

POKÉMON IN 5TH EDITION

HOW TO RUN YOUR OWN POKÉMON ROLE-PLAYING GAME USING EXISTING 5E RULES.

INCLUDING GENERATIONS I, II, & III

Homebrew created by @JOetheDM



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creating this manual.

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IDEAS/CONCERNS/QUESTIONS?

Join our Subreddit (<https://reddit.com/r/Pokémon5e>) or Discord! (<https://discord.gg/DA9gQAa>)

POKÉMON 5E

INTRODUCTORY NOTE

Hello and welcome to Pokémon 5e! My name is Joe and I am the creator of this supplement, general D&D and Pokémon lover, and DM/Host of the "You Meet in a Tavern" D&D podcast.

Pokémon 5e is very different than any other D&D game you have played before. No longer is your PC a powerhouse with a slew of dangerous spells and deadly weapons. You are now a Pokémon trainer – a mortal in control of your Pokémon with an iron fist or a gentle heart. As such, player characters have normal abilities and skills, but your focus is not in hand to hand combat. In fact, trainer vs. trainer and trainer vs. Pokémon fighting is strictly prohibited by laws. Your ability to stay in the game is dependent on the status of the Pokémon in your control. Although the threat of death is still very real, the battling and utility in the game is mostly transferred to your Pokémon.

I set out to create this guide as a way to run a simplified Pokémon RPG using basic rules from an already well-known and popular TTRPG system. Many things in 5th Edition do not transfer well to the Pokémon world we know and love, so do not expect the statistics of Pokémon, effects of moves, etc. to play out exactly as they would in the games. This has been a project full of love for the game, and for the people that play it, and I hope it brings something new and exciting to your table!

I will be continuing to update things in this manual as more people playtest the material, so be sure to keep checking the Changelog at the end of the PDF for the latest updates. If you have any questions about the material, or are looking for tips on how to run it, please take advantage of our communities on Reddit (<https://reddit.com/r/Pokémon5e>) and/or Discord (<https://discord.gg/DA9gQAa>).

Happy Catching!
Joe

NEW TO THIS EDITION!

This third edition of Pokémon 5e contains:

- The addition of all 135 new Generation III Pokémon
- Four new trainer paths to choose from
- New items including a variety of berries with different effects
- Updated PP for all moves to improve move strategy
- Improved stats for most Pokémon, with the addition of more abilities translated to 5e
- Ability points granted at evolution now varies by species.
- Improved learnsets based on familiar progression

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1. CREATING A POKÉMON TRAINER

You want to be the very best – that no-one ever was? Follow these guidelines to create your first Pokémon Trainer! Any existing 5e race from the PHB can be chosen, but players must play the class of Pokémon Trainer.

CLASS FEATURES

The Pokémon Trainer class has the following features:

HIT POINTS

Hit Dice: 1d8 per level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 + your Constitution modifier.

PROFICIENCIES

Armor: None

Weapons: None

Saving Throws: Charisma

Skill Proficiencies: Animal Handling and choose two from Acrobatics, Athletics, Insight, Intimidation, Investigation, Medicine, Nature, Perception, Performance, Persuasion, Sleight of Hand, Stealth, or Survival.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- 5 Pokéballs
- 1 potion
- (a) a dungeoneer's pack or (b) explorer's pack
- Trainer's License
- A Pokédex
- A starter Pokémon
- ₶ 1000 + ₶ 100 x 4d4

TRAINER LICENSE

Only licensed trainers are permitted to capture Pokémon, and this license identifies you as having such authorization. It also allows trainers to gain access to special services at Pokémon centers and to purchase goods at the Poké Mart. Trainers can lose their license for attacking other trainers or their Pokémon, or failing to take care of their own Pokémon.

STARTER POKÉMON

A trainer must begin with any single unevolved Pokémon of Species Rating (SR) 1/2 or lower with the base stats in its stat block. This Pokémon starts with a nature of the player's choice. *See the Pokémon Nature section in Pokémon Care for available natures. A Pokémon by SR list is at the end of this manual as well.*

POKÉDEX

A hand-held computer with an advanced camera and image recognition software. A trainer can use a bonus action to identify a Pokémon within 50 feet using the Pokédex's scanner. Doing so registers the Pokémon on the Pokédex, and reveals the base SR and some brief facts about the species.

THE POKÉMON TRAINER

	Prof	Level Bonus Features	Pokéslots	Max SR
1st	+2	Starter Pokémon, Specialization	3	1/2
2nd	+2	Trainer Path	3	1/2
3rd	+2	Control Upgrade	3	3
4th	+2	Ability Score Improvement	3	3
5th	+3	Trainer Path Feature, Control Upgrade, Pokéslot	4	6
6th	+3		4	6
7th	+3	Specialization	4	6
8th	+3	Ability Score Improvement, Control Upgrade	4	8
9th	+4	Trainer Path Feature	4	8
10th	+4	Trainer's Resolve, Pokéslot	5	8
11th	+4	Control Upgrade	5	10
12th	+4	Ability Score Improvement	5	10
13th	+5	Pokémon Tracker	5	10
14th	+5	Control Upgrade	5	12
15th	+5	Trainer Path Feature, Pokéslot	6	12
16th	+5	Ability Score Improvement	6	12
17th	+6	Control Upgrade	6	14
18th	+6	Specialization	6	14
19th	+6	Ability Score Improvement	6	14
20th	+6	Control Upgrade, Master Trainer	6	15

POKÉSLOTS

A Trainer's Pokéslots are the number of Pokémon a Trainer can carry in their pack. At level 1, a Trainer carries their Starter and has two empty slots. Trainers can carry an additional Pokémon at levels 5, 10, and 15.

POKÉMON CONTROL UPGRADE

Each species of Pokémon is given its own Species Rating (SR). *More on Species Rating can be found on page 13.* The stronger the Pokémon, the more difficult they are to control. The type of Pokémon you can control in the game depends on the level of your character (As seen in the Trainer Level Table above). Without the proper level, a Pokémon with a higher SR than allowed can be caught, but will not leave its Pokéball until the level has been reached. The maximum Pokémon SR that you can control increases at levels 3, 5, 8, 11, 14, 17, and 20.

TRAINER'S RESOLVE

By the time you reach 10th level, you have had your fair share of experience in difficult battles and have emerged victorious and strong. You are now immune to fear, and may choose a second saving throw to become proficient in.

POKÉMON TRACKER

At level 13, you have already spent countless hours in the wild, searching for Pokémon high and low. Once per long rest, you may make a DC 15 WIS check to search for Pokémon in the nearby area. On a success, your DM must tell you what wild Pokémon can be found nearby. On a critical success, a Pokémon of your choice from the DM's list appears in the next encounter.

MASTER TRAINER

At level 20, you have finally achieved the title of Master Trainer, and can now control any Pokémon in the known world. Additionally, your Pokémon are at peak fighting performance. When you or your Pokémon fail a saving throw, you may choose to succeed instead. This feature can be used twice per long rest.

SPECIALIZATIONS

At level 1, players may choose a specialization from the following list, granting them bonuses depending on the type of Pokémon they train. Additional Specializations can be chosen at later levels. Specializations can be stacked for an additional +1 bonus for each time it is chosen.

BIRD KEEPER

You gain proficiency in Perception. Add a +1 bonus to all skill checks made by any of your flying Pokémon.

BUG MANIAC

You gain Proficiency in Nature. Add a +1 bonus to all skill checks made by any of your bug Pokémon.

CAMPER

You gain proficiency in Survival. Add a +1 bonus to all skill checks made by any of your ground Pokémon.

DRAGON TAMER

Increase your Wis by +1. Add a +1 bonus to all skill checks made by any of your dragon Pokémon.

ENGINEER

Increase your Int by +1. Add a +1 bonus to all skill checks made by any of your electric Pokémon.

PYROMANIAC

Increase your Con by +1. Add a +1 bonus to all skill checks made by any of your fire Pokémon.

GARDENER

You gain proficiency in Nature. Add a +1 bonus to all skill checks made by any of your grass Pokémon.

MARTIAL ARTIST

Increase your Str, Con, or Dex by +1. Add a +1 bonus to all skill checks made by any of your fighting Pokémon.

MOUNTAINEER

Increase your Str, Con, or Dex by +1. Add a +1 bonus to all skill checks made by any of your rock Pokémon.

MYSTIC

You gain proficiency in Arcana. Add a +1 bonus to all skill checks made by any of your ghost Pokémon.

STEEL WORKER

Increase your Str or Con by +1. Add a +1 bonus to all skill checks made by any of your steel Pokémon.

PSYCHIC

You gain the ability to use the Telepathy spell once per day, ignoring components. Add a +1 bonus to all skill checks made by any of your psychic Pokémon.

SWIMMER

Gain a swim speed equal to your movement speed. Add a +1 bonus to all skill checks made by any of your water Pokémon.

CHARMER

Increase your Cha by +1. Add a +1 bonus to all skill checks made by any of your fairy Pokémon.

SHADOW

Gain proficiency in the Deception or Stealth skill. Add a +1 bonus to all skill checks made by any of your dark Pokémon.

ALCHEMIST

Gain proficiency in the Medicine or Deception skill. Add a +1 bonus to all skill checks made by any of your poison Pokémon.

TEAM PLAYER

Increase any one of your ability scores by 1. Add a +1 bonus to all skill checks made by any of your normal Pokémon.

ICE SKATER

Gain proficiency in the Performance or Persuasion skill. Add a +1 bonus to all skill checks made by any of your ice Pokémon.

TRAINER PATHS

There are many ways and reasons to train Pokémon, ranging from a desire for adventure to a wish to learn more about them. At the 2nd level, depending on your long term goals, choose one of the following paths:

ACE TRAINER

Your goal is to become one of the strongest trainers in the world, and so you excel in battle. All of your Pokémon gain a +1 bonus to their attack and damage rolls.

BATTLE MASTER:

When you reach level 5, you gain a number of battle dice (d6) equal to 1 + your Wisdom modifier. You may assign these to any of your Pokémon to be added to a single attack or damage roll. You replenish your pool of battle dice at each long rest.

TACTICAL MASTERY:

Certain trainers choose to excel in one area, utilizing it to its fullest potential. When you reach level 9, choose to increase all of your Pokémon's speed by 10, increase their STR by 1, increase their DEX by 1, or increase their CON by 1.

RAPID SWITCHING:

When you reach level 15, you can recall and release Pokémon as a bonus action.

HOBBYIST

You choose to dabble in a variety of skills to take care of your Pokémon as it suits the current situation at hand. Whenever you capture a Pokémon, choose two of its abilities to increase by 1.

VERSATILE:

At level 5, you gain a number of skill dice (d6) equal to 1 + your WIS modifier. You may assign these to any of your Pokémon to be added to a single skill check or saving throw. You replenish your pool of skill dice at each long rest.

MANY FACES:

At level 9, you may select a feature of any of the other trainer paths as long as it requires level 9 or lower.

POKÉBALL CRAFTER:

At level 15, at each long rest, you can gather enough natural materials to craft an Ultra Ball.

POKÉ MENTOR

You have a nurturing touch and a skill for mentoring Pokémon to bring out the best in them. Your TMs can be used twice before breaking.

POKÉCHEF:

You excel at creating meals for your Pokémon, seemingly out of nothing. At level 5, you are frequently prepared with an "Edible Treat" for Pokémon, healing 2d4+2 hit points when given as an action. You can use this feature twice per day.

CHEERLEADER:

At level 9, once per short rest, you may use an action to boost all allied Pokémon with inspiring words. Until your next turn, you may add your CHA modifier to all allied attack rolls OR damage rolls OR AC. In addition, your Pokéchef treat now heals 3d10+6 hit points

LOYAL TO A FAULT:

The care and attention you show to your Pokémon is returned in kind. When you reach level 15, your Pokémon have advantage on saving throws against negative status effects. In addition, your Pokéchef treat now heals 4d12+10 hit points

RESEARCHER

You wish to learn more about Pokémon and the secrets that they hold within. Due to your heightened understanding of your Pokémon, you may increase any skill check your Pokémon makes by your trainer's Wisdom or Intelligence modifier. You must choose which at the time you choose this path.

ANALYST:

A keen mind allows you to discern details about a Pokémon others might overlook. At level 5, you can make a DC 12 Investigation roll as a bonus action to determine a Pokémon's level and identify one of its abilities as determined by the DM.

EVOLUTIONARY EXPERT:

At level 9, your understanding of the secrets behind Pokémon evolution allows you to accelerate the process. The level required for your Pokémon to evolve is reduced by 1. If you have any Pokémon that would be past evolution level when you gain this, you can choose to evolve them now.

PROFESSOR:

At level 15, you are an expert in your field. Once per combat, choose a Pokémon and make a DC 12 INT roll as a bonus action. On a success, you identify all four of its known moves. In addition, you learn that target's weak spots, granting +2 to all attack rolls against the Pokémon.

POKÉMON COLLECTOR

Your fascination with all the different types of Pokémon of the world drives your need to collect them all. You now have expertise in Animal Handling, doubling your proficiency in this skill.

GOTTA CATCH 'EM ALL:

At level 5, once per long rest, you may roll an Animal Handling check with advantage, even if the opponent is not suffering from a negative status effect.

CAREFUL CATCHING:

At level 9, any Pokémon you catch are instantly healed of their status ailments and have full health.

DISCIPLINED STRIKES:

At level 15, you have trained your Pokémon to hold back or unleash power when necessary. When damaging a Pokémon enough to cause it to faint, you can choose to bring it to 1 HP instead.

NURSE

You have a pure heart and a healing spirit. You want the best for your Pokémon, and that involves always keeping them in tip-top shape. When you choose this path, gain proficiency in the Medicine skill. At each long rest or Pokémon center visit, your held Pokémon gain temporary hit points equal to your level.

PURE HEART:

Your kindness radiates to all those around you. You have a pool of healing power that replenishes when you take a long rest. As an action, you can touch a willing creature and restore any number of hit points from this pool. The total pool is equal to your trainer level x 5.

HEALING SPIRIT:

Your healing spirit is transferred to your Pokémon. When you reach level 9, whenever you use a consumable that heals your Pokémon, or your Pokémon uses a healing move, roll the dice twice and take the higher result.

JOY:

You have ascended to an ultimate Pokémon healer. When you reach level 15, once after each long rest, you can spend 1 hour to gain a similar advantage as visiting a Pokémon Center. Up to six Pokémon of your choice are fully healed and cured of all status effects.

TYPE MASTER

You feel drawn to the elements, focusing your skills into a particular type of Pokémon. When you choose this path, increase the STAB of any Pokémon that is the same type as your specialization by +1 at all levels. If you select multiple specializations at later levels, the bonus applies to the new type as well. If your Pokémon is dual-type and you are specialized in both types, the bonus is +2.

DRAWING POWER:

Your Pokémon are trained to draw power from each other. When you reach level 5, as long as half or more of your carried Pokémon are of the same type, Pokémon of that type add 2 to their attack rolls.

STORING POWER:

Even Pokémon that are not of your specialization types can feel the effect you have in battle. When you reach level 9, all of your carried Pokémon have resistance to your specialization types. If a Pokémon was once vulnerable to that type, it now takes the regular amount of damage.

RELEASING POWER:

Your Pokémon are masters of their own types, focusing their energy in every attack they make. When you reach level 15, for types you are specialized in, your Pokémon's STAB can be added to any damaging move of their choosing, even if it is a different type from their own.

COMMANDER

You rule over your Pokémon with an iron fist, demanding respect and forming an unbreakable bond with your team. When you choose this path, your starter's Loyalty increases to "Loyal".

FOLLOW ME:

You have a firm hand, but a trusting presence. When you reach level 5, any new Pokémon you catch get a +1 bonus to Loyalty.

SHOW ME WHAT YOU'VE GOT:

Your confidence and leadership inspire your Pokémon to reach deep inside themselves for unknown power. At level 9, once per short rest, you may choose a Pokémon in battle to activate a single move from one tier above moves that it currently can learn. (For example: A level 4 Bulbasaur can use Sleep Powder - a move only available at level 6 and above.) In the case of Pokémon that are already at the highest level, you may instead treat a known move as a critical if it hits.

WE'RE A TEAM:

Your commanding presence is felt by all ally Pokémon on the battlefield. When you reach level 15, you may use a bonus action to speak a commanding phrase. Until the end of your next turn, all allied Pokémon within 60 feet of you have advantage on their attacks. You may use this feature a number of times equal to 1 + your Charisma modifier. This pool resets at each long rest.

GRUNT

Whether current or aspiring evil team member, your goal is to cast down all goody two shoe trainers and rise up in the ranks! When you choose this path, take an additional specialization.

DARK ARTS

When you reach level 5, you know the ins and outs of what it means to be a part of an evil team! Gain proficiency in either Deception, Stealth, or Sleight of Hand. Once per Pokémon battle, you can impose disadvantage on an opponent's attack roll or saving throw.

SPEED OF LIGHT

You know how to blast off with the best of them. At level 9 gain the "Alert" feat, and increase your Pokémon's move speed by 10.

ADMIN

You have made it to the top ranks, commanding authority over people and Pokémon alike. At

, gain proficiency in Persuasion and increase your control upgrade to the next SR level (at level 17 you can get the final control upgrade.)

2. CATCHING POKÉMON

Catching Pokémon, much like in the original game, is crucial to your success as a Pokémon trainer. There are several rules to follow when catching Pokémon:

- A trainer can hold no more than their Pokéslots allow. If a trainer's Pokéslots are full when a Pokémon is caught, the trainer must choose one Pokémon to send to their PC.
- A Pokéball is destroyed on a failed catch attempt.
- A caught Pokémon retains its level, all status effects, and current HP at the time of the catch.
- It is impossible for a Trainer to catch a Pokémon greater than their current level.
- A caught Pokémon is given the minimum amount of experience for that Pokémon's level to start.
- A fainted Pokémon cannot be caught.
- Catching a Pokémon gives 1/5 the normal XP.

There may be Pokémon in the wild that are friendly and happy to join you in your adventures. For those that need a little more coaxing, the mechanics of catching a Pokémon are much like casting a spell that everyone knows.

THROW POKÉBALL

Casting Time: 1 action

Range: 60 feet

Components: Pokéball

You hurl a Pokéball at a wild Pokémon in attempt to capture it. Make an Animal Handling skill check. You have advantage on the throw if the Pokémon is poisoned, restrained, asleep, burning, confused, paralyzed, or frozen.

The DC to catch a Pokémon is equal to:

10 + Pokémon's Base SR (rounded down) +
Pokémon level + Remaining HP / 10 (rounded down)

Note: Bonuses are added to your throw depending on which type of Pokéball you use. See the item list for the different types of Pokéballs.

FOR EXAMPLE

You are a Level 5 Trainer and want to capture a level 3 Pikachu (Base SR 1/2). The DM knows you have knocked its health down to 15/18, and your Bellsprout has poisoned it. The DM would calculate your DC to capture it as:

Starting value: **10**

+ Pokémon SR: *1/2 rounded down* = **0**

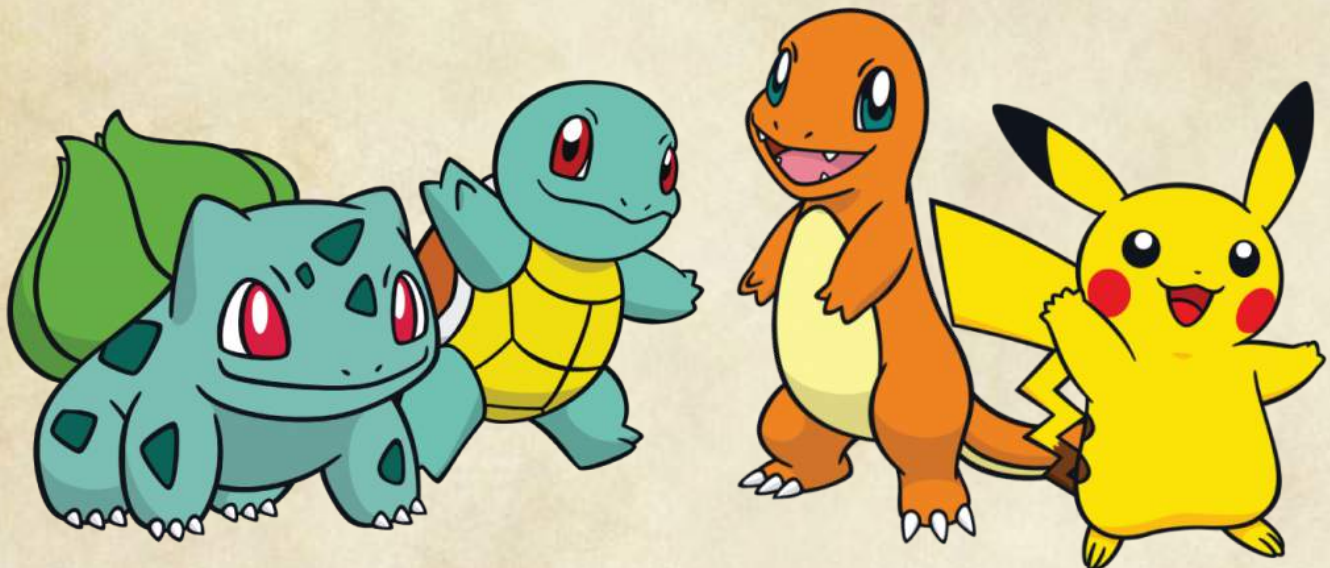
+ Pokémon Level: **3**

+ Current HP / 10: *1.5 rounded down* = **1**

= **14**

You would have to roll a 14 or higher on an Animal Handling check to capture the Pikachu with a regular Pokéball, and have advantage because the Pikachu is poisoned!

Note: It is at the discretion of the DM to reveal any information regarding the DC to capture Pokémon, but the player should at least know whether or not the chance is impossible due to level constraints.



3. POKÉMON CARE

ACTIVE POKÉMON

At all times, a trainer must have an **Active Pokémon**. This Pokémon stays outside their Pokéball and roams around with the trainer to socialize and help with skill checks. In battle, they are the first one to fight until switched out. At the end of battle, they resume status as the Active Pokémon. A trainer can switch out their Active Pokémon at any time, except immediately before entering a battle. If this Pokémon faints, the trainer must choose a new Active Pokémon at that time.

Pokémon, like trainers, are proficient in various skills. Outside of battle, a Pokémon may “help” their trainers, granting advantage on one of the trainer’s skill checks as long as the Pokémon is proficient in that skill.

For example: Ash has chosen Pikachu as his active Pokémon. Pikachu is proficient in Acrobatics and Persuasion. If Ash has to use either of these skills, he is given advantage on the roll.

HEALING

There are three ways to heal your Pokémon.

- Bring them to a Pokécenter.
- Take a long or short rest
- Give them potions or food.

POKÉCENTERS:

Pokécenters are small hospital-like facilities that can heal your Pokémon to full health, status, and recover all PP in less than 30 minutes. Free for those with Trainer Licenses, they can be found across the world in abundance.

RESTS:

Long rests take at least eight hours and refresh all Pokémon health, statuses, and PP.

Short rests can be as little as a half an hour and recover an amount of health equal to the number rolled on a Pokémon’s hit dice. PP is not recovered on short rests, and short rests do not revive fainted Pokémon.

POTIONS/FOOD:

Perishable items can be given to a Pokémon as an action to instantly restore hit points or temporarily increase abilities.



POKÉMON NATURE

Each Pokémon has their own personality - their own wants, needs, likes and dislikes. Taking care of your Pokémon means building a trusting relationship with them and accepting them for who they are. As such, any Pokémon you come into contact with has its own **Nature** that affects their ability scores and sticks with them for their entire life. The following table can be used by the DM to randomly give Pokémon a nature with a roll of a d20. When you choose your starter, you may choose any of the following with their effects.

d20	Nature	Effect
1	Reckless	+2 Strength, -2 Dexterity
2	Rash	+2 Strength, -2 Constitution
3	Brave	+2 Strength, -2 Wisdom
4	Cocky	+2 Strength, -2 Charisma
5	Skittish	+2 Dexterity, -2 Strength
6	Hasty	+2 Dexterity, -2 Constitution
7	Energetic	+2 Dexterity, -2 Charisma
8	Clumsy	+2 Dexterity, -2 Wisdom
9	Apathetic	+2 Constitution, -2 Dexterity
10	Stubborn	+2 Constitution, -2 Wisdom
11	Grumpy	+2 Constitution, -2 Charisma
12	Relaxed	+2 Constitution, -2 Strength
13	Careful	+2 Wisdom, -2 Strength
14	Curious	+2 Wisdom, -2 Constitution
15	Naughty	+2 Wisdom, -2 Charisma
16	Cheerful	+2 Charisma, -2 Strength
17	Sassy	+2 Charisma, -2 Dexterity
18	Dumb	+2 Charisma, -2 Wisdom
19	Hardy	+1 AC, -2 Dexterity
20	Nimble	+ 1 AC, -2 Strength

BONDING

Bonding with your Pokémon is an important part of any trainer’s routine. At each long rest, you have the ability to take special time to bond with your active Pokémon. Bonding with a Pokémon can take the form of practicing, eating together, playing games, or simply just enjoying one another’s company. Bonding with your Pokémon has two main benefits that last until your next long rest:

- The Pokémon gains an additional 10 temporary hit points
- The Pokémon gains 1 point of inspiration

LOYALTY

The bond between a Pokémon and its trainer is not always stable; It can ebb and flow as the two parties interact with one another. In Pokémon 5e, the relationship between a Pokémon and its trainer moves through various level of Loyalty. These levels each have different effects on the ability of a Pokémon, how well they listen to you, and even whether or not certain Pokémon can evolve.

Ultimately, the Loyalty level of a Pokémon is determined by the DM. Examples of raising loyalty may include bonding with a Pokémon multiple times, seeking out snack and foods that the Pokémon enjoys, winning a particularly difficult battle, etc. Lowering loyalty may involve catching a Pokémon in an undeserving way, leaving a Pokémon in the PC for too long, allowing a Pokémon to faint from poison instead of healing it with antidote. The extremes of the loyalty scale should be more difficult to reach than the levels closer to Neutral. Rarely should Pokémon reach -3 or +3 without extreme circumstances.

The following table describes the effects of each Loyalty level:

Level Emotion Effect

-3	Disloyal	Disloyal Pokémon want nothing to do with their trainers. They despise being owned and consciously go against their trainer's wishes at all times. Pokémon at this level add -3 to any saving throw they make. In addition, before activating a move, must roll higher than an 18 on a d20 roll or lose their turn.
-2	Angry	Angry Pokémon genuinely dislike their owners. They are hard to control and go against their trainer's wishes if it does not align with their own. Pokémon at this level add -2 to any saving throw they make. In addition, before activating a move, must roll higher than a 10 on a d20 roll or lose their turn.
-1	Unhappy	An unhappy Pokémon stays with their owner, but would leave if they could. They hold no fondness for being taken care of. Pokémon at this level add -1 to any saving throw they make.
0	Neutral	A neutral Pokémon acts normally with no stat modifiers. It responds to its trainers commands and acts on its own accord outside of combat as an Active Pokémon. Most freshly caught Pokémon begin at this level or lower depending on the circumstances of their catch.
+1	Content	A content Pokémon shows a fondness and respect for their owners. Caught Pokémon very rarely begin at any loyalty level higher than this. Pokémon at this level gain an additional +1 to any saving throw they make.
+2	Pleased	A pleased Pokémon puts great trust in their owners, and enjoys spending quality time with them. Pokémon at this level gain an additional 5 hit points and +2 to any saving throw they make.
+3	Loyal	Pokémon at this level have an incredible bond with their trainers, willing to risk their own life for their trainer's safety. Pokémon at this level gain an additional 10 hit points and +3 to any saving throw they make.



Image by Charmance96 via DeviantArt

4. BATTLING

Being a master of your Pokémon in battle is one of the most important parts of this game. Pokémon have their own set of moves, stats, and levels to gain.

COMBAT

Combat in Pokémon 5e is not much different than what you are used to, with a few exceptions:

- At the start of a battle, you make one initiative roll for both you and your Pokémon using your trainer's initiative bonus.
- Only one Pokémon of yours may be on the battlefield at once.
- Changing out a Pokémon before it has fainted takes up an entire action, but changing out a Pokémon when it faints can be done immediately as a free action. Either way, a new Pokémon cannot be switched out until it has taken a full turn in combat.
- In order to switch out a fainted Pokémon, your trainer must be within 60 feet.
- On your turn, both your trainer and your active Pokémon have a movement up to their speed, but only one of you may take an action/bonus action. A Pokémon Trainer's job on their turn is to assist their Pokémon in battle by interacting with the environment, providing potions or boosts, commanding their Pokémon to attack, or attempting to run away.
- You **MUST** have a Pokémon in the battle at all times. If you have no remaining Pokémon, you lose the battle. A battle loss results in you losing half your total money (rounded up), all carried Pokémon lose 1 level of loyalty, and you must immediately use a revive or find a Pokécenter.
- If a Pokémon runs out of PP for all moves, the only move it can use is **Struggle**.

ATTACKS OF OPPORTUNITY

If a Pokémon leaves the melee range of another without using the Disengage action, or when not returning to a Pokéball, the opponent may use a melee move that has a time of "1 action" immediately as a reaction. The move costs the normal amount of PP.

MOVES/MOVE POWERS

Your Pokémon have several moves to choose from in battle, and can learn more as they advance levels or are given TMs and HMs. Moves in Pokémon 5e work similarly to spells in 5e. Each move has a number of **Power Points (PP)** that determine how many times the move can be used. Refilling PP can be done by resting your Pokémon, or using an item such as Ether.

Each move has a **Move Power** – the focused abilities of that move. Move Powers can be any of the six main abilities, and determine which ability to use for attack, damage, and saving throw DC.

Attack Roll Bonus = Move Power Mod + Proficiency Mod

Damage Bonus = Move Power Mod

Saving Throw DC = 8 + Proficiency Mod + Move Power Mod

TRAINER ACTIONS

In Pokémon battles, a trainer's main job is to interact with the environment, issue commands, and keep their Pokémon in the fight by administering boosts or potions. There are strict laws governing the world of Pokémon and any trainer vs. trainer combat is strictly prohibited, the penalty being the loss of one's Trainer License. As such, trainers may not target other trainers or a trainer's Pokémon in battle. All is fair in wild Pokémon encounters, however. A trainer may assist their Pokémon in battle, or defend against any incoming attacks.

RUNNING AWAY

If trainers get caught up in a fight with wild Pokémon they do not think they can win against, they can attempt a group DEX check as an action on a PC's turn, contested by the DEX ability score of the wild Pokémon involved in the combat. More PCs need to succeed than fail. Tie goes to the runner. In case of a fail, trainers may not attempt to run away again until that PC's next turn (one full round).



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5. POKÉMON & CHARACTER ADVANCEMENT

POKÉMON EXPERIENCE

Experience points (XP) are rewarded to Pokémon for successfully defeating other Pokémon, or given out at the DM's discretion when the players complete a particularly difficult challenge. **Catching a Pokémon also gives experience, but at 1/5 the normal amount.** XP can be distributed to a player's Pokémon in any amount, but only Pokémon that took an action in the fight can be given the rewarded XP. Fainted Pokémon can also be given XP as long as they were in the fight. If two or more people battle against a single Pokémon, the XP given to each player to distribute is determined by the DM. See the Appendix for more information on XP based on SR and Pokémon level.

The following is a table containing the total XP a Pokémon needs at each level to level up:

Level	XP Needed
1st	0
2nd	200
3rd	800
4th	2,000
5th	6,000
6th	12,000
7th	20,000
8th	30,000
9th	44,000
10th	62,000
11th	82,000
12th	104,000
13th	128,000
14th	158,000
15th	194,000
16th	234,000
17th	278,000
18th	326,000
19th	382,000
20th	450,000

NEW MOVE:

Your Pokémon may have new moves that it can learn. All moves at this level or lower can be taught to your Pokémon. Pokémon cannot have more than four moves at a time without the Extra Move Feat. Moves can only be replaced when a Pokémon gains a level, and must be chosen from the Pokémon's current move list at a level at or below their current level.

DAMAGE INCREASE

The damage of each damaging move increases at the acquired level, as shown in the move description.

POKÉMON ADVANCEMENT

When your Pokémon has gained enough experience, it may be able to level up. Level ups for Pokémon happen immediately, and do not require long rests. Just like PCs, Pokémon roll (or take the average of) a hit die (determined in their stat block) and add their CON modifier to determine the increase in HP at each level.

POKÉMON LEVELING

Level	Prof Bonus	Features	STAB
1st	+2		+0
2nd	+2	New Move	+0
3rd	+2	STAB Increase	+1
4th	+2	Ability Score Improvement	+1
5th	+3	Proficiency/Damage Increase	+1
6th	+3	New Move	+1
7th	+3	STAB Increase	+2
8th	+3	Ability Score Improvement	+2
9th	+4	Proficiency Increase	+2
10th	+4	New Move/Damage Increase	+2
11th	+4	STAB Increase	+3
12th	+4	Ability Score Improvement	+3
13th	+5	Proficiency Increase	+3
14th	+5	New Move	+3
15th	+5	STAB Increase	+4
16th	+5	Ability Score Improvement	+4
17th	+6	Proficiency/Damage Increase	+4
18th	+6	New Move	+4
19th	+6	STAB Increase	+5
20th	+6	Ability Score Improvement	+5

ABILITY SCORE IMPROVEMENT:

Your Pokémon can gain two points to spend on increasing their abilities (to a maximum of 20) OR can select a Feature. (See Feats Section)

SAME-TYPE ATTACK BONUS (STAB)

Your Pokémon gains a bonus to damage rolls when it uses an attack move type that is the same as their Pokémon type. The STAB bonus may only be applied once when it comes to moves that hit multiple times, but can be distributed to each hit however you would like. This bonus increases as the Pokémon levels up.

EVOLUTION

Pokémon can evolve into a new form once they hit a certain level as determined in their stat block, or by giving them a certain type of special item. When a Pokémon evolves, the following occurs, in order:

1. It keeps its current ability scores, but gains a number of points to add to these scores, as determined in its stat block (maximum of 20 in any one ability).
2. It gains an HP bonus of double its level.
3. It acquires the hit dice of its evolved form to increase HP this level and for future rolls.
4. It acquires the base AC of its evolved form, all new proficiencies, and vulnerabilities/resistances/immunities.
5. It keeps the known moves it had before evolution, but must learn all future moves from its new move list. *Ex: Pikachu evolving into Raichu at level 10 cannot learn any of Pikachu's level 10 moves.*

Evolution can be delayed at the player's discretion, but once the decision has been made, the Pokémon cannot evolve until gaining an additional level.

CHARACTER ADVANCEMENT

Level ups for trainers happen immediately, and do not require long rests. There are two options a DM can use for player character leveling, neither of which use experience points like Pokémon advancement.

OPTION 1:

The level of a character is determined by total levels of the character's X highest leveled Pokémon, where X is the PC's current number of Pokéslots. The following table can be used as a guideline for PC leveling.

Character Level	Total Pokémon Levels Needed
2nd	3
3rd	6
4th	9
5th	12
6th	20
7th	24
8th	28
9th	32
10th	36
11th	50
12th	55
13th	60
14th	65
15th	70
16th	90
17th	96
18th	102
19th	108
20th	114

FOR EXAMPLE

Ash is currently level 4 and owns four Pokémon at levels 4, 4, 3, and 2. He is only given three Pokéslots at this level, so his total Pokémon levels for the purpose of leveling his PC is the sum of his three highest, $4 + 4 + 3 = 11$. If he were to level one of his level 4 Pokémon to level 5, then he would reach 5th level because his new total would be $5 + 4 + 3 = 12$. Because at 5th level, he receives another Pokéslot, his total for leveling changes to $5 + 4 + 3 + 2 = 14$.

The highest leveled Pokémon a trainer owns do not need to be carried by that trainer in order to level up.

It is important to note that Pokémon captured at a high level are typically not as strong as those caught at a lower level and trained up to that point. Capturing higher leveled Pokémon may be beneficial for player level changes, but a trainer with 3 recently captured Charizards is weaker than a trainer who has cared for 3 Charmanders through their evolutions.

OPTION 2:

The level of the trainer is based upon how many Pokémon the trainer has registered in their Pokédex. Alternatively, the DM can choose to allow trainers to register a Pokémon by reading a certain book, finding an artifact, speaking to a professor, etc. The following table can be used as a reference for levels based on number of Pokémon in a Pokédex.

Character Level	Pokémon Registered
2nd	8
3rd	15
4th	25
5th	35
6th	45
7th	58
8th	75
9th	87
10th	100
11th	110
12th	122
13th	138
14th	154
15th	168
16th	178
17th	186
18th	192
19th	197
20th	200

This option is particularly interesting if a campaign starts at later levels, because players can choose which Pokémon they have seen, with DM approval, leading to interesting backstories.

6. OTHER CHANGES

DEATH SAVING THROWS

There are none for Pokémon. When your Pokémon reaches 0 HP, it faints, and you must replace it with another available Pokémon in your inventory immediately as a free action.

DAMAGE TYPES

Pokémon 5e replaces the standard 5e damage types (bludgeoning, slashing, etc.) with ones more typical to the Pokémon universe. These include fire, water, ice, grass, ground, rock, electric, fighting, ghost, psychic, poison, bug, steel, dark, fairy, and normal.

NEW STATUS EFFECTS

In addition to the previous effects such as grappled, restrained, etc., Pokémon 5e adds or modifies several new status effects.

POISONED:

A poisoned creature has disadvantage on all ability checks and attack rolls, and takes an amount of poison damage equal to its proficiency bonus at the end of each of its turns until it faints or is cured of its poison. (Poison and Steel types are immune to this status condition)

FROZEN:

A frozen creature is grappled and restrained. In combat, it can attempt to break free of the ice with a DC 15 STR save at the end of each of its turns. Outside of combat, the frozen status lasts for one hour. (Ice types are immune to this status condition)

CONFUSED:

A confused creature is affected for three rounds. During this time, it loses its ability to take reactions and moves at half speed. It must roll a d20 at the beginning of each of its turns. On a result of 9 or lower, the creature hurts itself for an amount of damage equal to its proficiency bonus and may not make an attack, but the trainer of a confused Pokémon still may take an action. On a roll of 20, the creature is no longer confused.

BURNING:

A burned creature's attacks deal half their normal damage. In addition, the creature takes an amount of fire damage equal to its proficiency bonus at the beginning of each of its turns until it faints or is cured of its burns. (Fire types are immune to this status condition)

ASLEEP:

A creature that is asleep is incapacitated and restrained for a maximum of three rounds, failing all STR and DEX saves during that time. A sleeping creature can make a DC 12 CON save as a bonus action at the beginning of each of its turns to attempt to wake up.

FLINCHED:

A flinched Pokémon has disadvantage on any attack roll, skill check, or saving throw it makes before the end of its next turn. If it activates a move that requires a saving throw during that time, the target has advantage on the roll.

PARALYZED:

A paralyzed creature has disadvantage on any STR or DEX saving throws, and attacks against it have advantage. At the beginning of each of its turns, roll a d4. On a result of 1, it cannot move, and its turn is over, but the trainer of a paralyzed Pokémon still may take an action. (Electric types are immune to this status condition)

SPECIES RATING (SR)

In Pokémon 5e, each Pokémon is given a "Base Species Rating" (SR). This is different than a typical CR rating in D&D 5e, and does not fall under the traditional encounter building rules. SR is a numerical device that signifies the strength of the species as a whole, regardless of level. For example, a level 10 Pidgey (Base SR 1/8) is not as strong as a level 10 Bulbasaur (Base SR 1/2). This SR gives a guideline to compare Pokémon across species, and puts each Pokémon in a different column for experience rewards.

MOUNTS

The following Pokémon can be mounted and are grouped by their main method of transportation. (Additional mounts or changes to this list may be determined by DM). When you mount an active Pokémon, you take on their walking, swimming, or flying speeds.

BY LAND

Absol, Arcanine, Blastoise, Camerupt, Crawdaunt, Dodrio, Entei, Feraligatr, Girafarig, Golem, Graveler, Groudon, Kangaskhan, Machop, Meganium, Nidoking, Nidoqueen, Ninetales, Onix, Poliwrath, Ponyta, Raikou, Rapidash, Rhydon, Sceptile, Stantler, Steelix, Suicune, Tauros, Typhlosion, Tyranitar, Ursaring, Venusaur, Victreebel

BY AIR

Aerodactyl, Altaria, Articuno, Charizard, Dragonite, Fearow, Flygon, Ho-Oh, Latias, Latios, Lugia, Metagross, Mewtwo, Moltres, Noctowl, Pidgeot, Rayquaza, Salamence, Skarmory, Tropius, Zapdos

BY SEA

Dewgong, Gyarados, Kingdra, Kyogre, Lapras, Mantine, Milotic, Seaking, Tentacruel, Wailord, Swampert

A NOTE ON ARMOR CLASS

A Pokémon's AC is not necessarily tied to their Dexterity. This is intended. AC was assigned with a more formulaic approach, blending each Pokémon's DEF, SP. DEF, and SPEED stats from the core games into a single number on a scale that fits the normal D&D AC range. Think of it as if each Pokémon gets its own unique "Natural Armor". Any ties to Dexterity are purely coincidental.

7. RUNNING A GAME

BUILDING ENCOUNTERS

There will be essentially two types of encounters in Pokémon 5e: Wild Pokémon encounters and Trainer Battles.

WILD POKÉMON:

Wild Pokémon encounters should be treated with caution. As a DM, you have a responsibility to continually introduce your players to new Pokémon of various levels throughout the campaign. Your trainers will want to go out into the wilderness to gain experience fighting as well as catching new Pokémon. Clusters of Pokémon should contain those of high and low levels, and the players should not know what those levels are until they have successfully captured a Pokémon. It is important to remember that Pokémon of higher levels cannot be caught until the trainer has also reached that level, and higher leveled Pokémon help players progress through their levels without having to do much training. As such, capture-focused expeditions should contain several Pokémon of lower levels, while battle-focused encounters should contain high level Pokémon to present a challenge to the player, perhaps even 1 or 2 Pokémon of much higher level than the players.

Experience for wild Pokémon encounters should be given out at the discretion of the DM, based on participation in the fight by each PC, or distributed equally among all players.

TRAINER BATTLES

Often in a campaign, your players will come across other trainers that will want to engage in a Pokémon battle. Combat for these fights are similar to wild Pokémon encounters with the exception that an enemy trainer's Pokémon cannot be caught by any means.

Additionally, Pokémon that belong to an enemy trainer are usually stronger than those found in the wild. When building trainer Pokémon, consider the fact that their Pokémon may have started at level 1 and have gone through an evolution or two with that trainer. Advance the enemy Pokémon just the same as a PC would advance their own Pokémon.

It may be a good idea to give the entire party experience and money for defeating a trainer, in addition to experience gained from each defeated Pokémon.

STARTING PAST LEVEL 1

You may want to start a game with trainers higher than level 1. If this is the case, make sure you follow these additional rules:

- If using Option 1 for character advancement, the total levels of a trainer's Pokémon cannot exceed the minimum level as shown in the experience chart.
- None of the trainer's Pokémon can have a SR above what they can control based on their level.
- One of the trainer's Pokémon must be of a SR ½ or lower as their starter.

WEATHER

Weather plays a large role in Pokémon 5e. Many Pokémon have abilities that are affected by the surrounding weather or terrain. Be sure to implement this into your game as much as possible. Below is an example d100 table you can roll on at the beginning of each day to determine the weather.

Alternatively, it may be fun to determine the weather by what is actually happening outside your game table!

SPRING/SUMMER

d100	Weather
1-30	Bright Sun, Calm
31-40	Bright Sun, Windy
41-70	Cloudy, Calm
71-80	Cloudy, Windy
81-90	Light Drizzle
91-99	Heavy Rain
100	Dangerous Storm

FALL/WINTER

d100	Weather
1-15	Bright Sun, Calm
16-25	Bright Sun, Windy
26-40	Cloudy, Calm
41-50	Cloudy, Windy
51-55	Foggy
56-70	Light Drizzle
71-80	Heavy Rain
81-90	Hail
91-95	Light Snow
96-99	Heavy Snow
100	Blizzard, Dangerous

ABILITIES

Listed on every Pokémon's stat block are 1 to 3 special abilities unique to the species. You may choose to give your players all of the abilities for a species, or for added fun, have them roll for the ability and roll your own for wild Pokémon encounters. This will create even more variety in the Pokémon your players can find! For two abilities, split a d4 into 1-2 and 3-4 for the results. For three abilities, split a d6 into 1-2, 3-4, and 5-6.

EXPERIENCE POINTS

See the Appendix for an example table on rewarding experience for defeating Pokémon based on SR and level.

8. ITEMS

BASIC RESTORATIVES

The following items are given to your Pokémon to restore HP, revive, or cure status ailments. A master trainer is always prepared with a slew of restoratives.

Item	Effect	Cost
Potion	Restores 2d4+2 HP	₱ 200
Super Potion	Restores 3d6+6 HP	₱ 500
Hyper Potion	Restores 4d12+10 HP	₱ 800
Antidote	Cures Poison	₱ 200
Paralyze Heal	Cures Paralysis	₱ 200
Burn Heal	Cures Burn	₱ 200
Ice Heal	Cures Frozen	₱ 200
Awakening	Wakes from sleep	₱ 200
Full Heal	Restores all Status Effects	₱ 450
Revive	Revives fainted Pokémon with 2d4+2 HP	₱ 3,000
Max Revive	Revives fainted Pokémon with 4d12+10 HP	₱ 5,000
Ether	Restores 5 PP to a single move	₱ 500
Max Ether	Restores 5 PP to all moves	₱ 1,800
Elixir	Restores 10 PP to a single move	₱ 900
Max Elixir	Restores 10 PP to all moves	₱ 3,200
Candy Bar	Restores 5 HP	₱ 150
Soda Pop	Restores 10 HP	₱ 275
Berry Juice	Restores 20 HP	₱ 500
Lemonade	Restores 30 HP	₱ 650
MooMoo Milk	Restores 50 HP	₱ 1,200
Energy Powder	Restores 3d6+6 HP. 1/4 chance to lower Loyalty by 1	₱ 300
Energy Root	Restores 4d12+10 HP. 1/4 chance to lower Loyalty by 1	₱ 700
Heal Powder	Restores all negative status effects. 1/4 chance to lower Loyalty by 1	₱ 300
Revival Herb	Revives fainted Pokémon with 4d12+10 HP. 1/4 chance to lower Loyalty by 1	₱ 4,200

POKÉBALLS

The essential inventory item for any Pokémon trainer, the Pokéball allows you to catch wild Pokémon and gives them a place to be safe, warm, and ready for battle.

Item	Effect	Cost
Pokéball	+0 to Capture Rolls	₱ 250
Great Ball	+5 to Capture Rolls	₱ 500
Ultra Ball	+10 to Capture Rolls	₱ 1,000
Hyper Ball	+20 to Capture Rolls	₱ 2,400
Nest Ball	+5 to Capture Rolls against Pokémon level 5 or below	₱ 400
Level Ball	+5 to Capture Rolls if active Pokémon is a higher level than target.	₱ 400
Timer Ball	+1 to Capture Rolls for each round of combat that has passed before throwing. (Max +10)	₱ 600
Luxury Ball	+5 to Capture Rolls. Sets Loyalty level to +1 after catch	₱ 800
Repeat Ball	+10 to Capture Rolls against species already caught by user	₱ 800
Net Ball	+10 to Capture Rolls against Bug or Water type Pokémon	₱ 800
Dive Ball	+10 to Capture Rolls while fishing or underwater	₱ 800
Dusk Ball	+10 to Capture Rolls at night	₱ 800
Moon Ball	+10 to Capture Rolls against Pokémon that evolve with Moon Stone	₱ 800
Heal Ball	+5 to Capture Rolls. Restores caught Pokémon's health and cures all status effects	₱ 1,000
Quick Ball	+15 to Capture Rolls only if used in the first round of combat	₱ 1,000
Love Ball	+15 to Capture Rolls against target that is the same species as your Active Pokémon	₱ 1,300
Heavy Ball	+15 to Capture Rolls against Pokémon of size Medium or bigger.	₱ 1,300
Master Ball	Automatic Success on Capture Roll	Not Sold

EVOLUTIONARY ITEMS

Some Pokémon require particular items to evolve. The following can be found at most major stores:

Item	Effect	Cost
Fire Stone	Evolves Vulpix, Growlithe, and Eevee	₱ 4,000
Leaf Stone	Evolves Gloom, Weepinbell, Exeggcute, and Nuzleaf	₱ 4,000
Moon Stone	Evolves Nidorina, Nidorino, Clefairy, Jigglypuff, and Skitty	₱ 4,000
Thunder Stone	Evolves Pikachu and Eevee	₱ 4,000
Water Stone	Evolves Poliwhirl, Shellder, Eevee, Staryu, and Lombre	₱ 4,000
Sun Stone	Evolves Gloom and Sunkern	₱ 4,000
Dragon Scale	Evolves Seadra	₱ 4,000
Prism Scale	Evolves Feebas	₱ 4,000
Deep Sea Scale/Tooth	Evolves Clamperl	₱ 4,000
King's Rock	Evolves Slowpoke and Poliwhirl	₱ 4,000
Metal Coat	Evolves Onix, Scyther	₱ 4,000
Up-Grade	Evolves Porygon	₱ 4,000

BERRIES AND HELD ITEMS

Pokémon may be given a single item to hold with varying effects. Some effects are triggered by events as an immediate free action, others may have static effects that are always in place. The following is a list of items that can be held and their effects.

BERRIES

Berries are one-time use items that can usually be found in nature and many shops and markets. You can feed them to your Pokémon like other consumables, or you can have your Pokémon hold them for delayed effects that only occur when activated.

Item	Effect	Cost
Cheri Berry	Cures paralysis. Activated when a Pokémon becomes paralyzed	₹ 200
Chesto Berry	Wakes from sleep. Activated when a Pokémon falls asleep	₹ 200
Pecha Berry	Cures poison. Activated when a Pokémon becomes poisoned	₹ 200
Rawst Berry	Cures burn. Activated when a Pokémon is burned	₹ 200
Aspear Berry	Cures freeze. Activated when a Pokémon is frozen	₹ 200
Leppa Berry	Restores 10 PP to a move. Activated when Pokémon runs out of PP for a move.	₹ 500
Oran Berry	Restores 2d4+2 HP. Activated when Pokémon drops below 50% HP.	₹ 200
Lum Berry	Cures any negative status effect. Activated when Pokémon is affected with status.	₹ 400
Persim Berry	Cures confusion. Activated when Pokémon becomes confused.	₹ 200
Sitris Berry	Restores 30 HP. Activated when Pokémon drops below 50% HP.	₹ 800
Pomeg Berry	Permanently lowers Pokémon CON score by 2, but raises Loyalty by 1.	₹ 1,000
Kelpsy Berry	Permanently lowers Pokémon STR score by 2, but raises Loyalty by 1.	₹ 1,000
Qualot Berry	Permanently lowers Pokémon AC by 2, but raises Loyalty by 1.	₹ 1,000
Hondew Berry	Permanently lowers Pokémon DEX score by 2, but raises Loyalty by 1.	₹ 1,000
Grepa Berry	Permanently lowers Pokémon WIS score by 2, but raises Loyalty by 1.	₹ 1,000
Tomato Berry	Permanently lowers Pokémon speed by 10, but raises Loyalty by 1.	₹ 1,000
Occa Berry	Pokémon takes half damage from a fire-type attack. Activates when hit by fire-type move.	₹ 200
Passho Berry	Pokémon takes half damage from a water-type attack. Activates when hit by water-type move.	₹ 200
Wacan Berry	Pokémon takes half damage from an electric-type attack. Activates when hit by electric-type move.	₹ 200
Rindo Berry	Pokémon takes half damage from a grass-type attack. Activates when hit by grass-type move.	₹ 200
Yache Berry	Pokémon takes half damage from an ice-type attack. Activates when hit by ice-type move.	₹ 200
Chople Berry	Pokémon takes half damage from a fighting-type attack. Activates when hit by fighting-type move.	₹ 200
Kebia Berry	Pokémon takes half damage from a poison-type attack. Activates when hit by poison-type move.	₹ 200
Shuca Berry	Pokémon takes half damage from a ground-type attack. Activates when hit by ground-type move.	₹ 200
Coba Berry	Pokémon takes half damage from a flying-type attack. Activates when hit by flying-type move.	₹ 200
Papaya Berry	Pokémon takes half damage from a psychic-type attack. Activates when hit by psychic-type move.	₹ 200
Tanga Berry	Pokémon takes half damage from a bug-type attack. Activates when hit by bug-type move.	₹ 200
Charti Berry	Pokémon takes half damage from a rock-type attack. Activates when hit by rock-type move.	₹ 200
Kasib Berry	Pokémon takes half damage from a ghost-type attack. Activates when hit by ghost-type move.	₹ 200
Haban Berry	Pokémon takes half damage from a dragon-type attack. Activates when hit by dragon-type move.	₹ 200
Colbur Berry	Pokémon takes half damage from a dark-type attack. Activates when hit by dark-type move.	₹ 200
Babiri Berry	Pokémon takes half damage from a steel-type attack. Activates when hit by steel-type move.	₹ 200
Chilin Berry	Pokémon takes half damage from a normal-type attack. Activates when hit by normal-type move.	₹ 200
Roseli Berry	Pokémon takes half damage from a fairy-type attack. Activates when hit by fairy-type move.	₹ 200

OTHER HELD ITEMS

In addition to evolution items and berries, there are other items that can be given to your Pokémon to hold with various effects.

Item	Effect	Cost
Black Belt	Fighting-type moves do an additional 1d4 damage of that type.	₱ 4,400
Black Glasses	Dark-type moves do an additional 1d4 damage of that type.	₱ 4,400
Charcoal	Fire-type moves do an additional 1d4 damage of that type.	₱ 4,400
Deep Sea Scale	While a Clamperl holds this, their AC is increased by 1	₱ 4,000
Deep Sea Tooth	While a Clamperl holds this, their STAB increases by 1	₱ 4,000
Dragon Fang	Dragon-type moves do an additional 1d4 damage of that type.	₱ 4,400
Focus Band	Roll a d20 when suffering from the flinched status. On a 10 or higher, you do not flinch.	₱ 1,000
Hard Stone	Rock-type moves do an additional 1d4 damage of that type.	₱ 4,400
King's Rock	On natural attack rolls of 19 or 20, the target flinches.	₱ 4,000
Leftovers	Restores 1d4 HP to the holder at the end of each of their turns	₱ 2,800
Light Ball	Raises Pikachu's MOVE power modifier by +1	₱ 1,400
Lucky Egg	XP from battle for this Pokémon is increased by 20%	₱ 5,000
Lucky Punch	When held by Chansey, critical hits occur on rolls of 19 and 20.	₱ 1,200
Magnet	Electric-type moves do an additional 1d4 damage of that type.	₱ 4,400
Metal Coat	Steel-type moves do an additional 1d4 damage of that type.	₱ 4,000
Metal Powder	When held by Ditto, its CON score increases by +3	₱ 1,200
Miracle Seed	Grass-type moves do an additional 1d4 damage of that type.	₱ 4,400
Mystic Water	Water-type moves do an additional 1d4 damage of that type.	₱ 4,400
NeverMelt Ice	Ice-type moves do an additional 1d4 damage of that type.	₱ 4,400
Pink Bow	Normal-type moves do an additional 1d4 damage of that type.	₱ 4,400
Poison Barb	Poison-type moves do an additional 1d4 damage of that type.	₱ 4,400
Polkadot Bow	Fairy-type moves do an additional 1d4 damage of that type.	₱ 4,400
Quick Claw	Increase initiative roll by +3 while this Pokémon is active.	₱ 1,000
Scope Lens	Increases Critical Hit range by 1 (20 to 19+, etc.)	₱ 1,500
Sharp Beak	Flying-type moves do an additional 1d4 damage of that type.	₱ 4,400
Silver Powder	Bug-type moves do an additional 1d4 damage of that type.	₱ 4,400
Spell Tag	Ghost-type moves do an additional 1d4 damage of that type.	₱ 4,400
Twisted Spoon	Psychic-type moves do an additional 1d4 damage of that type.	₱ 4,400

X – ITEMS

The following items are boosts that may be used to increase your Pokémon's effectiveness in battle. (Not stackable)

Item	Effect	Cost
X Attack	Adds +2 to attack rolls for 1 minute	₱ 350
X Defense	Adds +2 to AC for 1 minute	₱ 350
X Special	Increases your Move DC by +2 for 1 minute	₱ 350
X Special Defense	Increases saving throws by +2 for 1 minute	₱ 350
X Speed	Increases a speed type by 10 feet for 1 minute	₱ 350
Dire Hit	Critical hits on attacks occur on rolls of 19 and 20 for 1 minute	₱ 400
X Accuracy	Grants advantage on next three attack rolls	₱ 350
Guard Spec	Prevents status ailments for 1 minute	₱ 700

VITAMINS

Vitamins are rare and expensive items that can be used to permanently increase the stats of your Pokémon (to a max of 20).

Item	Effect	Cost
HP Up	Increase maximum HP by the maximum roll of one of your hit dice.	₹ 4,900
Protein	Increase STR by 1	₹ 4,900
Iron	Increase DEX by 1	₹ 4,900
Calcium	Increases CON by 1	₹ 4,900
Zinc	Increase WIS by 1	₹ 4,900
Carbos	Increase CHA by 1	₹ 4,900
PP Up	Increase the max PP of one move by 2 (Max of double original PP)	₹ 8,800

MISCELLANEOUS

Item	Effect	Cost
Pokédex	Used to register Pokémon (See Below)	₹ 10,000
Old Rod	Used to fish for Pokémon (See Below)	₹ 1,000
Good Rod	Used to fish for Pokémon (See Below)	₹ 5,000
Super Rod	Used to fish for Pokémon (See Below)	₹ 15,000
Escape Rope	Use as an automatic success to run away from combat	₹ 150
XP Share	Half of experience from combat can be distributed to carried Pokémon that did not fight in the battle	₹ 7,500

POKÉDEX

A hand-held computer with an advanced camera and image recognition software given to trainers at the start of their journey. A trainer can use a bonus action to register a Pokémon (that hasn't fainted) within 50 feet using the Pokédex's scanner. Doing so registers the Pokémon on the Pokédex, and reveals the base SR and some brief facts about the species.

FISHING RODS

Fishing Rods are used to Fish. They are two-handed items and come in three varieties; Old Rods, Good Rods, and Super Rods. Old Rods cost ₹ 1000, Good Rods cost ₹ 5,000, and Super Rods cost ₹ 15,000. The type of Pokémon you can catch with a fishing rod depends on which rod you use and where you use them. Fishing for a Pokémon takes one hour. The DM may ask for a d100 roll, with rarer Pokémon appearing at a higher result, and an unsuccessful catch at a lower result.

- **Old Rod:** Magikarp
- **Good Rod:** Squirtle, Wartortle, Psyduck, Poliwhag, Poliwhirl, Tentacool, Slowpoke, Seel, Shellder, Krabby, Horsea, Goldeen, Staryu, Magikarp, Omanyte, Kabuto, Totodile, Croconaw, Chinchou, Lanturn, Marill, Azumarill, Wooper, Quagsire, Qwilfish, Corsola, Remoraidd, Octillery, Mudkip, Marshtomp, Lotad, Lombre, Wingull, Surskit, Carvanha, Wailmer, Barboach, Whiscash, Corphish, Crawdaunt, Feebas, Spheal, Clamperl, Luvdisc
- **Super Rod:** Blastoise, Golduck, Poliwrath, Tentacruel, Slowbro, Dewgong, Cloyster, Kingler, Seadra, Seaking, Starmie, Gyarados, Lapras, Vaporeon, Omastar, Kabutops, Feraligatr, Politoed, Slowking, Mantine, Kingdra, Swampert, Ludicolo, Pelipper, Sharpedo, Wailord, Milotic, Sealeo, Walrein, Huntail, Gorebyss, Relicanth

TMs/HMs

The tables below contain a list of moves that can be taught to your Pokémon, even if they do not learn them in their natural progression of leveling. TMs are destroyed after one use, but HMs can be used indefinitely. Note: If a TM move is replaced, it can only be relearned by purchasing another TM. HMs CAN be replaced by other moves.

TMs

TM	Cost	TM	Cost
01 - Focus Punch	₱ 10,800	26 - Earthquake	₱ 8,000
02 - Dragon Claw	₱ 6,000	27 - Return	₱ 5,200
03 - Water Pulse	₱ 5,200	28 - Dig	₱ 6,000
04 - Calm Mind	₱ 5,000	29 - Psychic	₱ 7,200
05 - Roar	₱ 4,000	30 - Shadow Ball	₱ 6,000
06 - Toxic	₱ 8,000	31 - Brick Break	₱ 5,600
07 - Hail	₱ 8,000	32 - Double Team	₱ 5,200
08 - Bulk Up	₱ 6,000	33 - Reflect	₱ 8,000
09 - Bullet Seed	₱ 2,800	34 - Shock Wave	₱ 5,200
10 - Hidden Power	₱ 5,200	35 - Flamethrower	₱ 7,200
11 - Sunny Day	₱ 4,400	36 - Sludge Bomb	₱ 7,200
12 - Taunt	₱ 4,400	37 - Sandstorm	₱ 8,800
13 - Ice Beam	₱ 7,200	38 - Fire Blast	₱ 8,400
14 - Blizzard	₱ 8,400	39 - Rock Tomb	₱ 5,200
15 - Hyper Beam	₱ 10,800	40 - Aerial Ace	₱ 5,200
16 - Light Screen	₱ 4,400	41 - Torment	₱ 6,000
17 - Protect	₱ 8,000	42 - Facade	₱ 5,600
18 - Rain Dance	₱ 4,400	43 - Secret Power	₱ 5,600
19 - Giga Drain	₱ 5,600	44 - Rest	₱ 6,000
20 - Safeguard	₱ 6,000	45 - Attract	₱ 4,000
21 - Frustration	₱ 3,600	46 - Thief	₱ 5,200
22 - Solar Beam	₱ 10,800	47 - Steel Wing	₱ 5,600
23 - Iron Tail	₱ 8,000	48 - Skill Swap	₱ 4,400
24 - Thunderbolt	₱ 7,200	49 - Snatch	₱ 8,000
25 - Thunder	₱ 8,400	50 - Overheat	₱ 10,000

HMs

HM	Cost	HM	Cost
01 - Cut	₱ 4,400	05 - Flash	₱ 6,000
02 - Fly	₱ 7,200	06 - Rock Smash	₱ 4,000
03 - Surf	₱ 7,200	07 - Waterfall	₱ 6,000
04 - Strength	₱ 6,000	08 - Dive	₱ 6,000

9. FEATS

This supplement allows any feature from the 5e PHB to be selected for trainers, as long as it makes sense with the campaign setting you are playing in. In addition, the following D&D 5e features can be selected for Pokémon instead of taking the Ability Score Increase given during the leveling process. *Note: In these feats, wherever it says "melee/ranged weapon", use "melee/ranged attack" instead. Unearthed Arcana Feats marked with (UA).*

5E FEATS FOR POKÉMON

- **Acrobat** (UA)
- **Alert** (initiative bonus applied to trainer while you are the active Pokémon)
- **Athlete**
- **Brawny** (UA)
- **Charger** (When using melee attacks)
- **Durable**
- **Elemental Adept** (Choose one of the Pokémon damage types.)
- **Mobile**
- **Perceptive** (UA)
- **Quick-Fingered** (UA)
- **Resilient**
- **Savage Attacker**
- **Sentinel**
- **Sharp Shooter** (Applies to any ranged attack)
- **Skulker**
- **Stealthy** (UA)
- **Tough**

ADDITIONAL FEATS

The following features (more suitable to this supplement) can also be selected by your Pokémon.

EXTRA MOVE:

Your Pokémon can know five total moves instead of four.

AC UP:

Your Pokémon's AC increases by 1. This bonus is included through a Pokémon's evolutions.

TIRELESS:

Your Pokémon endures hours of rigorous training which keep it in battle longer than the average Pokémon. Gain +1 PP for every move.

TERRAIN ADEPT

Your Pokémon is especially skilled when fighting on a specific terrain. Choose one of the following terrains when selecting this feature. Your Pokémon gains +2 to attack rolls when in this terrain. Terrains: Coastal, Swamp, Forest, Arctic, Desert, Grassland, Hill, Mountain, Underwater.

COMBO MASTER

Your Pokémon is an expert in combining strikes against a foe. When this feature is selected, combo moves that have the ability to hit more than once are guaranteed to hit at least twice. (Fury Swipes, Double Slap, etc.)

SMOOTH FAÇADE

Your Pokémon is hardened, shrugging pain off like it is nothing. When suffering from a negative status ailment other than sleep, your Pokémon gains +3 to their AC.



10. MOVE LIST

The following is a list of all moves a Pokémon can learn during the game, in alphabetical order. The “Move Power” is the ability used for modifiers to the move, or to calculate DC for saving throws. If a Move Power states “Ability 1/Ability 2”, that means that either ability can be used for the move.

ABSORB

Type: Grass

Move Power: STR/DEX

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: Melee

Description: You attempt to absorb some of an enemy's health. Make a melee attack on a Pokémon. On a hit, the Pokémon takes 1d6 + MOVE grass damage. Half the damage done is restored by the user.

Higher Levels: The damage dice roll for this move changes to 1d12 at level 5, 2d8 at level 10, and 4d6 at level 17.

ACID

Type: Poison

Move Power: DEX

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: 30ft Cone

Description: You create a stream of hot acid in a 30 foot cone, centered on you. Pokémon caught in the cone must succeed on a DEX save, taking 1d6 + MOVE poison damage on a fail, and half as much on a success.

Higher Levels: The damage dice roll for this move changes to 1d12 at level 5, 2d8 at level 10, and 4d6 at level 17.

ACID ARMOR

Type: Poison

Move Power: CON

Move Time: 1 action

PP: 10

Duration: 1 minute, Concentration

Range: Self

Description: You are surrounded by a shield of thick acid for the duration. During this time, your AC increases by 2, and any Pokémon that hits you with a melee attack must succeed on a CON save or take 1d6 poison damage.

Higher Levels: The damage dice roll for this move changes to 2d6 at level 10

AERIAL ACE

Type: Flying

Move Power: DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You dive at an opponent with such speed that it is impossible for them to avoid. This move is guaranteed to hit for 1d4 + MOVE flying damage, unless during the invulnerable stage of Fly, Dig, Bounce, Dive, etc. moves.

Higher Levels: The damage dice roll for this move changes to 1d6 at level 5, 1d8 at level 10, and 2d6 at level 17.

AEROBLAST

Type: Flying

Move Power: DEX

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 50ft line

Description: You shoot out a powerful vortex of air that shreds through opponents. Any Pokémon caught in a 50 foot line, 5 feet wide, must make a DEX save against your Move DC, taking 4d4 + MOVE flying damage on a fail, and half as much on a save.

Higher Levels: The damage dice roll for this move changes to 2d12 at level 5, 4d8 at level 10, and 8d6 at level 17.

AGILITY

Type: Psychic

Move Power: None

Move Time: 1 bonus action

PP: 15

Duration: 1 minute

Range: Self

Description: You hone your abilities and feel a surge of speed course through your veins. Increase your movement speed by 20 feet for the duration. Applicable to any movement type the Pokémon has.

AIR CUTTER

Type: Flying

Move Power: DEX

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: 30ft

Description: You create a gust of razor-like wind to slash an opponent. Make a ranged attack against an opponent, doing 1d10 + MOVE flying damage on a hit. This move scores a critical hit on 19 and 20.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 5d4 at level 10, and 4d8 at level 17.

AMNESIA

Type: Psychic

Move Power: None

Move Time: 1 bonus action

PP: 10

Duration: 1 minute

Range: Self

Description: Your mind elevates to a new level of focus. Add +2 to any saving throw you make for the duration, but select one of your moves that is not Amnesia. You forget that move and cannot use it for the duration.

ANCIENT POWER

Type: Rock

Move Power: STR/DEX

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Melee

Description: You lash out with unknown inner power. Make a melee attack roll against a creature, doing 1d10 + MOVE rock damage on a hit. On a natural attack roll of 19 or 20, all of your ability scores go up by 1 while you remain in battle. This move can be stacked for a maximum of +5 to all ability scores.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 5d4 at level 10, and 4d8 at level 17.

ARM THRUST

Type: Fighting

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You unleash a flurry of fists on an opponent. Make a melee attack roll, doing 1d4 + MOVE fighting damage on a hit. After successfully hitting a target, roll a d4. On a result of 3 or 4, you may immediately hit again for an additional 1d4 fighting damage. Continue this process until you fail to roll a 3 or 4 on the d4 roll, up to a maximum of four additional hits.

Higher Levels: The damage dice roll for this move changes to 1d6 at level 5, 1d8 at level 10, and 2d6 at level 17.

AROMATHERAPY

Type: Grass

Move Power: CON

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 10 ft radius

Description: You release a pleasant aroma that empowers your allies. All allies within a ten foot circle, centered on you, are cured of all negative status ailments.

ASSIST

Type: Normal

Move Power: None

Move Time: 1 action

PP: 10

Duration: Varies

Range: Varies

Description: You call upon the help of another active Pokémon in your party. When activating this Move, another player may immediately take an action in place of your turn.

ASTONISH

Type: Ghost

Move Power: DEX/WIS

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 20ft

Description: You startle an opponent with a loud shout. Make a ranged attack roll against an opponent doing 1d6 + MOVE ghost damage on a hit. On a natural attack roll of 15 or more, the opponent flinches.

Higher Levels: The damage dice roll for this move changes to 1d10 at level 5, 2d8 at level 10, and 5d4 at level 17.

ATTRACT

Type: Normal

Move Power: CHA

Move Time: 1 reaction

PP: 5

Duration: Instantaneous

Range: Self

Description: As a reaction, when dealt damage by an attack, you may force an opponent to make a WIS save against your Move DC. On a fail, the creature must roll the damage again and use the lower result.

AURORA BEAM

Type: Ice

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 60ft line

Description: You create a 40 foot line of freezing ice, 5 feet wide. Any creature caught in the line must succeed on a DEX save or take 1d10 + MOVE ice damage and be frozen.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 5d4 at level 10, and 4d8 at level 17.

BARRAGE

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 30ft

Description: Make a ranged attack on a Pokémon, rolling 1d4 on a hit. You attack with a barrage of ranged strikes equal to the number shown. Each projectile deals 1d4 normal damage.

Higher Levels: Each projectile that hits deals 1d6 at level 5, 2d4 at level 10, and 2d6 at level 17.

BARRIER

Type: Psychic

Move Power: None

Move Time: 1 action

PP: 10

Duration: 1 minute, Concentration

Range: Self, 5ft

Description: You create a transparent shield of psychic energy. While active, the barrier grants +2 to AC for you and any companions within 5 feet of you for the duration.

BATON PASS

Type: Normal

Move Power: None

Move Time: 1 bonus action

PP: 20

Duration: Instantaneous

Range: Self

Description: As a bonus action, you may switch a Pokémon out with another Pokémon, passing along all negative status effects or stat changes to the new Pokémon. This includes existing substitutes, critical hit bonuses, AC increases, etc.

BEAT UP

Type: Dark

Move Power: STR

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You use strength in numbers to attack a creature. Make a melee attack on a creature, and an additional attack for each Pokémon you are currently carrying, doing 1d6 + MOVE dark damage on each hit.

BELLY DRUM

Type: Normal

Move Power: None

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Self

Description: You sacrifice health for attack. When using this move, take damage equal to half your maximum, but increase your Strength score by 10 while you remain in battle. After activating this move, you are not affected by potions for the remainder of the encounter.

BIDE

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 50ft

Description: You embrace the damage done to you, waiting for your time to strike. Use your attack action to activate this move, and keep track of all damage done to you before your next turn. On your next turn, you lash out at an enemy with a normal ranged attack, striking them for double the amount of damage you took on a successful hit. At 10th Level, you can choose to hold Bide for a second turn for the chance to add additional damage to the attack.

Higher Levels: You may continue to stockpile damage for 2 turns at level 10 and above.

BIND

Type: Normal

Move Power: STR

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You attempt to grapple a target into submission. Make a melee attack roll. On a hit, the target takes 1d4 + MOVE normal damage and is grappled and restrained. At the beginning of each of its turns, it may attempt to escape with a STR save against your Move DC. While a Pokémon is grappled, you may continue this move, as a bonus action, to do an automatic 1d4 normal damage without having to make an attack roll.

Higher Levels: The damage dice rolls for this move change to 1d6 at level 5, 1d8 at level 10, and 2d6 at level 17.

BITE

Type: Dark

Move Power: STR/DEX

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: Melee

Description: You sink your teeth into an enemy Pokémon.

Make a melee attack roll, doing 1d10 + MOVE dark damage on a successful hit.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 5d4 at level 10, and 4d8 at level 17.

BLAST BURN

Type: Fire

Move Power: STR/DEX

Move Time: 1 action, recharge

PP: 3

Duration: Instantaneous

Range: 50ft

Description: Explosive projectiles rain down upon your opponents in a 10 foot radius. Any creature caught in the blast must succeed on a DEX save against your Move DC or take 3d8 + MOVE fire damage on a fail and half as much on a success. This move saps you of energy, causing you to be unable to attack on your next turn.

Higher Levels: The damage dice roll for this move changes to 5d6 at level 5, 4d12 at level 10, and 8d8 at level 17.

BLAZE KICK

Type: Fire

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: Flames burst from your feet as you deliver a powerful kick. Make a melee attack on an opponent, doing 2d6 + MOVE fire damage on a hit. On a natural attack roll of 18 or more, the target is burned. This move scores a critical hit on 19s and 20s.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 4d6 at level 10, and 6d6 at level 17.

BLIZZARD

Type: Ice

Move Power: STR/DEX

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 120ft

Description: Icy clouds form overhead and pelt the ground with hail and snow, centered on a point you choose within range. Each Pokémon within a 20 foot radius must make a Dexterity saving throw against your Move DC, taking 3d6 + MOVE ice damage on a failed save, or half as much on a successful one.

Higher Levels: The damage dice roll for this move changes to 3d8 at level 5, 6d6 at level 10, and 7d8 at level 17.

BLOCK

Type: Normal

Move Power: DEX

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: 50ft

Description: If an opponent within range attempts to flee or switch out, you may use your reaction to stop it dead in its tracks, keeping this from happening.

BODY SLAM

Type: Normal

Move Power: STR

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You thrust yourself towards an opponent in an attempt to crush them with your physical size. Make a melee attack on a target. On a hit, the target takes 2d6 + MOVE normal damage, and must succeed on a STR saving throw against your Move DC or be knocked prone.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 4d6 at level 10, and 6d6 at level 17.

BONE CLUB

Type: Ground

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You strike a Pokémon with a club of bone, doing 1d10 + MOVE ground damage on a successful hit. If the natural attack roll is 18 or more, the target flinches.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 5d4 at level 10, and 4d8 at level 17.

BONE RUSH

Type: Ground

Move Power: STR

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You rush forward to deliver a series of hard hits against a Pokémon. Make a melee attack roll, doing 1d4 + MOVE ground damage on a hit. After successfully hitting a target, roll a d4. On a result of 3 or 4, you may immediately hit again for an additional 1d4 ground damage. Continue this process until you fail to roll a 3 or 4 on the d4 roll, up to a maximum of four additional hits.

Higher Levels: The damage dice rolls for this move change to 2d4 at level 5, 1d12 at level 10, and 4d4 at level 17.

BONEMERANG

Type: Ground

Move Power: DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 80ft

Description: You throw a boomerang and make two ranged attacks against a target. On each successful hit, do 1d4 + MOVE ground damage.

Higher Levels: The damage dice roll for this move changes to 1d6 at level 5, 2d4 at level 10, and 3d4 at level 17.

BOUNCE

Type: Flying

Move Power: DEX

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 30ft

Description: When you activate this move, you bounce high into the air, disappearing into the Ethereal plane. You may not be targeted by attacks in the Ethereal plane. On your next turn, as an action, you reappear and attempt to slam down on top of an opponent. Make a melee attack roll on an opponent in range, doing 2d6 + MOVE flying damage on a hit. On a natural attack roll of 15 or more, the target is paralyzed.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 4d6 at level 10, and 6d6 at level 17.

BRICK BREAK

Type: Fighting

Move Power: STR

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You strike out with a powerful and focused punch. Make a melee attack roll on an opponent, doing 1d12 + MOVE fighting damage on a hit. On a hit, this move automatically ends an opponent's Light Screen, and bypasses Reflect with no effect.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 2d12 at level 10, and 6d6 at level 17.

BUBBLE

Type: Water

Move Power: DEX

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: 60ft

Description: You shoot a series of quickly moving bubbles at a target. Make three ranged attacks, doing 1d4 water damage on each successful hit.

Higher Levels: The damage dice roll for this move changes to 1d8 at level 5, 2d6 at level 10, and 3d6 at level 17.

BUBBLE BEAM

Type: Water

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 80ft line

Description: You shoot a concentrated stream of bubbles in an 80 foot line, 5 feet wide. Any Pokémon caught in the line must succeed on a DEX save against your Move DC, taking 1d10 + MOVE water damage on a failed save, and half as much on a success.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 5d4 at level 10, and 4d8 at level 17.

BULK UP

Type: Fighting

Move Power: None

Move Time: 1 action

PP: 10

Duration: 1 minute, Concentration

Range: Self

Description: You pump yourself up, increasing your adrenaline. For the next minute, choose to add +1 to your attack rolls OR +1 to AC. This move can be stacked to a maximum of +5 for either choice.

BULLET SEED

Type: Grass

Move Power: DEX

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: 30ft

Description: You fire a series of high-speed seeds at an opponent. Make a ranged attack roll, doing 1d4 + MOVE grass damage on a hit. After successfully hitting a target, roll a d4. On a result of 3 or 4, you may immediately hit again for an additional 1d4 grass damage. Continue this process until you fail to roll a 3 or 4 on the d4 roll, up to a maximum of four additional hits.

Higher Levels: The damage dice roll for this move changes to 2d4 at level 5, 1d12 at level 10, and 4d4 at level 17.

CALM MIND

Type: Psychic

Move Power: None

Move Time: 1 action

PP: 10

Duration: 1 minute, Concentration

Range: Self

Description: You clear your mind of all distractions. For the duration, double your STAB bonus when dealing damage of your type.

CAMOUFLAGE

Type: Normal

Move Power: None

Move Time: 1 action

PP: 10

Duration: 1 minute, Concentration

Range: Self

Description: You blend in with your surroundings, taking on a new type for resistances/vulnerabilities/immunities. The type is dependent on the terrain, and up to the DMs discretion. (Ex: Forest = Grass, Beach = Water, Desert = Ground/Fire, Mountain = Rock, etc.)

CHARGE

Type: Electric

Move Power: None

Move Time: 1 action

PP: 10

Duration: 1 round, Concentration

Range: Self

Description: Electricity surges through your body, charging up for your next attack. Until your next turn, boost your AC by 2. On your next turn, double your STAB bonus when dealing damage of your type.

CHARM

Type: Fairy

Move Power: CHA/WIS

Move Time: 1 action

PP: 10

Duration: 1 minute

Range: 80ft

Description: You attempt to charm an opponent, sharply decreasing its attack. A target you choose in range must make a WIS save against your Move DC. On a fail, the target adds -2 to all attacks against you for the duration.

Higher Levels: The target adds -3 at level 5, -4 at level 10, and -5 at level 17.

CLAMP

Type: Water

Move Power: STR

Move Time: 1 action

PP: 5

Duration: 1 minute

Range: Melee

Description: You clamp down on an enemy Pokémon, attempting to deal damage and keep them in place. Make a melee attack roll. On a hit, the target takes 1d6 + MOVE water damage and is grappled and restrained. At the beginning of each of its turns, it may attempt to pry itself away with a STR save against your Move DC. While a Pokémon is grappled, you may use an action to automatically hit with the move again without spending any additional PP.

Higher Levels: The damage dice roll for this move changes to 1d10 at level 5, 2d8 at level 10, and 5d4 at level 17.

COMET PUNCH

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You strike with a lightning fast punch. Make a melee attack roll, dealing 1d4 + MOVE normal damage on a hit. After successfully hitting a target, roll a d4. On a result of 3 or 4, you may immediately hit again for an additional 1d4 normal damage. Continue this process until you fail to roll a 3 or 4 on the roll, up to a max of four additional hits.

Higher Levels: The damage dice rolls for this move change to 1d6 at level 5, 1d8 at level 10, and 2d6 at level 17.

CONFUSE RAY

Type: Ghost

Move Power: DEX/INT

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 60ft

Description: You release a ray of psychic energy meant to confuse an opponent. Choose a target in range. The target must make an INT saving throw against your Move DC or take 1d4 + MOVE ghost damage and become confused.

Higher Levels: The damage dice roll for this move changes to 1d6 at level 5, 1d8 at level 10, and 2d6 at level 17.

CONFUSION

Type: Psychic

Move Power: INT/WIS

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: 80ft

Description: You attempt to enter the mind of an enemy and cause confusion. Make a ranged attack on a Pokémon in range. On a hit, the target takes 1d8 + MOVE psychic damage. If the natural attack roll is 15 or more, the target becomes confused.

Higher Levels: The damage dice roll for this move changes to 2d6 at level 5, 4d4 at level 10, and 3d10 at level 17.

CONSTRICT

Type: Normal

Move Power: STR

Move Time: 1 action

PP: 20

Duration: Instantaneous

Range: Melee

Description: You wrap yourself around an enemy Pokémon, trying to squeeze the life from them. Make a melee attack roll. On a hit, the target takes 1d4 + MOVE normal damage and is grappled and restrained. At the beginning of each of its turns, it may attempt to escape with a STR save against your Move DC. As long as it is restrained, continue to do 1d4 normal damage as a bonus action on each of your turns without making an attack roll.

Higher Levels: The damage dice rolls for this move change to 2d4 at level 5, 1d12 at level 10, and 4d4 at level 17.

CONVERSION

Type: Normal

Move Power: None

Move Time: 1 bonus action

PP: 15

Duration: Instantaneous

Range: Self

Description: Your Pokémon takes on a new type for resistances/vulnerabilities/immunities, equal to one of the types of a move it currently knows.

CONVERSION 2

Type: Normal

Move Power: None

Move Time: 1 reaction

PP: 5

Duration: Instantaneous

Range: Self

Description: After taking damage from an attack, you may use your reaction to change your Pokémon type to one of your choice that is resistant or immune to the type of move used against you.

