

WELCOME TO THE WORLD OF POKÉMON

A FEW IDEAS I HAVE ABOUT CREATING A POKÉMON BASED DND GAME PIGGY BACKING OFF 5TH EDITION RULES.



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INTRODUCTION

Translating Pokémon into a table-top game like Dungeons and Dragons comes with a lot of problems. Almost no one is going to be perfectly happy with the end result as something must be left behind in order to bridge the gap between the two. I got the idea that I wanted to do a survival focused game where you and your Pokémon work together to try and overcome the struggles of the wilds. For this to work a few principals must be established:

1. Most if not all Pokémon are unfriendly, in fact some will attack to kill, and I mean actually kill not the kid friendly thing Legends Arceus does.
2. Resources may be scarce and you aren't just feeding yourself anymore. The more Pokémon you have the more of a burden finding food will be.
3. The players need to feel like they need to rely on their Pokémon instead of just being able to fight things off themselves.
4. Trainer battles may not make sense in the grand scheme of things. There is always a way to make it work but you have to be willing to have NPC play by a different set of rules.
5. Enemy Pokémon are stronger than players Pokémon even if they're the same "level". Perhaps all Pokémon are Shadow Pokémon

I believe these principals are important because they help establish what the DM and players need to consider when using or trying this setting and new rules. In a setting like this I would suggest opting for the Gritty Realism style to give more of a sense of survive or die. I would also suggest having a smaller party, with 3-4 being the ideal number. That may seem limiting to some but with every player having a Pokémon that has its own moveset, combat may take longer than normal (though i do have a minor fix for that in New Rules). I'm also thinking of having my players use the Sidekick classes in Tasha's, which is severely limiting, but it may help with the hope of having players need Pokémon to survive instead of just needing one Cleric to slay God.

Of course anyone is welcome to just take what they want and just leave the rest behind, I just wanted to try and come up with some ideas that would make this smash up fun and interesting. I mostly really like making monster stat blocks and I got on a roll with some of the Pokémon and just started wondering how far I could push this.

NEW RULES

First things first we have to make sure the Action Economy doesn't eat itself alive. PC's can choose to control their Pokémon or let them act independently. No matter which the player chooses the Pokémon acts on their trainer's initiative. A Player must use an action on their turn to direct a Pokémon in combat. If you choose

to let a Pokémon act independently they will either wait for instructions, follow you defensively, or Struggle against an enemy, depending on their nature. Despite not being in their stat block all Pokémon know the attack move Struggle. Any situation where a Pokémon fights without commands leads to them Struggling. This attack uses a Pokémon's proficiency bonus plus their Strength modifier to hit and deals damage based on their proficiency bonus. Starting at a proficiency bonus of +2, Struggle deals 1d8 + Strength modifier damage, and gains an additional d8 everytime their proficiency goes up capping out 5d8. When a Pokémon uses Struggle they also take half the damage dealt. Pokémon with Multi Attack use Struggle as many times as they have extra attacks.

As with the Pokémon games we know and love, all Pokémon and their moves fall into 18 Types. These Types work together to balance out Pokémon in the games, and while there is some discourse about if some types are truly balanced I'm not trying to re-invent the wheel some I won't be changing the way types interact with each other. What I will be changing is what happens when types interact with each other. A Pokémon's moves are typically classified into 6 categories: Neutral effective, Super Effective, Not very Effective, Quad Resist, Quad Weak, and Immune. Obviously nothing is going to be changing about Neutral Effective, or Immune but we will be toning down the strengths and weakness for this world so Pokémon don't get one-shot and die, because in this game Pokémon can die.

SUPER EFFECTIVE

When a Pokémon is targeted for an attack by a Super Effective move, the attacker rolls with advantage, and if a saving throw is required the defending Pokémon rolls with disadvantage.

NOT VERY EFFECTIVE

When a Pokémon is targeted for an attack by a Not very Effective move, the attacker rolls with disadvantage, and if a saving throw is required the defending Pokémon rolls with advantage.

QUAD WEAK

Pokémon take double damage from moves of these types

QUAD RESIST

Pokémon take half damage from moves of these types.

I decided to rule things this way so an enemy Pokémon can't blindside the players by knowing a move that is Super Effective despite it not being their type and it turning into two or three turns of just switching. It also prevents players from outright decimating boss enemies due to too much double damage.

This is the part where things may get confusing for some. Pokémon moves and powers are not the same magic that the players use and so they use this different system of type effectiveness. Pokémon who are weak to fire type moves are not necessarily weak to fire based magic. Unless a Pokémon's stat block says otherwise, assume that type effectiveness and vulnerability do not overlap.

You as a DM are free to say otherwise, I just felt that if type effectiveness and resistances did overlap I would have to go through ever spell, kind of attack, and weapon in DnD and assign them a type. Which may sound fun to someone but not to me.

Knowledge Nature is now knowledge Pokémon. The Outlander background should be removed for this setting or at least it change its ability to automatically gather food for 5 people. Spells like Goodberry should also be removed or nerfed so that it consumes it material component.

POKÉ BALLS

Poké Balls are a new tool that you'll you can use in and out of combat. They have the Thrown property with a range of 30/60 but deal no damage. They take an action to throw. Poké Balls are not destroyed when used, unless specifically attacked by someone, and can be picked up again after combat, or during combat by using an action. Using an action this way allows you to pick up up to 3 Balls at a time assuming you are in the places they where thrown to. Returning a Pokémon to their Poké Ball is a bonus action and it also stabilizes them if they where previously unconscious and bleeding.

Every Pokémon will have their own base catch rate in their stat block. When attempting to catch a Pokémon in a Ball you have to roll under this number with the percentile dice. This number represents the percentage chance of catching them while at full health and unaffected by status effects.

The following things should be done in the order presented. Being a higher level than an opposing Pokémon doubles this percentage, while being at a lower level halves this percentage. Then if the opposing Pokémon is below half health you can double the percentage. If the Pokémon is Stunned or Poisoned you add x1.5 to your chances and if they are asleep you double the number they would be at if poisoned. If a Pokémon is incapacitated by knocking them unconscious you double the percentage as though they where also asleep and half health or less.

For example: Bulbasaur has a catch rate of 6% at full health. Being below a wild Bulbasaur in level lowers the percentage to 3%. If you take Bulbasaur to half health it raises the number to 6% again. If it is stunned or poisoned while at half health or less the number changes 9%. If it is asleep while at half health or less it becomes 18%. If Bulbasaur has been knocked out, the percentage becomes 36%. Using this same formula if

you where above the same Bulbasaur in level you would have a 72% if they where knocked out.

