

Synopsis/Quick Write:

The Distorted Isles is a pokemon based dnd 5e campaign. The main setting of the campaign takes place on a series of islands called the Distorted Isles. The campaign begins on the 2nd largest island, **Azula**. The island has a village, outpost, and town. **Peaks Village**, north of island center (in the mountain), **Lilycove** (has a port therefore by the sea, SW of island center) and **Azula Outpost** (a small rest stop before trekking up the mountain).

The Campaign begins in Lilycove, after a recent storm connection to the village on Mount Azula has been lost. The town sent a group of experienced adventurers out to find out what had happened, but weeks later they still haven't returned, and strapped for able bodied pokemon to send. It's up to your team to find out what has happened to the previous team and to uncover what has happened to Peaks village.

Act 1

Mechanics:

Super Effective Moves

If the target you hit take super effective damage from the move you chose you roll damage with advantage, or if it's quad effective then you gain advantage on both the attack roll and damage roll

Ineffective Moves

If the target you hit takes not very effective damage then the move you chose will receive disadvantage to attack rolls, or if it's double ineffective then it would be disadvantage on the attack roll and damage roll

Immunity

If the target is immune then regardless of AC roll (unless NAT 20) the attack will do 0 damage, for example ghastly takes 0 damage from quick attack and brick break from stuff

Classes

Classes in this campaign affect the move pools of the PC so if you were to pick clerics you may get moves like heal pulse and recover added to your move pool. These moves are only available once the adequate amount of lvls are in said class

Stat Drops

Modifier drops and Ac drops do to moves are restored after a short rest. For example Wizard uses overhear so they have a -1 to their Wis, Cha and Int mods Unless stated otherwise in the move description

Class moves and base movepool conflicts

If a PC has 2 moves that function the same or the move is already a part of their pokemon movepool the move uses increases by 3 or you gain advantage with that move (depends on player choice). Third option the PC can request their move pool is reworked (basically just getting rid of the conflict and adding in a new move)

Revival Conditions and Consequences

If a corpse is not preserved within 24 hours of death then upon revival there will be a period time where the NPC OR PC will have a flat stat reduction = to the number of days past the initial 24 hours, at minimum it is a minus one past the 24 hour mark. These effects will persist for 1d10 - Con mod days. If equal to or below zero then the revived individual suffers no side effects.

Move Slots

The PC starts off with only 4 move slots, but depending on their Intelligence Modifier they can gain move slots ($\text{Int mod}/2 = \text{number of additional move slots}$. If int mod is negative you will not lose move slots. You can cycle out moves during a short or long rest, similar to current gen 9 mechanics any move you have learned you can relearn during these periods (Excluding TMs because they're single use)

Movepool

Players get a choice to ask for a certain type of movepool. They can ask for an offensive, defensive, support, or balanced movepool.

Learning and Forgetting Moves on the Road

If a PC learns a move on the the road they can choose to learn it later or learn it now and unequip one of their current moves

Jackpot/ Turkey

If the pc/npc rolls 3 nat 20s in a row on their attack roll they enter a state of mind similar to being in the zone. This effect ends 10 minutes after combat is over; while in this state the user gains a 1.2x increase to their moves, capabilities, and roll with advantage for all rolls. All status conditions are ignored while in this state.

This can also be achieved if the entire party rolls NAT 20 on their attack rolls. In this instance the effect is applied to the entire part but only lasts 5 minutes.

Status Conditions

Poison Damage deals 1d8 every round damage if you fail your con save

Burn deals 1d4 every round damage every round if you failed your con save
All physical moves have their damaged halved

Sleep incapacitates the user for a maximum of 3 rounds; user rolls a raw d20 and if they roll higher than a 10 the user wakes up.

Badly Poisoned deals 1xd4 damage every round if you fail your con save
x = number of turns poison has been active

Paralysis halves your initiative roll and movement speed until cured

Frost deals 1d4 every round damage if you failed your con save
All special attacks have their damaged halved

Weather

Harsh Sunlight boost fire moves by 50% and halves the damage of water type moves also negates water weakness; additionally moon light and synthesis now heal 75% of max hp

Rain Boost water moves by 50% and halves the damage of fire moves also fire moves have disadvantage to hit ; additionally Moonlight and Synthesis recover only heal 30% of max hp

Sandstorm non rock, ground, steel types take 1d6 damage if they fail their con save; additionally Shore-up heals 75% max hp and Moonlight and Synthesis recover only heal 30% of max hp

Hail non ice types take 1d6 damage if they fail their con save; additionally Moonlight and Synthesis recover only 30% of max hp

Items can be taken off at any time but can only be equipped outside of combat

Same Type Attack Bonus

If a PC uses a move that shares a type with their character, then they may add their proficiency bonus to their attack roll

Evolution (WIP)

Due to the complex and varied way of Evolution in pokemon it needs to be altered. Overall plan is for everyone to evolve at similar times so no one feels left out. Stone evolutions will likely remain the same. With the caveat that Evo stone won't appear for a while. And for Pokemon that need to evolve by lvl will evolve after they've reached a milestone; maybe a self realization about their nature, or in the middle of a fierce battle who knows but the DM
5 of your stats are randomly increased by 1 with a max of 1 per stat..

