



POKÉMON™

The
Role Playing
Game

PLAYERS
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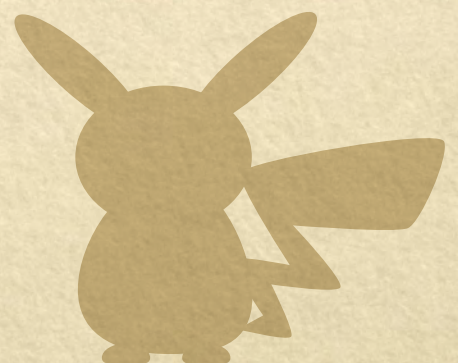
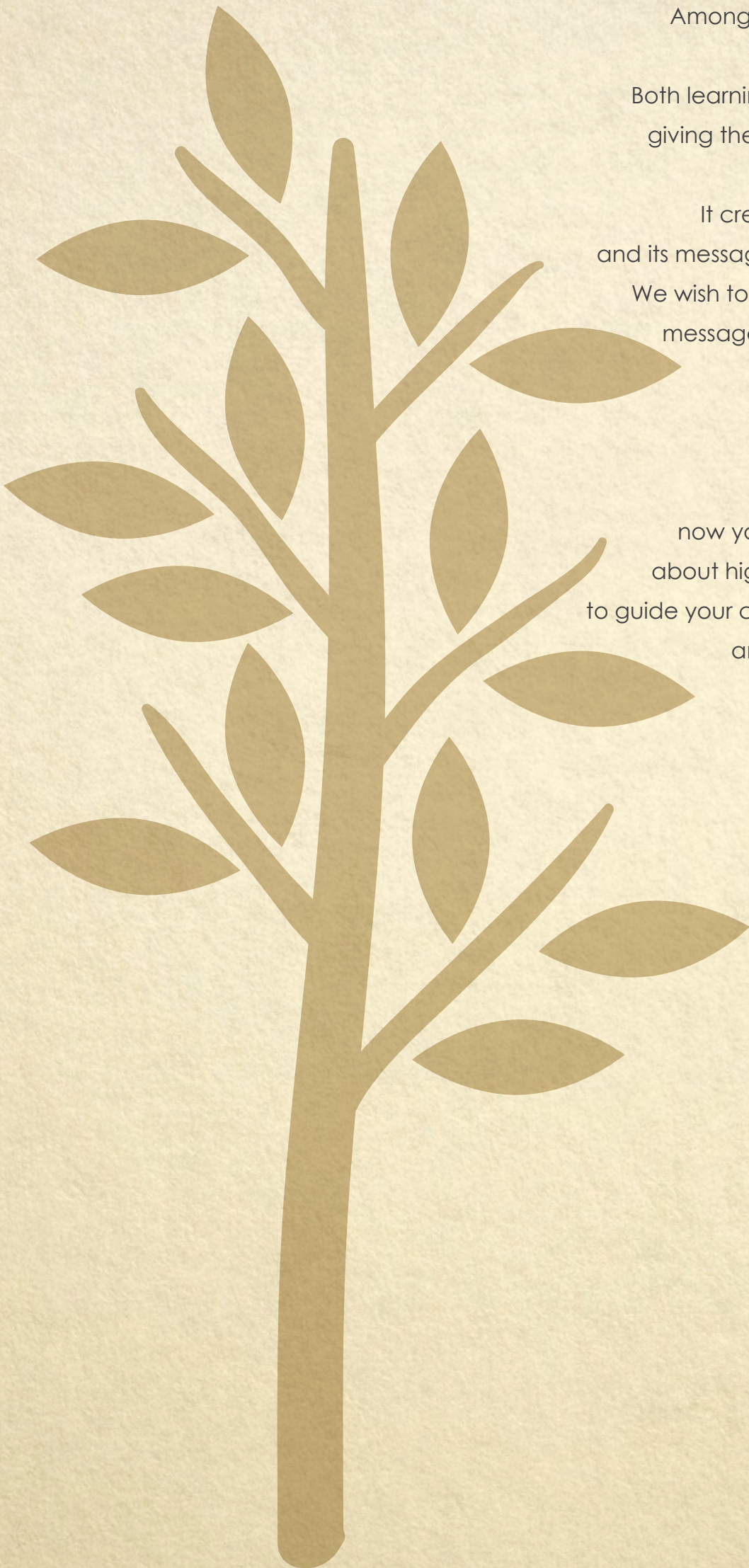
AGES
10+



Like many children, we grew up with stories
of big heroes and mighty deeds.
Among them, there was a special one
about a boy and his pet.
Both learning to live sharing this world and
giving their best in the face of adversity.

It created a lasting impression on us
and its message still carries on decades later.
We wish to do our part to share that same
message of friendship, companionship,
care for the world and
the creatures that live in it.

So we made this book for you,
now you can share your untold stories
about high morale and good intentions,
to guide your children and inspire your friends
and hopefully, inspire you as well
to be the best that ever was.



Credits

Lead Designers

Aleida Madaí Rentería Solís
Rubén Alvarado Sánchez

Rules Development

Rubén Alvarado Sánchez
Miguel Ángel “Mikel” Valdes Cerda
Aleida Madaí Rentería Solís

Writing

Rubén Alvarado Sánchez
Aleida Madaí Rentería Solís

Editing & Revisions

Rubén Alvarado
Rockington S.kender
Cartouche Darklordprinny
SilentNinjaKitty Goatwright
Max Falkenberg Tom Sketchit

Producer

Rubén Alvarado Sánchez

Executive Producer

Aleida Madaí Rentería Solís

Art Direction

Aleida Madaí Rentería Solís

Cover Illustration

Rubén Alvarado Sánchez

Interior Illustrators



Ninja Jamal <http://ninja-jamal.deviantart.com>

Reggie Graham <http://ziggyfin.deviantart.com>



Lauren Russo <http://rock-bomber.tumblr.com>

Chu <http://raizy.deviantart.com>

Jennifer Wong <http://imajenink.deviantart.com>

Temari-chi www.instagram.com/temaritea

Snuddi <http://snuddi.deviantart.com>

Justyna Babinska <http://www.justasuta.com>

Grace Allison www.grayallison.com

Rachel Sommers <http://ja-punkster.deviantart.com>

Tia ‘Iris-sempi’ Rohrer <http://iris-sempi.deviantart.com>



Ivilith Hailzeltine <http://ivilith.deviantart.com>

Mikelvictorious

Flor Arredondo <http://kori7hatsumine.deviantart.com>



Adriana Cruz Berdecia <http://acberdec.tumblr.com>



Aonik <http://aonik.deviantart.com>



Karolina ‘Twarda’ Twardosz <http://twarda8.deviantart.com>

Neshi ‘Neshirys’ <http://neshirys.deviantart.com/>



Dane Romley <http://morpheus306.deviantart.com/>



nganlamsong <http://nganlamsong.deviantart.com/>

Extra Resources www.freepik.com

Additional Contributors

Miguel Ángel Sánchez-Mejorada Elizondo
Juan Manuel Ibañez Hernandez

Project Management

Rubén Alvarado Sánchez
Aleida Madaí Rentería Solís
Miguel Ángel “Mikel” Valdes Cerda

Production Services

Rubén Alvarado Sánchez
Aleida Madaí Rentería Solís

Based on the original game

Pocket Monsters/Pokémon™ created by Satoshi Tajiri.

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“La Razicha” group

The Role-playing community of Monterrey, NL.

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Mom, our friends, family, and those we have lost.

Everyone who participated in our Fanart Jam.

All of you who sent e-mails offering your support.

Our beloved fans in our Discord Server, we thank you for your patience.

Disclaimer













Pokérole Project is a game from fans to fans.

We’re not making any profit from this book.

Pokérole Project Team is not responsible for broken pokéballs, fainted shinies, bad-timed Critical Hits or saying “Yeah, I can take it!” when the foe uses Hyper Beam.



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Introduction

Welcome to *Pokémon the Role-Playing Game!* A book about building your own story to bring your characters and Pokémon to life in ways you've never imagined before.

■ What's a Role-Playing Game?

A Role-Playing Game is similar to being an actor in a theatrical play.

Picture it like the way you used to play with toys when you were a kid. You picked one of your figurines or dolls and made them talk, jump, ride cars or go through all kind of silly and awesome adventures.

It's the same principle.

The only difference is that this game will provide some basic rules so everyone knows what's allowed and what is not. Finally, there will be a **Storyteller** in charge of setting the game and the adventure.

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■ What does a Storyteller do?

As the name implies, he or she is the narrator of the story. He will write an adventure, make the setting and place the spotlight on the players.

He is in charge of bringing this world to life through narrative and will act as the non-player characters such as citizens, villains, and **Pokémon**.

It's a common mistake to think that a Storyteller is a God-like entity on the story and the players are but powerless pawns. That's not true, this role is more like the Director of a play.

He still has to make the events plausible, but most importantly, it is his duty to make sure that everyone is having fun.

.....

■ What's a Pokémon?

Pokémon are to this world what animals are to ours, only they are creatures with amazing powers that take the place of the flora and the fauna.

Some of them are pets and others are too wild and dangerous to be approached. While most of them are well known, they are cloaked in a veil of myth and wonder.

■ Where do I fit in as a player?

Before the game begins, you will have to make a **New Character**.

It's like creating your avatar for the adventure. He or she may be any way you want: tall, strong, smart, noble, childish, eccentric, etc. The best part is that you won't be alone. You will have the help of your friends, your Pokémon and even non-player characters as allies.

.....

■ How to use this book

You will be provided with rules for creating stories, situations, characters, Pokémon, and basic information about this world and how it may unfold.

However, you must remember that you can complement the marvelous world of Pokémon as you and your players feel appropriate.

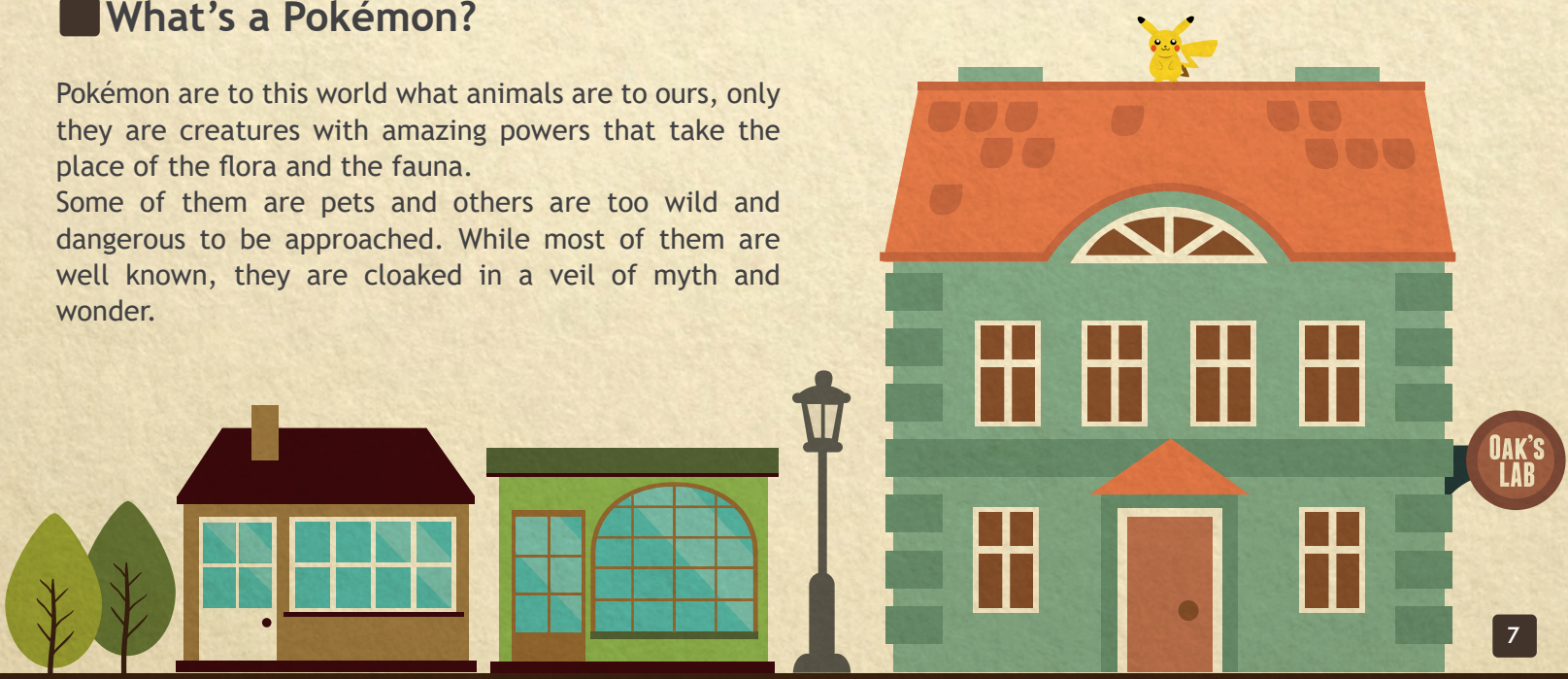
The main tool for this game is your **imagination**; with it, you will be able to truly make the impossible: Fly across the skies! Jump from moving cars! Ride dragons and befriend ghosts! If you can see it in your mind, you can make it come true inside the game.

The second tool you've got is the **Character Sheets**. Use them to record the capabilities of your Character and Pokémon companions.

The last tool you will be using are **Dice**. Anyone can work wonders with enough luck, and even the greatest may fall on a bad day.

Your fate within the game will be decided by your abilities and that little bit of luck from the dice.

.....





The Marvelous World of Pokémon

A Whole New World of Adventure

The people living in this world are not so different from you and I. They have families and friends, they want riches, love, fame, peace, and excitement.

There are, however, many obvious differences between our world and theirs. For one, the existence of Pokémon changes almost everything.

In this world, many people travel the regions looking for adventures, mysteries and for the chance to be the very best like no one ever was.

Cities are few and far between, but towns are pretty common. Some aspects of their technology are very advanced, while others may seem outdated.

If you want to venture into these lands you will need a Pokémon to protect you from the many dangers ahead in your journey.

To understand the real threats of the Pokémon world let's put things into perspective:

Crocodiles are dangerous creatures, right? Well, try to imagine a crocodile that's as fast as a cheetah, also capable of shooting beams from its mouth and lightning from its eyes!

If that isn't dangerous enough for you, then get ready to jump onto the rails of the uncontrollable train of destiny! For every step you take and every creature in your way has a story of its own.

A few yards out of town may cause you tons of trouble or grant you the most exciting story to be told across the world.

But hold on! This game is not just about you, it's about you *and* your pets!

Have you ever felt like your dog would protect you from anything? Like, even if all was wrong and danger was coming close, you would have little Fido by your side to carry you home safely.

That's the real spirit of this game. A cheerful journey about you, your loyal dog, your clever cat and your air-headed little bird.

Pocket Monsters

The creatures that live in this universe possess incredible abilities. They come in many different shapes and sizes and have inhabited this world since its creation.

Some of them have already gone extinct while others have been recently discovered.

In the dawn of humanity, the most ancient and powerful of these amazing creatures ruled the world. At first, humans feared them, however, centuries later humans and these creatures now live side-by-side sharing a powerful bond of trust and loyalty.

People learned that these creatures could be kept safe within a pocket-sized device and called out for aid at our will. This technology led to the current name of these mystical beings: "*Pocket Monsters*" or "*Pokémon*" for short.

A revolutionary concept was set in motion.

As people could now own, safely interact with these creatures and use their special abilities to shape the world. With this power, many people would embark on great adventures to try to catch them all.

Nevertheless, the world of Pokémon still belongs to the Pokémon and most of their mysteries are yet to be solved.

■ Pokémon Evolution

Pokémon are special for their amazing powers, they can go through a sudden and dramatic metamorphosis to become bigger, faster and stronger.

This phenomenon is called "*Evolution*" and can happen to most species of Pokémon.

This change is triggered by a variety of reasons, the most common being the **Pokémon reaching a stage of growth that allows it to evolve.**

Contact with different kinds of energy, nurturing care, body enlargement, or even a dire situation may trigger the Evolution of certain Pokémon.

There are reports of Pokémon that never go through this change in their lifetime, even if their species is able to Evolve. Much research on this phenomenon still needs to be done.

It is worth noting that many Pokémon go through a change in demeanor after evolving.

Some of them become disobedient or wild after acquiring more power, others become more serious, bolder or violent. Handling a fully evolved Pokémon is a job only the most proficient people can handle.



Life in the World of Pokémon

People has many theories and legends about this world's origin. While not all of them can be confirmed, one fact that can't be denied is that Pokémon have existed since the very beginning.

They roamed free during prehistoric times, inhabiting the land, sea, and sky. Battling each other for food and territory. Fossils found today describe to us the extinct Pokémon and their way of life long before humans came around.

When the first human groups started to settle, the mellow species came to them for shelter, creating a close, mutually-beneficial bond founded upon their common will to survive.

That relationship continues to this day.

The world of Pokémon in the recent times may look like a contradiction due to the wide use of both high-tech gadgets and archaic alternatives.

First, remember, this is not a world of humans. They're so few and so weak in comparison to Pokémon to really be the dominant species.

And second, all of the scientific and technological advances the humans have made has been developed with the help of Pokémon.

People here didn't discover how to create fire nor ways of harnessing electricity, they simply used the help of *Fire-type* Pokémon and *Electric-type* Pokémon.

That's why some technology in this world could advance at an astonishing rate while the development of settlements still hasn't reached that much urbanization.

Humans enjoy simple lives as they take only what they need from nature without taking too many risks.

They don't need many luxuries, vacation, a complex economy or a strong organization for law enforcement.

Humans do have, however, an excellent medical system and extensive knowledge of the healing arts.

'Miracle cures' for injuries and illnesses abound.

Although these cures appear to be quite common, no one knows for sure where all this medicine comes from, nor who is producing most of the technology they use.

Human and Pokémon Interaction

In modern times, the division between human settlements and Pokémon is pretty thin, but even if they live close to each other most humans keep themselves secluded safely within towns or cities, with only a few harmless Pokémon allowed to roam around.

The wildest Pokémon inhabiting the world tend to stay hidden away from humanity.

Wild Pokémon will aggressively defend their territory if anyone dares to trespass it. For that reason, people tend to keep tamed or human-raised Pokémon nearby to make their lives easier.

The Pokémon you see in towns and cities are commonly used as personal protection or aid in many kinds of work, others are family pets, and some are even used as weapons by the most wicked.

Humans who dedicate their lives to catch, tame, and teach these creatures to live along humans are called *Pokémon Trainers*.

Pokémon Training is similar to a professional sport. The main event is a battle, formally known as *Pokémon Battle*, wherein the main objective is to defeat the opponent's Pokémon using your Pokémon's powerful abilities.

To regulate and give order to this occupation, **The Pokémon League** was created.

Main Regions

Just like our world, the Pokémon world is divided into many different regions and each region is a whole country. However, these countries are not really divided by land or water but by Pokémon Leagues.

There is an exception, though. The Kanto and Johto regions are pieced together and share some professional Pokémon tournaments.

All other regions have their own tournaments, Pokémon species, famous trainers, and peculiarities.



Pokémon that can easily be found in one region may be extremely rare in others. That's why Pokémon trainers are world travelers, going to all the different regions to see what they have to offer.

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Kanto

Kanto region bears similarity to modern Japan. Cradle of science and technology, home to the world famous *Silph Corporation* and birthplace of the *Pokémon League*. In this region Pokémon battling is more than a national sport, it is their lifestyle. Their league is so big that it also hosts the Johto region registration. It's a colorful region full of strong trainers.

.....

Johto

Johto region stands next to Kanto. It's an old place with scarce and scattered towns and very few cities. This place is full of temples and legends. Life is old in here but it has the advantage of being a very peaceful place to live. It is home to the *Ruin's of Alph*; the mysterious remains of a city that not many dares to explore.

Hoenn

This is the region of abundant relations. A place where people make peace with nature, and humanity and Pokémon of any kind can live in harmony. It's composed of a set of islands with the most varied environments nature can offer.

Some people say that many wonders lay deep below its waters and within the heart of its volcano Mt. Chimney

.....

Sinnoh

It is said that Sinnoh was the first region created by the gods. It holds an air of mystery and greatness. It's the birthplace of the famous Pokémon Champion *Cynthia*, a woman who has scried deep into the realm of legends, searching for the origins of this world. It is said that somewhere within this region exists a portal to another dimension of horrors.

.....

Unova

Far away from all the other regions, Unova holds some of the most exotic and peculiar looking Pokémon in the world it is a region in touch with grandeur, with giant



metropolis and great transportation, trains, and airports. which are rare in other regions. Beware as people sometimes report strange Pokémon creating all kinds natural disasters around the region.

Kalos

Kalos is a First-world region, rich in every sense of the word. People here have developed a country with modern settings and great quality of life.

It is also the biggest region geographically with many people and all kinds of Pokémon living on it. *Lumiose city* is one of the greatest travel destinies, a beautiful city covered by golden cobblestone with the tall *Prism Tower* standing at the center.

Alola


This region is a small archipelago that only got its own Pokémon League in recent times. Its paradisaic islands make for amazing locations of tourism and the local culture locations and the local culture is very rich and in touch with Pokémon as magical creatures.

This is reflected in their take on League Challenges and special connection to lore and myth regarding “Guardian Pokémon” on their islands.

Galar

The people of the Galar region are proud of their culture and history of warriors, knights and kings united for victory in the wars of ancient times. Their legacy is still present in the unmatched fighting spirit and competitiveness of the Galarians.

The Pokémon League is everything in here, every battle is a big sporting event, there's a lot of fans, spectators, sponsors and marketing all over the stadiums where they take place. In Galar, Pokémon battling is a gigantic deal.

 Regional League Headquarters



The Pokémon League

The *Pokémon League* is an organization that regulates the interaction between People and Pokémon. They are in charge of issuing the licenses that allow a person to own and command Pokémon. They are the highest authority in this world and their trainers and breeders provide Pokémon to help in the construction of a prosperous and peaceful world.

Before the existence of the Pokémon League, people had no rules or law to protect them from evildoers who used Pokémon to hurt others and gain power for their own selfish reasons. A fight between Pokémon can be extremely dangerous, so this organization was created to establish order into an otherwise chaotic situation. To have an established League within a region gives its inhabitants certainty that they can count on Pokémon to aid them in command of their Trainers. They can also count on the Pokémon League to provide modern health care facilities in their towns in the form of *Pokémon Centers*.

The League also provides challenges to test all of their trainers, such as the *Gym Challenges* and the *Annual Tournament*, in which people from every part of the region gather in a stadium to see the highest caliber battles between trainers, Elite Four members, and the Champion.

■ Pokémon Centers

With so many dangers in the *Pokémon World*, all trainers need to rest once in a while during their journey. Most towns have a Pokémon Center, a place sponsored by the Pokémon league where all registered Trainers and their Pokémon can stay the night and receive medical care if they need it.

The best part? It's all for free!

A trainer may come in the evening with an injured or tired Pokémon party, stay the night in one of the bedrooms available and leave by morning with their team as good as new.

Thanks to the healing machines in the centers, surgeries are rarely necessary. While it may take some time for a Pokémon to recover if it sustained serious injuries, most of the time the professional staff can get a full party of six Pokémon ready within a couple of hours.

Inside the facilities, there's a staff of nurses at the medical bay along with a healer Pokémon such as a *Chansey*, *Wigglytuff*, or *Audino*; a health-restoring machine, and an emergencies room for anyone that may need it.

On the second floor, there's a common room for Pokémon Trainers to interact and bedrooms for them to spend the night. There are also official Pokémon trading machines for trainers to make use of them as they please.

Every Pokémon Center reports directly to the regional Pokémon League, the people working there are League authorities. Any trainer that acts abusive or disruptive to any of the rules of the league may get a sanction, their License suspended or removed by the staff of the Pokémon center.



Pokémon Centers are a place for resting and socializing with other trainers. Battles within the facilities are not allowed.

When you and your companions are tired, need some medicines, or simply want information about the town you are in, a Pokémon Center is the perfect place to go.

■ Pokémon Gyms

All Trainers want to get stronger, raise better teams and devise better strategies. After all, there's only so much you can learn on your own. What if there was a place to interact, battle, share tips with other people and even receive personal counseling from the most proficient Trainers?

That's what **Pokémon Gyms** are for.

Here you can battle to prove you are stronger or simply watch others and learn from what you see. Every Gym specializes in one of the many Types of Pokémon, and it usually has thematic decoration relating to it.

The Gym is run by a *Pro Trainer* called the **Gym Leader**. He or she might be any Licensed Trainer that has made a lasting impression on the Pokémon league.

How? Well, they might do research in the ocean with the help of their marine Pokémon, maybe they run a charity for weak and abandoned Pokémon, or perhaps they are just very strong and experienced in battle. The regional league recognizes these people and gives them the title of **Pokémon Gym Leader**.

Any Trainer can go to a Gym and ask for counseling, attend the lessons they offer or directly challenge their Leader to a battle.

It's the Gym Leader's duty to battle whenever he or she is challenged. You must be prepared for an intense fight since they are extremely strong. Should you win, you'll receive a Gym Badge to prove your victory.

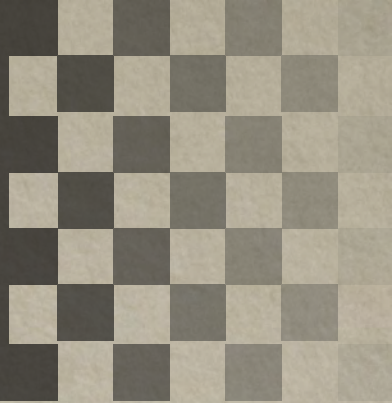
There is at least **Eight Pokémon Gyms** in every Region with an established Pokémon League.

Trainers that are up for the Annual Pokémon League Tournament need to gather a minimum of eight Pokémon Gym Badges to earn the right to enter the Championship.



POKÉMON LEAGUE

TRAINER'S RULESET



BASIC RULES

- You must have an official license from the Pokémon League in order to train Pokémon or participate in any of the League challenges or contests.
- You are responsible for the actions of your Pokémon.
- Every Pokémon has the right to be happy.
- You cannot own a Pokémon without a Pokéball.
- You can only carry up to Six Pokémon with you.
- You can only trade Pokémon using an Official Trading Machine from the League.

BATTLE RULES

- You can only challenge other certified trainers.
- If you are challenged to an official league battle, you are obliged to accept the challenge.
- You may use a Pokémon battle as a means to settle disputes, the loser must yield for at least 24 hours.
- You have the right to challenge Gym Leaders. Every Gym Leader is obliged to accept your challenge.
- The Challenger is the first to choose a Pokémon. With the only exception that Gym Leaders and Elites always choose their Pokémon first.
- You cannot use more than one Pokémon at a time during a Battle. With the exception of a Double Battle, in which case you cannot use more than two Pokémon at the same time.
- You cannot use Medicines during an Official Battle, unless there is a previous agreement between all involved trainers.
- Your Pokémon are strictly prohibited from wielding unofficial weapons or items during any kind of Pokémon Battle.
- Moves that may result in the death of a Pokémon are not allowed at full power.
- It's strictly prohibited to change the official name of Moves.
- It's strictly prohibited to give confusing orders to trick your opponent.
- It's strictly prohibited to disrupt or attack a Trainer during an official battle.

BENEFITS

- The Pokémon League will give recognition to any trainer aiding the community by putting their Pokémon at the service of society and promoting a good image of the Pokémon Training lifestyle.
- Official Battles should always reward the winner with a monetary compensation according to a previous agreement. If there's no agreement, the reward will be half the loser's money.
- You have the right to use any of the League's Facilities for free.

SANCTIONS

Breaking any of the league rules, even unintentionally, will result in a sanction from the Pokémon league authorities.

- Depending on the offense, it may go from a fine of \$5000.00 and community service, to the suspension or revoking of the trainer's license.
- Please note that the Pokémon League and Police are two separate institutions. An infraction in one of them has no repercussions with the other.

The Pokémon League is informed of any rule breaking of its registered Trainers. We know. We always know.

For more information please contact your local Pokémon Center, or make a call to: (555) 0123 - PKMN
Pokémon League HQ, Victory Road Lane #001 ZIP Code 09876.

Elite Four

As the name implies, the Elite Four is a team of four members who have proved they are the best of the best in their region; to be named an "Elite" is one of the higher honors a Trainer can have.

To receive this title you must have been recognized by the League many times before, usually Gym Leaders and other strong Trainers are invited to participate on a special tournament as nominees to be members of the Elite Four for the season.

In this tournament, already crowned Elites defend their title against aspiring Ace Trainers and Gym Leaders.

Despite their status, the Elite Four is uninvolved in public affairs. They attend some of the events of the league, but their private lives are usually shrouded in secrecy and rumor.

The only thing that can't be denied is their ability as trainers, the sheer displays of power of their Pokémon are only achieved by true *Pokémon Masters*.

Champion

To be named "*Champion*" is to be at the top of the chain. There is no higher Rank in the Pokémon League and it is a very respected title among Trainers and Non-Trainers alike.

There is only one Champion per region and they appear in public often as the face of the Pokémon League, their presence leaves everyone in awe.

The Champion is one Rank higher than Pokémon Master. No Pokémon on the region is known to be faster or stronger than his.

It is the dream of many to be crowned as the champ but it's only through the hardest challenges on the League that a true Pokémon Champion is born.

First you must defeat the members of the Elite Four one after the other. That's the only way to earn the right to challenge a champion; defeating the crowned champion in an all-or-nothing battle is how you earn this title. A feat labeled by most as impossible.

Antagonists

There is such a thing as crime and evil in the world of Pokémon, and you should be prepared to face it.

Most people have a peaceful lifestyle but others want to use their Pokémon for bullying, vandalism, stealing, and even more sinister deeds.

The police can bring down most law breakers, but there have been cases of organized groups of criminals too powerful to be brought down.

R Team Rocket

The case started with a gang stealing the Pokémon of weaker trainers. The suspects were then linked to a case of badge theft in a Pokémon gym; finally, they were related to the disappearance of secret technology at Silph Co. Whatever the police managed to recover had been branded with a big red "R".

Only then the Police knew that they weren't dealing with just a handful of criminals, this was a big organization showing they were prepared for trouble.

Soon after, many crimes related to "*Team Rocket*" began surfacing; Pokémon robbery and private property vandalization for the most part.

No matter how many "Rockets" the police caught there always seemed to be more and there are suspicions that Team Rocket has infiltrated the Regional Pokémon League in Kanto.

Nobody knows who the leader is since most of the members caught are youngsters on their late teenage years that got in because a friend was in, and the promise of money and power was too tempting to refuse.

It is known that their goal is to create a criminal empire so powerful that it surpasses the boundaries of nations and that goal is becoming a reality as reports of Rocket grunts have started to leak from the Johto region.

Be careful on you visit to **Kanto** and **Johto**, you might get blasted at the speed of light.

Team Aqua & Team Magma

Hoenn's Archipelago has a Legend where two mighty giants fought an incredible battle for owning both the land and sea. Ironically, there's still a territory battle going on these days as two bands of thugs "*Team Aqua*" and "*Team Magma*" have been causing problems in that region.



It is not clear what their ultimate goal is, but their Leaders **Archie** from Aqua and **Maxie** from Magma have a huge feud and will have their underlings quarrel to foil each other's plans at every opportunity.

They don't trouble civilians or trainers directly, but there have been incidents where innocent bystanders are caught in the middle of the crossfire from members of these two teams.

Both have tried to steal submarine equipment and their attempts have been foiled by the police who's struggling to keep them at bay.

Team PLASMA

You can find them through Unova's parks and public spaces, holding a megaphone and angry signs, preaching about the horrors of the Pokémon League and how we've made Pokémon our slaves and why we should set them all free.

This is not illegal by any means, but this team that supposedly advocates for Pokémon rights and welfare has a few rotten apples inside its ranks.

There have been reports of "Team PLASMA" members that take the Pokémon of trainers and civilians by force in order to "liberate" them. This counts as Pokémon stealing, a serious crime in this world; but there hasn't been enough proof to have any these grunts charged for none of the Pokémon are ever seen again.

Through their zealous message, they are gaining more followers each day. How long before they kidnap or steal more innocent Pokémon?

Team Flare

A peculiar group of very stylish people can be found loitering on the luxurious streets of Lumiose city and other parts of the Kalos Region, they call themselves "Team Flare".

A few have been detained and interrogated due to the suspicious activities, but they always state that their goal is just "To create a better and beautiful world".

So they have been set free.

They are well-dressed, well-spoken and they even smell good.

However, it is kind of unsettling to find such elegant people in caves and far away from the cities, What they carry on their briefcase may reveal a few dirty secrets of their organization.

Right now there is a tense calm over the activities of the people in red suits. Who knows? Maybe a little spark will make them flare up.

Team Galactic

Nobody really knows where they came from. By the time the police realized they were facing a group of organized criminals this Team was already out of control.

"Team Galactic" is their official name.

Known for stealing high technology weapons, research and materials for space programs, dangerous equipment, and even secret federal property, their purpose remains a secret to the world.

There is no known recruiting process as with other teams, and the identities of those caught was never discovered.

They lie under the radar for a long time then deliver a quick strike and practically disappear afterwards.

They have been a major headache for the world's police and authorities although some recent intel points to Sinnoh as the region with most activity from this Team.

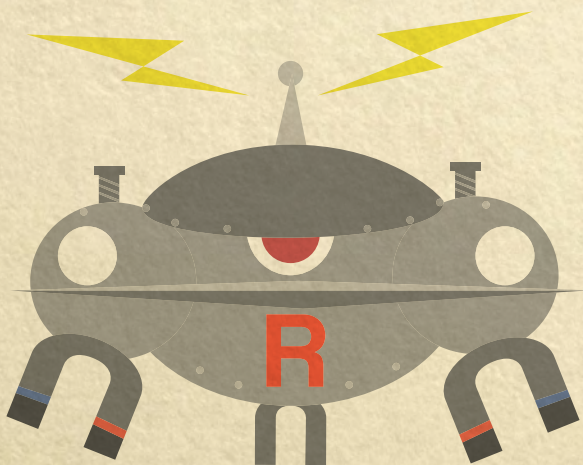
Special investigators have been sent to the region, but there might be a whole universe of trouble lurking within their ranks.

Team Skull

Considered by police as the most harmless criminal team from all regions, "Team Skull" is ready to live up to their reputation!

They are gonna skip lines! Steal candy from children! And never say "Bless you" when somebody sneezes!

Although they have been known for attempting to steal Pokémon, all of their "victims" have come back on their own and completely unharmed.



Alolan elders disapprove at these rebellious youngsters who resorted to petty crimes after failing the region's rite of passage for children.

A guy called Guzma leads this band of misfits. They have no other goal than to create mischief in order to amuse themselves.

It is not know how they get the means to fund their organization, for all their equipment can't be bought with just their parent's allowances, someone must be backing them up.

Let's just hope these misguided grunts get back to school and stop being so thick-headed.



Sometimes people live under the shadow of someone else, someone who appears to be more talented, more popular and more successful.

Unfortunately, this may be your case! Your Rival is the antagonist to your existence and your dreams! It's a personal challenge to prove who's better!

In the competitive world of Pokémon Battles, having a Rival is something relatively common because a lot of people have the same goal.

Rivals take many forms, from childhood friends to old-time nemesis, they can be nice or evil, known or unknown. But it doesn't matter what kind of person they are, they will always be an obstacle in your dream to become a Pokémon Master.

Any motivation fits them just fine as long as it makes your Trainer's life a nightmare. Don't think they'll stay behind with crossed arms during your Pokémon Journey.

Your adventure and their life are linked beyond your imagination and thanks to their presence you may get stronger. *For more information head to p. 474*

Team Yell

When visiting Galar you'll notice how Pokémon battles are a really BIG deal over there.

There's always a grand show at the stadiums where giant crowds of fans gather to yell their support at their favorite Trainer, but boy there's also some rabid fans and yelling is what they do best. "*Team Yell*" as some people call them are a toxic fanbase of hooligans who will do ANYTHING in their power to give an upper hand to the Trainer they are currently supporting.