If you fail to catch a pokemon they regain 1 hit point. This means if you had previously knocked them unconscious they get back up when breaking out of the ball. All of these numbers are based off a normal Poké Ball, if you want to add Great Balls or specialty balls, like Dive, or Net, I would suggest adding a flat number bonus instead of over complicating the already complicated system I have attempted to implement.

In 5th edition attacking a creature non-leathly is just a decision you make before attacking. I would suggest changing that to making the attack at disadvantage. This makes it more difficult to knock Pokémon unconscious which is the ideal situation for catching Pokémon. You may consider this too difficult and you may be right, I just think it would add an additional level of challenge.

How important is death in your game? This is a decision you have to make before you try these rules. There are 3 options for this: Pokémon have three death saving throws just like players, Pokémon only have one death saving throw, Pokémon outright die when reaching 0 hit points. Because Poké Balls stabilizes Pokémon the medium option seems fair, unless you are running the kind of game where enemies attack downed players to ensure the kill.

When a Pokémon is caputred and domesticated, or purified if they are Shadow Pokémon, they lose certain abilities. Secondary abilities, Legendary actions, Multi-Attack, level, and potentially more depending on your DM. These things are lost but you can get them back as you level up and through feats.

Pokémon gain a new feat every 10 levels, except for level 30, 60, 100. At those levels your Pokémon gain the Extra Attack feature as though they where a Fighter. Some attacks will be full actions and won't eligible for the Extra attack options. Things like spells, or some attacks that involves saving throws.

GAINING EXPERIENCE

Pokémon level all the way up to 100 using the existing 5th edition rules for leveling to 20 multiplied by 5. Because of this there is no level 1-4. An example of the level up scale would be:

POKÉMON ADVANCEMENT

Exp points	Character level	PKMN Level	Proficiency Bonus
0	1	5	+2
20	1	6	+2
40	1	7	+2
60	1	8	+2
80	1	9	+2
100	2	10	+2

If you add up all that Exp from level 5-10 it adds up to 300xp which is what it takes to get from level 1 to 2 for players.

When players defeat a Pokémon they are awarded Exp based on the creatures CR. If 4 players defeat a CR 1 Pokémon they are awarded 200xp. That Exp is divided up between the PC's as normal meaning each player gets 50xp. Then each player individually decide what to do with that experience. They can divide it up equally between themselves and their Pokémon or they can distribute it however they please. If a PC has more than one Pokémon out during combat, the amount that you decided goes to your Pokémon gets divided between them. If they where in combat for the same number of turns it gets divided 50/50, but if one was out for more turns than the other it gets divided 25/75. Pokémon gain no Exp if they where reduced to 0 hit points in combat.

FEATS

These are some feat ideas I had for players and their Pokémon. If a Pokémon evolves its feats are reset allowing you to change up feats are stick to what you have

THE FOLLOWING ARE ONLY FOR POKÉMON:

EV TRAINING

Choose one ability score. Pokémon can increase the chosen ability score by 2, to a maximum of 26. This feat can be taken multiple times.

IV TRAINING

Choose two ability scores. Pokémon can increase each of the chosen ability scores by 1, to a maximum of 26.

HIDDEN ABILITY

This ability can only be taken if the Pokémon has reached level 50. Pokémon gain access to a secondary ability. If your Pokémon has more than one option you get to chose.

HUSTLE

Great Weapon Master/Sharpshooter for Pokémon.

PSYCH UP

Skill Expert for Pokémon.

STORED POWER

Resilient for Pokémon.

ADAPTABILITY

Chose one of the Pokémon's types (if 2). Attacks from that type are no longer capable of being Quad Resisted and instead it becomes Not very Effective. In addition,

when you roll damage of an attack of the chosen type you can treat any 1 on a damage die as a 2.

AGILITY

Mobile for Pokémon.

HONE CLAWS

Savage attacker for Pokémon.

IRON DEFENSE

Pokémon become capable of wearing specialized armor. (I am unsure about this one mechanically)

HP UP

The Pokémon gains 1 additional hit point for every two levels it has to a maximum of 50 points at level 100.

THE FOLLOWING ARE ONLY FOR PLAYERS

POKÉMON EXPERT

You can now send out a Pokémon as a bonus action, or an action. Returning a Pokémon to their ball can also be done as an action or a bonus action.

POKÉMON MASTER

(Requires Pokémon Expert)

Returning a Pokémon to their ball can be done as a reaction to them taking damage (after damage dealt). When throwing out a Pokémon for battle you do not take disadvantage for long range on throw.

ACE TRAINER

When attempting to catch a Pokémon the range on your throw is increased to 60/90.

Throwing to catch a Pokémon can be done as a bonus action.

POKÉMON RANGER

(Requires Ace Trainer)

When attempting to catch a Pokémon the range on your throw is increased to 80/120.

Your proficiency bonus is also doubled for calculating what you add to hit.

You gain a bonus to catch Pokémon equal to 5%. This is added after the catch chance is determined. This stacks with other bonuses.

POKÉMON PROFESSOR

(Requires at least two other Pokémon feats to take)

You gain Expertise in knowledge Pokémon, and when trying to know a Pokémon's strengths and weaknesses you automatically know either all of its strengths or all of its weaknesses without rolling.

You gain a bonus to catch Pokémon equal to 5%. This is added after the catch is determined. This stacks with other bonuses.

BULBASAU

A strange seed was planted on its back at birth. The plant sprouts and grows with this Pokémon. It can go for days without eating a single morsel. In the bulb on its back, it stores energy and nutrients. The bulb grows steadily larger as its body grows.

IVYSAUR

When the bulb on its back grows large, it appears to lose the ability to stand on its hind legs. The bulb on its back grows by drawing energy. It gives off an aroma when it is ready to bloom. Exposure to sunlight adds to its strength. Sunlight also makes the bud on its back grow larger.

BULBASAU

Tiny Seed Pokémon (grass, poison) Base Catch Rate 6%

Armor Class 11

Hit Points 44 (8d8 + 8) Level 10

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	12 (+1)	13 (+1)	13 (+1)	8 (-2)

Saving Throws Con +3, Wis +3

Skills Medicine +3, Survival +3

Senses Passive Perception 11

Languages Pokémon, Understands Common but can't speak it.

Challenge 1 (200 XP)

Overgrow. When Bulbasaur is at 1/3 health (14) or less all of its Grass type moves deal an additional 2 damage.

Super Effective. Bulbasaur is weak to Fire, Ice, Flying, and Psychic type moves.

Not Very Effective. Bulbasaur is resistant to Water, Electric, Fighting, and Fairy type moves.