COSMIC POWER

Type: Normal

Move Power: WIS

Move Time: 1 action

PP: 10

Duration: 1 minute, Concentration

Range: Self

Description: You call upon a mystic force to come to your aid. For the duration, you have advantage on all saving throws.

COTTON SPORE

Type: Grass

Move Power: DEX/CON

Move Time: 1 action

PP: 20

Duration: 1 minute

Range: 30ft

Description: You unleash spores of thick cotton that covers the opponent. Force a target in range to make a CON save against your Move DC. On a fail, the target's speed is reduced by 10 for the duration. If this reduction in speed causes their speed to be 0, they are restrained for the duration.

COUNTER

Type: Fighting

Move Power: DEX/STR

Move Time: 1 reaction

PP: 10

Duration: Instantaneous

Range: Melee

Description: When you are hit by a melee attack, you can use your reaction to make a melee attack of opportunity against your foe, doing 1d4 + MOVE fighting damage on a successful hit.

Higher Levels: The damage dice roll for this move changes to 1d6 at level 5, 1d8 at level 10, and 2d6 at level 17.

COVET

Type: Normal

Move Power: DEX

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: Melee

Description: You strike out with quick and sticky hands. Make a melee attack roll against an opponent, doing 1d10 + MOVE normal damage on a hit. On a successful attack, you steal the opponents held item if you are not currently holding one.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 5d4 at level 10, and 4d8 at level 17.

CRABHAMMER

Type: Water

Move Power: STR

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You slam down onto an opponent with a heavy claw. Make a melee attack roll on a target, dealing 2d8 + MOVE water damage on a hit. This move scores a critical hit on rolls of 19 or 20.

Higher Levels: The damage dice roll for this move changes to 2d10 at level 5, 3d10 at level 10, and 4d12 at level 17.

CROSS CHOP

Type: Fighting

Move Power: STR/DEX

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Melee

Description: You crush an opponent with a strong sideways strike. Make a melee attack against a target, doing 4d4 + MOVE fighting damage on a hit. Cross Chop results in a critical hit on 19s and 20s.

Higher Levels: The damage dice roll for this move changes to 2d12 at level 5, 4d8 at level 10, and 8d6 at level 17.

CRUNCH

Type: Dark

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You unleash a powerful blow that has a chance to temporarily lower a target's defense. Make a melee attack against a target, doing 2d6 + MOVE dark damage on a hit. On a natural attack roll of 18 or higher, the target's AC is decreased by 1 for the remainder of combat.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 4d6 at level 10, and 6d6 at level 17.

CRUSH CLAW

Type: Normal

Move Power: STR

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You strike out with powerful claws. Make a melee attack roll against an opponent, doing 1d12 + MOVE normal damage on a hit. If the natural attack roll is 15 or more, your next attack on the same target gets an additional +1 to hit.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 2d12 at level 10, and 6d6 at level 17.

CURSE

Type: Ghost

Move Power: WIS/CHA

Move Time: 1 action

PP: 5

Duration: 1 minute, Concentration

Range: 10ft

Description: This Move has a different effect based on your Pokémon type. If you are ghost-type: You attempt to put a curse on an opponent. Force a target in range to make a WIS saving throw against your Move DC. On a fail, the target is cursed. You take 1d6 damage initially and your opponent takes 1d6 ghost damage at the end of each of its turns for the duration. If you are any other type: You place a curse on yourself. For the duration, your STR and CON scores increase by two, but your DEX score decreases by 4.

Higher Levels: The damage dice roll for this move changes to 2d4 at level 5, 1d12 at level 10, and 4d4 at level 17.

CUT

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: Melee

Description: You lash out at an enemy with vine or claw or blade. Make a melee roll on an enemy, doing 1d8 + MOVE on a successful hit.

Higher Levels: The damage dice roll for this move changes to 2d6 at level 5, 4d4 at level 10, and 3d10 at level 17.

DEFENSE CURL

Type: Normal

Move Power: None

Move Time: 1 action

PP: 20

Duration: Instantaneous

Range: Self

Description: You curl up into a tight ball, increasing your defensive stance. Until your next turn, you gain +4 to your AC and have resistance to normal attacks.

DESTINY BOND

Type: Ghost

Move Power: WIS/CHA

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 100ft

Description: You create a dark, internal bond with an opponent. Select a target in range, who must make a WIS save against your Move DC. On a fail, if you faint during the combat, the opponent must take damage equal to twice the damage of the same type that caused you to faint.

DETECT

Type: Fighting

Move Power: None

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: Self

Description: You sense incoming danger and are able to quickly avoid it. When targeted by an attack, you may automatically avoid taking damage on the first instance of this reaction. On future reactions in the same combat, you must roll higher than a 15 on a d20 roll for the reaction to be successful.

DIG

Type: Ground

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 30ft

Description: Your Pokémon burrows underground, disappearing from view before striking from underneath a foe. When you activate this move, you burrow underground and remain there until your next turn. During this time, you cannot be the target of any attack. On your next turn, make a melee attack on a Pokémon in range, doing 2d6 + MOVE ground damage on a successful hit. Flying creatures are unaffected by this attack.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 4d6 at level 10, and 6d6 at level 17.

DISABLE

Type: Normal

Move Power: CHA/WIS

Move Time: 1 action

PP: 10

Duration: 1 minute, Concentration

Range: 60ft

Description: You attempt to disable a Pokémon, hindering its abilities. Choose a target in range. The target must succeed on a WIS saving throw against your Move DC. On a fail, roll a d4. Each of the opponent's moves is numbered 1–4 in alphabetical order. The move corresponding to the number rolled is unable to be activated for one minute. If the target has less than 4 moves, reroll until you get a lower result. If the target has the "Extra Move" feat, use a d6 and reroll on 6s.

DISCHARGE

Type: Electric

Move Power: DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 10ft

Description: You let loose a flare of electricity in a 10 foot circle, centered on you, striking all creatures around you. Creatures in the area must make a DEX saving throw against your Move DC. On a fail, a creature takes 2d6 + MOVE electric damage. If a creature fails the save by more than 5, it is paralyzed.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 4d6 at level 10, and 6d6 at level 17.

DIVE

Type: Water

Move Power: DEX

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 30ft

Description: When you activate this move, you dive down and disappear into the Ethereal plane. You may not be targeted by attacks in the Ethereal plane. On your next turn, as an action, you reappear and attempt to strike an opponent from below. Make a melee attack roll on an opponent in range, doing 2d6 + MOVE water damage on a hit.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 4d6 at level 10, and 6d6 at level 17.

DIZZY PUNCH

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You strike out with a devastating punch. Make a melee attack roll on a target, doing 1d12 + MOVE normal damage on a hit. On a natural attack roll of 18 or more, the target becomes confused. At level 17, a natural attack roll of 17 or more confuses the target.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 2d12 at level 10, and 6d6 at level 17.

DOOM DESIRE

Type: Steel

Move Power: STR

Move Time: 1 action

PP: 3

Duration: 2 turns, Concentration

Range: 30ft

Description: You promise doom upon an opponent. When you activate this move, select a target and make an attack roll. On a hit, at the beginning of the third round after you activate this move, the target takes 2d12 + MOVE damage of no specific type. If the target is switched out, the damage is done to the trainer's current active Pokémon.

Higher Levels: The damage dice roll for this move changes to 3d10 at level 5, 7d6 at level 10, and 8d8 at level 17.

DOUBLE KICK

Type: Fighting

Move Power: STR/DEX

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: Melee

Description: You strike twice with two devastating kicks. Make two melee attack rolls, doing 1d6 + MOVE fighting damage on each successful hit.

Higher Levels: The damage dice rolls for this move changes to 1d8 at level 5, 1d10 at level 10, and 1d12 at level 17.

DOUBLE SLAP

Type: Normal

Move Power: STR/DEX/CHA

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You reach out to slap a Pokémon with quick strikes. Make a melee attack roll, doing 1d4 + MOVE on a hit. After successfully hitting a target, roll a d4. On a result of 3 or 4, you may immediately hit again for an additional 1d4 normal damage. Continue this process until you fail to roll a 3 or 4 on the d4 roll, up to a maximum of four additional hits.

Higher Levels: The damage dice rolls for this move change to 1d6 at level 5, 1d8 at level 10, and 2d6 at level 17.

DOUBLE TEAM

Type: Normal

Move Power: None

Move Time: 1 bonus action

PP: 5

Duration: 1 minute, Concentration

Range: Self

Description: You create a duplicate image of yourself, 5 feet beside you. The image copies every move you make. When an enemy hits you with an attack, roll a d4. On a 3 or 4, the image takes all the damage for you and disappears.

DOUBLE-EDGE

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You commit a massive attack against an opponent. Make a melee attack against a target, doing 2d10 + MOVE normal damage on a hit, but taking a quarter of the total damage (rounded down) in recoil.

Higher Levels: The damage dice roll for this move changes to 3d8 at level 5, 4d10 at level 10, and 7d8 at level 17.

DRAGON BREATH

Type: Dragon

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 40ft cone

Description: You release a powerful breath of energy in a 40 foot cone. All targets caught in the blast must make a DEX save against your Move DC, taking 1d10 + MOVE dragon damage on a fail, and half as much on a save. If an opponent fails the save by 5 or more, it is paralyzed.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 5d4 at level 10, and 4d8 at level 17.

DRAGON CLAW

Type: Dragon

Move Power: STR

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You strike out with a powerful claw attack. Make a melee attack on an opponent, doing 2d6 + MOVE dragon damage on a hit.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 4d6 at level 10, and 6d6 at level 17.

DRAGON DANCE

Type: Dragon

Move Power: None

Move Time: 1 action

PP: 10

Duration: 1 minute, Concentration

Range: Self

Description: You perform a mystical dance, pumping yourself up. For the duration, double your proficiency bonus when making an attack.

DRAGON RAGE

Type: Dragon

Move Power: STR

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 100ft line

Description: You unleash a devastating flow of energy in a 100 foot long line, 5 feet wide. Each creature caught in the blast must make a DEX save against your Move DC, taking $2d10 + \text{MOVE}$ dragon damage on a fail, and half as much on a save.

Higher Levels: The damage dice roll for this move changes to $3d6$ at level 5, $4d10$ at level 10, and $7d8$ at level 17.

DREAM EATER

Type: Psychic

Move Power: WIS

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 30ft

Description: You tap into a sleeping Pokémon's dreams, sucking from its energy pool. Instantly inflict $4d4 + \text{MOVE}$ psychic damage on a sleeping target in range, regaining half as many hitpoints to yourself.

Higher Levels: The damage dice roll for this move changes to $2d12$ at level 5, $4d8$ at level 10, and $8d6$ at level 17.

DRILL PECK

Type: Flying

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You hammer down on an enemy with a peck attack. Make a melee attack roll on a target, doing $2d6 + \text{MOVE}$ on a successful hit. Drill Peck scores a critical hit on 19s and 20s.

Higher Levels: The damage dice roll for this move changes to $2d8$ at level 5, $4d6$ at level 10, and $6d6$ at level 17.

DYNAMIC PUNCH

Type: Fighting

Move Power: STR/DEX

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Melee

Description: You strike out with a twirling punch that confuses your foes. Make a melee attack roll against an opponent, doing $4d4 + \text{MOVE}$ fighting damage on a hit. On a hit, it also becomes confused.

Higher Levels: The damage dice roll for this move changes to $2d12$ at level 5, $4d8$ at level 10, and $8d6$ at level 17.

EARTHQUAKE

Type: Ground

Move Power: STR

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 10ft

Description: You create a tremor in the ground in a 10 foot radius, centered on you. Each creature in the area must succeed on a DEX save against your Move DC, taking $4d4 + \text{MOVE}$ ground damage on a fail and be knocked prone. On a success, they take half as much damage and are not knocked prone. The area becomes difficult terrain. Flying Pokémon are immune to this attack.

Higher Levels: The damage dice roll for this move changes to $2d12$ at level 5, $4d8$ at level 10, and $8d6$ at level 17.

EGG BOMB

Type: Normal

Move Power: DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 60ft

Description: You hurl a hard egg at a creature that explodes on impact. Make a ranged attack on a creature, doing $4d4 + \text{MOVE}$ normal damage on a successful hit.

Higher Levels: The damage dice roll for this move changes to $2d12$ at level 5, $4d8$ at level 10, and $8d6$ at level 17.

EMBER

Type: Fire

Move Power: STR/DEX

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: 60ft

Description: You hurl a ball of flame at an enemy within range. Make a ranged attack, doing $1d6 + \text{Move}$ fire damage on a successful hit. If the natural attack roll is 19 or 20, the target is burnt.

Higher Levels: The damage dice roll for this move changes to $1d12$ at level 5, $2d8$ at level 10, and $4d6$ at level 17.

ENCORE

Type: Normal

Move Power: WIS/CHA

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: 100ft

Description: After being targeted by a move, force an opponent to make a WIS save against your Move DC as a reaction. On a fail, the target can only use the move that targeted you for its next turn. At level 10, the number of turns an opponent must use the move changes to 2. At level 17, it changes to 3.

Higher Levels: The number of turns the opponent must use the move increases to 2 turns at level 10 and 3 turns at level 17.

ENDEAVOR

Type: Normal

Move Power: WIS/CON

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 30ft

Description: When you activate this move, select an opponent in range. The opponent must make a WIS saving throw against your Move DC. On a failure, the target's current HP reduced to be equal to your own. This move cannot be used in the first round of combat.

ENDURE

Type: Normal

Move Power: None

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: Self

Description: When targeted by an attack that would otherwise cause you to faint, you may instead fall to 1HP on the first instance of this reaction. On future reactions in the same combat, you must roll higher than a 15 on a d20 roll for the reaction to be successful.

ERUPTION

Type: Fire

Move Power: STR/DEX

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 15 foot cone

Description: You spew hot magma in a 15 foot cone. Any creature caught in the blast must make a DEX saving throw against your Move DC, taking 3d8 + MOVE fire damage on a failure, or half as much on a success. If you are at full health when activating this move, double your STAB bonus when dealing damage.

Higher Levels: The damage dice roll for this move changes to 5d6 at level 5, 4d12 at level 10, and 8d8 at level 17.

EXPLOSION

Type: Normal

Move Power: STR

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 80ft

Description: You create a sphere of energy that packs a concentrated and devastating explosion. Choose a target within range and roll a d20. On a 20, the explosion goes off and all Pokémon within 5 feet of that point faint. On any other roll, the explosion fails to go off and this move has no effect. If the target's level is 10 more than your own, this move automatically fails.

EXTRASENSORY

Type: Psychic

Move Power: WIS

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 30ft

Description: You create an irritating, damaging sound in the mind of an opponent. Make a ranged attack roll against an opponent in range, doing 2d6 + MOVE psychic damage on a hit. If the natural attack roll is 19 or 20, the target flinches.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 4d6 at level 10, and 6d6 at level 17.

EXTREME SPEED

Type: Normal

Move Power: DEX

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Melee

Description: You rush to attack with incredible speed. At the start of each round of combat, you can declare to go first and use this move, moving your turn order to the top for this round only. No other move may be used. Make a melee attack roll, doing 2d6 + MOVE normal damage on a hit.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 4d6 at level 10, and 6d6 at level 17.

FACADE

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You strike out at an opponent with revenge. Make a melee attack roll against a target, dealing 1d12 + MOVE normal damage on a hit. If you are poisoned, paralyzed, or burned, double the dice for the damage.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 2d12 at level 10, and 6d6 at level 17.

FAKE OUT

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: This move is only usable in the first round of combat. Make a melee attack on an opponent, doing 1d6 + MOVE normal damage on a hit, causing the target to flinch.

Higher Levels: The damage dice roll for this move changes to 1d12 at level 5, 2d8 at level 10, and 4d6 at level 17.

FAKE TEARS

Type: Dark

Move Power: WIS/CHA

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 50ft

Description: You fake an opponent out with superficial tears, lowering their defenses. When activating this move, a target must make a WIS saving throw against your Move DC. On a failure, all attack rolls against the target are given a +5 bonus until the end of your next turn.

FALSE SWIPE

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 20

Duration: Instantaneous

Range: Melee

Description: You swipe at an opponent but hold back power slightly. Make a melee attack against an opponent, doing 1d6 + MOVE on a hit. If this attack would normally cause an opponent to faint, it is reduced to 1HP instead.

Higher Levels: The damage dice roll for this move changes to 1d12 at level 5, 2d8 at level 10, and 4d6 at level 17.

FEATHER DANCE

Type: Dark

Move Power: DEX/CHA

Move Time: 1 action

PP: 10

Duration: 1 minute, Concentration

Range: 50ft

Description: You distract an opponent in range with a beautiful dance. The target must make a WIS saving throw against your Move DC. On a fail, the target cannot add proficiency to its attack rolls for the duration.

FEINT ATTACK

Type: Dark

Move Power: STR/DEX/CHA

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You bring an opponent close and hit it with a sucker punch. Make a melee attack on an opponent, always with advantage, doing 1d10 + MOVE dark damage on a hit.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 5d4 at level 10, and 4d8 at level 17.

FIRE BLAST

Type: Fire

Move Power: STR/DEX

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 40ft

Description: Raging hot flames explode out from you and leap towards two Pokémon in range. Pokémon targeted must succeed on a DEX save against your Move DC, taking 3d6 + MOVE fire damage and becoming burnt on a fail, and half as much on a success without being burned.

Higher Levels: The damage dice roll for this move changes to 3d8 at level 5, 6d6 at level 10, and 7d8 at level 17.

FIRE PUNCH

Type: Fire

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You strike out with fire-infused fists. Make a melee attack roll, doing 2d6 + MOVE normal damage and an additional 1d4 fire damage. On a natural attack roll of 19 or 20, the target is burned.

Higher Levels: The damage dice roll for fire damage increases to 2d4 at level 5, 2d6 at level 10, and 4d6 at level 17.

FIRE SPIN

Type: Fire

Move Power: DEX

Move Time: 1 action

PP: 10

Duration: 3 turns, Concentration

Range: 40ft

Description: You release a series of moving flames that dance around a target. Make a ranged attack roll, doing 1d6 + MOVE fire damage on a hit. As long as you maintain concentration, the target takes an additional 1d6 fire damage at the end of each of its next three turns.

Higher Levels: The damage dice rolls for this move changes to 1d10 at level 5, 2d8 at level 10, and 5d4 at level 17.

FISSURE

Type: Ground

Move Power: STR

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 100ft

Description: You crack open the ground with devastating force. Choose a target in range and roll a d20. On a 20, the target falls into the crack and vanished into the abyss. On any other roll, or if targeting a flying creature, this move has no effect. The area in a 20 foot radius around the target becomes difficult terrain. If the target's level is 10 more than your own, this move automatically fails.

FLAIL

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You flail about with a wild strike that increases in power the more injured you are. Make a melee attack roll against an opponent, doing 1d6 + MOVE normal damage on a hit. If you are below 50% of your maximum health, double the damage. If you are at 10% or below of your maximum health, triple the damage. The multiplier for this attack occurs before the multiplier for resistances or vulnerabilities.

Higher Levels: The damage dice roll for this move changes to 1d10 at level 5, 2d8 at level 10, and 5d4 at level 17.

FLAME WHEEL

Type: Fire

Move Power: STR/DEX

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: 10ft

Description: A wheel of flame explodes out from you in a 10 foot radius. All Pokémon in the area must succeed on a DEX save against your Move DC, taking 1d10 + MOVE fire damage on a fail and half as much on a save. If the user is frozen, this move can still be used, thawing out the Pokémon during the attack

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 5d4 at level 10, and 4d8 at level 17.

FLAMETHROWER

Type: Fire

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 40ft cone

Description: You shoot a concentrated gout of flame in a 40 foot cone. Any Pokémon caught in the cone must succeed on a DEX save against your Move DC, taking 2d8 + MOVE fire damage and being burnt on a failed save, or half damage on a success.

Higher Levels: The damage dice roll for this move changes to 2d10 at level 5, 3d10 at level 10, and 4d12 at level 17.

FLASH

Type: Normal

Move Power: CON

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 20ft

Description: You emit an immense flash of light in a 20 foot radius circle, centered on you. Pokémon in the area must make a CON save against your Move DC. On a fail, they are blinded until the end of their next turn. Outside of combat, this move can be used to light a dim area, much like the "Light" cantrip.

FLATTER

Type: Dark

Move Power: CHA

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 30ft

Description: You send mixed signals to an opponent. Select a target in range. They become confused, but during this confusion, they double their proficiency bonus when making attack rolls.

FLY

Type: Flying

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 50ft

Description: You fly high into the air to prepare for a dive bomb attack. When you activate this move, you flap your wings and disappear into the Ethereal plane above you. You cannot be targeted by attacks while you are in the Ethereal plane. On your next turn, you use your action to reappear and make a diving melee attack on a Pokémon in range, doing 2d8 + MOVE flying damage on a successful hit.

Higher Levels: The damage dice roll for this move changes to 2d10 at level 5, 3d10 at level 10, and 4d12 at level 17.

FOCUS ENERGY

Type: Normal

Move Power: None

Move Time: 1 action

PP: 15

Duration: 1 minute

Range: Self

Description: You sacrifice your action to focus in on the energy inside you. For the duration, increase your critical range by 1 for the duration. (From 20 to 19+, from 19+ to 18+, etc.)

FOCUS PUNCH

Type: Fighting

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: 1 round, Concentration

Range: Melee

Description: When activating this move, you spend your action focusing your next attack. If you keep concentration, as an action on your next turn, make an attack roll against an opponent, doing 3d8 + MOVE fighting damage on a hit.

Higher Levels: The damage dice roll for this move changes to 5d6 at level 5, 4d12 at level 10, and 8d8 at level 17.

FOLLOW ME

Type: Normal

Move Power: None

Move Time: 1 action

PP: 10

Duration: 1 round

Range: 50ft

Description: You entice all enemies to attack you. All ranged and melee attacks by any opponent in range must target you until the beginning of your next turn.

FORESIGHT

Type: Normal

Move Power: WIS

Move Time: 1 action

PP: 20

Duration: 1 minute

Range: 50ft

Description: Force a target in range to make a WIS saving throw against your Move DC. On a fail, add +2 to all attack rolls you make against the opponent for the duration. Regardless of the saving throw, for the remainder of combat, any of your fighting or normal moves can hit a ghost type Pokémon. If you are a ghost type, your ghost moves can now hit normal type Pokémon.

FRENZY PLANT

Type: Grass

Move Power: DEX

Move Time: 1 action, recharge

PP: 3

Duration: Instantaneous

Range: 15 foot circle

Description: You summon a whirlwind of jagged branches and razor sharp leaves that batter all opponents in a 15 foot circle, centered on you. All opponent caught in the flurry must make a DEX saving throw against your Move DC, taking 3d8 + MOVE grass damage on a failure, and half as much on a success. This move saps you of energy, causing you to be unable to attack on your next turn.

Higher Levels: The damage dice roll for this move changes to 5d6 at level 5, 4d12 at level 10, and 8d8 at level 17.

FRUSTRATION

Type: Normal

Move Power: STR

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You lash out at an opponent, venting your frustration at your trainer. Make a melee attack roll against an opponent, doing 1d6 + MOVE on a hit. When you make this attack, add an additional bonus to hit and damage equal to the number of levels you are below zero on the Loyalty Chart.

Higher Levels: The damage dice roll for this move changes to 1d10 at level 5, 2d8 at level 10, and 5d4 at level 17.

FURY ATTACK

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You reach out and unleash relentless strikes against a Pokémon. Make a melee attack roll, doing 1d4 + MOVE on a hit. After successfully hitting a target, roll a d4. On a result of 3 or 4, you may immediately hit again for an additional 1d4 normal damage. Continue this process until you fail to roll a 3 or 4 on the d4 roll, up to a maximum of four additional hits.

Higher Levels: The damage dice rolls for this move change to 1d6 at level 5, 1d8 at level 10, and 2d6 at level 17.

FURY CUTTER

Type: Bug

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You unleash series of cuts against a Pokémon that increase in strength. When you activate this move, make a melee attack on a target in range, doing 1d4 + MOVE bug damage on a hit. If you continue to use this move on consecutive turns, double the dice roll for damage each time you hit. The multiplier maxes out at 8x the original damage. The damage resets after a miss.

Higher Levels: The damage dice roll for this move changes to 1d6 at level 5, 2d4 at level 10, and 2d6 at level 17.

FURY SWIPES

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You reach out and unleash relentless claw attacks against a Pokémon. Make a melee attack roll, doing 1d4 + MOVE on a hit. After successfully hitting a target, roll a d4. On a result of 3 or 4, you may immediately hit again for an additional 1d4 normal damage. Continue this process until you fail to roll a 3 or 4 on the d4 roll, up to a maximum of four additional hits.

Higher Levels: The damage dice roll for this move changes to 1d6 at level 5, 1d8 at level 10, and 2d6 at level 17.

FUTURE SIGHT

Type: Psychic

Move Power: DEX/WIS

Move Time: 1 action

PP: 10

Duration: Instantaneous, 3 rds

Range: 30ft

Description: You save an attack to unleash at a later time.

Make a melee attack roll on an opponent. On a hit, you may attack on this turn, or save it for a future turn of your choice, even if the opponent is switched out for a different Pokémon. You may use the attack as a free action at any time as long as the Pokémon is in range, even if it is not your turn. The damage is equal to 2d10 + MOVE psychic damage.

Higher Levels: The damage dice roll for this move changes to 3d8 at level 5, 4d10 at level 10, and 7d8 at level 17.

GIGA DRAIN

Type: Grass

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 50ft

Description: You attempt to drain the life force of an enemy Pokémon. Make a ranged attack on a target, doing 2d6 + MOVE grass damage on a hit. Half of the damage dealt is restored to the user.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 2d12 at level 10, and 6d6 at level 17.

GLARE

Type: Normal

Move Power: WIS/CHA

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: 100ft

Description: You stare into the depths of a Pokémon's eyes with intense ferocity. The Pokémon must make a WIS saving throw against your Move DC or become paralyzed. A creature that succeeds on this saving throw is unaffected by future attempts during this combat.

GRASS WHISTLE

Type: Grass

Move Power: CON/CHA

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: 30ft

Description: You attempt to put the target to sleep. The target must make a WIS save against your Move DC, falling asleep on a failure.

GROWL

Type: Normal

Move Power: CHA/STR

Move Time: 1 action

PP: 20

Duration: 1 minute

Range: 100ft

Description: You target a Pokémon with an intimidating growl. The Pokémon must make a WIS save against your Move DC. On a fail, it adds -1 to any attack it makes for the duration. This modifier can be stacked if it fails multiple growl saves, up to a maximum of -5.

GROWTH

Type: Normal

Move Power: None

Move Time: 1 action

PP: 20

Duration: 1 minute

Range: 30ft

Description: You increase the size of an ally Pokémon. When you use this move, a Pokémon in range (or you) grows slightly larger, gaining the ability to add a d4 to any attack roll or saving throw for the duration.

Higher Levels: The dice to add increases to 1d6 at level 10.

GRUDGE

Type: Ghost

Move Power: WIS/CHA

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: None

Description: When you take damage from a move that reduces you to zero hit points, you may use your reaction to force the attacker to make a WIS saving throw against your Move DC. On a failure, all PP from the move that caused you to faint is depleted.

GUILLOTINE

Type: Normal

Move Power: STR

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Melee

Description: You are filled with an incredible rage, grabbing the head of an enemy Pokémon in an attempt to squeeze the life from it. Roll a d20. On a 20, you instantly cause the Pokémon to faint. On any other roll, this move has no effect. If the target's level is 10 more than your own, this move automatically fails.

GUST

Type: Flying

Move Power: DEX

Move Time: 1 action

PP: 20

Duration: Instantaneous

Range: 120ft

Description: You create a strong wind that batters enemy Pokémon. Make a ranged attack on a single Pokémon, doing 1d6 + MOVE flying damage on a hit.

Higher Levels: The damage dice roll for this move changes to 1d12 at level 5, 2d8 at level 10, and 4d6 at level 17.

HAIL

Type: Ice

Move Power: DEX

Move Time: 1 action

PP: 3

Duration: 1 minute, Concentration

Range: 50ft

Description: You summon a hail storm that covers the battlefield in a 50 foot circle, centered on you. As long as you hold your concentration, all non-ice type creatures in the area must take 1d6 + MOVE ice damage at the start of each of their turns.

Higher Levels: The damage dice roll for this move changes to 1d10 at level 5, 2d8 at level 10, and 5d4 at level 17.

HARDEN

Type: Normal

Move Power: None

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: Self

Description: You increase your defense, adding +1 to your AC. This effect can be stacked to a maximum of +5 AC. Your AC returns to normal after combat.

HAZE

Type: Ice

Move Power: None

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: 30ft

Description: You create a haze of light snow that washes over the Pokémon in range. Any stat bonuses or modifiers, status effects, shields or other outside forces effecting the stats or abilities of a Pokémon are removed. This includes things like Leech Seed, Reflect, and Light Screen.

HEADBUTT

Type: Normal

Move Power: STR

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You really know how to use your head. Make an attack roll, doing 1d12 + MOVE normal damage on a hit. If the natural attack roll is 18 or more, the target falls prone.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 2d12 at level 10, and 6d6 at level 17.

HEAL BELL

Type: Normal

Move Power: None

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 60ft

Description: You ring a bell that chimes beautifully across the battle field. All active allied Pokémon in range are healed of their negative status effects.

HEAT WAVE

Type: Fire

Move Power: DEX/CON

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 15 foot cone

Description: You exhale a wave of hot breath in a 15 ft. cone.

Creatures caught in the area must make a DEX save against your Move DC, taking 2d8 + MOVE fire damage on failure, or half as much on a success. If the creature fails the save by 5 or more, it is burned.

Higher Levels: The damage dice roll for this move changes to 2d10 at level 5, 3d10 at level 10, and 4d12 at level 17.

HELPING HAND

Type: Normal

Move Power: None

Move Time: 1 bonus action

PP: 5

Duration: Instantaneous

Range: 60ft

Description: You can use a bonus action on your turn to choose one ally other than yourself within 60 feet of you who can hear you. That ally can add a d6 to one ability check, attack roll, or saving throw it makes within the next 10 minutes, before the result of the roll is called by the DM. An ally being helped can only have one d6 available at a time.

Higher Levels: The damage dice roll for this move changes to d8 at level 5, d10 at level 10, and d12 at level 17.

HIDDEN POWER

Type: Normal

Move Power: Any

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 30ft

Description: You unleash a wave of force of unknown power at a Pokémon in range. Make a ranged attack on an opponent, doing 1d10 + MOVE damage of a random type. Roll a d12 to determine which type of damage is dealt.

d12	Type
1	Bug
2	Fighting
3	Fire
4	Flying
5	Grass
6	Ground
7	Electric
8	Ice
9	Psychic
10	Rock
11	Steel
12	Water

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 5d4 at level 10, and 4d8 at level 17.

HIGH JUMP KICK

Type: Fighting

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You leap into the air to deliver a strong kick to the enemy. Make a melee attack against a Pokémon, doing 2d8 + MOVE fighting damage on a hit. On a miss, you take 1 damage.

Higher Levels: The damage dice roll for this move changes to 2d10 at level 5, 3d10 at level 10, and 4d12 at level 17.

HORN ATTACK

Type: Normal

Move Power: STR

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: Melee

Description: You strike at an enemy with your horn. Make a melee attack, doing 1d10 + MOVE on a hit. If you moved 20 feet or more towards an enemy on this turn, force the enemy to make a STR save against your Move DC or be knocked prone.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 5d4 at level 10, and 4d8 at level 17.

HORN DRILL

Type: Normal

Move Power: STR

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Melee

Description: You attempt to drill your horn through an enemy Pokémon with tremendous strength. Roll a d20. On a 20, the Pokémon is impaled and immediately faints. On any other roll, you miss, and this move fails. If the target's level is 10 more than your own, this move automatically fails.

HOWL

Type: Normal

Move Power: None

Move Time: 1 action

PP: 20

Duration: 1 minute

Range: Self

Description: You increase your adrenaline with a menacing howl. For the duration, add +1 to any attack roll you make. This move can be stacked for a maximum of +5.

HYDRO CANNON

Type: Water

Move Power: STR/DEX

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 50 foot line

Description: You fire a powerful stream of high-speed water at opponents in a 50 foot line, 5 feet wide. Any opponent caught in the blast must make a DEX saving throw against your Move DC, taking 3d8 + MOVE water damage on a failure, and half as much on a success. This move saps you of energy, causing you to be unable to attack on your next turn. Pokémon that fail the save also are pushed back 10 feet and fall prone.

Higher Levels: The damage dice roll for this move changes to 5d6 at level 5, 4d12 at level 10, and 8d8 at level 17.

HYDRO PUMP

Type: Water

Move Power: STR/DEX

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 30ft line

Description: You send a surge of powerful water towards enemy Pokémon in an 30 foot line, 5 feet wide. Pokémon caught in the blast must succeed on a DEX save against your Move DC, taking 3d6 + MOVE water damage on a failed save, and half as much on a success.

Higher Levels: The damage dice roll for this move changes to 3d8 at level 5, 6d6 at level 10, and 7d8 at level 17.

HYPER BEAM

Type: Normal

Move Power: STR/DEX

Move Time: 1 action, recharge 1

PP: 3

Duration: Instantaneous

Range: 120ft

Description: You unleash a concentrated beam of pure energy in a 120 foot line. Any creature caught in the line must succeed on a DEX save or take 3d8 + MOVE normal damage on a fail and half as much on a save. The beam is unavailable the next turn and must be recharged before you can use it again.

Higher Levels: The damage dice roll for this move changes to 5d6 at level 5, 4d12 at level 10, and 8d8 at level 17.

HYPER FANG

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You lash out at a Pokémon with a quick fang attack. Make a melee attack roll, doing 2d6 + MOVE normal damage on a hit. Hyper Fang scores a critical hit on 19 and 20. If the natural attack roll is 18 or more, the target flinches.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 4d6 at level 10, and 6d6 at level 17.

HYPER VOICE

Type: Normal

Move Power: DEX/CHA

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 30ft

Description: You release a loud and startling, high-pitched sound that only an opponent can hear. Make a ranged attack roll against an opponent in range, doing 2d8 + MOVE normal damage on a hit.

Higher Levels: The damage dice roll for this move changes to 2d10 at level 5, 3d10 at level 10, and 4d12 at level 17.

HYPNOSIS

Type: Psychic

Move Power: WIS/INT

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 30ft

Description: You attempt to put the target to sleep. The target must make a WIS save against your Move DC, falling asleep on a failure.

ICE BALL

Type: Ice

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 30ft

Description: You summon a rock-hard ball of ice that continues to pummel an opponent. When you activate this move, make a ranged attack on a target in range, doing 1d4 + MOVE ice damage on a hit. If you continue to use this move on consecutive turns, double the dice roll for damage each time you hit. The multiplier maxes out at 8x the original damage. The damage resets after a miss.

Higher Levels: The damage dice roll for this move changes to 1d6 at level 5, 2d4 at level 10, and 2d6 at level 17.

ICE BEAM

Type: Ice

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 120ft

Description: You send a concentrated beam of freezing ice at a single Pokémon in range. Make a ranged attack roll, doing 2d8 + MOVE ice damage on a hit, and forcing the target to make a CON save against your Move DC or become frozen.

Higher Levels: The damage dice roll for this move changes to 2d10 at level 5, 3d10 at level 10, and 4d12 at level 17.

ICE PUNCH

Type: Ice

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You strike out with ice-infused fists. Make a melee attack roll, doing 2d6 + Move normal damage and an additional 1d4 ice damage. On a natural attack roll of 19 or 20, the target is frozen.

Higher Levels: The amount of ice damage for this moves changes to 2d4 at level 5, 2d6 at level 10, and 4d6 at level 17.

ICICLE SPEAR

Type: Ice

Move Power: DEX

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: 20ft

Description: You pummel an opponent in range with multiple sharp shards of ice. Make a ranged attack roll, doing 1d4 + MOVE ice damage on a hit. After successfully hitting a target, roll a d4. On a result of 3 or 4, you may immediately hit again for an additional 1d4 ice damage. Continue this process until you fail to roll a 3 or 4 on the d4 roll, up to a maximum of four additional hits.

Higher Levels: The damage dice roll for this move changes to 2d4 at level 5, 1d12 at level 10, and 4d4 at level 17.

ICY WIND

Type: Ice

Move Power: DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 80ft

Description: You create an icy wind that gusts towards a Pokémon in range. Make a ranged attack against an opponent, doing 1d8 + MOVE on a hit. On a natural attack roll of 18 or more, the target falls prone.

Higher Levels: The damage dice roll for this move changes to 2d6 at level 5, 4d4 at level 10, and 3d10 at level 17.

IMPRISON

Type: Psychic

Move Power: WIS/INT

Move Time: 1 action

PP: 5

Duration: 1 minute, Concentration

Range: 30ft

Description: You create psychic walls within the mind of a target in range. Force the target to make a WIS saving throw against your Move DC. On a failure, the target is unable to use any Move it knows that is the same as yours for the duration.

INGRAIN

Type: Grass

Move Power: CON

Move Time: 1 action

PP: 10

Duration: 3 rounds

Range: Self

Description: You pierce the ground with roots, absorbing natural energy and fixing you in place. At the end of each of your next three turns (including this one), heal yourself for 1d6 + MOVE hit points as a free action. During this time, you may not flee or be switched out.

Higher Levels: The damage dice roll for this move changes to 1d10 at level 5, 2d8 at level 10, and 5d4 at level 17.

IRON DEFENSE

Type: Steel

Move Power: None

Move Time: 1 action

PP: 10

Duration: 1 round

Range: Self

Description: Your body temporarily becomes solid as steel plate. Until your next turn, you gain +6 to your AC and have resistance to all types of damage.

IRON TAIL

Type: Steel

Move Power: STR

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You swing your tail out, attempting to crush an opponent. Make an attack roll on an opponent in range, doing 4d4 + MOVE steel damage on a hit. If the natural attack roll is a 19 or 20, the target's AC is decreased by 1 for the rest of combat.

Higher Levels: The damage dice roll for this move changes to 2d12 at level 5, 4d8 at level 10, and 8d6 at level 17.

JUMP KICK

Type: Fighting

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You leap into the air to deliver a strong kick to the enemy. Make a melee attack against a Pokémon, doing 4d4 + MOVE fighting damage on a hit. On a miss, you take 1 damage.

Higher Levels: The damage dice roll for this move changes to 2d12 at level 5, 4d8 at level 10, and 8d6 at level 17.

KARATE CHOP

Type: Fighting

Move Power: STR/DEX

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: Melee

Description: You extend a hand towards an enemy Pokémon for a savage karate chop. Make a melee Attack roll, doing 1d8 + MOVE normal damage on a hit. Karate Chop scores a critical hit on 19s and 20s.

Higher Levels: The damage dice roll for this move changes to 2d6 at level 5, 4d4 at level 10, and 3d10 at level 17.

KINESIS

Type: Psychic

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: 1 minute

Range: Self

Description: You move with incredible speed. Increase your walking, flying, or swimming speed by 20 if it is greater than 0, and add +2 to AC when targeted by ranged attacks for the duration. This move cannot be stacked.

KNOCK OFF

Type: Dark

Move Power: DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You attempt to rid an opponent of their held item for the rest of battle. Make a melee attack roll against a target. On a hit, deal 1d10 + MOVE dark damage and any held item of the target disappears. The item appears back in the target's inventory when the battle is over.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 5d4 at level 10, and 4d8 at level 17.

LEAF BLADE

Type: Grass

Move Power: DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You attempt to slash an opponent with a sharp leaf. Make a melee attack against a target, dealing 2d8 + MOVE grass damage on a hit. This attack scores a critical on 19 and 20.

Higher Levels: The damage dice roll for this move changes to 2d10 at level 5, 3d10 at level 10, and 4d12 at level 17.

LEECH LIFE

Type: Bug

Move Power: DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You attempt to suck away some of an enemy Pokémon's life force. Make a melee attack roll, doing 2d6 + MOVE on a hit. Half of the damage done is restored to the user.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 4d6 at level 10, and 6d6 at level 17.

LEECH SEED

Type: Grass

Move Power: DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 80ft

Description: You send a seed at a Pokémon in range that implants itself in their hide. Make a ranged attack roll. On a hit, a seed implants into their skin. The target takes 1d4 grass damage at the end of each of its subsequent turns until it faints or is switched out. Half of the damage is restored by the attacker, or any other active Pokémon the trainer has in battle, even if the original attacker faints or is returned to its Pokéball. Only one Pokémon can be seeded by the attacker at a time.

Higher Levels: The damage dice roll for this move changes to 2d4 at level 5, 2d6 at level 10, and 2d8 at level 17.

LEER

Type: Normal

Move Power: WIS/CHA

Move Time: 1 action

PP: 15

Duration: 1 minute

Range: 60ft

Description: You stare down an enemy Pokémon, reducing its will. The Pokémon must make a WIS save against your Move DC. On a fail, allies may add +1 to any attack they target it with for the duration. This modifier can be stacked if it fails multiple leer saves, up to a maximum of +5.

LICK

Type: Ghost

Move Power: WIS/INT

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: Melee

Description: You reach out and lick an enemy Pokémon.

Make a melee attack roll. On a hit, do 1d6 + MOVE ghost damage. On a natural attack roll of 18 or higher, the target becomes paralyzed.

Higher Levels: The damage dice roll for this move changes to 1d10 at level 5, 2d8 at level 10, and 5d4 at level 17.

LIGHT SCREEN

Type: Psychic

Move Power: None

Move Time: 1 action

PP: 15

Duration: 1 minute, Concentration

Range: Self

Description: A shield of light forms in front of you, blocking incoming attacks. For the duration, you have resistance to all fire, grass, ice, water, poison, and ghost type moves. If you were vulnerable to any of these types before activating this move, you take regular damage instead of double.

LOCK-ON

Type: Normal

Move Power: None

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 60ft

Description: You hone in on your target, ready to strike.

When this move is activated, a single attack roll you make next turn is guaranteed to hit. This move does not affect one-shot moves like Fissure, Guillotine, Horn Drill, etc.

LOVELY KISS

Type: Normal

Move Power: CHA/WIS

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 60ft

Description: You blow a kiss to a Pokémon, attempting to put the target to sleep. The target must make a CHA save against your Move DC, falling asleep on a failure.

LOW KICK

Type: Fighting
Move Power: STR/DEX
Move Time: 1 action
PP: 10
Duration: Instantaneous
Range: Melee

Description: You kick out at a Pokémon's lower half, dealing damage and attempting to knock it off balance. Make a melee attack, doing 1d8 + MOVE fighting damage on a hit. The target must make a STR save against your Move DC or be knocked prone. If the natural attack roll is 18 or more, the target flinches.

Higher Levels: The damage dice roll for this move changes to 1d10 at level 5, 2d8 at level 10, and 5d4 at level 17.

LUSTER PURGE

Type: Psychic
Move Power: DEX
Move Time: 1 action
PP: 3
Duration: Instantaneous
Range: 30ft

Description: You create a blinding bright light that damages a target's eyes and may lower their defense. Make a ranged attack against an opponent, dealing 1d12 + MOVE psychic damage on a hit. On a natural attack roll of 18 or more, any attack against this target has advantage until the end of your next turn.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 2d12 at level 10, and 6d6 at level 17.

MACH PUNCH

Type: Fighting
Move Power: STR/DEX
Move Time: 1 action
PP: 15
Duration: Instantaneous
Range: 30ft

Description: You rush forward to punch with incredible speed. At the start of each round of combat, you can declare to go first and use this move, moving your turn order to the top for this round only. No other move may be used. Make a melee attack roll, doing 1d6 + MOVE normal damage on a hit

Higher Levels: The damage dice roll for this move changes to 1d12 at level 5, 2d8 at level 10, and 4d6 at level 17.

MAGIC COAT

Type: Psychic
Move Power: WIS/CON
Move Time: 1 reaction
PP: 3
Duration: Instantaneous
Range: 50ft

Description: A flash of magical energy forms between you and an opponent, reflecting negative energy back at an attacker. When an attack from an opponent causes you to suffer from a negative status condition, they are also affected by the same condition.

MAGICAL LEAF

Type: Grass
Move Power: DEX
Move Time: 1 bonus action
PP: 3
Duration: Instantaneous
Range: Melee

Description: Your grass attacks are imbued with a magical energy. When used in combination with a grass move with a Move Time of 1 action, increase the damage by an amount equal to your DEX bonus. This Move does damage even if the main attack misses.

MAGNITUDE

Type: Ground
Move Power: STR
Move Time: 1 action
PP: 5
Duration: Instantaneous
Range: 15ft radius

Description: You shake the ground with an earth-shattering quake. All Pokémon in range must make a DEX save against your Move DC, taking half damage on a success and full damage on a fail. Roll a d100 on the table below to determine damage.

d100	Damage
01-05	1d4+MOVE
06-15	1d8+MOVE
16-35	1d10+MOVE
36-65	1d12+MOVE
66-85	2d6+MOVE
86-95	2d8+MOVE
96-100	2d12+MOVE

Higher Levels: For damage rolls, use 2x Dice at level 5, 3x Dice at level 10, and 4x Dice at level 17.

MEAN LOOK

Type: Normal
Move Power: STR/CHA
Move Time: 1 action
PP: 3
Duration: Instantaneous
Range: 50ft

Description: You flash an intimidating look at a Pokémon, attempting to freeze them in fear. Force a target in range to make a WIS save against your Move DC. On a fail, the target cannot flee or be switched out for 3 rounds.

MEDITATE

Type: Psychic
Move Power: None
Move Time: 1 action
PP: 20
Duration: 1 minute, Concentration
Range: Self

Description: You become one with your inner self. For the duration, double your proficiency bonus when it comes to attack rolls and saving throws. This move cannot be stacked.

MEGA DRAIN

Type: Grass

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 50ft

Description: You attempt to drain the life force of an enemy Pokémon. Make a ranged attack on a target, doing 1d12 + MOVE grass damage on a hit. Half of the damage dealt is restored to the user.

Higher Levels: The damage dice roll for this move changes to 1d12 at level 5, 2d8 at level 10, and 4d6 at level 17.

MEGA KICK

Type: Normal

Move Power: STR

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You strike out with a hard kick. Make a melee attack against a target, doing 2d10 + MOVE normal damage on a hit.

Higher Levels: The damage dice roll for this move changes to 3d8 at level 5, 4d10 at level 10, and 7d8 at level 17.

MEGA PUNCH

Type: Normal

Move Power: STR

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: Melee

Description: You strike out with a hard punch. Make a melee attack against a target, doing 2d6 + MOVE normal damage on a hit.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 4d6 at level 10, and 6d6 at level 17.

MEGAHORN

Type: Bug

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You charge an opponent for a devastating horn attack. Make a melee attack roll, doing 2d10 + MOVE bug damage on a hit. If the user moves at least 20 feet towards a target before using this move, the target is forced to make a STR save against your Move DC or be knocked prone.

Higher Levels: The damage dice roll for this move changes to 3d8 at level 5, 4d10 at level 10, and 7d8 at level 17.

MEMENTO

Type: Dark

Move Power: None

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Melee

Description: You sacrifice your life force to leave a lasting mark on an enemy. When you activate this move, you touch an opponent and drop to 0 hit points. As a result, the opponent is incapacitated for 2 rounds. All attacks against it have advantage, it automatically fails all STR and DEX saving throws, and it cannot attack, move, flee, or be switched out.

METAL CLAW

Type: Steel

Move Power: STR

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You strike out with sharp claws. Make a melee attack roll against an opponent, doing 1d8 + MOVE steel damage on a hit. If the natural attack roll is 19 or 20, your next attack gets an additional +1 to hit.

Higher Levels: The damage dice roll for this move changes to 2d6 at level 5, 4d4 at level 10, and 3d10 at level 17.

METAL SOUND

Type: Steel

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 50ft

Description: You emit an ear-shattering high pitched sound that only your target can hear, leaving them in a defenseless state. When activating this move, a target must make a CON saving throw against your Move DC. On a failure, all attack rolls against the target are given a +5 bonus until the end of your next turn.

METEOR MASH

Type: Steel

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You smash an opponent with a fist as fast as a meteor strike. Make a melee attack against an opponent, doing 2d8 + MOVE steel damage on a hit. If the natural attack roll is 18 or higher, your next attack has advantage.

Higher Levels: The damage dice roll for this move changes to 2d10 at level 5, 3d10 at level 10, and 4d12 at level 17.

METRONOME

Type: Normal

Move Power: Varies

Move Time: 1 action

PP: 5

Duration: Varies

Range: Varies

Description: You summon a move at random to inflict against the enemy. When you use this move, roll a d100 and divide by 2 (rounding down). The resulting number is the TM number for the move you make. If the move is unable to be completed because of positioning, range, etc., Metronome fails.

MILK DRINK

Type: Normal

Move Power: CON

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 10ft

Description: You create a tasty drink that heals your or an ally's wounds. The recipient gains 2d6 + MOVE hitpoints.

Higher Levels: The dice roll for this moves changes to 3d6 at level 5, 5d6 at level 10, and 8d6 at level 17.

MIMIC

Type: Normal

Move Power: None

Move Time: 1 action

PP: 5

Duration: 1 minute, Concentration

Range: 120ft

Description: You copy another Pokémon's movements, learning its ways in battle. When used, this move is temporarily replaced by your choice of one of the target's moves. The target can be an ally. After one PP is subtracted to use this move, the replacement move will retain Mimic's remaining PP. The user can select any of the target's moves to copy for the duration.

MIND READER

Type: Normal

Move Power: None

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Self

Description: You sense the motives and moves of a Pokémon in range. When this move is activated, a single attack roll you make against the target next turn is guaranteed to hit. This move does not affect one-shot moves like Fissure, Guillotine, Horn Drill, etc.

MINIMIZE

Type: Normal

Move Power: None

Move Time: 1 action

PP: 5

Duration: 1 minute, Concentration

Range: Self

Description: You appear smaller to enemy Pokémon, increasing your evasion. For the duration, you gain an additional +2 to your AC.

MIRROR COAT

Type: Psychic

Move Power: CON/WIS

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: 40ft

Description: When hit by a ranged attack, you can attempt to decrease the damage and send some back at the attacker. Using this reaction, the damage is decreased by 1d6 + MOVE. If this causes the damage to fall below zero, the attack is deflected, and you may make a ranged attack roll to send it back at the attacker for the same amount of psychic type damage.

Higher Levels: The damage dice roll for this move changes to 2d4 at level 5, 1d12 at level 10, and 4d4 at level 17.

MIRROR MOVE

Type: Flying

Move Power: DEX/WIS

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 50ft, Move varies

Description: You perform the same move made by a chosen target after your last turn, using your own statistics for bonuses and Move saves if applicable.

MIST

Type: Ice

Move Power: None

Move Time: 1 action

PP: 15

Duration: 1 minute

Range: 30ft

Description: A light mist surrounds a target, offering a protective barrier. The target is immune to negative stat effects or modifier changes for the duration, but any current effects are still in place.

MIST BALL

Type: Psychic

Move Power: STR/DEX

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 50ft

Description: You fire an explosive ball of damaging mist at an opponent in range. Make a ranged attack against a target, doing 1d12 + MOVE psychic damage on a hit. If the natural attack roll is higher than 10, the opponent has disadvantage on its next attack.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 2d12 at level 10, and 6d6 at level 17.

MOONLIGHT

Type: Fairy

Move Power: WIS/CHA

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Self

Description: A ray of moonlight shines upon you, basking you in healing light. The user gains 2d6 + MOVE hitpoints.

Higher Levels: The dice roll for healing changes to 3d6 at level 5, 5d6 at level 10, and 8d6 at level 17.

MORNING SUN

Type: Normal

Move Power: WIS/CHA

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Self

Description: A ray of sunlight shines upon you, basking you in healing light. The user gains 2d6 + MOVE hit points.

Higher Levels: The damage dice roll for this move changes to 3d6 at level 5, 4d6 at level 10, and 5d6 at level 17.

MUD SHOT

Type: Ground

Move Power: DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 20ft

Description: You fire a glob of mud at an opponent, dealing damage with a change to hinder your opponent's movement. Make a ranged attack against an opponent in range, dealing 1d8 + MOVE ground damage on a hit. If the natural attack roll is higher than 15, the opponent has disadvantage on its next attack.

Higher Levels: The damage dice roll for this move changes to 2d6 at level 5, 4d4 at level 10, and 3d10 at level 17.

MUD SPORT

Type: Ground

Move Power: None

Move Time: 1 action

PP: 10

Duration: 1 minute

Range: 5ft

Description: You cover yourself and all allies around you with thick mud, reducing the amount of electric damage taken for anyone affected. For the duration, you and any ally in range (when you initially activated this move) have resistance to electric-type attacks. If you were already resistant, you are now immune. If you were vulnerable, you now take normal damage. If you are immune to electric-type moves already, nothing happens.

MUD-SLAP

Type: Ground

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 100ft

Description: You hurl mud at an enemy Pokémon. Make a ranged attack roll, doing 1d4 + MOVE ground damage on a hit.

Higher Levels: The damage dice roll for this move changes to 2d4 at level 5, 1d12 at level 10, and 4d4 at level 17.

MUDDY WATER

Type: Water

Move Power: DEX/CON

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 30ft

Description: You fire a stream of muddy water at an opponent in range. Make a ranged attack against an opponent, dealing 2d8 + MOVE water damage. If the natural attack roll is 15 or higher, the opponent has disadvantage on its next attack.

Higher Levels: The damage dice roll for this move changes to 2d10 at level 5, 3d10 at level 10, and 4d12 at level 17.

NATURE POWER

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Varies

Range: Varies

Description: You call upon the powers of nature nearby and activate a move based on the terrain. The DM gets final say on what move you activate, but here are example terrain types:

Terrain	Move
Cities/Roads/Buildings	Swift
Sandy areas	Earthquake
Volcanos/Lava areas	Fire Blast
Caves, Dark areas	Shadow Ball
Rocky terrain, Mountains	Rock Slide
Fields, Plains	Stun Spore
Forests, Tall Grasslands	Razor Leaf
Ponds/Swamps	Bubblebeam
At sea	Surf
Underwater	Hydro Pump

NEEDLE ARM

Type: Grass

Move Power: DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: Your arms turn to jagged, thorny needles as you strike a foe. Make a melee attack on an opponent, dealing $1d10 + \text{MOVE}$ grass damage on a hit. If the natural attack roll is a 15 or more, the opponent flinches.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 5d4 at level 10, and 4d8 at level 17.

NIGHT SHADE

Type: Ghost

Move Power: WIS/INT

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 60ft

Description: You hit an enemy with a necrotic wave of dark energy. Make a ranged attack against a target. On a hit, the damage is equal to $1d6 + \text{the user's level}$.

Higher Levels: The damage dice roll for this move changes to $2d4 + \text{Level}$ at level 5, $1d12 + \text{Level}$ at level 10, and $4d4 + \text{Level}$ at level 17.

NIGHTMARE

Type: Ghost

Move Power: WIS/CHA

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 60ft

Description: Only effective against sleeping Pokémon, you instill a nightmare in their dreams, inflicting $3d6 + \text{MOVE}$ ghost damage automatically.

Higher Levels: The damage dice roll for this move changes to 4d6 at level 5, 5d6 at level 10, and 6d6 at level 17.

OCTAZOOKA

Type: Water

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 30ft

Description: You send a blast of ink towards your opponents. Make a ranged attack roll, doing $1d10 + \text{MOVE}$ water damage on a hit. If the natural attack roll is 18 or more, the target must add -1 to attack rolls for the remainder of this combat.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 5d4 at level 10, and 4d8 at level 17.

ODOR SLEUTH

Type: Normal

Move Power: None

Move Time: 1 action

PP: 3

Duration: 1 minute, Concentration

Range: 30ft

Description: When you activate this move, choose a target in range. For the duration, the target cannot activate any move that would increase its AC. If it has already activated such a move, the effect ends immediately. In addition, for the duration, no Pokémon in range has immunity to your Ghost, Normal, or Fighting-type moves.

OUTRAGE

Type: Dragon

Move Power: STR

Move Time: 1 action

PP: 3

Duration: 3 rounds, Concentration

Range:

Description: You go into a rampage, doing several attacks without control for three rounds. Make a melee attack roll each round, doing $1d6 + \text{MOVE}$ dragon damage on a hit the first round, $2d6 + \text{MOVE}$ dragon damage on a hit the second round, and $4d6 + \text{MOVE}$ dragon damage on a hit the third round. At the end of the third attack, you become confused. This attack stops if concentration is broken or the user is frozen or paralyzed.

Higher Levels: The dice used for this move changes to a d8 at level 5, a d10 at level 10, and a d12 at level 17.

OVERHEAT

Type: Fire

Move Power: STR/CON

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 15ft

Description: With a roar, flames burst from your body in a 15 foot circle, centered on you. Any creature in range must roll a DEX saving throw against your Move DC, taking $5d4 + \text{MOVE}$ fire damage on a failure, or half as much on a success. The power of the move exhausts you, and your next attack is done at disadvantage. If your next attack requires an opponent saving throw, they have advantage.

Higher Levels: The damage dice roll for this move changes to 3d10 at level 5, 5d8 at level 10, and 8d8 at level 17.

PAIN SPLIT

Type: Normal

Move Power: CON/CHA

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 30ft

Description: You split pain from your injuries with your attacker. Target a Pokémon in range, forcing them to make a CON save against your Move DC. On a fail, both you and your attacker change your current health points to the average of the two. If this causes either Pokémon to go above maximum health, they take their maximum health instead.

PAY DAY

Type: Normal

Move Power: STR/DEX/CHA

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You strike a Pokémon, causing it to shake out its purse. Make a melee attack on a Pokémon, doing 1d6 + MOVE on a hit. In addition, 5x the user's level in cash is scattered on the floor until the end of combat. This feature can only happen once per Pokémon per combat.

Higher Levels: The damage dice roll for this move changes to 1d12 at level 5, 2d8 at level 10, and 4d6 at level 17.

PECK

Type: Flying

Move Power: STR/DEX

Move Time: 1 action

PP: 20

Duration: Instantaneous

Range: Melee

Description: You hammer down on an enemy with a peck attack. Make a melee attack roll on a target, doing 1d6 + MOVE flying damage on a successful hit.

Higher Levels: The damage dice roll for this move changes to 1d10 at level 5, 2d8 at level 10, and 5d4 at level 17.

PERISH SONG

Type: Normal

Move Power: CHA

Move Time: 1 action

PP: 3

Duration: 3 rounds

Range: 80ft

Description: You perform a song with devastating consequences to Pokémon that hear it. All Pokémon in range (including you) must make a CON saving throw against your Move DC. For any that fail, they faint in 3 rounds, on their turn, unless switched out by their trainer before the end of the three rounds.

PETAL DANCE

Type: Grass

Move Power: DEX/CHA

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 80ft

Description: You dance around, releasing a flurry of sharp leaf attacks against a Pokémon in range. Make a ranged attack roll, dealing 1d10 + MOVE grass damage on a hit. On the following turn, you may choose to use this action again to hit automatically, but if you do, you become confused at the end of your turn.

Higher Levels: The damage dice rolls for this move change to 2d6 at level 5, 3d6 at level 10, and 4d6 at level 17.

PIN MISSILE

Type: Bug

Move Power: DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 60ft

Description: You strike a Pokémon with sharp projectiles in quick succession. Make a ranged attack roll, doing 1d4 + MOVE bug damage on a hit. After successfully hitting a target, roll a d4. On a result of 3 or 4, another projectile hits again for an additional 1d4 bug damage. Continue this process until you fail to roll a 3 or 4 on the d4 roll, up to a maximum of four additional hits.

Higher Levels: The damage dice rolls for this move change to 2d4 at level 5, 1d12 at level 10, and 4d4 at level 17.

POISON FANG

Type: Poison

Move Power: DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You lash forward with poisonous venom. Make a melee attack roll against an opponent, dealing 1d8 + MOVE poison damage on a hit, forcing the opponent to make a CON save against your Move DC. On a failure, the foe is poisoned. A creature poisoned by this move takes double the normal poison damage at the end of each of its turns.

Higher Levels: The damage dice roll for this move changes to 2d6 at level 5, 4d4 at level 10, and 3d10 at level 17.

POISON GAS

Type: Poison

Move Power: CON

Move Time: 1 action

PP: 20

Duration: 1 minute

Range: 40ft

Description: You release a toxic cloud of poisonous gas in a 10 foot radius, centered on a point within range. Any creature that starts their turn in this area must succeed on a CON save against your Move DC, taking 1d6 + MOVE poison damage and becoming poisoned on a fail, or half as much damage without being poisoned on a save.

Higher Levels: The damage dice roll for this move changes to 2d4 at level 5, 1d12 at level 10, and 4d4 at level 17.

POISON POWDER

Type: Poison

Move Power: CON

Move Time: 1 action

PP: 20

Duration: Instantaneous

Range: 40ft

Description: You release a cluster of poisonous spores that burst into the air above a Pokémon. The Pokémon must succeed on a CON save against your Move DC, becoming poisoned on a fail.

POISON STING

Type: Poison

Move Power: STR/DEX

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: Melee

Description: You strike out at a Pokémon with a poisonous sting. Make a melee attack roll against a target, doing 1d4 + MOVE poison damage on a hit. If the natural attack roll is 18 or more, the Pokémon is poisoned.

Higher Levels: The damage dice roll for this move changes to 1d6 at level 5, 1d8 at level 10, and 2d6 at level 17.

POISON TAIL

Type: Poison

Move Power: DEX

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: Melee

Description: Poisonous barbs sprout from your tail as you swing it at an opponent. Make a melee attack against an opponent, dealing 1d8 + MOVE poison damage on a hit. If the natural attack roll is a 19 or 20, the move scores a critical hit and the target is poisoned.

Higher Levels: The damage dice roll for this move changes to 2d6 at level 5, 4d4 at level 10, and 3d10 at level 17.

POUND

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 20

Duration: Instantaneous

Range: Melee

Description: You crush an opponent with a pound attack. Make a melee attack roll against a target, doing 1d6 + MOVE normal damage on a hit.

Higher Levels: The damage dice roll for this move changes to 1d12 at level 5, 2d8 at level 10, and 4d6 at level 17.

POWDER SNOW

Type: Ice

Move Power: DEX

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: 40ft

Description: You send a blast of cold snow at an opponent. Make a ranged attack roll on an opponent, doing 1d6 + MOVE cold damage on a hit. If the natural attack roll is 18 or higher, the target is frozen.

Higher Levels: The damage dice roll for this move changes to 1d12 at level 5, 2d8 at level 10, and 4d6 at level 17.

PRESENT

Type: Normal

Move Power: DEX/CHA

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 50ft

Description: You send a booby-trapped gift to an opponent.

Make a ranged attack on an opponent in range. On a hit, the present explodes, doing 1d6 + MOVE normal damage. If the natural attack roll is 2 or lower, however, regardless if it hits, the present provides the target with 1d6 + MOVE hit points instead.

Higher Levels: The damage dice roll for this move changes to 2d4 at level 5, 1d12 at level 10, and 4d4 at level 17.

PROTECT

Type: Normal

Move Power: None

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: Self

Description: You sense incoming danger and are able to quickly avoid it. When targeted by an attack, you may automatically avoid taking damage on the first instance of this reaction. On future reactions in the same combat, you must roll higher than a 15 on a d20 roll for the reaction to be successful.

PSYBEAM

Type: Psychic

Move Power: DEX/INT/WIS

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 80ft

Description: You send a beam of invisible, psychic energy at a target in range. The target must make a WIS saving throw against your Move DC, taking 1d10 + MOVE psychic damage and becoming confused on a fail, and half as much without becoming confused on a save.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 5d4 at level 10, and 4d8 at level 17.

PSYCH UP

Type: Normal

Move Power: None

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 40ft

Description: You sync up with an opponent, copying any positive or negative stat changes effecting them due to weather or moves this combat.

PSYCHIC

Type: Psychic

Move Power: INT/WIS

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 40ft

Description: You tap into a Pokémon's mind, damaging their will to fight. Make a ranged attack on a Pokémon in range, doing 2d8 + MOVE psychic damage on a hit. If the natural attack roll is 18 or higher, the target becomes confused.

Higher Levels: The damage dice roll for this move changes to 2d10 at level 5, 3d10 at level 10, and 4d12 at level 17.

PSYCHO BOOST

Type: Psychic

Move Power: WIS/INT

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 25ft

Description: You send an extremely powerful wave of psychic energy at an opponent in range. Make a ranged attack roll against an opponent, dealing 2d12 + MOVE psychic damage on a hit. The power of the move exhausts you, and your next attack is done at disadvantage. If your next attack requires an opponent saving throw, they have advantage.

Higher Levels: The damage dice roll for this move changes to 3d10 at level 5, 7d6 at level 10, and 8d8 at level 17.

PSYWAVE

Type: Psychic

Move Power: INT/WIS

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 40ft line

Description: You emit a wave of psychic energy in a 40 foot line, 5 feet wide. Each Pokémon caught in the wave must make a WIS save against your Move DC, becoming confused on a fail.

PURSUIT

Type: Dark

Move Power: STR/DEX

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: 40ft

Description: As a reaction, when a Pokémon is switched out by their trainer, you may make a ranged attack roll against it, doing 1d6 + MOVE dark damage on a hit.

Higher Levels: The damage dice roll for this move changes to 1d12 at level 5, 2d8 at level 10, and 4d6 at level 17.

QUICK ATTACK

Type: Normal

Move Power: DEX

Move Time: 1 bonus action

PP: 15

Duration: Instantaneous

Range: 10ft

Description: You lash out with a quick unarmed strike at a Pokémon in range. As a bonus action, you can immediately move and attack a Pokémon in range without taking an attack of opportunity, doing 1d4 normal damage on a hit.

Higher Levels: The damage dice roll for this move changes to 1d6 at level 5, 1d8 at level 10, and 1d10 at level 17.

RAGE

Type: Normal

Move Power: STR

Move Time: 1 bonus action

PP: 10

Duration: 1 minute

Range: Self

Description: You go into a fit of rage, attacking with relentless fury. While you are raging, you gain +2 on all damage rolls (only once per turn for multi-attack moves like Swift, Fury Swipes, etc.), have resistance to normal damage, and have advantage on all Strength checks. Your rage ends if you faint or if you have not attacked a hostile target since your last turn, or taken any damage since then.

Higher Levels: For damage when raging, the bonus changes to +4 at level 5, +6 at level 10, and +8 at level 17.

RAIN DANCE

Type: Water

Move Power: None

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Self

Description: You summon a heavy rainfall that covers the battlefield.

RAPID SPIN

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You strike out with an incredibly fast spinning move. Make a melee attack roll against an opponent, doing 1d4 + MOVE normal damage on a hit. In addition, this move automatically frees the user from Leech Seed or anything causing it to be grappled or restrained. It is removed from these statuses before it rolls to hit.

Higher Levels: The damage dice roll for this move changes to 2d4 at level 5, 1d12 at level 10, and 4d4 at level 17.

RAZOR LEAF

Type: Grass

Move Power: STR/DEX

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: 80ft

Description: You send a razor sharp leaf at a Pokémon in range at tremendous speed. Make a ranged attack roll, doing 1d8 + MOVE grass damage on a hit. Razor Leaf results in a critical hit on 19s and 20s

Higher Levels: The damage dice roll for this move changes to 2d6 at level 5, 4d4 at level 10, and 3d10 at level 17.

RAZOR WIND

Type: Normal

Move Power: STR/DEX

Move Time: 1 action, charge

PP: 5

Duration: 1 round, Concentration

Range: Self/20ft

Description: When you use this move, strong winds begin to circle around you, granting +2 to AC. On your next turn, if you keep your concentration, you release those winds as an action in a 20 foot radius, centered on you. Each Pokémon in the area must make a DEX save against your Move DC, taking 2d6 + MOVE normal damage on a fail, or half as much on a success.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 4d6 at level 10, and 6d6 at level 17.

RECOVER

Type: Normal

Move Power: WIS/CHA

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 30ft

Description: You extend a healing energy to recover the hit points of a Pokémon in range. The target regains 1d6 + MOVE hit points.

Higher Levels: The dice roll for healing increases to 2d6 at level 5, 4d6 at level 10, and 6d6 at level 17.

RECYCLE

Type: Normal

Move Power: None

Move Time: 1 bonus action

PP: 5

Duration: Instantaneous

Range: Self

Description: You summon a previously discarded item back into your hands. If you used a consumable held item any time within the last 5 turns, you can activate this move to take advantage of the same effect one last time. This move may not be used in the same round the held item was used.

REFLECT

Type: Psychic

Move Power: None

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: Self

Description: When you are hit by a melee attack, use your reaction to take half the damage dealt.

REFRESH

Type: Normal

Move Power: None

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Self

Description: A wave of healing energy washes over you, curing poison, paralysis, and burn.

REST

Type: Psychic

Move Power: WIS/CHA

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Self

Description: You put yourself to sleep, but gain 2d6 + MOVE hit points in the process.

Higher Levels: The dice roll for healing increases to 4d6 at level 5, 6d6 at level 10, and 8d6 at level 17.

RETURN

Type: Normal

Move Power: STR

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You lash out at an opponent, in hopes it will please your trainer. Make a melee attack roll against an opponent, doing 1d6 + MOVE on a hit. When you make this attack, add an additional bonus to hit and damage equal to the number of levels you are above zero on the Loyalty Chart.

Higher Levels: The damage dice roll for this move changes to 1d12 at level 5, 2d8 at level 10, and 4d6 at level 17.

REVENGE

Type: Fighting

Move Power: STR/DEX

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: Melee

Description: You invoke a fight within to retaliate against a foe that damages you. After taking damage from a melee attack, you may use a reaction to make a melee attack against an opponent, doing 1d6 + MOVE fighting damage on a hit.

Higher Levels: The damage dice roll for this move changes to 1d6 at level 5, 1d8 at level 10, and 2d6 at level 17.

REVERSAL

Type: Fighting

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You unleash an all-out attack that is stronger the less HP you have. Make a melee attack roll against an opponent, doing 1d6 + MOVE fighting damage on a hit. If you are below 50% of your maximum health, double the damage. If you are at 10% or below of your maximum health, triple the damage. The multiplier for this attack occurs before the multiplier for resistances or vulnerabilities.

Higher Levels: The damage dice roll for this move changes to 1d12 at level 5, 2d8 at level 10, and 4d6 at level 17.

ROAR

Type: Normal

Move Power: STR/CHA

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 100ft

Description: You release an intimidating roar at a wild Pokémon in range. The target must make a CHA save against your Move DC, fleeing from battle on fail. You gain no experience from a fleeing Pokémon, and the move automatically fails in trainer battles. A creature that succeeds on this saving throw is unaffected by future attempts during this combat.

ROCK BLAST

Type: Rock

Move Power: STR

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 15ft

Description: You summon a series of rocks that fire their way towards an opponent. Make a ranged attack roll, doing 1d4 + MOVE rock damage on a hit. After successfully hitting a target, roll a d4. On a result of 3 or 4, you may immediately hit again for an additional 1d4 rock damage. Continue this process until you fail to roll a 3 or 4 on the d4 roll, up to a maximum of four additional hits.

Higher Levels: The damage dice roll for this move changes to 2d4 at level 5, 1d12 at level 10, and 4d4 at level 17.

ROCK SLIDE

Type: Rock

Move Power: STR

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 80ft

Description: Large boulders appear above an enemy Pokémon in range, crashing down on top of them. The target must make a DEX save against your Move DC, taking 1d12 + MOVE rock damage and falling prone on a failed save, and half as much without falling prone on a success.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 2d12 at level 10, and 6d6 at level 17.

ROCK SMASH

Type: Fighting

Move Power: STR

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You strike out with a rock-crushing attack that may lower a user's defense. Make an attack roll against an opponent, doing 1d6 + MOVE fighting damage on a hit. If the natural attack roll is 19 or 20, the target's AC decreases by 1 while it remains in battle.

Higher Levels: The damage dice roll for this move changes to 1d12 at level 5, 2d8 at level 10, and 4d6 at level 17.

ROCK THROW

Type: Rock

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 100ft

Description: You hurl a rock at an enemy Pokémon. Make a ranged attack roll, doing 1d8 + MOVE rock damage on a hit.

Higher Levels: The damage dice roll for this move changes to 2d6 at level 5, 4d4 at level 10, and 3d10 at level 17.

ROCK TOMB

Type: Rock

Move Power: STR

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 20feet

Description: You summon a collection of boulders that attempt to surround a foe. Force an opponent in range to make a STR saving throw against your Move DC. On a failure, the opponent takes 1d10 + MOVE rock damage and is grappled and restrained. The target may make a STR saving throw against your Move DC at the beginning of each of its turns to attempt to release themselves from the rock.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 5d4 at level 10, and 4d8 at level 17.

ROLE PLAY

Type: Psychic

Move Power: WIS

Move Time: 1 action

PP: 3

Duration: 1 minute

Range: 50ft

Description: You attempt to copy an opponent's abilities for the duration. Select a target in range and force them to make a WIS saving throw against your Move DC. On a failure, replace one of your own current abilities with one of theirs.

ROLLING KICK

Type: Fighting

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You swing your feet around in a wide arc to strike a foe. Make a melee attack roll, doing 1d10 + MOVE fighting damage on a hit. If the natural attack roll is 18 or more, the target flinches.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 5d4 at level 10, and 4d8 at level 17.

ROLLOUT

Type: Rock

Move Power: STR

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You roll into a foe, repeatedly making attacks with increasing strength. Make a melee attack on an opponent, doing 1d6 + MOVE rock damage on a hit. If you use this move in back to back turns, double the dice on each hit for a maximum of 5 successive turns. Ex: 1d6 on first hit, 2d6 on second, 4d6, 8d6, 16d6. If any of the attacks miss, the damage resets.

Higher Levels: The damage dice changes to a d8 at level 5, a d10 at level 10, and a d12 at level 17.

SACRED FIRE

Type: Fire

Move Power: STR/DEX

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 100ft

Description: You unleash a devastating, concentrated blast of flame at a single target in range. Make a ranged attack roll, doing 4d4 + MOVE fire damage on a hit. If the natural attack roll is 10 or more, the target is burned.

Higher Levels: The damage dice roll for this move changes to 2d12 at level 5, 4d8 at level 10, and 8d6 at level 17.

SAFEGUARD

Type: Normal

Move Power: None

Move Time: 1 action

PP: 15

Duration: 3 rounds

Range: 50ft

Description: You and all allies in range boost their defense.

For the duration, anyone affected is protected from any new negative status conditions.

SAND ATTACK

Type: Ground

Move Power: CON

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 30ft

Description: You kick up a cloud of sand in an attempt to blind a target in range. The target must make a CON save against your Move DC. On a fail, for the remainder of the encounter, they add -1 to all of their attack rolls. This move can be stacked for a maximum of -5 to attack rolls.

SAND TOMB

Type: Ground

Move Power: STR

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 30ft

Description: You attempt to summon a wave of sand that surrounds your opponent. Make a ranged attack roll. On a hit, the target takes 1d4 + MOVE ground damage and is grappled and restrained. At the beginning of each of its turns, it may attempt to escape with a STR save against your Move DC. While a Pokémon is grappled, you may continue this move, as a bonus action, to do an automatic 1d4 ground damage without having to make an attack roll.

Higher Levels: The damage dice roll for this move changes to 1d6 at level 5, 1d8 at level 10, and 2d6 at level 17.

SANDSTORM

Type: Rock

Move Power: STR

Move Time: 1 action

PP: 5

Duration: 3 rounds, Concentration

Range: 100ft

Description: You stir up a massive sandstorm in a 30 foot radius, centered on a point in range. Any non rock-, steel-, or ground-type Pokémon in the area at the beginning of their turn take 1d6 rock damage. The Sandstorm lasts for 3 rounds.

Higher Levels: The damage dice roll for this move changes to 1d12 at level 5, 2d8 at level 10, and 4d6 at level 17.

SCARY FACE

Type: Normal
Move Power: STR/CHA
Move Time: 1 action
PP: 5
Duration: Instantaneous
Range: 60ft

Description: You put on your scariest face, attempting to paralyze an opponent with fear. Force a target in range to make a WIS save against your Move DC. On a fail, the target is paralyzed.

SCRATCH

Type: Normal
Move Power: STR/DEX
Move Time: 1 action
PP: 20
Duration: Instantaneous
Range: Melee

Description: You slash out at a Pokémon in range. Make a melee attack, doing 1d6 + MOVE normal damage on a hit.
Higher Levels: The damage dice roll for this move changes to 1d12 at level 5, 2d8 at level 10, and 4d6 at level 17.

SCREECH

Type: Normal
Move Power: CON/CHA
Move Time: 1 action
PP: 20
Duration: 1 minute
Range: 20ft

Description: You let out a horrible screech at enemy Pokémon in a 20 foot radius, centered on you, distracting them and opening up their defenses. The Pokémon must make a WIS save against your Move DC. On a fail, allies add +1 to any attack they target an effected Pokémon with for the duration. This modifier can be stacked if a Pokémon fails multiple screech saves, up to a maximum of +5.

SECRET POWER

Type: Normal
Move Power: STR/DEX
Move Time: 1 action
PP: 10
Duration: Instantaneous
Range: Melee

Description: You strike a foe with unknown power. Make a melee attack roll against an opponent, dealing 1d12 + MOVE normal damage on a hit. On a natural attack roll of 15 or higher, roll a d6 and cause the random effect.

d6	Effect
1	Poison
2	Burn
3	Confusion
4	Frozen
5	Paralysis
6	Sleep

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 2d12 at level 10, and 6d6 at level 17.

SEISMIC TOSS

Type: Fighting
Move Power: STR
Move Time: 1 action
PP: 10
Duration: Instantaneous
Range: Melee

Description: You attempt to throw a Pokémon into the ground with tremendous force. Make a melee attack roll, doing fighting damage equal to the opponent's level on a hit, double on a critical hit. Seismic Toss results in a critical hit on 19s and 20s.

SELF-DESTRUCT

Type: Normal
Move Power: STR
Move Time: 1 action
PP: 3
Duration: (Instantaneous)
Range: 30ft

Description: You release a massive explosion in a 30 foot radius, fainting immediately after the attack. Creatures in the area must make a DEX save against your Move DC. If your Pokémon has at least half its hit points left, anyone in range takes 5d6 + MOVE normal damage on a fail, or half as much on a success. If your creature has less than half of its hitpoints left, the damage is halved for a success or fail.
Higher Levels: The damage dice roll for this move changes to 4d10 at level 5, 6d10 at level 10, and 8d12 at level 17.

SHADOW BALL

Type: Ghost
Move Power: DEX/WIS
Move Time: 1 action
PP: 10
Duration: Instantaneous
Range: 60ft

Description: You hurl a sphere of magical darkness at an opponent. Make a ranged attack, doing 2d6 + MOVE ghost damage on a hit. On a hit, the ball expands and covers the opponents face, granting them a -2 to hit on their next attack.
Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 4d6 at level 10, and 6d6 at level 17.

SHADOW PUNCH

Type: Ghost
Move Power: DEX/WIS
Move Time: 1 action
PP: 3
Duration: Instantaneous
Range: Melee

Description: You throw a punch from the surrounding shadows, unavoidable by any enemy. This move is guaranteed to hit for 1d4 + MOVE ghost damage, unless during the invulnerable stage of Fly, Dig, Bounce, Dive, etc. moves.
Higher Levels: The damage dice roll for this move changes to 2d4 at level 5, 1d12 at level 10, and 4d4 at level 17.

SHARPEN

Type: Normal

Move Power: CON

Move Time: 1 action

PP: 15

Duration: 1 minute, Concentration

Range: Self

Description: You collect your focus, sharpening your combat skills. You may add 1d4 to all attack rolls for the duration.

Higher Levels: The damage dice roll for this move changes a 1d6 at level 10.

SHEER COLD

Type: Ice

Move Power: None

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 30ft

Description: You send a chill down the spine of an opponent, freezing its core. Choose a target in range and roll a d20. On a 20, the target faints. On any other roll, this move has no effect. If the target's level is 10 more than your own, this move automatically fails.

SHOCK WAVE

Type: Electric

Move Power: DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 15 foot cone

Description: A burst of electric energy glides forward, striking anything in a 15 foot cone. This move is guaranteed to hit all creatures caught in the wave for 1d4 + MOVE electric damage, unless during the invulnerable stage of Fly, Dig, Bounce, Dive, etc. moves.

Higher Levels: The damage dice roll for this move changes to 1d6 at level 5, 1d8 at level 10, and 2d6 at level 17.

SIGNAL BEAM

Type: Bug

Move Power: DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 50ft

Description: A flashing beam strikes an opponent in range. Make a ranged attack roll against an opponent, dealing 1d12 + MOVE bug damage on a hit. On a natural attack roll of 19 or 20, the beam confuses the opponent.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 2d12 at level 10, and 6d6 at level 17.

SILVER WIND

Type: Bug

Move Power: DEX

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 15ft

Description: You strike a foe with a battering wind of silver dust. Make a ranged attack roll against a creature, doing 1d10 + MOVE bug damage on a hit. On a natural roll of 19 or 20, all of your ability scores go up by 1 while you remain in battle. This move can be stacked for a maximum of +5 to all ability scores.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 5d4 at level 10, and 4d8 at level 17.

SING

Type: Normal

Move Power: CHA

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 30ft

Description: You sing a beautiful song in an attempt to put enemy Pokémon to sleep. Roll 5d8; the total is how many hit points of Pokémon this spell can affect. Pokémon within 30 feet of you are affected in ascending order of their current hit points. Starting with the Pokémon that has the lowest current hit points, each Pokémon affected by this spell falls asleep. Subtract each Pokémon's hit points from the total before moving on to the Pokémon with the next lowest hit points. A Pokémon's hit points must be equal to or less than the remaining total for that creature to be affected.

Higher Levels: The number of hit points affected changes to 7d8 at level 5, 6d12 at level 10, and 11d8 at level 17.

SKETCH

Type: Normal

Move Power: None

Move Time: 1 reaction

PP: 1

Duration: instantaneous

Range: Self

Description: When target by any move, use a reaction to copy it permanently to your move list. When you do this, the move Sketch disappears from your list.

SKILL SWAP

Type: Psychic

Move Power: WIS

Move Time: 1 action

PP: 3

Duration: 1 minute

Range: 50ft

Description: You attempt to swap abilities with an opponent for the duration. Select a target in range and force them to make a WIS saving throw against your Move DC. On a failure, choose which abilities to switch for the duration.