Blocking access to the stadium, rigging the arena, shouting and distracting Pokémon during the battles, kidnaping the referee, rioting all over the city when they lose and thrashing about when they win.

The social-media-famous Trainer "MaArN1E r0XXy" has gained the sympathy of this team and made them her groupies.

They don't have a world-domination master plan in mind they just want to protect their queen's (rare) smile.

Stay clear of their path, don't worry you'll hear them coming miles away.

Becoming a Trainer

Now you know a little more about the Pokémon World, its wonders and its dangers. But how does all of this relate to you?

Within the game, you'll take the role of a **Pokémon Trainer**.

In this world, Trainers are a source of **inspiration** for others. They are the embodiment of **leadership, courage, friendship**, and many other virtues.

You will be living in this world and be facing the trials it may present you with. Overcoming difficulties and dealing with the crisis. Testing your abilities and your Pokémon's, working to get better every day.

Pokémon Trainers aspire to be the best. They are out on a journey to become stronger, wiser, and overall grow as persons. How they will achieve this goal is up to the adventures they live in the world of Pokémon.

Challenging other trainers, competing in contests, riding on the back of their most trusted Pokémon; all while surviving in the wild and sharing all these moments with their friends.

A whole new world of adventure is waiting for you to be the best that you can be.

A Quick Note on Weapons

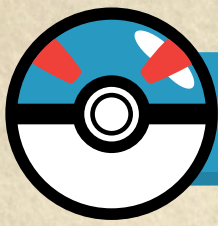
Weapons are very rare in this world since **Pokémon are preferred** for protection and police work.

They do exist and can be used, however, there is not a list of their properties and capabilities within this book. Should you decide to include them in your story, treat them as a **Plot Device**.

A "Plot Device" is something without rules in this book. You will have to use your own discretion about the way you want it to work in your setting.







Starting the Game

Creating a Character

In Pokémon the Role Playing Game, you must create a Pokémon Trainer also called a Character.

This persona will be your avatar inside the story. You'll choose a starting Pokémon too, both are very important choices, remember that your Pokémon are often a reflection of your trainer's personality and aspirations.

When creating a character, choose something that's fun to play, allow yourself to dream, be silly and laugh at your most crazy ideas.

You may want to be a hero from a cartoon or base your identity on someone you admire or even be a parody of a famous character.

Preferably, pick a personality that you can perform and act easily because you will be acting a lot.

Remember to build a character that can contribute to the story and not one that will harm it.

Trainer Concepts

A Trainer is anyone who has an official license to train Pokémon, but that's just the tip of the iceberg of your character's life. Think of a job or an occupation for your character; he or she might be a doctor, a fisherman, a hallway monitor at school, an aspiring model or anything you find fun. Give your trainer a goal and help her find the right personality traits.

You and the other players will need to decide what kind of characters you'd like to create and this will require some teamwork between you, your playmates, and the storyteller to make a great party of players.

Complement your character with those of your playmates and work together to achieve your trainer's goals.

Personality and Background

Tell your storyteller and playmates a little bit about your Trainer's past.

Your Trainer is whatever you want it to be, flesh him/her out, this is not just an empty husk that you use to move within the game. It's a character with dreams and aspirations, with flaws and fears.

To make a fleshed out and believable character ask yourself these questions and voice them as your character would.

1. What's your name?
 2. What is your age?
 3. What's your Nature? (p. 38)
 4. What's your occupation/concept?
 5. What do you expect from the world of Pokémon?
- And most importantly:**
6. What's your goal in the world of Pokémon?
 7. What's your motivation for that goal?
 8. How are you going to contribute to make this world better?

Answering those questions will make the storyteller's job a lot easier to give your character the challenges he or she needs. Don't forget that good communication between players and storyteller will make the story flow much more smoothly for everyone.



A player should not start playing until he or she has answered these questions.



Filling a Trainer Sheet

Once your Trainer's concept is ready, you may proceed to distribute their Attribute Points and their Skill Points.

All of a Trainer's Attributes and Social Attributes begin at 1 Point.

Newbie characters usually begin the game as Teens at Starter Rank. For more information regarding Ranks, see p. 30

Attributes

Teens have 2 points to distribute. You may have extra Points to distribute depending on your Rank.

Strength Vitality Dexterity Insight



Social Attributes

Teens have 2 points to distribute. You may have extra Points to distribute depending on your Rank.

Tough Beauty Cool Cute Clever



Skills

Distribute 5 Points, Starters have a Skill Limit of 1. You may have extra Points to distribute depending on your Rank.

Brawl: 1/5 (1 filled, 4 empty) Alert: 1/5 (1 filled, 4 empty)
 Throw: 1/5 (1 filled, 4 empty) Athletic: 1/5 (1 filled, 4 empty)
 Evasion: 1/5 (1 filled, 4 empty) Nature: 1/5 (1 filled, 4 empty)
 Weapons: 1/5 (1 filled, 4 empty) Stealth: 1/5 (1 filled, 4 empty)
 Empathy: 1/5 (1 filled, 4 empty) Crafts: 1/5 (1 filled, 4 empty)
 Etiquette: 1/5 (1 filled, 4 empty) Lore: 1/5 (1 filled, 4 empty)
 Intimidate: 1/5 (1 filled, 4 empty) Medicine: 1/5 (1 filled, 4 empty)
 Perform: 1/5 (1 filled, 4 empty) Science: 1/5 (1 filled, 4 empty)

I'm not a Newbie!

Some stories are best suited for experienced Characters who are older and better skilled at what they do.

If you wish to play at an older age or higher Rank, you can follow these simple guidelines:

Rank	Extra Attribute Points	Extra Social Points	Skill Points	Skill Limit
Starter	0	0	5	1
Beginner	2	2	+4	2
Amateur	4	4	+3	3
Ace	6	6	+2	4
Professional	8	8	+1	5

Assign all Skill Points from a Rank, before assigning all Skill Points from the next Rank. The amount of Points in a single Skill cannot exceed the Skill Limit.

Age is also a factor you must take into account, the fact that you are old enough to have a Trainer's license does not mean you are ready to travel the world unsupervised.

Trainer Characters can be younger/older and thus start the game with higher or lower Attributes and Social Attributes.

Age	Attribute/Social Points	Age	Attribute /Social Points
Kids	0/0	Teens*	2/2
Adults	4/4	Seniors	3/6

*Base starting age for new games.



Trainer Sheet

How to fill a Trainer Character Sheet

TRAINER'S CARD WINDOW

- 1 Your Character's Picture.
- 2 Your Trainer's Rank.
- 3 Your Character's Name.
- 4 Your Character's Age.
- 5 Your Name.
- 6 Your Character's Concept. (p. 18)
- 7 Pick a Nature, write the Confidence it gives you. (p.38).
- 8 Starting Money is \$1500.00
- 9 Each point of Vitality adds 1 Health Point.
- 10 Will Points. Its Score es equal to Insight + 2
- 11 Active Party Window. Write down the Pokémon you are currently carrying.

POKÉMON LEAGUE
Trainer's Card Rank:

NAME: AGE:

PLAYER: CONCEPT:

NATURE: MONEY:

CONFIDENCE

HP WILL

Active Party Window (11 slots)

ATTRIBUTES AND SKILLS WINDOW

- 12 Attributes. Start at 1. You have points to distribute according to your Age and Rank.
- 13 Skills. You have Points to distribute and limits on them according to your Rank.
- 14 Social Attributes. Start at 1. You have points to distribute according to your Age and Rank.
- 15 Achievements. Write down the achievements you need to increase your Rank.
- 16 Pokédex Info. Write here how many pokemon you have caught and seen.

12 STRENGTH

13 DEXTERITY

VITALITY

INSIGHT

ACHIEVEMENTS

13 BRAWL
THROW
EVASION
WEAPONS
ALERT
ATHLETIC
NATURE
STEALTH

13 ALLURE
ETIQUETTE
INTIMIDATE
PERFORM
CRAFTS
LORE
MEDICINE
SCIENCE

14 TOUGH

COOL

BEAUTY

CLEVER

CUTE

POKÉMON CAUGHT/SEEN

BACKPACK WINDOW

- 17 Potion's Pocket. List how many Potions you have and how many units remain in the bottle.
- 18 Small Pocket. Items in here can be used in-battle.
- 19 Main Pocket. Items in here can't be used during a fight.
- 20 Gym Badges Case.

Potion x Super Potion x Hyper Potion x

19

20 Badges

Pokémon Sheet

How to fill a Pokémon Character Sheet

POKÉDEX WINDOW

- ① Pokémon Picture.
- ② Your Pokémon Number in the Pokédex.
- ③ Name for your Pokémon Species or nickname.
- ④ Pokémon Ability. Choose one Ability on its Pokédex entry.

A red rectangular window with a white circle in the center labeled '1'. To the right of the circle are three stacked text boxes labeled '2 #000', '3 Name', and '4 Ability'. A small blue circle is in the top left corner.

QUICK REFERENCES WINDOWS

- ⑤ Base Health Points for your Pokémon are specified in its Pokedex entry. Each point of Vitality adds 1 HP.
- ⑥ Will Points. Its Score es equal to Insight + 2.
- ⑦ Held Item (p. 83).
- ⑧ Write down "Healthy" until it is inflicted with an Ailment.
- ⑨ Initiative Score equals Dexterity + Alert.
- ⑩ Accuracy. Write here the total Accuracy dice pool you most commonly use.
- ⑪ Damage. Write here the total Damage dice pool you most commonly use.
- ⑫ Evasion. Write here your total dice pool for evading p. 50
- ⑬ Clash. Write here your total dice pool for clashing.
- ⑭ DEF/SPDEF is equal to your Vitality/Insight score.
- ⑮ Rank.
- ⑯ Move windows. Write down your moves here.

A vertical stack of red-bordered boxes. From top to bottom: '5 HP' with a white input field; '6 WILL' with a white input field; '7 ITEM:' with a white input field; '8 STATUS:' with a white input field; a 'QUICK REFERENCES' section with '9 INITIATIVE:' and '10 ACCURACY:' fields; '11 DAMAGE:' with a white input field; '12 EVASION:' with a white input field; '13 CLASH:' with a white input field; '14 DEF/SPDEF' with a white input field; '15 RANK' with a white input field; and four '16 MOVE' windows, each with 'MOVE', 'POWER', and 'DICE POOL' labels.

ATTRIBUTES & SKILLS WINDOW

- ⑰ Attributes. Starting Attributes and Limits are specified in your Pokémon's Pokédex entry.
- ⑱ Skills. Distribute Points according to their Rank.
- ⑲ Pokémon's size is specified in its Pokedex entry.
- ⑳ Your Pokémon's weight is specified in its entry.

A red-bordered window with five horizontal bars for '17 STRENGTH', 'DEXTERITY', 'VITALITY', 'SPECIAL', and 'INSIGHT', each with ten white dots. Below are '19 SIZE:' and '20 WEIGHT:' fields. On the right, a vertical list of skills with dots: '18 BRAWL', 'CHANNEL', 'CLASH', 'EVASION', 'ALERT', 'ATHLETIC', 'NATURE', 'STEALTH', 'ALLURE', 'ETIQUETTE', 'INTIMIDATE', 'PERFORM'. A vertical bar on the right is labeled 'LIGHT', 'SURVIVAL', 'SOCIAL', 'EXTRA'.

SOCIALS & INFO WINDOW

- ⑳ Social Attributes. Start at 1,
- ㉑ Choose a Nature (p.38).
- ㉒ Happiness for your Starter Pokémon is 2.
- ㉓ Loyalty for your Starter Pokémon is 2.
- ㉔ Battles and Victories, keep track of them.
- ㉕ Accessory & Contest Ribbons
- ㉖ The Type of your Pokémon is specified in its entry.
- ㉗ Weaknesses depend on your Pokémon Type (p. 42)

A red-bordered window with '21 TOUGH' (5 dots), '22 NATURE:' (text field), 'COOL' (5 dots), 'CONFIDENCE' (text field), '23 HAPPINESS' (5 dots), '24 LOYALTY' (5 dots), '25 N° OF BATTLES:' (text field), '26 ACCESSORY:' (text field), 'CUTE' (5 dots), and 'CLEVER' (5 dots). At the bottom are '27 TYPE:' and '28 WEAKNESS:' fields.

Mental and Physical Attributes

Your Character will interact with the world using his Attributes and Skills, They are measured using Points within a *Character Sheet*, each point represents one die you can roll for that attribute should your action call for it.

Attributes can be rolled on their own to perform mundane tasks or they can be combined with skills if you want to do complex and incredible feats.

The scores range from 1 to 5 in humans, but some of the stronger Pokémon can exceed that number.

- 1 Point is Low
- 2 Points is Average
- 3 Points is Good
- 4 Points is Excellent
- 5 Points is Superior
- 6 or more points is Inhuman

Strength

It determines the power to carry a heavy load, inflict physical damage and muscle development.

● ○ ○ ○ ○	You are a wimp, a strong wind could knock you down.
● ● ○ ○ ○	Your strength is average, you could use a little exercise, though.
● ● ● ○ ○	You can show off at the gym, your physical power is something to be seen.
● ● ● ● ○	You could be a professional body builder or weight lifter.
● ● ● ● ●	You could move a big boulder out of the way without trouble.
● ● ● ● ● ●	The strength of an <i>Ursaring</i> bear, enough to tear apart a car.

Vitality

This attribute is used to determine your resistance and tolerance to pain and weariness, it also defines the health and vigor of the subject.

Each Vitality point gives you +1 HP, 1 Defense, and 1 Special Defense.

As an Optional Rule, you may use Vitality score for Defense, and Insight for Special Defense.

Keep track of your Defense and Special Defense, You will need them to resist Physical and Special Attacks respectively.



● ○ ○ ○ ○	You look frail and get tired easily. Even a papercut would leave you in tears.
● ● ○ ○ ○	Small amounts of pain won't make you cry, but you still can't endure much of it.
● ● ● ○ ○	You could resist running a marathon or even stay a few days without sleeping.
● ● ● ● ○	You could work as a stunt double in dangerous action movies.
● ● ● ● ●	You could impersonate a dummy in a car crash.
● ● ● ● ● ●	You could resist bullet seeds with your pecs of <i>Lairon</i> and abs of <i>Steelix</i> .

Dexterity

The agility, flexibility, and coordination you have in your body are determined by this attribute.

● ○ ○ ○ ○	Walking without tripping or bumping into things may be challenging for you.
● ● ○ ○ ○	You can climb a tree, getting down is another matter.
● ● ● ○ ○	You could practice parkour or rappel with ease.
● ● ● ● ○	Professional dancers and athletes envy your swift movement.
● ● ● ● ●	You could try pole jumping without the pole.
● ● ● ● ● ●	Your sprint could match a <i>Jolteon's</i> .

Insight

The ability to be aware, perceive and understand yourself, others, and your surroundings. The power of the mind to see beyond the mundane.

● ○ ○ ○ ○	You don't understand sarcasm and barely notice anything beyond your nose.
● ● ○ ○ ○	You can perceive well enough. You do a little introspection from time to time.
● ● ● ○ ○	Your gut feelings are right most of the time.
● ● ● ● ○	You could clearly understand what a Pokémon is trying to tell you.
● ● ● ● ●	You feel the connection between yourself, the others and the world.
● ● ● ● ● ●	Like <i>Blissey</i> , you can sense the energy and the emotions beyond the physical world.

Special

A Pokémon's unique ability to perform feats proper of their species, such as throwing fire, producing electricity, controlling shadows, etc.

	A tiny display of power. Such as an ember, a small bubble, or a weak jolt of electricity.
	The Pokémon can create and let out a decent amount of energy.
	A big display of energy, enough to leave crack marks on hard stone.
	The force of the attack could stop a car on it's tracks.
	Only an explosion could compare to this display of power.
	The Pokémon commands the forces of nature and they bend to its will.

Social Attributes

While most of the time you will be **roleplaying actively**, wether it is acting cute, refined, thuggish etc. Social attributes will help you make your acting a lot more convincing in-game.

Social Attributes are a vital part of **Contests** and other situations where you can't fight your way through.

Tough

A Tough attitude is used to command respect, intimidate or coerce others. If you need to face something head on, or stand in the way of someone being aggressive Tough is the way to go.

	You are as intimidating as a cute garden lily.
	It can be scary when you make an angry scowl.
	Others fear and respect you.
	You command the ultimate authority.
	Even a raging dragon would think twice about crossing your way.

Cool

This attribute makes for a charismatic, confident and trustworthy attitude when dealing with people or Pokémon. Best used to break quarrels, positively influence someone and make new friends easily.

	You're kind of awkward and rarely talk to people.
	You can make new friends and be good company.
	Popularity contests are not a problem, you're a people's person.

	The charisma of a superstar, everyone you meet wishes they'd be your friend.
	You could cheer up a <i>Voltorb</i> that's about to explode.

Beauty

Beauty is about looks but also about elegance and a classy demeanor. Your Beauty will help you get other's favor and leave everyone dumbfounded as to how effortless you make it seem to be perfect.

	Your manners and personal looks need a lot of work, what are you? A hobo? A <i>Garbodor</i> !?
	You look nice when you dress for the ocasion. A little make-up wouldn't hurt.
	People often compliment your appearance. You almost glide when you move.
	You attract the looks and favor of everyone around. It's as if you were a prince or princess.
	Others would pay to be in the same room as you. You are way out of everyone's league.

Clever

The capacity of the mind to remember, comprehend and solve problems. You need it to understand things around you and be capable of finding out the best solutions.

	You don't pay much attention to anything, problems go over your head most of the time.
	You understand what's explained to you, but some tutoring would help.
	Your memory and analysis skills are sharp. You always keep your mind busy.
	Quick analysis, precise judgement and superb power of concentration.
	Only the mysteries of the universe remain a challenge for your sapience.

Cute

A sweet and innocent behaviour that lowers everyone's guard. It gives you an air of pureness that makes others want to protect you. This sweetness may be deceiving as it's also good for manipulating others through charm.

	Please....stop smiling. It's creepy.
	You can pull out your puppy-eyes, rosy cheeks and playful attitude.
	You easily melt hearts and make everyone go "D'awwww"
	You have all the charm of cotton candy and lovely dreams.
	The embodiment of innocence and purity.

Skills and Extras

You will be needing **Skills** to make your adventure easier and help you go through many situations. Your Pokémon can learn a few on their own, but you can also train them so they can grow stronger.

A **Skill** is a varied compendium of applied knowledge. They can cover a broad number of situations, **they don't have to be specific to a certain discipline.**

There are so many different skills in the world, that it is impossible to practice or master most of them. Although the most relevant are listed in the Character Sheets, you may learn anything you want, from farming to poetry or anything you can imagine. Use **EXTRA** skills to take note of any other **Skill** not listed by default.

Keep in mind that most **Pokémon will need a Trainer's instruction to learn Skills not listed on their character sheet.**

Skills can only be rolled alongside an Attribute, never on their own.

Each Skill Point will be a dice added to the roll whenever you need more than your natural physical, mental or social power to succeed.

Most Action Rolls require an:
Attribute + Skill

Make combinations to get a dice pool that fits the action you are trying to do.

It is also worth noting that **you cannot have more points on a Skill than those allowed by your Rank**, you'll need to train harder to be able to specialize further.

■ Fight Skills

From kicks and punches to bites and hair pulling. You need to have an idea of what to do in order to win a fight. These skills will define your combat style, you may choose to focus on a single one or mix them around, it all depends on what strategy you are following.

Brawl

You focus on **Non-Ranged combat**, making contact with punches, kicks, tackles, bites etc.

Channel

Pokémon control the energy of their Type, using this specialty allows them to use their **Ranged attacks** a lot better.

Clash

Pokémon attacks often clash during battle, use this specialty to block a foe's attack with one of your own.

Evasion

Dodging attacks is what you know best, you focus on cover, jumping out of range or fluid movements of the body to minimize the damage.

Throw

Trainers use this ability to throw Pokéballs, rocks, bait, darts and other projectiles with precise aim.

Weapons

Humans don't have Moves but they can use weapons and traps if their Pokémon isn't around to protect them.



We do not offer a list of weapons on this book. You have to use your own discretion as to how powerful you want them to be.

■ Survival Skills

Whether you want to hike through the wild or just take a stroll around the city, you need to know how to avoid the dangers that lurk in every corner.

Alert

This represents the sharpness of your senses, it may be a good eyesight, a great hearing, a notorious sense of smell. Being alert helps you react to danger a lot faster.

Athletic

Run, Climb, Jump, Swim, Walk upside down! You know how to get the most out of your body.

Nature

Creating a fire from scratch, knowing what kind of plants you can eat, building shelter and knowing the cycles of nature will aid you to use her graces in your favor.

Stealth

The best way to avoid danger is not letting it find you, you train yourself to be swift and silent, blending with your surroundings to go unnoticed.

■ Contest Skills

These skills cover everything you need in order to make an excellent performance in **Pokémon Contests** and most **social situations**, so improving these skills might save you from unnecessary battles.

Allure

Pokémon will often try to make you feel like they are interested in you, either to win your favor or prevent being attacked. How genuine that feels to others depends on this specialty.

Empathy

Humans are empathetic creatures, your ability to sympathize to other’s feelings and share their joys and sorrows will be measured by this skill.

Etiquette

Some situations require good manners and elegance, refinement, gentleness, and grace. They make the difference between the prince and the pauper.

Intimidate

Other situations will require a spiteful glare, a sharp comment or a well-timed rise from your seat. Intimidation is useful to force or manipulate others to do what you want.

Perform

Dancing, Singing, Acting, Impersonating, and Bluffing! Anything that may need to pull out a convincing act will get better if you specialize in Perform.



■ Knowledge Skills

Humans need to know a lot of things in life, while some people just learn what they are taught in school, others will seek answers through the path of wisdom. A Pokémon would need an excellent Insight and Clever scores to be able to grasp these concepts.

Crafts

You can build anything with your hands, some tools, and a few materials. Drawing, sculpting, cooking, repairing, etc.

Lore

Knowledge about the different species of Pokémon, their legends and folk tales about the location and origin of the rare Pokémon in the area.

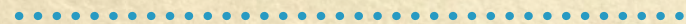
Medicine

How to take care of wounds, first aid, emergency care, applying medicine, and even creating your own remedies will be possible if you specialize in Medicine.

Science

Choose any science or research field you want. For example: computers, technology, chemistry, physics, geology, engineering, Pokémon Evolution, etc. You can pick any field you want!

You may keep studying and add other Science fields to specialize further.



■ Extra Skills

Sometimes you’ll need a skill that it’s not listed in your character sheet, these skills can only be attained at your Story teller’s discretion. Pokémon will need instruction from a Trainer to gain these skills.



Health Points (HP)

Health Points measure the state of your character’s body.

All living beings have a **Base HP (BHP)**, a representation of their species resilience to damage and pain. Something that could cause a crippling injury to some creatures may feel like a sting to a different species, it all depends on how their body is built.

To calculate your total HP you must **add the number of points you have in Vitality to your Base HP**. For example:

Humans have a Base HP of 4
Each Pokémon Base HP is listed within its Pokédex entry.

Marco is a human, his Base HP is 4, and his Vitality score is 2. Marco has a total HP of 6.
Marco’s Marowak has a Base HP of 4, and its Vitality score is 4. Marowak’s total HP is 8.

Whenever you receive damage, you will lose HP.

This HP loss is only temporary and can be recovered with time or medicine. If you receive damage equal your total HP, you will be **unable to move** and you’ll faint.

If you keep receiving damage after fainting, that damage will become Lethal. That means your wounds will be more severe and your life could be in danger. Some Moves performed by Pokémon may deal Lethal Damage directly. Receiving **Lethal Damage** equal to your total HP means **the character dies**.



Will Points

Through history, people have achieved great feats that normally would seem impossible.

A frail woman suddenly lifting a giant boulder to save her infant son trapped underneath, or a man with a broken leg getting up to run from a fire.

In those scenarios, people used all of their might, breaking the limits of their own physical restrictions in order achieve something greater.

The **Will** Attribute measures just how far your inner strength can take you.

Every human and Pokémon has Will equal to: Insight +2.

Storyteller may call for players and Pokémon to make a roll using their Will score to **overcome fear, rage, or sadness, also as a call for conscience** when attempting misdeeds.

Will points can also be spent to resist pain and have a better chance to succeed at any roll.

Here is how it works:

Announce that your character or Pokémon are giving all they've got.

- Spend 1 Will Point to ignore 1 Pain/Stress Penalization for the rest of the scene.

Note: This means that if you spend 2 Will Points you'll ignore 2 Pain Penalizations and so on.

- Spend 1 Will Point to reroll 1 unsuccessful die from all your Rolls during this Round.

After you spend a point, however, your character will be worn out, **if you run out of Will Points the character will lose consciousness and faint at the end of the Round.** Just from the sheer strain of going beyond the limit.

Pokémon and Humans do not come to this world with the ability to spend Will Points whenever they want.

It is something that creatures would use only in extreme situations, and even then, most people just don't have what it takes.

The Trainer has to teach his Pokémon to get a hold of this inner strength. Maybe later they will be able to use the power of their Will.

If a Trainer is not experienced in using his or her own inner strength, it is possible the Pokémon won't be either. Most of the non-player characters will not use their Will Points as it is something only the most proficient Trainers and Pokémon are able to do.

To recover one spent Will Point your character must: Rest for a few days, feel accomplished by having achieved something great, follow their nature, or get them as a reward for good role-play.

Happiness & Loyalty

These attributes will define your relationship with your Pokémon and are among the most valuable traits in the game since they determine how good is your relationship with your companions.

What's the use of a strong Pokémon if it hates you and wants to run away?

It is common for trainers to have a hard time with a newly caught Pokémon, they might even be attacked by said Pokémon since for all they know this is just Round two. This kind of reaction depends on the situation in which the Pokémon was caught but also depends on the species and their nature.

The best tip we can give you: Try to start with the right foot.

Happiness and Loyalty range from 0 to 5 points.

In the wild, a **Pokémon usually has 2 points on each**, but as soon as they are caught their life changes forever.

A good trainer must know how to deal with rough edges if he plans on building a relationship and hopefully, increase these two traits.

As soon as you catch a Pokémon, reduce their Loyalty by the same amount as the Pain penalization you inflicted on them.

Yeah, that's right. If you beat them to a pulp, don't expect them to be happy about it.

When you catch a Pokémon, reduce their happiness to 0 points if they were caught against their will, to 1 if the battle against them was unfair (many vs. one, using items etc.) and keep it at 2 if you fought them in fair conditions.

These two traits cannot be increased with the Ranking system. You will need to role play if you want to affect them both positively or negatively.

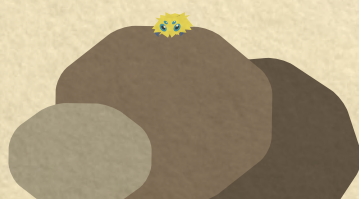
While Happiness and Loyalty are not directly linked, **keeping your Pokémon happy is a good way to gain or increase its Loyalty.**

Role-Playing will be the key to increase both traits.



**Trainer
Tips**

Aim to build a strong relationship with your Pokémon while it's still at an un-evolved stage. Creating bonds with Pokémon in later stages will be a lot harder.



Happiness

This trait is all about being happy and comfortable. Most Pokémon are simple creatures, they want safety, food, stability and especially they want to feel useful. Some Pokémon will rejoice in the comfort and luxuries of the human world, while others will disregard them. Always try to provide the life they want.

●●●●●	Miserable. Your Pokémon is angry and/or depressed, it may resent you or others.
●●●●○	Dissatisfied. The Pokémon doesn't like living with you.
●●●○●	Comfortable. There's food, companionship and a place to sleep, it's not bad.
●●●○●	Satisfied. Your Pokémon enjoys the benefits that come with being your companion.
●●●●○	Accomplished. Most of what your Pokémon wanted in life has come by being with you.
●●●●●	True Happiness. Life has been kind to this Pokémon and it is grateful to you for it.



Loyalty

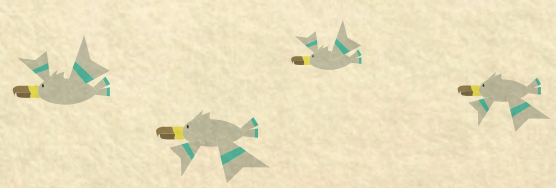
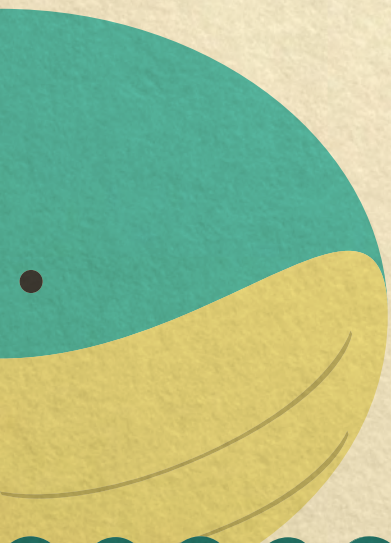
This trait reflects how much they are willing to do for you; from ignoring you completely to risking their lives to save you, a loyal Pokémon is your best friend in better or worst. Never underestimate the power of friendship.

Pokémon evolution may bring a power surge that makes them feel they don't need you as much anymore, so their Loyalty score may go down upon evolving.

Evolution might strain the relationship you had with your Pokémon, making it feel as if it were a stranger.

When a Pokémon evolves, roll their Trainer's highest Social Attribute. Score at least 2 Successes, or else the Loyalty of the Pokémon will go down 1 point.

●●●●○	The Pokémon thinks about attacking you or escaping. Careful as it might bite.
●●●●○	It is indifferent to you, it may not even want to interact with you or your other Pokémon.
●●●○●	It will stay by your side. But if it gets too dangerous you are on your own.
●●●○●	The Pokémon considers you a friend, it will help you get out of danger if possible.
●●●●○	There is nothing it wouldn't do for you. You are the most important person.
●●●●●	Some friendships last more than a lifetime. No danger, no person and no distance is an obstacle for it to be with you.



Rolling the Dice

Our lives are influenced by random factors all the time. Luck is a part of our lives, fortune can change our future and destiny is built on the results of our actions.

In **Pokémon: The Role Playing Game** all variables are represented by six-sided dice. These Dice are pretty easy to get and you can find them in almost any gaming store. You may even have some from your old board games!

You will need to roll the dice to perform any action you can imagine.

During the course of the story, your character will have to perform certain actions that are out of the ordinary.

Now that you have seen the Attributes and Skills, it's time to learn about how to use them.

Unless it's something simple, every Action roll is an ensemble of an Attribute and a Skill. The total sum of the points your character has in those traits is the final dice pool for the action.

Roll those dice and every dice that comes up as 4, 5 or 6 counts as a success.

You might require 1, 2, 3 or more successes from this roll depending on the difficulty of the task.

Required Successes	Difficulty Settings
1	<u>Troublesome</u> . You rarely do something like this.
2	<u>Challenging</u> . You have obstacles in your way.
3	<u>Hard</u> . The conditions place you at a huge disadvantage.
4	<u>Insane</u> . The mere idea of trying is ridiculous.
5+	<u>Almost Impossible</u> . All logic points to the action not being possible.

*Wilson is chasing a Murkrow who stole his Trainer bag.
 Murkrow is slowed due to the bag's weight and thus not able to fly high enough.
 This makes the task pretty easy and Willson's roll only needs 1 Success to get the thief.
 Later that day, a Honchkrow comes and steals his bag (again!) since it is stronger, it's not being slowed down and Wilson's roll will need 3 successes.
 If he doesn't catch it on his first attempt and Honchkrow starts to fly higher, his roll will progressively increase in difficulty, until Honchkrow gets out of reach and flies away.*



Critical Failure

What would happen if you try to get a 4 year-old to land a plane during an emergency? Probably nothing good.

Underperforming when attempting a task can bring catastrophic results. That is why if you score a roll with less than 3 successes than required you will not just fail to do the task, but something bad will happen at your Storyteller's discretion.

- Receiving Damage
 - Damaging an ally
 - Making the task completely impossible
 - Getting an Status Ailment
- ...or worse.

That means that tasks that are **Troublesome**, or **Challenging** can be attempted safely, but as soon as the difficulty becomes **Hard** the possibilities of suffering injury or having disastrous consequences are very real.

The farther your roll is to the required successes, the worse the outcome will be.



Ranking

Even Champions were rookies at a certain point in their lives.

Today you begin your Pokémon Journey. Many adventures lie ahead. Perhaps you always dreamt on becoming a Trainer, or maybe some circumstances forced you to take this path. If you're willing to work hard, someday you may even become the best.

A good Trainer is capable of taking a little scaredy Pokémon and turn it into a champion, but in order to do that, you'll have to journey across the world and complete many achievements.

Rank determines your ability to train a Pokémon and it represents your overall personal growth.

When it comes to Ranking, you're teaching your Pokémon how to fight and survive, but you're also teaching them how to unleash their potential, control their most advanced Moves and to adjust to any strategy you need.

The Ranking System works through Achievements. When a Trainer completes all the achievements required to upgrade, them and all their trained Pokémon will gain the Benefits. Storyteller may add or change achievements required to improve a Trainer's Rank.



Beginner Rank

You've put into practice everything you've read in books and everything you've watched on tv. Maybe it took several tries but you finally succeeded. Young and compliant Pokémon understand your training and follow your orders.

What Achievements do I need to get this Rank?

- Successfully understand your Pokémon's gestures.
- Train a Pokémon.
- Catch your second Pokémon.
- Win your first Official Battle against a Trainer.

Benefits:

- 2 more Points to distribute on Attributes.
- 2 more Points to distribute on Social Attributes.
- 4 more Skill Points to distribute.
- Skill Limit 2 (can't have more than 2 Points on a single Skill).
- Can Target a Max of 2 Pokémon (including itself).



Amateur Rank

After a while, you've managed to understand the basics of being a Pokémon Trainer: you have to train hard, take care of your companions and learn from the Gym Leaders. The vast majority of Trainers you find are considered to be on this Rank.

What Achievements do I need to get this Rank?

- Evolve a Pokémon.
- Win your First Badge.
- Increase a Pokémon's Loyalty & Happiness.

Benefits:

- 2 more Points to distribute on Attributes.
- 2 more Points to distribute on Social Attributes.
- 3 more Skill Points to distribute.
- Skill Limit 3 (can't have more than 3 Points in a single Skill).
- Can Target a Max of 3 Pokémon (including itself).



Ace Rank

Very few Trainers have the dedication and talent needed to raise above the average. An Ace overcomes all obstacles and applies everything learned during his journey. They show their Pokémon their true potential.