Quad Resist. Bulbasaur has a Quad resistance to Grass type moves.

ACTIONS

Multiattack. Bulbasaur makes 2 attacks: one with its Vine Whip and one with its Absorb.

Vine Whip. *Melee Weapon Attack:* +3 to hit, reach 15 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage. Grass type.

Absorb. *Melee or Ranged Spell Attack:* +3 to hit, reach 5 ft., or range 10/20 ft., one target. *Hit:* 6 (1d10+1) necrotic damage. Bulbasaur heals half the damage dealt. Grass type.

VENUSAUR

There is a large flower on Venusaur's back. The flower is said to take on vivid colors if it gets plenty of nutrition

and sunlight. The flower's aroma soothes the emotions of people. After a rainy day, the flower on its back smells stronger, attracting other Pokémon.

IVYSAUR

Small Seed Pokémon (grass, poison) Base Catch Rate 6%

Armor Class 13

Hit Points 78 (12d8 + 24) Level 30

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	15 (+2)	15 (+2)	12 (+1)

Saving Throws Con +4, Wis +4

Skills Medicine +4, Survival +4

Senses Passive Perception 12

Languages Pokémon, Understands Common but can't speak it.

Challenge 4 (1,100 XP)

Overgrow. When Ivysaur is at 1/3 health (26) or less all of its Grass type moves deal an additional 2 damage and receive a plus 2 to hit.

Super Effective. Ivysaur is weak to Fire, Ice, Flying, and Psychic type moves.

Not Very Effective. Ivysaur is resistant to Water, Electric, Fighting, and Fairy type moves.

Quad Resist. Ivysaur has a Quad resistance to Grass type moves.

ACTIONS

Multiattack. Ivysaur makes 2 attacks: one with its Vine Whip and one with its Mega Drain.

Vine Whip. *Melee Weapon Attack:* +3 to hit, reach 15 ft., one target. *Hit:* 4 (2d6+1) bludgeoning damage. Grass type.

Mega Drain. *Melee or Ranged Spell Attack:* +4 to hit, reach 5 ft., or range 20/40 ft., one target. *Hit:* 6 (2d8+2) necrotic damage. Ivysaur heals half the damage dealt. Grass type.

Leech Seed. Ivysaur targets one creature within 30ft of itself, and fires a small seed at it from its flower. +3 to hit. *Hit:* 1 piercing damage. On hit this attack triggers the spell effect of Ensnaring Strike cast at the 2nd level, DC 14, no concentration required. Grass type.

REACTIONS

Poison Powder. (Once per combat) When Ivysaur is hit with a melee attack it can use its reaction to release Poison Powder from the flower on its back. All creatures within 5ft of Ivysaur must succeed a DC 12 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the condition on itself on a success. Poison type.



VENUSAUR

Large Seed Pokémon (grass, poison) Base Catch Rate 5%

Armor Class 15

Hit Points 150 (20d8 + 60) Level 50

Speed 35ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	17 (+3)	17 (+3)	11 (+0)

Saving Throws Con +7, Int +7, Wis +7

Skills Medicine +8, Survival +7, Nature +8

Damage Resistances Poison

Condition Immunities Poison

Senses Passive Perception 13

Languages Pokémon, Understands Common but can't speak it.

Challenge 10 (5,900 XP)

Overgrow. When Venusaur is below 1/3 of its max health (50) all of its Grass type moves deal an additional 5 damage and receive a plus 2 to hit.

Chlorophyll. While the sun is shining bright Venusaur has advantage on Dexterity saving throws.

Super Effective. Venusaur is weak to Fire, Ice, Flying, and Psychic type moves.

Not Very Effective. Venusaur is resistant to Water, Electric, Fighting, and Fairy type moves.

Quad Resist. Venusaur has a Quad resistance to Grass type moves.

ACTIONS

Multiattack. The Venusaur makes 3 attacks: two with its Vine Whip or Sludge Bomb and one with its Giga Drain.

Vine Whip. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 9 (2d6+2) bludgeoning damage. Grass type

Sludge Bomb. *Ranged Spell Attack:* +7 to hit, range 40/80 ft., one target. *Hit:* 12 (2d8+3) poison damage. Poison type.

Giga Drain. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft., or range 30/60 ft., one target. *Hit:* 16 (2d12+3) necrotic damage. Venusaur Heals half the damage dealt. Grass type.

Solar Beam (Recharge 5-6). At the end of another player's turn the bloom on its back begins to glow and charge. The amount of time needed to charge depends on how available the sun is. While glowing all attacks made against Venusaur are made with advantage, unless the sun is shining bright. On Venusaur's turn a beam is fired from its back in a 60-foot line that is 10 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 52 (15d6) Radiant damage on a failed save, or half as much on a successful one. Grass type.

REACTIONS

Poison Powder. (Once per combat) When Venusaur is hit with a melee attack it can use a reaction to release Poison Powder from its back. All creatures within 10 feet of Venusaur must succeed a DC 15 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Poison type.

Sleep Powder. (Once per combat) When Venusaur is hit with a melee attack it can use a reaction to release Sleep Powder from its back. All creatures within 10 feet of Venusaur must succeed a DC 15 Constitution saving throw or fall unconscious for 1 minute or until the sleeper takes damage or someone uses an action to shake or slap the sleeper awake. Grass type.

LEGENDARY ACTIONS

Venusaur can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Charizard regains spent legendary actions at the start of its turn.

Attack. Make a Vine Whip Attack

Seed Bomb (costs 2). As the spell Entangle no concentration required.

CHARMANDER

Obviously prefers hot places. When it rains, steam is said to spout from the tip of its tail. The flame at the tip of its tail makes a sound as it burns. You can only hear it in quiet places. The flame on its tail shows the strength of its life force. If it is weak, the flame also burns weakly.

CHARMELEON

When it swings its burning tail, it elevates the temperature to unbearably high levels. Tough fights could excite this Pokémon. When excited, it may blow out bluish-white flames. It is very hotheaded by nature, so it constantly seeks opponents. It calms down only when it wins.

CHARMADER

Tiny lizard Pokémon (fire) Base Catch Rate 6%

Armor Class 12

Hit Points 31 (7d8) Level 10

Speed 35ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	13 (+1)	12 (+1)	10 (+0)

Saving Throws Dex +4, Int +3

Skills Intimidation +3

Senses Passive Perception 11

Languages Pokémon, Understands Common but can't speak it.

Challenge 1 (200 XP)

BLaze. When Charmander is at 1/3 health (11) or less all of its Fire type moves deal an additional 2 damage.

Super Effective. Charmander is weak to Water, Rock, and Ground type moves.

