

POKÉMON IN 5TH EDITION

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

INCLUDING GENERATIONS I - VII

Homebrew created by @JOetheDM



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Based on the original game by Satoshi Tajiri

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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. If you are jumping in on this without knowing anything about 5e D&D, [check out the Basic Rules here!](#)

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>). There are also loads of resources and fan-made extra content at <http://www.Pokémon5e.com>! (Website made by Jerakin)

Happy Catching!
Joe

NEW TO THIS EDITION!

This seventh edition of Pokémon5e contains:

- Addition of all Pokémon/move/abilities from Gen VII
- New rules for Breeding and Pokémon eggs
- New "Breeder" trainer path
- Loads of balancing improvements in existing Pokémon and moves
- A new, cleaner look for the monster manuals

Some important changes in this version include:

GENERAL BALANCING

I feel as though P5e really hit its stride after the Gen 6 update. A lot of people are playing the system, which means a lot of people are playtesting and finding things that could be improved. I've taken steps to listen and work with the community to address concerns, and they are all reflected in this update. Each individual update is carefully considered with input from the P5e Discord community, and I feel as though the changes to this version help to improve the system substantially. I thank everyone in the community who has offered their input and continues to offer input to make this thing better.

UPDATED SIZES

My previous method for assigning sizes was faulty in a lot of cases, so I took the time to look at each Pokémon and assign them a size that made more sense based on the individual creature.

REVISED STATUS EFFECTS

A large complaint from the general community was the debilitating power of the previous versions of the status effects. I took these to the community and set out to decrease their lethality with minor changes. The intention is to still keep them as powerful effects that may sway the tide of battle, but not so strong as to completely cripple a creature subject to them. Find the revised status effects in the "Other Changes" section of the manual

IMPROVED MOVE/ABILITY LANGUAGE

With input from the community, a ton of moves and abilities were reworded to avoid common confusion in their descriptions.

FLYING/BURROWING

A large concern I heard with P5e was the ability for flying and burrowing Pokémon to avoid the brunt of battle by flying or burrowing out of range, leaving their opponent defenseless and unable to attack. New rules for flying and burrowing speeds work to mitigate this "hit and run" strategy to keep creatures closer together and moving combat forward without boring stall tactics. You can find these new rules in the "Battling" section.

LOYALTY

A new take to decrease egregious saving throw bonuses, scale HP better, and add some non-combat utility.

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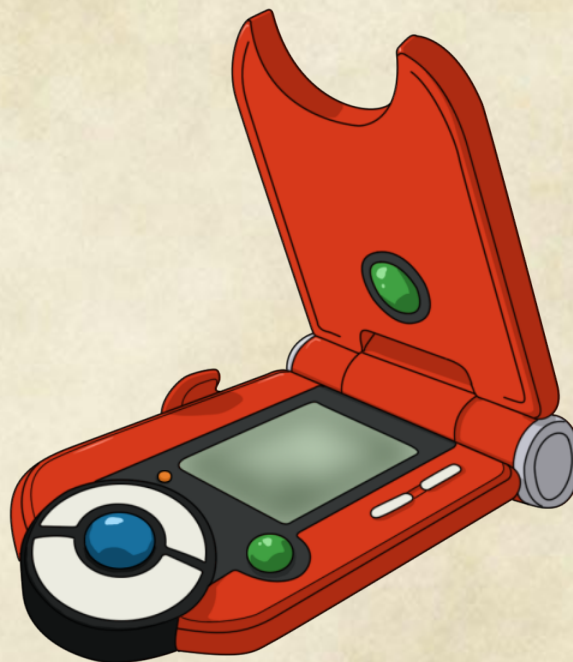
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1. CREATING A POKÉMON TRAINER

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 dungeoneer, explorer, or filcher's pack
- Trainer's License
- A Pokédex
- A starter Pokémon
- P 1000 + P 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 and non-hidden ability 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

Level	Prof Bonus	Features	Pokéslots	Max SR
1st	+2	Starter Pokémon, Specialization	3	2
2nd	+2	Trainer Path	3	2
3rd	+2	Control Upgrade	3	5
4th	+2	Ability Score Improvement	3	5
5th	+3	Trainer Path Feature, Pokéslot	4	5
6th	+3	Control Upgrade	4	8
7th	+3	Specialization	4	8
8th	+3	Ability Score Improvement, Control Upgrade	4	10
9th	+4	Trainer Path Feature	4	10
10th	+4	Trainer's Resolve, Pokéslot	5	10
11th	+4	Control Upgrade	5	12
12th	+4	Ability Score Improvement	5	12
13th	+5	Pokémon Tracker	5	12
14th	+5	Control Upgrade	5	14
15th	+5	Trainer Path Feature, Pokéslot	6	14
16th	+5	Ability Score Improvement	6	14
17th	+6	Control Upgrade	6	15
18th	+6	Specialization	6	15
19th	+6	Ability Score Improvement	6	15
20th	+6	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 will remain permanently at the "Disloyal" Loyalty level until the proper control level has been reached. The maximum Pokémon SR that you can control increases at levels 3, 6, 8, 11, 14, and 17.

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, 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 to skill checks 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 target one of your own Pokémon with 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. 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. Beginning at level 2, 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 (minimum of 1). You may assign one of these to any of your Pokémon to be added to a single attack or damage roll, after the result of the initial roll. You replenish your pool of battle dice at each long rest.

MAX POTENTIAL:

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 instead of a standard action. You may use this feature a number of times equal to 1 + your Wisdom modifier (minimum of 1). This pool resets at each long rest. A Pokémon may not be switched out until after the end of its first full turn in combat (Unless by item or move like Volt Switch, U-Turn, etc).

HOBBYIST

You choose to dabble in a variety of skills to take care of your Pokémon. At level 2, select one additional Specialization and two new skill proficiencies for your trainer.

VERSATILE:

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

MANY FACES:

At level 9, you may select a second-, fifth-, or ninth-level feature of any of the other trainer path.

SKILL SWITCH:

At level 15, you are a master of teaching your Pokémon new strategies to aid in battle. At each long rest, choose a feat from the "Additional Feats" section of page 18 for all of your Pokémon to know for that day. The feat may be changed at each long rest.

POKÉ MENTOR:

You have a nurturing touch and a skill for mentoring Pokémon to bring out the best in them. Beginning at level 2, 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 a number of times equal to 1 + your Wisdom modifier. This pool resets at each long rest.

CHEERLEADER:

At level 9, once per short rest, you may use a bonus action to boost all allied Pokémon with inspiring words. Until your next turn, you may add your CHA modifier (minimum of 1) to all allied attack rolls OR damage rolls OR AC. In addition, your Pokéchef treat now heals 3d10+6 hit points.

MASTER TEACHER:

You have become an incredibly skilled teacher, and move learning is accelerated under your leadership. When you reach level 15, your Pokémon's moves may be learned and unlearned at each long rest instead of level up. 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. Beginning at level 2, 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 (minimum of 1). 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 check 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 enhance the process. When one of your Pokémon evolves, you may use two of its evolution points to spend on a feat.

PROFESSOR:

At level 15, you are an expert in your field. At any time, you may use a bonus action to identify all of a target's known moves. In addition, you learn and call out a target's weak spots, granting +2 to the attack rolls of all allied Pokémon within 60 feet of you until the end of your next turn. You may use this feature a number of times equal to 1 + your Intelligence modifier (minimum of 1). This pool resets at each long rest.

POKÉMON COLLECTOR

Your fascination with all the different types of Pokémon of the world drives your need to collect them all. Beginning at level 2, 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.

CATCHING EXPERT:

At level 9, any Pokémon you catch are instantly healed of their status ailments and have full health. In addition, you may now add your Charisma modifier to any catching attempt.

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 at level 2, 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. Starting at level 5, 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. Beginning at level 2, 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, Pokémon of the same type as your specialized types add 2 to their attack rolls.

STORING POWER:

Your skills within your specialized types give your Pokémon a great defensive power. When you reach level 9, all of your carried Pokémon within your specialized types have resistance to a choice of one of your specialization types, determined at the time of gaining this feature. This type may never change, so choose wisely. 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 Pokémon of the same types you are specialized in, their 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 at level 2, your starter's Loyalty increases to "Loyal". In addition, all of your Pokémon double the saving throw and HP bonuses from positive Loyalty levels.

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. In addition, your Pokémon's Loyalty level cannot be decreased by losing a battle.

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, one of your Pokémon may double all damage dice from one of its moves OR 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 move tier level, it may double the damage dice OR activate **any** unknown move in its stat block. The choice to use this feature to double damage dice can occur after the result of the attack roll or saving throw from the move is known.

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 (minimum of 1). 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! Beginning at level 2, gain a pool of "Shadow Points" equal to your level. Your point pool increases with each level, and resets on each long rest. At level 2, you gain access to the "Sabotage" ability. As a reaction, you may spend any number of points to decrease the total result of an attack roll (including modifiers) that hits your Pokémon if it would cause the attack to miss. The natural attack roll is unaffected by this ability for purposes of move effects, and attacks with a natural roll of 20 may not be decreased at all.

AND MAKE IT DOUBLE

You know the ins and outs of what it means to be a part of an evil team! At level 5, gain access to the "Dark Advantage" ability, allowing you to spend 3 Shadow Points to roll advantage on any skill check, attack roll or saving throw by you or your Pokémon.

SURRENDER NOW

You have made it to the top ranks, commanding authority through your influence of the Shadow Arts. When you reach level 9, you gain the "Sinister Dodge" ability. As a reaction, you may spend 4 shadow points to add one level of resistance to a move that damages one of your Pokémon. (Vulnerable -> Neutral, Neutral -> Resistant, Resistant -> Immune)

PREPARE TO FIGHT

With the evolution of your Shadow Abilities through your intense training, you and your Pokémon accept the darkness within and harness it. At level 15, gain access to the "Copy Meowth" ability, allowing you to spend 5 Shadow Points for any of your Pokémon to invoke the "Me First" reaction.

TACTICIAN

You have an eye for detail and a unique set of skills to use in battle. Beginning at level 2, you gain a pool of "Tactical Points" equal to your trainer level. Your point pool increases with each level, and resets after each long rest. At level 2, when a Pokémon regains hit points from an item or move, you may increase the amount by 1d4 for each "Tactical Point" spent.

DIRECTED STRIKE:

You know precisely where to hit a Pokémon for the maximum amount of damage. At level 5 and higher, you can spend 2 "Tactical Points" to roll the damage for an attack twice, taking the higher result.

RAISE YOUR DEFENSES:

You are quickly able to sense an incoming blow to your Pokémon. At level 9 and higher, you can use a reaction to expend up to 3 of your "Tactical Points" to add to a Pokémon's AC, if it would cause an attack to miss.

NOT THIS TIME:

At level 15, your Pokémon are trained to be unrelenting in battle, never holding back. After an opponent rolls a saving throw for one of your Pokémon's moves, you may increase the DC by up to 5 points if it would cause a failure, spending a "Tactical Point" for each increase.

RANGER

You are comfortable in the wild, and have an incredible respect for Pokémon in their natural habitat. When you choose this path at level 2, gain proficiency in Nature and Survival. If you were already proficient, gain expertise. In addition, your walking speed increases by 5, and you gain a climbing and swimming speed equal to your walking speed.

DEEP CONNECTION:

You have the innate ability to communicate with Pokémon on a different level than others. At level 5, you can cast the "Speak with Animals" spell to attempt to communicate with a willing Pokémon, understanding their response in your own language. Each day, you can use this feature a number of times equal to your WIS or CHA modifier (minimum of 1).

STRONG BOND:

Your Pokémon team understands that they are in this journey together. At level 9, you can bond with up to two Pokémon at each long rest.

BEST FRIENDS:

At level 15, you may have two Active Pokémon to roam the world with you, outside their balls. In battle, on your turn, you follow the same rules as if you have one Active Pokémon. The three of you can still move up to your movement speeds, but one action/reaction/bonus action is still shared by the group. If any one of your Pokémon faints, you may release another to take its place.



GURU

You and your Pokémon are connected by way of more than just trainer and beast. Your past has trained you to be in complete control of your Mind, Body, and Spirit, and you transfer that aura to your Pokémon. When you choose this path at level 2, you gain proficiency in the Persuasion skill. In addition, Pokémon not yet able to be controlled by you are set at the "Indifferent" loyalty level instead of "Disloyal" until the Control Upgrade is met.

MIND

Your presence in battle keeps your Pokémon at ease, so that they can fully focus on the task at hand without distraction. At level 5, all of your Pokémon are proficient in Wisdom saving throws and have advantage on the roll to avoid failing confusion.

BODY

You have trained your Pokémon to focus deep within themselves to unleash their full potential. At level 9, all of your Pokémon have access to both of their non-hidden abilities (if two are available). In addition, the Tireless feat now costs one ASI point instead of two at levels 4, 8, 12, 16, or 20. If any of your Pokémon already has this feature, they may gain one ASI at this time.

SPIRIT

Your connection to your Pokémon is masterful. Trainer and beast move together in perfect harmony. At level 15, you may control a Pokémon as if it were an extension of your body. At the beginning of your turn, you may activate this feature to add your WIS modifier to all attack OR damage rolls your Pokémon makes until the beginning of your next turn. The option of attack OR damage must be selected each time this is activated, and cannot change during the round. You may use this feature a number of times equal to 1 + your Wisdom modifier (minimum of 1), resetting this pool at each long rest.

POKÉMON BREEDER

You have a fascination with Pokémon that has led you down the path of raising them carefully to create specific improvements in their species. Beginning at level 2, when you attempt to breed two Pokémon, you may add your WIS modifier to the d20 roll for a successful attempt.

TENDER LOVE AND CARE

As a Breeder, you have studied Pokémon eggs and know just what they need to create the perfect environment for optimal growth, no matter the species. When you reach level 5, gain advantage on all rolls that reduce the incubation counter for Pokémon egg hatching times.

GOOD GENES

Your skill as a Breeder shines as people around begin to notice how much stronger your Pokémon seem to be than their typical counterparts. When you reach level 9, any Pokémon you hatch (or have hatched) from an egg gains 2 points to add to its abilities, or spend on a feat.

MASTER OF TRAITS

You are a master of your craft, able to raise a new Pokémon to your perfect specifications. When you reach level 15, for any future hatched Pokémon, you may ignore the roll and hand-pick the Gender, Nature, and Ability of the resulting Pokémon (from available options). In addition, if any of your future hatched Pokémon inherits at least one Egg Move, you may replace the inherited move(s) with any other move(s) from its Egg Moves list.



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 as their adventuring partner. If this Pokémon faints, the trainer must choose a new Active Pokémon at that time. If a battle were to be triggered, the Active Pokémon is 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 or during an instantaneous call for a check or saving throw in which there is no time to do so. (DMs should discourage meta-gaming. Players should always have a legitimate reason for switching Active Pokémon in the role play.)

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 hit points based on normal 5e rules. 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	Arrogant	+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	Innocent	+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 temporary hit points equal to its level
- The Pokémon gains inspiration



Image by Hynaël 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 action, but changing out a Pokémon when it faints can be done immediately as a free action. A Pokémon may not be switched out until after the end of its first full turn in combat (unless by item or move like Volt Switch, U-Turn, etc.)
- 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. (Trainer may bonus while Rattata may act) 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**. **Struggle** can be used at any time, regardless of PP remaining in other moves.

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.

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.

RECALLING/RELEASING

A trainer may switch out a Pokémon as an action on their turn. If a trainer's Pokémon faints, it can be switched out immediately as a free action when its trainer is in range.

- In order to recall a Pokémon back to its Pokéball, your trainer must be within 60 feet of the creature. If a Pokémon faints outside of this range, it may not be switched until the trainer is within range. A Pokémon released must appear anywhere within 15 feet of the trainer.
- When a Pokémon returns to its Pokéball, concentration ends and all move and item-based buffs and debuffs are nullified. Examples include any effects from Focus Energy, Harden, Sand Attack, Disable, X-Attack, Stockpile, etc. Status effects remain in effect and pause their round duration (for Asleep and Confusion), but damage is not taken from Poison and Burn while inside the Pokéball.
- If a Pokémon switches in to replace another on the same turn, the Pokémon's speed is reduced by any amount of movement made by the original creature.

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. 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.

Most moves have at least one **Move Power** – the focused abilities of that move. Move Powers can be any of the six main abilities, and determine which ability modifier to use for attack, damage, and saving throw DC. This ability modifier is referenced simply as "MOVE" in move descriptions seen later in this manual.

Attack Roll Bonus = MOVE + Proficiency

Damage Bonus = MOVE (+ STAB if applicable)

Saving Throw DC = 8 + Proficiency + MOVE

READYING AN ACTION

A Pokémon can choose to use the action on their turn to "ready" one of their Moves to use as a reaction that triggers after a set of circumstances determined by the player. In order to ready a Move, the Move must be selected and PP reduced. Readying a Move and waiting for the perfect moment to activate it requires concentration. If concentration breaks before the trigger, the Move cannot be used and the PP is lost.

POKÉMON SPEEDS

The following are some additional clarifications and things to keep in mind regarding special types of movement speed.

FLYING AND HOVER

Flying and Hovering Pokémon have nearly unlimited height potential with their speeds. As such, they have a decent-sized advantage on the battlefield, able to often take away melee attacks in one on one situations with the right strategy. I've made an effort to expand the ranges of moves like Smack Down that work to counter this strategy, but here are some Pokémon 5e-specific rules when facing or using Pokémon with a fly speed:

- Maintaining flight while accurately attacking at range requires a good deal of focus and energy for a creature. Any ranged attacks used by Pokémon in mid flight have disadvantage if the target is beyond half the move's maximum range. If the move requires a saving throw, those Pokémon beyond half the maximum range have advantage on the roll. A Pokémon with "hover" is only considered in "mid-flight" if it is more than 10 feet off the ground.
- If a flying or hovering Pokémon's flying or hover speed is reduced to zero (by becoming restrained, incapacitated by a status, hit with a move that forces the Pokémon to fall prone, etc.), the Pokémon will fall to the ground. Those with a flying speed will take 1d6 typeless damage for every 10 feet they fall, up to a maximum of 20d6. Those with a hover speed will fall, but slow enough that they do not take fall damage.

BURROWING

Some Pokémon are natural-born diggers, able to churn through sand, mud, dirt, snow, and ice more easily than other creatures.

- A Pokémon can use its full burrow speed to move parallel to the ground, just below the surface, in dirt, mud, sand, snow, or ice. A creature that moves in this way is still able to be targeted by attacks and attacks of opportunity as if it would be above ground. If the Pokémon attempts to descend further, it is treated as difficult terrain. A burrowing creature leaves a tunnel in its path which is considered difficult terrain for any creature without a burrowing speed.

RAISED/GROUNDED

Certain moves affect "Raised" and "Grounded" creatures differently.

- A "Raised" creature is any creature currently utilizing its flying or hover speed, or those with the "Levitate" ability, holding an "Air Balloon", or under the effect of the "Magnet Rise" or "Telekinesis" moves.
- A "Grounded" creature is any creature without or not currently utilizing a flying or hover speed, or one that is knocked prone or has its flying or hover speed reduced to zero.

REACH

The "Reach" of a Pokémon is the maximum distance the Pokémon can attack a target in melee range. If a creature leaves the reach of a Pokémon, an attack of opportunity is triggered. In Pokémon 5e, creatures that are "Large" or smaller have a standard 5 feet of reach, while those bigger than "Large" have 10 feet of reach.

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).

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 fire, water, ice, grass, ground, rock, electric, fighting, ghost, psychic, poison, bug, steel, dark, fairy, and normal.

VULNERABILITY/RESISTANCE/IMMUNITY

Unlike the games, vulnerability and resistance follow 5e rules, which means a Pokémon vulnerable to a damage type would take twice the damage. A Pokémon resistant would take half the damage. There is no "double vulnerability" or "double resistance" due to dual types.

The multiplier for vulnerability and resistance is applied after all other effects of damage are calculated.

If a Pokémon is "immune" to a damage type, it is immune to all damage and secondary effects of damaging moves of that type, but still may be affected by non-damaging moves of that type. (Example: A normal-type Pokémon is immune to damage and flinch chance of Astonish, but can be Confused by Confuse Ray)

CRITICAL HITS

Due to the large availability of moves/items/abilities that increase critical hit range, a "critical hit" in this system means that you double the damage dice for the roll. The ONLY critical hit that is an "automatic" hit in Pokémon 5e is a natural 20. No exceptions.

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 rewarded. 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.

Pokémon level up immediately unless fainted, in which case may only level up after becoming conscious again. Each time a Pokémon levels up, it gains HP equal to a roll of its hit dice + CON, retroactive with increased CON scores.

Level	XP Needed
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:

Any move in a Pokémon's stat block at the appropriate level or lower can be learned. 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 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:

The Pokémon gains a number of points to add to its abilities. (Max of 20, before nature)

- A Pokémon that is part of an evolutionary line with three stages gains 2 ASI points at levels 4, 8, 12, 16, and 20.
- A Pokémon that is part of an evolutionary line with two stages gains 3 ASI points at levels 4, 8, 12, 16, and 20.
- A Pokémon that is part of an evolutionary line with one stage gains 4 ASI points at levels 4, 8, 12, 16, and 20.

When a Pokémon gains these points, it may spend 2 of them on a feat of its choice, instead of an ability score increase. (Only one feat may be purchased for one-stagers)

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. STAB may only be added once per move, even for moves that deal damage over time like Leech Seed, Smog, etc. This bonus increases as the Pokémon levels up.

EVOLUTION

A Pokémon can evolve into a new form after meeting the appropriate requirements in its stat block, and only at the time of level up. 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. A Pokémon evolved in this way may not use evolution points to raise a single ability score higher than 4 points above the same score in their evolved form's stat block, +/- applicable nature bonus, + any ASI points applied to that stat prior to evolution. (Maximum of 20 or higher score as stated in the evolved form's stat block, before nature). With the exception of the Researcher training path feature, these points CANNOT be used for feats.
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. If it loses its current ability by evolving, it should exchange its current known ability for any one of its evolved form's non-hidden abilities.
6. 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.*
7. If evolving at a level where it would gain ASI (4, 8, 12, 16, or 20), it adds those now.

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.

For clarification, we will walk through each step of the evolution of a Brave-Natured Pikachu at level 10. Each step below matches up with the numbers above.

EXAMPLE EVOLUTION OF PIKACHU AT LEVEL 10

1.) A level 10, **Brave (+2 STR, -2 WIS)** Pikachu's ability scores may look something like this, assuming it was caught at level 1 and given Ability Score Increases at levels 4 and 8 (**+2 DEX and +2 CON**).

STR (11 + 2 = 13) - DEX (15 + 2 = 17) - CON (10 + 2 = 12) - INT (6) - WIS (10 - 2 = 8) - CHA (12)

A wild, **Brave (+2 STR, -2 WIS)** Raichu at its minimum found level in the Monster Manual has the following ability scores:

STR (12 + 2 = 14) - DEX (18) - CON (15) - INT (6) - WIS (12 - 2 = 10) - CHA (10)

The rules above state that the ability scores given at evolution can be applied to any abilities just so long as the total for any one ability does not surpass **4 more points** than it's evolved form at base level in the monster manual, after nature and previous ASI points. This means that when giving this particular Pikachu points for evolution, its STR score can not go above $12 + 2 + 4 = 18$, its DEX can not go above $18 + 2 + 4 = 24$ (although the maximum in this case is 20), its WIS can not go above $12 - 2 + 4 = 14$, and so on.

2.) The Pikachu is evolving at level 10, so add 20 to its total HP.

3.) When leveling to 10 and evolving, Pikachu would take on Raichu's hit dice of 1d8 when rolling for additional HP at this level and beyond.

4.) A Brave Raichu has AC 15 in the monster manual, so that is its new AC.

5.) Pikachu's ability is Static. Because Raichu's only ability is Static, it must keep this ability. If Raichu were to (for example only) only know "Lightning Rod", you would be forced to change its ability to "Lightning Rod".

6.) At level 10, Pikachu is able to learn new moves. HOWEVER, because it is evolving at this level, it forfeits the new moves on its move list at level 10 and MUST only learn new moves based on the stat block of Raichu. Any moves it currently knows stick with it, but any new moves must come from Raichu's stat block. Once an old move from Pikachu's move list is forgotten, it cannot be re-learned unless it is also in Raichu's move list.



CHARACTER ADVANCEMENT

Level ups for trainers happen immediately, and do not require long rests.

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.



FEATS

This supplement allows any feat 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 feats can be selected for Pokémon instead of taking the Ability Score Increase given during the leveling process. All of the below feats may only be taken ONCE, except for Elemental Adept, which may be chosen for multiple damage types. *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)
- **Actor**
- **Alert** (initiative bonus applied to trainer while you are the active Pokémon. Does not stack with trainer Alert feat)
- **Athlete**
- **Brawny** (UA)
- **Charger** (When using melee attacks)
- **Durable**
- **Elemental Adept** (Choose one of the Pokémon damage types.)
- **Mobile**
- **Observant**
- **Perceptive** (UA)
- **Quick-Fingered** (UA)
- **Resilient**
- **Savage Attacker**
- **Sentinel**
- **Skilled** (Only 1 skill, and not Animal Handling)
- **Skulker**
- **Stealthy** (UA)
- **Tough**

ADDITIONAL FEATS

The following feats (more suitable to this supplement) can also be selected by your Pokémon. Each feat may only be taken once.

HIDDEN ABILITY

Your Pokémon reaches inside itself to discover a new ability. It gains access to the Hidden Ability in its stat block.

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 feat. 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 feat is selected, moves that have the ability to hit more than once, after the same attack roll, are guaranteed to hit at least twice. (Fury Swipes, Double Slap, Water Shuriken, etc.)

ABLE-BODIED

Your Pokémon's body is trained to learn from and fight off ailments for long periods of time. The status "grace period" for this Pokémon is extended by two rounds.

POWER SCULPTOR

Your Pokémon is able to sculpt the power of their moves around their allies. For area of effect moves your Pokémon activates, choose 1 + MOVE allies in range to automatically succeed on their saving throw against taking damage or an effect. If the damage is halved for a successful save, they take no damage instead.

MELEE MASTER

Your Pokémon is a master of close combat.

- Gain advantage on all attacks of opportunity.
- Before you make a melee attack, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage (Once per move).

RANGED MASTER

Your Pokémon is a sharpshooter.

- Your ranged attacks ignore half and three-fourths cover
- Before you make a ranged attack, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage (Once per move).

WRANGLER

(Can be chosen for Trainers as well) You have developed a unique set of skills that give you the ability to grapple and hold an opponent down with steady and strong hands. You gain the following benefits:

- You have advantage on attack rolls against a creature you are Grappling.
- You can use your action to try to pin a creature already Grappled by you. To do so, make another grapple check. If you succeed, you and the creature are both Restrained until the grapple ends.
- When a creature attempts to use their movement to leave your reach without disengaging, you may use your reaction to attempt to Grapple the target.

6. BREEDING AND EGGS

Ah, the birds and the Beedrills. Pokémon do not simply appear out of thin air - they are born into your world as babies and grow and thrive to become powerful monsters. This guide sets the stage as a simplistic form of Pokémon breeding and egg development to add variety to every species in your game.

POKÉMON EGGS

A Pokémon egg is an object from which most Pokémon are known to hatch. An egg's shell will usually have a pattern that reflects the appearance of the Pokémon developing inside. It is worth mentioning that no one has ever seen a Pokémon lay an egg, and thus, it is not confirmed that this is how they appear.

CREATING AN EGG

At the end of each in-campaign day (or session, if you see fit as GM), a player may choose to have two of their carried Pokémon "breed" in an attempt to create an egg. *(If your world would contain Pokémon Daycares, you may choose for this to only be allowed at those locations, but I am not making that a requirement.)*

GENERAL RULES

- Pokémon will only breed with other Pokémon owned by the same trainer.
- Pokémon of Loyalty less than +2 refuse to breed.
- Two Pokémon can only breed if they are of opposite genders and within the same **"Egg Group"** *(explained later. There are some exceptions to this rule).*
- The Pokémon species created will always be at the minimum found level of the lowest evolutionary form of the **female** parent.
- Holding an egg takes up one of its trainer's Pokeslots.

To determine whether or not a breeding attempt was successful, a player will roll a straight d20 against a DC determined by the total Loyalty levels of both parent Pokémon.

Total Loyalty	Success DC
4	19
5	18
6	17

EGG

Tiny ??? Type (Dependent on Pokémon Inside)

Armor Class: 8 | **Hit Points:** 10 | **Speed:** 0ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	8 (-1)	8 (-1)	8 (-1)	8 (-1)	8 (-1)

INCUBATION

When an egg is created, it begins an incubation counter to determine how long it will take for the egg to hatch. Progress against this timer may only be made if the egg is being carried by its trainer through the night or a significant portion of the prior session. A trainer will roll 1d100 at the beginning of each in-campaign day (or session), and reduce the remaining counter by the result. Hatch times below are listed based on the Species Rating of Pokémon inside the egg.

SR	Hatch Time	SR	Hatch Time
1/8	125	7	1200
1/4	250	8	1300
1/2	500	9	1400
1	600	10	1500
2	700	11	1600
3	800	12	1700
4	900	13	1800
5	1000	14	1900
6	1100	15	2000

EGG HANDLING

An egg is a fragile thing, but for trainers on a budget, your bag or backpack can be a suitable place for safe-keeping. A backpack keeps it close to your body for heat, but can leave it vulnerable to shaking and damage if the trainer is attacked. An egg is destroyed once it hits 0 hit points. Extra caution is advised when carrying an egg in your bag.

For the more heavy-pocketed trainers, Incubators may be available for sale, offering an artificial, self-contained habitat especially catered to keeping your egg in pristine condition while you wait for it to hatch. Once an incubator has been used, however, it loses its effectiveness for the next egg and is no better than a backpack.

Incubator	Effect	Cost
Basic	Trainer's may reduce Hatch Time by an additional 1d20 when rolling against the incubation counter.	₳ 1,000
Plus	Trainer's may reduce Hatch Time by an additional 2d20 when rolling against the incubation counter.	₳ 3,000
Super	Trainer's may reduce Hatch Time by an additional 3d20 when rolling against the incubation counter.	₳ 10,000

YOU'RE EXPECTING!

Congratulations! You've created an egg! Now to begin the long process of patiently waiting for it to hatch. In the meantime, here is how you determine the features of the Pokémon species you may find at the end of its incubation period!

1. SPECIES

As described above, the resulting Pokémon's species is that of the **female** parent's lowest evolutionary form, and at its minimum found level listed in its stat block.

2. NATURE

The Nature of the hatched Pokémon should be determined by a random d20 roll against the Nature table of the Pokémon Care section of this manual. It is not affected by the breeding parents.

3. GENDER

The gender of the hatched Pokémon should be determined by a d100 roll against the Gender Rate in the hatched Pokémon's stat block.

4. MOVES

A bred Pokémon is unique due to the ability to inherit certain moves from its parents that it may not normally learn, or learn at a later level. At hatching, you may select any "Starting Moves" from the Pokémon's move list as its known moves at level 1.

The following moves are immediately added to a hatched Pokémon's "Starting Moves" pool to be selected:

1. Any **Egg Move** listed in the hatched Pokémon's stat block that is **KNOWN** by either parent at the time of breeding.
2. Any move **KNOWN** by **both** parents at the time of breeding, so long as it is able to be learned by the hatched Pokémon in its natural progression (excluding TMs)

5. ABILITIES

When an egg hatches, its owner should flip a coin. On a result of heads, the hatched Pokémon inherits the **female** parent's current **non-hidden** ability in place of its own. On a result of tails, the ability known by the hatched Pokémon should be determined at random from its own option by flip of a coin, similar to a wild encounter.

BONUS

All hatched Pokémon begin at Loyalty +1 (Content). If a Pokémon spends its entire incubation period in your party, the Loyalty level becomes +2 (Pleased).



EXAMPLE:

Your trainer attempts to breed their **Male Alolan Raticate** with their **Female Luxio**. You've checked that both are at least Loyalty +2 and are in the same Egg Group (Field), and have rolled high enough against the DC based on their combined Loyalties. Success! Huzzah!

1. The resulting Pokémon will be a level 1 Shinx because (a) Shinx is the lowest evolutionary form of the female parent (Luxio) and (b) the minimum found level of a Shinx in the wild is 1. Its egg may be black with a yellow stripe, blue with a golden star ... get creative! According to the hatch time table, this egg begins with an incubation counter of 250 due to Shinx being of Species Rating 1/4.
2. Roll a d20 to determine its nature.
3. A Shinx appears in the wild at a 50% male/50% female rate, according to its stat block. Roll a d100. On a result of 50 or below, it is a male. On a result of 51 or higher, it is a female.
4. Your **Alolan Raticate** knows the following moves: *Quick Attack, Tackle, Pursuit, and Crunch*. Your **Luxio** knows: *Leer, Tackle, Crunch, and Discharge*.
 - Looking at Shinx's stat block, it appears that Shinx would learn **Crunch** at level 14. Since both parents know the move, and Shinx learns it eventually in its natural progression, **Crunch** moves down to its "Starting Moves" list.
 - In Shinx's Egg Moves, listed in its stat block, **Quick Attack** is an option. Since **Alolan Raticate** knows it already, **Quick Attack** is added to its "Starting Moves" list.
5. Your **female Luxio** parent currently knows the ability "Rivalry". Flip a coin. On a result of heads, Shinx inherits "Rivalry". On a result of tails, your ability is chosen at random from Shinx's available options with another coin flip.

SPECIAL CAVEATS/RULES

There are just a few circumstances that should be noted here when considering breeding.

1. Ditto is a very special case of genderless Pokémon. Any Pokémon can breed with it, regardless of gender or Egg Group. The species of the hatched Pokémon that results from breeding with a Ditto is always based on the "non-ditto" Pokémon, whether male or female.
2. Baby and Legendary Pokémon cannot breed. These are listed in the "Undiscovered" Egg Group for convenience.
3. Certain species of Pokémon such as Nidoran have specific genders that have their own stat blocks. Breeding with one may result in a Pokémon of a different species than itself. (Example: A *Nidoran Female* may produce a *Nidoran Female* or *Nidoran Male* egg, which should be determined with a d100 roll against the gender rate listed in its stat block.)

EGG GROUPS

MONSTER EGG GROUP

EXCLUSIVE TO MONSTER GROUP

Aggron, Amaura, Aron, Aurorus, Bastiodon, Cranidos, Cubone, Kangaskhan, Lairon, Larvitar, Lickilicky, Lickitung, Marowak, Pupitar, Rampardos, Sheldon, Snorlax, Tyranitar

SHARES ANOTHER EGG GROUP

Abomasnow, Ampharos, Avalugg, Axew, Bayleef, Bergmite, Blastoise, Bulbasaur, Charizard, Charmander, Charmeleon, Chikorita, Croconaw, Drampa, Druddigon, Exploud, Fraxure, Feraligatr, Flaaffy, Gabite, Garchomp, Gible, Grotle, Grovyle, Haxorus, Heliolisk, Helioptile, Ivysaur, Lapras, Loudred, Mareep, Marshomp, Meganium, Mudkip, Nidoking, Nidoqueen, Nidoran♀, Nidoran♂, Nidorina, Nidorino, Rhydon, Rhyhorn, Rhyperior, Salandit, Salazzle, Sceptile, Slowbro, Slowking, Slowpoke, Snover, Squirtle, Swampert, Torterra, Totodile, Treecko, Tropius, Turtonator, Turtwig, Tyrantrum, Tyrunt, Venusaur, Wartortle, Whismur

HUMAN-LIKE EGG GROUP

EXCLUSIVE TO HUMAN-LIKE GROUP

Abra, Alakazam, Beheeyem, Bisharp, Conkeldurr, Croagunk, Drowzee, Electabuzz, Electivire, Elgyem, Gothita, Gothitelle, Gothorita, Gurdurr, Hariyama, Hitmonchan, Hitmonlee, Hitmontop, Hypno, Jynx, Kadabra, Machop, Machoke, Machop, Magmar, Magmortar, Makuhita, Medicham, Meditite, Mr. Mime, Pawniard, Sableye, Sawk, Throh, Timburr, Toxicroak

SHARES ANOTHER EGG GROUP

Buneary, Cacnea, Cacturne, Chimchar, Gallade, Gardevoir, Hawlucha, Illumise, Infernape, Kirlia, Lopunny, Lucario, Mienfoo, Mienshao, Monferno, Pancham, Pangoro, Ralts, Spinda, Volbeat

WATER 1 EGG GROUP

EXCLUSIVE TO WATER 1 GROUP

Clamperl, Froakie, Frogadier, Gorebyss, Greninja, Huntail, Mantine, Mareanie, Palpitoad, Politoed, Poliwhag, Poliwhirl, Poliwrath, Pyukumuku, Seismitoad, Toxapex, Tympole

SHARES ANOTHER EGG GROUP

Alomomola, Araquanid, Azumarill, Bibarel, Bidoof, Blastoise, Brionne, Buizel, Carracosta, Clauncher, Clawitzer, Corphish, Corsola, Crawdaunt, Croconaw, Delibird, Dewgong, Dewpider, Dragalge, Dragonair, Dragonite, Dratini, Ducklett, Empoleon, Feebas, Feraligatr, Floatzel, Gastrodon, Golduck, Horsea, Inkay, Kabuto, Kabutops, Kingdra, Lapras, Lombre, Lotad, Ludicolo, Malamar, Marill, Marshomp, Masquerain, Milotic, Mudkip, Octillery, Omanyte, Omastar, Pelipper, Piplup, Popplio, Primarina, Prinplup, Psyduck, Quagsire, Relicanth, Remoraid, Seadra, Sealeo, Seel, Shellos, Skrelp, Slowbro, Slowking, Slowpoke, Spheal, Squirtle, Stunfisk, Surskit, Swampert, Swanna, Tirtouga, Totodile, Walrein, Wartortle, Wingull, Wooper

WATER 2 EGG GROUP

EXCLUSIVE TO WATER 2 GROUP

Barboach, Basculin, Bruxish, Carvanha, Chinchou, Finneon, Goldeen, Lanturn, Lumineon, Luvdisc, Qwilfish, Seaking, Sharpedo, Whiscash, Wishiwashi

SHARES ANOTHER EGG GROUP

Alomomola, Gyarados, Inkay, Magikarp, Malamar, Octillery, Relicanth, Remoraid, Wailmer, Wailord

WATER 3 EGG GROUP

EXCLUSIVE TO WATER 3 GROUP

Anorith, Armaldo, Barbaracle, Binacle, Cloyster, Crabominable, Crabrawler, Cradily, Kingler, Krabby, Lileep, Shellder, Tentacool, Tentacruel

SHARES ANOTHER EGG GROUP

Archen, Archeops, Carracosta, Clauncher, Clawitzer, Corphish, Corsola, Crawdaunt, Drapion, Golisopod, Kabuto, Kabutops, Omanyte, Omastar, Skorupi, Tirtouga, Wimpod

BUG EGG GROUP

EXCLUSIVE TO BUG GROUP

Accelgor, Ariados, Beautifly, Beedrill, Burmy, Butterfree, Cascoon, Caterpie, Charjabug, Combee, Durant, Dustox, Escavalier, Forretress, Galvantula, Gligar, Gliscor, Grubbin, Heracross, Joltik, Kakuna, Karrablast, Krickctot, Krickctune, Larvesta, Leavanny, Ledian, Ledyba, Metapod, Mothim, Nincada, Ninjask, Pineco, Pinsir, Scatterbug, Scizor, Scolipede, Scyther, Sewaddle, Shelmet, Shuckle, Silcoon, Spewpa, Spinarak, Swadloon, Venipede, Venomoth, Venonat, Vespiquen, Vikavolt, Vivillon, Volcarona, Weedle, Whirlipede, Wормadam, Wurmple, Yanma, Yanmega

SHARES ANOTHER EGG GROUP

Araquanid, Crustle, Cutiefly, Dewpider, Drapion, Dwebble, Flygon, Golisopod, Illumise, Masquerain, Paras, Parasect, Ribombee, Skorupi, Surskit, Trapinch, Vibrava, Volbeat, Wimpod