Starter Rank

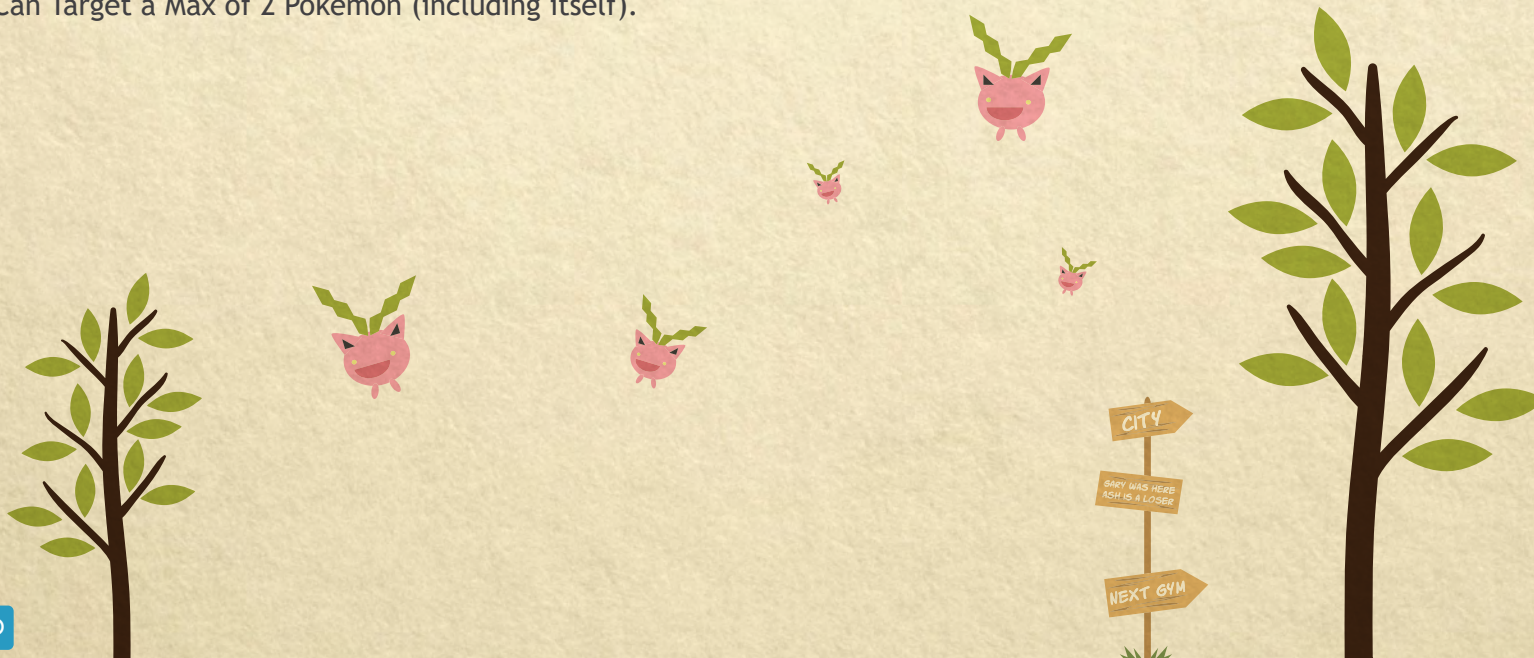
You begin your career right here, a newbie without any real experience. Most wild Pokémon won't listen to you and even your own Pokémon will have a hard time understanding anything that doesn't fit their primitive instincts as you simply don't have enough idea of your Pokémon's potential.

What Achievements do I need to get this Rank?

- Get your Trainer's License (Character Sheet).
- Get your first Pokémon.

Benefits:

- 5 Skill Points to distribute.
- Skill Limit 1 (can't have more than 1 Point in a single Skill).
- Can Target a Max of 2 Pokémon (including itself).



What Achievements do I need to get this Rank?

- Win 8 Badges.
- Get a full party of six evolved Pokémon.
- Defeat your Rival.

Benefits:

- 2 more Points to distribute on Attributes.
- 2 more Points to distribute on Social Attributes.
- 2 more Skill Points to distribute
- Skill Limit 4 (can't have more than 4 Points in a single Skill).
- Can Target a Max of 5 Pokémon (including itself).

Pro Rank

You've become a role model among Trainers. You can tame even the wildest Pokémon and turn it into a productive citizen capable of doing any job. Those who know you, think you're a pioneer in your area of expertise. You found new answers regarding the Pokémon World and realize what it means to be a True Trainer.

What Achievements do I need to get this Rank?

- Get a Pokémon-related job.
- Clear the Victory Road.
- Catch a Professional-Rank Pokémon.

Benefits:

- 2 more Points to distribute on Attributes.
- 2 more Points to distribute on Social Attributes.
- 1 more Skill Point to distribute.
- Skill Limit 5 (can't have more than 5 Points in a single Skill).
- Can Target a Max of 6 Pokémon (including itself).



Master Rank

You've explored every corner of your Region, tamed Pokémon and habitats as a whole. You have seen legendary creatures and you've even found the truth behind strange rumors and ancient myths.

What Achievements do I need to get this Rank?

- Find and study all Pokémon species in your Region.

Benefits:

- A total of 14 Points to distribute on Social Attributes.
- Roll 2 additional dice on all Skill Rolls.
- Passive Traits such as HP, WILL, Initiative, DEF/S.DEF, are increased by 2.



Champion Rank

Somehow you've managed to defeat the Champion and now you carry the highest title a Trainer could have. Your fame transcends all frontiers and Leagues while your Pokémon exceed the natural capabilities and skills of their species. *See Challenges Ahead p. 459.*

What Achievements do I need to get this Rank?

- Defeat the Champion in the League's Challenge.

Benefits:

- A total of 14 Points to distribute on Attributes.
- Can raise Attributes up to 2 Points beyond the Limit.
- 1 more Skill Point to distribute.



Overall, Rank is a representation of time and effort put into a particular lifestyle, Pokémon Training in this case.

Wild Pokémon also have a Rank and obtain the benefits from it, it's up to the Storyteller's discretion to determine the Rank of a wild Pokémon.

Pokémon will not follow orders from a Trainer with a Rank inferior to theirs.

So if you catch or trade a Pokémon with a Rank superior to yours, its Rank will remain as it is, making it almost impossible for you to control or make it obey you.

The League does not look favorably on trainers who cannot control their Pokémon in official matches.

Trainers who seem incapable of controlling their Pokémon during a tournament or an official match are disqualified.

You'll have to increase your abilities as a Trainer to fully tame and unleash a stronger Pokémon's potential.

The good news is that if you catch or obtain a Pokémon with a Rank lower than your own, its Rank will be upgraded to match yours after some Training Sessions.

Because your Rank is also a reflection of your mastery, you also learned how to get the best out of a Pokémon. Now you are able to generate results faster.

Creating a Story

Now it's time to derail the train of destiny with some booms and bams! Characters expect to live adventures. When they get out looking for trouble they are gonna find you ready.

Being a Storyteller and creating a story is not as hard as anyone would think. Relax and have fun with any crazy idea. Just remember that you are here to make sure that everyone is having fun.

To start, talk to your players and ask them how they wish to play, what they expect from the story, and what their perceptions of the Pokémon world are.

You have to unify their perception to make sure their characters are being brought to life with a clear idea about how this society works and their attitude towards Pokémon and other humans. You can even share a brief summary of what's to come.

Listen to their concerns and also express your own. Remember that it is also their responsibility to create fun characters that can contribute to the story.

Someone who antagonizes other players or the storyteller is not doing their job as a player correctly.

Make sure no one creates a character that cannot be befriended.

Once everyone is on the same page, it's time to get prepared.

■ Ideas for Adventures

Pokémon Journey

Type: Exploration

Focus: The Pokémon Lore

Game Plan: Design geographic Points of Interest surrounding the Players.

Place NPCs: Each NPC may be a local or another trainer with a personal connection to this Point of Interest.

Place Obstacles: Each obstacle may be completed only through the use of certain Pokémon and their specific Moves.

Missions

Type: Action

Focus: The Pokémon Battles

Game Plan: Design an Antagonist currently hurting the Players, the Pokémon, the environment or the people.

Place Enemies: Each enemy should have one or more Pokémon ready to impede the progression of the Party.

Intrigue

Type: Investigation

Focus: The Human Characters.

Game Plan: Design an Antagonist and an evil plan.

Place Clues: One clue may be collected through Fight Skills, another may be collected through Social Skills, other may be collected through Survival skills; other may be collected through Knowledge Skills. All clues should revolve around an imminent danger.

■ Playtime Duration

A game session lasts from 2 hours to 4 hours.

Take into account that during that timeframe, players will only be able to perform 2 or 3 well described objectives and still leave some room for character development.

Battles won't always be necessary; normal people have troubles, tension and dire moments without having to fight for their lives every day. A battle is best used as the culmination of bad decisions or very tense circumstances.

This is a game about drama, not grinding battles.





Aonik

The Many ways to tell a story

Depending on the goals of the Players, there is always a way to make the process of storytelling easier.

There are three main ways to tell a story in this game:

Chronicle

Some stories are too long to be told in one game session. A Chronicle is a grand adventure with one main plot and usually one recurring villain. This kind of story can get really epic and can take months of gaming sessions.

It was made a common belief that this kind of storytelling was the normal mode to play, however, it is not.

This is hard mode.

It's common to see people start a Chronicle and never finish it, so keep it simple.

Communication between players and storyteller makes all the difference.

Episodic

Picture it like watching a TV Show, a single session is a complete adventure on its own.

Many things could change for better or worse, however, let it be powerful. Allow the players to learn something from it. The fact that they can return to their normal lives doesn't mean they went home empty-handed.

It is possible to begin to play in an Episodic way and then throw some Chronicle elements.

Storyteller Rotation

Storyteller Rotation has a great advantage due to many people taking turns at storytelling.

The characters will be provided with many more kinds of adventures because everyone has a unique way of thinking.

Storytellers may take a break and also play their characters and there's more time to write better adventures.

It's like watching a series of movies telling the comings and goings of the Characters. It is very similar to a normal Chronicle that is combined with Episodic Storytelling.

All Players should...

Go with the flow

Stay in character and actively role-play, so instead of saying: "I send out my dragon pokémon and I order it to attack or whatever..." Act as if your character was really in the situation and say: "Garchop, go! Charge using Dragon rush!" So don't be shy and let's have fun!

Stay Focused

Sometimes not much is happening, or maybe your character is not on the scene. Be calm, listen, and stay focused. Paying attention when the storyteller is speaking is a common courtesy. It will make the game flow faster and smoother.

Work as a Team

The other players are members of your group, you should be friendly to them and their characters. You guys are a team and should work as such. Antagonizing other party members for your own amusement is disruptive and disrespectful. Don't be THAT guy.

Request Goals

Are you trying to defeat the Gym leaders? Exploring old ruins full of strange Pokémon? Make characters to fit that goal. If for some reason you are at a loss of what to do, you should ask the Storyteller to do a retell on the important plot points.

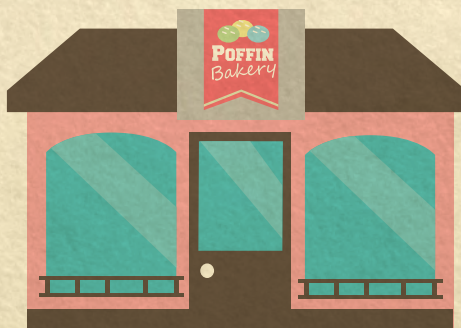
Not obsess about rules and mechanics

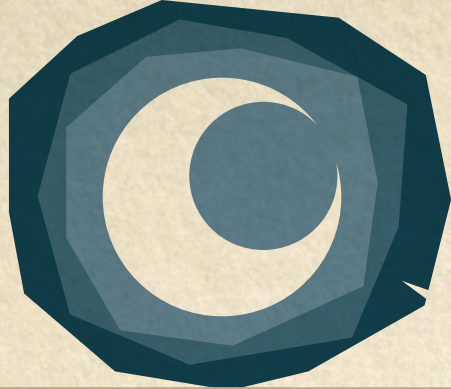
Remember that the Storyteller will decide what's appropriate in the story. If there is a conflict or a stalemate use common sense and prioritize the story flow over anything else.

Try out Storytelling!

Everyone has the ability to tell a story, we want to encourage you to try it from time to time.

It's a wonderful experience and it's easier than you'd think. We're sure you can do it!





Laws of Storytelling

1. Don't create a story to win

This is not about how you are going to defeat the players.

2. Don't fret over minuscule details

Your job is to create a mood, an atmosphere. You don't have to describe where every single object is. Let their imaginations do the work, this will save time and make the game flow uninterrupted.

3. Help the players get into their characters

Players are not really inside the Pokémon world. Don't expect them to perform as you imagined. Try to tell them how their characters feel and what they are thinking. It's useful to place thoughts in them from time to time.

4. The game is not only about mechanics

This game is about active role-playing, don't get too deep into the numbers, the rules, and pop-up combat. It's never as important as the drama.

5. Actively Role-Play

This game requires active role-playing. You are not only preparing to tell a story, you are also getting prepared for acting. The same law applies to the Players. Add spice by describing the actions and the Moves of their Characters and Pokémon in the game.

6. Use tools

Even if you have a beautiful voice, use appropriate music and sound effects. You may print maps or show your players pictures of the places they are in. This will help everyone to be in the same tune and will make your story a lot more interesting.

7. Get prepared

It's not ok to walk into the room not knowing what you are going to say. Improvisation can only take you so far.

8. Use Time

Use time in your favor. You can use Flashbacks, Fast-Forwards, or Pause the session if you need some time to think. Taking breaks is always nice.

9. Make sure everyone is having fun

You are not their entertainer, but you have to make sure everyone is taking part in the story. From the most talkative and extrovert to the most shy and timid of your players.

10. Start as close to the end as possible

Long introductions are boring. Even if there is something very important from the past, try to use exposition to say it.

11. Make it feel real not "realistic"

To bring your adventures to life you must have fun with the innocence and fantasy of the game.

12. Don't create a story to win. Again.

Just to be clear.

13. The storyteller is not "God"

You'll always have the final word, but don't let the power fool you. If you think you can do whatever you want, you'll find yourself without players very soon.

Tips on Storytelling

Improvise

There will be times your players suggest something wild or illogic. Try not to say "No" if they suggest it, it must be because they find it fun. Roll with it, improvise and try to make it fit into the setting and story.

Prepare Random Encounters

Sometimes players get to a point you didn't expect, so prepare some bad dudes and their Pokémon. This should be used **only when it's really necessary**, not as part of your story. If you don't use this Encounter in the game session, save it for later.

Give Emergency clues

Many times Players will miss a **VERY CRUCIAL** clue. Maybe it was right under their nose, but now they

can't go any further without it or the story will take a bitter turn.

In such cases, you may have to move the clue from place to place in case it is needed. Maybe it's time to use the random encounter or have an ally appear. *Prioritize story flow over puzzles and mechanics.*

Positive reinforcement

Perhaps your Players are getting out of character or being disruptive. **Keep Calm. Talk to them.** Don't punish your players in-game for something that's happening out of it. Engage them, give them goals and reward their achievements. You may also try converting the interactions and comments they make out-of-game to in-game. The results may surprise you.







Natures

Your *Nature* is your essence. Both humans and Pokémon have their values and what's important to them defined by it.

All people and Pokémon have their own unique personality, but **it is their *Nature* what defines how they will react to certain situations.**

Your Nature will show what's inside your mind and that will reflect on the exterior. Some Natures are beneficial for certain aspects of life and all of them can have their own hindrance when facing certain situations.

Pokémon can overcome the limitations of their Nature with the help of their trainer. A fearful or aggressive Pokémon can become friendly and social with the right treatment.

Pokémon might also change their Nature when they evolve.

For humans, though, the power to act against your own nature can only come from within yourself through your Will Attribute.

Keep in mind that Humans are able to think or feel one way yet act another.

Pokémon on the other hand tend to act according to what they feel and will stay true to their Natures.



The Nature you pick will also determine your Confidence. A trait that you'll need when facing stressful situations.



Confidence

People and Pokémon need to interact with each other, and while their Nature defines their core feelings, it will also affect how well they can handle negative stimuli towards their own ego.

Some individuals relish in being the center of attention, others just love hanging out in big groups while there'll be a bunch who prefer solitude, quiet places or simply want to be left alone.

Social Situations and Pokémon Contests might put you through a lot of Stress, this Stress might damage your Confidence, and the Emotional Damage you receive can create difficulties for you.

If your Trainer is interested on becoming a Coordinator, Confidence will be one of your most valuable traits.

Head to the **Pokémon Contest** section of this book to learn all about Confidence and its uses. p. 63



Adamant

Confidence: 4

Powerful, Fierce, Relentless

An indomitable will that won't falter. Those with Adamant nature are belligerent and impassive.

Only the strong survive in this world, that's why power and strength are what they respect the most. You are either their equal or you're inferior. Working as a team does not fit them well. They believe everyone must carry their own weight and those who can't will be left behind. They also lash out when they feel threatened and rarely care for social norms.

Bashful

Confidence: 6

Compassionate, Vulnerable, Family Oriented

There is an adorable shyness in them. They enjoy the simple things in life and are quite sensitive to other's emotions. They are very conscious about their own weaknesses and will try to make them better, but it hurts them to be pushed around and they may feel intimidated or disheartened if the challenges are too big. They need a strong figure who believes in them to feel confident but the fact that they are aware of their own weakness is a great advantage though.

Bold

Confidence: 9

Adventurous, Confident, Daring

Real thrill seekers. The Bold view life with optimism and excitement, they firmly believe one must go forward no matter the consequences. They are easily provoked and quick to take action, often heading into challenges a lot bigger than themselves. Failure is something that hits them hard, but they are known for getting back on their feet again and charge for adventure one more time. There's no mountain big enough to stop them and they love to be the center of attention.

Brave

Confidence: 9

Fearless, Level-headed, Protector

The Brave of heart will face any situation with courage and a cool head. They won't tolerate bullying or abuse anywhere near them and will always encourage others to conquer their fears. "Selfless" is their second name, as they will never turn their back on their comrades even at the cost of their own safety. Others look up to them as they inspire confidence and trust. They strive to conquer their fears and wish to inspire others to do the same. They keep it together when stress begins to escalate.

Calm **Confidence: 8***Reasonable, Peaceful, Balanced*

Peace and tranquility is the most important thing for those with a Calm nature. They are not noisy nor they want many thrills in their lives. Conflict is not welcome and they tend to be peacemakers.

It is rare to see them fall for provocations as they keep their distance and composure when facing trouble.

They dislike stress and overbearing attention, but their presence is pleasant and soothing.

Careful **Confidence: 5***Analytic, Skeptical, Withdrawn*

Those with this nature will often ponder their options according to the level of risk. If the benefit is substantial but the risk is too great they will prefer an option less rewarding but also less risky. They may take some time to warm up to strangers and will always be alert to their surroundings. Keeping a situation under control is important for them, not being in control makes them anxious and stressed. If things get out of hand they might run away to fight another day.

Docile **Confidence: 7***Kind, Team worker, Service spirit*

Always with a courteous disposition, a Docile nature indicates that you put others before yourself. Those under this nature love to please and be of assistance to their companions and community.

They're not big achievers and might lack initiative, but even if only one person appreciates their efforts they will feel accomplished.

They make great teammates and will be the first to ask: "How may I be of service?"

Gentle **Confidence: 10***Graceful, Charismatic, Extroverts*

A Gentle personality reflects on graceful conversations and pleasant social interactions. They enjoy doing things with care and refinement, and others come to them simply to revel in their sophisticated presence.

They enjoy luxuries but can be quite demanding with their tastes. These natural socialites were born to be in the spotlight and they don't like to share it.

Hardy **Confidence: 9***Dependable, Resilient, Resourceful*

Life has been tough, but they know how to face anything no matter how difficult. The word "disheartened" is not for them, they have a great tolerance for stress and frustration so they rarely get worked up.

You'll rarely find them unprepared. They do their best to endure and overcome. Taking things lightly is difficult for them, but they are dependable. They'll help you get through the hardest of scenarios.

Hasty **Confidence: 7***Eager, Enthusiastic, Hustle*

Energetic, spontaneous and a little impulsive.

They live in the moment and don't have time to mop about past losses or worry about future battles. They are eager to see what comes next, moving from one thing to another. They rarely stress out because they make their lives on the go and rarely sit to relax or meditate things through. There will always be something to do with them around, let them improvise.

Impish **Confidence: 7***Mischievous, Witty, Playful*

Free spirits hungry for enjoyment and fun at the expense of others. They carry themselves with a light heart but you can also see a smug smirk on their faces.

Playful, irreverent and agile of mind, they dislike routine and chores. They are the kind to circle around a problem as a head-on confrontation will stress them.

They also want a little validation from others so they'll get attention as the pranksters of the group.

Jolly **Confidence: 10***Cheerful, Charming, Energetic*

They love to spread happiness around and will always have a smile to give you. They rarely feel gloomy and dislike when others do.

They easily form close friendships as others enjoy their good mood and affable disposition. They know the power to move a mountain lies in an enthusiastic demeanor and positive thoughts; regardless of the hard times their cheerful smile will brighten your day.

Lax **Confidence: 8***Unconcerned, Indolent, Simple*

Lax is an inconstant nature, those under it will do things whenever they feel like it.

Is not that they are lazy, they just don't see the need to waste energy on stuff that's not important for them yet. Since they don't care to fill anyone's expectations they rarely stress out about social norms, but they'll need a reason to keep motivated and an even better reason to be pro-active instead of indifferent.

Lonely **Confidence: 5***Independent, Introspective, Solitary*

They like to keep their distance and do everything on their own. They often feel it's up to them and nobody else to get things done and will take the burden of a responsibility that should be shared.

Interacting with others is like a chore for them but being isolate also makes them feel misunderstood. They are hard to get close to but they can be trusted to do their best even if there's no one to guide them.

Mild **Confidence: 8***Meek, Serene, Comforting*

"Harmless" is the word that best describes a Mild nature. They are patient and calm with others, reliable and caring on every matter. Because of this, others seek their company as stability ground. They seek to understand others and have a natural talent to do it.

They tend to keep their needs to themselves and sometimes stay in the background, but they are the ones to turn when you need someone to listen.

Modest **Confidence: 10***Measured, Self-Assured, Hard Worker*

When you are aware of your potential you don't need others to praise you for it. A modest nature knows the reward is the constant improvement of their abilities, not the acknowledging of others. They won't show off nor will they feel diminished when others display better capabilities. They'll do their best always and the only one who may judge the right or wrong of their ways is themselves.

Naive **Confidence: 7***Curious, Lighthearted, Innocent*

The world is full of wonder; there is always something new to discover and many others to befriend.

A Naive nature is a curious and innocent nature, they easily trust others because they ignore the many dangers of the world. They still have a lot to learn but they take life as it comes. They rarely stress out due to the fact they still don't know there are many things to stress about. A friend's smile and a hand to take it's all they need.

Naughty **Confidence: 6***Devious, Rebel, Sly*

Why should they listen to you? You are not their boss! Most of the time they'll deliberately do the opposite from what's expected from them. Why? Because they can, of course. They love to see others get mad and will use their clever mind and cunning to get away with their misdeeds. When they stress they put a cool facade, don't let that fool you. They need to be coaxed or put in their place to behave properly.

Quiet **Confidence: 5***Silent, Reserved, Espectator*

Life is what happens around those with a Quiet nature. They often take a passive stance over the circumstances around them. Strong thoughts or opinions they have will rarely be expressed, so they are not the greatest at social interactions. They may be afraid to make a mistake or consider it a hassle to take action. When they manage to get the attention of others they rarely know what to do with themselves.

Quirky **Confidence: 9***Unusual, Open-Minded, Original*

You can't really understand how their mind works. Those who have a Quirky nature will usually see the world in a unique way that only they seem to comprehend.

The way they act will be peculiar and often attract puzzled looks, they know they are oddballs and are fine with it, but they might get stressed by the strangest of things. The way they see the world is so unique that they accept new things easily.

Rash **Confidence: 6***Reckless, Unrefined, Daredevil*

They are reckless, and exposing themselves to danger is their idea of fun. Blunt and direct in the way they act with others, you are either their friend or you are their enemy. They are known for rushing into action with a "hit first, ask later" mentality. They are also famous for their quick-temper, loud-mouth, and foolhardy deeds, so don't expect them to keep their cool when stress starts to elevate.

Relaxed **Confidence: 8***Carefree, Meditative, Nonchalant*

The problems of the world are not their problems.

A Relaxed nature will allow its bearer to take it easy and never lose their cool. They will never stress over trivial matters and won't instigate trouble.

Should disputes arise, they will invite others to calm down through breathing and meditation, they go with the flow, never against it. Some may call them carefree, they will call themselves enlightened.

Sassy

Confidence: 7

Lively, Irreverent, Mouthy

They have an attitude, and those who take themselves too seriously may dislike it, but the Sassy natured are simply not afraid to voice their honest opinion and will always find ways to speak their mind and it's always brutally honest, so be ready for some burns.

There are no middle grounds with them, they either love or hate something so they can be infuriatingly difficult or surprisingly easy to deal with, that is part of their charm.

Serious

Confidence: 4

Steadfast, Rigid, Committed

They have a big sense of responsibility and won't appreciate when others don't take things seriously.

Stress is a constant in their lives, if they have a duty to fulfill they will not stop until it's finished, everything else is a useless distraction once they have a task.

They might need a hand since have a hard time relaxing but if you want things done well they are the ones to look for.

Timid

Confidence: 4

Shy, Apprehensive, Sensible

They have built walls around themselves that make it hard for others to see what's inside.

They just want to be accepted but tend to worry too much and be way too harsh on themselves.

Their confidence is usually placed on a leader figure and this makes them eager to please but also terrified to fail.

They need to learn to trust in their own capabilities to reach their full potential.

ONCE DEFINED, A TRAINER'S NATURE CANNOT BE CHANGED.

A Pokémon's Nature might change when it evolves or thanks to its training at Storyteller's discretion.

Take your Nature into account when deciding the actions you'll take in the game.

Depending on how well you portray the traits of your Nature you can get rewarded in the game.

WILL POINTS ARE AN AWARD FOR ROLE-PLAYING YOUR NATURE

If you need to recover Will Points, acting your Nature is a good way to start. The Storyteller must reward players who keep true to their Nature inside the game.

Every Nature has its challenges, there is not one that's better than the other.

The fact that some Natures do not seem to get along with each other, it's no reason for disrupting the fun of the game. On the contrary, they are a chance to complement the characters and create new interactions and fun dynamics.

The Nature of your Pokémon can also create different ways to interact, as not only they get to bond with their trainer but also with their other Pokémon teammates. Will they get along? Will they form rivalry or friendship?

Have fun exploring how rich your game can be when you mix all different personalities into a pot. It is certainly one of the most entertaining parts of the game.





Pokémon Battles

The Different Pokémon Types

This world is filled with different sources of energy that Pokémon can control. They absorb it as part of their bodies or shape it into powerful attacks.

The Pokémon that is especially proficient at using certain kind of energy is labeled with what we call a Type.

Until now, **18 types of Pokemon** have been recognized.

Normal	Pokémon that are not especially proficient at controlling other energies.
Bug	Insectoid creatures that get their strength out of a swarm-like mentality.
Dark	Pokémon that control the power of bad emotions and are known for committing dishonorable actions.
Dragon	Creatures of legend who use their inner rage to destroy anything that opposes them.
Electric	They control electric currents. They feed and recharge out of lightning and thunder.
Fairy	Elusive and michievous creatures that bring both joy and tears to those who see them.
Fight	These Pokémon learned to use their body as a weapon. Some materialize their own energy into attacks.
Fire	Pokémon that resist heat, they produce and shape fire to burn anything on their wake.
Flying	They control the wind currents and are masters of the sky, earth bound creatures cannot easily reach them.
Ghost	Beings from the underworld. They are lurkers in the shadows who prey on the vital energy of the living.
Grass	Pokémon with a plant-like appearance. They feed on sunlight. Some grow flowers and others grow thorns.
Ground	These Pokémon live below the ground. They can control the movement of earth and all of its properties.
Ice	Ice and snow froze their bodies. They can resist and create glacial temperatures.
Poison	These creatures carry venom on their body. They bring sickness and plague wherever they go.
Psychic	They feed on mental energy to use telekinesis. They are some of the most intelligent beings on the planet.
Rock	Their body is their armor, they create rock slides and crush their enemies beneath.
Steel	A cold steel plate covers their bodies. they behave like an organic machine. Ruthless and cold.
Water	Aquatic creatures that can breath under water, they can call the rain and shoot mighty torrents.

Each one of these types has different powers they can use. Some Pokémon are capable of using not just one but two types of energy, gaining the resistances and weaknesses of their second type as well.

Resistances, Weaknesses, & Immunities

There are many ways to win during a battle; you either use your foe's weaknesses against him or you exploit your own strengths. A good trainer chooses the right pokémon for the right occasion, in and out of Battle.

Pokémon Types are a common way to gain an edge in a fight. If you happen to choose a Pokémon that resists your foe's attacks, it won't be much of a problem if your companion isn't as strong.

Resistances

All Pokémon Types (with the exception of Normal Type) are able to resist certain Move Types.

This kind of protection makes the damage received ***Not very effective*** reducing 1 point from the total damage received.

Weaknesses

All Pokémon are weak to certain Move Types.

This vulnerability makes the damage taken ***Super Effective*** meaning the Pokémon will receive 1 additional point of damage from the attack but the roll **MUST** score at least 1 Success.

Immunities

A few Pokémon Types are ***Immune*** to other specific Types of damage.

They will not receive any damage from attacks of that type, but may still be affected by support moves.

Double Resistance/Weakness

Two types may share a resistance, this means that a double-type Pokémon may reduce up to 2 damage points from an attack that is ***Not very effective*** against both of its Types.

The same rule applies when receiving a ***Super Effective*** attack. If both of the Pokémon's Types share a Weakness, the Pokémon will receive 2 additional damage.

Resistances, Weaknesses, & Immunities Chart

Pokémon Type	Resistances receives "Not Very Effective" from	Weaknesses receives "Super Effective" from	Immunity
Normal		Fight	Ghost
Bug	Fight, Grass, Ground	Fire, Flying, Rock	
Dark	Dark, Ghost	Bug, Fairy, Fight	Psychic
Dragon	Electric, Fire, Grass, Water	Dragon, Fairy, Ice	
Electric	Electric, Flying, Steel	Ground	
Fairy	Bug, Dark, Fight	Poison, Steel	Dragon
Fight	Bug, Dark, Rock	Fairy, Flying, Psychic	
Fire	Bug, Fairy, Fire, Grass, Ice, Steel	Ground, Rock, Water	
Flying	Bug, Fight, Grass	Electric, Ice, Rock	Ground
Ghost	Bug, Poison	Dark, Ghost	Fight, Normal
Grass	Electric, Grass, Ground, Water	Bug, Fire, Flying, Ice, Poison	
Ground	Poison, Rock	Grass, Ice, Water	Electric
Ice	Ice	Fight, Fire, Rock, Steel	
Poison	Bug, Fairy, Fight, Grass, Poison	Ground, Psychic	
Psychic	Fight, Psychic	Bug, Dark, Ghost	
Rock	Fire, Flying, Normal, Poison	Grass, Ground, Fight, Steel, Water	
Steel	Bug, Dragon, Flying, Fairy, Grass, Ice, Normal, Psychic, Rock, Steel	Fight, Fire, Ground	Poison
Water	Fire, Ice, Steel, Water	Electric, Grass	

Josephine encountered a wild Ryhorn, she know's this Pokémon is a Ground/Rock-type. She has 3 Pokémon with her: Beedrill, a Bug/Poison-type; Slurpuff, a Fairy-type; and Lombre, a Grass/Water type.

Ryhorn has Ground and Rock-type attacks that are **Super effective** against Poison and Bug Pokémon, and it has a double resistance to Poison attacks. Beedrill would be a poor choice to fight it. Fairy type attacks of Slurpuff would be dealing neutral damage as Rhyhorn is not weak nor resistant to them. However, Rhyhorn is twice as weak to Water and Grass! Both Rock and Ground types share Water and Grass as weakness.

- "Lombre! I choose you!"- Says Josephine

How to Battle

Battling Pokémon is the main sport in this world because miraculous healing potions and free health care prevent your companions from getting seriously injured.

The Pokémon League tries its best to keep it as safe as possible within official matches. It's your choice to fight, just remember why your Pokémon are doing it.

A Pokémon battle is divided into four simple stages:

● Initiative

During this stage we decide the attacking order: who goes first and who goes last. Once the order is established, it will stay that way until the end of the fight.

Pokémon may use priority Moves to temporarily change the initiative order, or moves that strategically make others go last.

● Round

A Round is a period about 10 seconds long, within that timeframe the Pokémon and Trainers perform their actions and attacks. It is composed of Turns.

If a Pokémon is fast and experienced it may only need a few seconds to perform many attacks in the same Round. A low rank Pokémon might need the whole Round to perform only one attack.

● Turns

A Turn is a fraction of the Round when a Pokémon uses its action to perform a Move.

● End of the Round

Once all Pokémon have performed their respective actions and everything has been resolved, the Round ends.

Trainers have a chance to perform an action in this stage.

Some Moves and Status Conditions have effects at this point in the fight.



Battling Step by Step

Step 1: Initiative - *"Pikachu, I choose you!"* -

Roll 1 Die and add your Initiative score to the result.

Your Initiative Score is equal to:

Dexterity + Alert

Whoever gets the higher result may act first, whoever got the second best result goes second and so on.

Step 2: Use a Move - *"Pikachu, use Thunderbolt!"* -

Roll the Move's Accuracy.

During your Pokémon's Turn you may order it to use a Move.

Once you have selected the Move, Roll the dice for Accuracy to see if the move hits or misses.

Each Move has its required Accuracy roll on its entry.

Step 2.5: Evasion/Clash (Optional)

- *"Eevee, don't let it hit you!"* -

The foe might try to evade or retaliate.

The foe Rolls Dexterity + Evasion

If the foe scores as many successes as you, he evades the attack and won't receive any damage or effects.

OR

The foe Rolls Strength/Special + Clash

If the foe scores as many successes as you, he Clashes the attack and both Pokémon will suffer 1 point of Damage instead of the regular damage from the attack.

Weaknesses and Resistances are taken into account when clashing.

- Evading and Clashing takes one Action.
- Clash also requires the use of a Damaging Move.
- Evasion/Clash can be used only once per Round, each.

Step 3: Damage

Roll the Move's Damage minus the foe's DEF/SDEF.

If the Move landed, it's time to gather the Dice pool to deal damage. Each Move's entry has its Damage pool listed, and they are usually:

Strength/Special + Move's Power - Foe's DEF/SDEF.

Each success on your Damage Roll inflicts 1 point of damage

A successfully landed attack always deals 1 point of Damage even if your Damage Pool is reduced to 0 or you score No Successes on the Damage Roll.

If you want to apply the bonus damage from Super Effective, you must score at least 1 success on your Damage Roll.



Step 4: Next! - “Eevee, Sand-Attack, now!” -

The next Pokémon will have their Turn.

The next Pokémon in the Initiative order will now have a chance to use a Move.

Now's the turn for another Pokémon to follow the Steps 2 and 3.

Step 5: Multiple Actions.

A Pokémon may have more Turns on the same Round

After all Pokémon have had their action from the first to the last, any Pokémon can try to use another Move during the same Round. For more information on how Multiple Actions work, head to p.49

The order on which everyone takes these extra Turns is the same as their original order of initiatives.

End of the Round.

The Round ends, time to start over.

After everyone has exhausted all of their actions, all that's left is to wrap everything up and start over until a victor is declared.

Trainers have a chance to perform an action and some Moves, Status Ailments, and other agents have effects at this point of the battle.



Trainer Actions

Trainers are not only spectators of a battle, and **at the end of each round, they have a brief chance to make one action.**

Choose between these different Actions, each one with its own set of pros and cons.

- Switching Pokémon.
- Use an Item on a Pokémon.
- Search for cover.
- Enter the fray.
- Run Away from Battle.

● Switching Pokémon

Trainers can spend their action to **send out** and **recall** up to two Pokémon. It is possible to **Recall** your Pokémon at any point during the Round, but **During Official matches you must immediately Send Out another Pokémon** or else you are conceding defeat.

If a Pokémon is switched in the middle of the Round, it will be startled and disoriented as it is coming out from a safe environment within the Pokéball and into a chaotic battlefield.

It will stay looking at its surroundings and **may become the target of an attack.**

For a Switched Pokémon to get out of this dazed state it will need a few seconds to digest all that is happening, this means the **Pokémon will not be able to attack or evade until the beginning of the next round.** Switch your Pokémon at the end of the round to avoid this.

● Use an Item on a Pokémon

Pokémon may get hurt during a fight but Trainers can't get in the middle of the battle and risk injury to aid their Pokémon.

The Trainer will call their Pokémon to come closer and quickly give them treatment by rolling:

Clever + Medicine

However, this will make the Pokémon vulnerable for a few seconds as it **won't be able to Attack, Evade or use Moves of any kind while you apply the medicine.** The battle continues and using an Item on your Pokémon requires it to be still for a whole Round!

If your Trainer enters the Fray, you can apply medicine without having to stop your Pokémon from battling.



● Search for Cover

Non-official battles are chaotic, and Trainers can be in the danger zone where all the attacks are landing. At the End of the Round a Trainer can roll:

Insight + Alert

To quickly scan their surroundings and get behind **cover**, this will ensure their safety for as long as the cover resists.