SKULL BASH

Type: Normal

Move Power: STR

Move Time: 1 action, charge

PP: 3

Duration: 1 round, Concentration

Range: 50ft

Description: When you use this move, you lower your head and prepare to strike a foe within range. On your next turn's action, if you keep your concentration, you charge at a Pokémon in range ignoring your walking speed and any opportunity attacks you may incur. Make a melee attack roll, doing 5d4 + MOVE on a hit. A Pokémon hit with this attack much succeed on a STR saving throw against your Move DC or be knocked prone.

Higher Levels: The damage dice roll for this move changes to 3d10 at level 5, 5d8 at level 10, and 8d8 at level 17.

SKY ATTACK

Type: Flying

Move Power: STR/DEX

Move Time: 1 action, charge

PP: 3

Duration: 1 round, Concentration

Range: 80ft

Description: When you use this move, you flap your wings menacingly and prepare to strike a foe within range. On your next turn's action, if you keep your concentration, you dive at a Pokémon in range, ignoring your flying speed and any opportunity attacks you may incur. Make a melee attack roll, doing 3d8 + MOVE flying damage on a hit.

Higher Levels: The damage dice roll for this move changes to 5d6 at level 5, 4d12 at level 10, and 8d8 at level 17.

SKY UPPERCUT

Type: Fighting

Move Power: DEX

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 30ft

Description: You blast into the air with a furious punch attack that sends strong wind at an opponent. This move is guaranteed to hit for 1d6 + MOVE fighting damage, even if during the invulnerable stage of a Fly move.

Higher Levels: The damage dice roll for this move changes to 1d10 at level 5, 2d8 at level 10, and 5d4 at level 17.

SLACK OFF

Type: Normal

Move Power: None

Move Time: 1 action

PP: 5

Duration: 2 turns

Range: Self

Description: You give yourself a break, healing your wounds. When you activate this move, you may not take an action on this turn or the next. At the end of your next turn, regain half of your maximum hit points.

SLAM

Type: Normal

Move Power: STR

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You crush an opponent with a slam attack. Make a melee attack roll against a target, doing 2d6 + MOVE normal damage on a hit.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 4d6 at level 10, and 6d6 at level 17.

SLASH

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You slash out at a Pokémon in range. Make a melee attack, doing 1d12 + MOVE normal damage on a hit. Slash results in a critical hit on 19s and 20s.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 2d12 at level 10, and 6d6 at level 17.

SLEEP POWDER

Type: Grass

Move Power: CON

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 40ft

Description: You release a cluster of spores at a Pokémon in range, attempting to put them to sleep. The target must make a WIS saving throw against your Move DC or fall asleep.

SLEEP TALK

Type: Normal

Move Power: Varies

Move Time: 1 action

PP: 5

Duration: Varies

Range: Varies

Description: This move can only be used if you are asleep. While asleep, activate a random move from your move list as an action. Roll a d4 to determine which move you use.

SLUDGE

Type: Poison

Move Power: DEX/CON

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 20ft

Description: You spew poisonous sludge at an enemy Pokémon in range. Make a ranged attack on a Pokémon, doing 1d10 + MOVE poison damage on a hit. The creature must make a CON save against your Move DC or become poisoned.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 5d4 at level 10, and 4d8 at level 17.

SLUDGE BOMB

Type: Poison

Move Power: DEX/CON

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 40ft

Description: You hurl a mass of sticky sludge that may poison opponents in its blast. Make a ranged attack roll against a target. On a hit, the target takes 2d8 + MOVE poison damage and the area in a 5 foot radius around it is covered in sludge. Any Pokémon in that area at the beginning of their turn must make a DC 12 CON save or become poisoned.

Higher Levels: The damage dice roll for this move changes to 2d10 at level 5, 3d10 at level 10, and 4d12 at level 17.

SMELLING SALTS

Type: Normal

Move Power: CON

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You procure a handful of strong smelling salt, damaging an opponent's senses. Make a ranged attack against a target, dealing 1d12 + MOVE normal damage on a hit. If the target is paralyzed, double the dice roll for the damage.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 2d12 at level 10, and 6d6 at level 17.

SMOG

Type: Poison

Move Power: CON

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 30ft

Description: You create a fog of poisonous smog in a 15 foot radius, centered on a point within range. Creatures that begin their turn in the area take 1d4 + MOVE poison damage and must succeed on a CON save against your Move DC or become poisoned. The area of smog is considered difficult terrain, and any attacks made from inside it are done at disadvantage. The smog cloud dissipates at the beginning of your next turn.

Higher Levels: The damage dice roll for this move changes to 1d6 at level 5, 1d8 at level 10, and 2d6 at level 17.

SMOKESCREEN

Type: Normal

Move Power: CON

Move Time: 1 action

PP: 10

Duration: 1 minute, Concentration

Range: 60ft

Description: You conjure a line of smoke on the battlefield, 60 feet long and 5 feet thick. The area on either side is obscured and imposes disadvantage on any ranged attacks made by a Pokémon targeting another on the opposite side. Any Pokémon inside the wall of smoke, when it is conjured, must make a CON save against your Move DC or become blinded for the duration.

SNATCH

Type: Normal

Move Power: DEX

Move Time: 1 reaction

PP: 5

Duration: Instantaneous

Range: 30ft

Description: You call upon dark energy to steal an effect from an opponent. When an opponent in range activates a move with a positive effect on itself (curing negative status effect, boosting stats, healing, etc.), force it to make a WIS save against your Move DC. On a failure, you gain the positive effect and the opponent's move fails.

SNORE

Type: Normal

Move Power: STR/WIS

Move Time: 1 action

PP: 10

Duration: instantaneous

Range: 50ft

Description: You create a harsh noise that damages all sleeping Pokémon within range for 1d8 + MOVE normal damage.

Higher Levels: The damage dice roll for this move changes to 2d6 at level 5, 4d4 at level 10, and 3d10 at level 17.

SOFT-BOILED

Type: Normal

Move Power: CON/CHA

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 30ft

Description: Heal a Pokémon in range for 2d6 + MOVE hitpoints.

Higher Levels: The dice roll for healing changes to 4d6 at level 5, 6d6 at level 10, and 8d6 at level 17.

SOLAR BEAM

Type: Grass

Move Power: STR/DEX

Move Time: 1 action, charge

PP: 5

Duration: 1 round, Concentration

Range: 80ft line

Description: When you use this move, soak in solar energy and prepare to unleash a devastating beam. On your next turn, if you keep your concentration, you create a 60 foot line of solar energy, 5 feet wide. Any creature caught in the line must succeed on a DEX save or take 3d8 + MOVE grass damage on a fail and half as much on a save. If this move is used in daylight, the damage increases by 2d6.

Higher Levels: The damage dice roll for this move changes to 5d6 at level 5, 4d12 at level 10, and 8d8 at level 17.

SONIC BOOM

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 20ft

Description: You unleash a deafening sound that harms Pokémon in a 20 foot circle, centered on you. Pokémon in range must make a CON save against your Move DC, taking 20 flat damage on a fail.

SPARK

Type: Electric

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You strike out with an electrified tackle with a chance to paralyze a target. Make a melee attack roll against an opponent, doing 1d10 + MOVE on a hit. If the natural attack roll is 18 or higher, the target is paralyzed.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 5d4 at level 10, and 4d8 at level 17.

SPIDER WEB

Type: Bug

Move Power: DEX

Move Time: 1 action

PP: 5

Duration: 1 minute

Range: 40ft

Description: You fire a sticky web that attempts to grapple an opponent. Make a ranged attack roll on a target in range. On a hit, the target is covered in web. While covered, it is grappled and restrained and cannot flee or be switched out. The target can use an action to escape with a STR save against your Move DC.

SPIKE CANNON

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 60ft

Description: You fire a series of sharp spikes at a Pokémon in range. Make a ranged attack roll, doing 1d4 + MOVE normal damage on a hit. After successfully hitting a target, roll a d4. On a result of 3 or 4, you may immediately hit again for an additional 1d4 normal damage. Continue this process until you fail to roll a 3 or 4 on the d4 roll, up to a maximum of four additional hits.

Higher Levels: The damage dice rolls for this move change to 2d4 at level 5, 1d12 at level 10, and 4d4 at level 17.

SPIKES

Type: Ground

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 80ft

Description: You set a trap of spikes that hurts Pokémon that come into battle. If a trainer is in range and switches out a Pokémon, you can spend a reaction to make a ranged attack on the incoming Pokémon with spikes that come out of the ground, doing 1d6 + MOVE ground damage on a hit.

Higher Levels: The damage dice roll for this move changes to 1d10 at level 5, 2d8 at level 10, and 5d4 at level 17.

SPIT UP

Type: Normal

Move Power: CON/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 30ft

Description: The power of energy stored by Stockpile is released about a foe. Make a ranged attack against an opponent, dealing a base 1d6 + Move normal damage on a hit. The dice roll is doubled if two rounds of energy were Stockpiled. The dice roll is tripled if three rounds of energy were Stockpiled.

Higher Levels: The damage dice roll for this move changes to 1d12 at level 5, 2d8 at level 10, and 4d6 at level 17.

SPITE

Type: Ghost

Move Power: WIS

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: 30ft

Description: When hit with an attack, you can spend a reaction to attempt to drain the attacker's PP. Force the attacker to make a WIS save against your Move DC. On a fail, roll a d4. The PP of the move that attacked you is decreased by that number.

Higher Levels: PP is drained by 1d6 at level 5, 1d8 at level 10, and 1d10 at level 17.

SPLASH

Type: Normal

Move Power: None

Move Time: 1 action

PP: 20

Duration: Instantaneous

Range: Melee

Description: You flail around on the ground, doing no damage and looking ridiculous, but you can leap up to 50 feet in the air.

SPORE

Type: Grass

Move Power: DEX/WIS

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: Melee

Description: When you are hit by a melee attack, you can use your reaction to release a spore that attempts to put your attacker to sleep. The Pokémon must make a WIS save against your Move DC, falling asleep on a fail.

SPOTLIGHT

Type: Normal

Move Power: DEX/CHA

Move Time: 1 action

PP: 3

Duration: 1 minute, Concentration

Range: 80ft

Description: You shine a bright light on a Pokémon in range that follows them around the battlefield. The target must make a DEX save against your Move DC. On a fail, attacks against that Pokémon have advantage for the duration.

STEEL WING

Type: Steel

Move Power: STR/DEX

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: Melee

Description: You strike a foe hard with outstretched wings. Make a melee attack on an opponent, doing 1d12 + MOVE steel damage on a hit.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 2d12 at level 10, and 6d6 at level 17.

STOCKPILE

Type: Normal

Move Power: None

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Self

Description: You use your action to store energy for a Spit Up or Swallow move, increasing your defense. Raise your AC by 1 until you use one of those two moves. This move may be stacked a maximum of 3 times before the energy is used.

STOMP

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You raise your feet up for a stomp attack. Make a melee attack roll against a Pokémon, doing 1d10 + MOVE on a hit. If the natural attack roll is 18 or more, the target flinches.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 5d4 at level 10, and 4d8 at level 17.

STONE EDGE

Type: Rock

Move Power: STR

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 60ft

Description: The earth moves beneath an enemy's feet as sharp stone pierce through the ground underneath them. Pokémon in a 10 foot radius centered on a point you choose in range must make a DEX save against your MOVE DC, taking 4d4 + MOVE rock damage on a fail, or half as much on a save.

Higher Levels: The damage dice roll for this move changes to 2d12 at level 5, 4d8 at level 10, and 8d6 at level 17.

STRENGTH

Type: Normal

Move Power: STR

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You strike out at a Pokémon with brute strength. Make a melee attack roll against a Pokémon, doing 2d6 + MOVE on a hit. On a hit, you may also choose to push the Pokémon 5 feet away.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 4d6 at level 10, and 6d6 at level 17.

STRING SHOT

Type: Bug

Move Power: DEX

Move Time: 1 action

PP: 20

Duration: 1 minute

Range: 60ft

Description: You unleash sticky string at a Pokémon in range, slowing it down. Make a ranged attack roll against a target. On a hit, the target's speed is reduced by 10 for the duration. The target may take an action to attempt to get rid of any string with a STR save against your Move DC. If this reduction in speed causes their speed to be 0, they are restrained.

STRUGGLE

Type: Normal

Move Power: STR

Move Time: 1 action

PP: Unlimited

Duration: Instantaneous

Range: Melee

Description: This move is known by all Pokémon, and is used only when all other moves are out of PP. Make a melee attack roll, doing damage equal to your 2+ STR modifier on a hit.

STUN SPORE

Type: Grass

Move Power: CON

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: Melee

Description: When you are hit by a melee attack, you can use your reaction to release a spore that attempts to stun your attacker. The Pokémon must make a CON save against your Move DC, becoming paralyzed on a fail.

SUBMISSION

Type: Fighting

Move Power: STR

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You attempt a forceful grapple on a target. Make a melee attack roll against a Pokémon, doing 2d6 + MOVE fighting damage on a hit. The target is grappled and restrained. If the target is still grappled by you on future turns, you may use this move as an action to immediately inflict another 2d6 fighting damage without having to make an attack roll. As soon as a different move is activated, the opponent is released from your Submission.

Higher Levels: The damage dice rolls for this move change to 2d8 at level 5, 4d6 at level 10, and 6d6 at level 17.

SUBSTITUTE

Type: Normal

Move Power: None

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Self

Description: You create a duplicate of yourself with ¼ the HP (rounded down). This substitute has an AC of 1 and takes all damage and status ailments you would normally take until it is destroyed. If the damage done is enough to destroy the substitute, you take the remaining damage.

SUNNY DAY

Type: Fire

Move Power: None

Move Time: 1 action

PP: 3

Duration: 5 rounds

Range: Self

Description: You change the weather to intense sunlight for 5 rounds.

SUPER FANG

Type: Normal

Move Power: STR

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You lash out with an incredible fang attack.

Make a melee attack, doing 2d6 + MOVE normal damage on a hit. On critical hits, instead of doubling the dice, you can choose to do damage equal to half the target's current HP.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 4d6 at level 10, and 6d6 at level 17.

SUPERPOWER

Type: Fighting

Move Power: STR/DEX

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Melee

Description: You strike a foe with incredible power - but with great power comes great responsibility. Make a melee attack against an opponent, dealing 4d6 + MOVE fighting damage on a hit. This move exhausts you, and your STR and DEX ability scores are set to 10 while you remain in battle.

Higher Levels: The damage dice roll for this move changes to 5d6 at level 5, 6d8 at level 10, and 6d12 at level 17.

SUPERSONIC

Type: Normal

Move Power: None

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 80ft

Description: You emit a high pitched screech heard only by the target. The target becomes confused.

SURF

Type: Water

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 60ft

Description: A wave of high-pressured water moves you to strike a Pokémon in range. Choose a target. You appear within 5 feet of that target, ignoring opportunity attacks, and make a melee attack roll. On a hit, you do 2d8 + MOVE water damage.

Higher Levels: The damage dice roll for this move changes to 2d10 at level 5, 3d10 at level 10, and 4d12 at level 17.

SWAGGER

Type: Normal

Move Power: WIS/CHA

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 40ft

Description: Force a target in range to make a WIS save against your Move DC. On a fail, the target is confused, but it adds +2 to its attack rolls while confused.

SWALLOW

Type: Normal

Move Power: CON

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Self

Description: You absorb your Stockpiled energy to heal your wounds. When activated after using Stockpile, regain a base 1d6 + Move hit points. The dice roll is doubled if two rounds of energy were Stockpiled. The dice roll is tripled if three rounds of energy were Stockpiled.

Higher Levels: The damage dice roll for this move changes to 1d12 at level 5, 2d8 at level 10, and 4d6 at level 17.

SWEET KISS

Type: Fairy

Move Power: WIS/CHA

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You lay a kiss on an opponent, attempting to confuse them. The target must make an INT saving throw against your Move DC or become confused.

SWEET SCENT

Type: Normal

Move Power: CON/CHA

Move Time: 1 action

PP: 10

Duration: 2 turns

Range: 30ft

Description: You release a sweet smell directed at a target in range. The target must make a CON save against your Move DC. On a fail, you have advantage on your next two attacks against that target.

SWIFT

Type: Normal

Move Power: None

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 100ft

Description: You fire three projectiles at any Pokémon you choose in range. They do not have to target the same Pokémon. Each hit for 1d4 + 1 normal damage. This move also targets Pokémon in the middle of Dig or Fly moves.

Higher Levels: You fire 4 projectiles at level 5, 5 projectiles at level 10, and 6 projectiles at level 17.

SWORDS DANCE

Type: Normal

Move Power: DEX

Move Time: 1 action

PP: 10

Duration: 1 minute

Range: Self

Description: When you activate this move, three swords appear and dance around you. As a bonus action on future turns, you can attack and send one of the swords at an enemy Pokémon within 30 feet of you, doing 1d6 + MOVE normal damage on a hit. In addition, your AC is increased by +1 for each sword around you.

Higher Levels: You create 4 swords at level 5, 5 swords at level 10, and 6 swords at level 17.

SYNTHESIS

Type: Grass

Move Power: CON

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Self

Description: You regenerate from the inside, healing some of your wounds. Heal yourself for 2d6 + MOVE hit points.

Higher Levels: The damage dice roll for this move changes to 4d6 at level 5, 6d6 at level 10, and 8d6 at level 17.

TACKLE

Type: Normal

Move Power: STR

Move Time: 1 action

PP: 20

Duration: Instantaneous

Range: Melee

Description: You rush forward and slam into an opponent. Make a melee attack roll against a target, doing 1d6 + MOVE on a hit.

Higher Levels: The damage dice roll for this move changes to 1d10 at level 5, 2d8 at level 10, and 5d4 at level 17.

TAIL GLOW

Type: Bug

Move Power: None

Move Time: 1 action

PP: 10

Duration: 1 minute, Concentration

Range: Self

Description: Your tail emits a flash of light, boosting your attack. For the duration, double your STAB damage.

TAIL WHIP

Type: Normal

Move Power: CHA/DEX

Move Time: 1 action

PP: 15

Duration: 1 minute

Range: 100ft

Description: You shake your tail at an enemy Pokémon, distracting it and opening up its defenses. The Pokémon must make a WIS save against your Move DC. On a fail, allies add +1 to any attack they target it with for the duration. This modifier can be stacked if it fails multiple tail whip saves, up to a maximum of +5.

TAKE DOWN

Type: Normal

Move Power: STR

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You sacrifice your own position to take down an enemy Pokémon. Roll a melee attack roll. On a hit, you deal 2d8 + MOVE normal damage, taking a quarter of the total damage (rounded down) in recoil.

Higher Levels: The damage dice roll for this move changes to 2d10 at level 5, 3d10 at level 10, and 4d12 at level 17.

TAUNT

Type: Dark

Move Power: WIS/CHA

Move Time: 1 action

PP: 10

Duration: 1 minute, Concentration

Range: 40ft

Description: You taunt an opponent to only attack you with damaging attacks. Choose a target in range and force it to make a WIS saving throw against your Move DC. On a failure, the target can only use damaging attacks that target you for the duration.

TEETER DANCE

Type: Normal

Move Power: WIS/CHA

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 20ft

Description: You start to perform a difficult dance, confusing all creatures in range. Creatures in a 20 foot circle around you must make a WIS save against your Move DC, becoming confused on a fail.

TELEPORT

Type: Psychic

Move Power: INT

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 40ft

Description: You disappear from view and reappear at an unoccupied point within range. In wild Pokémon battles, this move can be activated to automatically count as a single success in a group DEX check to run away.

THIEF

Type: Dark

Move Power: DEX

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: Melee

Description: You lash out with a quick attack that may steal an opponent's held item. Make a melee attack against an opponent, doing 1d10 + MOVE dark damage on a hit. If the user does not have an item held, the target must make a DEX save against your Move DC or have their item stolen by the user.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 5d4 at level 10, and 4d8 at level 17.

THRASH

Type: Normal

Move Power: STR

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You thrash about wildly, doing several attacks without control. Make a melee attack roll, doing 1d10 + MOVE normal damage on a hit. After successfully hitting a target, roll a d4. On a result of 3 or 4, you may immediately hit again for an additional 1d10 normal damage. Continue this process until you fail to roll a 3 or 4 on the d4 roll, up to a maximum of two additional hits. At the end of this attack, you become confused.

Higher Levels: The damage dice rolls for this move change to 2d8 at level 5, 2d10 at level 10, and 4d6 at level 17.

THUNDER

Type: Electric

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 20ft

Description: Powerful electric energy arcs out from you, hitting any Pokémon in a 20 foot radius, centered on you. Pokémon caught in the area must make a DEX save against your Move DC, taking 3d6 + MOVE electric damage on a fail, and half as much on a success. Creatures that fail the saving throw by 5 or more become paralyzed.

Higher Levels: The damage dice roll for this move changes to 3d8 at level 5, 6d6 at level 10, and 7d8 at level 17.

THUNDER PUNCH

Type: Normal/Electric

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: Your punches are imbued with electric energy. Make a melee attack on a Pokémon, doing 2d6 + Move normal damage and an additional 1d4 electric damage. On a natural attack roll of 19 or 20, the target is paralyzed.

Higher Levels: The electric damage dealt increases to 2d4 at level 5, 2d6 at level 10, and 4d6 at level 17.

THUNDER SHOCK

Type: Electric

Move Power: STR/DEX

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: 20ft

Description: You deliver an electric shock to an enemy Pokémon in range. Make a melee attack on a Pokémon, doing 1d6 + MOVE electric damage on a hit.

Higher Levels: The damage dice roll for this move changes to 1d12 at level 5, 2d8 at level 10, and 4d6 at level 17.

THUNDER WAVE

Type: Electric

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 60ft

Description: You send a wave of electric energy that surrounds a Pokémon in range. The Pokémon must make a CON save against your Move DC or become paralyzed.

THUNDERBOLT

Type: Electric

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 60ft

Description: You send a powerful bolt of electricity at a Pokémon in range. Make a ranged attack roll, doing 2d8 + MOVE electric damage on a hit. On a natural attack roll of 19 or 20, the target is paralyzed.

Higher Levels: The damage dice roll for this move changes to 2d10 at level 5, 3d10 at level 10, and 4d12 at level 17.

TICKLE

Type: Normal

Move Power: DEX

Move Time: 1 bonus action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You turn your melee attack into a playful tickle. As a bonus action at the end of a turn in which you used a melee attack, force an opponent to make a CON saving throw against your Move DC. On a failure, the target flinches.

TORMENT

Type: Dark

Move Power: DEX/WIS

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: 30ft

Description: You send a dark energy to torment an opponent that attacks you. When hit by a melee or ranged attack, force the opponent to make a WIS saving throw against your Move DC. On a failure, the opponent cannot use the same move that hit you on its next turn.

TOXIC

Type: Poison

Move Power: CON

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 30ft

Description: You send a downpour of potent, poisonous rain in a 5 foot radius, centered on a point within range. Targets in the area must make a CON save against your MOVE DC or become poisoned. Pokémon poisoned by this move take double the normal poison damage.

TRANSFORM

Type: Normal

Move Power: None

Move Time: 1 action

PP: 5

Duration: 1 minute, Concentration

Range: 50ft

Description: You attempt to morph into a near-exact copy of a Pokémon in range, as long as the base CR of the Pokémon is able to be controlled by your trainer. For the duration, you copy all of the Pokémon's stats and current moves, keeping your own HP and level.

TRI ATTACK

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You strike out with three quick attacks in a row. Make three melee attack rolls, doing 1d4 + MOVE damage on each hit. As soon as one attack misses, the move is over, and all other attacks automatically miss.

Higher Levels: The damage dice roll for this move changes to 1d6 at level 5, 1d8 at level 10, and 2d6 at level 17.

TRICK

Type: Psychic

Move Power: WIS

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You move quickly to attempt to swap held items with an opponent. Make a melee attack roll against an opponent, swapping held items with them on a hit.

TRIPLE KICK

Type: Fighting

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You strike out with three consecutive kicks. Make three melee attack rolls in order, doing 1d4 + MOVE fighting damage on each hit. As soon as one attack misses, the move is over, and all other kicks automatically miss.

Higher Levels: The damage dice roll for this move changes to 1d6 at level 5, 1d8 at level 10, and 2d6 at level 17.

TWINEEDLE

Type: Bug

Move Power: DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 40ft

Description: You fire two sharp projectiles at Pokémon in range. Make two melee attack rolls, doing 1d4 + MOVE damage on each hit.

Higher Levels: The damage dice roll for this move changes to 2d4 at level 5, 1d12 at level 10, and 4d4 at level 17.

TWISTER

Type: Dragon

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 80ft

Description: You send a gust of swirling wind that tears through an opponent. Make a ranged attack on an opponent, doing 1d6 + MOVE dragon damage on a hit. If the natural attack roll is 16 or higher, the opponent flinches.

Higher Levels: The damage dice roll for this move changes to 1d12 at level 5, 2d8 at level 10, and 4d6 at level 17.

UPROAR

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: 3 Rounds, Concentration

Range: 50ft

Description: You cause an uproar on the battlefield up to 50 feet away from you in any direction for three rounds of combat. During the uproar, you cannot use any other Move, and any creature in range is prevented from falling asleep. (This include creatures that would purposefully fall asleep using moves like Rest, Yawn, etc.) In addition, opponents must make a CON save against your Move DC at the start of each turn. On a fail, the opponent takes 2d8 + MOVE normal damage.

Higher Levels: The damage dice roll for this move changes to 2d10 at level 5, 3d10 at level 10, and 4d12 at level 17.

VICE GRIP

Type: Normal

Move Power: STR

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: Melee

Description: You crush an opponent with a forceful, gripping attack. Make a melee attack, doing 1d8 + MOVE normal damage on a hit, grappling the opponent. On each successive turn, if the Pokémon is still grappled, you may use this move again (as an action) and automatically hit.

Higher Levels: The damage dice roll for this move changes to 2d6 at level 5, 4d4 at level 10, and 3d10 at level 17.

VINE WHIP

Type: Grass

Move Power: STR/DEX

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: 15ft

Description: You extend a sharp vine to whip the opponent with. Make a melee attack roll, doing 1d6 + MOVE grass damage on a hit.

Higher Levels: The damage dice roll for this move changes to 1d12 at level 5, 2d8 at level 10, and 4d6 at level 17.

VITAL THROW

Type: Fighting

Move Power: STR

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: A slow fighting attack that pummels your foes. As an action on your turn, you can choose to hold this move until next turn, where it will automatically hit for 1d12 + MOVE fighting damage.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 2d12 at level 10, and 6d6 at level 17.

VOLT TACKLE

Type: Electric

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 15ft

Description: You rush forward in a flash of electricity with extended reach, slamming into an opponent. Make a melee attack roll against an opponent, dealing 2d10 + Move electric damage on a hit. On a hit, you also take a quarter of the total (rounded down) in normal-type recoil damage.

Higher Levels: The damage dice roll for this move changes to 3d8 at level 5, 4d10 at level 10, and 7d8 at level 17.

WATER GUN

Type: Water

Move Power: DEX

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: 40ft

Description: You fire a quick spurt of water at a Pokémon in range. Make a ranged attack roll, doing 1d6 + MOVE water damage on a hit.

Higher Levels: The damage dice roll for this move changes to 1d12 at level 5, 2d8 at level 10, and 4d6 at level 17.

WATER PULSE

Type: Water
Move Power: DEX
Move Time: 1 action
PP: 10
Duration: Instantaneous
Range: 30ft

Description: You send a wave of ultrasonic aquatic energy at an opponent in range. Make a ranged attack roll, dealing 1d10 + MOVE water damage on a hit. On a natural attack roll of 17 or higher, the target is confused.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 5d4 at level 10, and 4d8 at level 17.

WATER SPORT

Type: Water
Move Power: DEX
Move Time: 1 action
PP: 10
Duration: 1 minute
Range: 5 feet

Description: You soak yourself and all allies around you with buckets of water, reducing the amount of fire damage taken for anyone affected. For the duration, you and any ally in range (when you initially activated this move) have resistance to fire-type attacks. If you were already resistant, you are now immune. If you were vulnerable, you now take normal damage. If you are immune to fire-type moves already, nothing happens.

WATER SPOUT

Type: Water
Move Power: STR/DEX
Move Time: 1 action
PP: 3
Duration: Instantaneous
Range: 30ft

Description: You fire a blast of water at an opponent that increases in power the healthier you are. Make a ranged attack roll against an opponent, doing 3d8 + MOVE water damage on a hit if you are at or above 50% of your health. If you are below 50%, halve the total damage done.

Higher Levels: The damage dice roll for this move changes to 5d6 at level 5, 4d12 at level 10, and 8d8 at level 17.

WATERFALL

Type: Water
Move Power: STR/DEX
Move Time: 1 action
PP: 10
Duration: Instantaneous
Range: 80ft

Description: You create an intense waterfall that crashes down upon enemy Pokémon in a 10 foot radius, centered on a point within range. Pokémon in the area must make a DEX save against your Move DC or take 2d6 + MOVE water damage and fall prone on a fail, or half as much on a save.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 4d6 at level 10, and 6d6 at level 17.

WEATHER BALL

Type: Normal
Move Power: STR/DEX
Move Time: 1 action
PP: 5
Duration: Instantaneous
Range: 30ft

Description: You send a powerful ball of energy that changes type based on the surrounding weather, dealing 1d8 + MOVE damage of that type

Weather	Type
Bright Sunlight	Fire
Rain	Water
Sandstorm	Rock
Hail or Snow	Ice
Foggy or Cloudy	Normal

Higher Levels: The damage dice roll for this move changes to 2d6 at level 5, 4d4 at level 10, and 3d10 at level 17.

WHIRLPOOL

Type: Water
Move Power: STR
Move Time: 1 action
PP: 10
Duration: Instantaneous
Range: 60ft

Description: You create a wave of water that swirls around an opponent in range. Make a ranged attack roll. On a hit, the target takes 1d6 + MOVE water damage and is grappled and restrained. At the beginning of each of its turns, it may attempt to escape with a STR save against your Move DC. On each successive turn, if the Pokémon is still grappled, you may use this move again (as an action) and automatically hit.

Higher Levels: The damage dice roll for this move changes to 1d10 at level 5, 2d8 at level 10, and 5d4 at level 17.

WHIRLWIND

Type: Normal
Move Power: DEX
Move Time: 1 action
PP: 10
Duration: Instantaneous
Range: Self

Description: You create a whirlwind of spinning air around you, increasing your AC by +2 until the beginning of your next turn. When you activate this move, any Pokémon within 5 feet of you must succeed on a STR saving throw against your Move DC or fall prone. In wild Pokémon battles, this move can be activated to automatically count as a single success in a group DEX check to run away.

WILL-O-WISP

Type: Fire
Move Power: DEX
Move Time: 1 action
PP: 10
Duration: Instantaneous
Range: 30ft

Description: You send a sinister, white-hot flame at an opponent attempting to inflict a burn. Make a ranged attack roll on a target, causing burn on a hit.

WING ATTACK

Type: Flying
Move Power: STR/DEX
Move Time: 1 action
PP: 20
Duration: Instantaneous
Range: Melee

Description: You strike out at an enemy Pokémon with your wings. Make a ranged attack roll, doing 1d10 + MOVE flying damage on a hit.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 5d4 at level 10, and 4d8 at level 17.

WISH

Type: Normal
Move Power: WIS/CHA
Move Time: 1 action
PP: 5
Duration: 1 round
Range: Self

Description: You send forth a healing wish that takes time to come true. At the end of your next turn, heal for 3d8 + MOVE hit points.

Higher Levels: The damage dice roll for this move changes to 5d6 at level 5, 4d12 at level 10, and 8d8 at level 17.

WITHDRAW

Type: Water
Move Power: None
Move Time: 1 reaction
PP: 3
Duration: Instantaneous
Range: Self

Description: When hit by a melee or ranged attack, you can spend your reaction to increase your AC by +2 if it would cause the attack to miss.

Higher Levels: Increase your AC by +3 at level 10 and above.

WRAP

Type: Normal
Move Power: STR/DEX
Move Time: 1 action
PP: 10
Duration: Instantaneous
Range: Melee

Description: You attempt to grapple a target into submission. Make a melee attack roll. On a hit, the target takes 1d4 + MOVE normal damage and is grappled and restrained. At the beginning of each of its turns, it may attempt to escape with a STR save against your Move DC. On each successive turn, if the Pokémon is still grappled, you may use this move again as a bonus action and automatically hit.

Higher Levels: The damage dice rolls for this move change to 1d6 at level 5, 1d8 at level 10, and 2d6 at level 17.

YAWN

Type: Normal
Move Power: WIS/CHA
Move Time: 1 action
PP: 5
Duration: 1 round
Range: 30ft

Description: You release a big yawn that causes an opponent to become very drowsy. Choose a target in range. If that target is still in the battle at the end of its next turn, it falls asleep.

ZAP CANNON

Type: Electric
Move Power: STR/DEX
Move Time: 1 action
PP: 3
Duration: Instantaneous
Range: 120ft

Description: You fire out an extreme blast of pure electric energy at an opponent. Make a ranged attack against a foe in range, doing 2d10 + MOVE electric damage. If the natural attack roll is 15 or higher, the target is paralyzed.

Higher Levels: The damage dice roll for this move changes to 3d8 at level 5, 4d10 at level 10, and 7d8 at level 17.

11. POKÉMON STAT BLOCKS

Below you will find the base statistics for each of the 386 Generation I, II, and III Pokémon at the lowest level they can be found in the wild. Hint: Use CTRL-F to find the one you need quickly!*



BULBASAU

Small Grass/Poison Type | Level 1 | SR 1/2

Armor Class: 13
Hit Points: 17
Hit Dice: d6
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics, Nature
Saving Throws: Strength
Vulnerabilities: Fire, Flying, Ice, Psychic
Resistances: Electric, Fairy, Fighting, Grass, Water

Chlorophyll: This Pokémon's speed is doubled in bright sunlight.

Evolution: Bulbasaur can evolve into Ivysaur at level 6 and above. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

Moves

Starting Moves: Tackle, Growl

Level 2: Vine Whip, Leech Seed

Level 6: Poison Powder, Sleep Powder, Take Down, Razor Leaf

Level 10: Sweet Scent, Growth, Double-Edge

Level 14: Synthesis

Learnable Moves:

TM: 06, 09, 10, 11, 17, 19, 21, 22, 27, 32, 36, 42, 43, 44, 45

HM: 01, 04, 05, 06



IVYSAUR

Small Grass/Poison Type | Level 5 | SR 5

Armor Class: 15
Hit Points: 45
Hit Dice: d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics, Nature
Saving Throws: Strength
Vulnerabilities: Fire, Flying, Ice, Psychic
Resistances: Electric, Fairy, Fighting, Grass, Water

Chlorophyll: This Pokémon's speed is doubled in bright sunlight.

Overgrow: When this Pokémon falls below 10% of its maximum HP, double the STAB damage for its grass-type moves.

Evolution: Ivysaur can evolve into Venusaur at level 14 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Moves

Starting Moves: Tackle, Growl, Leech Seed, Vine Whip

Level 6: Poison Powder, Sleep Powder, Take Down

Level 10: Razor Leaf, Sweet Scent

Level 14: Growth, Double-Edge

Level 18: Synthesis, Solar Beam

Learnable Moves:

TM: 06, 09, 10, 11, 17, 19, 21, 22, 27, 32, 36, 42, 43, 44, 45

HM: 01, 04, 05, 06

VENUSAUR

Medium Grass/Poison Type | Level 10 | SR 13

Armor Class: 16
Hit Points: 92
Hit Dice: d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	14 (+2)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Athletics, Nature
Saving Throws: Strength, Constitution
Vulnerabilities: Fire, Flying, Ice, Psychic
Resistances: Electric, Fairy, Fighting, Grass, Water

Chlorophyll: This Pokémon's speed is doubled in bright sunlight.

Overgrow: When this Pokémon falls below 10% of its maximum HP, double the STAB damage for its grass-type moves.

Moves

Starting Moves: Tackle, Growl, Leech Seed, Vine Whip, Petal Dance, Poison Powder, Sleep Powder, Take Down, Razor Leaf, Sweet Scent

Level 14: Growth, Double-Edge

Level 18: Synthesis, Solar Beam

Learnable Moves:

TM: 05, 06, 09, 10, 11, 15, 17, 19, 21, 22, 26, 27, 32, 36, 42, 43, 44, 45

HM: 01, 04, 05, 06



CHARMANDER

Small Fire Type | Level 1 | SR 1/2

Armor Class: 13
Hit Points: 16
Hit Dice: d6
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Steel

Solar Power: Damage rolls for this Pokémon get an additional +2 during bright sunlight.

Evolution: Charmander can evolve into Charmeleon at level 6 and above. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

Moves

Starting Moves: Growl, Scratch

Level 2: Ember, Smokescreen

Level 6: Dragon Rage, Scary Face

Level 10: Slash

Level 14: Flamethrower

Level 18: Fire Spin

Learnable Moves:

TM: 01, 02, 06, 10, 11, 17, 21, 23, 27, 28, 31, 32, 35, 38, 40, 42, 43, 44, 45, 50

HM: 01, 04, 06

CHARMELEON

Small Fire Type | Level 5 | SR 5

Armor Class: 14
Hit Points: 40
Hit Dice: d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	11 (+0)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Steel

Solar Power: Damage rolls for this Pokémon get an additional +2 during bright sunlight.

Blaze: When this Pokémon falls below 10% of its maximum HP, double the STAB damage for its fire-type moves.

Evolution: Charmeleon can evolve into Charizard at level 14 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Moves

Starting Moves: Growl, Scratch, Ember, Smokescreen

Level 2: Smokescreen

Level 6: Dragon Rage

Level 10: Scary Face

Level 14: Slash

Level 18: Flamethrower, Fire Spin

Learnable Moves:

TM: 01, 02, 06, 10, 11, 17, 21, 23, 27, 28, 31, 32, 35, 38, 40, 42, 43, 44, 45, 50

HM: 01, 04, 06



CHARIZARD

Medium Fire/Flying Type | Level 10 | SR 13

Armor Class: 16
Hit Points: 82
Hit Dice: d12
Speed: 30ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	15 (+2)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Acrobatics, Athletics
Saving Throws: Dexterity, Strength
Vulnerabilities: Electric, Rock, Water
Resistances: Bug, Fairy, Fighting, Fire, Grass, Steel
Immunities: Ground

Solar Power: Damage rolls for this Pokémon get an additional +2 during bright sunlight.

Blaze: When this Pokémon falls below 10% of its maximum HP, double the STAB damage for its fire-type moves.

Moves

Starting Moves: Growl, Scratch, Ember, Dragon Claw, Wing Attack, Smokescreen, Dragon Rage, Scary Face

Level 14: Slash

Level 18: Flamethrower, Fire Spin, Heat Wave

Learnable Moves:

TM: 01, 02, 05, 06, 10, 11, 15, 17, 21, 23, 26, 27, 28, 31, 32, 35, 38, 40, 42, 43, 44, 45, 47, 50

HM: 01, 02, 04, 06



SQUIRTLE

Small Water Type | Level 1 | SR 1/2

Armor Class: 14
Hit Points: 18
Hit Dice: d6
Speed: 30ft. walking, 20ft. swimming

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Rain Dish: In rainy conditions, this Pokémon heals for an amount of HP equal to its proficiency bonus at the end of each of its turns.

Evolution: Squirtle can evolve into Wartortle at level 6 and above. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

Moves

Starting Moves: Tackle, Tail Whip

Level 2: Water Gun, Withdraw

Level 6: Bubble, Bite, Rapid Spin

Level 10: Protect, Water Pulse

Level 14: Skull Bash, Iron Defense

Level 18: Rain Dance, Hydro Pump

Learnable Moves:

TM: 01, 03, 06, 07, 10, 13, 14, 17, 18, 21, 23, 27, 28, 31, 32, 42, 43, 44, 45

HM: 03, 04, 06, 07, 08



WARTORTLE

Small Water Type | Level 5 | SR 5

Armor Class: 15
Hit Points: 50
Hit Dice: d8
Speed: 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Torrent: When this Pokémon falls below 10% of its health, double the STAB damage for its water-type moves.

Rain Dish: In rainy conditions, this Pokémon heals for an amount of HP equal to its proficiency bonus at the end of each of its turns.

Evolution: Wartortle can evolve into Blastoise at level 14 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Moves

Starting Moves: Tackle, Tail Whip, Water Gun, Withdraw

Level 6: Bubble, Bite

Level 10: Rapid Spin, Protect

Level 14: Water Pulse, Skull Bash

Level 18: Iron Defense, Rain Dance, Hydro Pump

Learnable Moves:

TM: 01, 03, 06, 07, 10, 13, 14, 17, 18, 21, 23, 27, 28, 31, 32, 42, 43, 44, 45

HM: 03, 04, 06, 07, 08



BLASTOISE

Medium Water Type | Level 10 | SR 13

Armor Class: 17
Hit Points: 102
Hit Dice: d12
Speed: 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	19 (+4)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Torrent: When this Pokémon falls below 10% of its health, double the STAB damage for its water-type moves.

Rain Dish: In rainy conditions, this Pokémon heals for an amount of HP equal to its proficiency bonus at the end of each of its turns.

Moves

Starting Moves: Tackle, Tail Whip, Water Gun, Withdraw, Bubble, Bite, Rapid Spin, Protect

Level 14: Water Pulse, Skull Bash

Level 18: Iron Defense, Rain Dance, Hydro Pump

Learnable Moves:

TM: 01, 03, 05, 06, 07, 10, 13, 14, 15, 17, 18, 21, 23, 26, 27, 28, 31, 32, 42, 43, 44, 45

HM: 03, 04, 06, 07, 08



CATERPIE

Tiny Bug Type | Level 1 | SR 1/8

Armor Class: 11
Hit Points: 15
Hit Dice: d6
Speed: 20ft. walking, 20ft. climbing

STR	DEX	CON	INT	WIS	CHA
9 (-1)	10 (+0)	8 (-1)	6 (-2)	10 (+0)	14 (+2)

Proficient Skills: None
Saving Throws: None
Vulnerabilities: Fire, Flying, Rock
Resistances: Grass, Ground, Fighting

Run Away: While this Pokémon is active, the trainer automatically succeeds on their DEX roll to run away from a wild Pokémon encounter.

Shield Dust: Once per long rest, this Pokémon can ignore a negative status condition that results from an enemy move.

Evolution: Caterpie can evolve into Metapod at level 4 and above. When it evolves, its health increases by double its level, and it gains 5 points to add to its ability scores (max 20).

Moves

Starting Moves: String Shot, Tackle

Learnable Moves: None



METAPOD

Small Bug Type | Level 2 | SR 1

Armor Class: 12
Hit Points: 21
Hit Dice: d8
Speed: 5ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	16 (+3)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Rock
Resistances: Grass, Ground, Fighting

Shed Skin: If this Pokémon is affected by a negative status ailment, they can roll a d4 at the end of each of their turns. On a result of 4, they are cured.

Evolution: Metapod can evolve into Butterfree at level 6 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Moves

Starting Moves: Harden

Learnable Moves: None



BUTTERFREE

Small Bug/Flying Type | Level 5 | SR 6

Armor Class: 14
Hit Points: 53
Hit Dice: d10
Speed: 30ft. walking, 30ft. climbing, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	6 (-2)	12 (+1)	12 (+1)

Proficient Skills: Acrobatics, Persuasion
Saving Throws: Dexterity, Charisma
Vulnerabilities: Electric, Fire, Flying, Ice, Rock
Resistances: Bug, Fighting, Grass
Immunities: Ground

Tinted Lens: This Pokémon's moves ignore resistances.

Compound Eyes: This Pokémon gets an additional +1 to attack rolls.

Moves

Starting Moves: Confusion, Gust

Level 6: Poison Powder, Sleep Powder, Stun Spore, Psybeam, Silver Wind

Level 10: Supersonic, Safeguard

Level 14: Whirlwind

Learnable Moves:

TM: 06, 10, 11, 15, 17, 18, 19, 20, 21, 22, 27, 29, 30, 32, 40, 42, 43, 44, 45, 46, 48

HM: 05



WEEDLE

Tiny Bug/Poison Type | Level 1 | SR 1/8

Armor Class: 11

Hit Points: 17

Hit Dice: d6

Speed: 20ft. walking, 20ft. climbing

STR	DEX	CON	INT	WIS	CHA
9 (-1)	10 (+0)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: None

Saving Throws: None

Vulnerabilities: Fire, Flying, Psychic, Rock

Resistances: Bug, Fairy, Fighting, Grass, Poison

Run Away: While this Pokémon is active, the trainer automatically succeeds on their DEX roll to run away from a wild Pokémon encounter.

Shield Dust: Once per long rest, this Pokémon can ignore a negative status condition that results from an enemy move.

Evolution: Weedle can evolve into Kakuna at level 4 and above. When it evolves, its health increases by double its level, and it gains 5 points to add to its ability scores (max 20).

Moves

Starting Moves: Poison Sting, String Shot

Learnable Moves: None



KAKUNA

Small Bug/Poison Type | Level 2 | SR 1

Armor Class: 12

Hit Points: 25

Hit Dice: d8

Speed: 5ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	16 (+3)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival

Saving Throws: Constitution

Vulnerabilities: Fire, Flying, Psychic, Rock

Resistances: Bug, Fairy, Fighting, Grass, Poison

Shed Skin: If this Pokémon is affected by a negative status ailment, they can roll a d4 at the end of each of their turns. On a result of 4, they are cured.

Evolution: Kakuna can evolve into Beedrill at level 6 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Moves

Starting Moves: Harden

Learnable Moves: None

BEEDRILL

Small Bug/Poison Type | Level 5 | SR 6

Armor Class: 14

Hit Points: 57

Hit Dice: d10

Speed: 30ft. walking, 30ft. climbing, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics, Intimidation

Saving Throws: Dexterity, Charisma

Vulnerabilities: Fire, Flying, Psychic, Rock

Resistances: Bug, Fairy, Fighting, Grass, Poison

Sniper: On a critical hit made by this Pokémon, triple the dice roll instead of doubling it.

Swarm: This Pokémon adds doubles its STAB bonus when it has 10% or less of its maximum health.

Moves

Starting Moves: Fury Attack, Twineedle

Level 6: Rage, Pursuit

Level 10: Focus Energy

Level 14: Pin Missile

Level 18: Agility, Endeavor

Learnable Moves:

TM: 06, 10, 11, 15, 17, 19, 21, 22, 27, 31, 32, 36, 40, 42, 43, 44, 45, 46

HM: 01, 06



PIDGEY

Tiny Normal/Flying Type | Level 1 | SR 1/4

Armor Class: 12

Hit Points: 16

Hit Dice: d6

Speed: 20ft. walking, 25ft. flying

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Perception

Saving Throws: Dexterity

Vulnerabilities: Electric, Ice, Rock

Resistances: Bug, Grass

Immunities: Ghost, Ground

Keen Eye: This Pokémon ignores disadvantage when it relates to sight.

Tangled Feet: Attacks against this Pokémon have disadvantage when it is confused.

Evolution: Pidgey can evolve into Pidgeotto at level 6 and above. When it evolves, its health increases by double its level, and it gains 7 points to add to its ability scores (max 20).

Moves

Starting Moves: Tackle

Level 2: Sand Attack, Gust

Level 6: Quick Attack, Whirlwind

Level 10: Twister, Feather Dance

Level 14: Agility, Wing Attack

Level 18: Mirror Move

Learnable Moves:

TM: 06, 10, 11, 17, 18, 21, 27, 32, 40, 42, 43, 44, 45, 46, 47

HM: 02



PIDGEOTTO

Small Normal/Flying Type | Level 5 | SR 3

Armor Class: 13
Hit Points: 40
Hit Dice: d8
Speed: 20ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	10 (+0)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Perception
Saving Throws: Dexterity
Vulnerabilities: Electric, Ice, Rock
Resistances: Bug, Grass
Immunities: Ghost, Ground

Keen Eye: This Pokémon ignores disadvantage when it relates to sight.

Tangled Feet: Attacks against this Pokémon have disadvantage when it is confused.

Big Pecks: This Pokémon's AC cannot be reduced by an opponent's moves.

Evolution: Pidgeotto can evolve into Pidgeot at level 14 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Moves

Starting Moves: Tackle, Sand Attack, Gust

Level 6: Quick Attack, Whirlwind

Level 10: Twister, Feather Dance

Level 14: Agility, Wing Attack

Level 18: Mirror Move

Learnable Moves:

TM: 06, 10, 11, 17, 18, 21, 27, 32, 40, 42, 43, 44, 45, 46, 47

HM: 02



PIDGEOT

Medium Normal/Flying Type | Level 8 | SR 10

Armor Class: 16
Hit Points: 69
Hit Dice: d10
Speed: 30ft. walking, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	12 (+1)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Perception
Saving Throws: Dexterity
Vulnerabilities: Electric, Ice, Rock
Resistances: Bug, Grass
Immunities: Ghost, Ground

Keen Eye: This Pokémon ignores disadvantage when it relates to sight.

Tangled Feet: Attacks against this Pokémon have disadvantage when it is confused.

Big Pecks: This Pokémon's AC cannot be reduced by an opponent's moves.

Moves

Starting Moves: Gust, Quick Attack, Sand Attack, Tackle, Whirlwind

Level 10: Twister, Feather Dance

Level 14: Agility, Wing Attack

Level 18: Mirror Move

Learnable Moves:

TM: 06, 10, 11, 15, 17, 18, 21, 27, 32, 40, 42, 43, 44, 45, 46, 47

HM: 02



RATTATA

Tiny Normal Type | Level 1 | SR 1/4

Armor Class: 12

Hit Points: 16

Hit Dice: d6

Speed: 30ft. walking, 30ft. climbing

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	6 (-2)	10 (+0)	8 (-1)

Proficient Skills: Perception, Stealth

Saving Throws: Dexterity

Vulnerabilities: Fighting

Resistances: None

Immunities: Ghost

Senses: Darkvision 30ft.

Run Away: While this Pokémon is active, the trainer automatically succeeds on their DEX roll to run away from a wild Pokémon encounter.

Guts: When this Pokémon is burned or poisoned, they are not affected by the disadvantage or half damage effects. They still take damage at the end of each of their turns.

Evolution: Rattata can evolve into Raticate at level 6 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Moves

Starting Moves: Tackle, Tail Whip

Level 2: Quick Attack, Focus Energy, Bite

Level 6: Pursuit, Hyper Fang

Level 10: Crunch

Level 14: Super Fang, Double-Edge, Endeavor

Learnable Moves:

TM: 06, 10, 11, 12, 13, 14, 17, 18, 21, 23, 24, 25, 27, 28, 30, 32, 34, 42, 43, 44, 45, 46

HM: 01, 06



RATICATE

Small Normal Type | Level 5 | SR 5

Armor Class: 15

Hit Points: 40

Hit Dice: d8

Speed: 30ft. walking, 20ft. climbing

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	13 (+1)	6 (-2)	12 (+1)	8 (-1)

Proficient Skills: Perception, Stealth

Saving Throws: Dexterity

Vulnerabilities: Fighting

Resistances: None

Immunities: Ghost

Senses: Darkvision 50ft.

Run Away: While this Pokémon is active, the trainer automatically succeeds on their DEX roll to run away from a wild Pokémon encounter.

Guts: When this Pokémon is burned or poisoned, they are not affected by the disadvantage or half damage effects. They still take damage at the end of each of their turns.

Hustle: When this Pokémon scores a critical hit, it may immediately use the same move to attack again at disadvantage.

Moves

Starting Moves: Quick Attack, Tackle, Tail Whip, Focus Energy, Scary Face, Swords Dance, Bite

Level 6: Pursuit

Level 10: Hyper Fang, Crunch

Level 14: Super Fang

Level 18: Double-Edge, Endeavor

Learnable Moves:

TM: 06, 10, 11, 12, 13, 14, 15, 17, 18, 21, 23, 24, 25, 27, 28, 30, 32, 34, 42, 43, 44, 45, 46

HM: 01, 04, 06

SPEAROW

Tiny Normal/Flying Type | Level 1 | SR 1/4

Armor Class: 12
Hit Points: 16
Hit Dice: d6
Speed: 10ft. walking, 25ft. flying

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Perception
Saving Throws: Dexterity
Vulnerabilities: Electric, Ice, Rock
Resistances: Bug, Grass
Immunities: Ghost, Ground

Keen Eye: This Pokémon ignores disadvantage when it relates to sight.

Sniper: On a critical hit made by this Pokémon, triple the dice roll instead of doubling it.

Evolution: Spearow can evolve into Fearow at level 6 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Moves

Starting Moves: Growl, Peck, Leer

Level 2: Pursuit

Level 6: Fury Attack, Aerial Ace, Mirror Move

Level 10: Agility

Level 14: Focus Energy

Level 18: Drill Peck

Learnable Moves:

TM: 06, 10, 11, 17, 18, 21, 27, 32, 40, 42, 43, 44, 45, 46, 47

HM: 02



FEAROW

Small Normal/Flying Type | Level 5 | SR 5

Armor Class: 15
Hit Points: 40
Hit Dice: d8
Speed: 15ft. walking, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	10 (+0)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Perception
Saving Throws: Dexterity
Vulnerabilities: Electric, Ice, Rock
Resistances: Bug, Grass
Immunities: Ghost, Ground

Keen Eye: This Pokémon ignores disadvantage when it relates to sight.

Sniper: On a critical hit made by this Pokémon, triple the dice roll instead of doubling it.

Moves

Starting Moves: Growl, Leer, Peck, Pursuit

Level 6: Fury Attack, Aerial Ace, Mirror Move

Level 10: Agility

Level 14: Focus Energy

Level 18: Drill Peck

Learnable Moves:

TM: 06, 10, 11, 15, 17, 18, 21, 27, 32, 40, 42, 43, 44, 45, 46, 47

HM: 02



EKANS

Medium Poison Type | Level 1 | SR 1/2

Armor Class: 13
Hit Points: 16
Hit Dice: d6
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	11 (+0)	8 (-1)	10 (+0)	10 (+0)

Proficient Skills: Stealth, Deception
Saving Throws: Constitution
Vulnerabilities: Ground, Psychic
Resistances: Bug, Fairy, Fighting, Grass, Poison
Senses: Darkvision 30ft.

Intimidate: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Shed Skin: If this Pokémon is affected by a negative status ailment, they can roll a d4 at the end of each of their turns. On a result of 4, they are cured.

Evolution: Ekans can evolve into Arbok at level 7 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Moves

Starting Moves: Leer, Wrap, Poison Sting

Level 2: Bite

Level 6: Glare, Screech, Acid

Level 10: Spit Up, Stockpile, Swallow

Level 18: Haze

Learnable Moves:

TM: 06, 10, 11, 17, 18, 19, 21, 23, 26, 27, 28, 32, 36, 41, 42, 43, 44, 45, 46, 49

HM: 04



ARBOK

Large Poison Type | Level 5 | SR 6

Armor Class: 15
Hit Points: 40
Hit Dice: d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	8 (-1)	12 (+1)	10 (+0)

Proficient Skills: Stealth, Deception, Intimidation
Saving Throws: Constitution
Vulnerabilities: Ground, Psychic
Resistances: Bug, Fairy, Fighting, Grass, Poison
Senses: Darkvision 50ft.

Intimidate: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Shed Skin: If this Pokémon is affected by a negative status ailment, they can roll a d4 at the end of each of their turns. On a result of 4, they are cured.

Unnerve: Opponents in combat with this Pokémon cannot eat held berries.

Moves

Starting Moves: Bite, Crunch, Leer, Poison Sting, Wrap

Level 6: Glare, Screech

Level 10: Acid, Spit Up, Stockpile, Swallow

Level 18: Haze

Learnable Moves:

TM: 06, 10, 11, 15, 17, 18, 19, 21, 23, 26, 27, 28, 32, 36, 41, 42, 43, 44, 45, 46, 49

HM: 04



PIKACHU

Tiny Electric Type | Level 1 | SR 1/2

Armor Class: 13
Hit Points: 16
Hit Dice: d6
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	10 (+0)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Acrobatics, Persuasion
Saving Throws: Dexterity, Charisma
Vulnerabilities: Ground
Resistances: Electric, Flying, Steel

Lightning Rod: If an ally within 30 feet is attacked with an electric type move, this Pokémon can choose to use a reaction to redirect that attack to themselves instead. This does not work on area of effect moves.

Evolution: Pikachu can evolve into Raichu at level 8 and above with the help of a Thunder Stone. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Moves

Starting Moves: Tail Whip, Thunder Shock

Level 2: Growl, Quick Attack

Level 6: Thunder Wave

Level 10: Double Team, Spark

Level 14: Discharge, Slam, Thunderbolt, Agility

Level 18: Light Screen, Thunder

Learnable Moves:

TM: 01, 06, 10, 16, 17, 18, 21, 23, 24, 25, 27, 28, 31, 32, 34, 42, 43, 44, 45

HM: 04, 05, 06



RAICHU

Small Electric Type | Level 5 | SR 7

Armor Class: 15
Hit Points: 40
Hit Dice: d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Ground
Resistances: Electric, Flying, Steel

Lightning Rod: If an ally within 30 feet is attacked with an electric type move, this Pokémon can choose to use a reaction to redirect that attack to themselves instead. This does not work on area of effect moves.

Static: When this Pokémon is hit by a melee attack, roll a d4. On a result of 4, the attacker takes an amount of electric damage equal to this Pokémon's proficiency bonus.

Moves

Starting Moves: Quick Attack, Tail Whip, Thunder Shock, Thunderbolt

Learnable Moves:

TM: 01, 06, 10, 15, 16, 17, 18, 21, 23, 24, 25, 27, 28, 31, 32, 34, 42, 43, 44, 45, 46

HM: 04, 05, 06



SANDSHREW

Tiny Ground Type | Level 1 | SR 1/2

Armor Class: 14
Hit Points: 17
Hit Dice: d6
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Constitution
Vulnerabilities: Grass, Ice, Water
Resistances: Poison, Rock
Immunities: Electric
Senses: Tremorsense 60ft

Sand Rush: This Pokémon's speed is doubled in desert terrain, or during a Sandstorm.

Burrower: This Pokémon can burrow underground traveling a distance equal to its walking speed before re-emerging.

Evolution: Sandshrew can evolve into Sandslash at level 7 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Moves

Starting Moves: Defense Curl, Scratch, Sand Attack

Level 2: Poison Sting, Rollout, Rapid Spin, Fury Cutter

Level 6: Magnitude, Swift

Level 10: Fury Swipes, Sand Tomb, Slash

Level 14: Dig

Level 18: Swords Dance, Sandstorm, Earthquake

Learnable Moves:

TM: 01, 06, 10, 11, 17, 21, 23, 26, 27, 28, 31, 32, 37, 39, 40, 42, 43, 44, 45, 46

HM: 01, 04, 06



SANDSLASH

Small Ground Type | Level 5 | SR 7

Armor Class: 16
Hit Points: 45
Hit Dice: d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Constitution, Strength
Vulnerabilities: Grass, Ice, Water
Resistances: Poison, Rock
Immunities: Electric
Senses: Tremorsense 80ft.

Sand Rush: This Pokémon's speed is doubled in desert terrain, or during a Sandstorm.

Sand Veil: This Pokémon's AC increases by 2 in desert terrain, or during a Sandstorm.

Burrower: This Pokémon can burrow underground traveling a distance equal to its walking speed before re-emerging.

Moves

Starting Moves: Crush Claw, Defense Curl, Poison Sting, Sand Attack, Scratch, Rollout, Rapid Spin, Fury Cutter

Level 6: Magnitude, Swift

Level 10: Fury Swipes, Sand Tomb

Level 14: Slash, Dig

Level 18: Swords Dance, Sandstorm, Earthquake

Learnable Moves:

TM: 01, 06, 10, 11, 15, 17, 21, 23, 26, 27, 28, 31, 32, 37, 39, 40, 42, 43, 44, 45, 46

HM: 01, 04, 06

NIDORAN ♀

Tiny Poison Type | Level 1 | SR 1/4

Armor Class: 12
Hit Points: 17
Hit Dice: d6
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Perception
Saving Throws: Constitution
Vulnerabilities: Ground, Psychic
Resistances: Bug, Fairy, Fighting, Grass, Poison

Rivalry: This Pokémon adds its proficiency bonus to damage when attacking a Pokémon of the same type.

Poison Point: On melee attacks made by this Pokémon, roll a d10 on a hit. On a result of a 10, the target is poisoned.

Evolution: Nidoran ♀ can evolve into Nidorina at level 6 and above. When it evolves, its health increases by double its level, and it gains 5 points to add to its ability scores (max 20).

Moves

Starting Moves: Growl, Scratch

Level 2: Tail Whip, Double Kick

Level 6: Poison Sting, Fury Swipes

Level 10: Bite, Helping Hand

Level 14: Flatter

Level 18: Crunch, Poison Fang

Learnable Moves:

TM: 03, 06, 10, 11, 13, 14, 17, 18, 21, 23, 24, 25, 27, 28, 32, 34, 36, 40, 42, 43, 44, 45, 46

HM: 01, 04, 06



NIDORINA

Small Poison Type | Level 5 | SR 4

Armor Class: 14
Hit Points: 45
Hit Dice: d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Perception
Saving Throws: Constitution
Vulnerabilities: Ground, Psychic
Resistances: Bug, Fairy, Fighting, Grass, Poison

Rivalry: This Pokémon adds its proficiency bonus to damage when attacking a Pokémon of the same type.

Poison Point: On melee attacks made by this Pokémon, roll a d10 on a hit. On a result of a 10, the target is poisoned.

Hustle: When this Pokémon scores a critical hit, it may immediately use the same move to attack again at disadvantage.

Evolution: Nidorina can evolve into Nidoqueen at level 14 and above with the help of a Moon Stone. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

Moves

Starting Moves: Growl, Scratch, Tail Whip, Double Kick

Level 6: Poison Sting

Level 10: Fury Swipes, Bite

Level 14: Helping Hand

Level 18: Flatter, Crunch, Poison Fang

Learnable Moves:

TM: 03, 06, 10, 11, 13, 14, 17, 18, 21, 23, 24, 25, 27, 28, 32, 34, 36, 40, 42, 43, 44, 45, 46

HM: 01, 04, 06



NIDOQUEEN

Medium Poison/Ground Type | Level 10 | SR 13

Armor Class: 16
Hit Points: 92
Hit Dice: d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Perception, Survival
Saving Throws: Constitution, Strength
Vulnerabilities: Ground, Ice, Psychic, Water
Resistances: Fairy, Fighting, Fire, Bug, Poison

Rivalry: This Pokémon adds its proficiency bonus to damage when attacking a Pokémon of the same type.

Poison Point: On melee attacks made by this Pokémon, roll a d10 on a hit. On a result of a 10, the target is poisoned.

Sheer Force: This Pokémon adds its proficiency bonus to damage rolls while poisoned, burned, confused, or paralyzed.

Moves

Starting Moves: Double Kick, Poison Sting, Scratch, Tail Whip

Level 14: Body Slam

Level 18: Superpower

Learnable Moves:

TM: 01, 03, 05, 06, 10, 11, 12, 13, 14, 15, 17, 18, 21, 23, 24, 25, 26, 27, 28, 30, 31, 32, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46

HM: 01, 03, 04, 06



NIDORAN ♂

Tiny Poison Type | Level 1 | SR 1/4

Armor Class: 12
Hit Points: 17
Hit Dice: d6
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Perception
Saving Throws: Constitution
Vulnerabilities: Ground, Psychic
Resistances: Bug, Fairy, Fighting, Grass, Poison

Rivalry: This Pokémon adds its proficiency bonus to damage when attacking a Pokémon of the same type.

Poison Point: On melee attacks made by this Pokémon, roll a d10 on a hit. On a result of a 10, the target is poisoned.

Evolution: Nidoran ♂ can evolve into Nidorino at level 6 and above. When it evolves, its health increases by double its level, and it gains 5 points to add to its ability scores (max 20).

Moves

Starting Moves: Leer, Peck

Level 2: Focus Energy, Double Kick

Level 6: Poison Sting, Fury Attack

Level 10: Horn Attack, Helping Hand

Level 14: Flatter

Level 18: Horn Drill

Learnable Moves:

TM: 03, 06, 10, 11, 13, 14, 17, 18, 21, 23, 24, 25, 27, 28, 32, 34, 36, 42, 43, 44, 45, 46

HM: 01, 04, 06



NIDORINO

Small Poison Type | Level 5 | SR 4

Armor Class: 14
Hit Points: 45
Hit Dice: d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Perception
Saving Throws: Constitution
Vulnerabilities: Ground, Psychic
Resistances: Bug, Fairy, Fighting, Grass, Poison

Rivalry: This Pokémon adds its proficiency bonus to damage when attacking a Pokémon of the same type.

Poison Point: On melee attacks made by this Pokémon, roll a d10 on a hit. On a result of a 10, the target is poisoned.

Hustle: When this Pokémon scores a critical hit, it may immediately use the same move to attack again at disadvantage.

Evolution: Nidorino can evolve into Nidoking at level 14 and above with the help of a Moon Stone. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

Moves

Starting Moves: Leer, Peck, Focus Energy, Double Kick

Level 6: Poison Sting

Level 10: Fury Attack, Horn Attack

Level 14: Helping Hand

Level 18: Flatter, Horn Drill

Learnable Moves:

TM: 03, 06, 10, 11, 13, 14, 17, 18, 21, 23, 24, 25, 27, 28, 32, 34, 36, 42, 43, 44, 45, 46

HM: 01, 04, 06



NIDOKING

Medium Poison/Ground Type | Level 10 | SR 12

Armor Class: 15
Hit Points: 92
Hit Dice: d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Perception, Survival
Saving Throws: Constitution, Strength
Vulnerabilities: Ground, Ice, Psychic, Water
Resistances: Fairy, Fighting, Fire, Bug, Poison

Rivalry: This Pokémon adds its proficiency bonus to damage when attacking a Pokémon of the same type.

Poison Point: On melee attacks made by this Pokémon, roll a d10 on a hit. On a result of a 10, the target is poisoned.

Sheer Force: This Pokémon adds its proficiency bonus to damage rolls while poisoned, burned, confused, or paralyzed.

Moves

Starting Moves: Double Kick, Focus Energy, Peck, Poison Sting, Thrash

Level 18: Megahorn

Learnable Moves:

TM: 01, 03, 05, 06, 10, 11, 12, 13, 14, 15, 17, 18, 21, 23, 24, 25, 26, 27, 28, 30, 31, 32, 34, 35, 36, 37, 38, 39, 41, 42, 43, 44, 45, 46

HM: 01, 03, 04, 06



CLEFAIRY

Tiny Fairy Type | Level 1 | SR 1

Armor Class: 13
Hit Points: 18
Hit Dice: d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	10 (+0)	6 (-2)	12 (+1)	12 (+1)

Proficient Skills: Insight, Persuasion
Saving Throws: Wisdom, Charisma
Vulnerabilities: Poison, Steel
Resistances: Bug, Dark, Fighting
Immunities: Dragon
Senses: Darkvision 30ft.

Magic Guard: If this Pokémon is subjected to a move that forces it to make a saving throw to take only half damage, it instead takes no damage on a success.

Cute Charm: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Friend Guard: Once per long rest, when an ally within 15 feet of this Pokémon is hit by an attack, it may choose to halve the damage dealt.

Evolution: Clefairy can evolve into Clefable at level 8 and above with the help of a Moon Stone. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Moves

Starting Moves: Encore, Growl, Pound, Spotlight

Level 2: Sing, Double Slap

Level 6: Defense Curl, Follow Me

Level 10: Minimize

Level 14: Metronome, Cosmic Power

Level 18: Body Slam, Moonlight, Meteor Mash

Learnable Moves:

TM: 01, 03, 04, 06, 10, 11, 13, 14, 16, 17, 18, 20, 21, 22, 23, 24, 25, 27, 28, 29, 30, 31, 32, 33, 34, 35, 38, 42, 43, 44, 45, 49

HM: 04, 05



CLEFABLE

Medium Fairy Type | Level 5 | SR 8

Armor Class: 15
Hit Points: 46
Hit Dice: d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	6 (-2)	14 (+2)	14 (+2)

Proficient Skills: Insight, Persuasion
Saving Throws: Wisdom, Charisma
Vulnerabilities: Poison, Steel
Resistances: Bug, Dark, Fighting
Immunities: Dragon
Senses: Darkvision 50ft.

Magic Guard: If this Pokémon is subjected to a move that forces it to make a saving throw to take only half damage, it instead takes no damage on a success.

Cute Charm: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Friend Guard: Once per long rest, when an ally within 15 feet of this Pokémon is hit by an attack, it may choose to halve the damage dealt.

Moves

Starting Moves: Double Slap, Metronome, Minimize, Sing, Spotlight

Learnable Moves:

TM: 01, 03, 04, 06, 10, 11, 13, 14, 15, 16, 17, 18, 20, 21, 22, 23, 24, 25, 27, 28, 29, 30, 31, 32, 33, 34, 35, 38, 42, 43, 44, 45, 49

HM: 04, 05



VULPIX

Tiny Fire Type | Level 1 | SR 1/4

Armor Class: 13
Hit Points: 16
Hit Dice: d6
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Perception, Investigation
Saving Throws: Dexterity
Vulnerabilities: Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Steel
Senses: Darkvision 30ft.

Flash Fire: This Pokémon takes no damage from fire. Instead, immediately after taking a hit from a fire-type move, or in open flames, double the STAB bonus on the next fire-type move.

Evolution: Vulpix can evolve into Ninetales at level 8 and above with the help of a Fire Stone. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

Moves

Starting Moves: Ember, Tail Whip

Level 2: Roar, Quick Attack

Level 6: Confuse Ray, Fire Spin

Level 10: Will-O-Wisp, Feint Attack

Level 14: Extrasensory, Safeguard

Level 18: Flamethrower, Imprison, Fire Blast, Grudge

Learnable Moves:

TM: 05, 06, 10, 11, 17, 20, 21, 23, 27, 28, 32, 35, 38, 42, 43, 44, 45, 50



NINETALES

Small Fire Type | Level 5 | SR 7

Armor Class: 17
Hit Points: 40
Hit Dice: d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	11 (+0)	6 (-2)	12 (+1)	12 (+1)

Proficient Skills: Perception, Investigation
Saving Throws: Dexterity
Vulnerabilities: Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Steel
Senses: Darkvision 50ft.

Flash Fire: This Pokémon takes no damage from fire. Instead, immediately after taking a hit from a fire-type move, or in open flames, double the STAB bonus on the next fire-type move.

Drought: When this Pokémon enters an outside battle, the weather immediately changes to bright sunlight. In the case of another Pokémon with a similar weather ability, the tie goes to the Pokémon with the highest DEX score.

Moves

Starting Moves: Confuse Ray, Flamethrower, Imprison, Quick Attack, Safeguard

Learnable Moves:

TM: 05, 06, 10, 11, 15, 17, 20, 21, 23, 27, 28, 32, 35, 38, 42, 43, 44, 45, 50



JIGGLYPUFF

Tiny Normal/Fairy Type | Level 1 | SR 1

Armor Class: 13
Hit Points: 18
Hit Dice: d8
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	10 (+0)	6 (-2)	12 (+1)	12 (+1)

Proficient Skills: Insight, Persuasion
Saving Throws: Wisdom, Charisma
Vulnerabilities: Poison, Steel
Resistances: Bug, Dark
Immunities: Dragon, Ghost

Competitive: This Pokémon adds its proficiency bonus to damage rolls while poisoned, burned, confused, or paralyzed.

Cute Charm: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Evolution: Jigglypuff can evolve into Wigglytuff at level 8 and above with the help of a Moon Stone. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Moves

Starting Moves: Sing, Defense Curl

Level 2: Pound

Level 6: Disable, Double Slap

Level 10: Rollout, Spit Up, Stockpile, Swallow

Level 14: Rest, Body Slam, Mimic

Level 18: Hyper Voice, Double-Edge

Learnable Moves:

TM: 01, 03, 06, 10, 11, 13, 14, 16, 17, 18, 20, 21, 22, 24, 25, 27, 28, 29, 30, 31, 32, 33, 34, 35, 38, 42, 43, 44, 45, 49

HM: 04, 05



WIGGLYTUFF

Small Normal/Fairy Type | Level 5 | SR 6

Armor Class: 15
Hit Points: 46
Hit Dice: d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	6 (-2)	14 (+2)	14 (+2)

Proficient Skills: Insight, Persuasion
Saving Throws: Wisdom, Charisma
Vulnerabilities: Poison, Steel
Resistances: Bug, Dark
Immunities: Dragon, Ghost

Competitive: This Pokémon adds its proficiency bonus to damage rolls while poisoned, burned, confused, or paralyzed.

Cute Charm: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Friend Guard: Once per long rest, when an ally within 15 feet of this Pokémon is hit by an attack, it may choose to halve the damage dealt.

Moves

Starting Moves: Defense Curl, Disable, Double-Edge, Double Slap, Sing

Learnable Moves:

TM: 01, 03, 06, 10, 11, 13, 14, 15, 16, 17, 18, 20, 21, 22, 24, 25, 27, 28, 29, 30, 31, 32, 33, 34, 35, 38, 42, 43, 44, 45, 49

HM: 04, 05



ZUBAT

Small Poison/Flying Type | Level 1 | SR 1/4

Armor Class: 12
Hit Points: 17
Hit Dice: d6
Speed: 5ft. walking, 25ft. flying

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	6 (-2)	12 (+1)	8 (-1)

Proficient Skills: Stealth
Saving Throws: Dexterity
Vulnerabilities: Electric, Ice, Psychic, Rock
Resistances: Bug, Fairy, Fighting, Grass, Poison
Immunities: Ground
Senses: Blindsight 80ft.

Inner Focus: This Pokémon is immune to flinching.

Evolution: Zubat can evolve into Golbat at level 7 and above. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

Moves

Starting Moves: Absorb

Level 2: Supersonic, Astonish, Bite

Level 6: Wing Attack, Confuse Ray, Air Cutter

Level 10: Swift, Poison Fang

Level 14: Mean Look, Leech Life, Haze

Learnable Moves:

TM: 06, 10, 11, 12, 17, 18, 19, 20, 21, 30, 32, 36, 40, 41, 42, 43, 44, 45, 46, 47, 49



GOLBAT

Medium Poison/Flying Type | Level 5 | SR 7

Armor Class: 15
Hit Points: 45
Hit Dice: d10
Speed: 10ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	6 (-2)	14 (+2)	8 (-1)

Proficient Skills: Stealth
Saving Throws: Dexterity, Constitution
Vulnerabilities: Electric, Ice, Psychic, Rock
Resistances: Bug, Fairy, Fighting, Grass, Poison
Immunities: Ground
Senses: Blindsight 100ft.

Inner Focus: This Pokémon is immune to flinching.

Infiltrator: This Pokémon bypasses Light Screen and Reflect.

Evolution: Golbat can evolve into Crobat at level 14 and above. When it evolves, its health increases by double its level, and it gains 5 points to add to its ability scores (max 20).

Moves

Starting Moves: Absorb, Astonish, Bite, Screech, Supersonic

Level 6: Wing Attack, Confuse Ray, Air Cutter

Level 10: Swift, Poison Fang

Level 14: Mean Look, Leech Life

Level 18: Haze

Learnable Moves:

TM: 06, 10, 11, 12, 15, 17, 18, 19, 20, 21, 30, 32, 36, 40, 41, 42, 43, 44, 45, 46, 47, 49



ODDISH

Tiny Grass/Poison Type | Level 1 | SR 1/4

Armor Class: 13
Hit Points: 17
Hit Dice: d6
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	12 (+1)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Nature, Survival
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Ice, Psychic
Resistances: Electric, Fairy, Fighting, Grass, Water
Senses: Darkvision 30ft.

Chlorophyll: This Pokémon's speed is doubled in bright sunlight.

Run Away: While this Pokémon is active, the trainer automatically succeeds on their DEX roll to run away from a wild Pokémon encounter.

Evolution: Oddish can evolve into Gloom at level 7 and above. When it evolves, its health increases by double its level, and it gains 7 points to add to its ability scores (max 20).

Moves

Starting Moves: Absorb, Growth

Level 2: Sweet Scent, Acid

Level 6: Poison Powder, Stun Spore, Sleep Powder

Level 10: Mega Drain, Moonlight

Level 14: Giga Drain, Toxic

Level 18: Petal Dance

Learnable Moves:

TM: 06, 09, 10, 11, 17, 19, 21, 22, 27, 32, 36, 42, 43, 44, 45

HM: 01, 05



GLOOM

Small Grass/Poison Type | Level 5 | SR 5

Armor Class: 14
Hit Points: 45
Hit Dice: d8
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Nature, Survival
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Ice, Psychic
Resistances: Electric, Fairy, Fighting, Grass, Water
Senses: Darkvision 50ft.

Chlorophyll: This Pokémon's speed is doubled in bright sunlight.

Stench: When this Pokémon is hit by a melee attack, roll a d10. On a 10, the attacker flinches.

Evolution: Gloom can evolve into Vileplume at level 14 and above with the help of a Leaf Stone. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Moves

Starting Moves: Absorb, Acid, Growth, Sweet Scent

Level 6: Poison Powder, Stun Spore, Sleep Powder

Level 10: Mega Drain

Level 14: Moonlight, Giga Drain

Level 18: Toxic, Petal Dance

Learnable Moves:

TM: 06, 09, 10, 11, 17, 19, 21, 22, 27, 32, 36, 42, 43, 44, 45

HM: 01, 05



VILEPLUME

Small Grass/Poison Type | Level 10 | SR 13

Armor Class: 16
Hit Points: 97
Hit Dice: d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	6 (-2)	14 (+2)	14 (+2)

Proficient Skills: Nature, Survival, Persuasion
Saving Throws: Constitution, Charisma
Vulnerabilities: Fire, Flying, Ice, Psychic
Resistances: Electric, Fairy, Fighting, Grass, Water
Senses: Darkvision 80ft.

Chlorophyll: This Pokémon's speed is doubled in bright sunlight.

Effect Spore: When hit by a melee attack, roll a d4. On a 4, deal an amount of grass damage equal to your proficiency modifier to your attacker.

Moves

Starting Moves: Aromatherapy, Mega Drain, Poison Powder, Stun Spore

Level 18: Petal Dance, Solar Beam

Learnable Moves:

TM: 06, 09, 10, 11, 15, 17, 19, 21, 22, 27, 32, 36, 42, 43, 44, 45

HM: 01, 05



PARAS

Tiny Bug/Grass Type | Level 1 | SR 1/4

Armor Class: 13
Hit Points: 18
Hit Dice: d6
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	9 (-1)	15 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Nature
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Poison, Rock, Ice, Bug
Resistances: Electric, Fighting, Grass, Ground, Water
Senses: Darkvision 30ft., Tremorsense 30ft.

Effect Spore: When hit by a melee attack, roll a d4. On a 4, deal an amount of grass damage equal to your proficiency modifier to your attacker.

Evolution: Paras can evolve into Parasect at level 7 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Moves

Starting Moves: Scratch

Level 2: Poison Powder, Stun Spore, Absorb

Level 6: Fury Cutter

Level 10: Spore, Slash

Level 14: Growth

Level 18: Giga Drain, Aromatherapy

Learnable Moves:

TM: 06, 09, 10, 11, 17, 19, 21, 22, 27, 28, 32, 36, 40, 42, 43, 44, 45, 46

HM: 01, 05, 06



PARASECT

Small Bug/Grass Type | Level 5 | SR 7

Armor Class: 15
Hit Points: 50
Hit Dice: d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Nature, Survival
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Poison, Rock, Ice, Bug
Resistances: Electric, Fighting, Grass, Ground, Water
Senses: Darkvision 50ft., Tremorsense 60ft.

Effect Spore: When hit by a melee attack, roll a d4. On a 4, deal an amount of grass damage equal to your proficiency modifier to your attacker.

Damp: This Pokémon is unaffected by Self Destruct and Explosion moves.

Moves

Starting Moves: Absorb, Poison Powder, Scratch, Stun Spore

Level 6: Fury Cutter

Level 10: Spore

Level 14: Slash, Growth

Level 18: Giga Drain, Aromatherapy

Learnable Moves:

TM: 06, 09, 10, 11, 15, 17, 19, 21, 22, 27, 28, 32, 36, 40, 42, 43, 44, 45, 46

HM: 01, 05, 06



VENONAT

Small Bug/Poison Type | Level 1 | SR 1/2

Armor Class: 13
Hit Points: 16
Hit Dice: d6
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	11 (+0)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Nature
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Psychic, Rock
Resistances: Bug, Fairy, Fighting, Grass, Poison
Senses: Darkvision 30ft.

Run Away: While this Pokémon is active, the trainer automatically succeeds on their DEX roll to run away from a wild Pokémon encounter.

Compound Eyes: This Pokémon gets an additional +1 to attack rolls.

Evolution: Venonat can evolve into Venomoth at level 9 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Moves

Starting Moves: Disable, Foresight, Tackle

Level 2: Supersonic, Confusion

Level 6: Poison Powder, Psybeam

Level 10: Stun Spore, Signal Beam

Level 14: Sleep Powder, Leech Life

Level 18: Poison Fang, Psychic

Learnable Moves:

TM: 06, 10, 11, 19, 21, 22, 27, 29, 32, 36, 42, 43, 44, 45, 46, 48

HM: 05

VENOMOTH

Medium Bug/Poison Type | Level 8 | SR 8

Armor Class: 15
Hit Points: 56
Hit Dice: d10
Speed: 10ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Nature
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Psychic, Rock
Resistances: Bug, Fairy, Fighting, Grass, Poison
Senses: Darkvision 50ft.

Run Away: While this Pokémon is active, the trainer automatically succeeds on their DEX roll to run away from a wild Pokémon encounter.

Tinted Lens: This Pokémon's moves ignore resistances.

Compound Eyes: This Pokémon gets an additional +1 to attack rolls.