Faith

Chronism Worships the god of time **Dialga**; they oppose the **Spacialist** beliefs





Spacialist Worship **Palkia** who governs space, they oppose **Chronism** belief

Sovereignist is a polytheistic belief based on the seasons. During the cold winter a Sovereignist may worship the legendary Pokemon **Thundurus**. During the Spring a Sovereignist may worship **Enamoros**, hoping for a prosperous Spring. During the Summers when the harvest begins a Sovereignist may worship **Landorus**. During the Fall the Sovereignist pray to **Tornadus** in hopes of better times to come. During the Equinox or Solstice a sovereignist fasts for the full day.

These four pokemon form a quartet of Genie like pokemon, but rumor has it these forms are nothing more than a facade.

Organism

A belief rooted in the fact that all pokemon descended from **Mew**. A pokemon unknown to all and unseen for millenia. But all research suggests that **Mew** is the ancestor to all Pokemon.

Cult of the Old One

A Small cult who worship the one they call, "**The One Before All**". A being described to have shaped the very universe with its 1000 hands, an entity greater than all; whose birth created the universe for which it shaped. All text referring to this entity have been lost to time and with that so was its true name. Only a mere fragment of information survived by word of mouth. The **Cult of the Old One** preaches their beliefs to any who will listen; they've been deemed harmless by the majority of society.

Does such a being even exist?

If the player wishes to add any belief of their own feel free to as long as you inform the DM

Stat Blocks:

Normal NPC/ Normal Combat encounters/ Minibosses(subject to change but an example of early session encounters)

Pokemon	Strength	Dexterity	Constitution	Wisdom	Intelligence	Charisma	Ac	HP
Rockruff	14 +2	15 +2	12 +1	8 -1	9 -1	10	10	8 2d6+1

Lycanroc Day	15 +2	17 +4	14 +2	9 +0	11 +1	11 +1	14	16 4d6 +2
Lycanroc Night (mini boss)	17 +3	12 +1	16 +3	13 +2	11 +1	12 +2	16	25 4d10 +3
Lycanroc Dusk	16 +3	16 +3	14+ 1	12 +2	12 +2	12 +2	13	15 4d6 +1
Poochyena	14 +2	12 +1	13 +1	7 -2	9 -1	11 +1	11	8 2d6 +1
Mightyena	17 +4	13 +1	14 +2	10 +0	11 +1	13 +2	13	13 3d6 +2
Bulbasaur	11 +0	9 -1	12 +1	10 +0	10 +0	9 +0	10	
Ivysaur	13 +1	10 +0	14 +2	11 +2	12 +2	11 +1	13	
Venusaur	14 +2	11 +1	16 +3	12 +3	14 +2	11 +1	15	25 4d10 +3
Venusaur (Mini boss)	15 +3	12 +2	17 +4	13 +4	15 +1	12 +3	18	54 9d10 +4 Once hp is half rounded up the target falls unconscious

Class Move poll Additions:

Class	Move 1	Move 2	Move 3
Wizard	Ember/Thunder shock/ Dragon Rage Lvl 2 Fire/Electric/Dragon 2d6 + Int mod Additional 1d6 every 5 lvls Turns into a d8 at lvl 7 Uses: 2 + every 2 lvls in Wizard (Max: 11) Range: 50ft Cost: Action	Thunderbolt/Ice Beam/Flamethrower /Aqua Cannon/ Entangle/Flash Cannon Lvl 6 Electric/Ice/Fire/Water/Grass/Steel 4d10 + Wis Mod + Int Mod Uses: 1 + every 2 lvl in wizard after lvl 6 (Max: 8) Range: 200ft Cost: Action	Overheat/Leaf Storm/Flash Flood Lvl 12 Fire/Grass/Water 4d20 + Wis Mod + Int Mod + Cha mod Lowers all modifiers by 2 for each use Modifiers are restored after short rest Uses: 1 + every 2 lvls in wizards after 12 (Max: 5) Damage increased

	Hit: Prof Bonus + Int Mod Flavor Text: Conjuring a blast of volatile energy, the user launches it at their opponent. Although your options are limited, they're as potent as they come.	Hit: Prof Bonus + Int Mod + Wis Mod Flavor Text: A more advanced Wizard must be capable of harnessing the different elements and incorporating them into their attacks.	by an additional 1d20 every 4 lvl Hits multiple opponents Range: 250ft Cost: Action Hit: Prof Bonus + Wis Mod + Int Mod + Cha Mod Flavor Text: Taking the power of an attack to the extreme and optimizing as much as possible has resulted in Wizards being able to match the innate talent of Sorcerers
Cleric	Heal Pulse Lvl 1 Psychic Heals member by 50% of their current max HP Uses: 2 + every 2 lvls in cleric after lvl 1 (Max: 11) At Lvl 6, Heal Pulse now heals status conditions At lvl 10, Heal pulse can now hit up to 3 targets	Recover Lvl 3 Normal Heals user by current 50% current max HP Inverse At lvl 6, this move can be used on opponents. But instead of healing, the user destroys the opponent Damage= xd4 + Wis Mod x= Cleric lvl Becomes xd8 at lvl	Revive Lvl 14 Normal 5d20 + Wis mod + Int mod + Cha Mod (must roll higher than 68 to pass) User revives fallen ally to 25% of max HP rounded down. User brought back goes immediately after Cleric Uses: 1 + 1 every 6 lvls after 14 (Max: 2) Only restored after

