait reveals your disguise to any creature within 30 feet that can see you. Once you use this trait, you can't use it again until you finish a short or long rest.

Languages: You can speak, read, and write Common and one other language of your choice.

MIMIKYU'S DISGUISES

Normally, Mimikyu's disguises are of a Pikachu. However, to give Mimikyu more flexibility, Mimikyu are able to disguise themselves as any small Pokemon. Mimikyu are masters at making their disguises so most Pokemon wouldn't be able to tell the difference between a Pokemon and a disguised Mimikyu.



MINCCINO, CINCCINO

Ability Score Increase: Your dexterity score increases by 2, and your intelligence score increases by 1.

Size: Minccino grow to be slightly taller than 1 foot tall. Cincino grow only slightly shorter than 2 feet tall. Your size is small.

Speed: Your base walking speed is 35 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Clean Fur: You have resistance to acid damage

Furry Veil: As a reaction to being hit, you can increase your AC by 2 against the triggering attack, potentially causing that attack to miss. Once you use this feature, you cannot use it again until the start of your next turn.

Languages: You can speak, read, and write Common.

MORPEKO

Ability Score Increase: Your dexterity score increases by 2, and your charisma score increases by 1.

Size: Morpeko grow up to 1 foot tall on average. Your size is small.

Speed: Your base walking speed is 35 feet.

Hangry: You have proficiency in the intimidation skill.

Peckish: As a bonus action, you can go into a temporary hunger fueled rage until the start of your next turn. While you are hungry, your melee weapon attacks deals an additional 1d6 lightning damage. You can use this feature a number of times equal to your proficiency bonus before taking a long rest.

Fury of the Small: When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level. You can use this feature a number of times equal to your proficiency bonus before taking a long rest.

Mousey Nimbleness: You have proficiency in the stealth skill. Additionally, while you are surprised, you can move up to half your speed on your turn, though you cannot take an action or bonus action.

Languages: You can speak, read, and write Common.



MUDKIP, MARSHTOMP, SWAMPERT

Ability Score Increase: Your strength score increases by 2, and your constitution score increases by 1.

Size: Mudkip grow to be slightly taller than 1 foot tall. Marshtomp grow only slightly shorter than 2 feet tall. Your size is small. Swampert typically grow to be just under 5 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet and you have a swimming speed of 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Amphibious: You can breath in air and water.

Strength: You count as large for determining your carrying, pushing, lifting and dragging capacity.

Slick Skin: You have advantage on ability checks and saving throws to resist being grappled and to escape grapples.

Sonar: You cannot be surprised.

Shrug It Off: When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled and reduce the damage by that total. You can use this feature a number of times equal to your proficiency modifier before taking a long rest.

Languages: You can speak, read, and write Common.



MUNCHLAX, SNORLAX

Ability Score Increase: Your constitution score increases by 2, and your strength score increases by 1.

Size: Munchlax can be anywhere between 2 and 3 feet tall. Your size is small. Snorlax grow to be up to 7 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Forager: You have proficiency in the survival skill.

Well Fed: You have resistance to poison damage, immunity to the poisoned condition, and advantage on saving throws against ingested poisons. Additionally, when you taste food, you can tell when it has been poisoned.

Guzzle: You can use your bonus action to drink potions or use other edible consumables.

My Schedule: You cannot be put to sleep by magic.

Power Nap: When you roll hit dice to regain HP, you regain twice the amount of HP.

Titanic Build: You count as two sizes larger for the purposes of grappling and restraining checks and you have advantage on checks and saves against being moved against your will. Additionally, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Languages: You can speak, read, and write Common.

NIDORAN, NIDORINO, NIDORINA, NIDOKING, NIDOQUEEN

Ability Score Increase: Your constitution score increases by 2.

Size: Nidoran, Nidorina and Nidorino can be anywhere between 1 and 3 feet tall. Your size is small.

Nidoking and Nidoqueen grow to be between 4 and 6 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Toxic Veins: You have resistance to poison damage, and are immune to the poisoned condition.

Poison Point: As a bonus action, you may poison your weapon for a number of rounds equal to one quarter of your level. If you hit with the poisoned weapon, the target must succeed a constitution saving throw ($DC = 8 + \text{your constitution modifier} + \text{your proficiency bonus}$) or become poisoned for 1 minute on a failed save. An affected creature can repeat the saving throw at the end of each of their turns, ending the effect on a success. Once you use this feature, you cannot use it again until you take a short or long rest.

Languages: You can speak, read, and write Common.

NIDOKING VS NIDOQUEEN

Generally speaking, Nidoking fall under the Attacker subrace, while Nidoqueen fall under the Protector subrace. However, gender should never force a player to take a particular option. So players should be encouraged to use the subrace that they feel fits their character best.

ATTACKER

Ability Score Increase: Your strength score increases by 1.

Tail Sweep: When you take the attack action, you can substitute an attack with a tail sweep. When you do, each creature of your choice within 5 feet of you must make a dexterity saving throw ($DC = 8 + \text{your strength modifier} + \text{your proficiency}$.) On a failed save, a target is knocked prone. Once you use this feature a number of times equal to your proficiency modifier, you can't do so again until you take a long rest.

PROTECTOR

Ability Score Increase: Your wisdom score increases by 1.

Blowback: When hit with a melee attack, you can choose to shove the target to an unoccupied space directly away from you. The creature must succeed a strength saving throw ($DC = 8 + \text{your strength modifier} + \text{your proficiency}$) or be shoved to an unoccupied space 5 feet directly away from you on a failed save. Once you use this feature a number of times equal to your proficiency modifier, you can't do so again until you take a long rest.



ORICORIO

Ability Score Increase: Your dexterity score increases by 2, and your charisma score increases by 1.

Size: Oricorio grow to be between 2 and 3 feet tall. Your size is small.

Speed: Your base walking speed is 25 feet. You have a flying speed of 30 feet. This flying speed cannot be used while you are wearing medium or heavy armor.

Performer: You have proficiency in performance and one musical instrument of your choice. Usually, this instrument would be an instrument that can be easily played while dancing.

Style Change: After you finish long rest, you can choose a style of dance that also changes your appearance. Additionally, as a bonus action, you can dance until the start of your next turn. Choose two creatures within 30 feet of you that can see you that you can see. They are subjected to one of the following effects based on what style you are in. If the effect requires a saving throw, the DC is equal to 8 + your dexterity modifier + your proficiency modifier. Your dance ends early if your speed is reduced to 0 or if you are knocked prone. Once you use this feature a number of times equal to your proficiency modifier, you can't do so again until you take a long rest.

Style Effect

Balie Style	The chosen creatures take 2d6 fire damage
Pom-pom Style	The chosen creatures have advantage on their next attack roll they make before your dance ends
Pa'u Style	The chosen creatures must make a wisdom saving throw or be charmed by you until your dance ends
Sensu Style	The chosen creatures must make a wisdom saving throw or be frightened of you before your dance ends.

Languages: You can speak, read, and write Common and one other language of your choice.

VARIETIES OF ORICORIO

Oricorio are known for their dances and the physical appearance that they take when they change forms. While there are official appearances for the different forms, that shouldn't prevent players from choosing to have different appearances for their styles.

OSHAWOTT, DEWOTT, SAMUROT

Ability Score Increase: Your strength score increases by 2, and your dexterity score increases by 1.

Size: Oshawott and Dewott can be anywhere between 2 and 3 feet tall. Your size is small. Samurott grow to be between 4 and 6 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet and you have a swimming speed of 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Sword Training: You have proficiency in shortwords and longwords.

Scalchop: You have two scalchops on your body that act as shortwords, and can be drawn or stowed when you would be able to draw or stow a weapon. During a short or long rest, you can infuse the properties of a magic sword you're holding into your scalchop. When you do so, your scalchop takes on the properties of the chosen magic weapon but is a shortword.

Blade Dash: When you take the dash action and move at least 20 feet, you can make an attack with a sword you are holding with your bonus action. You can't make this attack with a sword with the two handed or special properties.

Level Playing Field: When you have disadvantage on an attack roll, you can gain advantage negating the disadvantage. Alternatively, when a creature makes an attack roll against you with advantage, you can impose disadvantage on the roll, negating the advantage. You can use this feature a number of times equal to your proficiency bonus before finishing a long rest.

Languages: You can speak, read, and write Common.

VARIANT: HISUIAN

Dirty Fighting (replaces Level Playing Field): If you hit a creature with an attack roll, the creature takes an extra 2d6 damage if it hasn't taken a turn yet in the current combat.



PACHIRISU

Ability Score Increase: Your dexterity score increases by 2, and your wisdom score increases by 1.

Size: Pachirisu grow to be between 1 and 3 feet tall. Your size is small.

Speed: Your base walking speed is 35 feet and you have a climbing speed of 20 feet.

Static: You know the Shocking Grasp cantrip. Charisma is your spellcasting ability for this feature.

Static Ball: As a bonus action, you can throw a ball of electricity at a creature within 30 feet of you. When you do, make a ranged attack roll with the static ball. You are proficient with the static ball. On a hit, the ball deals lightning damage equal to 1d6 + your dexterity modifier and the creature it hits cannot take reactions. A creature is immune to this effect if it is immune to lightning damage. You can make a number of static balls equal to your proficiency bonus before requiring a long rest.

Nimble Weaving: As a bonus action, you can move 15 feet without provoking attacks of opportunity. You can use this feature a number of times equal to your proficiency modifier requiring a long rest.

Languages: You can speak, read, and write Common.

PANCHAM, PANGORO

Ability Score Increase: Your strength score increases by 2 and your constitution score increases by 1.

Size: Pancham can be anywhere between 2 and 3 feet tall. Your size is small. Pangoro grow to be between 6 and 7 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Menacing Glare: You have proficiency in the intimidation skill.

Shrug It Off: As a reaction to failing a saving throw that would stun or paralyze you, you can choose to succeed instead. Once you use this feature, you cannot use it again until you finish a long rest.

Berserker's Charge: As a bonus action after you hit a creature with a melee attack, you can attempt to shove that creature. Once you use this feature a number of times equal to your proficiency bonus, you cannot do so again until you complete a long rest.

Languages: You can speak, read, and write Common.

PATRAT, WATCHOG

Ability Score Increase: Your wisdom score increases by 2, and your dexterity score increases by 1.

Size: Patrat grow to be nearly 2 feet tall. Watchog grows to be little over 3 and a half feet tall. Your size is small.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of gray.

Bioluminescence: As a bonus action, you can cause yourself to glow, shedding bright light out to 15 feet. You can end this effect as a bonus action.

Glare: You have proficiency in the intimidation skill. Additionally, as a reaction to being attacked by a creature you can see within 30 feet of you, you can glare and light up your body to distract the attacker, imposing disadvantage on the attack roll. You can use this feature a number of times equal to your proficiency modifier before taking a long rest.

Scout: You have proficiency in the perception skill. Additionally, you cannot be surprised.

On Guard: When you take a long rest, you only need 4 hours of sleep, though your long rest still takes 8 hours.

Languages: You can speak, read, and write Common



PAWMI, PAWMO, PAWMOT

Ability Score Increase: Your strength score increases by 2, and your charisma score increases by 1.

Size: Pami grow to be a meager 1 foot tall on average, Pawmo grow only a handful of inches taller, while Pawmot double that size to be around 2 feet tall. Your size is small.

Speed: Your base walking speed is 35 feet.


Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Charged Fur: You have resistance to lightning damage.

Zap-Strike: When you hit with a melee weapon, you can channel extra energy behind your strikes, adding 1d6 lightning damage to the damage roll. You can use this feature a number of times equal to your proficiency modifier before requiring a long rest.

Defibrillator: You know the Spare the Dying cantrip.

Mousey Nimbleness: You have proficiency in the stealth skill. Additionally, while you are surprised, you can move up to half your speed on your turn, though you cannot take an action or bonus action.

Languages: You can speak, read, and write Common
 cat warrior

PICHU, PIKACHU, RAICHU

Ability Score Increase: Your dexterity score increases by 2, and your charisma score increases by 1.

Size: Pichu and Pikachu can be anywhere between 1 and 2 feet tall, while Raichu grow to be up to 3 feet tall. Your size is small.

Speed: Your base walking speed is 35 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Party Mascot: You have proficiency in the Persuasion skill.

Thunder Jolt: On the first turn of combat, you can choose to deal an additional 2d6 lightning damage to the first creature you hit with a melee weapon attack.

Electric Burst: As a bonus action, you can let out a burst of static electricity. When you do, each creature within 10 feet of you must make a constitution saving throw (DC is equal to 8 + your proficiency modifier + your charisma modifier.) On a failed save, a creature cannot take reactions until the start of your next turn. Once you use this feature a number of times equal to your proficiency modifier, you cannot use it again until you take a long rest.

Languages: You can speak, read, and write Common.



PIPLUP, PRINPLUP, EMPOLEON

Ability Score Increase: Your strength score increases by 2, and your charisma score increases by 1.

Size: Piplup can be anywhere between 1 and 2 feet tall, while Prinplup grow to be up to 3 feet. Your size is small. Empoleon grow to be between 4 and 6 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet and you have a swimming speed of 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Diplomat: You have proficiency in the persuasion and intimidation skills

Pride: If you miss with an attack roll or fail an ability check or a saving throw, you can gain a bonus to the roll equal to the number of allies you can see within 30 feet of you (maximum bonus of +3). Once you use this trait a number of times equal to your proficiency modifier, you can't use it again until you finish a long rest.

Arctic Acclimation: You can hold your breath for up to 10 minutes. Additionally, you are not affected by extreme cold and have resistance to cold damage.

Languages: You can speak, read, and write Common.

PLUSLE, MINUN

Ability Score Increase: Your charisma score increases by 2, and your wisdom score increases by 1.

Size: Both Plusle and Minun can be anywhere between 1 and 2 feet tall. Your size is small.

Speed: Your base walking speed is 30 feet.

Cheerleader: You know the Guidance cantrip. When you reach 3rd level, you can cast Heroism once with this trait, and you regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast Aid once with this trait, and you regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells. When you cast them with this trait, they don't require material components.

Nimble Weaving: As a bonus action, you can move 15 feet without provoking attacks of opportunity. You can use this feature a number of times equal to your proficiency modifier requiring a long rest.

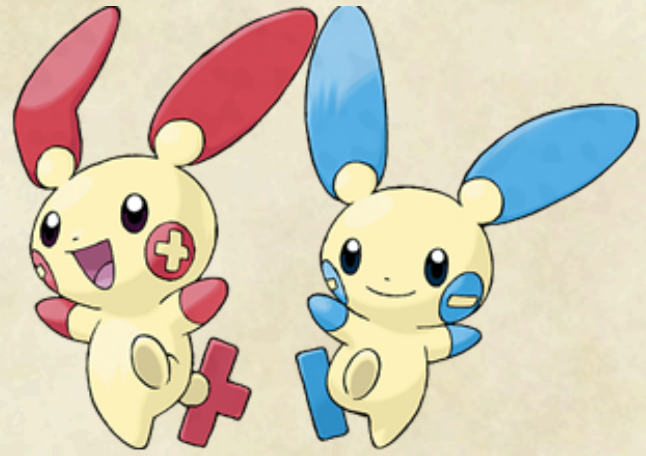
Languages: You can speak, read, and write Common and one other language of your choice.

POSITIVE SPARKS

Offensive Assist: As a reaction when a creature other than you, that you can see within 30 feet of you hits with a weapon attack roll you can let out an inspiring cheer and a jolt of electricity. The creature's attack deals an additional 1d6 lightning damage. You can use this feature a number of times equal to your proficiency bonus before requiring a long rest.

NEGATIVE SPARKS

Defensive Assist: As a reaction when a creature other than you that you can see within 30 feet of you makes a weapon attack, you can let out a distracting cry and a shower of sparks. The attacker makes its attack at disadvantage. You can use this feature a number of times equal to your proficiency bonus before requiring a short rest.



POPPLIO, BRIONNE, PRIMARINA

Ability Score Increase: Your charisma score increases by 2, and your wisdom score increases by 1.

Size: Popplio and Brionne can be anywhere between 1 and 3 feet tall. Your size is small. Primarina grow to be between 4 and 6 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet and you have a swimming speed of 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

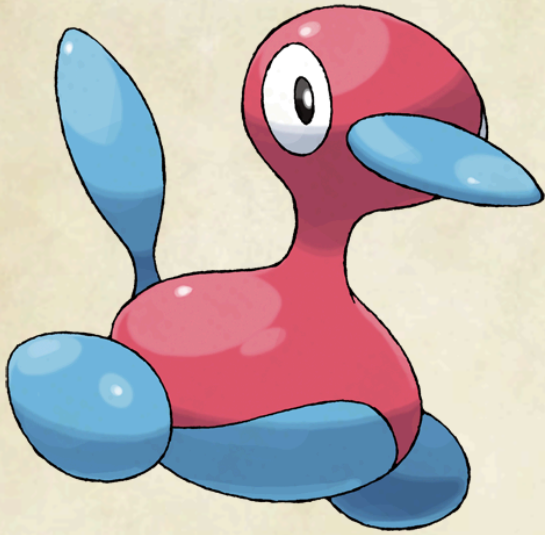
Born Performer: You have proficiency in the performance skill and one musical instrument of your choice.

Aquatic: You can hold your breath for up to 10 minutes.

Trampoline: As an action, you can create a bubble trampoline in an unoccupied space within 5 feet of you. A creature can use the trampoline to increase their long and high jumping distance by 10 feet. The trampoline lasts 1 minute or until it takes any piercing damage.

Bubble Bomb: As a bonus action, you can blow a bubble of water that you can detonate. The bubble appears as a tiny object in an unoccupied space within 5 feet of you. As a bonus action, you can detonate the bubble bomb. When you do, each creature within 5 feet of the bubble must make a dexterity saving throw (DC = 8 + your proficiency + your charisma modifier.) On a failed save, a creature takes 2d8 cold damage, or half as much on a successful save. Once you use this feature a number of times equal to your proficiency bonus, you can't use it again until you take a long rest. The damage increases to 3d8 at 6th level, 4d8 at 11th and 5d8 at 16th level.

Languages: You can speak, read, and write Common and one other language of your choice.



PORYGON, PORYGON2, PORYGONZ

Ability Score Increase: Increase one of your ability scores by 2, and a different ability score by one.

Size: Porygon grow to be 2 and a half feet tall, Porygon2 grow to be 2 feet tall, PorygonZ grow to be around 3 feet tall. Your size is Small

Speed: Your base walking speed is 30 feet. (Porygon do hover, but do not fly. They will still fall and they are not immune to ground based effects or difficult terrain.)

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Artificial Intelligence: You gain proficiency in one skill of your choice and one artisan tool kit of your choice.

Upgrade: When you make an ability check with a skill or tool that you are proficient in, you can use your reaction to upgrade your proficiency. When you do you gain a bonus to the check equal to half of your proficiency bonus. You cannot use this feature if you have expertise in the skill or tool. You upgrade your proficiency a number of times per day equal to your proficiency bonus.