Not very Effective. Charmander is resistant to Fire, Grass, Ice, Bug, Steel, and Fairy type moves.

ACTIONS

Multiattack. Charmander makes 2 attacks: one with its Scratch and one with its Ember.

Scratch. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 6 (1d8 + 2) slashing damage. Normal type.

Ember. *Melee or Ranged Spell Attack:* +3 to hit, reach 5ft., or range 15/30, one target. *Hit:* 6 (1d10 + 1) fire damage. Fire type

CHARIZARD

When expelling a blast of super hot fire, the red flame at the tip of its tail burns more intensely. Charizard becomes furious, the flame at the tip of its tail flares up in a whitish-blue color. Breathing intense, hot flames, it can melt almost anything. Its breath inflicts terrible pain on enemies. It uses its wings to fly high. The temperature of its fire increases as it gains experience in battle.

CHARMELEON

Small Flame Pokémon (fire) Base Catch Rate 6%

Armor Class 14

Hit Points 66 (12d8 + 12) Level 30

Speed 35ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	13 (+2)	16 (+3)	14 (+2)	9 (-1)

Saving Throws Dex +5, Int +5

Skills Athletics +3, Intimidation +5

Senses Passive Perception 12

Languages Pokémon, Understands Common but can't speak it.

Challenge 4 (1,100 XP)

BLaze. When Charmeleon is at 1/3 health (22) or less, all of its Fire type moves deal an additional 2 damage and receive plus 1 to hit.

Super Effective. Charmeleon is weak to Water, Rock, and Ground type moves.

Not very Effective. Charmeleon is resistant to Fire, Grass, Ice, Bug, Steel, and Fairy type moves.

ACTIONS

Multiattack. Charmeleon makes 2 attacks with its Slash. One of those attacks can be replaced with Flame Burst.

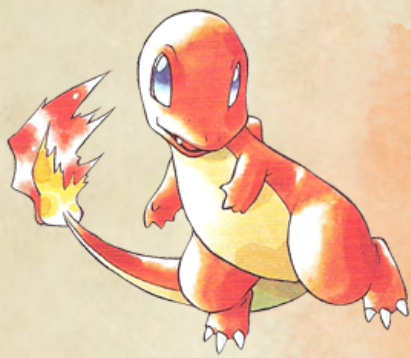
Slash. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 8 (1d10 + 3) slashing damage. This move scores a critical hit on a roll of 19 and 20. Normal type.

Flame Burst. *Ranged Spell Attack:* +5 to hit, range 50/100, one target. *Hit:* 14 (2d10 + 3) fire damage. On a successful hit all creatures within 5-feet of that target also take 5 fire damage. Fire type.

Smoke Screen. As the spell Fog Cloud except it does not require concentration, and all Fire type Pokémon can see through the smoke.

REACTIONS

Fire Fang. When an melee attacker (within 5 feet) misses their attack on Charmeleon it can use its Reaction to strike back at the attacker. Fire Fang has +5 to hit and deals 13 (3d6+3) Fire damage.



CHARIZARD

Medium Flame Pokémon (fire, flying) Base Catch Rate 5%

Armor Class 16

Hit Points 130 (20d8 + 40) Level 50

Speed 30ft., fly 60ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	14 (+2)	18 (+4)	15 (+4)	9 (-1)

Saving Throws Str +6, Dex +8, Int +8

Skills Athletics +6, Intimidation +7

Damage Resistances Fire

Senses Passive Perception 12

Languages Pokémon, Understands Common but can't speak it.

Challenge 10 (5,900 XP)

BLAZE. When Charizard is at 1/3 health (44) or less, all of his Fire type moves deal an additional 5 damage and receive a plus 2 to hit.

Solar Power. On especially hot days when the sun is shining brightly, Charizard uses that heat to destroy his enemies. In these conditions Charizard deals an additional 5 damage on a Fire based attacks, but Charizard also takes 5 damage himself.

Dragon Rush. If Charizard is flying and dives at least 30 feet straight toward a target and then hits with its Wing Attack, the attack deals an extra 7 (2d6) damage to the target. The move also becomes a Dragon type move.

Super Effective. Charizard is weak to Water and Electricity type moves. It is also weak to Ground type moves but only while Charizard is on the ground.

Not very Effective. Charizard is resistant to Fire, Fighting, Steel, and Fairy type moves.

Quad Weak. Charizard is Quad weak to Rock type moves.

ACTIONS

Multiattack. Charizard makes 3 attacks: two with its Wing Attack, and one with its Flamethrower, if possible.

Wing Attack. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (2d6+2) bludgeoning damage. Flying type.

Flamethrower. *Melee or Ranged Spell Attack:* +8 to hit, reach 5 ft., or range 30 ft., one target. *Hit:* 20 (3d10+4) fire damage. Fire type.

Fire Blast. (Recharge 5-6). Charizard exhales the symbol of fire incarnate to a point of its choice within 60 feet at which it explodes in a 15-foot radius. Each creature in that area must make a DC 16 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful. Fire type.

REACTIONS

Overheat. When Charizard is hit with a melee attack it can use a Reaction to deal 5 Fire damage to its attacker. Fire type.

LEGENDARY ACTIONS

Charizard can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The charizard regains spent legendary actions at the start of its turn.

Attack. Make a Wing Attack

Roost (costs 2). Only usable when flying: Using half its movement, Charizard must land. After doing so it heals 10 health.

SQUIRTLE

After birth, its back swells and hardens into a shell. The shell is soft when it is born. It soon becomes so resilient, prodding fingers will bounce off it. Powerfully sprays foam from its mouth. Shoots water at prey while in the water and withdraws into its shell when in danger.

WARTORTLE

Often hides in water to stalk unwary prey. It moves its ears to maintain its balance while swimming fast. When startled, this Pokémon will pull in its head, but its tail will still stick out a little bit. It is recognized as a symbol of longevity. If its shell has algae on it, that Wartortle is very old.

SQUIRTLE

Tiny Turtle Pokémon (water) Base Catch Rate 6%

Armor Class 13

Hit Points 38 (8d8) Level 10

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	11 (+0)	12 (+1)	13 (+1)	11 (+0)

Saving Throws Dex +2, Con +2, Wis +3

Skills Perception +4

Senses Passive Perception 14

Languages Pokémon, Understands Common but can't speak it.

Challenge 1 (200 XP)

Torrent. When Squirtle is at 1/3 health (19) or less, its Water type attacks deal an additional 2 damage.

Super Effective. Squirtle is weak to Electric and Grass moves.

Not Very Effective. Squirtle is resistant to Fire, Water, Ice, and Steel moves.