	Range: 20ft Cost: Bonus Action/ Action Flavor Text: The user unleashes a pulse of energy from their bodies. This energy restores those that are hit by it.	10 At lvl 10, the user gain a passive heal for 3 rounds after Passive heal = $xd4$ $x = \text{Cleric lvl}$ Uses: 1 + every 2 lvl in cleric after lvl (Max: 9) Range: Self Cost: Action Hit: Prof Bonus + Wis Mod (only applies to Inverse) Flavor Text: Recover The user rejuvenates themselves with divine energy. Inverse The user touches the opponent and by inverting the energy they use to heal, they destroy the insides of the opponent.	long rest Range: 5 ft Cost: Action Flavor Text: The pinnacle of healing; bringing back the dead. The move reanimates the corpse of the target and restores their autonomy and sense of self. Although some are simply too far gone to be restored.
Druid	Synthesis Lvl 2 Grass Heals user by current 50% current max HP Uses: 1 + every 2 lvl in Druid after lvl 1 (Max: 10) Range: Self	Flamethrower/Aqua Cannon/Entangle Lvl 5 Fire/Water/Grass $4d10 + \text{Wis Mod} + \text{Int Mod}$ Uses: 1 + every 3 lvl in Druid after lvl 6 (Max: 6)	Heal Bell Lvl 7 Normal $1d20 + \text{Wis Mod} + \text{proficiency bonus} > 2 \times \text{number of targets}$ Heals targets of ailments/ status conditions

	Cost: Action Flavor Text: Becoming one with nature the Druid mimics a plant and restores themselves.	Range: 200ft Cost: Action Hit: Prof Bonus + Wis Mod + Int mod Flavor Text: The user manipulates the water found in plant life and creates a concentrated blast of water. The user commands the flora around them to ensnare their foes and squeeze the life out of them.	Uses: 1 + every 2 lv in druid after lvl 7 (Max: 7) Cost: Bonus Action/ Action Flavor Text: The user creates a soothing chime like sound. Healing those around them of their ailments . OR Jungle Healing Lvl 7 Grass Heals entire party by 25% And cures status conditions of random party member (if party has 4 people roll, if part has 5 roll 1d6 if a 6, then reroll until it lands on 1-5) Uses: 1 + every 2 lvls in druid after 7 (Max: 7) Cost: Action/Bonus Action Flavor Text: With their deep understanding of nature. The user can heal themselves and their allies to a lesser degree. They say a certain species of pokemon is born with an innate technique identical to
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			this one.
Ranger	Laser Focus Lvl 2 Normal 1d12 + Wis mod > 6 If successful, the user gains advantage on all damaging/perception/investigation rolls for the next 30 minutes Can only be used once encounter even if it failed Uses: 2 + every 3 lvl in ranger after lvl 2 (Max: 8) Cost: Bonus action Flavor Text: The user concentrates to an extreme, granting them enhanced senses and battle capabilities.	Triple Arrow Lvl 6 Fighting 4d10 + Dex mod Uses: 2 + every 3 lvl in Ranger after lvl 6 (Max: 6) Range: 250ft Cost: Action Hit: Prof Bonus + Dex Mod Flavor Text: The user Prepares 3 arrows and launches them with astonishing power OR Assault Rush Lvl 6 Dark 4d10 + Str mod Uses: 2 + every 2 lvl in ranger after lvl 6 (Max: 9) Range: 15ft Cost: Action Hit: Prof Bonus + Str Mod	Thousand Arrows Lvl 9 Ground 4d20 + Dex mod + Str Mod Hits flying types and ground flying type pokemon for the remainder of combat Uses: 2 + 3 lvl in Ranger (Max: 5) Damage increased by an additional 1d20 every 5 lvl Hits multiple opponents AOE: 20 ft by 20ft Increases by 5 ft in each direction every 3 lvls Max AOE: 35 by 35 feet Range: 500ft Cost: Action Hit: Prof Bonus + Dex Mod + Str Mod Flavor Text: The user launches a 1000 arrow volley into the sky. Once the arrows descend upon the targets, the sheer weight of the impact grounds all airborne

		Flavor Text: The user charges in with the intent to dismember their foes.	pokemon. The move resembles a technique of the Order Pokemon.
Barbarian	Brutal Swing Lvl 2 Dark 2d6 + Str mod Uses: 2 + every 3 lvl in barbarian (Max: 9) Gains addition 1d6 roll every 6 lvl in barbarian after lvl 2 Becomes d8 damage at lvl 6 Range: 10ft 5ft radius of you is hit Cost: Action DC: 8+ Prof Bonus+ Str mod + Rage Bonus(if raging) Vs Dex save Flavor Text: The user flails their limbs or body in all direction with reckless abandon for those around them	No Retreat Lvl 6 Fighting Gains +3 to all rolls until combat ends And grants 1d12 + con Mod of Temp HP Unable to do anything in combat but advance forward and attack Uses per day: 1 + every 3 lvls in barbarian after lvl 6 (Max: 5) The player is now unable to back down from any battle or conflict for the next The PC is also immune to fear for 30 minutes Refills after long rest Cost: Bonus Action/ Can be used as a free action if raging Flavor Text: The user takes a stance and readies themselves to charge ahead into battle. Those who take this stance are said to be unshakable in battle.	Close Combat Lvl 10 Fighting 4d20 damage + Str mod + Dex mod Lowers AC by 1 point per use Restored upon next short rest Uses: 1 + every 2 lvls in Barbarian after lvl10 (Max: 6) Damage increased by an additional 1d20 every 5 lvl Cost: Action Range: 10 ft Hit: Prof Bonus + Str Mod + Dex Mod Flavor Text: The peak of one's physical prowess; a technique allowing the user to end the battle quickly OR Skull Bash Lvl 10 Fighting

