

UNDERMON

FRISK (Pacifist form Human)

TYPE: Normal

ABILITIES: Frisk, Determination (If his HP are lower than 1/8, his speed is rised by 2)

HEIGHT: 1.1m WEIGHT: 30.0kg

STATS: HP 80, Atk 45, Def 105, SpA 35, SpD 90, Spe 80, TOT 435

CHARA (Genocide form Human)

TYPE: Dark

ABILITIES: Moxie, Determination

HEIGHT: 1.2m WEIGHT: 32.0kg

STATS: HP 80, Atk 105, Def 45, SpA 90, SpD 35, Spe 80, TOT 435

TORIEL

TYPE: Fire / Fairy

ABILITIES: Friend Guard, Patient Heart (Every move of the Pokémon have x2 PP)

HEIGHT: 1.9m WEIGHT: 75.0kg

STATS: HP 90, Atk 55, Def 85, SpA 100, SpD 120, Spe 50, TOT 500

SANS

TYPE: **Psychic** / **Ground**

ABILITY: Bad Time (When this Pokémon is on the field, he has infinite evasion and dodge even the moves like Aerial Ace, is immune to the EH and the Weather, all his STAB moves have a 50% chance of badly poison the target, even the poison, steel and Immunity targets, and the non-STAB damaging moves have a double secondary effect chance. After 10 turns on the field, the effects of this ability go away, if widthrew, the countdown stops but doesn't reset)

HEIGHT: 1.3m WEIGHT: 79.0kg

STATS: HP 1, Atk 1, Def 1, SpA 1, SpD 1, Spe 205, TOT 210

PAPYRUS

TYPE: **Fighting** / **Ground**

ABILITIES: Inner Focus, Integrity (Triggers the Gravity effect on switch in)

HEIGHT: 2.0m WEIGHT: 61.0kg

STATS: HP 70, Atk 105, Def 75, SpA 65, SpD 55, Spe 100, TOT 470

UNDYNE

TYPE: **Water** / **Steel**

ABILITIES: Battle Armor, Blocking Spear (Every move based on cuts, swords or spears has a 40% chance to flinch)

HEIGHT: 1.8m WEIGHT: 56.0kg

STATS: HP 70, Atk 110, Def 90, SpA 70, SpD 60, Spe 90, TOT 490

ALPHYS

TYPE: **Electric** / **Dragon**
ABILITIES: Technician, Klutz
HEIGHT: 1.4m WEIGHT: 63.0kg
STATS: HP 100, Atk 30, Def 65, SpA 95, SpD 80, Spe 60, TOT 430

METTATON

TYPE: Steel / **Electric**
ABILITIES: Volt Absorb, Show (The moves with more than one target gets a 50% power boost, even in Single Battles. The split damage is still considered)
HEIGHT: 1.5m WEIGHT: 155.0kg
STATS: HP 85, Atk 40, Def 100, SpA 70, SpD 95, Spe 50, TOT 440

Can evolve in Mettaton EX or Mettaton NEO, if levels up with Frisk or Chara in the party, respectively.

METTATON EX

TYPE: Steel / **Fairy**
ABILITIES: Cute Charm, Show
HEIGHT: 1.9m WEIGHT: 69.0kg
STATS: HP 50, Atk 100, Def 55, SpA 110, SpD, 45, Spe 130, TOT 490

METTATON NEO

TYPE: Steel / **Fighting**
ABILITIES: Download, Show
HEIGHT: 1.8m WEIGHT: 77.0kg
STATS: HP 85, Atk 125, Def 95, SpA 120, SpD 90, Spe 60, TOT 490

ASGORE

TYPE: **Fire** / **Dark**

ABILITIES: Flash Fire, Constriction (Gives the effects of taunt and mean look on switch in)

HEIGHT: 2.0m WEIGHT: 84.0kg

STATS: HP 90, Atk 115, Def 90, SpA 105, SpD 85, Spe 35, TOT 520

NAPSTABLOOK

TYPE: **Ghost**

ABILITY: Insomnia

HEIGHT: 1.2m WEIGHT: 0.1kg

STATS: HP 50, Atk 50, Def 50, SpA 50, SpD 50, Spe 50, TOT 300

MUFFET

TYPE: **Bug** / **Poison**

ABILITIES: Sticky Hold, Dancer

HEIGHT: 1.5m WEIGHT: 42.0kg

STATS: HP 80, Atk 40, Def 90, SpA 40, SpD 90, Spe 105, TOT 445

FLOWEY

TYPE: **Dark** / **Grass**

ABILITY: Oblivious

HEIGHT: 0.4m WEIGHT: 1.1kg

STATS: HP 25, Atk 25, Def 25, SpA 25, SpD 25, Spe 25, TOT 150

Can evolve in Omega Flowey, if levels up with Frisk in the party that takes out another pokemon in the same battle, or in Asriel if levels up with Frisk in the party that doesn't takes out another pokemon in the same battle.

OMEGA FLOWEY

TYPE: **Dark** / **Dragon**

ABILITY: Rebel Soul (At the start of every turn, the opponent has a 20% chance to copy the effects of Omega Flowey's held item, and that effect ends at the end of the turn)

HEIGHT: 8.9m WEIGHT: 598.0kg

STATS: 110 HP, 155 Atk, 80 Def, 155 SpA, 90 Spe, TOT 670

ASRIEL

Asriel has 3 forms, and the form changes thanks to the ability Rainbow Fury, and it gives another effect different on every form, Child Form, Hyperdeath Form and Finale Form, at the beginning of the battle, is in Child form, when goes KO became the Hyperdeath Form and heals all the health, and after 16 turns became the Finale Form:

CHILD FORM

TYPE: **Normal**

ABILITY: Rainbow Fury (in this form, Asriel can attack through reflect, light screen and any protection move)

HEIGHT: 1.1m WEIGHT: 35.0kg

STATS: HP 75, Atk 65, Def 65, SpA 65, SpD 65, Spe 65, TOT 400

HYPERDEATH FORM

TYPE: **Various**

ABILITY: Rainbow Fury (in this form Asriel changes type randomly every turn, his Hidden Power don't depend from the IVs, but it has the type that Asriel currently has, and a 33% power boost)

HEIGHT: 1.9m WEIGHT: 70.0kg

STATS: HP 75, Atk 115, Def 100, SpA 140, SpD 100, Spe 125, TOT 655

FINAL FORM

TYPE: **Dark** / **Fairy**

ABILITY: Rainbow Fury (in this form, Asriel block all the opponent's moves, except for Heal Pulse, so the opponent can only use Struggle, but it can't faint, if goes to 0 HP, it heals them all. if the opponent use Heal Pulse, Asriel return to Child Form and can't change form until the battle ends)

HEIGHT: 3.3m WEIGHT: 79.0kg

STATS: HP 75, Atk 125, Def 105, SpA 155, SpD 105, Spe 135, TOT 700

W.D. GASTER

TYPE: ???

ABILITY: ???

HEIGHT: ??? WEIGHT: ???

STATS: ???

By FiloGiuggiolaBoy

(I'm sorry for eventual english errors, I'm italian)