MINERAL EGG GROUP

EXCLUSIVE TO MINERAL GROUP

Aegislash, Boldore, Doublade, Garbodor, Geodude, Gigalith, Golem, Graveler, Honedge, Klefki, Nosepass, Onix, Probopass, Roggenrola, Steelix, Sudowoodo, Trubbish, Vanillish, Vanillite, Vanilluxe

SHARES ANOTHER EGG GROUP

Avalugg, Bergmite, Cofagrigus, Crustle, Dwebble, Ferroseed, Ferrothorn, Frosslass, Glalie, Snorunt, Yamask

FLYING EGG GROUP

EXCLUSIVE TO FLYING GROUP

Aerodactyl, Braviary, Chatot, Crobat, Dartrix, Decidueye, Dodrio, Doduo, Fearow, Fletchinder, Fletchling, Golbat, Honchkrow, Hoothoot, Mandibuzz, Murkrow, Natu, Noctowl, Oricorio, Pidgeot, Pidgeotto, Pidgey, Pidove, Pikipik, Rowlet, Rufflet, Sigilyph, Skarmory, Spearow, Staraptor, Staravia, Starly, Swellow, Taillow, Talonflame, Toucannon, Tranquill, Trumbeak, Unfezant, Vullaby, Xatu, Zubat

SHARES ANOTHER EGG GROUP

Altaria, Archen, Archeops, Ducklett, Farfetch'd, Hawlucha, Noibat, Noivern, Pelipper, Swablu, Swanna, Swoobat, Togekiss, Togetic, Wingull, Woobat

AMORPHOUS EGG GROUP

EXCLUSIVE TO AMORPHOUS GROUP

Banette, Chandelure, Chimecho, Drifblim, Drifloon, Duosion, Dusclops, Dusknoir, Duskull, Eelektrik, Eelektross, Frillish, Gastly, Gengar, Gourgeist, Grimer, Gulpin, Haunter, Jellicent, Koffing, Lampent, Litwick, Magcargo, Mimikyu, Misdreavus, Mismagius, Muk, Palossand, Pumpkaboo, Reuniclus, Sandycast, Shuppet, Slugma, Solosis, Spiritomb, Swalot, Tynamo, Weezing, Wobuffet

SHARES ANOTHER EGG GROUP

Castform, Cofagrirus, Gallade, Gardevoir, Gastrodon, Kirlia, Phantump, Ralts, Shellos, Stunfisk, Trevenant, Yamask

FAIRY EGG GROUP

EXCLUSIVE TO FAIRY GROUP

Aromatisse, Audino, Blissey, Chansey, Clefable, Clefairy, Fabébé, Floette, Florges, Jigglypuff, Minun, Plusle, Slurpuff, Spritzee, Swirlix, Wigglytuff

SHARES ANOTHER EGG GROUP

Azumarill, Breloom, Carbink, Castform, Cherrim, Cherubi, Cottonee, Cutiefly, Dedenne, Delcatty, Froslass, Glalie, Granbull, Hoppip, Jumpluff, Manaphy, Marill, Mawile, Pachirisu, Phione, Pikachu, Raichu, Ribombee, Roselia, Roserade, Shroomish, Skiploom, Skitty, Snorunt, Snubbull, Togedemaru, Togekiss, Togetic, Whimsicott

DITTO GROUP

EXCLUSIVE TO DITTO GROUP

Ditto

DRAGON EGG GROUP

EXCLUSIVE TO DRAGON GROUP

Bagon, Deino, Goodra, Goomy, Hakamo-o, Hydreigon, Jangmo-o, Kommo-o, Salamence, Shelgon, Sliggoo, Zweilous

SHARES ANOTHER EGG GROUP

Altaria, Arbok, Axew, Charizard, Charmander, Charmeleon, Dragalge, Dragonair, Dragonite, Drampa, Dratini, Druddigon, Ekans, Feebas, Flygon, Fraxure, Gabite, Garchomp, Gible, Grovyle, Gyarados, Haxorus, Heliolisk, Heliopile, Horsea, Kingdra, Magikarp, Milotic, Noibat, Noivern, Salandit, Salazelle, Sceptile, Scrafty, Scraggy, Seadra, Seviper, Skrelp, Swablu, Trapinch, Treecko, Turtonator, Tyrant, Tyrantrum, Tyrunt, Vibrava

FIELD EGG GROUP

EXCLUSIVE TO FIELD GROUP

Absol, Aipom, Ambipom, Arcanine, Beartic, Bewear, Blaziken, Blitzle, Bouffalant, Braixen, Bunnelby, Camerupt, Chesnaught, Chespin, Cincinno, Combusken, Cubchoo, Cyndaquil, Darmanitan, Darumaka, Deerling, Delphox, Dewott, Diggersby, Diglett, Donphan, Drillbur, Dugtrio, Dunsparce, Eevee, Electrike, Emboar, Emolga, Espeon, Espurr, Excadrill, Fennekin, Flareon, Furfrou, Furret, Girafarig, Glaceon, Glameow, Gogoat, Growlithe, Grumpig, Gumshoos, Heatmor, Herdier, Hippopotas, Hippowdon, Houndoom, Houndour, Incineroar, Jolteon, Kecleon, Komala, Krokorok, Krookodile, Leafdon, Liepard, Lillipup, Linoone, Litleo, Litten, Luxio, Luxray, Lycanroc, Mamoswine, Manectric, Mankey, Meowstic, Meowth, Mightyena, Miltank, Mincino, Mudbray, Mudsdaile, Munna, Musharna, Ninetales, Numel, Oranguru, Oshawott, Panpour, Pansage, Pansear, Passimian, Patrat, Persian, Phanpy, Pignite, Piloswine, Ponyta, Poochyena, Primeape, Purrloin, Purugly, Pyroar, Quilava, Quilladin, Rapidash, Raticate, Rattata, Rockruff, Samurott, Sandile, Sandshrew, Sandslash, Sawsbuck, Sentret, Shinx, Simipour, Simisage, Simisear, Skiddo, Skuntank, Slaking, Slakoth, Smeargle, Sneasel, Spink, Stantler, Stoutland, Stufful, Stunky, Swinub, Sylveon, Tauros, Teddiursa, Tepig, Torchic, Torkoal, Torracat, Typhlosion, Umbreon, Ursaring, Vaporeon, Vigoroth, Vulpix, Watchog, Weavile, Yungoos, Zangoose, Zebstrika, Zigzagoon, Zoroark, Zorua

SHARES ANOTHER EGG GROUP

Ampharos, Arbok, Bibarel, Bidoof, Brionne, Buizel, Buneary, Chimchar, Dedenne, Delcatty, Delibird, Dewgong, Ekans, Empoleon, Exploud, Farfetch'd, Flaaffy, Floatzel, Golduck, Granbull, Infernape, Lopunny, Loudred, Lucario, Mareep, Mawile, Mienfoo, Mienshao, Monferno, Nidoking, Nidoqueen, Nidoran♀, Nidoran♂, Nidorina, Nidorino, Nuzleaf, Pachirisu, Pancham, Pangoro, Pikachu, Piplup, Popplio, Primarina, Prinplup, Psyduck, Quagsire, Raichu, Rhydon, Rhyhorn, Rhyperior, Scrafty, Scraggy, Sealeo, Seedot, Seel, Serperior, Servine, Seviper, Shiftry, Skitty, Snivy, Snubbull, Speal, Spinda, Swoobat, Togedemaru, Wailmer, Wailord, Walrein, Whismur, Woobat, Wooper

GRASS EGG GROUP

EXCLUSIVE TO GRASS GROUP

Amoonguss, Bellossom, Bellsprout, Bounsweet, Carnivine, Comfey, Exeggcute, Exeggutor, Fomantis, Foongus, Gloom, Lilligant, Lurantia, Maractus, Morelull, Oddish, Petilil, Shiinotic, Steenee, Sunflora, Sunkern, Tangela, Tangrowth, Tsareena, Victreebell, Vileplume, Weepinbell

SHARES ANOTHER EGG GROUP

Abomasnow, Bayleef, Breloom, Bulbasaur, Cacnea, Cacturne, Cherrim, Cherubi, Chikorita, Cottonee, Ferroseed, Ferrothorn, Grotle, Hoppip, Ivysaur, Jumpluff, Lombre, Lotad, Ludicolo, Meganium, Nuzleaf, Paras, Parasect, Phantump, Roselia, Roserade, Seedot, Serperior, Servine, Shiftry, Shroomish, Skiploom, Snivy, Snover, Torterra, Trevenant, Tropius, Turtwig, Venusaur, Whimsicott

GENDER UNKNOWN EGG GROUP

CAN ONLY BREED WITH DITTO.

EXCLUSIVE TO GENDER UNKNOWN GROUP

Baltoy, Beldum, Bronzong, Bronzor, Carbink, Claydol, Cryogonal, Dhelmise, Electrode, Golett, Golurk, Klang, Klink, Klinklang, Lunatone, Magnemite, Magnetron, Magnezone, Manaphy, Metagross, Metang, Minior, Phione, Porygon, Porygon-Z, Porygon2, Rotom, Shedinja, Solrock, Starmie, Staryu, Voltorb

UNDISCOVERED EGG GROUP

UNABLE TO PRODUCE EGGS.

EXCLUSIVE TO UNDISCOVERED GROUP

Arcus, Articuno, Azelf, Azurill, Blacephalon, Bonsly, Budew, Buzzwole, Celebi, Celesteela, Chingling, Cleffa, Cobalion, Cosmoem, Cosmog, Cresselia, Darkrai, Deoxys, Dialga, Diancie, Elekid, Entei, Genesect, Giratina, Greninja, Groudon, Guzzlord, Happiny, Heatran, Ho-Oh, Hoopa, Igglybuff, Jirachi, Kartana, Keldeo, Kyogre, Kyurem, Landorus, Latias, Latios, Lugia, Lunala, Magby, Magearna, Mantyke, Marshadow, Melmetal, Meloetta, Meltan, Mesprit, Mew, Mewtwo, Mime Jr., Moltres, Munchlax, Naganadel, Necrozma, Nihilego, Palkia, Pheromosa, Pichu, Poipole, Raikou, Rayquaza, Regice, Regigigas, Regirock, Registeel, Reshiram, Riolu, Shaymin, Silvally, Smoochum, Solgaleo, Stakataka, Suicune, Tapu Bulu, Tapu Fini, Tapu Koko, Tapu Lele, Terrakion, Thundurus, Togepi, Tornadus, Type: Null, Tyrogue, Unown, Uxie, Victini, Virizion, Volcanion, Wynaut, Xerneas, Xurkitree, Yveltal, Zapdos, Zekrom, Zeraora, Zygarde

7. OTHER CHANGES

NON-VOLATILE STATUSES

A Pokémon can only be affected by one non-volatile status at a time. If a Pokémon is already affected by a non-volatile status, it cannot be affected by another until cured of the original status.

POISONED:

A poisoned creature has disadvantage on all ability checks and attack rolls, and takes an amount of 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 incapacitated and restrained. In combat, it can attempt to break free of the ice with a STR save at the end of each of its turns against a DC of 10 + the proficiency bonus of the creature that caused this status. Outside of combat, the frozen status lasts for one hour. The frozen status ends immediately if the frozen creature takes damage from a move that has the possibility of causing the "burned" status. (Ice types are immune to this status condition)

BURNED:

A burned Pokémon rolls all damage rolls twice and takes the lower result (this bypasses and does not cancel out with things like Savage Attacker, Iron Fist, Weather, etc). In addition, the creature takes an amount of 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)

PARALYZED:

A paralyzed creature has disadvantage on any STR or DEX saving throws and moves at half speed. When a paralyzed Pokémon begins its turn, it must first roll a d4. On a result of 1, the Pokémon is incapacitated and restrained until the beginning of their next turn and must forfeit their remaining action and bonus action to their trainer. If a creature is paralyzed and confused/asleep, the paralysis roll comes first. If it fails, it does not roll to wake or be confused. (Electric types are immune to this status condition)

VOLATILE STATUSES

A Pokémon can be affected with both a volatile and non-volatile status. Unlike non-volatile statuses, volatile status immediately end outside of combat.

ASLEEP:

A creature that falls asleep is affected immediately and through its next three full turns in battle. During this time, the creature is incapacitated and restrained, and rolls all saving throws with disadvantage. A sleeping creature can roll a d20 when subject to a move AND at the end of each of its turns, ending the status immediately on a result of 11 or higher.

CONFUSED:

A confused creature is affected immediately and for three rounds. During this time, it loses its ability to take reactions and its speed is halved. When a Confused Pokémon uses an action or bonus action on its turn, it must first roll a d20. On a result of 10 or lower, the Pokémon drops concentration, hurts itself for an amount of typeless damage equal to its proficiency modifier, and the move fails. On a roll of 16 or higher, the status ends immediately.

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.

STATUS "GRACE PERIOD"

When a Pokémon recovers from a status effect, they cannot succumb to the **same** effect until after the end of their next turn.

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

There are no hard-and-fast rules for mounting in this manual. Any mountable Pokémon are at the discretion of the DM. When you mount an active Pokémon, you take on their walking, swimming, or flying speeds.

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.

STAT CHANGES

Unless otherwise noted in the move description, any mention of "stats" and "stat changes" include extra bonuses or forced changes to speed, AC, attack, damage, saving throws, critical hit chance, or ability scores.

"STACKING" MOVES

Moves will state whether they can stack effects. Each stacking instance resets the duration for the move.

8. 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.

ABILITIES

Listed on most every Pokémon's stat block are 1 or 2 special abilities unique to the species, and one Hidden Ability. A Hidden Ability may only be available for those Pokémon that take the "Hidden Ability" feat, and is added to a Pokémon's options as a second ability. For the other abilities, for each wild encounter, a DM should flip a coin to determine which of the two abilities the Pokémon has (if two are available). A trainer's starter may select one themselves.

In the case of abilities and evolution, if a Pokémon evolves and the evolved form does not have the current ability in its stat block, it must choose to replace the old ability with a new one from the evolved form's options. A Pokémon may only ever have abilities available to it on its stat block. (this includes "Hidden Abilities")

Exceptions to these rules include those Pokémon whose design depends on their abilities (Shedinja, Ditto, Slakoth, Zorua etc.)

MEGA EVOLUTION

In the games, there are 46 species of Pokémon that can "Mega" evolve, essentially temporarily boosting the forms and strength of certain final-stage Pokémon. Each Pokémon gained certain abilities and required unique items. In an effort of simplification (which is the theme of this whole Pokémon 5e project), ANY final stage Pokémon can Mega Evolve, requiring only one single Mega Evolution stone in the game, "Megalite" (see Evolutionary Items section).

The simplified rules of Mega Evolution are as follows:

- A Pokémon may only Mega Evolve at the beginning of its turn in combat, if holding Megalite. This temporary evolution lasts for up to five rounds, and can only be activated once per trainer per long rest.
- The Pokémon can only Mega Evolve if it is a final stage evolution at level 13 or higher.
- A Mega Evolved Pokémon...
 - Changes its physical form (to something mega-cool looking)
 - Adds temporary hit points equal to double its level (that go to zero after the Mega Evolution is over)
 - Increases its AC by 3
 - Doubles all of its ability score modifiers for attack, damage, and saving throw rolls/DC.
- Megalite is a special held item that can never be stolen or switched by moves or abilities like Covet, Pickpocket, etc.

For a detailed Mega Evolution ruleset more similar to game mechanics, see FoiledFeline's excellent Mega Evolution rules here:

https://drive.google.com/file/d/1p2XBf78On9fPoKLAIfiSQ3_uIfnqx/vi

EXPERIENCE POINTS

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

WEATHER

Weather plays a large role in Pokémon 5e. Many Pokémon have abilities that are affected by the surrounding weather or terrain, and weather can impact the power of certain Pokémon types. Be sure to implement weather 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!

The effects below have been simplified from the main games, and can be completely optional without breaking your own game. Each type of move listed in the "Move Types Affected" can roll its damage rolls twice and take the higher result.

SPRING/SUMMER

d100	Weather	Move Types Affected (Optional) - advantage on damage rolls
1-25	Harsh Sun, Calm	Grass, Ground, Fire
26-35	Harsh Sun, Windy	Grass, Ground, Fire, Flying, Dragon, Psychic
36-65	Cloudy, Calm	Normal, Rock, Fairy, Fighting, Poison
66-75	Cloudy, Windy	Normal, Rock, Fairy, Fighting, Poison, Flying, Dragon, Psychic
76-80	Foggy	Dark, Ghost
81-90	Light Drizzle	Water, Electric, Bug
91-99	Heavy Rain	Water, Electric, Bug
100	Dangerous Storm	Water, Electric, Bug

FALL/WINTER

d100	Weather	Move Types Affected (Optional) - advantage on damage rolls
1-15	Harsh Sun, Calm	Grass, Ground, Fire
16-25	Harsh Sun, Windy	Grass, Ground, Fire, Flying, Dragon, Psychic
26-40	Cloudy, Calm	Normal, Rock, Fairy, Fighting, Poison
41-50	Cloudy, Windy	Normal, Rock, Fairy, Fighting, Poison, Flying, Dragon, Psychic
51-60	Foggy	Dark, Ghost
61-70	Light Drizzle	Water, Electric, Bug
71-80	Heavy Rain	Water, Electric, Bug
81-90	Light Snow	Ice, Steel
91-99	Heavy Snow	Ice, Steel
100	Blizzard, Dangerous	Ice, Steel

HAIL AND SANDSTORM

These are special weather-related phenomenon that can occur naturally or in specific areas as the result of moves/abilities like Hail, Sandstorm, Snow Warning, and Sand Stream.

Weather	Effect
Hail	At the beginning of a creature's turn for 5 rounds, any non ice-type Pokémon take ice damage equal to the level of the creature that created this weather, divided by 2, rounded up. If the weather occurred in nature, no damage is dealt.
Sandstorm	At the beginning of a creature's turn for 5 rounds, any non rock-, steel- or ground-type Pokémon take rock damage equal to the level of the creature that created this weather, divided by 2, rounded up. If the weather occurred in nature, no damage is dealt.

LEGENDARY/BOSS BATTLES

Occasionally, a DM might want to throw an extra difficult boss at their players. A giant Onix terrorizing the town? A monstrous Huntail gobbling up fishing boats in the harbor? A Legendary Pokémon at the end of a long journey? Here are some actions and abilities you can give to an enemy to boost their deadliness in battle. (DMs should award extra experience for defeating creatures with one or more of these skills.)

LEGENDARY GRIT (X/DAY)

If this Pokémon fails a saving throw, it can choose to succeed instead.

LEGENDARY RESILIENCE

This Pokémon may sacrifice its action to remove a negative status effect from itself.

LEGENDARY RESISTANCE (X/DAY)

When this Pokémon takes damage from a move, it can choose to halve the total

LEGENDARY ATTACK

This Pokémon can sacrifice its action now to make two attacks on its next turn. (Or make two attacks now and sacrifice its next action)

LEGENDARY ATTACK 2

This Pokémon can make two attacks on its turn.

LEGENDARY ATTACK 3

This Pokémon has a signature move that can be used twice in one turn.

LEGENDARY ENERGY

This Pokémon can sacrifice an action to regain all PP for a single move.

LEGENDARY ENERGY 2

This Pokémon has double the normal PP for every move.

LEGENDARY NIMBLENESS

This Pokémon may move up to its speed without provoking an attack of opportunity.

LEGENDARY SPEED (X/DAY)

This Pokémon may double its movement.

LEGENDARY TOUGHNESS

This Pokémon's health is based off the maximum hit dice roll for each of its levels.

LEGENDARY REFLEXES

This Pokémon can use two reactions in a round of combat.

LEGENDARY KNOWLEDGE

This Pokémon can learn moves from anywhere in its move list, regardless of level.

LEGENDARY ARMOR (X/DAY)

As a reaction, this Pokémon may increase its AC by (1, 2, 3) if it would cause an attack to miss.

9. ITEMS

MODERN TRAINER ITEMS

The following are modernized items for this supplement for use by trainers.

Item	Description	Cost
Backpack	A backpack that can hold up to 30 lbs.	₱150
Binoculars	You can see objects up to double their size.	₱250
Camping Kettle	A kettle that can be placed in or above a campfire for heating up liquids.	₱100
Camping Stove	A light portable stove that is heated by wood chips.	₱250
Canteen	A metal or plastic canteen to carry water or other liquids.	₱50
Energy Cell	A small flat disc, used to provide energy for various powered objects.	₱20
Flashlight	Casts bright light in a 15-foot cone and dim light for an additional 30 feet. Requires a new energy cell after 4 hours of use.	₱50
Flashlight, solar	Casts bright light in a 15-foot cone and dim light for an additional 30 feet. Charges in the sunlight - for each hour doing so, it gains an hour of use, up to 4 hours.	₱120
Flint and Steel	A 'D' shaped piece of steel and a square of flint to make a spark to start a fire.	₱100
Kit, climbers	Includes special pitons, boot tips, gloves, and a harness. You have advantage on climbing checks and you can't fall more than 25 ft. if you do. Add your proficiency modifier to related checks.	₱500
Kit, cooking	Includes pots, pans, utensils and molds for cooking. Used to make foods while in a kitchen or similar facility. Add your proficiency modifier to related checks.	₱500
Kit, divers	Includes a wetsuit, diving belt, mask, fins and air tanks. While worn it reduces your movement speed by 20 ft., but gives you a swimming speed of 30 ft. In addition you have 2 hours of air, can dive to a depth of 200 ft. and aren't affected by the water's temperature.	₱750
Kit, gardeners	Includes clippers, gloves, a spade and watering pale. It's everything needed to gather and care for plants, berries and apricorn trees. Add your proficiency modifier to related checks.	₱350
Lantern	Casts bright light in a 30-foot radius and dim light for an additional 30 feet. Requires a new energy cell after 4 hours of use.	₱100
Lantern, solar	Casts bright light in a 30-foot radius and dim light for an additional 30 feet. Needs to recharge in the sunlight for a short rest, but otherwise provides 4 hours of light.	₱150
Mess Kit	This stainless steel box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.	₱150
Multi-tool	A tool with pliers, scissors, knife and other basic tools. Add your proficiency modifier to related checks.	₱150
Pocket Knife	A small pocket knife with micro tools. Add your proficiency modifier to related checks.	₱50
Ration, camping	An air tight packet of freeze dried food, add hot water to reconstitute. Provides a daily meal for one person.	₱50
Rebreather	A small breathing apparatus that allow breathing underwater, its filter needs to be replaced after 4 hours of use.	₱500
Rebreather, filter	A filter for rebreather.	₱50
Sleeping Bag	A sleeping bag for one person.	₱250
Solar Charger	A solar charger stores sunlight during a short rest during the day, and can be used to charge two energy cells during a long rest.	₱250
Tent, small	A tent for two people.	₱250
Tent, large	A tent for four people.	₱500
Tools, artisan	Tools used by tradesmen, such as calligraphers, artists or smiths. Choose one type of artisan tool upon purchase. Add your proficiency modifier to related checks.	₱350
Tools, thieves	You can add your proficiency modifier to checks when disarming traps or opening locks.	₱500

MODERN TRAINER PACKS

Item	Effect	Cost
Dungeoneer's Pack	Backpack, Climber's Kit, Flashlight, Energy Cell (5), Flint and Steel, Camping Rations (10), Canteen, 30ft. Rope.	₱1,200
Explorer's Pack	Backpack, Sleeping Bag, Mess Kit, Flint and Steel, Flashlight, Energy Cell (5), Camping Rations (10), Canteen, 30ft. Rope.	₱1,200
Filcher's Pack	Backpack, Thieves' Tools, 20 ft. Wire, Bell, Lantern, Energy Cell (3), Camping Ration (5), Flint and Steel, Canteen	₱1,200

BASIC RESTORATIVES AND MEDICINES

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

Item	Effect	Cost
Potion	Restores 2d4+2 HP	₱ 200
Super Potion	Restores 3d6+6 HP	₱ 500
Hyper Potion	Restores 4d12+10 HP	₱ 800
Antidote	Instantly cures a Pokémon from the "Poisoned" status	₱ 200
Paralyze Heal	Instantly cures a Pokémon from the "Paralyzed" status	₱ 200
Burn Heal	Instantly cures a Pokémon from the "Burned" status	₱ 200
Ice Heal	Instantly cures a Pokémon from the "Frozen" status	₱ 200
Awakening	Instantly wakes a Pokémon from the "Asleep" status	₱ 200
Full Heal	Cures all Status Effects and grants immunity to all statuses for one round.	₱ 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
Sacred Ash	Restores HP of all fainted Pokémon carried by the trainer. Only usable outside of battle	₱ 10,000
Lava Cookie	Restores all Status Effects	₱ 450
Mighty Candy	Increases STR by +1 for 1 minute	₱ 1,000
Quick Candy	Increases DEX by +1 for 1 minute	₱ 1,000
Health Candy	Gives 20 temp HP for 1 minute	₱ 1,000
Smart Candy	Increases INT by +1 for 1 minute	₱ 1,000
Tough Candy	Increases AC by +1 for 1 minute	₱ 1,000
Courage Candy	Increases WIS by +1 for 1 minute	₱ 1,000
Candy Bar	Restores 5 HP	₱ 150
Fresh Water	Restores 7 HP	₱ 200
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 item for any trainer, Pokéballs allow you to catch wild Pokémon and give 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 or in dark places like caves	₹ 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 targets of the opposite gender from 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

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 hit range increases by +1 for 1 minute (20 to 19+, 19+ to 18+, etc.)	₹ 400
X Accuracy	Grants advantage on next three attack rolls	₹ 350
Guard Spec	Prevents status ailments for 1 minute	₹ 700

EVOLUTIONARY ITEMS

The following items have the power to evolve certain Pokémon once they fulfill the requirements of evolution. An evolution only occurs at the level up following the requirements being met. An evolution item does not need to be held at the time of evolution, but the Pokémon does need to come in contact with the object, which is consumed upon evolution. (Megalite is not consumed)

Item	Effect	Cost
Alola Stone	Evolves Pikachu, Exeggcute, Cubone	₱ 4,000
Dawn Stone	Evolves Kirlia and Snorunt	₱ 4,000
Deep Sea Scale/Tooth	Evolves Clamperl	₱ 4,000
Dragon Scale	Evolves Seadra	₱ 4,000
Dubious Disc	Evolves Porygon2	₱ 4,000
Dusk Stone	Evolves Misdreavus, Murkrow, Lampent, and Doublade	₱ 4,000
Electirizer	Evolves Electabuzz	₱ 4,000
Fire Stone	Evolves Vulpix, Growlithe, Eevee, and Pansear	₱ 4,000
Ice Stone	Evolves Eevee, Alolan Sandshrew, and Alolan Vulpix	₱ 4,000
King's Rock	Evolves Slowpoke and Poliwhirl	₱ 4,000
Leaf Stone	Evolves Eevee, Gloom, Weepinbell, Exeggcute, Nuzleaf, and Pansage	₱ 4,000
Magmarizer	Evolves Magmar	₱ 4,000
Metal Coat	Evolves Onix, Scyther	₱ 4,000
Moon Stone	Evolves Nidorina, Nidorino, Clefairy, Jigglypuff, Skitty, and Munna	₱ 4,000
Oval Stone	Evolves Happiny	₱ 4,000
Prism Scale	Evolves Feebas	₱ 4,000
Protector	Evolves Rhydon	₱ 4,000
Razor Claw	Evolves Sneasel	₱ 4,000
Razor Fang	Evolves Gligar	₱ 4,000
Reaper Cloth	Evolves Dusclops	₱ 4,000
Sachet	Evolves Spritzee	₱ 4,000
Shiny Stone	Evolves Togetic, Roselia, Minccino, and Floette	₱ 4,000
Sun Stone	Evolves Gloom, Sunkern, Cottonee, Petilil, and Helioptile	₱ 4,000
Thunder Stone	Evolves Pikachu, Eevee, Eelektrik, and Charjabug	₱ 4,000
Up-Grade	Evolves Porygon	₱ 4,000
Water Stone	Evolves Poliwhirl, Shellder, Eevee, Staryu, Lombre, and Panpour	₱ 4,000
Whipped Dream	Evolves Swirlix	₱ 4,000
Eviolite	Permanently prevents a Pokémon from evolving further (See below for details)	₱ 4,000
Megalite	Allows a final-stage Pokémon to "Mega Evolve" (See Running A Game section)	Not sold

EVOLITE

Eviolite is a consumable "stone" that may be fed to a Pokémon to stop an evolution in progress. When a Pokémon consumes Eviolite, at any level that the Pokémon would evolve during its natural progression, it gains the hit dice and AC of the next evolved form (If greater than the current form), an additional maximum HP equal to its level, and gains a number of evolution points to add to its scores as stated in its stat block, decreased by two. It retains all its current proficiencies and skills, move set, and abilities.

BERRIES AND HELD ITEMS

Pokémon may be given a single item to hold with varying effects. Some effects are triggered by events, while others may have static effects that are always in place. Held items may not be dropped or equipped during battle, unless forced by a move, ability, etc. The following is a list of items that can be held and their effects.

BERRIES

Berries are items that can usually be found in nature and many shops and markets. Berries work two ways: (1) They can be used as consumable items like restoratives or (2) Can be held to be activated as a free action at the time the trigger in the description is met. Unlike the games, the Pokémon can choose when to activate the item in this way - it does not have to be activated on the first instance of the trigger.

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 becomes burned	₱ 200
Aspear Berry	Cures freeze. Activated when a Pokémon becomes 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
Sitrus 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
Razz Berry	When held by an active Pokémon, trainer gains +1 to catching attempts. (Non-Consumable)	₱ 1,000
Occa Berry	Pokémon takes half damage from a fire-type move. Activates when damaged by fire-type move.	₱ 200
Passho Berry	Pokémon takes half damage from a water-type move. Activates when damaged.	₱ 200
Wacan Berry	Pokémon takes half damage from an electric-type move. Activates when damaged.	₱ 200
Rindo Berry	Pokémon takes half damage from a grass-type move. Activates when damaged.	₱ 200
Yache Berry	Pokémon takes half damage from an ice-type move. Activates when damaged.	₱ 200
Chople Berry	Pokémon takes half damage from a fighting-type move. Activates when damaged.	₱ 200
Kebia Berry	Pokémon takes half damage from a poison-type move. Activates when damaged.	₱ 200
Shuca Berry	Pokémon takes half damage from a ground-type move. Activates when damaged.	₱ 200
Coba Berry	Pokémon takes half damage from a flying-type move. Activates when damaged.	₱ 200
Payapa Berry	Pokémon takes half damage from a psychic-type move. Activates when damaged.	₱ 200
Tanga Berry	Pokémon takes half damage from a bug-type move. Activates when damaged.	₱ 200
Charti Berry	Pokémon takes half damage from a rock-type move. Activates when damaged.	₱ 200
Kasib Berry	Pokémon takes half damage from a ghost-type move. Activates when damaged.	₱ 200
Haban Berry	Pokémon takes half damage from a dragon-type move. Activates when damaged.	₱ 200
Colbur Berry	Pokémon takes half damage from a dark-type move. Activates when damaged.	₱ 200
Babiri Berry	Pokémon takes half damage from a steel-type move. Activates when damaged.	₱ 200
Chilan Berry	Pokémon takes half damage from a normal-type move. Activates when damaged.	₱ 200
Roseli Berry	Pokémon takes half damage from a fairy-type move. Activates when damaged.	₱ 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. Reminder: Held items may not be dropped or equipped during battle, unless forced by a move, ability, etc.

Item	Effect	Cost
Air Balloon	Pokémon that hold this are immune to ground-type moves. Pops when holder is hit by an attack.	₹ 1,000
Assault Vest	Pokémon that hold this gain +1 to their AC, but can only use damaging moves.	₹ 2,000
Black Belt	Holder adds prof. bonus to damage from fighting-type moves (once per move).	₹ 4,400
Black Glasses	Holder adds prof. bonus to damage from dark-type moves (once per move).	₹ 4,400
Black Sludge	Restores HP = prof. bonus to poison types (or damages non-poison) at the end of their turns.	₹ 2,000
Big Root	HP stealing moves restore an additional 1d12 HP (without additional damage to the target).	₹ 4,400
Charcoal	Holder adds prof. bonus to damage from fire-type moves (once per move).	₹ 4,400
Damp Rock	Holder increases the duration of their Rain Dance and rain effects by 3 rounds.	₹ 2,500
Dragon Fang	Holder adds prof. bonus to damage from dragon-type moves (once per move).	₹ 4,400
Eject Button	When hit by an attack, holder may switch out as a free action. (Limit 1 per party)	₹ 4,000
Flame Orb	While held, this orb inflicts the burn status at the end of every turn.	₹ 2,000
Focus Band	Roll a d20 when suffering from the flinched status. On a 10 or higher, you do not flinch.	₹ 1,000
Hard Stone	Holder adds prof. bonus to damage from rock-type moves (once per move).	₹ 4,400
Heat Rock	Holder increases the duration of their Sunny Day and harsh sun effects by 3 rounds.	₹ 2,500
Icy Rock	Holder increases the duration of their Hail and snow effects by 3 rounds.	₹ 2,500
King's Rock	On natural attack rolls of 19 or 20, the target flinches.	₹ 4,000
Leftovers	Restores HP = prof. bonus at the end of each of their turns.	₹ 4,400
Life Orb	Holder adds prof. bonus to its damage rolls, but takes the same amount in damage to itself.	₹ 2,000
Lucky Egg	XP from battle for this Pokémon is increased by 20%	₹ 5,000
Magnet	Holder adds prof. bonus to damage from electric-type moves (once per move).	₹ 4,400
Metal Coat	Holder adds prof. bonus to damage from steel-type moves (once per move).	₹ 4,000
Miracle Seed	Holder adds prof. bonus to damage from grass-type moves (once per move).	₹ 4,400
Mystic Water	Holder adds prof. bonus to damage from water-type moves (once per move).	₹ 4,400
NeverMelt Ice	Holder adds prof. bonus to damage from ice-type moves (once per move).	₹ 4,400
Poison Barb	Holder adds prof. bonus to damage from poison-type moves (once per move).	₹ 4,400
Polkadot Bow	Holder adds prof. bonus to damage from fairy-type moves (once per move).	₹ 4,400
Quick Claw	Increase initiative roll by +3 while this Pokémon is active.	₹ 1,000
Razor Claw	Increases critical hit range by 1 (20 to 19+, etc.)	₹ 4,000
Scope Lens	Increases critical hit range by 1 (20 to 19+, etc.)	₹ 2,500
Sharp Beak	Holder adds prof. bonus to damage from flying-type moves (once per move).	₹ 4,400
Shell Bell	Restores HP = prof. bonus after activating a move that damages at least one creature.	₹ 4,400
Silk Scarf	Holder adds prof. bonus to damage from normal-type moves (once per move).	₹ 4,400
Silver Powder	Holder adds prof. bonus to damage from bug-type moves (once per move).	₹ 4,400
Smoke Ball	Guarantees a success in an attempt to flee from wild Pokémon battles.	₹ 4,400
Smooth Rock	Holder increases the duration of their Sandstorm effects by 3 rounds.	₹ 2,500
Soft Sand	Holder adds prof. bonus to damage from ground-type moves (once per move).	₹ 4,400
Soothe Bell	Resets the Loyalty rating of a Pokémon to +0.	₹ 6,000
Spell Tag	Holder adds prof. bonus to damage from ghost-type moves (once per move).	₹ 4,400
Toxic Orb	While held, this orb inflicts the poison status at the end of every turn.	₹ 2,000
Twisted Spoon	Holder adds prof. bonus to damage from psychic-type moves (once per move).	₹ 4,400
Wide Lens	Holder gains +1 to all attack rolls.	₹ 4,400

POKÉMON-SPECIFIC HELD ITEMS

The following are held items that only affect single species of Pokémon. Reminder: Held items may not be dropped or equipped during battle, unless forced by a move, ability, etc.

Item	Effect	Cost
Arceus Plate	Changes the typing of Arceus and the move "Judgement"	N/A
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
DNA Splicer	Allows Kyurem to fuse into Black or White form.	N/A
Genesect Drives	Cassettes that change the typing of Genesect's move "Techno Blast"	N/A
Gracidea Flower	A beautiful flower that allows Shaymin to change forms.	₱ 1,400
Griseous Orb	Allows Giratina to switch forms. Its Dragon and Ghost moves double STAB bonus.	₱ 7,000
Light Ball	Raises Pikachu's MOVE power modifier by +1	₱ 1,400
Lucky Punch	Increases Chansey's critical hit range by 1 (20 to 19+, etc.).	₱ 1,200
Memory Disc	Changes the typing of Silvally and its Multi Attack	N/A
Metal Powder	When held by Ditto, its CON score increases by +3	₱ 1,200
N-Solarizer	Allows Necrozma to fuse with Solgaleo to create Dusk Mane Necrozma	N/A
N-Lunarizer	Allows Necrozma to fuse with Lunala to create Dawn Wings Necrozma	N/A
Stick	Increases Farfetch's critical hit range by 1 (20 to 19+, etc.).	₱ 1,200
Reveal Glass	Allows Thundurus, Landorus, and Tornadus to change forms	N/A
Thick Club	Doubles the STAB bonus of Cubone, Marowak, or Alolan Marowak's moves.	₱ 4,400
Prison Bottle	Allows Hoopa to change forms	N/A

POKÉMON-SPECIFIC CONSUMABLES

Item	Effect	Cost
Red Nectar	When fed to an Oricorio, it changes form to Oricorio Baile Style	₱ 400
Yellow Nectar	When fed to an Oricorio, it changes form to Oricorio Pom-Pom Style	₱ 400
Pink Nectar	When fed to an Oricorio, it changes form to Oricorio Pa'u Style	₱ 400
Purple Nectar	When fed to an Oricorio, it changes form to Oricorio Senu Style	₱ 400

VITAMINS

Vitamins are rare and expensive items that can be used to permanently increase the stats of your Pokémon. Pokémon will refuse **any** additional item classified as a vitamin after three total have been used.

Item	Effect	Cost
Protein	Increase STR by 1 (Max 20 before Nature)	₱ 4,900
Iron	Increase DEX by 1 (Max 20 before Nature)	₱ 4,900
Calcium	Increase CON by 1 (Max 20 before Nature)	₱ 4,900
Zinc	Increase WIS by 1 (Max 20 before Nature)	₱ 4,900
Carbos	Increase CHA by 1 (Max 20 before Nature)	₱ 4,900
HP Up	Increase maximum HP by the maximum roll of one of your hit dice.	₱ 8,800
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
Honey	Can be used to automatically attract a single Pokémon that resides in the area (DM discretion)	₱ 1,000
Exp Share	A creature holding this item receives up to half of the total experience gained in each combat while in the party.	₱ 7,500
Ability Capsule	A consumable item that allows a Pokémon to switch the non-hidden ability it knows (if two options are available)	₱ 5,000

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:** Alomomola, Azumarill, Barboach, Basculin, Bibarel, Briionne, Bruxish, Buizel, Carvanha, Chinchou, Clamperl, Clauncher, Corphish, Corsola, Crawdaunt, Croconaw, Dewpider, Dewott, Ducklett, Feebas, Finneon, Frillish, Froakie, Frogadier, Goldeen, Horsea, Inkay, Kabuto, Krabby, Lanturn, Lombre, Lotad, Luvdisc, Magikarp, Mantyke, Mareanie, Marill, Marshomp, Mudkip, Octillery, Omanyte, Oshawott, Palpitoad, Piplup, Poliwhirl, Popplio, Prinplup, Psyduck, Pyukumuku, Quagsire, Qwilfish, Remoraid, Seel, Shellder, Shellos, Skrelp, Slowpoke, Spheal, Squirtle, Staryu, Stunfisk, Surskit, Tentacool, Tirtouga, Totodile, Tympole, Tynamo, Wailmer, Wartortle, Whiscash, Wimpod, Wingull, Wishiwashi, Wooper
- **Super Rod:** Araquanid, Blastoise, Carracosta, Clawitzer, Cloyster, Dewgong, Dragalge, Empoleon, Feraligatr, Floatzel, Gastrodon, Golduck, Golisopod, Gorebyss, Greninja, Gyarados, Huntail, Jellicent, Kabutops, Kingdra, Kingler, Lapras, Ludicolo, Lumineon, Malamar, Mantine, Milotic, Omastar, Politoed, Poliwrath, Primarina, Relicanth, Samurott, Seadra, Seaking, Sealeo, Seismitoad, Sharpedo, Slowbro, Slowking, Starmie, Swampert, Tentacruel, Toxapex, Wailord, Walrein

TMs

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.