			5d20 + Str Mod The user bashes their skull against the target like a hammer against a nail. Always leaves the user stunned for their next round Assured hit regardless of opponents AC if grappled 1d20 + Con save (target) >9 +Str mod (barbarian) + Prof bonus If the target succeeds then they will not be stunned for the their next turn Uses: 1 + every 2 lvls in Barbarian after lvl 10 (Max: 6) Damage increased by an additional 1d20 every 5 lvl Cost: Action Range: 10ft Hit: Prof Bonus + Str Mod Flavor Text: The user bashes their skull against the target like a hammer against a nail. Rumor has it someone split a mountain with this
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			technique.
Monk	Mach Punch Lvl 1 Fighting 1d6 + Dex mod Monk can use this at the start of combat for a free shot taking no action Damage increased by an additional 1d6 every 4 lvls Becomes d8 damage at lvl 6 Use = 2 + every 2lvl in monk after lvl 1 (Max: 11) Range: 5 ft Cost: Action or Bonus Action unless at the start of combat Hit: Prof Bonus + Dex Mod Flavor Text: A punch that breaks the sound barrier. This technique is every monks best friend	Dizzy Punch Lvl 5 Fighting 4d8 + Dex mod Leaves target stunned if they roll lower than 8 + Dex + Wis mod of monk on their Con save Damage increase by an additional 1d8 every 6 lvls Use = 1 + every 3 lvl in monk after lvl 5 (Max: 6) Range: 10ft Cost: Action Hit: Prof Bonus + Dex Mod Flavor Text: The user strikes their target and disrupts the foe KI, greatly disorienting them. OR Aura Sphere Lvl 5 Fighting 4d10 + Wis Mod + 3 to Hit	Close Combat Lvl 10 Fighting 4d20 damage + Str mod + Dex mod Lowers AC by 1 point per use Restored upon next short rest Can use = 1 + every 2 lvls in Monk after lvl 10 (Max: 6) Damage increased by an additional 1d20 every 5 lvl Range: 10ft Cost: Action Hit: Prof Bonus + Str Mod + Dex Mod Flavor Text: The peak of one's physical prowess; a technique allowing the user to end the battle quickly OR Wicked Blow/ Surging Strikes Lvl 10 Dark/Water 3d20 + Dex Mod/

		Uses: 2 + every 5 monk lvls after lvl 5 (Max: 5) Additional d10 every 7 levels in monk Damage die becomes a d12 at lvl 10 Range: 100ft Cost: Action Hit: Prof Bonus + Wis Mod + 3 Flavor Text: Channeling their KI the user shapes it into a tangible sphere of condensed KI. Once launched it will follow its target to the end of the Earth	3d20 + Dex Mod Effectively removes 5 AC when the monk attacks with this move Has a pseudo crit effect (1.5x Damage multiplier) EX: opponent has 19 AC, monk used Wicked Blow. Monk now must roll a 14 to hit Uses: 1 + 1 every 2 lvls in monk after monk after 10 (Max: 6) Range: 10ft Cost: Action Hit: Prof Bonus + Dex Mod Flavor Text: Having mastered the Dark/ Water style, the user launches a power strike/rapid strikes against the target. The creator of this technique resides in Peaks Village.
Fighter	Double Hit Lvl 2 Fighting 1d10 damage + Str mod Uses = 2 + every 3 lvl in fighter after lvl 2	Fighters Spirit Lvl 5 Fighting Active ability that last number of rounds equal to fighter lvl divided by 2 (rounded down)	Close Combat Lvl 10 Fighting 4d20 damage + Str modifier + Dex modifier Lowers AC by 1 point

	(Max: 8) Gains additional 1d10 roll after every 4 lvl in Fighter Range: 5 ft Cost: Action Hit: Prof Bonus + Str Mod Flavor Text: The user launches back to back strikes against the target.	Reduces damage by 50% against all sources (rounded down) and make user immune to ailments/status conditions Heals user = $xd4$ $x = \text{Fighter lvl}$ Allows for fighting type moves to hit Ghost types Uses: 1 + every 5 lvl in fighter after lvl 5 (Max: 4) Cost: Swift Action to activate Flavor Text: The Spirit of the fighter roars to life, invigorating them and allowing them to hit the elusive ghost type.	per use Restored upon next short rest Can use= 1 +every 2 lvls in Fighter after lvl10 (Max: 6) Damage increased by an additional 1d20 every 5 lvl Range: 10 ft Cost: Action Hit: Prof Bonus + Str Mod + Dex Mod Flavor Text: The peak of one's physical prowess; a technique allowing the user to end the battle quickly OR All Out Pummeling Lvl 10 Fighting 4d20 damage + Str mod + Dex mod The user attacks with everything they have. Next attack you roll with disadvantage Damage increased by an additional 1d20 every 5 lvl Range: 10 ft
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			Cost: Action Hit: Prof Bonus + Str Mod + Dex Mod Flavor Text: Putting it all in one attack, the user unleashes an all out barrage of blows against the target. This leaves the user fatigued for a short period though.
Sorcerer	Ember/Thunder Shock/Dragon Rage Lvl 2 Fire/Electric/Dragon 2d6 + Cha mod Additional 1d6 every 5 lvls Uses: 2 + every 4 lvls in sorcerers Turns into a d8 at lvl 7 Max 6 Range: 50 ft Cost: Action Hit: Prof Bonus + Cha Mod Flavor Text: The innate power within the Wizard unleashes their power on their opponents	Dragon Pulse/Thunderbolt/Ice Beam/Flamethrower /Aqua Cannon/Entangle/Moonblast Lvl 6 Dragon/Electric/Ice /Fire/Water/Grass/Fairy 4d10 + Cha Mod + Int Mod Uses: 1 + 3 lvl in Sorcerer after lvl 6 (Max: 5) Range: 200 ft Cost: Action Hit: Prof Bonus + Cha Mod + Int Mod Flavor Text: As the sorcerer's power develops with age, their power grows immensely. They are now able to	DracoMeteor/Overheat/Leaf Storm/Flash Flood/Wild Fae Lvl 12 Dragon/Fire/Grass/Water/Fairy 4d20 + Wis Mod + Int Mod+ Cha mod Lowers Wis, Int, and Cha ability score by 2 for each use Ability score are restored after short rest Uses: 1 + every 3 lvls in Sorcerer after 12 (Max: 4) Damage increased by an additional 1d20 every 4 lvl Hits multiple opponents Range: 250ft