ACTIONS

Multiattack. The Squirtle makes 2 attacks: one with its Tackle and one with its Water Gun.

Tackle. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage. Normal type

Water Gun. *Melee or Ranged Spell Attack:* +4 to hit, reach 5 ft., or range 15/30 ft., *Hit:* 7 (1d10+2) force damage. Water type

BLASTOISE

A brutal Pokémon with pressurized water jets on its shell. They are used for high speed tackles. Once it takes aim at its enemy, it blasts out water with even more force than a fire hose. It deliberately makes itself

heavy so it can withstand the recoil of the water jets it fires. The rocket cannons on its shell fire jets of water capable of punching holes through thick steel.

WARTORTLE

Small Turtle Pokémon (water) Base Catch Rate 6%

Armor Class 15

Hit Points 77 (11d8 + 22) Level 30

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	13 (+1)	15 (+2)	11 (+0)

Saving Throws Dex +3, Con +4, Wis +4

Skills Perception +6

Senses Passive Perception 16

Languages Pokémon, Understands Common but can't speak it.

Challenge 4 (1,100 XP)

Torrent. When Wartortle is at 1/3 health (26) or less, its Water type moves deal an additional 2 damage and receive a plus 1 to hit.

Super Effective. Wartortle is weak to Electricity and Grass moves.

Not Very Effective. Wartortle is resistant to Fire, Water, Ice, and Steel moves.

ACTIONS

Multiattack. The Wartortle makes 2 attacks: one with its Rapid Spin and one with its Bubble Beam.

Rapid Spin. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10+2) bludgeoning damage. Normal type.

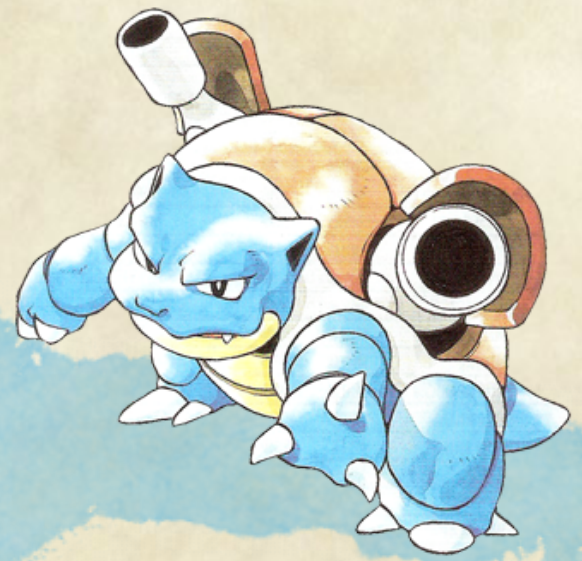
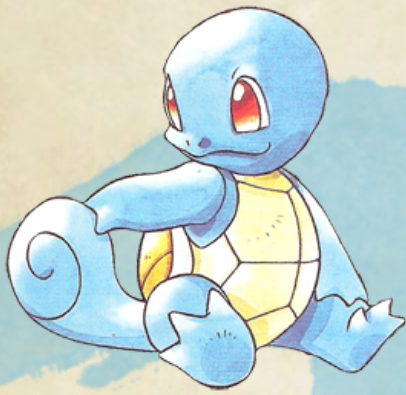
Bubble Beam. *Melee or Ranged Spell Attack:* +4 to hit, reach 5 ft., or range 30/60 ft., one target. *Hit:* 13 (2d10+2) force damage. Water type.

Shell Smash. Wartortle leaves his shell to become more nimble and stronger. Wartortle's AC drops to 11 but it also gains a plus 5 to all damage rolls and plus 2 to hit. Wartortle can no longer use Withdraw but can now use Aqua Jet. Use Aqua Jet as part of this action. Normal type.

REACTIONS

Withdraw. Wartortle adds 2 to its AC against one attack that would hit it. To do so, Wartortle must see the attacker. Water type.

Aqua Jet. Only usable after Shell Smash. When an enemy moves within 20 feet of Wartortle it can use its Reaction to move up to them and attack. +4 to hit. *Hit:* 9 (2d6+2) Bludgeoning damage. Water type.



BLASTOISE

Large Shell-Fish Pokémon (water) Base Catch Rate 5%

Armor Class 18

Hit Points 140 (20d8 + 40) Level 50

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	16 (+3)	18 (+4)	10 (+0)

Saving Throws Dex +6, Con +8, Wis +8

Skills Acrobatics +6, Perception +10

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Senses Passive Perception 20

Languages Pokémon, Understands Common but can't speak it.

Challenge 10 (5,900 XP)

Torrent. When Blastoise is at 1/3 health (47) all its Water type moves deal an additional 5 damage and receive a plus 2 to hit.

Rain Dish. When it is raining Blastoise regenerates 5 health at the start of its turns.

Super Effective. Blastoise is weak to Electric and Grass type moves.

Not Very Effective. Blastoise is resistant to Fire, Water, Ice, and Steel type moves.

ACTIONS

Multiattack. The Blastoise makes 3 attacks: two with its Skull Bash and one with its Water Pulse.

Skull Bash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) bludgeoning damage. Normal type.

Water Pulse. *Melee or Ranged Spell Attack:* +8 to hit, reach 5 ft., or range 40/80 ft., *Hit:* 20 (3d10+4) force damage. Water type.

Hydro Pump (Recharge 5-6). Blastoise fires a powerful stream of water from its back cannons that is 90 feet long and 5-foot wide. Each creature in that line must succeed a DC 16 Dexterity saving throw, taking 42 (12d6) force damage and being knocked prone on a failed save and half as much damage on a successful one. Water type.

REACTIONS

Withdraw. Blastoise adds 2 to its AC against one attack that would hit it. To do so Blastoise must see the attacker.

LEGENDARY ACTIONS

Blastoise can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Blastoise regains spent legendary actions at the start of its turn.

Dark Pulse. Make a Water Pulse attack, it becomes a Dark type move.

Dragon Pulse. Make a Water Pulse attack, it becomes a Dragon type move.

Heal Pulse (costs 2). Blastoise heals itself or an ally 10 HP.

PIKACHU

When several of these Pokémon gather, their electricity could build and cause lightning storms. It keeps its tail raised to monitor its surroundings, sometime the tail is struck by lightning in this pose. If you yank its tail, it will try to bite you. This intelligent Pokémon roasts hard berries with electricity to make them tender enough to eat. When it is angered, it discharges the energy stored in the pouches in its cheeks.