Conversion 2: When you take damage that you are not resistant or immune to, you can use your reaction to adapt your body to the situation. The next time you take damage of that damage type, you are resistant to it. You can use this feature a number of times equal to your proficiency bonus per long rest. When you take a long rest, any resistances you gained from this feature are removed.

Download: When you roll initiative, you can examine one creature you can see within 60 ft. That creature makes a Charisma saving throw (DC is equal to 8 +Proficiency bonus +Intelligence modifier). On a failed save, you learn what saving throw it has the highest bonus to, and which saving throw has the lowest bonus.

Languages: You can speak, read, and write Common



PSYDUCK, GOLDDUCK

Ability Score Increase: Your intelligence score increases by 2, and your wisdom score increases by 1.

Size: Psyduck can be anywhere between 2 and 3 feet tall. Your size is small. Golduck grow to be between 4 and 6 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet and you have a swimming speed of 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Vacant Expression: You have proficiency in the deception skill.

Psionics: You know the Mage Hand cantrip, and the hand is invisible when you cast the cantrip with this trait. When you reach 3rd level, you can cast Shield once with this trait, and you regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast Detect Thoughts once with this trait, and you regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for these spells. When you cast them with this trait, they don't require material components.

Headache: When you fail a wisdom saving throw to resist a harmful affect from another creature, you can use your reaction to roll a d6. On a 6, you automatically succeed the saving throw and if the effect was caused by another creature, they take 2d6 psychic damage. Once you automatically succeed a saving throw this way, this feature cannot be used until you take a long rest.

Languages: You can speak, read, and write Common.



PURRLOIN, LIEPARD

Ability Score Increase: Your charisma score increases by 2, and your wisdom score increases by 1.

Size: Purrloin can be anywhere between 1 and 2 feet tall, while Liepard grow to be between 3 and 4 feet tall. Your size is small.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Cat's Talent: You have proficiency in the stealth and slight of hand skills.

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of gray.

Feline Agility: When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

Cat's Claws: Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Languages: You can speak, read, and write Common and one other language of your choice.

NICKIT, THEIVUL

Tail Bag (Replaces Cat's Claws): Your tail functions as a backpack. Your tail bag cannot be accessed by anyone other than you while you are not incapacitated unless you are willing.



QUAXLY, QUAXWELL, QUAQUAVAL

Ability Score Increase: Your strength score increases by 2, and your dexterity score increases by 1.

Size: Quaxly can be anywhere between 1 and 2 feet tall. Your size is small. Quaxwell can be between 4 and 5 feet tall, and Quaquaval grow to be between 5 and 6 feet tall. Your size is medium.

Speed: Your base walking speed is 35 feet and a swimming speed of 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Dancer: You have proficiency in the performance skill.

Perfect Balance: You have advantage on ability checks and saving throws to resist being knocked prone. Additionally, when you would be knocked prone, you can use your reaction to instead not be knocked prone. Once you use your reaction this way, you cannot do so again until you finish a short or long rest.

Combat Dance: When you hit a creature with a melee weapon, you can choose to move up to 10 feet without provoking attacks of opportunity. You can use this feature a number of times equal to your proficiency bonus before taking a long rest.

Languages: You can speak, read, and write Common



RALTS, KIRLIA, GARDEVOIR, GALLADE

Ability Score Increase: Your wisdom score increases by 2.

Size: Ralts and Kirlia can be anywhere between 1 and 3 feet tall. Your size is small. Gardevoir and Gallade grow to be between 4 and 6 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Detect: Once per short or long rest, you can add 2 to an initiative roll you make. Additionally, you cannot have disadvantage on your initiative rolls.

Psionics: You know the Mage Hand cantrip, and the hand is invisible when you cast the cantrip with this trait. When you reach 3rd level, you can cast Shield once with this trait, and you regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast Detect Thoughts once with this trait, and you regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells. When you cast them with this trait, they don't require components.

Languages: You can speak, read, and write Common and one other language of your choice.

SWORDSMAN

Ability Score Increase: Your strength score increases by 1.

Swordsman Training: You have proficiency in shortswords and longswords.

Psychic Blades: As a bonus action, you can enchant a weapon you are proficient in with psychic energy. While it's enchanted, the weapon deals an additional 1d4

psychic type damage. The weapon remains enchanted until you successfully make a number of attacks equal to your wisdom modifier. You can use this feature a number of times equal to your proficiency bonus before taking a long rest.

SHIELDMAIDEN

Ability Score Increase: Your intelligence score increases by 1.

Shieldmaiden Training: You have proficiency in rapiers and longbows.

Psychic Bulwark: As a reaction to taking damage, you can roll 1d10 and reduce the amount of damage taken by the result. You can use this feature a number of times equal to your proficiency bonus before taking a long rest.

GARDEVOIR VS GALLADE

While the Swordsman subrace was designed to emulate Gallade and the Shieldmaiden subrace was designed to emulate Gardevoir, this shouldn't force a player to play a specific subrace. Players should be allowed to play their character the way they want to play them.

RATTATA, RATTICATE

Ability Score Increase: Each of your ability scores increase by 1.

Size: Rattata can be anywhere between 1 and 2 feet tall, while Raticate can grow slightly taller than 2 feet tall. Your size is small.

Speed: Your base walking speed is 35 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Bite: Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Mousey Nimbleness: You have proficiency in the stealth skill. Additionally, while you are surprised, you can move up to half your speed on your turn, though you cannot take an action or bonus action.

Languages: You can speak, read, and write Common.

VARIANT TRAIT: TOP PERCENTAGE

(Replaces Ability Score Increase and Mousey Nimbleness): Two different ability scores of your choice increase by one, you gain proficiency in one skill of your choice, and you gain one feat of your choice.



RIOLU, LUCARIO

Ability Score Increase: Your strength score increases by 2 and your wisdom score increases by 1.

Size: Riolu can be anywhere between 2 and 3 feet tall. Your size is small. Lucario grow to be between 3 and 5 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Aura Manipulation: You know the spells Longstrider, Shield and Cure Wounds and can cast them at their lowest level. Once you cast a spell with this feature, you cannot use this feature again until you take a short or long rest. Your spellcasting ability for these spells are wisdom.

Aura Sense: You have proficiency in the Insight skill. Additionally, you may spend an action meditating on a creature's aura giving you insight into that creature. You learn if the creature has levels in any class and what emotion they're currently feeling. Additionally, you gain advantage on insight checks against the creature for 10 minutes. You must be within 60 feet of the creature you're trying to read for the entire duration to gain these benefits.

Aura Sphere: When you take the attack action you can replace one of the attacks with a special Aura Sphere attack. Make a ranged spell attack with advantage against a target within 30 feet of you. You cannot have disadvantage on this attack roll. If you hit, the aura sphere deals 2d6 force damage. You can use this feature a number of times equal to your proficiency bonus before taking a long rest.

Aura Bond: At the end of a long rest, you can create an aura bond with another willing creature. When you do, you can telepathically communicate simple ideas while you are within 100 feet of each other. You must share a language to understand a bonded creature. The

bond wears off after you take a long rest. You can choose to sever this bond at any time, no action required.

Languages: You can speak, read, and write Common and one other language of your choice.

ROCKRUFF, LYCANROC

Ability Score Increase: Your wisdom score increases by 2.

Size: Rockruff can be anywhere between 1 and 2 feet tall. Your size is small. Lycanroc grow to be between 3 and 4 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Canine Aptitude: You have proficiency in the survival and intimidation skills.

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages: You can speak, read, and write Common.

HUNTER

Ability Score Increase: Your dexterity score increases by 1

Rock Fur: As a reaction to being hit by a melee attack from a creature within 5ft of you, you can cause the attacker to strike your spines and take 2d6 piercing damage. You can use this a number of times equal to your proficiency bonus before taking a long rest.

PROWLER

Ability Score Increase: Your charisma score increases by 1

Goad: As a reaction when a creature within 5 feet of you targets another creature with a melee weapon attack, you can goad an opponent into attacking you. The creature must make an insight check contested by your intimidation check. If the creature fails, they must target you with that attack instead of the original target. Once you use this feature a number of times equal to your proficiency bonus, you cannot use this feature again until you finish a long rest.

FORMS OF LYCANROC

Lycanroc comes in three different forms, midday, midnight, and dusk. While these three can be any of the three subraces, Hunter was designed after the midday form, while Prowler was designed after the midnight form.



ROWLETT, DARTRIX, DECIDUEYE

Ability Score Increase: Your dexterity score increases by 2, and your intelligence score increases by 1.

Size: Rowlet can be anywhere between 1 and 2 feet tall, while Dartrix range between 2 and 3 feet tall. Your size is small. Decidueye grow to be between 5 and 6 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet and you have a flying speed of 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Feather Dart: When you make an attack, you can throw sharp feathers from your wings instead of attacking with a weapon. When you do, make a ranged weapon attack with a normal range of 150 feet and long range of 600 feet, dealing 1d8 piercing damage plus your dexterity modifier on a hit. After an attack, a feather dart becomes an ordinary feather. Alternatively, you can fire magical arrows using your wings as if it were a longbow.

Spirit Shackle: When you hit a creature with your feather dart, you can choose to shackle the target. The target's speed is halved. Once you use this feature a number of times equal to your proficiency bonus, you can't do so again until you take a long rest.

Languages: You can speak, read, and write Common.

VARIANT: HISUIAN

Skirmish Dart (replaces Feather Dart): When you make an attack, you can throw sharp feathers from your wings instead of attacking with a weapon. When you do, make a ranged weapon attack with a normal range of 20 feet and long range of 60 feet, dealing 1d6 piercing damage plus your dexterity modifier on a hit. After an attack, a feather dart becomes an ordinary feather. Alternatively, you can fire magical arrows using your wings as if it were a bow with a normal range of 20 feet and a long range of 60 feet.

Triple Shot (replaces Spirit Shackle): When you take the attack action, you can make a special triple shot attack as a bonus action. Make an attack roll at one of the creatures you targeted during your attack action. If you hit, you deal 3d6 piercing damage plus your dexterity modifier. You can make this attack a number of times equal to your proficiency bonus before taking a long rest.



SABLEYE

Ability Score Increase: Your strength score increases by 2 and your wisdom score increases by 1.

Size: Sableye grow to be between 1 and 2 feet tall. Your size is small.

Speed: Your base walking speed is 30 feet.

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of gray.

Unnerving: You have proficiency in the deception and intimidation skills.

Sharp Claws: Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Appraisal: At a glance, you can tell the monetary value of gemstones and semiprecious stones. Additionally, when making arcana checks related to gemstones or semiprecious stones, you are considered proficient in the arcana skill.

Cloak of Shadows: You can take the hide action while only lightly obscured by shadows

Languages: You can speak, read, and write Common and one other language of your choice.



SALANDIT, SALAZZLE

Ability Score Increase: Your charisma score increases by 2 and your wisdom score increases by 1

Size: Salandit can be anywhere between 2 and 3 feet tall. Your size is small. Salazzzle grow to be between 3 and 5 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Alluring: You have proficiency in the persuasion skill.

Toxic Veins: You have resistance to poison damage and immunity to the poisoned condition.

Languages: You can speak, read, and write Common and one other language of your choice.

LEADER

Flameladen: As a bonus action, you can attempt to swipe at a creature within 5 feet of you with a flaming strike. Make an attack roll with a melee weapon you are holding or an unarmed strike. If you hit, the weapon or unarmed strike deals an additional 1d6 fire damage. You can use this feature a number of times equal to your proficiency modifier before taking a long rest.

Pheromones: You know the Friends cantrip. When you reach 3rd level, you can cast Charm Person once, and you regain the ability to do so when you finish a long rest. When you reach 5th level you can cast Crown of Madness once, and you regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells, and they do not require material components when cast this way. When you cast any of these spells, a sweet scent lingers in the air.

FOLLOWER

Grovel, Cower and Beg: As a bonus action on your turn, you can cower pathetically to distract nearby foes. Until the start of your next turn, your allies gain advantage on attack rolls against enemies within 10 feet of you that can see you. Once you use this trait a number of times equal to your proficiency bonus, you can't use it again until you finish a long rest.

Corrosive: Poison damage you deal ignores resistance to poison damage and treats immunity to poison damage as resistance. Additionally, you can poison creatures normally immune to the poison condition with spells and poisons.

MALE SALANDIT AND EVOLUTION

Even though male Salandit don't evolve in the base game, we'd encourage DMs to not penalize players who wish to play male Salandit. Additionally, while the subraces were designed with Sallazle and male Salandit in mind, we would encourage players to use the subrace that would fit their character.

SANDILE, KROKOROK, KROOKODILE

Ability Score Increase: Your strength score increases by 2, and your wisdom score increases by 1.

Size: Sandile can be anywhere between 2 and 3 feet tall, while Krokrook grow slightly larger than 3 feet. Your size is small. Krookodile grow up to 5 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Ocular Membrane: You have proficiency in the perception skill. Additionally, you can enhance your vision for one minute. While it is enhanced in this way, fog, smoke, dust devils and similar effects cannot obscure your vision. You can enhance your vision this way once before requiring a short or long rest.

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of gray.

Bite: Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. If you bite a creature that you have grappled with Lockjaw, you deal additional damage equal to your proficiency bonus.

Lockjaw: When you hit with your bite attack, you can use your bonus action to attempt to grapple a creature. Once you successfully grappled a creature with this feature a number of times equal to your proficiency bonus you cannot do so again before taking a long rest.

Languages: You can speak, read, and write Common.



SANDSHREW, SANDSLASH

Ability Score Increase: Your constitution score increases by 2, and your strength score increases by 1.

Size: Sandshrew can be anywhere between 2 and 3 feet tall, while Sandslash grow only slightly taller. Your size is small.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Hardened Scales: When you aren't wearing armor, your AC is 13 + your dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Sharp Claws: Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Spines: As a reaction to being hit by a melee attack from a creature within 5ft of you, you can cause the attacker to strike your spines and take 2d6 piercing damage. You can use this a number of times equal to your proficiency bonus before taking a long rest.

Languages: You can speak, read, and write Common.

ARID

Arid Acclimation: You can survive without food and water for twice as long as normal creatures would. Additionally, you are unaffected by extreme heat.

Grounded: You have resistance to lightning damage.

Rapid Spin: As a bonus action you can free yourself or a creature within 5 feet of you from a grapple or

restraint, no check required. You can use this feature a number of times equal to your proficiency modifier before requiring a long rest.

ARCTIC

Arctic Acclimation: You are unaffected by the effects of extreme heat and cold. Additionally, you have resistance to cold damage.

Ice Spinner: As a bonus action you can move up to half your movement speed, ignoring difficult terrain. Any difficult terrain in spaces that you move through is removed and replaced by a soft snow covering, causing no penalty. You can use this feature a number of times equal to your proficiency modifier before requiring a long rest.

SCIZOR

Ability Score Increase: Your strength score increases by 2, and your dexterity score increases by 1.

Size: Scizor can be anywhere between 5 and 7 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Warding Patterns: You have proficiency in the intimidation skill.

Pincers: Your pincers are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d8 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Carapace: Your tough exoskeleton doubles as a form of armor. When you aren't wearing armor, your AC is 13 + your dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Heating Up: On the second round of combat your base speed increases by 5 feet. On the third round of combat, your base speed increases by an additional 5 feet. On the 10th round of combat, your base speed returns to normal.

Bullet Punch: Once per turn, when you take the attack action and have at least 10 feet of movement speed remaining, you can reduce your speed by 10 feet and make an additional weapon attack as part of the attack action. You can use this feature a number of times equal to your proficiency bonus before requiring a long rest.

Languages: You can speak, read, and write Common.



SCORBUNNY, RABOOT, CINDERACE

Ability Score Increase: Your dexterity score increases by 2, and your wisdom score increases by 1.

Size: Scorbunny grows up to 1 foot tall, while Raboot grow slightly taller than 2 feet tall. Your size is small. Cinderace grow up to 5 feet tall. Your size is medium.

Speed: Your base walking speed is 35 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Athlete: You have proficiency in the athletics skill.

Inner Flame: You are unaffected by the affects of extreme heat and cold.

Showboat: If you miss with an attack roll or fail an ability check or a saving throw, you can gain a bonus to the roll equal to the number of allies you can see within 30 feet of you (maximum bonus of +3). Once you use this trait a number of times equal to your proficiency modifier, you can't use it again until you finish a long rest.

Blazing Trail: When you take the dash or disengage action, you can cause your feet to burst into flame. Until the end of your turn, any creature of your choice you pass within 5 feet of takes an amount of fire damage equal to double your proficiency bonus. Once you use this trait a number of times equal to your proficiency modifier, you can't use it again until you finish a long rest.

Kickoff: When you take the attack action, you can replace one of the attacks with a special kicking attack. When you do so, make an attack roll with your strength or dexterity against a creature within 30 feet of you. If you hit, you deal 1d8 fire damage plus the ability modifier used to hit. You can use this feature a number

of times equal to your proficiency bonus before taking a long rest.

Languages: You can speak, read, and write Common.

SENTRET, FURRET

Ability Score Increase: Your dexterity score increases by 2, and your intelligence score increases by 1.

Size: Sentrit can be anywhere between 2 and 3 feet tall. Your size is small. Furret doesn't grow very tall, but they grow up to 6 feet long. Your size is medium.

Speed: Your base walking speed is 35 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Scout: You have proficiency in the perception skill. Additionally, you cannot be surprised.

On Guard: When you take a long rest, you only need 4 hours of sleep, though your long rest still takes 8 hours.

Squirm: You have advantage on athletics and acrobatics checks to escape being grappled or restrained.

Run Away: As part of the disengage action, you can move an additional 15 feet as part of the same action.

Walk: On your turn, you can choose to ignore the effects of difficult terrain until the end of your turn. You can use this feature a number of times equal to your proficiency modifier before taking a long rest.

Languages: You can speak, read, and write Common.



SHINX, LUXIO, LUXRAY

Ability Score Increase: Your dexterity score increases by 2, and your wisdom score increases by 1.

Size: Shinx and Luxio can be anywhere between 1 and 3 feet tall. Your size is small. Luxray grow to be between 4 and 5 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Spark Glow: As a bonus action, you can cause yourself to glow, shedding bright light out to 15 feet. You can end this effect as a bonus action.

Spark Claw: Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. Additionally, you can enhance your claws with electricity when you hit with an unarmed strike, increasing the damage by 1d6 lightning damage. You can do this a number of times equal to your proficiency bonus before requiring a long rest.

Gleam Eyes: When you take the search action, you can cause your vision to pierce through solid matter. When you do, you can see through matter within 30 feet until the end of your turn, potentially revealing creatures and objects behind walls or in containers. To you, solid objects within that radius appear transparent. The vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances block the vision, as does a thin sheet of lead. You can use this ability once before requiring a long rest.

Languages: You can speak, read, and write Common.

SKITTY, DELCATTY

Ability Score Increase: Your charisma score increases by 2, and your dexterity score increases by 1.