		branch out and harness all natural energies in their attacks.	Cost: Action Hit: Prof Bonus + Cha Mod + Int Mod + Wis Mod Flavor Text: The Sorcerer exhausts all of their energy to execute an all out attack. Successive use isn't recommended.
Warlock	Eldritch Blast Lvl 2 Typeless 1d10 + Cha mod Addition 1d10 after every 4 lvls Uses: 3 + every 6 lv in warlock Max 6 For every damage die you can divide it by that amount on different targets. So if you have a 3d10 eldritch blast and 2 opponents then you can hit one of them with 2d10 and the other with 1d10. Restored after short rest Range: 100ft Cost: Action Hit: Prof Bonus + Cha Mod	Control Lvl 6 Psychic 8 + Cha mod + Prof bonus > Int saving throw of target If the target fails, it is now under control of user Note: You can not make a target harm themselves Number of targets affected: 1 + 2 lv in warlock after lvl 6 (Max:8) Duration= Cha Mod Uses 1 + every 5 lvl in Warlock (Max 3) Restored after long rest Range: 30ft Cost: Action Flavor Text:	Mimic Lvl 8 Typeless The user can mimic any and all attacks or passive/active abilities they have seen. They may only have one ability on standby so if they wish to switch they must discard the current mimic slot Anything copied by this works to a 1 to 1 of what they witnessed so say a cleric healed themselves for 50 hp. The warlock would be restored to 50 hp points no matter what their max HP is. Same applies for damaging Attacks Copied moves have half the uses than the caster has Uses: 2 (Max: 2)

	Flavor Text: An ability granted from a being beyond this plane. The user creates a beam of volatile energy that explodes upon contact.	The user performs a chant and those affected by the chant are now at the command of the user.	Restored after short rest Cost: Bonus Action/ Reaction Flavor Text: Thanks to your pact you're able to influence your patron to hold a technique for you. Those who have used this technique fundamentally change the dynamic between their patron and Warlock.
Bard	Helping Hand/ Vicious Mockery Lvl 2 Normal User rolls a d20 +cha mod DC: 17 - Prof Bonus - Cha mod If user passes the dc then the move works 50% damage multiplier to an allies attack (rounded down) after rolling damage Uses: 1+ every lvl in bard (Max: 20) Increase by 10% for every 6 lvls in bard after lvl 2 Max damage boost:	Charm Lvl 4 Fairy 2d8 + Cha mod Lowers all opponents next attack by rolled number, if negative then opponents deals 0 damage Cannot be used consecutively Gains an addition 1 d8 of damage negation every 4 lvls in bard At lvl 8, it turn into a d10 dice Use: 1 +2 lvl in bard after lvl 4 (Max: 9) Gains an addition 1d8 roll per every 4	Boomburst Lvl 9 Normal 4d20 + Cha Mod + Dex mod Move bypasses any substitutes Uses: 2 + every 3 lvl in bard after lvl 9 (Max: 5) Damage increased by an additional 1d20 every 4 lvl Range: 50 ft Cost: Action Hit: Prof Bonus + Cha Mod + Dex Mod Flavor Text: Creating a burst of

	80% Range: 15 ft Cost: Bonus Action/Reaction Flavor Text: The user lends a hand to their target and increases the power of their technique dramatically. Vicious Mockery Lvl 2 Psychic 1d6 + Cha Mod Range: 20ft Uses: same as Helping Hand Gain additional damage die every 3 lvls in Bard after lvl 2 Becomes a d8 at lvl 6 Number of Targets increases every 5 lvls Flavor Text: Launching an onslaught of insults at your target. Your insults are harsh enough that they damage the psyche of your targets	lvls in bard after lvl 4 Range: 30ft aoe Cost: Action Flavor Text: Using your bravado and unorthodox methods; the user distracts the opponents enough that their next attack will have reduced damage.	explosive power out of sound alone. The attack leaves its foes pleading for death soon after.
Paladin	Smite Lvl 2	Absolute Faith Lvl 7	Light of Ruin Lvl 12

