

# MEGA EVOLUTION



**Mega Evolution** is a new type of physical transformation Pokémon can undergo akin to a temporary evolution. A number of different Pokémon can Mega Evolve, including some already at a third evolutionary stage. Two prerequisites must be met before Mega Evolution can occur, however. First, the Pokémon must be holding a special type of Held Item called a **Mega Stone**. Mega Stones are specific to an individual species line and form; a Mega Stone that works for Charizard would not work for Blastoise. Second, their Trainer must be wearing an Accessory Slot item called a **Mega Ring**.

When a Pokémon Mega Evolves, its Combat Stats change, receiving an overall boost (of about 10 points!), and it gains a new Ability and sometimes changes its Types. The Ability gained from Mega Evolution is always added to a Pokémon's current Ability list and doesn't replace a current Ability. A Pokémon cannot gain two instances of the same Ability through Mega Evolution, such as Mega Blaziken with Speed Boost. In those cases, the Mega Evolution instead grants another Ability the user can naturally gain but does not currently have.

There are two ways you can handle the Stat changes from Mega Evolution, depending on how much bookkeeping you're willing to do. You can either apply the changes directly to your Pokémon's current Stats as if they were points applied from Level Up, or you can apply the changes to their Base Stats and keep a second sheet of Stats for your Pokémon's Mega Evolved form. Similar to Darmanitan's Zen Mode, if you go with the latter option, you must keep the HP Stat in both forms the same. You may break Base Relations to do so.

Mega Evolution can be triggered on either the Pokémon or the Trainer's turn as a **Swift Action**. Once triggered, a Mega Evolution lasts for the rest of the Scene, even if the Pokémon is knocked out. A Mega Ring can only support one Mega Evolution at a time, meaning once a Trainer Mega Evolves a Pokémon, they can't Mega Evolve any others for the rest of the Scene.

Unlike other Held Items, Mega Stones cannot be removed from their users once Mega Evolution has been activated, even through the effects of Moves like Knock Off and Abilities like Magician.

The following Pokémon have Mega Evolved forms, which are listed in their Pokédex entries: Venusaur, Charizard, Blastoise, Beedrill, Pidgeot, Alakazam, Slowbro, Gengar, Kangaskhan, Pinsir, Gyarados, Aerodactyl, Mewtwo, Ampharos, Steelix, Scizor, Heracross, Houndoom, Tyranitar, Sceptile, Blaziken, Swampert, Gardevoir, Sableye, Mawile, Aggron, Medicham, Manectric, Sharpedo, Camerupt, Altaria, Banette, Absol, Glalie, Salamence, Metagross, Latias, Latios, Kyogre, Groudon, Rayquaza, Lopunny, Gallade, Garchomp, Lucario, Abomasnow, Audino, Diancie.

Of course, you may decide to come up with your own Mega Evolutions for your campaign, especially as a late-game boost to a Trainer's starter Pokémon. This is relatively easy to do. Mega Evolutions give stat changes that equal out to a net bonus of +10, usually distributed across 3 or 4 different Stats. HP is never changed by a Mega Evolution. When a Pokémon Mega Evolves, they also gain a new Ability. In addition, a Mega Evolution may involve a change in Type.