● Enter the Fray

They say that if you want something done right you have to do it yourself, and some Trainers take it to heart. At the End of the Round, your Trainer can choose to be an active part of the battle, **on next round he or she will roll their initiative and have a turn alongside everyone else.**

A Trainer in the fray is focused on fighting, **you won't be able to give orders to your Pokémon**, leaving them without direction and only with their Natures as a guide on what actions they will take.

Switching Pokémon and Search for Cover won't be possible either, for these actions require complete focus.

Being directly in the battle risks Trainers to grave injury. The League banned this kind of behavior on Official Matches.

At the end of the Round, the Trainer can choose to go back to command their Pokémon.

● Run Away from Battle

You are not forced to keep battling until all your Pokémon collapse and you black out. In Official Matches you can simply concede defeat to end the battle, for non-official battles it gets a bit trickier.

Your Trainer can recall their Pokémon at the End of the Round and make a run for it, rolling:

Dexterity + Athletic VS the Foe's Dexterity + Athletic

If you score more successes than your foe, the battle ends. Being Blocked prevents you from escaping.

Damage

Every time you or your Pokémon are hit by an attack, you are likely to receive damage, only Type Resistances would prevent this from happening and chances are you are getting at least 1 damage point per attack.

If you receive damage, your Trainer and Pokémon are able to heal 1 HP every 8 hours.

You need to minimize your Pokémon's intake of damage if you want to stay fighting for a long time, otherwise, you will suffer the consequences.

■ Fainting

Suffering Damage equal to your total HP will make you faint.

When fainted you cannot move or have an action. You'll be at the mercy of your surroundings.

Anyone who faints will stay out for an average of 8 hours. After that time, their body will automatically heal itself 1 Damage and the character may regain consciousness.

The item **Revive** allows you to **recover from fainting** in a few seconds. A regular healing **Potion** will cure damage made to the body and may prevent the wounds from getting more serious, but the character **will remain unconscious.**

Fainting is a bad experience for a Pokémon. If you regularly order them to keep fighting until they collapse this will eventually strain your relationship with them by reducing their happiness and loyalty.

It is not too wise to risk your Trainer character to faint in a battle. If a Pokémon faints, it can be recalled into its Pokéball and stay secure until it can get treatment; but a fainted trainer will need the aid of other humans to get back on his feet as **Pokémon companions cannot apply medicine.**

Wild Pokémon will usually cease to attack if the trainer faints and is no longer a menace. But staying out cold completely helpless may put at risk your character's life.



Lethal Damage (Optional)

If you or a Pokémon fall unconscious and keep receiving damage, that damage will become **Lethal Damage**. Some Pokémon can learn devastating moves able to inflict Lethal Damage directly.

Unlike regular damage, that heals itself over time, receiving Lethal damage involves getting a serious injury that will worsen if left unattended.

If the characters suffer 1 lethal damage, they will suffer another lethal damage every hour until they get medical attention or their body cannot hold any longer and the character dies.

Lethal Damage Moves are banned from official League matches, but your Pokémon may still use them if it holds back the full force of the attacks to deal regular damage.

A move labeled with this Icon Will deal Lethal Damage unless the Pokémon holds back:



Staying Safe

If you suffer Lethal Damage equal to your total HP your character will die. To prevent this, take measures to keep you and your Pokémon safe.

1.- Spare no expense in Healing items.

Potions can be expensive but the life of your Pokémon companions has no price.

2.- Teach your Pokémon healing moves.

If a Pokémon is able to learn a move that allows it to recover a little health maybe you should give it priority over learning a damaging move.

3.- Learn the Medicine Skill.

There will be times when the potions run out. Having a Trainer in the party who knows how to find and make medicine out of herbs and berries is a life saver!

4.- Evade attacks and find cover.

Pokémon battles have flames and energy beams flying everywhere, find a safe place where your trainer can stay out of harm.

If a Pokémon or Trainer is going to die, make it meaningful, **no sacrifice is ever in vain**. **No character is disposable.**

Storyteller Note

Pain Penalizations

When your body is injured you will feel pain. As you or your Pokémon receive damage, your movements and overall performance will be impaired due to the wounds. **This is what we call Pain Penalization.**

Remove Successes from every Action you attempt, depending on how badly your Character is injured.

To measure the amount of pain you're in, you must take into account your total HP and follow this simple chart:

HP State	Pain Penalization	Body State
Full HP	None	No pain or discomfort.
Half HP (Rounded down)	1 Removed Success	Pain is now hindering you, moving is difficult.
1 HP remaining	2 Removed Successes	You are about to black out. Everything seems blurry and standing is painful.

Pain Penalizations will be applied to all the actions you make while injured. Rolls for: Accuracy, Damage, All Social Attributes, Strength, Dexterity, Special, and Insight are also affected; however, rolls using **Vitality and Will** are not.

Pain penalizations will be removed as soon as you heal. If you cannot heal HP, you can also spend 1 Will Point to ignore 1 Removed Success from penalizations for the rest of the scene.

Storyteller Note

Pain penalization may be assigned without receiving damage. For example when the characters are exhausted by exercise, lack of food or sleep.





Multiple Actions (Optional)

This is where you get fast and furious. You can abuse your speed and intellect to divide your attention and perform multiple tasks at the same time.

Most common use is in battle; you can attack, evade and support your allies, but Multiple Actions are not limited to fights.

Maybe you want to read a book while driving a car, or maybe you want to catch a ball and kick your foe while dodging bullet seeds. I'm not saying that everything is possible, but you can at least try!

Worst case scenario: You die.

All you have to do is:

Roll the dice pool for your action.

However, every Action beyond the first, will require 1 additional Success.

Multiple Action	Required Successes
1st Action	1
2nd Action	2
3rd Action	3
4th Action	4
5th Action	5

Pain Penalizations, Low Accuracy, and other penalties may subtract Successes from your Rolls.

You may perform up to 5 multiple actions each round, and it gets harder and harder the more you push your skills, if you are not skilled enough you risk suffering a Critical Failure.

Take this example on how much you can do if you master multiple actions:

Chuckie wants to ride a wild Tauros and text Prof. Oak the information about it. He gets on the back of the Pokémon when he discovers that wild Tauros don't like being rode. Suddenly, an arrow flies through the air towards him. Since Chuckie is a man of science, he decides that texting his finding to Prof. Oak is more important, but he also cares about his life, so he will try to do it all at the same time.

Chuckie's traits are: **Dexterity** (●●●●●○) **Clever** (●●●●●○) **Evasion** (●●●●●○) **Athletic** (●●●●●○) **Science** (●●●●●○)

He decides he wants to perform all 3 Actions at once. First, Chuckie will try to stay mounted on the Tauros:


 +
 
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Chuckie's Dexterity + Chuckie's Athletic = Chuckie's First Action Dice Pool

Chuckie's First Action Requires 1 Success



Roll Results

He succeeds, Tauros is violently shaking him but he manages to stay on top. Now Chuckie will try to dodge the arrow:


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Chuckie's Dexterity + Chuckie's Evasion = Chuckie's Second Action Dice Pool

Chuckie's Second Action Requires 2 Successes



Roll Results

He succeeds again, moving out of the arrow's path with ease. Finally Chuckie will try to send the text to Prof. Oak.


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Chuckie's Clever + Chuckie's Science = Chuckie's Third Action Dice Pool

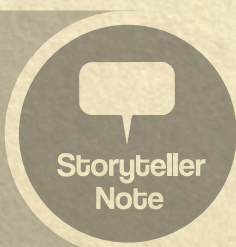
Chuckie's Third Action Requires 3 Successes



Roll Results

Prof. Oak got his text! Chuckie, you are the man!

When a Pokémon is acting on its own, they usually won't make more than one or two actions, even if they are capable of doing more.



Storyteller Note

You can take your 2nd action only after everybody else had a chance to act, the only exceptions being: Successive Actions and Evasion/Clash.

If you make lots of actions it means that you are moving really quick. Running, jumping, dodging and attacking in an impressive manner.

Strategies to Win

It isn't always the strongest, the fastest, or the higher ranked Pokémon that wins the fight.

How can you defeat an *Onix* with only the help of a tiny *Pichu*?

Well, having a strategy can save the day! In this section, you will learn the many tricks and techniques to win almost any fight. Learn them all and any Pokémon at your side will be champion material.

Holding Action

When you declare to hold your action your character will remain immobile looking at the foe, this will seem like an invitation to the foe or someone else to act before you do.

You may use the action you were holding at any point during the round. If both you and your foe hold action the round will end with no further actions. It means that both sides paused the fight to eye each other warily...

Evading

It is always a smart move to get away from danger. You may do this by evading attacks or finding cover. **Once per Round you can Evade an attack**, simply have to give the order "Evade it!" or "Dodge!". Your Pokémon will understand that danger is coming its way and will react as fast as possible.

An Evasion action can be triggered regardless of initiative order at the cost of an action. All you need to do is Roll:

Dexterity + Evasion

If you score as many Successes as your foe, you evade the attack.

Evading counts as an Action, thus, acting again this Round will require another Success as stated on the table for Multiple Actions.

Evasion can be performed only once per Round.

Clashing Attacks

Some Pokémon are not dexterous enough to be constantly evading, but they can rely on their sheer power to fend off their foe's attacks by doing what we call a *Clash*.

Once per Round, when an opponent makes its Accuracy Roll you can order your Pokémon to use one of its own Damaging Moves (i.e. Thunderbolt, Water Gun, Close Combat) to try to deflect most of the damage. Simply Roll:

Strength/Special + Clash

If you score as many Successes as your foe, you clash the attack and both your foe and your Pokémon will suffer 1 damage instead of the foe making a damage roll.

Clashing counts as an Action, thus, acting again this Round will require another Success as stated on the table for Multiple Actions.

All Damage taken from a Clash is affected by the Super Effective and It's Not Very Effective rule.

While not as effective as Evasion to reduce damage intake, Clashing attacks is a good option for slower but strong and resilient Pokémon.

Clash can be performed only once per Round.



Trainer Tips

Once you use a Move for a Clash you can't repeat it during the same Round; You'll have to wait until the next one!



Storyteller Note

Support Moves, Moves that ignore Defenses and Moves that have a Set Damage can't be Clashed.



Taking Cover

This action will help you resist damage against Ranged attacks depending on much of your body is covered.

Body Coverage	Bonus Def/SDef vs Ranged Attacks
1/4	+1
1/2	+2
FULL	Cover must be destroyed

It is possible to avoid damage completely at Storyteller's Discretion. A Cover may be destroyed after taking a few hits.

You can use the Maneuver "Cover an Ally" to use your body as a shield for a small Pokémon. Or you can make a big Pokémon use it to cover yourself!



Same Type Attack Bonus (STAB)

All Pokémon can control different Types of energy, but these energies will come out naturally stronger if they are from their own Type.

For example, a Grass-Type is stronger at controlling plants, while a Normal-type won't be as powerful when trying to do the same.

Using Moves that match their own type will give you an edge when trying to deal damage.

Whenever a Pokémon performs an Attack that matches one of its types you'll get the "Same Type Attack Bonus" or STAB for short.

This adds 1 Bonus Dice to the Damage Pools of matching Type attacks.



Low Accuracy Moves

If you perform a move labeled with a sign like this:



Remove the noted number of Successes from your Accuracy Roll.

Take a look at this example:

Pikachu is trying to attack its foe Stunky with the move Thunder. Which has an Accuracy of -2:



The roll fails. A Thunder stroke in the arena but it did not hit the target.

On Stunky's turn he uses the move Smokescreen reducing Pikachu's Accuracy by 1.

In the next Round, Pikachu's Accuracy Roll for Thunder would be:



Pikachu would have to train its skills to get better at controlling this kind of attacks.

Pain Penalizations and other penalties may remove even more successes from your Roll.

The power of some Moves might seem tempting, but you'll need a lot more than powerful moves to win your battles.

If your foe is relying on powerful but inaccurate Moves, don't be scared, make their advantage become their disadvantage by Evading or Clashing.



Attributes: Increase & Reduction

You will notice that some moves are marked with this kind of icons:



Most of them don't deal damage but increase or reduce the attributes of a Pokémon instead.

It is a valid strategy to reduce your foe's Attributes to get an advantage. If you combine this with increasing your own Pokémon Attributes, you will be on the right path to victory.

A Move may increase or decrease an attribute by 1, 2 or 3 points, this effect is only temporary.

These points do not stack on the same attribute, but instead only take into account the move with the highest modifier.

A Shellder with a Defense of 5 used the move Withdraw as its first action.

Its Defense will be increased 1 point making it a total of 6.

On its next action, Shellder used the move Iron Defense, which increases its Defense by 2 points. Its Defense will now be 7. The effects of Withdraw are replaced.

If Shellder uses Iron Defense once again the next round, its Defense would remain unchanged.

The same rule applies for decreasing the attributes of a Pokémon, with the only exception that once an attribute is decreased to just 1 point, it cannot be decreased further.

Some **Held Items** will directly affect the attributes of a Pokémon but their effects will not stack along with the effects of a move and you will take into account only the highest modifier.

Temporary increases of attributes can only make a Pokémon reach a maximum of 10 Points.

That means that if your Pokémon already has a score of 10 in an attribute it won't be able to increase it further.

If your Pokémon has reached the limit score on its attribute, and increases it using a move or ability, as long as it keeps it on 10 or less it will be able to do so without problems.

When combined with Abilities, Pokémon can achieve incredible power through temporary increases in Power, Defense and Speed.

Take these examples of combining moves and abilities to increase your own attributes or reduce your foe's:

Your Floatzel has 4 points of Dexterity. Its Ability is Swift Swim, which increases Dexterity by 2 Points during Rain weather.

It is raining at the moment and Floatzel uses the Move Agility in its turn. This move adds 2 Points to the user's Dexterity.

Floatzel ends up with 8 total Dexterity Points: 4 points are its own, 2 from its Ability and 2 more from the Move it used.

Your little pink Snubull goes into battle, against an aggressive Tyranitar with a Strength score of 4.

Fortunately, Snubull has the ability Intimidate, which reduces by 1 point the Strength of all foes in range.

On its turn, Snubull uses the move Charm, which means a further reduction of 2 points for the foe.

By the end of Snubull's turn, Tyranitar only has 1 point on its Strength Attribute.

Now that doesn't sound too menacing!



It is illegal to go into an official match of the league with your Pokémon already buffed. You'll have to put it back into its Pokéball and let it out when the match begins.

All these Power-ups and downs are only temporary. They will last for a scene or until the Pokémon is removed from battle.

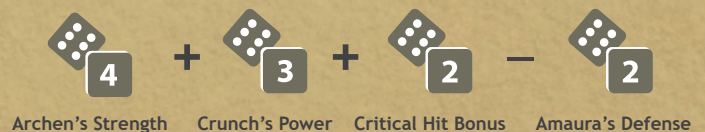
Critical Hit

To land a Critical Hit you have to score 3 more successes than what is required for your Accuracy Roll.

If you do, you will add 2 dice to your Damage Pool.

Archen is fighting Amaura. Archen managed to land a Critical-Hit with the move Crunch.

This will be Archen's Damage Pool:



Amaura is at risk of receiving a serious amount of damage from Archen's Attack!

Also, Moves labeled with this Icon:



Are called "High-Critical" moves.

You'll need only 2 more Successes than necessary, to get a Critical hit!

Holding Back

Sometimes it will be more convenient to contain the full force of your Pokémon's attacks.

Perhaps a move is extremely powerful but it may hurt your allies as well, maybe you are fighting a wild Pokémon you want to catch and do not want it to faint. Or it could be that you are participating in an official League Tournament and you cannot use your favorite move by going all out.

For those cases, you give the command to *"Hold Back"* in order to do either of the next options:

- **Deal Half Damage.**

You make your damage roll normally but only inflict half of the damage rounded down to those affected by your attack.

- **Deal Regular Damage instead of Lethal Damage.**

If your order your Pokémon to use a move that would deal Lethal Damage:



You can also add the order: "Restrain yourself!", "Don't use full force!" or something along the lines so the damage your Pokémon inflicts will not need a trip to the emergency room ...or the graveyard.

Priority and Low Priority

Many actions and Moves are quick and abrupt or slow and complex. Priority and Low Priority are terms to indicate which Moves get into effect outside of the normal Initiative order. They are labeled by these signs:



They represent Priority, which allows a Pokémon to act right away even if it's not their turn yet.

And Low Priority, in which the Pokémon will use its move but it will take effect at the End of the Round.

In case two Pokémon are using a Priority move at the same time, the move with higher Priority number will be resolved first. In case both have the same priority number, the initiative order will determine who resolves it first.

Take into account: once you announce a Priority Move, your foe may change his order/action to an Evasion, or it may use another Priority Move.

Low Priority is the opposite, it will take effect at the End of the Round, it may look like the foe is holding their action while in reality, it is just about to strike.



Healing In-Battle

There are three ways to heal a character in-battle:

- By applying healing items, such as Spray Potions or medicine on them. **One Potion unit heals 1 damage, two units heal 1 lethal damage.**
- By using a held item such as a Berry.
- By using moves that restore your health. **These moves may require the user to spend 1 Will Point to get the benefits.**

Humans cannot use healing moves but can have Pokémon use some of their moves on them, they also can't have a held item but they are free to use a berry or medicine and apply it on themselves or their Pokémon. Now, while the healing in this world can be miraculously fast, a 10-second Round is too-short a time to make a full recovery from some wounds.

When you are in battle, potions, berries and Moves can only heal a maximum of 3 HP per round.

Complete Heal, Max Potion, and Full Restore are the only things able to heal more.

Some Pokémon are able to learn moves that restore health. They are identified with this icons:



Basic Heal
Heal regular damage equal to 3 HP.



Complete Heal
Heal regular and Lethal damage equal to 5 HP.



Fixed Heal
For example: Heal up to 2 Damage.



Fixed Complete Heal
For example: Heal up to 2 Lethal Damage.

If your Pokémon makes the Accuracy roll to activate a move labeled with any of these icons and succeeds, **you need to spend 1 Will Point in order to get their benefits.** If the Accuracy roll fails you don't need to spend the Will Point.

Healing Moves are not infinite, Your Pokemon's Will score can run out before recovering all of its HP.
Always carry Potions!



You can only heal 3 HP per round when using Potions and most healing moves, but moves identified with this icon.



Complete Heal
Are able to heal up to 5 HP per round.

Once you reach the healing limit or the Subject restores its full HP, the recovery stops and any remaining points will be lost. Take this example:

Your Meganium is fighting a wild Pokémon and you order it to use the move Grassy Terrain.

One of the effects of Grassy Terrain is this:



For the next 4 Rounds, User and Allies on the ground Restore 1 HP at the End of the Round.

The battle continues and Meganium receives a brutal strike, it has 2 HP remaining from its total HP of 9. It needs healing ASAP. You run to its aid with a Potion in hand and apply 3 units of Potion that will restore 3 HP to Meganium. However, the HP healed from Grassy Terrain won't take effect this round and won't carry on to the next one.

A couple of rounds pass and someone activated Sunny Weather in the field, Meganium has 5 HP so you order it to use the move Synthesis, one of its effects being:



If Sunny Weather is in effect this Move becomes a Complete Heal.

This means it would recover 5 HP, but Meganium's only has taken 4 damage, So it heals 4 HP and the remaining point is lost.

Shield Moves

There are some moves labeled with this icon:



Their effects may differ from one another but they all have one thing in common, they are actions that involve using a shield against an incoming attack. Unlike evading, Pokémon using these moves receive the attacks head-on with certainty that they'll come out practically unscathed. **Shield Moves can reduce damage to zero.**

There's a catch, though. You can only use one shield move per round, and if you use one the next round as well you'll get an Extra -2 Reduced Accuracy to their accuracy roll, increasing the chances of failure for every shield move you use each round. If you do not use a shield move for a whole round this effect resets.

For every Shield Move you use round after round, you'll be adding an extra reduced Accuracy. That means:



And so on if you keep using them uninterruptedly.

Successive Actions

Multiple Actions are handled per round. But some moves have the special property of unleashing all actions at once, these are called "Successive Actions"

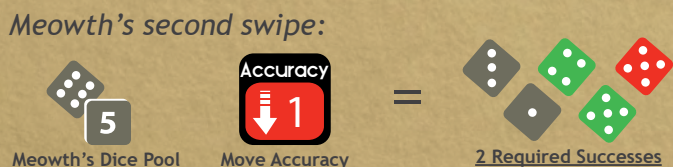
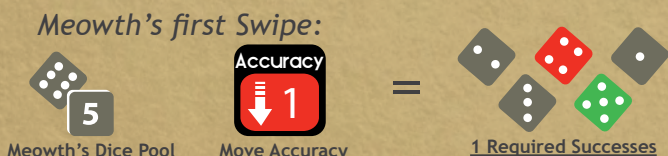
Moves marked with this symbols:



Mean that you can unleash from 2 to 5 multiple actions in a single attack!

Meowth will use the move Fury Swipes, which is a Successive Action move.

For it's Accuracy roll, Meowth will roll following the Multiple Actions rule for successes, only this time the actions called will be released all at once. Trainer calls for 2 multiple actions to be used on Fury Swipes:



All of this means that Meowth performed two attacks in a single turn, and if its Dice pool grows with some training, Meowth will be capable of making up to 5 attacks in a single Turn!

Weather Conditions & Scenario

Pokémon, their Moves, and Abilities can be enhanced or diminished by Weather Conditions.

Sunlight, Rain, Snow, and Sandstorms are important factors in the habitat of many Pokémon.

Remember that most of the fights will be located in the wild. From forests and jungles to volcanoes and tundras and even underground or underwater.

This turns the battlegrounds into a shifting scenario, not just an empty arena. Daytime and location can affect your chances of victory.

There are seven main weather conditions.

Sunny Weather
Typical in deserts, plains and tropical areas.

Harsh Sunlight Weather
Only found in volcanic areas.

Rain Weather
Common in rainforests, lakesides, and marshes.

Typhoon Weather
Only found in the middle of the sea/underwater.

Sandstorm Weather
Common in arid regions and barren lands.

Strong Winds Weather
Only found at great heights in the sky.

Hail Weather
Typical in areas close to cold and snowy places.

There are Pokémon capable of summoning these weather conditions using special Moves.

Other Pokémon are reported to have the incredible ability to summon the weather change at will.

You may create other types of weather or battlefield conditions that may make the battle easier or harder depending on how well you can adapt to it.

Storyteller Note
Make the scenario an important part of the fight. It can be the ally or the enemy of the players if you enable free battleground interaction.

Sunny Weather

A bright sunlight shines through the arena. It's hot, you feel thirsty and tired, the light is hurting your eyes.



- All Fire-Type moves have 1 Extra Die to their Damage Pools.
- All Water-Type moves get their total damage reduced by 1.
- No one can be affected by the Frozen Status Condition.

Harsh Sunlight Weather

A harsh sunlight creates extreme heat through the battlefield, there is lava on the floor and some objects just burst into flames. You might need special equipment to go through this weather.



- All Fire-Type moves have 1 Extra Die to their Damage Pools.
- All Water-Type Moves fail to be executed.
- Add 2 dice to any roll of Chance Dice to Burn a foe.
- No one can be affected by the Frozen Status Condition.
- Sunny, Rain, Sandstorm and Hail Weather conditions fail to activate through any means.

Rain Weather

A heavy downpour. You are soaking wet. There's deep puddles and it feels like this will grow into a raging storm any second.



- All Water-Type moves have 1 Extra Die to their Damage Pools.
- All Fire-Type moves get their total damage reduced by 1.
- Moves that become Complete Heal with Sunny weather will only restore 1 HP instead.
- Reduce by 3 the number of successes you need to heal a Burn Status Condition.

Typhoon Weather

A great torrent quickly floods the field, in just a matter of seconds everything is underwater and you struggle to stay afloat through the crashing waves around.



- All Water-Type moves have 1 Extra Die to their Damage Pools.
- All Fire-Type Moves fail to be executed.
- No one can be affected by the Burn Status Condition.
- Moves that become Complete Heal with Sunny Weather will not restore any HP.
- Sunny, Rain, Sandstorm and Hail Weather conditions fail to activate through any means.

Sandstorm Weather

A raging wind is blowing sand all over. You can barely open your eyes, it's hard to breathe and little sharp rocks pierce your skin.



- Deal 1 damage to all non Rock, Ground or Steel Type Pokémon in the field at the end of the round.
- Increase 1 Point to the Special Defense of all Rock-Type Pokémon in the field.
- Moves that become Complete Heal with Sunny weather will only restore 1 HP instead.

Strong Winds Weather

Strong wind currents lift and swirl everything in the air, from a tiny pebble to a giant truck. You are either being swept around or falling straight to the floor at a great speed.



- All Flying-Type moves have 1 Extra Die to their Damage Pools.
- Electric, Ice and Rock Type Moves deal neutral damage to Flying-Type Pokémon.
- Entry Hazards (Spikes, etc.), Barriers (Light Screen etc.), and Block Fail to activate.
- Sunny, Rain, Sandstorm and Hail Weather conditions fail to activate through any means.



Hail Weather

Heavy ice shards are falling from the sky. It's cold, it's snowy and one of those ice pieces may fall right in your head.



- Deal 1 damage to all non Ice-Type Pokémon in the field at the end of the round.
- Increase 1 Point to the Defense of all Ice Pokémon in the field.
- Moves that become Complete Heal with Sunny weather will only restore 1 HP instead.

Environmental Challenges (Optional)

You can add an extra layer of challenge into your battles if you take the environment into account. Official League Tournaments give each match one or two added challenges in the arenas. In here we give you some examples of environmental challenges you can use:

<p>Fog/Darkness Reduced Visibility</p>	<p> All Pokémon in get extra Reduced Accuracy on all their moves.</p>
<p>Muddy Difficult Terrain</p>	<p>All Pokémon have their mobility reduced to half. Pokémon can't get out of Range.</p>
<p>On Fire! Dangerous Hazards</p>	<p>At the end of each Round, Roll 3 Chance Dice to Burn everyone in the field. If already Burned, roll to increase the Burn level.</p>
<p>Electric Poles Type-Boosting Elements</p>	<p>All Pokémon will add 1 Die to the damage pools of Electric-Type moves Pokémon don't need to Recharge.</p>

Feel free to create your own.

Status Conditions

There are conditions that change or impair the normal state of humans and Pokémon, they are called **Status Conditions** or **Status Ailments**. They may be painful or disruptive effects such as burning, or paralyzing.

Some of these effects will disappear in a few minutes, but others can be so severe that will need urgent medical attention.

There are Pokémon types immune to certain ailments, others are immune if the source is something they resist, but you should still keep some medicines and heal items with you at all times.

It is possible for Status Conditions to stack into each other, that means that you or your Pokémon can be asleep, poisoned and burned at the same time. Only a Full Heal, Full Restore and a Lum Berry are able to cure more than one condition at the same time, if you do not have any of these items you'll have to cure each condition one by one or do it the old-school way: Stop, drop and roll.

Official League Matches may restrict the stacking of status conditions in Pokémon, for example if one of your opponent's Pokémon is already poisoned or asleep the League officials may prevent you from adding another condition into it or sanction you if you do.

Here is the list of this Status Conditions and their effects:


Burn 1

Something very hot burned your skin and it is blistering.

Effect: Inflict 1 point of damage at the end of each Round. Fire-type Pokémon are immune.

Resist: Cannot be resisted.

Duration: Use an action to make a Roll of: Dexterity + Athletic, add up the successes of these rolls until you get 4. Outside of battle others can help soothe the burn..




Frozen Solid

You've been trapped in a block of ice!

Effect: The subject cannot perform any action. Ice-type Pokémon are immune.

Resist: The block of ice has 5 HP with a Def. & Sp, Def. score of 2 . At the end of the round the subject may try to break the Ice with Move. Moves that are super-effective against Ice break it instantly.

Duration: Until the ice is broken or finally melts on its own after a few hours. The frozen subject will be found Fainted if left to thaw on its own.




Burn 2

A part of your body is in flames!

Effect: Inflict 2 points of Lethal damage at the end of each Round. Fire-type Pokémon are immune.

Resist: Cannot be resisted.

Duration: Use an action to make a Roll of Dexterity + Athletic, add up the successes of these rolls until you get 6. Outside of battle others can help extinguish the fire.




Poison

You feel sick and nauseous with a mild fever.

Effect: Inflict 1 point of damage at the end of each Round. Poison and Steel-type Pokémon are immune.

Resist: If the subject lies down and doesn't move at all, the damage will be dealt once per hour instead of each Round.

Duration: Until you receive medical attention or until you Faint and wake up 8 hrs. later.




Burn 3

You are completely engulfed by fire!

Effect: Inflict 3 points of Lethal damage at the end of each Round. Fire-type Pokémon are immune.

Resist: Cannot be resisted.

Duration: Use an action to make a Roll of Dexterity + Athletic, add up the successes of these rolls until you get 8. Outside of battle others can help extinguish the fire.




Badly Poisoned

You're burning in fever and suffering horrible pain all over your body.

Effect: Inflict 1 point of Lethal damage at the end of each round. Poison-type and Steel-type Pokémon are immune.

Resist: If the subject lies down and doesn't move at all, the damage will be dealt once per hour instead of each Round.

Duration: Until you receive medical attention or until your body can't resist any longer.




Paralysis

Your muscles are cramped and you can hardly move!

Effect: For the duration of this status, the subject loses 2 points in Dexterity and moves at half its speed or can't move at all. Electric-type Pokémon are immune.

Resist: Can't be resisted.

Duration: 24 hours.



Poison and Badly Poison Status will continue dealing damage outside of battle.

If these Status Conditions go without healing, you will make a roll to resist their effects every hour when resting, or every round when performing a strenuous physical activity. If you fall unconscious from Badly Poison damage, you'll start receiving Lethal Damage and your character is at risk of dying.

Staying within the Pokeball does NOT prevent these effects.



Sleep

Your eyes feel so heavy...maybe you should just ...zzz

Sleep



Effect: The subject falls into a deep slumber and cannot perform any action until it wakes up.

Resist: If the subject is in Battle or under stress, roll its Insight at the beginning of its attempted action, the subject wakes up after adding up 5 successes. Doing this counts as an action.

Duration: 5 minutes.

Flinched

You want to react but your body does not respond!

Flinch



Effect: The subject loses its next action.

Resist: Can't be resisted.

Duration: 1 Action.

In Love

You'll protect your beloved! ...what was her name again?

Love



Effect: The subject Holds Back (in its half damage) against the foe and the foe's allies. Same gender and genderless Pokémon are immune.

Resist: Roll Insight at the beginning of the Round, if the subject scores 2 or more successes, it may act normally during this Round.

Duration: One scene or until the subject is switched out.

Other Conditions

There are conditions that are not considered Status Ailments, but they can still affect the Pokémon in a negative way, like:

Confused

Did someone just order you to hit yourself?

Confuse



Effect: The subject removes 1 success from all Action Rolls. If the action fails, the subject suffers 1 damage.

Resist: Roll Insight at the beginning of the Round, if the subject scores 2 or more successes, it may act normally during this Round.

Duration: 5 Rounds or until the subject is switched out.

Disabled

Something is preventing you from using your attack!

Disable



Effect: The subject cannot perform a disabled move. Only one move can be disabled per subject at a time.

Resist: Can't be resisted.

Duration: Ranges from 5 Rounds to a Scene.



When your Pokémon gets a Status Condition you should treat it as fast as possible. Always carry some Healing Items with you or hurry to the nearest Pokémon Center.



10 Tips for Successful Battles

1. Train Your Pokémon.

Through training you can try different builds of Attributes, Skills and Moves and find powerful combinations. If you want to be a strong Trainer you need strong Pokémon.

2. Use your advantages.

Not only Type advantages, consider what your Pokémon is good at and how you will exploit that in your favor.

3. Use or create weaknesses.

If the foe is too strong or fast, what will you use to counter it? Perhaps the foe is using a move with low Accuracy that can be evaded, and an attribute reduction will surely hinder its performance.

4. Know your moves

Learn the Power, Accuracy and effects of the moves you'll be using regularly to get the most out of them.

5. Evade, Clash and Cover

Unless you are sure you'll withstand the hit, evade, clash or take cover from attacks. Keep your damage intake per round as low as possible.

6. Use Multiple Actions.

Mastering multiple actions is a key to master Pokémon Battles. Bit by bit they help you gain an edge, increase your dice pools and get the most of them.

7. Adapt to your opponent's strategy.

If you keep doing the same you'll keep getting the same result. If something isn't working, change your tactic or you'll lose.

8. Strike at the right time.

Be patient, keep your cards in your hand. Don't strike too early and risk to reveal them, don't strike too late and miss your chance to do what you wanted.

9. Be decisive

Don't make the battle drag on forever by taking too much time to decide what action you'll take.

10. Keep Trying.

You and your Pokémon are a team, together you share victory and you share defeat. The road to success is built around failures. Don't lose heart, and keep trying!



As you can see, Pokémon battles are quite an exciting yet dangerous event. Don't be disheartened if you lose a battle. Defeat is part of the road to success. Take one step at a time.

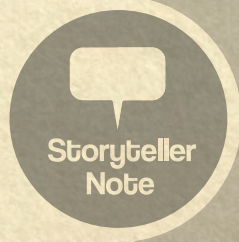
As a trainer, you'll need to understand just how much you can ask from your Pokémon, and they will need your guidance to push their limits. The secret to achieving a victory every time will be finding the right time to make your strikes.

There will be occasions in which you will need to endure a hit or two and you'll have to choose which hits your Pokémon definitely needs to evade; other times you'll have to risk everything in a single all-or-nothing attack.

And when things can't get any worse, you may need to spend some Will points and let fate decide.

It is a long way for a trainer to master all of the battle strategies, but having your friends beside you will make it a lot easier if you all learn from each other.

In any case, you'll learn a lot more from experience, so go out there and live your own Pokémon battles!



Keep the fights interesting by detailing the progression of the battle. Describe their actions and their effects, not only the damage points they take.

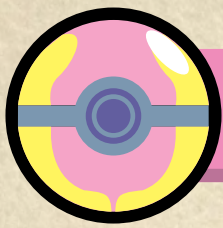






Cristina

02 - 08 - 2018



Pokémon Contest

Pokémon Trainers usually make Pokémon Battles their main focus and it's all right if you like that kind of crude and violent entertainment, but why would you want to be exchanging blows like a brute when you can follow a lifestyle of luxury and riches thanks to **Pokémon Contests**?

What are Pokémon Contests?

When you talk about **Pokémon Contests**, you talk about the most profitable show business in this world. These major events take many forms, from **Beauty Pageants**, to **Science Fairs**, **Staged Battles**, **Music Festivals**, or most commonly, the All-in-one show for everyone to mesmerize at the talent and grace of Trainers and their Pokémon companions.

They are pretty much like a talent show; You present yourself and your Pokémon before an Audience and the Judges to see if your presentation meets all the required criteria; if it does, you win! Sounds easy, right?

No Damage, Critical Hits, or Fainting standing between you and that awesome First-Place Ribbon. But wait! Just because no one faints at the end of these shows doesn't mean the competition isn't fierce but rather the opposite, top tier Contests are full of highly competitive Trainers.

People fall apart under the spotlight. Criticism is fierce, Judges can be ruthless and even the audience can be a tough nut to crack.

These are not battles of power, you will use all of your social skills to confidently advance the rounds and earn the admiration of your peers and the good graces of the judges.

In a Pokémon Contest you are trying your best to show that you and your Pokémon have the talent, charisma and expertise to give a performance that will astound the world.

Confidence and Stress

To present yourself before an audience you need to be confident enough to handle the stress that comes from having to entertain hundreds if not thousands of people.

Natures give a specific amount of **Confidence Points** (p. 38) You may think of **Confidence** as a "Social HP" that will help you keep your cool under pressure.

Losing Confidence is similar to losing HP, but instead of suffering damage to your body, you'll suffer stress and emotional damage. You'll get progressively nervous and anxious, then hysterical. Some will crumble under the pressure of being before an audience and if the stress gets too heavy you may completely shut down, explode into tears or go into an angry rampage.