Moves

Starting Moves: Disable, Foresight, Gust, Silver Wind, Supersonic, Tackle, Confusion, Poison Powder, Psybeam

Level 10: Stun Spore, Signal Beam

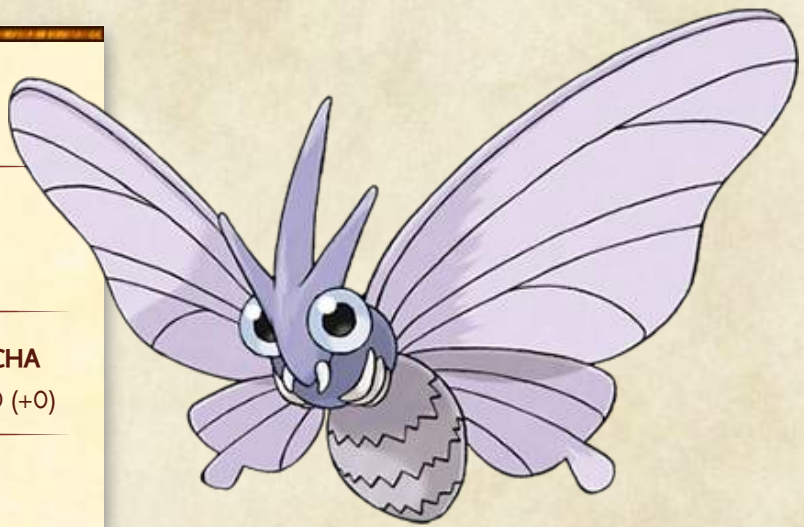
Level 14: Sleep Powder, Leech Life

Level 18: Poison Fang, Psychic

Learnable Moves:

TM: 06, 10, 11, 15, 19, 21, 22, 27, 29, 32, 36, 40, 42, 43, 44, 45, 46, 48

HM: 05



DIGLETT

Tiny Ground Type | Level 1 | SR 1/2

Armor Class: 12
Hit Points: 18
Hit Dice: d6
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Stealth, Athletics
Saving Throws: Dexterity
Vulnerabilities: Grass, Ice, Water
Resistances: Poison, Rock
Immunities: Electric
Senses: Tremorsense 80ft.

Sand Veil: This Pokémon's AC increases by 2 in desert terrain, or during a Sandstorm.

Burrower: This Pokémon can burrow underground traveling a distance equal to its walking speed before re-emerging.

Evolution: Diglett can evolve into Dugtrio at level 8 and above. When it evolves, its health increases by double its level, and it gains 13 points to add to its ability scores (max 20).

Moves

Starting Moves: Sand Attack, Scratch

Level 2: Growl, Astonish

Level 6: Mud-Slap, Magnitude

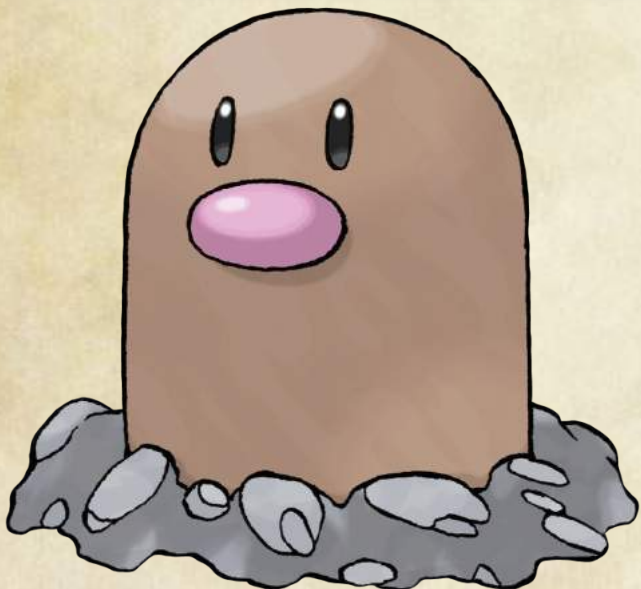
Level 14: Dig, Slash

Level 18: Earthquake, Fissure

Learnable Moves:

TM: 06, 10, 11, 17, 21, 26, 27, 28, 32, 36, 39, 40, 42, 43, 44, 45, 46

HM: 01, 06



DUGTRIO

Small Ground Type | Level 5 | SR 8

Armor Class: 15
Hit Points: 50
Hit Dice: d10
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Stealth, Athletics
Saving Throws: Dexterity, Constitution
Vulnerabilities: Grass, Ice, Water
Resistances: Poison, Rock
Immunities: Electric
Senses: Tremorsense 120ft.

Sand Veil: This Pokémon's AC increases by 2 in desert terrain, or during a Sandstorm.

Burrower: This Pokémon can burrow underground traveling a distance equal to its walking speed before re-emerging.

Arena Trap: Wild Pokémon cannot flee from this Pokémon if it is active in battle, except if they are flying-type, or use the Levitate ability.

Moves

Starting Moves: Growl, Sand Attack, Sand Tomb, Scratch, Tri Attack, Astonish

Level 6: Mud-Slap, Magnitude

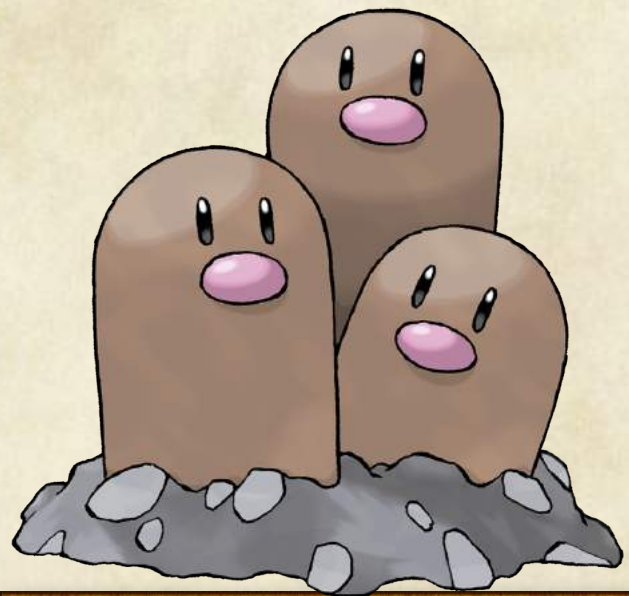
Level 14: Dig

Level 18: Slash, Earthquake, Fissure

Learnable Moves:

TM: 06, 10, 11, 15, 17, 21, 26, 27, 28, 32, 36, 39, 40, 42, 43, 44, 45, 46

HM: 01, 06



MEOWTH

Tiny Normal Type | Level 1 | SR 1/2

Armor Class: 13
Hit Points: 16
Hit Dice: d6
Speed: 30ft. walking, 30ft. climbing

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	8 (-1)	10 (+0)	12 (+1)

Proficient Skills: Persuasion, Deception, Sleight of Hand

Saving Throws: Dexterity, Charisma

Vulnerabilities: Fighting

Resistances: None

Immunities: Ghost

Senses: Darkvision 30ft.

Limber: This Pokémon is immune to being paralyzed.

Pick Up: If an opponent uses a consumable held item in battle, this Pokémon gains a copy of it if it is not currently holding an item.

Evolution: Meowth can evolve into Persian at level 8 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Moves

Starting Moves: Growl, Scratch

Level 2: Bite, Fake Out

Level 6: Fury Swipes, Screech

Level 10: Feint Attack, Taunt

Level 14: Pay Day, Slash

Learnable Moves:

TM: 03, 06, 10, 11, 12, 17, 18, 21, 23, 24, 25, 27, 28, 30, 32, 34, 40, 41, 42, 43, 44, 45, 46, 49

HM: 01, 05

PERSIAN

Small Normal Type | Level 5 | SR 7

Armor Class: 15
Hit Points: 40
Hit Dice: d10
Speed: 40ft. walking, 40ft. climbing

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	10 (+0)	8 (-1)	12 (+1)	14 (+2)

Proficient Skills: Persuasion, Deception, Sleight of Hand

Saving Throws: Dexterity, Charisma

Vulnerabilities: Fighting

Resistances: None

Immunities: Ghost

Senses: Darkvision 50ft.

Limber: This Pokémon is immune to being paralyzed.

Technician: For damaging moves activated by this Pokémon with 15 PP or more, they may roll the damage twice and use the higher result.

Unnerve: Opponents in combat with this Pokémon cannot eat held berries.

Moves

Starting Moves: Bite, Fake Out, Growl, Scratch, Swift

Level 6: Fury Swipes, Screech

Level 10: Feint Attack, Taunt

Level 18: Slash

Learnable Moves:

TM: 03, 05, 06, 10, 11, 12, 15, 17, 18, 21, 23, 24, 25, 27, 28, 30, 32, 34, 40, 41, 42, 43, 44, 45, 46, 49

HM: 01, 05



PSYDUCK

Small Water Type | Level 1 | SR 1/2

Armor Class: 13
Hit Points: 18
Hit Dice: d6
Speed: 20ft. walking, 25ft. swimming

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Insight

Saving Throws: Constitution, Wisdom

Vulnerabilities: Electric, Grass

Resistances: Fire, Ice, Steel, Water

Water Weight: Once per short rest, this Pokémon gains temporary hit points equal to its level when battling in coastal and swampy areas, or in rainy conditions.

Damp: This Pokémon is unaffected by Self Destruct and Explosion moves.

Evolution: Psyduck can evolve into Golduck at level 9 and above. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

Moves

Starting Moves: Scratch, Water Sport

Level 2: Tail Whip, Water Gun, Confusion

Level 6: Fury Swipes, Water Pulse, Disable

Level 10: Screech

Level 14: Psych Up

Level 18: Amnesia, Hydro Pump

Learnable Moves:

TM: 01, 03, 04, 06, 07, 10, 13, 14, 17, 18, 21, 23, 27, 28, 31, 32, 40, 42, 43, 44, 45

HM: 03, 04, 05, 06, 07, 08



GOLDUCK

Medium Water Type | Level 8 | SR 10

Armor Class: 16
Hit Points: 72
Hit Dice: d10
Speed: 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Insight
Saving Throws: Constitution, Wisdom
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Water Weight: Once per short rest, this Pokémon gains temporary hit points equal to its level when battling in coastal and swampy areas, or in rainy conditions.

Damp: This Pokémon is unaffected by Self Destruct and Explosion moves.

Swift Swim: This Pokémon's swim speed is doubled in rainy conditions.

Moves

Starting Moves: Scratch, Tail Whip, Water Gun, Water Sport, Confusion, Fury Swipes, Water Pulse, Disable

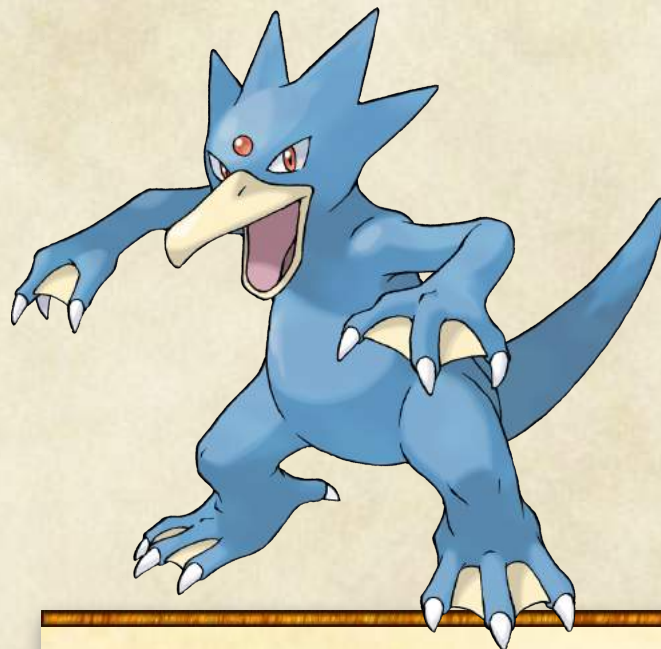
Level 10: Screech

Level 18: Psych Up, Amnesia, Hydro Pump

Learnable Moves:

TM: 01, 03, 04, 06, 07, 10, 13, 14, 15, 17, 18, 21, 23, 27, 28, 31, 32, 40, 42, 43, 44, 45

HM: 03, 04, 05, 06, 07, 08



MANKEY

Tiny Fighting Type | Level 1 | SR 1/2

Armor Class: 12
Hit Points: 16
Hit Dice: d6
Speed: 20ft. walking, 20ft. climbing

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	6 (-2)	10 (+0)	8 (-1)

Proficient Skills: Athletics, Acrobatics
Saving Throws: Dexterity, Strength
Vulnerabilities: Fairy, Flying, Psychic
Resistances: Bug, Dark, Rock

Anger Point: After suffering a critical hit, this Pokémon adds proficiency to its damage if its next attack hits.

Vital Spirit: This Pokémon cannot be put to sleep.

Evolution: Mankey can evolve into Primeape at level 8 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Moves

Starting Moves: Covet, Focus Energy, Leer, Low Kick, Scratch

Level 2: Fury Swipes, Karate Chop

Level 6: Pursuit, Seismic Toss, Swagger

Level 10: Cross Chop

Level 14: Thrash

Level 18: Screech, Outrage

Learnable Moves:

TM: 01, 06, 08, 10, 11, 12, 17, 18, 21, 23, 24, 25, 26, 27, 28, 31, 32, 39, 40, 42, 43, 44, 45, 46, 50

HM: 04, 06



PRIMEAPE

Small Fighting Type | Level 5 | SR 6

Armor Class: 15
Hit Points: 40
Hit Dice: d10
Speed: 30ft. walking, 30ft. climbing

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	13 (+1)	6 (-2)	12 (+1)	8 (-1)

Proficient Skills: Athletics, Acrobatics
Saving Throws: Dexterity, Strength
Vulnerabilities: Fairy, Flying, Psychic
Resistances: Bug, Dark, Rock

Anger Point: After suffering a critical hit, this Pokémon adds proficiency to its damage if its next attack hits.

Vital Spirit: This Pokémon cannot be put to sleep.

Defiant: When this Pokémon is subject to a move that gives it a status condition, it has advantage on the next attack.

Moves

Starting Moves: Focus Energy, Leer, Low Kick, Rage, Scratch, Fury Swipes, Karate Chop

Level 6: Pursuit, Seismic Toss

Level 10: Swagger, Cross Chop

Level 14: Thrash

Level 18: Screech, Outrage

Learnable Moves:

TM: 01, 06, 08, 10, 11, 12, 15, 17, 18, 21, 23, 24, 25, 26, 27, 28, 31, 32, 39, 40, 42, 43, 44, 45, 46, 50

HM: 04, 06



GROWLITHE

Small Fire Type | Level 1 | SR 1/2

Armor Class: 13
Hit Points: 16
Hit Dice: d6
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	10 (+0)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Perception
Saving Throws: Dexterity
Vulnerabilities: Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Steel

Flash Fire: This Pokémon takes no damage from fire. Instead, immediately after taking a hit from a fire-type move, or in open flames, double the STAB bonus on the next fire-type move.

Intimidate: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Evolution: Growlithe can evolve into Arcanine at level 8 and above with the help of a Fire Stone. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Moves

Starting Moves: Bite, Roar

Level 2: Ember, Leer, Odor Sleuth

Level 6: Helping Hand, Flame Wheel

Level 10: Reversal, Take Down

Level 14: Agility, Flamethrower

Level 18: Crunch, Heat Wave, Outrage

Learnable Moves:

TM: 05, 06, 10, 11, 17, 21, 23, 27, 28, 32, 35, 38, 40, 42, 43, 44, 45, 46, 50

HM: 04, 06

ARGANINE

Medium Fire Type | Level 8 | SR 9

Armor Class: 16
Hit Points: 56
Hit Dice: d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Perception, Arcana
Saving Throws: Dexterity, Strength
Vulnerabilities: Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Steel

Flash Fire: This Pokémon takes no damage from fire. Instead, immediately after taking a hit from a fire-type move, or in open flames, double the STAB bonus on the next fire-type move.

Intimidate: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Justified: When this Pokémon is hit by a dark-type move, it gets advantage on its next attack.

Moves

Starting Moves: Bite, Odor Sleuth, Roar

Level 14: Extreme Speed

Learnable Moves:

TM: 05, 06, 10, 11, 15, 17, 21, 23, 27, 28, 32, 35, 38, 40, 42, 43, 44, 45, 46, 50

HM: 04, 06



POLIWAG

Tiny Water Type | Level 1 | SR 1/4

Armor Class: 13
Hit Points: 16
Hit Dice: d6
Speed: 20ft. walking, 25ft. swimming

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Water Absorb: Water type moves do not damage this Pokémon. Instead, half of any water damage done is absorbed, restoring the Pokémon's HP.

Evolution: Poliwhag can evolve into Poliwhirl at level 7 and above. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

Moves

Starting Moves: Water Sport

Level 2: Water Gun, Hypnosis, Bubble

Level 6: Double Slap, Rain Dance

Level 10: Body Slam, Bubble Beam

Level 14: Mud Shot, Belly Drum

Level 18: Hydro Pump

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 17, 18, 21, 27, 28, 29, 32, 42, 43, 44, 45, 46

HM: 03, 07, 08



POLIWHIRL

Small Water Type | Level 5 | SR 3

Armor Class: 14
Hit Points: 40
Hit Dice: d8
Speed: 25ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics, Athletics
Saving Throws: Dexterity, Strength
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Water Absorb: Water type moves do not damage this Pokémon. Instead, half of any water damage done is absorbed, restoring the Pokémon's HP.

Damp: This Pokémon is unaffected by Self Destruct and Explosion moves.

Evolution: Poliwhirl can evolve into Poliwrath at level 14 and above with the help of a Water Stone, or Politoed at level 14 while holding a King's Rock. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

Moves

Starting Moves: Hypnosis, Water Gun, Water Sport, Bubble

Level 6: Double Slap, Rain Dance

Level 10: Body Slam, Bubble Beam

Level 14: Mud Shot

Level 18: Belly Drum, Hydro Pump

Learnable Moves:

TM: 01, 03, 06, 07, 10, 13, 14, 17, 18, 21, 26, 27, 28, 29, 31, 32, 42, 43, 44, 45, 46

HM: 03, 04, 06, 07, 08

POLIWRATH

Medium Water/Fighting Type | Level 10 | SR 12

Armor Class: 16
Hit Points: 87
Hit Dice: d12
Speed: 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	14 (+2)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Acrobatics, Athletics
Saving Throws: Dexterity, Strength
Vulnerabilities: Electric, Grass, Psychic, Fairy, Flying
Resistances: Bug, Dark, Fire, Ice, Rock, Steel, Water

Water Absorb: Water type moves do not damage this Pokémon. Instead, half of any water damage done is absorbed, restoring the Pokémon's HP.

Damp: This Pokémon is unaffected by Self Destruct and Explosion moves.

Swift Swim: This Pokémon's swim speed is doubled in rainy conditions.

Moves

Starting Moves: Bubble Beam, Double Slap, Hypnosis, Submission

Level 14: Dynamic Punch

Level 18: Mind Reader

Learnable Moves:

TM: 01, 03, 06, 07, 08, 10, 13, 14, 15, 17, 18, 21, 26, 27, 28, 29, 31, 32, 39, 42, 43, 44, 45, 46

HM: 03, 04, 06, 07, 08



ABRA

Small Psychic Type | Level 1 | SR 1/2

Armor Class: 12
Hit Points: 15
Hit Dice: d6
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	8 (-1)	12 (+1)	12 (+1)	10 (+0)

Proficient Skills: Arcana, Insight
Saving Throws: Intelligence, Wisdom
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic
Senses: Truesight 10ft.

Inner Focus: This Pokémon is immune to flinching.

Synchronize: If this Pokémon becomes burned, paralyzed, or poisoned, its attacker receives the negative status condition as well (if not immune).

Evolution: Abra can evolve into Kadabra at level 6 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Moves

Starting Moves: Teleport

Learnable Moves:

TM: 01, 04, 06, 10, 11, 12, 16, 17, 18, 20, 21, 23, 27, 29, 30, 32, 33, 34, 41, 42, 43, 44, 45, 46, 48, 49

HM: 05



KADABRA

Medium Psychic Type | Level 5 | SR 6

Armor Class: 14
Hit Points: 35
Hit Dice: d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	10 (+0)	14 (+2)	14 (+2)	10 (+0)

Proficient Skills: Arcana, Insight
Saving Throws: Intelligence, Wisdom
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic
Senses: Truesight 20ft.

Inner Focus: This Pokémon is immune to flinching.

Magic Guard: If this Pokémon is subjected to a move that forces it to make a saving throw to take only half damage, it instead takes no damage on a success.

Synchronize: If this Pokémon becomes burned, paralyzed, or poisoned, its attacker receives the negative status condition as well (if not immune).

Evolution: Kadabra can evolve into Alakazam at level 14 and above. When it evolves, its health increases by double its level, and it gains 7 points to add to its ability scores (max 20).

Moves

Starting Moves: Confusion, Kinesis, Teleport

Level 6: Disable

Level 10: Psybeam, Reflect

Level 14: Recover, Psychic

Level 18: Role Play, Future Sight, Trick

Learnable Moves:

TM: 01, 04, 06, 10, 11, 12, 16, 17, 18, 20, 21, 23, 27, 29, 30, 32, 33, 34, 41, 42, 43, 44, 45, 46, 48, 49

HM: 05



ALAKAZAM

Medium Psychic Type | Level 10 | SR 12

Armor Class: 17
Hit Points: 77
Hit Dice: d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	16 (+3)	16 (+3)	10 (+0)

Proficient Skills: Arcana, Insight
Saving Throws: Intelligence, Wisdom
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic
Senses: Truesight 30ft.

Inner Focus: This Pokémon is immune to flinching.

Magic Guard: If this Pokémon is subjected to a move that forces it to make a saving throw to take only half damage, it instead takes no damage on a success.

Synchronize: If this Pokémon becomes burned, paralyzed, or poisoned, its attacker receives the negative status condition as well (if not immune).

Moves

Starting Moves: Confusion, Kinesis, Teleport, Disable, Psybeam, Reflect

Level 14: Recover, Psychic

Level 18: Calm Mind, Future Sight, Trick

Learnable Moves:

TM: 01, 04, 06, 10, 11, 12, 15, 16, 17, 18, 20, 21, 23, 27, 29, 30, 32, 33, 34, 41, 42, 43, 44, 45, 46, 48, 49

HM: 05



MACHOP

Small Fighting Type | Level 1 | SR 1/2

Armor Class: 12
Hit Points: 17
Hit Dice: d6
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics, Acrobatics
Saving Throws: Strength, Dexterity
Vulnerabilities: Fairy, Flying, Psychic
Resistances: Bug, Dark, Rock

Guts: When this Pokémon is burned or poisoned, they are not affected by the disadvantage or half damage effects. They still take damage at the end of each of their turns.

Anger Point: After suffering a critical hit, this Pokémon adds proficiency to its damage if its next attack hits.

Evolution: Machop can evolve into Machoke at level 8 and above. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

Moves

Starting Moves: Leer, Low Kick, Focus Energy

Level 2: Karate Chop, Foresight

Level 6: Seismic Toss, Revenge

Level 10: Knock Off, Vital Throw

Level 14: Submission, Bulk Up

Level 18: Cross Chop, Scary Face, Dynamic Punch

Learnable Moves:

TM: 01, 06, 08, 10, 11, 17, 18, 26, 27, 28, 31, 32, 35, 38, 39, 42, 43, 44, 45, 46

HM: 04, 06



MACHOKE

Medium Fighting Type | Level 5 | SR 5

Armor Class: 14
Hit Points: 45
Hit Dice: d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics, Acrobatics
Saving Throws: Strength, Dexterity
Vulnerabilities: Fairy, Flying, Psychic
Resistances: Bug, Dark, Rock

Guts: When this Pokémon is burned or poisoned, they are not affected by the disadvantage or half damage effects. They still take damage at the end of each of their turns.

Anger Point: After suffering a critical hit, this Pokémon adds proficiency to its damage if its next attack hits.

Evolution: Machoke can evolve into Machamp at level 15 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Moves

Starting Moves: Focus Energy, Karate Chop, Leer, Low Kick, Foresight

Level 6: Seismic Toss, Revenge

Level 10: Knock Off, Vital Throw

Level 14: Submission, Bulk Up

Level 18: Cross Chop, Scary Face, Dynamic Punch

Learnable Moves:

TM: 01, 06, 08, 10, 11, 17, 18, 26, 27, 28, 31, 32, 35, 38, 39, 42, 43, 44, 45, 46

HM: 04, 06



MACHAMP

Medium Fighting Type | Level 10 | SR 12

Armor Class: 15
Hit Points: 97
Hit Dice: d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Athletics, Acrobatics
Saving Throws: Strength, Dexterity
Vulnerabilities: Fairy, Flying, Psychic
Resistances: Bug, Dark, Rock

Guts: When this Pokémon is burned or poisoned, they are not affected by the disadvantage or half damage effects. They still take damage at the end of each of their turns.

Anger Point: After suffering a critical hit, this Pokémon adds proficiency to its damage if its next attack hits.

Steadfast: Once per long rest, when this Pokémon fails a saving throw against a negative status condition, it can choose to pass instead.

Moves

Starting Moves: Focus Energy, Karate Chop, Leer, Low Kick, Strength, Foresight, Seismic Toss, Revenge, Knock Off, Vital Throw

Level 14: Submission, Bulk Up

Level 18: Cross Chop, Scary Face, Dynamic Punch

Learnable Moves:

TM: 01, 06, 08, 10, 11, 15, 17, 18, 26, 27, 28, 31, 32, 35, 38, 39, 42, 43, 44, 45, 46

HM: 04, 06



BELLSPROUT

Small Grass/Poison Type | Level 1 | SR 1/4

Armor Class: 11
Hit Points: 18
Hit Dice: d6
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Nature, Survival
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Ice, Psychic
Resistances: Electric, Fairy, Fighting, Grass, Water
Senses: Tremorsense 20ft.

Chlorophyll: This Pokémon's speed is doubled in bright sunlight.

Evolution: Bellsprout can evolve into Weepinbell at level 7 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Moves

Starting Moves: Vine Whip

Level 2: Growth, Wrap

Level 6: Sleep Powder, Poison Powder, Stun Spore

Level 10: Acid, Knock Off

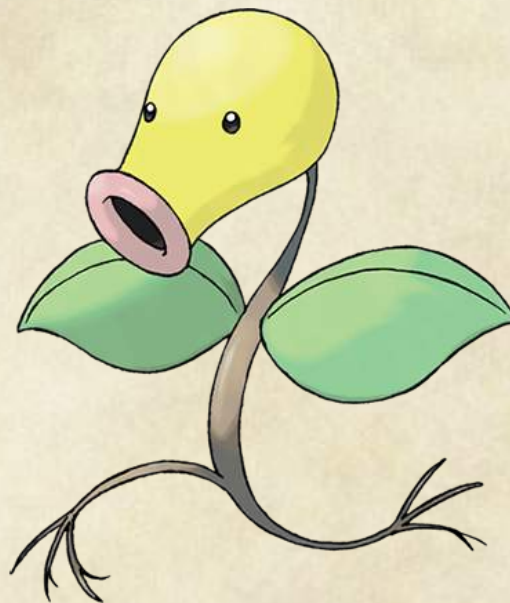
Level 14: Sweet Scent

Level 18: Razor Leaf, Slam

Learnable Moves:

TM: 09, 10, 11, 17, 19, 21, 22, 27, 32, 36, 42, 43, 44, 45, 46

HM: 01, 05



WEEPINBELL

Small Grass/Poison Type | Level 5 | SR 5

Armor Class: 13
Hit Points: 50
Hit Dice: d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Nature, Survival
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Ice, Psychic
Resistances: Electric, Fairy, Fighting, Grass, Water
Senses: Tremorsense 40ft.

Chlorophyll: This Pokémon's speed is doubled in bright sunlight.

Gluttony: This Pokémon must eat its held berry when it falls below ½ of its maximum HP.

Evolution: Weepinbell can evolve into Victreebel at level 14 and above with the help of a Leaf Stone. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Moves

Starting Moves: Growth, Vine Whip, Wrap

Level 6: Sleep Powder, Poison Powder, Stun Spore

Level 10: Acid

Level 14: Knock Off, Sweet Scent

Level 18: Razor Leaf, Slam

Learnable Moves:

TM: 06, 09, 10, 11, 17, 19, 21, 22, 27, 32, 36, 42, 43, 44, 45, 46

HM: 01, 05



VICTREEBEL

Medium Grass/Poison Type | Level 10 | SR 12

Armor Class: 14
Hit Points: 102
Hit Dice: d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Nature, Survival
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Ice, Psychic
Resistances: Electric, Fairy, Fighting, Grass, Water
Senses: Tremorsense 60ft.

Chlorophyll: This Pokémon's speed is doubled in bright sunlight.

Gluttony: This Pokémon must eat its held berry when it falls below ½ of its maximum HP.

Moves

Starting Moves: Razor Leaf, Sleep Powder, Spit Up, Stockpile, Swallow, Sweet Scent, Vine Whip

Level 18: Leaf Blade

Learnable Moves:

TM: 06, 09, 10, 11, 15, 17, 19, 21, 22, 27, 32, 36, 42, 43, 44, 45, 46

HM: 01, 05



TENTACOOOL

Small Water/Poison Type | Level 1 | SR 2

Armor Class: 14
Hit Points: 18
Hit Dice: d6
Speed: 5ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	6 (-2)	10 (+0)	8 (-1)

Proficient Skills: Sleight of Hand
Saving Throws: Constitution
Vulnerabilities: Electric, Ground, Psychic
Resistances: Bug, Fairy, Fighting, Fire, Ice, Poison, Steel, Water

Liquid Ooze: If an enemy uses a leeching or absorb move against this Pokémon, the Pokémon must make a DC 12 CON save or become poisoned.

Clear Body: Other Pokémon's moves or abilities cannot lower this Pokémon stats.

Evolution: Tentacool can evolve into Tentacruel at level 8 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Moves

Starting Moves: Poison Sting

Level 2: Supersonic, Constrict, Acid

Level 6: Water Pulse, Wrap

Level 10: Bubble Beam

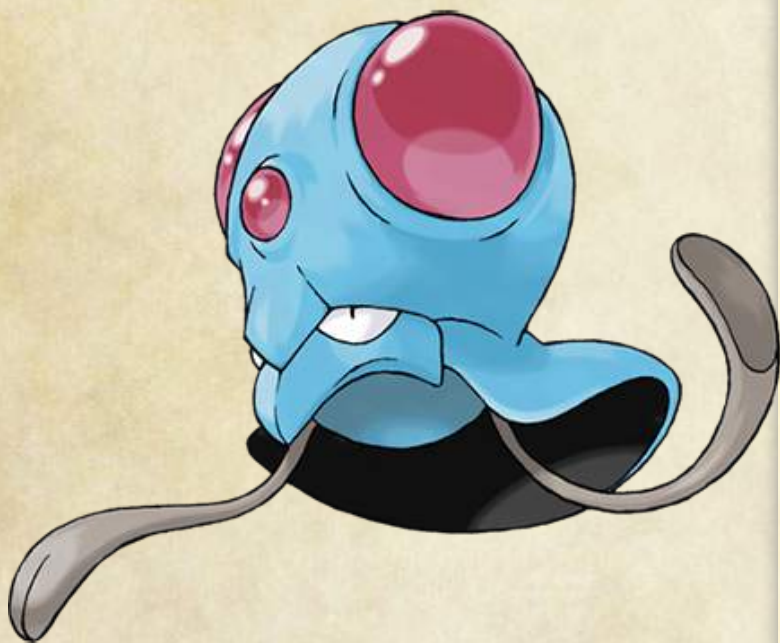
Level 14: Barrier

Level 18: Screech, Hydro Pump

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 17, 18, 19, 21, 27, 32, 36, 42, 43, 44, 45, 46

HM: 01, 03, 07, 08



TENTACRUEL

Medium Water/Poison Type | Level 5 | SR 8

Armor Class: 17
Hit Points: 50
Hit Dice: d10
Speed: 20ft. walking, 40ft. swimming

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	15 (+2)	6 (-2)	10 (+0)	8 (-1)

Proficient Skills: Sleight of Hand
Saving Throws: Constitution, Strength
Vulnerabilities: Electric, Ground, Psychic
Resistances: Bug, Fairy, Fighting, Fire, Ice, Poison, Steel, Water

Liquid Ooze: If an enemy uses a leeching or absorb move against this Pokémon, the Pokémon must make a DC 12 CON save or become poisoned.

Clear Body: Other Pokémon's moves or abilities cannot lower this Pokémon stats.

Rain Dish: In rainy conditions, this Pokémon heals for an amount of HP equal to its proficiency bonus at the end of each of its turns.

Moves

Starting Moves: Acid, Constrict, Poison Sting, Supersonic

Level 6: Water Pulse, Wrap

Level 10: Bubble Beam

Level 14: Barrier

Level 18: Screech, Hydro Pump

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 15, 17, 18, 19, 21, 27, 32, 36, 42, 43, 44, 45, 46

HM: 01, 03, 07, 08



GEODUDE

Tiny Rock/Ground Type | Level 1 | SR 1/2

Armor Class: 13
Hit Points: 18
Hit Dice: d6
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics, Survival
Saving Throws: Constitution
Vulnerabilities: Fighting, Grass, Ground, Ice, Steel, Water
Resistances: Fire, Flying, Normal, Poison, Rock
Immunities: Electric
Senses: Tremorsense 30ft.

Sturdy: When this Pokémon takes an amount of damage from a single hit that is equal or greater than half the Pokémon's maximum HP, the damage is halved.

Rock Head: This Pokémon takes no recoil damage.

Evolution: Geodude can evolve into Graveler at level 7 and above. When it evolves, its health increases by double its level, and it gains 7 points to add to its ability scores (max 20).

Moves

Starting Moves: Defense Curl, Tackle

Level 2: Mud Sport, Rollout

Level 6: Magnitude, Rock Throw

Level 10: Self-Destruct

Level 14: Rock Blast, Earthquake

Level 18: Explosion, Double-Edge, Stone Edge

Learnable Moves:

TM: 01, 06, 10, 11, 17, 21, 26, 27, 28, 31, 32, 35, 37, 38, 39, 42, 43, 44, 45

HM: 04, 06



GRAVELER

Small Rock/Ground Type | Level 5 | SR 6

Armor Class: 15
Hit Points: 50
Hit Dice: d8
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics, Survival
Saving Throws: Constitution, Strength
Vulnerabilities: Fighting, Grass, Ground, Ice, Steel, Water
Resistances: Fire, Flying, Normal, Poison, Rock
Immunities: Electric
Senses: Tremorsense 50ft.

Sturdy: When this Pokémon takes an amount of damage from a single hit that is equal or greater than half the Pokémon's maximum HP, the damage is halved.

Rock Head: This Pokémon takes no recoil damage.

Sand Veil: This Pokémon's AC increases by 2 in desert terrain, or during a Sandstorm.

Evolution: Graveler can evolve into Golem at level 14 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Moves

Starting Moves: Defense Curl, Mud Sport, Tackle, Rollout

Level 6: Magnitude, Rock Throw

Level 10: Self-Destruct

Level 14: Rock Blast, Earthquake

Level 18: Explosion, Double-Edge, Stone Edge

Learnable Moves:

TM: 01, 06, 10, 11, 17, 21, 26, 27, 28, 31, 32, 35, 37, 38, 39, 42, 43, 44, 45

HM: 04, 06



GOLEM

Medium Rock/Ground Type | Level 10 | SR 13

Armor Class: 16
Hit Points: 107
Hit Dice: d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Athletics, Survival
Saving Throws: Constitution, Strength
Vulnerabilities: Fighting, Grass, Ground, Ice, Steel, Water
Resistances: Fire, Flying, Normal, Poison, Rock
Immunities: Electric
Senses: Tremorsense 80ft.

Sturdy: When this Pokémon takes an amount of damage from a single hit that is equal or greater than half the Pokémon's maximum HP, the damage is halved.

Rock Head: This Pokémon takes no recoil damage.

Sand Veil: This Pokémon's AC increases by 2 in desert terrain, or during a Sandstorm.

Moves

Starting Moves: Defense Curl, Mud Sport, Tackle, Magnitude, Rock Throw, Self-Destruct

Level 14: Rock Blast, Earthquake

Level 18: Explosion, Double-Edge, Stone Edge

Learnable Moves:

TM: 01, 05, 06, 10, 11, 15, 17, 21, 26, 27, 28, 31, 32, 35, 37, 38, 39, 42, 43, 44, 45

HM: 04, 06



PONYTA

Small Fire Type | Level 1 | SR 1/2

Armor Class: 14
Hit Points: 18
Hit Dice: d8
Speed: 35ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	10 (+0)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Dexterity
Vulnerabilities: Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Steel

Flash Fire: This Pokémon takes no damage from fire. Instead, immediately after taking a hit from a fire-type move, or in open flames, double the STAB bonus on the next fire-type move.

Flame Body: When hit by a melee attack, roll a d10. On a 10, the attacker is burned.

Evolution: Ponyta can evolve into Rapidash at level 10 and above. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

Moves

Starting Moves: Growl, Tackle

Level 2: Tail Whip, Ember

Level 6: Flame Wheel, Stomp

Level 10: Fire Spin

Level 14: Take Down, Agility

Level 18: Fire Blast, Bounce

Learnable Moves:

TM: 06, 10, 11, 17, 21, 22, 23, 27, 32, 35, 38, 42, 43, 44, 45, 50

HM: 04



RAPIDASH

Medium Fire Type | Level 10 | SR 11

Armor Class: 16
Hit Points: 78
Hit Dice: d10
Speed: 50ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	6 (-2)	12 (+1)	12 (+1)

Proficient Skills: Athletics
Saving Throws: Dexterity
Vulnerabilities: Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Steel

Flash Fire: This Pokémon takes no damage from fire. Instead, immediately after taking a hit from a fire-type move, or in open flames, double the STAB bonus on the next fire-type move.

Flame Body: When hit by a melee attack, roll a d10. On a 10, the attacker is burned.

Moves

Starting Moves: Ember, Fury Attack, Growl, Megahorn, Quick Attack, Tail Whip, Flame Wheel, Stomp, Fire Spin

Level 14: Take Down, Agility

Level 18: Fire Blast, Bounce

Learnable Moves:

TM: 06, 10, 11, 15, 17, 21, 22, 23, 27, 32, 35, 38, 42, 43, 44, 45, 50

HM: 04



SLOWPOKE

Small Water/Psychic Type | Level 1 | SR 1/2

Armor Class: 12
Hit Points: 20
Hit Dice: d8
Speed: 15ft. walking, 25ft. swimming

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Insight, History
Saving Throws: Constitution, Wisdom
Vulnerabilities: Bug, Dark, Electric, Ghost, Grass
Resistances: Fighting, Fire, Ice, Psychic, Steel, Water

Own Tempo: This Pokémon is immune to becoming confused.

Oblivious: This Pokémon is immune to moves that attempt to charm or taunt it.

Evolution: Slowpoke can evolve into Slowbro at level 10 and above, or Slowking at level 10 and above while holding a King's Rock. When it evolves, its health increases by double its level, and it gains 14 points to add to its ability scores (max 20).

Moves

Starting Moves: Curse, Tackle, Yawn

Level 2: Growl, Water Gun

Level 6: Confusion, Disable

Level 10: Headbutt

Level 14: Water Pulse, Slack Off, Amnesia

Level 18: Psychic, Rain Dance, Psych Up

Learnable Moves:

TM: 03, 04, 06, 07, 10, 11, 13, 14, 17, 18, 20, 21, 23, 26, 27, 28, 29, 30, 32, 35, 38, 42, 43, 44, 45, 48

HM: 03, 04, 05, 08



SLOWBRO

Medium Water/Psychic Type | Level 8 | SR 11

Armor Class: 16
Hit Points: 81
Hit Dice: d10
Speed: 20ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	6 (-2)	16 (+3)	10 (+0)

Proficient Skills: Insight, History
Saving Throws: Constitution, Wisdom
Vulnerabilities: Bug, Dark, Electric, Ghost, Grass
Resistances: Fighting, Fire, Ice, Psychic, Steel, Water

Own Tempo: This Pokémon is immune to becoming confused.

Oblivious: This Pokémon is immune to moves that attempt to charm or taunt it.

Regenerator: Once per long rest, this Pokémon regains hit points equal to its level when it returns to its Pokéball.

Moves

Starting Moves: Curse, Growl, Tackle, Withdraw, Yawn, Water Gun, Confusion, Disable

Level 10: Headbutt

Level 14: Water Pulse, Slack Off

Level 18: Amnesia, Psychic, Rain Dance, Psych Up

Learnable Moves:

TM: 01, 03, 04, 06, 07, 10, 11, 13, 14, 15, 17, 18, 20, 21, 13, 26, 27, 28, 29, 30, 31, 32, 35, 38, 42, 43, 44, 45, 48

HM: 03, 04, 05, 06, 08



MAGNEMITE

Tiny Electric/Steel Type | Level 1 | SR 1/2

Armor Class: 14
Hit Points: 18
Hit Dice: d6
Speed: 0ft. walking, 20ft. flying

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	8 (-1)	10 (+0)	8 (-1)

Proficient Skills: Insight, Acrobatics
Saving Throws: Constitution
Vulnerabilities: Fighting, Fire, Ground
Resistances: Bug, Dragon, Electric, Fairy, Grass, Ice, Normal, Psychic, Rock
Immunities: Poison

Sturdy: When this Pokémon takes an amount of damage from a single hit that is equal or greater than half the Pokémon's maximum HP, the damage is halved.

Magnet Pull: Steel opponents in battle with this Pokémon may not switch out or flee.

Evolution: Magnemite can evolve into Magnetron at level 8 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Moves

Starting Moves: Supersonic, Tackle

Level 2: Thunder Shock, Thunder Wave

Level 6: Light Screen, Sonic Boom, Spark

Level 10: Metal Sound

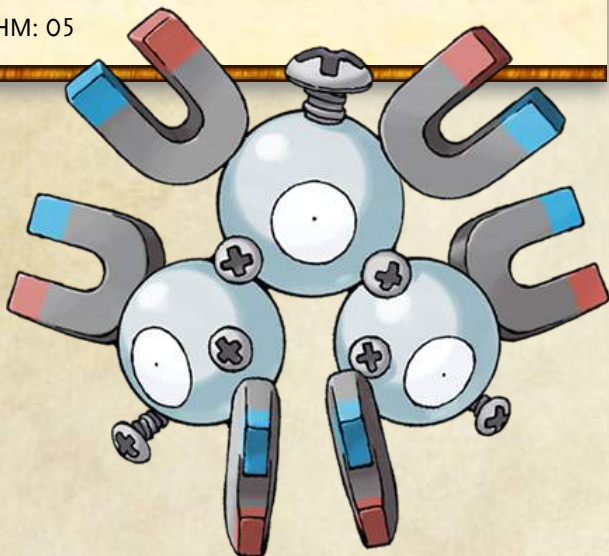
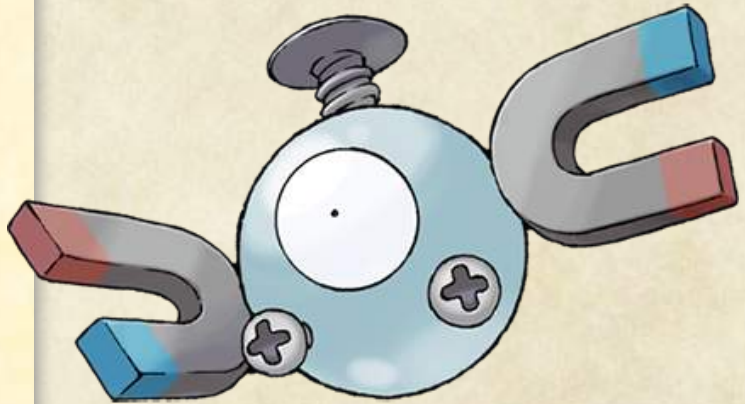
Level 14: Screech, Discharge

Level 18: Lock-On, Zap Cannon

Learnable Moves:

TM: 06, 10, 11, 17, 18, 21, 24, 25, 27, 32, 33, 34, 42, 43, 44

HM: 05



MAGNETON

Small Electric/Steel Type | Level 5 | SR 8

Armor Class: 16
Hit Points: 50
Hit Dice: d10
Speed: 0ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	17 (+3)	8 (-1)	12 (+1)	8 (-1)

Proficient Skills: Insight, Acrobatics
Saving Throws: Constitution
Vulnerabilities: Fighting, Fire, Ground
Resistances: Bug, Dragon, Electric, Fairy, Grass, Ice, Normal, Psychic, Rock
Immunities: Poison

Sturdy: When this Pokémon takes an amount of damage from a single hit that is equal or greater than half the Pokémon's maximum HP, the damage is halved.

Magnet Pull: Steel opponents in battle with this Pokémon may not switch out or flee.

Moves

Starting Moves: Supersonic, Tackle, Thunder Shock, Tri Attack, Thunder Wave

Level 6: Light Screen, Sonic Boom

Level 10: Spark, Metal Sound

Level 14: Screech

Level 18: Discharge, Lock-On, Zap Cannon

Learnable Moves:

TM: 06, 10, 11, 15, 17, 18, 21, 24, 25, 27, 32, 33, 34, 42, 43, 44

HM: 05

FARFETCH'D

Small Normal/Flying Type | Level 1 | SR 3

Armor Class: 14
Hit Points: 25
Hit Dice: d8
Speed: 25ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Perception, Intimidation
Saving Throws: Dexterity
Vulnerabilities: Electric, Ice, Rock
Resistances: Bug, Grass
Immunities: Ghost, Ground

Keen Eye: This Pokémon ignores disadvantage when it relates to sight.

Inner Focus: This Pokémon is immune to flinching.

Defiant: When this Pokémon is subject to a move that gives it a status condition, it has advantage on the next attack.

Moves

Starting Moves: Fury Cutter, Leer, Peck, Sand Attack

Level 2: Fury Attack, Aerial Ace

Level 6: Knock Off, Slash

Level 10: Air Cutter, Swords Dance

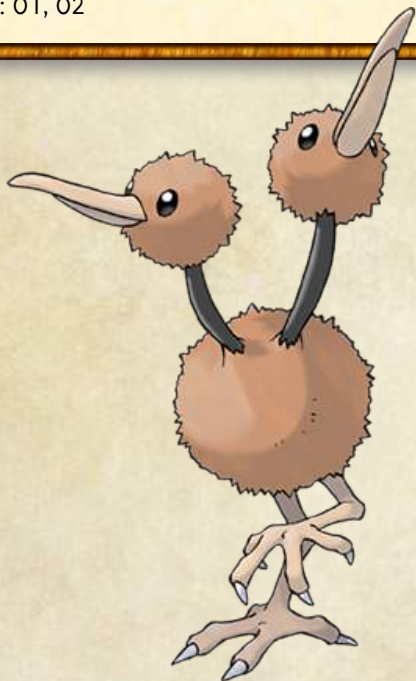
Level 14: Agility

Level 18: False Swipe

Learnable Moves:

TM: 06, 10, 11, 17, 21, 23, 27, 32, 40, 42, 43, 44, 45, 46, 47

HM: 01, 02



DODUO

Medium Normal/Flying Type | Level 1 | SR 1/4

Armor Class: 12
Hit Points: 17
Hit Dice: d6
Speed: 35ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Perception, Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Electric, Ice, Rock
Resistances: Bug, Grass
Immunities: Ghost, Ground

Run Away: While this Pokémon is active, the trainer automatically succeeds on their DEX roll to run away from a wild Pokémon encounter.

Tangled Feet: Attacks against this Pokémon have disadvantage when it is confused.

Evolution: Doduo can evolve into Dodrio at level 9 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Moves

Starting Moves: Growl, Peck

Level 2: Quick Attack, Rage

Level 6: Fury Attack, Pursuit

Level 10: Agility

Level 14: Uproar, Swords Dance, Jump Kick

Level 18: Drill Peck, Endeavor, Thrash

Learnable Moves:

TM: 06, 10, 11, 17, 18, 21, 27, 32, 40, 42, 43, 44, 45, 46, 47

HM: 02

DODRIO

Medium Normal/Flying Type | Level 8 | SR 9

Armor Class: 15
Hit Points: 64
Hit Dice: d10
Speed: 50ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	13 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Perception, Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Electric, Ice, Rock
Resistances: Bug, Grass
Immunities: Ghost, Ground

Run Away: While this Pokémon is active, the trainer automatically succeeds on their DEX roll to run away from a wild Pokémon encounter.

Early Bird: This Pokémon has advantage on rolls to wake from sleep.

Tangled Feet: Attacks against this Pokémon have disadvantage when it is confused.

Moves

Starting Moves: Growl, Peck, Quick Attack, Rage, Tri Attack, Fury Attack, Pursuit

Level 10: Agility

Level 14: Uproar, Swords Dance

Level 18: Jump Kick, Drill Peck, Endeavor, Thrash

Learnable Moves:

TM: 06, 10, 11, 12, 15, 17, 18, 21, 27, 32, 40, 41, 42, 43, 44, 45, 46, 47

HM: 02



SEEL

Small Water Type | Level 1 | SR 1/2

Armor Class: 14
Hit Points: 17
Hit Dice: d6
Speed: 10ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Thick Fat: This Pokémon takes quarter damage from Fire and Ice type moves.

Hydration: This Pokémon is unaffected by negative status ailments in water or during rainy conditions.

Evolution: Seel can evolve into Dewgong at level 9 and above. When it evolves, its health increases by double its level, and it gains 13 points to add to its ability scores (max 20).

Moves

Starting Moves: Headbutt, Growl

Level 2: Water Sport, Icy Wind

Level 6: Encore, Rest

Level 10: Aurora Beam

Level 14: Take Down, Dive

Level 18: Ice Beam, Safeguard, Hail

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 17, 18, 20, 21, 27, 32, 42, 43, 44, 45, 46

HM: 03, 07, 08



DEWGONG

Medium Water/Ice Type | Level 8 | SR 10

Armor Class: 16
Hit Points: 64
Hit Dice: d10
Speed: 15ft. walking, 50ft. swimming

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	6 (-2)	12 (+1)	12 (+1)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Electric, Fighting, Grass, Rock
Resistances: Ice, Water

Thick Fat: This Pokémon takes quarter damage from Fire and Ice type moves.

Hydration: This Pokémon is unaffected by negative status ailments in water or during rainy conditions.

Ice Body: In snowy or hailey weather, this Pokémon heals for an amount of HP equal to its proficiency modifier at the end of each of its turns.

Moves

Starting Moves: Growl, Headbutt, Icy Wind, Sheer Cold, Signal Beam, Encore

Level 10: Rest, Aurora Beam

Level 14: Take Down, Dive

Level 18: Ice Beam, Safeguard, Hail

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 15, 17, 18, 20, 21, 27, 32, 42, 43, 44, 45, 46

HM: 03, 07, 08



GRIMER

Small Poison Type | Level 1 | SR 1/2

Armor Class: 12
Hit Points: 19
Hit Dice: d6
Speed: 15ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	16 (+3)	6 (-2)	10 (+0)	8 (-1)

Proficient Skills: Stealth
Saving Throws: Constitution
Vulnerabilities: Ground, Psychic
Resistances: Bug, Fairy, Fighting, Grass, Poison
Senses: Darkvision 30ft.

Stench: When this Pokémon is hit by a melee attack, roll a d10. On a 10, the attacker flinches.

Sticky Hold: Held items cannot be stolen or knocked away from this Pokémon.

Evolution: Grimer can evolve into Muk at level 10 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Moves

Starting Moves: Poison Gas, Pound

Level 2: Harden, Mud-Slap

Level 6: Disable, Sludge

Level 10: Minimize

Level 14: Sludge Bomb, Screech

Level 18: Acid Armor, Memento

Learnable Moves:

TM: 06, 10, 11, 12, 17, 18, 19, 21, 24, 25, 27, 28, 32, 34, 35, 36, 38, 39, 41, 42, 43, 44, 45, 46



MUK

Small Poison Type | Level 8 | SR 8

Armor Class: 16
Hit Points: 44
Hit Dice: d10
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	20 (+5)	6 (-2)	12 (+1)	8 (-1)

Proficient Skills: Stealth
Saving Throws: Constitution
Vulnerabilities: Ground, Psychic
Resistances: Bug, Fairy, Fighting, Grass, Poison
Senses: Darkvision 40ft.

Poison Touch: When this Pokémon is hit with a melee attack, roll a 1d4. On a result of 4, the attacker takes an amount of poison damage equal to this Pokémon's proficiency modifier.

Sticky Hold: Held items cannot be stolen or knocked away from this Pokémon.

Stench: When this Pokémon is hit by a melee attack, roll a d10. On a 10, the attacker flinches.

Moves

Starting Moves: Harden, Mud-Slap, Poison Gas, Pound, Disable, Sludge

Level 10: Minimize

Level 14: Sludge Bomb

Level 18: Screech, Acid Armor, Memento

Learnable Moves:

TM: 01, 06, 10, 11, 12, 15, 17, 18, 19, 21, 24, 25, 27, 28, 31, 32, 34, 35, 36, 38, 39, 41, 42, 43, 44, 45, 46

HM: 04, 06



SHELLDER

Tiny Water Type | Level 1 | SR 1/2

Armor Class: 14
Hit Points: 18
Hit Dice: d6
Speed: 5ft. walking, 15ft. swimming

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Shell Armor: This Pokémon is immune to extra damage dealt by a Critical Hit.

Skill Link: On combo moves like Fury Swipes, Comet Punch, etc., this Pokémon is guaranteed to hit at least twice.

Evolution: Shellder can evolve into Cloyster at level 8 and above with the help of a Water Stone. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Moves

Starting Moves: Tackle, Water Gun

Level 2: Withdraw, Supersonic

Level 6: Icicle Spear, Protect

Level 10: Leer, Clamp

Level 14: Aurora Beam, Whirlpool

Level 18: Iron Defense, Ice Beam, Hydro Pump

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 17, 18, 20, 21, 27, 32, 42, 43, 44, 45

HM: 03, 08



CLOYSTER

Medium Water/Ice Type | Level 5 | SR 8

Armor Class: 18

Hit Points: 50

Hit Dice: d12

Speed: 5ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival

Saving Throws: Constitution, Strength

Vulnerabilities: Electric, Fighting, Grass, Rock

Resistances: Ice, Water

Shell Armor: This Pokémon is immune to extra damage dealt by a Critical Hit.

Skill Link: On combo moves like Fury Swipes, Comet Punch, etc., this Pokémon is guaranteed to hit at least twice.

Overcoat: This Pokémon does not take damage from weather-related moves like Hail, Weather Ball, etc.

Moves

Starting Moves: Aurora Beam, Hydro Pump, Protect, Supersonic, Withdraw

Level 6: Spike Cannon

Level 14: Spikes

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 15, 17, 18, 20, 21, 27, 32, 41, 42, 43, 44, 45

HM: 03, 08



GASTLY

Medium Ghost/Poison Type | Level 1 | SR 1/2

Armor Class: 12

Hit Points: 16

Hit Dice: d6

Speed: 0ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	11 (+0)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Stealth, Deception

Saving Throws: Constitution

Vulnerabilities: Dark, Ghost, Psychic

Resistances: Bug, Fairy, Grass, Poison

Immunities: Fighting, Normal

Senses: Darkvision 30ft.

Intimidate: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Levitate: This Pokémon is immune to ground moves.

Evolution: Gastly can evolve into Haunter at level 7 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Moves

Starting Moves: Hypnosis, Lick

Level 2: Spite, Mean Look

Level 6: Curse, Night Shade

Level 10: Confuse Ray

Level 14: Shadow Ball, Dream Eater

Level 18: Destiny Bond, Nightmare

Learnable Moves:

TM: 06, 10, 11, 12, 17, 18, 19, 21, 24, 27, 29, 30, 32, 36, 41, 42, 43, 44, 45, 46, 48, 49



HAUNTER

Medium Ghost/Poison Type | Level 5 | SR 5

Armor Class: 14
Hit Points: 40
Hit Dice: d10
Speed: 0ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	6 (-2)	15 (+2)	10 (+0)

Proficient Skills: Stealth, Deception
Saving Throws: Constitution
Vulnerabilities: Dark, Ghost, Psychic
Resistances: Bug, Fairy, Grass, Poison
Immunities: Fighting, Normal
Senses: Darkvision 50ft.

Intimidate: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Levitate: This Pokémon is immune to ground moves.

Evolution: Haunter can evolve into Gengar at level 14 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Moves

Starting Moves: Hypnosis, Lick, Shadow Punch, Spite, Mean Look

Level 6: Curse, Night Shade

Level 10: Confuse Ray

Level 14: Shadow Ball

Level 18: Dream Eater, Destiny Bond, Nightmare

Learnable Moves:

TM: 06, 10, 11, 12, 17, 18, 19, 21, 24, 27, 29, 30, 32, 34, 41, 42, 43, 44, 45, 46, 48, 49



GENGAR

Medium Ghost/Poison Type | Level 10 | SR 12

Armor Class: 15
Hit Points: 92
Hit Dice: d12
Speed: 30ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	8 (-1)	16 (+3)	10 (+0)

Proficient Skills: Stealth, Deception
Saving Throws: Constitution, Charisma
Vulnerabilities: Dark, Ghost, Psychic
Resistances: Bug, Fairy, Grass, Poison
Immunities: Fighting, Normal
Senses: Darkvision 80ft.

Intimidate: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Cursed Body: When hit by a melee attack, this Pokémon may roll 1d4. On a result of 4, the opponent who made the attack cannot use the same move on its next turn.

Moves

Starting Moves: Hypnosis, Lick, Shadow Punch, Spite, Mean Look, Curse, Night Shade, Confuse Ray

Level 14: Shadow Ball

Level 18: Dream Eater, Destiny Bond, Nightmare

Learnable Moves:

TM: 01, 06, 10, 11, 12, 15, 17, 18, 19, 21, 24, 25, 27, 29, 30, 31, 32, 36, 41, 42, 43, 44, 45, 46, 48, 49

HM: 04, 06

ONIX

Huge Rock/Ground Type | Level 5 | SR 10

Armor Class: 17
Hit Points: 65
Hit Dice: d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Constitution, Strength
Vulnerabilities: Fighting, Grass, Ground, Ice, Steel, Water
Resistances: Fire, Flying, Normal, Poison, Rock
Immunities: Electric
Senses: Tremorsense 120ft.

Sturdy: When this Pokémon takes an amount of damage from a single hit that is equal or greater than half the Pokémon's maximum HP, the damage is halved.

Burrower: This Pokémon can burrow underground traveling a distance equal to its walking speed before re-emerging.

Rock Head: This Pokémon takes no recoil damage.

Evolution: Onix can evolve into Steelix at level 12 and above while holding a Steel Coat. When it evolves, its health increases by double its level, and it gains 7 points to add to its ability scores (max 20).

Moves

Starting Moves: Bind, Harden, Mud Sport, Tackle, Curse, Rock Throw, Rock Tomb

Level 6: Rage

Level 10: Dragon Breath, Slam

Level 14: Screech, Rock Slide

Level 18: Sand Tomb, Iron Tail, Dig, Stone Edge, Double-Edge, Sandstorm

Learnable Moves:

TM: 05, 06, 10, 11, 12, 17, 21, 23, 26, 27, 28, 32, 37, 39, 41, 42, 43, 44, 45

HM: 04, 06



DROWZEE

Small Psychic Type | Level 1 | SR 1/2

Armor Class: 14
Hit Points: 17
Hit Dice: d6
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	12 (+1)	6 (-2)	14 (+2)	8 (-1)

Proficient Skills: Insight, Persuasion
Saving Throws: Intelligence, Wisdom
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic

Inner Focus: This Pokémon is immune to flinching.

Insomnia: This Pokémon is immune to sleep.

Evolution: Drowzee can evolve into Hypno at level 8 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Moves

Starting Moves: Hypnosis, Pound

Level 2: Disable, Confusion

Level 6: Headbutt, Poison Gas

Level 10: Meditate, Psybeam

Level 14: Psych Up

Level 18: Swagger, Psychic, Future Sight

Learnable Moves:

TM: 01, 04, 06, 10, 11, 12, 16, 17, 18, 20, 21, 27, 29, 30, 31, 32, 33, 41, 42, 43, 44, 45, 46, 48, 49

HM: 05



HYPNO

Medium Psychic Type | Level 5 | SR 8

Armor Class: 16
Hit Points: 45
Hit Dice: d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	8 (-1)	16 (+3)	8 (-1)

Proficient Skills: Insight, Persuasion
Saving Throws: Intelligence, Wisdom
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic
Senses: Truesight 20ft.

Inner Focus: This Pokémon is immune to flinching.

Insomnia: This Pokémon is immune to sleep.

Moves

Starting Moves: Confusion, Disable, Future Sight, Hypnosis, Nightmare, Pound

Level 6: Headbutt, Poison Gas

Level 10: Meditate, Psybeam

Level 14: Psych Up

Level 18: Swagger, Psychic

Learnable Moves:

TM: 01, 04, 06, 10, 11, 12, 16, 17, 18, 20, 21, 27, 29, 30, 31, 32, 33, 41, 42, 43, 44, 45, 46, 48, 49

HM: 05



KRABBY

Tiny Water Type | Level 1 | SR 1/4

Armor Class: 13
Hit Points: 17
Hit Dice: d6
Speed: 30ft. walking, 20ft. swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	6 (-2)	10 (+0)	8 (-1)

Proficient Skills: Survival, Sleight of Hand
Saving Throws: Constitution
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Shell Armor: This Pokémon is immune to extra damage dealt by a Critical Hit.

Hyper Cutter: This Pokémon's ability modifiers cannot be decreased by an opponent's moves.

Evolution: Krabby can evolve into Kingler at level 8 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Moves

Starting Moves: Bubble, Mud Sport

Level 2: Vice Grip, Leer, Harden

Level 6: Bubble Beam, Mud Shot

Level 10: Metal Claw, Stomp

Level 14: Protect, Guillotine, Slam

Level 18: Crabhammer, Flail

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 17, 18, 21, 27, 28, 32, 39, 42, 43, 44, 45, 46

HM: 01, 03, 04, 06, 08



KINGLER

Medium Water Type | Level 5 | SR 8

Armor Class: 16
Hit Points: 45
Hit Dice: d10
Speed: 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	6 (-2)	12 (+1)	8 (-1)

Proficient Skills: Survival, Sleight of Hand
Saving Throws: Constitution
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Shell Armor: This Pokémon is immune to extra damage dealt by a Critical Hit.

Hyper Cutter: This Pokémon's ability modifiers cannot be decreased by an opponent's moves.

Sheer Force: This Pokémon adds its proficiency bonus to damage rolls while poisoned, burned, confused, or paralyzed.

Moves

Starting Moves: Bubble, Leer, Mud Sport, Vice Grip, Harden

Level 6: Bubble Beam, Mud Shot

Level 10: Metal Claw, Stomp

Level 14: Protect, Slam

Level 18: Guillotine, Crabhammer, Flail

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 15, 17, 18, 21, 27, 28, 32, 39, 42, 43, 44, 45, 46

HM: 01, 03, 04, 06, 08



VOLTORB

Tiny Electric Type | Level 1 | SR 1/2

Armor Class: 14
Hit Points: 17
Hit Dice: d6
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	6 (-2)	10 (+0)	8 (-1)

Proficient Skills: Stealth
Saving Throws: Constitution
Vulnerabilities: Ground
Resistances: Electric, Flying, Steel

Static: When this Pokémon is hit by a melee attack, roll a d4. On a result of 4, the attacker takes an amount of electric damage equal to this Pokémon's proficiency bonus.

Soundproof: This Pokémon is immune to sound-based moves.

Evolution: Voltorb can evolve into Electrode at level 8 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Moves

Starting Moves: Charge, Tackle

Level 2: Sonic Boom, Spark

Level 6: Rollout, Screech

Level 10: Swift, Self-Destruct

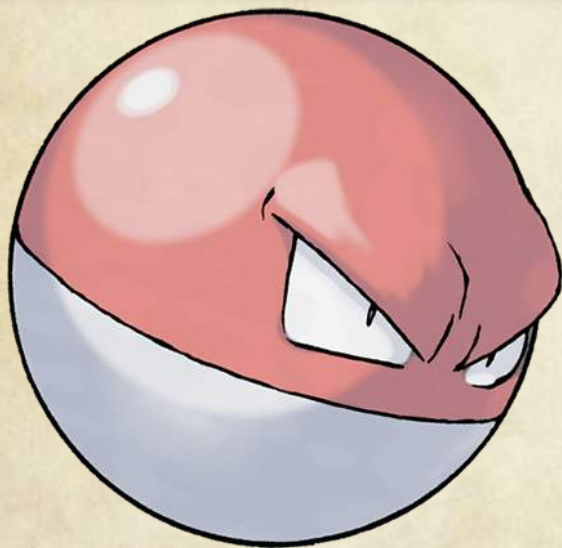
Level 14: Light Screen

Level 18: Discharge, Explosion, Mirror Coat

Learnable Moves:

TM: 06, 10, 12, 16, 17, 18, 21, 24, 25, 27, 32, 34, 41, 42, 43, 44, 46

HM: 05



ELECTRODE

Small Electric Type | Level 5 | SR 7

Armor Class: 17
Hit Points: 35
Hit Dice: d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	15 (+2)	6 (-2)	12 (+1)	8 (-1)

Proficient Skills: Stealth
Saving Throws: Constitution
Vulnerabilities: Ground
Resistances: Electric, Flying, Steel

Static: When this Pokémon is hit by a melee attack, roll a d4. On a result of 4, the attacker takes an amount of electric damage equal to this Pokémon's proficiency bonus.

Aftermath: This Pokémon deals damage to an attacker equal to half of the damage received when knocked out by a melee move.

Soundproof: This Pokémon is immune to sound-based moves.

Moves

Starting Moves: Charge, Sonic Boom, Tackle, Spark

Level 6: Rollout, Screech

Level 10: Swift, Self-Destruct

Level 14: Light Screen

Level 18: Discharge, Explosion, Mirror Coat

Learnable Moves:

TM: 06, 10, 12, 15, 16, 17, 18, 21, 24, 25, 27, 32, 34, 41, 42, 43, 44, 46

HM: 05



EXEGGCUTE

Tiny Grass/Psychic Type | Level 1 | SR 1/2

Armor Class: 14
Hit Points: 19
Hit Dice: d8
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Nature
Saving Throws: Dexterity
Vulnerabilities: Bug, Dark, Fire, Flying, Ghost, Ice, Poison
Resistances: Electric, Fighting, Grass, Ground, Psychic, Water

Chlorophyll: This Pokémon's speed is doubled in bright sunlight.

Harvest: At the end of this Pokémon's turn, if it used a berry, roll 1d4. On a result of 3 or 4, it regains that berry as a held item.

Evolution: Exeggcute can evolve into Exeggutor at level 8 and above with the help of a Leaf Stone. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Moves

Starting Moves: Barrage, Hypnosis, Uproar

Level 2: Reflect, Leech Seed

Level 6: Bullet Seed, Stun Spore

Level 10: Poison Powder, Sleep Powder

Level 14: Confusion

Level 18: Solar Beam, Extrasensory

Learnable Moves:

TM: 06, 09, 10, 11, 16, 17, 19, 21, 22, 27, 29, 32, 33, 36, 42, 43, 44, 45, 46, 48

HM: 05



EXEGGUTOR

Medium Grass/Psychic Type | Level 5 | SR 8

Armor Class: 15
Hit Points: 51
Hit Dice: d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Nature
Saving Throws: Dexterity
Vulnerabilities: Bug, Dark, Fire, Flying, Ghost, Ice, Poison
Resistances: Electric, Fighting, Grass, Ground, Psychic, Water

Chlorophyll: This Pokémon's speed is doubled in bright sunlight.

Harvest: At the end of this Pokémon's turn, if it used a berry, roll 1d4. On a result of 3 or 4, it regains that berry as a held item.

Moves

Starting Moves: Barrage, Confusion, Hypnosis, Stomp

Level 10: Egg Bomb

Learnable Moves:

TM: 06, 09, 10, 11, 15, 16, 17, 19, 21, 22, 27, 29, 32, 33, 36, 42, 43, 44, 45, 46, 48

HM: 04, 05



CUBONE

Tiny Ground Type | Level 1 | SR 1/2

Armor Class: 14
Hit Points: 17
Hit Dice: d6
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	12 (+1)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Grass, Ice, Water
Resistances: Poison, Rock
Immunities: Electric

Battle Armor: This Pokémon is immune to extra damage dealt by a Critical Hit.

Lightning Rod: If an ally within 30 feet is attacked with an electric type move, this Pokémon can choose to use a reaction to redirect that attack to themselves instead. This does not work on area of effect moves.

Evolution: Cubone can evolve into Marowak at level 8 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Moves

Starting Moves: Growl, Tail Whip

Level 2: Bone Club, Headbutt

Level 6: Leer, Focus Energy

Level 10: Bonemerang, Rage, False Swipe

Level 14: Thrash

Level 18: Endeavor, Double-Edge, Bone Rush

Learnable Moves:

TM: 01, 06, 10, 11, 13, 14, 17, 21, 23, 26, 27, 28, 31, 32, 35, 37, 38, 39, 40, 42, 43, 44, 46

HM: 04, 06



MAROWAK

Small Ground Type | Level 5 | SR 7

Armor Class: 16
Hit Points: 45
Hit Dice: d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival, Athletics
Saving Throws: Constitution, Strength
Vulnerabilities: Grass, Ice, Water
Resistances: Poison, Rock
Immunities: Electric

Battle Armor: This Pokémon is immune to extra damage dealt by a Critical Hit.

Lightning Rod: If an ally within 30 feet is attacked with an electric type move, this Pokémon can choose to use a reaction to redirect that attack to themselves instead. This does not work on area of effect moves.

Moves

Starting Moves: Bone Club, Growl, Headbutt, Tail Whip

Level 6: Leer, Focus Energy

Level 10: Bonemerang, Rage

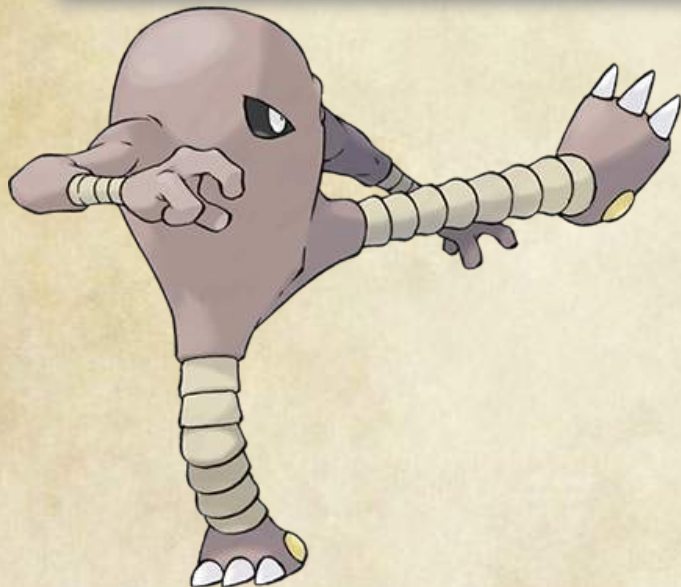
Level 14: False Swipe, Thrash

Level 18: Endeavor, Double-Edge, Bone Rush

Learnable Moves:

TM: 01, 06, 10, 11, 13, 14, 15, 17, 21, 23, 26, 27, 28, 31, 32, 35, 37, 38, 39, 40, 42, 43, 44, 46

HM: 04, 06



HITMONLEE

Medium Fighting Type | Level 5 | SR 7

Armor Class: 16
Hit Points: 51
Hit Dice: d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics, Acrobatics
Saving Throws: Strength, Dexterity
Vulnerabilities: Fairy, Flying, Psychic
Resistances: Bug, Dark, Rock

Unburden: While this Pokémon is active and not holding an item, its trainer gets advantage on initiative rolls.

Limber: This Pokémon is immune to being paralyzed.

Moves

Starting Moves: Double Kick, Revenge, Reversal, Meditate, Rolling Kick

Level 6: Jump Kick, Brick Break

Level 10: Focus Energy, Foresight

Level 14: High Jump Kick, Mind Reader

Level 18: Blaze Kick, Endure, Mega Kick

Learnable Moves:

TM: 01, 06, 08, 10, 11, 17, 18, 21, 26, 27, 31, 32, 39, 42, 43, 44, 45, 46

HM: 04, 06

HITMONCHAN

Medium Fighting Type | Level 5 | SR 7

Armor Class: 16
Hit Points: 51
Hit Dice: d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics, Acrobatics
Saving Throws: Strength, Dexterity
Vulnerabilities: Fairy, Flying, Psychic
Resistances: Bug, Dark, Rock

Keen Eye: This Pokémon ignores disadvantage when it relates to sight.

Inner Focus: This Pokémon is immune to flinching.

Moves

Starting Moves: Comet Punch, Pursuit, Revenge, Agility

Level 6: Mach Punch

Level 10: Fire Punch, Ice Punch, Thunder Punch

Level 14: Sky Uppercut, Mega Punch

Level 18: Detect, Focus Punch, Counter

Learnable Moves:

TM: 01, 06, 08, 10, 11, 17, 18, 21, 26, 27, 31, 32, 39, 42, 43, 44, 45, 46

HM: 04, 06



LICKITUNG

Small Normal Type | Level 5 | SR 7

Armor Class: 14
Hit Points: 70
Hit Dice: d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Perception
Saving Throws: Constitution
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Own Tempo: This Pokémon is immune to becoming confused.

Oblivious: This Pokémon is immune to moves that attempt to charm or taunt it.

Moves

Starting Moves: Lick, Supersonic, Defense Curl

Level 6: Knock Off, Wrap

Level 10: Stomp, Disable

Level 14: Slam, Rollout

Level 18: Refresh, Screech

Learnable Moves:

TM: 01, 03, 06, 10, 11, 13, 14, 15, 17, 18, 21, 22, 23, 24, 25, 26, 27, 28, 30, 31, 32, 34, 35, 37, 38, 39, 42, 43, 44, 45, 46

HM: 01, 03, 04, 06



KOFFING

Tiny Poison Type | Level 1 | SR 1/2

Armor Class: 14
Hit Points: 18
Hit Dice: d6
Speed: 0ft. walking, 20ft. flying

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	6 (-2)	10 (+0)	8 (-1)

Proficient Skills: Deception
Saving Throws: Constitution
Vulnerabilities: Ground, Psychic
Resistances: Bug, Fairy, Fighting, Grass, Poison

Poison Touch: When this Pokémon is hit with a melee attack, roll a 1d4. On a result of 4, the attacker takes an amount of poison damage equal to this Pokémon's proficiency modifier.

Levitate: This Pokémon is immune to ground moves.

Evolution: Koffing can evolve into Weezing at level 9 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Moves

Starting Moves: Poison Gas, Tackle

Level 2: Smog, Smokescreen

Level 6: Sludge

Level 10: Self-Destruct, Haze

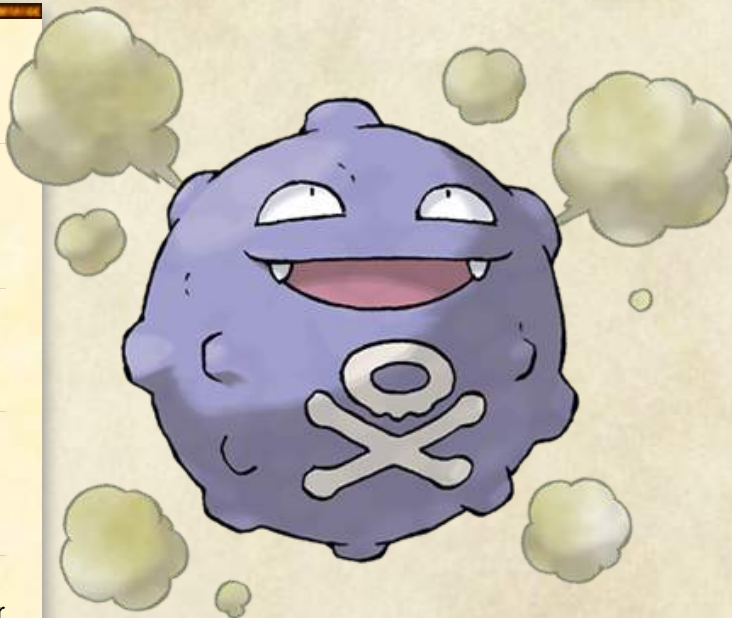
Level 14: Sludge Bomb

Level 18: Explosion, Destiny Bond, Memento

Learnable Moves:

TM: 06, 10, 11, 12, 17, 18, 21, 24, 25, 27, 30, 32, 34, 35, 36, 38, 41, 42, 43, 44, 45, 46

HM: 05



WEEZING

Small Poison Type | Level 8 | SR 10

Armor Class: 16
Hit Points: 72
Hit Dice: d10
Speed: 0ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	6 (-2)	12 (+1)	8 (-1)

Proficient Skills: Deception
Saving Throws: Constitution
Vulnerabilities: Ground, Psychic
Resistances: Bug, Fairy, Fighting, Grass, Poison

Poison Touch: When this Pokémon is hit with a melee attack, roll a 1d4. On a result of 4, the attacker takes an amount of poison damage equal to this Pokémon's proficiency modifier.

Levitate: This Pokémon is immune to ground moves.

Moves

Starting Moves: Poison Gas, Smog, Smokescreen, Tackle, Sludge

Level 10: Self-Destruct, Haze

Level 14: Sludge Bomb

Level 18: Explosion, Destiny Bond, Memento

Learnable Moves:

TM: 06, 10, 11, 12, 15, 17, 18, 21, 24, 25, 27, 30, 32, 34, 35, 36, 38, 41, 42, 43, 44, 45, 46

HM: 05



RHYHORN

Small Ground/Rock Type | Level 1 | SR 3

Armor Class: 13
Hit Points: 45
Hit Dice: d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting, Grass, Ground, Ice, Steel, Water
Resistances: Fire, Flying, Normal, Poison, Rock
Immunities: Electric
Senses: Tremorsense 40ft

Rock Head: This Pokémon takes no recoil damage.

Lightning Rod: If an ally within 30 feet is attacked with an electric type move, this Pokémon can choose to use a reaction to redirect that attack to themselves instead. This does not work on area of effect moves.

Evolution: Rhyhorn can evolve into Rhydon at level 11 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Moves

Starting Moves: Horn Attack, Tail Whip

Level 2: Fury Attack, Scary Face

Level 6: Stomp

Level 14: Rock Blast, Take Down, Stone Edge

Level 18: Earthquake, Megahorn, Horn Drill

Learnable Moves:

TM: 05, 06, 10, 11, 13, 14, 17, 18, 21, 23, 24, 25, 26, 27, 28, 32, 34, 35, 37, 38, 39, 42, 43, 44, 45, 46

HM: 04, 06



RHYDON

Medium Ground/Rock Type | Level 10 | SR 11

Armor Class: 15
Hit Points: 97
Hit Dice: d12
Speed: 40ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting, Grass, Ground, Ice, Steel, Water
Resistances: Fire, Flying, Normal, Poison, Rock
Immunities: Electric
Senses: Tremorsense 60ft

Rock Head: This Pokémon takes no recoil damage.

Lightning Rod: If an ally within 30 feet is attacked with an electric type move, this Pokémon can choose to use a reaction to redirect that attack to themselves instead. This does not work on area of effect moves.

Moves

Starting Moves: Fury Attack, Horn Attack, Scary Face, Tail Whip, Stomp

Level 14: Rock Blast, Take Down

Level 18: Stone Edge, Earthquake, Megahorn, Horn Drill

Learnable Moves:

TM: 01, 05, 06, 10, 11, 13, 14, 15, 17, 18, 21, 23, 24, 25, 26, 27, 28, 31, 32, 34, 35, 37, 38, 39, 42, 43, 44, 45, 46

HM: 01, 03, 04, 06



CHANSEY

Small Normal Type | Level 5 | SR 7

Armor Class: 13
Hit Points: 70
Hit Dice: d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	16 (+3)	6 (-2)	12 (+1)	16 (+3)

Proficient Skills: Arcana, Medicine
Saving Throws: Wisdom, Charisma
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Healer: As an action, this Pokémon can touch an ally to restore a negative status effect.

Natural Cure: This Pokémon is cured of negative status ailments upon returning to its Pokéball.

Evolution: Chansey can evolve into Blissey at level 14 and above if it has a Loyalty level of +2 or higher. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Moves

Starting Moves: Defense Curl, Growl, Pound, Tail Whip, Refresh

Level 6: Double Slap, Soft-Boiled

Level 10: Minimize, Take Down

Level 14: Sing

Level 18: Egg Bomb, Light Screen, Double-Edge

Learnable Moves:

TM: 01, 03, 04, 06, 07, 10, 11, 13, 14, 15, 16, 17, 18, 20, 21, 22, 23, 24, 25, 26, 27, 29, 30, 31, 32, 34, 35, 37, 38, 39, 42, 43, 44, 45, 48, 49

HM: 04, 05, 06



TANGELA

Small Grass Type | Level 5 | SR 5

Armor Class: 15
Hit Points: 28
Hit Dice: d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Nature
Saving Throws: Constitution
Vulnerabilities: Bug, Fire, Flying, Ice, Poison
Resistances: Electric, Grass, Ground, Water

Chlorophyll: This Pokémon's speed is doubled in bright sunlight.

Leaf Guard: This Pokémon does not suffer from any negative status ailments in bright sunlight.

Regenerator: Once per long rest, this Pokémon regains hit points equal to its level when it returns to its Pokéball.

Moves

Starting Moves: Constrict, Ingrain, Sleep Powder, Vine Whip, Absorb

Level 6: Poison Powder, Bind

Level 10: Growth, Mega Drain

Level 14: Knock Off, Stun Spore

Level 18: Giga Drain, Ancient Power, Slam, Tickle

Learnable Moves:

TM: 06, 09, 10, 11, 15, 17, 19, 21, 22, 27, 32, 36, 42, 43, 44, 45, 46

HM: 01, 05, 06



KANGASKHAN

Medium Normal Type | Level 8 | SR 10

Armor Class: 18
Hit Points: 60
Hit Dice: d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	15 (+2)	6 (-2)	12 (+1)	8 (-1)

Proficient Skills: Athletics, Intimidation, Perception
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Inner Focus: This Pokémon is immune to flinching.

Scrappy: This Pokémon's Normal and Fighting type moves hit Ghost type Pokémon.

Early Bird: This Pokémon has advantage on rolls to wake from sleep.

