**Pokémon Tamer**

Tracking her next partner through the deep woods, the elven maiden stops a moment to for the signs of her quarry. She knows that they are found in these woods, but they are rare and elusive. She sees the signs she needs, a small patch of burnt ground as if caused by a lightning strike, and she knows she is close. She summons forth her partner, a rock like creature commonly called Geodude, and continues deeper into the forest.

After years of study and trials, the human boy is ready to receive his gift. He has carefully carved and hallowed the apricorn, chanted the rituals and created the perfect vessel for his new partner to join him for his journey. The boy's mentor retrieves him from his chambers and leads him to the arena, where he will choose which Pokémon he will fight, which Pokémon he will impress enough that it will join with him and accept him as its new master.

Unlikely partners:

The Pokémon Tamer proved to be a unique solution to a new problem. As beasts and humans were being threatened by this new type of monster, monsters who had unbelievable powers and abilities, a few began to notice that these monsters could be tamed, and the raw power these monsters possessed could be harnessed to the betterment of all. For many years, wizards had been able to bind creatures to them as familiars, and one creative individual adapted that spell to create the ritual that resulted in the first Pokeball. Unlike the wizard, it does not take many years to learn magic to understand the ritual to create the Pokeball, but many tamers spend years learning about Pokémon and studying them in the field. Some tamers started as an apprentice to another tamer, while others simply paid to be taught how to capture a Pokémon and set out on their own.

Pokémon tamers are uniquely versatile, adapting their style to match their Pokémon and where they see themselves in the world. Some favor specializing in one type of Pokémon, becoming a master of that type both in strength and in knowledge. Others see power in having all different Pokémon, allowing them to quickly adapt to any new situation.

Peacemakers, problem solvers and exhibitionists:

Anyone with enough patience can tame a pet, but only a true Pokémon tamer knows how do truly become partners with a Pokémon.  As such, tamers are often sought out to deal with wild Pokémon that are threatening a village, often working with the village and the Pokémon to find a peaceful solution of coexistence, or in worse case, driving the Pokémon off to find a new home. As more people have begun to tame Pokémon, new avenues of entertainment have appeared in the world. Pokémon exhibition battles are becoming more common, where two tamers come together to pit their skills and Pokémon against each other. These are wild battles, where both the Pokémon and the tamer are just as likely to be attacked. Successful tamers can often make a good living off the winnings provided in these contests.

The life of a tamer is often one of travel, finding that next problem to solve, or that next match to win. A few tamers have set themselves up in a town as its protector, dealing with any Pokémon that might pose a problem to their city, village or town.

Creating a Pokémon Tamer:

When creating a Pokémon tamer, think about how you got your first Pokémon. How did you get your first partner? Was it a gift from your master after years of apprenticeship? Did you come across your Pokémon in the wild, after learning the Pokeball ritual? Was there a need in your town or with your family to deal with a Pokémon that was causing problems? Also think upon the nature of your relationship with the Pokémon and the mysteries they present.  What kind of trainer do you want to be? Are you a straight forward battler, who commands her Pokémon in battle and fights alongside her partner? Are you looking to understand their powers, and mimic them in your actions through spells? Or are you clever and sneaky, and see your Pokémon as a partner in crime?

Quick build:

You can make a Tamer quickly by following these suggestions. First, Charisma should be your highest ability score, as animal handling checks for Pokémon are charisma based. Make Dexterity or Intelligence your next highest, depending on what type of trainer you want to be. Dexterity is good for increasing your AC and other skills to fight next to your Pokémon, while Intelligence is used to learn spells if you want to become a mystic.  Second, choose the Sage or Folk Hero background, depending on if you spent years of study to become a Tamer or were dealing with a problem Pokémon in your past.

**Class Features**

As a Pokémon Tamer, you have the following class features.

Hit Points:

Hit Dice: 1d6 per level
HP: 6 + your constitution modifier
Level: 1d6 (4) + your constitution modifier per tamer level after 1$^{st}$.


Proficiencies:
Armor: Light Armor
Weapons: Simple Weapons
Tools: None

Saving Throws: Intelligence, Charisma
Skills: Choose 4 from the following skills: Animal Handling, History, Insight, Perception, Persuasion, and Survival.

