

SUPPLEMENT: FUSION POKEMON MECHANICS

A GUIDE FOR FUSING POKEMON IN THE POKEMON WORLD.

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Mechanics for fusing Pokemon adapted from [Pokemon Infinite Fusion Wiki](#)

SPECIAL THANKS

To the members of the Pokemon 5e Discord and subreddit for your support, ideas, and playtesting. This would not be possible if it were not for all of you. Made with GM Binder

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MECHANICS

Fusing Pokemon has been a popular mechanic and exploration topic for some time now in the Pokemon fan world. In order for fusion to work, two Pokemon may be fused together using a fusing item known as a DNA Splicer. These splicers combine 2 Pokemon to create a fused Pokemon. Below are the mechanics to stat the newly fused Pokemon.

HEAD AND BODY

A fused Pokemon has two main parts: the **Head** and the **Body**. The trainer determines which Pokemon is designated as the **Head** and which Pokemon is designated as the **Body**.

HEAD DETERMINES:

- Primary Typing
- SR

BODY DETERMINES:

- Size
- Secondary Typing
- AC
- Hit Dice
- Speed

SPLICER DETERMINES:

- Level
- Nature
- Gained Experience

WEIGHTED AVERAGE:

- HP
- Stats

TRAINER'S CHOICE:

- Proficient Skills
- Saving Throw
- Ability
- Hidden Ability

NAME

The name of the newly fused Pokemon is created by taking the first half of the **Head's** name and the second half of the **Body's** name. **Example:** Bulbasaur (Head) + Charmander (Body) = Bulbander

SIZE

Size is determined by the Pokemon designated as the **Body**.

TYPING

Primary Typing is passed on by the Pokemon designated as the **Head**. *Secondary Typing* is passed on by the Pokemon designated as the **Body**. **Exception.** Flying can only be a Secondary Typing.

LEVEL & SR

The fused Pokemon's level is determined by the DNA Splicer. See the **Items** section for more information. SR is determined by the Pokemon designated as the **Head**.

AC, HP, HIT DICE, SPEED

AC, Hit Dice, and Speed are determined by the Pokemon designated as the **Body**. HP is taken as a weighted average between the two Pokemon, rounded up.

STATS

The 6 Main Stats (*STR, CON, DEX, INT, WIS, CHA*) are all taken as weighted averages. STR, CON, and DEX round towards the Pokemon designated as the **Body**, if not a whole number. CHA, INT, and WIS round towards the Pokemon designated as the **Head**, if not a whole number.

PROFICIENT SKILLS, SAVING THROW

The trainer chooses two skills that either of the two Pokemon are proficient in as the fused Pokemon's proficient skills. The trainer chooses one skill that either of the two Pokemon have as a saving throw.

VULNERABILITY, RESISTANCE, IMMUNITY

Vulnerability, Resistances, and Immunities are determined by the newly fused Pokemon's combined Typing.

ABILITY & HIDDEN ABILITY

The trainer may choose 1 ability that either Pokemon has for the newly fused Pokemon's ability. The trainer may also choose 1 hidden ability that either Pokemon has for the newly fused Pokemon's hidden ability.

NATURE, GAINED EXPERIENCE

The fused Pokemon's nature and gained experience is determined by the DNA Splicer. See the **Items** section for more information.

EVOLUTION & BREEDING

Fused Pokemon cannot evolve or breed. Fused Pokemon are sterile.

MOVES

Fused Pokemon may learn any moves on either Pokemon's **Move List**; however, they cannot learn moves from a TM.

GENERAL RULE

Fused Pokemon cannot be further fused, nor can they be unfused.

FUSION IMAGES

To see what Fusion Pokemon may look like, play around at [Pokemon Fusion Generator](#). It contains all Pokemon from Gen I - Gen VII.

FUSION ITEMS

DNA SPLICER: ₱500

- Levels are averaged when fused
- Loses 25% of gained experience points when fused
- Nature is determined by d20 roll table

SUPER SPLICER: ₱1000

- Keeps highest level
- Loses 10% of gained experience points when fused
- Trainer chooses nature

DNA INVERTER: ₱1200

- Inverts the fusion (**Head** Pokemon is now designated as the **Body**; **Body** Pokemon is now designated as the **Head**)
- All stats affected
- New nature must be determined on the d20 roll table

FUSION EXAMPLE

EXAMPLE: FUSING A *BULBASAU*R WITH A *CHARMANDER*.