Note: If a TM move is replaced, it can only be relearned by purchasing another TM.

TMs

TM	Cost	TM	Cost	TM	Cost
01 - Work Up	₱8,000	36 - Sludge Bomb	₱7,200	71 - Stone Edge	₱8,000
02 - Dragon Claw	₱6,000	37 - Sandstorm	₱8,400	72 - Volt Switch	₱5,600
03 - Psyshock	₱6,000	38 - Fire Blast	₱8,400	73 - Thunder Wave	₱5,000
04 - Calm Mind	₱5,500	39 - Rock Tomb	₱5,200	74 - Gyro Ball	₱5,500
05 - Roar	₱4,000	40 - Aerial Ace	₱5,200	75 - Swords Dance	₱8,000
06 - Toxic	₱8,000	41 - Torment	₱6,000	76 - Fly	₱7,200
07 - Hail	₱8,000	42 - Facade	₱5,600	77 - Psych Up	₱4,500
08 - Bulk Up	₱6,000	43 - Flame Charge	₱4,400	78 - Bulldoze	₱5,200
09 - Venoshock	₱5,200	44 - Rest	₱6,000	79 - Frost Breath	₱5,200
10 - Hidden Power	₱5,200	45 - Attract	₱4,000	80 - Rock Slide	₱5,600
11 - Sunny Day	₱4,400	46 - Thief	₱5,200	81 - X-Scissor	₱6,000
12 - Taunt	₱4,400	47 - Low Sweep	₱5,200	82 - Dragon Tail	₱5,200
13 - Ice Beam	₱7,200	48 - Round	₱5,200	83 - Infestation	₱2,800
14 - Blizzard	₱8,400	49 - Echoed Voice	₱4,000	84 - Poison Jab	₱6,000
15 - Hyper Beam	₱10,800	50 - Overheat	₱10,000	85 - Dream Eater	₱8,000
16 - Light Screen	₱4,400	51 - Steel Wing	₱5,600	86 - Grass Knot	₱6,500
17 - Protect	₱8,000	52 - Focus Blast	₱8,800	87 - Swagger	₱5,000
18 - Rain Dance	₱4,400	53 - Energy Ball	₱7,200	88 - Sleep Talk	₱4,500
19 - Roost	₱5,600	54 - False Swipe	₱4,000	89 - U-Turn	₱5,600
20 - Safeguard	₱6,000	55 - Scald	₱6,000	90 - Substitute	₱7,500
21 - Frustration	₱3,600	56 - Fling	₱4,500	91 - Flash Cannon	₱6,000
22 - Solar Beam	₱8,800	57 - Charge Beam	₱4,400	92 - Trick Room	₱5,000
23 - Smack Down	₱4,400	58 - Sky Drop	₱5,200	93 - Wild Charge	₱7,200
24 - Thunderbolt	₱7,200	59 - Brutal Swing	₱5,200	94 - Surf	₱7,200
25 - Thunder	₱8,400	60 - Quash	₱5,600	95 - Snarl	₱4,400
26 - Earthquake	₱8,000	61 - Will-O-Wisp	₱6,000	96 - Nature Power	₱5,000
27 - Return	₱5,200	62 - Acrobatics	₱4,400	97 - Dark Pulse	₱6,000
28 - Leech Life	₱6,000	63 - Embargo	₱5,000	98 - Waterfall	₱6,000
29 - Psychic	₱7,200	64 - Explosion	₱14,000	99 - Dazzling Gleam	₱6,000
30 - Shadow Ball	₱6,000	65 - Shadow Claw	₱5,600	100 - Confide	₱4,400
31 - Brick Break	₱5,600	66 - Payback	₱4,400		
32 - Double Team	₱7,000	67 - Smart Strike	₱5,600		
33 - Reflect	₱8,000	68 - Giga Impact	₱10,800		
34 - Sludge Wave	₱7,200	69 - Rock Polish	₱8,000		
35 - Flamethrower	₱7,200	70 - Aurora Veil	₱2,500		

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 a target's health.

Make a melee attack. On a hit, the creature takes 1d4 + MOVE grass damage. Half the damage done is restored by the user.

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

ACCELEROCK

Type: Rock

Move Power: DEX

Move Time: 1 bonus action

PP: 15

Duration: Instantaneous

Range: Melee

Description: You smash into a target at high speed. As a bonus action, you can immediately move up to 10ft and make a melee attack against a creature in range without taking an attack of opportunity, doing 1d4 rock damage on a hit.

Higher Levels: The damage dice roll for this move changes to 1d6 at level 5, 1d10 at level 10, and 1d12 at level 17.

ACID

Type: Poison

Move Power: DEX

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: Self (30ft cone)

Description: You create a stream of hot acid in a 30 foot cone, centered on you. Creatures caught in the cone must make 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 creature 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

ACID SPRAY

Type: Poison

Move Power: DEX/CON

Move Time: 1 action

PP: 10

Duration: 1 minute

Range: 30ft

Description: You spit a spray of acidic fluid that works to melt away a creature's defense. Make a ranged attack against a target, dealing 1d6 + MOVE poison damage on a hit. On a hit, the target must make a CON save against your Move DC. On a failure, the target's AC is reduced by 1 for the duration. This decrease may be stacked on a creature, up to a maximum of -3 to its AC.

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

ACROBATICS

Type: Flying

Move Power: DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You nimbly attack a target with acrobatic prowess. Make a melee attack, dealing 3d6 + MOVE flying damage on a hit. If you are holding an item when you activate this move, the damage is halved.

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

ACUPRESSURE

Type: Normal

Move Power: None

Move Time: 1 action

PP: 20

Duration: 1 minute

Range: Self

Description: You apply pressure to different stress points on your body, boosting a random ability for the duration. When activating this move, roll a d6 and gain the following boost based on the result. When activated on subsequent turns, any previous effect ends.

d6	Effect	d6	Effect
1	+1 to attack rolls	4	+1 to saving throws
2	+2 to damage rolls	5	Critical Hit range +1
3	+10 temporary HP	6	+1 to Armor Class

AERIAL ACE

Type: Flying

Move Power: DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You dive at a creature with such speed that it is impossible for them to avoid. This move is guaranteed to hit for 1d6 + 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 1d10 at level 5, 2d8 at level 10, and 5d4 at level 17.

AEROBLAST

Type: Flying

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Self (50ft line)

Description: You shoot out a powerful vortex of air that shreds through creatures. Any creature caught in a 50 foot line, 5 feet wide, must make a DEX save against your Move DC, taking 3d10 + MOVE flying damage on a fail, and half as much on a save.

Higher Levels: The damage dice roll for this move changes to 6d6 at level 5, 8d6 at level 10, and 7d12 at level 17.

AFTER YOU

Type: Normal

Move Power: None

Move Time: 1 bonus action

PP: 3

Duration: Instantaneous

Range: 50ft

Description: As a bonus action, choose a creature in range that has not yet taken its turn in the current round. The target must immediately take its turn now, and return to normal initiative order in the next round.

AGILITY

Type: Psychic

Move Power: None

Move Time: 1 bonus action

PP: 15

Duration: 1 minute, Concentration

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 creature 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 a creature. Make a ranged attack against a creature, 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.

AIR SLASH

Type: Flying

Move Power: DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 30ft

Description: You slash at a creature with a blade of sharp air. Make a ranged attack on a creature, dealing 1d12 + MOVE flying damage on a hit. On a natural attack roll of 15 or higher, the target flinches.

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

ALLY SWITCH

Type: Psychic

Move Power: None

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 50ft

Description: You use a strange psychic power to teleport yourself and one willing creature in range, switching places on the battlefield.

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.

ANCHOR SHOT

Type: Steel

Move Power: STR/DEX

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: 20ft

Description: You attempt to entangle a target with your anchor chain while attacking. Choose a target within range and make a ranged attack on that creature, dealing 2d6 + MOVE steel damage on a hit. On a hit, the target becomes restrained and cannot flee or be switched out. 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 chain.

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

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.

AQUA JET

Type: Water

Move Power: DEX

Move Time: 1 bonus action

PP: 15

Duration: Instantaneous

Range: Melee

Description: You lunge at a creature with incredible speed. Choose a target within 10 feet of you. A burst of water propels you towards that creature, avoiding all attacks of opportunity. Make a melee attack on that creature, dealing 1d4 water damage on a hit.

Higher Levels: The damage dice roll for this move changes to 1d6 at level 5, 1d10 at level 10, and 1d12 at level 17.

AQUA RING

Type: Water

Move Power: None

Move Time: 1 bonus action

PP: 5

Duration: 1 minute, Concentration

Range: Self

Description: You surround yourself with a veil of healing water. At the end of each of your turns, as long as you hold concentration, regain a number of hit points equal to your proficiency bonus.

AQUA TAIL

Type: Water

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You lash out with your tail to strike a creature. Make a melee attack, dealing 2d8 + MOVE water 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.

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 a creature. 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: None

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Self (10ft radius)

Description: You release a pleasant aroma that empowers your allies. All allies within a 20 foot circle, centered on you, are cured of all negative status ailments.

AROMATIC MIST

Type: Fairy

Move Power: None

Move Time: 1 action

PP: 5

Duration: 1 minute

Range: 5ft

Description: You release an aroma that inspires your allies. When you activate this move, you and any ally within 5 feet of you may add a d4 to any saving throw they make for the duration.

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

ASSIST

Type: Normal

Move Power: None

Move Time: 1 bonus action

PP: 10

Duration: Varies

Range: Varies

Description: You call upon the help of another active creature in your party. When activating this Move, another creature may immediately take an action in place of your own, if you have not already taken an action this turn.

ASSURANCE

Type: Dark

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You strike a creature where it already hurts. Make a melee attack against a creature, dealing 1d10 + MOVE dark damage on a hit. If the target has already taken damage in the same round, double the damage dice.

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

ASTONISH

Type: Ghost

Move Power: DEX/WIS

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 20ft

Description: You startle a creature with a loud shout. Make a ranged attack roll against a creature doing 1d6 + MOVE ghost damage on a hit. On a natural attack roll of 15 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.

ATTACK ORDER

Type: Bug

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 20ft

Description: You summon your underlings to attack a target. Make a ranged attack on a creature, dealing 2d8 + MOVE bug 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.

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 the attacker to make a CHA save against your Move DC. On a fail, the creature must roll the damage again and use the lower result.

AURA SPHERE

Type: Fighting

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 30ft

Description: You focus your aura into a concentrated blast that strikes a creature in range. This move is guaranteed to hit for 1d6 + MOVE fighting damage, except when targeting a creature in the invulnerable stages of Fly, Dig, Bounce, etc.

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

AURORA BEAM

Type: Ice

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 80ft

Description: You send a concentrated beam of freezing ice at a single creature in range. Make a ranged attack roll, doing 1d10 + MOVE ice damage on a hit. On natural attack rolls of 15 or higher, the target has disadvantage on any attack it makes on its next turn.

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

AURORA VEIL

Type: Ice

Move Power: None

Move Time: 1 bonus action

PP: 3

Duration: 3 rounds (Concentration)

Range: Self

Description: You use the environment to create a shield of ice around your body. Only able to be activated while it is hailing, this move can be used as a bonus action to halve all damage dealt to you for three rounds.

AUTOTOMIZE

Type: Steel

Move Power: None

Move Time: 1 action

PP: 10

Duration: 1 minute

Range: Self

Description: You shed away part of your body to make yourself lighter and increase your speed. For the duration, your speed increases by 10 feet. This move may be stacked to a maximum speed increase of 30 feet.

AVALANCHE

Type: Ice

Move Power: STR

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 30ft

Description: You send forth a heap of powerful snow to pummel a creature. Make a ranged attack on a target, dealing 1d10 + MOVE ice damage on a hit. If the target has dealt any damage to you since the end of your last turn, double the damage you deal.

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

BABY-DOLL EYES

Type: Fairy

Move Power: None

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: 30ft

Description: You quickly widen your eyes in an attempt to charm a creature, decreasing their will to fight. When you or an ally in range are targeted by a Move that requires an attack roll, you may use a reaction to impose disadvantage on the roll.

BANEFUL BUNKER

Type: Poison

Move Power: None

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: Self

Description: You sense incoming danger and are able to quickly create a barrier to avoid it. When targeted by an attack, you may automatically avoid taking damage on the first instance of this reaction. If Baneful Bunker was successful in avoiding a melee attack, the attacker becomes poisoned. On future instances of this move in the same combat, you must roll higher than a 15 on a d20 roll for the reaction to be successful.

BARRAGE

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 30ft

Description: Make a ranged attack on a creature, 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 radius)

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: 5

Duration: Instantaneous

Range: Self

Description: As a bonus action, you may switch out, passing along all negative status effects or stat changes to the new creature. This includes existing battle effects from moves such as Substitute, Swords Dance, Ingrain, Aqua Ring, etc. Effects from moves that require concentration may also be transferred, with concentration now dependent on the new creature.

BEAK BLAST

Type: Flying

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You heat up your beak and strike out at a target.

When you activate this move, you spend your action to charge up your beak. If you are hit with a melee attack before the action of your next turn, the target is burned. On your next turn, spend an action to make a melee attack on a creature, dealing 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.

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 any other conscious creature your trainer is currently carrying, dealing 2d6 dark damage on each hit.

BELCH

Type: Poison

Move Power: STR/CON

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 15ft

Description: You let out a damaging belch at a creature in range. Force the creature to make a CON save against your Move DC, taking 2d10 + MOVE poison damage on a failure, or half as much on a success. If you are holding a berry when activating this move, you may consume it and force the target to automatically fail the saving throw.

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

BELLY DRUM

Type: Normal

Move Power: None

Move Time: 1 action

PP: 5

Duration: While in battle

Range: Self

Description: You sacrifice health for attack. When using this move, decrease your current HP by half your maximum, but increase your Strength score by 10 while you remain in battle. The effect ends if your current HP rises above half your maximum.

BESTOW

Type: Normal

Move Power: None

Move Time: 1 bonus action

PP: 3

Duration: Instantaneous

Range: 30ft

Description: As a bonus action, you may pass your held item to a willing creature in range, if the target is not currently holding an item.

BIDE

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: 2-3 rounds

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 use your action to lash out at a target with a normal ranged attack, striking them for double the amount of typeless 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: 15

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. At the beginning of each of its turns, it may attempt to escape with a STR save against your Move DC. While a creature 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 a target creature. Make a melee attack roll, doing 1d10 + MOVE dark damage on a successful hit. On natural attack rolls of 19 or 20, 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.

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 creatures in a 10 foot radius, centered on a point within range. Any creature caught in the blast must make a DEX save against your Move DC, taking 3d8 + MOVE fire damage on a fail and half as much on a success. This move saps you of energy, and may not activate it again until after the end of 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 a creature, 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: 100ft

Description: Icy clouds form overhead and pelt the ground with hail and snow, centered on a point you choose within range. Each creature in a 30 ft radius, centered on a point within range, must make a DEX saving throw against your Move DC, taking 3d6 + MOVE ice damage on a failed save, or half as much on a successful one. Targets that fail the save by 5 or more become frozen.

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: None

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: 50ft

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

BLUE FLARE

Type: Fire

Move Power: STR/DEX

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Self (50ft line)

Description: You unleash an intense and beautiful line of blue flames in a 50 foot line, 5 feet wide. Any creature caught in the line must make a DEX save against your Move DC, taking 5d4 + MOVE fire damage on a failure, or half as much on a success. If a creature fails the save by 5 or more, they are burned.

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

BODY SLAM

Type: Normal

Move Power: STR

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You thrust yourself towards a creature 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.

BOLT STRIKE

Type: Electric

Move Power: STR/DEX

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 50ft

Description: You send down a powerful strike of lightning from the heavens, surrounding an area of the battlefield with surging electricity. Any creature caught in a 20 foot radius, centered on a point within range, must make a DEX save against your Move DC, taking 5d4 + MOVE electric damage on a failure, or half as much on a success. If a creature fails the save by 5 or more, it becomes paralyzed.

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

BOOMBURST

Type: Normal

Move Power: STR/CHA

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Self (20ft radius)

Description: You create a deafening, explosive sound that damages all creatures within 20 feet of you. Force any creature in range to make a CON save against your Move DC, taking 2d12 + MOVE normal damage on a failure, or half as much on a success.

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

BOUNCE

Type: Flying

Move Power: DEX

Move Time: 1 action

PP: 5

Duration: 1 round, charge

Range: 80ft

Description: When you activate this move, you use 10 feet of your movement to bounce upwards and disappear, remaining in an invulnerable state until your next turn. During this time, you are immune to the damage and effects of any move. If you have no remaining movement or are grappled/restrained before activating this move, the move fails. On your next turn, as an action, you reappear and attempt to slam down on top of a creature. Make a melee attack roll on a creature in range, with advantage, doing 2d8 + 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 2d10 at level 5, 3d10 at level 10, and 4d12 at level 17.

BRAVE BIRD

Type: Flying

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You tuck in your wings and dive at a creature. Make a melee attack, dealing 2d10 + MOVE flying damage on a hit. On a hit, you also take a quarter of the total (rounded down) in typeless 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.

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 a creature, doing 1d12 + MOVE fighting damage on a hit. This move ignores the effects of moves that would reduce its damage (Harden, Reflect, etc.)

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

BRINE

Type: Water

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 40ft

Description: You send a harsh blast of salt water at a creature. Make a ranged attack against a creature, dealing 1d10 + MOVE water damage on a hit. If the target has less than 50% of its max HP, double the damage dealt.

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

BRUTAL SWING

Type: Dark

Move Power: STR

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Self (5ft radius)

Description: You swing your arms around violently, attacking anything within a 10 foot circle, centered on yourself. All creatures in range must make a DEX saving throw against your Move DC, taking 1d10 + MOVE dark damage on a failure, or 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.

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

Description: You shoot a concentrated stream of bubbles at a single creature in range. Make a ranged attack roll, doing 1d10 + MOVE water damage on a hit. On natural attack rolls of 19 or 20, the target's speed is halved until the end of their next turn.

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

BUG BITE

Type: Bug

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You lash out and bite a target. Make a melee attack against a creature, dealing 1d10 + MOVE bug damage on a hit. If the target is holding a berry when you hit, you immediately eat it and gain its effect.

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

BUG BUZZ

Type: Bug

Move Power: DEX/CHA

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Self (20ft radius)

Description: You vibrate your wings, creating a harsh sound that damages any creature in range. All creatures within 20 feet of you must make a CON save against your Move DC, taking 2d8 + MOVE bug damage on a fail. If a creature fails the save by 5 or more, they have disadvantage on their 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.

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.

BULLDOZE

Type: Ground

Move Power: STR

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Self (15ft radius)

Description: You strike the ground so hard that it ripples out from you in a 30 foot circle. Any creature caught in the area must make a DEX save against your Move DC, taking 1d10 + MOVE ground damage on a failure, or half as much on a success. Raised creatures are immune to the effects and damage of this move.

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

BULLET PUNCH

Type: Steel

Move Power: STR/DEX

Move Time: 1 bonus action

PP: 15

Duration: Instantaneous

Range: Melee

Description: You strike with a punch that is quick as a bullet. Choose a target within 10 feet of you. You rush forward to slam a fist into the creature, avoiding all attacks of opportunity. Make a melee attack on that creature, dealing 1d4 steel damage on a hit.

Higher Levels: The damage dice roll for this move changes to 1d6 at level 5, 1d10 at level 10, and 1d12 at level 17.

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 a creature. 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.

BURN UP

Type: Fire

Move Power: STR/DEX

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Self (15ft radius)

Description: You use up all the fire energy you have to inflict massive damage in a 15 foot radius, centered on you. Creatures within the area must make a DEX save against your Move DC. On a failure, the creature take 5d4 + MOVE fire damage and become burned. On a success, they take half as much damage without being burned. After using this move, the user burns itself out and loses its fire-typing for the remainder of combat. Dual-type fire Pokémon change to their single other type, and single-type Pokémon become typeless, losing STAB and all vulnerabilities, resistances, and immunities.

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

CAPTIVATE

Type: Normal

Move Power: WIS/CHA

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: 40ft

Description: You attempt to charm a creature into pulling its punches. When hit by an attack from a creature of the opposite gender, you may use a reaction to force it to make a CHA save against your Move DC. On a failure, the attack does not hit.

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.

CHARGE BEAM

Type: Electric

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 80ft

Description: You send a beam of electric energy at a creature that has a chance to power you up. Make a ranged attack, dealing 1d8 + MOVE electric damage on a hit. If the natural attack roll is 10 or higher and the attack hits, double your MOVE modifier for the damage of this move and any other move you activate before the end of your next turn.

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

CHARM

Type: Fairy

Move Power: CHA/WIS

Move Time: 1 action

PP: 10

Duration: 1 minute

Range: 80ft

Description: You attempt to charm a creature, 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.

CHATTER

Type: Flying

Move Power: WIS/CHA

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 30ft

Description: You shout a series of disorienting words at a creature, scrambling their senses. Make a ranged attack. On a hit, deal 1d10 + MOVE flying damage and cause the target to become 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.

CHIP AWAY

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You wait for an opening, striking with speed when the moment is right. Ignoring any boosts to the AC of a target, make a melee attack, dealing 1d12 + MOVE normal 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.

CIRCLE THROW

Type: Fighting

Move Power: STR

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You swing the target around and throw it as hard as you can, away from the battlefield. Make a melee attack, dealing 1d10 + MOVE fighting damage on a hit. In wild battles, the target takes the damage and flees from battle if its level is lower than that of the user. In trainer battles, the target takes the damage and must be immediately switched out for another creature in the trainer's party, if any remain.

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

CLAMP

Type: Water

Move Power: STR

Move Time: 1 action

PP: 10

Duration: 1 minute

Range: Melee

Description: You clamp down on a target, 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. At the beginning of each of its turns, it may attempt to pry itself away with a STR save against your Move DC. As long as the target is grappled on your subsequent turns, this move can be activated again as a bonus action with an automatic hit, dealing 1d6 water damage.

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

CLANGING SCALES

Type: Dragon

Move Power: STR/WIS

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Self (30ft cone)

Description: You slam your scaled hands together to create an intense, sound-based shockwave in a 30 foot cone in front of you. Any creature caught in the blast must make a CON save against your Move DC, taking 3d6 + MOVE dragon damage on a failure, or half as much on a success. Creatures that fail the save by 5 or more reduce their AC by 1 for the remainder of combat.

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

CLEAR SMOG

Type: Poison

Move Power: DEX/CON

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 20ft

Description: You throw a clump of special mud that has the power to remove all stat changes from a target. Make a ranged attack, dealing 1d8 + MOVE poison damage on a hit. On a hit, any stat changes affecting the target since the beginning of battle are reset.

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

CLOSE COMBAT

Type: Fighting

Move Power: STR

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Melee

Description: You get in close for a devastating strike, sacrificing your defenses. Make a melee attack on a creature, dealing 2d10 + MOVE fighting damage on a hit. After activating this move, the target has advantage on any attack it makes against you before the beginning of your next turn.

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

COIL

Type: Poison

Move Power: None

Move Time: 1 action

PP: 3

Duration: 1 minute, Concentration

Range: Self

Description: You coil up and concentrate your power. For the duration, gain +1 to your attack rolls, damage rolls, and AC.

COMET PUNCH

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You strike out with a lightning fast punch. Make a melee attack roll. The target takes 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 1d6 at level 5, 1d8 at level 10, and 2d6 at level 17.

CONFIDE

Type: Normal

Move Power: WIS/CHA

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 40ft

Description: You whisper an untold secret into the mind of a creature in range. The target must make a WIS save against your Move DC, becoming confused on a failure.

CONFUSE RAY

Type: Ghost

Move Power: INT/WIS

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 40ft

Description: You target a creature in range with a sinister ray of ghostly light. Make a ranged attack against a creature. On a hit, they become confused.

CONFUSION

Type: Psychic

Move Power: INT/WIS

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: 50ft

Description: You attempt to enter the mind of a target and cause confusion. Make a ranged attack on a creature 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.

CONSTRIC

Type: Normal

Move Power: STR

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: Melee

Description: You wrap yourself around a creature, 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. At the beginning of each of its turns, it may attempt to escape with a STR save against your Move DC. As long as the target is grappled on your subsequent turns, this move can be activated again as a bonus action with an automatic hit, dealing 1d4 normal damage.

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: 10

Duration: 1 round

Range: Self

Description: Until the beginning of your next turn, take on a new type for resistances/vulnerabilities/immunities equal to one of the types of a move you currently know.

CONVERSION 2

Type: Normal

Move Power: None

Move Time: 1 bonus action

PP: 10

Duration: 1 round

Range: Self

Description: If you took damage from an attack since the end of your last turn, you may use a bonus action to change your type to any type that is resistant or immune to the type of move used against you. This effect lasts until the beginning of your next turn.

COPYCAT

Type: Normal

Move Power: None

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 50ft

Description: You mimic a target that you can see, in range.

When you activate this move, choose a target in range and fully execute the most recent move used by the creature, using your own ability scores, level, and typing for saving throw DC, attack, and damage.

CORE ENFORCER

Type: Dragon

Move Power: STR/WIS

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 45ft

Description: You send a focused laser that scorches a 'Z' pattern on a target. Make a ranged attack, dealing 4d4 + MOVE dragon damage on a hit. On a hit, force the target to make a CON save against your Move DC, losing all effects of its abilities on a failure, until it is switched out.

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

COSMIC POWER

Type: Psychic

Move Power: None

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 GUARD

Type: Grass

Move Power: None

Move Time: 1 action

PP: 5

Duration: 1 minute, Concentration

Range: Self

Description: You protect yourself by wrapping your body up in thick, soft cotton. For the duration, boost your AC by +2.

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 target. 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: 5

Duration: Instantaneous

Range: Melee

Description: When you are hit by a melee attack, you can use your reaction to make a melee attack against the creature, 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 a creature, doing 1d10 + MOVE normal damage on a hit. On a successful attack, you steal the creatures 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 a creature 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.

CRAFTY SHIELD

Type: Fairy

Move Power: None

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: 5ft

Description: You summon forth a mysterious power that blocks an incoming status condition. When you or an ally within 5 feet of you are subject to a status condition from a move, you may use your reaction to nullify the condition.

CROSS CHOP

Type: Fighting

Move Power: STR/DEX

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Melee

Description: You crush a creature 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.

CROSS POISON

Type: Poison

Move Power: DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You slash at a creature with a poisonous strike. Make a melee attack, dealing 1d12 + MOVE poison damage on a hit. On a natural attack roll of 19 or 20, the attack is treated as a critical hit and the target is poisoned.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 2d12 at level 10, and 6d6 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. This decrease may be stacked, up to a maximum of -5 to AC.

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: 10

Duration: Instantaneous

Range: Melee

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

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

CRUSH GRIP

Type: Normal

Move Power: STR

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Melee

Description: You clasp your hands around a creature for a crushing blow. Make a melee attack against a target, dealing 3d8 + MOVE normal damage and grappling the target on a hit. If the target is above 50% of its maximum health, add your proficiency bonus to the damage roll.

Higher Levels: The damage dice roll for this move changes to 5d6 at level 5, 4d12 at level 10, and 8d8 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 creature type. If you are ghost-type: You attempt to put a curse on a creature. 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 the target 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 2, 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 a target with vine or claw or blade. Make a melee roll on a target, 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.

DARK PULSE

Type: Dark

Move Power: WIS/CHA

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 30ft

Description: You target a creature with a dark aura filled with horrible thoughts. Make a ranged attack on a creature, dealing 2d6 + MOVE dark damage on a hit. On natural attack rolls of 17 or higher, 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.

DARK VOID

Type: Dark

Move Power: WIS

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Self (30ft radius)

Description: You send the minds of your creatures into a world of darkness, damaging them before putting them to sleep. All creatures within 30 feet of you must make a WIS save against your Move DC, taking 2d10 + MOVE dark damage and falling asleep on a failure, or half as much without falling asleep on a success.

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

DARKEST LARIAT

Type: Dark

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You dangerously swing both arms at a creature in range, ignoring any positive stat changes the target is affected with. Make a melee attack, dealing 2d6 + MOVE dark 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.

DAZZLING GLEAM

Type: Fairy

Move Power: DEX/CHA

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Self (20ft radius)

Description: You emit a powerful flash that damages all creatures in range. Creatures within 20 feet of you must make a CON save against your Move DC, taking 2d6 + MOVE fairy damage on a failure, 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.

DEFEND ORDER

Type: Bug

Move Power: None

Move Time: 1 action

PP: 5

Duration: 1 minute, Concentration

Range: Self

Description: You summon forth your underlings to form a natural shield in front of you. For the duration, as long as you keep your concentration, gain +1 to your AC.

Higher Levels: The AC boost for this move changes to +2 at level 5, +3 at level 10, and +4 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.

DEFOG

Type: Flying

Move Power: None

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Self (50ft radius)

Description: You summon a swift, magical breeze in a 50 foot radius, centered on you, that sweeps away foggy weather and obstacles. When activating this move, any area of effect moves that are still active end immediately (Examples: Misty Terrain, Fog Cloud, Smog, etc.).

DESTINY BOND

Type: Ghost

Move Power: WIS/CHA

Move Time: 1 action

PP: 3

Duration: 1 minute, Concentration

Range: 100ft

Description: You create a dark, internal bond with a creature. Select a target in range, who must make a WIS save against your Move DC. On a fail, half of any damage dealt to the user is also dealt as typeless damage to the target creature.

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 you are the recipient of the damage and/or effects of a move, you may automatically avoid the damage/effects on the first instance of this reaction. On future instances of this move in the same combat, you must roll higher than a 15 on a d20 roll for the reaction to be successful. This reaction may not be used to guard against the damage/effects that result from a natural 20 attack roll.

DIAMOND STORM

Type: Rock

Move Power: None

Move Time: 1 action

PP: 3

Duration: 3 rounds, Concentration

Range: 50ft

Description: You stir up a massive storm of sharp diamonds in a 30 foot radius, centered on a point in range. When a creature enters the area for the first time on their turn, or begins their turn inside the area, they take 4d4 rock damage. The Diamond Storm lasts for 3 rounds. When you activate this move, roll a d4. On a result of 3 or 4, your AC is increased by 2 while the Diamond Storm is active.

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

DIG

Type: Ground

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: 1 round, charge

Range: 80ft

Description: You burrow underground, disappearing from view before striking from underneath a target. When you activate this move, you use 10 feet of your movement to burrow underground (ignoring difficult terrain) and remain there until your next turn. During this time, you are immune to the damage and effects of any move. If you have no remaining movement or are grappled/restrained before activating this move, the move fails. On your next turn, you emerge from the ground and make a melee attack on a creature in range, with advantage, doing 2d8 + MOVE ground damage on a successful hit. If the target has Tremorsense, the attack is not rolled with 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.

DISABLE

Type: Normal

Move Power: CHA/WIS

Move Time: 1 action

PP: 5

Duration: 1 minute, Concentration

Range: 60ft

Description: You attempt to disable a target, hindering its moves. Choose a target in range. The target must succeed on a WIS saving throw against your Move DC. On a failed save, the last Move it activated is unable to be used while you hold your concentration. (If this would end Solar Beam, Skull Bash, etc. during the charge phase of the Move, the Move automatically fails on the target's next turn).

DISARMING VOICE

Type: Fairy

Move Power: CHA

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Self (20ft radius)

Description: You let out a charming cry, dealing emotional damage to any creature in range that can hear you. This move automatically hits for 1d4 + MOVE fairy damage unless a creature is in the invulnerable stages of Fly, Dig, Bounce, etc.

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

DISCHARGE

Type: Electric

Move Power: DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Self (10ft radius)

Description: You let loose a flare of electricity in a 20 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 5 or more, 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: 5

Duration: 1 round, charge

Range: 80ft

Description: When you activate this move, you use 10 feet of your movement to disappear into a magical space beneath your feet, remaining in an invulnerable state until your next turn. During this time, you are immune to the damage and effects of any move. If you have no remaining movement or are grappled/restrained before activating this move, the move fails. On your next turn, as an action, you reappear and attempt to attack a creature from below. Make a melee attack roll on a creature in range, with advantage, doing 2d8 + MOVE water 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.

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 a creature. 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 HIT

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You lash out quickly with two strikes. Make two melee attacks, dealing 1d6 + MOVE normal damage on each 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.

DOUBLE IRON BASH

Type: Steel

Move Power: STR

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You punch twice with two devastating slams of your fist. Make two melee attack rolls, doing 1d6 + MOVE steel damage on each successful hit. If any natural attack roll is 16 or higher, the target flinches.

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

DOUBLE KICK

Type: Fighting

Move Power: STR/DEX

Move Time: 1 action

PP: 10

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 1d10 at level 5, 2d8 at level 10, and 5d4 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 with quick slaps. 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: 3

Duration: 1 minute, Concentration

Range: Self

Description: You create a duplicate image of yourself, 5 feet beside you. The image mimics you and attempt to fool your opponents into attacking it, instead. When subject to any move (attack or saving throw / damaging or non-damaging) with an area of effect of 5 feet wide or less, roll a d4. On a result of 3 or 4, the image absorbs the damage and/or effects of the attack and disappears. Creatures with Truesight bypass the effect of this move. If grappled or restrained by a creature while Double Team is active, Double Team has no effect. (Examples that would trigger the roll include Tackle, Thunder Wave, Rock Slide, etc.)

DOUBLE-EDGE

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You commit a massive attack against a creature. 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 typeless 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 METEOR

Type: Dragon

Move Power: STR

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 80ft

Description: You summon forth a meteor shower that rains down onto the battlefield. All creatures in a 20 foot circle, centered on a point within range, must make a DEX save against your Move DC, taking 5d4 + MOVE dragon damage on a hit, or half as much on a save. After activating this move, your next attack is rolled at disadvantage. If that attack requires a saving throw, the target has 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.

DRAGON ASCENT

Type: Flying

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 100ft

Description: You soar upward and come crashing down towards a creature in range at tremendous speed. Make a melee attack roll, dealing 5d6 + MOVE flying damage on a hit. Any creature within 10 feet of the target must make a DEX save against your Move DC and take the same amount of damage on a failure, or half as much on a success. After activating this move, any attack roll that targets you until the beginning of your next turn is rolled with advantage.

Higher Levels: The damage dice roll for this move changes to 4d10 at level 5, 6d10 at level 10, and 8d12 at level 17.

DRAGON BREATH

Type: Dragon

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Self (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 a creature 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 a creature, 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 HAMMER

Type: Dragon

Move Power: STR

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Self (25ft line)

Description: You slam your head down like a hammer to attack a creature in range. Make a melee attack roll against the target, dealing 2d8 + MOVE dragon damage on a hit. Hit or miss, any creatures within the line created by the attack (5 feet wide) must make a DEX save against your Move DC, taking the same damage on a failure.

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

DRAGON PULSE

Type: Dragon

Move Power: DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 50ft

Description: You open your mouth and send a shockwave of draconic energy at a target in range. Make a ranged attack, dealing 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 RAGE

Type: Dragon

Move Power: STR

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Self (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 + MOVE dragon damage on a fail, and half as much on a save.

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 RUSH

Type: Dragon

Move Power: STR

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You rush at a creature with overwhelming menace. Make a melee attack, dealing 4d4 + MOVE dragon damage on a hit. On natural attack rolls of 17 or higher, the target flinches.

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

DRAGON TAIL

Type: Dragon

Move Power: STR

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You whip your dragon tail at a creature in an attempt to send them away. Make a melee attack roll against a target, dealing 1d10 + MOVE dragon damage. In wild battles, the target takes the damage and flees from battle if its level is lower than that of the user. In trainer battles, the target takes the damage and must be immediately switched out for another creature in the trainer's party, if any remain.

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

DRAIN PUNCH

Type: Fighting

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: Your strike a target with an energy-draining punch. Make a melee attack, dealing 1d12 + MOVE fighting damage on a hit, gaining half the damage dealt (rounded down) in HP.

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

DRAINING KISS

Type: Fairy

Move Power: DEX/CHA

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You attempt to zap the target's energy with a kiss. Make a melee attack roll on a creature, dealing 1d8 + MOVE fairy damage on a hit. The user is then healed for half the damage dealt.

Higher Levels: The damage dice roll for this move changes to 2d6 at level 5, 4d4 at level 10, and 3d10 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 creature's dreams, sucking from its energy pool. Instantly inflict 4d4 + MOVE psychic damage on a sleeping target in range, regaining half as many hitpoints to yourself. This move does not wake a sleeping creature.

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 a target with a peck attack. Make a melee attack roll on a target, doing 2d6 + MOVE flying damage 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.

DRILL RUN

Type: Ground

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You crash into a creature, spinning your body like a drill. Make a melee attack, dealing 2d6 + MOVE ground damage on a hit. This attack 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.

DUAL CHOP

Type: Dragon

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You lash out at a creature(s) with two quick strikes. Make two melee attack rolls, dealing 1d6 + MOVE dragon damage with each 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.

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 a creature. Make a melee attack roll against a creature, doing 4d4 + 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.

EARTH POWER

Type: Ground

Move Power: STR

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 40ft

Description: You cause the ground beneath a creature to erupt with power. Make a ranged attack, dealing 2d8 + MOVE ground damage on a hit. If the natural attack roll is 19 or 20, the next attack against the target is rolled at 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.

EARTHQUAKE

Type: Ground

Move Power: STR

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Self (20ft radius)

Description: You create a tremor in the ground in a 20 foot radius, centered on you. Each creature in the area must succeed on a STR save against your Move DC, taking 4d4 + MOVE ground damage on a fail and be knocked prone. On a success, they take half as much damage and are not knocked prone. Creatures in range that are burrowed or in the invulnerable stage of Dig take double damage from this move. After the move is activated, the area becomes difficult terrain. Raised creatures are immune to the effects and damage of this move.

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

ECHOED VOICE

Type: Normal

Move Power: WIS/CHA

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 40ft

Description: You release a shout that echoes across the battlefield towards a creature. Make a ranged attack, dealing 1d6 + MOVE normal damage on a hit. Until the beginning of your next turn, if any other creature in range uses this move, they may double their damage dice on a hit. This multiplier can continue to stack to a maximum of 8x the damage dice, resetting if any of the attacks miss.

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

EERIE IMPULSE

Type: Electric

Move Power: DEX/CHA

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Self (30ft radius)

Description: Your body generates a strange pulsating sound that can disrupt creature's ability to attack. When you activate this move, any creature within 30 feet of you must make a CON saving throw against your Move DC. Any creature that fails flinches for 1d4 rounds.

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 + 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.

ELECTRIC TERRAIN

Type: Electric

Move Power: None

Move Time: 1 action

PP: 5

Duration: 3 rounds

Range: Self (40ft radius)

Description: You electrify the ground around you to create a static field of electricity. For 3 turns, no grounded creatures inside the area can be asleep. Grounded creatures are those that do not have a flying speed or Levitate, Magnet Rise, or similar ability. In addition, creatures may double their MOVE modifier on damage rolls from electric-type moves activated inside the area

ELECTRIFY

Type: Electric

Move Power: STR/DEX

Move Time: 1 reaction

PP: 5

Duration: Instantaneous

Range: Melee

Description: You suddenly surge with electric energy that transfers to your attacker. When hit by a melee attack, you may instantly use your reaction to force the attacker to make a CON save against your Move DC. On a failure, the attacking move's type is changed to electric.

ELECTRO BALL

Type: Electric

Move Power: DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 40ft

Description: You hurl an electric orb at a target in range. Make a ranged attack roll, dealing 1d6 + MOVE electric damage on a hit. Compare the target and user's highest speed type (walking, flying, etc.). If the user's speed is higher, roll the next tier's damage dice for this move. In the case of level 17 or higher, double the damage dice.

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

ELECTROWEB

Type: Electric

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 40ft

Description: You unleash an electric net of web upon a creature. Make a ranged attack roll, dealing 1d8 + MOVE electric damage on a hit, and reducing the target's speed by 5 feet. The target can use an action on its turn remove any web from its body. A target whose speed is reduced to 0 is restrained.