PIKACHU

Tiny Mouse Pokémon (electric) Base Catch Rate 6%

Armor Class 13

Hit Points 31 (7d8) Level 10

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Dex +5

Skills Acrobatics +5, Persuasion +6

Senses Passive Perception 11

Languages Pokémon, Understands Common but can't speak it.

Challenge 1 (200 XP)

Static. An enemy that touches Pikachu or hits it with a melee attack while within 5 feet of it, it takes 3 (1d6) lightning damage. Electric type.

Super Effective. Pikachu is weak to Ground type moves.

Not Very Effective. Pikachu is resistant to Electric, Flying, and Steel type moves.

ACTIONS

Multiattack. The Pikachu makes 2 attacks: one with Quick Attack and one with Thunder Shock.

Quick Attack. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage. Normal type.

Thunder Shock. *Melee or Ranged Spell Attack:* +3 to hit, reach 5 ft., or range 15/30 ft., one target. *Hit:* 6 (1d10+1) lightning damage. Electric type.

RAICHU

Its long tail serves as a ground to protect itself from its own high voltage power. When its electricity builds, its muscles are stimulated and it glows in the dark. It also becomes more aggressive than usual. If the electric pouches in its cheeks become fully charged, both ears will stand straight up. If its electric pouches run empty, it raises its tail to gather electricity from the atmosphere.

RAICHU

Tiny Mouse Pokémon (electric) Base Catch Rate 5%

Armor Class 15

Hit Points 99 (18d8 + 18) Level 30

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
10 (-0)	18 (+4)	13 (+1)	16 (+3)	14 (+2)	11 (+0)

Saving Throws Dex +7, Int +6

Skills Acrobatics +7, Perception +6

Senses Passive Perception 16

Languages Pokémon, Understands Common but can't speak it.

Challenge 7 (2,900 XP)

Static. When an enemy touches Raichu or hits it with a melee attack while with 5 feet of it, they take 9 (2d8) lightning damage. Electric type.

Lightning Rod. If Raichu is hit with an Electric type attack it takes no damage and gains advantage on its next attack.

Super Effective.* Raichu is weak to Ground type moves.

Not Very Effective. Raichu is resistant to Flying and Steel type moves.

ACTIONS

Multiattack. Raichu makes 2 attacks: Either with its Quick Attack or Thunderbolt.

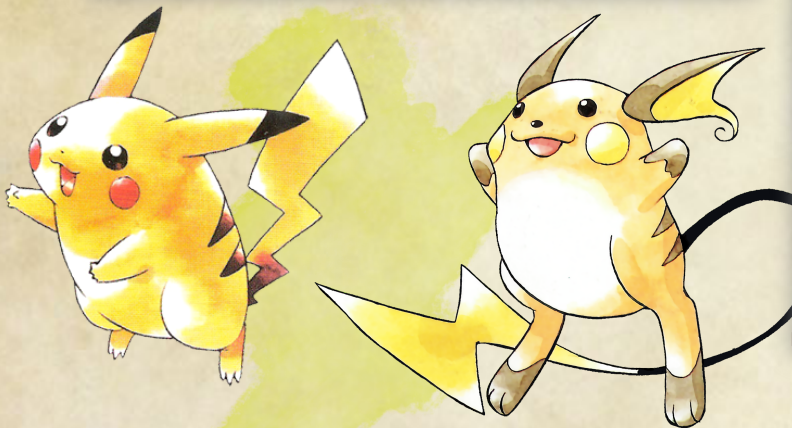
Quick Attack. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage. Normal type.

Thunderbolt. *Melee or Ranged Spell Attack:* +6 to hit, reach 5 ft., or range 30/60 ft., one target. *Hit:* 14 (2d10+3) lightning damage. Electric type.

Double Team. As the spell Blur, but it requires no concentration and only lasts for 3 turns.

REACTIONS

Thunder Punch. When a creature misses Raichu with a melee attack while within 5 feet of it, it can make a Thunder Punch attack. +6 to hit, one target. *Hit:* 13 (3d6+3) lightning damage. Electric type.



SANDSHREW

Small Mouse Pokémon (ground) Base Catch Rate 10%

Armor Class 14

Hit Points 39 (6d10 + 6) Level 10

Speed 30ft., burrow 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	9 (-1)	10 (+0)	9 (-1)

Saving Throws Str +3, Con +4

Skills Survival +2

Senses Passive Perception 10

Languages Pokémon, Understands Common but can't speak it.

Challenge 1 (200 XP)

Sand Veil. During sandstorms Sandshrew's AC increases by 2.

Super Effective. Sandshrew is weak to Water, Grass, and Ice type moves.

Not Very Effective. Sandshrew is resistant to Poison and Rock type moves.

ACTIONS

Multiattack. Sandshrew makes two attacks.

Sand Tomb. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) force damage. If the target is a creature its speed is also reduced by 10 (does not stack) feet until the start of your Sandshrew's next turn. Ground type.

Rollout. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage. Everytime this attack hits a target it receives a cumulative -1 to hit, and an cumulative +1 damage die. This effect resets on a miss. Rock type.

SANDSHREW

Disliking water, it lives in deep burrows in arid areas, and it only emerges to hunt for food. When it gets cold at night, its hide is said to become coated with a fine dew. If it fell from a great height, this Pokémon could save itself by rolling into a ball and bouncing.

SANDSLASH

Curled up into a spiny ball when threatened and it can roll while curled up to attack or escape. It is skilled at slashing enemies with its claws, if broken, they start to grow back in a day. In an attempt to hide itself, it will run around at top speed to kick up a blinding dust storm. If it digs at an incredible pace, it may snap off its spikes and claws. Adept at climbing trees, it rolls into a spiny ball, then attacks its enemies from above.

SANDSLASH

Small Mouse Pokémon (ground) Base Catch Rate 8%

Armor Class 18

Hit Points 90 (12d10 + 24) Level 30

Speed 30ft., burrow 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Str +6, Con +5

Skills Athletics +6, Survival +4

Senses Passive Perception 11

Languages Pokémon, Understands Common but can't speak it.

Challenge 8 (3,900 XP)

Sand Veil. During Sandstorms Sandslash's AC increases by 2.

Sand Rush. Sandslash's speed doubles in a Sandstorm.

Super Effective. Sandslash is weak to Water, Grass, and Ice type moves.

Not Very Effective. Sandslash is resistant to Poison and Rock type moves.

ACTIONS

Multiattack. Sandslash makes two attacks, each one with a different attack.

Night Slash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage. Night Slash has a Crit-range of 19-20. Dark type.

Crush Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (3d8+3) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone. Normal type.

Bulldoze. As the spell Erupting Earth, DC 15. Ground type.