Size: Skitty can be anywhere between 2 and 3 feet tall. Your size is small. Delcatty grow to be between 3 and 4 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Prim and Proper: You have proficiency in the persuasion skill.

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Cute Charm: You know the Friends cantrip. Charisma is your spellcasting ability for this trait.

Feline Agility: When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

Unassuming: On the first round of combat, creatures have disadvantage to hit you if you are within 5 feet of a friendly creature and you have not taken an action or reaction.

Languages: You can speak, read, and write Common.

SKWOVET, GREEDENT

Ability Score Increase: Your dexterity score increases by 2, and your wisdom score increases by 1.

Size: Skwovet grow up to 1 foot tall, while Greedent grow to be twice as tall. Your size is small.

Speed: Your base walking speed is 30 feet and you have a 20 foot climbing speed.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Forager: You have proficiency in the stealth and survival skills. Additionally, you can spend an hour foraging for food in the wild, finding up to 3 days worth of food for one person if the area you are foraging in is appropriate.

Guzzle: You can use your bonus action to drink potions or use other edible consumables.

Hoard Food: You can go twice as long without food, as you dip into your secret stash in your tail when you go hungry.

Languages: You can speak, read, and write Common.

SMEARGLE

Ability Score Increase: Your charisma score increases by 2, and your dexterity score increases by 1.

Size: Smeargle can be anywhere between 3 and 5 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Artisan: You have proficiency in one artisan kit of your choice. You can add twice your proficiency modifier to any skill checks made with the tool you gained with this feature. Most Smeargle will focus on their painting, but it is not uncommon for Smeargle to pick up other skills.

Art History: Whenever you make an Intelligence (History) check related to the origin of a painting or other work of art, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Creative Painting: You know the Poison Spray cantrip. When you reach 3rd level, you can cast Faerie Fire once with this trait, and you regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

When you reach 5th level, you can cast Colour Spray at 2nd level once with this trait, and you regain the ability to do so when you finish a long rest. When you cast them with this trait, they don't require material components.

Sketch: When another creature casts a cantrip within 30 feet of you, you can use your reaction to sketch it. When you sketch a cantrip, it replaces Poison spray or another sketched cantrip you can cast with your Creative Painting feature. At 3rd level, you can sketch a 1st level spell, replacing Faerie Fire or another sketched 1st level spell you can cast with your Creative Painting feature. At 5th level, you can sketch a 2nd level spell, replacing Colour Spray or another sketched 2nd level spell you can cast with your Creative Painting feature. Charisma is your spellcasting ability modifier for any sketched spells and they do not require material components. You cannot sketch a spell if it has material components with a gold cost or if it is being cast as a ritual.

Languages: You can speak, read, and write Common.



HOW DOES SKETCH WORK?

Sketch is intended to 'save' and 'overwrite' spells, replacing spells in their Creative Painting feature with spells of the same level.

Lets say Zhang is a Smeargle with no special sketched spells. Zhang has a sorceress companion, Camilla. Camilla casts the first level spell Magic Missile. Zhang decides to use his Sketch feature to sketch Magic Missile. Magic Missile then replaces the Faerie Fire spell in his Creative Painting feature, meaning he can use Creative Painting to cast Magic Missile, and he cannot cast Faerie Fire with it anymore. The next day, Camilla casts Chaos Bolt. Zhang decides to Sketch Chaos Bolt, replacing Magic Missile with Chaos bolt.

SNEASEL, WEAVILE

Ability Score Increase: Your dexterity score increases by 2, and your intelligence score increases by 1.

Size: Sneasel can be anywhere between 2 and 3 feet tall. Your size is small. Weavile grow to be between 4 and 5 feet tall. Your size is medium.

Speed: Your base walking speed is 35 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Stalker: You have proficiency in the stealth skill.

Darkvision: You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You cannot discern colour in darkness, only shades of gray.

Arctic Acclimation: You are unaffected by extreme heat and extreme cold and have resistance to cold damage.

Sharp Claws: Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Payback: When you are hit by an attack, you can use your reaction to mark that creature for retribution. The next time you deal damage to that creature you deal additional damage equal to your proficiency bonus. You can use this feature a number of times equal to your proficiency bonus before taking a long rest.

Languages: You can speak, read, and write Common.



VARIANT: SNEASELER

Poison Veins (Replaces Arctic Acclimation): You have resistance to poison damage and immunity to the poison condition.



SNIVY, SERPINE, SERPERIOR

Ability Score Increase: Your intelligence score increases by 2, and your charisma score increases by 1.

Size: Snivy can be anywhere between 1 and 2 feet tall, while Servine rarely grow taller than 3 feet. Your size is small. Serperior grow as long as 11 feet. Your size is medium.

Speed: Your base walking speed is 35 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Glare: You have proficiency in the intimidation skill.

Darkvision: You can see in dim light within 60 feet of you as if it were bright light and in darkness as it were dim light. You cannot discern colour in darkness, only shades of gray.

Slither: While prone your speed is not reduced. Additionally, standing up from prone only costs you 5 feet of movement.

Photosynthesis: When you take a short rest while exposed to sunlight for at least an hour, you gain a charge of photosynthesis, and when you take a long rest while exposed to sunlight for at least an hour you gain 3 charges of photosynthesis. As a bonus action, you can spend a charge of photosynthesis to gain temporary hit points equal to 1d10 + your constitution modifier or take the dash action. You can hold up to 3 photosynthesis charges in your body at once and you lose any unspent charges when you take a long rest.

Vine Whips: You know the Thorn Whip cantrip. Intelligence is your spellcasting modifier for this trait. Additionally, you have proficiency with whips.

Languages: You can speak, read, and write Common.



SNOVER, ABOMASNOW

Ability Score Increase: Your constitution score increases by 2, and your strength score increases by 1.

Size: Snover can be anywhere between 3 and 4 feet tall. Your size is small. Abomasnow grow to be between 6 and 8 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Arctic Acclimation: You are unaffected by the effects of extreme cold and difficult terrain caused by snow. Additionally, you have resistance to cold damage.

Snoverberries: At the end of a long rest, you grow 5 berries. These berries don't go bad and five berries are equal to one day's rations.

Powerful Build: You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Ice Storm: As a bonus action, you can emit a frigid cold wind in a 30 foot area around you. When you do, each creature within 30 feet of you must make a constitution saving throw (DC = 8 + your constitution modifier + your proficiency bonus). On a failed save, a creature takes 2d8 cold damage and their movement speed is halved until the start of your next turn. On a successful save, a creature takes half as much damage and does not have their speed reduced. The damage increases to 3d8 at 6th level, 4d8 at 11th and 5d8 at 16th level. After using this feature a number of times equal to your proficiency bonus, you cannot use it again until you complete a long rest.

Languages: You can speak, read, and write Common.



SNUBBULL, GRANBULL

Ability Score Increase: Your charisma score increases by 2, and your strength score increases by 1.

Size: Snubbull can be anywhere between 2 and 3 feet tall. Your size is small. Granbull grow to be between 4 and 5 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Keen Senses: You have advantage on perception checks that rely on hearing or smell.

Mean Facade: You have proficiency in the intimidation and insight skills.

Growl: You can use a bonus action to growl menacingly. Make an intimidation check. Creatures of your choice that can hear you within 30ft must make an insight check contested by your intimidation check or be frightened of you until the end of your next turn. You can use this feature a number of times equal to your proficiency bonus before taking a long rest.

Run Away: As part of the disengage action, you can move an additional 15 feet as part of the same action.

Languages: You can speak, read, and write Common.

SOBBLE, DRIZZILE, INTELLEON

Ability Score Increase: Your intelligence score increases by 2, and your dexterity score increases by 1.

Size: Sobble and Drizzile can be anywhere between 1 and 3 feet tall. Your size is small. Intelleon grow to be between 5 and 6 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve,

any equipment being worn or carried grows or otherwise changes to fit your new form.

Espionage: You have proficiency in either the stealth or perception skill

Fake Tears: As a bonus action on your turn, you can cower pathetically to distract nearby foes. Until the end of your next turn, your allies gain advantage on attack rolls against enemies within 10 feet of you that can see you. Once you use this trait a number of times equal to your proficiency bonus, you can't use it again until you finish a long rest.

Lock On: As a bonus action on your turn, you can identify weak points in a creature or object you can see within 60 ft. The next time you take the attack action or make a spell attack against that target, you score a critical hit on a dice roll of 19-20. Once you use this feature, you cannot use it against the same target for 24 hours.

Bubble Bombs: As a bonus action, you can lay a bubble of water as a trap. The bubble appears as a tiny object in an unoccupied space within 5 feet of you. When a creature steps into the same space as the bubble, they must make a dexterity saving throw (DC = 8 + your proficiency + your charisma modifier.) On a failed save, a creature takes 2d8 cold damage, or half as much on a successful save. Once you use this feature a number of times equal to your proficiency bonus, you can't use it again until you take a short or long rest.

Languages: You can speak, read, and write Common.

SPINDA

Ability Score Increase: Your dexterity score increases by 2, and two other ability scores of your choice increase by 1.

Size: Spinda can be anywhere between 3 and 4 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Sway: You have proficiency in the performance skill.

Stumble: When you take the dash action, your AC increases by 2 until the end of your turn.

Tumble: As a bonus action, you can jump a number of feet equal to five times your proficiency bonus, without provoking opportunity attacks. You can use this trait only if your speed is greater than 0. You can use it a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Teeter: When you fail a Dexterity saving throw, you can use your reaction to roll a d4 and add it to the save, potentially turning the failure into a success. You can't use this reaction if you're prone or your speed is 0.

Languages: You can speak, read, and write Common.



SPRIGATITO, FLORAGATO, MEOWSCARADA

Ability Score Increase: Your dexterity score increases by 2, and your charisma score increases by 1.

Size: Sprigatito grow to be a little taller than 1 foot tall. Floragato grows to be three times that, standing at around 3 feet tall. Your size is small. Meowscarada stands at around 5 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Natural Charisma: You have proficiency in the performance skill.

Performance: If you miss with an attack roll or fail an ability check or a saving throw, you can gain a bonus to the roll equal to the number of allies you can see within 30 feet of you (maximum bonus of +3). Once you use this trait a number of times equal to your proficiency modifier, you can't use it again until you finish a long rest.

Eyes on Me: As a bonus action, you can force a creature to pay attention to you, making you ready for whatever it has. The creature has disadvantage on its first attack against you, and the first time it forces you to make a saving throw, you have advantage on that save. If the creature does not target you with an attack or force you to make a save, you have advantage on your next attack roll against that creature. You can use this feature a number of times equal to your proficiency modifier, and you regain expended uses when you finish a long rest.

Flower Tricks: You know the Thorn Whip cantrip. When you reach 3rd level, you can cast Entangle once,

and you regain the ability to do so when you finish a long rest. When you reach 5th level you can cast Spike Growth once, and you regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells, and they do not require material components when cast this way.

Languages: You can speak, read, and write Common, and one other language of your choice.

SQUIRTLE, WARTORTLE, BLASTOISE

Ability Score Increase: Your constitution score increases by 2, and your wisdom score increases by 1.

Size: Squirtle and Wartortle can be anywhere between 2 and 3 feet tall. Your size is small. Blastoise grow up to 6 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Turtle Shell: When you aren't wearing armor, your AC is 13 + your dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Water Cannon: When you take the attack action on your turn, you can replace one of your attacks with a water cannon attack. Each creature in a 30 foot long, 5 foot wide line originating from you must make a dexterity saving throw (the DC equals 8+your charisma modifier + your proficiency bonus.) A creature takes 2d10 cold damage on a failed save and half as much on a successful one. The damage increases to 3d10 at 6th level, 4d10 at 11th and 5d10 at 16th level. You can use this feature a number of times equal to your proficiency modifier before taking a long rest.

Withdraw: You can withdraw into your shell as an action. Until you emerge, you gain a +4 bonus to AC, and you have advantage on Strength and Constitution saving throws. While in your shell, you are prone, your speed is 0 and can't increase, you have disadvantage on Dexterity saving throws, you can't take reactions, and the only action you can take is a bonus action to emerge from your shell.

Languages: You can speak, read, and write Common and one other language of your choice.

TIRTOUGA, CARRACOSTA

Bite (replaces Water Cannon): Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d8 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Shell Armor: As a reaction to being hit by a critical hit, you can turn that hit into a normal hit. Once you use this feature, you cannot use it again until you finish a long rest.



TEDDIURSA, URSARING

Ability Score Increase: Your strength score increases by 2, and your wisdom score increases by 1.

Size: Teddiursa can be anywhere between 2 and 3 feet tall. Your size is small. Ursaring grow to be between 5 and 7 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Darkvision: You can see in dim light within 60 feet of you as if it were bright light and in darkness as it were dim light. You cannot discern colour in darkness, only shades of gray.

Powerful Build: You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Ursine Instincts: You have proficiency in the survival and perception skills. Additionally, you can tell if fruits and berries have gone bad or have been poisoned non-magically.

Bear Pelt: As a reaction to taking damage, you can reduce the damage by an amount equal to $1d12 +$ your constitution modifier. Once you use this trait a number of times equal to your proficiency modifier, you can't use it again until you finish a long rest.

Honey-coated Hands: Your hands are sticky, and as such, you can't be forced to drop something you are holding against your will.

Languages: You can speak, read, and write Common.

CUBCHOO, BEARTIC

Ability Score Increase: Your constitution score increases by 2 and your strength score increases by 1.

Arctic Acclimation (Replaces Bear Pelt and Honey-coated Hands): Your inner cold makes you unaffected by the affects of extreme heat and cold. Additionally, you have resistance to cold damage.

STUFFFUL, BEWEAR

Ability Score Increase: Your strength score increases by 2 and your wisdom score increases by 1.

Bear Hug (Replaces Honey-Coated Hands): You have advantage on athletics checks to grapple creatures that are not already grappled.

TEPIG, PIGNITE, EMBOAR

Ability Score Increase: Your strength score increases by 2, and your constitution score increases by 1.

Size: Tepig can be anywhere between 1 and 2 feet tall, while Pignite grows little over 3 feet. Your size is small. Emboar grow to be between 5 and 6 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Internal Flame: Your inner fire makes you unaffected by the affects of extreme heat and cold. Additionally, you have resistance to fire damage.

Blazing Fists: As a bonus action, you can coat a melee weapon you're holding or your fists in flames. While it's coated, the weapon or your unarmed strikes deals an additional 1d4 fire damage. The weapon remains coated in fire until you successfully make a number of attacks equal to your constitution modifier. You can use this feature a number of times equal to your proficiency bonus before taking a long rest.

Titanic Build: You count as two sizes larger for the purposes of grappling and restraining checks and you have advantage on checks and saves against being moved against your will. Additionally, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Blaze: When your current hit points fall below half of your hit point total, your walking speed increases by 10 feet.

Languages: You can speak, read, and write Common.



TIMBURR, GURDURR, CONKELDURR

Ability Score Increase: Your strength score increases by 2, and your constitution score increases by 1.

Size: Timburr can be anywhere between 2 and 3 feet tall. Your size is small. Gurdurr and Conkeldurr grow to be between 4 and 5 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Beam Proficiency: Your starting equipment includes a club or greatclub made out of wood, iron or concrete.

Born Craftsman: You have proficiency in either carpenter's tools, mason's tools or blacksmith's tools.

Building Lore: Whenever you make an Intelligence (History) check related to the origin of stonework or other architecture, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Demolitionist: You know how to deconstruct as well as you can construct. Bludgeoning damage you deal with weapons deals twice as much damage to objects and structures.

Powerful Build: You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Languages: You can speak, read, and write Common.

TINKATINK, TINKATUFF, TINKATON

Ability Score Increase: Your strength score increases by 2, and your intelligence score increases by 1

Size: Tinkatink and its evolutions grow to be a little taller than 2 feet tall. Your size is small.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Hammer-maker: You have proficiency with smith's tools. Additionally, you have proficiency with light hammers, war hammers and mauls.

Heavy Weapon Expert: You do not have disadvantage on attack rolls with heavy weapons for being small.

Hammer Shot: When you take the attack action and have a warhammer or maul in one hand and have a hand free or have a throwable item in your other hand, you can replace an attack with a Hammer Shot attack. Make an attack roll with your hammer against a target within 60 feet of you. On a hit, the target takes 1d6 bludgeoning damage plus your strength modifier. You have advantage to hit targets that are flying.

TOGEDEMARU

Ability Score Increase: Your strength score increases by 2, your dexterity score increases by 1.

Size: Togedemaru grow to be up to 2 feet tall. Your size is small.

Speed: Your base walking speed is 35 feet.

Lightning Absorb: You have resistance to lightning damage. Additionally, when you take lightning damage, you can use your reaction to store part of the energy in your body. The next time you hit with a weapon attack, the electricity discharges and the attack deals an additional 2d6 lightning damage. This damage increases by 1d6 at 6th level, 11th level and 16th level. Once you use this feature a number of times equal to your proficiency bonus you can't do so again until you take a long rest.

Iron Back: When you aren't wearing armor, your AC is 13 + your dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Spines: As a reaction to being hit by a melee attack from a creature within 5ft of you, you can cause the attacker to strike your spines and take 2d6 piercing damage. You can use this a number of times equal to your proficiency bonus before taking a long rest.

Languages: You can speak, read, and write Common.



TORCHIC, COMBUSKEN, INFERNAPE

Ability Score Increase: Your dexterity score increases by 2, and your strength score increases by 1.

Size: Torchic grows up to 1 and a half feet tall. Your size is small. Combusken grow to be up to 4 feet tall, and Blaziken can grow slightly taller than 6 feet tall. Your size is medium.

Speed: Your base walking speed is 35 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Peak Performance: You have proficiency either in the athletics and acrobatics skill.

Blazing Fists: As a bonus action, you can coat a melee weapon you're holding or your fists in flames. While coated, the weapon or your unarmed strikes deals an additional 1d4 fire damage. The weapon remains coated in fire until you successfully make a number of attacks equal to your constitution modifier. You can use this feature a number of times equal to your proficiency bonus before taking a long rest.

Yelp: As a reaction to being attacked, you can impose disadvantage on the attack roll against you. Once you use this ability, you cannot use it again until you take a short or long rest.

Leap: Your jump distance increases by 5ft and you can perform a running long jump or running high jump while stationary.

Languages: You can speak, read, and write Common.



TOTODILE, CROCANAW, FERALIGATR

Ability Score Increase: Your strength score increases by 2, and your constitution score increases by 1.

Size: Totodile and Croconaw can be anywhere between 2 and 3 feet tall. Your size is small. Feraligatr have been seen as tall as 8 feet at full height. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Glare: You have proficiency in the intimidation skill.

Aggressive: As a bonus action, you can move up to your speed towards an enemy. You must end your movement closer to the enemy than you started. You can use this feature a number of times equal to your proficiency bonus before taking a long rest.

Bite: Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. If you bite a creature that you have grappled with Lockjaw, you deal additional damage equal to your proficiency bonus.