Equipment:
You start with the following equipment, in addition to the equipment granted by your background.
- a) club or b) dagger or c) spear
- a) explorer's pack or b) diplomat's pack
- leather armor
- your first Pokémon partner and pokeball

| Level | Proficiency Bonus | Ability |
|---|---|---|
| 1 | 2 | Pokémon Capture Ritual, Pokémon partner |
| 2 | 2 | Favored Type |
| 3 | 2 | Pokémon Path, Pokémon Partner |
| 4 | 2 | Ability Score Increase |
| 5 | 3 | Extra Attack |
| 6 | 3 | Favored Type Improvement |
| 7 | 3 | Pokémon Path, Pokémon Partner |
| 8 | 3 | Ability Score Improvement |
| 9 | 4 | Pokémon Bond – Protection and Courage |
| 10 | 4 | Skill Expertise, Bonus Action Switch |
| 11 | 4 | Pokémon Path, Pokémon Partner |
| 12 | 4 | Ability Score Improvement |
| 13 | 5 | Pokémon Natural Cure, Extra attack |
| 14 | 5 | Favored Type Improvement |
| 15 | 5 | Pokémon Path, Pokémon Partner |
| 16 | 5 | Ability Score Improvement |
| 17 | 6 | Feral Senses |
| 18 | 6 | Pokémon Path, Pokémon Partner |
| 19 | 6 | Free Switch |
| 20 | 6 | Pokémon Mastery |

Pokémon Capture Ritual:
At first level, you have been trained in the art of capturing Pokémon. You have learned how to create an apricorn vessel and the ritual to prepare the apricorn to bind to the Pokémon. Preparing a new apricorn takes 24 hours, and then the apricorn is ready. At first level, you can only carry one Pokémon partner with you. This will change as your levels increase.  You can release a Pokémon at any time, but doing so destroys the apricorn that the Pokémon was bound to and a new apricorn must be created. Capturing a Pokémon in the wild is an Animal Handling check, where the DC is the amount of HP the Pokémon has remaining, provided it is above 0. At zero, the Pokémon is too weak to be bound successfully to the apricorn. Once bound, the Pokémon is protected and should the Pokémon be reduced to 0 hit points, the Pokémon returns to the apricorn and cannot be summoned again until the next day.

Pokémon partner:
At first level, you have captured or been gifted your first Pokémon. This Pokémon must be a CR 1/8 creature or less. In battle, you use your action to give the Pokémon commands. If you do not give the Pokémon an action to perform, the Pokémon will do its best to protect itself until given a command. Switching between Pokémon takes a full action. The AC of the Pokémon is determined by the strength of the bond between the tamer and Pokemon (8 + your proficiency bonus + your charisma modifier).

At level 3, you gain the ability to have 2 Pokémon and apricorn on you. The Pokémon can be CR 1/2 or lower, and any existing Pokémon can level to be CR 1/2 maximum.  At level 7, you can have 3 Pokémon of level CR 1 or lower. At level 11, you can have up to 4 at CR 2 or lower. At level 15, you can have 5 Pokémon of level CR 3 or lower. At level 18, you can have 6 Pokémon of level CR 4 or lower.

Favored Type:
Choose one of the Pokémon types: Normal, fire, water, fighting, flying, grass, poison, electric, ground, psychic, rock, ice, bug, dragon, ghost, dark, steel, or fairy.

You have advantage on survival checks to track that type, and animal handling checks to catch that type. Also, you grant your favored type +1 to its attacks and defense. This bonus only applies once in the case of dual types.

At level 6, you choose another type from the list. Pokémon attacks are considered magic when overcoming resistances.

At level 14, you choose a third type. You also grant your favored types +2 to attacks and defense. This bonus only applies once in the case of dual types.

Pokémon Paths:
You choose the path of the warrior, the path of the mystic or the path of the spy.

Ability Score Improvements:
When you reach 4th level, and again at 8th, 12th, and 16th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra attack:
At 5$^{th}$ level, you gain the ability to use an extra attack. When you or your Pokémon uses an attack action, you or your Pokémon can make an additional attack.
At level 13, you gain 1 more additional attack action.

Pokémon bond:
You have developed a strong bond between yourself and your Pokémon. You gain the bond of protection and courage. Protection allows the Pokémon to gain a bonus to any saving throw equal to your charisma modifier while you are conscious. Courage allows your Pokémon to not be frightened while you are conscious.

Expertise:
Choose two of your skill proficiencies. Your proficiency is doubled for any ability check you make that uses either of the chosen proficiencies.

Bonus Action Switch:
Switching between Pokémon is now a bonus action, instead of a full action.

Pokémon Natural Cure:
You can use your action to end one spell effect on yourself or your Pokémon. Also, returning your Pokémon to its apricorn will end one spell effect on that Pokémon. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Feral Senses:

You gain preternatural senses that help you fight creatures you can't see. When you or your Pokémon attack a creature you can't see, your inability to see it doesn't impose a disadvantage on your attack rolls against it. You are also aware of the location of any invisible creature within 30 feet of you or your Pokémon, provided that the creature isn't hidden from you and you aren't blinded or deafened.

