

15+3 / 15

HP

Poke Caterpie

Lvl 1

Exp 0

Bug

Hardy

Loyalty

0

AC

12

Prof

2

STAB

0

Hit Dice

1d6

Used

0

9

STR

6

INT

9

DEX

10

WIS

8

CON

14

CHA

Move String Shot / 1 action Power DEX

Bug

60ft

-

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

Notes

20/21

PP

Move Tackle / 1 action Power STR/DEX

Normal

Melee

1d6-1

You rush forward and slam into a creature. Make a melee attack roll against a target, doing normal damage on a hit.

Notes

20/21

PP

Move Power

Notes

/

PP

Move Power

Notes

/

PP

Other Notes

Shield Dust: Once per long rest, this Pokémon can ignore a negative status condition that results from an enemy move. - Quick-Fingered: Unearthed Arcana: Feats for Skills - Tireless: Your Pokémon endures hours of rigorous training which keep it in battle longer than the average Pokémon. Gain +1 PP for every move. -

20 ft

Walk

0 ft

Swim

0 ft

Fly

Fire, Flying, Rock

Vulnerable

Grass, Fighting, Ground

Resistance

Immunity

1 / 16

HP

Poke Charmander

Lvl 1

Exp 0

Fire

No Nature

Loyalty

0

AC

13

Prof

2

STAB

0

Hit Dice

1d6

Used

0

12

STR

6

INT

14

DEX

10

WIS

11

CON

10

CHA

Move Growl / 1 action Power CHA/STR

Normal

100ft

-

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.

Notes

20/20

PP

Move Scratch / 1 action Power STR/DEX

Normal

Melee

1d6+2

You slash out at a creature in range. Make a melee attack, doing normal damage on a hit.

Notes

20/20

PP

Move Power

Notes

/

PP

Move Power

Notes

/

PP

Other Notes

Blaze: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health. - Actor: PHB:165 -

30 ft

Walk

0 ft

Swim

0 ft

Fly

Water, Ground, Rock

Vulnerable

Fire, Grass, Ice, Bug, Steel, Fairy

Resistance

Immunity

88+12 / 88

HP

Poke Butterfree / Freeman

Lvl 10

Exp 62000

Bug

Flying

Loyalty

0

AC

14

Prof

4

STAB

2

Hit Dice

10d1

Used

0

Arrogant

16

STR

6

INT

15

DEX

12

WIS

10

CON

10

CHA

Move Confusion / 1 action

Power INT/WIS

Psychic

50ft

4d4+1

Notes

12/15

PP

Move Gust / 1 action

Power DEX

Flying

40ft

2d8+4

Notes

13/20

PP

Move Sleep Powder / 1 action

Power CON

Grass

40ft

-

Notes

5/10

PP

Move Safeguard / 1 action

Power -

Normal

50ft

-

Notes

15/15

PP

Other Notes

Tinted Lens: This Pokémon's moves ignore resistances. - Tough: PHB:170 - Item: Black Glasses

Fire, Electric, Ice,
Flying, Rock

Vulnerable

Grass, Fighting,
Bug

Resistance

Ground

Immunity

30 ft

Walk

0 ft

Swim

30 ft

Fly

11 / 17

HP

Poke Pikachu / Sparks

Lvl 1

Exp 0

Electric

Loyalty

0

AC

13

Prof

2

STAB

0

Hit Dice

1d6

Used

0

No Nature

14

STR

6

INT

15

DEX

12

WIS

12

CON

12

CHA

Move Tail Whip / 1 action

Power CHA/DEX

Normal

100ft

-

Notes

15/15

PP

Move Thunder Shock / 1 action

Power STR/DEX

Electric

20ft

1d6+2

Notes

15/15

PP

Move Play Nice / 1 action

Power CHA

Normal

30ft

-

Notes

10/10

PP

Move

Power

Notes

/

PP

Other Notes

Static: When this Pokémon is hit by a melee attack, roll a d4. On a result of 4, the attacker takes an amount of electric damage equal to this Pokémon's proficiency bonus. - Lightning Rod: If 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. - Brawny: Unearthed Arcana: Feats for Skills - Item: Honey Berry

Ground

Vulnerable

Electric, Flying,
Steel

Resistance

Immunity

30 ft

Walk

0 ft

Swim

0 ft

Fly

117 / 117

HP

Poke Golem / G-Man

Lvl 10

Exp 62000

Rock

Electric

Loyalty

0

AC

16

Prof

4

STAB

2

Hit Dice

10d1

Used

Careful

17

STR

6

INT

13

DEX

16

WIS

18

CON

10

CHA

Move Smack Down / 1 action Power STR

Rock

80ft

4d4+5

Notes

You throw a solid piece of stone at a creature in an attempt to bring them to the ground. Make a ranged attack, dealing 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

10/10
PP

Move Stealth Rock / 1 reaction Power STR/DEX

Rock

50ft

2d8+5

Notes

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 rock damage to the incoming creature on a hit.

3 / 3
PP

Move Self-Destruct / 1 action Power STR

Normal

Self (30ft radius)

6d10+3

Notes

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 normal damage on a fail, or half as much on

3 / 3
PP

Move Thunder Punch / 1 action Power STR/DEX

Electric

Melee

2d12+5

Notes

Your punches are imbued with electric energy. Make a melee attack on a target, doing electric damage on a hit. On a natural attack roll of 19 or 20, the target is paralyzed.

10/10
PP

Other Notes

Magnet Pull: Steel opponents in battle with this Pokémon may not switch out or flee. - 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). - Item: Haban Berry

Water, Grass,
Fighting, Ground

Vulnerable

Normal, Fire,
Electric, Poison.

Resistance

Immunity

30 ft

Walk

0 ft

Swim

0 ft

Fly

543 / 543

HP

Poke Giratina

Lvl 20

Exp 450000

Ghost

Dragon

Loyalty

0

AC

22

Prof

6

STAB

5

Hit Dice

20d2

Used

No Nature

20

STR

18

INT

17

DEX

22

WIS

25

CON

16

CHA

Move Shadow Claw / 1 action Power STR/DEX

Ghost

20ft

6d6+10

Notes

You strike with a sharp claw made from shadows in range. Make a ranged attack, dealing ghost damage on a hit. This move scores a critical hit on natural attack rolls of 19 and 20.

10/10
PP

Move Shadow Sneak / 1 bonus Power DEX/WIS

Ghost

Melee (15ft range)

1d12+5

Notes

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 ghost damage on a hit.

20/20
PP

Move Slash / 1 action Power STR/DEX

Normal

Melee

6d6+5

Notes

You slash out at a creature in range. Make a melee attack, doing normal damage on a hit. Slash results in a critical hit on 19s and 20s.

10/10
PP

Move Scary Face / 1 action Power STR/CHA

Normal

60ft

-

Notes

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

10/10
PP

Other Notes

Pressure: Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated. - Telepathy: This Pokémon cannot be damaged by its allies' attacks. - Actor: PHB:165 - Acrobat: Unearthed Arcana: Feats for Skills - Item: Charcoal

Ice, Ghost, Dragon,
Dark, Fairy

Vulnerable

Fire, Water,
Electric, Grass.

Resistance

Normal, Fighting

Immunity

40 ft

Walk

0 ft

Swim

40 ft

Fly