That is what we call a **Breakdown**.

Any Contestant, Trainer or Pokémon, who suffers a Breakdown on stage, will be automatically disqualified.

Confidence	Emotional State	Stress Penalization
Full Confidence	Positive	None. You can do this!
Half Confidence (Rounded down)	Nervous	Allies nearby will lose 1 Confidence Point each Round.
1 remaining Confidence Point	Freaking out	Roll every action twice, keep the lowest roll.
Zero Confidence	Breakdown	All Social Rolls fail automatically.

Stress Penalizations stack on each other and can only be removed through **Trick cards** or by spending time relaxing. Will Points can also help you ignore the ill effects of stress for a short while.

Some Trainers take advantage of the show to bully other Pokémon into losing Confidence using Tricks while others use said Tricks to help their peers to Regain it.

If you or your Pokémon lose confidence you'll need to regain it ASAP since contests are a team effort you'll be in trouble if one of you starts freaking out.



Storyteller Note

Stress Penalizations are usually reserved for Contest situations but they can also come into play in particularly stressful Pokémon Battles at your discretion.

Contest Makeup

Let's go over the parts of the Contest and what do you need to host one.

The Board

Contests are represented by a board. There are contests for all five **Social Attributes** (Tough, Cool, Beauty, Cute and Clever), and mixes of two or more where you'll have to prove true mastery as a Coordinator.

The Contestants

These people contend not for the thrill of battle, but to show the world their performances.

Anyone can be a contestant, from a housewife to the League's Champion. On lower-ranked Contest, you'll find regular people performing simple tricks with their Pokémon; but at higher Ranks, you'll be facing superstars!

Up to 8 contestants might participate each Contest. Professional contestants are called: Coordinators.

■ The Judges

Every town has a designated group of Judges for Contests, men and women with good taste.

On the red carpets of high-end Contests you'll find Judges with a fame that rivals that of the Champions.

Secretly, each one has a preference for a certain Social Attribute they can't help but award more hearts to. **You'll have to appeal to them and impress them in order to win.**

■ The Audience

People watching your performance want to be entertained, they wish to enjoy themselves. Be good to them and they'll be good to you.

If they clap or cheer for you, the judges will be impressed, if they "boo!" you will "boo boo".

■ Contest Difficulty

There are four Contest difficulties, each one with their own challenges and rewards.

- **Normal Contest** Entry Fee - \$1000
Amateurs and hobbyists wanting to have a good time.
- **Super Contest** Entry Fee - \$2000
This is where the rising stars begin to shine.
- **Hyper Contest** Entry Fee - \$3000
Time to leave the small local scenarios, you are a pro!
- **Master Contest** Entry Fee - \$5000
This is it, fame, riches and high-end life are yours if you have what it takes.

Choose the difficulty you'll be participating in. Each Difficulty requires you to score a minimum number of successes in your performance in order to carter the level of expectations of the Public and the Judges.

Difficulty	Required Successes
Normal	1
Super	2
Hyper	3
Master	4

If you score the required successes, you get to draw a **Reaction Card**, more successes can make you draw more cards and ignore bad reactions!

But you fail to meet the minimum of Successes Required the public will start booing at you.

■ The Decks

To run a Contest, you'll need to read the rules carefully and play with some cards. There are 3 Decks in the game:

● Reactions Deck

The Public will react to your Performance. If you score the minimum required successes for the difficulty you are participating you can draw a card from this Deck.

These are the types of reactions they can have:

Booing

This is not a card, but if you fail to score the required successes, the public will get angry. **You will draw 2 Mishap Cards and lose 2 Hearts.**

Bored Yawns

The Public is bored, some are even leaving. **You'll lose 2 Hearts.**

Silence

You can hear crickets and someone coughing. **You lose 1 Heart.**

Smiles

They are amused...but maybe they are expecting more? **No effect.**

Clapping

A round of applause, they are having a good time! **You win 1 Heart.**

Loud Cheering

They loved the performance, some rise from their seats to cheer at you! **You win 2 Hearts.**

Sheer Awe

A few seconds of silence and then the audience erupts in a roar of cheering, clapping, whistling and tears of excitement. **You Win 2 Hearts and Get 2 Extra Confidence points.**

● Mishaps

If you Perform poorly or if are having bad luck during the contest you will have to draw a card from this Deck.

Mishaps are everything that could ruin your performance from technical problems, forgetting your routine or even angry member of the public throwing things at you.

● Tricks

There are 5 types of Tricks, one for each Social Attribute.

Tough Tricks

Intimidation tactics to make others lose their Confidence.

Cool Tricks

Friendly acts meant for keeping your Confidence up.

Beauty Tricks

Tricks meant to make you stand out from the crowd.

Cute Tricks

Adorable antics that can become increasingly annoying.

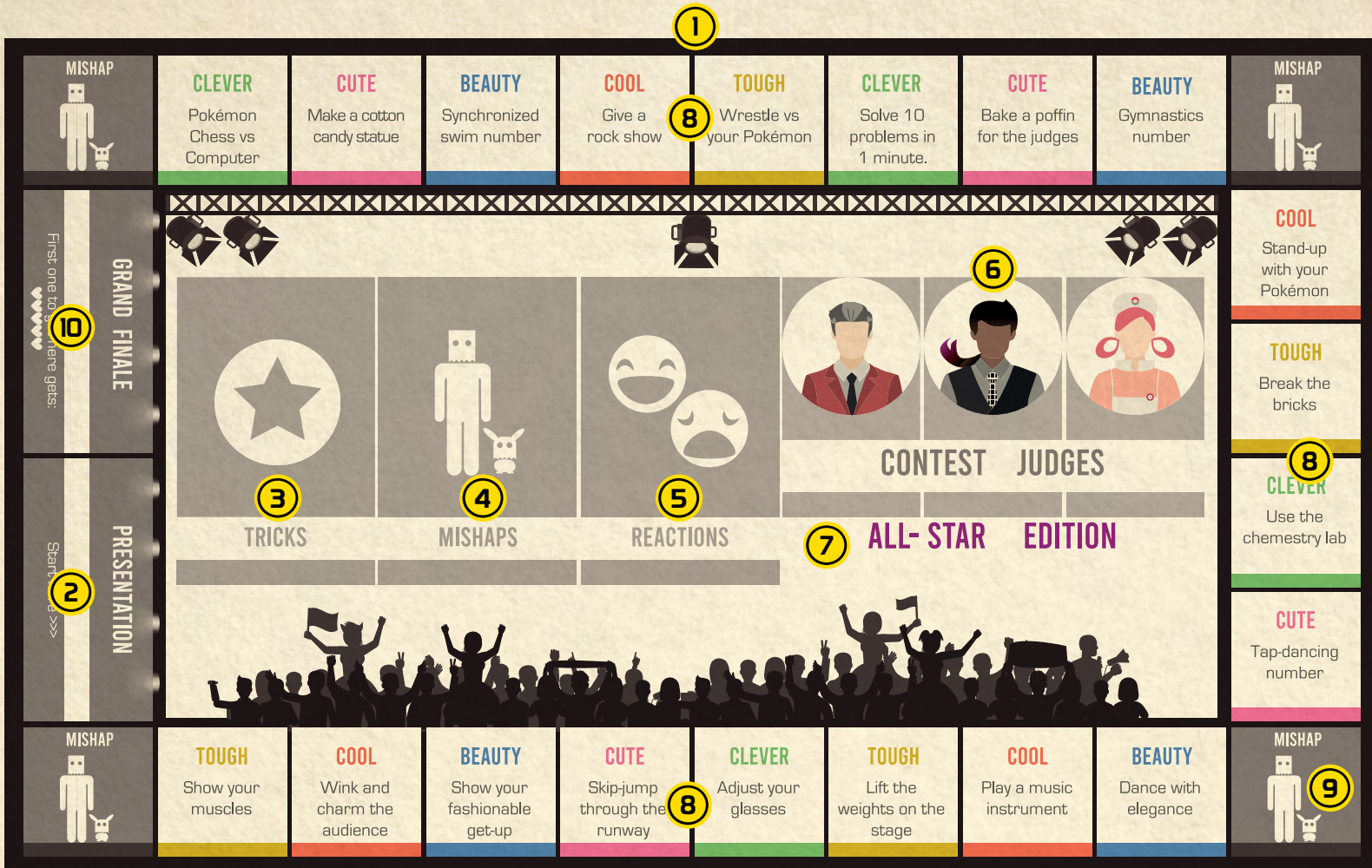
Clever Tricks

Mental prowess that will let you anticipate to other's.

Use the one that fits your strategy and feel free to create your own.

Contest Board

How to Play on a Contest Board



CONTEST BOARD

- ① Entire Board, you may create your own.
- ② Presentation Stage, Contestants start here.
- ③ Tricks Deck. Use a Trick card on your turn.
- ④ Mishaps Deck. Draw one if you had bad luck on the board or a failed performance.
- ⑤ Reactions Deck. Draw cards according to how well you did in your Performance. More successes will allow you to ignore negative reactions.
- ⑥ Contest Judges. Storyteller gives them an unrevealed preference for a Social Attribute that awards 1 Extra Heart if they are appealed to.
- ⑦ Contest Edition. Changes for each type of contest.
- ⑧ Performance Runway. The main events of the Contest.
- ⑨ Mishap Spaces. Draw a Mishap Card if you land here.
- ⑩ Grand Finale Stage. One last performance, This one is up to you.

Pokémon Contests are a Mini-Board Game.

The Game's Objective:

Reach the END GOAL without breaking down, while gaining as many Hearts as possible from the Judges.

Tips for the aspiring Coordinator

1. Be prepared to roleplay your performances, as the board will only give you a brief idea of what you must do before the audience.
2. Save money. Contests are not an everyday event but they are an expensive one at that. Between entry fees, costumes and accesories, be sure to carry extra cash!
3. Just like Pokémon battles, Contests can be a real challenge, don't be disheartened if you lose because that's part of growth in the Pokémon world.
4. Same as Pokémon battles, you will need to train and raise Pokémon that stand out and thrive with the attention. Shy Pokémon won't fare well in contests!

Steps of the Show

● Presentation Stage

During this stage, Contestants are parading in their costumes and making their introductions to decide who will go first. Each Contestant rolls their highest Social attribute (related to the Contest) to decide the order in which the participants will advance through the runway. Each Contestant will draw 2 Trick Cards.

● Performance Runway

These are the main events of the Contest. Once Presentation is done, each contestant will roll 1 die to advance the spaces through the runway. Each space has a request from the judges for you and your Pokémon to perform, you must declare the judge you'll appeal to and describe and roleplay your act.

Roll your performance with:
Social Attribute + Perform

Depending on how many successes you get, Draw one or more Reaction cards. Your storyteller must narrate the reactions of the public and the judges.

Tricks up your sleeve!

On your turn, you must use a Trick card from your hand, this must be done before your performance roll, but if the Social Attribute from your Trick card, matches the one on the space you landed you will gain:

1 Extra Heart on your Performance.

After you use a Trick Card, shuffle it back in the deck and draw another one.

● Grand Finale Stage

Last chance to impress the Judges and use any Trick you might've been saving.

The first player to get here gains:
5 Extra Hearts

In here you will give one **last performance**, and this one is up to you, it's your final act so make sure it's something extraordinary!

You may award some Bonus dice for creativity and good role-playing on the Player's performances.



● Winning the Game

Once everyone reaches the End Goal, **whoever got the highest Heart Count will win.** (In case of a tie, the winner will be that who reached the end first). The 1st, 2nd & 3rd Places will be declared by the judges and presented in a ceremony award.

● Praises and Prizes!

These are the moments you live for! Everyone is happy, clapping and cheering for you, someone gives you a rose bouquet and puts a crown in your head and a beautiful ribbon on your Pokémon, the people love you! They really do!

Everytime you win a Contest, you'll earn a cash prize and may gain a **Coordinator Rank**. You can increase your Coordinator Rank by winning more Contests and Ribbons. **These Ranks will allow you to have Notoriety Skills only available to Contest Winners!**

1st Place	2nd Place	3rd Place
 \$6000	 \$4000	 \$2000
 \$12000	 \$6000	 \$3000
 \$18000	 \$8000	 \$6000
 \$30,000	 \$15000	 \$10000

Coordinator Ranks

We mentioned before that Rank is a representation of time and effort put into a particular lifestyle, There are Ranks for activities besides Pokémon Training, these Ranks will add benefits to your Character.

If you dedicate yourself to winning Contests you will be able to gain Coordinator Ranks, these **do not replace your Pokémon Trainer Rank** but add to it. Think about it as a specialization to being a Pokémon Trainer.

Coordinators have their own types of skills that benefit them greatly in social situations. Some of them can even grant them a life of luxury that many Trainers can only dream of! There are four Coordinator Ranks:



Coordinator Rank

You've managed to impress the Judges and you have finally won your first ribbon.

What Achievements do I need to get this Rank?

- Be among the first 3 places in a Normal Contest

Benefits:

- 2 Points to distribute on a Notoriety Skill with Limit 1.
- You can now participate in Super Contests.



Super Coordinator Rank

You have passed the first filter among the do's and the don'ts, show that Ribbon with pride.

What Achievements do I need to get this Rank?

- Be among the first 3 places in a Super Contest
- At least 3 of your Pokémon must have a Normal Contest Ribbon.

Benefits:

- 1 Extra Point to distribute on Notoriety Skills with Limit 2.
- You can now participate in Hyper Contests.



Hyper Coordinator Rank

Walk with confidence, everyone wants to be like you.

What Achievements do I need to get this Rank?

- Be among the first 3 places in a Hyper Contest
- At least 3 of your Pokémon must have a Super Contest Ribbon.

Benefits:

- 2 Extra Points to distribute on Notoriety Skills with Limit 4.
- You can now participate in Master Contests.



Master Coordinator Rank

You are now part of the VIP group, your social skills and status are beyond the reach of most.

What Achievements do I need to get this Rank?

- Be among the first 3 places in a Master Contest
- At least 3 of Pokémon must have an Hyper Contest ribbon.

Benefits:

- 5 Extra Points to distribute on Notoriety Skills with Limit 5.

Notoriety Skills

These Skills are fundamental to any Coordinator. They represent your Character's status, wealth and connections in society. For this reason, **they cannot be raised with Trainer Rank Points**, only through **Coordinator Ranks** they may be increased, but they share the same scale of improvement.

- 1 Point is Low
- 2 Points is Average
- 3 Points is Good
- 4 Points is Excellent
- 5 Points is Superior

Notoriety Skills are not Re-trainable
Choose them wisely.

Fame

People that know who you are, what you do and are always paying attention to your next move. Whatever you say will be treated as truth, and copied by others. More fame means more people know about you! Use this to gain trust, access to places, and favors to basically get things for free.

Everyday you must sign a few autographs and deal with the paparazi, make sure they only see your good side!

- You have a few hundred followers on social media.
- The media calls you "Influencer" (whatever that means...)
- You are a local celebrity on your hometown or a city of your choosing.
- Everyone in the region has seen your picture and knows about you.
- Worldwide fame, everywhere you go people know everything of you.

Supporters

People to back you up, you can convince groups of people to do things for you. The more you develop this skill the further lengths they'll go for you.

Whenever you get a point in this Notoriety Skill describe your supporter's profile, their likes/dislikes goals and ideals.

Everyday you must thank your supporters and make them feel special or you will be seen as an opportunist.

- They will agree with things you say but won't do more.
- They'll take action if they believe you have a good cause.
- They'll do as you ask as long as they don't get in trouble for it.
- Whatever you ask for, they feel is their responsibility to help you get it.
- You don't even need to ask, they will act on their own for you.

Connections

You are friends with people in high places, this can get you information and knowledge not available to the general public. Use this to get advice, clues, jobs or data from the area of expertise of your connections. Each time you get a point on this Notoriety Skill describe the kind of connections you've got.

Everyday you must make phone calls or work related to the field of your choice.

- You are acquaintances one person on the field of your choice.
- You are friends with a respected person on the field of your choice.
- You are a respected person on the field of your choice.
- You can choose one more field to be respected in.
- You can choose one more field to be respected in.

Sponsors

What good is being known and respected if you can't make a profit? If you don't mind carrying a few logos on your clothing or making ads for products you have never used, you will receive a bi-weekly income from your sponsors! Each time you get a point on this Notoriety Skill describe the kind of sponsors you've got. Everyday you must do something to promote their brands or risk losing sponsors!

- A small brand offers you an income of \$50 for wearing their logo.
- You get a contract to wear more brands logos for \$200
- Companies pay you \$800 to say their products are good.
- You appear on TV commercials of a certain brand for \$5000
- You are the face of a world-recognized brand for \$20,000



Catching Pokémon

There is a significant difference between human-raised Pokémon and wild ones. Most Pokémon you find in towns and cities are the descendants of wild Pokémon that were domesticated by trainers generations ago. They have been bred and taught to be friendly, loyal, and obedient; They'll adapt to their owner's Rank and depend on their Trainer to get stronger.

But Pokémon that live in the wild can be either Pokémon turned feral after being abandoned or Pokémon that have lived with no human contact all their lives, this has made them grow their Rank through sheer prowess and survival instinct.

Whatever the case, both kinds of wild Pokémon are distrustful of humans and even jealous of their Pokémon companions. Some will flee in fear, others will get aggressive and do everything to protect themselves from what they see as a threat to their survival.

Wild Pokémon have honed skills of survival that human-raised Pokémon do not have. Also, there are species that have not been tamed nor domesticated due to their formidable strength. Catching one of these specimens would give you an advantage over the other trainers; And they can teach you as much about teamwork, nature and following your instincts as you can teach them about the human world.

Habitats

The world of Pokémon is big, if not bigger than ours. There are places where certain kinds of Pokémon are drawn to, and there are Pokémon that can only be found in certain parts of the globe.

Experienced Trainers don't go around the world throwing Pokéballs at everything that moves. They study the habitats of the Pokémon and seek for a specimen that seems good-natured or try to gain the trust and respect of a Pokémon that seems especially wary.

Some Pokémon are so rare that people don't know if they are real or legends. To find them, trainers have to venture into uncharted areas.



Special Pokémon

Around the world, there are Pokémon that do not fit their species stereotypes. While every Pokémon is unique, these Pokémon have special qualities to them that can make them literally one in a million. Traits like a different color pattern, a bigger size and even moves or abilities that defy their nature.

Shiny Pokémon, Alternate Forms & Regional Variants.

Some Pokémon have a different coloration in their fur, hide, feathers or scales. This change can be aesthetic or it can involve a change in Typing, Attribute Limits, Moves and/or Abilities.

Shiny Pokémon are distinguished by the sparkles they leave behind as if they were coated in a glittery dust. Their exotic look makes them highly appreciated in beauty contests and people will pay incredibly high amounts of money to get their hands on one, their appearance does not affect their Type or Attributes.

Alternate Forms refer to Pokémon of the same species that somehow look different from each other although with some resemblance still. They can have different Types, Attributes and Abilities. Some Pokémon may even change forms at will.

Regional Variants are Alternate forms of Pokémon that can only be found in certain regions, they are the result of introducing foreign Pokémon into an established habitat, over the generations the Pokémon have to adapt to this new environment, this can make them change their type, abilities, move set and even make evolve into something their regular counterparts cannot.

Overgrown Pokémon

Most Pokémon have a standard size and weight, but there are reported cases of Pokémon that could be considered giants within their own species. Overgrown Pokémon are usually around 30% to 60% bigger than their regular-sized counterparts but they are very rare to find. Their main characteristic is that their size and weight keep proportion.



Many trainers have overfed their Pokémon with the hopes of making them bigger, only to end up making them fatter. An overgrown Pokémon is born that way. Even if at birth it has a normal size, it will keep growing until it reaches maturity.

Overgrown Pokémon have a higher Base HP than their regular-sized counterparts.

Increase their Base HP by 1



Hidden Moves and Abilities

There are records in this world's history that depict certain Pokémon using powers and Abilities different from those normally seen on them.

Only a few proficient trainers like Gym Leaders and Elites are known for owning at least one of this Special Pokémon. However, it is unknown if they captured their Pokémon with those rare abilities or somehow they worked with them to attain them.

Storyteller's discretion should be applied for Pokémon to have Moves and/or Abilities it wouldn't normally have.



Using Pokéballs

If you want to catch a Wild Pokémon, you are gonna need Pokéballs. You can buy them at any Pokémart.

Greatballs and Ultraballs can be more expensive than a regular Pokéball, but in the end, they can save you money by not breaking apart when you need to capture a powerful Pokémon.

When you capture a Pokémon within a Pokéball, the chip will be branded with your Trainer's ID. That way other Trainer's Pokéballs won't be able to trap your Pokémon to steal it.




Pokéballs can't carry Humans, rooted objects like trees or mountain boulders, machinery that contains a lot of small pieces such as motor vehicles and electronics.

Big objects like tents, bicycles, and potions in bulk are sold with their own Pokéball for easy storage. Once a Pokéball is used to carry something inside it gets coded into it and cannot carry anything else. Just like with Pokémon, the item it carries will have your ID number and can be retrieved back to you through a computer in case you lose them or want to store them.



Catch Roll

The main use of Pokéballs is catching Pokémon, they all have a seal you need to roll for the catch to be a success:

Item	Seal Potency
 Pokéball	4 dice
 Greatball	6 dice
 Ultraball	8 dice

Inflicting damage or a Status Ailments will modify your Catch Roll. These Bonuses Stack with each other, giving you up to +3 extra successes to your Catch Roll. **You lose ALL Bonus Successes against a Fainted Pokémon.**

Wild Pokémon's Condition	Bonus Successes
Pokémon is at half HP	1
Pokémon is at 1 HP	1
Pokémon has a Status Ailment	1

Stronger Pokémon are harder to catch, this is why you must score a number of successes that varies with their Rank:

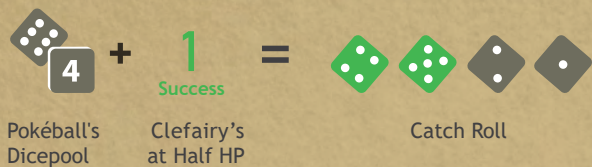
Pokémon's Rank	Required Successes
Starter	3
Beginner	4
Amateur	6
Ace	8
Professional	9

If you don't score the Required Successes, the Pokémon breaks free and the Pokéball is rendered unusable.

Leslie found a wild Clefairy!

After a fierce battle, she damaged Clefairy down to half its maximum HP. It is time to use a Pokéball!

She throws the Pokéball and rolls:



Leslie scored 3 success. Since this Clefairy's Ranking is at Starter. That means...

Leslie caught a wild Clefairy!

Inflicting damage on a Pokémon will reduce its Happiness and Loyalty; don't expect a Pokémon you just beat into a pulp to be a happy and compliant partner. Other Pokémon take pride in proving themselves and handle their defeat against you gracefully.

You may also try and convince a Pokémon to come into adventures with you, no harm in trying. A friendly approach may win you their loyalty, although some Pokémon are picky as to whom they allow to train them.

Pokémon with a higher Rank than a Trainer won't obey commands and cannot be a part of Training Sessions.

If they were caught forcefully, they may even try to escape!

If a recently captured Pokémon dislikes you, try to be understanding and compensate for it.

Building a relationship with your Pokémon is one of the main aspects for this game.

Special Pokéballs

Decades ago, to obtain a Pokéball you had to search for a special kind of fruit called Apricorn and craft the item yourself. It was a long and arduous process that took several days. Back then, you REALLY had to work hard to catch a Pokémon.

Nowdays the Pokéball industry is constantly innovating and offering a variety of products for the diligent Trainer. These Pokéballs have special effects on the Pokémon you catch with them or offer specialization when catching Pokémon that meet certain criteria.

They are limited editions and are usually not found on sale, but when they are, they are not cheap.



Premier Ball

These are a sign of status, other trainers might respect you more if you use them.



Luxury Ball

Money CAN buy Pokémon happiness; the trait will improve if you catch them with this ball.



Cherish Ball

This Ball is only handed to those who have ties or work directly in the League.



UB-Ball

A ball specially designed by the Aether foundation for their UB-Project.



Dynamax- Ball

Galar scientist's pride, this virtual pokeball can create giant holograms that feel real.



Master Ball

Silph co. star project, rumor has it that it's capable of catching ANY Pokémon without fail.

There's is a large variety of Pokéballs, finding all of them and their effects is one of the aspects of Pokémon catching.

If you manage to learn how to craft your own Pokéballs you'll gain an edge over other Trainers and save lots of money.



Other ways to obtain Pokémon

Buying Pokémon

Pokémon Breeding is a respected profession where people dedicate their lives to raise and nurture Pokémon that aid humans in their activities.

Many of these professionally bred Pokémon can be bought, ensuring certain traits such as a non-aggressive nature, a good disposition for work, and even special moves.

Buying Pokémon is a luxury, though. Their cost range from tens of thousands to even millions of pokédollars. Especially if the bred Pokémon is rare to find in the wild or hard to tame.

You can also find common Pokémon for sale for a few hundred pokédollars in less reputable places, but it is up to you to trust this kind of establishments.

Adopting Pokémon

All around the world, there are abandoned Pokémon. Most of the time they are abandoned for being weak, rebellious or afraid of battles.

Whatever the case these Pokémon need to be taken care of.

Some shelters located outside the cities look after them until another trainer wants to adopt them.

Abandoned Pokémon have their own story to tell and many are wary of humans.

If you give them respect and good care they may become your most loyal companions.

Adopting is free for all registered trainers.

If you see a shelter, take a look inside, perhaps you'll find the Pokémon you were looking for.

Adopting a Pokémon is a good way to start your Adventure. However, many times they do not have the best attitude or an easy Nature.

Storyteller
Note

Trading Pokémon

Sometimes a Pokémon was not what you were expecting. Maybe you have too many Pokémon of the same species or maybe you want to get rid of a bad pet.

Instead of abandoning them, why don't you trade them? There are lots of trainers traveling from one city to another looking for a new Pokémon.

If you find someone willing to trade you one Pokémon in exchange for another, head to the nearest Pokémon center, put your pokéballs on the machine and wait for the process to complete.

The chip on your Pokémon will still name you as their original trainer but they will be now on the property of another trainer.

Be careful as Pokémon you trade will take more time to adjust to their new trainer. Whenever you trade a Pokémon it will lose 1 point of Happiness and Loyalty, even if it is your original Pokémon you're getting back.

Releasing Pokémon

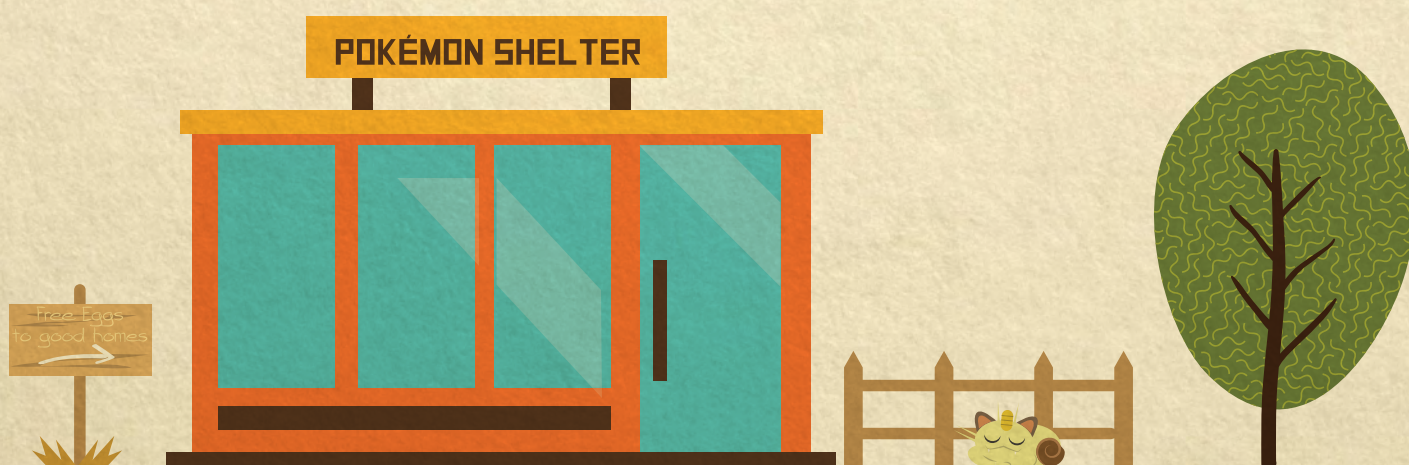
There are times when there is no other option, your Pokémon is not happy living with humans or you find that your time together has come to an end.

You can simply let your Pokémon out of its Pokéball on its new home and leave it there, within a few weeks of not being recalled and not being close to its Pokéball the chip on your Pokémon will deactivate and another trainer will be able to catch it. Another way is going to a computer and manually deactivate the chip and ID of your Pokémon, then allow the machine to transport and release it on a secure location.

It is always sad to see a companion go, and abandoning a Pokémon for shallow reasons is frowned upon in the Pokémon League community.

Pokémon are sensitive creatures and abandonment takes a toll on their emotions and ability to trust humans. Be a responsible Trainer and don't capture Pokémon you don't intend to take care properly.

Make sure you only release a Pokémon that wants to be released.





Training Pokémon

Training Sessions

Pokémon training is probably the most fundamental aspect of becoming stronger.

A training session usually takes 2 hours of your day within the game. During this time you work with your Pokémon, you try to understand their ways, their motives, their strengths and weaknesses. Before attempting to teach them something new, you have to bond with them, especially if they are newly caught. This way you can raise their Loyalty and Happiness.

Once everything is said and done, present your Pokémon with simple and entertaining physical and mental activities like games, puzzles, item gathering, weight lifting, etc. You can get as creative as you want, just remember that some Pokémon may require special attention.

Training a Pokémon requires patience and lots of work. You will need to get better in your own skills if you want to be a better Pokémon Trainer.

You may teach a Pokémon by using your different skills.

Once you are ready, you can choose how to strengthen your Pokémon.

Tom has been working with his team, a Jigglypuff, a Lillipup and newly caught Oddish and wants to increase their speed, so he's starting a routine where all his Pokémon run laps.

Weeks later, Oddish has evolved and in preparation for it to evolve again it will need lots of sunlight and nourishment, Tom knows about gardening and goes to a store to buy some fertilizer to treat Gloom with it.

There are many ways to Train a Pokémon, it just needs a little bit of imagination!

Rank Up

The most essential job of a Trainer is to raise powerful and happy Pokémon. Your Starter will be the same Rank as you when you start the game, but once you increase your Rank, you will have to Rank-Up all Pokémon you have. Some wild Pokémon might seem weak but with you as a Trainer they will become champion material in no time!

Depending on the technique used to train a Pokémon,

Roll an Attribute/Social Attribute + Lore after a Training Session.

Once you score the required successes, the Pokémon Rank is raised by one level (ex. from Beginner to Amateur).

Rank	Required Successes
to Beginner	3
to Amateur	6
to Ace	12
to Pro	24
to Master	36
to Champion	48

You cannot raise a Pokémon's Rank beyond your own, and Training Rolls are done only once per day.

To fully Rank Up a Pokémon, you need several days.

Retrain

Most Trainers won't get it right on the first try. Considering there are hundreds of different species, whatever works for a Pokémon might not work for another, so, it is possible for a Trainer to rethink their strategy and retrain a companion. Doing so it's a lot easier than Ranking Up a newly caught Pokémon.

You may use the Training Session to Retrain instead of Ranking Up. If so, simply:

Roll an Attribute/Social Attribute + Lore after a Training Session.

Once you score 3 Successes, you get several benefits:



- Redistribute all Attributes and Social Attributes awarded by Rank.
- Redistribute all Skill Points awarded by Rank. Assign all Skill Points from a Rank, before assigning all Skill Points from the next Rank.
- Pokémon may forget Moves and learn new Moves from available Ranks. Forgotten Moves exclusive to previous Evolutions are lost forever.

Remember, Training Rolls are done only once per day.

Evolve through Battle Experience

Most Pokémon evolve after battling quite a lot. If you're interested on getting your companions to their Final Form, pay attention to their Battles and their ability to win.

Once a Pokémon has met the required number of Victories, it will begin its transformation.

Each species evolves at different rates, described as Evolution Time. Follow this simple chart:

Evolution Time	Required Victories
Fast	5
Medium	15
Slow	45

Newly caught Pokémon may already have some Victories under their belt.

When a Pokémon Evolves, use their New Pokédex Entry as a Template and distribute all bonuses from Rank just as you would when Retraining.

Training a Disobedient Pokémon

You cannot train a Pokémon of higher Rank than your own. Perhaps the disobedient Pokémon simply wants to do things its own way or maybe it's is not paying attention deliberately. For whatever reason, you haven't earned its respect.

Christine is just a Beginner but has two Pokémon on her team, her starter Pidgey, and a recently caught Persian.

They are gathered for a group Training Session. The trio begins by playing Dodgeball. But during today's game only Pidgey followed Christine's commands. When Christine threw the ball, Persian quickly crushed it with its fangs and went away to sleep under a tree.

This Persian's Rank is Amateur. This means Christine's skill is simply not enough to handle this Pokémon.

Persian won't be obeying orders anytime soon.

Overranking

When a Pokémon is ready to Evolve, you may choose to stop the Evolution by making it snap out of the trance. If you do, a Pokémon retains some of the power it tapped from the process.

The Pokémon gains access to 1 Move from a Rank higher than its own! This means an Amateur Ranked Pokémon may have 1 Move from Ace Rank.

There is a problem, though, a Pokémon resets the Victory count to zero, so, if it wants to Evolve, it must start all over again. Also, a Pokémon may not have more than one Overranked Move at a time.

Final Forms may benefit from Overranking too, once they achieve 20 Victories, they get access to one and only one Move from a Higher Rank.

Evolve your Pokémon

Evolving a Pokémon is hard work, it requires hours and hours of Training or years of struggle, but when it finally happens, your companions will get a lot stronger.

The amount of training required to Evolve a Pokémon varies from species to species. Bug-Type Pokémon tend to Evolve quickly, while Dragon Pokémon take ages.

Pokémon may evolve for several reasons, some Evolve to survive in a hostile environment, others Evolve thanks to age and experience, others change when subjected to materials or energies. See a Pokémon's Entry for details.



■ The Limits of a Pokémon

Pokémon bodies are quite different to human bodies, therefore, they have different capabilities too. Some can be stronger, faster, or sturdier. To reach the full capacity of development on the body is what we call: **Limits**.

A human has a Limit of 5 points in all attributes, that means that when you reach 5 points, you have developed the attribute maximum for a human.

The Pokémon's Limits are different for each species and tend to increase with evolution.

Even if a Pokémon's Limit may not seem very high, remember that all Pokémon possess an attribute that no human has: **Special**. This, alongside the moves they can learn is what allows them to do incredible feats that humans will never be able to.

If we compare the difference of Limits in Strength of a human and a Tyrogue, we would have:

Human's Strength ●●●●●

Tyrogue's Strength ●●●

This means that even if Tyrogue reached its full Limit in Strength, it would not be stronger than a very fit human with 4 or more points in that attribute.

But if that same Tyrogue evolves into a Hitmonlee, the Strength limit compared to a human would be:

Human's Strength ●●●●●

Hitmonlee's Strength ●●●●●●●

Tyrogue's Evolution obtains a potential that not even the strongest human could ever match.

■ Teaching New Moves, Forgetting old ones.

Pokémon are able to learn incredibly good Moves, train hard and show them the real arsenal at their disposal.

When you Retrain a Pokémon it is able to forget a Move they already know to try out something new. When your Pokémon forgets a Move you may pick a new Move from your Rank or lower.

However, if your Pokémon forgets a Move exclusive to its previous Evolution, it will NOT be able to get it back.

Remember that your Pokémon has a limit of Moves it can learn equal to: **Insight + 2**

■ Move Tutors

Some people are even capable of teaching moves that are not usually known by some species. They are called **Move Tutors**.

These amazing trainers are retired fighters, mystic people or great elders from far away lands. Their secrets are kept away from strangers, but sometimes they take Pokémon as pupils to teach them their ancient techniques.