Free Switch:
You can freely and incidentally switch Pokémon without spending any of your actions.

Pokémon Mastery:
Your favored types gain a +3 to attack and defense (only applied one in cases of dual typing). Your Pokémon also gains a bonus to the attack roll or damage on any type that is weak to your Pokémon, equal to your Charisma bonus. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

Path of the Warrior:

Battle Commands: When you choose this path, you learn battle commands for your Pokémon. These are fueled by command dice.
Commands: You learn three commands of your choice from the list of available commands. You can only use one command per attack. You learn two additional commands of your choice at 7th, 11th, and 15th level.
Command dice: You have four command dice, which are d8s. A command dice is expended when you use it. You regain all of your command dice on a short or long rest. You gain another command die at 7th level and one at 15th level.
Saving Throws: Some of your commands require the target to make a saving throw. The saving throw DC is calculated as follows. DC = 8 + your proficiency bonus + your intelligence modifier

Who's that Pokémon:
Starting at 7th level, if you spend 1 minute observing or interacting with another Pokémon outside of combat, you can learn certain information about its capabilities. The DM tells you if the creature is your equal, superior or inferior in regards to two of the following characteristics of your choice:
- Strength score
- Dexterity score
- Constitution score
- CR level
- Current hit points
- Armor Class

Improved Commands:
At 11th level, your command dice turn into d10. At level 18, the turn into d12.

Relentless:
Starting at level 15, when you roll initiative and have no command dice left, you regain 1 command die.

Commands:

*Heal Bell or Aromatherapy*: On your turn, you can command your Pokémon to strengthen your allies. When you do, spend a command die to allow your allies can apply your Charisma modifier to any saving throws until the end of your next turn.

*Disarming strike*: When you hit a creature with a Pokémon attack that makes physical contact, you can expend one command die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the command die to the attack's damage roll, and the target must make a strength saving throw. On a failed save, it drops the object you chose.

*Distraction*: When you hit a creature with a Pokémon attack, you can expend one command die to distract the creature, giving your allies an opening. You add the command die to the attack's damage roll, and the next attack against the target by an attack other than your Pokémon has advantage if the attack is made before your next turn.

*Dodge*: You can command your Pokémon to dodge and forgo its attack. You roll the die and add the number rolled to your Pokémon's AC. This counts as an attack action for purposes of extra attacks.

*Howling attack*: You can command your Pokémon to howl as an attack action. Your Pokémon gains a bonus to hit with melee attacks equal to the result of one command die until the end of your next turn.

*Leering attack*: You command your Pokémon to leer as an attack action. The target must make a wisdom saving throw, or have its AC lowered by the result of one command die until the start of your next turn.

*Leaping attack*: When you make a Pokémon melee attack, you can expend one command die to increase the Pokémon's reach by 5 feet for that attack. If you hit, you add the command die to the attack's damage roll.

*Pack tactics*: When your Pokémon hits a creature with an attack action, you can expend one command die to allow one of your comrades to move into a more advantageous position. You add the command die to the attack's damage roll, and choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.

*Parry*: When another creature damages your Pokémon with a melee attack, you can use your reaction to command the Pokémon to parry. You expend one command die and reduce the damage by the number you roll + your intelligence modifier.

*Precision Attack*: When you make a Pokémon attack roll against a creature, you can expend one command die to add it to the roll. You can use this command before or after making the attack roll, but before any effects of the attack are applied.

*Slam attack*: When you hit a creature with a Pokémon melee attack, you can expend one command die to attempt to drive the target back. You add the command die to the attack's damage roll and if the target is Large or smaller, it must make a strength saving throw. On a failed save, you push the target up to 15 feet away from your Pokémon.

*Sweeping attack:* When you hit a creature with a melee Pokémon attack, you can expend a command die to attempt to damage another creature with the same attack. Choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it take damage equal to the number rolled on the command die. The damage is of the same type as the original attack.

*Trip attack*: When you hit a creature with a Pokémon attack, you can spend a command die to attempt to knock the target down. You add the command die to the attack's damage roll, and if the target is Large or smaller, it must make a strength saving throw. On a failed save, you knock the target prone.

Pokémon Superiority:
When you reach 18th level, Pokémon sense your power and ability and are hesitant to attack you directly. When a Pokémon attacks you, the Pokémon must make a wisdom saving throw against your DC. On a failed save, that Pokémon must attack your Pokémon or the attack automatically misses. On a

successful save, the Pokémon is immune to this effect for 24 hours. The Pokémon is aware of this effect before it attacks you.