Lockjaw: When you hit with your bite attack, you can use your bonus action to attempt to grapple a creature. Once you successfully grappled a creature with this feature a number of times equal to your proficiency bonus you cannot do so again before taking a long rest.

Languages: You can speak, read, and write Common.



TOXEL, TOXTRICITY

Ability Score Increase: Your charisma score increases by 2 and your wisdom score increases by 1

Size: Toxel grow slightly taller than 1 foot tall. Your size is small. Toxtricity grow to be between 4 and 5 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Guitarist: You have proficiency in the performance skill and guitars. Additionally, you can produce the sounds of a guitar by plucking at your chest.

Electric Touch: You know the Shocking Grasp cantrip. Charisma is your spellcasting ability for this trait.

Toxic Bolts: When you deal Lightning damage, you can empower it with the toxins in your body. When you do so, every creature that was damaged must make a Constitution saving throw (DC is equal to 8 plus your charisma modifier plus your proficiency modifier.) On a failed save, a creature is poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of their turns, ending the effect on a success. You can use this feature a number of times equal to your proficiency bonus before taking a long rest.

Languages: You can speak, read, and write Common and one other language of your choice.

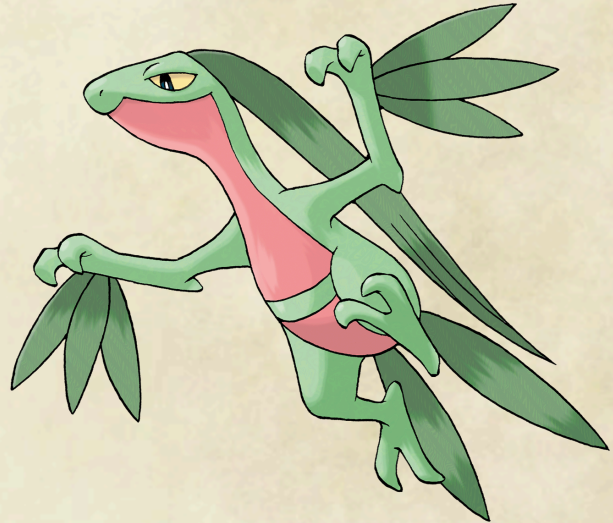
AMPED

Speed: Your speed is 35 feet.

Toxin Absorb: You have resistance to poison damage and immunity to the poisoned condition.

LOW KEY

Electrifying: As an action, you can let out a burst of electricity. When you do, each creature within 10 feet of you must make a dexterity saving throw (DC is equal to 8 + your proficiency modifier + your charisma modifier.) On a failed save, a creature takes 2d6 lightning damage. The damage increases to 3d6 at 6th level, 4d6 at 11th and 5d6 at 16th level. Once you use this feature, you cannot use it again until you take a short or long rest.



TREECKO, GROVYLE, SCEPTILE

Ability Score Increase: Your dexterity score increases by 2, and your intelligence score increases by 1.

Size: Treecko can be anywhere between 1 and 2 feet tall. Your size is small. Grovyle grow to be between 3 and 5 feet, while Sceptile grow to be between 4 and 6 feet tall. Your size is medium.

Speed: Your base walking speed is 35 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Jungle Explorer: You have proficiency in two of the following skills: stealth, acrobatics, nature or survival.

Unwavering: You have advantage on saving throws to resist being frightened or charmed.

Gecko Limbs: You have a climbing speed of 30 feet and can use it while upside down.

Forest Agility: Your jump distance increases by 5ft and you can perform a running long jump or running high jump while stationary. Additionally, you can use your dexterity to determine your jumping distance.

Languages: You can speak, read, and write Common.



TURTWIG, GROTLE, TORTERRA

Ability Score Increase: Your intelligence score increases by 2, and your constitution score increases by 1.

Size: Turtwig can be anywhere between 1 and 2 feet tall. Your size is small. Grotle grows to be between 3 and 4 feet, while Torterra grow to be slightly taller than 7 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Grounded: You have resistance to lightning damage.

Photosynthesis: When you take a short rest while exposed to sunlight for at least an hour, you gain a charge of photosynthesis, and when you take a long rest while exposed to sunlight for at least an hour you gain 3 charges of photosynthesis. As a bonus action, you can spend a charge of photosynthesis to gain temporary hit points equal to 1d10 + your constitution modifier or gain a +3 bonus to your AC until the start of your next turn.. You can hold up to 3 photosynthesis charges in your body at once and you lose any unspent charges when you take a long rest.

Turtle Shell: When you aren't wearing armor, your AC is 13 + your dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Titanic Build: You count as two sizes larger for the purposes of grappling and restraining checks and you have advantage on checks and saves against being moved against your will. Additionally, you count as one

size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Languages: You can speak, read, and write Common.

VULPIX, NINETALES

Ability Score Increase: Your wisdom score increases by 2, and your intelligence score increases by 1.

Size: Vulpix can be anywhere between 2 and 3 feet tall. Your size is small. Ninetales grow to be between 3 and 4 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Acclimated: You are unaffected by the affects of extreme heat and extreme cold.

Unnerving Presence: You have proficiency in either the persuasion or intimidation skill.

Curse Knowledge: You have proficiency in the arcana skill. Additionally, during a short or long rest, you can spend 1 hour attempting to identify a magical curse in another creature or magic item. Make an arcana check. If the affect was caused directly by a spellcaster, the DC is equal to the spellcaster's DC. If the affect was not directly caused by a spellcaster, or is on a magic item, the DC is 20. The DM may adjust DCs to reflect the power of the curse.

Cursed Tails: As a reaction when you are hit by an attack, you can curse the creature who made the attack. Until the end of the creature's next turn, that creature has disadvantage to hit you. You can use this feature a number of times equal to your proficiency bonus before taking a long rest.

Languages: You can speak, read, and write Common.

KANTONEESE

Fire Magic: You know the Produce Flame cantrip.

When you reach 3rd level, you can cast Burning Hands once with this trait, and you regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast Scorching Ray once with this trait, and you regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells. When you cast spells with this feature, they do not require material components.

ALOLAN

Icy Magic: You know the Frost Bolt cantrip. When you reach 3rd level, you can cast Ice Knife once with this trait, and you regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast Snilloc's Snowball Swarm once with this trait, and you regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells.



WHISMUR, LOUDRED, EXPOULD

Ability Score Increase: Your charisma score increases by 2, and your constitution score increases by 1.

Size: Whismur rarely grow taller than 2 feet tall. Your size is small. Loudred grow to be just over 3 feet tall and Exploud grow to be almost 5 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Soundproof: You have resistance to thunder damage.

Screech: You know the Thunderclap cantrip. When you reach 3rd level, you can cast Thunderwave once with this trait, and you regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast Shatter once with this trait, and you regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for these spells. When you cast them with this trait, they don't require components.

Loudspeaker: You can strengthen your voice so that it is heard up to 300 feet away. Additionally, on your turn when you are under the effects of the Silence spell or similar magic, you can choose to have your voice pierce the effect until the end of your turn. Once you use this feature, you cannot use it again until you finish a short or long rest.

Languages: You can speak, read, and write Common.

WOOLOO, DUBWOOL

Ability Score Increase: Your constitution score increases by 2, and your strength score increases by 1.

Size: Wooloo can be anywhere between 2 and 3 feet tall. Your size is small. Dubwool grow to be between 4 and 5 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Woolly Veil: As a reaction to being hit, you can add your proficiency bonus to your AC against the triggering attack, potentially causing that attack to miss. Once you use this feature, you cannot use it again until the start of your next turn.

Roll: Your movement speed is not reduced by being prone. Additionally, you can stand up by spending 5 feet of movement.

Aggressive: As a bonus action, you can move up to your speed towards an enemy. You must end your movement closer to the enemy than you started. You can use this feature a number of times equal to your proficiency bonus before taking a long rest.

Languages: You can speak, read, and write Common.



ZANGOOSE

Ability Score Increase: Your strength score increases by 2, and your dexterity score increases by 1.

Size: Zangoose grow to be between 4 and 5 feet tall. Your size is medium.

Speed: Your base walking speed is 35 feet.

Hunter: You have proficiency in the survival and nature skills.

Sharp Claws: Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Anti-Seviper Adaptation: You have resistance to poison damage, and immunity to the poisoned condition.

Crush Claw: When you take the attack action, you can replace one of the attack with a crush claw attack. Make a melee attack with your claws against a creature in range. If you hit, the creature's AC is reduced by an amount equal to half of your proficiency plus 1 for 1 minute. A creature suffering from this affect can't be affected by it. You can use this feature a number of times equal to your proficiency modifier before taking a long rest.

Languages: You can speak, read, and write Common.

ZORUA, ZOROARK

Ability Score Increase: Your charisma score increases by 2, and your dexterity score increases by 1.

Size: Zorua can be anywhere between 2 and 3 feet tall. Your size is small. Zoroark grow to be between 5 and 6 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Evolution: At any point during your journey, you can choose to evolve to your next form. If you evolve, you cannot return to your previous form. When you evolve, any equipment being worn or carried grows or otherwise changes to fit your new form.

Shapechanger: As an action, you can change your appearance and your voice. You determine the specifics of the changes, including your coloration, hair length, and sex. You can also adjust your height and weight, but not so much that your size changes. You can make yourself appear as a member of another race, though none of your game statistics change. You can't duplicate the appearance of a creature you've never seen, and you must adopt a form that has the same basic arrangement of limbs that you have. Your clothing and equipment aren't changed by this trait. You stay in the new form until you use an action to revert to your true form or until you die. Additionally, you are a shapechanger for the purposes of spells and effects that affect shapechangers.

Illusionist: You know the Minor Illusion cantrip. When you reach 3rd level, you can cast Silent Image once with this trait, and you regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast Phantasmal Force once with this trait, and you regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for this trait.

Languages: You can speak, read, and write Common and one other language of your choice.



MEGA EVOLUTION

Mega Evolution allows certain Pokemon to temporarily push past their limits to fight harder than they normally could, but not without risk.

Mega Stones and Mega Keystone are Very Rare magic items that cannot be crafted. However, creatures can use jeweler's tools to fit Mega Stones and Mega Keystone into armor, weapons or jewelry. Both Mega Stones and Mega Keystone require attunement to use, and only Pokemon able to Mega Evolve can attune to Mega Stones.

As a bonus action while attuned to a Mega Stone, you can Mega Evolve. For the next minute, you have +2 to all attacks rolls, saving throws, ability checks and save DCs. A Mega Evolved Pokemon also gains temporary hit points equal to 4x its level. A Pokemon loses these temporary hit points when their Mega Evolution ends. In addition, you have special Mega Evolved Species Traits as listed below.

At the end of your turn after 1 minute, you enter a berserk state. At the beginning of your turn, while in your berserk state, you must spend your movement and action to attack the nearest conscious creature. These attacks are made at advantage. You cannot take a bonus action. At the end of your turn, make a wisdom saving throw DC 20, ending the berserk state on a success. Being Mega Evolved does not grant advantage on this check. Each subsequent turn, the saving throw DC decreases by 1. When the berserk state ends, you take a level of exhaustion that can only be cured by a long rest, and your mega form ends.

Alternatively, when you Mega Evolve, a creature with a Keystone attuned to your Mega Stone can use their reaction to anchor your energy. When they do so, they gain three levels of exhaustion that can only be cured by a taking long rests, and you do not go into a berserk state when your mega form ends. However, you still gain a level of exhaustion when your mega form ends.

Once you mega evolve, you must take a long rest before you can mega evolve again.

VARIANT RULE: NO BERSERK STATE

Players may express frustration or apprehension about the berserk state. If they do, you can choose to remove the berserk state entirely.

If you do, Mega Evolution ends after 1 minute, and the Mega Evolved creature takes 2 levels of exhaustion after it ends.

If you use the Pokemon Types, Moves and Type Advantages rule, damage done by a Mega Evolved Pokemon's traits (other than by casting spells) can be the listed damage type or the Pokemon's main type.



MEGA ABOMASNOW

Cold Snap: While you are Mega Evolved, all creatures within 120 feet of you must make a constitution saving throw against your special move DC at the start of their turn. On a failed save, creatures take 2d8 cold damage and have their speed reduced by 10 ft for the duration of your Mega Evolution. Creatures that succeed their saving throw take half as much damage and don't have their speed halved. Creatures that have their movement speed reduced to 0 this way and fail their save again begin taking levels of exhaustion, one for each subsequent failed saving throw. Affected creatures can reroll the saving throw as an action, regaining 10 ft of movement speed lost this way, or curing a level of exhaustion lost this way on a success. Additionally, any water sources within that 120ft instantly freeze.

Bitter Cold: Whenever you deal cold or Ice Type damage to a creature, they must make a constitution save against your special move DC. On a failure, a creature becomes frostbitten. When a frostbitten creature moves, they take 1d4 cold damage per 5ft of movement. If the creature is already affected by your Cold Snap ability, they take an additional 1d4 cold damage. A frostbitten creature can repeat the saving throw at the end of their turn, ending the frostbitten effect on a success.

MEGA ABSOL

Intimidation Aura: While you are Mega Evolved, at the start of each turn, all creatures of your choice within 60 feet must make a wisdom save against your Special Move DC. On a failure, a creature becomes frightened of you. Creatures feared this way deal only one half damage to you with weapon attacks. The condition ends when you are no longer mega evolved. Affected creatures can repeat their saving throw at the end of their turn, ending the effect on a success.

Flight: You gain a 90 foot flying speed, and are able to hover.

Reaper: When you hit with a weapon attack, unarmed strike or Pokemon move, you deal an extra two die of damage to enemies below 50% hit points. In addition, your weapon attacks, unarmed strikes and Pokemon moves that hit automatically score a critical hit if the target is below 10% of their maximum hit points.

MEGA ALAKAZAM

Mind Palace: Your intelligence, wisdom and charisma scores all increase by 4, to a maximum of 24. You automatically succeed intelligence saving throws. Additionally, you can add your intelligence modifier to your AC instead of Dexterity.

Atrophy: Your strength, dexterity and constitution scores all decrease by 4, to a minimum of 2.

Precognition: When you or a creature you see fails a saving throw, you can use your reaction to instead choose for you or that creature to succeed the saving throw. This does not effect saves to resist the berserk state.

MEGA AMPHAROS

Lighthouse: You shed daylight out to 100 feet. Creatures of your choice within the bright light have disadvantage on attack rolls if they rely on vision. As an action, you can cast Prismatic Spray without expending a spell slot.

Draconic Hide: You have resistance to non magical damage and damage from Pokemon moves.

Breath Weapon (Recharge 5-6:) As an action, you can exhale lightning in a 30 ft cone in front of you. Creatures in the cone must make a dexterity against your Special Move DC. On a failure, creatures take 10d6 lightning damage, or half as much on a successful save.

BREATH WEAPON RECHARGE

If a feature has a Recharge range, it can recharge after being used. After the feature is used, the creature can roll 1d6 at the start of their turns. If the result is within the recharge range, the creature regains the use of the feature. After a feature with a Recharge range has been used, it can't be used again until it recharges.

MEGA AUDINO

Calming Presence: While you are Mega Evolved, you are under the effects of the Sanctuary spell (DC = 8 + your charisma modifier + your proficiency modifier.) This effect does not end if you deal damage or force a creature to make a saving throw. Additionally, friendly creatures within 60ft of you are under the effects of the calm emotion spell.

Graceful Healer: You can cast Cure Wounds (3rd level) as an action without using a spell slot. Additionally, when you cast a spell of first level or higher that restores hit points, you restore additional hit points equal to your proficiency modifier.

MEGA BANETTE

Unsettling Curse: At the start of your turn, choose a spell from the following list. Slow, Elemental Bane, Confusion, Hypnotic Pattern, Enemies Abound. Each creature of your choice within 30 feet must make a saving throw against your special move DC. On a failed save, a creature is affected by the spell until the start of your next turn. If you choose the same spell, the effect continues and creatures don't make the saving throw. This effect ends when mega evolution ends.

Vindictive Curse: When you are targeted by an attack or are forced to make a saving throw, you can cast Bestow Curse on the attacker no action, reaction or concentration required. The save DC is equal to your special move DC. This curse ends when mega evolution ends. A creature can only be affected by one Vindictive Curse at a time.

MEGA BLASTOISE

Water Cannons: When you take the attack action, and you have a hand free, you can replace a weapon attack with a special Water Canon attack against a creature within 60 ft. When you do so, make a ranged attack roll with your charisma, dexterity or strength modifier, your choice. You do not have disadvantage to hit a creature within 5ft of you. On a hit, you deal 4d8 cold damage and you knock the target 10 feet away from you. You add your chosen modifier and proficiency modifier to the damage of this attack.

Hydro Blast (Recharge 5-6:) As a bonus action, you can blast water in a 60 foot line in front of you. Creatures in the line must make a dexterity save equal to your Special or Physical Move DC, your choice. On a failed save, creatures take 10d6 cold damage and are pushed directly away from you, as little as 5 ft, up to 60 ft or half as much damage on a successful save.

MEGA BLAZIKEN

Speed Boost: You are under the effects of the Haste, Longstrider, Jump and Expeditious Retreat spells. Additionally, your dexterity score increases by 4 to a maximum of 24.

Blazing Strikes: Your melee weapon attacks deal 2d6 fire damage.

MEGA CHARIZARD X

Dragon Heart: The damage you deal with weapons, spells and moves ignores resistance and immunities.

Dragon Claws: Your attack rolls score critical hits on a roll of an 18, 19 or 20.

Breath Weapon (Recharge 5-6:) As an action, you can exhale fire in a 30ft cone in front of you. Creatures in the cone must make a dexterity save equal to your Special Move DC. On a failure, creatures take 10d6 fire damage, or half on a successful save.

MEGA CHARIZARD Y

Aerial Ace: You have a flying speed of 30 feet. When you are using your flying speed, you have advantage on attack rolls. You do not provoke attacks of opportunity while you are using your flying speed. Additionally, when you hit with a ranged attack while in the air, you deal an additional 2 dice of damage.

Burning Aura: Creatures that start their turn within 30 ft of you, or move within 30 ft of you on their turn for the first time take fire damage equal to twice your proficiency modifier.

Breath Weapon (Recharge 5-6): As an action, you can exhale fire in a 30ft cone in front of you. Creatures in the cone must make a dexterity save equal to your Special Move DC. On a failure, creatures take 10d6 fire damage, or half on a successful save.

MEGA GALLADE

Psionic Blades: Your arms become natural weapons you can use to make unarmed strikes. Your arms deal 1d6 slashing damage on a hit and have the light and finesse properties. Your melee weapon attacks deal an additional 1d6 psychic damage. Additionally, if you engage in two weapon fighting, you can add your ability modifier to the damage of your bonus action attack.

Psionic Rebuke: As a reaction to being hit by a melee attack, you can attempt to counter it with a melee attack of your own. When you do so, make an attack roll with a melee weapon or your unarmed strikes contested by the attack roll that hit you. If you succeed, the attack misses you and you make an attack with this weapon against the target creature. This attack deals an additional 1d6 psychic damage.