*All information for Bulbasaur and Charmander taken from the *Pokemon 5e - Gen I & II Monster Manual*.

STEPS WITH EXPLANATION

1) DETERMINE WHICH POKEMON IS THE HEAD AND WHICH IS THE BODY.

- **Head.** Bulbasaur
- **Body.** Charmander

2) DETERMINE THE SIZE AND TYPING OF THE NEWLY FUSED POKEMON.

- **Size.** Small. Charmander is the **Body** which determines the size.
- **Typing.** Grass/Fire. Bulbasaur's typing is grass/poison. Charmander's is fire. Since Bulbasaur's primary type is grass, Bulbasaur loses the poison typing and gains fire because of Charmander's type.

3) DETERMINE THE LEVEL AND SR OF THE NEWLY FUSED POKEMON.

- **Level.** With either the DNA Splicer or the Super Splicer the Level of Bulbasaur will be 1 since they both are level 1 Pokemon.
- **SR.** 1/2. Bulbasaur's SR is 1/2 and SR is determined by the Pokemon designated as the **Head**.

4) DETERMINE THE AC, HP, HIT DICE, AND SPEED OF THE NEWLY FUSED POKEMON.

- **AC.** 13. Determined by the Pokemon designated as the **Body**. aka Charmander
- **HP.** 17. Bulbasaur's HP is 17. Charmander's HP is 16. Weighted average between the two is 16.5. Rounded to 17.
- **Hit Dice.** d6. Determined by the Pokemon designated as the **Body**. aka Charmander
- **Speed.** 30ft walking. Determined by the Pokemon designated as the **Body**. aka Charmander

5) DETERMINE THE STATS (*STR, CON, DEX, INT, WIS, CHA*) OF THE NEWLY FUSED POKEMON.

- **STR.** 12. $(13+12)/2=12.5$, R=12. Weighted avg to **Body**.
- **CON.** 11. $(12+11)/2=11.5$, R=11. Weighted avg to **Body**.
- **DEX.** 13. $(12+14)/2=13$. Weighted avg to **Body**.
- **INT.** 6. $(6+6)/2=6$. Weighted avg to **Head**.
- **WIS.** 10. $(10+10)/2=10$. Weighted avg to **Head**.
- **CHA.** 10. $(10+10)/2=10$. Weighted avg to **Head**.

6) DETERMINE THE PROFICIENT SKILLS AND SAVING THROW OF THE FUSED POKEMON.

- **Proficient Skills.** Nature, Acrobatics. Chose one from Bulbasaur and one from Charmander.
- **Saving Throw.** Dexterity. Chose Dexterity as the saving throw from Charmander.

7) DETERMINE THE VULNERABILITY, RESISTANCE, AND IMMUNITY OF THE NEWLY FUSED POKEMON.

- **Vulnerability.** Flying, Poison, Rock. Grass-type is vulnerable to flying, poison, bug, fire, and ice. Fire-type is vulnerable to ground, rock, water.
- **Resistance.** Grass, Fire, Electric, Steel. Grass-type is resistant to ground, water, grass, and electric. Fire-type is resistant to bug, steel, fire, grass, and ice.
- **Immunity.** None. Neither are immune to any type.
- **Explanation for Vulnerability and Resistance.** Since Grass-type is vulnerable to Bug-type, but Fire is resistant to Bug-type, the two negate each other. The same goes for Water-, Ice-, and Ground-type. This would be the same for Fire-type, but since Charmander is a fire-type the resistance stays. Flying-, Poison-, and Rock-type remain vulnerabilities because neither have a resistance to those types. Likewise, Electric- and Steel-type remain as resistances because neither have a vulnerability to them.

8) DETERMINE THE ABILITY AND HIDDEN ABILITY OF THE NEWLY FUSED POKEMON.

- **Ability.** Blaze. Charmander's ability is Blaze and the trainer chooses the ability.
- **Hidden Ability.** Chlorophyll. Bulbasaur's ability is Chlorophyll and the trainer chooses the hidden ability.

9) DETERMINE THE NATURE AND GAINED EXPERIENCE OF THE NEWLY FUSED POKEMON.