Moves

Starting Moves: Comet Punch, Leer, Fake Out, Tail Whip, Bite

Level 10: Rage, Mega Punch

Level 14: Dizzy Punch, Crunch

Level 18: Endure, Outrage, Reversal

Learnable Moves:

TM: 01, 03, 05, 06, 07, 10, 11, 13, 14, 15, 17, 18, 21, 22, 23, 24, 25, 26, 27, 28, 30, 31, 32, 34, 35, 37, 38, 39, 40, 42, 43, 44, 45, 46

HM: 01, 03, 04, 06



HORSEA

Tiny Water Type | Level 1 | SR 1/2

Armor Class: 13
Hit Points: 16
Hit Dice: d6
Speed: 5ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	10 (+0)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Sniper: On a critical hit made by this Pokémon, triple the dice roll instead of doubling it.

Swift Swim: This Pokémon's swim speed is doubled in rainy conditions.

Evolution: Horsea can evolve into Seadra at level 9 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Moves

Starting Moves: Bubble

Level 2: Smokescreen, Leer

Level 6: Water Gun, Twister

Level 10: Bubble Beam, Focus Energy

Level 14: Agility

Level 18: Dragon Dance, Hydro Pump

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 17, 18, 21, 27, 32, 42, 43, 44, 45

HM: 03, 07, 08



SEADRA

Small Water Type | Level 8 | SR 8

Armor Class: 15
Hit Points: 56
Hit Dice: d10
Speed: 5ft. walking, 40ft. swimming

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	13 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Sniper: On a critical hit made by this Pokémon, triple the dice roll instead of doubling it.

Swift Swim: This Pokémon's swim speed is doubled in rainy conditions.

Evolution: Seadra can evolve into Kingdra at level 14 and above while holding a Dragon Scale. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Moves

Starting Moves: Bubble, Hydro Pump, Leer, Smokescreen, Water Gun, Twister

Level 10: Bubble Beam, Focus Energy

Level 18: Agility, Dragon Dance

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 15, 17, 18, 21, 27, 32, 42, 43, 44, 45

HM: 03, 07, 08



GOLDEEN

Tiny Water Type | Level 1 | SR 1/4

Armor Class: 13
Hit Points: 17
Hit Dice: d6
Speed: 5ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Water Veil: This Pokémon is immune to burning.

Evolution: Goldeen can evolve into Seaking at level 9 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Moves

Starting Moves: Peck, Tail Whip, Water Sport

Level 2: Supersonic, Horn Attack

Level 6: Flail, Water Pulse

Level 10: Fury Attack

Level 14: Agility, Waterfall

Level 18: Horn Drill, Megahorn

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 17, 18, 21, 27, 32, 42, 43, 44, 45

HM: 03, 07, 08



SEAKING

Medium Water Type | Level 8 | SR 9

Armor Class: 15
Hit Points: 64
Hit Dice: d10
Speed: 5ft. walking, 40ft. swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Water Veil: This Pokémon is immune to burning.

Swift Swim: This Pokémon's swim speed is doubled in rainy conditions.

Moves

Starting Moves: Peck, Tail Whip, Water Sport, Supersonic, Horn Attack, Flail, Water Pulse

Level 10: Fury Attack

Level 14: Agility, Waterfall

Level 18: Horn Drill, Megahorn

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 15, 17, 18, 21, 27, 32, 42, 43, 44, 45

HM: 03, 07, 08



STARYU

Small Water Type | Level 1 | SR 1/2

Armor Class: 14
Hit Points: 16
Hit Dice: d6
Speed: 20ft. walking, 20ft. swimming

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water
Senses: Blindsight 100ft.

Illuminate: This Pokémon knows the Light cantrip and can cast it at will.

Evolution: Staryu can evolve into Starmie at level 9 and above with the help of a Water Stone. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Moves

Starting Moves: Harden, Tackle

Level 2: Water Gun, Rapid Spin, Recover

Level 6: Psywave, Swift

Level 10: Bubble Beam, Camouflage

Level 14: Minimize, Confuse Ray

Level 18: Psychic, Light Screen, Cosmic Power, Hydro Pump

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 16, 17, 18, 21, 24, 25, 27, 29, 32, 33, 42, 43, 44

HM: 03, 05, 07, 08



STARMIE

Small Water/Psychic Type | Level 8 | SR 9

Armor Class: 17
Hit Points: 56
Hit Dice: d10
Speed: 30ft. walking, 40ft. swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	13 (+1)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Bug, Dark, Electric, Ghost, Grass
Resistances: Fighting, Fire, Ice, Psychic, Steel, Water
Senses: Blindsight 120ft.

Illuminate: This Pokémon knows the Light cantrip and can cast it at will.

Natural Cure: This Pokémon is cured of negative status ailments upon returning to its Pokeball.

Moves

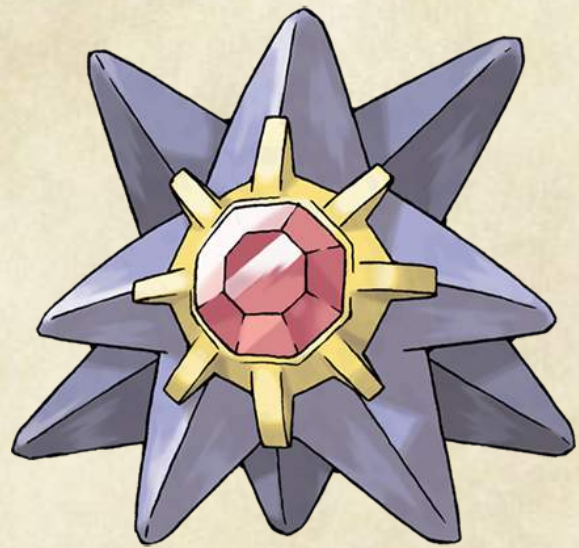
Starting Moves: Hydro Pump, Rapid Spin, Recover, Spotlight, Swift, Water Gun

Level 18: Confuse Ray

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 15, 16, 17, 18, 21, 24, 25, 27, 29, 32, 33, 42, 43, 44

HM: 03, 05, 07, 08



MR. MIME

Medium Psychic/Fairy Type | Level 5 | SR 8

Armor Class: 17
Hit Points: 42
Hit Dice: d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	8 (-1)	12 (+1)	14 (+2)	12 (+1)

Proficient Skills: Performance
Saving Throws: Charisma
Vulnerabilities: Ghost, Poison, Steel
Resistances: Fighting, Psychic
Immunities: Dragon
Senses: Truesight 10ft.

Magic Guard: If this Pokémon is subjected to a move that forces it to make a saving throw to take only half damage, it instead takes no damage on a success.

Soundproof: This Pokémon is immune to sound-based moves.

Technician: For damaging moves activated by this Pokémon with 15 PP or more, they may roll the damage twice and use the higher result.

Moves

Starting Moves: Barrier, Confusion, Magical Leaf, Meditate, Double Slap

Level 6: Mimic, Psywave, Encore

Level 10: Light Screen, Reflect, Psybeam

Level 14: Substitute, Recycle, Trick

Level 18: Psychic, Role Play, Baton Pass, Safeguard

Learnable Moves:

TM: 01, 04, 06, 10, 11, 12, 15, 16, 17, 18, 20, 21, 22, 24, 25, 27, 29, 30, 31, 32, 33, 34, 41, 42, 43, 44, 45, 46, 48, 49

HM: 05



SCYTHER

Medium Bug/Flying Type | Level 5 | SR 8

Armor Class: 16
Hit Points: 58
Hit Dice: d10
Speed: 30ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	12 (+1)	6 (-2)	10 (+0)	8 (-1)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Electric, Fire, Flying, Ice, Rock
Resistances: Bug, Fighting, Grass
Immunities: Ground

Steadfast: Once per long rest, when this Pokémon fails a saving throw against a negative status condition, it can choose to pass instead.

Swarm: This Pokémon adds doubles its STAB bonus when it has 10% or less of its maximum health.

Evolution: Scyther can evolve into Scizor at level 14 and above while holding a Steel Coat. When it evolves, its health increases by double its level, and it gains 7 points to add to its ability scores (max 20).

Moves

Starting Moves: Leer, Quick Attack, Focus Energy, Pursuit

Level 6: False Swipe, Agility

Level 10: Wing Attack, Fury Cutter

Level 14: Slash, Razor Wind

Level 18: Double Team, Swords Dance

Learnable Moves:

TM: 06, 10, 11, 15, 17, 18, 21, 27, 32, 40, 42, 43, 44, 45, 46, 47

HM: 01, 06



JYNX

Medium Ice/Psychic Type | Level 5 | SR 8

Armor Class: 15
Hit Points: 60
Hit Dice: d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	8 (-1)	12 (+1)	14 (+2)

Proficient Skills: Deception, Insight
Saving Throws: Charisma
Vulnerabilities: Bug, Dark, Fire, Ghost, Rock, Steel
Resistances: Ice, Psychic

Magic Guard: If this Pokémon is subjected to a move that forces it to make a saving throw to take only half damage, it instead takes no damage on a success.

Oblivious: This Pokémon is immune to moves that attempt to charm or taunt it.

Moves

Starting Moves: Pound, Lick, Lovely Kiss, Powder Snow

Level 6: Double Slap, Ice Punch

Level 10: Mean Look

Level 14: Fake Tears

Level 18: Body Slam, Perish Song, Blizzard

Learnable Moves:

TM: 01, 03, 04, 06, 07, 10, 12, 13, 14, 15, 16, 17, 18, 21, 27, 29, 30, 31, 32, 33, 41, 42, 43, 44, 45, 46, 48

HM: 05



ELECTABUZZ

Small Electric Type | Level 5 | SR 9

Armor Class: 15
Hit Points: 60
Hit Dice: d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Constitution
Vulnerabilities: Ground
Resistances: Electric, Flying, Steel

Static: When this Pokémon is hit by a melee attack, roll a d4. On a result of 4, the attacker takes an amount of electric damage equal to this Pokémon's proficiency bonus.

Vital Spirit: This Pokémon cannot be put to sleep.

Moves

Starting Moves: Leer, Quick Attack, Thunder Shock, Low Kick

Level 6: Swift, Shock Wave

Level 10: Thunder Wave, Light Screen

Level 14: Thunder Punch, Discharge

Level 18: Screech, Thunderbolt, Thunder

Learnable Moves:

TM: 01, 06, 10, 15, 16, 17, 18, 21, 23, 24, 25, 27, 29, 31, 32, 34, 42, 43, 44, 45, 46

HM: 04, 05, 06



MAGMAR

Medium Fire Type | Level 5 | SR 9

Armor Class: 15
Hit Points: 60
Hit Dice: d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Constitution
Vulnerabilities: Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Steel

Flame Body: When hit by a melee attack, roll a d10. On a 10, the attacker is burned.

Vital Spirit: This Pokémon cannot be put to sleep.

Moves

Starting Moves: Ember, Leer, Smog, Smokescreen

Level 6: Feint Attack, Fire Spin

Level 10: Confuse Ray

Level 14: Fire Punch, Sunny Day

Level 18: Flamethrower, Fire Blast

Learnable Moves:

TM: 01, 06, 10, 11, 15, 17, 21, 23, 27, 29, 31, 32, 35, 38, 42, 43, 44, 45, 46

HM: 04, 06

PINSIR

Medium Bug Type | Level 5 | SR 9

Armor Class: 16

Hit Points: 60

Hit Dice: d10

Speed: 30ft. walking, 30ft. climbing

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics

Saving Throws: Constitution

Vulnerabilities: Fire, Flying, Rock

Resistances: Grass, Ground, Fighting

Hyper Cutter: This Pokémon's ability modifiers cannot be decreased by an opponent's moves.

Moxie: Upon causing an opponent to faint, this Pokémon may immediately take another action.

Moves

Starting Moves: Focus Energy, Vice Grip, Bind, Seismic Toss, Harden

Level 6: Revenge, Vital Throw

Level 10: Brick Break

Level 14: Submission, Swords Dance

Level 18: Thrash, Superpower, Guillotine

Learnable Moves:

TM: 01, 06, 08, 10, 11, 15, 17, 18, 21, 26, 27, 28, 31, 32, 39, 42, 43, 44, 45, 46

HM: 01, 04, 06



TAUROS

Medium Normal Type | Level 5 | SR 10

Armor Class: 16

Hit Points: 70

Hit Dice: d10

Speed: 40ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	16 (+3)	8 (-1)	10 (+0)	8 (-1)

Proficient Skills: Athletics, Intimidation

Saving Throws: Strength, Constitution

Vulnerabilities: Fighting

Resistances: None

Immunities: Ghost

Intimidate: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Anger Point: After suffering a critical hit, this Pokémon adds proficiency to its damage if its next attack hits.

Sheer Force: This Pokémon adds its proficiency bonus to damage rolls while poisoned, burned, confused, or paralyzed.

Moves

Starting Moves: Tackle, Tail Whip, Rage, Horn Attack, Scary Face

Level 6: Pursuit, Rest

Level 14: Take Down

Level 18: Swagger, Thrash

Learnable Moves:

TM: 03, 06, 10, 11, 13, 14, 15, 17, 18, 21, 22, 23, 24, 25, 26, 27, 32, 34, 35, 37, 38, 39, 42, 43, 44, 45

HM: 03, 04, 06



MAGIKARP

Small Water Type | Level 1 | SR 1/4

Armor Class: 12

Hit Points: 17

Hit Dice: d6

Speed: 5ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	6 (-2)	8 (-1)	10 (+0)

Proficient Skills: None

Saving Throws: None

Vulnerabilities: Electric, Grass

Resistances: Fire, Ice, Steel, Water

Swift Swim: This Pokémon's swim speed is doubled in rainy conditions.

Rattled: When this Pokémon is hit by a damaging Dark, Bug, or Ghost move, it makes its next attack at advantage.

Evolution: Magikarp can evolve into Gyarados at level 8 and above. When it evolves, its health increases by double its level, and it gains 16 points to add to its ability scores (max 20).

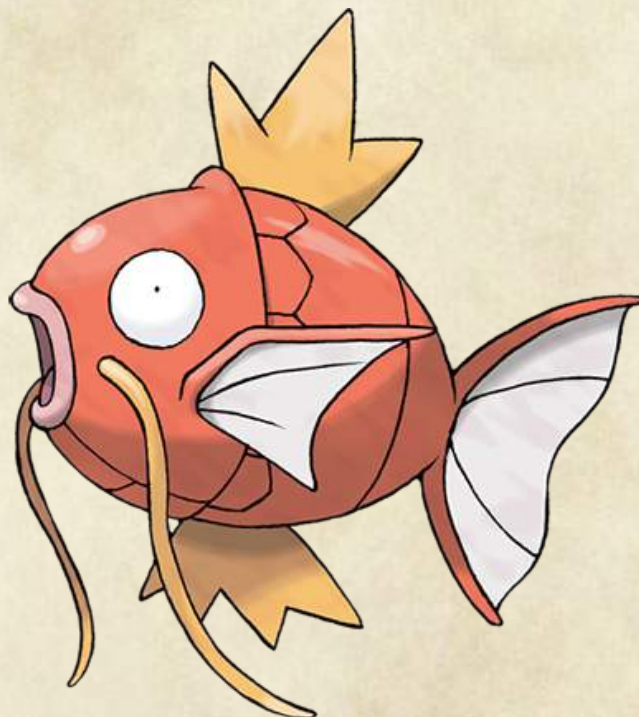
Moves

Starting Moves: Splash

Level 6: Tackle

Level 10: Flail

Learnable Moves: None



GYARADOS

Huge Water/Flying Type | Level 8 | SR 10

Armor Class: 16

Hit Points: 64

Hit Dice: d12

Speed: 30ft. walking, 40ft. swimming, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics, Intimidation

Saving Throws: Strength, Constitution

Vulnerabilities: Electric, Rock

Resistances: Bug, Fighting, Fire, Steel, Water

Immunities: Ground

Intimidate: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Moxie: Upon causing an opponent to faint, this Pokémon may immediately take another action.

Moves

Starting Moves: Bite, Thrash

Level 10: Leer, Twister

Level 14: Scary Face, Dragon Rage, Crunch

Level 18: Hydro Pump, Dragon Dance, Rain Dance, Hyper Beam

Learnable Moves:

TM: 03, 05, 06, 07, 10, 12, 13, 14, 15, 17, 18, 21, 24, 25, 26, 27, 32, 35, 37, 38, 41, 42, 43, 44, 45

HM: 03, 04, 06, 07, 08



LAPRAS

Large Water/Ice Type | Level 5 | SR 10

Armor Class: 16
Hit Points: 70
Hit Dice: d10
Speed: 10ft. walking, 50ft. swimming

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	12 (+1)	6 (-2)	12 (+1)	14 (+2)

Proficient Skills: Survival, Persuasion
Saving Throws: Dexterity, Charisma
Vulnerabilities: Electric, Fighting, Grass, Rock
Resistances: Ice, Water

Water Absorb: Water type moves do not damage this Pokémon. Instead, half of any water damage done is absorbed, restoring the Pokémon's HP.

Shell Armor: This Pokémon is immune to extra damage dealt by a Critical Hit.

Hydration: This Pokémon is unaffected by negative status ailments in water or during rainy conditions.

Moves

Starting Moves: Growl, Sing, Water Gun, Mist, Confuse Ray

Level 6: Water Pulse, Body Slam

Level 10: Rain Dance, Perish Song

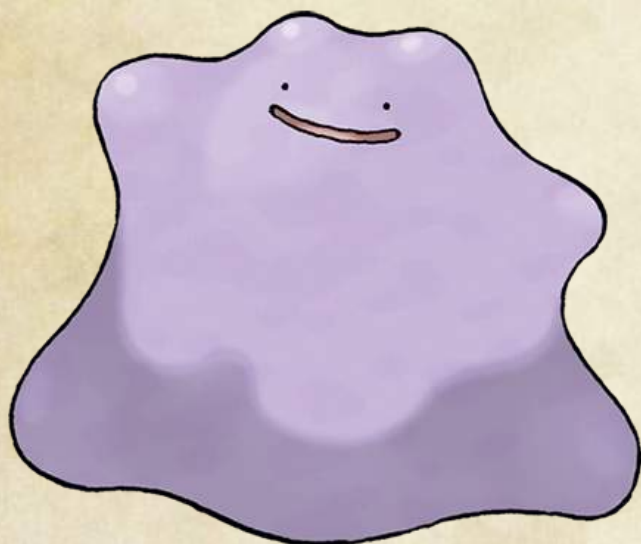
Level 14: Ice Beam

Level 18: Safeguard, Hydro Pump, Sheer Cold

Learnable Moves:

TM: 03, 05, 06, 07, 10, 13, 14, 15, 17, 18, 20, 21, 23, 24, 25, 27, 29, 32, 34, 42, 43, 44, 45

HM: 03, 04, 06, 07, 08



DITTO

Tiny Normal Type | Level 1 | SR 3

Armor Class: 13
Hit Points: 40
Hit Dice: d8
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	8 (-1)	12 (+1)	12 (+1)

Proficient Skills: Deception, Insight
Saving Throws: Constitution
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost
Senses: Truesight 20ft.

Limber: This Pokémon is immune to being paralyzed.

Imposter: This Pokémon can use Transform as a bonus action.

Moves

Starting Moves: Transform

Learnable Moves: None

EVEE

Tiny Normal Type | Level 1 | SR 1/2

Armor Class: 13
Hit Points: 16
Hit Dice: d6
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	10 (+0)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Perception, Investigation
Saving Throws: Dexterity, Charisma
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Run Away: While this Pokémon is active, the trainer automatically succeeds on their DEX roll to run away from a wild Pokémon encounter.

Evolution: Starting at level 8, Eevee can evolve into Vaporeon with a Water Stone, Jolteon with a Thunder Stone, Flareon with a Fire Stone, Espeon during the day with a loyalty level of +2 or higher, or Umbreon at night with a loyalty level of +2 or higher. When it evolves, its health increases by double its level, and it gains 14 points to add to its ability scores (max 20).

Moves

Starting Moves: Covet, Growl, Helping Hand, Tackle, Tail Whip

Level 2: Sand Attack, Quick Attack

Level 6: Bite, Swift

Level 10: Refresh, Take Down

Level 14: Charm, Baton Pass

Level 18: Double-Edge

Learnable Moves:

TM: 06, 10, 11, 17, 18, 21, 23, 27, 28, 30, 32, 42, 43, 44, 45



VAPOREON

Small Water Type | Level 5 | SR 8

Armor Class: 15
Hit Points: 40
Hit Dice: d10
Speed: 30ft. walking, 40ft. swimming

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	14 (+2)

Proficient Skills: Perception, Investigation
Saving Throws: Dexterity, Charisma
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Water Absorb: Water type moves do not damage this Pokémon. Instead, half of any water damage done is absorbed, restoring the Pokémon's HP.

Hydration: This Pokémon is unaffected by negative status ailments in water or during rainy conditions.

Moves

Starting Moves: Helping Hand, Tackle, Tail Whip, Water Gun, Sand Attack

Level 6: Quick Attack, Water Pulse

Level 10: Aurora Beam

Level 14: Acid Armor, Haze

Level 18: Muddy Water, Hydro Pump

Learnable Moves:

TM: 03, 05, 06, 07, 10, 11, 13, 14, 15, 17, 18, 21, 23, 27, 28, 30, 32, 42, 43, 44, 45

HM: 03, 07, 08



JOLTEON

Small Electric Type | Level 5 | SR 8

Armor Class: 16
Hit Points: 40
Hit Dice: d10
Speed: 40ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	13 (+1)	6 (-2)	12 (+1)	14 (+2)

Proficient Skills: Perception, Investigation
Saving Throws: Dexterity, Charisma
Vulnerabilities: Ground
Resistances: Electric, Flying, Steel

Quick Feet: When suffering from a negative status condition, this Pokémon's speed increases by 15 ft.

Volt Absorb: Electric type moves do not damage this Pokémon. Instead, half of any electric damage done is absorbed, restoring the Pokémon's HP.

Moves

Starting Moves: Helping Hand, Tackle, Tail Whip, Thunder Shock, Sand Attack

Level 6: Quick Attack, Double Kick

Level 10: Pin Missile

Level 14: Agility, Thunder Wave

Level 18: Discharge, Thunder

Learnable Moves:

TM: 05, 06, 10, 11, 15, 17, 18, 21, 23, 24, 25, 27, 28, 30, 32, 34, 42, 43, 44, 45

HM: 05



FLAREON

Small Fire Type | Level 5 | SR 8

Armor Class: 16
Hit Points: 40
Hit Dice: d10
Speed: 40ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	13 (+1)	6 (-2)	12 (+1)	14 (+2)

Proficient Skills: Perception, Investigation
Saving Throws: Dexterity, Charisma
Vulnerabilities: Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Steel

Flash Fire: This Pokémon takes no damage from fire. Instead, immediately after taking a hit from a fire-type move, or in open flames, double the STAB bonus on the next fire-type move.

Guts: When this Pokémon is burned or poisoned, they are not affected by the disadvantage or half damage effects. They still take damage at the end of each of their turns.

Moves

Starting Moves: Ember, Helping Hand, Tackle, Tail Whip, Sand Attack

Level 6: Quick Attack, Bite

Level 10: Fire Spin

Level 14: Scary Face

Level 18: Smog

Learnable Moves:

TM: 05, 06, 10, 11, 15, 17, 18, 21, 23, 27, 28, 30, 32, 35, 38, 42, 43, 44, 45, 50



PORYGON

Small Normal Type | Level 5 | SR 6

Armor Class: 14
Hit Points: 35
Hit Dice: d8
Speed: 20ft. walking, 20ft. flying

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	12 (+1)

Proficient Skills: Nature
Saving Throws: Constitution
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Download: Once per short rest, this Pokémon can choose a different damage type for one of their normal attacks.

Trace: This Pokémon copies a random ability of an opponent when entering battle. The ability cannot be Flower Gift, Forecast, Illusion, Imposter, Multitype, Trace, Wonder Guard, or Zen Mode.

Evolution: Porygon can evolve into Porygon2 at level 9 and above while holding an Upgrade. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Moves

Starting Moves: Conversion, Conversion 2, Sharpen, Tackle, Psybeam

Level 6: Agility, Recover

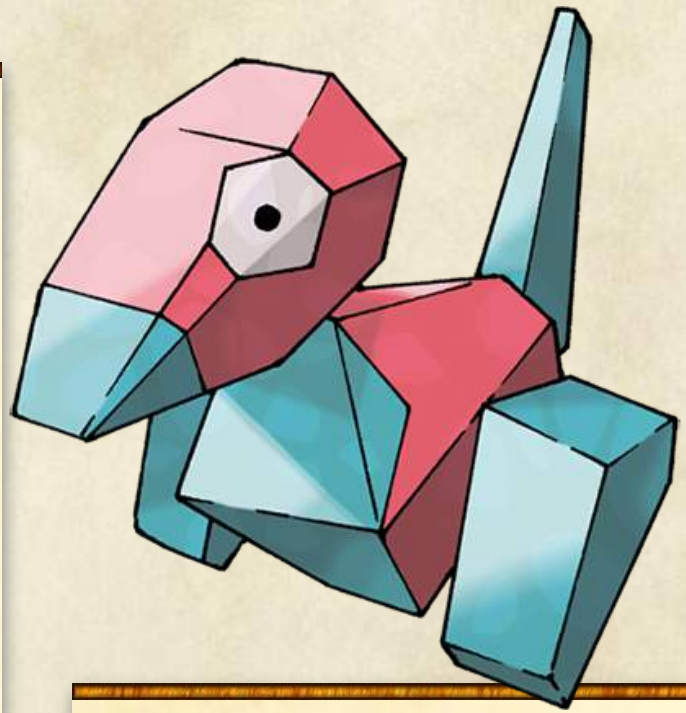
Level 14: Signal Beam, Recycle, Discharge, Lock-On

Level 18: Tri Attack, Magic Coat, Zap Cannon

Learnable Moves:

TM: 06, 10, 11, 13, 14, 15, 17, 18, 21, 22, 23, 24, 25, 27, 29, 30, 32, 34, 40, 42, 43, 44, 46

HM: 05



OMANYTE

Tiny Rock/Water Type | Level 1 | SR 2

Armor Class: 15
Hit Points: 28
Hit Dice: d8
Speed: 15ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	15 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Electric, Fighting, Grass, Ground
Resistances: Fire, Flying, Ice, Normal, Poison
Senses: Darkvision 20ft.

Shell Armor: This Pokémon is immune to extra damage dealt by a Critical Hit.

Evolution: Omanyte can evolve into Omastar at level 10 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Moves

Starting Moves: Constrict, Withdraw

Level 2: Bite, Water Gun

Level 6: Rollout, Leer

Level 10: Mud Shot

Level 14: Protect, Ancient Power

Level 18: Tickle, Rock Blast, Hydro Pump

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 17, 18, 21, 27, 32, 37, 39, 42, 43, 44, 45, 46

HM: 03, 06, 07, 08



OMASTAR

Small Rock/Water Type | Level 8 | SR 11

Armor Class: 16
Hit Points: 89
Hit Dice: d12
Speed: 20ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	18 (+4)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival, Intimidation
Saving Throws: Constitution
Vulnerabilities: Electric, Fighting, Grass, Ground
Resistances: Fire, Flying, Ice, Normal, Poison
Senses: Darkvision 50ft.

Shell Armor: This Pokémon is immune to extra damage dealt by a Critical Hit.

Swift Swim: This Pokémon's swim speed is doubled in rainy conditions.

Moves

Starting Moves: Constrict, Spike Cannon, Withdraw, Bite, Water Gun, Rollout, Leer

Level 10: Mud Shot

Level 14: Protect, Ancient Power

Level 18: Tickle, Rock Blast, Hydro Pump

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 15, 17, 18, 21, 27, 32, 37, 39, 42, 43, 44, 45, 46

HM: 03, 06, 07, 08



KABUTO

Tiny Rock/Water Type | Level 1 | SR 2

Armor Class: 14
Hit Points: 28
Hit Dice: d8
Speed: 15ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Electric, Fighting, Grass, Ground
Resistances: Fire, Flying, Ice, Normal, Poison
Senses: Darkvision 20ft.

Shell Armor: This Pokémon is immune to extra damage dealt by a Critical Hit.

Evolution: Kabuto can evolve into Kabutops at level 10 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Moves

Starting Moves: Harden, Scratch

Level 2: Absorb, Leer

Level 6: Mud Shot

Level 10: Sand Attack, Endure

Level 14: Mega Drain

Level 18: Metal Sound, Ancient Power

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 17, 18, 19, 21, 27, 28, 32, 37, 39, 40, 42, 43, 44, 45, 46

HM: 03, 06, 07



KABUTOPS

Medium Rock/Water Type | Level 8 | SR 11

Armor Class: 16

Hit Points: 89

Hit Dice: d12

Speed: 30ft. walking, 40ft. swimming

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival, Intimidation

Saving Throws: Constitution

Vulnerabilities: Electric, Fighting, Grass, Ground

Resistances: Fire, Flying, Ice, Normal, Poison

Senses: Darkvision 50ft.

Shell Armor: This Pokémon is immune to extra damage dealt by a Critical Hit.

Swift Swim: This Pokémon's swim speed is doubled in rainy conditions.

Moves

Starting Moves: Harden, Leer, Scratch, Slash, Absorb, Mud Shot

Level 10: Sand Attack, Endure

Level 14: Mega Drain

Level 18: Metal Sound, Ancient Power

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 15, 17, 18, 19, 21, 27, 28, 31, 32, 37, 39, 40, 42, 43, 44, 45, 46

HM: 01, 03, 06, 07, 08



AERODACTYL

Medium Rock/Flying Type | Level 10 | SR 13

Armor Class: 16

Hit Points: 102

Hit Dice: d12

Speed: 10ft. walking, 50ft. flying

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Perception, Investigation

Saving Throws: Strength, Constitution

Vulnerabilities: Electric, Ice, Rock, Steel, Water

Resistances: Bug, Fire, Flying, Normal, Poison

Immunities: Ground

Senses: Darkvision 50ft.

Pressure: Any move targeting this Pokémon directly costs an additional 1 PP.

Unnerve: Opponents in combat with this Pokémon cannot eat held berries.

Rock Head: This Pokémon takes no recoil damage.

Moves

Starting Moves: Bite, Scary Face, Supersonic, Wing Attack, Roar, Agility, Ancient Power

Level 14: Crunch

Level 18: Take Down, Hyper Beam, Rock Slide

Learnable Moves:

TM: 02, 05, 06, 10, 11, 12, 15, 17, 18, 21, 23, 26, 27, 32, 35, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47

HM: 02, 04, 06



SNORLAX

Medium Normal Type | Level 10 | SR 14

Armor Class: 15
Hit Points: 132
Hit Dice: d12
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	20 (+5)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Survival
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Immunity: This Pokémon is immune to becoming poisoned.

Thick Fat: This Pokémon takes quarter damage from Fire and Ice type moves.

Gluttony: This Pokémon must eat its held berry when it falls below ½ of its maximum HP.

Moves

Starting Moves: Tackle, Defense Curl, Amnesia, Lick, Yawn, Body Slam

Level 14: Rest, Snore, Sleep Talk

Level 18: Rollout, Block, Belly Drum, Crunch

Learnable Moves:

TM: 01, 03, 06, 10, 11, 13, 14, 15, 17, 18, 21, 22, 24, 25, 26, 27, 29, 30, 31, 32, 34, 35, 37, 38, 39, 42, 43, 44, 45

HM: 03, 04



ARTICUNO

Medium Ice/Flying Type | Level 15 | SR 14

Armor Class: 18
Hit Points: 164
Hit Dice: d12
Speed: 20ft. walking, 60ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	6 (-2)	14 (+2)	16 (+3)

Proficient Skills: Arcana, Insight, Intimidation
Saving Throws: Dexterity, Constitution
Vulnerabilities: Electric, Fire, Rock, Steel
Resistances: Bug, Grass
Immunities: Ground
Senses: Darkvision 60ft.

Pressure: Any move targeting this Pokémon directly costs an additional 1 PP.

Snow Cloak: This Pokémon's AC is increased by 2 in arctic conditions, or when it is snowing or hailing.

Moves

Starting Moves: Gust, Powder Snow, Mist, Mind Reader, Ancient Power, Agility, Reflect

Level 18: Hail, Ice Beam, Blizzard, Sheer Cold

Learnable Moves:

TM: 03, 05, 06, 07, 10, 11, 13, 14, 15, 17, 18, 21, 27, 32, 33, 37, 40, 42, 43, 44, 47

HM: 02, 06

ZAPDOS

Medium Electric/Flying Type | Level 15 | SR 14

Armor Class: 17
Hit Points: 155
Hit Dice: d12
Speed: 20ft. walking, 60ft. flying

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	16 (+3)	6 (-2)	14 (+2)	16 (+3)

Proficient Skills: Arcana, Insight, Intimidation
Saving Throws: Dexterity, Strength
Vulnerabilities: Ice, Rock
Resistances: Bug, Fighting, Flying, Grass, Steel
Immunities: Ground
Senses: Darkvision 60ft.

Pressure: Any move targeting this Pokémon directly costs an additional 1 PP.

Static: When this Pokémon is hit by a melee attack, roll a d4. On a result of 4, the attacker takes an amount of electric damage equal to this Pokémon's proficiency bonus.

Moves

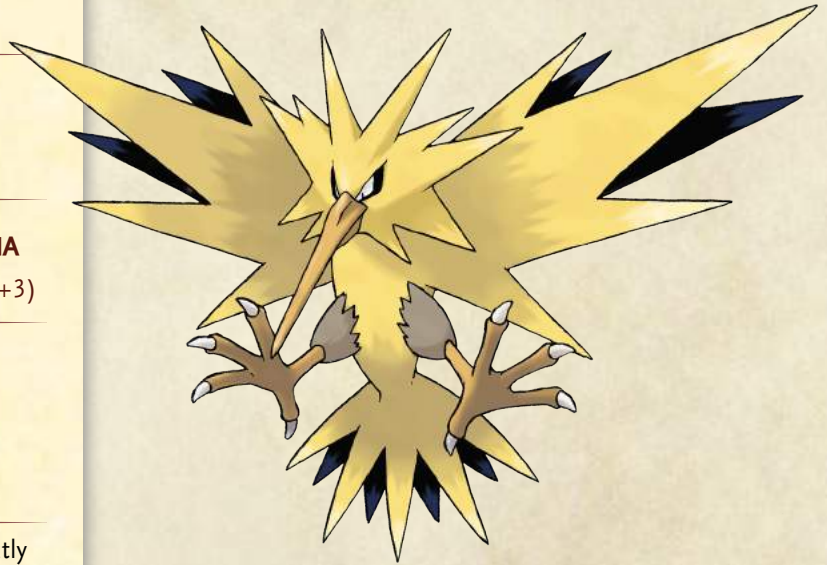
Starting Moves: Peck, Thunder Shock, Thunder Wave, Detect, Ancient Power, Charge, Agility

Level 18: Discharge, Rain Dance, Light Screen, Drill Peck, Thunder, Zap Cannon

Learnable Moves:

TM: 05, 06, 10, 11, 15, 16, 17, 18, 21, 24, 25, 27, 32, 34, 37, 40, 42, 43, 44, 47

HM: 02, 05, 06



MOLTRES

Medium Fire/Flying Type | Level 15 | SR 14

Armor Class: 16
Hit Points: 177
Hit Dice: d12
Speed: 20ft. walking, 60ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	6 (-2)	14 (+2)	16 (+3)

Proficient Skills: Arcana, Insight, Intimidation
Saving Throws: Constitution, Strength
Vulnerabilities: Electric, Rock, Water
Resistances: Bug, Fairy, Fighting, Fire, Grass, Steel
Immunities: Ground
Senses: Darkvision 60ft.

Pressure: Any move targeting this Pokémon directly costs an additional 1 PP.

Flame Body: When hit by a melee attack, roll a d10. On a 10, the attacker is burned.

Moves

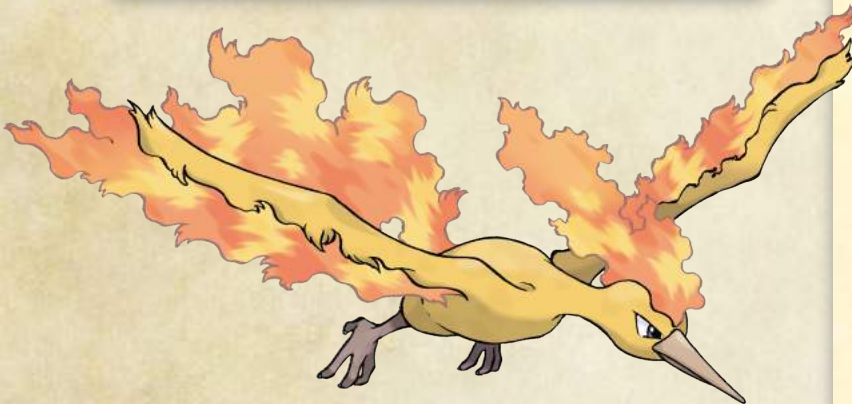
Starting Moves: Ember, Wing Attack, Fire Spin, Agility, Endure, Ancient Power, Flamethrower

Level 18: Safeguard, Sunny Day, Heat Wave, Solar Beam, Sky Attack

Learnable Moves:

TM: 05, 06, 10, 11, 15, 17, 18, 20, 21, 27, 32, 35, 37, 38, 40, 42, 43, 44, 47, 50

HM: 02, 06



DRATINI

Medium Dragon Type | Level 1 | SR 1/4

Armor Class: 13
Hit Points: 20
Hit Dice: d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	10 (+0)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Arcana
Saving Throws: Wisdom
Vulnerabilities: Dragon, Fairy, Ice
Resistances: Electric, Fire, Grass, Water

Shed Skin: If this Pokémon is affected by a negative status ailment, they can roll a d4 at the end of each of their turns. On a result of 4, they are cured.

Evolution: Dratini can evolve into Dragonair at level 6 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Moves

Starting Moves: Leer, Wrap

Level 2: Thunder Wave, Twister

Level 6: Dragon Rage, Slam

Level 10: Agility

Level 14: Safeguard

Level 18: Dragon Dance, Outrage, Hyper Beam

Learnable Moves:

TM: 03, 06, 07, 10, 11, 13, 14, 15, 17, 18, 20, 21, 23, 24, 25, 27, 32, 34, 35, 38, 42, 43, 44, 45

HM: 03, 07



DRAGONAIR

Huge Dragon Type | Level 5 | SR 6

Armor Class: 14
Hit Points: 48
Hit Dice: d10
Speed: 30ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	6 (-2)	12 (+1)	12 (+1)

Proficient Skills: Arcana
Saving Throws: Wisdom
Vulnerabilities: Dragon, Fairy, Ice
Resistances: Electric, Fire, Grass, Water

Shed Skin: If this Pokémon is affected by a negative status ailment, they can roll a d4 at the end of each of their turns. On a result of 4, they are cured.

Marvel Scale: This Pokémon's AC increase by 2 when suffering from a negative status condition.

Evolution: Dragonair can evolve into Dragonite at level 16 and above. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

Moves

Starting Moves: Leer, Thunder Wave, Twister, Wrap

Level 6: Dragon Rage, Slam

Level 10: Agility

Level 14: Safeguard

Level 18: Dragon Dance, Outrage, Hyper Beam

Learnable Moves:

TM: 03, 06, 07, 10, 11, 13, 14, 15, 17, 18, 20, 21, 23, 24, 25, 27, 32, 34, 35, 38, 42, 43, 44, 45

HM: 03, 07



DRAGONITE

Medium Dragon/Flying Type | Level 15 | SR 14

Armor Class: 17
Hit Points: 143
Hit Dice: d12
Speed: 30ft. walking, 50ft. flying

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	16 (+3)	6 (-2)	14 (+2)	14 (+2)

Proficient Skills: Arcana
Saving Throws: Wisdom
Vulnerabilities: Dragon, Fairy, Ice, Rock
Resistances: Bug, Fire, Fighting, Grass, Water
Immunities: Ground

Inner Focus: This Pokémon is immune to flinching.

Multiscale: If this Pokémon is at full health, the first attack that hits it deals half damage.

Moves

Starting Moves: Fire Punch, Leer, Thunder Punch, Wing Attack, Wrap, Thunder Wave, Twister, Dragon Rage, Slam, Agility

Level 18: Safeguard, Dragon Dance, Outrage, Hyper Beam

Learnable Moves:

TM: 01, 02, 03, 05, 06, 07, 10, 11, 13, 14, 15, 17, 18, 20, 21, 23, 24, 25, 26, 27, 31, 32, 34, 35, 37, 38, 39, 40, 42, 43, 44, 45, 47

HM: 01, 02, 03, 04, 06, 07, 08



MEWTWO

Medium Psychic Type | Level 20 | SR 15

Armor Class: 18
Hit Points: 237
Hit Dice: d12
Speed: 30ft. walking, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
19 (+4)	24 (+7)	18 (+4)	20 (+5)	20 (+5)	18 (+4)

Proficient Skills: Arcana, Insight, History, Religion
Saving Throws: Intelligence, Wisdom
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic
Senses: Darkvision 60ft., Truesight 30ft.

Pressure: Any move targeting this Pokémon directly costs an additional 1 PP.

Unnerve: Opponents in combat with this Pokémon cannot eat held berries.

Moves

Starting Moves: Confusion, Disable, Psywave, Safeguard, Swift, Future Sight, Psych Up, Recover, Psychic, Barrier, Amnesia, Mist

Learnable Moves:

TM: 01, 03, 04, 06, 07, 08, 10, 11, 12, 13, 14, 15, 16, 17, 18, 20, 21, 22, 23, 24, 25, 26, 27, 29, 30, 31, 32, 33, 34, 35, 37, 38, 39, 40, 41, 42, 43, 44, 48, 49

HM: 04, 05, 06



MEW

Tiny Psychic Type | Level 20 | SR 15

Armor Class: 18

Hit Points: 197

Hit Dice: d12

Speed: 20ft. walking, 50ft. flying

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	18 (+4)	16 (+3)	20 (+5)	20 (+5)

Proficient Skills: Arcana, Insight, History, Religion

Saving Throws: Intelligence, Wisdom

Vulnerabilities: Bug, Dark, Ghost

Resistances: Fighting, Psychic

Senses: Darkvision 60ft., Truesight 50ft.

Synchronize: If this Pokémon becomes burned, paralyzed, or poisoned, its attacker receives the negative status condition as well (if not immune).

Moves

Starting Moves: Pound, Transform, Mega Punch, Metronome, Psychic, Barrier, Ancient Power, Amnesia, Baton Pass

Learnable Moves:

TM: 01, 02, 03, 04, 05, 06, 07, 08, 09, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50

HM: 01, 02, 03, 04, 05, 06, 07, 08



CHIKORITA

Small Grass Type | Level 1 | SR 1/2

Armor Class: 14

Hit Points: 16

Hit Dice: d6

Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	10 (+0)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Nature

Saving Throws: Constitution

Vulnerabilities: Bug, Fire, Flying, Ice, Poison

Resistances: Electric, Grass, Ground, Water

Leaf Guard: This Pokémon does not suffer from any negative status ailments in bright sunlight.

Evolution: Chikorita can evolve into Bayleef at level 6 and above. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

Moves

Starting Moves: Growl, Tackle

Level 2: Razor Leaf, Poison Powder

Level 6: Synthesis, Reflect, Magical Leaf

Level 10: Sweet Scent, Light Screen

Level 14: Body Slam, Safeguard

Level 18: Aromatherapy, Solar Beam

Learnable Moves:

TM: 06, 09, 10, 11, 16, 17, 19, 20, 21, 22, 23, 27, 32, 33, 43, 44, 45

HM: 01, 05



BAYLEEF

Small Grass Type | Level 5 | SR 5

Armor Class: 15
Hit Points: 40
Hit Dice: d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	11 (+0)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Nature
Saving Throws: Constitution
Vulnerabilities: Bug, Fire, Flying, Ice, Poison
Resistances: Electric, Grass, Ground, Water

Leaf Guard: This Pokémon does not suffer from any negative status ailments in bright sunlight.

Overgrow: When this Pokémon falls below 10% of its maximum HP, double the STAB damage for its grass-type moves.

Evolution: Bayleef can evolve into Meganium at level 14 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Moves

Starting Moves: Growl, Poison Powder, Razor Leaf, Tackle, Synthesis

Level 6: Reflect, Magical Leaf

Level 10: Sweet Scent

Level 14: Light Screen, Body Slam

Level 18: Safeguard, Aromatherapy, Solar Beam

Learnable Moves:

TM: 06, 09, 10, 11, 16, 17, 19, 20, 21, 22, 23, 27, 32, 33, 42, 43, 44, 45

HM: 01, 04, 05, 06



MEGANIUM

Medium Grass Type | Level 10 | SR 13

Armor Class: 17
Hit Points: 82
Hit Dice: d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Nature
Saving Throws: Constitution, Strength
Vulnerabilities: Bug, Fire, Flying, Ice, Poison
Resistances: Electric, Grass, Ground, Water

Leaf Guard: This Pokémon does not suffer from any negative status ailments in bright sunlight.

Overgrow: When this Pokémon falls below 10% of its maximum HP, double the STAB damage for its grass-type moves.

Moves

Starting Moves: Growl, Petal Dance, Poison Powder, Razor Leaf, Tackle, Synthesis, Reflect, Magical Leaf

Level 14: Sweet Scent, Light Screen, Body Slam

Level 18: Safeguard, Aromatherapy, Solar Beam

Learnable Moves:

TM: 06, 09, 10, 11, 15, 16, 17, 19, 20, 21, 22, 23, 26, 27, 32, 33, 42, 43, 44, 45

HM: 01, 04, 05, 06



CYDAQUIL

Tiny Fire Type | Level 1 | SR 1/2

Armor Class: 13
Hit Points: 16
Hit Dice: d6
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Dexterity
Vulnerabilities: Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Steel

Flash Fire: This Pokémon takes no damage from fire. Instead, immediately after taking a hit from a fire-type move, or in open flames, double the STAB bonus on the next fire-type move.

Evolution: Cyndaquil can evolve into Quilava at level 6 and above. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

Moves

Starting Moves: Leer, Tackle

Level 2: Smokescreen, Ember, Quick Attack

Level 6: Flame Wheel, Defense Curl

Level 10: Swift

Level 14: Flamethrower

Level 18: Rollout, Double-Edge, Eruption

Learnable Moves:

TM: 06, 10, 11, 17, 21, 27, 28, 32, 35, 38, 40, 42, 43, 44, 45, 50

HM: 01



QUILAVA

Small Fire Type | Level 5 | SR 5

Armor Class: 14
Hit Points: 40
Hit Dice: d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Dexterity
Vulnerabilities: Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Steel

Flash Fire: This Pokémon takes no damage from fire. Instead, immediately after taking a hit from a fire-type move, or in open flames, double the STAB bonus on the next fire-type move.

Blaze: When this Pokémon falls below 10% of its maximum HP, double the STAB damage for its fire-type moves.

Evolution: Quilava can evolve into Typhlosion at level 14 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Moves

Starting Moves: Leer, Smokescreen, Tackle, Ember, Quick Attack

Level 6: Flame Wheel, Defense Curl

Level 10: Swift

Level 14: Flamethrower

Level 18: Rollout, Double-Edge, Eruption

Learnable Moves:

TM: 01, 05, 06, 10, 11, 17, 21, 27, 28, 31, 32, 35, 38, 40, 42, 43, 44, 45, 50

HM: 01, 04, 06



TYPHLOSION

Medium Fire Type | Level 10 | SR 13

Armor Class: 16
Hit Points: 87
Hit Dice: d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	13 (+1)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Dexterity, Strength
Vulnerabilities: Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Steel

Flash Fire: This Pokémon takes no damage from fire. Instead, immediately after taking a hit from a fire-type move, or in open flames, double the STAB bonus on the next fire-type move.

Blaze: When this Pokémon falls below 10% of its maximum HP, double the STAB damage for its fire-type moves.

Moves

Starting Moves: Ember, Leer, Smokescreen, Tackle, Quick Attack, Flame Wheel, Defense Curl, Swift

Level 14: Flamethrower

Level 18: Rollout, Double-Edge, Eruption

Learnable Moves:

TM: 01, 05, 06, 10, 11, 15, 17, 21, 26, 27, 28, 31, 32, 35, 38, 40, 42, 43, 44, 45, 50

HM: 01, 04, 06



TOTODILE

Tiny Water Type | Level 1 | SR 1/2

Armor Class: 13
Hit Points: 17
Hit Dice: d6
Speed: 30ft. walking, 20ft. swimming

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	13 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Strength
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Sheer Force: This Pokémon adds its proficiency bonus to damage rolls while poisoned, burned, confused, or paralyzed.

Evolution: Totodile can evolve into Croconaw at level 6 and above. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

Moves

Starting Moves: Leer, Scratch

Level 2: Water Gun, Rage, Bite

Level 6: Scary Face, Flail

Level 10: Crunch

Level 14: Slash, Screech, Thrash

Level 18: Superpower, Hydro Pump

Learnable Moves:

TM: 01, 03, 06, 07, 10, 13, 14, 17, 18, 21, 23, 27, 28, 31, 32, 40, 42, 43, 44, 45

HM: 01, 03, 07, 08



CROCONAW

Small Water Type | Level 5 | SR 5

Armor Class: 15
Hit Points: 45
Hit Dice: d8
Speed: 30ft. walking, 25ft. swimming

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Strength
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Sheer Force: This Pokémon adds its proficiency bonus to damage rolls while poisoned, burned, confused, or paralyzed.

Torrent: When this Pokémon falls below 10% of its health, double the STAB damage for its water-type moves.

Evolution: Croconaw can evolve into Feraligatr at level 14 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Moves

Starting Moves: Leer, Scratch, Water Gun, Rage, Bite

Level 6: Scary Face

Level 10: Flail, Crunch

Level 14: Slash, Screech

Level 18: Thrash, Superpower, Hydro Pump

Learnable Moves:

TM: 01, 03, 05, 06, 07, 10, 13, 14, 17, 18, 21, 23, 27, 28, 31, 32, 40, 42, 43, 44, 45

HM: 01, 03, 04, 06, 07, 08



FERALIGATR

Medium Water Type | Level 10 | SR 13

Armor Class: 16
Hit Points: 97
Hit Dice: d12
Speed: 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Strength, Constitution
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Sheer Force: This Pokémon adds its proficiency bonus to damage rolls while poisoned, burned, confused, or paralyzed.

Torrent: When this Pokémon falls below 10% of its health, double the STAB damage for its water-type moves.

Moves

Starting Moves: Agility, Leer, Rage, Scratch, Water Gun, Bite, Scary Face, Flail, Crunch

Level 14: Slash, Screech

Level 18: Thrash, Superpower, Hydro Pump

Learnable Moves:

TM: 01, 02, 03, 05, 06, 07, 10, 13, 14, 15, 17, 18, 21, 23, 26, 27, 28, 31, 32, 40, 42, 43, 44, 45

HM: 01, 03, 04, 06, 07, 08



SENTRET

Small Normal Type | Level 1 | SR 1/8

Armor Class: 11
Hit Points: 16
Hit Dice: d6
Speed: 30ft. walking, 30ft. climbing

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	10 (+0)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Acrobatics, Perception
Saving Throws: Dexterity
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Keen Eye: This Pokémon ignores disadvantage when it relates to sight.

Run Away: While this Pokémon is active, the trainer automatically succeeds on their DEX roll to run away from a wild Pokémon encounter.

Evolution: Sentret can evolve into Furret at level 5 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Moves

Starting Moves: Foresight, Scratch, Defense Curl

Level 2: Quick Attack, Fury Swipes

Level 6: Helping Hand, Follow Me

Level 10: Slam, Rest

Level 14: Amnesia, Baton Pass

Level 18: Hyper Voice

Learnable Moves:

TM: 01, 03, 06, 10, 11, 13, 17, 18, 21, 22, 23, 24, 27, 28, 30, 31, 32, 34, 35, 42, 43, 44, 45, 46

HM: 01, 03



FURRET

Medium Normal Type | Level 5 | SR 5

Armor Class: 14
Hit Points: 40
Hit Dice: d8
Speed: 35ft. walking, 35ft. climbing

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics, Perception
Saving Throws: Dexterity
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Keen Eye: This Pokémon ignores disadvantage when it relates to sight.

Run Away: While this Pokémon is active, the trainer automatically succeeds on their DEX roll to run away from a wild Pokémon encounter.

Frisk: Upon entering a battle, a single opponent's held item is revealed, if it has one.

Moves

Starting Moves: Agility, Defense Curl, Foresight, Quick Attack, Scratch, Fury Swipes

Level 6: Helping Hand, Follow Me

Level 10: Slam, Rest

Level 14: Amnesia

Level 18: Baton Pass, Hyper Voice

Learnable Moves:

TM: 01, 03, 06, 10, 11, 13, 14, 15, 17, 18, 21, 22, 23, 24, 25, 27, 28, 30, 31, 32, 34, 35, 42, 43, 44, 45, 46

HM: 01, 03, 04, 06

HOOTHOOT

Small Normal/Flying Type | Level 1 | SR 1/4

Armor Class: 12
Hit Points: 16
Hit Dice: d6
Speed: 15ft. walking, 25ft. flying

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	10 (+0)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Perception, Insight
Saving Throws: Wisdom
Vulnerabilities: Electric, Ice, Rock
Resistances: Bug, Grass
Immunities: Ghost, Ground
Senses: Darkvision 60ft.

Keen Eye: This Pokémon ignores disadvantage when it relates to sight.

Insomnia: This Pokémon is immune to sleep.

Evolution: Hoothoot can evolve into Noctowl at level 6 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Moves

Starting Moves: foresight, Growl, Tackle, Hypnosis

Level 2: Peck, Confusion

Level 6: Extrasensory

Level 10: Take Down, Reflect

Level 14: Uproar

Level 18: Dream Eater

Learnable Moves:

TM: 06, 10, 11, 17, 18, 21, 27, 29, 30, 32, 33, 40, 42, 43, 44, 45, 46, 47

HM: 02, 05



NOCTOWL

Medium Normal/Flying Type | Level 5 | SR 6

Armor Class: 15
Hit Points: 40
Hit Dice: d8
Speed: 20ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	10 (+0)	6 (-2)	16 (+3)	10 (+0)

Proficient Skills: Perception, Insight
Saving Throws: Wisdom
Vulnerabilities: Electric, Ice, Rock
Resistances: Bug, Grass
Immunities: Ghost, Ground
Senses: Darkvision 100ft.

Keen Eye: This Pokémon ignores disadvantage when it relates to sight.

Insomnia: This Pokémon is immune to sleep.

Tinted Lens: This Pokémon's moves ignore resistances.

Moves

Starting Moves: Foresight, Growl, Hypnosis, Sky Attack, Tackle, Peck, Confusion

Level 10: Extrasensory, Take Down

Level 14: Reflect, Uproar

Level 18: Dream Eater

Learnable Moves:

TM: 06, 10, 11, 15, 17, 18, 21, 27, 29, 30, 32, 33, 40, 42, 43, 44, 45, 46, 47

HM: 02, 05

LEDYBA

Small Bug/Flying Type | Level 1 | SR 1/4

Armor Class: 13

Hit Points: 17

Hit Dice: d6

Speed: 25ft. walking, 25ft. climbing, 25ft. flying

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Nature

Saving Throws: Dexterity

Vulnerabilities: Electric, Fire, Flying, Ice, Rock

Resistances: Bug, Fighting, Grass

Immunities: Ground

Swarm: This Pokémon adds doubles its STAB bonus when it has 10% or less of its maximum health.

Early Bird: This Pokémon has advantage on rolls to wake from sleep.

Evolution: Ledyba can evolve into Ledian at level 6 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Moves

Starting Moves: Tackle

Level 2: Supersonic, Swift, Light Screen, Reflect

Level 6: Safeguard, Mach Punch, Silver Wind, Comet Punch

Level 10: Baton Pass, Agility

Level 14: Double-Edge

Learnable Moves:

TM: 01, 06, 10, 11, 16, 17, 19, 20, 21, 22, 27, 28, 31, 32, 33, 40, 42, 43, 44, 45, 46

HM: 05



LEDIAN

Medium Bug/Flying Type | Level 5 | SR 8

Armor Class: 16

Hit Points: 45

Hit Dice: d8

Speed: 30ft. walking, 30ft. climbing, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	6 (-2)	12 (+1)	12 (+1)

Proficient Skills: Nature

Saving Throws: Dexterity

Vulnerabilities: Electric, Fire, Flying, Ice, Rock

Resistances: Bug, Fighting, Grass

Immunities: Ground

Swarm: This Pokémon adds doubles its STAB bonus when it has 10% or less of its maximum health.

Early Bird: This Pokémon has advantage on rolls to wake from sleep.

Rattled: When this Pokémon is hit by a damaging Dark, Bug, or Ghost move, it makes its next attack at advantage.

Moves

Starting Moves: Supersonic, Swift, Tackle, Light Screen, Reflect, Safeguard

Level 6: Mach Punch, Silver Wind

Level 10: Comet Punch, Baton Pass

Level 14: Agility

Level 18: Double-Edge

Learnable Moves:

TM: 01, 06, 10, 11, 15, 16, 17, 19, 20, 21, 22, 27, 28, 31, 32, 33, 40, 42, 43, 44, 45, 46

HM: 05



SPINARAK

Tiny Bug/Poison Type | Level 1 | SR 1/4

Armor Class: 12
Hit Points: 18
Hit Dice: d6
Speed: 20ft. walking, 20ft. climbing

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	15 (+2)	6 (-2)	10 (+0)	8 (-1)

Proficient Skills: Stealth
Saving Throws: Dexterity
Vulnerabilities: Fire, Flying, Psychic, Rock
Resistances: Bug, Fairy, Fighting, Grass, Poison
Senses: Darkvision 30ft.

Swarm: This Pokémon adds doubles its STAB bonus when it has 10% or less of its maximum health.

Insomnia: This Pokémon is immune to sleep.

Evolution: Spinarak can evolve into Ariados at level 7 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Moves

Starting Moves: Constrict, Poison Sting, String Shot

Level 2: Absorb, Scary Face

Level 6: Night Shade, Fury Swipes

Level 10: Spider Web

Level 14: Agility, Pin Missile, Psychic

Learnable Moves:

TM: 06, 10, 11, 17, 19, 21, 22, 27, 28, 29, 32, 36, 42, 43, 44, 45, 46

HM: 05



ARIADOS

Small Bug/Poison Type | Level 5 | SR 5

Armor Class: 14
Hit Points: 50
Hit Dice: d8
Speed: 35ft. walking, 35ft. climbing

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	17 (+3)	6 (-2)	12 (+1)	8 (-1)

Proficient Skills: Stealth
Saving Throws: Dexterity
Vulnerabilities: Fire, Flying, Psychic, Rock
Resistances: Bug, Fairy, Fighting, Grass, Poison
Senses: Darkvision 60ft.

Swarm: This Pokémon adds doubles its STAB bonus when it has 10% or less of its maximum health.

Sniper: On a critical hit made by this Pokémon, triple the dice roll instead of doubling it.

Insomnia: This Pokémon is immune to sleep.

Moves

Starting Moves: Constrict, Focus Energy, Poison Sting, String Shot, Swords Dance, Absorb, Scary Face

Level 6: Night Shade

Level 10: Fury Swipes, Spider Web

Level 14: Agility, Pin Missile

Level 18: Psychic

Learnable Moves:

TM: 06, 10, 11, 15, 17, 19, 21, 22, 27, 28, 29, 32, 26, 42, 43, 44, 45, 46

HM: 05



CROBAT

Medium Poison/Flying Type | Level 10 | SR 13

Armor Class: 17
Hit Points: 107
Hit Dice: d12
Speed: 15ft. walking, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	6 (-2)	14 (+2)	8 (-1)

Proficient Skills: Stealth
Saving Throws: Dexterity, Constitution
Vulnerabilities: Electric, Ice, Psychic, Rock
Resistances: Bug, Fairy, Fighting, Grass, Poison
Immunities: Ground
Senses: Blindsight 120ft

Inner Focus: This Pokémon is immune to flinching.

Infiltrator: This Pokémon bypasses Light Screen and Reflect.

Moves

Starting Moves: Absorb, Astonish, Bite, Screech, Supersonic, Wing Attack, Confuse Ray, Air Cutter, Swift, Poison Fang, Mean Look

Level 14: Leech Life

Level 18: Haze

Learnable Moves:

TM: 06, 10, 11, 12, 15, 17, 18, 19, 20, 21, 27, 30, 32, 36, 40, 41, 42, 43, 44, 45, 46, 47, 49

HM: 02



CHINCHOU

Tiny Water/Electric Type | Level 1 | SR 1/4

Armor Class: 13
Hit Points: 17
Hit Dice: d6
Speed: 5ft. walking, 20ft. swimming

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Stealth
Saving Throws: Dexterity
Vulnerabilities: Grass, Ground
Resistances: Fire, Flying, Ice, Steel, Water

Volt Absorb: Electric type moves do not damage this Pokémon. Instead, half of any electric damage done is absorbed, restoring the Pokémon's HP.

Water Absorb: Water type moves do not damage this Pokémon. Instead, half of any water damage done is absorbed, restoring the Pokémon's HP.

Illuminate: This Pokémon knows the Light cantrip and can cast it at will.

Evolution: Chinchou can evolve into Lanturn at level 8 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Moves

Starting Moves: Bubble, Supersonic

Level 2: Thunder Wave, Water Gun

Level 6: Confuse Ray, Bubble Beam

Level 10: Spark, Signal Beam, Flail

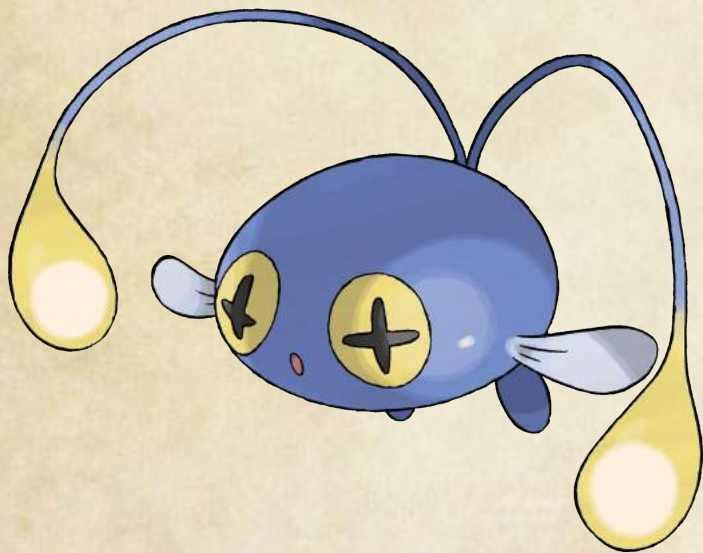
Level 14: Discharge, Take Down

Level 18: Hydro Pump, Charge

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 17, 18, 21, 24, 25, 27, 32, 34, 42, 43, 44, 45

HM: 03, 05, 07, 08



LANTURN

Small Water/Electric Type | Level 5 | SR 6

Armor Class: 14
Hit Points: 45
Hit Dice: d8
Speed: 10ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Stealth
Saving Throws: Dexterity
Vulnerabilities: Grass, Ground
Resistances: Fire, Flying, Ice, Steel, Water

Volt Absorb: Electric type moves do not damage this Pokémon. Instead, half of any electric damage done is absorbed, restoring the Pokémon's HP.

Water Absorb: Water type moves do not damage this Pokémon. Instead, half of any water damage done is absorbed, restoring the Pokémon's HP.

Illuminate: This Pokémon knows the Light cantrip and can cast it at will.

Moves

Starting Moves: Bubble, Spit Up, Stockpile, Thunder Wave, Water Gun

Level 6: Confuse Ray, Bubble Beam

Level 10: Spark, Signal Beam

Level 14: Flail, Discharge

Level 18: Take Down, Hydro Pump, Charge

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 15, 17, 18, 21, 24, 25, 27, 32, 34, 42, 43, 44, 45

HM: 03, 05, 07, 08



PICHU

Tiny Electric Type | Level 1 | SR 1/8

Armor Class: 11
Hit Points: 12
Hit Dice: d6
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	10 (+0)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Acrobatics, Persuasion
Saving Throws: Dexterity, Charisma
Vulnerabilities: Ground
Resistances: Electric, Flying, Steel

Evolution: Pichu can evolve into Pikachu at level 3 and above if its loyalty level is +2 or higher. When it evolves, its health increases by double its level, and it gains 7 points to add to its ability scores (max 20).

Moves

Starting Moves: Charm, Thunder Shock

Level 2: Tail Whip, Sweet Kiss

Level 6: Thunder Wave

Learnable Moves:

TM: 06, 10, 16, 17, 18, 21, 23, 24, 25, 27, 32, 34, 42, 43, 44, 45

HM: 05



CLEFFA

Tiny Fairy Type | Level 1 | SR 1/8

Armor Class: 11
Hit Points: 12
Hit Dice: d6
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	10 (+0)	6 (-2)	10 (+0)	14 (+2)

Proficient Skills: Insight, Persuasion
Saving Throws: Wisdom, Charisma
Vulnerabilities: Poison, Steel
Resistances: Bug, Dark, Fighting
Immunities: Dragon

Evolution: Cleffa can evolve into Clefairy at level 3 and above if its loyalty level is +2 or higher. When it evolves, its health increases by double its level, and it gains 7 points to add to its ability scores (max 20).

Moves

Starting Moves: Charm, Pound, Encore

Level 2: Sing, Sweet Kiss

Level 6: Magical Leaf

Learnable Moves:

TM: 03, 06, 10, 11, 16, 17, 18, 20, 21, 22, 23, 27, 28, 29, 30, 32, 33, 34, 35, 38, 42, 43, 44, 45

HM: 05



IGGLYBUFF

Tiny Normal/Fairy Type | Level 1 | SR 1/8

Armor Class: 10
Hit Points: 12
Hit Dice: d6
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
9 (-1)	10 (+0)	10 (+0)	6 (-2)	10 (+0)	14 (+2)

Proficient Skills: Insight, Persuasion
Saving Throws: Wisdom, Charisma
Vulnerabilities: Poison, Steel
Resistances: Bug, Dark
Immunities: Dragon, Ghost

Evolution: Igglybuff can evolve into Jigglypuff at level 3 and above if its loyalty level is +2 or higher. When it evolves, its health increases by double its level, and it gains 7 points to add to its ability scores (max 20).

Moves

Starting Moves: Charm, Sing, Defense Curl

Level 2: Pound, Sweet Kiss

Learnable Moves:

TM: 03, 06, 07, 10, 11, 16, 17, 18, 20, 21, 22, 27, 28, 29, 30, 32, 33, 34, 35, 38, 42, 43, 44, 45

HM: 05

TOGEPI

Tiny Fairy Type | Level 1 | SR 1

Armor Class: 13
Hit Points: 17
Hit Dice: d6
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	12 (+1)	6 (-2)	12 (+1)	14 (+2)

Proficient Skills: Arcana, Persuasion
Saving Throws: Wisdom, Charisma
Vulnerabilities: Poison, Steel
Resistances: Bug, Dark, Fighting
Immunities: Dragon

Super Luck: This Pokémon increases its critical hit range by 1 (20 to 19+, etc.)

Serene Grace: The DC to avoid a negative status condition from this Pokémon is increased by 1.

Evolution: Togepi can evolve into Togetic at level 7 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Moves

Starting Moves: Charm, Growl

Level 2: Metronome, Sweet Kiss, Yawn

Level 6: Encore, Follow Me

Level 10: Wish, Ancient Power

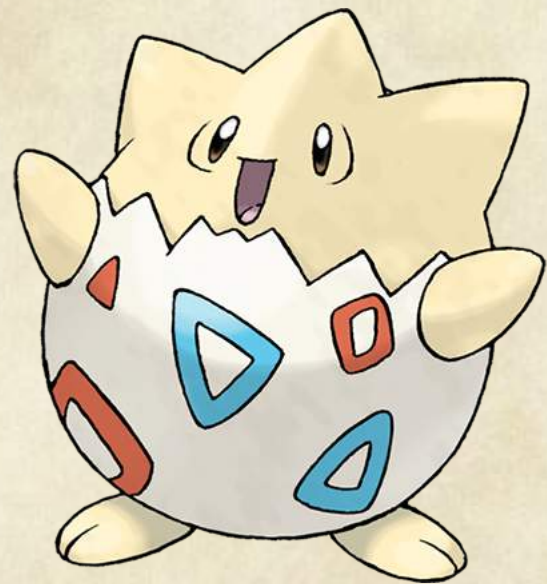
Level 14: Safeguard, Baton Pass

Level 18: Double-Edge

Learnable Moves:

TM: 03, 06, 10, 11, 16, 17, 18, 20, 21, 22, 27, 29, 30, 32, 33, 34, 35, 38, 42, 43, 44, 45

HM: 05, 06



TOGETIC

Tiny Fairy/Flying Type | Level 5 | SR 8

Armor Class: 16
Hit Points: 45
Hit Dice: d8
Speed: 30ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	12 (+1)	6 (-2)	14 (+2)	14 (+2)

Proficient Skills: Arcana, Persuasion
Saving Throws: Wisdom, Charisma
Vulnerabilities: Electric, Ice, Poison, Rock, Steel
Resistances: Bug, Dark, Fighting, Grass
Immunities: Dragon, Ground
Senses: Truesight 10ft.

Super Luck: This Pokémon increases its critical hit range by 1 (20 to 19+, etc.)

Serene Grace: The DC to avoid a negative status condition from this Pokémon is increased by 1.

Hustle: When this Pokémon scores a critical hit, it may immediately use the same move to attack again at disadvantage.

Moves

Starting Moves: Charm, Growl, Magical Leaf, Metronome, Sweet Kiss, Yawn

Level 6: Encore, Follow Me

Level 10: Wish, Ancient Power

Level 14: Safeguard, Baton Pass

Level 18: Double-Edge

Learnable Moves:

TM: 01, 03, 06, 10, 11, 15, 16, 17, 18, 20, 21, 22, 27, 29, 30, 31, 32, 33, 34, 35, 38, 40, 42, 43, 44, 45, 47

HM: 02, 05, 06

NATU

Tiny Psychic/Flying Type | Level 1 | SR 1/2

Armor Class: 13
Hit Points: 16
Hit Dice: d6
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Insight, Perception
Saving Throws: Wisdom
Vulnerabilities: Dark, Electric, Ghost, Ice, Rock
Resistances: Fighting, Grass, Psychic
Immunities: Ground

Early Bird: This Pokémon has advantage on rolls to wake from sleep.

Evolution: Natu can evolve into Xatu at level 7 and above. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

Moves

Starting Moves: Leer, Peck

Level 2: Night Shade, Teleport

Level 6: Confuse Ray

Level 10: Wish

Level 14: Psychic

Level 18: Future Sight

Learnable Moves:

TM: 04, 06, 10, 11, 16, 17, 18, 19, 21, 22, 27, 29, 30, 32, 33, 40, 42, 43, 44, 45, 46, 47, 48

HM: 05



XATU

Medium Psychic/Flying Type | Level 5 | SR 7

Armor Class: 15
Hit Points: 40
Hit Dice: d8
Speed: 30ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	8 (-1)	15 (+2)	10 (+0)

Proficient Skills: Insight, Perception
Saving Throws: Wisdom
Vulnerabilities: Dark, Electric, Ghost, Ice, Rock
Resistances: Fighting, Grass, Psychic
Immunities: Ground
Senses: Truesight 10ft.

Synchronize: If this Pokémon becomes burned, paralyzed, or poisoned, its attacker receives the negative status condition as well (if not immune).

Early Bird: This Pokémon has advantage on rolls to wake from sleep.

Moves

Starting Moves: Leer, Night Shade, Peck, Teleport

Level 6: Confuse Ray

Level 10: Wish

Level 14: Psychic

Level 18: Future Sight

Learnable Moves:

TM: 04, 06, 10, 11, 15, 16, 17, 18, 19, 21, 22, 27, 29, 30, 32, 33, 40, 42, 43, 44, 45, 46, 47, 48

HM: 02, 05

MAREEP

Tiny Electric Type | Level 1 | SR 1/4

Armor Class: 12
Hit Points: 17
Hit Dice: d6
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Ground
Resistances: Electric, Flying, Steel

Static: When this Pokémon is hit by a melee attack, roll a d4. On a result of 4, the attacker takes an amount of electric damage equal to this Pokémon's proficiency bonus.

Plus: This Pokémon boosts its attack and damage rolls by 2 if an ally also has a Plus or Minus ability

Evolution: Mareep can evolve into Flaaffy at level 5 and above. When it evolves, its health increases by double its level, and it gains 5 points to add to its ability scores (max 20).

Moves

Starting Moves: Growl, Tackle, Thunder Wave

Level 2: Thunder Shock, Cotton Spore

Level 6: Charge, Take Down

Level 10: Confuse Ray, Discharge

Level 14: Signal Beam

Level 18: Light Screen, Thunder

Learnable Moves:

TM: 06, 10, 16, 17, 18, 21, 23, 24, 25, 27, 32, 34, 42, 43, 44, 45

HM: 05



FLAAFFY

Small Electric Type | Level 5 | SR 4

Armor Class: 13
Hit Points: 45
Hit Dice: d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	14 (+2)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Ground
Resistances: Electric, Flying, Steel

Static: When this Pokémon is hit by a melee attack, roll a d4. On a result of 4, the attacker takes an amount of electric damage equal to this Pokémon's proficiency bonus.

Plus: This Pokémon boosts its attack and damage rolls by 2 if an ally also has a Plus or Minus ability

Evolution: Flaaffy can evolve into Ampharos at level 11 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Moves

Starting Moves: Growl, Tackle, Thunder Shock, Thunder Wave, Cotton Spore

Level 6: Charge, Take Down

Level 10: Confuse Ray

Level 14: Discharge

Level 18: Signal Beam, Light Screen, Thunder

Learnable Moves:

TM: 01, 06, 10, 16, 17, 18, 21, 23, 24, 25, 27, 31, 32, 34, 42, 43, 44, 45

HM: 04, 05, 06

AMPHAROS

Medium Electric Type | Level 10 | SR 12

Armor Class: 16
Hit Points: 97
Hit Dice: d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	12 (+1)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Ground
Resistances: Electric, Flying, Steel

Static: When this Pokémon is hit by a melee attack, roll a d4. On a result of 4, the attacker takes an amount of electric damage equal to this Pokémon's proficiency bonus.

Plus: This Pokémon boosts its attack and damage rolls by 2 if an ally also has a Plus or Minus ability

Moves

Starting Moves: Fire Punch, Growl, Tackle, Thunder Punch, Thunder Shock, Thunder Wave, Zap Cannon, Cotton Spore, Charge, Take Down, Confuse Ray

Level 14: Discharge, Signal Beam

Level 18: Light Screen, Thunder

Learnable Moves:

TM: 01, 06, 10, 15, 16, 17, 18, 21, 23, 24, 25, 27, 31, 32, 34, 42, 43, 44, 45

HM: 04, 05, 06



BELLOSSOM

Tiny Grass Type | Level 10 | SR 13

Armor Class: 16
Hit Points: 97
Hit Dice: d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	6 (-2)	12 (+1)	15 (+2)

Proficient Skills: Nature, Performance
Saving Throws: Constitution, Charisma
Vulnerabilities: Bug, Fire, Flying, Ice, Poison
Resistances: Electric, Grass, Ground, Water

Chlorophyll: This Pokémon's speed is doubled in bright sunlight.

Healer: As an action, this Pokémon can touch an ally to restore a negative status effect.

Moves

Starting Moves: Leaf Blade, Magical Leaf, Mega Drain, Stun Spore, Sunny Day, Sweet Scent

Level 18: Petal Dance

Learnable Moves:

TM: 06, 09, 10, 11, 15, 17, 19, 21, 22, 27, 32, 36, 42, 43, 44, 45

HM: 01, 05

MARILL

Tiny Water/Fairy Type | Level 1 | SR 1/2

Armor Class: 13
Hit Points: 17
Hit Dice: d6
Speed: 25ft. walking, 20ft. swimming

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	12 (+1)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Acrobatics
Saving Throws: Constitution
Vulnerabilities: Electric, Grass, Poison
Resistances: Bug, Dark, Fighting, Fire, Ice, Water
Immunities: Dragon

Thick Fat: This Pokémon takes quarter damage from Fire and Ice type moves.

Sap Sipper: This Pokémon is immune to grass-type moves. If hit by a grass type move, it takes no damage and instead absorbs the energy, granting advantage on its next attack.

Evolution: Marill can evolve into Azumarill at level 6 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Moves

Starting Moves: Tackle, Water Gun, Tail Whip

Level 2: Water Sport, Bubble, Defense Curl, Rollout

Level 6: Bubble Beam, Helping Hand

Level 10: Rain Dance

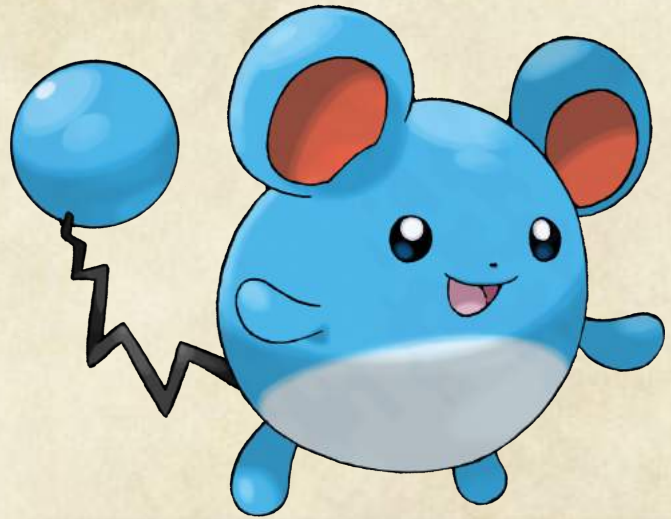
Level 14: Double-Edge, Superpower

Level 18: Hydro Pump

Learnable Moves:

TM: 01, 03, 06, 07, 10, 13, 14, 17, 18, 21, 23, 27, 28, 31, 32, 42, 43, 44, 45

HM: 03, 04, 06, 07, 08



AZUMARILL

Small Water/Fairy Type | Level 5 | SR 6

Armor Class: 15
Hit Points: 45
Hit Dice: d8
Speed: 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	12 (+1)	6 (-2)	12 (+1)	13 (+1)

Proficient Skills: Acrobatics
Saving Throws: Constitution
Vulnerabilities: Electric, Grass, Poison
Resistances: Bug, Dark, Fighting, Fire, Ice, Water
Immunities: Dragon

Thick Fat: This Pokémon takes quarter damage from Fire and Ice type moves.

Huge Power: Once per short rest, this Pokémon may double the damage it does on a single move that requires an attack roll. The player must announce that they are using this ability before the attack roll.

Sap Sipper: This Pokémon is immune to grass-type moves. If hit by a grass type move, it takes no damage and instead absorbs the energy, granting advantage on its next attack.

Moves

Starting Moves: Tackle, Tail Whip, Water Gun, Water Sport, Bubble, Defense Curl, Rollout, Bubble Beam

Level 6: Helping Hand

Level 14: Rain Dance, Double-Edge

Level 18: Superpower, Hydro Pump

Learnable Moves:

TM: 01, 03, 06, 07, 10, 13, 14, 15, 17, 18, 21, 23, 27, 28, 31, 32, 42, 43, 44, 45

HM: 03, 04, 06, 07, 08

SUDOWOODO

Small Rock Type | Level 5 | SR 7

Armor Class: 15
Hit Points: 55
Hit Dice: d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Nature, Survival
Saving Throws: Constitution, Strength
Vulnerabilities: Fighting, Grass, Ground, Steel, Water
Resistances: Fire, Flying, Normal, Poison
Senses: Tremorsense 60ft.

Sturdy: When this Pokémon takes an amount of damage from a single hit that is equal or greater than half the Pokémon's maximum HP, the damage is halved.

Rock Head: This Pokémon takes no recoil damage.

Rattled: When this Pokémon is hit by a damaging Dark, Bug, or Ghost move, it makes its next attack at advantage.

Moves

Starting Moves: Flail, Low Kick, Rock Throw, Slam

Level 6: Mimic, Feint Attack

Level 10: Rock Tomb, Block

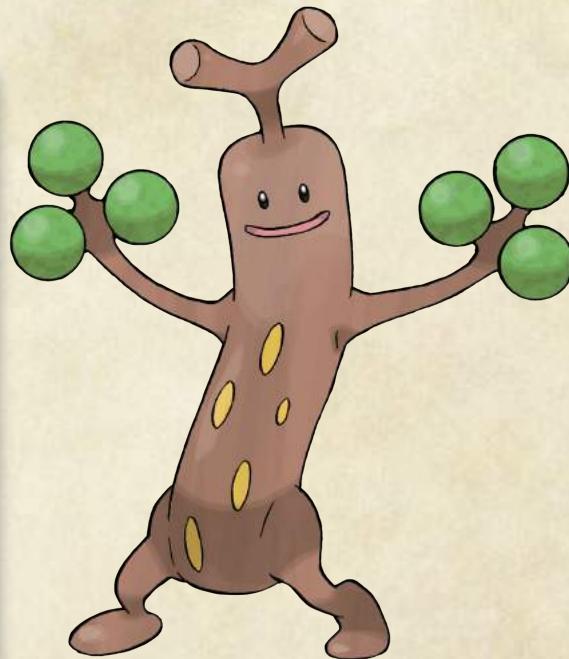
Level 14: Rock Slide, Counter

Level 18: Double-Edge, Stone Edge

Learnable Moves:

TM: 01, 04, 06, 10, 11, 12, 17, 21, 26, 27, 28, 31, 32, 37, 39, 42, 43, 44, 45, 46

HM: 04, 06



POLITOED

Small Water Type | Level 10 | SR 12

Armor Class: 16
Hit Points: 87
Hit Dice: d12
Speed: 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	8 (-1)	16 (+3)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Strength
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Water Absorb: Water type moves do not damage this Pokémon. Instead, half of any water damage done is absorbed, restoring the Pokémon's HP.

Damp: This Pokémon is unaffected by Self Destruct and Explosion moves.

Drizzle: A constant light rain forms on the battlefield when the Pokémon enters into combat. In the case of another Pokémon with a similar weather ability, the tie goes to the Pokémon with the highest DEX score.