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

EMBARGO

Type: Dark

Move Power: WIS

Move Time: 1 action

PP: 10

Duration: 1 minute

Range: 30ft

Description: You surround a creature in range with a dark aura. Force a creature to make a WIS save against your Move DC. On a failure, the target cannot gain the effect of any held item or trainer item given to it for the duration.

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 a target within range. Make a ranged attack, doing 1d6 + 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 a creature to make a WIS save against your Move DC as a reaction. On a fail, no other move may be activated by the target creature until after the end of its next turn.

Higher Levels: The number of turns the creature 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 a creature in range. the target must make a WIS saving throw against your Move DC. On a failure, the target's current HP is reduced to be equal to your own. The hit point reduction can be no more than 5x the target's level. This move can not 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: On an instance of taking damage that would otherwise cause you to faint, you may instead fall to 1HP on the first instance of this reaction. On future instances of this move in the same combat, you must roll higher than a 15 on a d20 roll for the reaction to be successful.

ENERGY BALL

Type: Grass

Move Power: DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 40ft

Description: You draw in power from nature in a concentrated ball that you send towards a creature. Make a ranged attack, dealing 2d8 + MOVE grass damage on a hit. On a natural attack roll of 19 or 20, the next attack against the target is rolled at 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.

ENTRAINMENT

Type: Normal

Move Power: WIS/CHA

Move Time: 1 action

PP: 10

Duration: 1 minute

Range: 60ft

Description: You dance with a strange rhythm that causes a creature to mimic you. Choose a target in range and force them to make a WIS save against your Move DC. On a failure, choose one of their abilities to replace with one of your own for the duration.

ERUPTION

Type: Fire

Move Power: STR/DEX

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Self (15ft 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: None

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 creature 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 a creature. Make a ranged attack roll against a creature 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 bonus action

PP: 15

Duration: Instantaneous

Range: Melee

Description: You rush to attack with incredible speed. As a bonus action, you can immediately move up to 10ft and make a melee attack against a creature in range without taking an attack of opportunity, doing 1d6 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.

FACADE

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You strike out at a creature 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.

FAIRY LOCK

Type: Fairy

Move Power: None

Move Time: 1 bonus action

PP: 5

Duration: 1 round

Range: Self (40ft radius)

Description: You summon forth a mystical power that locks down the battlefield. Creatures within an 80 foot circle, centered on you, may not flee or be switched out on their next turn.

FAIRY WIND

Type: Fairy

Move Power: DEX/CHA

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: 30ft

Description: You stir up vicious fairy winds that fly towards a creature in range. Make a ranged attack roll against a target, dealing 1d6 + MOVE fairy 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.

FAKE OUT

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: This attack can only be used on the first turn that the user has entered combat. Make a melee attack on a creature, 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 a creature 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 a creature but hold back power slightly. Make a melee attack against a creature, doing 1d6 + MOVE normal damage on a hit. If this attack would normally cause a creature 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: Flying

Move Power: DEX/CHA

Move Time: 1 action

PP: 10

Duration: 1 minute, Concentration

Range: 50ft

Description: You distract a creature 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

Type: Normal

Move Power: DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You fake out a creature before you strike. Make a melee attack against a target, dealing 1d10 + MOVE normal damage on a hit. If a creature attempts to use a Protect or Detect reaction against the damage, it fails.

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

FEINT ATTACK

Type: Dark

Move Power: STR/DEX/CHA

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You bring a creature close and hit it with a sucker punch. Make a melee attack on a creature, at advantage, dealing 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.

FELL STINGER

Type: Bug

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You lunge at a creature with a devastating sting attack. Make a melee attack on a creature, dealing 1d8 + MOVE bug damage on a hit. If this attack causes the target to faint, double your ability modifier for attack rolls and damage on your next turn.

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

FIERY DANCE

Type: Fire

Move Power: DEX/CHA

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Self (15ft radius)

Description: You dance and flap your wings, sending flames in a 30 foot circle, centered on you. Anyone caught in the blaze must make a DEX save against your Move DC, taking 2d6 + MOVE fire damage on a failure, or half as much on a success. If a creature fails the save by 5 or more, double the MOVE modifier when adding damage

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

FINAL GAMBIT

Type: Fighting

Move Power: STR

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 30ft

Description: You risk everything and use your own life force to damage a creature in range. When you activate this move, you faint, and force a target in range to make a CON save against your Move DC. The target takes an amount of fighting damage equal to your remaining HP on a failure, or half as much on a success

FIRE BLAST

Type: Fire

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 40ft

Description: Two pillars of raging hot flames explode out from you and leap towards up to two creature in range. The creature(s) targeted must succeed on a DEX save against your Move DC for each pillar, taking 1d8 + MOVE fire damage on a failure, or half as much on a success. Creatures that fail the save by 5 or more become burned.

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

FIRE FANG

Type: Fire

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You attempt to pierce a creature with flame-cloaked fangs. Make a melee attack, dealing 1d10 + MOVE fire damage on a hit. On a natural attack roll of 19 or 20, the target is burned and 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.

FIRE LASH

Type: Fire

Move Power: DEX/WIS

Move Time: 1 action

PP: 10

Duration: 1 minute

Range: 10ft

Description: You strike out at a target in range with a burning lash. Make a melee attack on a creature, doing 2d6 + MOVE fire damage. On a successful attack, the targeted creature must make a CON save against your Move DC. On a fail, allies add +1 to any attack targeted at the creature for the duration. This modifier can be stacked if it fails multiple Fire Lash saves, up to a maximum of +5.

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

FIRE PLEDGE

Type: Fire

Move Power: STR

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 40ft

Description: You send a plume of flame towards a creature. Make a ranged attack, dealing 2d6 + MOVE fire damage on a hit. After you land a hit, any ally that uses another Pledge move in the same round automatically hits.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 4d6 at level 10, and 6d6 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 1d12 + MOVE fire damage on a hit. On a natural attack roll of 19 or 20, the target is burned.

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

FIRE SPIN

Type: Fire

Move Power: DEX

Move Time: 1 action

PP: 5

Duration: 3 rounds, Concentration

Range: 40ft

Description: You release a series of moving flames that dance around a target. Make a ranged attack roll, doing 1d8 + MOVE fire damage on a hit, as the flames swirl around it. As long as you maintain concentration, the target takes an additional 1d8 fire damage at the end of each of its next three turns.

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

FIRST IMPRESSION

Type: Bug

Move Power: DEX

Move Time: 1 bonus action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You make quite the entrance, quickly attacking a creature. This attack can only be used on the first turn that the user has entered combat. Make a melee attack on a creature, doing 2d8 + MOVE bug 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.

FISSURE

Type: Ground

Move Power: None

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 a creature, 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 BURST

Type: Fire

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 40ft

Description: You release a fireball that explodes on contact. Choose a point in range. Any creature within 5 feet of that point must make a DEX save against your Move DC, taking 1d12 + MOVE fire damage on a hit, or half as much 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.

FLAME CHARGE

Type: Fire

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You cloak yourself with flame and lash out at a creature. Make a melee attack, dealing 1d8 + MOVE fire damage on a hit. With each successful hit from this move, increase your movement speed by 5 until you are incapacitated, are switched out, or the combat ends. (Maximum of +30 to movement speed)

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

FLAME WHEEL

Type: Fire

Move Power: STR/DEX

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: Self (10ft radius)

Description: A wheel of flame explodes out from you in a 10 foot radius. All creature 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 creature 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: Self (40ft cone)

Description: You shoot a concentrated gout of flame in an 40 foot cone. Any creature caught in the cone must succeed on a DEX save against your Move DC, taking 2d8 + MOVE fire damage on a failure, or half damage on a success. Any creature that fails the save by 5 or more becomes 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.

FLARE BLITZ

Type: Fire

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You cloak yourself in fire and charge at a creature with serious damage. Make a melee attack against a creature, dealing 2d10 + MOVE fire damage on a hit. On a hit, you take a quarter of the damage dealt in typeless recoil damage. On a natural attack roll of 19 or 20, the target is burned. If the user is frozen, this move can still be used, thawing out the creature during the attack

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

FLASH

Type: Normal

Move Power: CON

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Self (20ft radius)

Description: You emit an immense flash of light in a 20 foot radius circle, centered on you. Creatures 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.

FLASH CANNON

Type: Steel

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 60ft

Description: You gather energy from the light around you and send a concentrated beam towards a creature in range. Make a ranged attack, dealing 2d6 + MOVE steel damage on a hit. On a natural attack roll of 19 or 20, the next attack against the target is rolled at advantage.

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

FLATTER

Type: Dark

Move Power: WIS/CHA

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 40ft

Description: You send mixed signals to an creature in range. 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.

FLEUR CANNON

Type: Fairy

Move Power: WIS/CHA

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Self (80ft line)

Description: You unleash a beam of energy in a 80 foot line, 5 feet wide. All creatures in its path must make a DEX save against your Move DC, taking 5d4 + MOVE fairy damage on a hit, or half as much on a save. After activating this move, your next attack is rolled at disadvantage. If the next attack requires a saving throw, the target(s) has 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.

FLING

Type: Dark

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 60ft

Description: You sacrifice your held item to throw it a creature. Make a ranged attack. On a hit, the amount of dark damage dealt is equal to the price of the item in the manual, divided by 100 (rounded down), plus STAB (if applicable). In addition, certain items have additional effects on a successful hit with this move. After activating this move, on a hit or miss, the item disappears.

Item	Effect	Item	Effect
Flame Orb	Burns	King's Rock	Flinches
Toxic Orb	Badly Poisons	Razor Fang	Flinches
Light Ball	Paralyzes	Poison Barb	Poisons

FLORAL HEALING

Type: Fairy

Move Power: CON

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 30ft

Description: You extend a healing energy to recover the hit points of a creature in range. The target gains 2d8 + MOVE hit points. If the terrain is grassy, double your MOVE modifier.

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

FLOWER SHIELD

Type: Fairy

Move Power: None

Move Time: 1 action

PP: 5

Duration: 1 minute, Concentration

Range: Self (15ft radius)

Description: Large flowers sprout from any grass-type allies in range, boosting their defense. For one minute, as long as you keep your concentration, grass-type allies in a 30 foot circle, centered on you, gain +2 to their AC.

FLY

Type: Flying

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: 1 round, charge

Range: 80ft

Description: You fly high into the air to prepare for a dive bomb attack. When you activate this move, you use 10 feet of your movement to vanish and fly upwards, remaining in an invulnerable state until your next turn. During this time, you are immune to the damage and effects of any move. If you have no remaining movement or are grappled/restrained before activating this move, the move fails. On your next turn, you use your action to reappear and make a diving melee attack on a creature in range, with advantage, dealing 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.

FLYING PRESS

Type: Fighting

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You dive at a creature with quick reaction speed, able to change the type of attack when you reach them. Make a melee attack against a target, dealing 4d4 + MOVE flying OR fighting damage, depending on your choice. STAB can only added to this move if its type is fighting.

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

FOCUS BLAST

Type: Fighting

Move Power: STR/DEX

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 60ft

Description: You heighten your focus and unleash it upon a creature. Make a ranged attack, dealing 2d10 + MOVE fighting damage on a hit. On a natural attack roll of 19 or 20, the next attack against the target is rolled at advantage.

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

FOCUS ENERGY

Type: Normal

Move Power: None

Move Time: 1 bonus action

PP: 5

Duration: 1 minute, Concentration

Range: Self

Description: You shut your eyes and focus in on the energy inside you before striking. For the duration, increase your critical range by 2 (From 20 to 18+, from 19+ to 17+, etc.). This move is not stackable.

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 a creature, 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: WIS/CHA

Move Time: 1 reaction

PP: 5

Duration: Instantaneous

Range: 50ft

Description: You act quickly to entice an enemy to attack you. When a creature in range activates a Move that directly targets another creature, you may use your reaction to force the creature to make a CHA save against your Move DC. On a fail, the Move must target you instead. If you are out of range of the Move, the creature must use their remaining movement to move in a straight line towards you before making the attack (does not provoke attacks of opportunity). If you are still out of range, the move automatically fails.

FORCE PALM

Type: Fighting

Move Power: STR

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee/20ft

Description: You thrust your palm outward with such strength that a shockwave is sent towards a creature. Make a ranged or melee attack roll, depending on your target. If used as a melee attack, deal 1d10 + MOVE fighting damage on a hit. On a natural attack roll of 16 or higher, the target is paralyzed. If used as a ranged attack, the damage is halved with no chance to paralyze.

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

FORESIGHT

Type: Normal

Move Power: None

Move Time: 1 bonus action

PP: 15

Duration: Instantaneous

Range: Self

Description: You grant yourself a brief but incredible sixth sense. On the next ghost-, normal-, or fighting-type move you activate, ignore any immunities of the target creature(s) granted by their Pokémon type. If the target's secondary type gives it vulnerability or resistance to the attack, it follows the secondary type for that effect.

FOREST'S CURSE

Type: Grass

Move Power: CON/WIS

Move Time: 1 action

PP: 5

Duration: 3 rounds

Range: 30ft

Description: You summon the energy of the forest to change the type of another creature. Force a creature in range to make a CHA save against your Move DC. On a failure, its type is changed to Grass through their next three turns in battle.

FOUL PLAY

Type: Dark

Move Power: STR/WIS

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You turn a creature's own power against it. Make a melee attack roll using your MOVE power. On a hit, the target takes an amount of dark damage equal to 2d8 + the target's level.

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

FREEZE SHOCK

Type: Ice

Move Power: DEX

Move Time: 1 action, charge

PP: 3

Duration: 1 round, Concentration

Range: 50ft

Description: When you use this move, you charge up a ball of rock-hard ice. On your next turn's action, if you keep your concentration, you fire your electrically charged ice at a creature. Make a ranged attack roll, dealing 3d8 + MOVE ice damage on a hit. On natural attack rolls of 15 or more, the target is paralyzed.

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

FREEZE-DRY

Type: Ice

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 20ft

Description: You unleash a freezing cold air that rapidly chills a creature in range. Make a ranged attack on a creature, dealing 1d12 + MOVE ice damage on a hit. On a natural attack roll of 19 or 20, the target is frozen. This move deals super effective damage to water-type creatures. If the target's secondary type is resistant to ice damage, this move deals standard damage instead.

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

FRENZY PLANT

Type: Grass

Move Power: DEX

Move Time: 1 action, recharge

PP: 3

Duration: Instantaneous

Range: Self (15ft radius)

Description: You summon a whirlwind of jagged branches and razor sharp leaves that batter all creatures in a 30 foot circle, centered on you. All creature 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, and may not activate it again until after the end of 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.

FROST BREATH

Type: Ice

Move Power: CON/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 15ft

Description: You blow a gust of freezing cold air at a creature in range. Make a ranged attack roll, dealing 1d12 + MOVE ice damage on a hit. This move scores a critical hit on natural attack rolls of 16 and higher.

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

FRUSTRATION

Type: Normal

Move Power: STR

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You lash out at a creature, venting your frustration at your trainer. Make a melee attack roll against a creature, doing 1d6 + MOVE normal damage 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. This move bypasses the Loyalty penalty roll, except for uncontrollable creatures based on SR limitations.

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 creature. Make a melee 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 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 creature 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 use this move on your turn in consecutive rounds, double the dice roll for damage each time you hit. The multiplier maxes out at 8x the original damage. The damage resets if any of the attacks miss, or if you are incapacitated.

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 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 creature. Make a melee 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 roll for this move changes to 1d6 at level 5, 1d8 at level 10, and 2d6 at level 17.

FUSION BOLT

Type: Electric

Move Power: STR

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 100ft

Description: You summon a gigantic lightning bolt that strikes down from the heavens in a 60 foot circle, centered on a point within range. All creatures caught in the blast must make a DEX save against your Move DC, taking 5d6 + MOVE electric damage on a failure, or half as much on a success. If Fusion Flare was already used this round, double the damage dealt.

Higher Levels: The damage dice roll for this move changes to 4d10 at level 5, 6d10 at level 10, and 8d12 at level 17.

FUSION FLARE

Type: Fire

Move Power: STR

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 100ft

Description: You summon a gigantic fireball that strikes down from the heavens in a 60 foot circle, centered on a point within range. All creatures caught in the blast must make a DEX save against your Move DC, taking 5d6 + MOVE fire damage on a failure, or half as much on a success. If Fusion Bolt was already used this round, double the damage dealt. Fusion Flare may be used to thaw out the user from the frozen status before attacking.

Higher Levels: The damage dice roll for this move changes to 4d10 at level 5, 6d10 at level 10, and 8d12 at level 17.

FUTURE SIGHT

Type: Psychic

Move Power: DEX/WIS

Move Time: 1 action

PP: 10

Duration: 3 rounds, Concentration

Range: 30ft

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

When you activate this move, you may choose to attack on this turn, or delay the attack. You may use the attack as a free action at any time during the next three rounds. When you make the attack, make a ranged attack roll, dealing 2d10 + MOVE psychic 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.

GASTRO ACID

Type: Poison

Move Power: DEX/CON

Move Time: 1 action

PP: 5

Duration: 1 minute

Range: 20ft

Description: You hurl stomach acid towards a target. Make a ranged attack. On a hit, the target is covered in the disgusting substance and cannot benefit from the effect of any of its abilities for the duration.

GEAR GRIND

Type: Steel

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 40ft

Description: You send a pair of steel gears at a target(s) in range. Make two ranged attacks, dealing 1d8 + MOVE steel damage with each 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.

GEAR UP

Type: Steel

Move Power: None

Move Time: 1 action

PP: 15

Duration: 1 minute, Concentration

Range: 30ft

Description: You engage your gears to raise the attack of ally creatures in range with the Plus or Minus ability. While you maintain your concentration, Pokémon under the affects of Gear Up have advantage on all attack rolls.

GEOMANCY

Type: Fairy

Move Power: None

Move Time: 1 action

PP: 5

Duration: 3 rounds, Concentration

Range: Self

Description: You spend time to absorb the natural energy around you, sharply increasing your effect in battle. When you activate this move, your speed increases by 10 feet and all of your attacks and saving throws are rolled with advantage for three rounds.

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 a target. 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.

GIGA IMPACT

Type: Normal

Move Power: STR

Move Time: 1 action, recharge

PP: 3

Duration: Instantaneous

Range: Melee

Description: You charge at a creature with every ounce of your power. Make a melee attack, dealing 3d8 + MOVE normal damage on a hit. This move cannot be used on consecutive turns by the same creature.

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

GLACIATE

Type: Ice

Move Power: DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 20ft

Description: You blow a wind of freezing cold air at a creature in range. Make a ranged attack roll, dealing 1d10 + MOVE ice damage on a hit. On a hit, reduce the target's speed by 5 feet. A target reduced to a speed of 0 in this manner becomes frozen. The target may use an action at any time (before becoming frozen) to warm its body, resetting its speed.

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

GLARE

Type: Normal

Move Power: STR/CHA

Move Time: 1 action

PP: 10

Duration: 1 minute

Range: 60ft

Description: You stare into the depths of a creature's eyes with intense ferocity. The creature must make a WIS saving throw against your Move DC or become frightened for the duration. A creature frightened in this way must make a WIS save against your Move DC at the end of each of its turns to remove the effect.

GRASS KNOT

Type: Grass

Move Power: DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 30ft

Description: You attempt to ensnare a creature with vines that sprout from the ground, causing it to trip. Make a ranged attack, dealing 1d10 + MOVE grass damage on a hit. If the target's size is Large or bigger, double the dice roll for the damage. On a natural attack roll of 19 or 20, the target falls 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.

GRASS PLEDGE

Type: Grass

Move Power: STR

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 40ft

Description: You send a column of thick grass towards a creature. Make a ranged attack, dealing 2d6 + MOVE grass damage on a hit. After you land a hit, any ally that uses another Pledge move in the same round automatically hits.

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

GRASS WHISTLE

Type: Grass

Move Power: CON/CHA

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: 30ft

Description: You make a shrill sound that has the chance to put a creature to sleep. The target must make a WIS save against your Move DC, falling asleep on a failure.

GRASSY TERRAIN

Type: Grass

Move Power: None

Move Time: 1 action

PP: 5

Duration: 3 rounds

Range: Self (40ft radius)

Description: Grass sprouts from the ground in a circle around you, coating the earth with healing energy. For 3 turns, all creatures in the affected area heal for an amount of hit points equal to their proficiency bonus at the end of their turn. Grounded creatures are those that do not have a flying speed or Levitate, Magnet Rise, or similar ability. In addition, creatures may double their MOVE modifier on damage rolls from grass-type moves activated inside the area.

GRAVITY

Type: Psychic

Move Power: None

Move Time: 1 action

PP: 3

Duration: 1 minute, Concentration

Range: Self (20ft radius)

Description: You strengthen gravity in an 40 foot circle, centered on you. Any creature in the area cannot use moves like Fly or Bounce, flying types lose their ground immunity, and the Levitate ability is suppressed.

GROWL

Type: Normal

Move Power: CHA/STR

Move Time: 1 action

PP: 20

Duration: 1 minute

Range: 100ft

Description: You target a creature with an intimidating growl. The creature 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, Concentration

Range: 30ft

Description: You increase the size of a target. When you use this move, a creature 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: 50ft

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.

GUARD SPLIT

Type: Psychic

Move Power: WIS/INT

Move Time: 1 action

PP: 5

Duration: 1 minute, Concentration

Range: 30ft

Description: You use your psychic power to change your defense to match the target's the best you can. Force a creature in range to make a CHA save against your Move DC. On a failure, for the duration, your AC changes to become an average of your current AC and the target's, rounded down.

GUARD SWAP

Type: Psychic

Move Power: WIS/INT

Move Time: 1 action

PP: 5

Duration: 1 minute, Concentration

Range: 40ft

Description: You use your psychic power to swap defenses with a creature. Force a creature in range to make a CHA save against your Move DC. On a failure, switch armor class with the target for the duration.

GUILLOTINE

Type: Normal

Move Power: None

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Melee

Description: You are filled with an incredible rage, grabbing the head of a target creature in an attempt to squeeze the life from it. Roll a d20. On a 20, you instantly cause the creature 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.

GUNK SHOT

Type: Poison

Move Power: DEX

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 30ft

Description: You fire a wad of icky gunk at a creature. Make a ranged attack, dealing 1d10 + MOVE poison damage on a hit. On a natural attack roll of 16 or higher, the target is poisoned.

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

GUST

Type: Flying

Move Power: DEX

Move Time: 1 action

PP: 20

Duration: Instantaneous

Range: 40ft

Description: You create a strong wind that batters a target in range. Make a ranged attack, 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.

GYRO BALL

Type: Steel

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You tackle a creature with a high-speed spin. Make a melee attack against a creature, dealing 1d6 + MOVE steel damage on a hit. If your DEX score is lower than the target's, double the dice roll for damage.

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: None

Move Time: 1 action

PP: 3

Duration: 5 rounds, Concentration

Range: 100ft

Description: You stir up a massive hail storm in a 50 foot radius, centered on a point in range. When a non ice-type creature enters the area for the first time on their turn, or begins their turn inside the area, they take an amount of ice damage equal to half your level, rounded up. The hail storm lasts for 5 rounds.

HAMMER ARM

Type: Fighting

Move Power: STR

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You put all your power into a strong and heavy fist attack. Make a melee attack, dealing 4d4 + MOVE fighting damage on a hit. Until the beginning of your next turn, you have disadvantage on all DEX saves and your speed is halved.

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

HAPPY HOUR

Type: Normal

Move Power: None

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: Melee

Description: You celebrate your impending victory with a little jig. Prize money awarded at the end of battle is doubled.

HARDEN

Type: Normal

Move Power: CON

Move Time: 1 bonus action

PP: 5

Duration: Instantaneous

Range: Self

Description: You increase your defense, able to reduce incoming damage. After activating this move, reduce any damage dealt to you by 1d4 + MOVE until the beginning of your next turn.

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

HAZE

Type: Ice

Move Power: None

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: Self (30ft radius)

Description: You create a haze of light snow that washes over creatures in a 60 foot circle, centered on you. Any stat changes, status effects, shields or other outside forces affecting creatures in range are removed. This includes things like Leech Seed, Focus Energy, Substitute, Iron Defense, Disable, etc.

HEAD CHARGE

Type: Normal

Move Power: STR

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You lower your head and charge at a creature.

Make a melee attack. On a hit, you deal 2d10 + MOVE normal damage, taking a quarter of the total damage (rounded down) in typeless 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.

HEAD SMASH

Type: Rock

Move Power: STR

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Melee

Description: You lower your head to deliver a dangerous headbutt. Make a melee attack, dealing 3d8 + MOVE rock damage on a hit. On a hit, the user takes 1/2 the damage dealt in typeless recoil.

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

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 a melee 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: Self (60ft radius)

Description: You ring a bell that chimes beautifully across the battlefield. All active allied creature in a 120 foot circle, centered on you, are healed of their negative status effects.

HEAL BLOCK

Type: Psychic

Move Power: None

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: 40ft

Description: When a creature within range attempts to use an HP recovery move, item, or ability, you may use your reaction to send psychic waves into the mind of the target, preventing the recovery of health.

HEAL ORDER

Type: Bug

Move Power: CON

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Self

Description: You summon forth your underlings to heal your wounds. Regain 4d4 + MOVE hit points.

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

HEAL PULSE

Type: Psychic

Move Power: CON/WIS

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 30ft

Description: You emit a healing pulse that restores a target's HP. Choose a target in range (cannot be yourself). The target regains 4d4 + MOVE hit points.

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

HEALING WISH

Type: Psychic

Move Power: None

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Self

Description: You sacrifice yourself for another one of your trainer's Pokémon. When activating this move, the user faints, but the next conscious creature released by its trainer is healed of all status effects and recovers an amount of HP equal to what the user lost by fainting.

HEART STAMP

Type: Psychic

Move Power: WIS/CHA

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: Melee

Description: You unleash a vicious blow after acting cute.

Make a melee attack against a creature, dealing 1d10 + MOVE psychic 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.

HEART SWAP

Type: Psychic

Move Power: WIS/INT

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 80ft

Description: Force a creature in range to make a CHA save against your Move DC. On a failure, you employ your psychic power to swap any changes in ability modifiers, AC, attack changes, damage boosts, etc. that are currently in affect on you or the target.

HEAT CRASH

Type: Fire

Move Power: STR

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You slam into a creature with your flaming body. Make a melee attack on a target, dealing a minimum of 1d8 + MOVE fire damage on a hit. Add an additional bonus to damage equal to your MOVE modifier for each size level you are above a creature. (Sizes, in order, are: Tiny, Small, Medium, Large, Huge, Gargantuan)

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

HEAT WAVE

Type: Fire

Move Power: DEX/CON

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Self (15ft radius)

Description: You exhale a wave of hot breath in a 30ft. circle, centered on you. 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.

HEAVY SLAM

Type: Steel

Move Power: STR

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You slam into a creature with your heavy body. Make a melee attack on a target, dealing a minimum of 1d8 + MOVE steel damage on a hit. Add an additional bonus to damage equal to your MOVE modifier for each size level you are above a creature. (Sizes, in order, are: Tiny, Small, Medium, Large, Huge, Gargantuan)

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

HELPING HAND

Type: Normal

Move Power: None

Move Time: 1 bonus action

PP: 5

Duration: 10 minutes

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 helping dice for this move changes to d8 at level 5, d10 at level 10, and d12 at level 17.

HEX

Type: Ghost

Move Power: WIS

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 50ft

Description: You send a ghostly energy at a creature that does additional damage to those affected by status conditions. Make a ranged attack, dealing 1d10 + MOVE ghost damage on a hit. If the target is affected by a status condition, double your MOVE modifier when adding damage.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 5d4 at level 10, and 4d8 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 creature in range. Make a ranged attack on a creature, doing 1d10 + MOVE damage of a random type. Roll a d20 to determine which type of damage is dealt.

d20	Type	d20	Type
1	Normal	11	Psychic
2	Fire	12	Bug
3	Water	13	Rock
4	Electric	14	Ghost
5	Grass	15	Dragon
6	Ice	16	Dark
7	Fighting	17	Steel
8	Poison	18	Fairy
9	Ground	19	Roll Again
10	Flying	20	Roll Again

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 HORSEPOWER

Type: Ground

Move Power: STR

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You fiercely attack the target using your entire body. Make a melee attack, dealing 2d8 + MOVE ground 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.

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 a target. Make a melee attack, 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.

HOLD BACK

Type: Normal

Move Power: DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You lash out with force, but contain your strike to a glancing blow, leaving a creature conscious. Make a melee attack on a target, dealing 1d6 + MOVE normal damage on a hit. This attack will always leave its target with 1 hp if it would otherwise cause the target to faint.

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

HOLD HANDS

Type: Normal

Move Power: None

Move Time: 1 reaction

PP: 20

Duration: Instantaneous

Range: Melee

Description: If you are within melee range of an ally, you grasp its hand to spread happiness. Use this reaction when an ally is attacking to add +1 to its attack rolls, or when it is targeted by an attack to add +1 to its AC. This reaction can be used only before the result of either attack roll (by ally or creature) is called.

HONE CLAWS

Type: Dark

Move Power: None

Move Time: 1 action

PP: 10

Duration: 1 minute

Range: Self

Description: You sharpen your claws to increase the power of your attacks. For the duration, add an additional +1 to your attack and damage rolls. This move may be stacked to a maximum of +3 to attack and damage rolls.

HOWL

Type: Normal

Move Power: None

Move Time: 1 action

PP: 10

Duration: 1 round

Range: Self

Description: You pierce the air with an intimidating howl. Until the end of your next turn, allies (and you) have advantage on any melee attack rolls they make against a creature within 5 feet of you.

HORN ATTACK

Type: Normal

Move Power: STR

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: Melee

Description: You strike at a target with your horn. Make a melee attack, doing 1d10 + MOVE normal damage on a hit. If you moved 20 feet or more straight towards a target, immediately before activating this move, force a creature 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: None

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Melee

Description: You attempt to drill your horn through a target creature with tremendous strength. Roll a d20. On a 20, the creature 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.

HORN LEECH

Type: Grass

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You sink your horns into a creature, draining some of their power. Make a melee attack, dealing 1d12 + MOVE grass damage on a hit. Half the damage dealt is recovered by the user (rounded down).

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

HURRICANE

Type: Flying

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 40ft

Description: You whip up a maelstrom of harsh winds. Each creature in a 30 ft radius, centered on a point within range, must make a STR saving throw against your Move DC, taking 3d6 + MOVE flying damage and knocked prone on a failure, or half as much damage without being knocked prone on a success. Targets that fail the saving throw by 5 or more become confused. If this attack is activated during rain, the targets roll their saving throws with disadvantage. If used during harsh sunlight, the targets roll their saves with advantage.

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

HYDRO CANNON

Type: Water

Move Power: STR/DEX

Move Time: 1 action, recharge

PP: 3

Duration: Instantaneous

Range: Self (80ft line)

Description: You fire a powerful stream of high-speed water at creatures in a 80 foot line, 5 feet wide. Any creature caught in the blast must make a STR saving throw against your Move DC, taking 3d8 + MOVE water damage on a failure, and half as much on a success. Creatures that fail the save also are pushed back 10 feet and fall prone. This move saps you of energy, and may not activate it again until after the end of 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.

HYDRO PUMP

Type: Water

Move Power: STR/DEX

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Self (80ft line)

Description: You send a surge of powerful water towards creatures in a 80 foot line, 5 feet wide. Creatures 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

PP: 3

Duration: Instantaneous

Range: Self (80ft line)

Description: You unleash a concentrated beam of pure energy in a 80 foot line, 5ft wide. 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. This move cannot be used on consecutive turns by the same creature.

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 creature 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 a creature can hear. Make a ranged attack roll against a creature 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.

HYPERSPACE FURY

Type: Dark

Move Power: None

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 60ft

Description: Using your many arms, you send a barrage of three balls of furious energy at any creature(s) in range. Each ball automatically deals 1d6 dark damage to any creature(s) you choose. Reactions that negate damage such as Protect or Detect cannot be used. After activating this move, any attacks against you, until the beginning of your next turn, are rolled at advantage.

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

HYPERSPACE HOLE

Type: Psychic

Move Power: STR/DEX

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 40ft

Description: You create a hyperspace portal that allows you to instantly teleport to a creature in range and strike out with a melee attack. This move is guaranteed to hit for 2d6 + MOVE psychic damage. Reactions that negate damage such as Protect or Detect cannot be used.

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

Duration: Instantaneous

Range: Melee

Description: You roll into a rock-hard ball of ice and continue to pummel a creature. When you activate this move, make a melee attack on a target in range, doing 1d6 + MOVE ice damage on a hit. If you use this move on your turn in consecutive rounds, double the dice roll for damage each time you hit. The multiplier maxes out at 8x the original damage. The damage resets if any of the attacks miss, or if you are incapacitated.

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

ICE BEAM

Type: Ice

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Self (80ft line)

Description: You create a 80 foot line of freezing ice, 5 feet wide. Any creature caught in the line must succeed on a DEX save against your Move DC or take 2d8 + MOVE ice damage on a failure, or half as much on a success.

Creatures that fail this save by 5 or more 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 BURN

Type: Ice

Move Power: STR/DEX

Move Time: 1 action

PP: 3

Duration: 1 round, Concentration

Range: Self (30ft radius)

Description: When you use this move, you charge up an intense power within your body. On your next turn's action, if you keep your concentration, you unleash an ultracold, freezing wind in a 60 foot circle all around you. Anyone caught in the blast must make a DEX save against your Move DC, taking 2d12 + MOVE ice damage on a failure, or half as much on a success. If any creature fails the save by 5 or more, it is burned.

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

ICE FANG

Type: Ice

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You attempt to pierce a creature with ice-infused fangs. Make a melee attack, dealing 1d10 + MOVE ice damage on a hit. On a natural attack roll of 19 or 20, the target is frozen and 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.

ICE HAMMER

Type: Ice

Move Power: STR

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You swing and hit with your strong, heavy fist.

Make a melee attack dealing 4d4 + MOVE ice damage.

Until the beginning of your next turn, you have disadvantage on all DEX saves and your speed is halved.

Higher Levels: The damage dice roll for this move changes to 2d12 at level 5, 4d8 at level 10, and 8d6 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 1d12 + MOVE ice damage on a hit.

On a natural attack roll of 19 or 20, the target is frozen.

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

ICE SHARD

Type: Ice

Move Power: DEX

Move Time: 1 bonus action

PP: 15

Duration: Instantaneous

Range: 50ft

Description: You flash freeze chunks of ice and quickly hurl them at a creature. As a bonus action, you fire a shard of ice at a creature in range. Make a ranged attack roll, dealing 1d4 ice damage on a hit.

Higher Levels: The damage dice roll for this move changes to 1d6 at level 5, 1d10 at level 10, and 1d12 at level 17.

ICICLE CRASH

Type: Ice

Move Power: DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 30ft

Description: You generate a row of icicles that crash down on top of a creature in range. Make a ranged attack, dealing 2d6 + MOVE ice damage on a hit. If the natural attack roll is 15 or higher, 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.

ICICLE SPEAR

Type: Ice

Move Power: DEX

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: 20ft

Description: You pummel a creature 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 creature in range. Make a ranged attack against a creature, doing 1d8 + MOVE ice damage 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.

INCINERATE

Type: Fire

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 50ft

Description: You summon forth a burning hot flame that surrounds a creature. Make a ranged attack, dealing 1d10 + MOVE fire damage on a hit. On a hit, if the target is holding a berry, it is immediately burned to ash, becoming unusable.

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

INFERNO

Type: Fire

Move Power: STR/DEX

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 15ft

Description: You engulf a target in intense flames. Make a ranged attack against a target, dealing 4d4 + MOVE fire damage on a hit, burning the target in the process.

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

INFESTATION

Type: Bug

Move Power: DEX

Move Time: 1 action

PP: 5

Duration: 3 rounds, Concentration

Range: 40ft

Description: You summon an infestation of tiny insects to attack a creature for multiple turns. Make a ranged attack on a target. On a hit, the target takes 1d8 + MOVE bug damage and becomes infested with swarming bugs. As long as you maintain concentration, the target takes an additional 1d8 bug damage at the end of each of its next three turns.

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

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. For the duration of this move, your movement speed drops to zero and you may not flee or be switched out by your trainer unless forced by an opponent's moves or abilities.

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

INSTRUCT

Type: Psychic

Move Power: WIS

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 60ft

Description: You instruct a creature to act again. As an action, choose a target in range. The target must immediately repeat the move they used in their last action or bonus action, without spending the PP.

ION DELUGE

Type: Electric

Move Power: None

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: Self (50ft radius)

Description: You disperse electric particles that charge the battlefield. Until the beginning of your next turn, any normal-type move activated within 50 feet of you is considered electric-type.

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 the end of your next turn, you gain +6 to your AC and have resistance to all types of damage. If you were vulnerable, you now take regular damage. If you were already resistant, you become immune.

IRON HEAD

Type: Steel

Move Power: STR

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You slam into the target with your hard head. Make a melee attack, dealing 2d6 + MOVE steel damage on a hit. On a natural attack roll of 16 or higher, 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.

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 a creature. Make an attack roll on a creature 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.

JUDGMENT

Type: Varies

Move Power: STR

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 100ft

Description: You send powerful missiles of pure energy to rain down on any creature in an 80 foot circle, centered on a point in range. Any creature caught in the area must make a DEX save against your Move DC, taking 5d6 + MOVE damage on a failure, or half as much on a success. The type of the damage depends on the kind of plate the user is holding.

Higher Levels: The damage dice roll for this move changes to 4d10 at level 5, 6d10 at level 10, and 8d12 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 a creature. Make a melee attack against a target, 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 a target creature for a savage karate chop. Make a melee attack roll, doing 1d8 + MOVE fighting 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: None

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.

KING'S SHIELD

Type: Steel

Move Power: None

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: Self

Description: Your body is cloaked with a protective shield that negates all damage to you. When targeted by an attack, you may automatically avoid taking damage from this attack and any other damaging move until the beginning of your next turn. On future instances of this move in the same combat, you must roll higher than a 15 on a d20 roll for the reaction to be successful.

KNOCK OFF

Type: Dark

Move Power: DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You attempt to rid a creature 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.

LAND'S WRATH

Type: Ground

Move Power: STR

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 100ft

Description: You gather in the natural energy of the land around you and focus it into a sudden eruption of earth in a 40 ft radius, centered on a point within range. All creatures caught in the blast must make a DEX save against your Move DC, taking 5d6 + MOVE ground damage on a failure, or half as much on a success.

Higher Levels: The damage dice roll for this move changes to 4d10 at level 5, 6d10 at level 10, and 8d12 at level 17.

LASER FOCUS

Type: Normal

Move Power: None

Move Time: 1 action

PP: 15

Duration: 1 round, Concentration

Range: Self

Description: When activating this move, you spend your action concentrating intensely. If you keep your concentration, your first attack on your next turn always results in a critical hit.

LAST RESORT

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Melee

Description: You lash out at a creature with a furious strike.

This move can only be activated when all other known moves by a user have been activated in the same combat. If the user is switched out, this rule resets. Make a melee attack, dealing 2d12 + MOVE normal damage on a hit.

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

LAVA PLUME

Type: Fire

Move Power: STR

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 40ft

Description: You summon forth a plume of raging hot fire in a 5 foot radius, 40-foot cylinder, centered on a point within range. Creatures in the blast must make a DEX save against your Move DC, taking 2d6 + MOVE fire damage on a failure and becoming burned, or half as much without becoming burned 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.

LEAF BLADE

Type: Grass

Move Power: DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You attempt to slash a creature 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.

LEAF STORM

Type: Grass

Move Power: STR/DEX

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 60ft

Description: You whip up a powerful storm of leaves in a 40 foot circle, centered on a point within range. All creatures in the area must make a DEX save against your Move DC, taking 5d4 + MOVE grass damage on a fail, or half as much on a success. After activating this move, you are sapped of energy. On any damaging move you activate before the end of your next turn, reduce the damage dealt by your MOVE modifier.

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

LEAF TORNADO

Type: Grass

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 40ft

Description: You summon forth a cyclone of harsh winds and fast moving leaves that rushes forward to strike a creature in range. Make a ranged attack roll, dealing 1d10 + MOVE grass damage on a hit. If the natural attack roll is 15 or higher, the target has disadvantage on its next attack. If the target activates a move that requires a saving throw, its target(s) have advantage on the roll.