REACTIONS

Sand Attack. When an enemy targets Sandslash for an attack it can use its reaction to apply disadvantage to that attacker. Ground type.



MAGIKARP

Tiny Fish Pokémon (water) Base Catch Rate 20%

Armor Class 13

Hit Points 1 (1d4 - 2) Level 1

Speed 0, swim 30ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	6 (-2)	1 (-5)	1 (-5)	1 (-5)

Saving Throws Dex +3

Skills Religion +4

Senses Passive Perception 5

Languages Pokémon

Challenge 0 (0 XP)

Swift Swim. Magikarp's swim speed is doubled in the rain.

Super Effective. Magikarp is weak to Electric and Grass type moves.

Not Very Effective. Magikarp is resistant to Fire, Water, Ice, and Steel type moves.

ACTIONS

Splash. *Melee Weapon Attack:* -1 to hit, reach 5ft., *Hit:* 0 damage. Normal type.

MAGIKARP

In the distant past, it was somewhat stronger than the horribly weak descendants that exist today. Famous for being very unreliable, it can be found swimming in seas, lakes, rivers and shallow puddles. An underpowered, pathetic Pokémon, it may jump high on rare occasions but never more than seven feet, making it easy for predators like Pidgeotto to catch it mid-jump.

GYARADOS

Rarely seen in the wild, huge and vicious. It is so brutally vicious and enormously destructive that it is known for totally destroying cities in ancient times. Once it appears, it goes on a rampage, remaining enraged until it demolishes everything around it. It fires hyper beams in all directions, burning the surrounding area to ash. There are some regions where it's called "the deity of destruction." The energy from evolution stimulated its brain cells strongly, causing it to become very ferocious.



GYARADOS

Huge Atrocious Pokémon (water, flying) Base Catch Rate 4%

Armor Class 17

Hit Points 218 (23d12 + 69) Level 80

Speed 20 ft., fly 35 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	17 (+3)	9 (-1)	5 (-3)	1 (-5)

Saving Throws Str +8, Dex +8, Wis +10, Cha +10

Skills Intimidation +10

Damage Resistances ground type moves while airborne.

Senses Passive Perception 7

Languages Pokémon, Understands Common but can't speak it.

Challenge 15 (13,000 XP)

Swift Swim. Gyarados' swim speed is doubled in the rain.

Moxie. When Gyarados reduces a creature to 0 hit points with an attack on its turn it can use a bonus action to move up to half its speed and make a Crunch attack.

Super Effective. Gyarados is weak to Rock type moves.

Quad Weak. Gyarados has a Quad weakness to Electric type moves.

Not Very Effective. Gyarados is resistant to Fire, Water, Fighting, Bug, and Steel type moves.

ACTIONS

Multiattack. Gyarados can use its Intimidate, it can then make 3 attacks: one with its Aqua Tail and two with its Crunch.

Aqua Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d10+5) bludgeoning damage. Water type.

Crunch. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 14 (2d8+5) piercing damage. Dark type.

Intimidate. Each creature of Gyarados' choice that is within 100 feet of it and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Gyarados' Intimidate for the next 24 hours.

Hyper Beam (Recharge 6). Gyarados attacks with a powerful beam that is a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 63 (18d6) force damage on a failed save, of half as much damage on a successful one. Gyarados needs to recover afterwards. The next attack made against Gyarados, before its next turn, has advantage.

REACTIONS

Dragon Rage. When Gyarados is hit by a melee attack it can use a reaction to make a Crunch attack against its attacker. It also becomes a Dragon type move.

LEGENDARY ACTIONS

Gyarados can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Gyarados regains spent legendary actions at the start of its turn.

Ice Fang. Make a Crunch attack except it is an Ice type move.

Dragon Dance. (costs 2). Gyarados gains advantage on its next attack.

Hurricane (costs 3). It starts to rain.

SNORLAX

Very lazy, it just eats and sleeps. As its rotund bulk builds, it becomes steadily more slothful. Will eat anything, even if the food happens to be a little moldy and yet it never gets an upset stomach. What sounds like its cry may actually be its snores or the rumblings of its hungry belly. Its stomach's digestive juices can dissolve any kind of poison, it can even eat things off the ground. Snorlax's typical day consists of nothing more than eating and sleeping. It is such a docile Pokémon that there are children who use its big belly as a place to play.



SNORLAX

Large Sleeping Pokémon (normal) Base Catch Rate 4%

Armor Class 12

Hit Points 250(20d10 + 140) Level 55

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	24 (+7)	12 (-2)	18 (+4)	12 (+1)

Saving Throws Con +11, Wis +8, Cha +5

Skills Nature +6, Survival +8

Damage Immunities Ghost type moves

Senses Passive Perception 14

Languages Pokémon, Understands Common but can't speak it.

Challenge 12 (8,400 XP)

Immunity. Snorlax also resists Poison type moves, as shown in the Not very effective ability.

Thick Fat. Snorlax also resists Fire and Ice type moves, as shown in the Not very effective ability.

Sleep Talk. Snorlax can still attack as normal while asleep.

Super Effective. Snorlax is weak to Fighting type moves.

Not Very Effective. Snorlax is resistant to Poison, Fire, and Ice type moves.

ACTIONS

Multiattack. The Snorlax makes 3 attacks.

Body Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (3d6+4) bludgeoning damage. Normal type.

Bleed. *Ranged Weapon Attack:* +8 to hit, range 20/40 ft., one target. *Hit:* 13 (2d8+4) acid damage. Poison type.

Rest (1/day). Snorlax falls asleep. Doing so ends these conditions Blinded, Charmed, Deafened, Frightend, Paralyzed, and Poisoned. In addition Snorlax heals 42 (12d6) damage.

Giga Impact (Recharge 6). Snorlax charges at a target releasing a massive shockwave with its mighty fist. A 15-foot square next to Snorlax erupts from its deadly punch. Every creature in that area must succeed a DC 16 Constitution saving throw taking 52 (15d6) force damage on a failed save or half as much on a successful one. Snorlax must recover after this making the next attack against it, before its next turn, have advantage. Normal type.

LEGENDARY ACTIONS

Snorlax can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The snorlax regains spent legendary actions at the start of its turn.

Heavy Slam. Make a Body Slam attack, it is now a Steel type move.

Protect (costs 2). On the next enemies turn, after using this action, they has disadvantage on all attacks made that turn.