MEGA GARDEVOIR

Psionic Defense: When you first mega evolve and as an action after the first turn, you can extend a shimmering bubble of force from yourself with a 10 foot radius. Any ranged attack made against a creature inside the bubble, automatically misses and instead targets the attacker with the same attack roll. You can use a bonus action to retract the bubble.

Psionic Singularity: As an action, you can focus all of your psionic power into a single point. Choose a point within 30 feet. A well of gravitational force springs to life at this point. Any creature within 20 feet of this point when it first forms, and when they start their turn within 20 feet of the point must make a strength saving throw against your special move DC. On a failure, creatures take 5d10 bludgeoning damage, are pulled as close as they can to the well, and are restrained. On a successful save, creatures take half as much damage and aren't pulled or restrained. The area within 20 ft of the well is considered difficult terrain, including the air. Restrained creatures can use an action on their turn to make a strength saving throw, ending the restraint on a success. Unsecured objects that fall into the well are obliterated, unless they are artifacts.

MEGA HOUNDOOM

Hellfire: Your fire type moves and fire spells deal an additional die of damage. Additionally, when you inflict fire or fire type damage the target suffers a burn, suffering 1d6 fire damage for each burn you inflict at the start of each of their turns. This burn can only be cured by Greater Restoration, Heal, Regeneration or other comparable magics. The burn ends after 1 minute.

Melting Point: You have immunity to fire damage and fire type damage. When you would take either damage type, the next time you deal fire or fire type damage, the damage is increased by 2d8.

MEGA LOPPUNY

Combat Reflexes: You can gain an additional number of reactions equal to your strength or dexterity modifier, whichever is higher. You can only react to an individual trigger once.

Heightened Agility: Your speed increases by 10. Additionally, you gain climbing and swimming speeds equal to your walking speed and your jump distance is tripled.

Ear Punch: Your natural weapons are considered magical for the purpose of overcoming resistance to non magical damage and they have the reach, light and finesse properties.

MEGA LUCARIO

Flurry Rush: When you take the attack action, or use a Pokemon you can make 2 additional weapon attacks or unarmed strikes. These attacks don't add your ability modifiers to damage rolls.

Max Aura: You can cast Magic Missile at 3rd level, Shield, and Cure Wounds at 2nd level at will. Spells cast this way that normally have a cast time of 1 action can be cast as a bonus action. Additionally, when your Mega Evolution ends, your Aura Manipulation feature recharges.

MEGA MANECTRIC

Crackling Aura: Creatures that start their turn within 30 feet of you, or move within 30 feet of you on their turn for the first time take lightning damage equal to twice your proficiency modifier.

Overcharged: When you cast a spell that deals lightning damage up to 5th level or use a move that deals electric type damage the first time on your turn, it does not consume a spell slot or PP, instead you take a number of d6 force damage equal to the spell level or PP cost. As a bonus action, you can repeat the casting of the same spell, or use of the move by spending resources as normal. Additionally, you can concentrate on an extra spell if one of the spells deals lightning damage.

Extreme Speed: Your walking speed increases by 30 feet.

MEGA MAWILE

Gnashing Jaw: You can use your bite attack once on each of your turns as a bonus action. When you hit with this attack, you grapple the target. While grappled this way, a creature takes 3d6 piercing damage on each of their turns. A grappled creature may use an action to make an athletics or acrobatics check contested by your athletics check to escape, at which point they take 3d6 piercing damage. You can have two creatures grappled this way.

Interposing Jaw: As a reaction to taking damage, you can impose one of your jaws in front of you. You take half as much damage from the triggering attack. If you have a creature grappled by your Gnashing Jaws feature, that creature takes the damage as well. If you have two creatures grappled this way, you choose which one takes damage.

MEGA SABLEYE

Gem Shield: You have a large gem that you can hold in a free hand. While you are holding your gem, you have half cover.

Glittering Defense: As a reaction to being hit by an attack, you can impose your gemstone in between you and the attack. If the attack was a melee attack, you have resistance to all the damage from the attack. If the attack was a ranged attack, roll a d6. On a 1-5, you have resistance to all the damage from the attack. On a 6, the attack is reflected back at the attacker. Use the original roll to determine if the attack would hit.

Mirrored Strike: As an action, choose a creature that targeted you with an attack or forced you to make a saving throw. You take the same actions as the creature you have targeted, not including bonus actions or movement. These actions do not require spell slots or components and use the target's ability scores and save DCs.

MEGA SCEPTILE

Battledancer: Your movement never provokes attacks of opportunity. Additionally, when you make a weapon attack or unarmed strike, you can target a second creature with the same attack and damage roll as long as that creature is within your weapon's reach and within 5 feet of the original target.

Missile Tail: As bonus action, you can take 1d10 slashing damage and launch your tail as a projectile at a point within 30 feet of you. Each creature within 10 feet of the point must make a Dexterity saving throw against your Physical or Special move DC. On a failure, creatures take 4d8 piercing damage and are inflicted with bleeding, taking 1d10 damage at the start of their turns for 1 minute. The bleeding can be ended if a creature uses their action to make a DC 25 medicine check, or if they are targeted by a healing spell of 5th level or higher. On a success, creatures take half as much damage, and are not inflicted with bleeding. Your tail regrows at the end of your turn.

Seeding: 10 Goodberries (as per the spell Goodberry) grow on your back each turn, to a maximum of 100. These Goodberries fall off your back when Mega Evolution ends.

MEGA SCIZOR

Overflow: You take 1d10 force damage at the start of your turn. When you take the attack action, you deal an additional 3d6 force damage with weapon attacks, unarmed strikes or Pokemon moves.

Crush: When you grapple a creature, they take 5d6 piercing damage at the start of each of their turns while they are grappled. Creatures that you grapple this way are restrained. Additionally, you can attempt to grapple a creature as a bonus action.

Burning Speed: Your walking speed increases by 30 feet.

MEGA SWAMPERT

Beef Up: Your strength and constitution scores both increase by 4, up to a maximum of 24.

Pneumatic Strikes: When you have advantage on melee weapon attacks and Pokemon moves. When you roll to hit with a melee weapon attack or Pokemon move and the lower roll would also hit, you score a critical hit and deal an additional 20 damage. If only the higher would hit, you deal damage as normal. If neither hit, you deal half as much damage of a normal attack. This advantage cannot be cancelled by gaining disadvantage.

Swift Swim: Your swimming speed increases to 250 feet.

MEGA VENUSAUR

Great Tree: You cannot be moved against your will, including by teleportation. Additionally, you automatically succeed all constitution saving throws and your AC increases by 2. Your size is large.

Bastion: You have resistance to all damage, except from moves that are super effective against you. Friendly creatures within 5 feet of you have three-quarters cover.

POKEMON TYPES, MOVES AND TYPE ADVANTAGES



THE PLAYABLE POKEMON ARE ALL BALANCED SO that they work perfectly fine without types and moves. But if your setting will have your players running into lots of other Pokemon or you just want to let your players feel more like Pokemon the following rules are here for your

consideration.

Pokemon retain their typing from the original game, either single typed or dual typed. Only Pokemon have typing, whether they are a player character or an NPC. When you use this variant rule, racial traits (with the exception of spellcasting) of Pokemon will deal damage of their type instead of the damage listed.

Pokemon damage types are separate from the standard damage types, and will be noted differently. For example, Ember will deal fire type damage, not fire damage. A Pokemon can only take super effective damage or not very effective damage if they are hit by a Pokemon damage type. Pokemon damage types are considered magical for the purposes of overcoming resistance to non magical damage, but aren't considered magical for the purposes of effects such as antimagic field.

When a Pokemon takes super effective damage, the Pokemon is considered vulnerable to that damage. A Pokemon does not take four times the amount of damage if the damage taken is super effective against more than one of their types. When a Pokemon takes not very effective damage, the Pokemon is considered resistant to that damage. A Pokemon does not take four times less damage if the damage taken is not very effective against more than one of their types. Immunity to a Pokemon damage type is considered immunity to the damage type.

On your turn, you can use a Pokemon move by taking the Pokemon Move Action. Unless otherwise noted, a

move requires an action to use. Moves use a special resource called PP. You have a number of PP equal to your proficiency modifier and you regain any expended PP at the end of a long rest. Moves are divided into physical, special and status moves. Your physical attacks use your strength modifier for attack rolls while special moves use your charisma modifier. If a move requires a creature to make a saving throw, the DC is equal to 8 plus your charisma modifier plus your proficiency modifier. You don't add your ability scores to the damage of your moves unless you have a feature that lets you do so.

You know two moves at a time and can swap a move you know for a move you don't know when you gain a level. You can only learn moves from the first tier of moves of your type. If you are a dual typed Pokemon, you can choose one move from your secondary type. Your DM may decide that you can learn moves from a different type. Work with your DM to determine your moveset.

Moves require components similar to spells, verbal (V,) somatic (S,) or both. Any conditions that would prevent you from casting a spell with the same component would prevent you from using moves with that component. Some moves also require concentration. These rules are the same as if you were concentrating on a spell.

Further on in this chapter, you'll find rules for a prestige class called Trained Pokemon, which will enhance the usage of Pokemon moves. If you choose not to use the prestige class, tier 2 moves can only be used by a character that has taken the Traditional Fighter feat listed later in the chapter. Tier 3 moves cannot be learned by natural means, but may be given as rewards.

BUG TYPE MOVES

BUG BITE

1st tier bug type move

- **PP Cost:** 1 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Physical

You viciously bite into your target. Make a melee physical attack. If you hit, the target takes 3d8 bug type damage.

BUG BUZZ

1st tier bug type move

- **PP Cost:** 2 PP
- **Range:** Self (5 foot radius)

- **Components:** V
- **Move Type:** Special

Each creature within 5 feet of you must make a constitution saving throw. On a failed save, creatures take 3d6 bug type damage

PIN MISSILE

1st tier bug type move

- **PP Cost:** 1 PP
- **Range:** 30 feet
- **Components:** S
- **Move Type:** Physical

You shoot a barrage of missiles at your target. Make a ranged physical attack. If you hit, the target takes 5d4 bug type damage.

STRING SHOT

1st tier bug type move

- **PP Cost:** 2 PP
- **Range:** 30 feet
- **Components:** S
- **Duration:** 1 minute
- **Move Type:** Status

You spray a sticky substance over a 10 foot cube centered on a point within 30 ft of you that lasts for 1 minute. When the area appears, creatures in the area must make a strength saving throw. On a failed save, creatures have their speed halved until the end of their next turn. Creatures that pass through the area have their speed halved until the end of their next turn.

SILVER WIND

1st tier bug type move

- **PP Cost:** 2 PP
- **Range:** 30 feet
- **Components:** S
- **Duration:** 1 minute
- **Move Type:** Special

You blow a gust of spores in a 10 foot cube centered on a point that you can see within 30 ft of you. Creatures in the area must make a constitution saving throw. On a failed save, creatures take 2d8 bug type damage. The area is lightly obscured for 1 minute or until the area is cleared by a strong gust of wind.

TWINNEDLE

2nd tier bug type move

- **PP Cost:** 2 PP
- **Range:** 5 feet
- **Components:** S
- **Duration:** 1 minute
- **Move Type:** Physical

You strike twice with sharp needles or claws. Make two melee physical attacks, dealing 3d8 bug type damage each. If you hit a creature with either attack, they must make a constitution saving throw. On a failed save, creatures become poisoned for 1 minute. An affected creature can repeat the saving throw at the end of each of their turns, ending the effect on a success.

X-SCISSOR

2nd tier bug type move

- **PP Cost:** 3 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Physical

You slash across your target in an X pattern. Make a melee physical attack. If you hit, your target takes 4d12 bug type damage. This attack scores a critical hit on a 19 or 20.

FURY CUTTER

3rd tier bug type move

- **PP Cost:** 4 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Physical

You strike consecutively, cutting the same point deeply. Make a melee physical attack. If you hit, your target takes 6d8 bug type damage. Consecutive uses of this move doesn't require you to spend PP. For each time your target has been struck by Fury Cutter by you, it deals an additional 2d8 damage. For example, if you used this move three times against the same creature, the attack deals 10d8 bug type damage. If you take another action other than Fury Cutter or are unable to use the move Fury Cutter on your turn, the damage is reduced to 6d8 and you must spend the PP cost to use the move again.

WHY THESE MOVES?

The reason these moves were chosen over other, perhaps more interesting moves, is that our goal was to pick moves that theoretically every Pokemon of a given type would be able to use, and that wouldn't give a specific type an edge over the others, even if their official moveset doesn't have that move and moves that fit the theme of the type. We would encourage DMs to make more moves if they feel like the selection here is lacking.

DARK TYPE MOVES

BITE

1st tier dark type move

- **PP Cost:** 1 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Physical

You viciously bite into your target. Make a melee physical attack. If you hit, the target takes 3d8 dark type damage.

SNARL

1st tier dark type move

- **PP Cost:** 2 PP
- **Range:** Self (5 foot radius)
- **Components:** V
- **Move Type:** Special

You snarl viciously to intimidate your foes. Each creature of your choice within 5ft of you must make a wisdom saving throw. On a failed save, creatures take 2d8 dark type damage.

FEINT ATTACK

1st tier dark type move

- **PP Cost:** 2 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Physical

You approach your target and strike. Make a melee physical attack. You have advantage if you moved into melee range this turn. If you hit, the target takes 3d6 dark type damage.

THROAT CHOP

1st tier dark type move

- **PP Cost:** 2 PP
- **Range:** 30 feet
- **Components:** S
- **Move Type:** Physical

You attack your opponents throat to try to silence them. Make melee physical attack. If you hit, the target takes 3d6 dark type damage. If you hit a creature concentrating on a spell, they have disadvantage on their concentration check caused by this damage.

KNOCK OFF

1st tier dark type move

- **PP Cost:** 1 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Physical

You deftly strike to disarm your opponent. Make a melee physical attack. If you hit, you deal 2d8 dark type damage and you force your target to drop one object they are holding at their feet.

PURSUIT

2nd tier dark type move

- **PP Cost:** 3 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Physical

You strike at targets that are attempting to flee. Make a melee attack. If you hit, you deal 5d8 dark type damage. You can use this attack as an attack of opportunity. If you do, this attack deals an additional 3d8 dark type damage.

DARK PULSE

2nd tier dark type move

- **PP Cost:** 3 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Special

You let out a pulse of dark energy. Each creature within 15 feet of you must make a wisdom saving throw.

On a failed save, creatures take 6d6 dark type damage or half as much on a successful save.

EMBARGO

3rd tier dark type move

- **PP Cost:** 5 PP
- **Range:** 30 feet
- **Components:** S
- **Duration:** 1 minute
- **Move Type:** Status

You reach into a target's mind and restrict them from using their abilities to their fullest extent. One creature that you can see within 30 feet cannot take the action that they just used for one minute. For example, if a creature took the attack action on their last turn, they cannot take the attack action. At the end of each of their turns, an affected creature can attempt a wisdom saving throw, ending the effect on a success.

DRAGON TYPE MOVES

DRAGON CLAW

1st tier dragon type move

- **PP Cost:** 1 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Physical

You use your claws to rend your target. Make a melee physical attack. If you hit, the target takes 3d8 dragon type damage.

DRAGON BREATH

1st tier dragon type move

- **PP Cost:** 1 PP
- **Range:** 30 feet
- **Components:** V
- **Move Type:** Special

You exhale a blast of forceful energy at your target. Make a ranged special attack at a creature within 30 ft of you. If you hit, the target takes 3d6 dragon type damage.

DRAGON TAIL

1st tier dragon type move

- **PP Cost:** 1 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Physical

You swing your mighty tail at a target with enough force to knock it back. Make a melee physical attack. If you hit, the target takes 2d10 dragon type damage and if it is a Large or smaller creature it is pushed back 5 feet into an unoccupied space.

DRAGON RAGE

1st tier dragon type move

- **PP Cost:** 1 PP
- **Range:** 30 feet
- **Components:** V
- **Move Type:** Special

You let out a shockwave of your draconic spirit. One creature you can see within 30 feet of you must succeed a strength saving throw. On a failure, creatures take 11 points of dragon type damage.

TWISTER

1st tier dragon type move

- **PP Cost:** 2 PP
- **Range:** 30 feet
- **Components:** V,S
- **Move Type:** Special

You whip up a vicious tornado to tear at your foes. Each creature in a 5ft radius, 20 ft high cylinder centered on a point within 30 feet of you must make a strength saving throw. On a failure, creatures take 2d8 dragon type damage.

DUAL CHOP

2nd tier dragon type move

- **PP Cost:** 2 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Physical

You strike twice with brutal accuracy. Make two melee physical attacks, dealing 3d12 dragon type damage each.

OUTRAGE

2nd tier dragon type move

- **PP Cost:** 4 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Physical
- **Duration:** 3 rounds

You stir yourself into a frenzy, lashing out at your enemies. Make a melee physical attack. If you hit, your target takes 4d12 dragon type damage. You can use this up to three times in a row without spending more PP. After this move is over, or if you use a different action, you gain a level of exhaustion.

DRACO METEOR

3rd tier dragon type move

- **PP Cost:** 5 PP
- **Range:** 30 feet
- **Components:** S
- **Move Type:** Special

You call meteors from above to smite your enemies. You call down four meteors each with a 10 foot radius to strike four points within 30 feet of you. Each creature in an area must make a dexterity saving throw. On a failure, a creature takes 10d12 dragon type damage or half as much on a successful save. A creature in the area of two or more spheres don't take the damage more than once. After you use this move, you gain a level of exhaustion.

ELECTRIC TYPE MOVES

THUNDERSHOCK

1st tier electric type move

- **PP Cost:** 1 PP
- **Range:** 30 feet
- **Components:** V
- **Move Type:** Special

You shoot a bolt of lightning at your target. Make a ranged special attack at a creature that you can see within 30 feet. If you hit, the target takes 3d6 electric type damage.

SPARK

1st tier electric type move

- **PP Cost:** 1 PP
- **Range:** 30 feet
- **Components:** S
- **Move Type:** Physical

You zap your target with a jolt of static electricity. Make a melee physical attack. If you hit, the target takes 3d8 electric type damage.

DISCHARGE

1st tier electric type move

- **PP Cost:** 2 PP
- **Range:** Self (5 foot radius)
- **Components:** V
- **Move Type:** Special

You discharge all of your pent up electrical energy in an area around you. Each creature within 5 feet of you must make a constitution saving throw. On a failure, creatures take 3d6 electric type damage.

CHARGE

1st tier electric type move

- **PP Cost:** 2 PP
- **Range:** Self
- **Components:** V
- **Duration:** 1 round
- **Move Type:** Status

You charge up electricity in anticipation for your next move. Your next electric type move has advantage to hit and you have advantage on saving throws until the end of your next turn.