	Depends on Faith 3d6 + Cha mod Adds to a weapon damage And hits the 2 closest targets with the same damage caused by the smite Gain an addition 1d6 every 3 lvls in Paladin Max number of die 4 Use 1 + every 3 lvls in Paladin after lvl 2 (Max: 6) Become d8 damage at lvl 7 Cost: Bonus Action Flavor Text: The user calls upon a bolt of unknown energy down upon their opponents. The energy of said bolt is believed to be tied to the Faith the Paladin practices.	Normal Non damaging 1d20 The ability score modifier closest to to the dice roll is boosted by a +3 for an hour OR Increase the ability score of a target of your choosing by +2 for 30 minutes Uses: 3 + every 2 lvl in paladin after lvl7 Rolling a 20 removes all previous boost Max 9 Cost: Bonus Action Flavor Text: Calling upon their faith for guidance the user is invigorated with power for the next 30 minutes. Unless they hear no word from their god	Fairy 6d20 + Str mod + Dex mod +Wis Mod + Int Mod + Cha mod After use all modifier including AC and initiative drop by 1 Uses: 1 + every 4 lvl in paladin after lvl 12 (Max: 3) Damage increased by an additional 1d20 every 4 lvl Hits multiple opponents and ignores allies Uses only restored after long rest AOE: 60 ft by 60ft Cost: Action Hit: Prof Bonus + Cha Mod +Dex Mod+ Str Mod + Wis Mod + Int Mod Flavor Text: The user concentrates the entirety of their latent potential and forms it into a beam of light. This Technique's origins have been traced back 4300 years.
Rogue	Shadow Sneak Lvl 1	Sucker Punch Lvl 5	Cloud of Darkness Lvl 11

	Ghost 1d6 + Dex mod Rogue can use this at the start of combat for a free shot taking their bonus action -allows use of sneak attack Damage increased by an additional 1d6 every 4 lvls Becomes d8 damage at lvl 6 Uses: 2 + every lvl in Rogue after lvl 1 (Max: 11) Range: 10 ft Cost: Action unless at the start of combat Hit: Prof Bonus + Dex Mod Flavor Text: Almost becoming one with the shadows the user can quickly attack their opponent before retreating back to the shadows.	Dark 3d10 + Dex mod Rogues can use this at the start of combat for a free shot taking their reaction. Or can be used as a reaction if the target is using an attack -can apply sneak attack damage if not used beforehand Damage increased by an additional 1d10 every 4 lvl Uses: 2 + every 3 lvls in Rogue after lvl 5 (Max: 7) Range: 10 ft Cost: Reaction unless at the start of combat Hit: Prof Bonus + Dex Mod Flavor Text: Gauging whether or not the opponent will attack is crucial to using this technique. If successful the user launches a blow to the opponent before they attack.	Dark Creates a dark cloud around the user. The cloud gives disadvantage to all those except the user Covers 30 by 30 ft area; rogue is at center of the cloud Size increase by 10ft every 4 lvls in Rogue Max size: 50ft by 50ft Uses: 1 + every 4 lvl in rouge after 12 (Max: 3) Restores after long rest Cost: Action Flavor Text: A billowing smoke as thick as the night emerges from the rogue. Creating a large area of pure darkness. OR Vicious Maelstrom Lvl 11 Steel 6d12+ Weapon roll that was used to create the maelstrom (weapon can be recovered after combat, possibly broken)
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			Uses: 1 + every 3 lvls in rouge after 11 (Max: 9) Range: 20ft Cost: Action Hit: Prof Bonus + The first Weapons to hit Flavor Text: The user launches a cacophony of weapons at the target.
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Side notes:

Monks still have unarmoured defense and movement and are the only Martial class to have a range attack. They still use dex modifier for attacks

Druids Innately have transform(this is basically wild shape) Conditions: PC must have beaten this creature before, PC must be larger or equal size to the creature

Rogues: Still have thieves cant and disarm traps

Paladins and **Clerics:** Paladins are more affected by their faith at lower lvls because of **Smite**. Cleric's Sacred Seal will be affected by their faith only

Bard: Bardic inspiration can be stacked with helping hand

Wizard and **Sorcerer:** Have pretty much the same spells list with ups and downs.

Sorcerers get spells earlier but have lower uses and Wizards get spells later but higher uses. Sorcerers also have access to the Dragon and Fairy type attacks **Note if a there is a / in the move then that means the move share the same use so if you have ice beam and thunderbolt in your move slots and use them consecutively there will be 6/8 uses left**

Warlock: Is more focused on the familiar abilities you gain from your pact and the attacks you get are more gimmicky compared to other classes

Ranger: Largely eyeballed what skills they should get and largely assumed most Ranger skills are bow based.

Barbarian: Pretty much a better fighter

Fighter: Like the other martial classes has CC because it's the Apex of physical Fighting power. Overall basic as per usual, but solid.

How Mimic works

When a warlock uses Mimic, it copies the move used prior (whether it be an allies move or not). The move is copied one to one so let's say a warlock PC copies the Barbarians' Close Combat. Now lets say the Barbarian has +2 dex and +4 str and is lvl 16. So the Barbarian rolls dice and they get roll a total of 70, and with mods that is 76 damage total

So Mimic is used and the warlock now has a sure fire 76 damage move they can use 2 times. Why is this? Because the mimic move halves (**rounded up if Use = 1, but round down if uses > 1**) the uses and because Barbarians lvl 16, so they could use CC 4 times. Therefore the Warlock can only use it twice before they must cast mimic again. Why not just take a short rest? Because moves copied by mimic can never have their uses restored by any means. Passive abilities are a single use regardless of max uses.