- Nature is determined by a d20 roll with a DNA Splicer or by the trainer with a Super Splicer.
- Experience gained since it's last level is decreased by 25% with a DNA Splicer or decreased by 10% with a Super Splicer.

10) CREATE THE MOVES LIST OF THE NEWLY FUSED POKEMON.

- **Starting Moves:** Tackle, Growl, Scratch
- **Level 2:** Vine Whip, Leech Seed, Ember, Smokescreen
- **Level 6:** Poison Powder, Sleep Powder, Take Down, Razor Leaf, Dragon Rage, Scary Face
- **Level 10:** Sweet Scent, Growth, Double-Edge, Fire Fang, Slash
- **Level 14:** Worry Seed, Synthesis, Flame Burst, Flamethrower
- **Level 18:** Seed Bomb, Fire Spin, Inferno

BULBAUR STAT BLOCK

BULBAUR #001

Small Grass/Poison Type | Level 1 | SR 1/2

Armor Class: 13
Hit Points: 17
Hit Dice: d6
Speed: 30ft walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics, Nature
Saving Throws: Strength
Vulnerabilities: Fire, Flying, Ice, Psychic
Resistances: Electric, Fairy, Fighting, Grass, Water

Overgrow: When this Pokemon falls below 25% of its maximum HP, double the STAB damage for its grass-type moves.

Hidden Ability

Chlorophyll: This Pokemon's speed is doubled in bright sunlight.

Evolution: Bulbasaur can evolve into Ivysaur at level 6 and above. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

Moves

Starting Moves: Tackle, Growl

Level 2: Vine Whip, Leech Seed

Level 6: Poison Powder, Sleep Powder, Take Down, Razor Leaf

Level 10: Sweet Scent, Growth, Double-Edge

Level 14: Worry Seed, Synthesis

Level 18: Seed Bomb

Learnable Moves:

TM: 01, 06, 09, 10, 11, 16, 17, 20, 21, 22, 27, 32, 36, 42, 44, 45, 48, 49, 53, 75, 86, 87, 88, 90, 96, 100.

CHARMANDER STAT BLOCK

CHARMANDER #004

Small Fire Type | Level 1 | SR 1/2

Armor Class: 13
Hit Points: 16
Hit Dice: d6
Speed: 30ft walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Steel

Blaze: When this Pokemon falls below 25% of its maximum HP, double the STAB damage for its fire-type moves.

Hidden Ability

Solar Power: Damage rolls for this Pokemon get an additional +2 during bright sunlight.

Evolution: Charmander can evolve into Charmeleon at level 6 and above. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

Moves

Starting Moves: Growl, Scratch

Level 2: Ember, Smokescreen

Level 6: Dragon Rage, Scary Face

Level 10: Fire Fang, Slash

Level 14: Flame Burst, Flamethrower

Level 18: Fire Spin, Inferno

Learnable Moves:

TM: 01, 02, 06, 10, 11, 17, 21, 27, 31, 32, 35, 38, 39, 40, 42, 43, 44, 45, 48, 49, 50, 56, 61, 65, 75, 80, 87, 88, 90, 100.

FUSED BULBASAUUR- CHARMANDER (BULBANDER) STAT BLOCK

BULBANDER

Small Grass/Fire Type | Level 1 | SR 1/2

Armor Class: 13
Hit Points: 17
Hit Dice: d6
Speed: 30ft walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	11 (+0)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Nature, Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Flying, Poison, Rock
Resistances: Grass, Fire, Electric, Steel

Blaze: When this Pokemon falls below 25% of its maximum HP, double the STAB damage for its fire-type moves.

Hidden Ability

Chlorophyll: This Pokemon's speed is doubled in bright sunlight.

Evolution: Bulbander is a fused Pokemon, it cannot evolve nor breed.

Moves

Starting Moves: Tackle, Growl, Scratch

Level 2: Vine Whip, Leech Seed, Ember, Smokescreen

Level 6: Poison Powder, Sleep Powder, Take Down, Razor Leaf, Dragon Rage, Scary Face

Level 10: Sweet Scent, Growth, Double-Edge, Fire Fang, Slash

Level 14: Worry Seed, Synthesis, Flame Burst, Flamethrower

Level 18: Seed Bomb, Fire Spin, Inferno

Learnable Moves: No Learnable Moves/TMs



Image credit: [shadowhatesomochao](#), DeviantArt