Should you meet one of them, show respect and maybe they'll teach you in exchange for a favor.

■ Day-Care Centers

There are establishments that give care and training to Pokémon when their owners are too busy or simply do not have the skills necessary to raise a Pokémon. Think about them as obedience schools for pets in the real world.

They'll raise and discipline your Pokémon, charging you for every day it stays in their facilities. In the Day-Care, your Pokémon will be fed, bathed, socialized and educated. When you get it back, the number of **Required Victories to Evolve** may be reduced at the **Storyteller's discretion**.

Remember that a well-behaved Pokémon is not always equal to a happy or loyal Pokémon.





RESKIRYS



Items for the Journey

Trainer's Basics

Traveling alone through the wild can be pretty tough. Your Pokémon companions will keep you safe, but they won't make it more comfortable. Most of the time you will be sleeping on top of rocks and going hundreds of kilometers on foot.

Serious trainers need to carry items to help them reach their goals while diminishing the inconveniences that may arise on the journey.

Every Trainer should have these Items at all times:

Money

You'll need money to buy goods. A Trainer that's just starting, normally has \$1500 to spend. You can earn more *PokéDollars* by winning battles against other trainers, or you may lose them if you are defeated!

You may also get a small job to get more money. Try to find one that employs humans and Pokémon so your companions help you out too. This way, you get some extra income and lend a hand to people in need.

Food

Food for you and your Pokémon. There are Trainers that let their Pokémon roam free to find themselves something to eat, but it is safer to feed them yourself. Some Pokémon might look like a very tasty treat in the eyes of a hungry, wild Pokémon.

Pokémon Items

Your Pokémon will protect you from danger but you are responsible for their safety. You should at least have some healing items to nurse them back to health and Pokéballs to carry them safely.

Camping gear

Shelter is hard to find in the wild. Nasty creatures tend to inhabit caves and refuges, so you better bring a tent, a sleeping bag or at least some tools for everyday use unless you want to sleep in the floor of a cave full of Zubat filth.

Transport

Distances between one town to another might be quite long. Trainers try to travel as fast as possible and while the most rich people will travel on an automobile or a motorcycle, most people prefer to ride a bicycle to travel a little faster without investing in fuel. Other trainers may be seen riding their Pokémon wherever they go. But if you don't have the means to get any of that, then you better get some comfy shoes and start walking.

Trainer Gear

Camping can be fun when you have the tools you need to be comfortable. These are some examples of what you can bring with you on your journey. Each heavy or big item you buy comes within its own Pokéball to ease the weight and store it back quickly.

ITEM	PRICE
Big Camping Tent	\$2,500.00
A spacious tent for your group to stay a cozy night. Sprayed with Wild Pokémon repellent substances.	
Small Camping Tent	\$800.00
A comfortable space for 1 person, or 2 if you don't mind squeezing.	
Sleeping Bag	\$500.00
Not too comfortable. You'll be able to sleep warm and dry but after a few nights your back may hurt.	
Camping Stove & Cookware	\$2,000.00
Forget about hunting and eating roots like a savage. With this luxury set you'll always have a warm meal.	
Canned Meal	\$15.00
It's nothing fancy but there's no need to travel on an empty stomach. One can is enough for one day.	
Regional Map	\$50.00
A map with the marked routes, cities and Pokémon Centers of the region you are in.	
Compass	\$100.00
A useful compass to point you in the right direction. Warning: Keep away from magnets.	
Pokédex	\$5,000.00
A digital encyclopedia with basic information about regional Pokémon. You may add your own research.	
Pokédex Upgrade	\$2,500.00
Upgrade your Pokédex with the information of the Pokémon on a new region.	



Cities and towns in the world of Pokémon are just like ours. There are stores for goods and services. Your players can buy items for the right price.

Just remember to emphasize the use of their Pokémon moves and abilities to solve the challenges they face. That is, instead of buying a rope why not have Bulbasaur use its vines instead?

Items for Traveling

As Mentioned before, distances can be quite long in the world of Pokémon, not only you'll need to travel on the road, you'll need to go through forests, mountains, snow peaks, deserts, seas and even fly through the sky. You can travel the world with just your feet and some sturdy shoes, but having something else to transport you wouldn't be a bad idea.

ITEM	PRICE
Mountain Bike	\$1,500.00
You will travel twice as fast with this awesome all-terrain. Now at an insane price!	
Inflatable Boat	\$1,000.00
A small boat for a single person. Your Pokémon may pull you through the water or you can use the rows.	
Fishing Rod	\$300.00
A fishing rod to catch Pokémon living underwater. Somedays they just won't bite, though.	
Saddle	\$500.00
Strap this on and you'll never worry about falling from your Pokémon again.	
Sled	\$400.00
Your Pokémon can pull you around through snow, sand or any smooth surface. It's super fun!	

If you don't wanna venture through the wilderness you can stay on the marked routes, or even take a bus to the next city; just remember that wild Pokémon and new experiences for you and your companions are out there. If you are lucky you might even catch a rare Pokémon or find some treasure deep in the caves.

Protection Items

While you might want to find and catch new Pokémon, sometimes your team will be too weary to defend you properly, or maybe some dangerous monsters are in the area, whatever the case it's always better to be on the safe side.

ITEM	PRICE
Pokédolls	\$1,000.00
Life-size decoy used to escape wild Pokémon. Some people like to collect them.	
Pokémon Repel	\$350.00
Most Pokémon won't come near to you for a whole day. The smell is now machine-washable.	
Pepper Spray Can	\$50.00
Scares away small Pokémon, but it may enrage the bigger ones. Good for 5 uses.	

Be sure to know when to run away from a battle in the wild, most Pokémon won't chase you outside their territory, but if you are feeling bold you'd better have

some of these items or a good team to defend you from harm, it is not wise to keep fighting until all your Pokémon faint and you get in the direct way of danger.

Healing Items

There's a grand compendium of items in this world. The most basic can be found in a Pokémart, others may be found in the wild if you know how and where to look. You'll need to carry them at all times if you want a safer journey.

Potions

They usually come in Spray presentation, they are a mix of pain killer with some other ingredients that heal injuries almost instantly. **Each point of Damage you heal using a potion will take one unit out of the bottle. To heal a point of Lethal Damage will take two units.**

If a Pokémon has fainted, you can use potions on it to stabilize its wounds **but it won't recover consciousness.**

Potions that come in capsule form are single use and they are so concentrated that will take at least 24 hours to get the formula out of the system for any other potion to take effect on the body again.

ITEM	PRICE
Potion	\$400.00
A pocket sized spray potion to relieve the pain and heal bruises.	
Super Potion	\$700.00
A regular can of concentrated formula spray. This potion can close open wounds and even heal a cracked bone.	
Hyper Potion	\$1,200.00
Best value pack. It can be rationed for smaller injuries on the team, or used all at once on a serious wound.	
Max Potion	\$1,700.00
A single-use capsule of formula. The Pokémon won't be able to restore health further until the next day.	
Full Restore	\$2,000.00
A single-use capsule of deluxe formula. The Pokémon won't be able to restore health further until the next day.	

Max potion & Full Restore bypass the Healing in-battle limitations (p. 56). For that reason they are usually banned from official matches.

Heals

Pokémon have developed many ways to catch prey or defend themselves from predators, some of these include disabling normal functions of the body, poisoning, paralyzing, etc. To heal these conditions and its side effects, medicines, ointments, and other remedies have been developed and are accessible to the public.

ITEM	PRICE
Antidote	\$100.00
A shot that quickly reduces the fever and relieves the pain.	HEALS POISON & POISON+
Awakening	\$250.00
Sprays a water-based solution to awake a drowsy Pokémon.	HEALS SLEEP
Burn Heal	\$250.00
A powder that douses the fire and aids in the healing of the burnt area.	HEALS BURN 1 BURN 2 BURN 3
Ice Heal	\$250.00
Recovers the normal temperature of the Pokémon and heals frost biting.	HEALS FROZEN SOLID
Paralyze Heal	\$200.00
This ointment relaxes the muscles and stops the cramping.	HEALS PARALYSIS
Full Heal	\$600.00
A superior spray formula that can heal any status problem in a second.	HEALS ALL STATUS AILMENTS

Berries

Medicines are not available in the wild. That's why wild Pokémon use berries with healing properties to cure themselves, although less effective they are better than nothing, berries have to be eaten all at once to get their effects.

Healing Berries are not plentiful. If your players find a berry bush it is possible that there won't be more than 2 berries available.



There are many kinds of Berries but this list will focus on those with medicine-like properties:

ITEM	RARITY
Aspear Berry	RARE
This sour berry shakes the body and rises its temperature, thawing any ice surrounding it.	HEALS FROZEN SOLID
Cheri Berry	UNCOMMON
Its spicy flavor reinvigorates the muscles and stops the cramping.	HEALS PARALYSIS
Chesto Berry	COMMON
It is difficult to eat, so tough and dry that it will heal the drowsiness.	HEALS SLEEP
Oran Berry	UNCOMMON
A delicious citric berry that numbs pain away.	HEALS 1 DAMAGE
Pecha Berry	UNCOMMON
This berry's sweet pulp will absorb simple poison out of the bloodstream.	HEALS POISON
Persim Berry	COMMON
A strong flavored berry to snap out of confusion.	HEALS CONFUSION
Rawst berry	UNCOMMON
Its liquid pulp is ideal to stop fire from spreading and numbs the pain on the area, it is quite bitter, though.	HEALS BURN 1 BURN 2
Sitrus Berry	RARE
A bigger and sweeter berry from the Oran family but scarcer in the wild.	HEALS 3 DAMAGE OR 1 LETHAL DAMAGE
Lum Berry	RARE
This berry is said to cure everything, it is however very rare to find.	HEALS ALL STATUS AILMENTS



Berries are a common ingredient in Pokémon food. Try to search for them whenever you can and discover their many properties!

Pokémon will gladly eat any Berry, since most of them are pretty tasty. They may be eaten, even in the middle of a battle (holding more than one is banned from official battles).

Pokémon will eat their held berry the moment they feel they need it, usually as soon as they reach half of their HP in damage, or when they start to feel the effects of status ailments. They might eat it sooner than expected or on command of their trainer.

Herbal Medicine

While Berries are delicious, they are not always on season or are simply not found in certain parts of the world. In ancient times people resorted to special herbs and roots to make high quality medicine; however since all of these medicines taste like Croagunk's sludge they have lost popularity against healing sprays and cherry flavored cough syrups.

ITEM	PRICE
Energy Root	\$800.00
A nasty tasting root with mystical properties that can be eaten whole or turned into up to 4 batches of powder if you know how to do it.	EQUALS TO: 14 UNITS OF POTION
Energy Powder	\$450.00
This powder leaves a horrid aftertaste, but at least it stops the pain.	EQUALS TO: 4 UNITS OF POTION
Heal Powder	\$500.00
A mix of the most foul looking herbs you can find can make this cure-all powder.	HEALS ANY STATUS AILMENT
Revival Herb	\$2,800.00
It may be its magical properties or just its awful flavor, but this herb will get you back into consciousness numbing all the pain away. <i>Extremely rare to find.</i>	RECOVER FULL HP & RESTORE AWARENESS

Pokémon really dislike these herbs and powders. Treating their injuries with this type of medicine will reduce their Happiness points if used often.



Gathering roots and learning to mix herbs into powder medicine can be a lifesaver in dangerous situations when you are far from a Pokémon center. The difficult part isn't finding the herbs, but convincing your Pokémon to eat them.

Well, you know what they say: Nature will give you all you need if you can handle the awful flavor.

Revive

There are situations of life and death in which there is no time for stabilizing wounds, and you need to get yourself and others out of danger as quickly as possible. For those situations, Revives are sold.

Revives are shards of a stone with radiant energy; when you use them they transfer that energy into you restoring your awareness after you fainted.

ITEM	PRICE
Revive	\$1,500.00
A small energy shard that brings a fainted Human or Pokémon back into consciousness and stabilizes their wounds.	RECOVER 1 HP & RESTORE AWARENESS
Max Revive	NOT FOR SALE
A bigger shard that is not available to the public.	RECOVER FULL HP & RESTORE AWARENESS



Once used, a Revive will lose it's energy. Try to keep at least one with you for emergencies.



Only the most exclusive Pokémalls tend to have Revives in stock. Players and NPCs can't create their own.

Energetic Drinks

After all the exercise, training and battling, people and Pokémon need to keep themselves well hydrated, it is always a good idea to give your companions a delicious refreshment after a hard battle or a long training session.

Energy drinks are sold in Pokémon centers or special dispensing machines and have been designed by the Counselors of Pokémon Performance on the League.



Energy drinks cannot to be used during battle or as held items. They also do not cure Lethal Damage.

Energy Drinks are single-use and their effects are not immediate but are very potent.

This means that **Energy Drinks do not have any effect In-Battle and they won't cure Lethal Damage.** But they are a good option if you have some time to relax and enjoy a cool refreshment.

ITEM	PRICE
Berry Juice This mixed drink of various berries is also quite refreshing. Some Pokémon produce it naturally.	\$100.00 RESTORES UP TO: 2 HP
Fresh Water Full of electrolytes and just the right amount of sodium, restores the vitality of those who are tired.	\$200.00 RESTORES UP TO: 4 HP
Sodapop This Sugary drink gives you a quick shot of energy after being quite tired.	\$250.00 RESTORES UP TO: 5 HP
Lemonade The Citric boost and added vitamins make this a favorite after exercise.	\$300.00 RESTORES UP TO: 6 HP
MooMoo Milk Found in organic farms, this milk is full of calcium and is right out of the Miltank.	\$350.00 RESTORES UP TO: 7 HP

Fresh Water can be found in the wild. You can place a source or a fountain before a grand-scale battle.



A quick note on Selling Items

If money is short, you can always try to sell some of your items to the Pokémart.

Keep in mind that the best price they can give you is half of the Item's market cost, they've gotta make a profit!

But if you find rare items that they don't usually carry on their stock, they can be a lot more generous than that!

You may also find direct buyers in town who may want what you are offering.

Pokéballs

Long ago, there weren't any Pokéballs around and people just hid away from the creatures roaming nearby.

When humans started getting along with Pokémon and taking them as companions, they could only depend on the loyalty of the creature to aid them.

As time passed, someone discovered that some fruits called Apricorns had special properties that could be used along with a magical crystal to hold a creature inside.

Nowdays people know it's not magic, it's Science!

Technology has upgraded the storage devices, improving their power many times through the years, but their purpose has always been the same: To catch and keep Pokémon inside and carry items for easier storage.

We don't wanna get too technical about how Pokéballs work, but any aspiring trainer needs to know that they'll be one of their most useful tools and they should always carry some.

The most common kinds of Pokéballs you can find at your local Pokémart are:

ITEM	PRICE
Pokéball A basic ball for catching Pokémon and carrying heavy items.	\$200.00 SEAL POTENCY: 4 DICE
Greatball A sturdier barrier protects the seal allowing an easier catch.	\$600.00 SEAL POTENCY: 6 DICE
Ultraball The best seal in the market to ensure the catch of stronger Pokémon.	\$1,200.00 SEAL POTENCY: 8 DICE
Masterball It is said to be in development by some companies in the world, it is rumored to have a seal so strong it would never break.	NOT FOR SALE SEAL POTENCY: UNKNOWN

You can still find artisans who create the old-fashioned Apricorn Pokéballs, but they are getting more and more difficult to find in big cities with the whole Pokéball industry growing everyday. The good news is that many awesome designs are available for you to customize the look of your Pokéballs to what you like the most.

Items for Pokémon Care

Your Pokémon companions need to be looked after, you guys will be a team, so you depend on each other for care and safety. Your Pokémon require their basic needs to be covered in order to grow healthy and be comfortable with you. They cannot be kept within their Pokéballs for various days only coming out to battle. You'll need to prepare yourself with a few Items if you want to take proper care of your partners.

Food

Some of your Pokémon might be able to get their own food every day, but if you want to befriend them and gain their trust, a good meal may be a good way to start. Each package of food is enough to feed a single small or medium sized Pokémon for a whole day, you can also use the food as bait for catching Pokémon:

ITEM	PRICE
Pokémon Dry Food Pack A bag with dry kibble.	\$10.00
Gourmet Food Can Made with Premium ingredients. All Pokémon will love you if you feed them this on a regular basis.	\$50.00
High Performance Food Sack A high-protein kibble made for athletes. <i>Add 1 dice to the next Training Roll of the Pokémon.</i>	\$300.00



Vitamins

Some Pokémon are not as proficient in certain areas and others have trouble developing certain traits. While some trainers will train hard, others will train smart! Just add these supplements into their diet and your Pokémon will be even stronger. With them, you'll have one more Point in the corresponding Attribute for the duration of a month.

Vitamin effects don't stack on the same Attribute and can't raise the Attribute above the Pokémon's Limit.

Sylveon has been training hard but you need to be ready for your Gym battle in a few days.

In order to go through the huge defenses built on the Gym Leader's Pokémon, Sylveon needs to raise its Special quickly.

You buy some Calcium and feed Sylveon with it. In a few moments its effects will be noticeable and Sylveon's Special will be 1 Point higher for a whole month.

Now you're ready for that Gym Leader!

ITEM	PRICE	
Protein A tasty milkshake that aids in the growth of bigger and stronger muscles.	\$9,800.00	STRENGTH
Iron An iron capsule that reduces feebleness and gives you a healthy glow.	\$9,800.00	VITALITY
Calcium Add this effervescent pills on their drink to help grow stronger bones.	\$9,800.00	SPECIAL
Zinc Zinc capsules help with focus and brain development.	\$9,800.00	INSIGHT
Carbos A healthy syrup that fills you with energy!	\$9,800.00	DEXTERITY
PP Up It is rumored they are just sugar pills. Who really knows?	\$9,800.00	INCREASE WILL BY 2

HP Up	\$9,800.00
A compendium of vitamins and minerals to help your Pokémon grow as big and healthy as it can be.	INCREASE BASE HP BY 2
Rare Candy	NOT FOR SALE
This strange candy is made of unknown ingredients but its effects do not stack.	ANY ATTRIBUTE

Vitamins will help your Pokémon reach their max potential. The best part is that they will notice the changes and will be happy to have you as their trainer.

All of these items are a single use. Their effects do not stack with each other and they cannot make your Pokémon develop beyond their Limits.

When people see your radiant and vigorous Pokémon walking around, they will immediately ask you for your secret.

Grooming

Most Pokémon like to be clean and groomed. When they live in the wild they find ways to do it themselves, but since they are not in the wild anymore there is nothing wrong with a little bit of vanity here and there. A groomed Pokémon is a happy Pokémon.

ITEM	PRICE
Grooming Kit	\$100.00
No more matted hair, unruly leaves, dry scales or rough rocks!	
Pokémon Costume	\$250.00
Fashionable clothes. Your companions will look amazing in these costumes and they will love it.	
Piece of Accessory	\$10.00
Ribbons, hats, collars and everything you need to make them look super special.	

Even if it is not useful in battle, grooming and clothing will make your Pokémon stand out in the crowd. **Looking good will also give your trusted Pokémon 1 more Confidence Point.** If you want to read more about Confidence and its effects head to p.63



Evolutionary Items

Pokémon evolution works in mysterious ways. Some Pokémon evolve without any kind of intervention, just by growing stronger and gaining level, others evolve by being nurtured and gaining Happiness or Loyalty, and finally there are species that Evolve only through an external influence such as elemental energy in stones and other items or machines.

Stones

In this world there are many strange stones with peculiar properties that cause sensible Pokémon to have a reaction.

These items vary in shape and size, the most common ones are those with elemental properties: fire, water, thunder and grass; but there are others with luminescent properties and even rocks that came from the moon. Very few markets have one in stock and they are usually very expensive. You can also find them as prizes in competitions or get lucky and find one in a cave.

If you get your hands on one, your Pokémon will get a nice boost in power.

ITEM	PRICE
Fire Stone	\$5,000.00
This Stone has a flame inside, it's hot to the touch.	
Thunder Stone	\$5,000.00
It glows in the dark and can be used to power small electronics.	
Water Stone	\$5,000.00
Looks like blue glass and can be found at the bottom of the sea.	
Leaf Stone	NOT FOR SALE
It is said that the leaf encrusted to it comes from the tree of life itself.	
Moon Stone	NOT FOR SALE
It is a black stone that turns white and luminescent when the moon shines over it.	
Sun Stone	NOT FOR SALE
A red stone that shines brightly when facing the sun at morning.	
Shiny Stone	NOT FOR SALE
Its crystal-like surface allows you to see a ball of light inside.	
Dusk Stone	NOT FOR SALE
This stone seems to suck the light around into a small dark hole.	
Dawn Stone	NOT FOR SALE
This cerulean stone shines with blinding light for a minute during sunrise.	



Once you use an evolutionary stone on a Pokémon, it will become a regular rock. Choose carefully on which Pokémon you will use it.

Trading Machines

Trainers like to exchange Pokémon with each other but it is not as simple as giving each other a Pokéball, as there would be no proof of a consensual exchange.

To solve this problem, Trainers get their Pokémon within a Trading Machine to take a Pokémon from one Pokéball to another using a low-radiation energy transfer, this radiation has been known to trigger evolution in some species of Pokémon.

Evolution with Held Items

Some Pokémon might react to special Held Items, such as industrial metals, electric chargers, and even pastries that trigger evolution when combined with the Trading Machine's radiation waves. In the wild, Pokémon can go all their lives without ever being in contact with any of these artificial items, so it is more difficult to know what object will trigger evolution on which Pokémon. You'll need to be patient and do your share of research to find out what kind of item you will need to evolve your companion.

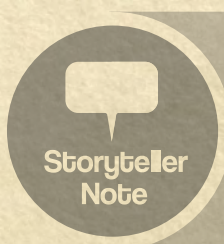
Held Items

Pokémon have a Held Item slot to carry an Item with them at all times. These Items may be used in battle to give them an advantage and special effects.

A Pokémon may only have one active Held Item for the scene. It may be able to carry more, but only one will be active. The active held item may remain with the user, be spent, exchanged or stolen depending on the moves of the user and the foe.

If a Held Item increases or decreases an Attribute, it cannot be stacked with a move that modifies the same attribute. You will instead take into account the effect with the highest modifier.

Held items are not for sale. You'll have to find them on your adventures through the world.



Held Items are exclusive for Pokémon. Humans using them won't benefit from their special properties.

ITEM	RARITY	ITEM	RARITY
<p>Black Belt</p> <p>After years of training in martial arts you can proudly wear this. Adds damage to a certain type of moves.</p>	<p>UNCOMMON</p> <p>Damage Fight</p>	<p>Mystic Water</p> <p>A small vessel with water that emits a mysterious glow. Adds damage to a certain type of moves.</p>	<p>RARE</p> <p>Damage Water</p>
<p>Black Glasses</p> <p>These glasses make you look cool and mean. Adds damage to a certain type of moves.</p>	<p>COMMON</p> <p>Damage Dark</p>	<p>Never-Melt Ice</p> <p>A magical piece of ice that never melts. Adds damage to a certain type of moves.</p>	<p>RARE</p> <p>Damage Ice</p>
<p>Charcoal</p> <p>A piece of special charcoal that never turns to ash and keeps a steady flame. Adds damage to a certain type of moves.</p>	<p>UNCOMMON</p> <p>Damage Fire</p>	<p>Poison Barb</p> <p>This poison-infused barb is sure to take the toxins into the foe. Adds damage to a certain type of moves.</p>	<p>UNCOMMON</p> <p>Damage Poison</p>
<p>Dragon Fang</p> <p>A Dragon Pokémon that fought fiercely lost this fang. It's spirit lives within. Adds damage to a certain type of moves.</p>	<p>RARE</p> <p>Damage Dragon</p>	<p>Sharp Beak</p> <p>A sharp metal cover for the beak of your Pokémon. Adds damage to a certain type of moves.</p>	<p>COMMON</p> <p>Damage Flying</p>
<p>Hard Stone</p> <p>A Stone that is embed on the body to protect it from impact. Adds damage to a certain type of moves.</p>	<p>COMMON</p> <p>Damage Rock</p>	<p>Silk Scarf</p> <p>Just a regular everyday normal scarf. Nothing special about it. Adds damage to a certain type of moves.</p>	<p>COMMON</p> <p>Damage Normal</p>
<p>Magnet</p> <p>This magnet keeps positive and negative charge within itself. Adds damage to a certain type of moves.</p>	<p>UNCOMMON</p> <p>Damage Electric</p>	<p>Silver Powder</p> <p>Be careful as this powder is itchy and gives you allergies. Adds damage to a certain type of moves.</p>	<p>COMMON</p> <p>Damage Bug</p>
<p>Metal Coat</p> <p>This chromed coat keeps all surfaces shiny. Adds damage to a certain type of moves.</p>	<p>RARE</p> <p>Damage Steel</p>	<p>Soft Sand</p> <p>A pouch with special sand that's smooth and soft to the touch. Adds damage to a certain type of moves.</p>	<p>UNCOMMON</p> <p>Damage Ground</p>
<p>Miracle Seed</p> <p>It is said that this seed came from the same forest as the tree of life. Adds damage to a certain type of moves.</p>	<p>UNCOMMON</p> <p>Damage Grass</p>	<p>Spell Tag</p> <p>An old piece of paper that once sealed the spirit of an angry spirit. Adds damage to a certain type of moves.</p>	<p>RARE</p> <p>Damage Ghost</p>



ITEM	RARITY
Twisted Spoon A spoon that bends with the power of the mind. Adds damage to a certain type of moves.	COMMON  Psychic
Light Ball A rare ball of light that reacts only to a <i>Pikachu's</i> energy.	UNCOMMON  
Lucky Punch A set of boxing gloves specially fit for a <i>Chansey</i> or <i>Blissey's</i> arms.	UNCOMMON 
Stick A piece of Leek that allows <i>Farfetch'd</i> to fight swiftly. You can also cook it; it is delicious.	COMMON 
Thick Club A heavy bone piece, only <i>Cubone</i> and <i>Marowak</i> react to the remains.	UNCOMMON 
Amulet Coin A good luck charm that is said to bring money to your pocket. If your Pokémon wears it, it will bring you fortune.	RARE DOUBLE ANY MONEY PRIZE
Eviolite A strange lump that boosts the defenses of an un-evolved Pokémon.	RARE  
Expert Belt The belt of a seasoned warrior who knows many techniques. Adds damage to Super Effective Moves.	RARE  Super Effective

ITEM	RARITY
Life Orb A magic orb that grants great power at the cost of the life energy of the wielder. (Adds damage & recoil to all attacks)	RARE  
King's Rock A crown-shaped rock that makes some Pokémon feel like a king, others can't help but stare in awe at royalty.	RARE 
Lucky egg When the Pokémon defeats a foe, it will count as two victories for the purposes of Evolution.	RARE RECEIVE MORE VICTORIES
Quick Claw This claw allows you a firm grip on the ground to move faster.	UNCOMMON 
Razor Claw This sharp claw can pierce through tough surfaces with ease.	RARE 
Razor Fang A big pair of fangs that make you look like a vampire.	UNCOMMON 
Rocky Helmet A helmet covered with sharp edges and rocks. Deal damage to a foe attacking you with a Non-ranged Physical Attack.	UNCOMMON 
Wide Lens A magnifying glass used to see the small details.	COMMON 







Kori



Pokédex

There are almost a thousand known species of Pokémon in the world, some better known than others.

In this section of the book you'll find all the information available about most of them.

To create and train your Pokémon you'll need to check its Pokédex entry, Ability and Moves in the *Pokémon Abilities* and *Pokémon Moves* sections of this book.

Now, this might seem like a lot of information to take in. How will you ever memorize all these names, data, Moves and special Abilities?

Don't worry! You don't have to memorize it at all! Simply take this information to customize your Pokémon and build a unique character.

Think of your Pokémon as an extension of your Trainer's abilities. Pokémon work like powers at your disposition. If you want Ice powers you should capture an Ice Pokémon. If you want to be a bard, get a Pokémon with Sing.



Your Pokémon are capable of working wonders with ease. They have many abilities and maybe a dozen moves to learn. Focus only on what you want.

Think about it this way:

You have 6 slots available for customization.

Each and every Pokémon you carry will have a special role in your party. You can complement your team any way you want.

Perhaps you want a bulky Pokémon that can take a hit or a fast companion to sweep an enemy party, a cute kitten who's only there to charm the girls or a passionate mouse to cheer everyone's fighting spirit.

Your imagination is the limit.

Use the tools on this book and your imagination to create unique Pokémon. They are part of a living world, take your time and describe their behaviors.



Keep in mind that a Pokémon's uniqueness is not in its Strength or its high Attributes, but in the role playing you get from your players thanks to it.

Pokédex Entries Info

Name & Number

Use the name to identify the species of your companion. Use the number to find it quickly in the Pokédex.

Size and Weight

This will help you get an idea about the volume of your Pokémon. The Size and Weight named on its entry is the average - you may find bigger or smaller specimens through your adventure.

Basic information

A General description of the Pokémon and its behavior, some are common others are rare.

Type

With this you'll know the weaknesses and resistances of your Pokémon. See page 42.

Starting Attributes

The starting Attributes show the Pokémon at its base state; higher rank is needed to increase the Attributes of a pokémon.

Limits

The highest Attribute score for the Pokémon. Limits cannot be modified.

Base HP (BHP)

The starting HP of the Pokémon. Add its Vitality Score to get the Total HP. See page 26.

Suggested Rank

If you happen to find this Pokémon in the wild, this is the Rank they'd have on their natural habitat. Differences in habitat might make a pokémon weaker or stronger than what it's suggested. For more information about Ranking check page 30.

Ability

Special Abilities for the Pokémon. Check Pokémon Abilities chapter, page 420.

Evolution

The Evolutive line and stage of the Pokémon, along with the way it most commonly evolves. p. 73.

Moves

The complete list of moves for the Pokémon and the Rank on which they learn them. For more information about moves see page 338.

Starter Icon

Pokédex entries marked with this Icon:



Are suitable Pokémon for a **Starter Trainer**. **THESE ARE MERE SUGGESTIONS, THOUGH.** Your Storyteller will decide if they are fit for the campaign; some of them may be Second Stages with none of its Pre-Evolution Moves.

Form Variations

A few Pokémon have different looks even when they are the same species. Sometimes this change is merely aesthetic, other times they evolve into a variant and cannot change back. And other times a certain move or item triggers these changes.

Some of these variants can only be found in certain parts of the world. The different forms may change their attribute Limit distribution, grant them a new power and/or change their Type.

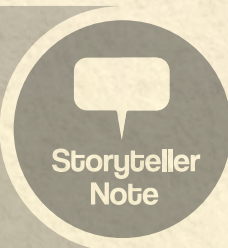
For Mega-Evolution your trainer will have to meet certain conditions for the form to be stable and long-lasting.

Make sure to read all the entries on the different Form Variations of these Pokémon.

Should one of your Pokémon change forms, during the game, it is convenient to have the character sheets of all its Form variations.

Each Form would have its own set of Attributes and points on them according to your Rank, even if they are different from each other.

You may use your own discretion as to what triggers the changes on certain Pokémon. It may be an Item, energy or perhaps they are able to change at will.



A Note on World Building

This world is vast and extense with many regions to explore. It is very easy to get carried away, wanting to start really big, however, we recommend you start small.

Start in a town or a Small city, let the world expand in the direction your players want to explore rather than putting them on a big world map with no direction on where to start.

In the end they can end up going through every city, just not in the “expected” order, or even travel through regions, changing leagues, skipping gyms, or even end up in a completely made up place.

You will notice this method will develop a much more organic adventure than trying to railroad a party through a map of cities, going from point A to point B each time an objective is “cleared”.

This is also beneficial for the Storyteller as you won't have to prepare a grand set of chained events unfolding all through the region, but simply prepare the small sections the players will be exploring for the day.

A Note on Breeding Pokémon

When two Pokémon love each other very very much they'll spend some time together and then a Pokémon Egg will appear. This is not just a tale that the adults tell children; no one really knows how these eggs pop into existence. It is one of the many mysteries in the world of Pokémon.

Baby Pokémon need a lot of nurturing and love to grow happy and strong.

All Pokémon can fall in love with each other, regardless of their species. The baby will often come out as the First-stage species of the mother.

Due to parents not always being of the same species, Baby Pokémon may show traits that their species doesn't normally have thanks to having a parent with a different set of powers.

This isn't a game to get endless Pokémon eggs in search for the perfect offspring, should players get their hands on a Pokémon egg, remember to give it the importance it deserves, it's not just time and heat what will make it hatch, it is through love and kindness that the baby Pokémon will come out.

It may take a few weeks or a few months but when the shell begins to crack it'll be a big moment of happiness!

Be ready to change diapers and bottle-feed your new bundle of joy.



If you want to try out breeding Pokémon head to your nearest day-care center.

A Note on Ecosystems

What you just saw is only the first part of a great variety of creatures, how many of them you'll end up seeing? It's up to you!

This world has many ecosystems which you can fill with whatever number of creatures you want to bring it closer to life, with almost a thousand Pokémon to choose from.

Adding variety to the creatures you encounter will increase the sense of wonder and discovery.

#001 Bulbasaur



HEIGHT: 0.7m / 2'04"
WEIGHT: 7kg / 15 lbs

Seed Pokémon
It carries a seed on its back since birth. As it grows older the seed also grows larger. It is known to be a well-behaved and loyal Pokémon, but pretty rare to find in the wild.

TYPE:	Grass	Poison	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
STRENGTH	●●●●		🌀	Normal	Tackle	🌀	Normal	Growl
DEXTERITY	●●●●		🍷	Grass	Leech Seed	🍷	Grass	Vine Whip
VITALITY	●●●●		🍷	Poison	Poison Powder	🍷	Grass	Sleep Powder
SPECIAL	●●●●		🌀	Normal	Take Down	🌀	Grass	Razor Leaf
INSIGHT	●●●●		🌀	Normal	Sweet Scent	🌀	Normal	Growth
			🍷	Grass	Worry Seed	🍷	Normal	Double-Edge
			🍷	Grass	Synthesis	🍷	Grass	Solar Beam
			🍷	Grass	Grassy Terrain	🍷	Psychic	Amnesia
			🍷	Grass	Grass Pledge			

BASE HP: **3** SUGGESTED RANK: Beginner

ABILITIES: Overgrow

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#002 Ivysaur	TYPE:	Grass	Poison
🌀	Normal	Tackle	🌀	Normal	Growl		STRENGTH	●●●●	
🍷	Grass	Leech Seed	🍷	Grass	Vine Whip		DEXTERITY	●●●●	
🍷	Poison	Poison Powder	🍷	Grass	Sleep Powder		VITALITY	●●●●	
🌀	Normal	Take Down	🍷	Grass	Razor Leaf		SPECIAL	●●●●●	
🌀	Normal	Sweet Scent	🍷	Normal	Growth		INSIGHT	●●●●●	
🍷	Normal	Double-Edge	🍷	Grass	Worry Seed				
🍷	Grass	Synthesis	🍷	Grass	Solar Beam				
🍷	Grass	Grassy Terrain	🍷	Psychic	Amnesia				
🍷	Grass	Grass Pledge							

#002 Ivysaur

HEIGHT: 1 m / 3'03"
WEIGHT: 25kg / 50 lbs

Seed Pokémon
There is a bud on this Pokémon's back. To support its weight, Ivysaur's legs and trunk grow thick and strong. It becomes kind of a loner after evolving and may stray away from its group to take sunbaths.

BASE HP: **4** SUGGESTED RANK: Amateur

ABILITIES: Overgrow

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.



#003 Venusaur



HEIGHT: 2 m / 6'07"
WEIGHT: 200kg / 440 lbs

Seed Pokémon
Venusaur's flower is said to take on vivid colors if it gets plenty of sun light. The flower's aroma soothes the emotions of others. If you find one in the wild, it must be the protector of the area.