MEWTWO

Mewtwo is a Pokémon that was created by genetic manipulation. However, even though the scientific power of humans created this Pokémon's body, they failed to endow Mewtwo with a compassionate heart. It was created after years of horrific gene splicing and DNA engineering experiments. Its DNA is almost the same as MEW's, however its size and disposition are vastly different. Its battle abilities were raised to the ultimate level, so it thinks only of defeating its foes. It usually remains motionless to conserve energy, so that it may unleash its full power in battle. Said to rest quietly in an undiscovered cave, this Pokémon was created solely for battling.

LAIR ACTIONS

When fighting inside its lair, Mewtwo can invoke the ambient psychic energy to take lair actions. On initiative count 20 (losing ties) Mewtwo can take Lair actions to cause one of the following effects; it can't use the same effect two times in a row:

- **Mewtwo uses Psychic Terrain.** As the spell Hallucinatory Terrain, but only takes one action to cast, DC 24.
- **Mewtwo uses Confusion.** As the spell Confusion cast at the 9th level, DC 24.

REGIONAL EFFECTS

The lair of Mewtwo is warped by the creature's unnatural psychic power, which creates one or more of the following effects:

- **Trick Room.** If Mewtwo is last or second to last in initiative order, then the initiative order is flipped.
- **Magic Room.** Any buffs cast upon anyone entering Mewtwo's lair must succeed a DC 24 Intelligence saving throw or lose all buffs.
- **Wonder Room.** Creatures entering Mewtwo's lair must succeed a DC 24 Intelligence saving throw or have their alignment inverted while in the lair.

If Mewtwo is captured or dies these effects fade over the course of 2d10 days.



MEWTWO

Medium Genetic Pokémon (psychic) Base Catch Rate 1%

Armor Class 20

Hit Points 475 (50d12 + 150) Level 100

Speed 25 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	17 (+3)	24 (+6)	16 (+3)	20 (+5)

Saving Throws Int +16, Wis +12, Cha +14

Skills Arcana +17, History +16, Investigation +19

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons, psychic.

Condition Immunities : blinded

Senses truesight 60ft, Passive Perception 13

Languages All, Telepathy 120ft.

Challenge 30 (155,000 XP)

Pressure. As the spell Antipathy, except it is a passive effect that affects all creatures of Mewtwo's choice. DC 24.

Safeguard (3/Day). If Mewtwo fails a saving throw, it can choose to succeed instead.

Recover. Mewtwo regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't incapacitated. If Mewtwo is hit with a Super Effective move this trait doesn't function at the start of its next turn.

Super Effective. Mewtwo is weak to Bug, Ghost, and Dark type moves.

Not Very Effective. Mewtwo is resistant to Fighting and Psychic type moves.

ACTIONS

Multiattack. The Mewtwo makes four attacks: one with its Swift, one with its Psychic, one with its Shadow Ball, and one with its Disable (if possible).

Swift. As the spell Magic Missile cast at the 9th level. Normal type.

Psychic. *Melee or Ranged Spell Attack:* +16 to hit, reach 5 ft., or range 60/120 ft., one target. *Hit:* 29 (4d10+7) psychic damage.

Psychic type.

Shadow Ball. *Melee or Ranged Spell Attack:* +16 to hit, reach 5 ft., or range 60 ft., one target. *Hit:* 25 (4d8+7) necrotic damage. Ghost type.

Disable (Recharge 5-6). Mewtwo emits a psychic energy in a 60-foot cone. Each creature in that area must make a DC 24 Intelligence saving throw, taking 35 (10d6) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of their turn, ending the effect on a success. On a successful save the creature takes half as much damage and is not stunned. Psychic type.

Teleport. Mewtwo teleports itself to an unoccupied space up to 100 feet away.

REACTIONS

Light Screen. When Mewtwo is targeted by a spell that requires a ranged attack roll, Magic Missile, or line spell Mewtwo can use its reaction to activate its Light Screen. Mewtwo rolls a d6, on a roll on 1 the attack breaks through the screen and works as intended. On a roll of 2-5 Mewtwo is unaffected. On a roll of 6 Mewtwo is unaffected and the effect is reflected back at the attacker or caster. Psychic type.

Reflect. When a creature within 5 feet of Mewtwo targets it for an attack, Mewtwo can use its reaction to activate its Reflect. Mewtwo rolls a d6, on a roll on 1 the attack breaks through the screen and works as intended. On a roll of 2-5 Mewtwo is unaffected. On a roll of 6 Mewtwo is unaffected and the attack is reflected back at the attacker. Psychic type.

LEGENDARY ACTIONS

Mewtwo can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Mewtwo regains spent legendary actions at the start of its turn.

Teleport. Mewtwo uses its Teleport action.

Metronome. Mewtwo attacks with Shadow Ball, its type changes to any other type for this attack.

Barrier (costs 2). The next attack made against Mewtwo has disadvantage.

STUFF I REMEMBERED AFTER FORMATING AND DIDN'T WANT TO REDO THE WHOLE THING.

WEATHER

RAIN

Rain activates any abilities that trigger in the rain and causes all Water type moves to deal an additional 5 damage. All Fire type moves deal 5 less damage.

HARSH SUNLIGHT

Harsh Sunlight activates any abilities that trigger in the bright sunlight and causes all Fire type moves to deal an additional 5 damage. All water type moves deal 5 less damage.

SANDSTORM

Sandstorm activates any abilities that trigger in a Sandstorm and gives all Rock type Pokémon advantage on Wisdom saving throws. All Pokémon (except for Rock, Steel, and Ground type Pokémon) take damage at the start of their turn equal to their proficiency modifier.

HAIL

Hail activates any abilities that trigger in the Hail and all Pokémon (except for Ice type Pokémon) take damage at the start of their turn equal to their proficiency modifier.

THE POKÉMON ANIME?

Sometimes in the anime Ash and the gang do things that definitely make no sense, and sometimes they do something that sounds cool but you know there is no way to program a game with that thing or Game Freak just won't. Whatever it is, if you think its cool or makes sense then go for it. We aren't playing a coded game with strict rules. Maybe moves don't work in certain situations or maybe they work really well. For example: Mewtwo's reactions are the Psychic type moves Light Screen and Reflect. Maybe a Pokémon using a Dark type move always succeeds in breaking through those moves due to the inheirt nature of these typings.

THINGS I DON'T KNOW YET

When Pokémon level up I'm not sure how often they get more hit dice. Special items or berries? How many Pokémon should a player be allowed to have? Is there a PC system? Can you feed an army of Pokémon? How many Poké Balls should the players hacc access to? If you have an Arbok can you get poison from its fangs to coat your blade (probably, that one sounds cool)? Do any of these rules work? Do the stat block work? Armor? Why did I put this much work into something that so few people are going to see? Should I try to do all 151? Should I do more?