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

LEAFAGE

Type: Grass

Move Power: DEX

Move Time: 1 action

PP: 20

Duration: Instantaneous

Range: 40ft

Description: You summon a flurry of leaves to pelt a target. Make a ranged attack, 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.

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 a creature's life force. Make a melee attack roll, doing 2d6 + MOVE bug damage 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 creature 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 creature the trainer has in battle, even if the original attacker faints or is returned to its Pokéball. Only one creature can be seeded by the attacker at a time. Grass-type creatures are immune to the damage from this move.

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 a target, reducing its will. The creature 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: DEX/WIS

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: Melee

Description: You reach out and lick a target. 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 OF RUIN

Type: Fairy

Move Power: DEX/CHA

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Self (80ft line)

Description: You draw forth a powerful natural essence, concentrating it into a beam of light 80ft long and 5 feet wide. Any creature caught in the blast must make DEX saving throw against your Move DC, taking 2d12 + MOVE fairy damage on a failure, or half as much on a success. The user takes typeless recoil damage equal to half the damage roll.

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

LIGHT SCREEN

Type: Psychic

Move Power: None

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: Self

Description: When you are subject to a ranged attack, use your reaction to take half the damage dealt now and on any ranged attack that targets you until the beginning of your next turn.

LIQUIDATION

Type: Water

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 40ft

Description: You attempt to slam a full-force blast of water into a target in range. Make a ranged attack, doing 2d6 + MOVE water damage on a hit. If the natural attack roll is 18 or more, the target's AC is reduced by 1 while it remains in battle. This decrease may be stacked up to a maximum of -5 to AC.

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

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. You may roll to see if you crit or cause an effect from a high roll. This move does not affect one-shot moves like Fissure, Guillotine, 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 creature, 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 creature's lower half, dealing damage and attempting to knock it off balance. Make a melee attack, doing 1d8 + MOVE fighting 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 1d10 at level 5, 2d8 at level 10, and 5d4 at level 17.

LOW SWEEP

Type: Fighting

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You sweep your legs at the lower half of a creature's body. Make a melee attack roll, dealing 1d10 + MOVE fighting damage on a hit. On a hit, target must succeed on 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.

LUCKY CHANT

Type: Normal

Move Power: None

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: 30ft

Description: When a creature scores a critical hit on you or an ally in range, you may use your reaction to quickly recite a magical incantation that treats the attack like a normal hit, preventing the extra damage and/or effect of the crit.

LUNAR DANCE

Type: Psychic

Move Power: None

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Self

Description: You sacrifice yourself for another one of your trainer's Pokémon. When activating this move, the user faints, but the next creature released by its trainer is fully healed and cured of any status effects.

LUNGE

Type: Bug

Move Power: DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 15ft

Description: You make a lunge at the target, attacking with full force. Make a melee attack, doing 2d6 + MOVE bug damage on a hit. If the natural attack roll is 15 or more, the target has disadvantage on its 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.

LUSTER PURGE

Type: Psychic

Move Power: DEX/WIS

Move Time: 1 action

PP: 3

Duration: 1 round

Range: Self (30ft radius)

Description: You create a blinding bright light that damages creature's eyes and may lower their defense. Creatures in range must make a CON save against your Move DC, taking 3d10 + MOVE psychic damage on a failure, or half as much on a success. For creatures that fail by 5 or more, any attack against them has advantage until the end of your next turn.

Higher Levels: The damage dice roll for this move changes to 6d6 at level 5, 8d6 at level 10, and 7d12 at level 17.

MACH PUNCH

Type: Fighting

Move Power: STR/DEX

Move Time: 1 bonus action

PP: 15

Duration: Instantaneous

Range: Melee

Description: You rush forward to punch with incredible speed. Choose a target within 10 feet of you. You rush forward to slam a fist into the creature, avoiding all attacks of opportunity. Make a melee attack on that creature, dealing 1d4 fighting damage on a hit.

Higher Levels: The damage dice roll for this move changes to 1d6 at level 5, 1d10 at level 10, and 1d12 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 a creature, reflecting negative energy back at an attacker in range. When an attack from a creature causes you to suffer from a negative status condition, they are also affected by the same condition.

MAGIC ROOM

Type: Psychic

Move Power: None

Move Time: 1 action

PP: 5

Duration: 5 rounds, Concentration

Range: Self (50ft radius)

Description: You employ your psychic power to suppress the effect of all held items in a 100 foot circle, centered on you.

MAGICAL LEAF

Type: Grass

Move Power: DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 30ft

Description: You summon a sharp, magical leaf that strikes a creature. This move is guaranteed to hit for 1d6 + MOVE grass damage, unless during the invulnerable stage of Fly, Dig, Bounce, Dive, etc. moves.

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

MAGMA STORM

Type: Fire

Move Power: STR

Move Time: 1 action

PP: 5

Duration: 1 minute, Concentration

Range: 80ft

Description: You stir up a maelstrom of fire in a 40 foot circle, centered on a point within range, that continues to rage as long as you hold your concentration. Any creature that enters this area for the first time on their turn, or is in that area at the beginning of their turn must make a CON save against your Move DC, taking 3d8 + MOVE fire damage on a failure, or half as much on a success.

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

MAGNET BOMB

Type: Steel

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 60ft

Description: You hurl a steel ball that seeks out a creature in range, never missing. This move is guaranteed to hit for 1d6 + MOVE steel damage, unless during the invulnerable stage of Fly, Dig, Bounce, Dive, etc. moves.

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

MAGNET RISE

Type: Electric

Move Power: None

Move Time: 1 action

PP: 5

Duration: 1 minute, Concentration

Range: Self

Description: You use magnetic power within yourself to raise yourself from the ground, becoming immune to ground moves for the duration.

MAGNETIC FLUX

Type: Electric

Move Power: None

Move Time: 1 action

PP: 10

Duration: 1 round

Range: 40ft

Description: You use your electric energy to manipulate magnetic fields. Until the beginning of your next turn, any creature in range with the Plus or Minus ability gains a bonus to their AC equal to your proficiency modifier, and any saving throw they are forced to make is rolled with advantage.

MAGNITUDE

Type: Ground

Move Power: STR

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Self (30ft radius)

Description: You shake the ground with an earth-shattering quake. All creature in range must make a DEX save against your Move DC, taking half damage on a success and full damage on a fail. Creatures in range that are burrowed or in the invulnerable stage of Dig take double damage from this move. Roll a d100 on the table below to determine damage. Raised creatures are immune to the effects and damage of this move.

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.

MAT BLOCK

Type: Fighting

Move Power: None

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Self (15ft radius)

Description: You conjure up an ethereal, protective mat to shield you and your allies. Until the end of your next turn, any ally creature within 15 feet of you (including you) is immune to damage from damaging moves. Status-inducing moves can still affect their targets.

ME FIRST

Type: Normal

Move Power: None

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: 40ft

Description: When targeted by or forced to make a saving throw from a single-target move, you may use your reaction to copy the creature's move against it, after activation but before the effects. If the move requires an attack roll, you have disadvantage on the attack. If the move requires a saving throw, the target has advantage on the roll. If the move causes damage, double the damage dice. The damage/effect tier for the move is based off of your level, not the target's.

MEAN LOOK

Type: Normal

Move Power: STR/CHA

Move Time: 1 action

PP: 3

Duration: 3 rounds

Range: 50ft

Description: You flash an intimidating look at a target, 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: 5

Duration: 1 minute, Concentration

Range: Self

Description: You become one with your inner self. For the duration, you gain +1 to attack rolls and saving throws.

Higher Levels: The bonus changes to +2 at level 5, +3 at level 10, and +4 at level 17.

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 a target.

Make a ranged attack, doing 1d6 + 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: 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 at a creature for a devastating horn attack. Make a melee attack roll, doing 2d10 + MOVE bug damage on a hit. If you moved 20 feet or more straight towards a target, immediately before activating this move, force a creature 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: 2 rounds

Range: Melee

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

METAL BURST

Type: Steel

Move Power: STR/DEX

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: Melee

Description: You lash out in retaliation with a burst of harsh metal shards. As a reaction, when you are hit with a melee attack that deals damage, make a melee attack roll against your attacker, with disadvantage. On a hit, deal the same amount of steel type damage back at your attacker (maximum of 5x your current level).

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 a creature, 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: 1 round

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 a creature with a fist as fast as a meteor strike. Make a melee attack against a creature, 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 a creature. When you use this move, roll a d100. 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 hit points.

Higher Levels: The dice roll for this move 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 creature'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 BLOWN

Type: Fire

Move Power: DEX/CON

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Self (15ft radius)

Description: You fill your head with hot fire that explodes around you. Force all creatures within 15 feet of you to make a DEX save against your Move DC, taking 4d6 + MOVE fire damage on a failure, or half as much on a success. After activating this move, you take an amount of typless damage equal to the full damage as if you failed the save.

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

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 creature around you. When this move is activated, a single attack roll you make next turn is guaranteed to hit. You may roll to see if you crit or cause an effect from a high roll. This move does not affect one-shot moves like Fissure, Guillotine, etc.

MINIMIZE

Type: Normal

Move Power: None

Move Time: 1 action

PP: 5

Duration: 1 minute, Concentration

Range: Self

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

MIRACLE EYE

Type: Psychic

Move Power: WIS/INT

Move Time: 1 action

PP: 20

Duration: 1 minute

Range: 50ft

Description: You flash your eyes at the target, stunning them briefly and lowering their defenses. When activating this move, choose a target in range and force them to make a WIS save against your Move DC. On a failure, any modifiers to their AC are reset, and if they are Dark or Ghost-type, their immunities are relinquished for the duration. If, when losing immunity, the target's secondary type gives it vulnerability or resistance to an attack of that type, it follows the secondary type for that effect.

MIRROR COAT

Type: Psychic

Move Power: CON/WIS

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: 40ft

Description: When subject to a ranged attack, you can attempt to decrease the damage and send some back at the attacker in range. 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 1d6 + MOVE psychic damage.

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

MIRROR MOVE

Type: Flying

Move Power: Varies

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 50ft

Description: You mimic a target that you can see, in range. When you activate this move, choose a target in range and fully execute the most recent move used by the creature, using your own ability scores, level, and typing for saving throw DC, attack, and damage.

MIRROR SHOT

Type: Steel

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 40ft

Description: You loose a damaging flash of light from your polished body. Make a ranged attack on a creature, dealing 1d10 + MOVE steel damage on a hit. On a hit, the target must make a CON save against your Move DC. On a failure, the target has disadvantage on its next attack roll.

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

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 changes for the duration, but any current effects are still in place.

MIST BALL

Type: Psychic

Move Power: DEX/WIS

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 100ft

Description: You fire an explosive ball of damaging mist at a creature in range. Make a ranged attack against a target, doing 5d6 + MOVE psychic damage on a hit. If the natural attack roll is higher than 10, the target has disadvantage on any attack it makes before the end of its next turn..

Higher Levels: The damage dice roll for this move changes to 4d10 at level 5, 6d10 at level 10, and 8d12 at level 17.

MISTY TERRAIN

Type: Fairy

Move Power: None

Move Time: 1 action

PP: 5

Duration: 3 rounds

Range: Self (60ft radius)

Description: You cover the ground in a thin, healing mist that surrounds a 120 foot circle, centered on you. For 3 turns, no grounded creatures inside the mist can suffer from new status conditions. Grounded creatures are those that do not have a flying speed or Levitate, Magnet Rise, or similar ability.

MOONBLAST

Type: Fairy

Move Power: DEX/CHA

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 30ft

Description: You summon forth a powerful moonbeam that strikes a creature. Make a ranged attack on a target in range, dealing 2d8 + MOVE fairy damage on a hit. On a natural attack roll of 15 or more, the target 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.

MOONGEIST BEAM

Type: Ghost

Move Power: DEX/WIS

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Self (100ft line)

Description: You emit a sinister ray that explodes out from you in a 100 foot line, 5 feet wide. All creatures caught in the blast must make a DEX save against your Move DC, taking 5d6 + MOVE ghost damage on a failure or half as much on a success. This attack ignores any of the creatures abilities that would affect the user's ability to hit or deal full damage.

Higher Levels: The damage dice roll for this move changes to 4d10 at level 5, 6d10 at level 10, and 8d12 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 2d12 + MOVE hit points. If this move is activated during the day, halve the total healing.

Higher Levels: The dice roll for healing changes to 3d10 at level 5, 7d6 at level 10, and 8d8 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 2d12 + MOVE hit points. If this move is activated at night, halve the total healing.

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

MUD BOMB

Type: Ground

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 40ft

Description: You throw a hard-packed mud ball at a creature.

Make a ranged attack, dealing 1d10 + MOVE ground damage on a hit. On a hit, the target must make a CON save against your Move DC. On a failure, the target has disadvantage on its next attack roll. If activating a move that requires a save, the target(s) have advantage.

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

MUD SHOT

Type: Ground

Move Power: DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 60ft

Description: You fire a glob of mud at a creature, dealing damage with a chance to hinder the target's movement. Make a ranged attack against a creature in range, dealing 1d8 + MOVE ground damage on a hit. If the natural attack roll is higher than 15, the target's speed becomes 0 until the end of its next turn.

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: Self (5ft radius)

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 regular 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: 40ft

Description: You hurl mud at a target in range. Make a ranged attack roll, doing 1d4 + MOVE ground damage on a hit. On a hit, the target adds -1 to its attack rolls for the rest of the encounter. This decrease may be stacked, up to a maximum of -5 to hit. The target may take an action to remove any mud from its face, resetting the effect.

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 a creature in range. Make a ranged attack against a creature, dealing 2d8 + MOVE water damage. If the natural attack roll is 15 or higher, the target 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.

MULTI-ATTACK

Type: Varies

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You strike out with inner power, depending on your type. Make a melee attack on a target, dealing 2d8 + MOVE damage of your current type.

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

MYSTICAL FIRE

Type: Fire

Move Power: DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 30ft

Description: You summon forth a pair of mystical flames that dance around a target, dealing damage. Make a ranged attack roll against a target, dealing 1d12 + MOVE fire damage on a hit. If the target is hit with this attack, any attack roll it makes before the end of its next turn is rolled at disadvantage.

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

NASTY PLOT

Type: Dark

Move Power: None

Move Time: 1 action

PP: 10

Duration: 1 minute, Concentration

Range: Self

Description: You stimulate your brain with nasty thoughts.

For the duration, you have advantage on any attacks with the Wisdom, Intelligence, or Charisma move power. If the attack requires a Wisdom, Intelligence, or Charisma saving throw, the target has disadvantage.

NATURAL GIFT

Type: Varies

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 40ft

Description: You draw in power from your held berry, releasing it into a ranged attack. Make a ranged attack, dealing 1d12 + MOVE damage on a hit. The type is dependant on what berry you are holding, according to the chart below:

Type	Berry	Type	Berry
Normal	Chilan	Flying	Lum, Coba
Fire	Cherri, Occa	Psychic	Sitrus, Payapa
Water	Chesto, Passho	Bug	Tanga
Electric	Pecha, Waccan	Rock	Charti
Grass	Rawst, Rindo	Ghost	Kasib
Ice	Aspear, Yache	Dragon	Haban
Fighting	Leppa, Chople	Dark	Colbur
Poison	Oran, Kebia	Steel	Babiri, Razz
Ground	Persim, Shucca	Fairy	Roseli

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

NATURE POWER

Type: Normal

Move Power: Varies

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
Volcanoes/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	Bubble Beam
At sea	Surf
Underwater	Hydro Pump
Snowy	Blizzard

NATURE'S MADNESS

Type: Fairy

Move Power: WIS/CHA

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 40ft

Description: You harness all the power of nature and send it at a creature in range. The target must make a CON save against your Move DC. On a failed save, the target loses half their current HP (minimum of 1 damage).

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 creature. Make a melee attack on a creature, dealing 1d10 + MOVE grass damage on a hit. If the natural attack roll is a 15 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.

NIGHT DAZE

Type: Dark

Move Power: DEX/WIS

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 40ft

Description: A pitch black shockwave of dark energy rushes towards a target. Make a ranged attack roll, dealing 2d6 + MOVE dark damage on a hit. If the natural attack roll is 13 or more, the target rolls its next attack with disadvantage. If it activates a move that requires a saving throw, the target(s) have advantage on the roll.

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

NIGHT SHADE

Type: Ghost

Move Power: WIS/INT

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 60ft

Description: You hit a target with a necrotic wave of dark energy. Make a ranged attack against a target. On a hit, deal an amount of ghost damage equal to 1d6 + the user's level.

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

NIGHT SLASH

Type: Dark

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You slash out at a creature with dark power. Make a melee attack, dealing 1d12 + MOVE dark damage on a hit. This attack scores a critical hit on natural attack rolls of 19 or 20.

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

NIGHTMARE

Type: Ghost

Move Power: WIS/CHA

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Self (60ft radius)

Description: You create a horrible nightmare in the mind of any sleeping creature in a 120 foot circle around you, inflicting 3d6 + MOVE ghost damage automatically. This move does not wake a sleeping creature.

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

NOBLE ROAR

Type: Normal

Move Power: STR/CHA

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: Self

Description: You let out a stunning roar that intimidates a target. When targeted by an attack, use this reaction to impose disadvantage on the attack roll.

NUZZLE

Type: Electric

Move Power: DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You touch a creature with your electrified cheeks, sending electricity coursing through their veins. Make an attack roll against a creature. On a hit, the target takes 1d4 + MOVE electric damage and is forced to make a CON save against your Move DC, becoming paralyzed on a failure.

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

OBLIVION WING

Type: Flying

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 60ft

Description: You extend your wings and use a dark beam of energy to absorb the target's life force. Make a ranged attack against a creature, dealing 3d8 + MOVE flying damage on a hit, recovering your own hit points by the amount of damage dealt.

Higher Levels: The damage dice roll for this move changes to 5d6 at level 5, 4d12 at level 10, and 8d8 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 creatures. Make a ranged attack roll, doing 1d10 + 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, Self

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 creature in range has immunity to your Ghost, Normal, or Fighting-type moves.

OMINOUS WIND

Type: Ghost

Move Power: WIS/DEX

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 40ft

Description: You stir up a gust of repulsive wind that strikes a creature in range. Make a ranged attack, dealing 1d10 + MOVE ghost damage on a hit. On a natural attack roll of 19 or 20, increase all of your ability scores by +1 while you remain in battle.

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

ORIGIN PULSE

Type: Water

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 100ft

Description: Your body glows a bright and brilliant blue, sending three beams of focused light at any creature(s) in range. Make a ranged attack for each beam, dealing 1d10 + MOVE water damage on each 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.

OUTRAGE

Type: Dragon

Move Power: STR

Move Time: 1 action

PP: 3

Duration: 3 rounds, Concentration

Range: Melee

Description: You go into a rampage, doing several attacks without control for three rounds. This move automatically hits for 1d6 + MOVE dragon damage in the first round, 2d6 + MOVE dragon damage in the second round, and 4d6 + MOVE dragon damage in the third round. When this move ends, either after the third round or from breaking concentration, you become confused. This attack stops if concentration is broken, or the user becomes incapacitated.

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: Self (15ft radius)

Description: With a roar, flames burst from your body in a 30 foot circle, centered on you. Any creature in range must roll a DEX saving throw against your Move DC, taking 5d4 + 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 a creature 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 creature 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 creature to go above maximum health, they take their maximum health instead.

PARABOLIC CHARGE

Type: Electric

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Self (30ft radius)

Description: A sweeping electric charge arcs around you, stealing some of the target's energy. Force all creatures in a 60 foot circle, centered on you, to make a CON save against your Move DC, taking 1d10 + MOVE electric damage on a failure. Recover hit points equal to half the total damage dealt, but no more than 5 times your level.

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

PARTING SHOT

Type: Dark

Move Power: CHA

Move Time: 1 bonus action

PP: 10

Duration: Instantaneous

Range: 50ft

Description: You deliver a brutal parting threat just before switching out. Force a creature in range to make a WIS save against your Move DC, then switch out immediately. On a failure, the target deals half damage on their next turn if using a damaging move.

PAY DAY

Type: Normal

Move Power: STR/DEX/CHA

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You strike a target, causing it to shake out its purse. Make a melee attack, doing 1d6 + MOVE normal damage on a hit. In addition, 10x the user's level in cash is scattered on the floor until the end of combat. This release of funds can only occur once per target 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.

PAYBACK

Type: Dark

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You strike hard in retaliation. Make a melee attack, dealing 1d8 + MOVE dark damage on a hit. If the target damaged you on the turn immediately before yours, double the dice roll for the damage of this 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.

PECK

Type: Flying

Move Power: STR/DEX

Move Time: 1 action

PP: 20

Duration: Instantaneous

Range: Melee

Description: You hammer down on a target 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: Self (80ft line)

Description: You perform a song with devastating consequences to creatures that hear it. All creatures 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 fleeing or switched out by their trainer before the end of the three rounds.

PETAL BLIZZARD

Type: Grass

Move Power: DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Self (30ft radius)

Description: You stir up a blizzard of sharp petals that swirl around you. Any creature in a 60 foot circle, centered on you, must make a DEX save against your Move DC, taking 2d8 + MOVE grass damage on a failure, or half as much 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.

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 creature 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.

PHANTOM FORCE

Type: Ghost

Move Power: DEX/WIS

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Melee

Description: You disappear from view and prepare to surprise your target with an attack. When you activate this move, you become invisible and immune to any attacks of opportunity. You cannot be targeted by attacks while you are invisible. On your next turn, you use your action to reappear and make a melee attack against a creature, with advantage, dealing 2d8 + MOVE ghost damage on a successful hit. Protect and Detect reactions may not be used when hit by this 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.

PHOTON GEYSER

Type: Psychic

Move Power: STR/WIS

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 100ft

Description: A pillar of light erupts from the ground in a 20ft radius, 80ft high cylinder centered on a point in range. Any creature caught in the blast must make a DEX save against your Move DC, taking 5d6 + MOVE psychic damage on a failed save, or half as much on a success. This move ignores any of the creatures abilities that would affect the user's ability to hit or deal full damage.

Higher Levels: The damage dice roll for this move changes to 4d10 at level 5, 6d10 at level 10, and 8d12 at level 17.

PIN MISSILE

Type: Bug

Move Power: DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 60ft

Description: You strike a creature 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.

PLASMA FISTS

Type: Electric

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You charge up your fists with electricity and lash out at a target. Make a melee attack, dealing 4d4 + MOVE electric damage on a hit. On a hit, both you and your target's normal-type moves become electric-type until the end of your next turn.

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

PLAY NICE

Type: Normal

Move Power: CHA

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 30ft

Description: You convince a creature that you mean it no harm. Force a creature to make a CHA saving throw against your Move DC. On a failure, any attack the target makes on its next turn is rolled at disadvantage. If the target activates a move that requires a saving throw, you have advantage on the roll.

PLAY ROUGH

Type: Fairy

Move Power: STR/DEX/CHA

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You fake a creature out with a playful attack that quickly becomes too rough. Make a melee attack against a creature, dealing 2d8 + MOVE fairy damage on a hit. On natural attack rolls of 19 or 20, the target adds -1 to any attack it makes for the remainder of combat. This effect can be stacked to a maximum of -5 to 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.

PLUCK

Type: Flying

Move Power: DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You peck at a target, attempting to grab their held berry. Make a melee attack on a creature, dealing 1d10 + MOVE flying damage on a hit. On a hit, if the target is holding a berry, you swallow it immediately and gain its effect.

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

POISON FANG

Type: Poison

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You lash forward with poisonous venom. Make a melee attack roll against a creature, dealing 1d8 + MOVE poison damage on a hit, forcing the target to make a CON save against your Move DC. On a failure, the creature 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: 10

Duration: 1 round

Range: 30ft

Description: You create a fog of poisonous gas 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 gas 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.

POISON JAB

Type: Poison

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You stab a creature with an appendage steeped in poison. Make a melee attack on a creature, dealing 2d6 + MOVE poison damage on a hit. On a natural attack roll of 16 or higher, the target is poisoned.

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

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: Melee

Description: Poisonous barbs sprout from your tail as you swing it at a creature. Make a melee attack against a creature, 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.

POLLEN PUFF

Type: Bug

Move Power: DEX/CON

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 30ft

Description: You send forth a flurry of pollen at a target in range. Make a ranged attack roll, dealing 2d8 + MOVE bug damage on a hit. If the target is an ally, this move automatically hits and heals for the amount of damage instead.

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

POUND

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 20

Duration: Instantaneous

Range: Melee

Description: You crush a creature 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

Type: Bug

Move Power: CON

Move Time: 1 reaction

PP: 5

Duration: Instantaneous

Range: 30ft

Description: You quickly coat a creature in an explosive powder. When a creature in range activates a fire-type move, you may use your reaction to release a spray of flammable powder that explodes and automatically deals 2d8 + MOVE typeless damage to the target.

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

Make a ranged attack roll on a creature, doing 1d6 + MOVE ice 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.

POWER GEM

Type: Rock

Move Power: DEX/CHA

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 40ft

Description: A ray of light bursts out of your gemstone, damaging a creature in range. Make a ranged attack, dealing 2d6 + MOVE rock 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.

POWER SPLIT

Type: Psychic

Move Power: INT/WIS

Move Time: 1 action

PP: 5

Duration: 1 minute, Concentration

Range: 30ft

Description: You use your psychic power to change your offense to match the target's the best you can. Force a creature in range to make a CHA save against your Move DC. On a failure, choose either your STR, DEX, or WIS. For the duration, replace the chosen ability score with the average of your current score and the target's score.

POWER SWAP

Type: Psychic

Move Power: WIS/INT

Move Time: 1 bonus action

PP: 3

Duration: 1 round

Range: 40ft

Description: As a bonus action, force a creature in range to make a WIS save against your Move DC. On a failure, you employ your psychic power to swap a single ability score with a creature until the end of their next turn, for purposes of attack and damage rolls.

POWER TRICK

Type: Psychic

Move Power: None

Move Time: 1 bonus action

PP: 5

Duration: 1 round

Range: Self

Description: You employ your psychic power to switch your own attack and defense. Until the end of your next turn, switch your AC with an ability score of your choice (Constitution not included)

POWER TRIP

Type: Dark

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You boast your strength and attack a target. Make a melee attack, doing 1d4 + MOVE dark damage on a hit. For each unique stat change affecting the user, add an additional damage dice.

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

POWER WHIP

Type: Grass

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You violently whirl your tentacles or vines towards a target. Make a melee attack against a creature, dealing 2d10 + MOVE grass 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.

POWER-UP PUNCH

Type: Fighting

Move Power: STR

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You strike out with a powerful punch that increases in strength the more you hit. Make a melee attack on a target, dealing 1d6 + MOVE fighting damage on a successful hit against the same creature. For each successful hit, add an additional damage dice, with a maximum number of damage dice equal to double the original amount. The damage resets if you miss or target a different creature.

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

PRECIPICE BLADES

Type: Ground

Move Power: STR

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 100ft

Description: You gather in the natural energy of the land around you and manifest all of the power into fearsome blades of stone. Make three ranged attack rolls against any creature(s) in range, dealing 1d10 + MOVE ground damage on each 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.

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 a creature.

Make a ranged attack on a creature 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.

PRISMATIC LASER

Type: Psychic

Move Power: DEX/WIS

Move Time: 1 action, recharge

PP: 5

Duration: Instantaneous

Range: Self (60ft line)

Description: You use the power of a prism to fire a collection of dangerous lasers in a 60 foot line, 5ft wide. Any creature caught in the line must succeed a DEX save or take 4d6 + MOVE psychic damage on a fail, and half as much on a save. This move cannot be used on consecutive turns by the same creature.

Higher Levels: The damage dice roll for this move changes to 5d6 at level 5, 6d8 at level 10, and 6d12 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 you are the recipient of the damage and/or effects of a move, you may automatically avoid the damage/effects on the first instance of this reaction. On future instances of this move in the same combat, you must roll higher than a 15 on a d20 roll for the reaction to be successful. This reaction may not be used to guard against the damage/effects that result from a natural 20 attack roll

PSYBEAM

Type: Psychic

Move Power: DEX/INT/WIS

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 60ft

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 2d6 + MOVE psychic damage on a fail, or half as much on a success. Creatures that fail the save by 5 or more become confused.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 4d6 at level 10, and 6d6 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 a creature, copying any positive or negative stat changes affecting 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 target's mind, damaging their will to fight. Make a ranged attack on a creature 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.

PSYCHIC FANGS

Type: Psychic

Move Power: STR/WIS

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 30ft

Description: You materialize a set of large fangs that bite at a creature with psychic energy. Make a ranged attack, dealing 2d6 + MOVE psychic damage on a hit. On a hit, this move bypasses and ends Aurora Veil, and is not affected by Light Screen and Reflect.

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

PSYCHIC TERRAIN

Type: Psychic

Move Power: None

Move Time: 1 action

PP: 5

Duration: 3 rounds

Range: Self (40ft radius)

Description: Psychic energy emerges from the ground in a 40ft, centered on you. Beginning at the end of your turn, for three rounds, all grounded creatures in the affected area are unable to use bonus actions. Grounded creatures are those that do not have a flying speed or Levitate, Magnet Rise, or similar ability. In addition, creatures may double their MOVE modifier on damage rolls from psychic-type moves activated inside the area.

PSYCHO BOOST

Type: Psychic

Move Power: WIS/INT

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Self (60ft cone)

Description: You send an extremely powerful wave of psychic energy at creatures in a 60 foot cone. Creatures in the wave must make a WIS save against your Move DC, taking 5d6 + MOVE psychic 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 a creature saving throw, they have advantage.

Higher Levels: The damage dice roll for this move changes to 4d10 at level 5, 6d10 at level 10, and 8d12 at level 17.

PSYCHO CUT

Type: Psychic

Move Power: DEX/WIS

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 30ft

Description: You tear at a target with blades formed by psychic power. Make a ranged attack on a creature, dealing 1d12 + MOVE psychic damage on a hit. This move scores a critical hit on natural rolls of 19 or 20.

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

PSYCHO SHIFT

Type: Psychic

Move Power: WIS/INT

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 40ft

Description: You employ your psychic power to transfer a status condition to someone else. Choose a willing ally (or yourself) and a creature in range. Force the target to make a WIS save against your Move DC. on a failure, a status affecting the ally (or you) is transferred to the target instead.

PSYSHOCK

Type: Psychic

Move Power: INT/WIS

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 30ft

Description: You materialize a psychic wave that shocks a creature. Make a ranged attack, dealing 2d6 + MOVE psychic 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.

PSYSTRIKE

Type: Psychic

Move Power: INT/WIS

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 30ft

Description: You materialize a psychic wave that shocks a creature. Make a ranged attack, dealing 2d6 + MOVE psychic damage on a 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.

PSYWAVE

Type: Psychic

Move Power: INT/WIS

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Self (40ft line)

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

PUNISHMENT

Type: Dark

Move Power: STR/WIS

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 30ft

Description: You send dark energy to punish a creature. Make a ranged attack against a creature, dealing 1d10 + MOVE dark damage on a hit. If the target is currently under the influence of a move or ability that boosts its attack, damage, or AC, increase the damage by one damage dice for each effect.

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

PURIFY

Type: Poison

Move Power: None

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: 15ft

Description: You extend a healing energy to remove all status effects from a target. If a status effect is healed, it also restores the user's current hit points by twice its level. The user of this move cannot target itself.

PURSUIT

Type: Dark

Move Power: STR/DEX

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: 40ft

Description: As a reaction, when a creature is fleeing or 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.

QUASH

Type: Dark

Move Power: STR/WIS

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 30ft

Description: You send dark energy at a creature in range, reducing their will to fight. The target must make a WIS save against your Move DC. On a failure, it must move to the bottom of the initiative order for this round only. Targets that have already taken their turn in this round are unaffected.

QUICK ATTACK

Type: Normal

Move Power: DEX

Move Time: 1 bonus action

PP: 15

Duration: Instantaneous

Range: Melee

Description: You lash out with a quick unarmed strike at a creature in range. As a bonus action, you can immediately move up to 10ft and make a melee attack against a creature 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.

QUICK GUARD

Type: Fighting

Move Power: None

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: 30ft

Description: You have the ability to rush to the aid of an ally at the start of combat. If an ally in range (or you) is attacked on the very first turn of the very first round of combat, you may use your reaction to negate any damage dealt.

QUIVER DANCE

Type: Bug

Move Power: None

Move Time: 1 action

PP: 10

Duration: 1 minute, Concentration

Range: Self

Description: You lightly perform a mystical dance. For the duration, add +1 to your AC, attack rolls, and damage.

Higher Levels: Add +2 to your AC at level 10 and above

RAGE

Type: Normal

Move Power: STR

Move Time: 1 bonus action

PP: 3

Duration: 1 minute, Concentration

Range: Self

Description: You go into a fit of rage, attacking with relentless fury. While you are raging, you gain +1 on all damage rolls (only once per move), have resistance to normal damage, and have advantage on all Strength checks. Your rage ends if you drop concentration or if your turn ends and 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 +2 at level 5, +4 at level 10, and +6 at level 17.

RAGE POWDER

Type: Bug

Move Power: CON/CHA

Move Time: 1 action

PP: 3

Duration: 1 minute

Range: Self (15ft cone)

Description: You scatter a cloud of irritating powder, drawing attacks to yourself. Any creature in a 15 foot cone must make a WIS saving throw against your Move DC. On a failure, the creature(s) can only use damaging moves that target you for the duration. Any creature affected can repeat the save at the end of each of its turns to shake off the effect.

RAIN DANCE

Type: Water

Move Power: None

Move Time: 1 action

PP: 3

Duration: 5 rounds

Range: Self

Description: You summon a heavy rainfall that covers the battlefield for 5 rounds.

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. All creatures within melee range must make a DEX save against your Move DC, taking 1d4 + MOVE normal damage on a failure, or half as much on a success. 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 the saving throw is made.

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 creature 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 SHELL

Type: Water

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You strike a creature with a razor sharp shell. Make a melee attack on a creature, dealing 1d12 + MOVE water damage on a hit. On natural attack rolls of 18 or higher, lower the creatures AC by 1. This decrease may be stacked, up to a maximum of -5 to AC.

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

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 creature 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 creature 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 subject to a melee attack, use your reaction to take half the damage dealt now and on any melee attack that targets you until the beginning of your next turn.

REFLECT TYPE

Type: Normal

Move Power: None

Move Time: 1 action

PP: 3

Duration: 1 minute, Concentration

Range: 40ft

Description: Your body flashes into a mirror for just a moment. When it returns to normal, you take on the type of a creature in range.

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.

RELIC SONG

Type: Normal

Move Power: CHA/WIS

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Self (20ft radius)

Description: You sing an ancient song that damages creatures in range with the chance to put them asleep. Any creature in a 40 foot circle, centered on you, must make a CON save against your Move DC, taking 1d12 + MOVE normal damage on a failure, or half as much on a success. Any creature that fails the save by 5 or more is put to 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.

REST

Type: Psychic

Move Power: WIS/CHA

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Self

Description: When you activate this move, you fall asleep after the end of your turn, but recover 4d6 + MOVE hit points in the process. You do not regain health if you do not fall asleep.

Higher Levels: The dice roll for healing increases to 6d6 at level 5, 8d6 at level 10, and 8d10 at level 17.

RETALIATE

Type: Normal

Move Power: STR/DEX

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: Melee

Description: You rush to avenge a fallen ally. When a creature causes an ally to faint, you may move up to your speed to immediately rush forward and make a melee attack roll on the target, dealing 1d12 + MOVE normal 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.

RETURN

Type: Normal

Move Power: STR

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You lash out at a creature, in hopes it will please your trainer. Make a melee attack roll against a creature, 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.

REVELATION DANCE

Type: Normal

Move Power: DEX/CHA

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You strike out at a target with an aggressive dance. Make a melee attack, dealing 2d8 + MOVE damage on a hit. Revelation Dance deals damage with a different type depending on the style of Oricorio:

Style	Damage Type
Baile Style	Fire
Pom-Pom Style	Electric
Pa'u Style	Psychic
Sensu Style	Ghost

Higher Levels: The damage dice roll for this move changes to 2d10 at level 5, 3d10 at level 10, and 4d12 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 creature that damages you. As a reaction, when you are hit with a melee attack that deals damage, make a melee attack roll against your attacker, with disadvantage. On a hit, deal the same amount of fighting type damage back at your attacker (maximum of 5x your current level).

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 a creature, 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: Self (15ft radius)

Description: You release an intimidating roar at all opponents within 15 feet of you. Opponents that can hear you must make a WIS save against your Move DC. On a fail, the creature is frightened and is forced to immediately move up to its speed in a straight line away from you, or until met with an impeding force (does not provoke attacks of opportunity). A creature frightened in this way must make a WIS save against your Move DC at the end of each of its turns to remove the effect.

ROAR OF TIME

Type: Dragon

Move Power: STR/WIS

Move Time: 1 action, recharge

PP: 3

Duration: Instantaneous

Range: Self (40ft radius)

Description: You unleash a roar that has the power to distort time. All creatures within 40 feet of you must make a WIS save against your Move DC, taking 5d6 + MOVE dragon damage on a failure, or half as much on a success. For any creature that failed the save by 5 or more, you may immediately take another action against them. Roar of Time may not be used as one of the additional actions. This move drains you of energy, and you may not make any attack until after the end of your next turn.

Higher Levels: The damage dice roll for this move changes to 4d10 at level 5, 6d10 at level 10, and 8d12 at level 17.

ROCK BLAST

Type: Rock

Move Power: STR

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 30ft

Description: You summon a series of rocks that fire their way towards a creature. 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 CLIMB

Type: Normal

Move Power: STR

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You charge at a target with an attack that attempts to confuse. Make a melee attack, dealing 2d8 + MOVE normal damage on a hit. On natural attack rolls of 17 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.

ROCK POLISH

Type: Rock

Move Power: None

Move Time: 1 action

PP: 3

Duration: 3 rounds

Range: Self

Description: You polish your body to a fine shine to reduce friction. When activating this move, increase your AC by 2 and your speed by 20 feet for three rounds.

ROCK SLIDE

Type: Rock

Move Power: STR

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 80ft

Description: Large boulders appear above a target creature in range, crashing down on top of them. The target must make a STR 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 a creature, 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 a target in range. 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: 30ft

Description: You summon a collection of boulders that attempt to surround a target. Force a creature in range to make a STR saving throw against your Move DC, taking 1d10 + MOVE rock damage and becoming restrained on a failure, or half as much without being restrained on a success. If it fails, at the beginning of each of its turns, it may attempt to escape with a STR save against your Move DC. While a creature is restrained, you may continue this move, as an action, to deal an automatic 1d10 + MOVE rock damage.

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

ROCK WRECKER

Type: Rock

Move Power: STR

Move Time: 1 action, recharge

PP: 3

Duration: Instantaneous

Range: 40ft

Description: You summon a huge boulder and launch it at a target in range. Make a ranged attack, dealing 3d10 + MOVE rock damage on a hit. This move saps you of energy, and may not activate it again until after the end of your next turn.

Higher Levels: The damage dice roll for this move changes to 6d6 at level 5, 8d6 at level 10, and 7d12 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 a creature'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 target. 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 target, repeatedly making attacks with increasing strength. Make a melee attack on a creature, dealing 1d6 + MOVE rock damage on a hit. If you use this move on your turn in consecutive rounds, double the dice on each successful attack for a maximum of 5 attacks, in which case the damage would reset. Ex: 1d6 on first hit, 2d6 on second, 4d6, 8d6, 16d6. The damage resets if any of the attacks fail to damage a creature, if your speed is reduced to 0, or if you are incapacitated.

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

ROOST

Type: Flying

Move Power: CON

Move Time: 1 action

PP: 5

Duration: 1 round

Range: Self

Description: You land on the ground to rest your body. When activated, your flying speed decreases to zero, and you lose your flying type for as long as you remain on the ground. At the beginning of your next turn, if you have not left the ground, recover 2d6 + MOVE hit points

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

ROTOTILLER

Type: Ground

Move Power: None

Move Time: 1 action

PP: 5

Duration: 3 rounds

Range: Self (50ft radius)

Description: You imbue the ground around you with a mystical layer of natural energy, like tilling fresh soil. For three rounds, grass-type creatures double their STAB bonus when activating a grass-type move within the affected area.