TYPE:	Grass	Poison	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
STRENGTH	●●●●●		🌀	Normal	Tackle	🌀	Normal	Growl
DEXTERITY	●●●●●		🍷	Grass	Leech Seed	🍷	Grass	Vine Whip
VITALITY	●●●●●		🍷	Poison	Poison Powder	🍷	Grass	Sleep Powder
SPECIAL	●●●●●		🌀	Normal	Take Down	🌀	Grass	Razor Leaf
INSIGHT	●●●●●		🌀	Normal	Sweet Scent	🌀	Normal	Growth
			🌀	Normal	Double-Edge	🌀	Grass	Petal Dance
			🍷	Grass	Worry Seed	🍷	Grass	Synthesis
			🍷	Grass	Petal Blizzard	🍷	Grass	Solar Beam
			🍷	Dragon	Outrage	🍷	Ghost	Curse
			🍷	Grass	Frenzy Plant			

BASE HP: **5** SUGGESTED RANK: Ace

ABILITIES: Overgrow

EVOLUTIVE STAGE: Final.



Mega-Venusaur



HEIGHT: 2.4m / 8'00"
WEIGHT: 300kg / 660lbs

Seed Pokémon
With the power of the Mega Stone, this Pokémon grows taller and thicker. It's bark and skin are now impervious to the elements. Its demeanor becomes even more serious and determined.


TYPE:	Grass	Poison	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
STRENGTH	●●●●●●		🌀	Normal	Tackle	🌀	Normal	Growl
DEXTERITY	●●●●●		🍷	Grass	Leech Seed	🍷	Grass	Vine Whip
VITALITY	●●●●●		🍷	Poison	Poison Powder	🍷	Grass	Sleep Powder
SPECIAL	●●●●●		🌀	Normal	Take Down	🌀	Grass	Razor Leaf
INSIGHT	●●●●●		🌀	Normal	Sweet Scent	🌀	Normal	Growth
			🌀	Normal	Double-Edge	🌀	Grass	Petal Dance
			🍷	Grass	Worry Seed	🍷	Grass	Synthesis
			🍷	Grass	Petal Blizzard	🍷	Grass	Solar Beam
			🍷	Dragon	Outrage	🍷	Ghost	Curse
			🍷	Grass	Frenzy Plant			

BASE HP: **6** SUGGESTED RANK: Pro

ABILITIES: Thick Fat

EVOLUTIVE STAGE: Mega Evolution.



#004 Charmander						TYPE:	Fire			
🌀	Normal	Scratch	🌀	Normal	Growl	 	STRENGTH	●●●●		
🔥	Fire	Ember	🌀	Normal	Smokescreen		DEXTERITY	●●●●		
🐉	Dragon	Dragon Rage	🌀	Normal	Scary Face		VITALITY	●●●●		
🔥	Fire	Fire Fang	🔥	Fire	Flame Burst		SPECIAL	●●●●		
🌀	Normal	Slash	🔥	Fire	Fire Spin		INSIGHT	●●●●		
🔥	Fire	Flamethrower	🔥	Fire	Inferno		BASE HP:	3	SUGGESTED RANK:	🌀 Beginner
🛡️	Steel	Metal Claw	🐉	Dragon	Dragon Dance		ABILITIES:	Blaze		
🔥	Fire	Fire Pledge					EVOLUTIVE STAGE:	First.	EVOLUTION TIME:	Medium.
									  	





HEIGHT: 0.6m / 2'00" WEIGHT: 8kg / 18 lbs

Lizard Pokémon
A rare Pokémon. The flame on its tail is an indicator of its feelings and life force. If it is healthy and happy, the flame burns brightly. It needs proper care and discipline or else it may rebel later on.

#005 Charmeleon						TYPE:	Fire		
	STRENGTH	●●●●	🌀	Normal	Scratch	🌀	Normal	Growl	
	DEXTERITY	●●●●	🔥	Fire	Ember	🌀	Normal	Smokescreen	
	VITALITY	●●●●	🐉	Dragon	Dragon Rage	🌀	Normal	Scary Face	
	SPECIAL	●●●●	🔥	Fire	Fire Fang	🔥	Fire	Flame Burst	
	INSIGHT	●●●●	🌀	Normal	Slash	🔥	Fire	Fire Spin	
	BASE HP:	4	🔥	Fire	Flamethrower	🔥	Fire	Inferno	
	ABILITIES:	Blaze	🛡️	Steel	Metal Claw	🐉	Dragon	Dragon Dance	
	EVOLUTIVE STAGE:	Second.	🔥	Fire	Fire Pledge				
									  




HEIGHT: 1.1m / 3'07" WEIGHT: 20kg / 42 lbs

Flame Pokémon
It turns aggressive after evolving, it is very hot-headed by nature, so it constantly starts fights. When it's excited, the flame at the tip of its tail flares with a bluish white color.

#006 Charizard						TYPE:	Fire	Flying		
🌀	Normal	Scratch	🌀	Normal	Smokescreen		STRENGTH	●●●●		
🔥	Fire	Ember	🌀	Normal	Growl		DEXTERITY	●●●●		
🔥	Fire	Fire Fang	🐉	Dragon	Dragon Rage		VITALITY	●●●●		
🌀	Flying	Air Slash	🌀	Normal	Slash		SPECIAL	●●●●		
🌀	Normal	Scary Face	🔥	Fire	Fire Spin		INSIGHT	●●●●		
🔥	Fire	Flame Burst	🌀	Flying	Wing Attack		BASE HP:	5	SUGGESTED RANK:	🌀 Ace
🐉	Dragon	Dragon Claw	🔥	Fire	Flamethrower		ABILITIES:	Blaze		
🌀	Ghost	Shadow Claw	🔥	Fire	Flare Blitz		EVOLUTIVE STAGE:	Final.		
🔥	Fire	Heat Wave	🔥	Fire	Inferno				  	
🔥	Electric	Thunder Punch	🐉	Dragon	Outrage					
🔥	Fire	Blast Burn								

HEIGHT: 1.7m / 5'07" WEIGHT: 125kg / 275 lbs

Flame Pokémon
A Charizard flies around looking for strong opponents. It breathes intense flames that can melt any material. However, it will never touch a weaker foe. Not many trainers are able to handle its bad temper.

Mega-Charizard Y						TYPE:	Fire	Flying		
🌀	Normal	Scratch	🌀	Normal	Smokescreen		STRENGTH	●●●●		
🔥	Fire	Ember	🌀	Normal	Growl		DEXTERITY	●●●●		
🔥	Fire	Fire Fang	🐉	Dragon	Dragon Rage		VITALITY	●●●●		
🌀	Flying	Air Slash	🌀	Normal	Slash		SPECIAL	●●●●		
🌀	Normal	Scary Face	🔥	Fire	Fire Spin		INSIGHT	●●●●		
🔥	Fire	Flame Burst	🌀	Flying	Wing Attack		BASE HP:	6	SUGGESTED RANK:	🌀 Pro
🐉	Dragon	Dragon Claw	🔥	Fire	Flamethrower		ABILITIES:	Drought		
🌀	Ghost	Shadow Claw	🔥	Fire	Flare Blitz		EVOLUTIVE STAGE:	Mega Evolution.		
🔥	Fire	Heat Wave	🔥	Fire	Inferno				 	
🔥	Electric	Thunder Punch	🐉	Dragon	Outrage					
🔥	Fire	Blast Burn								

HEIGHT: 1.7m / 5'07" WEIGHT: 100kg / 220 lbs

Flame Pokémon
With the power of the Mega Stone It becomes bold and confident. Its flying skills get better and it boasts speed and maneuverability. When it flies you cannot see it directly as its flames burn as bright as the sun.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Scratch	🌀	Normal	Smokescreen
🔥	Fire	Ember	🌀	Normal	Growl
🔥	Fire	Fire Fang	🐉	Dragon	Dragon Rage
🕊️	Flying	Air Slash	🌀	Normal	Slash
🌀	Normal	Scary Face	🔥	Fire	Fire Spin
🔥	Fire	Flame Burst	🕊️	Flying	Wing Attack
🐉	Dragon	Dragon Claw	🔥	Fire	Flamethrower
👻	Ghost	Shadow Claw	🔥	Fire	Flare Blitz
🔥	Fire	Heat Wave	🔥	Fire	Inferno
⚡	Electric	Thunder Punch	🐉	Dragon	Outrage
🔥	Fire	Blast Burn			

Mega-Charizard X

HEIGHT: 1.7m / 5'07" WEIGHT: 100kg / 220 lbs

Flame Pokémon
The power of the Mega Stone make its inner flames burn so hot that its body turns black as coal and blue. It escapes constantly from its mouth. It is filled with rage and its demeanor is unpredictable.

TYPE: **Fire** **Dragon**

STRENGTH: ●●●○○○

DEXTERITY: ●●●○○○

VITALITY: ●●●○○○

SPECIAL: ●●●○○○

INSIGHT: ●●○○○

BASE HP: **6** SUGGESTED RANK: **Pro**

ABILITIES: **Tough Claws**

EVOLUTIVE STAGE: Mega Evolution.

#007 Squirtle

HEIGHT: 0.5m / 1'08" WEIGHT: 9kg / 20 lbs

BASE HP: **3** SUGGESTED RANK: **Beginner**

ABILITIES: **Torrent**

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Tackle	🌀	Normal	Tail whip
🔥	Water	Water Gun	🔥	Water	Withdraw
🔥	Water	Bubble	🔥	Dark	Bite
🌀	Normal	Rapid Spin	🌀	Normal	Protect
🔥	Water	Water Pulse	🔥	Water	Aqua Tail
🌀	Normal	Skull Bash	🔥	Steel	Iron Defense
🔥	Water	Rain Dance	🔥	Water	Hydro Pump
🔥	Water	Aqua Jet	🔥	Water	Water Pledge
🔥	Ice	Icy Wind			

TYPE: **Water**

STRENGTH: ●●○○○

DEXTERITY: ●○○○○

VITALITY: ●●○○○

SPECIAL: ●●○○○

INSIGHT: ●●○○○

#008 Wartortle

HEIGHT: 1m / 3'03" WEIGHT: 23kg / 50 lbs

BASE HP: **4** SUGGESTED RANK: **Amateur**

ABILITIES: **Torrent**

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Tackle	🌀	Normal	Tail whip
🔥	Water	Water Gun	🔥	Water	Withdraw
🔥	Water	Bubble	🔥	Dark	Bite
🌀	Normal	Rapid Spin	🌀	Normal	Protect
🔥	Water	Water Pulse	🔥	Water	Aqua Tail
🌀	Normal	Skull Bash	🔥	Steel	Iron Defense
🔥	Water	Rain Dance	🔥	Water	Hydro Pump
🔥	Ground	Mud Sport	🔥	Water	Water Pledge
🔥	Ice	Icy Wind			

TYPE: **Water**

STRENGTH: ●●○○○

DEXTERITY: ●●○○○

VITALITY: ●●○○○

SPECIAL: ●●○○○

INSIGHT: ●●○○○

#009 Blastoise

HEIGHT: 1.6m / 5'03" WEIGHT: 170kg / 380 lbs

BASE HP: **5** SUGGESTED RANK: **Ace**

ABILITIES: **Torrent**

EVOLUTIVE STAGE: Final.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Tail Whip	🌀	Normal	Tackle
🔥	Water	Withdraw	🔥	Water	Water Gun
🌀	Normal	Rapid Spin	🔥	Water	Bubble
🔥	Dark	Bite	🔥	Steel	Flash Cannon
🌀	Normal	Protect	🔥	Water	Water Pulse
🔥	Water	Aqua Tail	🌀	Normal	Skull Bash
🔥	Steel	Iron Defense	🔥	Water	Rain Dance
🔥	Water	Hydro Pump	🔥	Electric	Zap Cannon
🔥	Dragon	Outrage	🔥	Water	Hydro Cannon

TYPE: **Water**

STRENGTH: ●●○○○




DEXTERITY: ●●○○○





VITALITY: ●●○○○





SPECIAL: ●●○○○





INSIGHT: ●●○○○


Mega-Blastoise		TYPE:	Water			RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH	●●●●●○		①	Normal	Tail Whip	①	Normal	Tackle		
	DEXTERITY	●●●●○●		②	Water	Withdraw	②	Water	Water Gun		
	VITALITY	●●●●○●		③	Normal	Rapid Spin	③	Water	Bubble		
	SPECIAL	●●●●○●		④	Dark	Bite	④	Steel	Flash Cannon		
	INSIGHT	●●●●○●		⑤	Normal	Protect	⑤	Water	Water Pulse		
HEIGHT: 1.6m / 5'03"	WEIGHT: 200kg / 440lbs	BASE HP: 6	SUGGESTED RANK: Pro	⑥	Water	Aqua Tail	⑥	Normal	Skull Bash		
Shellfish Pokémon		ABILITIES: Mega Launcher		⑦	Steel	Iron Defense	⑦	Water	Rain Dance		
With the power of the Mega Stone the canon on its back can shoot exploding water projectiles that can pierce through concrete. Its body is incredibly hard and its hind legs root themselves to prevent recoil.		EVOLUTIVE STAGE: Mega Evolution.		⑧	Water	Hydro Pump	⑧	Electric	Zap Cannon		
		 #009  #009		⑨	Dragon	Outrage	⑨	Water	Hydro Cannon		





		TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#010 Caterpie	TYPE:	Bug
①	Normal	Tackle	①	Bug	String Shot		HEIGHT: 0.3m / 1'00" WEIGHT: 3kg / 6 lbs Worm Pokémon It is very common in the forests. Its voracious appetite compels it to devour leaves bigger than itself without hesitation. It releases a foul odor from its antennae if it feels threatened.	STRENGTH	●●●○
②	Bug	Bug Bite	②	Electric	Electro Web			BASE HP: 3	SUGGESTED RANK: Starter
								VITALITY	●●●○
								SPECIAL	●●●○
								INSIGHT	●●●○
								ABILITIES: Shield Dust	
								EVOLUTIVE STAGE: First.	
								EVOLUTION TIME: Fast.	
								 #010  #011  #012	




#011 Metapod		TYPE:	Bug			RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH	●●●○		①	Normal	Harden	①	Steel	Iron Defense		
	DEXTERITY	●●●○		②	Electric	Electro Web					
	VITALITY	●●●○									
	SPECIAL	●●●○									
	INSIGHT	●●●○									
HEIGHT: 0.7m / 2'04"	WEIGHT: 10kg / 22 lbs	BASE HP: 4	SUGGESTED RANK: Beginner								
Cocoon Pokémon		ABILITIES: Shed Skin									
Its shell can be as hard as an iron slab. A Metapod does not move very much because it is preparing its soft innards for evolution inside the shell. It is known as one of the fastest evolving Pokémon in the world.		EVOLUTIVE STAGE: Second.									
		EVOLUTION TIME: Fast.									
		 #010  #011  #012									

		RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#012 Butterfree	TYPE:	Bug	Flying
①	Psychic	Confusion	①	Flying	Gust		HEIGHT: 1.1m / 3'07" WEIGHT: 32kg / 70 lbs Butterfly Pokémon It can be found in forests and plains. It loves the honey in some flowers even with tiny amounts of pollen. Its wings are covered by dust that allows it to fly even when it's raining.	STRENGTH	●●●○		
②	Grass	Stun Spore	②	Grass	Sleep Powder			BASE HP: 5	SUGGESTED RANK: Amateur	DEXTERITY	●●●●○
③	Poison	Poison Powder	③	Normal	Supersonic			ABILITIES: Compoundeyes		VITALITY	●●●○
④	Normal	Whirlwind	④	Psychic	Psybeam			EVOLUTIVE STAGE: Final.		SPECIAL	●●●○
⑤	Bug	Silver Wind	⑤	Flying	Tailwind					INSIGHT	●●●○
⑥	Bug	Rage Powder	⑥	Normal	Captivate						
⑦	Normal	Safeguard	⑦	Electric	Electro Web						
⑧	Flying	Air Slash	⑧	Bug	Quiver Dance						
⑨	Ghost	Nightmare	⑨	Bug	Signal Beam						
⑩	Bug	Bug Buzz									
								 #010  #011  #012			

RANK				TYPE				MOVE NAME				#016 Pidgey				TYPE: Normal Flying	
⊖	Normal	Tackle	⊖	Ground	Sand-Attack	 <p>HEIGHT: 0.3m / 1'00"</p> <p>WEIGHT: 2kg / 4 lbs</p> <p>Tiny Bird Pokémon Very common around the world, it prefers to live in forests but can be seen around cities and plains too. It's a docile Pokémon that tends to avoid trouble. It flaps its wings to lure prey out of hiding.</p>	●●●●	BASE HP: 3		SUGGESTED RANK: Beginner							
⊖	Flying	Gust	⊖	Dragon	Twister		●●●●	ABILITIES: Keen Eye & Tangled Feet									
⊖	Normal	Whirlwind	⊖	Normal	Quick Attack		●●●●	EVOLUTIVE STAGE: First.									
⊖	Flying	Feather Dance	⊖	Psychic	Agility		●●●●	EVOLUTION TIME: Medium.									
⊖	Flying	Wing Attack	⊖	Flying	Mirror Move		●●●●	  									
⊖	Flying	Tailwind	⊖	Flying	Roost		●●●●										
⊖	Flying	Air Slash	⊖	Flying	Hurricane		●●●●										
⊖	Dark	Feint Attack	⊖	Normal	Uproar		●●●●										
⊖	Steel	Steel Wing															


RANK				TYPE				MOVE NAME				#017 Pidgeotto				TYPE: Normal Flying	
⊖	Normal	Tackle	⊖	Normal	Tackle	 <p>HEIGHT: 1.1m / 3'07"</p> <p>WEIGHT: 30kg / 66 lbs</p> <p>Bird Pokémon Each Pidgeotto claims a large meadow area as its territory. This Pokémon flies around, patrolling its home and will attack any intruders with its sharp claws. It will challenge itself to fly a bit higher every day.</p>	●●●●	BASE HP: 4		SUGGESTED RANK: Amateur							
⊖	Flying	Gust	⊖	Flying	Gust		●●●●	ABILITIES: Keen Eye & Tangled Feet									
⊖	Normal	Quick Attack	⊖	Normal	Quick Attack		●●●●	EVOLUTIVE STAGE: Second.									
⊖	Flying	Feather Dance	⊖	Psychic	Agility		●●●●	EVOLUTION TIME: Medium.									
⊖	Flying	Wing Attack	⊖	Flying	Mirror Move		●●●●	  									
⊖	Flying	Tailwind	⊖	Flying	Roost		●●●●										
⊖	Dark	Feint Attack	⊖	Flying	Hurricane		●●●●										
⊖	Flying	Hurricane	⊖	Steel	Steel Wing		●●●●										

RANK				TYPE				MOVE NAME				#018 Pidgeot				TYPE: Normal Flying	
⊖	Ground	Sand-Attack	⊖	Normal	Tackle	 <p>HEIGHT: 1.5m / 5'07"</p> <p>WEIGHT: 80kg / 174 lbs</p> <p>Bird Pokémon This Pokémon's plumage is made of beautiful glossy feathers. Pidgeot is an excellent hunter with well developed wing muscles that make it strong enough to whip up a gusty windstorm with just a few flaps.</p>	●●●●	BASE HP: 5		SUGGESTED RANK: Ace							
⊖	Dragon	Twister	⊖	Flying	Gust		●●●●	ABILITIES: Keen Eye & Tangled Feet									
⊖	Normal	Quick Attack	⊖	Normal	Whirlwind		●●●●	EVOLUTIVE STAGE: Final.									
⊖	Ghost	Ominous Wind	⊖	Flying	Feather Dance		●●●●	  									
⊖	Psychic	Agility	⊖	Flying	Wing Attack		●●●●										
⊖	Flying	Mirror Move	⊖	Flying	Roost		●●●●										
⊖	Flying	Tailwind	⊖	Fire	Heat Wave		●●●●										
⊖	Flying	Hurricane	⊖	Psychic	Reflect		●●●●										

RANK				TYPE				MOVE NAME				Mega-Pidgeot				TYPE: Normal Flying	
⊖	Ground	Sand-Attack	⊖	Normal	Tackle	 <p>HEIGHT: 2.2m / 7'03"</p> <p>WEIGHT: 100kg / 220 lbs</p> <p>Bird Pokémon With the power of the Mega Stone Pidgeot's flying becomes a blurred red stripe in the sky. It won't stop soaring the skies while in this state without tiring or needing to rest for many days at a time.</p>	●●●●	BASE HP: 6		SUGGESTED RANK: Pro							
⊖	Dragon	Twister	⊖	Flying	Gust		●●●●	ABILITIES: No Guard									
⊖	Normal	Quick Attack	⊖	Normal	Whirlwind		●●●●	EVOLUTIVE STAGE: Mega Evolution.									
⊖	Ghost	Ominous Wind	⊖	Flying	Feather Dance		●●●●	 									
⊖	Psychic	Agility	⊖	Flying	Wing Attack		●●●●										
⊖	Flying	Mirror Move	⊖	Flying	Roost		●●●●										
⊖	Flying	Tailwind	⊖	Fire	Heat Wave		●●●●										
⊖	Flying	Hurricane	⊖	Psychic	Reflect		●●●●										

#019 Rattata

TYPE: Normal





STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

HEIGHT: 0.3m / 1'00" **WEIGHT:** 3kg / 7 lbs

BASE HP: 3 **SUGGESTED RANK:** Starter

ABILITIES: Run Away & Guts

EVOLUTIVE STAGE: First
EVOLUTION TIME: Medium.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Tackle	●	Normal	Tail whip
●	Normal	Quick Attack	●	Normal	Focus Energy
●	Dark	Bite	●	Dark	Pursuit
●	Normal	Hyper Fang	●	Dark	Sucker Punch
●	Dark	Assurance	●	Dark	Crunch
●	Normal	Super Fang	●	Normal	Double-Edge
●	Normal	Endeavor	●	Fire	Flame Wheel
●	Normal	Screech	●	Steel	Iron Tail

#019 Rattata (Alola)

TYPE: Dark Normal



STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

HEIGHT: 0.3m / 1'00" **WEIGHT:** 3kg / 7 lbs

BASE HP: 3 **SUGGESTED RANK:** Starter

ABILITIES: Gluttony & Hustle

EVOLUTIVE STAGE: First
EVOLUTION TIME: Medium.





RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Tackle	●	Normal	Tail Whip
●	Normal	Quick Attack	●	Normal	Focus Energy
●	Dark	Bite	●	Dark	Pursuit
●	Normal	Hyper Fang	●	Dark	Assurance
●	Dark	Sucker Punch	●	Dark	Crunch
●	Normal	Super Fang	●	Normal	Double-Edge
●	Normal	Endeavor	●	Fight	Reversal
●	Dark	Snatch	●	Dark	Switcheroo

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Tail Whip	●	Normal	Tackle
●	Normal	Focus Energy	●	Normal	Quick Attack
●	Dark	Pursuit	●	Dark	Bite
●	Fire	Flame Wheel	●	Normal	Hyper Fang
●	Dark	Sucker Punch	●	Normal	Scary Face
●	Dark	Assurance	●	Dark	Crunch
●	Normal	Double-Edge	●	Normal	Super Fang
●	Normal	Endeavor	●	Normal	Swords Dance
●	Normal	Last Resort	●	Fight	Final Gambit

#020 Raticate

TYPE: Normal





STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

HEIGHT: 0.7m / 2'04" **WEIGHT:** 18kg / 40 lbs

BASE HP: 4 **SUGGESTED RANK:** Amateur

ABILITIES: Run Away & Guts

EVOLUTIVE STAGE: Final.





Mouse Pokémon
 Raticate's sturdy fangs grow quickly. To keep them ground down, it gnaws on hard materials. It may even chew on the walls of houses. Its has water-proof fur, webbed feet and its a capable swimmer.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Tail Whip	●	Normal	Tackle
●	Normal	Focus Energy	●	Normal	Quick Attack
●	Dark	Pursuit	●	Dark	Bite
●	Normal	Scary Face	●	Dark	Sucker Punch
●	Normal	Hyper Fang	●	Dark	Assurance
●	Dark	Crunch	●	Normal	Double-Edge
●	Normal	Super Fang	●	Normal	Swords Dance
●	Normal	Endeavor	●	Normal	Stockpile
●	Normal	Swallow	●	Normal	Me First

#020 Raticate (Alola)

TYPE: Dark Normal



STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

HEIGHT: 0.7m / 2'04" **WEIGHT:** 25kg / 56 lbs

BASE HP: 4 **SUGGESTED RANK:** Amateur

ABILITIES: Hustle & Thick Fat

EVOLUTIVE STAGE: Final.




Mouse Pokémon
 Alolan Raticate command their Rattata underlings to bring them food every night. Five star restaurants often struggle with these aggressive Pokémon nesting close to their grounds.

#021 Spearow



HEIGHT: 0.3m / 1'00"
WEIGHT: 2kg / 4 lbs

Tiny Bird Pokémon
Lives in flocks on grasslands. Very protective of its territory. It flaps its short wings to dart around at high speed. It is a little short-tempered - if disturbed, it will shriek, calling its flock for aid.

TYPE: Normal Flying

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: 3 SUGGESTED RANK: Beginner

ABILITIES: Keen Eye


EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Flying	Peck	🌀	Normal	Growl
🍷	Normal	Leer	🍷	Normal	Fury Attack
🌀	Dark	Pursuit	🌀	Flying	Aerial Ace
🌀	Dark	Assurance	🌀	Normal	Focus Energy
🌀	Flying	Mirror Move	🌀	Psychic	Agility
🌀	Flying	Roost	🌀	Flying	Drill Peck
🍷	Flying	Tailwind	🍷	Normal	Scary Face
🍷	Flying	Feather Dance			

#022 Fearow

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Flying	Peck	🌀	Normal	Growl
🍷	Normal	Leer	🍷	Normal	Fury Attack
🌀	Dark	Pursuit	🌀	Flying	Aerial Ace
🌀	Ground	Drill Run	🌀	Flying	Pluck
🌀	Flying	Mirror Move	🌀	Psychic	Agility
🌀	Normal	Focus Energy	🌀	Dark	Assurance
🌀	Flying	Drill Peck	🌀	Flying	Roost
🍷	Flying	Sky Attack	🍷	Normal	Scary Face
🍷	Ghost	Curse			



HEIGHT: 1.2 m / 3'03"
WEIGHT: 40kg / 84 lbs

Beak Pokémon
Fearows soar around wastelands and fields. It has the stamina to fly all day. It is easily annoyed and ill tempered. It attacks using its sharp beak to peck and pierce the foes.


TYPE: Normal Flying

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: 4 SUGGESTED RANK: Amateur

ABILITIES: Keen Eye

EVOLUTIVE STAGE: Final.



#023 Ekans



HEIGHT: 2 m / 6'07"
WEIGHT: 20kg / 42 lbs

Snake Pokémon
Lives on grasslands. Preys on Rattatas and Pokémon Eggs it finds. It's jaw can detach itself to swallow any prey whole. It coils and sleeps after eating. Ekans grow bigger with age.

TYPE: Poison

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: 3 SUGGESTED RANK: Beginner

ABILITIES: Intimidate & Shed Skin

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Wrap	🌀	Normal	Leer
🍷	Poison	Poison Sting	🍷	Dark	Bite
🍷	Normal	Glare	🌀	Normal	Screech
🌀	Poison	Acid	🌀	Normal	Stockpile
🍷	Normal	Spit up	🌀	Normal	Swallow
🌀	Poison	Acid Spray	🌀	Ground	Mud Bomb
🍷	Poison	Gastro Acid	🍷	Poison	Belch
🍷	Ice	Haze	🍷	Poison	Coil
🍷	Poison	Gunk Shot	🍷	Water	Aqua Tail
🍷	Normal	Scary Face	🍷	Normal	Disable

#024 Arbok

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Leer	🌀	Normal	Wrap
🍷	Dark	Bite	🍷	Poison	Poison Sting
🍷	Normal	Glare	🍷	Normal	Screech
🌀	Poison	Acid	🌀	Ice	Ice Fang
🌀	Electric	Thunder Fang	🌀	Fire	Fire Fang
🌀	Dark	Crunch	🌀	Normal	Stockpile
🌀	Normal	Spit up	🌀	Normal	Swallow
🌀	Poison	Acid Spray	🌀	Ground	Mud Bomb
🌀	Poison	Gastro Acid	🌀	Poison	Belch
🌀	Ice	Haze	🌀	Poison	Coil
🌀	Poison	Gunk Shot	🌀	Ghost	Spite
🍷	Water	Aqua Tail	🍷	Steel	Iron Tail



HEIGHT: 3.5m / 11'06"
WEIGHT: 65kg / 143 lbs

Cobra Pokémon
This Pokémon has an incredibly strong constricting power. Once it wraps its body around its foe, escaping is almost impossible. The pattern on its body glows in the dark like a terrifying face.

TYPE: Poison

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●


BASE HP: 5 SUGGESTED RANK: Amateur

ABILITIES: Intimidate & Shed Skin

EVOLUTIVE STAGE: Final.



#025 Pikachu



TYPE: Electric

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

HEIGHT: 0.4m / 1'04" **WEIGHT:** 6kg / 13 lbs

BASE HP: 4 **SUGGESTED RANK:** Beginner


ABILITIES: Static & Lightning Rod

EVOLUTIVE STAGE: First.
EVOLVES WITH: Thunder Stone.

#172 #025 #026

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Electric	Thunder Shock	●	Normal	Tail Whip
●	Normal	Growl	●	Normal	Play Nice
●	Normal	Quick Attack	●	Electric	Thunder Wave
●	Electric	Electro Ball	●	Normal	Double Team
●	Electric	Nuzzle	●	Normal	Slam
●	Electric	Spark	●	Electric	Thunderbolt
●	Normal	Feint	●	Psychic	Agility
●	Electric	Discharge	●	Psychic	Light Screen
●	Electric	Thunder	●	Electric	Wild Charge
●	Water	Surf	●	Electric	Volt Tackle
●	Normal	Extreme Speed			

#026 Raichu



TYPE: Electric

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

HEIGHT: 0.8m / 2'07" **WEIGHT:** 30kg / 66 lbs

BASE HP: 5 **SUGGESTED RANK:** Amateur


ABILITIES: Static & Lightning Rod

EVOLUTIVE STAGE: Final.

#172 #025 #026

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Electric	Thunder Shock	●	Normal	Tail Whip
●	Normal	Quick Attack	●	Electric	Thunderbolt
●	Normal	Fake Out	●	Normal	Wish
●	Electric	Volt Tackle			

#026 Raichu (Alola)



TYPE: Electric Psychic

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

HEIGHT: 0.7m / 2'04" **WEIGHT:** 21kg / 46 lbs

BASE HP: 5 **SUGGESTED RANK:** Amateur

ABILITIES: Surge Surfer

EVOLUTIVE STAGE: Final.

#172 #025 #026

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Electric	Thunder Shock	●	Normal	Tail Whip
●	Normal	Quick Attack	●	Electric	Thunderbolt
●	Psychic	Psychic	●	Psychic	Speed Swap
●	Electric	Electric Terrain	●	Psychic	Reflect
●	Electric	Volt Tackle			

#027 Sandshrew



TYPE: Ground

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

HEIGHT: 0.6m / 2'00" **WEIGHT:** 12kg / 26 lbs

BASE HP: 3 **SUGGESTED RANK:** Beginner

ABILITIES: Sand Veil & Sand Rush

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.

#027 #028

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Scratch	●	Normal	Defense Curl
●	Ground	Sand Attack	●	Poison	Poison Sting
●	Rock	Rollout	●	Normal	Rapid Spin
●	Normal	Swift	●	Bug	Fury Cutter
●	Ground	Magnitude	●	Normal	Fury Swipes
●	Ground	Sand Tomb	●	Ground	Dig
●	Normal	Slash	●	Steel	Gyro Ball
●	Normal	Swords Dance	●	Rock	Sandstorm
●	Ground	Earthquake	●	Rock	Stealth Rock
●	Ground	Bulldoze	●	Steel	Metal Claw

#027 Sandshrew (Alola)



TYPE: Ice Steel

HEIGHT: 0.7m / 2'04" **WEIGHT:** 40kg / 88 lbs

BASE HP: 3 **SUGGESTED RANK:** Beginner

ABILITIES: Snow Cloak & Slush Rush

EVOLUTIVE STAGE: First. **EVOLUTION TIME:** Medium.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Scratch	🌀	Normal	Defense Curl
🍷	Normal	Bide	🍷	Ice	Powder Snow
🍷	Ice	Ice Ball	🍷	Normal	Rapid Spin
🍷	Bug	Fury Cutter	🍷	Steel	Metal Claw
🍷	Normal	Swift	🍷	Normal	Fury Swipes
🍷	Steel	Iron Defense	🍷	Normal	Slash
🍷	Steel	Iron Head	🍷	Steel	Gyro Ball
🍷	Normal	Swords Dance	🍷	Ice	Hail
🍷	Ice	Blizzard	🍷	Normal	Chip Away
🍷	Fight	Counter	🍷	Flying	Aerial Ace

STRENGTH ●●●●●

DEXTERITY ●●●●●


VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

Mouse Pokémon
Sandshrew who became trapped in the merciless cold weather of Alola had to change their types to survive. They now depend on snow to roll around, without it they are unable to curl up into a ball.

#028 Sandslash




TYPE: Ground

HEIGHT: 1m / 3'03" **WEIGHT:** 45kg / 95 lbs

BASE HP: 4 **SUGGESTED RANK:** Amateur

ABILITIES: Sand Veil & Sand Rush

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Scratch	🌀	Normal	Defense Curl
🍷	Ground	Sand Attack	🍷	Poison	Poison Sting
🍷	Rock	Rollout	🍷	Normal	Rapid Spin
🍷	Normal	Swift	🍷	Bug	Fury Cutter
🍷	Ground	Magnitude	🍷	Normal	Fury Swipes
🍷	Normal	Crush Claw	🍷	Ground	Sand Tomb
🍷	Ground	Dig	🍷	Normal	Slash
🍷	Steel	Gyro Ball	🍷	Normal	Swords Dance
🍷	Dark	Night Slash	🍷	Ground	Earthquake
🍷	Rock	Sandstorm	🍷	Rock	Stealth Rock
🍷	Fight	Counter			

STRENGTH ●●●●●

DEXTERITY ●●●●●


VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

Mouse Pokémon
It's less shy than its first stage. It curls up in a ball to protect itself from enemy attacks. Surprisingly, it is a good climber that uses its sharp claws for grip and drilling tunnels underground.

#028 Sandslash (Alola)




TYPE: Ice Steel

HEIGHT: 1.2m / 4'00" **WEIGHT:** 55kg / 121 lbs

BASE HP: 4 **SUGGESTED RANK:** Amateur

ABILITIES: Snow Cloak & Slush Rush

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Ice	Icicle Spear	🍷	Steel	Metal Burst
🌀	Ice	Icicle Crash	🍷	Normal	Slash
🍷	Normal	Defense Curl	🍷	Ice	Ice Ball
🍷	Steel	Metal Claw	🍷	Normal	Chip Away
🍷	Fight	Counter	🍷	Ice	Aurora Veil

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

Mouse Pokémon
These Pokémon make their burrows on Alola's ice caverns, hidden in plain sight. Careful with its spikes, any puncture into the skin and you can get severe frostbite. They can't stand high temperatures.

#029 Nidoran♀



TYPE: Poison

HEIGHT: 0.4m / 1'04" **WEIGHT:** 7kg / 15 lbs

BASE HP: 3 **SUGGESTED RANK:** Beginner

ABILITIES: Poison Point & Rivalry

EVOLUTIVE STAGE: First. **EVOLUTION TIME:** Medium.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Scratch	🌀	Normal	Growl
🍷	Normal	Tail Whip	🍷	Fight	Double Kick
🍷	Poison	Poison Sting	🍷	Normal	Fury Swipes
🍷	Dark	Bite	🍷	Normal	Helping Hand
🍷	Poison	Toxic Spikes	🍷	Poison	Poison Fang
🍷	Dark	Flatter	🍷	Normal	Captivate
🍷	Dark	Crunch	🍷	Normal	Lovely Kiss
🍷	Fairy	Moonlight	🍷	Fairy	Charm

STRENGTH ●●●●●


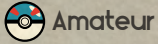



DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

Poison Pin Pokémon
A female only species. It lives close to meadows and forests. They are mellow Pokémon. To protect herself, she secretes a powerful toxin through her body. Her horn is small but venomous to the touch.