Helping Hand

The boost from helping hand applies after all damage rolls are done. So for example lvl 6 Monk with a + 3 dex mod and has bardic inspiration from the lvl6 bard so and additional 1d8 Monk uses mach punch (2d6 +3 and 1d8) x 1.5= (4+2 +3 + 5) x 1.5 = (14)x 1.5= 21 total damage. If the damage value is a decimal round down. Helping hand can only be used for attack rolls

Absolute Faith

From left to right in terms of ability scores

For example:

1, 2-4, 5-7, 8-10, 11-13, 14-16, 17-19, 20
Nat 1, Str, Dex, Con, Int, Wis, Cha, Nat 20

If you roll a nat 1 you subtract 1 to all ability modifiers (***you've disappointed your god***)

If you roll a nat 20 you add a +3 to all of your ability modifiers and the **Jackpot/Turkey** effect is applied

The effects last for an hour

User can change order of ability score once per long rest

Notable Items (MORE WILL BE ADDED LATER)

Item	Cost	Weight	Effect
Oran Berry	2 GP	0.2 lb	Heals 10 hp
Sitrus Berry	10 GP	0.4 lbs	Heals 25% of max HP
Rawst Berry	6 GP	0.3 lbs	Heals burn

Chesto Berry 7 GP 0.3 lbs	Heals sleep
Cheri Berry 5 GP 0.1 lbs	Heals paralysis
Pecha Berry 8 GP 0.3 lbs	Heals Poison
Leppa Berry 12 GP 0.3 lbs	Restores 2 uses to any move unless specified otherwise
Lum Berry 15 GP 0.4 lbs	Heals all status conditions
White Herb 170 GP 0.6lbs	A herb that has powerful cleansing properties. So powerful in fact that at the end of a turn if it's equipped a NPC/PC has all negative stat modifier effects removed. Single use (This item would negates Light of ruins downside for a single use)
Safety Goggles 125 GP 4 lbs	Negates all damage from weather and makes user immune to powder and spore moves`
Heavy-Duty Boots 250 GP 4lbs	The user is now immune to hazardous field conditions. -5ft to walking speed The user is unimpeded by rough terrain
Air Ballon 100 GP 3 lbs	A balloon that when tethered to a pokemon allows themes to float above the ground. The ballon breaks when hit by an attack
Pecha Scarf 240 GP 5 lbs	User is immune to poison
Cheri Scarf 150 GP 6 lbs	User is immune to paralysis
Rawst scarf 180 GP 5 lbs	User is immune to burn
Chesto Scarf 210 GP 7 lbs	User is immune to sleep
Lum Scarf 450 GP 8 lbs	User is immune to all status conditions
Power Band 600 GP 15 lbs	Gives +2 to Strength based skills and +1 Str mod
Swift Boots 550 GP 10 lbs	Gives +2 to dexterity based skills and +1 Dex mod
Wise Glasses 600 GP 1 lbs	Give +2 to wisdom based skills and +1 Wis mod

Revive 1500gp 10 lbs	Revives dead NPC/PC and restores them to 25% hp(follows same rules as Revive move)
Max Revive 5000 GP 30 lbs	Revives dead NPC/PC and restore them to full health and does not have a time limit
Focus Sash 700 GP 0.5 lbs	The user is able to withstand any attack and survive on 1 hp Breaks upon uses
Focus Band 500 GP 0.8lbs	The user has a chance to survive any attack on 1 hp; even while being on 1 HP Con Save>17 for last stand to take effect Doesn't break upon use
Rations (10 days) 10 GP 10 lbs	Contains enough food and water to last a day
Pot (1 gallon) 12 GP 35 lbs	Can be used to store liquids or for cooking
Tinder box 10 GP 1 lbs	Contains a flint and steel along with some kindling; typically used to light fires.
Fire starters 3 GP .5 lbs	Single use item that contains some oil, a match.
Short Sword 20 GP 2 lbs	Weapon that deals 1d6 +dex mod Reach 5ft
Axe 25 GP 5 lbs	Weapon that deals 1d8 + str mod Reach 5ft
Dagger 5 GP 1 lbs	Weapon that deals 1d4 +Str mod Can be thrown Reach: 5ft Range:20ft/60ft
Rapier 50 GP 2 lbs	Weapon that deals 1d8 + Dex mod Reach 5ft
Short Bow 30 GP 2 lbs	A ranged weapon deals 1d6 + Dex mod Range: 80ft/320ft
Arrows (x10) 2 GP .5lbs	Basic ammunition for bows
Leather 20 GP 10lbs	A light armor meant to fit most Pokemon Adds 1 point to AC (AC= 10 +Armour mod + Dex Mod)

Note: sell price is usually less than or equal to half the purchase price, this can be altered by many means.

TM's:

TM Number Name of Move	Move Description and effect
TM 16 Reflect	Psychic Type User cast a mystical barrier that reduces all incoming Physical damage by half. Protecting the entire party Barrier can be walked through User rolls a 1d4 +Wis Mod to see how many minutes the barrier last Cost: Action Range: Self/Team Use: 5
TM 17 Light Screen	Psychic Type User cast a mystical barrier that reduces all incoming magic damage by half. Protecting the entire party Light Screen can be walked through User rolls a 1d4 + Wis Mod to see how many minutes the barrier last Cost: Action Range: Self/Team Use: 5
TM 18 SafeGuard	Normal Type User cast a mystical barrier that protects the party from all status conditions Safeguard can be walked through User rolls a 1d6 + Wis Mod to see how many

	minutes the barrier last Cost: Action Range: Self/Team Use: 5
TM 28 Protect	Normal type Protect the user from any direct attack on the user Status ailments will pass through Protect The NPC/PC who used this move must roll a 1d20 Roll > 10 is a success If failed then you will still receive some protection(about 50%) If succeeded then Protect will work as intended Cannot be used Consecutively Cost: Reaction Range: Self Uses 4
TM 31 Counter	Fighting Type Counters all Physical attacks directed at the PC/NPC for equal damage to the attacker PC still takes damage Effect ends when the NPC/PC has been hit and countered the damage If not attacked then the effect last until PC/NPC next turn Cannot be used consecutively DC: 17-Str Mod- prof Bonus vs Str Save