ROUND

Type: Normal

Move Power: WIS/CHA

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 40ft

Description: You attack a creature's mind with a harsh song. Select a target in range and force them to make a WIS save against your Move DC. On a failure, the target takes 1d10 + MOVE normal damage. If an ally in range also knows this move, they can join in the song as a reaction to add an additional damage dice.

Higher Levels: The damage dice roll for this move changes to 2d10 at level 5, 3d10 at level 10, and 4d10 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 5d6 + 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 4d10 at level 5, 6d10 at level 10, and 8d12 at level 17.

SACRED SWORD

Type: Fighting

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You attempt to pierce a creature with one of your sharp appendages. Make a melee attack, dealing 2d8 + MOVE fighting damage on a hit. This move ignores any boosts affecting the target's AC.

Higher Levels: The damage dice roll for this move changes to 2d10 at level 5, 3d10 at level 10, and 4d12 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: DEX/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 the target. Force a creature in range to make a STR saving throw against your Move DC, taking 1d10 + MOVE ground damage and becoming restrained on a failure, or half as much without being restrained on a success. If it fails, at the beginning of each of its turns, it may attempt to escape with a STR save against your Move DC. While a creature is restrained, you may continue this move, as an action, to deal an automatic 1d10 + MOVE ground damage.

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

SANDSTORM

Type: Rock
Move Power: None
Move Time: 1 action
PP: 3
Duration: 5 rounds, Concentration
Range: 100ft

Description: You stir up a massive sandstorm in a 50 foot radius, centered on a point in range. When a non rock-, steel-, or ground-type creature enters the area for the first time on their turn, or begins their turn inside the area, they take an amount of rock damage equal to half your level, rounded up. The Sandstorm lasts for 5 rounds.

SCALD

Type: Water
Move Power: STR/DEX
Move Time: 1 action
PP: 10
Duration: Instantaneous
Range: 20ft

Description: You instantly boil water within you to a damaging temperature, blasting a creature with its heat. Make a ranged attack, dealing 2d6 + MOVE water damage on a hit. On a natural attack roll of 16 or more, the target is burned.

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

SCARY FACE

Type: Normal
Move Power: STR/CHA
Move Time: 1 action
PP: 10
Duration: 1 minute
Range: 60ft

Description: You put on your scariest face, attempting to frighten a creature. The creature must make a WIS saving throw against your Move DC or become frightened for the duration. A creature frightened in this way must make a WIS save against your Move DC at the end of each of its turns to remove the effect.

SCRATCH

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

Description: You slash out at a creature 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: Self (20ft radius)

Description: You let out a horrible screech at creatures in a 20 foot radius, centered on you. The creatures must make a WIS save against your Move DC. On a fail, allies add +1 to any attack they target an affected creature with for the duration. This modifier can be stacked if a creature fails multiple screech saves, up to a maximum of +3.

SEARING SHOT

Type: Fire
Move Power: DEX
Move Time: 1 action
PP: 3
Duration: Instantaneous
Range: Self (10ft radius)

Description: Searing hot flames lick out at creatures in a 20 foot circle, centered on you. Any creature in range must make a DEX save against your Move DC, taking 4d4 + MOVE fire damage on a failure, or half as much on a success. If a target fails the save by 5 or more, it 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.

SECRET POWER

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You strike a target with unknown power. Make a melee attack roll against a creature, 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.

SECRET SWORD

Type: Fighting

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You attempt to pierce a creature with one of your sharp appendages. Make a melee attack, dealing 3d10 + MOVE fighting damage on a hit. This move ignores any boosts affecting the target's AC.

Higher Levels: The damage dice roll for this move changes to 6d6 at level 5, 8d6 at level 10, and 7d12 at level 17.

SEED BOMB

Type: Grass

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 30ft

Description: You fire a series of hard seeds that crash down on top of a creature in range. Make a ranged attack, dealing 2d6 + MOVE grass 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.

SEED FLARE

Type: Grass

Move Power: CON

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Self (20ft radius)

Description: You release a bright shockwave from your body, damaging all creatures within 20 feet of you. Any creature in range must make a CON save against your Move DC, taking 3d8 + MOVE grass damage on a failure, or half as much on a success. Until the end of your next turn, any attack roll made against a target that failed is rolled at advantage.

Higher Levels: The damage dice roll for this move changes to 5d6 at level 5, 4d12 at level 10, and 8d8 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 creature into the ground with tremendous force. Make a melee attack roll. On a hit, deal an amount of fighting damage equal to 1d6 + the user's level. Seismic Toss results in a critical hit on 19s and 20s.

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

SELF-DESTRUCT

Type: Normal

Move Power: STR

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Self (30ft radius)

Description: You release a massive explosion in a 30 foot radius, fainting immediately before the damage is dealt. Creatures in the area must make a DEX save against your Move DC. If your creature 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 hit points left, the damage is halved for a failed save, and quartered for a success.

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 a creature. Make a ranged attack, doing 2d6 + MOVE ghost damage on a hit. On a hit, the ball expands and covers the creatures face, granting them a -2 to hit on any attack they make before the end of their next turn.

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 BONE

Type: Ghost

Move Power: STR/WIS

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You strike out with a bone-infused with a wayward spirt. Make a melee attack, dealing 2d6 + MOVE ghost damage on a hit. On a natural attack roll of 18 or higher, the target's AC is decreased by 1 while it remains in battle. This decrease may be stacked up to a maximum of -5 to AC.

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 CLAW

Type: Ghost

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 20ft

Description: You strike with a sharp claw made from shadows in range. Make a ranged attack, dealing 1d12 + MOVE ghost damage on a hit. This moves scores a critical hit on natural attack rolls of 19 and 20.

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

SHADOW FORCE

Type: Ghost

Move Power: DEX/WIS

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 80ft

Description: You disappear from view and prepare to surprise a target with an attack. When you activate this move, you become invisible and immune to any attacks of opportunity. You cannot be targeted by attacks while you are invisible. On your next turn, you use may your action to reappear at a point within range and make a melee attack against a creature, with advantage, dealing 4d6 + MOVE ghost damage on a successful hit. Protect and Detect reactions may not be used when hit by this attack.

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

SHADOW PUNCH

Type: Ghost

Move Power: DEX/WIS

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You throw a punch from the surrounding shadows, unavoidable by any creature. This move is guaranteed to hit for 1d6 + 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 1d10 at level 5, 2d8 at level 10, and 5d4 at level 17.

SHADOW SNEAK

Type: Ghost

Move Power: DEX/WIS

Move Time: 1 bonus action

PP: 20

Duration: Instantaneous

Range: Melee (15ft reach)

Description: You extend your shadow to strike a creature from behind. As a bonus action, you can control your shadow to make a melee attack roll against a target within range, dealing 1d4 ghost damage on a hit.

Higher Levels: The damage dice roll for this move changes to 1d6 at level 5, 1d10 at level 10, and 1d12 at level 17.

SHARPEN

Type: Normal

Move Power: None

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 dice roll for this move changes to 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 a creature, 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.

SHELL SMASH

Type: Normal

Move Power: None

Move Time: 1 action

PP: 5

Duration: 1 minute

Range: Self

Description: You break off a piece of your shell, lowering your defense but improving your attack. For the duration, lower your AC by 1, but add proficiency to all damage rolls (once per move). This move is not stackable.

SHELL TRAP

Type: Fire

Move Power: STR/DEX

Move Time: 1 bonus action

PP: 5

Duration: Instantaneous

Range: Self (5ft radius)

Description: You set a shell trap that explodes in a 5ft radius. As a bonus action on the initial activation of this move, you set a trap on yourself. Only one trap may be set at a time. When you are hit by an attack, you can use a reaction to detonate the trap. Creatures within 5 feet of you must succeed on a DEX save against your Move DC, rolling at disadvantage, taking 1d10 + MOVE fire damage on a failure, or half as much on a success.

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

SHIFT GEAR

Type: Steel

Move Power: None

Move Time: 1 action

PP: 5

Duration: 1 minute, Concentration

Range: Self

Description: You rotate your gears quickly, raising your attack and speed. When you activate this move, add +1 to your attack and damage rolls, and +10 to your speed for the duration.

SHOCK WAVE

Type: Electric

Move Power: DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Self (15ft 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.

SHORE UP

Type: Ground

Move Power: CON

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Self

Description: You use the power of the earth around you to help heal your wounds, recovering 2d8 + MOVE hit points. If used during a Sandstorm, your MOVE modifier is doubled.

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

SIGNAL BEAM

Type: Bug

Move Power: DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 80ft

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

SILVER WIND

Type: Bug

Move Power: DEX

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 15ft

Description: You strike a target 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.

SIMPLE BEAM

Type: Normal

Move Power: WIS/INT

Move Time: 1 action

PP: 10

Duration: 1 minute

Range: 80ft

Description: You use a mysterious psychic energy to change a target's ability to Simple. Force a target in range to make a WIS saving throw against your Move DC. On a failure, choose one of the target's abilities and change it to Simple for the duration.

SING

Type: Normal

Move Power: None

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 30ft

Description: You sing a beautiful song in an attempt to put creatures to sleep. Roll 5d8; the total is how many hit points of creature this move can affect. creatures within 30 feet of you are affected in ascending order of their current hit points. Starting with the creature that has the lowest current hit points, each creature affected by this move falls asleep. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature'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 any move is activated within sight of you, use a reaction to copy it to your move list, replacing it with one instance of Sketch in your current move list permanently. Sketch may not be used to copy a Signature or Legendary-only Move.

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 a creature 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 target within range. On your next turn's action, if you keep your concentration, you charge at a creature in range, ignoring your walking speed and any opportunity attacks you may incur. Make a melee attack roll, doing 5d4 + MOVE normal damage on a hit. A creature hit with this attack 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 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 creature within range. On your next turn's action, if you keep your concentration, you dive at a creature 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 DROP

Type: Flying

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: 1 round, Concentration

Range: Melee

Description: You reach out in an attempt to lift a creature up in the air for a slamming attack. When you activate this move, make a melee attack roll. On a hit, the target is grappled. The target may use its next action to attempt a STR save against your Move DC to get free. If it does not succeed, and you maintain your concentration, you may use your action on your next turn to lift the creature into the air, dropping it to the ground for 2d10 + MOVE flying damage. Flying-type creatures or ones under the effect of Levitate, Magnet Rise or other similar abilities/moves are not damaged.

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

SKY UPPERCUT

Type: Fighting

Move Power: STR/DEX

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 30ft

Description: You unleash a devastating uppercutting fist that continues to strike skyward with force. Make a ranged attack roll against a creature, dealing 2d6 + MOVE fighting damage on a hit. This move can target creatures in the invulnerable stages of Fly, Bounce and Sky Drop, if the target used that move within range.

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

SLACK OFF

Type: Normal

Move Power: None

Move Time: 1 action

PP: 5

Duration: 2 rounds

Range: Self

Description: You give yourself a break, healing your wounds.

When you activate this move, you become incapacitated immediately and through your next two turns. Your trainer may not switch you out during this time. At the end of the second turn, regain half of your maximum hit points and become stable once again.

SLAM

Type: Normal

Move Power: STR

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You crush a creature 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 creature 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 creature in range, attempting to put them to sleep. The target must make a CON 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 (not Sleep Talk) that has a move time of 1 action.

SLUDGE

Type: Poison

Move Power: DEX/CON

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 20ft

Description: You spew poisonous sludge at a target creature in range. Make a ranged attack, 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 sludge that may poison creatures 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 until the beginning of your next turn. Any creature that enters this area for the first time on their turn, or is in that area at the beginning of their turn must make a CON save against your Move DC 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.

SLUDGE WAVE

Type: Poison

Move Power: DEX/CON

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Self (30ft cone)

Description: You summon a wave of poisonous sludge that crashes down on creatures in a 30 foot cone. Any creature caught in the blast must make a CON saving throw against your Move DC, taking 2d8 + MOVE poison damage on a failure, or half as much on a success. If a creature fails the saving throw by 5 or more, it becomes 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.

SMACK DOWN

Type: Rock

Move Power: STR

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 80ft

Description: You throw a solid piece of stone at a creature in an attempt to bring them to the ground. Make a ranged attack, dealing 1d8 + MOVE rock damage on a hit. On a hit, any "Raised" creature is knocked prone and loses its flying speed and immunity to ground-type moves until it can move again. This move can target creatures in the invulnerable stage of Fly or Bounce.

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

SMART STRIKE

Type: Steel
Move Power: STR/INT
Move Time: 1 action
PP: 5
Duration: Instantaneous
Range: Melee

Description: You pinpoint the perfect place to strike a creature with a horn as strong as steel. This move is guaranteed to hit for 1d6 + MOVE steel damage, unless during the invulnerable stage of Fly, Dig, Bounce, Dive, etc. moves.

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

SMELLING SALTS

Type: Normal
Move Power: CON
Move Time: 1 action
PP: 5
Duration: Instantaneous
Range: 20ft

Description: You procure a handful of strong smelling salt, damaging a creature's senses. Make a ranged attack against a target, dealing 1d8 + 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 2d6 at level 5, 2d12 at level 10, and 3d10 at level 17.

SMOG

Type: Poison
Move Power: CON
Move Time: 1 action
PP: 5
Duration: 1 minute, Concentration
Range: 40ft

Description: You release a toxic cloud of poisonous smog 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 on a failure, or half as much on a success. Creatures that fail this save by 5 or more become poisoned.

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

SMOKESCREEN

Type: Normal
Move Power: CON
Move Time: 1 action
PP: 10
Duration: 1 minute, Concentration
Range: 30ft

Description: You conjure a line of smoke on the battlefield, 60 feet long and 5 feet thick, that extends in any direction from a point within range. The area on either side is obscured and imposes disadvantage on any ranged attacks made by a creature targeting another on the opposite side. Any creature inside the wall of smoke, when it is conjured, must make a CON save against your Move DC or become blinded for the duration. A blinded creature can repeat the save at the beginning of its turns to remove the effect on a success.

SNARL

Type: Dark
Move Power: WIS/CHA
Move Time: 1 action
PP: 10
Duration: Instantaneous
Range: 30ft

Description: You release a harsh growl at a creature, damaging their willpower. Force a creature to make a WIS save against your Move DC. On a failure, the target takes 1d8 + MOVE dark damage. If you are the target of its next attack, the attack is rolled at disadvantage.

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

SNATCH

Type: Dark
Move Power: DEX
Move Time: 1 reaction
PP: 5
Duration: Instantaneous
Range: 30ft

Description: You call upon dark energy to steal an effect from a creature. When a creature 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 target's move fails.

SNORE

Type: Normal
Move Power: STR/WIS
Move Time: 1 action
PP: 10
Duration: Instantaneous
Range: 50ft

Description: While you are asleep, you may activate this move to create a harsh noise that damages all creature 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.

SOAK

Type: Water
Move Power: STR/CON
Move Time: 1 action
PP: 10
Duration: 3 rounds
Range: 50ft

Description: You fire a torrent of water at a creature that leaves lasting effects. Force a target in range to make a CON save against your Move DC. On a failure, its type changes to water through its next three full turns in battle.

SOFT-BOILED

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

Description: Heal a creature 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: Self (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, use an action to create a 80 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 harsh sunlight, double your MOVE modifier for damage and it can be used on the turn it is activated, without concentration.

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

SOLAR BLADE

Type: Grass

Move Power: STR/DEX

Move Time: 1 action, charge

PP: 5

Duration: 1 round, Concentration

Range: Melee

Description: When you activate this move, you use your action gathering in solar energy to prepare to strike with blades. On your next turn, if you keep your concentration, use an action to make a melee attack, dealing 3d8 + MOVE grass damage on a hit. If this move is used in harsh sunlight, double your MOVE modifier for damage and it can be used on the turn it is activated, without concentration.

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: Self (20ft radius)

Description: You unleash a deafening sound that harms creature in a 40 foot circle, centered on you. Creatures in range must make a CON save against your Move DC, taking 20 flat normal damage on a fail, or half as much on a success.

SPACIAL REND

Type: Dragon

Move Power: STR/WIS

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Self (30ft radius)

Description: You release a powerful shockwave that tears through creatures and the space around them. All creatures within 30 feet of you must make a CON save against your Move DC, taking 5d6 + MOVE dragon damage on a failure, or half as much on a success. Creatures that fail this save by 5 or more become uncontrollable and are sucked into the Ethereal Plane until the beginning of your next turn, appearing in the same location when they return.

Higher Levels: The damage dice roll for this move changes to 4d10 at level 5, 6d10 at level 10, and 8d12 at level 17.

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 a creature, doing 1d10 + MOVE electric damage 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.

SPARKLING ARIA

Type: Water

Move Power: DEX/CHA

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Self (10ft radius)

Description: You burst into song, unleashing a flurry of bubbles in a 20 foot circle, centered on you. All creatures in range must make a DEX save or take 2d8 + MOVE water damage on a fail and half as much on a save. Any creature suffering from the burned condition will be cured upon touching the bubbles.

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

SPECTRAL THIEF

Type: Ghost

Move Power: DEX/WIS

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 100ft

Description: You succumb to darkness and transport yourself into a creature's shadow. Immediately teleport to a point in range and make a melee attack on a creature. On hit, you steal all positive stat changes affecting the creature and deal 4d6 + MOVE ghost damage.

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

SPEED SWAP

Type: Psychic

Move Power: INT/WIS

Move Time: 1 action

PP: 5

Duration: 1 minute, Concentration

Range: 40ft

Description: You use your psychic power to swap speed with a creature. Force a creature in range to make a CHA save against your Move DC. On a failure, switch speed with the target for the duration.

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 restrain a creature. Make a ranged attack roll on a target in range. On a hit, the target is covered in web. While covered, it is restrained and cannot flee or be switched out, except by item, Move, or ability. The target can use an action on its turn to escape with a STR save against your Move DC.

SPIKE CANNON

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 60ft

Description: You fire a series of sharp spikes at a creature 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 reaction

PP: 5

Duration: Instantaneous

Range: 80ft

Description: You set a trap of spikes that hurts creature that come into battle. If a trainer is in range and switches out a creature, you can spend a reaction to make a ranged attack on the incoming creature 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.

SPIKY SHIELD

Type: Grass

Move Power: None

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: Melee

Description: You quickly raise a spiked shield to protect yourself from damage. When you are hit by a melee attack, use your reaction to ignore damage, dealing grass damage equal to your proficiency modifier to the attacker instead. On future instances of this reaction in the same combat, you must roll higher than a 15 on a d20 roll for the reaction to be successful.

SPIRIT SHACKLE

Type: Ghost

Move Power: DEX/CHA

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 50ft

Description: You employ dark energy to stitch a creature's shadow to the ground. Make a ranged attack, dealing 2d6 + MOVE ghost damage on a hit. On hit, the target is unable to flee or switch out while the user remains in battle.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 4d6 at level 10, and 6d6 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 against a target. Make a ranged attack against a creature, 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, if they are in range. 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: Self

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/CON

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: Melee

Description: When you are targeted by a melee attack, you can use your reaction to release a spore that attempts to put your attacker to sleep. The creature must make a CON 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 creature 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 creature have advantage for the duration.

STEALTH ROCK

Type: Rock

Move Power: STR/DEX

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: 50ft

Description: You quickly summon a trap of sharp rocks that hurts a creature entering the battle. When a creature is switched into battle, you may use your reaction to make a ranged attack, dealing 1d8 + MOVE rock damage to the incoming creature 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.

STEAM ERUPTION

Type: Water

Move Power: STR/DEX

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Self (20ft cone)

Description: You shoot out a cone of intensely hot steam from your body, immersing creatures in range. Any creature in the area must make a DEX save against your Move DC, taking 3d6 + MOVE water damage on a failure, or half as much on a success. If a target fails the save by 5 or more, it becomes 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.

STEAMROLLER

Type: Bug

Move Power: STR

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You roll up your body and roll over a creature.

Make a melee attack roll, dealing 1d10 + MOVE bug damage on a hit. If your natural attack roll is 15 or higher, 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.

STEEL WING

Type: Steel

Move Power: STR/DEX

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: Melee

Description: You strike a target hard with outstretched wings. Make a melee attack on a creature, doing 1d12 + MOVE steel damage on a hit. If the natural attack roll is 19 or 20, your AC is increased by 1 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.

STICKY WEB

Type: Bug

Move Power: DEX

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: 50ft

Description: You quickly fire a sticky web at a creature entering the battle. When a creature is switched into battle, you may use your reaction to make a ranged attack on the creature. On a hit, the target is restrained. The creature may make a STR save against your Move DC at the beginning of each of its turns to escape the web.

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 target, doing 1d10 + MOVE normal 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.

STOMPING TANTRUM

Type: Ground

Move Power: STR

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: Driven by frustration, you aggressively attack. Make a melee attack, dealing 1d12 + MOVE ground damage on a hit. If you last attack missed, double the dice roll for 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.

STONE EDGE

Type: Rock

Move Power: STR

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: 60ft

Description: The earth moves beneath a target's feet as sharp stone pierce through the ground underneath them. Creatures 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.

STORED POWER

Type: Psychic

Move Power: STR/WIS

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 30ft

Description: You use your psychic energy to attack with stored power. Make a ranged attack, dealing 1d6 + MOVE psychic damage on a hit. Add an additional damage dice for each stat-changing effect currently applied to the user. (For example, if you or an ally has activated a move(s) that is currently boosting the user's AC, speed, and STAB, add three additional damage dice. A move that affects multiple ability scores is considered "one" effect for this boost)

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

STORM THROW

Type: Fighting

Move Power: STR

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You strike a target with a fierce blow. Make a melee attack on a creature, dealing 2d10 + MOVE fighting damage on a hit. If a target is immune to the damage from critical hits, halve the damage dealt by this attack.

Higher Levels: The damage dice roll for this move changes to 3d8 at level 5, 4d10 at level 10, and 7d8 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 creature with brute strength. Make a melee attack roll, doing 2d6 + MOVE normal damage on a hit. On a hit, you may also choose to push the creature 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.

STRENGTH SAP

Type: Grass

Move Power: CON

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: 15ft

Description: If a creature attempts to use a move that boosts its stats, you may use your reaction to negate the increase and convert it into healing energy, recovering regain 1d10 + MOVE hit points. This includes critical hit bonuses, AC increases, speed, attack and damage boosts, etc.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 5d4 at level 10, and 4d8 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 creature 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 move is stackable to any amount. 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: Typeless

Move Power: STR/DEX

Move Time: 1 action

PP: Unlimited

Duration: Instantaneous

Range: Melee/60ft

Description: This move is known by all Pokémon, and can be used at any time. You lash out with an unarmed strike, or use an improvised weapon up close or at range to damage a creature. Make a melee or ranged attack roll, doing damage equal to 2 + MOVE typeless damage on a hit. The damage from this move cannot be increased by another move, item, or ability.

STRUGGLE BUG

Type: Bug

Move Power: STR/DEX

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: Melee

Description: You resist an attack, fighting back against a creature. When hit by a melee attack, you may use a reaction to immediately retaliate with an attack roll of your own, dealing 1d6 + MOVE bug 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.

STUN SPORE

Type: Grass

Move Power: CON

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: Melee

Description: When you are subject to a melee attack, you can use your reaction to release a spore that attempts to stun your attacker. The creature 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, doing 2d6 + MOVE fighting damage on a hit, but taking a quarter of the damage dealt in recoil. On a hit, the target is grappled. At the beginning of each of its turns, it may attempt to escape with a STR save against your Move DC. While a creature is grappled, this move can be activated again as a bonus action with an automatic hit, dealing 2d6 fighting damage with a quarter of the damage dealt in typeless recoil.

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: 1 minute, Concentration

Range: Self

Description: You surrender a quarter of your current HP (rounded down) into temporary hit points in the form of a shield. During this time, the shield grants you immunity to NEW negative conditions (including things like prone, restrained, etc.) and it absorbs all outside damage that you would normally take until it is destroyed. The shield is considered "typeless" for damage resistance, vulnerability, and immunities. The shield and user cannot be healed while active, and it does not absorb self-inflicted conditions or damage caused by pre-existing burn, poison, or confusion. The shield breaks when it is reduced to 0 hit points, and the user takes the overflow damage. Sound-based moves bypass the shield (Supersonic, Grass Whistle, etc.)

SUCKER PUNCH

Type: Dark

Move Power: STR/DEX

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: Melee

Description: You lay in a quick punch before a creature has a chance to attack. When targeted by a melee attack, you may use your reaction to attempt to strike a creature before its attack is rolled. Make a melee attack, dealing 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.

SUNNY DAY

Type: Fire

Move Power: None

Move Time: 1 action

PP: 3

Duration: 5 rounds

Range: Self

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

SUNSTEEL STRIKE

Type: Steel

Move Power: STR

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You slam into the target with the force of a meteor. Make a melee attack, dealing 5d6 + MOVE steel damage on a hit. This move ignores any abilities of the target creature that would decrease its ability to hit or deal full damage.

Higher Levels: The damage dice roll for this move changes to 4d10 at level 5, 6d10 at level 10, and 8d12 at level 17.

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 (up to a maximum of 5x your level).

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 target with incredible power - but with great power comes great responsibility. Make a melee attack against a creature, dealing 4d6 + MOVE fighting damage on a hit. This move exhausts you, and your STR and DEX ability scores are both reduced by 10 until after the end of your next turn.

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: DEX/WIS

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 40ft

Description: You emit a high pitched screech heard only by the target. Choose a target in range. The target must pass a WIS saving throw against your Move DC or become confused.

SURF

Type: Water

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Self (30ft cone)

Description: You summon a fast-moving wave in front of you that crashes down on creatures in a 30 foot cone. Any creature caught in the blast must make a STR saving throw, taking 2d8 + MOVE water damage and falling prone on a failure, or half as much without falling prone 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.

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 base healing 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 a creature, attempting to confuse them. The target must make an CHA saving throw against your Move DC or become confused.

SWEET SCENT

Type: Normal

Move Power: CON/CHA

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 30ft

Description: You release a sweet smell directed at a target in range. The target must make a CHA 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: 60ft

Description: You fire two projectiles at any creature you choose in range. They do not have to target the same creature. Each hit for 1d4 normal damage. This move also targets creature during the invulnerable stages of Dig, Fly, Bounce, etc.

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

SWITCHEROO

Type: Dark

Move Power: DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: Your hands move with incredible speed as you attempt to switch held items with a creature. Force a creature to make a DEX save against your Move DC. On a failure, you take their held item and replace it with your own. If you do not have a held item, you simply take theirs without replacement.

SWORDS DANCE

Type: Normal

Move Power: DEX/WIS

Move Time: 1 action

PP: 5

Duration: 1 minute, concentration

Range: Self

Description: When you activate this move, a sword appears and dances around you, increasing your AC by 1. As a bonus action on a future turn, you may drop concentration to release this sword and roll a ranged attack at a target within 30 feet of you, dealing 2d6 + MOVE normal damage on a hit.

Higher Levels: The damage dice for this move changes to 2d8 at level 5. At level 10, you can now create two swords for +2 to AC and two ranged attacks. At level 17, the damage dice for each sword increases to 3d8.

SYNCHRONOISE

Type: Psychic

Move Power: WIS/CHA

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Self (20ft radius)

Description: You emit a strange soundwave that only damages creature that share a type with you. Any creature within a 40 foot circle that shares at least one of your types must make a CON save against your Move DC, taking 2d10 + MOVE psychic damage on a failure, or half as much on a success.

Higher Levels: The damage dice roll for this move changes to 3d8 at level 5, 4d10 at level 10, and 7d8 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 1d12 + MOVE hit points. If activated in harsh sunlight, double the healing dice.

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

TACKLE

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 20

Duration: Instantaneous

Range: Melee

Description: You rush forward and slam into a creature.

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 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 SLAP

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You strike out against a creature with a quick-hitting, hard tail. Make a melee 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 roll for this move changes to 2d4 at level 5, 1d12 at level 10, and 4d4 at level 17.

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 a target, distracting it and opening up its defenses. The creature 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.

TAILWIND

Type: Flying

Move Power: None

Move Time: 1 action

PP: 3

Duration: 1 minute, Concentration

Range: Self (30ft radius)

Description: You whip up a turbulent whirlwind that boosts the speed of all allies in a 60 foot circle, centered on you. You and any ally that starts their turn inside the area has their speed doubled until the end of their turn.

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 a creature. Roll a melee attack roll. On a hit, you deal 2d8 + MOVE normal damage, taking a quarter of the total damage (rounded down) in typeless 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 a creature 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.

TEARFUL LOOK

Type: Normal

Move Power: WIS/CHA

Move Time: 1 action

PP: 15

Duration: 1 minute

Range: 35ft

Description: You fill your eyes with tears to make all creatures in range lose their combative spirit. All creatures in range must make a CHA save against your Move DC. On a fail, they add -1 to any attack they makes for the duration. This modifier can be stacked if an affected creature fails multiple Tearful Look saves, up to a maximum of -5.

TECHNO BLAST

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Self (80ft line)

Description: You fire a powerful beam of pure light. The line is 80 feet long and 5 feet wide, and all creatures caught in the blast must make a DEX save against your Move DC, taking 3d10 + MOVE damage on a failure, or half as much on a success. The damage type is dependant on the Drive the user holds. (Burn Drive - Fire, Chill Drive - Ice, Douse Drive - Water, Shock Drive - Electric)

Higher Levels: The damage dice roll for this move changes to 6d6 at level 5, 8d6 at level 10, and 7d12 at level 17.

TEETER DANCE

Type: Normal

Move Power: WIS/CHA

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Self (20ft radius)

Description: You start to perform a difficult dance, confusing all creatures in range. Creatures in a 40 foot circle around you must make a WIS save against your Move DC, becoming confused on a fail.

TELEKINESIS

Type: Psychic

Move Power: WIS/INT

Move Time: 1 action

PP: 3

Duration: 3 rounds, Concentration

Range: 20ft

Description: You use your psychic power to attempt to hold a creature above the ground, making it vulnerable to attacks. Force a creature in range to make a CON save against your Move DC. On a failure, the creature is grappled and restrained for the duration, unable to release itself as long as you hold your concentration. While grappled, the creature is considered Raised.

TELEPORT

Type: Psychic

Move Power: None

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 creature 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 a creature's held item. Make a melee attack against a creature, 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.

THOUSAND ARROWS

Type: Ground

Move Power: DEX/WIS

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 100ft

Description: You summon forth a volley of green arrows to pierce creatures in range. All creatures in a 30 ft radius, centered on a point within range, must make a DEX save against your Move DC, taking 2d8 + MOVE ground damage on a hit, or half as much on a save. Flying-type creatures or ones with Levitate, Magnet Rise, or similar ability CAN be hit by this move. Any creature that fails the saving throw falls to the ground and is now grounded. Grounded creatures are susceptible to ground-type moves until they raise up, regardless of their type or ability.

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

THOUSAND WAVES

Type: Ground

Move Power: DEX/WIS

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Self (60ft cone)

Description: A wave of green energy courses through the battlefield in a 60 foot cone, centered on you. Any creature caught in the wave must make a DEX save against your Move DC, taking 2d8 + MOVE ground damage on a failure, or half as much on a success. Any creature that fails the saving throw cannot flee or be switched out as long as you remain in battle.

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

THROAT CHOP

Type: Dark

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You focus in on an attack at the target's throat.

Make a melee attack, dealing 2d6 + MOVE dark damage on a hit. On hit, the target is unable to activate sound based attacks for its next 1d4 turns.

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

THUNDER

Type: Electric

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Self (20ft radius)

Description: Powerful electric energy arcs out from you, hitting any creature in a 20 foot radius, centered on you.

Creatures 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. Creatures in range that are in flight or in the invulnerable stage of Fly or Bounce take double damage from this move.

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 FANG

Type: Electric

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You attempt to pierce a creature with electric fangs. Make a melee attack, dealing 1d10 + MOVE electric damage on a hit. On a natural attack roll of 19 or 20, the target is paralyzed and 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.

THUNDER PUNCH

Type: 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 target, doing 1d12 + 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 2d8 at level 5, 2d12 at level 10, and 6d6 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 a target in range. Make a ranged attack, 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 creature in range. The target 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 target 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 a creature to make a CON saving throw against your Move DC. On a failure, the target flinches.

TOPSY-TURVY

Type: Dark
Move Power: WIS
Move Time: 1 action
PP: 10
Duration: Instantaneous
Range: 30ft

Description: You unleash a dark energy that has the power to reverse the stat changes of a creature. Force a creature in range to make a CHA save against your Move DC. On a failure, any stat changes currently affecting the target have the opposite effect.

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 a creature in range that attacks you. When hit by a melee or ranged attack, force the target to make a WIS saving throw against your Move DC. On a failure, the target 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. Creatures poisoned by this move take double the normal poison damage.

TOXIC SPIKES

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

Description: You quickly summon a trap of poisonous spikes around a creature that enters the battle. When a creature is switched into battle, you may use your reaction to force a creature to make a CON save against your Move DC, becoming poisoned on a failure.

TOXIC THREAD

Type: Poison
Move Power: DEX
Move Time: 1 action
PP: 15
Duration: Instantaneous
Range: 60ft

Description: You fire a collection of poisonous threads at a creature in range. Make a ranged attack roll against a target, covering them with threads on a hit. So long as the threads make contact with the target, the target is poisoned and its speed is reduced by 10. This move is stackable to any amount however the poison effect does not affect the target more than once. If this reduction in speed causes their speed to be 0, the target is restrained. The target may use an action to remove the threads from its body, healing the poisoned status.

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 creature in range. The base SR of the target must be able to be controlled by your trainer or the move fails. For the duration, you copy the target's type, ability scores, skills, speeds, senses, abilities, and current moves. You retain your own feats, level, and HP (Changed CON does not impact your HP).

TRI ATTACK

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Self (30ft cone)

Description: You strike with a simultaneous three-beam attack. Each creature in a 30 foot cone, centered on you, must make a DEX save against your Move DC, taking 2d6 + MOVE normal damage on a fail, and half as much on a success. Targets that fail the save by 5 or more must roll a d4, gaining the status condition as follows: 1. The target becomes burned. 2. The target becomes frozen. 3. The target becomes paralyzed. 4. Must reroll until any number other than 4 appears.

Higher Levels: The damage dice roll for this move changes to 2d8 at level 5, 4d6 at level 10, and 6d6 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 a creature. Make a melee attack roll against a creature, swapping held items with them on a hit.

TRICK ROOM

Type: Psychic

Move Power: None

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Self

Description: The world around you seems to spin for a moment, and the whole battlefield is hit with a bizarre feeling. Starting at the beginning of the next round of combat after you activate this move, the initiative order is permanently reversed.

TRICK-OR-TREAT

Type: Ghost

Move Power: WIS/CHA

Move Time: 1 action

PP: 5

Duration: 3 rounds

Range: 30ft

Description: You attempt to scare the spirit right out of a creature in range. Force a creature in range to make a CHA save against your Move DC. On a failure, its type is changed to Ghost through their next three turns in battle.

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.

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

TROP KICK

Type: Grass

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You attempt to land an intense kick of tropical origins on the target. Make a melee attack, dealing 1d12 + MOVE grass damage on a hit. On a natural role of 16 or more, the target adds -1 to any attack it makes for the remainder of combat. This modifier can be stacked up to a maximum of -3.

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

TRUMP CARD

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 30ft

Description: You strike out with a blast of energy that increases in strength the more it is used. Make a ranged attack on a creature, dealing 1d6 + MOVE normal damage on a hit. Increase the damage by your Move modifier for each PP that has been expended for the move, before the move was activated. Using a restorative to regain PP resets the damage for this attack.

Higher Levels: The damage dice roll for this move changes to 1d8 at level 5, 2d6 at level 10, and 4d6 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 a creature in range. They do not have to target the same creature. Make two ranged attack rolls, dealing 1d4 + MOVE bug damage on each hit. If the natural roll of either attack is a 19 or 20, the target is poisoned.

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 a creature. Make a ranged attack on a creature, doing 1d6 + MOVE dragon damage on a hit. If the natural attack roll is 16 or higher, the target 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.

U-TURN

Type: Bug

Move Power: DEX

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Melee

Description: You lash out with a quick strike before you make a getaway. Make a melee attack, dealing 1d12 + MOVE bug damage on a hit. After this move is activated, a trainer must switch out the user as a free action.

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

UPROAR

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: 3 Rounds, Concentration

Range: Self (30ft radius)

Description: You cause an uproar on the battlefield in a 60 foot circle, centered on you, for three rounds of combat. During the uproar, your action is spent continuing the move (without spending PP), and any creature in range wakes and is prevented from falling asleep. (This include creatures that would purposefully fall asleep using moves like Rest) In addition, creatures in the area at the start of their turns must make a CON save against your Move DC, taking 2d8 + MOVE normal damage on a fail, or half as much 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.

V-CREATE

Type: Fire

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: Your forehead burns like hot coals as you slam your head into a creature. Make a melee attack roll, dealing 3d10 + MOVE fire damage on a hit. After activating this move, your AC decreases by 2 until the beginning of your next turn.

Higher Levels: The damage dice roll for this move changes to 6d6 at level 5, 8d6 at level 10, and 7d12 at level 17.

VACUUM WAVE

Type: Fighting

Move Power: DEX

Move Time: 1 bonus action

PP: 20

Duration: Instantaneous

Range: 25ft

Description: You whirl your fists with a fast attack that pushes a quick burst of wind at a creature in range. Make a ranged attack on a creature, dealing 1d4 fighting damage on a hit.

Higher Levels: The damage dice roll for this move changes to 1d6 at level 5, 1d10 at level 10, and 1d12 at level 17.

VENOM DRENCH

Type: Poison

Move Power: DEX/CON

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 20ft

Description: You drench a creature with an odd, poisonous liquid. Force a creature to make a CON save against your Move DC, becoming poisoned on a failure. If the target is already poisoned, this move automatically hits, causing the creature to now take double the base poison damage at the end of each of its turns.

VENOSHOCK

Type: Poison

Move Power: DEX/CON

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 15ft

Description: You attempt to drench a creature in poisonous liquid. Make a ranged attack on a creature, dealing 1d10 + MOVE poison damage on a hit. If the target is already poisoned, double the dice roll for the damage

Higher Levels: The damage dice roll for this move changes to 2d6 at level 5, 2d12 at level 10, and 3d10 at level 17.

VICE GRIP

Type: Normal

Move Power: STR

Move Time: 1 action

PP: 15

Duration: Instantaneous

Range: Melee

Description: You crush a creature with a forceful, gripping attack. Make a melee attack, doing 1d8 + MOVE normal damage on a hit, grappling the target. On each successive turn, if the creature is still grappled, you may use this move again (as an action) and automatically hit. A creature may attempt to escape the grapple at the beginning of its turns with a STR save against your Move DC.

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: Melee (15ft reach)

Description: You extend a sharp vine to whip the target with. This vine can strike anything within 15 feet of you. 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 a creature. As an action on your turn, you hold this move until next turn, where it will automatically hit for 1d12 + MOVE fighting damage as long as the target remains in melee range.

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 SWITCH

Type: Electric

Move Power: DEX

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Melee

Description: You lash out with a quick, electric strike before you make a getaway. Make a melee attack, dealing 1d12 + MOVE electric damage on a hit. After this move is activated, a trainer must switch out the user as a free action.

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 a creature. When activating this move, you flash forward 15 feet and make a melee attack roll against a creature, dealing 2d10 + Move electric damage on a hit. On a hit, you also take a quarter of the total (rounded down) in typeless 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.

WAKE-UP SLAP

Type: Fighting

Move Power: STR/DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: Melee

Description: You attack with a jolting slap from your palms. Make a melee attack on a creature, dealing 1d12 + MOVE fighting damage on a hit. If the target is asleep, double your Move modifier when adding damage, but the target automatically wakes up.

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

Type: Water

Move Power: STR

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 40ft

Description: You send a column of water towards a creature. Make a ranged attack, dealing 2d6 + MOVE water damage on a hit. After you land a hit, any ally that uses another Pledge move in the same round automatically hits.

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

Type: Water

Move Power: DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 50ft

Description: You fire a barrage of sharp shurikens at a target. Make a ranged attack roll, doing 1d4 + MOVE water damage on a hit. After successfully hitting a target, roll a d4. On a result of 3 or 4, another shuriken strikes the target for an additional 1d4 water 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.