Path of the Mystic:

Spellcasting:
When you reach 3rd level, you gain access to the druidic and natural arts of spellcasting.
Cantrips: You learn two cantrips of your choice from the druid spell list. You learn an additional cantrip at 11th level.
Spell Slots: The spellcasting table shows how many spell slots you have to cast your spells of 1st level or higher. To cast one of your spells, you must expends a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.
Spells known of 1st level or higher: You know three 1st level druid spells of your choice. The spellcasting table shows when you learn new spells. Whenever you gain a new spell, you can replace one of the spells you know with another from the druid spell list. The new spell must be of a level for which you have spell slots.
Spellcasting ability: Intelligence is your spellcasting ability for your spells, since you've learned your spells through research. You use your intelligence modifier when setting the saving throw DC for your spells. Spell save DC = 8 + your proficiency bonus + your intelligence modifier. Spell attack = your proficiency bonus + your intelligence modifier.

| Tamer Level | Cantrips Known | Spells Known | 1st | 2nd | 3rd | 4th |
|---|---|---|---|---|---|---|
| 3 | 2 | 3 | 2 | - | - | - |
| 4 | 2 | 4 | 3 | - | - | - |
| 5 | 2 | 4 | 3 | - | - | - |
| 6 | 2 | 4 | 3 | - | - | - |
| 7 | 2 | 5 | 4 | 2 | - | - |
| 8 | 2 | 6 | 4 | 2 | - | - |
| 9 | 2 | 6 | 4 | 2 | - | - |
| 10 | 2 | 7 | 4 | 3 | - | - |
| 11 | 3 | 8 | 4 | 3 | - | - |
| 12 | 3 | 8 | 4 | 3 | - | - |
| 13 | 3 | 9 | 4 | 3 | 2 | - |
| 14 | 3 | 10 | 4 | 3 | 2 | - |
| 15 | 3 | 10 | 4 | 3 | 2 | - |
| 16 | 3 | 11 | 4 | 3 | 3 | - |
| 17 | 3 | 11 | 4 | 3 | 3 | - |
| 18 | 3 | 11 | 4 | 3 | 3 | 1 |
| 19 | 3 | 12 | 4 | 3 | 3 | 1 |
| 20 | 3 | 13 | 4 | 3 | 3 | 1 |

Pokémon Synchronization:
At 7th level, when you cast a cantrip as your action, your Pokémon can make an attack action as your bonus action.

Mystical Strikes:
At 11ᵗʰ level, when your Pokémon hits a creature with a melee attack, that creature has disadvantage on the next saving throw it makes against a spell you cast before the end of your next turn.

Teleportation:
At 15ᵗʰ level, your gain the ability to teleport your Pokémon to an unoccupied space you can see within 30 feet. Your Pokémon then can make an attack as a free action against a target that is within its range.

Improved Synchronization:
At 18ᵗʰ level, when you use your action to cast a spell, your Pokémon can make an attack as your bonus action.


Path of the Spy

Incorrigible Thief:
At 3rd level, when you choose this path, you become proficient in Stealth, Slight of Hand and with Thieves' tools. You also are proficient with all weapons that have the Finesse quality.

Ally Switch:
At 7th level, you gain the ability to teleport by changing places with your Pokémon. As a bonus action, you and your Pokémon can swap places as long as you have line of sight to your Pokémon and you are within 60 feet and you can fit into the location the new location.  Once swapped, either you or your Pokémon have advantage on your next attack after the swap.

Beguiling Charm:
At 11th level, your charm becomes extraordinarily beguiling.  As an action, you can make a Charisma (persuasion) check against non-Pokémon, or a Charisma (Animal Handling) check against Pokémon, contested by their insight. The creature must be able to hear you and understand you.
If you succeed, hostile creatures have disadvantage on attack rolls against targets other than you or your Pokémon partner and can't make any opportunity attacks against any other targets other than yourself or your Pokémon. This effect lasts for 1 minute, or until one of your companions attacks the target or affects it with a spell, or until you and the target are more than 60 feet apart.
If you succeed and the creature isn't hostile toward you, the creature is charmed for 1 minute. While charmed, it regards you as a friendly acquaintance. This effect ends immediately if you or your companions do anything harmful to the target.

Double Team:
At 15th level, you can sometimes cause another creature to suffer an attack meant for you or your Pokémon. When you or your Pokémon are targeted by an attack while a creature within 5 feet of you or your Pokémon is granting cover against that attack, you can use your reaction to have the attack target that creature instead of you or your Pokémon.

Quick Claw:
At 18th level, you have become adept at quickly escaping danger and quickly reacting to dangerous situations. You can take two turns during the first round or any combat. You take your first turn at your

normal initiative order and your second turn at initiative -10. You can't use this feature if you are surprised.