	If NPC/PC fails the roll then the user reflects back only half the damage Damage is not reflected back if user dies before next turn Cost: Reaction Range: Self Use: 4
TM 32 Mirror Coat	Psychic Type Counter all magical attacks directed at the PC/NPC for equal damage to the attacker PC/NPC still takes damage Effect ends when the NPC/PC has been hit and countered the damage If not attacked then the effect last until PC/NPC next turn Cannot be used consecutively $1D20 + \text{Int Mod} > 12$ for move to succeed If NPC/PC fails the roll then the user reflects back only half the damage Damage is not reflected back if user dies before next turn Cost: Action Range: Self Use: 4
TM 33 Magic coat	Psychic Type Reflects all status ailments back to the attacker NPC/PC will not be affect by these conditions

	Cannot be used consecutively Effect ends when the NPC/PC has been hit with a status and send it back to the attacker If not attacked then the effect last until 1D20 + Cha Mod > 11 for move to succeed If NPC/PC fails the roll then the move isn't bounced back but just fails to make it back to the caster of the status move Cost: action Range: Self Use: 5
TM 26 Endure	Normal type User endures any and all attacks (surviving on 1 HP) For the first time they reach 1 health it is for free On the 2nd time they must roll roll a Con save to survive Each time after the 2nd, the user gains a disadvantage of -1 modifier $(-1(x-2)) = \text{Disadvantage modifier}$ x = number of times move has been used consecutively Cost: Action Range: Self Use: 3
TM 12 Work Up	Normal type User raise Str Mod and Int Mod by 1 for 30 minutes Can be used consecutively; time is not

	additive but the modifiers will Cost: Action Range: Self Use per day= (PC/NPC lvl)/(4) Minimum 1 Max 5
TM 99 Earthquake	Type Ground The NPC/PC, in the center, shakes the very earth beneath them, affecting an area within a 50 ft radius. This attack will hit allies as well as opponents Those affected must do a dex save for a chance to halve the damage 4d20 + Str Mod + Con mod Cost: Action Range 50 ft radius NPC/PC is center

Note:

Most TM's don't increase in damage or uses unless specified

TM's are a single use item

Some TM's can be learned by some while others can't

TM's can be obtained by: Purchasing them, looted off of bosses, or given to the PC's by certain NPC's as a quest reward

TM's are weightless

Total TM count may reach 99 but this is a start.

PC Creation:

The player does not choose a race in this campaign but a first stage pokemon that can evolve; the only exception to this is Rotom (Excluding legendary, Mythical, Ultra Beast, and Paradox Pokemon). This can be any pokemon from gen 1- 9 or could even be a fakemon if you provide the dm with proper stats for the mon and general gist of what it looks like.

If your pokemon has 1 or 2 stages in its evo line, but has a mega then you are allowed to substitute it as an evolution. For example Sableye and Audino become available.

Link to National Dex: [Pokedex](https://www.pokedex.net/)

Proficiency:

You can choose to take two proficiencies or 1 expertise because of your pokemon species

Ability Score:

You can use point buy, roll a 4d6 and drop the lowest number, or use standard array, if you roll below or equal to 8 you may reroll if you wish to.

You start off with highest HP available at lvl, so a wizard with +1 con has 7 hp

Base Stats Order

HP= Con 1

Attack= Str 2

Defense= Charisma 3

Special Attack= Int 4

Special defense= Wisdom 5

Speed= Dex 6

Saving throws:

Your proficient saving throws are dictated by the two highest base stats of your pokemon.

In the scenario there is a tie for 2nd highest then roll 1d6 if you roll a 1,2, or 3 then you pick the stat that came first, if you rolled a 4, 5, or 6 pick the lower stat order wise.

If the scenario all stats are equal roll a 2d6 and whatever number corresponds to order. If you rolled the same number then roll a 1d6 until it is a different number.

Starting GP= 5d10 (minimum of 10)

Starting equipment:

You have a backpack, waterskin, and bedroll by default, and you get 50gp to spend on items in the above list. Any spare GP you may have will be discarded and not added to starting gp.

Class:

You can pick any class regardless of what species of pokemon you are Scroll up to see what you moves you gain

Ability score Modifiers:

Normal: +2 Con, + 1Cha

Water: +2 Int, +1 Cha

Fire: +1 Str, +2 Dex

Grass: +1 Wis, +2 Con

Electric: +3 Dex

Ice: +1 Wis, +2 Int

Fighting: +3 Str

Psychic: +3 Int

Poison: +2 Cha, +1 Dex

Bug: +2 Dex, +1 Con

Flying: +1 Str, +2 Wis

Ground: +2 Con, +1 Int

Rock: +3 Con

Dragon: +2 Str, +1 Int

Ghost: +3 Wis

Steel: +1 Str, +2 Con

Dark: +1 Str, +2 Cha

Fairy: +3 Cha

Dual Type

If your PC is a dual type let's say **Ice Rock**, they will have **+1 Wis, +3 Con**.

Now let's switch it up and say it is a **Rock Ice type**, they would have **+3 Con, +2 Int**.

If the PC is a single type like **Steel** then they would have **+ 1 Str, + 2 Con**

Extra:

Beside that you can just use Dnd Beyond to get an idea for your character sheet and then modify it from there.