WATER SPORT

Type: Water

Move Power: None

Move Time: 1 action

PP: 10

Duration: 1 minute

Range: Self (5ft radius)

Description: You soak yourself and all allies with 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 a creature that increases in power the more healthy you are. Make a ranged attack roll against a creature, 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/CON

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 80ft

Description: You create an intense waterfall that crashes down on creatures in a 10 foot radius, centered on a point within range. Creatures in the area must make a STR 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
Harsh 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 a creature in range. Make a ranged attack roll. On a hit, the target takes 1d6 + MOVE water damage and is 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 creature is still restrained, 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 (5ft radius)

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 creature within 5 feet of you must succeed on a STR saving throw against your Move DC or fall prone. In wild creature battles, this move can be activated to automatically count as a single success in a group DEX check to run away.

WIDE GUARD

Type: Rock

Move Power: None

Move Time: 1 reaction

PP: 3

Duration: Instantaneous

Range: 50ft

Description: You have the ability to guard your allies from area-of-effect moves. As a reaction, when a creature activates a damaging move that damages multiple allies within range, you may halve the damage dealt. On future instances of this reaction in the same combat, you must roll higher than a 15 on a d20 roll or forfeit the reaction with no effect

WILD CHARGE

Type: Electric

Move Power: STR

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You shroud yourself in electricity and charge at a creature. Make a melee attack, dealing 2d8 + MOVE electric damage on a hit, but taking 1/4 of the damage (rounded down) in typeless 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.

WILL-O-WISP

Type: Fire

Move Power: DEX/WIS

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: 30ft

Description: You send a sinister, white-hot flame at a creature 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 a target creature with your wings. Make a melee 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, charge

PP: 5

Duration: 1 round

Range: 50ft

Description: You send forth a healing wish that takes time to come true. At the end of your next turn, as a free action, heal a target in range for 3d8 + MOVE hit points.

Higher Levels: The healing 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 subject to 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.

WONDER ROOM

Type: Psychic

Move Power: None

Move Time: 1 action

PP: 5

Duration: 1 minute, Concentration

Range: Self (50ft radius)

Description: You create a bizarre vibe in the air in a 100 foot circle, centered on you. For the duration, all WIS saves become CON saves and all CON saves become WIS saves.

WOOD HAMMER

Type: Grass

Move Power: STR

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You slam your rough body against a creature, taking serious recoil damage. Make an attack roll against a target, dealing 2d10 + MOVE grass damage on a hit. On a hit, you also take a quarter of the damage dealt in typeless 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.

WORK UP

Type: Normal

Move Power: None

Move Time: 1 bonus action

PP: 3

Duration: 1 minute

Range: Self

Description: You get your adrenaline pumping and go into a frenzy. While worked up, you add +2 to all attack rolls. Your worked up status ends if you are incapacitated or if you have not attacked a hostile target since your last turn, or taken any damage since then.

WORRY SEED

Type: Grass

Move Power: DEX/CHA

Move Time: 1 action

PP: 5

Duration: 1 minute

Range: 30ft

Description: You shoot a bizarre seed that implants worry into another creature. The target must succeed on a CON save against your Move DC or replace the user's choice of ability with Insomnia, preventing sleep for the duration.

WRAP

Type: Normal

Move Power: STR/DEX

Move Time: 1 action

PP: 15

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. At the beginning of each of its turns, it may attempt to escape with a STR save against your Move DC. As long as the target is grappled on your subsequent turns, this move can be activated again as a bonus action with an automatic hit, dealing 1d4 normal damage.

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

WRING OUT

Type: Normal

Move Power: STR

Move Time: 1 action

PP: 3

Duration: Instantaneous

Range: Melee

Description: You wrap your hands around the target and squeeze hard. Make a melee attack against a creature, dealing 3d8 + MOVE normal damage on a hit. If the target has 50% or more of its maximum HP, double your move modifier for the damage roll.

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

X-SCISSOR

Type: Bug

Move Power: STR/DEX

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You cross your claws for a scissor-like slashing attack. Make a melee attack against a creature, dealing 2d6 + MOVE bug 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.

YAWN

Type: Normal

Move Power: None

Move Time: 1 action

PP: 5

Duration: 1 round

Range: 30ft

Description: You release a big yawn that causes a creature to become very drowsy. Choose a target in range. If that target is still in the battle after 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: 80ft

Description: You fire out an extreme blast of pure electric energy at a creature. Make a ranged attack against a target 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.

ZEN HEADBUTT

Type: Psychic

Move Power: STR/WIS

Move Time: 1 action

PP: 10

Duration: Instantaneous

Range: Melee

Description: You focus all of your willpower into your head and ram it into a creature. Make a melee attack, dealing 2d6 + MOVE psychic damage on a hit. If the natural attack roll is 17 or higher, 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.

ZING ZAP

Type: Electric

Move Power: DEX

Move Time: 1 action

PP: 5

Duration: Instantaneous

Range: 30ft

Description: A strong electric blast crashes down on two unique targets in range, giving them an electric shock. Make two ranged attacks, dealing 1d10 + MOVE electric damage on a hit. If the natural attack roll is 18 or higher, 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.

11. ABILITIES

ADAPTABILITY

When this Pokémon uses a move of its own type, it may roll the damage twice and choose either total.

AFTERMATH

This Pokémon deals damage to an attacker equal to half of the damage received when knocked out by a melee move.

AIR LOCK

While this Pokémon is in battle, weather-related abilities have no effect on the Pokémon that have them.

AIR SLASH

This Pokémon knows Air Slash as a fifth move. The move is forgotten if it takes any other form.

ANALYTIC

After this Pokémon misses an attack, its next attack is done at advantage.

ANGER POINT

After suffering a critical hit, this Pokémon doubles the damage dice for a single move it activates on the following turn.

ANTICIPATION

When this Pokémon enters the battle, an opponent must reveal if it has a move that the Pokémon is vulnerable to. The move does not have to be revealed - only that there is such a move.

ARENA TRAP

Grounded creatures within 50 feet of this Pokémon may not flee or switch out, except by item, Move, or ability.

AROMA VEIL

Any ally within 15 feet of this Pokémon automatically passes any WIS save they are required to make.

AURA BREAK

When this Pokémon is in battle, the boost of Fairy Aura and Dark Aura abilities is reversed. Any applicable move type activated within 100 feet deals half damage instead of double.

BAD DREAMS

If an opponent in battle with this Pokémon falls asleep, they take an amount of damage equal to this Pokémon's proficiency bonus at the end of each of their turns.

BATTERY

Allies that activate electric-type moves within 20 feet of this Pokémon double their damage dice.

BATTLE ARMOR

This Pokémon is immune to extra damage dealt by a Critical Hit.

BEAST BOOST

Upon causing an opponent to faint, this Pokémon increases the ability scores of its saving throw proficiencies by 2 until the end of combat. This is stackable up to a maximum of +10 to any one ability score.

BERSERK

When this Pokémon falls below 25% of its maximum health, all of its attacks are rolled with disadvantage, but deal double their damage. If a move activated requires a saving throw, the target(s) have advantage on the roll.

BIG PECKS

This Pokémon's AC cannot be reduced by an opponent's moves.

BLAZE

This Pokémon adds doubles its STAB bonus when it has 25% or less of its maximum health.

BLIZZARD

This Pokémon knows Blizzard as a fifth move. The move is forgotten if it takes any other form.

BULLETPROOF

This Pokémon is immune to damage from moves with Bullet, Ball, or Bomb in their name.

BURROWER

This Pokémon can burrow underground traveling a distance equal to its walking speed before re-emerging.

CACOPHONY

This Pokémon is immune to sound-based moves.

CHEEK POUCH

When this Pokémon eats any type of berry, it heals for an additional 10% of its maximum HP (rounded up to the nearest whole number).

CHLOROPHYLL

This Pokémon's speed is doubled in harsh sunlight.

CLEAR BODY

Other Pokémon's moves or abilities cannot lower this Pokémon stats.

CLOUD NINE

While this Pokémon is in battle, weather-related abilities have no effect on the Pokémon that have them.

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.

COMATOSE

This Pokémon is in a continuous state of drowsiness. It is immune to the sleep condition, but is considered affected by sleep for all moves that require a Pokémon to be asleep to use or activate additional effects (Snore, Sleep Talk, Wake-Up Slap, Dream Eater, etc.)

COMPETITIVE

This Pokémon adds its proficiency bonus to damage rolls while poisoned, burned, confused, or paralyzed.

COMPOUND EYES

This Pokémon gets an additional +1 to attack rolls.

CONTRARY

Moves that directly increase or decrease this Pokémon's stats have the opposite effect. This ability has no effect on moves that would "swap" or "average" stats with a target like Heart Swap, Guard Split, etc.

CORROSION

This Pokémon's moves ignore the poison immunity of creatures granted by their Pokémon type, and can inflict the poisoned status on poison and steel type creatures. If the target's secondary type gives it vulnerability or resistance to the damage, it follows the secondary type for that effect.

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.

CUTE CHARM

Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

DAMP

This Pokémon is unaffected by Self Destruct and Explosion moves.

DANCER

If any creature within sight of this Pokémon activates a move with Dance in its name, this Pokémon may immediately use one of its moves as a reaction.

DARK AURA

When this Pokémon is in battle, all dark-type moves by allies or opponents within 100 feet deal double their damage.

DAZZLING

Creatures within line of sight of this Pokémon cannot use bonus actions to activate Moves. Moves that would normally have a Move Time of "1 bonus action" instead have a Move Time of "1 action".

DEFEATIST

When this Pokémon drops below 25% of its maximum HP, all of its attacks are rolled with disadvantage.

DEFIANT

While this Pokémon is suffering from a negative status effect or stat change imposed by an opponent, it gains +2 to all attack rolls.

DISGUISE

This Pokémon has a disguise which gives it a temporary hp boost equal to twice its level. When the temporary hit points fall to zero, the disguise breaks and requires a short rest to repair.

DOWNLOAD

Once per short rest, this Pokémon can choose a different damage type for one of their normal attacks.

DRIZZLE

When this Pokémon enters an outside battle, the weather immediately changes to light rain for 5 rounds. In the case of another Pokémon with a similar weather ability, the tie goes to the Pokémon with the highest DEX score.

DROUGHT

When this Pokémon enters an outside battle, the weather immediately changes to bright sunlight for 5 rounds. In the case of another Pokémon with a similar weather ability, the tie goes to the Pokémon with the highest DEX score.

DRY SKIN

At the end of each of this Pokémon's turns, it takes an amount of damage equal to its proficiency modifier in harsh sunlight, or heals for the same amount during rain.

EARLY BIRD

This Pokémon has advantage on rolls to wake from sleep.

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.

ELECTRIC SURGE

If the move is known, this Pokémon may use the Electric Terrain move as a bonus action.

EMERGENCY EXIT

At any time this Pokémon is damaged when it is at or below 50% of its maximum HP, its trainer may switch it out as a free action.

FAIRY AURA

When this Pokémon is in battle, all fairy-type moves within 100 feet of you deal double their damage.

FILTER

When hit by a move type this Pokémon is vulnerable to, it may roll a d4. In a result of 4, it does not take the additional damage.

FLAME BODY

The flames from this Pokémon's body shine dim light in a 15 ft radius. In addition, when hit by a melee attack, roll a d10. On a 10, the attacker is burned.

FLARE BOOST

This Pokémon adds proficiency to its damage rolls while burned.

FLASH FIRE

This Pokémon takes no damage from fire or fire-type attacks. 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.

FLOWER GIFT

During harsh sunlight, ally Pokémon within 30 feet of this Pokémon add their proficiency bonus to damage rolls.

FLOWER VEIL

Any grass-type ally within 15 feet of this Pokémon is immune to new status effects.

FLUFFY

This Pokémon is vulnerable to fire-type moves, but takes half damage from any melee attack (that isn't fire-type).

FORECAST

This Pokémon changes form with the weather. In rain it becomes water-type, in harsh sunlight 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.

FOREWARN

When this Pokémon enters battle, it selects a target to reveal the move it knows with the most damage output. In the case of a tie, the target can choose which move it reveals.

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.

FRISK

Upon entering a battle, a single opponent's held item is revealed, if it has one.

FULL METAL BODY

Other Pokémon's moves or abilities cannot lower this Pokémon stats.

FUR COAT

Once per long rest, this Pokémon may halve the damage dealt to it from any one attack.

GALE WINGS

This Pokémon adds an additional +1 to hit when using flying-type attacks.

GALVANIZE

All of this Pokémon's normal-type moves are electric-type.

GLUTTONY

This Pokémon must eat its held berry when it falls below ½ of its maximum HP.

GOOEY

When this Pokémon is hit with a melee attack, roll 1d4. On a result of 3 or 4, the attacker's speed is reduced to 0 until the end of its next turn.

GRASS PELT

This Pokémon gains +1 to AC while in grassy terrain.

GRASSY SURGE

If the move is known, this Pokémon may use the Grassy Terrain move as a bonus action.

GUTS

When this Pokémon is burned or poisoned, they are not affected by the disadvantage or reduced damage effects. They still take damage at the end of each of their turns.

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.

HEALER

As an action, this Pokémon may touch a creature to heal poison, burn, or paralysis. When it uses this ability, roll a d4. On the a result of 1 or 2, the status effect is moved to itself.

HEALING RAIN

This Pokémon can use its action to heal hit points equal to its level, in rainy conditions.

HEATPROOF

This Pokémon takes half the damage it otherwise would from Fire damage, and is immune to the burning condition.

HEAVY METAL

This Pokémon is especially heavy. Once per long rest, after being targeted by an attack, it may increase its AC by 2 if it would cause an attack to miss.

HONEY GATHER

At the end of each battle, this Pokémon may roll a d20 + its proficiency bonus. On a result of 20 or higher, its trainer adds a Honey to their inventory.

HUGE POWER

Once per short rest, this Pokémon may double the damage dice for a single damage roll. The player must announce that they are using this ability before the attack roll.

HUSTLE

When you score a critical hit, you may immediately gain an additional action on your turn. If this action is used to make an attack, you have disadvantage on the roll. You may only ever have one additional action per round.

HYDRATION

This Pokémon is unaffected by negative status ailments in water or during rainy conditions.

HYDRO PUMP

This Pokémon knows Hydro Pump as a fifth move. The move is forgotten if it takes any other form.

HYPER CUTTER

This Pokémon's attack or damage bonuses cannot be decreased by an opponent's moves.

ICE BODY

While it is snowing or hailing, this Pokémon heals for an amount of HP equal to its proficiency modifier at the end of each of its turns.

ILLUMINATE

This Pokémon knows the Light cantrip and can cast it at will.

ILLUSION

This Pokémon can take the visual form of any Pokémon it can see. It can do this a number of times per long rest equal to its level. This illusion lasts for one hour or until the Pokémon is hit by a damaging move.

IMMUNITY

This Pokémon is immune to becoming poisoned.

IMPOSTER

This Pokémon can use Transform as a bonus action.

INFILTRATOR

This Pokémon bypasses Light Screen, Reflect, Substitute, Mist, Safeguard, and Aurora Veil.

INNARDS OUT

When this Pokémon is knocked out by a damaging move, any creature within 5 feet of it takes an amount of typeless damage equal to the amount of HP lost.

INNER FOCUS

This Pokémon is immune to flinching.

INSOMNIA

This Pokémon is immune to sleep.

INTIMIDATE

Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

IRON BARBS

When this Pokémon is hit by a melee attack, it may roll a d4. On a 4, deal an amount of steel damage equal to its proficiency modifier to its attacker.

IRON FIST

When attacking with a punch-based move (Mega Punch, Dynamic Punch, Ice/Fire/Thunder Punch, etc.), this Pokémon may roll the damage twice and choose either total.

JUSTIFIED

When this Pokémon is hit by a dark-type move, it gets advantage on its next attack.

KEEN EYE

This Pokémon ignores disadvantage when it relates to sight.

KLUTZ

This Pokémon cannot hold an item.

LEAF GUARD

This Pokémon does not suffer from any negative status ailments in harsh sunlight.

LEAF STORM

This Pokémon knows Leaf Storm as a fifth move. The move is forgotten if it takes any other form.

LEVITATE

This Pokémon is immune to ground moves.

LIGHT METAL

This Pokémon is especially light for its species. Once per long rest, it may impose disadvantage on an attack roll against it.

LIGHTNING ROD

If this Pokémon or an ally within 30 feet is targeted with a direct electric-type, damage-dealing move, the Pokémon may use a reaction to redirect the target to itself and take half damage from it if it hits.

LIMBER

This Pokémon is immune to being paralyzed.

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.

LIQUID VOICE

Any sound-based move activated by this Pokémon is water-type.

LONG REACH

This Pokémon has an additional 5 feet of reach with all melee attacks and Attacks of Opportunity.

MAGIC BOUNCE

Once per long rest, when succumbing to a negative status effect, this Pokémon can instead reflect the effect back on the attacker.

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.

MAGICIAN

If not already holding an item, this Pokémon steals the held item of any Pokémon it hits with a melee attack.

MAGMA ARMOR

This Pokémon is immune to freezing.

MAGNET PULL

Steel opponents in battle with this Pokémon may not switch out or flee.

MARVEL SCALE

This Pokémon's AC increase by 2 when suffering from a negative status condition.

MEGA LAUNCHER

Aura and Pulse moves made by this Pokémon deal additional damage/healing equal to this Pokémon's proficiency bonus.

MERCILESS

When this Pokémon makes a successful attack roll against a Poisoned Pokémon, treat that attack as a critical hit.

MINUS

This Pokémon boosts its attack and damage rolls by 2 if an ally also has a Plus or Minus ability

MISTY SURGE

If the move is known, this Pokémon may use the Misty Terrain move as a bonus action.

MOLD BREAKER

This Pokémon's moves ignore any abilities that would lessen their effect or ability to hit an opponent (Due to things like Water Absorb, Snow Cloak, Thick Fat, Sturdy, etc.)

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.

MOTOR DRIVE

When hit by an electric-type move, if not immune, this Pokémon's speed increases by 10 feet until the end of combat (up to a max of 50 additional feet).

MOXIE

Upon causing an opponent to faint, this Pokémon may immediately take another action.

MULTISCALE

If this Pokémon is at full health, the first damage dealt to it is halved.

MULTITYPE

This Pokémon's type and form change to match the type of Elemental Plate this Pokémon holds. The Plate cannot be effected by any item-removing ability or move.

MUMMY

When this Pokémon is hit by a melee attack, one random ability of its attacker changes to Mummy for the remainder of the encounter.

NATURAL CURE

This Pokémon is cured of negative status ailments upon returning to its Pokeball.

NEUROFORCE

When this Pokémon damages a creature with a super effective move, it may roll the damage dice twice and use the higher result.

NO GUARD

Any attack made by or against this Pokémon has advantage.

NORMALIZE

Every move this Pokémon activates is Normal type.

OBLIVIOUS

This Pokémon is immune to moves that attempt to charm or taunt it.

OVERCOAT

This Pokémon does not take damage from weather-related moves or phenomena like Hail, Weather Ball, etc.

OVERGROW

This Pokémon adds doubles its STAB bonus when it has 25% or less of its maximum health.

OVERHEAT

This Pokémon knows Overheat as a fifth move. The move is forgotten if it takes any other form.

OWN TEMPO

This Pokémon is immune to becoming confused.

PAPER THIN

This Pokémon always has a maximum HP of 1. (Shedinja only. Cannot be passed or swapped)

PICKPOCKET

When hit by a melee attack, this Pokémon may use a reaction to attempt to steal the creature's held item with a Sleight of Hand check contested by the target's Passive Perception. After the first attempt, all other attempts against the same opponent are rolled at disadvantage.

PICKUP

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.

PIXILATE

All of this Pokémon's normal-type moves become fairy-type.

PLUS

This Pokémon boosts its attack and damage rolls by 2 if an ally also has a Plus or Minus ability

POISON HEAL

This Pokémon does not suffer the disadvantage effects of the poisoned status. In addition, this Pokémon recovers half of all poison damage it would take, including the damage at each of the end of its turns.

POISON POINT

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.

POISON TOUGH

On melee attacks made by this Pokémon, roll a d10 on a hit. On a result of a 10, the target is poisoned.

POWER OF ALCHEMY

When switched in after an ally faints, this Pokémon copies the non-hidden ability of the fainted ally until switched out.

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.

PRESSURE

Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

PRISM ARMOR

When this Pokémon is subject to damage in its vulnerabilities list, roll the damage dice twice and use the lower result for the damage calculation.

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.

PSYCHIC SURGE

If the move is known, this Pokémon may use the Psychic Terrain move as a bonus action.

PURE POWER

Once per short rest, this Pokémon may double the damage dice for a single damage roll. The player must announce that they are using this ability before the attack roll.

QUEENLY MAJESTY

Creatures within line of sight of this Pokémon cannot use bonus actions to activate Moves. Moves that would normally have a Move Time of "1 bonus action" instead have a Move Time of "1 action".

QUICK FEET

When suffering from a negative status condition, this Pokémon's speed increases by 15 ft.

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.

RATTLED

When this Pokémon is hit by a damaging Dark, Bug, or Ghost move, it makes its next attack at advantage.

RECEIVER

When switched in after an ally faints, this Pokémon copies the non-hidden ability of the fainted ally until switched out.

RECKLESS

When attacking with moves with recoil damage, this Pokémon doubles its STAB bonus.

REFRIGERATE

All of this Pokémon's normal-type moves become ice-type.

REGENERATOR

Once per long rest, this Pokémon regains hit points equal to its level when it returns to its Pokéball.

RIVALRY

This Pokémon adds its proficiency bonus to damage when attacking a Pokémon of the same type.

RKS SYSTEM

This Pokémon's type is determined by the memory disc it holds. If not holding a memory disc, this Pokémon's type is normal.

ROCK HEAD

This Pokémon takes no recoil damage.

ROUGH SKIN

When this Pokémon is hit by a melee attack, it may roll a d4. On a 4, deal an amount of typeless damage equal to its proficiency modifier to its attacker.

RUN AWAY

This Pokémon cannot be the target of an attack of opportunity.

SAND FORCE

During a Sandstorm, this Pokémon can double its STAB when it hits an opponent.

SAND RUSH

This Pokémon is immune to Sandstorm damage, and its speed is doubled in desert terrain, or during a Sandstorm.

SAND STREAM

When this Pokémon enters an outside battle, the weather immediately changes to a Sandstorm for 5 rounds. In the case of another Pokémon with a similar weather ability, the tie goes to the Pokémon with the highest DEX score.

SAND VEIL

This Pokémon is immune to Sandstorm damage. In addition, its AC increases by 2 in desert terrain, or during a Sandstorm.

SAP SIPPER

This Pokémon takes no damage from grass-type attacks. If hit by a grass type move, it takes no damage and instead absorbs the energy, granting advantage on its next attack.

SCHOOLING

Beginning at level 5, this Pokémon may change to School Form as a free action when it begins its turn above 25% of its maximum health. In School Form, the Pokémon adds 5 to its AC and Strength, Dexterity, and Constitution ability scores (Additional CON does not alter this Pokémon's HP in this form). The Pokémon reverts back to Solo Form when it falls below 25% of maximum health, and must complete a short rest before activating this ability again.

SCRAPPY

This Pokémon's Normal and Fighting type moves ignore immunities granted by a Pokémon's type. If a target's secondary type gives it vulnerability or resistance to the attack, it follows the secondary type for that effect.

SERENE GRACE

The Move DC to pass a saving throw against one of this Pokémon's moves is increased by 1.

SHADOW SHIELD

If this Pokémon is at full health, the first damage dealt to it is halved.

SHADOW TAG

Creatures within 50 feet of this Pokémon may not flee or switch out, except by item, Move, or ability.

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.

SHEER FORCE

When activating a move that has a chance to impose a stat change or inflict a status, this creature instead doubles its move modifier for the damage with no chance of the additional effect.

SHELL ARMOR

This Pokémon is immune to extra damage dealt by a Critical Hit.

SHIELD DUST

Once per long rest, this Pokémon can ignore a negative status condition that results from an enemy move.

SHIELDS DOWN

This Pokémon is immune to Non-Volatile status effects while in Meteor Form. When this Pokémon falls below 50% of its maximum hp, its outer shell breaks and it changes to Core Form. In Core Form, it adds 6 points to its DEX, but reduces its AC by 4. The Pokémon must complete a short rest to restore itself to Meteor Form.

SIMPLE

Once per short rest, you may double this Pokémon's Move modifier for a single attack or damage roll.

SKILL LINK

Combo moves that have the ability to hit more than once, after the same attack roll, are guaranteed to hit at least twice. (Fury Swipes, Double Slap, Water Shuriken, etc.)

SLOW START

This Pokémon's speed is halved and its attacks are made at disadvantage for the first two rounds of every combat.

SLUSH RUSH

This Pokémon is immune to Hail damage, and its speed is doubled in arctic conditions, or during a hailstorm.

SNIPER

On a critical hit made by this Pokémon, triple the dice roll instead of doubling it.

SNOW CLOAK

This Pokémon is immune to Hail damage. It's AC is increased by 2 in arctic conditions, or when it is snowing or hailing.

SNOW WARNING

When this Pokémon enters an outside battle, the weather immediately changes to hail for 5 rounds. In the case of another Pokémon with a similar weather ability, the tie goes to the Pokémon with the highest DEX score.

SOLAR POWER

Damage rolls for this Pokémon get an additional +2 during harsh sunlight.

SOLID ROCK

This Pokémon does not take any additional damage from a critical hit.

SOUL-HEART

Upon seeing an ally faint, this Pokémon increases the ability scores of its saving throw proficiencies by 2 until the end of combat. This is stackable up to a maximum of +10 to any one ability score.

SOUNDPROOF

This Pokémon is immune to sound-based moves.

SPEED BOOST

This Pokémon's speed is increased by 10 feet while in an environment related to its type (DM Discretion).

STAKEOUT

When an opponent is switched out in battle, this Pokémon doubles the damage dealt if it targets the replacement on the first turn immediately following the switch.

STALL

This Pokémon is always last in initiative order.

STAMINA

When this Pokémon is damaged by a move, increase its AC by 2 until the start of its next turn. This ability does not stack and will remain in effect if the Pokémon is successfully attacked multiple turns in a row.

STANCE CHANGE

Aegislash has two forms. When Aegislash uses King's Shield, it changes to Shield Forme, swapping its AC and DEX stats. When it uses a damaging move, Aegislash immediately returns to Blade Forme, returning its stats to normal.

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.

STEADFAST

Once per long rest, when this Pokémon fails a saving throw against a negative condition, it can choose to pass instead.

STEELWORKER

This Pokémon adds its proficiency bonus to damage dealt by steel-type moves.

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.

STONE VEIL

This Pokémon's AC is increased by 2 in rocky terrain, or during a Sandstorm.

STORM DRAIN

If this Pokémon or an ally within 30 feet is targeted with a direct water-type, damage-dealing move, the Pokémon may use a reaction to redirect the target to itself and take half damage from it if it hits.

STRONG JAW

For biting moves activated by this Pokémon (Bite, Thunder Fang, Crunch, etc.), they may roll the damage twice and choose either total.

STURDY

When taking damage equal to half or more of your current HP, roll a d4. On a result of 3 or 4, halve the damage dealt.

SUCTION CUPS

This Pokémon cannot be forced out of battle by an opponent's moves.

SUPER LUCK

This Pokémon increases its critical hit range by 1 (20 to 19+, etc.)

SURGE SURFER

When this Pokémon begins its turn in the area of effect from Electric Terrain, its speed is doubled.

SWARM

This Pokémon adds doubles its STAB bonus when it has 25% or less of its maximum health.

SWEET VEIL

Any ally within 15 feet of this Pokémon (including itself) is immune to the sleep condition.

SWIFT SWIM

This Pokémon's speed is doubled in rainy conditions.

SYMBIOSIS

This Pokémon may swap held items with an ally as a free action, as long as they are within 15 feet of each other.

SYNCHRONIZE

If this Pokémon becomes burned, paralyzed, or poisoned, its attacker receives the negative status condition as well (if not immune).

TANGLED FEET

Attacks against this Pokémon have disadvantage when it is confused.

TANGLING HAIR

When this Pokémon is hit with a melee attack, roll 1d4. On a result of 3 or 4, the attacker's speed is reduced to 0 until the end of its next turn.

TECHNICIAN

For damaging moves activated by this Pokémon with 15 max PP or more, they may roll the damage twice and choose either total.

TELEPATHY

This Pokémon cannot be damaged by its allies' attacks.

TERAVOLT

This Pokémon's moves completely ignore any ability that would hinder or prevent their effect on the target or the user's ability to hit the target.

THICK FAT

This Pokémon takes half the damage it otherwise would from Ice and Fire damage.

TINTED LENS

This Pokémon's moves ignore resistances.

TORRENT

This Pokémon adds doubles its STAB bonus when it has 25% or less of its maximum health.

TOUGH CLAWS

A successful melee attack by this Pokémon automatically gets STAB, regardless of its type. If it would normally get STAB, double the STAB bonus when adding to damage.

TOXIC BOOST

When this Pokémon is hit by a poison-type attack, its next attack is rolled at advantage.

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.

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.

TRIAGE

This Pokémon's healing or draining moves have a move time of 1 bonus action.

TRUANT

This Pokémon cannot use the same move in back to back rounds.

TURBOBLAZE

This Pokémon's moves completely ignore any ability that would hinder or prevent their effect on the target or the user's ability to hit the target.

UNAWARE

When this Pokémon attacks an opponent, it ignores any stat boosts the opponent has been affected with after the start of battle. This includes boosts to AC or saving throws the Pokémon has to make.

UNBURDEN

While this Pokémon is not holding an item, it gains 10 feet to its speed.

UNNERVE

Opponents in combat with this Pokémon cannot eat held berries.

VICTORY STAR

While this Pokémon is in battle, all allied Pokémon add an additional +1 to their attack rolls.

VITAL SPIRIT

This Pokémon cannot be put to sleep.

VOLT ABSORB

This Pokémon takes no damage from electricity or electric-type attacks. Instead, half of any electric damage done is absorbed, restoring the Pokémon's HP.

WATER ABSORB

This Pokémon takes no damage from water or water-type attacks. Instead, half of any water damage done is absorbed, restoring the Pokémon's HP.

WATER BUBBLE

This Pokémon is resistant to fire-type damage and immune to the burned condition.

WATER COMPACTION

After being damaged by a water-type move, any other damage dealt to this Pokémon until the beginning of its next turn is halved.

WATER VEIL

This Pokémon is immune to burning.

WEAK ARMOR

When an attack hits this Pokémon, its speed increases by 5 feet, but its AC is temporarily reduced by 1 until the end of battle (for a maximum reduction of -5).

WHITE SMOKE

Other Pokémon's moves or abilities cannot lower this Pokémon stats.

WIMP OUT

When a damaging move causes this Pokémon to fall below 50% of its maximum HP, it MUST disengage and move up to its speed in a straight line towards its trainer as a free action. If this would put the Pokémon in range of switching out, it must do so as another free action if another Pokémon is available to replace it.

WONDER GUARD

This Pokémon is immune to damaging attacks from types that are not in its vulnerabilities list. (Shedinja only. Cannot be passed or swapped)

WONDER SKIN

This Pokémon has advantage on all saving throws against being burned, frozen, poisoned, or paralyzed.

ZEN MODE

When Darmanitan is below 50% of its HP, it enters Zen Mode. In Zen Mode, Darmanitan changes into the form of a solid statue. It's type changes to Fire/Psychic, it gains +4 to its AC, and its STR and WIS ability scores are swapped.

12. POKÉMON STAT BLOCKS

The below links will take you to the full Monster Manuals with stat blocks for all Pokémon from Generations 1 - 7.

[Generation I & II Monster Manual:](#)

[Generation III & IV Monster Manual:](#)

[Generation V & VI Monster Manual:](#)

[Generation VII Monster Manual:](#)

STAT BLOCK KEY POINTS

(A): The minimum level this Pokémon can be found in the wild.

(B): This Pokémon can only breed with others within one of its Egg Groups (with some exceptions)

(C): Represents the gender rate found in the wild and the rate at which an egg hatching this Pokémon will contain a male or female version of the species.

(D): The current stage out of possible evolutionary stages for this Pokémon, and the number of ASI points gained at the appropriate levels for all species of this evolutionary line.

(E): Not tied to DEX in any way. This is a fixed number based on Natural Armor that can only be increased by items, moves, or the "AC Up" feature.

(F): This Pokémon adds its proficiency bonus to checks made with these skills. Additional skills or expertise may be added to this list with increases to Loyalty.

(G): Attacks of this type that are made against this Pokémon deal double the damage (after all bonuses).

(H): Attacks of this type that are made against this Pokémon deal half the damage (after all bonuses).

(I): A Pokémon may only know one of its possible two un-hidden abilities. If a Pokémon evolves and the evolved form does not have the current known ability in its stat block, it must choose to replace the old ability with a new one from the evolved form's options.

(J): This ability can only be unlocked with the "Hidden Ability" feature.

(K): A Pokémon may, at any time, know up to four of these moves, or ones that are in tiers below this based on current level. If it chooses, a Pokémon may switch its known moves at each level increase. A Pokémon that evolves at the same level a new move is learned (2, 6, 10, 14, 18) can only learn new moves that are in its evolved form's stat block.

(L): Moves that may be known by a newly hatched Pokémon, depending on its parents known moves at the time of breeding.

BULBASAU #001

Type: Grass/Poison
Classification: Tiny | SR 1/2
Minimum Level Found: 1 (A)
Egg Group: Monster, Grass (B)
Gender Rate: 87% M / 13% F (C)
Evolution Stage: 1/3 | 2 ASI (D)



The Seed Pokémon. It can go for days without eating a single morsel. In the bulb on its back, it stores energy.

Armor Class: 13 (E)
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 (F)
Saving Throws: Strength
Vulnerabilities: Fire, Flying, Ice, Psychic (G)
Resistances: Electric, Fairy, Fighting, Grass, Water (H)

Overgrow: When this Pokémon falls below 25% of its maximum HP, double the STAB damage for its grass-type moves. (I)

HIDDEN ABILITY

Chlorophyll: This Pokémon's speed is doubled in harsh sunlight. (J)

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).

Starting Moves: Tackle, Growl (K)
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: Worry Seed, Synthesis
Level 18: Seed Bomb

TM: 01, 06, 09, 10, 11, 16, 17, 20, 21, 22, 27, 32, 36, 42, 44, 45, 48, 49, 53, 75, 86, 87, 88, 90, 96, 100

Egg Moves: Amnesia, Charm, Curse, Endure, Giga Drain, Grass Whistle, Grassy Terrain, Ingrain, Leaf Storm, Light Screen, Magical Leaf, Nature Power, Petal Dance, Power Whip, Safeguard, Skull Bash, Sludge (L)

13. 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	12,200	13,400		
9	9,200	9,900	10,400	10,900	11,600	12,600	14,200		
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, Fomantis, Iggybuff, Pichu, Scatterbug, Sentret, Slugma, Starly, Weedle, Whismur, Wurmple

SR 1/4

Alolan Rattata, Alolan Vulpix, Barboach, Bellsprout, Bergmite, Bidoof, Bounsweet, Budew, Bunnelby, Burmy, Cacnea, Carvanha, Cherubi, Chinchou, Combee, Corphish, Croagunk, Cubchoo, Cutiefly, Doduo, Electrike, Feebas, Fletchling, Foongus, Goldeen, Grubbin, Helioptile, Hoothoot, Hoppip, Joltik, Krabby, Krickatot, Ledyba, Lillipup, Litwick, Lotad, Magikarp, Mareep, Morelull, Nidoran ♀, Nidoran ♂, Nincada, Numel, Oddish, Paras, Patrat, Petilil, Pidgley, Pidove, Pikipik, Poliwhirl, Poochyena, Ralts, Rattata, Remoraidd, Seedot, Shinx, Skitty, Slakoth, Snorunt, Solosis, Spearow, Spheal, Spinarak, Sunkern, Surskit, Swinub, Taillow, Trapinch, Tympole, Tynamo, Tyrogue, Venipede, Vulpix, Wimpod, Wingull, Wooper, Wynaut, Yungoos, Zigzagoon, Zubat

SR 1/2

Abra, Alolan Diglett, Alolan Geodude, Alolan Grimer, Alolan Meowth, Alolan Sandshrew, Aron, Blitzle, Buizel, Bulbasaur, Charmander, Chespin, Chikorita, Chimchar, Cottonee, Cubone, Cyndaquil, Dewpider, Diglett, Drowzee, Ducklett, Eevee, Ekans, Exeggcutie, Fennekin, Flabébé, Froakie, Gastly, Geodude, Goomy, Gothita, Grimer, Growlithe, Gulpin, Horsea, Houndour, Karrablast, Klink, Koffing, Litten, Machop, Magnemite, Mankey, Marill, Meditite, Meowth, Mienfoo, Minccino, Mudkip, Natu, Oshawott, Phanpy, Pikachu, Piplup, Ponyta, Popplio, Psyduck, Riolu, Rockruff, Roggenrola, Rowlet, Salandit, Sandile, Sandshrew, Seel, Sewaddle, Shellder, Shroomish, Skrelp, Slowpoke, Snivy, Spink, Squirtle, Staryu, Stunky, Swablu, Teddiursa, Tepig, Timburr, Torchic, Totodile, Treecko, Turtwig, Vanillite, Venonat, Voltorb, Woobat

SR 1

Axew, Bagon, Baltoy, Binacle, Bonsly, Cascoon, Chingling, Clamperl, Clauncher, Clefairy, Crabrawler, Darumaka, Deino, Delibird, Dratini, Drilbur, Duskull, Elgyem, Espurr, Gible, Golett, Happiny, Hippopotas, Honedge, Inkay, Jangmo-o, Jigglypuff, Kakuna, Larvitar, Litleo, Makuhita, Mareanie, Metapod, Mime Jr., Noibat, Pancham, Panpour, Pansage, Pansear, Phantump, Pineco, Purrloin, Sandygast, Shedinja, Shelmet, Shuppet, Silcoon, Skiddo, Smeargle, Snover, Snubbull, Spewpa, Stuffed, Swirlax, Togepi, Trubbish, Unown, Yamask, Zorua

SR 2

Amaura, Anorith, Bronzor, Buneary, Cranidos, Deerling, Drifloon, Dunsparce, Dwebble, Elekid, Ferroseed, Finneon, Frillish, Glameow, Kabuto, Lileep, Magby, Mudbray, Munna, Murkrow, Omanyte, Pawniard, Pumpkaboo, Rufflet, Scraggy, Shellos, Skorupi, Smoochum, Spinda, Spritzee, Tentacool, Tirtouga, Tyrunt, Vullaby

SR 3

Aipom, Archen, Beldum, Corsola, Ditto, Farfetch'd, Gligar, Mantyke, Munchlax, Pidgeotto, Poliwhirl, Rhyhorn, Sheldon, Staravia, Steenee, Togedemaru, Trumbeak, Wailmer

SR 4

Flaaffy, Kirlia, Larvesta, Lombre, Minior Core Form, Minior Meteor Form, Mothim, Nidorina, Nidorino, Nosepass, Nuzleaf, Shuckle, Sneasel, Tranquill

SR 5

Alolan Raticate, Ariados, Bayleef, Braixen, Brionne, Castform, Charjabug, Charmeleon, Chatot, Combusken, Crawdaunt, Croconaw, Dartrix, Dewott, Eelektrik, Fearow, Frogadier, Furret, Gloom, Granbull, Grotle, Grovyle, Haunter, Ivysaur, Kricketune, Krokrokok, Loudred, Luvdisc, Machoke, Maractus, Marshtomp, Meltan, Mightyena, Monferno, Palpitoad, Pignite, Prinplup, Quilava, Quilladin, Qwilfish, Rainy Castform, Raticate, Roselia, Servine, Seviper, Snowy Castform, Stantler, Sunny Castform, Swadloon, Tangela, Torracat, Wartortle, Weepinbell, Wishiwashi School Form, Wishiwashi Solo Form, Yanma