VOLT SWITCH

1st tier electric type move

- **PP Cost:** 1 PP
- **Range:** 5 feet
- **Components:** V,S
- **Move Type:** Physical

You strike quickly then dart backwards. Make a melee physical attack. If you hit, the target takes 2d10 Electric type damage and you move away from the target to an unoccupied space within 5 feet. This movement does not provoke attacks of opportunity.

THUNDERBOLT

2nd tier electric type move

- **PP Cost:** 3 PP
- **Range:** 30 feet
- **Components:** V,S
- **Move Type:** Special

You shoot a strong bolt of lightning at your target. One creature that you can see within 30 ft must make a dexterity saving throw or take 5d8 electric type damage and be stunned until the end of their next turn. A creature that succeeds the saving throw takes half as much on a successful save.

MAGNET RISE

2nd tier electric type move

- **PP Cost:** 3 PP
- **Range:** Self
- **Components:** V,S
- **Duration:** 1 minute (concentration)
- **Move Type:** Status

You charge energy around yourself to give yourself a flying speed equal to your walking speed and the ability to hover for 1 minute or until you lose concentration (as if concentrating on a spell.)

THUNDER

3rd tier electric type move

- **PP Cost:** 5 PP
- **Range:** 30 feet
- **Components:** S
- **Move Type:** Special

You call down lightning from the sky. Each creature in a 20 foot radius 100 foot high cylinder centered on a point within range must make a dexterity saving throw. On a failure, creatures take 7d10 electric type damage and be stunned until the start of their next turn. Creatures that succeed their saving throw take half as much damage and are not stunned.

FAIRY TYPE MOVES

PLAY ROUGH

1st tier fairy type move

- **PP Cost:** 1 PP
- **Range:** 5 feet
- **Components:** V,S
- **Move Type:** Physical

You innocently swipe at the target, disorienting them. Make a melee physical attack. If you hit, the target takes 3d6 fairy type damage and the target has disadvantage on their next attack roll it makes before the end of its next turn.

SWEET KISS

1st tier fairy type move

- **PP Cost:** 1 PP
- **Range:** 5 feet
- **Components:** V
- **Move Type:** Status

You try to endear yourself to your enemy. As a bonus action one creature of your choice within 5 feet of you must make a wisdom saving throw. On a failure, creatures are charmed by you until the end of your next turn. When the effect ends, the creature knows it was charmed by you.

DISARMING VOICE

1st tier fairy type move

- **PP Cost:** 1 PP
- **Range:** Self (5 foot radius)
- **Components:** V
- **Move Type:** Special

You let out a charming shriek at your enemy. One creature you can see must make a wisdom saving throw. On a failure, creatures take 3d6 fairy type damage. A creature that is charmed by you makes their saving throw at disadvantage and does not make a saving throw against being charmed if damaged by this move.

BABY-DOLL EYES

1st tier fairy type move

- **PP Cost:** 2 PP
- **Range:** Self
- **Components:** V
- **Move Type:** Status

You look at your target with sad eyes as you're attacked. As a reaction to being hit by a melee attack, you gain resistance to bludgeoning, piercing and slashing damage from that creature until the end of your next turn.

FAIRY WIND

1st tier fairy type move

- **PP Cost:** 2 PP
- **Range:** 30 feet
- **Components:** V,S
- **Duration:** 1 minute
- **Move Type:** Special

You blow a gust of sparkles in a 10 foot cube centered on a point that you can see within 30 feet of you. Creatures in the area must make a constitution saving throw or take 2d8 fairy type damage. The area is lightly obscured for 1 minute or until the area is cleared by a strong gust of wind.

DAZZLING GLEAM

2nd tier fairy type move

- **PP Cost:** 3 PP
- **Range:** Self (30 foot radius)
- **Components:** V,S
- **Move Type:** Special

You let out a burst of dazzling light. Each creature of your choice must make a constitution saving throw or take 5d8 fairy type damage and be blinded until the end of your next turn. A creature that succeeds the saving throw takes half as much damage and is not blinded.

MOONBLAST

2nd tier fairy type move

- **PP Cost:** 4 PP
- **Range:** 30 feet
- **Components:** V,S
- **Move Type:** Special

You focus the power of the moon into an explosion. Each creature within 20 feet of a point within 30 feet of you must make a dexterity saving throw or take 6d6 fairy type damage and have any save DC they have reduced by 2 until the end of your next turn. A creature that succeeds the saving throw takes half as much damage and does not have their save DC reduced.

MISTY TERRAIN

3rd tier fairy type move

- **PP Cost:** 4 PP
- **Range:** 30 feet
- **Components:** V,S
- **Duration:** 1 minute
- **Move Type:** Status

You focus energy into a point within 30 ft. A 20 foot cube centered on the point you choose springs to life. Each creature of your choice standing on the ground in the cube has advantage on saving throws, and resistance to bludgeoning, piercing, slashing and dragon type moves.

FIGHTING TYPE MOVES

KARATE CHOP

1st tier fighting type move

- **PP Cost:** 1 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Physical

You strike your target with the bottom of your hand. Make a melee physical attack. If you hit, the target takes 3d8 fighting type damage.

LOW SWEEP

1st tier fighting type move

- **PP Cost:** 2 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Physical

You try to sweep your target's legs out from under them. Make a melee physical attack. If you hit, the target takes 3d6 fighting type damage and the target is knocked prone.

MACH PUNCH

1st tier fighting type move

- **PP Cost:** 1 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Physical

You make a very quick strike. Make a melee physical attack. If you hit, the target takes 2d8 fighting type damage. You can move up to 10 feet towards your target as part of this move.

SEISMIC TOSS

1st tier fighting type move

- **PP Cost:** 2 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Physical

You grab and throw your target. Make a contested grapple check against a creature that is your size or smaller. If you succeed, the target takes 2d8 fighting type damage and the target is knocked back up to 20 feet to an unoccupied space of your choice.

SUBMISSION

1st tier fighting type move

- **PP Cost:** 2 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Physical

You try to grapple your target. Make a contested grapple check against your target. If you succeed, the target takes 2d8 fighting type damage and the target is grappled by you if it is your size or smaller.

FOCUS BLAST

2nd tier fighting type move

- **PP Cost:** 2 PP
- **Range:** 30 feet
- **Components:** V,S
- **Move Type:** Special

You charge up a blast of force that you hurl at your target. Make a ranged special attack at a creature within 30 feet of you. If you hit, you deal 6d8 fighting type damage.

CLOSE COMBAT

2nd tier fighting type move

- **PP Cost:** 3 PP
- **Range:** 30 feet
- **Components:** S
- **Move Type:** Physical

You recklessly charge at your opponent. Make a melee physical attack with advantage. If you hit, you deal 6d12 fighting type damage. After you use this move, attacks rolls made against you have advantage to hit until the start of your next turn.

REVERSAL

3rd tier fighting type move

- **PP Cost:** 4 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Physical

Make a melee physical attack. If you hit, you deal 6d10 fighting type damage. If your current hit points are

less than half of your hit point maximum, you deal an additional 4d10 fighting type damage.

FIRE TYPE MOVES

HEAT WAVE

1st tier fire type move

- **PP Cost:** 2 PP
- **Range:** Self (5 foot radius)
- **Components:** V,S
- **Move Type:** Special

Each creature within 5 feet of you must make a constitution saving throw. On a failure, creatures take 3d6 fire type damage

EMBER

1st tier fire type move

- **PP Cost:** 1 PP
- **Range:** 30 feet
- **Components:** V or S
- **Move Type:** Special

You fling a small flame at your enemy. Make a ranged special attack at a creature you can see within 30 feet of you. If you hit, the target takes 3d6 fire type damage.

FLAME BURST

1st tier fire type move

- **PP Cost:** 2 PP
- **Range:** 30 feet
- **Components:** V or S
- **Move Type:** Special

You launch a volatile sphere of fire at your enemy. Make a ranged special attack at a creature you can see within 30 feet of you. If you hit, the target takes 2d6 fire type damage. Whether you hit or miss, every creature within 5 ft of your target must make a dexterity saving throw. On a failure, creatures take 1d8 fire type damage or half as much on a successful save.

FIRE FANG

1st tier fire type move

- **PP Cost:** 1 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Physical

You fill your mouth with flame and bite at the enemy. Make a melee physical attack. If you hit, the target takes 3d8 fire type damage.

FLAME CHARGE

1st tier fire type move

- **PP Cost:** 1 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Physical

You wreath yourself in flame and charge at the enemy. Make a melee physical attack. If you hit, the target takes 2d8 fire type damage. You can move up to 10 feet towards your target as part of this move.

FLAMETHROWER

2nd tier fire type move

- **PP Cost:** 3 PP
- **Range:** Self (30 foot) line
- **Components:** V
- **Move Type:** Special

You breath out a blast of flame. Each creature in a 5 foot wide 30 foot long line originating from you must make a dexterity saving throw. On a failure, creatures take 8d6 fire type damage. A creature that succeeds their saving throw takes half as much damage.

FIRE SPIN

2nd tier fire type move

- **PP Cost:** 4 PP
- **Range:** 30 feet
- **Components:** V,S
- **Duration:** 1 minute (concentration)
- **Move Type:** Special

You spin flames around your target, trapping them in an inferno. One creature that you can see within 30 feet must make a dexterity saving throw. On a failure, creatures take 4d8 fire type damage and is restrained for one minute. A creature that succeeds their saving throw takes half as much damage and is not restrained. As a bonus action on subsequent turns, you can cause a creature restrained by this move to take 4d8 fire type damage. A creature can repeat the saving throw at the end of each of their turns, ending the effect on a success.

FIRE BLAST

3rd tier fire type move

- **PP Cost:** 5 PP
- **Range:** 30 feet
- **Components:** V or S
- **Move Type:** Special

You launch a mote of fire at your target that explodes in a raging inferno. Make a ranged special attack. If you hit, the target takes 8d8 fire type damage and is set on fire. While on fire, a creature takes 3d10 fire type damage at the start of their turn. A creature takes this damage until they use an action to put themselves out.

FLYING TYPE MOVES

WING ATTACK

1st tier flying type move

- **PP Cost:** 1 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Physical

You slam the enemy with your wing. Make a melee physical attack. If you hit, the target takes 3d8 flying type damage.

AIR CUTTER

1st tier flying type move

- **PP Cost:** 2 PP
- **Range:** Self (15 foot cone)
- **Components:** S
- **Move Type:** Special

You blow sharp gusts of wind in the area in front of you. Each creature in a 15 foot cone originating from you must make a dexterity saving throw. On a failure, creatures take 2d8 flying type damage.

AIR SLASH

1st tier flying type move

- **PP Cost:** 1 PP
- **Range:** 30 feet
- **Components:** V,S
- **Move Type:** Special

You aim a sharp gust of wind at your enemy. Make a ranged special attack at a creature you can see within 30 feet of you. If you hit, the target takes 3d6 flying type damage.

FLY

1st tier flying type move

- **PP Cost:** 1 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Physical

You spread your wings and soar into your enemy. Make a melee physical attack. If you hit, the target takes 2d8 flying type damage. You can move up to 10 feet towards your target as part of this move.

GUST

1st tier flying type move

- **PP Cost:** 2 PP
- **Range:** Self (15 foot cone)
- **Components:** S
- **Move Type:** Status

You blow a powerful gust of wind to knock your enemies away. Each creature in a 15 foot cone originating from you must make a strength saving throw. On a failure, creatures are pushed 10 feet away from you.

AERIAL ACE

2nd tier flying type move

- **PP Cost:** 3 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Physical

You soar gracefully through the air, striking with deadly accuracy. Make a melee physical attack. You have advantage if you've moved at least 15 feet this turn. If you hit, the target takes 6d6 flying type damage.

TAIL WIND

2nd tier flying type move

- **PP Cost:** 3 PP
- **Range:** 30 feet
- **Components:** S
- **Duration:** 1 minute
- **Move Type:** Physical

You blow a helpful gust of wind, bolstering your allies' speed. A tailwind springs to life in a 30 foot cube centered on a point within 30 feet of you for 1 minute. When a creature passes into your tailwind, you can choose to double their remaining speed until the end of their turn, no action required.

HURRICANE

3rd tier flying type move

- **PP Cost:** 5 PP
- **Range:** 60 feet
- **Components:** V, S
- **Duration:** 1 minute (concentration)
- **Move Type:** Special

You whip up a controlled storm. A hurricane appears as a 20 foot radius, 100 foot high cylinder centered on a point within 60 feet from you. As a bonus action on subsequent turns, you can move the hurricane up to 20 feet. A creature must make a strength saving throw the first time on a turn that it enters the hurricane or that the hurricane enters its space, including when the hurricane first appears. A creature that is flying has disadvantage on this saving throw. A creature takes 6d6 flying type damage on a failed save and is restrained if they are a large or smaller creature. A creature that is

restrained by the whirlwind is raised 10 feet higher inside it, unless the creature is at the top. A restrained creature can repeat the saving throw at the end of their turns, ending the effect on a success and is pushed to the nearest unoccupied space outside of the hurricane.

GHOST TYPE MOVES

SHADOW BALL

1st tier ghost type move

- **PP Cost:** 1 PP
- **Range:** 30 feet
- **Components:** V, S
- **Move Type:** Special

You hurl a ball of coalesced shadow at your target. Make a ranged special attack at a creature you can see within 30 feet. If you hit, the target takes 3d6 ghost type damage.

ASTONISH

1st tier ghost type move

- **PP Cost:** 1 PP
- **Range:** 5 feet
- **Components:** V, S
- **Move Type:** Physical

You shout as you strike, startling the target. Make a melee physical attack. If you hit, the target takes 3d8 ghost type damage.

OMINOUS WIND

1st tier fighting type move

- **PP Cost:** 2 PP
- **Range:** 30 feet
- **Components:** S
- **Duration:** 1 minute
- **Move Type:** Special

A chilling wind blows in a 10 foot cube centered on a point that you can see within 30 feet of you. Creatures in the area must make a wisdom saving throw or take 2d8 ghost type damage. The area is lightly obscured for 1 minute or until the area is cleared by a strong gust of wind.

SHADOW SNEAK

1st tier ghost type move

- **PP Cost:** 1 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Physical

You extend your shadow outwards and attack the foe from behind. Make a melee physical attack. If you hit, the target takes 2d8 ghost type damage. You can move up to 10 feet towards your target as part of this move.

SHADOW PUNCH

1st tier ghost type move

- **PP Cost:** 1 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Physical

You strike with a fist made of darkness. Make a melee physical attack. You have advantage on this attack roll if you are within dim light or darkness. If you hit, the target takes 3d6 ghost type damage

GRUDGE

2nd tier ghost type move

- **PP Cost:** 3 PP
- **Range:** 30 feet
- **Components:** V
- **Move Type:** Special

You transfer your pain to your enemy. You take 5d6 necrotic damage. This damage is not affected by any resistance, vulnerability or immunity. If this damage would reduce you to 0 hit points, the move fails and the action is wasted. After you take the damage, one creature within 30 feet of you must make a wisdom saving throw. On a failure, the creature takes double the damage you took. On a successful saving throw, a creature takes the same amount of damage as you took.

CURSE

2nd tier ghost type move

- **PP Cost:** 3 PP
- **Range:** 30 feet
- **Components:** V
- **Duration:** 1 minute
- **Move Type:** Status

You curse an enemy using your own life force. You take 5d6 necrotic damage. This damage is not affected by any resistance, vulnerability or immunity. If this damage would reduce you to 0 hit points, the move fails and the action is wasted. After you take the damage, one creature within 30 feet of you must succeed a wisdom saving throw. On a failure, creatures are cursed for one minute. While cursed, a creature takes 3d8 necrotic damage at the start of each of their turns. This curse can be removed by Remove Curse, Greater Restoration or similar magic.

DESTINY BOND

3rd tier ghost type move

- **PP Cost:** 5 PP
- **Range:** 30 feet
- **Components:** V
- **Duration:** 1 Minute
- **Move Type:** Status

You bind your target's soul to your own. One creature within 30 feet that you can see must make a wisdom

saving throw. On a failure, the creature becomes bound for one minute. Each time you take damage, the creature that you have bound takes the same amount of damage. This effect can be removed by Greater Restoration or similar magic.

GRASS TYPE MOVES

ENERGY BALL

1st tier grass type move

- **PP Cost:** 1 PP
- **Range:** 30 feet
- **Components:** S
- **Move Type:** Special

You hurl a ball of energy at your target. Make a ranged special attack against a creature you can see within 30 feet. If you hit, the target takes 3d6 grass type damage.

GRASS KNOT

1st tier grass type move

- **PP Cost:** 2 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Physical

You twist the plants beneath your enemy to trip them up. Make a melee physical attack. If you hit, the target takes 3d6 grass type damage and the target is knocked prone.

COTTON SPORE

1st tier grass type move

- **PP Cost:** 2 PP
- **Range:** 30 feet
- **Components:** S
- **Duration:** 1 minute
- **Move Type:** Status

You launch spores that stick to your enemy and slow them down. One creature that you can see within 30 feet of you must succeed a dexterity saving throw. On a failure, creatures have their speed halved for 1 minute. An affected creature can repeat the saving throw at the end of each of their turns ending the effect on a success.

BULLET SEED

1st tier grass type move

- **PP Cost:** 1 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Physical

You shoot a barrage of seeds at your target. Make a ranged physical attack. If you hit, the target and one creature of your choice within 5 feet of it takes 3d4 grass type damage.

RAZOR LEAF

1st tier grass type move

- **PP Cost:** 2 PP
- **Range:** Self (15 foot cone)
- **Components:** S
- **Move Type:** Physical

You launch a barrage of razor sharp leaves at your enemies. Each creature in a 15 foot cone originating from you must make a dexterity saving throw or take 2d8 grass type damage.

POWER WHIP

2nd tier grass type move

- **PP Cost:** 4 PP
- **Range:** 30 feet
- **Components:** S
- **Move Type:** Physical

You strike your enemy with a whip made of vines in an attempt to restrain them. Make a melee physical attack. If you hit, your target takes 5d8 grass type damage and is restrained. As a bonus action on subsequent turns, you can deal 5d8 grass type damage to a creature restrained this way. A creature can make a strength saving throw at the end of each of their turns, ending the restraint on a success.

AROMATHERAPY

2nd tier grass type move

- **PP Cost:** 3 PP
- **Range:** Self (30 foot radius)
- **Components:** V
- **Move Type:** Status

You let out a soothing scent that bolster's your allies' resolve. When you use this move, each creature of your choice within 30 feet of you can immediately attempt a saving throw against any one effect that requires them to attempt a saving throw at the start or end of their turn, no action required.

SOLAR BEAM

3rd tier grass type move

- **PP Cost:** 5 PP
- **Range:** 30 feet
- **Components:** V, S
- **Duration:** 1 minute (concentration)
- **Move Type:** Special

You begin to charge light to fire in a huge beam. Choose one creature that you can see within 30 feet of you. The turn you use this move, you begin charging light. At any point during your turn, you can choose to loose the beam at your target, no action required. Any creatures in a 5 ft wide, 60 ft long line originating from you and passing through your target must make a dexterity saving throw. On a failure, creatures take 10d6 grass type damage or half as much on a successful save.