Moves

Starting Moves: Bubble Beam, Double Slap, Hypnosis, Perish Song, Swagger

Level 14: Bounce

Level 18: Hyper Voice

Learnable Moves:

TM: 01, 03, 06, 07, 10, 13, 14, 15, 17, 18, 21, 26, 27, 28, 29, 31, 32, 42, 43, 44, 45, 46

HM: 03, 04, 06, 07, 08



HOPPIP

Tiny Grass/Flying Type | Level 1 | SR 1/4

Armor Class: 13
Hit Points: 17
Hit Dice: d6
Speed: 20ft. walking, 20ft. flying

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Nature
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Ice, Poison, Rock
Resistances: Fighting, Grass, Water
Immunities: Ground

Leaf Guard: This Pokémon does not suffer from any negative status ailments in bright sunlight.

Infiltrator: This Pokémon bypasses Light Screen and Reflect.

Evolution: Hoppip can evolve into Skiploom at level 6 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Moves

Starting Moves: Splash, Synthesis

Level 2: Tail Whip, Tackle, Poison Powder

Level 6: Stun Spore, Sleep Powder

Level 10: Bullet Seed, Leech Seed

Level 14: Mega Drain, Cotton Spore

Level 18: Giga Drain, Bounce, Memento

Learnable Moves:

TM: 06, 09, 10, 11, 17, 19, 21, 22, 27, 32, 40, 42, 43, 44, 45

HM: 05



SKIPLOOM

Tiny Grass/Flying Type | Level 5 | SR 6

Armor Class: 14
Hit Points: 45
Hit Dice: d8
Speed: 25ft. walking, 25ft. flying

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	6 (-2)	12 (+1)	12 (+1)

Proficient Skills: Nature
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Ice, Poison, Rock
Resistances: Fighting, Grass, Water
Immunities: Ground

Leaf Guard: This Pokémon does not suffer from any negative status ailments in bright sunlight.

Infiltrator: This Pokémon bypasses Light Screen and Reflect.

Chlorophyll: This Pokémon's speed is doubled in bright sunlight.

Evolution: Skiploom can evolve into Jumpluff at level 12 and above. When it evolves, its health increases by double its level, and it gains 7 points to add to its ability scores (max 20).

Moves

Starting Moves: Tackle, Tail Whip, Synthesis, Splash, Poison Powder

Level 6: Stun Spore, Sleep Powder, Bullet Seed

Level 10: Leech Seed, Mega Drain

Level 14: Cotton Spore

Level 18: Giga Drain, Bounce, Memento

Learnable Moves:

TM: 06, 09, 10, 11, 17, 19, 21, 22, 27, 32, 40, 42, 43, 44, 45

HM: 05

JUMPLUFF

Small Grass/Flying Type | Level 10 | SR 13

Armor Class: 16
Hit Points: 97
Hit Dice: d10
Speed: 30ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	6 (-2)	14 (+2)	12 (+1)

Proficient Skills: Nature
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Ice, Poison, Rock
Resistances: Fighting, Grass, Water
Immunities: Ground

Leaf Guard: This Pokémon does not suffer from any negative status ailments in bright sunlight.

Infiltrator: This Pokémon bypasses Light Screen and Reflect.

Chlorophyll: This Pokémon's speed is doubled in bright sunlight.

Moves

Starting Moves: Splash, Synthesis, Tackle, Tail Whip, Poison Powder, Stun Spore, Sleep Powder, Bullet Seed, Leech Seed, Mega Drain

Level 18: Cotton Spore, Giga Drain, Bounce, Memento

Learnable Moves:

TM: 06, 09, 10, 11, 15, 17, 19, 21, 22, 27, 32, 40, 42, 43, 44, 45

HM: 05



AIPOM

Small Normal Type | Level 1 | SR 3

Armor Class: 14
Hit Points: 25
Hit Dice: d8
Speed: 30ft. walking, 30ft. climbing

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Acrobatics, Sleight of Hand
Saving Throws: Dexterity
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Skill Link: On combo moves like Fury Swipes, Comet Punch, etc., this Pokémon is guaranteed to hit at least twice.

Run Away: While this Pokémon is active, the trainer automatically succeeds on their DEX roll to run away from a wild Pokémon encounter.

Pick Up: If an opponent uses a consumable held item in battle, this Pokémon gains a copy of it if it is not currently holding an item.

Moves

Starting Moves: Scratch, Tail Whip, Sand Attack

Level 2: Astonish, Baton Pass

Level 6: Tickle, Fury Swipes, Swift

Level 10: Screech, Agility

Learnable Moves:

TM: 01, 03, 06, 10, 11, 12, 17, 18, 21, 22, 23, 24, 25, 27, 28, 30, 31, 32, 34, 40, 42, 43, 44, 45, 46, 49

HM: 01, 04, 06



SUNKERN

Tiny Grass Type | Level 1 | SR 1/4

Armor Class: 11
Hit Points: 18
Hit Dice: d6
Speed: 10ft. walking

STR	DEX	CON	INT	WIS	CHA
9 (-1)	9 (-1)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Nature
Saving Throws: Constitution
Vulnerabilities: Bug, Fire, Flying, Ice, Poison
Resistances: Electric, Grass, Ground, Water
Senses: Tremorsense 20ft.

Early Bird: This Pokémon has advantage on rolls to wake from sleep.

Solar Power: Damage rolls for this Pokémon get an additional +2 during bright sunlight.

Evolution: Sunkern can evolve into Sunflora at level 7 and above with the help of a Sun Stone. When it evolves, its health increases by double its level, and it gains 13 points to add to its ability scores (max 20).

Moves

Starting Moves: Absorb, Growth, Ingrain

Level 2: Grass Whistle, Mega Drain, Leech Seed

Level 6: Razor Leaf, Giga Drain

Level 10: Endeavor, Synthesis

Level 14: Solar Beam, Double-Edge, Sunny Day

Learnable Moves:

TM: 06, 09, 10, 11, 16, 17, 19, 20, 21, 22, 27, 32, 36, 42, 43, 44, 45

HM: 01, 05



SUNFLORA

Small Grass Type | Level 5 | SR 7

Armor Class: 14
Hit Points: 50
Hit Dice: d10
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	6 (-2)	14 (+2)	12 (+1)

Proficient Skills: Nature
Saving Throws: Constitution
Vulnerabilities: Bug, Fire, Flying, Ice, Poison
Resistances: Electric, Grass, Ground, Water
Senses: Tremorsense 60ft.

Early Bird: This Pokémon has advantage on rolls to wake from sleep.

Chlorophyll: This Pokémon's speed is doubled in bright sunlight.

Solar Power: Damage rolls for this Pokémon get an additional +2 during bright sunlight.

Moves

Starting Moves: Absorb, Growth, Pound, Ingrain, Grass Whistle, Mega Drain, Leech Seed

Level 6: Razor Leaf, Giga Drain

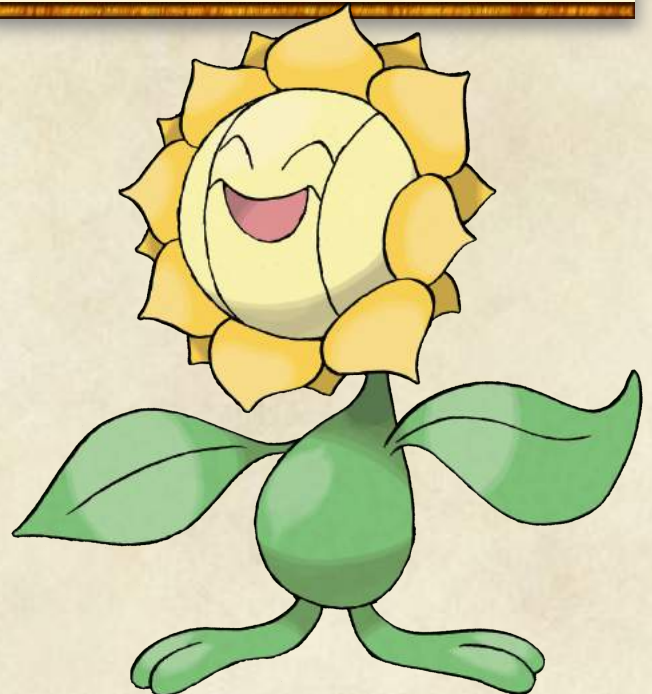
Level 10: Bullet Seed, Petal Dance

Level 14: Solar Beam, Double-Edge, Sunny Day

Learnable Moves:

TM: 06, 09, 10, 11, 15, 16, 17, 19, 20, 21, 22, 27, 32, 36, 42, 43, 44, 45

HM: 01, 05



YANMA

Small Bug/Flying Type | Level 5 | SR 5

Armor Class: 13
Hit Points: 58
Hit Dice: d10
Speed: 15ft. walking, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Electric, Fire, Flying, Ice, Rock
Resistances: Bug, Fighting, Grass
Immunities: Ground
Senses: Darkvision 50ft.

Compound Eyes: This Pokémon gets an additional +1 to attack rolls.

Frisk: Upon entering a battle, a single opponent's held item is revealed, if it has one.

Speed Boost: While this Pokémon is active and in an environment related to its type (DM Discretion), its trainer gets advantage on initiative rolls.

Moves

Starting Moves: Foresight, Tackle, Quick Attack, Double Team

Level 6: Sonic Boom, Detect, Supersonic

Level 10: Uproar, Pursuit

Level 14: Ancient Power, Hypnosis

Level 18: Wing Attack, Screech

Learnable Moves:

TM: 06, 10, 11, 17, 19, 21, 22, 27, 29, 30, 32, 40, 42, 43, 44, 45, 46, 47

HM: 05



WOOPER

Tiny Water/Ground Type | Level 1 | SR 1/4

Armor Class: 11
Hit Points: 17
Hit Dice: d6
Speed: 20ft. walking, 20ft. swimming

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	6 (-2)	12 (+1)	12 (+1)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Grass
Resistances: Fire, Poison, Rock, Steel
Immunities: Electric

Water Absorb: Water type moves do not damage this Pokémon. Instead, half of any water damage done is absorbed, restoring the Pokémon's HP.

Damp: This Pokémon is unaffected by Self Destruct and Explosion moves.

Evolution: Wooper can evolve into Quagsire at level 6 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Moves

Starting Moves: Tail Whip, Water Gun

Level 2: Mud Sport, Mud Shot

Level 6: Slam

Level 10: Amnesia, Yawn

Level 14: Earthquake, Rain Dance

Level 18: Haze, Mist, Muddy Water

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 17, 18, 20, 21, 23, 26, 27, 28, 32, 36, 37, 42, 43, 44, 45

HM: 03, 05, 06, 07, 08



QUAGSIRE

Medium Water/Ground Type | Level 5 | SR 6

Armor Class: 14

Hit Points: 45

Hit Dice: d10

Speed: 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	12 (+1)	6 (-2)	14 (+2)	12 (+1)

Proficient Skills: Survival, Athletics

Saving Throws: Constitution, Strength

Vulnerabilities: Grass

Resistances: Fire, Poison, Rock, Steel

Immunities: Electric

Water Absorb: Water type moves do not damage this Pokémon. Instead, half of any water damage done is absorbed, restoring the Pokémon's HP.

Damp: This Pokémon is unaffected by Self Destruct and Explosion moves.

Oblivious: This Pokémon is immune to moves that attempt to charm or taunt it.

Moves

Starting Moves: Mud Sport, Tail Whip, Water Gun, Mud Shot

Level 6: Slam

Level 10: Amnesia, Yawn

Level 14: Earthquake, Rain Dance

Level 18: Haze, Mist, Muddy Water

Learnable Moves:

TM: 01, 03, 06, 07, 10, 13, 14, 15, 17, 18, 20, 21, 23, 26, 27, 28, 31, 32, 36, 37, 39, 42, 43, 44, 45

HM: 03, 04, 05, 06, 07, 08



ESPEON

Small Psychic Type | Level 5 | SR 9

Armor Class: 16

Hit Points: 40

Hit Dice: d10

Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	13 (+1)	6 (-2)	15 (+2)	14 (+2)

Proficient Skills: Insight, Persuasion

Saving Throws: Wisdom

Vulnerabilities: Bug, Dark, Ghost

Resistances: Fighting, Psychic

Synchronize: If this Pokémon becomes burned, paralyzed, or poisoned, its attacker receives the negative status condition as well (if not immune).

Inner Focus: This Pokémon is immune to flinching.

Moves

Starting Moves: Confusion, Helping Hand, Tackle, Tail Whip, Sand Attack, Quick Attack

Level 6: Swift, Psybeam

Level 10: Future Sight, Psych Up

Level 14: Morning Sun

Level 18: Psychic

Learnable Moves:

TM: 04, 06, 10, 11, 15, 16, 17, 18, 21, 23, 27, 28, 29, 30, 32, 33, 42, 43, 44, 45, 48

HM: 01, 05



UMBREON

Small Dark Type | Level 5 | SR 9

Armor Class: 16
Hit Points: 40
Hit Dice: d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	12 (+1)	6 (-2)	15 (+2)	14 (+2)

Proficient Skills: Stealth, Deception
Saving Throws: Wisdom
Vulnerabilities: Bug, Fairy, Fighting
Resistances: Dark, Ghost
Immunities: Psychic
Senses: Darkvision 30ft.

Synchronize: If this Pokémon becomes burned, paralyzed, or poisoned, its attacker receives the negative status condition as well (if not immune).

Inner Focus: This Pokémon is immune to flinching.

Moves

Starting Moves: Helping Hand, Pursuit, Tackle, Tail Whip, Sand Attack, Quick Attack

Level 6: Confuse Ray, Feint Attack

Level 10: Screech

Level 14: Moonlight

Level 18: Mean Look

Learnable Moves:

TM: 06, 10, 11, 12, 15, 17, 18, 21, 23, 27, 28, 29, 30, 32, 41, 42, 43, 44, 45, 49

HM: 01, 05



MURKROW

Tiny Dark/Flying Type | Level 1 | SR 2

Armor Class: 13
Hit Points: 20
Hit Dice: d10
Speed: 20ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	6 (-2)	14 (+2)	8 (-1)

Proficient Skills: Insight, Deception
Saving Throws: Wisdom, Dexterity
Vulnerabilities: Electric, Fairy, Ice, Rock
Resistances: Dark, Ghost, Grass
Immunities: Ground, Psychic
Senses: Darkvision 30ft.

Insomnia: This Pokémon is immune to sleep.

Super Luck: This Pokémon increases its critical hit range by 1 (20 to 19+, etc.)

Prankster: Once per short rest, this Pokémon can move to the top of initiative order in a single round, but must use a status-affecting move on its turn.

Moves

Starting Moves: Astonish, Peck

Level 2: Pursuit, Haze

Level 6: Wing Attack, Night Shade

Level 10: Taunt

Level 14: Feint Attack, Mean Look

Level 18: Torment

Learnable Moves:

TM: 04, 06, 10, 11, 12, 17, 18, 21, 27, 30, 32, 40, 41, 42, 43, 44, 45, 46, 47, 49

HM: 02



SLOWKING

Medium Water/Psychic Type | Level 8 | SR 11

Armor Class: 16
Hit Points: 81
Hit Dice: d10
Speed: 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	18 (+4)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Insight, History
Saving Throws: Constitution, Wisdom
Vulnerabilities: Bug, Dark, Electric, Ghost, Grass
Resistances: Fighting, Fire, Ice, Psychic, Steel, Water

Own Tempo: This Pokémon is immune to becoming confused.

Oblivious: This Pokémon is immune to moves that attempt to charm or taunt it.

Regenerator: Once per long rest, this Pokémon regains hit points equal to its level when it returns to its Pokéball.

Moves

Starting Moves: Curse, Hidden Power, Tackle, Yawn, Growl, Water Gun, Confusion, Disable

Level 10: Headbutt, Water Pulse

Level 14: Swagger

Level 18: Psychic, Psych Up

Learnable Moves:

TM: 01, 03, 04, 06, 07, 10, 11, 13, 14, 15, 17, 18, 20, 21, 23, 26, 27, 28, 29, 30, 31, 32, 35, 38, 42, 43, 44, 45, 48

HM: 03, 04, 05, 06, 08



MISDREAVUS

Small Ghost Type | Level 5 | SR 7

Armor Class: 15
Hit Points: 40
Hit Dice: d8
Speed: , 30ft. flying

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	6 (-2)	14 (+2)	12 (+1)

Proficient Skills: Stealth, Deception
Saving Throws: Wisdom, Charisma
Vulnerabilities: Dark, Ghost
Resistances: Bug, Poison
Immunities: Fighting, Normal
Senses: Darkvision 30ft.

Levitate: This Pokémon is immune to ground moves.

Moves

Starting Moves: Growl, Psywave, Spite, Astonish

Level 6: Confuse Ray, Mean Look

Level 10: Psybeam, Pain Split

Level 14: Shadow Ball

Level 18: Perish Song, Grudge

Learnable Moves:

TM: 04, 06, 10, 11, 12, 17, 18, 21, 24, 25, 27, 29, 30, 32, 34, 40, 41, 42, 43, 44, 45, 46, 48, 49

HM: 05



UNOWN

Tiny Psychic Type | Level 1 | SR 1

Armor Class: 13
Hit Points: 20
Hit Dice: d10
Speed: , 30ft. flying

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Arcana, History
Saving Throws: Wisdom
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic
Senses: Truesight 20ft.

Levitate: This Pokémon is immune to ground moves.

Moves

Starting Moves: Hidden Power

Learnable Moves: None



WOBBUFFET

Medium Psychic Type | Level 5 | SR 6

Armor Class: 13
Hit Points: 70
Hit Dice: d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	18 (+4)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Survival
Saving Throws: Wisdom, Constitution
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic

Shadow Tag: If this Pokémon is active, an opponent cannot flee or be switched out.

Telepathy: This Pokémon cannot be damaged by its allies' attacks.

Moves

Starting Moves: Counter, Destiny Bond, Mirror Coat, Safeguard

Learnable Moves: None

GIRAFARIG

Medium Normal/Psychic Type | Level 5 | SR 6

Armor Class: 15
Hit Points: 48
Hit Dice: d8
Speed: 40ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	13 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Dexterity
Vulnerabilities: Bug, Dark
Resistances: Psychic
Immunities: Ghost

Early Bird: This Pokémon has advantage on rolls to wake from sleep.

Inner Focus: This Pokémon is immune to flinching.

Sap Sipper: This Pokémon is immune to grass-type moves. If hit by a grass type move, it takes no damage and instead absorbs the energy, granting advantage on its next attack.

Moves

Starting Moves: Astonish, Confusion, Growl, Tackle, Odor Sleuth

Level 6: Stomp, Psybeam

Level 10: Agility

Level 14: Crunch, Baton Pass

Level 18: Psychic

Learnable Moves:

TM: 04, 06, 10, 11, 16, 17, 18, 21, 23, 24, 25, 26, 27, 29, 30, 32, 33, 34, 42, 43, 44, 45, 46, 48

HM: 04, 05, 06



PINECO

Tiny Bug Type | Level 1 | SR 1

Armor Class: 13
Hit Points: 25
Hit Dice: d8
Speed: 10ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	17 (+3)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Nature, Survival
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Rock
Resistances: Grass, Ground, Fighting

Sturdy: When this Pokémon takes an amount of damage from a single hit that is equal or greater than half the Pokémon's maximum HP, the damage is halved.

Overcoat: This Pokémon does not take damage from weather-related moves like Hail, Weather Ball, etc.

Evolution: Pineco can evolve into Forretress at level 9 and above. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

Moves

Starting Moves: Protect, Tackle

Level 2: Self-Destruct, Take Down

Level 6: Rapid Spin, Bide

Level 10: Spikes

Level 14: Explosion, Iron Defense

Level 18: Double-Edge

Learnable Moves:

TM: 06, 10, 11, 16, 17, 19, 21, 22, 27, 28, 32, 33, 37, 42, 43, 44, 45

HM: 04, 06

FORRETRESS

Small Bug/Steel Type | Level 8 | SR 12

Armor Class: 16
Hit Points: 93
Hit Dice: d12
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	20 (+5)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Nature, Survival
Saving Throws: Constitution, Strength
Vulnerabilities: Fire
Resistances: Bug, Dragon, Fairy, Grass, Ice, Normal, Psychic, Steel
Immunities: Poison

Sturdy: When this Pokémon takes an amount of damage from a single hit that is equal or greater than half the Pokémon's maximum HP, the damage is halved.

Overcoat: This Pokémon does not take damage from weather-related moves like Hail, Weather Ball, etc.

Battle Armor: This Pokémon is immune to extra damage dealt by a Critical Hit.

Moves

Starting Moves: Protect, Tackle, Self-Destruct, Take Down, Rapid Spin, Bide

Level 10: Spikes

Level 14: Explosion, Iron Defense

Level 18: Double-Edge, Zap Cannon

Learnable Moves:

TM: 06, 10, 11, 15, 16, 17, 19, 21, 22, 26, 27, 28, 32, 33, 37, 42, 43, 44, 45

HM: 04, 06



DUNSPARGE

Medium Normal Type | Level 1 | SR 2

Armor Class: 14
Hit Points: 20
Hit Dice: d8
Speed: 30ft. walking, 10ft. flying

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	6 (-2)	10 (+0)	8 (-1)

Proficient Skills: Acrobatics, Perception
Saving Throws: Dexterity
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost
Senses: Blindsight 80ft., Tremorsense 80ft.

Serene Grace: The DC to avoid a negative status condition from this Pokémon is increased by 1.

Run Away: While this Pokémon is active, the trainer automatically succeeds on their DEX roll to run away from a wild Pokémon encounter.

Burrower: This Pokémon can burrow underground traveling a distance equal to its walking speed before re-emerging.

Moves

Starting Moves: Defense Curl, Rage, Rollout

Level 2: Spite, Pursuit, Screech, Yawn

Level 6: Ancient Power, Body Slam

Level 10: Take Down, Dig

Level 14: Glare, Double-Edge, Endeavor

Level 18: Endure, Flail

Learnable Moves:

TM: 03, 04, 06, 10, 11, 13, 14, 17, 18, 21, 22, 23, 24, 25, 26, 27, 28, 30, 32, 34, 35, 38, 39, 42, 43, 44, 45, 46

HM: 04, 06

GLIGAR

Small Ground/Flying Type | Level 1 | SR 4

Armor Class: 16
Hit Points: 18
Hit Dice: d8
Speed: 30ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Acrobatics, Stealth
Saving Throws: Dexterity
Vulnerabilities: Ice, Water
Resistances: Bug, Fighting, Poison
Immunities: Electric, Ground
Senses: Darkvision 30ft.

Immunity: This Pokémon is immune to becoming poisoned.

Hyper Cutter: This Pokémon's ability modifiers cannot be decreased by an opponent's moves.

Sand Veil: This Pokémon's AC increases by 2 in desert terrain, or during a Sandstorm.

Moves

Starting Moves: Poison Sting, Sand Attack

Level 2: Harden, Knock Off, Quick Attack

Level 6: Fury Cutter, Feint Attack

Level 10: Slash

Level 14: Screech, Sky Uppercut

Level 18: Swords Dance, Guillotine

Learnable Moves:

TM: 06, 10, 11, 17, 18, 21, 23, 26, 27, 28, 32, 36, 37, 39, 40, 42, 43, 44, 45, 46, 47

HM: 01, 04, 06



STEELIX

Huge Steel/Ground Type | Level 10 | SR 14

Armor Class: 21
Hit Points: 127
Hit Dice: d12
Speed: 40ft. walking

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	20 (+5)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting, Fire, Ground, Water
Resistances: Bug, Dragon, Flying, Normal, Psychic, Rock, Steel
Immunities: Electric, Poison
Senses: Tremorsense 120ft.

Sturdy: When this Pokémon takes an amount of damage from a single hit that is equal or greater than half the Pokémon's maximum HP, the damage is halved.

Burrower: This Pokémon can burrow underground traveling a distance equal to its walking speed before re-emerging.

Rock Head: This Pokémon takes no recoil damage.

Moves

Starting Moves: Bind, Harden, Mud Sport, Tackle, Curse, Rock Throw, Rock Tomb, Rage, Dragon Breath, Slam, Screech

Level 14: Rock Slide, Crunch, Iron Tail

Level 18: Dig, Stone Edge, Double-Edge, Sandstorm

Learnable Moves:

TM: 05, 06, 10, 11, 12, 15, 17, 21, 23, 26, 27, 28, 32, 37, 39, 41, 42, 43, 44, 45

HM: 01, 04, 06



SNUBBULL

Tiny Fairy Type | Level 1 | SR 1/4

Armor Class: 12
Hit Points: 16
Hit Dice: d6
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	10 (+0)	6 (-2)	10 (+0)	14 (+2)

Proficient Skills: Intimidation
Saving Throws: Charisma
Vulnerabilities: Poison, Steel
Resistances: Bug, Dark, Fighting
Immunities: Dragon

Run Away: While this Pokémon is active, the trainer automatically succeeds on their DEX roll to run away from a wild Pokémon encounter.

Intimidate: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Evolution: Snubbull can evolve into Granbull at level 7 and above. When it evolves, its health increases by double its level, and it gains 7 points to add to its ability scores (max 20).

Moves

Starting Moves: Charm, Scary Face, Tackle, Tail Whip

Level 2: Bite, Lick

Level 6: Headbutt

Level 10: Roar, Rage

Level 18: Crunch

Learnable Moves:

TM: 01, 03, 05, 06, 08, 10, 11, 12, 17, 18, 21, 22, 23, 24, 25, 26, 27, 28, 30, 31, 32, 34, 35, 36, 38, 41, 42, 43, 44, 45, 46, 50

HM: 04, 06



GRANBULL

Medium Fairy Type | Level 5 | SR 5

Armor Class: 14
Hit Points: 40
Hit Dice: d8
Speed: 35ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	12 (+1)	6 (-2)	12 (+1)	12 (+1)

Proficient Skills: Intimidation
Saving Throws: Charisma, Dexterity
Vulnerabilities: Poison, Steel
Resistances: Bug, Dark, Fighting
Immunities: Dragon

Run Away: While this Pokémon is active, the trainer automatically succeeds on their DEX roll to run away from a wild Pokémon encounter.

Quick Feet: When suffering from a negative status condition, this Pokémon's speed increases by 15 ft.

Rattled: When this Pokémon is hit by a damaging Dark, Bug, or Ghost move, it makes its next attack at advantage.

Moves

Starting Moves: Charm, Scary Face, Tackle, Tail Whip, Bite, Lick

Level 6: Headbutt

Level 10: Roar

Level 14: Rage

Level 18: Crunch, Outrage

Learnable Moves:

TM: 01, 03, 05, 06, 08, 10, 11, 12, 15, 17, 18, 21, 22, 23, 24, 25, 26, 27, 28, 30, 31, 32, 34, 35, 36, 38, 39, 41, 42, 43, 44, 45, 46, 50

HM: 04, 06

QWILFISH

Tiny Water/Poison Type | Level 5 | SR 5

Armor Class: 15
Hit Points: 20
Hit Dice: d6
Speed: 5ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Intimidation
Saving Throws: Dexterity
Vulnerabilities: Electric, Ground, Psychic
Resistances: Bug, Fairy, Fighting, Fire, Ice, Poison, Steel, Water

Intimidate: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Poison Point: On melee attacks made by this Pokémon, roll a d10 on a hit. On a result of a 10, the target is poisoned.

Swift Swim: This Pokémon's swim speed is doubled in rainy conditions.

Moves

Starting Moves: Poison Sting, Spikes, Tackle, Water Gun, Harden, Minimize, Bubble

Level 6: Rollout

Level 10: Spit Up, Stockpile, Revenge

Level 14: Pin Missile, Take Down

Level 18: Destiny Bond, Hydro Pump

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 17, 18, 21, 27, 30, 32, 34, 36, 42, 43, 44, 45

HM: 03, 07, 08



SCIZOR

Medium Bug/Steel Type | Level 10 | SR 14

Armor Class: 19
Hit Points: 110
Hit Dice: d12
Speed: 30ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	15 (+2)	6 (-2)	12 (+1)	8 (-1)

Proficient Skills: Acrobatics, Intimidation
Saving Throws: Dexterity, Strength
Vulnerabilities: Fire
Resistances: Bug, Dragon, Fairy, Grass, Ice, Normal, Psychic, Steel
Immunities: Poison

Steadfast: Once per long rest, when this Pokémon fails a saving throw against a negative status condition, it can choose to pass instead.

Swarm: This Pokémon adds doubles its STAB bonus when it has 10% or less of its maximum health.

Technician: For damaging moves activated by this Pokémon with 15 PP or more, they may roll the damage twice and use the higher result.

Moves

Starting Moves: Leer, Quick Attack, Focus Energy, Pursuit, False Swipe, Agility, Metal Claw, Fury Cutter, Slash

Level 14: Razor Wind, Iron Defense

Level 18: Swords Dance

Learnable Moves:

TM: 06, 10, 11, 15, 17, 18, 21, 27, 32, 37, 40, 42, 43, 44, 45, 46, 47

HM: 01, 04, 06

SHUCKLE

Tiny Bug/Rock Type | Level 5 | SR 4

Armor Class: 22
Hit Points: 25
Hit Dice: d8
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	12 (+1)	6 (-2)	16 (+3)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Rock, Steel, Water
Resistances: Normal, Poison

Sturdy: When this Pokémon takes an amount of damage from a single hit that is equal or greater than half the Pokémon's maximum HP, the damage is halved.

Gluttony: This Pokémon must eat its held berry when it falls below ½ of its maximum HP.

Moves

Starting Moves: Bite, Constrict, Rollout, Withdraw, Encore, Wrap

Level 6: Safeguard, Rest

Level 10: Rock Throw

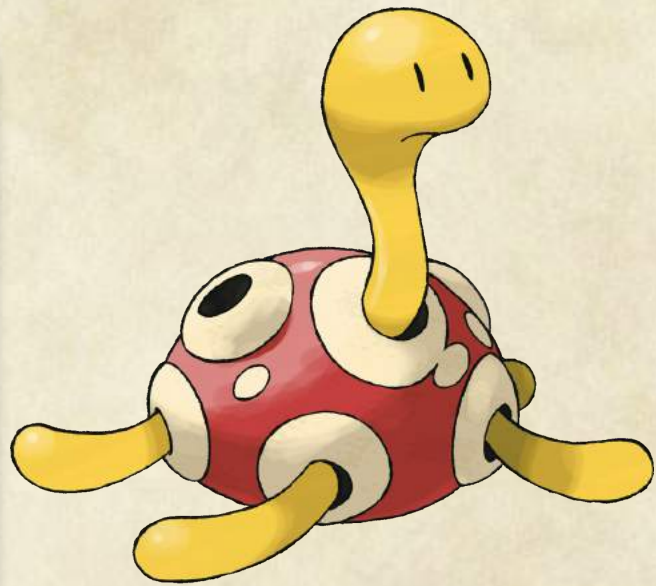
Level 14: Rock Slide

Level 18: Stone Edge

Learnable Moves:

TM: 06, 10, 11, 17, 20, 21, 26, 27, 28, 32, 36, 37, 39, 42, 43, 44, 45

HM: 04, 05, 06



HERACROSS

Medium Bug/Fighting Type | Level 5 | SR 9

Armor Class: 18
Hit Points: 50
Hit Dice: d10
Speed: 30ft. walking, 30ft. climbing, 15ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Strength
Vulnerabilities: Fairy, Fire, Flying, Psychic
Resistances: Bug, Dark, Flying, Grass, Ground

Swarm: This Pokémon adds doubles its STAB bonus when it has 10% or less of its maximum health.

Moxie: Upon causing an opponent to faint, this Pokémon may immediately take another action.

Guts: When this Pokémon is burned or poisoned, they are not affected by the disadvantage or half damage effects. They still take damage at the end of each of their turns.

Moves

Starting Moves: Arm Thrust, Bullet Seed, Endure, Horn Attack, Leer, Tackle, Aerial Ace

Level 6: Counter, Fury Attack

Level 10: Brick Break, Pin Missile

Level 14: Take Down, Megahorn

Level 18: Reversal

Learnable Moves:

TM: 01, 06, 08, 10, 11, 15, 17, 18, 21, 26, 27, 28, 31, 32, 39, 42, 43, 44, 45, 46

HM: 01, 04, 06



SNEASEL

Small Dark/Ice Type | Level 5 | SR 4

Armor Class: 15
Hit Points: 30
Hit Dice: d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Stealth, Deception
Saving Throws: Dexterity
Vulnerabilities: Bug, Fairy, Fighting, Fire, Rock, Steel
Resistances: Dark, Ghost, Ice
Immunities: Psychic

Pickpocket: As a bonus action, this Pokémon can make a DEX check contested by the opponent's WIS to attempt to steal a held item. After the first attempts, all other attempts against the same opponent are rolled at disadvantage.

Inner Focus: This Pokémon is immune to flinching.

Keen Eye: This Pokémon ignores disadvantage when it relates to sight.

Moves

Starting Moves: Leer, Scratch, Taunt, Quick Attack, Feint Attack

Level 6: Icy Wind, Fury Swipes, Agility, Metal Claw

Level 10: Beat Up, Screech

Level 14: Slash, Snatch

Learnable Moves:

TM: 01, 04, 06, 07, 10, 11, 12, 13, 14, 17, 18, 21, 23, 27, 28, 30, 31, 32, 40, 41, 42, 43, 44, 45, 46, 49

HM: 01, 03, 04, 06



TEDDIURSA

Tiny Normal Type | Level 1 | SR 1/2

Armor Class: 13
Hit Points: 16
Hit Dice: d6
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	11 (+0)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Persuasion, Medicine
Saving Throws: Charisma
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Pick Up: If an opponent uses a consumable held item in battle, this Pokémon gains a copy of it if it is not currently holding an item.

Quick Feet: When suffering from a negative status condition, this Pokémon's speed increases by 15 ft.

Evolution: Teddiursa can evolve into Ursaring at level 8 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Moves

Starting Moves: Covet, Fake Tears, Lick, Scratch

Level 2: Fury Swipes

Level 6: Feint Attack, Sweet Scent

Level 10: Slash

Level 14: Charm

Level 18: Rest, Snore, Thrash

Learnable Moves:

TM: 01, 05, 06, 08, 10, 11, 12, 17, 18, 21, 26, 27, 28, 31, 32, 40, 41, 42, 43, 44, 45, 46

HM: 01, 04, 06



URSARING

Medium Normal Type | Level 5 | SR 6

Armor Class: 15
Hit Points: 40
Hit Dice: d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Strength
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Guts: When this Pokémon is burned or poisoned, they are not affected by the disadvantage or half damage effects. They still take damage at the end of each of their turns.

Unnerve: Opponents in combat with this Pokémon cannot eat held berries.

Quick Feet: When suffering from a negative status condition, this Pokémon's speed increases by 15 ft.

Moves

Starting Moves: Covet, Fake Tears, Leer, Lick, Scratch, Fury Swipes

Level 6: Feint Attack, Sweet Scent

Level 10: Slash

Level 14: Scary Face, Rest

Level 18: Snore, Thrash

Learnable Moves:

TM: 01, 05, 06, 08, 10, 11, 12, 15, 17, 18, 21, 26, 27, 28, 31, 32, 39, 40, 41, 42, 43, 44, 45, 46

HM: 01, 04, 06



SLUGMA

Small Fire Type | Level 1 | SR 1/8

Armor Class: 11
Hit Points: 18
Hit Dice: d6
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	15 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Steel

Flame Body: When hit by a melee attack, roll a d10. On a 10, the attacker is burned.

Magma Armor: This Pokémon is immune to freezing.

Evolution: Slugma can evolve into Magcargo at level 10 and above. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

Moves

Starting Moves: Smog, Yawn

Level 2: Ember, Rock Throw, Harden

Level 6: Ancient Power

Level 10: Rock Slide

Level 14: Amnesia, Body Slam

Level 18: Recover, Flamethrower

Learnable Moves:

TM: 06, 10, 11, 16, 17, 21, 27, 32, 33, 35, 38, 42, 43, 44, 45, 50

HM: 06



MAGCARGO

Small Fire/Rock Type | Level 8 | SR 10

Armor Class: 16
Hit Points: 72
Hit Dice: d10
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	18 (+4)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Fighting, Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Ice, Normal, Poison, Steel

Flame Body: When hit by a melee attack, roll a d10. On a 10, the attacker is burned.

Magma Armor: This Pokémon is immune to freezing.

Moves

Starting Moves: Smog, Yawn, Ember, Rock Throw, Harden, Ancient Power

Level 10: Rock Slide

Level 14: Amnesia, Body Slam

Level 18: Recover, Flamethrower

Learnable Moves:

TM: 06, 10, 11, 15, 16, 17, 21, 26, 27, 32, 33, 35, 37, 38, 39, 42, 43, 44, 45, 50

HM: 04, 06



SWINUB

Tiny Ice/Ground Type | Level 1 | SR 1/4

Armor Class: 12
Hit Points: 17
Hit Dice: d6
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	13 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Fire, Fighting, Grass, Steel, Water
Resistances: Poison
Immunities: Electric

Thick Fat: This Pokémon takes quarter damage from Fire and Ice type moves.

Oblivious: This Pokémon is immune to moves that attempt to charm or taunt it.

Evolution: Swinub can evolve into Piloswine at level 9 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Moves

Starting Moves: Odor Sleuth, Tackle

Level 2: Mud Sport, Powder Snow, Mud-Slap

Level 6: Endure, Icy Wind

Level 10: Take Down, Mist

Level 14: Earthquake, Flail

Level 18: Blizzard, Amnesia

Learnable Moves:

TM: 05, 06, 07, 10, 13, 14, 16, 17, 18, 21, 26, 27, 28, 32, 33, 37, 39, 42, 43, 44, 45

HM: 04, 06



PILOSWINE

Small Ice/Ground Type | Level 8 | SR 8

Armor Class: 14
Hit Points: 64
Hit Dice: d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Fire, Fighting, Grass, Steel, Water
Resistances: Poison
Immunities: Electric

Thick Fat: This Pokémon takes quarter damage from Fire and Ice type moves.

Snow Cloak: This Pokémon's AC is increased by 2 in arctic conditions, or when it is snowing or hailing.

Oblivious: This Pokémon is immune to moves that attempt to charm or taunt it.

Moves

Starting Moves: Ancient Power, Fury Attack, Mud Sport, Odor Sleuth, Peck, Powder Snow, Mud-Slap, Endure, Icy Wind

Level 10: Take Down

Level 14: Mist, Thrash

Level 18: Earthquake, Blizzard, Amnesia

Learnable Moves:

TM: 05, 06, 07, 10, 13, 14, 15, 16, 17, 18, 21, 26, 27, 28, 32, 33, 37, 39, 42, 43, 44, 45

HM: 04, 06



CORSOLA

Tiny Water/Rock Type | Level 1 | SR 3

Armor Class: 16
Hit Points: 19
Hit Dice: d6
Speed: 15ft. walking, 25ft. swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival, Stealth
Saving Throws: Constitution
Vulnerabilities: Electric, Fighting, Grass, Ground
Resistances: Fire, Flying, Ice, Normal, Poison

Natural Cure: This Pokémon is cured of negative status ailments upon returning to its Pokéball.

Hustle: When this Pokémon scores a critical hit, it may immediately use the same move to attack again at disadvantage.

Regenerator: Once per long rest, this Pokémon regains hit points equal to its level when it returns to its Pokéball.

Moves

Starting Moves: Harden, Tackle, Bubble

Level 2: Recover, Bubble Beam, Refresh

Level 6: Ancient Power, Spike Cannon

Level 10: Iron Defense, Rock Blast

Level 14: Endure

Level 18: Mirror Coat, Flail

Learnable Moves:

TM: 03, 04, 06, 07, 10, 11, 13, 14, 16, 17, 18, 20, 21, 26, 27, 28, 29, 30, 32, 33, 37, 39, 42, 43, 44, 45

HM: 03, 04, 06



REMORAID

Tiny Water Type | Level 1 | SR 1/4

Armor Class: 12

Hit Points: 17

Hit Dice: d6

Speed: 5ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Acrobatics

Saving Throws: Dexterity

Vulnerabilities: Electric, Grass

Resistances: Fire, Ice, Steel, Water

Sniper: On a critical hit made by this Pokémon, triple the dice roll instead of doubling it.

Hustle: When this Pokémon scores a critical hit, it may immediately use the same move to attack again at disadvantage.

Moody: At the end of each long rest, this Pokémon rerolls on the nature table, replacing its nature with the result until the next long rest.

Evolution: Remoraid can evolve into Octillery at level 7 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Moves

Starting Moves: Water Gun

Level 2: Lock-On, Psybeam

Level 6: Aurora Beam, Bubble Beam, Focus Energy

Level 10: Water Pulse, Signal Beam

Level 14: Ice Beam, Bullet Seed

Level 18: Hydro Pump, Hyper Beam

Learnable Moves:

TM: 03, 06, 10, 13, 14, 15, 17, 18, 21, 27, 29, 32, 35, 38, 42, 43, 44, 45, 46

HM: 03, 07, 08



OCTILLERY

Small Water Type | Level 5 | SR 6

Armor Class: 15

Hit Points: 40

Hit Dice: d10

Speed: 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics

Saving Throws: Dexterity

Vulnerabilities: Electric, Grass

Resistances: Fire, Ice, Steel, Water

Sniper: On a critical hit made by this Pokémon, triple the dice roll instead of doubling it.

Suction Cups: This Pokémon cannot be forced out of battle by an opponent's moves.

Moody: At the end of each long rest, this Pokémon rerolls on the nature table, replacing its nature with the result until the next long rest.

Moves

Starting Moves: Octazooka, Rock Blast, Water Gun, Constrict, Psybeam

Level 6: Aurora Beam, Bubble Beam

Level 10: Focus Energy, Signal Beam

Level 14: Ice Beam, Bullet Seed

Level 18: Hydro Pump, Hyper Beam

Learnable Moves:

TM: 03, 06, 09, 10, 13, 14, 15, 17, 18, 21, 27, 29, 32, 35, 36, 38, 42, 43, 44, 45, 46

HM: 03, 07, 08



DELIBIRD

Small Ice/Flying Type | Level 1 | SR 1

Armor Class: 13
Hit Points: 16
Hit Dice: d6
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	10 (+0)	6 (-2)	12 (+1)	12 (+1)

Proficient Skills: Acrobatics, Survival
Saving Throws: Dexterity
Vulnerabilities: Electric, Fire, Rock, Steel
Resistances: Bug, Grass
Immunities: Ground

Vital Spirit: This Pokémon cannot be put to sleep.

Hustle: When this Pokémon scores a critical hit, it may immediately use the same move to attack again at disadvantage.

Moves

Starting Moves: Present

Level 6: Drill Peck

Learnable Moves:

TM: 01, 03, 06, 07, 10, 13, 14, 17, 18, 21, 27, 32, 40, 42, 43, 44, 45, 46

HM: 02



MANTINE

Medium Water/Flying Type | Level 8 | SR 10

Armor Class: 17
Hit Points: 62
Hit Dice: d10
Speed: 5ft. walking, 30ft. swimming, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Dexterity
Vulnerabilities: Electric, Rock
Resistances: Bug, Fighting, Fire, Steel, Water
Immunities: Ground

Water Absorb: Water type moves do not damage this Pokémon. Instead, half of any water damage done is absorbed, restoring the Pokémon's HP.

Water Veil: This Pokémon is immune to burning.

Swift Swim: This Pokémon's swim speed is doubled in rainy conditions.

Moves

Starting Moves: Bubble, Bullet Seed, Psybeam, Signal Beam, Tackle, Supersonic, Bubble Beam, Confuse Ray, Wing Attack, Headbutt, Water Pulse

Level 10: Take Down, Agility

Level 18: Bounce, Hydro Pump

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 17, 18, 21, 26, 27, 32, 40, 42, 43, 44, 45

HM: 03, 07, 08



SKARMORY

Medium Steel/Flying Type | Level 8 | SR 10

Armor Class: 17
Hit Points: 68
Hit Dice: d10
Speed: 30ft. walking, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics, Perception
Saving Throws: Strength, Dexterity
Vulnerabilities: Electric, Fire
Resistances: Bug, Dragon, Fairy, Flying, Grass, Normal, Psychic, Steel
Immunities: Ground, Poison

Keen Eye: This Pokémon ignores disadvantage when it relates to sight.

Sturdy: When this Pokémon takes an amount of damage from a single hit that is equal or greater than half the Pokémon's maximum HP, the damage is halved.

Moves

Starting Moves: Leer, Peck, Sand Attack, Metal Claw, Air Cutter, Fury Attack

Level 10: Swift, Spikes, Agility

Level 14: Steel Wing, Slash

Level 18: Metal Sound

Learnable Moves:

TM: 05, 06, 10, 11, 12, 17, 21, 27, 32, 37, 40, 41, 42, 43, 44, 45, 46, 47

HM: 01, 02, 06



HOUNDOUR

Tiny Dark/Fire Type | Level 1 | SR 1/2

Armor Class: 12
Hit Points: 17
Hit Dice: d6
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Stealth, Athletics
Saving Throws: Dexterity
Vulnerabilities: Fighting, Ground, Rock, Water
Resistances: Dark, Fire, Ghost, Grass, Ice, Steel
Immunities: Psychic
Senses: Darkvision 30ft.

Early Bird: This Pokémon has advantage on rolls to wake from sleep.

Flash Fire: This Pokémon takes no damage from fire. Instead, immediately after taking a hit from a fire-type move, or in open flames, double the STAB bonus on the next fire-type move.

Evolution: Houndour can evolve into Houndoom at level 7 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Moves

Starting Moves: Ember, Leer, Howl

Level 2: Smog, Roar

Level 6: Bite, Odor Sleuth

Level 10: Beat Up, Feint Attack

Level 18: Flamethrower, Crunch

Learnable Moves:

TM: 05, 06, 10, 11, 12, 17, 21, 22, 23, 27, 30, 32, 35, 36, 38, 41, 42, 43, 44, 45, 46, 49, 50

HM: 06



HOUNDOOM

Medium Dark/Fire Type | Level 5 | SR 8

Armor Class: 17
Hit Points: 45
Hit Dice: d10
Speed: 40ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Stealth, Athletics
Saving Throws: Dexterity
Vulnerabilities: Fighting, Ground, Rock, Water
Resistances: Dark, Fire, Ghost, Grass, Ice, Steel
Immunities: Psychic
Senses: Darkvision 60ft.

Early Bird: This Pokémon has advantage on rolls to wake from sleep.

Flash Fire: This Pokémon takes no damage from fire. Instead, immediately after taking a hit from a fire-type move, or in open flames, double the STAB bonus on the next fire-type move.

Unnerve: Opponents in combat with this Pokémon cannot eat held berries.

Moves

Starting Moves: Ember, Howl, Leer, Smog, Roar

Level 6: Bite, Odor Sleuth

Level 10: Beat Up

Level 14: Feint Attack

Level 18: Flamethrower, Crunch

Learnable Moves:

TM: 05, 06, 10, 11, 12, 15, 17, 21, 22, 23, 27, 30, 32, 35, 36, 38, 41, 42, 43, 44, 45, 46, 49, 50

HM: 04, 06



KINGDRA

Medium Water/Dragon Type | Level 10 | SR 12

Armor Class: 17
Hit Points: 89
Hit Dice: d12
Speed: 10ft. walking, 40ft. swimming

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	14 (+2)	6 (-2)	12 (+1)	12 (+1)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Dragon, Fairy
Resistances: Fire, Steel, Water

Sniper: On a critical hit made by this Pokémon, triple the dice roll instead of doubling it.

Damp: This Pokémon is unaffected by Self Destruct and Explosion moves.

Swift Swim: This Pokémon's swim speed is doubled in rainy conditions.

Moves

Starting Moves: Bubble, Leer, Yawn, Smokescreen, Water Gun, Twister, Bubble Beam, Focus Energy

Level 14: Agility

Level 18: Dragon Dance, Hydro Pump

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 15, 17, 18, 21, 27, 32, 42, 43, 44, 45

HM: 03, 07, 08



PHANPY

Tiny Ground Type | Level 1 | SR 1/2

Armor Class: 13
Hit Points: 17
Hit Dice: d6
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	12 (+1)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Athletics, Survival
Saving Throws: Strength
Vulnerabilities: Grass, Ice, Water
Resistances: Poison, Rock
Immunities: Electric

Sand Veil: This Pokémon's AC increases by 2 in desert terrain, or during a Sandstorm.

Pick Up: If an opponent uses a consumable held item in battle, this Pokémon gains a copy of it if it is not currently holding an item.

Evolution: Phanpy can evolve into Donphan at level 7 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Moves

Starting Moves: Defense Curl, Growl, Odor Sleuth, Tackle

Level 2: Flail, Rollout

Level 6: Endure

Level 10: Slam, Take Down

Level 14: Charm

Level 18: Double-Edge

Learnable Moves:

TM: 05, 06, 10, 11, 17, 21, 23, 26, 27, 32, 37, 39, 42, 43, 44, 45

HM: 04, 06



DONPHAN

Small Ground Type | Level 5 | SR 7

Armor Class: 16
Hit Points: 45
Hit Dice: d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics, Survival
Saving Throws: Strength
Vulnerabilities: Grass, Ice, Water
Resistances: Poison, Rock
Immunities: Electric

Sand Veil: This Pokémon's AC increases by 2 in desert terrain, or during a Sandstorm.

Sturdy: When this Pokémon takes an amount of damage from a single hit that is equal or greater than half the Pokémon's maximum HP, the damage is halved.

Moves

Starting Moves: Defense Curl, Fury Attack, Growl, Horn Attack, Rapid Spin, Rollout

Level 6: Knock Off

Level 10: Slam, Magnitude

Level 14: Scary Face

Level 18: Earthquake

Learnable Moves:

TM: 05, 06, 10, 11, 15, 17, 21, 23, 26, 27, 32, 37, 39, 42, 43, 44, 45

HM: 04, 06



PORYGON2

Tiny Normal Type | Level 8 | SR 12

Armor Class: 16
Hit Points: 73
Hit Dice: d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	18 (+4)	6 (-2)	14 (+2)	12 (+1)

Proficient Skills: Nature
Saving Throws: Constitution
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Download: Once per short rest, this Pokémon can choose a different damage type for one of their normal attacks.

Trace: This Pokémon copies a random ability of an opponent when entering battle. The ability cannot be Flower Gift, Forecast, Illusion, Imposter, Multitype, Trace, Wonder Guard, or Zen Mode.

Moves

Starting Moves: Conversion, Conversion 2, Defense Curl, Tackle, Psybeam, Agility, Recover

Level 10: Signal Beam, Recycle

Level 14: Discharge, Lock-On, Tri Attack

Level 18: Magic Coat, Zap Cannon, Hyper Beam

Learnable Moves:

TM: 06, 10, 11, 13, 14, 15, 17, 18, 21, 22, 23, 24, 25, 27, 29, 30, 32, 34, 40, 42, 43, 44, 46

HM: 05



STANTLER

Medium Normal Type | Level 5 | SR 5

Armor Class: 14
Hit Points: 30
Hit Dice: d8
Speed: 35ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics, Intimidation
Saving Throws: Dexterity
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Intimidate: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Frisk: Upon entering a battle, a single opponent's held item is revealed, if it has one.

Sap Sipper: This Pokémon is immune to grass-type moves. If hit by a grass type move, it takes no damage and instead absorbs the energy, granting advantage on its next attack.

Moves

Starting Moves: Tackle, Leer, Astonish, Hypnosis, Stomp

Level 6: Sand Attack, Take Down

Level 10: Confuse Ray, Calm Mind

Level 14: Role Play

Level 18: Jump Kick, Imprison

Learnable Moves:

TM: 04, 05, 06, 10, 11, 16, 17, 18, 21, 22, 23, 24, 25, 26, 27, 29, 30, 32, 33, 34, 42, 43, 44, 45, 46, 48

HM: 05



SMEARGLE

Small Normal Type | Level 1 | SR 1

Armor Class: 12
Hit Points: 18
Hit Dice: d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	6 (-2)	10 (+0)	14 (+2)

Proficient Skills: Performance, Sleight of Hand
Saving Throws: Charisma
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Own Tempo: This Pokémon is immune to becoming confused.

Technician: For damaging moves activated by this Pokémon with 15 PP or more, they may roll the damage twice and use the higher result.

Moody: At the end of each long rest, this Pokémon rerolls on the nature table, replacing its nature with the result until the next long rest.

Moves

Starting Moves: Sketch

Learnable Moves: None



TYROGUE

Small Fighting Type | Level 1 | SR 1/4

Armor Class: 11
Hit Points: 17
Hit Dice: d6
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Fairy, Flying, Psychic
Resistances: Bug, Dark, Rock

Vital Spirit: This Pokémon cannot be put to sleep.

Guts: When this Pokémon is burned or poisoned, they are not affected by the disadvantage or half damage effects. They still take damage at the end of each of their turns.

Evolution: Starting at level 6, Tyrogue can evolve into Hitmonchan if its STR is higher than its DEX, Hitmonlee if its DEX is higher than its STR, or Hitmontop if its STR is equal to its DEX. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Moves

Starting Moves: Fake Out, Foresight, Helping Hand, Tackle

Learnable Moves:

TM: 06, 08, 10, 11, 17, 18, 21, 26, 27, 31, 32, 42, 43, 44, 45, 46

HM: 04, 06



HITMONTOP

Medium Fighting Type | Level 5 | SR 7

Armor Class: 16
Hit Points: 51
Hit Dice: d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics, Intimidation
Saving Throws: Dexterity
Vulnerabilities: Fairy, Flying, Psychic
Resistances: Bug, Dark, Rock

Intimidate: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Technician: For damaging moves activated by this Pokémon with 15 PP or more, they may roll the damage twice and use the higher result.

Steadfast: Once per long rest, when this Pokémon fails a saving throw against a negative status condition, it can choose to pass instead.

Moves

Starting Moves: Revenge, Rolling Kick, Focus Energy, Pursuit

Level 6: Quick Attack, Rapid Spin

Level 10: Counter

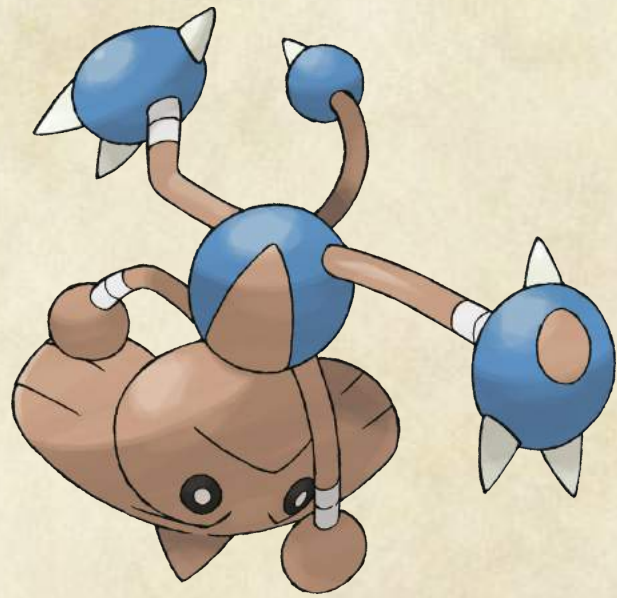
Level 14: Triple Kick, Agility

Level 18: Detect, Endeavor

Learnable Moves:

TM: 06, 08, 10, 11, 17, 18, 21, 26, 27, 28, 31, 32, 37, 42, 43, 44, 45, 46

HM: 04, 06



SMOOCHUM

Tiny Ice/Psychic Type | Level 1 | SR 2

Armor Class: 12
Hit Points: 24
Hit Dice: d8
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	8 (-1)	10 (+0)	14 (+2)

Proficient Skills: Deception, Insight
Saving Throws: Charisma
Vulnerabilities: Bug, Dark, Fire, Ghost, Rock, Steel
Resistances: Ice, Psychic

Hydration: This Pokémon is unaffected by negative status ailments in water or during rainy conditions.

Oblivious: This Pokémon is immune to moves that attempt to charm or taunt it.

Evolution: Smoochum can evolve into Jynx at level 8 and above if its Loyalty level is +2 or higher. When it evolves, its health increases by double its level, and it gains 4 points to add to its ability scores (max 20).

Moves

Starting Moves: Pound

Level 2: Lick, Sweet Kiss, Powder Snow

Level 6: Confusion, Sing

Level 10: Mean Look, Fake Tears

Level 14: Psychic

Level 18: Perish Song, Blizzard

Learnable Moves:

TM: 03, 04, 06, 07, 10, 13, 14, 16, 17, 18, 21, 27, 29, 30, 32, 33, 42, 43, 44, 45, 46, 48

HM: 05



ELEKID

Tiny Electric Type | Level 1 | SR 2

Armor Class: 13
Hit Points: 26
Hit Dice: d8
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Constitution
Vulnerabilities: Ground
Resistances: Electric, Flying, Steel

Vital Spirit: This Pokémon cannot be put to sleep.

Static: When this Pokémon is hit by a melee attack, roll a d4. On a result of 4, the attacker takes an amount of electric damage equal to this Pokémon's proficiency bonus.

Evolution: Elekid can evolve into Electabuzz at level 8 and above if its Loyalty level is +2 or higher. When it evolves, its health increases by double its level, and it gains 4 points to add to its ability scores (max 20).

Moves

Starting Moves: Leer, Quick Attack

Level 2: Thunder Shock, Low Kick, Swift

Level 6: Shock Wave, Thunder Wave

Level 10: Light Screen, Thunder Punch

Level 14: Discharge, Screech, Thunderbolt

Level 18: Thunder

Learnable Moves:

TM: 01, 06, 10, 16, 17, 18, 21, 24, 25, 27, 29, 31, 32, 34, 42, 43, 44, 45, 46

HM: 05, 06



MAGBY

Small Fire Type | Level 1 | SR 2

Armor Class: 13
Hit Points: 26
Hit Dice: d8
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Constitution
Vulnerabilities: Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Steel

Vital Spirit: This Pokémon cannot be put to sleep.

Flame Body: When hit by a melee attack, roll a d10. On a 10, the attacker is burned.

Evolution: Magby can evolve into Magmar at level 8 and above if its Loyalty level is +2 or higher. When it evolves, its health increases by double its level, and it gains 4 points to add to its ability scores (max 20).

Moves

Starting Moves: Leer, Smog

Level 2: Ember, Smokescreen, Feint Attack

Level 6: Fire Spin

Level 10: Confuse Ray, Fire Punch

Level 14: Sunny Day, Flamethrower

Level 18: Fire Blast

Learnable Moves:

TM: 01, 06, 10, 11, 17, 21, 23, 27, 29, 31, 32, 35, 38, 42, 43, 44, 45, 46

HM: 06



MILTANK

Small Normal Type | Level 8 | SR 10

Armor Class: 17
Hit Points: 60
Hit Dice: d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	14 (+2)	6 (-2)	14 (+2)	11 (+0)

Proficient Skills: Athletics, Survival
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Scrappy: This Pokémon's Normal and Fighting type moves hit Ghost type Pokémon.

Thick Fat: This Pokémon takes quarter damage from Fire and Ice type moves.

Sap Sipper: This Pokémon is immune to grass-type moves. If hit by a grass type move, it takes no damage and instead absorbs the energy, granting advantage on its next attack.

Moves

Starting Moves: Tackle, Growl, Defense Curl, Stomp, Milk Drink, Bide, Rollout

Level 10: Body Slam

Level 18: Heal Bell

Learnable Moves:

TM: 01, 03, 06, 07, 10, 11, 13, 14, 15, 17, 18, 21, 22, 23, 24, 25, 26, 27, 30, 31, 32, 34, 37, 39, 42, 43, 44, 45

HM: 03, 04, 06



BLISSEY

Medium Normal Type | Level 10 | SR 14

Armor Class: 15
Hit Points: 122
Hit Dice: d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	20 (+5)	6 (-2)	14 (+2)	16 (+3)

Proficient Skills: Arcana, Persuasion
Saving Throws: Wisdom, Charisma
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Healer: As an action, this Pokémon can touch an ally to restore a negative status effect.

Serene Grace: The DC to avoid a negative status condition from this Pokémon is increased by 1.

Natural Cure: This Pokémon is cured of negative status ailments upon returning to its Pokeball.

Moves

Starting Moves: Defense Curl, Growl, Pound, Tail Whip, Refresh, Double Slap, Soft-Boiled, Minimize, Take Down, Sing

Level 18: Egg Bomb, Light Screen, Double-Edge

Learnable Moves:

TM: 01, 03, 04, 06, 07, 10, 11, 13, 14, 15, 16, 17, 18, 20, 21, 22, 23, 24, 25, 26, 27, 29, 30, 31, 32, 34, 35, 37, 38, 39, 42, 43, 44, 45, 48, 49

HM: 04, 05, 06

RAIKOU

Medium Electric Type | Level 15 | SR 14

Armor Class: 17
Hit Points: 162
Hit Dice: d12
Speed: 50ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	15 (+2)	6 (-2)	12 (+1)	14 (+2)

Proficient Skills: Acrobatics, Intimidation
Saving Throws: Strength, Dexterity
Vulnerabilities: Ground
Resistances: Electric, Flying, Steel
Senses: Darkvision 60ft.

Inner Focus: This Pokémon is immune to flinching.

Pressure: Any move targeting this Pokémon directly costs an additional 1 PP.

Moves

Starting Moves: Bite, Leer, Thunder Shock, Roar, Quick Attack, Spark, Reflect, Crunch, Discharge

Level 18: Extrasensory, Rain Dance, Calm Mind, Thunder

Learnable Moves:

TM: 04, 05, 06, 10, 11, 15, 17, 18, 21, 23, 24, 25, 27, 28, 32, 33, 34, 37, 42, 43, 44

HM: 01, 04, 05, 06



ENTEI

Medium Fire Type | Level 15 | SR 14

Armor Class: 16
Hit Points: 167
Hit Dice: d12
Speed: 50ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	16 (+3)	6 (-2)	12 (+1)	14 (+2)

Proficient Skills: Athletics, Intimidation
Saving Throws: Strength, Constitution
Vulnerabilities: Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Steel
Senses: Darkvision 60ft.

Inner Focus: This Pokémon is immune to flinching.

Pressure: Any move targeting this Pokémon directly costs an additional 1 PP.

Moves

Starting Moves: Ember, Leer, Sacred Fire, Roar, Fire Spin, Stomp, Flamethrower, Swagger

Level 18: Extrasensory, Fire Blast, Calm Mind, Eruption

Learnable Moves:

TM: 04, 05, 06, 10, 11, 15, 17, 18, 21, 22, 23, 27, 28, 32, 33, 35, 37, 38, 42, 43, 44

HM: 01, 04, 05, 06

SUICUNE

Medium Water Type | Level 15 | SR 14

Armor Class: 18
Hit Points: 162
Hit Dice: d12
Speed: 50ft. walking

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	15 (+2)	6 (-2)	12 (+1)	14 (+2)

Proficient Skills: Athletics, Intimidation
Saving Throws: Dexterity, Constitution
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water
Senses: Darkvision 60ft.

Inner Focus: This Pokémon is immune to flinching.

Pressure: Any move targeting this Pokémon directly costs an additional 1 PP.

Moves

Starting Moves: Bite, Leer, Sheer Cold, Bubble Beam, Rain Dance, Gust, Aurora Beam, Mist, Mirror Coat

Level 18: Extrasensory, Hydro Pump, Calm Mind, Blizzard

Learnable Moves:

TM: 03, 04, 05, 06, 07, 10, 11, 13, 14, 15, 17, 18, 21, 23, 27, 28, 32, 33, 37, 42, 43, 44

HM: 01, 03, 06, 07, 08



LARVITAR

Tiny Rock/Ground Type | Level 1 | SR 1

Armor Class: 13
Hit Points: 20
Hit Dice: d8
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	15 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Strength
Vulnerabilities: Fighting, Grass, Ground, Ice, Steel, Water
Resistances: Fire, Flying, Normal, Poison, Rock
Immunities: Electric
Senses: Tremorsense 30ft.

Sand Veil: This Pokémon's AC increases by 2 in desert terrain, or during a Sandstorm.

Burrower: This Pokémon can burrow underground traveling a distance equal to its walking speed before re-emerging.

Evolution: Larvitar can evolve into Pupitar at level 8 and above. When it evolves, its health increases by double its level, and it gains 5 points to add to its ability scores (max 20).

Moves

Starting Moves: Bite, Leer

Level 2: Sandstorm, Screech

Level 6: Rock Slide

Level 10: Scary Face, Thrash

Level 14: Crunch, Earthquake

Level 18: Stone Edge, Hyper Beam

Learnable Moves:

TM: 06, 10, 11, 12, 15, 17, 18, 21, 26, 27, 28, 31, 32, 37, 41, 42, 43, 44, 45

HM: 06



PUPITAR

Small Rock/Ground Type | Level 5 | SR 7

Armor Class: 14
Hit Points: 56
Hit Dice: d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	18 (+4)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics, Survival
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting, Grass, Ground, Ice, Steel, Water
Resistances: Fire, Flying, Normal, Poison, Rock
Immunities: Electric
Senses: Tremorsense 50ft.

Shed Skin: If this Pokémon is affected by a negative status ailment, they can roll a d4 at the end of each of their turns. On a result of 4, they are cured.

Evolution: Pupitar can evolve into Tyranitar at level 16 and above. When it evolves, its health increases by double its level, and it gains 15 points to add to its ability scores (max 20).

Moves

Starting Moves: Bite, Leer, Sandstorm, Screech

Level 6: Rock Slide

Level 10: Scary Face, Thrash

Level 14: Crunch

Level 18: Earthquake, Stone Edge, Hyper Beam

Learnable Moves:

TM: 06, 10, 11, 12, 15, 17, 18, 21, 26, 27, 28, 31, 32, 37, 41, 42, 43, 44, 45

HM: 06



TYRANITAR

Medium Rock/Dark Type | Level 10 | SR 14

Armor Class: 17
Hit Points: 123
Hit Dice: d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	20 (+5)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Athletics, Survival
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting, Grass, Ground, Ice, Steel, Water
Resistances: Fire, Flying, Normal, Poison, Rock
Immunities: Electric
Senses: Tremorsense 80ft.

Sand Stream: A constant Sandstorm covers the battlefield when this Pokémon enters a battle. This Pokémon may use the move Sandstorm as a bonus action. In the case of another Pokémon with a similar weather ability, the tie goes to the Pokémon with the highest DEX score.

Unnerve: Opponents in combat with this Pokémon cannot eat held berries.

Moves

Starting Moves: Bite, Leer, Sandstorm, Screech, Rock Slide, Scary Face, Thrash

Level 14: Crunch

Level 18: Earthquake, Stone Edge, Hyper Beam

Learnable Moves:

TM: 01, 02, 03, 05, 06, 10, 11, 12, 13, 14, 15, 17, 18, 21, 23, 24, 25, 26, 27, 28, 31, 32, 34, 35, 37, 38, 39, 40, 41, 42, 43, 44, 45

HM: 01, 03, 04, 06



LUGIA

Huge Psychic/Flying Type | Level 20 | SR 15

Armor Class: 21
Hit Points: 226
Hit Dice: d12
Speed: 30ft. walking, 60ft. flying

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	22 (+6)	12 (+1)	16 (+3)	16 (+3)

Proficient Skills: Arcana, Insight, Acrobatics
Saving Throws: Wisdom, Strength
Vulnerabilities: Dark, Electric, Ghost, Ice, Rock
Resistances: Fighting, Grass, Psychic
Immunities: Ground

Pressure: Any move targeting this Pokémon directly costs an additional 1 PP.

Multiscale: If this Pokémon is at full health, the first attack that hits it deals half damage.

Moves

Starting Moves: Weather Ball, Whirlwind, Gust, Extrasensory, Rain Dance, Hydro Pump, Aeroblast, Ancient Power, Safeguard, Recover, Future Sight, Calm Mind, Sky Attack

Learnable Moves:

TM: 03, 04, 05, 06, 07, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 23, 24, 25, 26, 27, 29, 30, 32, 33, 34, 37, 40, 42, 43, 44, 47, 48

HM: 02, 03, 04, 06, 07, 08



HO-OH

Huge Fire/Flying Type | Level 20 | SR 15

Armor Class: 19
Hit Points: 226
Hit Dice: d12
Speed: 30ft. walking, 60ft. flying

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	18 (+4)	12 (+1)	16 (+3)	16 (+3)

Proficient Skills: Arcana, Insight, Acrobatics
Saving Throws: Wisdom, Strength
Vulnerabilities: Electric, Rock, Water
Resistances: Bug, Fairy, Fighting, Fire, Grass, Steel
Immunities: Ground

Pressure: Any move targeting this Pokémon directly costs an additional 1 PP.

Regenerator: Once per long rest, this Pokémon regains hit points equal to its level when it returns to its Pokéball.

Moves

Starting Moves: Weather Ball, Whirlwind, Gust, Extrasensory, Sunny Day, Fire Blast, Sacred Fire, Ancient Power, Safeguard, Recover, Future Sight, Calm Mind, Sky Attack

Learnable Moves:

TM: 04, 05, 06, 10, 11, 15, 16, 17, 18, 19, 20, 21, 22, 24, 25, 26, 27, 29, 30, 32, 33, 34, 35, 37, 38, 40, 42, 43, 44, 47, 50

HM: 02, 04, 06



CELEBI

Tiny Grass/Psychic Type | Level 15 | SR 15

Armor Class: 18
Hit Points: 175
Hit Dice: d12
Speed: 30ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	16 (+3)	20 (+5)	20 (+5)

Proficient Skills: Arcana, Nature, Medicine
Saving Throws: Wisdom, Dexterity
Vulnerabilities: Bug, Dark, Fire, Flying, Ghost, Ice, Poison
Resistances: Electric, Fighting, Grass, Ground, Psychic, Water
Senses: Truesight 30ft.

Natural Cure: This Pokémon is cured of negative status ailments upon returning to its Pokeball.

Moves

Starting Moves: Confusion, Heal Bell, Leech Seed, Recover, Safeguard, Magical Leaf, Ancient Power, Baton Pass

Level 18: Future Sight, Perish Song

Learnable Moves:

TM: 03, 06, 10, 11, 15, 16, 17, 18, 19, 20, 21, 22, 27, 29, 30, 32, 33, 34, 37, 40, 42, 43, 44, 48

HM: 01, 05



TREECKO

Tiny Grass Type | Level 1 | SR 1/2

Armor Class: 13
Hit Points: 16
Hit Dice: d6
Speed: 30ft. walking, 30ft. climbing

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Bug, Fire, Flying, Ice, Poison
Resistances: Electric, Grass, Ground, Water

Overgrow: When this Pokémon falls below 10% of its maximum HP, double the STAB damage for its grass-type moves.

Evolution: Treecko can evolve into Grovyle at level 6 and above. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

Moves

Starting Moves: Leer, Pound

Level 2: Absorb, Quick Attack

Level 6: Mega Drain, Pursuit

Level 10: Giga Drain, Agility

Level 14: Slam, Detect

Level 18: Endeavor, Screech

Learnable Moves:

TM: 01, 06, 09, 10, 11, 17, 19, 20, 21, 22, 23, 27, 28, 31, 32, 39, 40, 42, 43, 44, 45

HM: 01, 04, 05, 06



GROYLE

Small Grass Type | Level 5 | SR 5

Armor Class: 14
Hit Points: 40
Hit Dice: d8
Speed: 30ft. walking, 30ft. climbing

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	11 (+0)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics, Nature
Saving Throws: Dexterity
Vulnerabilities: Bug, Fire, Flying, Ice, Poison
Resistances: Electric, Grass, Ground, Water

Overgrow: When this Pokémon falls below 10% of its maximum HP, double the STAB damage for its grass-type moves.

Unburden: While this Pokémon is active and not holding an item, its trainer gets advantage on initiative rolls.

Evolution: Grovyle can evolve into Sceptile at level 14 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Moves

Starting Moves: Fury Cutter, Leer, Pound, Absorb, Quick Attack

Level 6: Mega Drain, Pursuit, Leaf Blade

Level 10: Agility, Slam, Detect

Level 14: False Swipe

Level 18: Screech

Learnable Moves:

TM: 01, 06, 09, 10, 11, 17, 19, 20, 21, 22, 23, 27, 28, 31, 32, 39, 40, 42, 43, 44, 45

HM: 01, 04, 05, 06



SCEPTILE

Medium Grass Type | Level 10 | SR 13

Armor Class: 16
Hit Points: 82
Hit Dice: d12
Speed: 35ft. walking, 35ft. climbing

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	13 (+1)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Acrobatics, Nature
Saving Throws: Dexterity
Vulnerabilities: Bug, Fire, Flying, Ice, Poison
Resistances: Electric, Grass, Ground, Water

Overgrow: When this Pokémon falls below 10% of its maximum HP, double the STAB damage for its grass-type moves.

Unburden: While this Pokémon is active and not holding an item, its trainer gets advantage on initiative rolls.

Moves

Starting Moves: Absorb, Fury Cutter, Leer, Pound, Quick Attack, Mega Drain, Pursuit, Leaf Blade, Agility

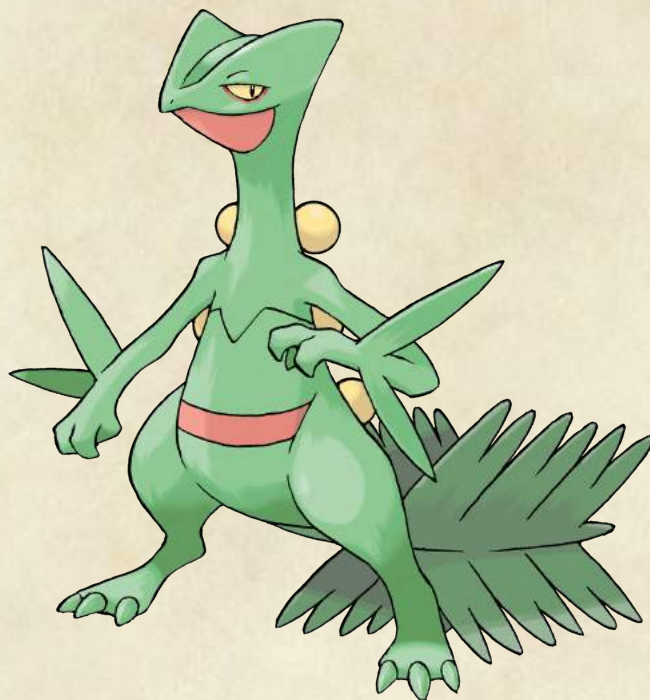
Level 14: Slam, Detect

Level 18: False Swipe, Screech

Learnable Moves:

TM: 01, 02, 05, 06, 09, 10, 11, 15, 17, 19, 20, 21, 22, 23, 26, 27, 28, 31, 32, 39, 40, 42, 43, 44, 45

HM: 01, 04, 05, 06



TORCHIC

Tiny Fire Type | Level 1 | SR 1/2

Armor Class: 12
Hit Points: 16
Hit Dice: d6
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Dexterity
Vulnerabilities: Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Steel

Blaze: When this Pokémon falls below 10% of its maximum HP, double the STAB damage for its fire-type moves.

Evolution: Torchic can evolve into Combusken at level 6 and above. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

Moves

Starting Moves: Growl, Scratch

Level 2: Ember, Sand Attack

Level 6: Peck, Fire Spin

Level 10: Quick Attack, Focus Energy

Level 14: Slash, Mirror Move

Level 18: Flamethrower

Learnable Moves:

TM: 06, 10, 11, 17, 21, 27, 28, 32, 35, 38, 39, 40, 42, 43, 44, 45, 50

HM: 01, 04, 06



COMBUSKEN

Small Fire/Fighting Type | Level 5 | SR 5

Armor Class: 14
Hit Points: 40
Hit Dice: d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Dexterity, Strength
Vulnerabilities: Flying, Ground, Psychic, Water
Resistances: Bug, Dark, Fire, Grass, Ice, Steel

Blaze: When this Pokémon falls below 10% of its maximum HP, double the STAB damage for its fire-type moves.

Speed Boost: While this Pokémon is active and in an environment related to its type (DM Discretion), its trainer gets advantage on initiative rolls.

Evolution: Combusken can evolve into Blaziken at level 14 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Moves

Starting Moves: Double Kick, Ember, Growl, Sand Attack, Scratch

Level 6: Peck

Level 10: Quick Attack, Bulk Up

Level 14: Focus Energy, Slash

Level 18: Mirror Move, Sky Uppercut

Learnable Moves:

TM: 01, 06, 08, 10, 11, 17, 21, 27, 28, 31, 32, 35, 38, 39, 40, 42, 43, 44, 45, 50

HM: 01, 04, 06



BLAZIKEN

Medium Fire/Fighting Type | Level 10 | SR 13

Armor Class: 15
Hit Points: 87
Hit Dice: d12
Speed: 35ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	14 (+2)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Dexterity, Strength
Vulnerabilities: Flying, Ground, Psychic, Water
Resistances: Bug, Dark, Fire, Grass, Ice, Steel

Blaze: When this Pokémon falls below 10% of its maximum HP, double the STAB damage for its fire-type moves.

Speed Boost: While this Pokémon is active and in an environment related to its type (DM Discretion), its trainer gets advantage on initiative rolls.

Moves

Starting Moves: Blaze Kick, Double Kick, Ember, Fire Punch, Growl, High Jump Kick, Sand Attack, Scratch, Peck, Quick Attack, Bulk Up

Level 14: Focus Energy, Slash

Level 18: Sky Uppercut

Learnable Moves:

TM: 01, 05, 06, 08, 10, 11, 15, 17, 21, 26, 27, 28, 31, 32, 35, 38, 39, 40, 42, 43, 44, 45, 50

HM: 01, 04, 06



MUDKIP

Tiny Water Type | Level 1 | SR 1/2

Armor Class: 13
Hit Points: 17
Hit Dice: d6
Speed: 30ft. walking, 20ft. swimming

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	13 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Perception
Saving Throws: Dexterity
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Torrent: When this Pokémon falls below 10% of its health, double the STAB damage for its water-type moves.

Evolution: Mudkip can evolve into Marstomp at level 6 and above. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

Moves

Starting Moves: Growl, Tackle, Water Gun

Level 2: Mud-Slap, Foresight

Level 6: Bide, Mud Sport

Level 10: Rock Throw, Protect

Level 14: Whirlpool, Take Down, Hydro Pump

Level 18: Endeavor

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 17, 18, 21, 23, 27, 28, 32, 39, 42, 43, 44, 45

HM: 03, 04, 06, 07, 08



MARSHTOMP

Small Water/Ground Type | Level 5 | SR 5

Armor Class: 14
Hit Points: 45
Hit Dice: d8
Speed: 30ft. walking, 25ft. swimming

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival
Saving Throws: Strength, Constitution
Vulnerabilities: Grass
Resistances: Fire, Poison, Rock, Steel
Immunities: Electric

Torrent: When this Pokémon falls below 10% of its health, double the STAB damage for its water-type moves.

Damp: This Pokémon is unaffected by Self Destruct and Explosion moves.

Evolution: Marshtomp can evolve into Swampert at level 14 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Moves

Starting Moves: Growl, Mud Shot, Mud-Slap, Tackle, Water Gun, Foresight

Level 6: Bide

Level 10: Rock Slide, Protect

Level 14: Muddy Water, Take Down

Level 18: Earthquake, Endeavor

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 17, 18, 21, 23, 26, 27, 28, 32, 39, 42, 43, 44, 45

HM: 03, 04, 06, 07, 08



SWAMPERT

Medium Water/Ground Type | Level 10 | SR 13

Armor Class: 16
Hit Points: 97
Hit Dice: d12
Speed: 35ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival, Athletics
Saving Throws: Strength, Constitution
Vulnerabilities: Grass
Resistances: Fire, Poison, Rock, Steel
Immunities: Electric

Torrent: When this Pokémon falls below 10% of its health, double the STAB damage for its water-type moves.

Damp: This Pokémon is unaffected by Self Destruct and Explosion moves.

Moves

Starting Moves: Growl, Mud Shot, Mud-Slap, Tackle, Water Gun, Foresight, Bide, Rock Slide, Protect

Level 14: Muddy Water, Take Down

Level 18: Earthquake, Endeavor

Learnable Moves:

TM: 01, 03, 05, 06, 07, 10, 13, 14, 15, 17, 18, 21, 23, 26, 27, 28, 31, 32, 39, 42, 43, 44, 45

HM: 03, 04, 06, 07, 08



POOCHYENA

Tiny Dark Type | Level 1 | SR 1/4

Armor Class: 11
Hit Points: 16
Hit Dice: d6
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	10 (+0)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Stealth
Saving Throws: Dexterity
Vulnerabilities: Bug, Fairy, Fighting
Resistances: Dark, Ghost
Immunities: Psychic
Senses: Darkvision 30ft.

Run Away: While this Pokémon is active, the trainer automatically succeeds on their DEX roll to run away from a wild Pokémon encounter.

Evolution: Poochyena can evolve into Mightyena at level 6 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Moves

Starting Moves: Tackle, Howl

Level 2: Sand Attack, Bite, Odor Sleuth

Level 6: Roar, Swagger

Level 10: Scary Face, Taunt

Level 14: Crunch, Yawn, Take Down

Learnable Moves:

TM: 05, 06, 10, 11, 12, 17, 18, 21, 23, 27, 28, 30, 32, 41, 42, 43, 44, 45, 46, 49

HM: 06



MIGHTYENA

Small Dark Type | Level 5 | SR 5

Armor Class: 14
Hit Points: 40
Hit Dice: d10
Speed: 35ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Stealth
Saving Throws: Dexterity
Vulnerabilities: Bug, Fairy, Fighting
Resistances: Dark, Ghost
Immunities: Psychic
Senses: Darkvision 50ft.

Intimidate: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Quick Feet: When suffering from a negative status condition, this Pokémon's speed increases by 15 ft.

Moxie: Upon causing an opponent to faint, this Pokémon may immediately take another action.

Moves

Starting Moves: Bite, Howl, Sand Attack, Tackle, Thief, Odor Sleuth

Level 6: Roar, Swagger

Level 10: Scary Face

Level 14: Taunt, Crunch, Yawn

Level 18: Take Down

Learnable Moves:

TM: 05, 06, 10, 11, 12, 15, 17, 18, 21, 23, 27, 28, 30, 32, 41, 42, 43, 44, 45, 46, 49

HM: 04, 06



ZIGZAGOON

Tiny Normal Type | Level 1 | SR 1/4

Armor Class: 12

Hit Points: 16

Hit Dice: d6

Speed: 35ft. walking, 35ft. climbing

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Sleight of Hand

Saving Throws: Dexterity

Vulnerabilities: Fighting

Resistances: None

Immunities: Ghost

Pick Up: If an opponent uses a consumable held item in battle, this Pokémon gains a copy of it if it is not currently holding an item.