SR 6

Alolan Graveler, Arbok, Azumarill, Beautifly, Beedrill, Butterfree, Delcatty, Dragonair, Duoision, Fletchinder, Fraxure, Girafarig, Graveler, Gurdurr, Hitmonchan, Hitmonlee, Hitmontop, Kadabra, Kecleon, Lampent, Lanturn, Luxio, Minun, Ninjask, Noctowl, Octillery, Pachirisu, Plusle, Porygon, Primeape, Pyukumuku, Quagsire, Skiploom, Sudowoodo, Swellow, Ursaring, Vanillish, Vigoroth, Watchog, Whirlipede, Whiscash, Wigglytuff, Wobbuffet, Wormadam Plant Cloak, Wormadam Sand Cloak, Wormadam Trash Cloak, Zangoose, Zweilous

SR 7

Alolan Marowak, Alolan Ninetales, Alolan Persian, Alolan Raichu, Alolan Sandslash, Basculin, Bibarel, Boldore, Breloom, Bruxish, Carnivine, Chansey, Cosmog, Dedenne, Donphan, Dustox, Emolga, Gabite, Golbat, Gothorita, Gumshoos, Hakamo-o, Hariyama, Herdier, Illumise, Klang, Komala, Lickitung, Linoone, Marowak, Masquerain, Mawile, Misdreavus, Ninetales, Oricorio Baile Style, Oricorio Pa'u Style, Oricorio Pom-Pom Style, Oricorio Sensu Style, Parasect, Pelipper, Persian, Pupitar, Raichu, Ribombee, Sableye, Sandslash, Shelgon, Sunflora, Swoobat, Vibrava, Volbeat, Xatu

SR 8

Alolan Dugtrio, Alolan Exeggutor, Amoonguss, Cacturne, Cherrim, Clefable, Cloyster, Crabominable, Diggersby, Dugtrio, Durant, Electrode, Espeon, Exeggutor, Flareon, Floatzel, Floette, Galvantula, Glaceon, Gorebyss, Heatmor, Houndoom, Huntail, Hypno, Jolteon, Jynx, Kingler, Klefki, Lairon, Leafeon, Ledian, Liepard, Lucario, Lunatone, Magnetron, Mienshao, Mimikyu, Piloswine, Purugly, Rampardos, Relicanth, Rotom, Rotom Fan, Rotom Frost, Rotom Heat, Rotom Mow, Rotom Wash, Sawk, Scyther, Seadra, Shiinotic, Skuntank, Solrock, Stunfisk, Sylveon, Tentacruel, Throh, Togetic, Torkoal, Toxicroak, Umbreon, Vaporeon, Venomoth, Vespiquen, Vivillon, Whimsicott

SR 9

Alomomola, Banette, Camerupt, Cincinno, Cofagrigus, Comfey, Dodrio, Drampa, Drifblim, Electabuzz, Escavalier, Gastrodon, Golisopod, Heracross, Lilligant, Lopunny, Lumineon, Lycanroc Dusk Form, Lycanroc Midday Form, Lycanroc Midnight Form, Magmar, Manectric, Meowstic ♀, Meowstic ♂, Metang, Mr. Mime, Pinsir, Pyroar, Seaking, Sealeo, Shiftry, Starmie, Swanna, Wailord

SR 10

Abomasnow, Accelgor, Alolan Muk, Araquanid, Armaldo, Audino, Bewear, Bouffalant, Carbink, Crustle, Dewgong, Doublade, Drapion, Druddigon, Excadrill, Ferrothorn, Furfrou, Golduck, Gyarados, Hippowdon, Honchkrow, Kangaskhan, Lapras, Ludicolo, Lurantis, Magcargo, Medicham, Milotic, Miltank, Mudsdale, Muk, Onix, Oranguru, Passimian, Pidgoot, Salazle, Sawsbuck, Scrafty, Sharpedo, Sigilyph, Simipour, Simisage, Simisear, Skarmory, Sliggoo, Swalot, Tauros, Toucannon, Vikavolt, Weezing, Zebstrika

SR 11

Ambipom, Arcanine, Bastiodon, Beheeyem, Bronzong, Chimecho, Clawitzer, Claydol, Cradily, Cryogonal, Dhelmise, Exploud, Froslass, Glalie, Gliscor, Golurk, Grumpig, Hawlucha, Heliolisk, Kabutops, Malamar, Mantine, Omastar, Palossand, Rapidash, Rhydon, Scolipede, Slowbro, Slowking, Spiritomb, Trevenant, Tropius, Unfezant, Weavile

SR 12

Absol, Alakazam, Altaria, Ampharos, Archeops, Aromatisse, Barbaracle, Beartic, Bisharp, Braviary, Darmanitan, Dragalge, Dusclops, Eelektross, Forretress, Gallade, Garbodor, Gengar, Gogoat, Gourgeist, Infernape, Jellicent, Kingdra, Leavanny, Machop, Mismagius, Pangoro, Poipole, Politoed, Poliwhirl, Porygon2, Roserade, Slurpuff, Staraptor, Tangrowth, Toxapex, Turtonator, Tyrantrum, Victreebel, Zoroark

SR 13

Aegislash, Aerodactyl, Alolan Golem, Aurorus, Avalugg, Bellossom, Blastoise, Blaziken, Carracosta, Charizard, Chesnaught, Cosmoem, Crobat, Decidueye, Delphox, Emboar, Empoleon, Feraligatr, Gardevoir, Golem, Greninja, Incineroar, Jumpluff, Krookodile, Luxray, Mamoswine, Mandibuzz, Meganium, Musharna, Nidoking, Nidoqueen, Noivern, Primarina, Probopass, Samurott, Sceptile, Seismitoad, Serperior, Slaking, Swampert, Talonflame, Torterra, Tsareena, Type: Null, Typhlosion, Vanilluxe, Venusaur, Vileplume, Volcarona, Yanmega

SR 14

Aggron, Blissey, Chandelure, Cobalion, Conkeldurr, Dragonite, Dusknoir, Electivire, Florges, Flygon, Garchomp, Gigalith, Goodra, Gothitelle, Haxorus, Hydreigon, Keldeo, Klinklang, Kommo-o, Landorus, Lickilicky, Magmortar, Magnezone, Metagross, Porygon-Z, Regice, Regirock, Registeel, Reuniclus, Rhyperior, Salamence, Scizor, Silvally, Snorlax, Steelix, Stoutland, Terrakion, Thundurus, Togekiss, Tornadus, Tyranitar, Virizion, Walrein

SR 15

Arceus, Articuno, Azelf, Blacephalon, Black Kyurem, Buzzwole, Celebi, Celesteela, Cresselia, Darkrai, Dawn Wings Necrozma, Deoxys, Dialga, Diancie, Dusk Mane Necrozma, Entei, Genesect, Giratina Altered Forme, Giratina Origin Forme, Groudon, Guzzlord, Heatran, Ho-oh, Hoopa, Jirachi, Kartana, Kyogre, Kyurem, Latias, Latios, Lugia, Lunala, Magearna, Manaphy, Marshadow, Melmetal, Meloetta - Aria, Meloetta - Pirouette, Mesprit, Mew, Mewtwo, Moltres, Naganadel, Necrozma, Nihilego, Palkia, Pheromosa, Phione, Raikou, Rayquaza, Regigigas, Reshiram, Shaymin Land, Shaymin Sky, Solgaleo, Stakataka, Suicune, Tapu Bulu, Tapu Fini, Tapu Koko, Tapu Lele, Ultra Necrozma, Uxie, Victini, Volcanion, White Kyurem, Xerneas, Xurkitree, Yveltal, Zapdos, Zekrom, Zeraora, Zygarde

POKÉDEX5E - THE POKÉMON 5E COMPANION APP ON MOBILE

Keep track of all your Pokémon on the go. This amazing app, created by Jerakin, contains everything you need for your Pokémon. Supports moves, abilities, health and status tracking, a working Pokédex and MORE!

iOS: <https://itunes.apple.com/us/app/pokedex5e/id1463101399?ls=1&mt=8>

GitHub for other links: <https://github.com/Jerakin/Pokedex5E>

CHARACTER SHEETS

DIGITAL TRAINER/POKÉMON EXCEL SHEET

Easy Trainer and Pokémon character sheet that fills in most information for you automatically.

Digital Trainer Sheet: <https://docs.google.com/spreadsheets/d/1T2ANNKRQib0mmhkuHWU60jJfm1iBsNuIpf7B33RK08w/edit?usp=sharing>

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>

DM ENCOUNTER TOOL

A tool to help DMs quickly create encounters with selected Pokémon. Supports evolution and trainer bonding/loyalty.

Digital Encounter Tool: <https://docs.google.com/spreadsheets/d/1eFLIPwiFzekpQblPA7gwdtGVs0Dhm4vgaS6jhSY34bw/edit?usp=sharing>

OAK'S PARCEL - INTRODUCTORY ONE-SHOT ADVENTURE

An introductory, four-hour adventure to introduce trainers to the system! Oak needs trainers to head to Veridian City to pick up a very important package, but he's not the only one that wants it...

Oak's Parcel: <https://drive.google.com/open?id=1RFJujHkJ8DCVZ0IcUfeldne5838zUg08>

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 Pokémon!!!
- 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 ₣ 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

12/23/2018

- 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 4d12. 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

1/27/2019

- Lots of move updates and fixes
- Capitalization typo fixes
- Diminutive size changed to tiny. Some Pokémon 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 Magnetron/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.

2/3/2019

- Wrap/Submission/Constrict/Clamp language changed
- Shuppet given Frisk Ability/Banette given Cursed Body
- Altaria given Cloud Nine ability
- Glalie given flying speed, Dratini/Dragonair swimming speeds
- Formula fixed on DM and Trainer excel sheets for vulnerabilities, resistances, etc.
- Link to introductory Pokémon 5e One Shot added to Appendix
- Pokedex entries added to Digital DM Sheet
- Index Numbers added to Statblocks
- Blizzard now with the chance to freeze
- Digital Pokedex added to Appendix

2/4/2019

- Ampharos given "Illuminate" ability
- Bite now has the chance to flinch
- Vitamin constraints added to item section.
- Added dim light to "Flame Body" ability

2/5/2019

- Added fairy-type moves from Generation 6 to give fairy Pokémon STAB options. Affected stat blocks: Vulpix, Eevee, Jolteon, Vaporeon, Flareon, Espeon, Umbreon, Teddiursa, Zigzagoon, Clefairy, Clefable, Jigglypuff, Wigglytuff, Raits, Kirlia, Gardevoir, Skitty, Swablu, Altaria, Milotic, Jynx, Gorebyss, Luvdisc, Togetic, Hoppip, Skiploom, Jumpluff, Mawile, Sunflora, Mr. Mime, Oddish, HootHoot, Noctowl, Lunatone, Persian, Marill, Azumarill, Snubull, Granbull, Poocheyna, Mightyena, Linoone, Slakoth, Volbeat, Illumise
- "Hover" added to some Pokémon flying speeds.

2/7/2019

- Ho-Oh and Lugia given Truesight
- Sneasel given climbing speed, darkvision, and sleight of hand.
- Ursaring given climbing speed
- Tyranitar Res/Vul/Imm fixed
- Magcargo Resistance fixed
- Porygon/Porygon2 skill changed to History

2/10/2019

- Dustox Level 2 Moves moved to Starting
- Porygon2 flying speed
- Sand attack added DEX move power
- Karate Chop normal damage changed to fighting
- Confusion lasts for 1d4 rounds, determined by attacker
- Confusion and Paralysis potential turn losses occur after a move is selected.
- Expertise added to Excel Trainer Sheet

2/12/2019

- Updated HP for legendaries, Mew, Jirachi, Deoxys (Max Hit Dice at each level)
- Spinda HP fixed
- Alphabetical Index of Pokémon page #s fixed

2/13/2019

- Dragon Rage damage updated
- Supersonic now requires a WIS save for confusion. Confuse Ray now automatically confuses.
- SR Control Level language changed. Higher SR than allowed can now battle, but set at Loyalty level -3 permanently until proper level has been reached.
- Loyalty level descriptions -1,-2,-3 changed
- Ice,Fire,Thunder punches moves changes
- Charmeleon double move changed
- Castform base level 1

2/16/2019

- Swords Dance now Concentration
- Rollout, Fury Cutter, Ice Ball language changed
- Sleep, Frozen, failed Paralysis roll now incapacitates, ending Concentration
- Gust range 40ft

2/19/2019

- Soft Sand added as an item

2/21/2019

- Gloom evolution into Bellossom added
- Shedinja vulnerabilities corrected

2/27/2019

- Magical Leaf and Aerial Ace moves
- Shedinja Resistances fixed
- Onix move list updated

3/06/2019

- Pursuit, Mud-Slap, Mud Shot moves updated

3/27/2019

- Gen IV is here!!
- The addition of all 107 new Generation IV Pokémon
- Two additional Trainer Paths: Tactician and Ranger
- Split "Monster Manuals" into different PDFs to reduce size and improve functionality
- New items, 136 new moves, and updated TM list based on Gen VII
- Added Hidden Ability feat for Pokémon to gain access to an additional ability
- Added "Legendary / Boss Battles" page for a list of legendary actions that can be given to Pokémon for big boss battles.

3/28/2019

- Evocation for all Pokémon caviat removed. Replaced with "Power Sculptor" feat
- Poison Fang Move Power changed to STR/DEX

4/6/2019

- Swords Dance nerfed
- Defend Order boosted
- Trick Room updated
- Cheerleader bonus action
- Mudkip 10ft Blindsight
- Technician 15 Max PP
- Shuckle/Munchlax speed changed to 10ft
- Rotom given special moves at each form

4/9/2019

- Brutal Swing added
- Rotom Form Change changed to action

4/11/2019

- Seismic Toss based on USER's level
- HP fix for many evolved forms. CON mod was not changing HP retroactively.

4/18/2019

- Sleep now a flat d20 roll to wake up
- Mega Drain base damage 1d6
- Forewarn affects opponents, not the user

5/31/2019

- Poison Jab base damage fixed
- Iron Fist, Overgrow, Blaze, Torrent, Swarm abilities all updated
- Cacnea line given darkvision
- Butterfree/Squirtle TM list fixed
- Glaceon/Leafeon now SR 8
- Snubbull SR 1
- Snore move updated
- Hail/Sandstorm moves updated
- Poison Gas updated
- Short rest language clarified

6/5/2019

- Gorebyss HP/SR updated
- Swarm ability updated
- Dustox moves fixed
- Sheer Cold 3 PP
- Poisoned status updated

6/18/2019

- Barrage wording updated
- Absorb damage updated
- Swords Dance DEX move power for attacks
- Piplup line swim speed
- Nidoqueen/king electric immunity

6/26/2019

- SR controllable levels increased
- Updated Buizel's swim speed
- Beat Up move specifies "conscious Pokémon"
- Sitrus Berry spelling
- Storing Power updated
- Added modern items and Pokémon-specific items
- Evolution point cap added
- ASI for Pokémon updated to differ amount Pokémon with different evolutionary stages
- Worry seed move updated
- Growth now Concentration
- Sleep Talk move updated
- More specification on battle dice/skill dice
- Multiple items added
- Major status-curing items now grant short immunity
- Updates to status effect stacking and Non-Volatile vs. Volatile
- Detect and Protect moves updated
- Mud Bomb move updated

6/27/2019

- Gen I and II Manual fixed
- Grunt path level 15 updated
- Nature included in new evolve bonus cap
- Electro Ball move updated
- Skorupi/Drapion given climbing speed
- Tynamo/Eelektrek swim speeds swapped
- Haxorus speed 35ft

6/29/2019

- Outrage move changed to auto-hit
- Pledge moves base damage updated
- Added Tremorsense caveat to Dig
- Added Truesight caveat to Double Team

6/30/2019

- XP added for SR 13, Level 8 and 9 Pokémon
- Rest move HP increase
- Weavile given climbing speed
- Porygon-Z move list updated
- Tynamo line flying (hover) speed
- Flamethrower, Fire Blast, Poison Gas moves all updated

7/1/2019

- Victini Resistance fixed
- Psyduck TM typo fixed
- Seadra evolved at level 14
- Evolution stone descriptions updated for Gen 5

7/11/2019

- Metal Burst STR/DEX move power
- Run Away ability changed
- Dubious Disc typo
- Pokémon specific items added to google sheets
- Shadow Punch PP changed to 5
- Swords Dance typo
- Struggle changed to be able to be used at any time
- Cubchoo given 15ft. swimming Beartic given 20ft.
- Chandelure TM typo
- Druddigon HP base 52
- Durant TM list fixed. Given 30ft Darkvision
- Senses changed for most Gen V Legendaries
- Terrakion moves updated
- Virizion resistances fixed
- Scolipede speed updated
- Revenge base damage fixed

7/14/2019

- Technoblast move updated
- Tri Attack move updated
- Typeless damage for Poisoned and Burned statuses
- Typeless damage for Iron Barb and Rough Skin abilities

8/7/2019

- Pay Day move updated
- Magical Leaf move updated
- Fairy Lock move updated
- Dragon Tail move updated
- Google sheet fixes/updates

1/17/2020

- Gen 6 is here! 72 new Pokémon, 46 new moves
- Gen 6 moves added to existing Pokémon's move sets
- Updated the following moves: Blizzard, Submission, Captivate, Surf, Twineedle, Bind, Clamp, Constrict, Spider Web, Whirlpool, Wrap, Sand Tomb, Rock Tomb, Sky Drop, Electroweb, Rest, Sketch, Endure, Fire Blast, Future Sight, Trump Card, Wring Out, Electro Ball, Stored Power, Heat Crash, Heavy Slam, Quiver Dance, Rage, Swift, Quick Attack, Fusion Bolt, Stored Power, Punishment, Round, Venoshock, Wake-Up Slap, Aqua Jet, Bullet Punch, Extreme Speed, Ice Shard, Mach Punch, Shadow Sneak, Sunny Day, Weather Ball, Hail, Sandstorm
- Also updated many moves from Gen I and II to clarify that targets do not have to be Pokémon.
- Rhydon/Rhyhorn/Rhyperior given Double-Edge, Head Smash moves
- Grunt Admin feature updated
- Type Master Releasing Power feature clarified
- Dratini changed to SR 1
- Fighting resistance added to Heracross
- Torrent ability updated to be consistent with others like it
- Zorua Illusion ability updated
- Kirlia gender evolution fixed
- Magikarp evolve at lvl 8
- Audino Normal Type
- Shell Bell once per turn
- Thick fat ability updated
- Added Burrowing speed
- Tangela Ancient Power evolve now at 14
- References to Bright or Strong sunlight changed to Harsh to be consistent with games
- Optional weather effects added to manual
- Control Upgrade at level 5 moved to level 6

1/23/2020

- Honedge line updated stats
- Hobbyist first bonus updated
- Rest move fixed
- Zoroark Illusion description
- Sandstorm/Hail higher level damage removed
- Numel move list fixed

1/27/2020

- Rollout move description updated
- Floette hit dice changed to 8
- Florges base hp increased to 127 due to change in hit dice
- Hail range fixed
- Mach punch fixed
- Heatproof and Thick Fat abilities updated
- Solar Beam update (harsh sunlight)
- Shadow Sneak bonus action
- Togepi, Happiny, Azurill, Golbat, Chingling all updated evolution to account for loyalty
- Vacuum Wave updated

1/31/2020

- Combo Master Feat clarified
- STAB description clarified (Once PER MOVE)
- Multiple held items updated to reflect this clarification
- Move Power in Battling chapter clarified
- Struggle changed to typeless damage

7/6/2020

- Thick fat updated in PHB to match MM
- Magnemite line added Flying and Steel to resistances
- Cryogonal given Freeze-Dry at level 18
- Minun HP updated to reflect CON
- Moves fixed and/or updated: Nightmare, Shadow Sneak, Powder Snow, Me First, Frost Breath, Head Smash, Tri Attack, Origin Pulse, Smokescreen, Dragon Rage, Thousand Waves, Substitute, Wide Guard, Sweet Kiss
- Mawile given Deception proficiency
- Drifloon Phantom Force move removed
- Pichu can now learn Volt Tackle at level 6
- Poison Point and Poison Touch Ability descriptions swapped
- Hyper Cutter Ability updated
- Mega Evolution detailed rules link updated
- Volt Absorb and Water Absorb abilities updated
- Abra, Drowzee, and Elgyem saving throws updated

7/7/2020

- Nidoqueen/Nidoking resistances updated
- Meowstic's moves were swapped

7/8/2020

- Shadow Tag ability updated
- Burned status now only halves damage from melee attacks
- Drought and Snow Warning abilities updated
- Hail and Sandstorm moves updated

7/30/2020

- Hail and Sandstorm Updated on page 17
- Drizzle and Sand Stream abilities updated to match Snow Warning and Drought
- Dragon Ascent move given to Rayquaza
- Removed redundancy in Encore move
- Typo on Bubble and Precipice Blades
- Updated Sonic Boom to clarify normal damage
- Buizel move set moved around
- Updated Psyshock to 10 PP
- Updated Frost Breath to increase crit range to 16-20
- Spike Cannon PP updated to 10
- Love Ball Updated
- Gengar Ground Vulnerability added
- Shadow Punch damage updated
- Probopass given hovering speed
- Evolutionary Expert updated in Researcher Path
- Phantom Force type
- Sleep Powder changed to CON save
- Exp Share item updated
- Weather rules affect Pokémon MOVES, not Pokémon TYPES
- Added Prison Bottle to Pokémon Specific Items
- Additional Buff to Pokémon Collector added to level 9
- Scyther Move List updated
- Ability rule more concrete, changed on page 16
- Great Weapon Master added to Features
- Swords Dance move power DEX
- Waterfall move typo
- Scald burn range changed to 16+
- Substitute added chance to fail
- Screech wording changed
- Aqua Jet typo
- Quiver Dance updated
- Drawing Power clarified

8/3/2020

- Updated Great Weapon Master and Sharpshooter to specify once per move
- Reconstruction and Update of "Grunt" Trainer Path
- Example provided for Evolution page
- Rock Blast PP changed to 10
- Removed Concentration from Bulk Up
- Submission wording updated to include grapple save
- Evolutionary Expert wording changed
- Giga Impact changed
- Added clarification on paralysis as it relates to sleep/confusion
- Rollout clarified that damage resets after hitting the max of 16x dice
- Revenge move changed
- Counter PP changed to 5
- Metal Burst updated

8/16/2020

- Clarified Battle/Skill dice once per roll
- Added V-Create to Victini's moves
- Removed Keldeo from Super Rod list
- Removed references to Feats as Features, to avoid confusion
- Fixed Charizard TM list
- Fixed Shedinja HP
- Solar Beam updated
- Substitute 1 minute, concentration
- All recoil damage is now typeless
- Double Team updated
- Abilities rule update. MUST replace if evolved form loses old ability.
- Updates to all "Beam" moves
- NEW Trainer Path: Guru

8/23/2020

- Evolution page on abilities fixed to match new rule
- Fire blast specifies unique targets
- Hobbyist capstone and initial reward changed
- Great Weapon Master and Sharpshooter reworked as Pokémon-specific feats

8/25/2020

- Form change ability added to Hoopa Confined
- Removed disadvantage from Hustle ability
- Clarified multiple feat usage in feats section
- Rearranged Ninjada's evolution block to avoid confusion
- Gave Phantom Force to Golurk
- Repriced Stick to match Lucky Punch
- Superpower impact reduced
- Lightning Rod and Storm Drain updated
- Heat Wave move updated
- The following moves have been given a WIS move power: Energy Ball, Mystical Fire, Magical Leaf, Will-O-Wisp
- Clarified switching rules in Ace Trainer Cap Stone to be consistent with switching rules for all trainers.

8/29/2020

- Solar Beam harsh sunlight bonus changed to scale better.
- Commander Show Me What You've Got updated
- Paralysis inflicts half speed
- Adaptability wording clarified
- Ion Deluge fixed to action
- Belly Drum updated to state no healing items
- Reworded Detect, Protect, Double Team, Me First to specify types of moves affected
- Smack Down wording updated
- Asleep status updated. End of turn save, wake on hit with move
- Leftovers and Black Sludge items improved
- Poison Heal ability updated

8/30/2020

- Added attack roll to Ice Shard
- Nightmare and Dream Eater do not wake sleeping Pokémon
- Aqua Ring updated

9/4/2020

- Critical Hit rule added to "Other Changes"
- Sabotage initial reward clarified
- Commander "Show Me What You've Got" updated due to Critical Hit clarification above
- Phantom Force remove "may" from the description
- Tactician capstone changed for balancing. Too many opportunities to pass Saving Throws at high levels
- Spore move power changed to DEX/CON
- Slight change to Unaware ability
- Aeroblast PP increased
- Luster Purge, Mist Ball move powers changed to DEX/WIS
- Poison Tail/Fang move powers changed to STR/DEX
- Wording on Fairy Aura ability updated
- Bind PP updated
- Hustle ability capped at one additional hit, with disadvantage
- Added AC reduction to Razor Shell
- Manaphy walking speed 20ft

9/8/2020

- New Eviolite rules to strengthen the option
- Changed Light Screen to be a ranged "Reflect" move
- Asleep updated to call for a roll when hit by an attack - not automatic wake up
- Shadow Sneak updated to match Vine Whip as ranged attack
- Healing wish updated to recover only the health that was lost to avoid OP combinations
- Aqua Ring nerfed again to proficiency bonus after playtesting
- Magic Room typo fixed
- Attract changed to CHA save
- Soak changed to 3 rounds
- Gravity move updated
- Download ability clarified to only one attack, not move
- Maractus starting HP updated to 40
- Baton Pass updated to clarify only the user may switch
- Updated language for switching due to moves

9/16/2020

- Vacuum wave updated to ranged
- Hobbyist level 15 updated to reference "features" as "feats"
- No concentration required on Solar Beam during harsh sunlight
- Updated wording on ability rules of page 18
- Healer ability updated
- Shadow Tag and Arena Trap abilities updated
- Cocky and Dumb natures changed to Arrogant and Innocent
- Haze move updated
- Skreep given walking speed
- Evolution section updated wording
- Psych up mentions "creature" now instead of "opponent"
- Recalling/Releasing section added to Battling to clarify some things
- Raised/Grounded section added to Battling

9/24/2020

- Rock Polish Updated
- Harden Updated
- Swords Dance Updated
- Smooth Facade Removed
- Able-Bodied Added
- Anger Point Updated
- Arcanine, Snorlax, Aggron, Dragonair changed to Large
- Seviper changed to Medium (More size changes like the above two items incoming)
- Telekinesis updated
- Sand Veil Updated
- Burned Updated
- Asleep Updated
- Guts Updated
- Actor, Observant, Skilled added to 5e Feats allowed for Pokémon
- Slack Off Updated
- Hydro Pump/Cannon range updated to 80ft
- Rapid Spin Updated
- Ability Capsule changed and added to Miscellaneous Items
- "(minimum of 1)" caveat added to trainer paths for ability mod-based features
- Heal Pulse Updated
- Aqua Jet/Quick Attack range fixed

11/5/2020

- **Gen 7 is here!**
- Added Gen 7 Pokémon/Moves/Abilities
- Updated prior generation stat blocks with new Gen 7 moves where applicable
- Added Breeding and Egg Rules
- Added Breeder Training Class
- Added Egg Moves to all applicable stat blocks
- Updated rules for flying/burrowing
- Rearranged manual subcategories a bit
- Updated statuses
- Pokemontor capstone changed
- Removed most references to opponent, foe, enemy, etc. in moves where the target could be an ally if you so choose.
- **Moves updates:** Aeroblast, Agility, Aqua Jet, Baton Pass, Bide, Blizzard, Blue Flare, Bolt Strike, Bounce, Bug Buzz, Confuse Ray, Confusion, Conversion, Conversion2, Copycat, Crush Grip, Dark Void, Detect, Diamond Storm, Dig, Discharge, Dive, Doom Desire, Double Hit, Double Kick, Double Team, Dragon Ascent, Earthquake, Extreme Speed, Fairy Lock, Fiery Dance, Fire Blast, Flamethrower, Flying Press Foresight, Freeze-Dry, Fusion Bolt, Fusion Flare, Geomancy, Glaciate, Grass Whistle, Gyro Ball, Hail, Heart Swap, Hidden Power, Ice Burn, Land's Wrath, Lava Plume, Lick, Lunar Dance, Luster Purge, Magma Storm, Magnitude, Miracle Eye, Mirror Coat, Mist Ball, Nightmare, Oblivion Wing, Origin Pulse, Poison Gas, Powder, Precipice Blades, Protect, Psybeam, Psycho Boost, Psystrike, Quick Attack, Rapid Spin, Relic Song, Roar, Roar of Time, Rock Blast, Rock Tomb, Sacred Fire, Sand Tomb, Sandstorm, Searing Shot, Secret Sword, Seed Flare, Shadow Ball, Shadow Force, Sketch, Sludge Bomb, Smack Down, Smelling Salts, Sonic Boom, Spacial Rend, Spore, Sticky Web, Struggle, Supersonic, Surf, Swift, Techno Blast, Uproar, V-Create, Venoshock, Waterfall, Zap Cannon

- Big Root language updated
- Exp Share wording updated
- Eviolite changed... again
- Eject Button wording updated
- Black Sludge updated
- Updated Loyalty bonuses
- **Abilities updated:** Adaptability, Bulletproof, Flash Fire, Guts, Hustle, Iron Fist, Multiscale, Pixilate, Refrigerate, Sap Sipper, Skill Link, Strong Jaw, Sturdy, Technician, Pressure, Volt Absorb, Water Absorb, Wonder Skin
- **The following Pokémon have been updated prior to Gen 7 for balancing, playtesting issues, speed, size or general errors:** Abomasnow, Accelgor, Aegislash, Aerodactyl, Aggron, Alolan Muk, Alolan Persian, Alolan Raichu, Alolan Raticate, Amaura, Ambipom, Amoonguss, Arcanine, Ariados, Articuno, Azumarill, Azurill, Barbaracle, Bastiodon, Beedrill, Bellsprout, Bruxish, Bulbasaur, Butterfree, Cacturne, Camerupt, Chansey, Charizard, Charmander, Chatot, Chesnaught, Clefable, Cobalion, Cradily, Daragolge, Dedenne, Deoxys, Dewgong, Diglett, Ditto, Dodrio, Doduo, Dragonair, Dragonite, Dratini, Dugtrio, Dunsparce, Durant, Dusknoid, Dustox, Ekans, Electrode, Empoleon, Entei, Exeggutor, Farfetch'd, Fearow, Feraligatr, Ferrothorn, Fletchinder, Floatzel, Flygon, Furret, Gabite, Garbodor, Garchomp, Gastly, Gengar, Gible, Girafarig, Glalie, Goldeen, Golurk, Gothitelle, Granbull, Graveler, Greninja, Groudon, Grumpig, Gulpin, Gurdurr, Happiny, Hariyama, Hawlucha, Heatran, Heliolisk, Heracross, Hippowdon, Honchkrow, Hoopa Confined, Hoothoot, Houndoom, Hypno, Illumise, Infernape, Kabutops, Kakuna, Kangaskhan, Klang, Klinklang, Komala, Krabby, Krickettune, Krokorok, Krookodile, Lanturn, Liepard, Lileep, Linoone, Lopunny, Lotad, Loudred, Lucario, Ludicolo, Machop, Magikarp, Magmar, Magnezone, Mandibuzz, Manectric, Marill, Mawile, Medicham, Meltan, Meowstic ♀, Meowstic ♂, Metagross, Metapod, Mienshao, Milotic, Miltank, Mimikyu, Minior Core Form, Minior Meteor Form, Mismagius, Moltres, Muk, Ninetales, Ninjask, Noctowl, Noivern, Numel, Onix, Palkia, Pangoro, Persian, Pidgeot, Pidgeotto, Piloswine, Pinsir, Piplup, Ponyta, Porygon2, Prinplup, Purugly, Quagsire, Quilladin, Raichu, Raikou, Rapidash, Raticate, Regigigas, Remoraid, Rhydon, Rhyhorn, Rhyperior, Riolu, Rotom Fan, Rotom Frost, Rotom Heat, Rotom Mow, Rotom Wash, Salamence, Sandile, Sawsbuck, Scolipede, Scyther, Seadra, Seaking, Sealeo, Serperior, Seviper, Sharpedo, Shedinja, Shiftry, Silcoon, Skarmory, Skiploom, Slaking, Slowpoke, Snorlax, Snorunt, Snover, Spheal, Spinarak, Squirtle, Staryu, Steelix, Stoutland, Suicune, Swalot, Swampert, Swellow, Tangela, Tangrowth, Tauros, Tentacruel, Terrakion, Togedemaru, Togetic, Toxicroak, Tropius, Trubbish, Tyranitar, Ursaring, Vanilluxe, Venusaur, Vibrava, Victini, Victreebel, Virizion, Volbeat, Voltorb, Wailmer, Wailord, Weezing, Whiscash, Whismur, Wigglytuff, Wingull, Wobbuffet, Zangoose, Zapdos

11/8/2020

- Updated range on AoE circle moves to clarify radius
- Morning Sun updated to match Moonlight healing
- Spacial Rend range fixed
- Sweet Veil grants sleep immunity to the user as well
- Lycanroc level 2 moves removed
- Lurantis given Solar Blade move at level 18
- Clarified Vitamin wording'
- Cosmoem size changed to Tiny
- Added ability choice language to starter Pokémon
- Photon Geysers updated to ignore abilities to mitigate damage or hit
- Updated language about evolution points and stats over 20
- Updated Pumpkaboo and Gourgeist stat blocks to include variable size
- Snorlax evolution stage fixed to 2/2
- Alolan Marowak moves fixed
- Bonding temp HP set to scale with level instead of flat 10
- Sheer Force ability updated
- Speed Boost ability updated
- Dragonite updated
- Swift Swim ability updated
- Cutiefly/Ribombee proficiencies update
- Shedinja updated
- Lunge damage type updated

11/10/2020

- Slight language clarification on flying and falling damage.
- Megahorn and Horn Attack wording updated
- Added half damage on a success from Bulldoze
- "Indifferent" loyalty description changed
- Poison Heal updated
- Double Iron Bash wording updated
- Updated "xx foot circle" on appropriate moves
- Added raised immunity to Earthquake, Magnitude, and Bulldoze

11/12/2020

- Updated language about Berry use and triggers
- Eggs go splat at 0 hp
- Added language to Evolution Items section regarding consuming and activating the items
- Updated Techno Blast and Spectral Thief damage
- Updated Mold Breaker and Pickpocket
- Alolan Raichu moves updated
- Tweaks to evolution page and points being applied. Prior ASI is now factored in to the stat cap when evolving.

11/15/2020

- Removed "Oft. walking" label from those that had it.
- Added "Stat Changes" section to Other Changes to clear up some confusion on moves that mention "stats". The following moves and abilities have updated language due to this addition: Baton Pass (PP changed to 5), Haze, Mist, Topsy-Turvy, Power Trip, Stored Power, Spectral Thief, Unaware, Contrary
- Added "Stacking Move" section to clarify duration reset on stacking moves
- Confused wording updated
- Razor Claw given crit range boost and added to held items
- Weather Rock items added

- Frenzy Plant, Blast Burn, Hydro Cannon, Rock Wrecker wording updated
- Abilities Updated: Innards Out, Torrent, Blaze, Overgrow, Infiltrator, Sheer Force, Steadfast
- Moves Updated: Double Team, Shell Smash, Ominous Wind, Substitute, Feint, Glare, Lucky Chant, Force Palm, Leech Seed, Superpower, Encore, Roar, Focus Energy, Bulk Up, Howl, Screech, Trop Kick, Grassy Terrain, Yawn, Bubble Beam, Reflect, Light Screen
- Pokémon Updated: Greninja, Alomomola, Happiny, Chansey, Blissey, Wynaut, Wobbuffet, Archeops, Genesect
- Updated Commander Training Path
- Updated Loyalty bonus related to skills

11/16/2020

- Fixed Excadrill resistances
- Updated "in range" wording for fainted switches
- Loyalty wording updated
- Active Pokémon wording updated. Removed "always advantage" on skills.

11/18/2020

- Focus Energy, Kinesis, Meditate, Stored Power updated
- Pyukumuku updated
- Asleep and Confused updated

11/25/2020

- Added new feat: Wrangler
- Removed redundant wording from status-healing items about immunity due to grace turn
- Moves Updated: Ice Beam, Aurora Beam, Uproar, Struggle, Endeavor, Charge Beam, Spore, Aurora Veil, Earthquake, Waterfall
- Abilities Updated: Serene Grace, Huge Power, Pure Power, Iron Barbs, Rough Skin, Unburden, Goeey, Tangling Hair, Merciless
- Frozen status added additional status-ending effect
- Pokémon Updated: Blissey, Mawile, Forretress, Salandit, Salazzle, Carracosta, Ferroseed, Ferrothorn, Chingling, Umbreon, Espeon, "Pan"-monkeys
- Changed Egg Bonus
- Stat block example updated with new rule to skills
- Weather Rocks Updated

11/30/2020

- Moves Updated: Disable, Double Hit, Draco Meteor, Follow Me, Foul Play, Fury Cutter, Hurricane, Hydro Cannon, Ice Ball, Iron Defense, Moonlight, Morning Sun, Pollen Puff, Rock Slide, Self-Destruct, Sharpen, Surf, Synthesis, Tailwind, Thunder, Waterfall
- Abilities Updated: Honey Gather
- Pokémon Update: Beautifly, Oranguru, Passimian
- Slight wording change on Flying rules, Hobbyist path
- Wrangle feat can be chosen for trainers

12/3/2020

- Moves Updated: Bounce, Copycat, Dig, Dive, Endure, Fire Blast, Fly, Mirror Move, Poison Gas Rage, Smog, Surf, Waterfall
- Abilities Updated: Scrappy
- Pokémon Updated: Jigglypuff
- Immunity to damage type updated. Immunity grants you total immunity to damage and secondary effects of damaging move, but does not grant you immunity to non-damaging, status-inflicting or otherwise moves.
- Guru "Spirit" and second level feature updated
- Reworded Asleep and Confusion and added Confusion to a pausable round when switched instead of auto-healed

12/8/2020

- Moves Updated: Air Slash, Bullet Punch, Crush Claw, Detect, Frustration, Glare, Ice Ball, Infestation, Nature Power, Protect, Rock Tomb, Roost, Sand Tomb, Scary Face, Shadow Sneak, Smack Down, Spider Web
- Pokémon Updated: Nuzleaf, Shiftry, Weavile
- Abilities Update: Dazzling, Queenly Majesty
- Alert feat for Pokémon clarification

12/20/2020

- Moves Updated: Belly Drum, Blast Burn, Destiny Bond, Dragon Ascent, Frenzy Plant, Heat Wave, Howl, Hydro Cannon, Ingrain, Leaf Storm, Me First, Memento, Nasty Plot, Parabolic Charge, Rock Wrecker, Soak, Solar Blade, Seismic Toss, Shadow Punch, Steel Wing, Vital Throw
- Pokémon Updated: Alolan Sandslash, Duskull, Floatzel, Gallade, Mienshao, Sandslash
- Abilities Updated: Defiant
- Dire Hit wording updated
- Shell Bell updated
- Flying/Hovering second bullet updated, Raised/Grounded updated

1/27/2021

- Moves Updated: Dragon Tail, Feint Attack, Fire Spin, Flatter, Follow Me, Howl, Land's Wrath, Leaf Storm, Hyperspace Fury, Infestation, Me First, Poison Gas, Play Rough, Psybeam, Rest, Roar of Time, Rock Tomb, Sand Tomb, Secret Sword, Shadow Sneak, Signal Beam, Solar Blade, Vine Whip
- Pokémon Updated: Araquanid, Beheeyem, Bewear, Male Combee, Corsola, Dewpider, Elekid, Electabuzz, Golbat, Jynx, Lapras, Magby, Magmar, Malamar, Nidoqueen, Male Salandit, Shedinja, Smoochum, Togepi, Toxapex, Whimsicott
- Abilities Update: Mega Launcher, Overcoat, Paper Thin, Wonder Guard
- Razz Berry wording updated
- Added caveat that held items can not be equipped or dropped during battle, unless forced
- Confusion reverted back to three rounds, not pausable like sleep
- Researcher level 15 updated
- Ace Trainer level 15 updated
- Type Master level 5 and 9 updated
- Ranger level 2 and 5 updated
- Hidden ability language updated to clarify it is "in addition to" and not a replacement
- Updated flying/hover/grounded/raised language

1/28/2021

- Moves Updated: Fling, Moongeist Beam
- Abilities Updated: Corrosion
- Mawile and Magcargo Resistances fixed