Each turn that you do not fire the beam, the damage of Solar Beam increases by 1d6 up to a maximum of 20d6. If the move ends early, the beam is fired at your target. If your chosen target is reduced to 0 hit points, you can select another target within 30 feet of you.

GROUND TYPE MOVES

BULLDOZE

1st tier ground type move

- **PP Cost:** 1 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Physical

You barrel towards your target with terrifying speed. Make a melee physical attack. If you hit, the target takes 2d8 ground type damage. You can move up to 10 feet towards your target as part of this move.

MUD SHOT

1st tier ground type move

- **PP Cost:** 1 PP
- **Range:** 30 feet
- **Components:** S
- **Move Type:** Special

You hurl a ball of mud at your enemy. Make a ranged special attack against a creature you can see within 30 feet of you. If you hit, the target takes 4d4 ground type damage and has their speed reduced by 10 feet until the start of your next turn.

MUD SLAP

1st tier ground type move

- **PP Cost:** 2 PP
- **Range:** 30 feet
- **Components:** S
- **Move Type:** Special

You hurl a sheet of mud at your enemy in an attempt to obscure their vision. One creature that you can see within 15 feet that you can see must succeed a dexterity saving throw. On a failure, creatures take 2d8 ground type damage and have disadvantage on their next attack roll that they make before the end of their next turn.

SPIKES

1st tier ground type move

- **PP Cost:** 1 PP
- **Range:** 30 feet
- **Components:** S
- **Move Type:** Status

You scatter five small traps around you on points within 30 feet of you. Each trap fills a 5 foot square space. The first time a creature enters a space with your traps on their turns, or if they start their turn in a space with your trap, they take 1d4 ground type damage and have their speed reduced by 10 until the start of their next turn. The spikes last for 1 minute or until you use your action to unmake them.

MUD BOMB

1st tier ground type move

- **PP Cost:** 2 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Special

You throw a large ball of mud that burst when it hits the ground. Each creature within 5 feet of a point that you choose within 30 feet that you can see must succeed a dexterity saving throw. On a failure, creatures take 2d8 ground type damage.

SAND TOMB

2nd tier ground type move

- **PP Cost:** 4 PP
- **Range:** 30 feet
- **Components:** V,S
- **Duration:** 1 minute
- **Move Type:** Physical

You try to capture an enemy in a cage made of earth. One creature that you can see within 30 feet must make a strength saving throw. On a failure, creatures take 4d8 ground type damage and are restrained for one minute. A creature that succeeds their saving throw takes half as much damage and is not restrained. As a bonus action on subsequent turns, you can cause a creature restrained by this move to take 4d8 ground type damage. A creature can repeat the saving throw at the end of each of their turns, ending the effect on a success.

EARTHQUAKE

2nd tier ground type move

- **PP Cost:** 3 PP
- **Range:** Self (50 foot cone)
- **Components:** S
- **Move Type:** Physical

You slam the ground, causing a shockwave of force to ripple out. Each creature standing on the ground in a 50 foot cone originating from you must make a dexterity

saving throw. On a failure, creatures take 7d6 ground type damage and be knocked prone. A creature that succeeds their save takes half as much damage and is not knocked prone.

FISSURE

3rd tier ground type move

- **PP Cost:** 5 PP
- **Range:** Self (30 foot line)
- **Components:** S
- **Move Type:** Physical

You slam the ground, creating a fissure in the earth. A fissure opens in a 5 foot wide, 30 foot long line originating from you going 100 ft down into the earth. Creatures in the area of the fissure must make a dexterity saving throw. On a failure, creatures fall into the fissure. When a creature falls into the fissure, damage taken from falling is considered ground type damage for the purposes of resistance and vulnerability.

ICE TYPE MOVES

ICE SHARD

1st tier ice type move

- **PP Cost:** 1 PP
- **Range:** 30 feet
- **Components:** S
- **Move Type:** Physical

You throw a sharp shard of ice at your foe. Make a ranged physical attack against a creature you can see within 30 feet of you. If you hit, the target takes 3d6 ice type damage.

POWDER SNOW

1st tier ice type move

- **PP Cost:** 2 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Special

You blow a flurry of snow at your foes. Each creature in a 15 foot cone originating from you must make a constitution saving throw. On a failure, creatures take 2d8 ice type damage.

ICY WIND

1st tier ice type move

- **PP Cost:** 2 PP
- **Range:** 30 feet
- **Components:** S
- **Move Type:** Special

You blow a frigid wind in a 10 foot cube centered on a point that you can see within 30 feet of you. Creatures in the area must make a constitution saving throw or take 2d8 ice type damage.

AURORA VEIL

1st tier ice type move

- **PP Cost:** 2 PP
- **Range:** 5 feet
- **Components:** V,S
- **Duration:** 1 round
- **Move Type:** Physical

You cloak yourself in a shimmering veil of ice. Until the start of your next turn, you have advantage on saving throws and +2 AC.

ICICLE SPEAR

1st tier ice type move

- **PP Cost:** 1 PP
- **Range:** 30 feet
- **Components:** S
- **Move Type:** Physical

You shoot a barrage of icicles at your target. Make a ranged physical attack against a creature you can see within 30 feet of you. If you hit, the target and one creature of your choice within 5 feet of the target takes 5d4 ice type damage.

FROST BREATH

2nd tier ice type move

- **PP Cost:** 3 PP
- **Range:** 30 feet
- **Components:** V
- **Move Type:** Special

You blow a direct blast of frigid air at your foe. Make a ranged special attack against a creature you can see within 30 feet of you. If you hit, your target takes 4d10 ice type damage. This attack scores a critical hit if you roll 5 higher than your target's AC.

ICE BEAM

2nd tier ice type move

- **PP Cost:** 3 PP
- **Range:** 30 feet
- **Components:** V, S
- **Move Type:** Special

You breath out a beam of frost. Each creature in a 5 foot wide 30 foot long line originating from you must make a dexterity saving throw. On a failure, creatures take 5d8 ice type damage and have their speed halved. A creature that succeeds their saving throw takes half as much damage and is not slowed.

SHEER COLD

3rd tier ice type move

- **PP Cost:** 5 PP
- **Range:** 30 feet
- **Components:** V,S
- **Move Type:** Special

You let out a pulse of arctic air. Each creature of your choice within 30 feet of you must make a constitution saving throw. On a failure, creatures take 10d10 ice type damage and become frostbitten. A frostbitten creature cannot move, take reactions or take a bonus action on their turn. A creature that succeeds their saving throw takes half as much damage and has their speed halved for 1 minute. A frostbitten creature can repeat the saving throw at the end of each of their turns, ending the effect on a success. A creature's speed is halved for one minute after the frostbitten effect ends.

NORMAL TYPE MOVES

BODY SLAM

1st tier normal type move

- **PP Cost:** 1 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Physical

You slam into the foe. Make a melee physical attack. If you hit, the target takes 3d8 normal type damage.

QUICK ATTACK

1st tier normal type move

- **PP Cost:** 1 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Physical

Moving nimbly, you strike quickly and retreat. Make a melee physical attack against a creature within 10 feet of you. If you hit, the target takes 2d8 normal type damage.

HYPER VOICE

1st tier normal type move

- **PP Cost:** 1 PP
- **Range:** Self (5 foot radius)
- **Components:** V
- **Move Type:** Special

You let out a shrill shriek. Each creature within 5 feet of you must make a constitution saving throw or take 3d6 normal type damage

ATTRACT

1st tier normal type move

- **PP Cost:** 2 PP
- **Range:** 5 feet
- **Components:** V or S
- **Duration:** 1 round
- **Move Type:** Status

You try to endear yourself to your enemy. As a bonus action one creature of your choice within 5 feet of you must make a wisdom saving throw or be charmed by you until the end of your next turn.

HIDDEN POWER

1st tier normal type move

- **PP Cost:** 1 PP
- **Range:** 30 feet
- **Components:** S
- **Move Type:** Special

You summon power within you and hurl it at your target. Make a ranged special attack against a creature you can see within 30 feet of you. If you hit, roll a d20 and consult the table below for your damage type. Your target takes 3d6 of the damage type you rolled.

d20 Damage Type

1	Normal	11	Psychic
2	Fire	12	Bug
3	Water	13	Rock
4	Electric	14	Ghost
5	Grass	15	Dragon
6	Ice	16	Steel
7	Fighting	17	Dark
8	Poison	18	Fairy
9	Ground	19	Your type
10	Flying	20	A type of your choice

SWIFT

2nd tier normal type move

- **PP Cost:** 2 PP
- **Range:** 30 feet
- **Components:** V,S
- **Move Type:** Special

You throw a barrage of star shaped projectiles at your foe. Make a ranged special attack at a creature that you can see within 30 ft of you. You have advantage on this attack roll if you're at least 15 feet away. If you hit, your target takes 4d8 normal type damage.

ME FIRST

2nd tier Normal type move

- **PP Cost:** 3 PP
- **Range:** 30 feet
- **Components:** S
- **Move Type:** Status

When you roll initiative, you can use this move to gain advantage on that initiative check, no action required.

HYPER BEAM

3rd tier normal type move

- **PP Cost:** 5 PP
- **Range:** Self (60 foot line)
- **Components:** V
- **Move Type:** Special

You fire a beam of pure energy. Each creature in a 5 foot wide, 60 foot long line originating from you must make a dexterity saving throw. On a failure, creatures take 12d12 normal type damage, or half as much on a

successful save. After you use this move, you gain 1 level of exhaustion.

POISON TYPE MOVES

ACID

1st tier poison type move

- **PP Cost:** 1 PP
- **Range:** 30 feet
- **Components:** V or S
- **Move Type:** Special

You shoot a bubble of acid at your target. Make a ranged special attack against a creature you can see within 30 feet of you. If you hit, the target and one creature of your choice within 5 ft of it takes 3d4 poison type damage.

POISON JAB

1st tier poison type move

- **PP Cost:** 1 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Physical

You strike with a poison coated appendage. Make a melee physical attack. If you hit, the target takes 3d8 poison type damage.

TOXIC SPIKES

1st tier poison type move

- **PP Cost:** 1 PP
- **Range:** 30 feet
- **Components:** S
- **Duration:** 1 minute
- **Move Type:** Special

You scatter five small traps around you. Each trap fills a 5 foot square space. The first time a creature enters a space with your traps on their turn or if they start their turn in a space with your traps, they must succeed a constitution saving throw. On a failure, creatures become poisoned for 1 minute. The traps last for 1 minute or until you use your action to unmake the traps.

TOXIC

1st tier poison type move

- **PP Cost:** 2 PP
- **Range:** 30 feet
- **Components:** V or S
- **Move Type:** Status

You blow a toxic cloud at an enemy. One creature that you can see within 30 feet must make a constitution saving throw. On a failure, creatures become poisoned for 1 minute. While poisoned this way, a creature takes 1d6 poison type damage at the start of each of their turns, increasing by 1d6 for each subsequent turn to a maximum of 5d6. A poisoned creature can repeat the

saving throw at the end of each of their turns, ending the effect on a success.

SLUDGE WAVE

1st tier poison type move

- **PP Cost:** 2 PP
- **Range:** Self (5 foot radius)
- **Components:** S
- **Move Type:** Physical

You let out a burst of poison around you. Each creature within 5 feet of you must make a dexterity saving throw. On a failure, creatures take 3d6 poison type damage.

VENOSHOCK

2nd tier poison type move

- **PP Cost:** 3 PP
- **Range:** 30 feet
- **Components:** V or S
- **Move Type:** Special

You drench a creature in a special poisonous liquid. One creature that you can see within 30 feet must succeed a constitution saving throw or take 4d10 poison type damage or half as much on a successful save. If the target is poisoned, they take an additional 4d10 poison type damage.

CROSS POISON

2nd tier poison type move

- **PP Cost:** 3 PP
- **Range:** 30 feet
- **Components:** S
- **Move Type:** Physical

You slash across your target in an X pattern. Make a melee physical attack. If you hit, your target takes 4d12 poison type damage. This attack scores a critical hit on a 19 or 20.

GUNK SHOT

3rd tier poison type move

- **PP Cost:** 4 PP
- **Range:** 5 feet
- **Components:** V or S
- **Move Type:** Special

You throw a glob of poison at your foes. Every creature within 20 feet of a point you choose within 30 feet must make a dexterity saving throw. On a failure, creatures take 8d10 or half as much on a successful save. Regardless whether a creature succeeds or fails their saving throw, any creature in the move's area become poisoned for 1 minute. A creature poisoned this way can make a constitution saving throw at the end of their turns, ending the effect on a success.

PSYCHIC TYPE MOVES

CONFUSION

1st tier psychic type move

- **PP Cost:** 1 PP
- **Range:** 30 feet
- **Components:** V
- **Move Type:** Physical

You reach into your foe's mind and disrupt their thoughts. One creature that you can see within 30 feet must make an intelligence saving throw. On a failure, creatures take 3d6 psychic type damage.

AGILITY

1st tier psychic type move

- **PP Cost:** 1 PP
- **Range:** Self
- **Components:** S
- **Move Type:** Status

You focus and bolster your speed. Any speed you have increases by 10 for 1 minute.

HEAL BLOCK

1st tier psychic type move

- **PP Cost:** 2 PP
- **Range:** 30 feet
- **Components:** V, S
- **Duration:** 1 minute (concentration)
- **Move Type:** Special

You reach out and ward a creature from healing. One creature that you can see within 30 feet must make an intelligence saving throw. On a failure, creatures cannot regain hit points for 1 minute. An affected creature can repeat the saving throw at the end of each of their turns, ending the effect on a success.

PSYCHO CUT

1st tier psychic type move

- **PP Cost:** 1 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Physical

You strike with an ethereal psychic blade. Make a melee physical attack. If you hit, the target takes 3d8 psychic type damage.

PSYSHOCK

1st tier psychic type move

- **PP Cost:** 2 PP
- **Range:** 30 feet
- **Components:** V, S
- **Move Type:** Special

You bombard your foes with psychic power. Each creature within 5 feet of a point you can see within 30 feet must make an intelligence saving throw. On a

failure, creatures take 2d8 psychic type damage.

GRAVITY

2nd tier psychic type move

- **PP Cost:** 3 PP
- **Range:** 60 feet
- **Components:** V,S
- **Duration:** 1 minute (concentration)
- **Move Type:** Status

You focus your psychic energy to increase gravity in an 60 foot radius, 100 foot high cylinder centered on a point you can see within range. A creature that starts its turn in the cylinder, or enters it for the first time on their turn must make a strength saving throw. On a failure, creatures have their flying speed reduced to 0 while they are in the cylinder. Additionally, the ground within the cylinder is considered difficult terrain.

TELEPORT

2nd tier psychic type move

- **PP Cost:** 3 PP
- **Range:** Self
- **Components:** S
- **Move Type:** Status

You teleport up to 100 feet to a point you can see.

CALM MIND

3rd tier fighting type move

- **PP Cost:** 5 PP
- **Range:** Self
- **Components:** None
- **Move Type:** Status

You use your psychic energy to remove unwelcome effects. At the start of your turn you can use this move. When you do, all of the following effects on you immediately end; blinded, charmed, deafened, frightened, grappled, incapacitated, paralyzed, poisoned, prone, restrained, and stunned. Additionally, any effects that require you to repeat a saving throw at the start or end of your turn to remove their effects immediately end.

Rock Type Moves

ROCK THROW

1st tier rock type move

- **PP Cost:** 1 PP
- **Range:** 30 feet
- **Components:** S
- **Move Type:** Physical

You throw a large rock at your target. Make a ranged physical attack against a creature you can see within 30 feet of you. If you hit, the target takes 3d6 rock type damage.

SMACK DOWN

1st tier rock type move

- **PP Cost:** 2 PP
- **Range:** 30 feet
- **Components:** S
- **Move Type:** Physical

You throw a rock at your target to try to knock it prone. One creature that you can see within range must make a dexterity saving throw. On a failure, creatures take 2d8 rock type damage and are knocked prone.

ROCK SLIDE

1st tier rock type move

- **PP Cost:** 2 PP
- **Range:** 30 feet
- **Components:** S
- **Move Type:** Physical

You throw a barrage of rocks at your target. Each target within 5 feet of a point you can see within 30 feet must succeed a dexterity saving throw. On a failure, creatures take 2d8 rock type damage.

ROLLOUT

1st tier rock type move

- **PP Cost:** 2 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Physical

You curl up into a ball and roll at your foe. Make a melee physical attack. If you hit, your target takes 2d6 rock type damage. If you used this move on your previous turn, this move does not cost PP.

STEALTH ROCK

1st tier rock type move

- **PP Cost:** 2 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Physical

You scatter five small traps around you on points within 30 ft of you. Each trap fills a 5 foot square space. The first time a creature enters a space with your traps on their turns, or if they start their turn in a space with your trap, they take 1d4 rock type damage and have their speed reduced by 10 until the start of their next turn. These traps remain for 1 minute or until you use your action to unmake them.

ROCK TOMB

2nd tier rock type move

- **PP Cost:** 4 PP
- **Range:** 30 feet
- **Components:** V, S
- **Move Type:** Physical

You try to capture an enemy in a cage made of earth. One creature that you can see within 30 feet must make a strength saving throw. On a failure, creatures take 4d12 rock type damage and are restrained for one minute. A creature that succeeds their saving throw takes half as much damage and is not restrained. A creature can repeat the saving throw at the end of each of their turns, ending the effect on a success.

STONE EDGE

2nd tier rock type move

- **PP Cost:** 3 PP
- **Range:** 30 feet
- **Components:** S
- **Move Type:** Physical

You slash across razor sharp rocks. Make a melee physical attack. If you hit, your target takes 4d12 rock type damage. This attack scores a critical hit on a 19 or 20.

ROCK WRECKER

3rd tier fighting type move

- **PP Cost:** 5 PP
- **Range:** 30 feet
- **Components:** S
- **Move Type:** Physical

You throw a gigantic boulder at incredible speeds. One creature that you can see within 30 feet must succeed a dexterity saving throw. On a failure, creature take 15d10 rock type damage or half as much on a successful save.

STEEL TYPE MOVES

BULLET PUNCH

1st tier steel type move

- **PP Cost:** 1 PP
- **Range:** 10 feet
- **Components:** S
- **Move Type:** Physical

Moving nimbly, you strike quickly and retreat. Make a melee physical attack at a creature within 10 feet of you. If you hit, the target takes 2d8 steel type damage.

FLASH CANNON

1st tier steel type move

- **PP Cost:** 1 PP
- **Range:** 30 feet
- **Components:** V or S
- **Move Type:** Special

You launch a blast of bright metal. Make a ranged special attack against a creature you can see within 30 feet of you. If you hit, the target takes 3d6 steel type damage.

IRON TAIL

1st tier steel type move

- **PP Cost:** 1 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Physical

You slam into the foe with an appendage made of steel. Make a melee physical attack. If you hit, the target takes 3d8 steel type damage.