Gluttony: This Pokémon must eat its held berry when it falls below ½ of its maximum HP.

Evolution: Zigzagoon can evolve into Linoone at level 6 and above. When it evolves, its health increases by double its level, and it gains 13 points to add to its ability scores (max 20).

Moves

Starting Moves: Growl, Tackle

Level 2: Tail Whip, Sand Attack, Headbutt

Level 6: Odor Sleuth, Mud Sport, Pin Missile

Level 10: Covet, Flail, Take Down

Level 14: Rest, Belly Drum

Learnable Moves:

TM: 03, 06, 10, 11, 13, 14, 17, 18, 21, 23, 24, 25, 27, 28, 30, 32, 34, 42, 43, 44, 45, 46

HM: 01, 03, 06



LINOONE

Tiny Normal Type | Level 5 | SR 7

Armor Class: 15

Hit Points: 40

Hit Dice: d10

Speed: 40ft. walking, 40ft. climbing

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Sleight of Hand

Saving Throws: Dexterity

Vulnerabilities: Fighting

Resistances: None

Immunities: Ghost

Pick Up: If an opponent uses a consumable held item in battle, this Pokémon gains a copy of it if it is not currently holding an item.

Gluttony: This Pokémon must eat its held berry when it falls below ½ of its maximum HP.

Quick Feet: When suffering from a negative status condition, this Pokémon's speed increases by 15 ft.

Moves

Starting Moves: Growl, Sand Attack, Tackle, Tail Whip, Odor Sleuth

Level 6: Mud Sport, Fury Swipes

Level 10: Covet, Slash

Level 14: Double-Edge, Rest

Level 18: Belly Drum

Learnable Moves:

TM: 03, 05, 06, 10, 11, 13, 14, 15, 17, 18, 21, 23, 24, 25, 27, 28, 30, 32, 34, 42, 43, 44, 45, 46

HM: 01, 03, 04, 06



WURMPLE

Tiny Bug Type | Level 1 | SR 1/8

Armor Class: 11

Hit Points: 16

Hit Dice: d6

Speed: 20ft. walking, 20ft. climbing

STR	DEX	CON	INT	WIS	CHA
9 (-1)	8 (-1)	10 (+0)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: None

Saving Throws: None

Vulnerabilities: Fire, Flying, Rock

Resistances: Grass, Ground, Fighting

Shield Dust: Once per long rest, this Pokémon can ignore a negative status condition that results from an enemy move.

Run Away: While this Pokémon is active, the trainer automatically succeeds on their DEX roll to run away from a wild Pokémon encounter.

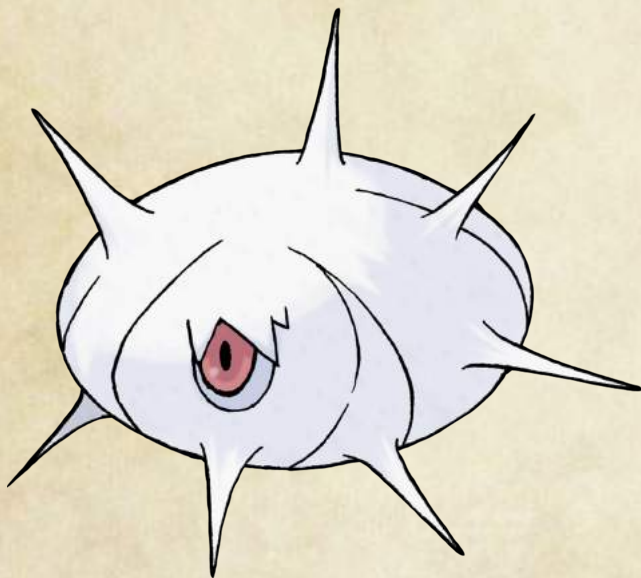
Evolution: Wurmple can evolve into Silcoon when it reaches level 4 and above during the day, or Cascoon when it reaches level 4 and above at night. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

Moves

Starting Moves: String Shot, Tackle

Level 2: Poison Sting

Learnable Moves: None



SILCOON

Tiny Bug Type | Level 2 | SR 1

Armor Class: 11

Hit Points: 23

Hit Dice: d8

Speed: 10ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival

Saving Throws: Constitution

Vulnerabilities: Fire, Flying, Rock

Resistances: Grass, Ground, Fighting

Shed Skin: If this Pokémon is affected by a negative status ailment, they can roll a d4 at the end of each of their turns. On a result of 4, they are cured.

Evolution: Silcoon can evolve into Beautifly at level 6 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Moves

Starting Moves: Harden

Learnable Moves: None

BEAUTIFLY

Small Bug/Flying Type | Level 5 | SR 6

Armor Class: 13
Hit Points: 55
Hit Dice: d10
Speed: 10ft. walking, 10ft. climbing, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	13 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Electric, Fire, Flying, Ice, Rock
Resistances: Bug, Fighting, Grass
Immunities: Ground

Swarm: This Pokémon adds doubles its STAB bonus when it has 10% or less of its maximum health.

Rivalry: This Pokémon adds its proficiency bonus to damage when attacking a Pokémon of the same type.

Moves

Starting Moves: Gust, Absorb

Level 6: Stun Spore, Morning Sun, Air Cutter, Mega Drain

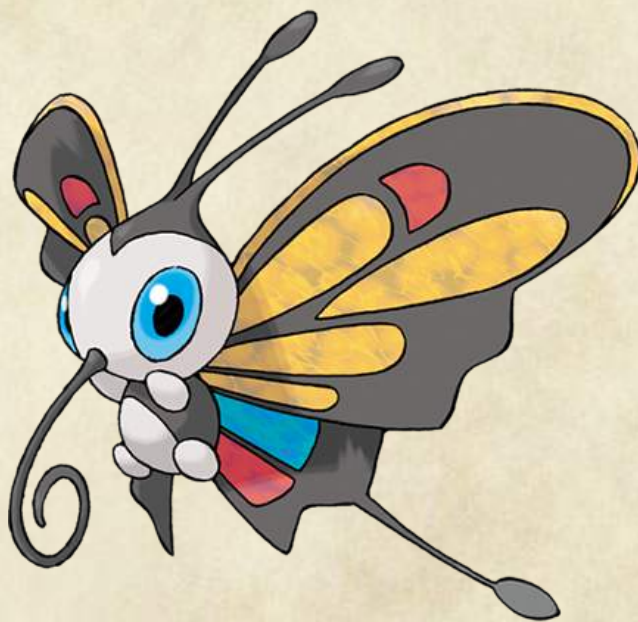
Level 10: Silver Wind, Attract, Whirlwind, Giga Drain

Level 14: Rage

Learnable Moves:

TM: 06, 10, 11, 15, 17, 19, 20, 21, 22, 27, 29, 30, 32, 40, 42, 43, 44, 45, 46

HM: 05



CASCOON

Small Bug Type | Level 2 | SR 1

Armor Class: 11
Hit Points: 23
Hit Dice: d8
Speed: 10ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Rock
Resistances: Grass, Ground, Fighting

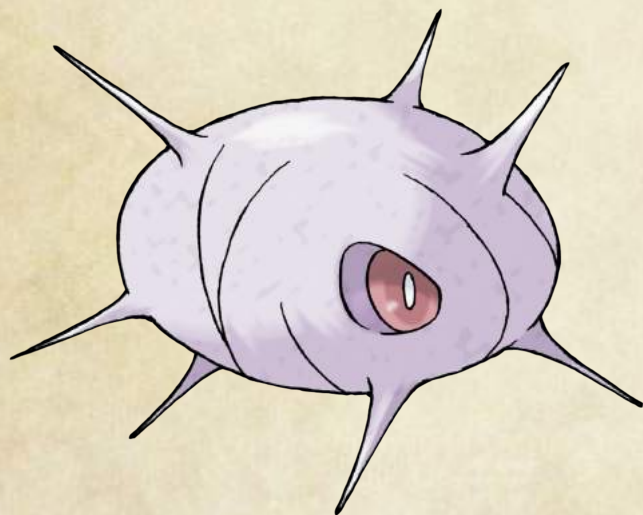
Shed Skin: If this Pokémon is affected by a negative status ailment, they can roll a d4 at the end of each of their turns. On a result of 4, they are cured.

Evolution: Cascoon can evolve into Dustox at level 6 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Moves

Starting Moves: Harden

Learnable Moves: None



DUSTOX

Small Bug/Poison Type | Level 5 | SR 7

Armor Class: 15
Hit Points: 55
Hit Dice: d10
Speed: 10ft. walking, 10ft. climbing, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Fire, Flying, Psychic, Rock
Resistances: Bug, Fairy, Fighting, Grass, Poison
Senses: Darkvision 40ft.

Shield Dust: Once per long rest, this Pokémon can ignore a negative status condition that results from an enemy move.

Compound Eyes: This Pokémon gets an additional +1 to attack rolls.

Moves

Starting Moves: Gust

Level 2: Confusion, Poison Powder

Level 6: Moonlight, Psybeam

Level 10: Silver Wind, Light Screen, Whirlwind, Toxic

Level 14: Protect

Learnable Moves:

TM: 06, 10, 11, 15, 16, 17, 19, 21, 22, 27, 29, 30, 32, 36, 40, 42, 43, 44, 45, 46

HM: 05



LOTAD

Tiny Water/Grass Type | Level 1 | SR 1/4

Armor Class: 12
Hit Points: 17
Hit Dice: d6
Speed: 15ft. walking, 25ft. swimming

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Nature
Saving Throws: Dexterity
Vulnerabilities: Bug, Flying, Poison
Resistances: Ground, Steel, Water

Own Tempo: This Pokémon is immune to becoming confused.

Rain Dish: In rainy conditions, this Pokémon heals for an amount of HP equal to its proficiency bonus at the end of each of its turns.

Evolution: Lotad can evolve into Lombre at level 5 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Moves

Starting Moves: Astonish, Growl

Level 2: Absorb, Bubble

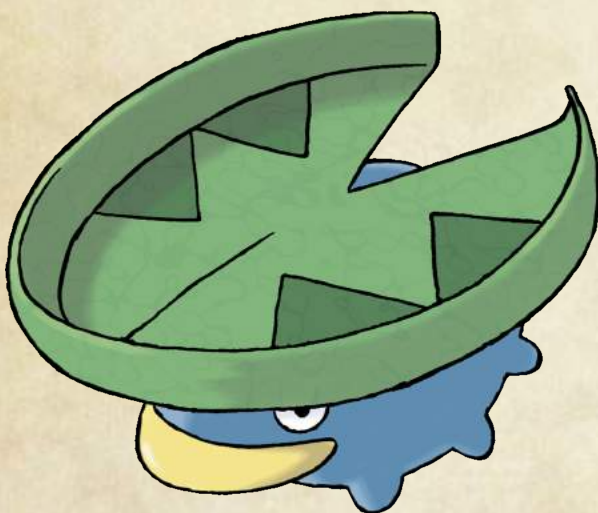
Level 6: Mist, Mega Drain, Bubble Beam

Level 10: Nature Power, Rain Dance, Giga Drain

Learnable Moves:

TM: 03, 06, 07, 09, 10, 11, 13, 14, 17, 18, 19, 21, 22, 27, 32, 42, 43, 44, 45, 46

HM: 03, 05



LOMBRE

Small Water/Grass Type | Level 5 | SR 4

Armor Class: 14
Hit Points: 45
Hit Dice: d8
Speed: 25ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Nature
Saving Throws: Dexterity
Vulnerabilities: Bug, Flying, Poison
Resistances: Ground, Steel, Water

Own Tempo: This Pokémon is immune to becoming confused.

Rain Dish: In rainy conditions, this Pokémon heals for an amount of HP equal to its proficiency bonus at the end of each of its turns.

Evolution: Lombre can evolve into Ludicolo at level 10 and above with the help of a Water Stone. When it evolves, its health increases by double its level, and it gains 7 points to add to its ability scores (max 20).

Moves

Starting Moves: Astonish, Growl, Absorb, Bubble, Fury Swipes

Level 6: Fake Out, Water Sport

Level 10: Bubble Beam, Nature Power, Uproar

Level 14: Knock Off

Level 18: Hydro Pump

Learnable Moves:

TM: 03, 06, 07, 09, 10, 11, 13, 14, 17, 18, 19, 21, 22, 27, 31, 32, 42, 43, 44, 45, 46

HM: 03, 04, 05, 06, 07, 08



LUDICOLO

Medium Water/Grass Type | Level 8 | SR 10

Armor Class: 16
Hit Points: 80
Hit Dice: d10
Speed: 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Nature, Performance
Saving Throws: Dexterity, Strength
Vulnerabilities: Bug, Flying, Poison
Resistances: Ground, Steel, Water

Own Tempo: This Pokémon is immune to becoming confused.

Rain Dish: In rainy conditions, this Pokémon heals for an amount of HP equal to its proficiency bonus at the end of each of its turns.

Swift Swim: This Pokémon's swim speed is doubled in rainy conditions.

Moves

Starting Moves: Astonish, Growl, Mega Drain, Nature Power

Learnable Moves:

TM: 01, 03, 06, 07, 09, 10, 11, 13, 14, 15, 17, 18, 19, 21, 22, 27, 31, 32, 42, 43, 44, 45, 46

HM: 03, 04, 05, 06, 07, 08

SEEDOT

Tiny Grass Type | Level 1 | SR 1/4

Armor Class: 12
Hit Points: 17
Hit Dice: d6
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
8 (-1)	9 (-1)	12 (+1)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Nature
Saving Throws: None
Vulnerabilities: Bug, Fire, Flying, Ice, Poison
Resistances: Electric, Grass, Ground, Water
Senses: Tremorsense 10ft.

Early Bird: This Pokémon has advantage on rolls to wake from sleep.

Chlorophyll: This Pokémon's speed is doubled in bright sunlight.

Evolution: Seedot can evolve into Nuzleaf at level 5 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Moves

Starting Moves: Bide, Harden

Level 2: Growth

Level 6: Nature Power, Synthesis

Level 10: Sunny Day

Level 14: Explosion

Learnable Moves:

TM: 06, 09, 10, 11, 17, 19, 21, 22, 27, 28, 30, 32, 42, 43, 44, 45

HM: 05, 06



NUZLEAF

Small Grass/Dark Type | Level 5 | SR 4

Armor Class: 12
Hit Points: 45
Hit Dice: d8
Speed: 25ft. walking, 25ft. climbing

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Nature
Saving Throws: Dexterity
Vulnerabilities: Bug, Fairy, Fighting, Fire, Flying, Ice, Poison
Resistances: Dark, Electric, Ghost, Grass, Ground, Water
Immunities: Psychic
Senses: Tremorsense 30ft.

Early Bird: This Pokémon has advantage on rolls to wake from sleep.

Chlorophyll: This Pokémon's speed is doubled in bright sunlight.

Evolution: Nuzleaf can evolve into Shiftry at level 10 and above with the help of a Leaf Stone. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Moves

Starting Moves: Pound, Razor Leaf, Harden, Growth, Torment, Fake Out

Level 6: Nature Power, Razor Wind

Level 10: Feint Attack, Leaf Blade, Swagger

Level 14: Extrasensory

Learnable Moves:

TM: 06, 09, 10, 11, 15, 17, 19, 21, 22, 27, 28, 30, 31, 32, 39, 41, 42, 43, 44, 45, 46

HM: 01, 04, 05, 06



SHIFTRY

Medium Grass/Dark Type | Level 8 | SR 9

Armor Class: 14
Hit Points: 80
Hit Dice: d10
Speed: 30ft. walking, 30ft. climbing

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	16 (+3)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Nature, Insight
Saving Throws: Strength, Wisdom
Vulnerabilities: Bug, Fairy, Fighting, Fire, Flying, Ice, Poison
Resistances: Dark, Electric, Ghost, Grass, Ground, Water
Immunities: Psychic
Senses: Tremorsense 50ft.

Early Bird: This Pokémon has advantage on rolls to wake from sleep.

Chlorophyll: This Pokémon's speed is doubled in bright sunlight.

Pickpocket: As a bonus action, this Pokémon can make a DEX check contested by the opponent's WIS to attempt to steal a held item. After the first attempts, all other attempts against the same opponent are rolled at disadvantage.

Moves

Starting Moves: Feint Attack, Razor Leaf, Whirlwind

Learnable Moves:

TM: 06, 09, 10, 11, 15, 17, 19, 21, 22, 27, 28, 30, 31, 32, 39, 40, 41, 42, 43, 44, 45, 46

HM: 01, 04, 05, 06



TALLOW

Tiny Normal/Flying Type | Level 1 | SR 1/4

Armor Class: 12
Hit Points: 16
Hit Dice: d6
Speed: 10ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	10 (+0)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Perception
Saving Throws: Dexterity
Vulnerabilities: Electric, Ice, Rock
Resistances: Bug, Grass
Immunities: Ghost, Ground

Guts: When this Pokémon is burned or poisoned, they are not affected by the disadvantage or half damage effects. They still take damage at the end of each of their turns.

Scrappy: This Pokémon's Normal and Fighting type moves hit Ghost type Pokémon.

Evolution: Tailow can evolve into Swellow at level 7 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Moves

Starting Moves: Growl, Peck

Level 2: Focus Energy, Quick Attack, Wing Attack

Level 6: Double Team, Aerial Ace

Level 10: Agility

Level 14: Endeavor

Level 18: Reversal

Learnable Moves:

TM: 06, 10, 11, 17, 18, 21, 27, 32, 40, 42, 43, 44, 45, 46, 47

HM: 02



SWELLOW

Small Normal/Flying Type | Level 5 | SR 6

Armor Class: 15
Hit Points: 40
Hit Dice: d8
Speed: 10ft. walking, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	10 (+0)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Perception
Saving Throws: Dexterity
Vulnerabilities: Electric, Ice, Rock
Resistances: Bug, Grass
Immunities: Ghost, Ground

Guts: When this Pokémon is burned or poisoned, they are not affected by the disadvantage or half damage effects. They still take damage at the end of each of their turns.

Scrappy: This Pokémon's Normal and Fighting type moves hit Ghost type Pokémon.

Moves

Starting Moves: Focus Energy, Growl, Peck, Quick Attack, Wing Attack

Level 6: Double Team

Level 10: Aerial Ace

Level 14: Agility

Level 18: Endeavor, Reversal

Learnable Moves:

TM: 06, 10, 11, 15, 17, 18, 21, 27, 32, 40, 42, 43, 44, 45, 46, 47

HM: 02



WINGULL

Tiny Water/Flying Type | Level 1 | SR 1/4

Armor Class: 12
Hit Points: 16
Hit Dice: d6
Speed: 10ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	10 (+0)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Perception
Saving Throws: Dexterity
Vulnerabilities: Electric, Rock
Resistances: Bug, Fighting, Fire, Steel, Water
Immunities: Ground

Keen Eye: This Pokémon ignores disadvantage when it relates to sight.

Hydration: This Pokémon is unaffected by negative status ailments in water or during rainy conditions.

Evolution: Wingull can evolve into Pelipper at level 7 and above. When it evolves, its health increases by double its level, and it gains 13 points to add to its ability scores (max 20).

Moves

Starting Moves: Growl, Water Gun

Level 2: Supersonic, Wing Attack, Mist

Level 6: Water Pulse, Quick Attack, Air Cutter

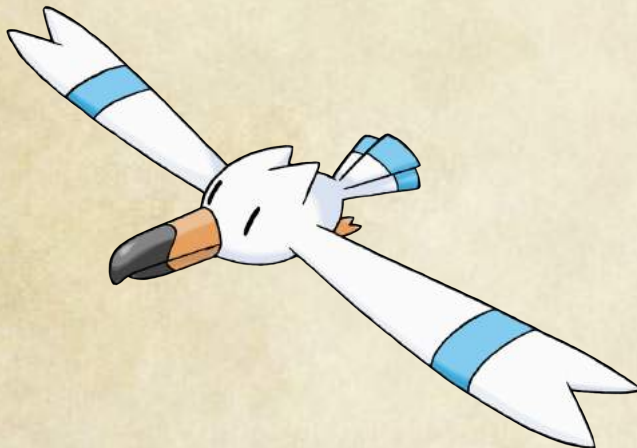
Level 10: Pursuit, Aerial Ace

Level 14: Agility

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 17, 18, 21, 27, 32, 34, 40, 41, 42, 43, 44, 45, 46, 47

HM: 02



PELIPPER

Small Water/Flying Type | Level 5 | SR 7

Armor Class: 16
Hit Points: 40
Hit Dice: d10
Speed: 10ft. walking, 35ft. flying

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Perception
Saving Throws: Dexterity
Vulnerabilities: Electric, Rock
Resistances: Bug, Fighting, Fire, Steel, Water
Immunities: Ground

Keen Eye: This Pokémon ignores disadvantage when it relates to sight.

Drizzle: A constant light rain forms on the battlefield when the Pokémon enters into combat. In the case of another Pokémon with a similar weather ability, the tie goes to the Pokémon with the highest DEX score.

Rain Dish: In rainy conditions, this Pokémon heals for an amount of HP equal to its proficiency bonus at the end of each of its turns.

Moves

Starting Moves: Growl, Protect, Water Gun, Water Sport, Wing Attack, Supersonic, Mist

Level 6: Water Pulse

Level 14: Spit Up, Stockpile, Swallow

Level 18: Hydro Pump

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 15, 17, 18, 21, 27, 32, 34, 40, 42, 43, 44, 45, 46, 47

HM: 02, 03



RALTS

Tiny Psychic/Fairy Type | Level 1 | SR 1/4

Armor Class: 11
Hit Points: 16
Hit Dice: d6
Speed: 25ft. walking

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

Proficient Skills: Insight
Saving Throws: Wisdom
Vulnerabilities: Ghost, Poison, Steel
Resistances: Fighting, Psychic
Immunities: Dragon
Senses: Truesight 5ft.

Synchronize: If this Pokémon becomes burned, paralyzed, or poisoned, its attacker receives the negative status condition as well (if not immune).

Evolution: Ralts can evolve into Kirlia at level 6 and above. When it evolves, its health increases by double its level, and it gains 7 points to add to its ability scores (max 20).

Moves

Starting Moves: Growl, Confusion

Level 2: Double Team, Teleport

Level 6: Magical Leaf, Calm Mind

Level 10: Psychic, Imprison, Future Sight

Level 14: Charm, Hypnosis, Dream Eater

Learnable Moves:

TM: 04, 06, 10, 11, 12, 17, 18, 20, 21, 24, 27, 29, 30, 32, 33, 34, 41, 42, 43, 44, 45, 46, 48, 49

HM: 05

KIRLIA

Small Psychic/Fairy Type | Level 5 | SR 5

Armor Class: 12
Hit Points: 56
Hit Dice: d8
Speed: 25ft. walking

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

Proficient Skills: Insight
Saving Throws: Wisdom
Vulnerabilities: Ghost, Poison, Steel
Resistances: Fighting, Psychic
Immunities: Dragon
Senses: Truesight 10ft.

Synchronize: If this Pokémon becomes burned, paralyzed, or poisoned, its attacker receives the negative status condition as well (if not immune).

Trace: This Pokémon copies a random ability of an opponent when entering battle. The ability cannot be Flower Gift, Forecast, Illusion, Imposter, Multitype, Trace, Wonder Guard, or Zen Mode.

Evolution: Kirlia can evolve into Gardevoir at level 12 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Moves

Starting Moves: Confusion, Double Team, Growl, Teleport

Level 6: Magical Leaf

Level 10: Calm Mind, Psychic

Level 14: Imprison, Future Sight, Charm

Level 18: Hypnosis, Dream Eater

Learnable Moves:

TM: 04, 06, 10, 11, 12, 17, 18, 20, 21, 24, 27, 29, 30, 32, 33, 34, 41, 42, 43, 44, 45, 46, 48, 49

HM: 05



GARDEVOIR

Medium Psychic/Fairy Type | Level 10 | SR 13

Armor Class: 16
Hit Points: 85
Hit Dice: d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	10 (+0)	12 (+1)	16 (+3)	12 (+1)

Proficient Skills: Insight, Arcana
Saving Throws: Wisdom, Dexterity
Vulnerabilities: Ghost, Poison, Steel
Resistances: Fighting, Psychic
Immunities: Dragon
Senses: Truesight 20ft.

Synchronize: If this Pokémon becomes burned, paralyzed, or poisoned, its attacker receives the negative status condition as well (if not immune).

Trace: This Pokémon copies a random ability of an opponent when entering battle. The ability cannot be Flower Gift, Forecast, Illusion, Imposter, Multitype, Trace, Wonder Guard, or Zen Mode.

Telepathy: This Pokémon cannot be damaged by its allies' attacks.

Moves

Starting Moves: Confusion, Double Team, Growl, Teleport, Wish, Magical Leaf, Calm Mind, Psychic

Level 14: Imprison, Future Sight

Level 18: Hypnosis, Dream Eater

Learnable Moves:

TM: 04, 06, 10, 11, 12, 15, 17, 18, 20, 21, 24, 27, 29, 30, 32, 33, 34, 41, 42, 43, 44, 45, 46, 48, 49

HM: 05

SURSKIT

Tiny Bug/Water Type | Level 1 | SR 1/4

Armor Class: 12

Hit Points: 17

Hit Dice: d6

Speed: 20ft. walking, 20ft. swimming

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Acrobatics

Saving Throws: Dexterity

Vulnerabilities: Electric, Flying, Rock

Resistances: Fighting, Ground, Ice, Steel, Water

Swift Swim: This Pokémon's swim speed is doubled in rainy conditions.

Rain Dish: In rainy conditions, this Pokémon heals for an amount of HP equal to its proficiency bonus at the end of each of its turns.

Evolution: Surskit can evolve into Masquerain at level 7 and above. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

Moves

Starting Moves: Bubble

Level 2: Quick Attack, Sweet Scent

Level 6: Water Sport, Bubble Beam, Agility

Level 10: Haze, Mist

Level 14: Baton Pass

Learnable Moves:

TM: 03, 06, 10, 11, 13, 14, 17, 18, 19, 21, 22, 27, 30, 32, 42, 43, 44, 45, 46

HM: 05



MASQUERAIN

Small Bug/Flying Type | Level 5 | SR 7

Armor Class: 15

Hit Points: 45

Hit Dice: d10

Speed: 10ft. walking, 10ft. climbing, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics

Saving Throws: Dexterity

Vulnerabilities: Electric, Fire, Flying, Ice, Rock

Resistances: Bug, Fighting, Grass

Immunities: Ground

Intimidate: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Unnerve: Opponents in combat with this Pokémon cannot eat held berries.

Moves

Starting Moves: Bubble, Quick Attack, Sweet Scent, Water Sport

Level 6: Gust, Air Cutter, Scary Face

Level 10: Stun Spore

Level 14: Silver Wind

Level 18: Whirlwind

Learnable Moves:

TM: 03, 06, 10, 11, 13, 14, 15, 17, 18, 19, 21, 22, 27, 30, 32, 40, 42, 43, 44, 45, 46

HM: 05



SHROOMISH

Tiny Grass Type | Level 1 | SR 1/2

Armor Class: 13
Hit Points: 18
Hit Dice: d6
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Bug, Fire, Flying, Ice, Poison
Resistances: Electric, Grass, Ground, Water
Senses: Darkvision 30ft., Tremorsense 30ft.

Effect Spore: When hit by a melee attack, roll a d4. On a 4, deal an amount of grass damage equal to your proficiency modifier to your attacker.

Poison Heal: If this Pokémon is poisoned, the amount of damage dealt by the poison heals the Pokémon instead.

Evolution: Shroomish can evolve into Breloom at level 7 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Moves

Starting Moves: Absorb, Tackle

Level 2: Stun Spore, Leech Seed, Mega Drain

Level 6: Headbutt, Poison Powder

Level 10: Giga Drain, Growth

Level 14: Toxic, Spore

Learnable Moves:

TM: 06, 09, 10, 11, 17, 19, 20, 21, 22, 27, 32, 36, 42, 43, 44, 45, 49

HM: 05



BRELOOM

Small Grass/Fighting Type | Level 5 | SR 7

Armor Class: 15
Hit Points: 50
Hit Dice: d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Fairy, Fire, Flying, Ice, Poison, Psychic
Resistances: Dark, Electric, Grass, Ground, Dark, Water
Senses: Darkvision 60ft., Tremorsense 60ft.

Effect Spore: When hit by a melee attack, roll a d4. On a 4, deal an amount of grass damage equal to your proficiency modifier to your attacker.

Poison Heal: If this Pokémon is poisoned, the amount of damage dealt by the poison heals the Pokémon instead.

Technician: For damaging moves activated by this Pokémon with 15 PP or more, they may roll the damage twice and use the higher result.

Moves

Starting Moves: Absorb, Leech Seed, Mach Punch, Stun Spore, Tackle, Mega Drain

Level 6: Headbutt, Counter

Level 14: Mind Reader, Sky Uppercut

Level 18: Dynamic Punch

Learnable Moves:

TM: 01, 06, 08, 09, 10, 11, 15, 17, 19, 20, 21, 22, 23, 27, 31, 32, 36, 42, 43, 44, 45, 49

HM: 01, 04, 05, 06

SLAKOTH

Small Normal Type | Level 1 | SR 1/4

Armor Class: 12
Hit Points: 18
Hit Dice: d6
Speed: 25ft. walking, 25ft. climbing

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution, Wisdom
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Truant: This Pokémon cannot use the same move in back to back rounds.

Evolution: Slakoth can evolve into Vigoroth at level 6 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Moves

Starting Moves: Scratch, Yawn

Level 2: Encore, Slack Off

Level 6: Feint Attack, Amnesia, Covet

Level 10: Counter

Level 14: Flail

Learnable Moves:

TM: 01, 03, 06, 08, 10, 11, 13, 14, 17, 18, 21, 22, 24, 25, 27, 30, 31, 32, 34, 35, 38, 40, 42, 43, 44, 45

HM: 01, 04, 06



VIGOROTH

Medium Normal Type | Level 5 | SR 6

Armor Class: 15
Hit Points: 50
Hit Dice: d8
Speed: 30ft. walking, 30ft. climbing

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution, Wisdom
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Vital Spirit: This Pokémon cannot be put to sleep.

Evolution: Vigoroth can evolve into Slaking at level 14 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Moves

Starting Moves: Encore, Focus Energy, Scratch, Uproar

Level 6: Fury Swipes, Endure

Level 10: Slash

Level 14: Counter, Focus Punch

Level 18: Reversal

Learnable Moves:

TM: 01, 03, 05, 06, 08, 10, 11, 12, 13, 14, 17, 18, 21, 22, 24, 25, 26, 27, 30, 31, 32, 34, 35, 38, 40, 42, 43, 44

HM: 01, 04, 06



SLAKING

Medium Normal Type | Level 10 | SR 13

Armor Class: 16
Hit Points: 102
Hit Dice: d12
Speed: 30ft. walking, 30ft. climbing

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival, Intimidation
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Truant: This Pokémon cannot use the same move in back to back rounds.

Moves

Starting Moves: Encore, Scratch, Slack Off, Swagger, Yawn, Feint Attack, Amnesia, Covet

Level 14: Counter, Flail

Learnable Moves:

TM: 01, 03, 05, 06, 08, 10, 11, 12, 13, 14, 15, 17, 18, 21, 22, 24, 25, 26, 27, 30, 31, 32, 34, 35, 38, 39, 40, 42, 43, 44

HM: 01, 04, 06



NINCADA

Tiny Bug/Ground Type | Level 1 | SR 1/4

Armor Class: 13
Hit Points: 16
Hit Dice: d6
Speed: 10ft. walking, 10ft. climbing, 25ft. flying

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Nature
Saving Throws: Dexterity
Vulnerabilities: Fire, Flying, Ice, Water
Resistances: Fighting, Ground, Poison
Immunities: Electric
Senses: Darkvision 30ft.

Compound Eyes: This Pokémon gets an additional +1 to attack rolls.

Run Away: While this Pokémon is active, the trainer automatically succeeds on their DEX roll to run away from a wild Pokémon encounter.

Evolution: Nincada can evolve into Ninjask at level 6 and above. If its trainer has an empty Pokeslot, they also acquire a Shedinja at the same level. The Shedinja has all the base statistics that are in its stat block, plus any health and Ability Score Increases it would obtain from leveling up from its minimum found level. When it evolves, its health increases by double its level, and it gains 15 points to add to its ability scores (max 20).

Moves

Starting Moves: Harden, Scratch

Level 2: Absorb, Sand Attack, Fury Swipes

Level 6: Mud-Slap, Metal Claw

Level 10: Mind Reader, Bite

Level 14: False Swipe, Dig

Learnable Moves:

TM: 06, 10, 11, 17, 19, 21, 22, 27, 28, 30, 32, 37, 40, 42, 43, 44

HM: 01, 05

NINJASK

Small Bug/Flying Type | Level 5 | SR 6

Armor Class: 15
Hit Points: 40
Hit Dice: d8
Speed: 10ft. walking, 10ft. climbing, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	10 (+0)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Nature
Saving Throws: Dexterity
Vulnerabilities: Electric, Fire, Flying, Ice, Rock
Resistances: Bug, Fighting, Grass
Immunities: Ground
Senses: Darkvision 60ft.

Speed Boost: While this Pokémon is active and in an environment related to its type (DM Discretion), its trainer gets advantage on initiative rolls.

Infiltrator: This Pokémon bypasses Light Screen and Reflect.

Moves

Starting Moves: Absorb, Double Team, Fury Cutter, Harden, Sand Attack, Scratch, Screech, Fury Swipes

Level 6: Agility

Level 10: Slash, Mind Reader

Level 14: Baton Pass, Swords Dance

Learnable Moves:

TM: 06, 10, 11, 15, 17, 19, 21, 22, 27, 28, 30, 32, 37, 40, 42, 43, 44, 45, 46

HM: 01, 05



SHEDINJA

Small Bug/Ghost Type | Level 5 | SR 1

Armor Class: 12
Hit Points: 1
Hit Dice: d0
Speed: 10ft. walking, 10ft. climbing, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	0 (-5)	8 (-1)	18 (+4)	10 (+0)

Proficient Skills: Nature, Insight
Saving Throws: Wisdom
Vulnerabilities: Dark, Fire, Flying, Ice, Rock
Resistances: Bug, Fighting, Grass, Poison
Immunities: Fighting, Normal
Senses: Darkvision 60ft., Truesight 10ft.

Wonder Guard: This Pokémon is immune to damaging attacks from types that are not in its vulnerabilities list.

Paper Thin: This Pokémon always has a maximum HP of 1.

Moves

Starting Moves: Absorb, Harden, Sand Attack, Scratch, Fury Swipes

Level 6: Spite

Level 10: Mind Reader, Confuse Ray

Level 14: Shadow Ball, Grudge

Learnable Moves:

TM: 06, 10, 11, 15, 17, 19, 21, 22, 27, 28, 30, 32, 37, 40, 42, 43, 44, 46

HM: 01, 05



WHISMUR

Tiny Normal Type | Level 1 | SR 1/8

Armor Class: 10
Hit Points: 17
Hit Dice: d6
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
9 (-1)	9 (-1)	12 (+1)	6 (-2)	12 (+1)	12 (+1)

Proficient Skills: Performance
Saving Throws: Wisdom
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost
Senses: Blindsight 80ft.

Soundproof: This Pokémon is immune to sound-based moves.

Rattled: When this Pokémon is hit by a damaging Dark, Bug, or Ghost move, it makes its next attack at advantage.

Evolution: Whismur can evolve into Loudred at level 6 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Moves

Starting Moves: Pound

Level 2: Astonish, Howl

Level 6: Screech, Supersonic, Stomp

Level 10: Uproar, Roar, Rest

Level 14: Sleep Talk, Hyper Voice

Learnable Moves:

TM: 03, 05, 06, 10, 11, 13, 14, 17, 18, 21, 22, 27, 30, 32, 34, 35, 38, 42, 43, 44, 45



LOUDRED

Small Normal Type | Level 5 | SR 5

Armor Class: 12
Hit Points: 45
Hit Dice: d8
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	6 (-2)	12 (+1)	12 (+1)

Proficient Skills: Performance
Saving Throws: Wisdom, Charisma
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Soundproof: This Pokémon is immune to sound-based moves.

Scrappy: This Pokémon's Normal and Fighting type moves hit Ghost type Pokémon.

Evolution: Loudred can evolve into Exploud at level 14 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Moves

Starting Moves: Astonish, Bite, Howl, Pound

Level 6: Screech, Supersonic

Level 10: Stomp, Uproar, Roar

Level 14: Rest, Sleep Talk

Level 18: Hyper Voice

Learnable Moves:

TM: 03, 05, 06, 10, 11, 12, 13, 14, 17, 18, 21, 22, 26, 27, 30, 31, 32, 34, 35, 38, 41, 42, 43, 44, 45, 50

HM: 04, 06



EXPLOUD

Medium Normal Type | Level 10 | SR 11

Armor Class: 14
Hit Points: 92
Hit Dice: d12
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	6 (-2)	12 (+1)	14 (+2)

Proficient Skills: Performance
Saving Throws: Wisdom, Charisma
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Soundproof: This Pokémon is immune to sound-based moves.

Scrappy: This Pokémon's Normal and Fighting type moves hit Ghost type Pokémon.

Moves

Starting Moves: Astonish, Bite, Crunch, Howl, Pound, Screech, Supersonic, Stomp, Uproar, Roar

Level 14: Rest

Level 18: Sleep Talk, Hyper Voice, Hyper Beam

Learnable Moves:

TM: 03, 05, 06, 10, 11, 12, 13, 14, 15, 17, 18, 21, 22, 26, 27, 30, 31, 32, 34, 35, 38, 41, 42, 43, 44, 45, 50

HM: 04, 06



MAKUHITA

Small Fighting Type | Level 1 | SR 1

Armor Class: 11
Hit Points: 21
Hit Dice: d8
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	16 (+3)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Strength
Vulnerabilities: Fairy, Flying, Psychic
Resistances: Bug, Dark, Rock

Guts: When this Pokémon is burned or poisoned, they are not affected by the disadvantage or half damage effects. They still take damage at the end of each of their turns.

Thick Fat: This Pokémon takes quarter damage from Fire and Ice type moves.

Evolution: Makuhita can evolve into Hariyama at level 7 and above. When it evolves, its health increases by double its level, and it gains 7 points to add to its ability scores (max 20).

Moves

Starting Moves: Focus Energy, Tackle, Sand Attack

Level 2: Arm Thrust, Fake Out

Level 6: Whirlwind, Knock Off, Vital Throw

Level 10: Belly Drum, Smelling Salts, Seismic Toss

Level 14: Endure

Level 18: Reversal

Learnable Moves:

TM: 01, 06, 08, 10, 11, 17, 18, 21, 26, 27, 28, 31, 32, 39, 42, 43, 44, 45

HM: 03, 04, 06



HARIYAMA

Medium Fighting Type | Level 5 | SR 7

Armor Class: 14
Hit Points: 61
Hit Dice: d10
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Strength
Vulnerabilities: Fairy, Flying, Psychic
Resistances: Bug, Dark, Rock

Guts: When this Pokémon is burned or poisoned, they are not affected by the disadvantage or half damage effects. They still take damage at the end of each of their turns.

Thick Fat: This Pokémon takes quarter damage from Fire and Ice type moves.

Sheer Force: This Pokémon adds its proficiency bonus to damage rolls while poisoned, burned, confused, or paralyzed.

Moves

Starting Moves: Arm Thrust, Focus Energy, Sand Attack, Tackle, Fake Out

Level 6: Whirlwind, Knock Off, Vital Throw

Level 10: Belly Drum, Smelling Salts

Level 14: Seismic Toss

Level 18: Endure, Reversal

Learnable Moves:

TM: 01, 06, 08, 10, 11, 15, 17, 18, 21, 26, 27, 28, 31, 32, 39, 42, 43, 44, 45

HM: 03, 04, 06



AZURILL

Tiny Normal/Fairy Type | Level 1 | SR 1/8

Armor Class: 11
Hit Points: 14
Hit Dice: d6
Speed: 25ft. walking, 25ft. swimming

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: None
Saving Throws: Constitution
Vulnerabilities: Poison, Steel
Resistances: Bug, Dark
Immunities: Dragon, Ghost

Thick Fat: This Pokémon takes quarter damage from Fire and Ice type moves.

Sap Sipper: This Pokémon is immune to grass-type moves. If hit by a grass type move, it takes no damage and instead absorbs the energy, granting advantage on its next attack.

Evolution: Azurill can evolve into Marill at level 3 and above. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

Moves

Starting Moves: Splash, Water Gun, Tail Whip

Level 2: Water Sport, Bubble, Charm

Level 6: Bubble Beam, Helping Hand, Slam

Level 10: Bounce

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 17, 18, 21, 23, 27, 32, 42, 43, 44, 45

HM: 03, 07



NOSEPASS

Small Rock Type | Level 1 | SR 4

Armor Class: 17
Hit Points: 21
Hit Dice: d8
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	16 (+3)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting, Grass, Ground, Steel, Water
Resistances: Fire, Flying, Normal, Poison
Senses: Tremorsense 40ft.

Sturdy: When this Pokémon takes an amount of damage from a single hit that is equal or greater than half the Pokémon's maximum HP, the damage is halved.

Magnet Pull: Steel opponents in battle with this Pokémon may not switch out or flee.

Sand Force: During a Sandstorm, this Pokémon can double its STAB when it hits an opponent.

Moves

Starting Moves: Tackle, Harden

Level 2: Block, Rock Throw, Thunder Wave

Level 6: Rest, Spark, Rock Slide

Level 10: Rock Blast, Discharge

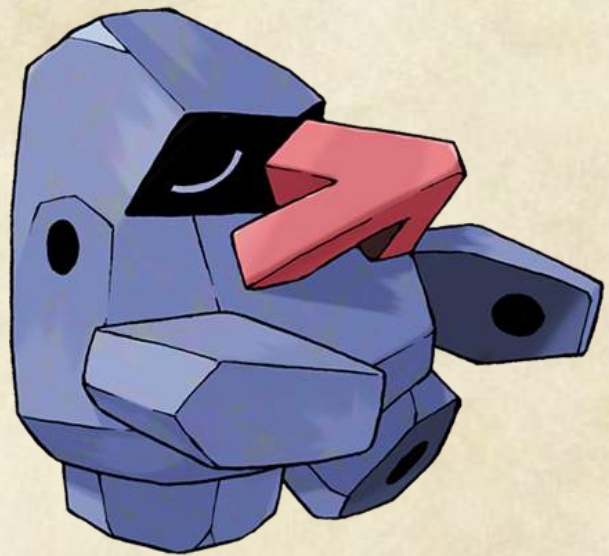
Level 14: Sandstorm, Stone Edge

Level 18: Lock-On, Zap Cannon

Learnable Moves:

TM: 06, 10, 11, 12, 17, 21, 24, 25, 26, 27, 32, 34, 37, 39, 41, 42, 43, 44, 45

HM: 04, 06



SKITTY

Tiny Normal Type | Level 1 | SR 1/4

Armor Class: 12
Hit Points: 16
Hit Dice: d6
Speed: 30ft. walking, 30ft. climbing

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	14 (+2)

Proficient Skills: Persuasion
Saving Throws: Dexterity, Charisma
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost
Senses: Darkvision 30ft.

Cute Charm: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Normalize: Every move this Pokémon makes is Normal type.

Evolution: Skitty can evolve into Delcatty at level 8 and above with the help of a Moon Stone. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Moves

Starting Moves: Fake Out, Growl, Tackle, Tail Whip, Foresight

Level 2: Sing, Attract

Level 6: Double Slap, Feint Attack

Level 10: Charm, Assist

Level 14: Covet, Heal Bell, Double-Edge

Learnable Moves:

TM: 03, 04, 06, 10, 11, 13, 14, 17, 18, 20, 21, 22, 23, 24, 25, 27, 28, 30, 32, 34, 42, 43, 44, 45

HM: 05



DELGATTY

Small Normal Type | Level 5 | SR 6

Armor Class: 14
Hit Points: 40
Hit Dice: d8
Speed: 35ft. walking, 35ft. climbing

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	6 (-2)	12 (+1)	14 (+2)

Proficient Skills: Persuasion, Insight
Saving Throws: Dexterity, Charisma
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost
Senses: Darkvision 50ft.

Cute Charm: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Normalize: Every move this Pokémon makes is Normal type.

Wonder Skin: This Pokémon has advantage on all saving throws related to being burned, frozen, poisoned, or paralyzed.

Moves

Starting Moves: Attract, Double Slap, Fake Out, Sing

Learnable Moves:

TM: 03, 04, 06, 10, 11, 13, 14, 15, 17, 18, 20, 21, 22, 23, 24, 25, 27, 28, 30, 32, 34, 42, 43, 44, 45

HM: 04, 05, 06



SABLEYE

Tiny Dark/Ghost Type | Level 5 | SR 7

Armor Class: 18
Hit Points: 35
Hit Dice: d8
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	8 (-1)	16 (+3)	10 (+0)

Proficient Skills: Deception, Stealth
Saving Throws: Wisdom
Vulnerabilities: Fairy
Resistances: Poison
Immunities: Fighting, Normal, Psychic
Senses: Darkvision 30ft.

Keen Eye: This Pokémon ignores disadvantage when it relates to sight.

Prankster: Once per short rest, this Pokémon can move to the top of initiative order in a single round, but must use a status-affecting move on its turn.

Moves

Starting Moves: Leer, Scratch, Foresight, Night Shade, Astonish, Fury Swipes

Level 6: Detect, Feint Attack, Fake Out

Level 10: Knock Off, Confuse Ray

Level 14: Shadow Ball

Level 18: Mean Look

Learnable Moves:

TM: 01, 03, 04, 06, 10, 11, 12, 17, 18, 21, 27, 28, 29, 30, 31, 32, 34, 39, 40, 41, 42, 43, 44, 45, 46, 49

HM: 01, 05, 06



MAWILE

Tiny Steel/Fairy Type | Level 5 | SR 7

Armor Class: 17
Hit Points: 40
Hit Dice: d8
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Intimidation
Saving Throws: Wisdom
Vulnerabilities: Fire, Ground
Resistances: Dark, Fairy, Flying, Grass, Ice, Normal, Psychic, Rock
Immunities: Dragon, Poison

Hyper Cutter: This Pokémon's ability modifiers cannot be decreased by an opponent's moves.

Intimidate: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Sheer Force: This Pokémon adds its proficiency bonus to damage rolls while poisoned, burned, confused, or paralyzed.

Moves

Starting Moves: Astonish, Growl, Taunt, Fake Tears, Bite, Sweet Scent

Level 6: Vice Grip, Feint Attack

Level 10: Baton Pass, Crunch

Level 14: Iron Defense, Spit Up, Stockpile, Swallow

Learnable Moves:

TM: 01, 06, 10, 11, 12, 13, 15, 17, 18, 21, 22, 27, 31, 32, 35, 36, 37, 38, 39, 41, 42, 43, 44, 45

HM: 04, 06



ARON

Tiny Steel/Rock Type | Level 1 | SR 1/2

Armor Class: 14
Hit Points: 17
Hit Dice: d6
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	13 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Constitution
Vulnerabilities: Fighting, Ground, Water
Resistances: Bug, Dragon, Fairy, Flying, Ice, Normal, Psychic, Rock
Immunities: Poison
Senses: Tremorsense 20ft.

Sturdy: When this Pokémon takes an amount of damage from a single hit that is equal or greater than half the Pokémon's maximum HP, the damage is halved.

Evolution: Aron can evolve into Lairon at level 8 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Moves

Starting Moves: Harden, Tackle, Mud-Slap

Level 2: Headbutt, Metal Claw, Rock Tomb

Level 6: Protect, Roar

Level 10: Rock Slide, Take Down, Metal Sound

Level 14: Iron Tail, Iron Defense, Double-Edge

Learnable Moves:

TM: 03, 05, 06, 10, 11, 17, 18, 21, 23, 26, 27, 28, 32, 34, 37, 39, 40, 42, 43, 44, 45

HM: 01, 04, 06



LAIRON

Small Steel/Rock Type | Level 5 | SR 8

Armor Class: 16
Hit Points: 45
Hit Dice: d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics, Survival
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting, Ground, Water
Resistances: Bug, Dragon, Fairy, Flying, Ice, Normal, Psychic, Rock
Immunities: Poison
Senses: Tremorsense 50ft.

Sturdy: When this Pokémon takes an amount of damage from a single hit that is equal or greater than half the Pokémon's maximum HP, the damage is halved.

Rock Head: This Pokémon takes no recoil damage.

Evolution: Lairon can evolve into Aggron at level 16 and above. When it evolves, its health increases by double its level, and it gains 7 points to add to its ability scores (max 20).

Moves

Starting Moves: Harden, Headbutt, Mud-Slap, Tackle, Metal Claw, Rock Tomb

Level 6: Protect, Roar

Level 10: Rock Slide, Take Down, Metal Sound

Level 14: Iron Tail, Iron Defense

Level 18: Double-Edge

Learnable Moves:

TM: 03, 05, 06, 10, 11, 17, 18, 21, 23, 26, 27, 28, 32, 34, 37, 39, 40, 42, 43, 44, 45

HM: 01, 04, 06



AGGRON

Medium Steel/Rock Type | Level 12 | SR 14

Armor Class: 18
Hit Points: 128
Hit Dice: d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Athletics, Survival
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting, Ground, Water
Resistances: Bug, Dragon, Fairy, Flying, Ice, Normal, Psychic, Rock
Immunities: Poison
Senses: Tremorsense 80ft.

Sturdy: When this Pokémon takes an amount of damage from a single hit that is equal or greater than half the Pokémon's maximum HP, the damage is halved.

Rock Head: This Pokémon takes no recoil damage.

Moves

Starting Moves: Harden, Headbutt, Mud-Slap, Tackle, Metal Claw, Rock Tomb, Protect, Roar, Rock Slide, Take Down, Metal Sound

Level 14: Iron Tail, Iron Defense

Level 18: Double-Edge

Learnable Moves:

TM: 01, 02, 03, 05, 06, 10, 11, 12, 13, 14, 15, 17, 18, 21, 22, 23, 24, 25, 26, 27, 28, 31, 32, 34, 35, 37, 38, 39, 40, 42, 43, 44, 45

HM: 01, 03, 04, 06



MEDITITE

Tiny Fighting/Psychic Type | Level 1 | SR 1/2

Armor Class: 13
Hit Points: 17
Hit Dice: d6
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	12 (+1)	8 (-1)	12 (+1)	10 (+0)

Proficient Skills: Insight
Saving Throws: Wisdom
Vulnerabilities: Fairy, Flying, Ghost
Resistances: Fighting, Rock
Senses: Truesight 10ft.

Pure Power: Once per short rest, this Pokémon may double the damage it does on a single move that requires an attack roll. The player must announce that they are using this ability before the attack roll.

Telepathy: This Pokémon cannot be damaged by its allies' attacks.

Evolution: Meditite can evolve into Medicham at level 10 and above. When it evolves, its health increases by double its level, and it gains 13 points to add to its ability scores (max 20).

Moves

Starting Moves: Bide, Meditate

Level 2: Confusion, Detect, Endure

Level 6: Hidden Power, Calm Mind

Level 10: Mind Reader, High Jump Kick, Psych Up

Level 14: Reversal, Recover

Level 18: Counter

Learnable Moves:

TM: 01, 04, 06, 08, 10, 11, 16, 17, 18, 21, 27, 29, 30, 31, 32, 33, 39, 42, 43, 44, 45

HM: 04, 05, 06



MEDICHAM

Medium Fighting/Psychic Type | Level 8 | SR 10

Armor Class: 16
Hit Points: 64
Hit Dice: d10
Speed: 30ft. walking

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

Proficient Skills: Insight, Acrobatics
Saving Throws: Wisdom, Dexterity
Vulnerabilities: Fairy, Flying, Ghost
Resistances: Fighting, Rock
Senses: Truesight 20ft.

Pure Power: Once per short rest, this Pokémon may double the damage it does on a single move that requires an attack roll. The player must announce that they are using this ability before the attack roll.

Telepathy: This Pokémon cannot be damaged by its allies' attacks.

Moves

Starting Moves: Bide, Confusion, Detect, Fire Punch, Ice Punch, Meditate, Thunder Punch, Endure, Hidden Power

Level 10: Calm Mind, Mind Reader, High Jump Kick, Psych Up

Level 18: Reversal, Recover, Counter

Learnable Moves:

TM: 01, 04, 06, 08, 10, 11, 15, 16, 17, 18, 21, 27, 29, 30, 31, 32, 33, 39, 42, 43, 44, 45

HM: 04, 05, 06

ELECTRIKE

Tiny Electric Type | Level 1 | SR 1/4

Armor Class: 12
Hit Points: 16
Hit Dice: d6
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Ground
Resistances: Electric, Flying, Steel

Static: When this Pokémon is hit by a melee attack, roll a d4. On a result of 4, the attacker takes an amount of electric damage equal to this Pokémon's proficiency bonus.

Lightning Rod: If an ally within 30 feet is attacked with an electric type move, this Pokémon can choose to use a reaction to redirect that attack to themselves instead. This does not work on area of effect moves.

Evolution: Electrike can evolve into Manetric at level 9 and above. When it evolves, its health increases by double its level, and it gains 13 points to add to its ability scores (max 20).

Moves

Starting Moves: Tackle, Thunder Wave, Leer

Level 2: Howl, Quick Attack

Level 6: Spark, Odor Sleuth

Level 10: Bite, Discharge

Level 14: Roar

Level 18: Charge, Thunder

Learnable Moves:

TM: 05, 06, 10, 17, 18, 21, 23, 24, 25, 27, 32, 34, 42, 43, 44, 45, 46

HM: 04, 05



MANECTRIC

Medium Electric Type | Level 8 | SR 9

Armor Class: 15
Hit Points: 56
Hit Dice: d8
Speed: 40ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Ground
Resistances: Electric, Flying, Steel

Static: When this Pokémon is hit by a melee attack, roll a d4. On a result of 4, the attacker takes an amount of electric damage equal to this Pokémon's proficiency bonus.

Lightning Rod: If an ally within 30 feet is attacked with an electric type move, this Pokémon can choose to use a reaction to redirect that attack to themselves instead. This does not work on area of effect moves.

Minus: This Pokémon boosts its attack and damage rolls by 2 if an ally also has a Plus or Minus ability

Moves

Starting Moves: Howl, Leer, Tackle, Thunder Wave, Quick Attack, Spark, Odor Sleuth

Level 10: Bite, Discharge

Level 14: Roar

Level 18: Charge, Thunder

Learnable Moves:

TM: 05, 06, 10, 15, 17, 18, 21, 23, 24, 25, 27, 32, 34, 42, 43, 44, 45, 46

HM: 04, 05



PLUSLE

Tiny Electric Type | Level 5 | SR 6

Armor Class: 14
Hit Points: 40
Hit Dice: d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Persuasion
Saving Throws: Dexterity, Charisma
Vulnerabilities: Ground
Resistances: Electric, Flying, Steel

Plus: This Pokémon boosts its attack and damage rolls by 2 if an ally also has a Plus or Minus ability

Lightning Rod: If an ally within 30 feet is attacked with an electric type move, this Pokémon can choose to use a reaction to redirect that attack to themselves instead. This does not work on area of effect moves.

Moves

Starting Moves: Growl, Quick Attack, Thunder Wave, Helping Hand, Spark, Encore

Level 6: Swift, Charm

Level 10: Charge, Discharge

Level 14: Baton Pass, Agility

Level 18: Thunder

Learnable Moves:

TM: 06, 10, 16, 17, 18, 21, 23, 24, 25, 27, 32, 34, 42, 43, 44, 45

HM: 05



MINUN

Tiny Electric Type | Level 5 | SR 6

Armor Class: 15
Hit Points: 40
Hit Dice: d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Persuasion
Saving Throws: Dexterity, Charisma
Vulnerabilities: Ground
Resistances: Electric, Flying, Steel

Minus: This Pokémon boosts its attack and damage rolls by 2 if an ally also has a Plus or Minus ability

Volt Absorb: Electric type moves do not damage this Pokémon. Instead, half of any electric damage done is absorbed, restoring the Pokémon's HP.

Moves

Starting Moves: Growl, Quick Attack, Thunder Wave, Helping Hand, Spark, Encore

Level 6: Swift, Fake Tears

Level 10: Charge, Discharge

Level 14: Baton Pass, Agility

Level 18: Thunder

Learnable Moves:

TM: 06, 10, 16, 17, 18, 21, 23, 24, 25, 27, 32, 34, 42, 43, 44, 45

HM: 05

VOLBEAT

Small Bug Type | Level 5 | SR 7

Armor Class: 16

Hit Points: 33

Hit Dice: d8

Speed: 20ft. walking, 20ft. climbing, 25ft. flying

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Nature, Persuasion

Saving Throws: Wisdom, Charisma

Vulnerabilities: Fire, Flying, Rock

Resistances: Grass, Ground, Fighting

Illuminate: This Pokémon knows the Light cantrip and can cast it at will.

Swarm: This Pokémon adds doubles its STAB bonus when it has 10% or less of its maximum health.

Prankster: Once per short rest, this Pokémon can move to the top of initiative order in a single round, but must use a status-affecting move on its turn.

Moves

Starting Moves: Flash, Tackle, Double Team, Confuse Ray, Quick Attack

Level 6: Moonlight, Tail Glow

Level 10: Signal Beam, Protect

Level 14: Helping Hand

Level 18: Double-Edge

Learnable Moves:

TM: 01, 03, 06, 10, 11, 16, 17, 18, 19, 21, 22, 24, 25, 27, 30, 31, 32, 34, 40, 42, 43, 44, 45, 46

HM: 05



ILLUMISE

Tiny Bug Type | Level 5 | SR 7

Armor Class: 16

Hit Points: 30

Hit Dice: d8

Speed: 20ft. walking, 20ft. climbing, 25ft. flying

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	6 (-2)	12 (+1)	12 (+1)

Proficient Skills: Nature, Persuasion

Saving Throws: Wisdom, Charisma

Vulnerabilities: Fire, Flying, Rock

Resistances: Grass, Ground, Fighting

Oblivious: This Pokémon is immune to moves that attempt to charm or taunt it.

Tinted Lens: This Pokémon's moves ignore resistances.

Prankster: Once per short rest, this Pokémon can move to the top of initiative order in a single round, but must use a status-affecting move on its turn.

Moves

Starting Moves: Tackle, Sweet Scent, Charm, Quick Attack

Level 6: Moonlight, Wish

Level 10: Encore, Flatter

Level 14: Helping Hand

Level 18: Covet

Learnable Moves:

TM: 01, 03, 06, 10, 11, 16, 17, 18, 19, 21, 22, 24, 25, 27, 30, 31, 32, 34, 40, 42, 43, 44, 45, 46

HM: 05



ROSELIA

Tiny Grass/Poison Type | Level 5 | SR 5

Armor Class: 14
Hit Points: 33
Hit Dice: d8
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	16 (+3)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Nature, Survival
Saving Throws: Constitution, Wisdom
Vulnerabilities: Fire, Flying, Ice, Psychic
Resistances: Electric, Fairy, Fighting, Grass, Water

Natural Cure: This Pokémon is cured of negative status ailments upon returning to its Pokeball.

Poison Point: On melee attacks made by this Pokémon, roll a d10 on a hit. On a result of a 10, the target is poisoned.

Leaf Guard: This Pokémon does not suffer from any negative status ailments in bright sunlight.

Moves

Starting Moves: Absorb, Growth, Poison Sting, Stun Spore, Mega Drain

Level 6: Leech Seed, Magical Leaf, Grass Whistle

Level 10: Giga Drain, Sweet Scent

Level 14: Ingrain, Toxic

Level 18: Aromatherapy, Synthesis, Petal Dance

Learnable Moves:

TM: 06, 09, 10, 11, 17, 19, 21, 22, 27, 30, 32, 36, 42, 43, 44, 45

HM: 01, 05



GULPIN

Tiny Poison Type | Level 1 | SR 1/2

Armor Class: 13
Hit Points: 18
Hit Dice: d6
Speed: 10ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	15 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Ground, Psychic
Resistances: Bug, Fairy, Fighting, Grass, Poison

Liquid Ooze: If an enemy uses a leeching or absorb move against this Pokémon, the Pokémon must make a DC 12 CON save or become poisoned.

Sticky Hold: Held items cannot be stolen or knocked away from this Pokémon.

Evolution: Gulpin can evolve into Swalot at level 9 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Moves

Starting Moves: Pound

Level 2: Yawn, Poison Gas, Sludge

Level 6: Amnesia, Encore, Toxic

Level 10: Spit Up, Stockpile, Swallow

Level 14: Sludge Bomb

Learnable Moves:

TM: 03, 06, 09, 10, 11, 13, 17, 18, 19, 21, 22, 27, 30, 32, 34, 36, 42, 43, 44, 45, 49

HM: 04, 06



SWALOT

Medium Poison Type | Level 8 | SR 10

Armor Class: 15
Hit Points: 72
Hit Dice: d8
Speed: 15ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Ground, Psychic
Resistances: Bug, Fairy, Fighting, Grass, Poison

Liquid Ooze: If an enemy uses a leeching or absorb move against this Pokémon, the Pokémon must make a DC 12 CON save or become poisoned.

Sticky Hold: Held items cannot be stolen or knocked away from this Pokémon.

Gluttony: This Pokémon must eat its held berry when it falls below ½ of its maximum HP.

Moves

Starting Moves: Body Slam, Poison Gas, Pound, Sludge, Yawn, Amnesia, Encore

Level 10: Toxic, Spit Up, Stockpile, Swallow

Level 14: Sludge Bomb

Learnable Moves:

TM: 03, 06, 09, 10, 11, 13, 15, 17, 18, 19, 21, 22, 27, 30, 32, 34, 36, 42, 43, 44, 45, 49

HM: 04, 06



CARVANHA

Small Water/Dark Type | Level 1 | SR 1/4

Armor Class: 11
Hit Points: 17
Hit Dice: d6
Speed: , 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Intimidation
Saving Throws: Dexterity
Vulnerabilities: Bug, Electric, Fairy, Fighting, Grass
Resistances: Dark, Fire, Ghost, Ice, Steel, Water
Immunities: Psychic

Rough Skin: When hit by a melee attack roll a d4. On a 4, deal an amount of normal damage equal to your proficiency modifier to your attacker.

Evolution: Carvanha can evolve into Sharpedo at level 9 and above. When it evolves, its health increases by double its level, and it gains 14 points to add to its ability scores (max 20).

Moves

Starting Moves: Bite, Leer, Rage

Level 2: Focus Energy

Level 6: Screech, Swagger

Level 10: Scary Face, Poison Sting

Level 14: Crunch, Agility

Level 18: Take Down

Learnable Moves:

TM: 03, 06, 07, 10, 12, 13, 14, 17, 18, 21, 27, 32, 41, 42, 43, 44, 45, 46

HM: 03, 07, 08



SHARPEDO

Medium Water/Dark Type | Level 8 | SR 10

Armor Class: 15
Hit Points: 64
Hit Dice: d8
Speed: , 40ft. swimming

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics, Intimidation
Saving Throws: Strength, Dexterity
Vulnerabilities: Bug, Electric, Fairy, Fighting, Grass
Resistances: Dark, Fire, Ghost, Ice, Steel, Water
Immunities: Psychic

Rough Skin: When hit by a melee attack roll a d4. On a 4, deal an amount of normal damage equal to your proficiency modifier to your attacker.

Speed Boost: While this Pokémon is active and in an environment related to its type (DM Discretion), its trainer gets advantage on initiative rolls.

Moves

Starting Moves: Bite, Focus Energy, Leer, Rage, Slash, Screech, Swagger

Level 10: Scary Face

Level 14: Poison Fang, Crunch

Level 18: Agility, Skull Bash, Taunt

Learnable Moves:

TM: 03, 05, 06, 07, 10, 12, 13, 14, 15, 17, 18, 21, 26, 27, 32, 39, 41, 42, 43, 44, 45, 46

HM: 03, 04, 06, 07, 08



WAILMER

Medium Water Type | Level 1 | SR 3

Armor Class: 12
Hit Points: 21
Hit Dice: d8
Speed: , 40ft. swimming

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	17 (+3)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival, Nature
Saving Throws: Strength, Constitution
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Oblivious: This Pokémon is immune to moves that attempt to charm or taunt it.

Water Veil: This Pokémon is immune to burning.

Evolution: Wailmer can evolve into Wailord at level 10 and above. When it evolves, its health increases by double its level, and it gains 5 points to add to its ability scores (max 20).

Moves

Starting Moves: Splash, Growl

Level 2: Water Gun, Rollout, Whirlpool

Level 6: Astonish, Water Pulse, Mist

Level 10: Rest

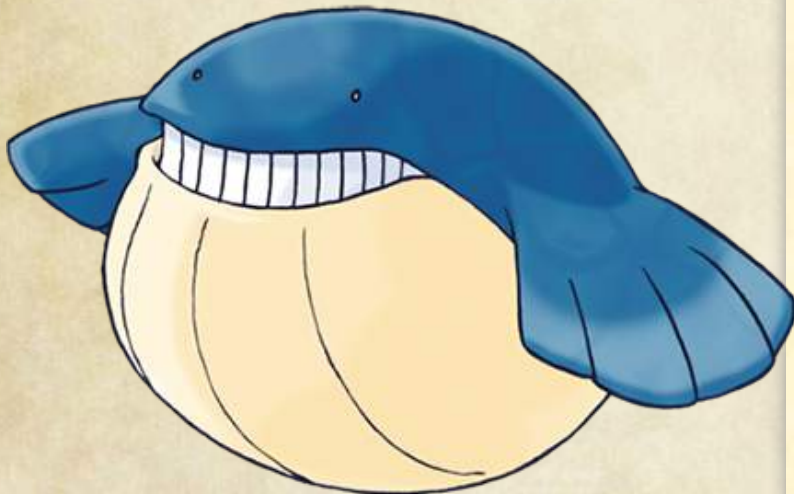
Level 14: Water Spout, Amnesia, Dive

Level 18: Bounce, Hydro Pump

Learnable Moves:

TM: 03, 05, 06, 07, 10, 13, 14, 17, 18, 21, 26, 27, 32, 39, 42, 43, 44, 45

HM: 03, 04, 06, 07, 08



WAILORD

Gargantuan Water Type | Level 8 | SR 9

Armor Class: 13
Hit Points: 89
Hit Dice: d12
Speed: , 50ft. swimming

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	20 (+5)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival, Nature
Saving Throws: Strength, Constitution
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Oblivious: This Pokémon is immune to moves that attempt to charm or taunt it.

Water Veil: This Pokémon is immune to burning.

Pressure: Any move targeting this Pokémon directly costs an additional 1 PP.

Moves

Starting Moves: Growl, Rollout, Splash, Water Gun, Whirlpool, Astonish, Water Pulse, Mist

Level 10: Rest

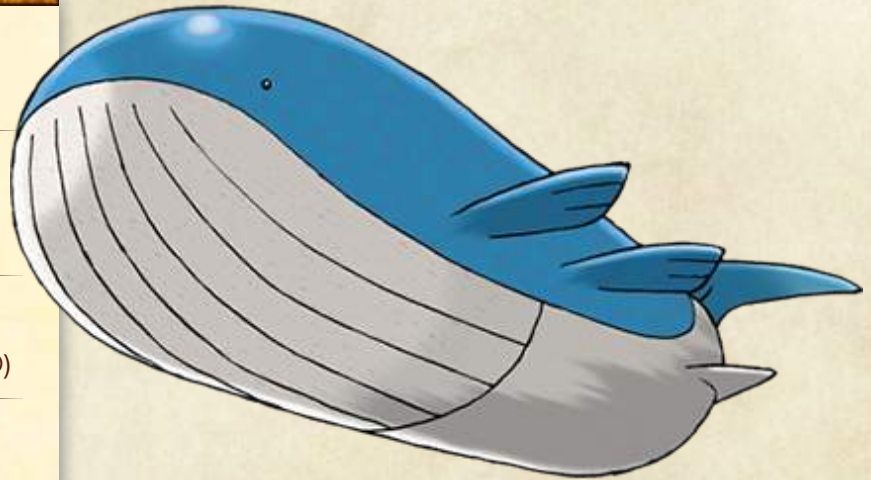
Level 14: Water Spout, Amnesia, Dive

Level 18: Bounce, Hydro Pump

Learnable Moves:

TM: 03, 05, 06, 07, 10, 13, 14, 15, 17, 18, 21, 26, 27, 32, 39, 42, 43, 44, 45

HM: 03, 04, 06, 07, 08



NUMEL

Small Fire/Ground Type | Level 1 | SR 1/4

Armor Class: 12
Hit Points: 18
Hit Dice: d6
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Ground, Water
Resistances: Bug, Fairy, Fire, Poison, Steel
Immunities: Electric

Oblivious: This Pokémon is immune to moves that attempt to charm or taunt it.

Own Tempo: This Pokémon is immune to becoming confused.

Evolution: Numel can evolve into Camerupt at level 9 and above. When it evolves, its health increases by double its level, and it gains 13 points to add to its ability scores (max 20).

Moves

Starting Moves: Growl, Tackle

Level 2: Ember, Focus Energy, Magnitude

Level 6: Amnesia

Level 10: Curse, Take Down

Level 14: Yawn, Earthquake

Level 18: Flamethrower, Double-Edge

Learnable Moves:

TM: 06, 10, 11, 17, 21, 26, 27, 28, 32, 35, 37, 38, 39, 42, 43, 44, 45, 50

HM: 04, 06



CAMERUPT

Medium Fire/Ground Type | Level 8 | SR 9

Armor Class: 14
Hit Points: 72
Hit Dice: d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Strength, Constitution
Vulnerabilities: Ground, Water
Resistances: Bug, Fairy, Fire, Poison, Steel
Immunities: Electric

Magma Armor: This Pokémon is immune to freezing.

Solid Rock: This Pokémon does not take any additional damage from a critical hit.

Anger Point: After suffering a critical hit, this Pokémon adds proficiency to its damage if its next attack hits.

Moves

Starting Moves: Ember, Focus Energy, Growl, Rock Slide, Tackle, Magnitude, Amnesia

Level 10: Curse, Take Down

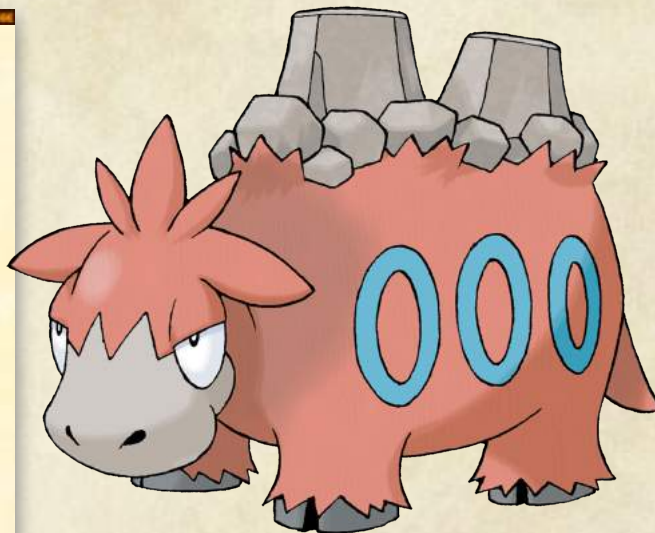
Level 14: Yawn

Level 18: Earthquake, Eruption, Fissure

Learnable Moves:

TM: 05, 06, 10, 11, 15, 17, 21, 26, 27, 28, 32, 35, 37, 38, 39, 42, 43, 44, 45, 50

HM: 04, 06



TORKOAL

Tiny Fire Type | Level 5 | SR 8

Armor Class: 16
Hit Points: 55
Hit Dice: d10
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Strength, Constitution
Vulnerabilities: Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Steel

Drought: When this Pokémon enters an outside battle, the weather immediately changes to bright sunlight. In the case of another Pokémon with a similar weather ability, the tie goes to the Pokémon with the highest DEX score.

White Smoke: Other Pokémon's moves or abilities cannot lower this Pokémon stats.

Shell Armor: This Pokémon is immune to extra damage dealt by a Critical Hit.

Moves

Starting Moves: Ember, Smog, Withdraw, Rapid Spin, Fire Spin

Level 6: Smokescreen, Flame Wheel, Curse

Level 10: Body Slam, Protect

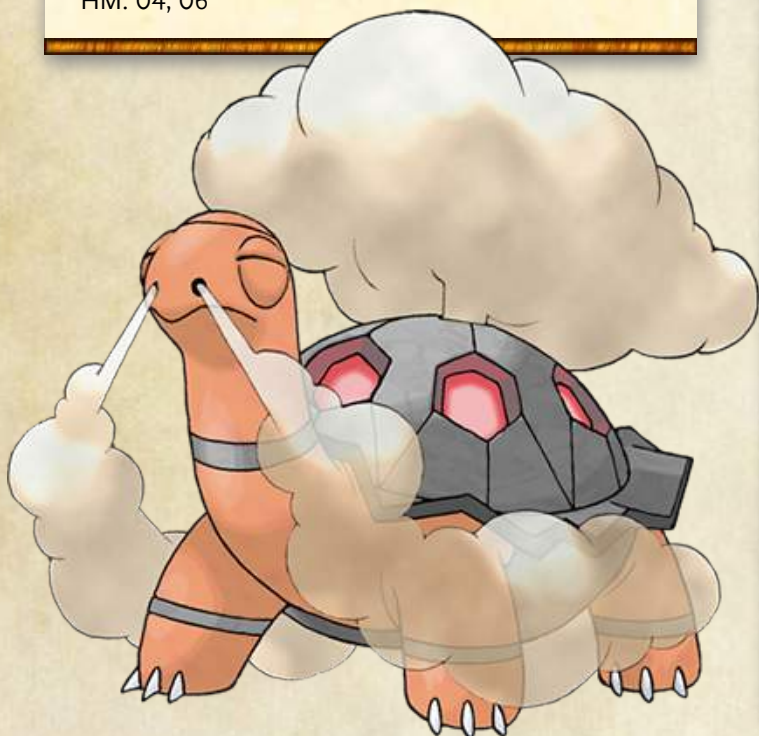
Level 14: Flamethrower, Iron Defense, Amnesia

Level 18: Flail, Heat Wave

Learnable Moves:

TM: 06, 10, 11, 17, 21, 23, 27, 32, 35, 36, 38, 42, 43, 44, 45, 50

HM: 04, 06



SPOINK

Small Psychic Type | Level 1 | SR 1/2

Armor Class: 14
Hit Points: 18
Hit Dice: d6
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity, Wisdom
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic

Own Tempo: This Pokémon is immune to becoming confused.

Thick Fat: This Pokémon takes quarter damage from Fire and Ice type moves.

Evolution: Spoink can evolve into Grumpig at level 9 and above. When it evolves, its health increases by double its level, and it gains 13 points to add to its ability scores (max 20).

Moves

Starting Moves: Splash

Level 2: Psywave, Odor Sleuth

Level 6: Psybeam, Psych Up, Confuse Ray

Level 10: Magic Coat, Rest

Level 14: Snore

Level 18: Psychic, Bounce

Learnable Moves:

TM: 04, 06, 10, 11, 12, 16, 17, 18, 21, 23, 27, 28, 29, 30, 32, 33, 34, 41, 42, 43, 44, 45, 46, 48, 49

HM: 05



GRUMPIG

Small Psychic Type | Level 8 | SR 11

Armor Class: 16
Hit Points: 72
Hit Dice: d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity, Wisdom
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic

Own Tempo: This Pokémon is immune to becoming confused.

Thick Fat: This Pokémon takes quarter damage from Fire and Ice type moves.

Gluttony: This Pokémon must eat its held berry when it falls below ½ of its maximum HP.

Moves

Starting Moves: Odor Sleuth, Psybeam, Psywave, Splash, Teeter Dance, Psych Up, Confuse Ray, Magic Coat

Level 14: Rest, Snore

Level 18: Psychic, Bounce

Learnable Moves:

TM: 01, 04, 06, 10, 11, 12, 15, 16, 17, 18, 21, 23, 27, 28, 29, 30, 32, 33, 34, 41, 42, 43, 44, 45, 46, 48, 49

HM: 05



SPINDA

Small Normal Type | Level 1 | SR 2

Armor Class: 14
Hit Points: 16
Hit Dice: d8
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Deception
Saving Throws: Wisdom
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Own Tempo: This Pokémon is immune to becoming confused.

Tangled Feet: Attacks against this Pokémon have disadvantage when it is confused.

Moves

Starting Moves: Tackle

Level 2: Feint Attack

Level 6: Psybeam, Hypnosis

Level 10: Dizzy Punch, Teeter Dance

Level 14: Uproar, Psych Up

Level 18: Double-Edge, Flail, Thrash

Learnable Moves:

TM: 01, 03, 04, 06, 10, 11, 17, 18, 20, 21, 27, 28, 29, 30, 31, 32, 34, 39, 42, 43, 44, 45, 46, 48, 49

HM: 04, 05, 06



TRAPINCH

Small Ground Type | Level 1 | SR 1/4

Armor Class: 12
Hit Points: 17
Hit Dice: d6
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Strength, Constitution
Vulnerabilities: Grass, Ice, Water
Resistances: Poison, Rock
Immunities: Electric
Senses: Tremorsense 30ft.

Hyper Cutter: This Pokémon's ability modifiers cannot be decreased by an opponent's moves.

Arena Trap: Wild Pokémon cannot flee from this Pokémon if it is active in battle, except if they are flying-type, or use the Levitate ability.

Sheer Force: This Pokémon adds its proficiency bonus to damage rolls while poisoned, burned, confused, or paralyzed.

Evolution: Trapinch can evolve into Vibrava at level 9 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Moves

Starting Moves: Bide, Bite, Feint Attack, Sand Attack

Level 2: Mud-Slap, Sand Tomb

Level 6: Rock Slide, Dig

Level 10: Crunch, Earthquake

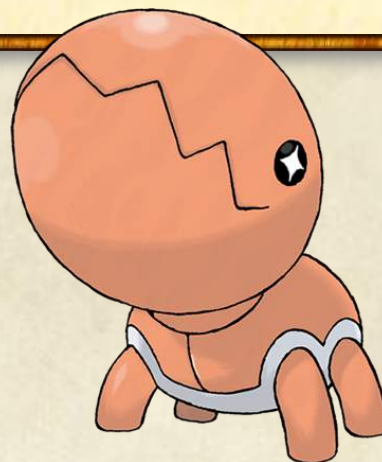
Level 14: Sandstorm, Superpower

Level 18: Hyper Beam, Fissure

Learnable Moves:

TM: 06, 10, 11, 15, 17, 19, 21, 22, 26, 27, 28, 32, 37, 39, 42, 43, 44, 45

HM: 04, 06



VIBRAVA

Small Ground/Dragon Type | Level 8 | SR 7

Armor Class: 13
Hit Points: 64
Hit Dice: d8
Speed: 15ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity, Constitution
Vulnerabilities: Dragon, Fairy, Ice
Resistances: Fire, Poison, Rock
Immunities: Electric

Levitate: This Pokémon is immune to ground moves.

Evolution: Vibrava can evolve into Flygon at level 16 and above. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

Moves

Starting Moves: Bide, Dragon Breath, Feint Attack, Sand Attack, Sonic Boom, Mud-Slap, Sand Tomb, Rock Slide, Supersonic, Screech

Level 10: Earthquake

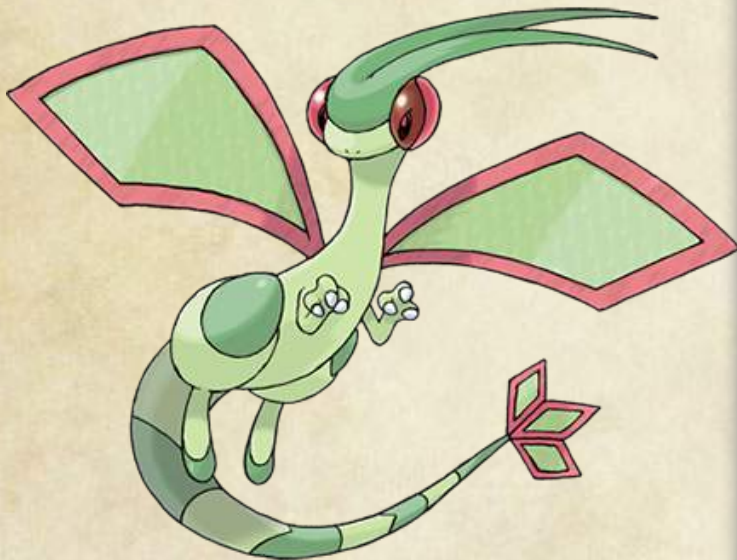
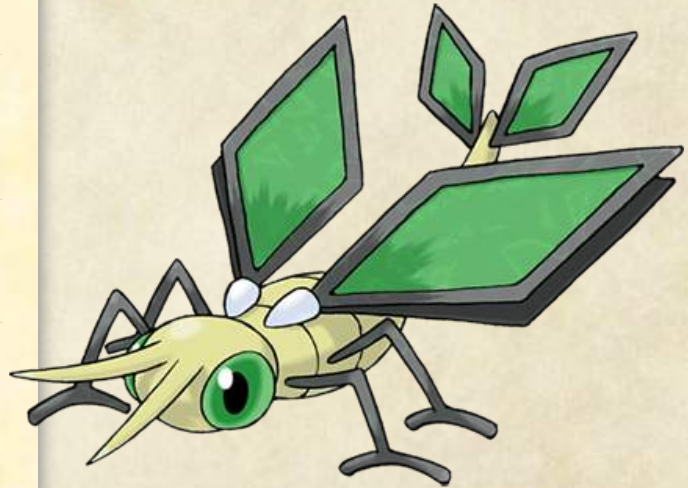
Level 14: Sandstorm, Updraft

Level 18: Hyper Beam

Learnable Moves:

TM: 06, 10, 11, 15, 17, 19, 21, 22, 26, 27, 28, 32, 37, 39, 42, 43, 44, 45, 47

HM: 02, 04, 06



FLYGON

Medium Ground/Dragon Type | Level 12 | SR 14

Armor Class: 16
Hit Points: 114
Hit Dice: d12
Speed: 15ft. walking, 35ft. flying

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	17 (+3)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity, Constitution
Vulnerabilities: Dragon, Fairy, Ice
Resistances: Fire, Poison, Rock
Immunities: Electric

Levitate: This Pokémon is immune to ground moves.

