Feedback – James Morford

I felt that you did an excellent job of not only converting the essence of pokemon into a D&D style game, but lending your own twist to the rules, and expanding the possibilities to turn this into a truly deep game. I especially liked the potential for interaction between the GM and the player, and could definitely see how a regular D&D campaign could be converted to become a Pokemon D&D game.

I think that the Pokemon series could use a little more innovation like the type that you’ve shown here and hopefully you take this further into something that I can actually try out!

Grade: 5/5