IRON DEFENSE

1st tier steel type move

- **PP Cost:** 2 PP
- **Range:** Self
- **Components:** S
- **Duration:** 5 rounds (concentration)
- **Move Type:** Status

You steel yourself against incoming attacks. You gain resistance to non magical bludgeoning, piercing and slashing damage for 30 seconds.

MIRROR SHOT

1st tier steel type move

- **PP Cost:** 1 PP
- **Range:** 30 feet
- **Components:** S
- **Move Type:** Special

You fire a projectile made of shiny metal. Make a ranged special attack. If you hit, the target takes 2d8 steel type damage and the target has disadvantage on their next attack roll it makes before the end of its next turn.

MAGNET BOMB

2nd tier steel type move

- **PP Cost:** 2 PP
- **Range:** 30 feet
- **Components:** V,S
- **Move Type:** Special

You bombard the enemy with magnetic projectiles. Make a ranged special attack. You have advantage if your target is wearing armor made of metal. If you hit, the target takes 4d8 steel type damage.

GYRO BALL

2nd tier steel type move

- **PP Cost:** 3 PP
- **Range:** 5 feet
- **Components:** V or S
- **Move Type:** Physical

You tackle your foe with a high speed spin. Make a melee physical attack. If you hit, the target takes 5d10 steel type damage. The target takes additional damage based on the difference between your initiative. Subtract the result of your target's initiative check from yours. Your target takes an additional 1d6 per point of different, up to an extra 8d6. For example, if your target's initiative is 8, and your initiative is 3, you deal an additional 5d6 steel type damage.

STEEL ROLLER

3rd tier steel type move

- **PP Cost:** 5 PP
- **Range:** Self (40 foot cube)
- **Components:** S
- **Move Type:** Physical

You slam the ground in an area and flatten it. Each creature of your choice on the ground in a 40 foot cube centered on you must make a dexterity save. On a failure, creatures take 8d10 steel type damage and are knocked prone. A creature that succeeds their saving throw takes half as much damage and is not knocked prone. The area is then cleared of any effects creating difficult terrain or any other movement impeding effects such as caltrops or the Plant Growth spell.

WATER TYPE MOVES

WATER GUN

1st tier water type move

- **PP Cost:** 1 PP
- **Range:** 30 feet
- **Components:** V or S
- **Move Type:** Physical

You shoot a spray of water at your foe. Make a ranged special attack against a creature you can see within 30 feet of you. If you hit, the target takes 3d6 water type damage.

AQUA TAIL

1st tier water type move

- **PP Cost:** 1 PP
- **Range:** 5 feet
- **Components:** S
- **Move Type:** Physical

You coat an appendage in water and swing it at your foe. Make a melee physical attack. If you hit, the target takes 3d8 water type damage.

SURF

1st tier water type move

- **PP Cost:** 2 PP
- **Range:** Self (15 foot cone)
- **Components:** S
- **Move Type:** Special

You throw out a wave of water at your foes. Each creature in a 15 foot cone originating from you must make a dexterity saving throw or take 2d8 water type damage.

SCALD

1st tier water type move

- **PP Cost:** 1 PP
- **Range:** 30 feet
- **Components:** V or S
- **Move Type:** Special

You launch boiling water at your foe. Make a ranged special attack. If you hit, the target takes 2d8 water type damage or fire type damage, your choice.

BRINE

1st tier water type move

- **PP Cost:** 2 PP
- **Range:** 30 feet
- **Components:** V or S
- **Move Type:** Special

You launch salty water at your foe. Make a ranged special attack. If you hit, the target takes 2d8 water type damage. If the target's current hit points are below half of their maximum hit points the target takes an additional 1d8 water type damage.

LIQUIDATION

2nd tier water type move

- **PP Cost:** 4 PP
- **Range:** 30 feet
- **Components:** V or S
- **Move Type:** Physical

You slam your foe full force with a wave of water. Make a melee physical attack. If you hit, your target takes 4d8 water type damage and they have vulnerability to the next weapon attack or move that hits it.

WHIRLPOOL

2nd tier water type move

- **PP Cost:** 4 PP
- **Range:** 30 feet
- **Components:** V, S
- **Move Type:** Special

You whip up a whirlpool around your target, trapping it in a cyclone of water. One creature that you can see within 30 feet must make a dexterity saving throw. On a failure, creatures take 4d8 water type damage and is restrained for one minute. A creature that succeeds their saving throw takes half as much damage and is not restrained. As a bonus action on subsequent turns, you can cause a creature restrained by this move to take 4d8 water type damage. A creature can repeat the saving throw at the end of each of their turns, ending the effect on a success.

HYDRO PUMP

3rd tier water type move

- **PP Cost:** 4 PP
- **Range:** Self (60 foot line)
- **Components:** V or S
- **Move Type:** Special

You blast high pressure water at your foes. Each creature in a 5 foot wide 60 foot long line must succeed a strength saving throw. On a failure, creatures take 10d8 water type damage and be pushed back up to 30ft and be knocked prone. A creature that succeeds their saving throw takes half as much damage, is pushed back up to 10 feet and is not knocked prone.

DESIGN NOTES FOR POKEMON MOVES

The moves that we've written here are balanced around spells. The first tier of moves are around the same balance of cantrips cast by a 11th level spellcaster. The second tier of moves are balanced around 1st to 3rd level moves. The third tier of moves are balanced around 4th to 5th level spells.

More specifically, 1st tier moves that simply do damage to a single target do 3d8 damage, or 3d6 if they are ranged. If a move deals damage to more than one creature, the area of effect should be the immediate area around the 'caster,' a 5 foot radius sphere or cylinder, or a 15 foot cone. A move that deals damage in an area should deal 1 less die worth of damage than a move that deals damage to a single target. If a move deals damage and has a small additional effect, such as lowering speed or giving disadvantage on attack rolls, the dice should be reduced by 1 size. Moves that deal damage in an area of effect and spells that have slightly more powerful effects should cost 2 PP instead of 1. The type of move and the components of the move don't change damage or PP costs of moves.

TRAINED POKEMON

An Elgyem stands against a group of Staravia, raising her hand and causing gravity to shift, grounding the flock. A Tyranitar stomps on the ground, creating a fissure in the ground that his enemies helplessly fall into.

In this day and age, most Pokemon have abandoned the old ways of fighting, but there are those who keep the traditions alive. Trained Pokemon are masters of harnessing their own power to fight without the use of weapons or magic, able to keep up with even the most adept warriors.

TRAINED POKEMON

Level	Features
1st	Extra PP, STAB
2nd	Fighting Style, Rested PP
3rd	Expanded Move List PP Saver
4th	Multitalented
5th	Mastery Move, Moveset Mastery

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1st	Extra PP, STAB
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PREREQUISITES

In order to advance as a Trained Pokemon, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Strength 13.** Mastering moves requires proficiency in physical moves.
- **Charisma 13.** Mastering moves requires proficiency in special moves
- **Proficiency in either the arcana or athletics skill.** Training in moves requires a honed physical body or knowledge on how moves differ from common magics.
- **Character level 5th.** Training in the old ways requires power only gained by experience.
- **Complete a special task.** You must find a gym and a trainer who is willing to train you in the old ways.

CLASS FEATURES

As a Trained Pokemon, you gain the following class features

HIT POINTS

- **Hit Dice:** 1d8 per Trained Pokemon level
- **Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per Trained Pokemon level.

PROFICIENCIES

- **Armor:** None
- **Weapons:** None
- **Tools:** None
- **Saving Throws:** None
- **Skills:** Either Arcana or Athletics, your choice.

EQUIPMENT

You are given a non magical scarf or band, given to you by your trainer to signify your training.

PRESTIGE CLASS?

A prestige class is a special class that a player can only put levels into under special circumstances. More details can be found in the [Unearthed Arcana entry on prestige classes](#).

EXTRA PP

At 1st level, your PP total is equal to half of your level rounded down instead of your proficiency bonus.

STAB

At 1st level, your moves are empowered by your training. You can add your strength modifier to your physical move damage and your charisma modifier to your special move damage.

FIGHTING STYLE

At 2nd level, your style of fighting with your moves develops. Choose one of the following options as your fighting style. You can't take the same option again, even if you get to choose another fighting style.

SABOTEUR

The save DC of your moves increases by 1.

SURE-HIT ATTACKER

When you make an attack roll with a Pokemon move, you have a +1 bonus to hit.

AGGRESSOR

When you deal damage with a move, you treat all 1s rolled on damage dice by 2s.

RESTED PP

At 2nd level, you regain up to half of your total PP when you complete a short rest. Once used, this feature can't be used again until you finish a long rest.

EXPANDED MOVE LIST

At 3rd level, you've spent enough time training with your moves that you can use more advanced moves. Two moves are added to your move list depending on your type. If you have two types, you can choose which type your expanded move list comes from. Additionally, you can have three moves learned at once from moves that you can learn and when you finish a long rest, you can forget one move and learn a new one in its place that you can learn.

VARIANT: PROTECT

At 3rd level, you can use the move Protect. As a reaction to being hit by an attack or failing a saving throw, you can spend PP to gain a bonus to your AC or saving throw equal to the number of PP spent. When you use this feature, you can only spend an amount of PP equal to your proficiency bonus.

PP SAVER

At 3rd level, you've learned how to save precious energy when tapping into low power abilities. Your basic moves cost 1 less PP. Additionally, you can use a move that costs 0 PP as a bonus action.

MULTITALENT

At 4th level, your body has grown with your training. You can increase your Charisma ability score by 2 and your Strength ability score by 1 or your Strength ability score by 2 and your Charisma ability score by 1.

MASTERY MOVE

At 5th level, you've trained yourself hard enough that you learn your type's ultimate move. One move is added to your move list depending on your type. If you have two types, you can choose which type your mastery move comes from.

MOVESET MASTERY

At 5th level, you've mastered the elemental energy in your body. You no longer have a limit on the moves you can learn at once.

FEATS

Here you can find some additional feats that can be taken by any creature in PMDnD at the DM's discretion.

POKEDEX

You've studied various species and legends of Pokemon extensively. You gain the following benefits.

- Your intelligence score increases by 1, to a maximum of 20.

- You have advantage on checks to recall information about Pokemon species and legends surrounding Legendary Pokemon.
- You can use your intelligence instead of wisdom for survival checks to track Pokemon.

TRADITIONAL FIGHTER

Prerequisite: Pokemon

Who needs weapons when you're a creature of the elements?

- Your strength or charisma score increases by 1 to a maximum of 20.
- You can learn tier 2 moves.

CHANNELER

Prerequisite: Pokemon

You've learned how to enhance your weapons with your innate power. You gain the following benefits:

- Your strength score or dexterity score increases by 1 to a maximum of 20.
- You can use a weapon you are proficient with as somatic components of your moves.
- When you hit with a weapon attack, you can spend 2 PP to enchant your weapon with a little bit of your Pokemon elemental energy. Your attack deals 2d8 additional damage of your type.

CHANNELER IF YOU'RE NOT USING POKEMON TYPES

If you're not using Pokemon moves and types, that doesn't mean the channeler feat can't be used. While only Pokemon can take the feat, you can alter the damage types to normal DnD damage types. Here is an example of a conversion you can make.

Type	Damage	Type	Damage
Bug	Acid or Poison	Grass	Slashing
Dark	Necrotic	Ground	Bludgeoning
Dragon	Force or Fire	Ice	Cold
Electric	Lightning	Normal	Force
Fairy	Psychic	Poison	Poison
Fighting	Bludgeoning	Psychic	Psychic
Fire	Fire	Rock	Bludgeoning
Flying	Slashing	Steel	Force
Ghost	Necrotic	Water	Cold

ENTERCARD TRAINED

Prerequisite: Arcana proficiency or the ability to cast at least one spell

You have learned how to use and make Entercards to open Magnagates. You need four cards to open a Magnagate. On your journeys, you may stop and spend 10 minutes searching for nearby leylines. If you find one, you can spend a short rest attuning to one and creating an Entercard for it, spending 25 GP in materials. To create a Magnagate, you must spend 1 minute setting up 4 Entercards, each attuned to a leyline. Draw a line between the four leylines you have chosen, starting where you are and ending at the leyline at the destination. The destination must have a leyline to open a Magnagate. To open the Magnagate, you

RUNNING A GAME

SO YOU'VE DECIDED TO RUN A GAME OF PMDnD. You're a relatively experienced DM and you know what pitfalls and traps to avoid. PMDnD introduces many new challenges to running a game that less experienced DMs may overlook before it's too late. Here, we've listed some of the problems that we've run into, along with our solutions. Keep in mind that our solutions aren't necessarily the 'correct' way to do things. If something fits your setting and group better, do that!

WHAT DO POKEMON EAT?

The biggest question that will pop up when players get a chance to rest and relax with a nice meal is what they're eating. If you're playing in a setting that pairs Pokemon with mundane creatures, this won't be a problem. But if you're like us, your world may not contain animals other than Pokemon. So, unless you and your players are ok with Pokemon eating each other, you'll need an alternative. Berries, bread, vegetables and other non-meat foods are what we normally use. When the question of protein comes up, beans are a potential substitute.

This goes hand in hand with items that are crafted with animal parts, such as bone or leather. While bone is harder to explain, leather can come from a plant that mimics the properties of leather. Or perhaps your setting is alright with reusing body parts of Pokemon who have perished.

WHO'S THE SHOPKEEP?

While many DMs will default to Kecleon for this question, it's meant as a broader question of "who fills the roles of NPCs?" While in normal DnD you can decide on the fly a race and gender, Pokemon have a much wider array of creatures at your disposal.

When you're deciding on NPCs for your setting, consider who would be doing such a job. For example,

spend 1 GP worth of materials for every 24 miles that you must travel. The Magnagate stays open for 1 minute or until you spend an action to close it from within 5 ft of either side of the gate. Each card you use shows up on the side of the gate that you are on.

LEYLINE PLACEMENT

The placement of leylines in a region is random and up to the DM. However, leylines can usually be found in large cities and places with a high concentration of magic.

you may have a fire type running a forge, but a Pokemon like Numel might have trouble hammering a weapon together. Goodra's friendly disposition may be an asset for them as a friendly tavernkeep. Houndour run in packs, so perhaps they would make for a good group of bandits.

It is also important to keep in mind how rare a Pokemon is when you're deciding where to put in your setting. There are a lot more Wooper going around than Zorua after all.

However, not everything can be planned perfectly. If you are caught without a species in mind for an NPC, we'd suggest keeping a [Pokemon randomizer](#) handy.

WHAT'S HER NAME?

While many races have naming schemes that can easily be called upon, Pokemon don't have easily accessed naming schemes. We'd suggest assigning naming schemes by territory. For example, our settings contain tribes for Ice and Poison types. We use Nordic names for the Ice Tribe and Japanese names for the Poison Tribe. Of course, this is all optional, but we'd suggest keeping a [name generator](#) handy just in case. Additional name generators by race can be found in Xanathar's Guide to Everything.

WHO IS MY PATRON?

If you're running a setting that doesn't have other creatures or deities, coming up with who grants power may be difficult on the fly. Our suggestion is making lesser legends the equivalent of otherworldly beings, while greater legends take the role of deities. Below, you can find an example of what roles legendary Pokemon can take. This is by no means a comprehensive list. It's meant to get you thinking about what role a legendary Pokemon may have in your setting.

Legendary Pokemon don't always have to be the source of a warlock's power however. A very powerful Aegislash can make for a good Hexblade patron, while an ancient and powerful Spiritomb could be an Undying patron.

DIVINE DOMAINS

Domains	Example Patron
Arcana Domain	Lunala, Xerneas
Death Domain	Yvetal
Forge Domain	Heatran, Melmetal
Grave Domain	Yvetal
Knowledge Domain	Calyrex
Life Domain	Xerneas
Nature Domain	Zygarde
Tempest Domain	Rayquaza
Trickery Domain	Victini, Hoopa
Twilight Domain	Lunala, Giratina
War Domain	Giratina

OTHERWORLDLY PATRONS

Patron	Example Patron
Archfey	Celebi, Mew
Celestial	Cresselia, Jirachi
Fiend	Darkrai, Marshadow
Great Old One	Mewtwo
Hexblade	Keldeo, Diancie
Undying	Spectrier

Keep in mind, these are all examples of what you could do. The point of this section is to prompt you to think about pitfalls that we've found. Your setting may look vastly different than ours. Maybe all legendary Pokemon have an aspect of divinity and can grant divine magics. Maybe no legendary Pokemon has enough power to grant divine magics. The patrons that your players can choose should be tied to your setting.

HOW DO SPELLS AND ABILITIES LIKE POLYMORPH WORK?

Because of the nature of Pokemon, taking the form of other creatures is a little difficult. In most settings, all Pokemon have sentience, and if you're using this document, defined abilities. If you're playing in a setting with feral Pokemon, you could simply flavor standard beasts as Pokemon. In settings with no feral Pokemon, these abilities may be harder to wave away. You may have to consider not allowing spellcasters to use spells like polymorph, shapechange, true polymorph, etc. This also extends to spells that conjure fey, beats, etc.

Of course, these are just suggestions. We would encourage you to consider how these spells and abilities work in your setting.

WHAT LANGUAGES DO I KNOW?

In settings with only Pokemon, languages may not be an important factor. Like with naming schemes, we'd suggest giving different regions different languages to give features and spells some use.

If you're running a game with humanoid races alongside Pokemon, the Pokemon language becomes a factor. Pokemon in these settings know Pokemon instead of common. If a Pokemon can learn another language, this language can be common, or another language of their choice. The Pokemon language is considered an exotic language in these settings, akin to Abyssal or Celestial.

WHY AREN'T MY MOVES IMPACTFUL?

Some players may ask why their moves aren't a focus of the game. This is a fair question, since you're playing a Pokemon based game. If you want to make moves more impactful, we would suggest letting players have access to higher level moves at higher levels. For example, perhaps players get access to 2nd tier moves at level 7, and 3rd tier moves at level 14. If you do this, consider increasing the amount of PP players have. Increasing the PP limit to twice their proficiency modifier gives them twice as much of their resource to work with.

Keep in mind that this will push the power level of the party somewhat and you may need to find tougher opponents for them to tackle. Remember that monsters don't have to play by the same rules as the players. Perhaps an enemy knows a move specific to them, like Eruption. If your players can exploit type advantages, their enemies can too.

WHO ARE WE FIGHTING?

Unless you're running a game in a setting that has other creatures, you may be wanting for encounters. We would suggest borrowing stat blocks from other content creators and using monster stat blocks with the humanoid tag. Volo's Guide to Monsters has many stat blocks ranging from 3 to 15 CR.

WHAT CAN I DO?

Remember that Dungeons and Dragons is a game about collaborative storytelling. I think the biggest pitfall that we've fallen into is trying to stick to the 5th edition rules too strictly. If you're playing a PMDnD game, you're likely here to have fun with friends who have a mutual interest in two niche fandoms.

Let players try their ideas and roll with the punches. Remember that DnD isn't about the DM versus the players.