Moves

Starting Moves: Bide, Dragon Breath, Dragon Claw, Dragon Dance, Feint Attack, Sand Attack, Sonic Boom, Mud-Slap, Sand Tomb, Rock Slide, Supersonic, Screech

Level 14: Earthquake, Sandstorm, Updraft

Level 18: Hyper Beam

Learnable Moves:

TM: 02, 06, 10, 11, 15, 17, 19, 21, 22, 23, 26, 27, 28, 32, 35, 37, 38, 39, 42, 43, 44, 45, 47

HM: 02, 04, 06

CACNEA

Tiny Grass Type | Level 1 | SR 1/4

Armor Class: 12
Hit Points: 17
Hit Dice: d6
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Bug, Fire, Flying, Ice, Poison
Resistances: Electric, Grass, Ground, Water

Sand Veil: This Pokémon's AC increases by 2 in desert terrain, or during a Sandstorm.

Water Absorb: Water type moves do not damage this Pokémon. Instead, half of any water damage done is absorbed, restoring the Pokémon's HP.

Evolution: Cacnea can evolve into Cacturne at level 9 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Moves

Starting Moves: Leer, Poison Sting, Absorb

Level 2: Growth, Leech Seed, Sand Attack

Level 6: Needle Arm, Feint Attack

Level 10: Ingrain, Spikes

Level 14: Pin Missile

Level 18: Cotton Spore, Sandstorm, Destiny Bond

Learnable Moves:

TM: 01, 06, 09, 10, 11, 17, 19, 21, 22, 27, 32, 37, 42, 43, 44, 45

HM: 01, 05



CACTURNE

Medium Grass/Dark Type | Level 8 | SR 8

Armor Class: 14
Hit Points: 64
Hit Dice: d8
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Bug, Fairy, Fighting, Fire, Flying, Ice, Poison
Resistances: Dark, Electric, Ghost, Grass, Ground, Water
Immunities: Psychic

Sand Veil: This Pokémon's AC increases by 2 in desert terrain, or during a Sandstorm.

Water Absorb: Water type moves do not damage this Pokémon. Instead, half of any water damage done is absorbed, restoring the Pokémon's HP.

Moves

Starting Moves: Absorb, Growth, Leer, Poison Sting, Revenge, Leech Seed, Sand Attack, Needle Arm, Feint Attack, Ingrain

Level 10: Spikes

Level 14: Pin Missile

Level 18: Cotton Spore, Sandstorm, Destiny Bond

Learnable Moves:

TM: 01, 06, 09, 10, 11, 15, 17, 19, 21, 22, 27, 32, 37, 42, 43, 44, 45

HM: 01, 04, 05



SWABLU

Tiny Normal/Flying Type | Level 1 | SR 1/2

Armor Class: 14
Hit Points: 18
Hit Dice: d6
Speed: 5ft. walking, 25ft. flying

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Persuasion
Saving Throws: Dexterity
Vulnerabilities: Electric, Ice, Rock
Resistances: Bug, Grass
Immunities: Ghost, Ground

Natural Cure: This Pokémon is cured of negative status ailments upon returning to its Pokeball.

Evolution: Swablu can evolve into Altaria at level 9 and above. When it evolves, its health increases by double its level, and it gains 15 points to add to its ability scores (max 20).

Moves

Starting Moves: Growl, Peck, Astonish

Level 2: Sing, Fury Attack, Safeguard

Level 6: Mist, Take Down

Level 10: Refresh, Mirror Move

Level 18: Perish Song

Learnable Moves:

TM: 06, 10, 11, 13, 17, 18, 20, 21, 22, 27, 32, 40, 42, 43, 44, 45, 46, 47

HM: 02



ALTARIA

Small Dragon/Flying Type | Level 8 | SR 12

Armor Class: 17
Hit Points: 72
Hit Dice: d10
Speed: 5ft. walking, 35ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Arcana, Persuasion
Saving Throws: Dexterity
Vulnerabilities: Dragon, Fairy, Ice, Rock
Resistances: Bug, Fire, Fighting, Grass, Water
Immunities: Ground

Natural Cure: This Pokémon is cured of negative status ailments upon returning to its Pokeball.

Moves

Starting Moves: Astonish, Dragon Breath, Growl, Peck, Sing, Fury Attack, Safeguard, Mist

Level 10: Take Down, Refresh

Level 14: Dragon Dance

Level 18: Perish Song, Sky Attack

Learnable Moves:

TM: 02, 05, 06, 10, 11, 13, 15, 17, 18, 20, 21, 22, 23, 26, 27, 32, 35, 38, 40, 42, 43, 44, 45, 46, 47

HM: 02, 06

ZANGOOSE

Medium Normal Type | Level 5 | SR 6

Armor Class: 14
Hit Points: 38
Hit Dice: d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	15 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Acrobatics, Athletics
Saving Throws: Dexterity
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Immunity: This Pokémon is immune to becoming poisoned.

Toxic Boost: When this Pokémon is hit by a poison-type attack, its next attack is rolled at advantage.

Moves

Starting Moves: Leer, Scratch, Quick Attack, Fury Cutter, Pursuit

Level 6: Slash, Revenge

Level 10: Crush Claw, False Swipe

Level 14: Detect

Level 18: Taunt, Swords Dance

Learnable Moves:

TM: 01, 03, 05, 06, 10, 11, 12, 13, 14, 17, 18, 19, 21, 22, 23, 24, 25, 27, 28, 30, 31, 32, 34, 35, 38, 40, 42, 43, 44, 45, 46

HM: 04, 06



SEVIPER

Large Poison Type | Level 5 | SR 5

Armor Class: 14
Hit Points: 38
Hit Dice: d8
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	15 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Deception, Intimidation
Saving Throws: Constitution
Vulnerabilities: Ground, Psychic
Resistances: Bug, Fairy, Fighting, Grass, Poison
Senses: Darkvision 30ft.

Shed Skin: If this Pokémon is affected by a negative status ailment, they can roll a d4 at the end of each of their turns. On a result of 4, they are cured.

Infiltrator: This Pokémon bypasses Light Screen and Reflect.

Moves

Starting Moves: Swagger, Wrap, Bite, Lick, Poison Tail

Level 6: Screech, Glare, Poison Fang

Level 14: Haze, Swords Dance, Crunch

Learnable Moves:

TM: 06, 10, 11, 12, 17, 18, 19, 21, 23, 26, 27, 28, 32, 35, 36, 42, 43, 44, 45, 46, 49

HM: 04, 06



LUNATONE

Small Rock/Psychic Type | Level 5 | SR 8

Armor Class: 15
Hit Points: 40
Hit Dice: d10
Speed: , 25ft. flying

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	6 (-2)	16 (+3)	10 (+0)

Proficient Skills: Arcana
Saving Throws: Wisdom , Constitution
Vulnerabilities: Bug, Dark, Ghost, Grass, Ground, Water, Steel
Resistances: Fire, Flying, Normal, Poison, Psychic
Senses: Truesight 10ft., Darkvision 60ft.

Levitate: This Pokémon is immune to ground moves.

Moves

Starting Moves: Confusion, Harden, Rock Throw, Tackle, Hypnosis, Psywave

Level 6: Rock Slide

Level 10: Cosmic Power, Psychic

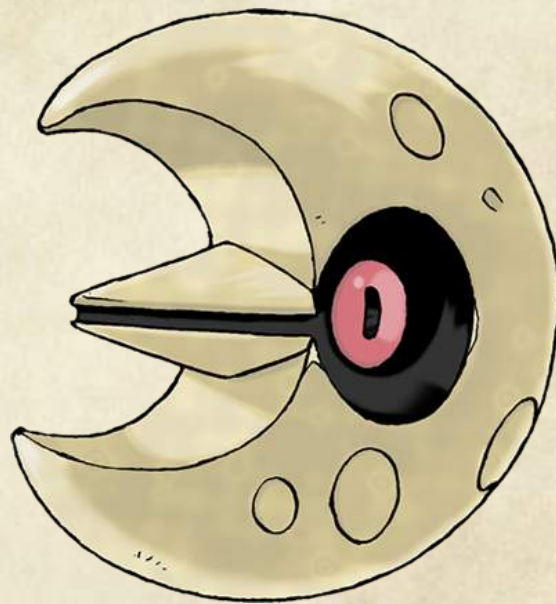
Level 14: Stone Edge, Future Sight

Level 18: Explosion

Learnable Moves:

TM: 04, 06, 10, 13, 15, 16, 17, 18, 20, 21, 26, 27, 29, 30, 32, 33, 37, 39, 42, 43, 44, 48

HM: 05



SOLROCK

Small Rock/Psychic Type | Level 5 | SR 8

Armor Class: 15
Hit Points: 40
Hit Dice: d10
Speed: , 25ft. flying

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	6 (-2)	16 (+3)	10 (+0)

Proficient Skills: Arcana
Saving Throws: Wisdom , Constitution
Vulnerabilities: Bug, Dark, Ghost, Grass, Ground, Water, Steel
Resistances: Fire, Flying, Normal, Poison, Psychic
Senses: Truesight 10ft.

Levitate: This Pokémon is immune to ground moves.

Moves

Starting Moves: Confusion, Harden, Rock Throw, Tackle, Fire Spin, Psywave

Level 6: Rock Slide

Level 10: Cosmic Power, Psychic

Level 14: Stone Edge, Solar Beam

Level 18: Explosion

Learnable Moves:

TM: 04, 06, 10, 11, 15, 16, 17, 20, 21, 22, 26, 27, 29, 30, 32, 33, 35, 37, 38, 39, 42, 43, 44, 48, 50

HM: 05



BARBOACH

Tiny Water/Ground Type | Level 1 | SR 1/4

Armor Class: 12
Hit Points: 17
Hit Dice: d6
Speed: , 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Perception, Investigation
Saving Throws: Constitution
Vulnerabilities: Grass
Resistances: Fire, Poison, Rock, Steel
Immunities: Electric

Oblivious: This Pokémon is immune to moves that attempt to charm or taunt it.

Hydration: This Pokémon is unaffected by negative status ailments in water or during rainy conditions.

Evolution: Barboach can evolve into Whiscash at level 8 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Moves

Starting Moves: Mud-Slap

Level 2: Mud Sport, Water Sport, Water Gun

Level 6: Amnesia, Water Pulse, Magnitude

Level 10: Rest, Snore, Earthquake

Level 14: Muddy Water, Future Sight

Level 18: Fissure

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 17, 18, 21, 26, 27, 32, 37, 39, 42, 43, 44, 45

HM: 03, 07, 08



WHISCASH

Small Water/Ground Type | Level 5 | SR 6

Armor Class: 15
Hit Points: 45
Hit Dice: d10
Speed: , 35ft. swimming

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	18 (+4)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Grass
Resistances: Fire, Poison, Rock, Steel
Immunities: Electric

Oblivious: This Pokémon is immune to moves that attempt to charm or taunt it.

Hydration: This Pokémon is unaffected by negative status ailments in water or during rainy conditions.

Moves

Starting Moves: Mud-Slap, Mud Sport, Thrash, Tickle, Water Gun, Water Sport

Level 6: Amnesia, Water Pulse, Magnitude

Level 10: Rest, Snore

Level 14: Earthquake, Muddy Water

Level 18: Future Sight, Fissure

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 15, 17, 18, 21, 26, 27, 32, 37, 39, 42, 43, 44, 45

HM: 03, 04, 06, 07, 08



CORPHISH

Tiny Water Type | Level 1 | SR 1/4

Armor Class: 12
Hit Points: 16
Hit Dice: d6
Speed: 15ft. walking, 25ft. swimming

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	11 (+0)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Nature
Saving Throws: Strength
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Hyper Cutter: This Pokémon's ability modifiers cannot be decreased by an opponent's moves.

Shell Armor: This Pokémon is immune to extra damage dealt by a Critical Hit.

Evolution: Corphish can evolve into Crawdaunt at level 8 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Moves

Starting Moves: Bubble

Level 2: Harden, Vice Grip, Leer

Level 6: Bubble Beam, Protect

Level 10: Knock Off

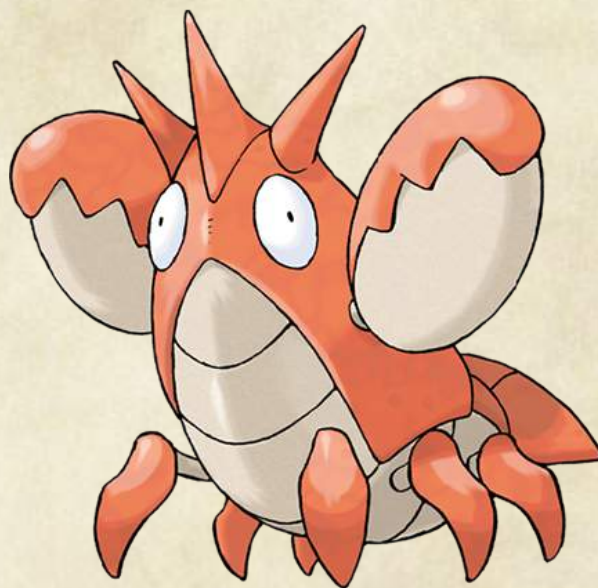
Level 14: Taunt, Swords Dance, Crunch

Level 18: Crabhammer, Guillotine

Learnable Moves:

TM: 03, 06, 07, 10, 12, 13, 14, 17, 18, 21, 27, 28, 31, 32, 36, 39, 40, 42, 43, 44, 45

HM: 01, 03, 04, 06, 07



CRAWDAUNT

Small Water/Dark Type | Level 5 | SR 5

Armor Class: 14
Hit Points: 40
Hit Dice: d8
Speed: 20ft. walking, 35ft. swimming

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Nature, Athletics
Saving Throws: Strength
Vulnerabilities: Bug, Electric, Fairy, Fighting, Grass
Resistances: Dark, Fire, Ghost, Ice, Steel, Water
Immunities: Psychic

Hyper Cutter: This Pokémon's ability modifiers cannot be decreased by an opponent's moves.

Shell Armor: This Pokémon is immune to extra damage dealt by a Critical Hit.

Adaptability: This Pokémon's STAB is increased by +1 at all levels.

Moves

Starting Moves: Bubble, Harden, Leer, Swift, Vice Grip

Level 6: Bubble Beam, Protect

Level 10: Knock Off

Level 14: Taunt, Swords Dance

Level 18: Crunch, Crabhammer, Guillotine

Learnable Moves:

TM: 03, 06, 07, 10, 12, 13, 14, 15, 17, 18, 21, 27, 28, 31, 32, 36, 39, 40, 42, 43, 44, 45

HM: 01, 03, 04, 06, 07, 08



BALTOY

Tiny Ground/Psychic Type | Level 1 | SR 1

Armor Class: 14

Hit Points: 17

Hit Dice: d6

Speed: , 25ft. flying

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Arcana

Saving Throws: Wisdom

Vulnerabilities: Bug, Dark, Ghost, Grass, Ice, Water

Resistances: Fighting, Poison, Psychic, Rock

Immunities: Electric

Senses: Darkvision 20ft.

Levitate: This Pokémon is immune to ground moves.

Evolution: Baltoy can evolve into Claydol at level 10 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Moves

Starting Moves: Confusion, Harden, Rapid Spin

Level 2: Mud-Slap, Rock Tomb

Level 6: Psybeam, Ancient Power, Cosmic Power

Level 10: Self-Destruct, Extrasensory

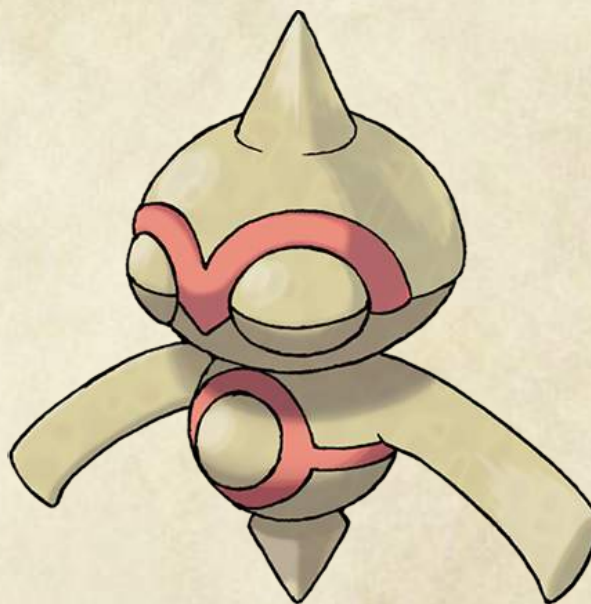
Level 14: Sandstorm

Level 18: Imprison, Explosion

Learnable Moves:

TM: 06, 10, 11, 13, 16, 17, 18, 21, 22, 26, 27, 28, 29, 30, 32, 33, 37, 39, 42, 43, 44, 48

HM: 05



CLAYDOL

Medium Ground/Psychic Type | Level 8 | SR 11

Armor Class: 18

Hit Points: 64

Hit Dice: d10

Speed: , 25ft. flying

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	18 (+4)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Arcana

Saving Throws: Wisdom

Vulnerabilities: Bug, Dark, Ghost, Grass, Ice, Water

Resistances: Fighting, Poison, Psychic, Rock

Immunities: Electric

Senses: Darkvision 50ft.

Levitate: This Pokémon is immune to ground moves.

Moves

Starting Moves: Confusion, Harden, Hyper Beam, Rapid Spin, Teleport, Mud-Slap, Rock Tomb, Psybeam, Ancient Power, Cosmic Power

Level 10: Self-Destruct, Extrasensory

Level 18: Sandstorm, Imprison, Explosion

Learnable Moves:

TM: 06, 10, 11, 13, 15, 16, 17, 18, 21, 22, 26, 27, 28, 29, 30, 32, 33, 37, 39, 42, 43, 44, 48

HM: 04, 05, 06

LILEEP

Small Rock/Grass Type | Level 1 | SR 2

Armor Class: 15
Hit Points: 19
Hit Dice: d6
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	9 (-1)	16 (+3)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival, Deception
Saving Throws: Constitution
Vulnerabilities: Bug, Fighting, Ice, Steel
Resistances: Electric, Normal
Senses: Tremorsense 30ft.

Suction Cups: This Pokémon cannot be forced out of battle by an opponent's moves.

Storm Drain: If an ally within 30 feet is attacked with a water type move, this Pokémon can use a reaction to choose to redirect that attack to themselves instead, gaining an amount of HP equal to half the damage dealt. This does not work on area of effect moves.

Evolution: Lileep can evolve into Cradily at level 10 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Moves

Starting Moves: Astonish, Constrict

Level 2: Acid, Ingrain, Confuse Ray

Level 6: Ancient Power

Level 10: Giga Drain

Level 14: Amnesia

Level 18: Spit Up, Stockpile, Swallow

Learnable Moves:

TM: 06, 09, 10, 11, 17, 19, 21, 22, 27, 32, 36, 37, 42, 43, 44, 45



CRADILY

Medium Rock/Grass Type | Level 8 | SR 11

Armor Class: 17
Hit Points: 80
Hit Dice: d10
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	19 (+4)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival, Deception
Saving Throws: Constitution
Vulnerabilities: Bug, Fighting, Ice, Steel
Resistances: Electric, Normal
Senses: Tremorsense 60ft.

Suction Cups: This Pokémon cannot be forced out of battle by an opponent's moves.

Storm Drain: If an ally within 30 feet is attacked with a water type move, this Pokémon can use a reaction to choose to redirect that attack to themselves instead, gaining an amount of HP equal to half the damage dealt. This does not work on area of effect moves.

Moves

Starting Moves: Acid, Astonish, Constrict, Ingrain, Confuse Ray, Ancient Power

Level 10: Giga Drain

Level 14: Amnesia

Level 18: Spit Up, Stockpile, Swallow

Learnable Moves:

TM: 06, 09, 10, 11, 15, 17, 19, 21, 22, 26, 27, 32, 36, 37, 39, 42, 43, 44, 45

HM: 04, 06



ANORITH

Small Rock/Bug Type | Level 1 | SR 2

Armor Class: 13
Hit Points: 17
Hit Dice: d6
Speed: 25ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Rock, Steel, Water
Resistances: Normal, Poison
Senses: Tremorsense 30ft.

Battle Armor: This Pokémon is immune to extra damage dealt by a Critical Hit.

Swift Swim: This Pokémon's swim speed is doubled in rainy conditions.

Evolution: Anorith can evolve into Armaldo at level 10 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Moves

Starting Moves: Harden, Scratch, Mud Sport

Level 2: Water Gun, Fury Cutter

Level 6: Metal Claw, Ancient Power

Level 14: Slash, Crush Claw

Level 18: Protect, Rock Blast

Learnable Moves:

TM: 03, 06, 10, 11, 17, 21, 27, 28, 31, 32, 37, 39, 40, 42, 43, 44, 45

HM: 01, 06



ARMALDO

Medium Rock/Bug Type | Level 8 | SR 10

Armor Class: 16
Hit Points: 64
Hit Dice: d10
Speed: 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival, History
Saving Throws: Constitution
Vulnerabilities: Rock, Steel, Water
Resistances: Normal, Poison
Senses: Tremorsense 60ft.

Battle Armor: This Pokémon is immune to extra damage dealt by a Critical Hit.

Swift Swim: This Pokémon's swim speed is doubled in rainy conditions.

Moves

Starting Moves: Harden, Mud Sport, Scratch, Water Gun, Fury Cutter, Metal Claw, Ancient Power

Level 14: Slash, Crush Claw

Level 18: Protect, Rock Blast

Learnable Moves:

TM: 03, 06, 10, 11, 15, 17, 21, 23, 26, 27, 28, 31, 32, 37, 39, 40, 42, 43, 44, 45

HM: 01, 04, 06



FEEBAS

Tiny Water Type | Level 1 | SR 1/4

Armor Class: 12
Hit Points: 16
Hit Dice: d6
Speed: , 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	9 (-1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival, History
Saving Throws: Constitution
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Oblivious: This Pokémon is immune to moves that attempt to charm or taunt it.

Swift Swim: This Pokémon's swim speed is doubled in rainy conditions.

Evolution: Feebas can evolve into Milotic at level 10 and above while holding a Prism Scale. When it evolves, its health increases by double its level, and it gains 18 points to add to its ability scores (max 20).

Moves

Starting Moves: Splash

Level 6: Tackle

Level 10: Flail

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 17, 18, 21, 27, 32, 42, 43, 44, 45

HM: 03, 07, 08



MILOTIC

Large Water Type | Level 8 | SR 10

Armor Class: 17
Hit Points: 56
Hit Dice: d10
Speed: , 50ft. swimming

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	18 (+4)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Persuasion
Saving Throws: Wisdom , Dexterity
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water
Senses: Truesight 10ft.

Marvel Scale: This Pokémon's AC increase by 2 when suffering from a negative status condition.

Competitive: This Pokémon adds its proficiency bonus to damage rolls while poisoned, burned, confused, or paralyzed.

Cute Charm: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Moves

Starting Moves: Refresh, Water Gun, Water Pulse, Water Sport, Wrap, Twister

Level 10: Recover

Level 14: Attract, Safeguard

Level 18: Hydro Pump, Rain Dance

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 15, 17, 18, 20, 21, 23, 27, 32, 42, 43, 44, 45

HM: 03, 07, 08



CASTFORM

Tiny Varies Type | Level 5 | SR 5

Armor Class: 15
Hit Points: 19
Hit Dice: d8
Speed: , 25ft. flying

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	13 (+1)	8 (-1)	13 (+1)	13 (+1)

Proficient Skills: Nature
Saving Throws: Dexterity
Vulnerabilities: None
Resistances: None

Forecast: This Pokémon changes form with the weather. In rain it becomes water-type, in bright sun it becomes fire-type, in cold and snowy conditions it becomes ice-type. In all other conditions it is normal-type. Its STAB, resistance, immunities, and vulnerabilities change to match the form it takes.v

Moves

Starting Moves: Tackle

Level 2: Ember, Powder Snow, Water Gun

Level 6: Headbutt, Hail, Rain Dance, Sunny Day

Level 10: Weather Ball

Level 14: Blizzard, Fire Blast, Hydro Pump

Learnable Moves:

TM: 03, 06, 07, 10, 11, 13, 14, 17, 18, 21, 22, 24, 25, 27, 30, 32, 34, 35, 37, 38, 42, 43, 44, 45, 46

HM: 05



KECLEON

Small Normal Type | Level 5 | SR 6

Armor Class: 16
Hit Points: 44
Hit Dice: d8
Speed: 25ft. walking, 25ft. climbing

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	15 (+2)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Stealth, Deception
Saving Throws: Constitution
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Color Change: When hit by a damaging attack, this Pokémon's type changes to the type that hit it. It takes on the new type's resistances, vulnerabilities, and immunities.

Protean: This Pokémon's type changes to the type of move it uses, just before the move is used. It takes on the new type's resistances, vulnerabilities, and immunities.

Moves

Starting Moves: Astonish, Lick, Scratch, Tail Whip, Thief, Bind, Fury Swipes

Level 6: Feint Attack, Psybeam, Ancient Power

Level 10: Slash, Camouflage

Level 14: Screech

Level 18: Substitute

Learnable Moves:

TM: 01, 03, 06, 10, 11, 13, 14, 17, 18, 21, 22, 23, 24, 25, 27, 28, 30, 31, 32, 34, 35, 38, 39, 40, 42, 43, 44, 45, 46, 48, 49

HM: 01, 04, 05, 06

SHUPPET

Tiny Ghost Type | Level 1 | SR 1

Armor Class: 13
Hit Points: 16
Hit Dice: d6
Speed: , 25ft. flying

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	8 (-1)	12 (+1)	10 (+0)

Proficient Skills: Stealth, Deception
Saving Throws: Wisdom
Vulnerabilities: Dark, Ghost
Resistances: Bug, Poison
Immunities: Fighting, Normal
Senses: Darkvision 30ft.

Insomnia: This Pokémon is immune to sleep.

Evolution: Shuppet can evolve into Banette at level 10 and above. When it evolves, its health increases by double its level, and it gains 14 points to add to its ability scores (max 20).

Moves

Starting Moves: Knock Off, Screech

Level 2: Night Shade, Spite

Level 6: Will-O-Wisp, Feint Attack

Level 10: Curse, Shadow Ball

Level 18: Snatch, Grudge, Trick

Learnable Moves:

TM: 04, 06, 10, 11, 12, 17, 18, 21, 24, 25, 27, 29, 30, 32, 34, 41, 42, 43, 44, 45, 46, 48, 49

HM: 05



BANETTE

Small Ghost Type | Level 8 | SR 9

Armor Class: 15
Hit Points: 56
Hit Dice: d8
Speed: , 25ft. flying

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	8 (-1)	16 (+3)	10 (+0)

Proficient Skills: Stealth, Deception
Saving Throws: Wisdom
Vulnerabilities: Dark, Ghost
Resistances: Bug, Poison
Immunities: Fighting, Normal
Senses: Darkvision 60ft.

Insomnia: This Pokémon is immune to sleep.

Frisk: Upon entering a battle, a single opponent's held item is revealed, if it has one.

Moves

Starting Moves: Knock Off, Night Shade, Screech, Spite, Will-O-Wisp, Feint Attack

Level 10: Curse, Shadow Ball

Level 18: Snatch, Grudge, Trick

Learnable Moves:

TM: 04, 06, 10, 11, 12, 15, 17, 18, 21, 24, 25, 27, 29, 30, 32, 34, 41, 42, 43, 44, 45, 46, 48, 49

HM: 05



DUSKULL

Small Ghost Type | Level 1 | SR 1

Armor Class: 13
Hit Points: 18
Hit Dice: d6
Speed: , 25ft. flying

STR	DEX	CON	INT	WIS	CHA
11 (+0)	8 (-1)	14 (+2)	8 (-1)	12 (+1)	10 (+0)

Proficient Skills: Deception, Intimidation
Saving Throws: Wisdom
Vulnerabilities: Dark, Ghost
Resistances: Bug, Poison
Immunities: Fighting, Normal
Senses: Darkvision 30ft.

Levitate: This Pokémon is immune to ground moves.

Evolution: Duskull can evolve into Dusclops at level 10 and above. When it evolves, its health increases by double its level, and it gains 13 points to add to its ability scores (max 20).

Moves

Starting Moves: Leer, Night Shade

Level 2: Disable, Astonish

Level 6: Foresight, Pursuit

Level 10: Will-O-Wisp, Confuse Ray

Level 14: Curse, Shadow Ball

Level 18: Mean Look, Future Sight

Learnable Moves:

TM: 04, 06, 10, 11, 12, 13, 14, 17, 18, 20, 21, 27, 29, 30, 32, 41, 42, 43, 44, 45, 46, 48, 49

HM: 05



DUSCLOPS

Medium Ghost Type | Level 8 | SR 12

Armor Class: 18
Hit Points: 72
Hit Dice: d8
Speed: , 25ft. flying

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

Proficient Skills: Deception, Intimidation
Saving Throws: Wisdom
Vulnerabilities: Dark, Ghost
Resistances: Bug, Poison
Immunities: Fighting, Normal
Senses: Darkvision 60ft.

Levitate: This Pokémon is immune to ground moves.

Moves

Starting Moves: Astonish, Bind, Disable, Fire Punch, Ice Punch, Leer, Night Shade, Shadow Punch, Thunder Punch, Foresight, Pursuit

Level 10: Will-O-Wisp, Confuse Ray

Level 14: Curse

Level 18: Shadow Ball, Mean Look, Future Sight

Learnable Moves:

TM: 01, 04, 06, 10, 11, 12, 13, 14, 15, 17, 18, 20, 21, 26, 27, 29, 30, 32, 39, 41, 42, 43, 44, 45, 46, 48, 49

HM: 04, 05, 06



TROPIUS

Medium Grass/Flying Type | Level 8 | SR 11

Armor Class: 15
Hit Points: 82
Hit Dice: d10
Speed: 25ft. walking, 35ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	20 (+5)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Nature, Athletics
Saving Throws: Strength, Constitution
Vulnerabilities: Fire, Flying, Ice, Poison, Rock
Resistances: Fighting, Grass, Water
Immunities: Ground

Chlorophyll: This Pokémon's speed is doubled in bright sunlight.

Solar Power: Damage rolls for this Pokémon get an additional +2 during bright sunlight.

Harvest: At the end of this Pokémon's turn, if it used a berry, roll 1d4. On a result of 3 or 4, it regains that berry as a held item.

Moves

Starting Moves: Growth, Gust, Leer, Razor Leaf, Sweet Scent, Stomp, Magical Leaf, Whirlwind

Level 14: Body Slam

Level 18: Synthesis, Solar Beam

Learnable Moves:

TM: 05, 06, 09, 10, 11, 15, 17, 18, 19, 20, 21, 22, 26, 27, 32, 40, 42, 43, 44, 45, 47

HM: 01, 02, 04, 05, 06



CHIMECHO

Tiny Psychic Type | Level 8 | SR 11

Armor Class: 16
Hit Points: 67
Hit Dice: d8
Speed: , 30ft. flying

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	16 (+3)	8 (-1)	16 (+3)	10 (+0)

Proficient Skills: Performance
Saving Throws: Dexterity, Wisdom
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic
Senses: Truesight 15ft.

Levitate: This Pokémon is immune to ground moves.

Moves

Starting Moves: Astonish, Confusion, Growl, Wrap, Yawn, Psywave, Take Down, Extrasensory

Level 10: Heal Bell, Uproar

Level 14: Safeguard

Level 18: Double-Edge

Learnable Moves:

TM: 04, 06, 10, 11, 12, 16, 17, 18, 20, 21, 27, 29, 30, 32, 33, 34, 41, 42, 43, 44, 45, 48, 49

HM: 05

ABSOL

Small Dark Type | Level 10 | SR 12

Armor Class: 15
Hit Points: 75
Hit Dice: d10
Speed: 35ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	15 (+2)	8 (-1)	16 (+3)	10 (+0)

Proficient Skills: Insight, Survival
Saving Throws: Dexterity
Vulnerabilities: Bug, Fairy, Fighting
Resistances: Dark, Ghost
Immunities: Psychic
Senses: Truesight 15ft.

Pressure: Any move targeting this Pokémon directly costs an additional 1 PP.

Super Luck: This Pokémon increases its critical hit range by 1 (20 to 19+, etc.)

Justified: When this Pokémon is hit by a dark-type move, it gets advantage on its next attack.

Moves

Starting Moves: Leer, Quick Attack, Scratch, Pursuit, Taunt, Bite, Double Team, Slash, Swords Dance

Level 14: Detect

Level 18: Razor Wind, Future Sight, Perish Song

Learnable Moves:

TM: 03, 04, 06, 07, 10, 11, 12, 13, 14, 15, 17, 18, 21, 23, 24, 25, 27, 30, 32, 34, 35, 37, 38, 40, 41, 42, 43, 44, 45, 46, 49

HM: 01, 04, 05, 06



WYNAUT

Tiny Psychic Type | Level 1 | SR 1/4

Armor Class: 12
Hit Points: 18
Hit Dice: d6
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	14 (+2)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: None
Saving Throws: None
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic

Evolution: Wynaut can evolve into Wobbuffet at level 6 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Moves

Starting Moves: Charm, Encore, Splash

Level 6: Counter, Destiny Bond, Mirror Coat, Safeguard

Learnable Moves: None



SNORUNT

Small Ice Type | Level 1 | SR 1/4

Armor Class: 13
Hit Points: 17
Hit Dice: d6
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Fighting, Fire, Rock, Steel
Resistances: Ice

Inner Focus: This Pokémon is immune to flinching.

Ice Body: In snowy or hailey weather, this Pokémon heals for an amount of HP equal to its proficiency modifier at the end of each of its turns.

Moody: At the end of each long rest, this Pokémon rerolls on the nature table, replacing its nature with the result until the next long rest.

Evolution: Snorunt can evolve into Glalie at level 14 and above. When it evolves, its health increases by double its level, and it gains 13 points to add to its ability scores (max 20).

Moves

Starting Moves: Leer, Powder Snow

Level 2: Double Team

Level 6: Icy Wind, Bite

Level 10: Headbutt, Protect

Level 14: Crunch

Level 18: Blizzard, Hail

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 16, 17, 18, 21, 27, 30, 32, 42, 43, 44, 45

HM: 05



GLALIE

Medium Ice Type | Level 10 | SR 11

Armor Class: 16
Hit Points: 77
Hit Dice: d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Fighting, Fire, Rock, Steel
Resistances: Ice

Inner Focus: This Pokémon is immune to flinching.

Ice Body: In snowy or hailey weather, this Pokémon heals for an amount of HP equal to its proficiency modifier at the end of each of its turns.

Moody: At the end of each long rest, this Pokémon rerolls on the nature table, replacing its nature with the result until the next long rest.

Moves

Starting Moves: Double Team, Leer, Powder Snow, Icy Wind, Bite, Headbutt, Protect

Level 14: Crunch

Level 18: Blizzard, Hail, Sheer Cold

Learnable Moves:

TM: 03, 06, 07, 10, 12, 13, 14, 15, 16, 17, 18, 21, 26, 27, 30, 32, 41, 42, 43, 44, 45

HM: 05



SPHEAL

Small Ice/Water Type | Level 1 | SR 1/4

Armor Class: 12
Hit Points: 18
Hit Dice: d6
Speed: 10ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	15 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival
Saving Throws: Strength
Vulnerabilities: Electric, Fighting, Grass, Rock
Resistances: Ice, Water

Thick Fat: This Pokémon takes quarter damage from Fire and Ice type moves.

Ice Body: In snowy or hailey weather, this Pokémon heals for an amount of HP equal to its proficiency modifier at the end of each of its turns.

Oblivious: This Pokémon is immune to moves that attempt to charm or taunt it.

Evolution: Spheal can evolve into Sealeo at level 9 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Moves

Starting Moves: Defense Curl, Growl, Powder Snow, Water Gun

Level 2: Rollout, Encore

Level 6: Ice Ball, Aurora Beam

Level 10: Body Slam, Rest, Snore

Level 14: Hail, Blizzard

Level 18: Sheer Cold

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 17, 18, 21, 23, 26, 27, 32, 39, 42, 43, 44, 45

HM: 03, 04, 06, 07, 08



SEALEO

Small Ice/Water Type | Level 8 | SR 9

Armor Class: 14
Hit Points: 72
Hit Dice: d8
Speed: 15ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	17 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival
Saving Throws: Strength
Vulnerabilities: Electric, Fighting, Grass, Rock
Resistances: Ice, Water

Thick Fat: This Pokémon takes quarter damage from Fire and Ice type moves.

Ice Body: In snowy or hailey weather, this Pokémon heals for an amount of HP equal to its proficiency modifier at the end of each of its turns.

Oblivious: This Pokémon is immune to moves that attempt to charm or taunt it.

Evolution: Sealeo can evolve into Walrein at level 16 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Moves

Starting Moves: Defense Curl, Growl, Powder Snow, Swagger, Water Gun, Rollout, Encore, Ice Ball, Aurora Beam

Level 10: Body Slam, Rest, Snore

Level 14: Hail

Level 18: Blizzard, Sheer Cold

Learnable Moves:

TM: 03, 05, 06, 07, 10, 13, 14, 17, 18, 21, 23, 26, 27, 32, 39, 42, 43, 44, 45

HM: 03, 04, 06, 07, 08



WALREIN

Medium Ice/Water Type | Level 12 | SR 14

Armor Class: 16
Hit Points: 126
Hit Dice: d12
Speed: 15ft. walking, 40ft. swimming

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	20 (+5)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Survival, Athletics
Saving Throws: Strength, Constitution
Vulnerabilities: Electric, Fighting, Grass, Rock
Resistances: Ice, Water

Thick Fat: This Pokémon takes quarter damage from Fire and Ice type moves.

Ice Body: In snowy or hailey weather, this Pokémon heals for an amount of HP equal to its proficiency modifier at the end of each of its turns.

Oblivious: This Pokémon is immune to moves that attempt to charm or taunt it.

Moves

Starting Moves: Crunch, Defense Curl, Growl, Powder Snow, Swagger, Water Gun, Encore, Rollout, Ice Ball, Aurora Beam, Body Slam, Rest, Snore

Level 14: Hail

Level 18: Blizzard, Sheer Cold

Learnable Moves:

TM: 03, 05, 06, 07, 10, 13, 14, 15, 17, 18, 21, 23, 26, 27, 32, 39, 42, 43, 44, 45

HM: 03, 04, 06, 07, 08



CLAMPERL

Tiny Water Type | Level 1 | SR 1

Armor Class: 14
Hit Points: 18
Hit Dice: d6
Speed: 5ft. walking, 15ft. swimming

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Nature
Saving Throws: Constitution
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Shell Armor: This Pokémon is immune to extra damage dealt by a Critical Hit.

Rattled: When this Pokémon is hit by a damaging Dark, Bug, or Ghost move, it makes its next attack at advantage.

Evolution: Clamperl can evolve into Huntail at level 8 and above while holding a Deep Sea Tooth, or Gorebyss at level 8 and above while holding a Deep Sea Scale. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Moves

Starting Moves: Clamp, Iron Defense, Water Gun, Whirlpool

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 17, 18, 21, 27, 32, 42, 43, 44, 45

HM: 03, 07, 08

HUNTAIL

Medium Water Type | Level 5 | SR 8

Armor Class: 16
Hit Points: 50
Hit Dice: d8
Speed: , 35ft. swimming

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival, Deception
Saving Throws: Strength , Dexterity
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water
Senses: Darkvision 50ft.

Swift Swim: This Pokémon's swim speed is doubled in rainy conditions.

Water Veil: This Pokémon is immune to burning.

Moves

Starting Moves: Bite, Whirlpool, Screech, Scary Face, Feint Attack

Level 6: Water Pulse

Level 10: Dive, Baton Pass

Level 14: Crunch

Level 18: Hydro Pump

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 15, 17, 18, 21, 27, 32, 39, 42, 43, 44, 45, 49

HM: 03, 07, 08



GOREBYSS

Medium Water Type | Level 5 | SR 8

Armor Class: 16
Hit Points: 50
Hit Dice: d8
Speed: , 35ft. swimming

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival, Persuasion
Saving Throws: Wisdom , Charisma
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water
Senses: Truesight 10ft.

Swift Swim: This Pokémon's swim speed is doubled in rainy conditions.

Hydration: This Pokémon is unaffected by negative status ailments in water or during rainy conditions.

Moves

Starting Moves: Confusion, Whirlpool, Water Sport, Agility

Level 6: Water Pulse, Amnesia

Level 10: Dive, Baton Pass

Level 14: Psychic

Level 18: Hydro Pump

Learnable Moves:

TM: 03, 06, 07, 10, 13, 14, 15, 17, 18, 21, 27, 29, 30, 32, 42, 43, 44, 45

HM: 03, 07, 08



RELICANTH

Small Water/Rock Type | Level 5 | SR 8

Armor Class: 16
Hit Points: 42
Hit Dice: d10
Speed: , 20ft. swimming

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	6 (-2)	8 (-1)	10 (+0)

Proficient Skills: Survival, History
Saving Throws: Constitution
Vulnerabilities: Electric, Fighting, Grass, Ground
Resistances: Fire, Flying, Ice, Normal, Poison
Senses: Blindsight 80ft.

Swift Swim: This Pokémon's swim speed is doubled in rainy conditions.

Rock Head: This Pokémon takes no recoil damage.

Sturdy: When this Pokémon takes an amount of damage from a single hit that is equal or greater than half the Pokémon's maximum HP, the damage is halved.

Moves

Starting Moves: Flail, Harden, Mud Sport, Tackle, Water Gun

Level 6: Rock Tomb, Ancient Power

Level 10: Dive, Take Down

Level 14: Yawn, Rest

Level 18: Hydro Pump, Double-Edge

Learnable Moves:

TM: 03, 04, 06, 07, 10, 13, 14, 15, 17, 18, 20, 21, 26, 27, 32, 37, 39, 42, 43, 44, 45

HM: 03, 06, 07, 08



LUVDISC

Tiny Water Type | Level 5 | SR 5

Armor Class: 14
Hit Points: 38
Hit Dice: d8
Speed: , 35ft. swimming

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	6 (-2)	14 (+2)	14 (+2)

Proficient Skills: Acrobatics, Persuasion
Saving Throws: Dexterity
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Swift Swim: This Pokémon's swim speed is doubled in rainy conditions.

Hydration: This Pokémon is unaffected by negative status ailments in water or during rainy conditions.

Moves

Starting Moves: Charm, Tackle, Water Gun, Agility

Level 6: Water Pulse, Attract

Level 10: Flail, Sweet Kiss

Level 14: Take Down

Level 18: Hydro Pump, Safeguard

Learnable Moves:

TM: 03, 06, 10, 13, 14, 17, 18, 20, 21, 27, 32, 42, 43, 44, 45

HM: 03, 07, 08



BAGON

Tiny Dragon Type | Level 1 | SR 1

Armor Class: 12
Hit Points: 17
Hit Dice: d6
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Strength
Vulnerabilities: Dragon, Fairy, Ice
Resistances: Electric, Fire, Grass, Water

Rock Head: This Pokémon takes no recoil damage.

Sheer Force: This Pokémon adds its proficiency bonus to damage rolls while poisoned, burned, confused, or paralyzed.

Evolution: Bagon can evolve into Shelgon at level 8 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Moves

Starting Moves: Rage, Ember

Level 2: Leer, Bite, Dragon Breath

Level 6: Headbutt, Focus Energy

Level 10: Crunch, Dragon Claw

Level 14: Scary Face

Level 18: Flamethrower, Double-Edge

Learnable Moves:

TM: 02, 05, 06, 10, 11, 17, 18, 21, 27, 31, 32, 35, 38, 39, 40, 42, 43, 44, 45

HM: 01, 04, 06



SHELGON

Small Dragon Type | Level 5 | SR 7

Armor Class: 15
Hit Points: 45
Hit Dice: d8
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics, Survival
Saving Throws: Constitution
Vulnerabilities: Dragon, Fairy, Ice
Resistances: Electric, Fire, Grass, Water

Rock Head: This Pokémon takes no recoil damage.

Overcoat: This Pokémon does not take damage from weather-related moves like Hail, Weather Ball, etc.

Evolution: Shelgon can evolve into Salamence at level 16 and above. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

Moves

Starting Moves: Bite, Ember, Leer, Protect, Rage, Dragon Breath

Level 6: Headbutt, Focus Energy

Level 10: Crunch, Dragon Claw

Level 14: Scary Face

Level 18: Flamethrower, Double-Edge

Learnable Moves:

TM: 02, 05, 06, 10, 11, 17, 18, 21, 27, 31, 32, 35, 38, 39, 40, 42, 43, 44, 45

HM: 01, 04, 06



SALAMENCE

Medium Dragon/Flying Type | Level 12 | SR 14

Armor Class: 16
Hit Points: 121
Hit Dice: d12
Speed: 30ft. walking, 50ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	16 (+3)	8 (-1)	14 (+2)	10 (+0)

Proficient Skills: Athletics, Acrobatics
Saving Throws: Strength, Constitution
Vulnerabilities: Dragon, Fairy, Ice, Rock
Resistances: Bug, Fire, Fighting, Grass, Water
Immunities: Ground

Intimidate: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Moxie: Upon causing an opponent to faint, this Pokémon may immediately take another action.

Moves

Starting Moves: Bite, Ember, Fly, Leer, Protect, Rage, Dragon Breath, Headbutt, Focus Energy, Crunch, Dragon Claw

Level 18: Scary Face, Flamethrower, Double-Edge

Learnable Moves:

TM: 02, 05, 06, 10, 11, 15, 17, 18, 21, 23, 26, 27, 31, 32, 35, 38, 39, 40, 42, 43, 44, 45, 47

HM: 01, 02, 04, 06



BELDUM

Tiny Steel/Psychic Type | Level 1 | SR 3

Armor Class: 14
Hit Points: 18
Hit Dice: d6
Speed: 25ft. flying

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	8 (-1)	12 (+1)	10 (+0)

Proficient Skills: Insight
Saving Throws: Constitution
Vulnerabilities: Dark, Fire, Ghost, Ground
Resistances: Dragon, Fairy, Flying, Grass, Ice, Normal, Psychic, Rock, Steel
Immunities: Poison
Senses: Darkvision 20ft.

Clear Body: Other Pokémon's moves or abilities cannot lower this Pokémon stats.

Evolution: Beldum can evolve into Metang at level 6 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Moves

Starting Moves: Take Down

Learnable Moves: None

METANG

Small Steel/Psychic Type | Level 5 | SR 9

Armor Class: 16
Hit Points: 50
Hit Dice: d10
Speed: 25ft. walking, 25ft. flying

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	12 (+1)	14 (+2)	10 (+0)

Proficient Skills: Insight, Athletics
Saving Throws: Strength, Constitution
Vulnerabilities: Dark, Fire, Ghost, Ground
Resistances: Dragon, Fairy, Flying, Grass, Ice, Normal, Psychic, Rock, Steel
Immunities: Poison
Senses: Darkvision 30ft., Truesight 5ft.

Clear Body: Other Pokémon's moves or abilities cannot lower this Pokémon's stats.

Evolution: Metang can evolve into Metagross at level 15 and above. When it evolves, its health increases by double its level, and it gains 13 points to add to its ability scores (max 20).

Moves

Starting Moves: Confusion, Metal Claw, Take Down

Level 10: Pursuit

Level 14: Scary Face, Psychic, Agility

Level 18: Meteor Mash, Iron Defense, Hyper Beam

Learnable Moves:

TM: 06, 10, 11, 15, 16, 17, 18, 21, 26, 27, 29, 30, 31, 32, 33, 36, 37, 39, 40, 42, 43, 44

HM: 01, 04, 05, 06



METAGROSS

Medium Steel/Psychic Type | Level 12 | SR 14

Armor Class: 18
Hit Points: 126
Hit Dice: d12
Speed: 30ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	16 (+3)	16 (+3)	10 (+0)

Proficient Skills: Insight, Athletics
Saving Throws: Strength, Constitution
Vulnerabilities: Dark, Fire, Ghost, Ground
Resistances: Dragon, Fairy, Flying, Grass, Ice, Normal, Psychic, Rock, Steel
Immunities: Poison
Senses: Darkvision 40ft., Truesight 10ft.

Clear Body: Other Pokémon's moves or abilities cannot lower this Pokémon's stats.

Moves

Starting Moves: Confusion, Metal Claw, Take Down, Pursuit

Level 14: Scary Face, Psychic, Agility

Level 18: Meteor Mash, Iron Defense, Hyper Beam

Learnable Moves:

TM: 06, 10, 11, 15, 16, 17, 18, 21, 26, 27, 29, 30, 31, 32, 33, 36, 37, 39, 40, 42, 43, 44

HM: 01, 04, 05, 06

REGIROCK

Medium Rock Type | Level 15 | SR 14

Armor Class: 20
Hit Points: 184
Hit Dice: d12
Speed: 35ft. walking

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	8 (-1)	14 (+2)	10 (+0)

Proficient Skills: Athletics, Survival
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting, Grass, Ground, Steel, Water
Resistances: Fire, Flying, Normal, Poison
Senses: Tremorsense 50ft., Darkvision 60ft.

Clear Body: Other Pokémon's moves or abilities cannot lower this Pokémon's stats.

Sturdy: When this Pokémon takes an amount of damage from a single hit that is equal or greater than half the Pokémon's maximum HP, the damage is halved.

Moves

Starting Moves: Explosion, Rock Throw, Stomp, Curse, Ancient Power, Iron Defense, Stone Edge, Lock-On

Level 18: Zap Cannon, Superpower, Hyper Beam

Learnable Moves:

TM: 01, 06, 10, 11, 15, 17, 20, 21, 24, 25, 26, 27, 28, 31, 32, 34, 37, 39, 42, 43, 44

HM: 04, 06



REGICE

Medium Ice Type | Level 15 | SR 14

Armor Class: 20
Hit Points: 178
Hit Dice: d12
Speed: 35ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	18 (+4)	8 (-1)	16 (+3)	10 (+0)

Proficient Skills: Athletics, Survival
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting, Fire, Rock, Steel
Resistances: Ice
Senses: Tremorsense 50ft., Darkvision 60ft.

Clear Body: Other Pokémon's moves or abilities cannot lower this Pokémon's stats.

Ice Body: In snowy or hailey weather, this Pokémon heals for an amount of HP equal to its proficiency modifier at the end of each of its turns.

Moves

Starting Moves: Explosion, Icy Wind, Stomp, Curse, Ancient Power, Amnesia, Ice Beam, Lock-On

Level 18: Zap Cannon, Superpower, Hyper Beam

Learnable Moves:

TM: 01, 06, 07, 10, 13, 14, 15, 17, 18, 20, 21, 24, 25, 26, 27, 31, 34, 42, 43, 44

HM: 04, 06

REGISTEEL

Medium Steel Type | Level 15 | SR 14

Armor Class: 20
Hit Points: 184
Hit Dice: d12
Speed: 35ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	8 (-1)	14 (+2)	10 (+0)

Proficient Skills: Athletics, Survival
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting, Fire, Ground
Resistances: Bug, Dragon, Fairy, Flying, Grass, Ice, Normal, Psychic, Rock, Steel
Immunities: Poison
Senses: Tremorsense 50ft., Darkvision 60ft.

Clear Body: Other Pokémon's moves or abilities cannot lower this Pokémon's stats.

Battle Armor: This Pokémon is immune to extra damage dealt by a Critical Hit.

Moves

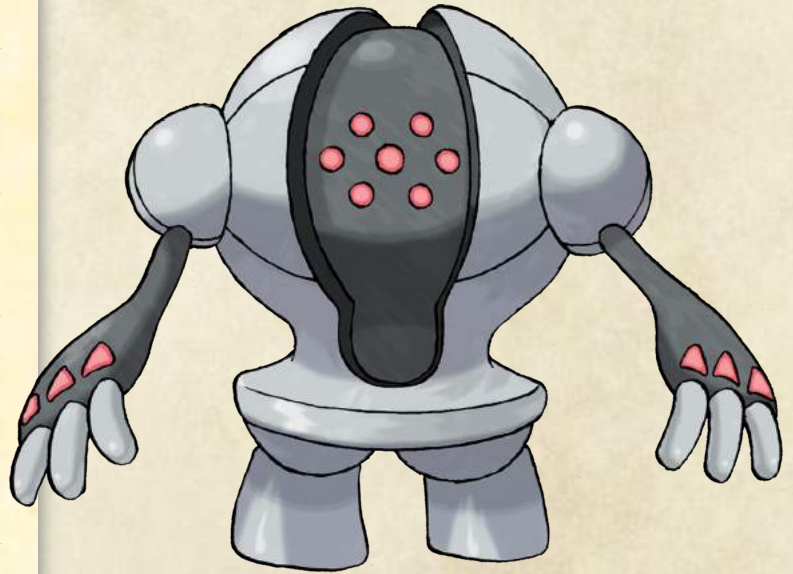
Starting Moves: Explosion, Metal Claw, Stomp, Curse, Ancient Power, Amnesia, Iron Defense, Lock-On

Level 18: Zap Cannon, Superpower, Hyper Beam

Learnable Moves:

TM: 01, 06, 10, 11, 15, 17, 18, 20, 21, 24, 25, 26, 27, 31, 32, 34, 37, 39, 40, 42, 43, 44

HM: 04, 06



LATIAS

Medium Dragon/Psychic Type | Level 15 | SR 15

Armor Class: 20
Hit Points: 228
Hit Dice: d12
Speed: 20ft. walking, 50ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	10 (+0)	18 (+4)	14 (+2)

Proficient Skills: Acrobatics, Stealth
Saving Throws: Dexterity, Wisdom
Vulnerabilities: Bug, Dark, Dragon, Fairy, Ghost, Ice
Resistances: Electric, Fighting, Fire, Grass, Psychic, Water
Senses: Darkvision 60ft.

Levitate: This Pokémon is immune to ground moves.

Moves

Starting Moves: Helping Hand, Psywave, Safeguard, Wish, Water Sport, Charm, Refresh, Dragon Breath, Mist Ball, Recover

Level 18: Psychic

Learnable Moves:

TM: 02, 03, 04, 05, 06, 10, 11, 13, 15, 16, 17, 18, 20, 21, 22, 24, 25, 26, 27, 29, 30, 32, 33, 34, 37, 40, 42, 43, 44, 45, 47

HM: 01, 02, 03, 05, 07, 08

LATIOS

Medium Dragon/Psychic Type | Level 15 | SR 15

Armor Class: 17
Hit Points: 218
Hit Dice: d12
Speed: 20ft. walking, 50ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	18 (+4)	10 (+0)	18 (+4)	14 (+2)

Proficient Skills: Acrobatics, Athletics
Saving Throws: Dexterity, Wisdom
Vulnerabilities: Bug, Dark, Dragon, Fairy, Ghost, Ice
Resistances: Electric, Fighting, Fire, Grass, Psychic, Water
Senses: Darkvision 60ft.

Levitate: This Pokémon is immune to ground moves.

Moves

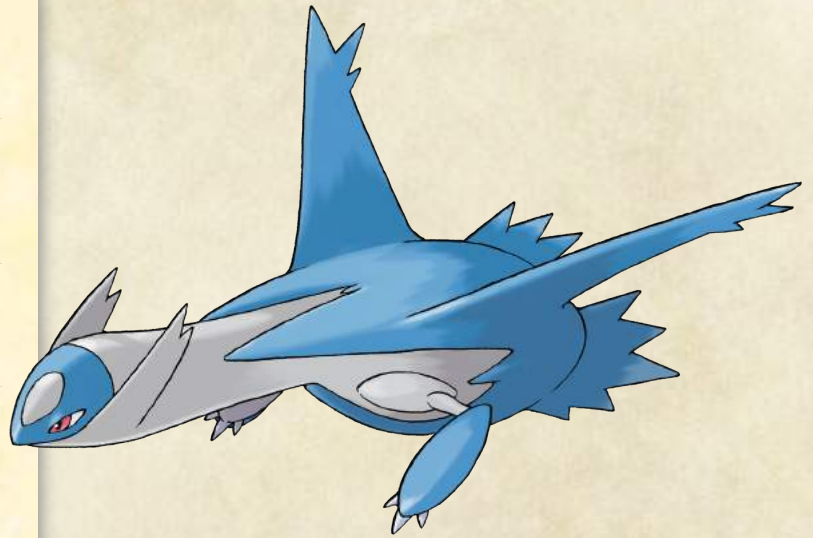
Starting Moves: Helping Hand, Memento, Psywave, Safeguard, Protect, Dragon Dance, Refresh, Dragon Breath, Luster Purge, Recover

Level 18: Psychic

Learnable Moves:

TM: 02, 03, 04, 05, 06, 10, 11, 13, 15, 16, 17, 18, 20, 21, 22, 24, 25, 26, 27, 29, 30, 32, 33, 34, 37, 40, 42, 43, 44, 45, 47, 49

HM: 01, 02, 03, 07, 08



KYOGRE

Huge Water Type | Level 15 | SR 15

Armor Class: 19
Hit Points: 218
Hit Dice: d12
Speed: 50ft. swimming, 50ft. flying

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	20 (+5)	10 (+0)	18 (+4)	16 (+3)

Proficient Skills: Athletics, Survival, History
Saving Throws: Strength, Constitution
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water
Senses: Darkvision 60ft.

Drizzle: A constant light rain forms on the battlefield when the Pokémon enters into combat. In the case of another Pokémon with a similar weather ability, the tie goes to the Pokémon with the highest DEX score.

Moves

Starting Moves: Ancient Power, Water Pulse, Scary Face, Body Slam, Ice Beam, Calm Mind, Muddy Water, Sheer Cold

Level 18: Hydro Pump, Double-Edge, Water Spout

Learnable Moves:

TM: 03, 04, 05, 06, 07, 10, 13, 14, 15, 17, 18, 20, 21, 24, 25, 26, 27, 31, 32, 34, 39, 42, 43, 44

HM: 03, 04, 06, 07, 08



GROUDON

Large Ground Type | Level 15 | SR 15

Armor Class: 18
Hit Points: 218
Hit Dice: d12
Speed: 35ft. walking

STR	DEX	CON	INT	WIS	CHA
24 (+7)	22 (+6)	20 (+5)	10 (+0)	18 (+4)	12 (+1)

Proficient Skills: Athletics, Survival, History
Saving Throws: Strength, Constitution
Vulnerabilities: Grass, Ice, Water
Resistances: Poison, Rock
Immunities: Electric
Senses: Darkvision 60ft.

Drought: When this Pokémon enters an outside battle, the weather immediately changes to bright sunlight. In the case of another Pokémon with a similar weather ability, the tie goes to the Pokémon with the highest DEX score.

Moves

Starting Moves: Ancient Power, Mud Shot, Scary Face, Rest, Earthquake, Bulk Up, Solar Beam, Fissure

Level 18: Fire Blast, Eruption

Learnable Moves:

TM: 02, 05, 06, 08, 10, 11, 15, 17, 20, 21, 22, 23, 24, 25, 26, 27, 28, 31, 32, 34, 35, 37, 38, 39, 40, 42, 43, 44, 50

HM: 01, 04, 06



RAYQUAZA

Huge Dragon/Flying Type | Level 15 | SR 15

Armor Class: 17
Hit Points: 234
Hit Dice: d12
Speed: 40ft. walking, 40ft. climbing, 50ft. flying

STR	DEX	CON	INT	WIS	CHA
22 (+6)	24 (+7)	20 (+5)	12 (+1)	16 (+3)	12 (+1)

Proficient Skills: Athletics, Survival, History
Saving Throws: Dexterity, Constitution
Vulnerabilities: Dragon, Fairy, Ice, Rock
Resistances: Bug, Fire, Fighting, Grass, Water
Immunities: Ground
Senses: Darkvision 60ft.

Air Lock: While this Pokémon enters battle, weather-related abilities have no effect on the Pokémon that have them.

Moves

Starting Moves: Twister, Scary Face, Ancient Power, Crunch, Rest, Extreme Speed, Dragon Dance, Fly

Level 18: Hyper Voice, Outrage, Hyper Beam

Learnable Moves:

TM: 02, 03, 05, 06, 008, 10, 11, 13, 14, 15, 17, 18, 21, 22, 23, 24, 25, 26, 27, 31, 32, 34, 35, 37, 38, 40, 42, 43, 44, 50

HM: 02, 03, 04, 06, 07, 08



JIRACHI

Tiny Steel/Psychic Type | Level 15 | SR 15

Armor Class: 18
Hit Points: 218
Hit Dice: d12
Speed: 15ft. walking, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	18 (+4)	18 (+4)	18 (+4)

Proficient Skills: Insight, Arcana, Persuasion
Saving Throws: Wisdom, Dexterity, Charisma
Vulnerabilities: Dark, Fire, Ghost, Ground
Resistances: Dragon, Fairy, Flying, Grass, Ice, Normal, Psychic, Rock, Steel
Immunities: Poison
Senses: Truesight 20ft.

Serene Grace: The DC to avoid a negative status condition from this Pokémon is increased by 1.

Moves

Starting Moves: Confusion, Wish, Rest, Swift, Helping Hand, Psychic, Refresh, Double-Edge

Level 18: Future Sight, Cosmic Power, Doom Desire

Learnable Moves:

TM: 03, 04, 06, 10, 11, 15, 16, 17, 18, 20, 21, 24, 25, 27, 29, 30, 32, 33, 34, 37, 40, 42, 43, 44, 48

HM: 05



DEOXYS

Medium Psychic Type | Level 15 | SR 15

Armor Class: 15
Hit Points: 170
Hit Dice: d12
Speed: 40ft. walking, 25ft. flying

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	16 (+3)	20 (+5)	20 (+5)	12 (+1)

Proficient Skills: Athletics, Acrobatics
Saving Throws: Strength, Dexterity, Constitution
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic
Senses: Darkvision 60ft.

Pressure: Any move targeting this Pokémon directly costs an additional 1 PP.

Transformer: This Pokémon has a standard Normal form from which all stats are based, but may change forms as a bonus action to drastically change its abilities. The forms it can take are Attack, Defense, and Speed.

- In Attack form, it adds an additional +5 to its attack rolls, but all attacks against it has advantage.
- In Defense form, its AC increases by 3, but its attacks are rolled at disadvantage. If the activated move requires a save, the target(s) have advantage.
- In Speed form, it gains an additional attack action each turn, but the attack is done at disadvantage. If it is a move that requires a save, the target(s) have advantage.

Moves

Starting Moves: Leer, Wrap, Night Shade, Teleport, Knock Off, Pursuit, Psychic, Snatch

Level 18: Cosmic Power, Recover, Psycho Boost, Hyper Beam

Learnable Moves:

TM: 01, 03, 04, 06, 10, 11, 12, 13, 15, 16, 17, 18, 20, 21, 22, 24, 25, 27, 29, 30, 31, 32, 33, 34, 39, 40, 41, 42, 43, 44, 48, 49

HM: 01, 04, 05, 06



12. APPENDIX

POKÉMON EXPERIENCE REWARDED BY LEVEL & SR

Level :: SR	1/8	1/4	1/2	1	2	3	4	5	6
1	20	40	80	160	360	560	880	1,400	1,800
2	40	80	160	360	560	880	1,400	1,800	2,300
3	80	150	340	530	840	1,400	1,700	2,200	3,000
4	140	320	500	790	1,300	1,700	2,100	2,800	3,600
5	360	560	880	1,400	1,800	2,300	3,100	4,000	4,700
6	530	840	1,400	1,700	2,200	3,000	3,800	4,500	5,500
7	820	1,300	1,700	2,200	2,900	3,700	4,400	5,400	6,200
8	1,300	1,700	2,100	2,800	3,600	4,300	5,200	6,100	7,300
9	1,600	2,000	2,700	3,500	4,200	5,100	5,900	7,000	8,100
10	2,300	3,100	4,000	4,700	5,800	6,700	8,000	9,200	10,400
11	3,000	3,800	4,500	5,500	6,500	7,700	8,800	10,000	10,800
12	3,800	4,400	5,400	6,300	7,500	8,600	9,800	10,500	11,100
13	4,300	5,300	6,200	7,400	8,500	9,600	10,300	10,900	11,400
14	5,200	6,000	7,200	8,300	9,400	10,100	10,600	11,200	11,900
15	5,900	7,000	8,100	9,200	9,900	10,400	10,900	11,600	12,700
16	6,900	7,900	8,900	9,600	10,100	10,700	11,400	12,400	13,400
17	9,200	10,400	11,200	11,800	12,400	13,200	14,400	15,600	16,800
18	10,000	10,800	11,300	11,900	12,700	13,800	15,000	16,100	17,700
19	10,500	11,100	11,700	12,400	13,500	14,700	15,800	17,300	18,800
20	10,900	11,400	12,100	13,200	14,400	15,500	16,900	18,400	19,900
Level :: SR	7	8	9	10	11	12	13	14	15
1	2,300								
2	3,100								
3	3,800								
4	4,200								
5	5,800	6,700	8,000	9,200	10,400				
6	6,400	7,600	8,700	9,900	10,600				
7	7,400	8,600	9,700	10,400	11,000				
8	8,400	9,500	10,200	10,700	11,300				
9	9,200	9,900	10,400	10,900	11,600				
10	11,200	11,800	12,400	13,200	14,400	15,600	16,800	18,400	
11	11,300	11,900	12,700	13,800	15,000	16,100	17,700	19,200	
12	11,700	12,400	13,500	14,700	15,800	17,300	18,800	20,300	
13	12,100	13,200	14,400	15,500	16,900	18,400	19,900	21,700	
14	13,000	14,000	15,100	16,600	18,000	19,400	21,200	23,000	
15	13,700	14,800	16,200	17,600	19,000	20,800	22,500	24,600	26,800
16	14,400	15,800	17,200	18,600	20,300	22,000	24,100	26,100	28,200
17	18,400	20,000	21,600	23,600	25,600	28,000	30,400	32,800	36,000
18	19,200	20,700	22,700	24,600	26,900	29,200	31,500	34,600	38,400
19	20,300	22,200	24,100	26,300	28,600	30,800	33,800	37,600	42,300
20	21,700	23,600	25,800	28,000	30,200	33,100	36,800	41,400	46,000

POKÉMON LIST BY BASE SPECIES RATING

SR 1/8

Azurill, Caterpie, Cleffa, Iggybuff, Pichu, Sentret, Slugma, Weedle, Whismur, Wurmple

SR 1/4

Barboach, Bellsprout, Cacnea, Carvanha, Chinchou, Corphish, Doduo, Dratini, Electrike, Feebas, Goldeen, Hoothoot, Hoppip, Krabby, Ledyba, Lotad, Magikarp, Mareep, Nidoran ♀, Nidoran ♂, Nincada, Numel, Oddish, Paras, Pidgey, Poliwhg, Poochyena, Ralts, Rattata, Remoraid, Seedot, Skitty, Slakoth, Snorunt, Snubbull, Spearow, Spheal, Spinarak, Sunkern, Surskit, Swinub, Taillow, Trapinch, Tyrogue, Vulpix, Wingull, Wooper, Wynaut, Zigzagoon, Zubat

SR 1/2

Abra, Aron, Bulbasaur, Charmander, Chikorita, Cubone, Cyndaquil, Diglett, Drowzee, Eevee, Ekans, Exeggcute, Gastly, Geodude, Grimer, Growlithe, Gulpin, Horsea, Houndour, Koffing, Machop, Magnemite, Mankey, Marill, Meditite, Meowth, Mudkip, Natu, Phanpy, Pikachu, Ponyta, Psyduck, Sandshrew, Seel, Shellder, Shroomish, Slowpoke, Spink, Squirtle, Staryu, Swablu, Teddiursa, Torchic, Totodile, Treecko, Venonat, Voltorb

SR 1

Bagon, Baltoy, Cascoon, Clamperl, Clefairy, Delibird, Duskull, Jigglypuff, Kakuna, Larvitar, Makuhita, Metapod, Pineco, Shedinja, Shuppet, Silcoon, Smeargle, Togepi, Unown

SR 2

Anorith, Dunsparce, Elekid, Kabuto, Lileep, Magby, Murkrow, Omanyte, Smoochum, Spinda, Tentacool

SR 3

Aipom, Beldum, Corsola, Ditto, Farfetch'd, Pidgeotto, Poliwhirl, Rhyhorn, Wailmer

SR 4

Flaaffy, Gligar, Lombre, Nidorina, Nidorino, Nosepass, Nuzleaf, Shuckle, Sneasel

SR 5

Ariados, Bayleef, Castform, Charmeleon, Combusken, Crawdaunt, Croconaw, Fearow, Furret, Gloom, Granbull, Growle, Haunter, Ivysaur, Kirlia, Loudred, Luvdisc, Machoke, Marshomp, Mightyena, Quilava, Qwilfish, Raticate, Roselia, Seviper, Stantler, Tangela, Wartortle, Weepinbell, Yanma

SR 6

Arbok, Azumarill, Beautifly, Beedrill, Butterfree, Delcatty, Dragonair, Girafarig, Graveler, Kadabra, Kecleon, Lanturn, Ninjask, Noctowl, Octillery, Plusle, Porygon, Primeape, Quagsire, Skiploom, Swellow, Ursaring, Vigoroth, Whiscash, Wigglytuff, Wobbuffet, Zangoose

SR 7

Breloom, Chansey, Donphan, Dustox, Electrode, Golbat, Hariyama, Hitmonchan, Hitmonlee, Hitmontop, Illumise, Lickitung, Linoone, Marowak, Masquerain, Mawile, Minun, Misdreavus, Ninetales, Parasect, Pelipper, Persian, Pupitar, Raichu, Sableye, Sandslash, Shelgon, Sudowoodo, Sunflora, Vibrava, Volbeat, Xatu

SR 8

Cacturne, Clefable, Cloyster, Dugtrio, Exeggutor, Flareon, Gorebyss, Houndoom, Huntail, Hypno, Jolteon, Jynx, Kingler, Lairon, Ledian, Lunatone, Magnetron, Mr. Mime, Muk, Piloswine, Relicanth, Scyther, Seadra, Solrock, Tentacruel, Togetic, Torkoal, Vaporeon, Venomoth

SR 9

Arcanine, Banette, Camerupt, Dodrio, Electabuzz, Espeon, Heracross, Magmar, Manectric, Metang, Pinsir, Seaking, Sealeo, Shiftry, Starmie, Umbreon, Wailord

SR 10

Armaldo, Dewgong, Golduck, Gyarados, Kangaskhan, Lapras, Ludicolo, Magcargo, Mantine, Medicham, Milotic, Miltank, Onix, Pidgeot, Sharpedo, Skarmory, Swalot, Tauros, Weezing

SR 11

Chimecho, Claydol, Cradily, Exploud, Glalie, Grumpig, Kabutops, Omastar, Rapidash, Rhydon, Slowbro, Slowking, Tropius

SR 12

Absol, Alakazam, Altaria, Ampharos, Dusclops, Forretress, Gengar, Kingdra, Machop, Nidoking, Politoed, Poliwrath, Porygon2, Victreebel

SR 13

Aerodactyl, Bellossom, Blastoise, Blaziken, Charizard, Crobat, Feraligatr, Gardevoir, Golem, Jumpluff, Meganium, Nidoqueen, Sceptile, Slaking, Swampert, Typhlosion, Venusaur, Vileplume

SR 14

Aggron, Articuno, Blissey, Dragonite, Entei, Flygon, Metagross, Moltres, Raikou, Regice, Regirock, Registeel, Salamence, Scizor, Snorlax, Steelix, Suicune, Tyranitar, Walrein, Zapdos

SR 15

Celebi, Deoxys, Groudon, Ho-oh, Jirachi, Kyogre, Latias, Latios, Lugia, Mew, Mewtwo, Rayquaza

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CHARACTER SHEETS

DIGITAL TRAINER/POKÉMON EXCEL SHEET

Easy Trainer and Pokémon character sheet that fills in most information for you automatically. **UPDATED LINK FOR GEN 3**

Digital Trainer Sheet: https://drive.google.com/open?id=11Zr68aGbtK2Hf0Y6F_maN1XIkCfW0lj8i7JjfxdaKbQ

PRINTABLE TRAINER/POKÉMON SHEETS

For those of you that prefer paper. Form-fillable.

Trainer Sheet: https://drive.google.com/open?id=1t8xaYHpbDWxlfMQz_L4sjngdicy9duNs

Pokémon Sheet: <https://drive.google.com/open?id=1NCxesOyhTTIL0tY-RsE19LTgtydIKOwf>

A detailed printable form for a Trainer character sheet. It includes sections for:
- **Trainer Lvl:** HP, AC, Prof, Hit Dice, Hit Dice Left, Initiative, Speed, PokéLvl.
- **Background:** Name, Battle Phase, Flava, Ideals.
- **Abilities:** A grid of checkboxes for abilities like Acrobatics, Acrobatic Horology, Aerial Ace, Athletics, Disruption, History, Insight, Intimidate, Investigation, Mechanics, Return, Perception, Performance, Persuasion, Religion, Stage of Mind, Strength, Survival.
- **Specialization:** A section for defining a specialization.
- **Trainer Path:** A section for defining a trainer path, repeated for levels 1-5.
- **In the PC:** A table for tracking items in the PC.
- **Trainer Levelling:** A table with columns for Trainer Level, Exp, and Name.
- **Pokémon Levelling:** A table with columns for Pokémon Name, Level, Exp, and Name.

A detailed printable form for a Pokémon character sheet. It includes sections for:
- **Abilities:** A section for defining abilities.
- **Move/Power:** A section for defining moves and powers, repeated for levels 1-5.
- **Skills:** A section for defining skills like Sense, Resist, Vulnerable, Immune.
- **Other Skills:** A section for other skills like Walk, Swim, Fly.

DM POKÉMON CREATOR TOOL

A tool to help DMs quickly create encounters with selected Pokémon. Supports evolution and trainer bonding/loyalty.

Digital DM Pokémon Creator: https://drive.google.com/open?id=1bXzKh1yJpJZ44o_6fEZeTOt9dUiVQkSQiYsHThebXRA

CHANGELOG

4/9/18

- Several typos/moves/evolution issues fixed in statblocks
- Gastly now available as a starter at SR 1/2
- Added STAB bonuses in Pokémon Advancement
- Adjusted Ace Trainer and Researcher starting bonus
- Balanced Specializations
- Gloom can now evolve into Vileplume at level 12

4/10/18

- Paralyzed status automatically fails STR and DEX
- Several move typos fixed
- Psychic move damage increase
- Revamp fire moves for balance
- Pokédex can only be used on conscious Pokémon
- Move list formatting fixed

4/11/18

- Damage increased for Mega Punch and Mega Kick, TM cost increased
- Rules on Attack of Opportunity added to Battling
- AC Up max at 2
- Active Pokémon can be switched at any time
- Newly switched Pokémon cannot be switched again until taking a full turn.
- PP Up increase PP by 2, cost lowered
- XP Share- half of rewarded XP can be distributed

4/12/18

- Burrowing added to Onix, Sandshrew, Sandslash
- Pokéslot advancement changed around to include 2 slots at level 1, Character Advancement table updated.
- Max SR Control added to Trainer Table

4/13/18

- New Trainer Features added
- Removed "Defeat Saving Throws" Having no remaining Pokémon results in you losing half your money and you must use a revive or immediately find a Pokécenter
- Psychic TM increase cost
- Added Pokémon Nature Section to increase variety of Pokémon stats.

4/15/18

- Added Pokémon Character Sheet

4/17/18

- Leech Seed damage decreased and move updated in Bulbasaur stat block
- Pokémon Tracker once per long rest

4/18/18

- Changed Pokéslots to start at 3 and end at 6. Player Advancement table reworked.

4/21/18

- Move List and Pokémon Blocks switched
- Included Ether and Max Ether items
- Changes to Burning and Flinched

4/27/2018

- Gastly, Haunter, Gengar stats changed
- Lick paralyzes, not poisons
- Pokédex used as bonus action
- Stacked Specialization Bonus

5/9/2018

- GEN 2 POKEMON!!!
- Added Moves for existing Pokémon
- Catching Pokémon gives 1/5 normal experience
- Loyalty Mechanic
- Held Items and Berries
- Added Items
- Added Evolution HP bonus
- Double Edge changed
- Certain traits inflicting effects changed (Poison Point, Static, etc.)
- Paralyzed status effect more lethal

5/10/2018

- Loads of stat block fixes.

5/11/2018

- Added Normal, Poison, Ice specializations
- Fixed more stat blocks

5/26/2018

- Several changes to moves to balance damage output better
- Some TM costs changed as a result

6/4/2018

- Added Trainer/Pokémon Character Sheet and DM Pokémon Builder excel files.

7/11/2018

- Voltorb move list updated
- Several move changes for balancing
- Paralysis effect changed to be more similar to games. 25% chance of no movement.
- A few minor resistance/vulnerability corrects for Pokémon like Jigglypuff, Starmie, and other.

12/17/2018

- Multiple type/move fixes

12/21/2018

- Update to Pokémon Leveling chart (STAB bonus adjusted/New Move at level 18, not 17)
- Added List of Pokémon by SR
- Updated PokéMentor first ability to include TM under P 3500
- Added an additional 10 ASI points to Magikarp's evolve.
- Updated Slam damage to be greater than Tackle
- Added link to Subreddit r/Pokémon5e
- Updated AC Up and Smooth Facade feats for balancing

12/22/2018

- Uproar move was missing. Added.

CHANGELOG (CONT.)

12/23/2018

- Added alphabetical list of Pokémon with page numbers to Appendix.
- Changed Trainer Hit Dice to d8 to match "Commoner"
- Removed useless Pokéball tool proficiency
- Removed "Struggle" constraint for Trainer actions
- Gave ALL Trainers Proficiency in Animal Handling. Changed Pokémon Collector class level 2 bonus.
- DC formula changed to catch Pokémon

12/27/2018

- Several proofreading fixes, ability/moves clarifying changes.
- Totodile line Sheer Force ability changed.
- Added Discord link (<https://discord.gg/DA9gQAa>)

12/28/2018

- Updated Pokémon Experience charts for all levels. Trainers/Pokémon were gaining levels quicker than anticipated.
- Reworked Poké Mentor and Pokémon Collector paths for balancing against other paths.

12/30/2018

- Added 1 to Battle Dice and Skill Dice in Trainer Paths
- Formatting fixes after switching to GM Binder
- Psyduck and Golduck incorrectly marked as Water/Psychic. Changed to just Water.

1/3/2019

- Removed +10 bonus to starter HP. Added 10 HP to every Pokémon's stat block.\pagebreakNum
- Updated damage for all moves to be more similar to power level.
- Updated "Challeng Rating" to "Species Rating" (SR) to avoid confusion with 5e CR rules.

1/10/2019

- Typo/Stat Block fixes
- Updated "flinched" status
- Added Damage Increase description in Pokémon leveling chapter
- Updated language about STAB

1/14/2019

- Gen III is here!
- The addition of all 135 new Generation III Pokémon
- Four new trainer paths to choose from
- New items including a variety of berries with different effects
- Updated PP for all moves to improve move strategy
- Improved stats for most Pokémon, with the addition of more abilities translated to 5e
- Ability points granted at evolution now varies by species.
- Improved learnsets based on familiar progression

1/16/2019

- Typo Fixes
- Updated states for Betang line, Deoxys, Regis
- Sleep now WIS save, not CON
- Updated "Rage" Move

1/17/2019

- Mud Sport/Water Sport affects Pokémon in range
- Sandstorm move updated
- Squirtle starting ability changed
- Added additional feats from PHB in the Feats section, available to Pokémon
- Magnitude move improved
- Guts ability changed

1/18/2019

- Trainer "Total Pokémon Level" table updated to slow down leveling at higher levels.

1/21/2019

- Trapinch move set updated
- Minun SR changed to 6 to match Plusle
- Sandstorm now does not require a saving throw.

1/22/2019

- Added missing Crabhammer move
- Fixed duplicate Sandstorm move for Baltoy
- Double moves from move set updated
- Condition Immunities by type added to status conditions in "Other Changes" section.
- Aron line resistances updated to include Flying and Normal.

1/24/2019

- New Pokémon XP and Reward XP tables. If you have already started a campaign, use this excel sheet to convert your Pokémon's current XP to the new system: https://drive.google.com/open?id=1GxYjX-p6j0y5OZfjuRaQwlenprk9Ls2Pb_Xbq2w4dR8
- Night Shade given WIS/INT Move Power
- Whirlwind Updated
- Sand Tomb updated with ground damage
- Sturdy ability updated to be more relevant

1/25/2019

- Updated damage dice to remove unlikely dice combos at the table like 10d4. Replaced with similar averages, less dice.
- Replaced \$ with ₱ symbol for Pokédollars
- Updated Flash, Tri Attack, Triple Kick, Foresight, Crabhammer with typos.
- Psyduck and Golduck now have swim speeds
- Added "Senses" to many stat blocks
- Added "Senses" to DM and Pokémon excel sheets
- Hyper Beam and Solar Beam move updated

CHANGELOG (CONT.)

1/27/2019

- Lots of move updates and fixes
- Capitalization typo fixes
- Diminutive size changed to tiny. Some Pokemon size changes
- Updated resistances for Slowpoke/Slowbro/Politoed and Steelix
- Climbing speeds added for those that would climb faster than half-speed (normal D&D rules)

1/28/2019

- Chlorophyll ability changed
- Sandstorm/Snow Cloak abilities updated to include Sandstorm/Hail
- Rollout now 10 PP
- Pokedollars and Tool Proficiency spots added to printable trainer sheet

1/29/2019

- Disable now accounts for those with "Extra Move" feat
- Politoed given "Drizzle" ability
- Updated Chlorophyll move (again)

1/30/2019

- Double moves for Magneton/Hitmonchan/Rhydon fixed
- Multi-hit moves capped
- Fire spin & Petal Dance moves changed
- Added internal links in TOC

2/1/2019

- Anger Point, Competitive, Defiant, Effect Spore, Flash Fire, Ice Body, Poison Heal, Poison Touch, Rain Dish, Rivalry, Rough Skin, Sheer Force, Static, Swarm abilities all updated. Previous 1d6 and similar rolls replace with proficiency bonus for grading of ability strength.
- Poisoned, Burning, Confusion damage output updated along the same lines.
- Added recoil damage to Take Down. Updated language on Double-Edge and Volt Tackle for recoil
- Nerfed Shuckle. Now SR 4
- Removed "Immunity" category in stat blocks for those that didn't have one to save space.