#030 Nidorina						TYPE: Poison		
🌀	Normal	Scratch	🌀	Normal	Growl		STRENGTH ●●●●●	
🍷	Normal	Tail Whip	🍷	Fight	Double Kick		DEXTERITY ●●●●●	
🐛	Poison	Poison Sting	🐛	Normal	Fury Swipes		VITALITY ●●●●●	
🦇	Dark	Bite	🐛	Normal	Helping Hand		SPECIAL ●●●●●	
🐛	Poison	Toxic Spikes	🐛	Poison	Poison Fang		INSIGHT ●●●●●	
🦋	Dark	Flatter	🐛	Normal	Captivate		BASE HP: 4 SUGGESTED RANK:  Amateur	
🦋	Dark	Crunch	🍷	Normal	Lovely Kiss			ABILITIES: Poison Point & Rivalry
🌙	Fairy	Moonlight	🍷	Fairy	Charm			EVOLUTIVE STAGE: Second. EVOLVES WITH: Moon Stone.
						 #029  #030  #031		

HEIGHT: 0.8m / 2'07" WEIGHT: 20kg / 44 lbs

Poison Pin Pokémon
Nidorinas are jealous creatures. They don't like other females near their mates. Otherwise, they are very social creatures. When it's around friends or family, its barbs are tucked away to prevent injury.

#031 Nidoqueen						TYPE: Poison Ground	
	STRENGTH ●●●●●	🌀	Normal	Scratch	🌀	Normal	Growl
	DEXTERITY ●●●●●	🍷	Normal	Tail Whip	🍷	Fight	Double Kick
	VITALITY ●●●●●	🐛	Poison	Poison Sting	🐛	Normal	Chip Away
	SPECIAL ●●●●●	🐛	Normal	Body Slam	🐛	Ground	Earth Power
	INSIGHT ●●●●●	🦋	Poison	Poison Tail	🦋	Electric	Shock Wave
		🍷	Fight	Superpower	🍷	Ice	Icy Wind

HEIGHT: 1.3m / 4'03" WEIGHT: 60kg / 132 lbs

Drill Pokémon
Motherly by nature, it uses its scaly rugged body to seal the entrance of its nest and protect its young from predators. There are records of angry Nidoqueens sending people flying with a single tackle.

ABILITIES: **Poison Point & Rivalry**

EVOLUTIVE STAGE: Final.

 #029
  #030
  #031

#032 Nidoran♂						TYPE: Poison		
🌀	Flying	Peck	🌀	Normal	Leer		STRENGTH ●●●●●	
🍷	Normal	Focus Energy	🍷	Fight	Double Kick		DEXTERITY ●●●●●	
🐛	Poison	Poison Sting	🐛	Normal	Fury Attack		VITALITY ●●●●●	
🐛	Normal	Horn Attack	🐛	Normal	Helping Hand		SPECIAL ●●●●●	
🐛	Poison	Toxic Spikes	🐛	Poison	Poison Jab		INSIGHT ●●●●●	
🦋	Dark	Flatter	🦋	Normal	Captivate		BASE HP: 3 SUGGESTED RANK:  Beginner	
🐛	Normal	Horn Drill	🍷	Normal	Lovely Kiss			ABILITIES: Poison Point & Rivalry
🍷	Normal	Morning Sun	🍷	Psychic	Confusion			EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.
						 #032  #033  #034		

HEIGHT: 0.5m / 1'08" WEIGHT: 9kg / 20 lbs

Poison Pin Pokémon
The male Nidoran has developed a great alertness to sounds. Its small body is covered in spikes that are drenched in venom when he's threatened. He will defend his mate and home fiercely.

#033 Nidorino						TYPE: Poison	
	STRENGTH ●●●●●	🌀	Flying	Peck	🌀	Normal	Leer
	DEXTERITY ●●●●●	🍷	Normal	Focus Energy	🍷	Fight	Double Kick
	VITALITY ●●●●●	🐛	Poison	Poison Sting	🐛	Normal	Fury Attack
	SPECIAL ●●●●●	🐛	Normal	Horn Attack	🐛	Normal	Helping Hand
	INSIGHT ●●●●●	🐛	Poison	Toxic Spikes	🐛	Poison	Poison Jab
		🦋	Dark	Flatter	🦋	Normal	Captivate
		🐛	Normal	Horn Drill	🍷	Normal	Lovely Kiss
		🍷	Normal	Morning Sun	🍷	Steel	Smart Strike

HEIGHT: 0.9m / 2'11" WEIGHT: 20kg / 44 lbs





Poison Pin Pokémon
An independent and fierce creature. It roams alone in search for a mate and will compete with other males around. It will violently charge with a venom drenched horn against intruders.

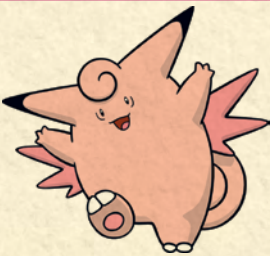



ABILITIES: **Poison Point & Rivalry**

EVOLUTIVE STAGE: Second.
EVOLVES WITH: Moon Stone.

 #032
  #033
  #034

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#034 Nidoking		TYPE:	Poison	Ground			
🌀	Flying	Peck	🐞	Poison	Poison Sting		HEIGHT: 1.4 m / 4'07" WEIGHT: 62kg / 136 lbs	STRENGTH	●●●●●	DEXTERITY	●●●●●		
🐞	Normal	Focus Energy	🐞	Fight	Double Kick				VITALITY		●●●●●		
🐞	Normal	Chip Away	🐞	Ground	Earth Power						SPECIAL	●●●●●	
🐞	Ground	Drill Run	🐞	Bug	Megahorn							INSIGHT	●●●●●
🐞	Poison	Poison Tail	🐞	Normal	Thrash								BASE HP: 5 SUGGESTED RANK: Ace
🐞	Rock	Head Smash											
						ABILITIES: Poison Point & Rivalry EVOLUTIVE STAGE: Final.	 #032  #033  #034						
								Drill Pokémon It is recognized by its rock-hard hide and its extended horn. Be careful with the horn as it contains venom. There are records of one trampling and destroying a radio tower that was being built on his territory.					

#035 Clefairy			TYPE:	Fairy	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	
	HEIGHT: 0.6m / 2'00" WEIGHT: 7kg / 16 lbs	BASE HP: 4 SUGGESTED RANK: Beginner	ABILITIES: Cute Charm & Magic Guard	EVOLUTIVE STAGE: Second. EVOLVES WITH: Moon Stone.	 #034  #035  #036	🐞	Normal	Growl	🐞	Normal	Pound
						🐞	Normal	Sing	🐞	Fairy	Disarming Voice
						🐞	Normal	Double Slap	🐞	Normal	Encore
						🐞	Normal	Defense Curl	🐞	Normal	Metronome
						🐞	Normal	Bestow	🐞	Normal	Follow Me
						🐞	Normal	Minimize	🐞	Fight	Wake-Up Slap
🐞	Normal	After You	🐞	Psychic	Stored Power						
🐞	Normal	Spotlight	🐞	Psychic	Cosmic Power						
🐞	Normal	Lucky Chant	🐞	Normal	Body Slam						
🐞	Fairy	Moonlight	🐞	Fairy	Moonblast						
🐞	Psychic	Gravity	🐞	Steel	Meteor Mash						
🐞	Psychic	Healing Wish	🐞	Normal	Swift						
🐞	Normal	Heal Bell	🐞	Psychic	Heal Pulse						

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#036 Clefable		TYPE:	Fairy				
🐞	Normal	Spotlight	🐞	Normal	Sing		HEIGHT: 1.3m / 4'03" WEIGHT: 40kg / 88 lbs	STRENGTH	●●●●●				
🐞	Fairy	Moonblast	🐞	Normal	Minimize				DEXTERITY	●●●●●			
🐞	Normal	Double Slap	🐞	Fight	Drain Punch					VITALITY	●●●●●		
🐞	Normal	Metronome	🐞	Psychic	Heal Pulse						SPECIAL	●●●●●	
🐞	Normal	Wish										INSIGHT	●●●●●
													BASE HP: 5 SUGGESTED RANK: Amateur
						ABILITIES: Cute Charm & Magic Guard EVOLUTIVE STAGE: Final.							
							 #034  #035  #036						
								Fairy Pokémon There are not many records about it in the wild. They are timid but playful. Clefable uses its wings to skip lightly as if it was flying. Its bouncy step lets it walk on water. On quiet, moonlit nights, it strolls near lakes.					

#037 Vulpix			TYPE:	Fire	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	
	HEIGHT: 0.6m / 2'00" WEIGHT: 10kg / 22 lbs	BASE HP: 3 SUGGESTED RANK: Beginner	ABILITIES: Flash Fire & Drought	EVOLUTIVE STAGE: First. EVOLVES WITH: Fire Stone.	 #037  #038	🐞	Fire	Ember	🐞	Normal	Tail Whip
						🐞	Normal	Roar	🐞	Fairy	Baby-Doll Eyes
						🐞	Normal	Quick Attack	🐞	Fire	Fire Spin
						🐞	Ghost	Confuse Ray	🐞	Psychic	Imprison
						🐞	Dark	Feint Attack	🐞	Fire	Flame Burst
						🐞	Fire	Will-o-Wisp	🐞	Ghost	Hex
🐞	Dark	Payback	🐞	Psychic	Extrasensory						
🐞	Normal	Safeguard	🐞	Fire	Flamethrower						
🐞	Normal	Captivate	🐞	Ghost	Grudge						
🐞	Fire	Fire Blast	🐞	Fire	Inferno						
🐞	Normal	Pain Split	🐞	Ghost	Spite						
🐞	Fire	Heat Wave									

#037 Vulpix (Alola)



HEIGHT: 0.6m / 2'00"
WEIGHT: 10kg / 22 lbs

Fox Pokémon
The Vulpix who became stranded in Alola had to change type in order to survive. Alola's local name for this Pokémon is Keokeo.
They use their tails as a fan to cool themselves in hot climates.

TYPE: **Ice**

STRENGTH ●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **3** SUGGESTED RANK: **Beginner**

ABILITIES: Snow Cloak & Snow Warning

EVOLUTIVE STAGE: First.
EVOLVES WITH: Ice Stone.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Ice	Powder Snow	●	Normal	Tail Whip
●	Normal	Roar	●	Fairy	Baby-Doll Eyes
●	Ice	Ice Shard	●	Ghost	Confuse Ray
●	Ice	Icy Wind	●	Dark	Payback
●	Ice	Mist	●	Dark	Feint Attack
●	Psychic	Imprison	●	Ice	Aurora Beam
●	Psychic	Extrasensory	●	Ghost	Hex
●	Ice	Ice Beam	●	Normal	Safeguard
●	Normal	Captivate	●	Ghost	Grudge
●	Ice	Blizzard	●	Ice	Sheer Cold
●	Fairy	Moonblast	●	Ghost	Spite
●	Ice	Freeze Dry			

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Psychic	Imprison	●	Dark	Nasty Plot
●	Fire	Flame Thrower	●	Ghost	Confuse Ray
●	Normal	Quick Attack	●	Normal	Safeguard
●	Psychic	Hypnosis	●	Normal	Pain Split
●	Fire	Heat Wave			

#038 Ninetales



HEIGHT: 1.1m / 3'07"
WEIGHT: 20kg / 44 lbs

Fox Pokémon
It is known to understand human speech. It is very valued for its exuberant golden fur and the mystical power of its nine tails. It is, however, known to hold a grudge against those who mistreat it.

TYPE: **Fire**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **4** SUGGESTED RANK: **Amateur**


ABILITIES: Flash Fire & Drought

EVOLUTION: Final Form.



TYPE	MOVE NAME	TYPE	MOVE NAME
●	Fairy Dazzling Gleam	●	Psychic Imprison
●	Dark Nasty Plot	●	Ice Ice Beam
●	Ice Ice Shard	●	Ghost Confuse Ray
●	Normal Safeguard	●	Psychic Agility
●	Fairy Moonblast	●	Ice Aurora Veil

#038 Ninetales (Alola)



HEIGHT: 1.1m / 3'07"
WEIGHT: 20kg / 44 lbs

Fox Pokémon
In old times, Alolan natives revered this Pokémon as a god incarnate. It is usually calm and benevolent, but it can be ruthless when disturbed, leaving its foes as a cold block of ice in the snow.


TYPE: **Ice** **Fairy**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **4** SUGGESTED RANK: **Amateur**

ABILITIES: Snow Cloak & Snow Warning

EVOLUTIVE STAGE: Final.



#039 Jigglypuff



HEIGHT: 0.5m / 1'08"
WEIGHT: 5kg / 12 lbs

Balloon Pokémon
They live in grassy fields near the mountains. To climb they inflate their bodies and bounce up. It captivates foes with its huge, round eyes, then lulls them to sleep by singing a sweet soothing melody.

TYPE: **Normal** **Fairy**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●





BASE HP: **4** SUGGESTED RANK: **Beginner**

ABILITIES: Cute Charm & Competitive





EVOLUTIVE STAGE: Second.
EVOLVES WITH: Moon Stone.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Sing	●	Normal	Pound
●	Normal	Defense Curl	●	Normal	Play Nice
●	Normal	Round	●	Normal	Disable
●	Rock	Rollout	●	Normal	Double Slap
●	Normal	Stockpile	●	Normal	Spit Up
●	Normal	Swallow	●	Fairy	Disarming Voice
●	Normal	Body Slam	●	Steel	Gyro Ball
●	Fight	Wake-Up Slap	●	Psychic	Rest
●	Normal	Hyper Voice	●	Normal	Mimic
●	Normal	Double-Edge	●	Dark	Fake Tears
●	Psychic	Heal Pulse			

RANK		TYPE	MOVE NAME	RANK		TYPE	MOVE NAME	#040 Wigglytuff		TYPE:	Normal	Fairy
🐾	Normal	Double Slap	🐾	Fairy	Play Rough			STRENGTH	●●●●●	BASE HP: 7	SUGGESTED RANK: Amateur	
🐾	Normal	Sing	🐾	Normal	Disable			DEXTERITY	●●●●●			
🐾	Normal	Defense Curl	🐾	Normal	Double-Edge			VITALITY	●●●●●			
🐾	Dark	Fake Tears	🐾	Normal	Scary Face			SPECIAL	●●●●●			
🐾	Psychic	Heal Pulse						INSIGHT	●●●●●			
HEIGHT: 1m / 3'03"		WEIGHT: 12kg / 26 lbs		BASE HP: 7		SUGGESTED RANK: Amateur		ABILITIES: Cute Charm & Competitive		EVOLUTIVE STAGE: Final		
Bat Pokémon		Its fur is extremely fine and conveys an image of luxury. Its body is soft and rubbery. When angered, it will suck the air and inflate itself to an enormous size. It is a favorite pet and a nurse Pokémon.		 #174  #039  #040								

RANK		TYPE	MOVE NAME	RANK		TYPE	MOVE NAME	#041 Zubat		TYPE:	Poison	Flying
🐾	Grass	Absorb	🐾	Normal	Supersonic			STRENGTH	●●●●●	BASE HP: 3	SUGGESTED RANK: Beginner	
🐾	Ghost	Astonish	🐾	Dark	Bite			DEXTERITY	●●●●●			
🐾	Flying	Wing Attack	🐾	Ghost	Confuse Ray			VITALITY	●●●●●			
🐾	Flying	Air Cutter	🐾	Normal	Swift			SPECIAL	●●●●●			
🐾	Poison	Poison Fang	🐾	Normal	Mean Look			INSIGHT	●●●●●			
HEIGHT: 0.8m / 2'07"		WEIGHT: 7kg / 16 lbs		BASE HP: 3		SUGGESTED RANK: Beginner		ABILITIES: Inner Focus		EVOLUTIVE STAGE: First		
Bat Pokémon		It lives in dark caves all around the world. Prolonged exposure to the sun will make it unhealthy. It is blind but uses echolocation to find its way. At night, they leave their cave to feed on fruit and bug Pokémon.		 #041  #042  #169								

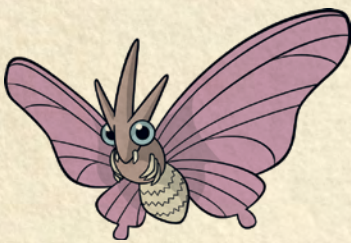
RANK		TYPE	MOVE NAME	RANK		TYPE	MOVE NAME	#042 Golbat		TYPE:	Poison	Flying
🐾	Grass	Absorb	🐾	Flying	Wing Attack			STRENGTH	●●●●●	BASE HP: 4	SUGGESTED RANK: Amateur	
🐾	Normal	Supersonic	🐾	Ghost	Astonish			DEXTERITY	●●●●●			
🐾	Dark	Bite	🐾	Normal	Screech			VITALITY	●●●●●			
🐾	Ghost	Confuse Ray	🐾	Flying	Air Cutter			SPECIAL	●●●●●			
🐾	Normal	Swift	🐾	Poison	Poison Fang			INSIGHT	●●●●●			
HEIGHT: 1.6m / 5'03"		WEIGHT: 55kg / 121 lbs		BASE HP: 4		SUGGESTED RANK: Amateur		ABILITIES: Inner Focus		EVOLUTIVE STAGE: Second		
Bat Pokémon		A stealthy Pokémon who loves the dark. Its fangs can puncture even a thick hide. It loves to feast on the blood of people and Pokémon alike. If it drinks too much, it gets heavy and can hardly fly.		 #041  #042  #169								

RANK		TYPE	MOVE NAME	RANK		TYPE	MOVE NAME	#043 Oddish		TYPE:	Grass	Poison
🐾	Normal	Growth	🐾	Grass	Absorb			STRENGTH	●●●●●	BASE HP: 3	SUGGESTED RANK: Beginner	
🐾	Normal	Sweet Scent	🐾	Poison	Acid			DEXTERITY	●●●●●			
🐾	Poison	Poison Powder	🐾	Grass	Stun Spore			VITALITY	●●●●●			
🐾	Grass	Sleep Powder	🐾	Grass	Mega Drain			SPECIAL	●●●●●			
🐾	Normal	Lucky Chant	🐾	Normal	Natural Gift			INSIGHT	●●●●●			
HEIGHT: 0.5m / 1'08"		WEIGHT: 5kg / 12 lbs		BASE HP: 3		SUGGESTED RANK: Beginner		ABILITIES: Chlorophyll		EVOLUTIVE STAGE: First		
Weed Pokémon		This Pokémon grows by absorbing moonlight. During daytime, it buries itself in the ground, leaving only its leaves exposed to avoid detection by its predators. You can locate it by the smell its leaves release.		 #043  #044  #045  #182								

#048 Venonat						TYPE:	Bug	Poison	
🌀	Normal	Tackle	🌀	Normal	Foresight		STRENGTH ●●●●		
🌀	Normal	Disable	🌀	Normal	Supersonic		DEXTERITY ●●●●		
🌀	Psychic	Confusion	🌀	Poison	Poison Powder		VITALITY ●●●●		
🌀	Bug	Leech Life	🌀	Grass	Stun Spore		SPECIAL ●●●●		
🌀	Psychic	Psybeam	🌀	Poison	Poison Fang		INSIGHT ●●●●		
🌀	Bug	Signal Beam	🌀	Psychic	Zen Headbutt		BASE HP: 3 SUGGESTED RANK:  Beginner	ABILITIES: Compoundeyes & Tinted Lens	
🌀	Grass	Sleep Powder	🌀	Psychic	Psychic				
🌀	Psychic	Agility	🌀	Normal	Baton Pass		EVOLUTIVE STAGE: First EVOLUTION TIME: Slow.  		
🌀	Grass	Giga Drain							

HEIGHT: 1m / 3'03" WEIGHT: 30kg / 66 lbs

Insect Pokémon
It lives in the holes of trees in dense forests and jungles. Its large eyes never fail to spot even miniscule prey. Sometimes Venonat uses its powers to confuse travelers and make them lose their way.

#049 Venomoth						TYPE:	Bug	Poison
	STRENGTH ●●●●		🌀	Normal	Foresight	🌀	Normal	Disable
	DEXTERITY ●●●●		🌀	Psychic	Confusion	🌀	Normal	Supersonic
	VITALITY ●●●●		🌀	Bug	Silver Wind	🌀	Bug	Quiver Dance
	SPECIAL ●●●●		🌀	Poison	Poison Fang	🌀	Poison	Poison Powder
	INSIGHT ●●●●		🌀	Bug	Leech Life	🌀	Grass	Stun Spore
			🌀	Psychic	Psybeam	🌀	Grass	Sleep Powder
			🌀	Bug	Signal Beam	🌀	Psychic	Zen Headbutt
			🌀	Bug	Bug Buzz	🌀	Psychic	Psychic
HEIGHT: 1.5m / 5'00" WEIGHT: 13kg / 28 lbs		BASE HP: 4 SUGGESTED RANK:  Amateur	🌀	Grass	Giga Drain	🌀	Normal	Morning Sun
ABILITIES: Shield Dust & Tinted Lens		EVOLUTIVE STAGE: Final.  						

Poison Moth Pokémon
They are plentiful in forests but only come out at night. They possess an incredible eyesight and are attracted to light sources. Their wings scatter a toxic powder which they use to immobilize their prey.

#050 Diglett						TYPE:	Ground		
🌀	Normal	Scratch	🌀	Ground	Sand Attack		STRENGTH ●●●●		
🌀	Normal	Growl	🌀	Ghost	Astonish		DEXTERITY ●●●●		
🌀	Ground	Mud Slap	🌀	Ground	Magnitude		VITALITY ●●●●		
🌀	Ground	Bulldoze	🌀	Dark	Sucker Punch		SPECIAL ●●●●		
🌀	Ground	Mud Bomb	🌀	Ground	Earth Power		INSIGHT ●●●●		
🌀	Ground	Dig	🌀	Normal	Slash		BASE HP: 3 SUGGESTED RANK:  Beginner	ABILITIES: Sand Veil & Arena Trap	
🌀	Ground	Earthquake	🌀	Ground	Fissure				
🌀	Normal	Screech	🌀	Rock	Stealth Rock		EVOLUTIVE STAGE: First EVOLUTION TIME: Medium.  		
🌀	Dark	Feint Attack							

HEIGHT: 0.2m / 0'08" WEIGHT: 0.8kg / 2 lbs

Mole Pokémon
It prefers dark places and spends most of its time underground. It has a very thin skin. It's frail and has problems regulating its own temperature. Keep it burrowed or it will get sick.

#050 Diglett (Alola)						TYPE:	Ground	Steel	
🌀	Ground	Sand Attack	🌀	Steel	Metal Claw		STRENGTH ●●●●		
🌀	Normal	Growl	🌀	Ghost	Astonish		DEXTERITY ●●●●		
🌀	Ground	Mud Slap	🌀	Ground	Magnitude		VITALITY ●●●●		
🌀	Ground	Bulldoze	🌀	Dark	Sucker Punch		SPECIAL ●●●●		
🌀	Ground	Mud Bomb	🌀	Ground	Earth Power		INSIGHT ●●●●		
🌀	Ground	Dig	🌀	Steel	Iron Head		BASE HP: 3 SUGGESTED RANK:  Beginner	ABILITIES: Sand Veil & Tangling Hair	
🌀	Ground	Earthquake	🌀	Ground	Fissure				
🌀	Dark	Feint Attack	🌀	Steel	Metal Sound		EVOLUTIVE STAGE: First EVOLUTION TIME: Medium.  		
🌀	Normal	Thrash							

HEIGHT: 0.2m / 0'08" WEIGHT: 1kg / 2 lbs

Mole Pokémon
This variant of Diglett is only found in the Alola region. The small hairs on its head are used perceive its surroundings while burrowed, do not cut them or Diglett will become very sick.

#051 Dugtrio

TYPE: **Ground**



STRENGTH ●●●●●
 DEXTERITY ●●●●●●●
 VITALITY ●●●●●
 SPECIAL ●●●●●
 INSIGHT ●●●●●

HEIGHT: 0.7m / 2'04"
 WEIGHT: 33kg / 73 lbs

BASE HP: **4** SUGGESTED RANK: Amateur

Mole Pokémon
 Because the triplets originally split from one body, they think exactly alike. They work together to dig endlessly through the ground. They are known for destroying the foundations of roads and buildings.

ABILITIES: Sand Veil & Arena Trap

EVOLUTION STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Scratch	●	Ground	Sand Attack
●	Normal	Growl	●	Ghost	Astonish
●	Ground	Mud Slap	●	Ground	Magnitude
●	Ground	Bulldoze	●	Ground	Earth Power
●	Ground	Mud Bomb	●	Ground	Rototiller
●	Ground	Dig	●	Normal	Tri Attack
●	Ground	Sand Tomb	●	Dark	Night Slash
●	Dark	Sucker Punch	●	Normal	Slash
●	Ground	Earthquake	●	Ground	Fissure
●	Rock	Rock Slide	●	Rock	Ancient Power
●	Rock	Stealth Rock			

#051 Dugtrio (Alola)

TYPE: **Ground Steel**



STRENGTH ●●●●●
 DEXTERITY ●●●●●●●
 VITALITY ●●●●●
 SPECIAL ●●●●●
 INSIGHT ●●●●●

HEIGHT: 0.7m / 2'04"
 WEIGHT: 66kg / 146 lbs

BASE HP: **4** SUGGESTED RANK: Amateur

Mole Pokémon
 Thanks to its golden mane, this Pokémon has been revered as a feminine diety. The triplets groom each other to help keep the hair glossy and dirt-free, they don't like to be petted.

ABILITIES: Sand Veil & Tangling Hair

EVOLUTION STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Ground	Sand Attack	●	Steel	Metal Claw
●	Normal	Growl	●	Ghost	Astonish
●	Ground	Mud Slap	●	Ground	Rototiller
●	Ground	Dig	●	Normal	Tri Attack
●	Ground	Sand Tomb	●	Ground	Magnitude
●	Ground	Bulldoze	●	Ground	Earth Power
●	Ground	Mud Bomb	●	Dark	Night Slash
●	Dark	Sucker Punch	●	Steel	Iron Head
●	Ground	Earthquake	●	Ground	Fissure
●	Rock	Ancient Power	●	Normal	Thrash
●	Rock	Stone Edge			

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Scratch	●	Normal	Growl
●	Dark	Bite	●	Normal	Fake Out
●	Normal	Fury Swipes	●	Normal	Screech
●	Dark	Feint Attack	●	Dark	Taunt
●	Normal	Pay Day	●	Normal	Slash
●	Normal	Captivate	●	Dark	Assurance
●	Dark	Nasty Plot	●	Dark	Night Slash
●	Normal	Feint	●	Fairy	Charm
●	Normal	Sing	●	Dark	Snatch

#052 Meowth

TYPE: **Normal**



HEIGHT: 0.4m / 1'04"
 WEIGHT: 4kg / 9 lbs

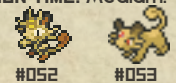
Scratch Cat Pokémon
 They used to live in grasslands but have adapted really well to life in the city. Shiny things fascinate them and they keep a little treasure hidden. The coin on its head is its most prized possession.

STRENGTH ●●●●●
 DEXTERITY ●●●●●●●
 VITALITY ●●●●●
 SPECIAL ●●●●●
 INSIGHT ●●●●●

BASE HP: **3** SUGGESTED RANK: Beginner

ABILITIES: Pick up & Technician

EVOLUTION STAGE: First
 EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Scratch	●	Normal	Growl
●	Dark	Bite	●	Normal	Fake Out
●	Normal	Fury Swipes	●	Normal	Screech
●	Dark	Feint Attack	●	Dark	Taunt
●	Normal	Pay Day	●	Normal	Slash
●	Dark	Dark Pulse	●	Dark	Nasty Plot
●	Normal	Captivate	●	Dark	Night Slash
●	Normal	Feint	●	Dark	Assurance
●	Fairy	Charm	●	Ghost	Spite
●	Dark	Flatter			

#052 Meowth (Alola)

TYPE: **Dark**



HEIGHT: 0.4m / 1'04"
 WEIGHT: 4kg / 9 lbs

Scratch Cat Pokémon
 In old times, Meowth were taken to Alola as gifts for the tribe's royals, this caused them to become incredibly greedy and pampered. Nowadays they are feral, but their prideful nature remained.

STRENGTH ●●●●●
 DEXTERITY ●●●●●●●
 VITALITY ●●●●●
 SPECIAL ●●●●●
 INSIGHT ●●●●●


BASE HP: **3** SUGGESTED RANK: Beginner

ABILITIES: Pick up & Technician

EVOLUTION STAGE: First
 EVOLUTION TIME: Medium.



#053 Persian



HEIGHT: 1.1m / 3'03" WEIGHT: 32kg / 70 lbs



Classy Cat Pokémon
They are proud and temperamental. They scratch their trainers with little to no provocation whatsoever. Their elegance and grace is very valued, although they can be vicious hunters.

TYPE: Normal

BASE HP: 4 SUGGESTED RANK: Amateur

ABILITIES: Limber & Technician

EVOLUTIVE STAGE: Final.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Scratch	1	Normal	Growl
2	Dark	Bite	2	Normal	Fake Out
3	Normal	Fury Swipes	3	Normal	Captivate
4	Fairy	Play Rough	4	Normal	Screech
5	Dark	Feint Attack	5	Dark	Taunt
6	Normal	Swift	6	Rock	Power Gem
7	Normal	Slash	7	Dark	Switcheroo
8	Dark	Assurance	8	Dark	Nasty Plot
9	Dark	Night Slash	9	Normal	Feint
10	Psychic	Hypnosis	10	Psychic	Amnesia
11	Normal	Assist			

#053 Persian (Alola)



HEIGHT: 1.1m / 3'03" WEIGHT: 33kg / 72 lbs

Classy Cat Pokémon
They were bred for their silky fur and round faces, not for their temperament. This is an extremely proud Pokémon who will look down to anyone but itself, despite this, it's very popular among Alola's elite.

TYPE: Dark

BASE HP: 4 SUGGESTED RANK: Amateur

ABILITIES: Fur Coat & Technician

EVOLUTIVE STAGE: Final.




RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Scratch	1	Normal	Growl
2	Dark	Bite	2	Normal	Fake Out
3	Normal	Fury Swipes	3	Normal	Screech
4	Normal	Swift	4	Dark	Switcheroo
5	Fairy	Play Rough	5	Normal	Captivate
6	Dark	Feint Attack	6	Dark	Taunt
7	Rock	Power Gem	7	Normal	Slash
8	Dark	Dark Pulse	8	Dark	Assurance
9	Dark	Nasty Plot	9	Dark	Night Slash
10	Normal	Feint	10	Dark	Quash
11	Dark	Parting Shot	11	Dark	Snarl
12	Dark	Torment			

#054 Psyduck



HEIGHT: 0.8 m / 2'07" WEIGHT: 20kg / 44 lbs

Duck Pokémon
It lives near lakes and ponds but it's not very good at swimming. It is always tormented by headaches that worsen when it uses psychic powers. Psyducks seem unaware of their own power.

TYPE: Water

BASE HP: 3 SUGGESTED RANK: Beginner

ABILITIES: Damp & Cloud Nine

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.




RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Water	Water Sport	1	Normal	Scratch
2	Normal	Tail Whip	2	Water	Water Gun
3	Normal	Disable	3	Psychic	Confusion
4	Water	Water Pulse	4	Normal	Fury Swipes
5	Normal	Screech	5	Psychic	Zen Headbutt
6	Water	Aqua Tail	6	Water	Soak
7	Psychic	Amnesia	7	Normal	Psych Up
8	Water	Hydro Pump	8	Psychic	Wonder Room
9	Poison	Clear Smog	9	Ghost	Confuse Ray
10	Psychic	Future Sight			

#055 Golduck



HEIGHT: 1.7m / 5'07" WEIGHT: 76kg / 170 lbs

Duck Pokémon
A Golduck is an adept swimmer and can be found near most bodies of water. Its forehead shimmers with light when using its psychic abilities. There are records of wild Golducks that rescued people in the water.

TYPE: Water


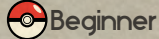


BASE HP: 4 SUGGESTED RANK: Amateur

ABILITIES: Damp & Cloud Nine

EVOLUTIVE STAGE: Final.





RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Water	Water Sport	1	Normal	Scratch
2	Normal	Tail Whip	2	Water	Water Gun
3	Normal	Disable	3	Psychic	Confusion
4	Psychic	Amnesia	4	Water	Aqua Jet
5	Water	Water Pulse	5	Normal	Fury Swipes
6	Normal	Screech	6	Water	Soak
7	Psychic	Zen Headbutt	7	Normal	Psych Up
8	Normal	Me First	8	Water	Hydro Pump
9	Psychic	Wonder Room	9	Normal	Tri Attack
10	Ghost	Confuse Ray	10	Psychic	Future Sight

#056 Mankey						TYPE: Fight
Normal	Covet	Normal	Scratch	 <p>HEIGHT: 0.5m / 1'08" WEIGHT: 28kg / 61 lbs</p> <p>Pig Monkey Pokémon It lives on the mountains or at the top of fruit trees. Light and agile on its feet and ferocious in temperament. When it gets angry, it goes into a frenzy and cannot be controlled.</p>	STRENGTH	●●●●●
Fight	Low Kick	Normal	Leer		DEXTERITY	●●●●●
Normal	Focus Energy	Normal	Fury Swipes		VITALITY	●●●
Dark	Pursuit	Fight	Karate Chop		SPECIAL	●●●
Fight	Seismic Toss	Normal	Screech		INSIGHT	●●●
Dark	Assurance	Normal	Swagger		BASE HP: 3	SUGGESTED RANK: 
Fight	Cross Chop	Normal	Thrash		ABILITIES: Vital Spirit & Anger Point	
Ground	Stomping Tantrum	Dark	Punishment		EVOLUTIVE STAGE: First.	EVOLUTION TIME: Slow.
Dragon	Outrage	Fight	Close Combat		 	
Fight	Final Gambit	Psychic	Meditate			
Dragon	Dual Chop	Dark	Beat Up			


#057 Primeape						TYPE: Fight
 <p>HEIGHT: 1m / 3'03" WEIGHT: 32kg / 70 lbs</p> <p>Pig Monkey Pokémon It grows angry if you see its eyes and gets angrier if you run. If you fight it will go mad with rage. Not many trainers are capable of handling it, the angrier it gets the less intelligent it becomes.</p>	STRENGTH	●●●●●	Normal	Scratch	Normal	Fling
	DEXTERITY	●●●●●	Normal	Focus Energy	Normal	Leer
	VITALITY	●●●	Normal	Swagger	Normal	Fury Swipes
	SPECIAL	●●●	Dark	Pursuit	Fight	Karate Chop
	INSIGHT	●●●	Fight	Seismic Toss	Normal	Screech
	BASE HP: 4	SUGGESTED RANK: 	Dark	Assurance	Normal	Rage
ABILITIES: Vital Spirit & Anger Point	EVOLUTIVE STAGE: Final.	Fight	Final Gambit	Fight	Cross Chop	
 		Normal	Thrash	Ground	Stomping Tantrum	
		Dark	Punishment	Dragon	Outrage	
		Fight	Close Combat	Dark	Night Slash	
		Psychic	Meditate	Fire	Overheat	

#058 Growlithe						TYPE: Fire
Normal	Roar	Dark	Bite	 <p>HEIGHT: 0.7m / 2'04" WEIGHT: 19kg / 41 lbs</p> <p>Puppy Pokémon Friendly, loyal and fearless to defend its trainer. These traits have gained them a place working as police Pokémon. They are uncommon in the wild but some packs can be seen in hot environments.</p>	STRENGTH	●●●●●
Fire	Ember	Normal	Leer		DEXTERITY	●●●●●
Normal	Odor Sleuth	Normal	Helping Hand		VITALITY	●●●
Fire	Flame Wheel	Fight	Reversal		SPECIAL	●●●●●
Fire	Fire Fang	Normal	Take Down		INSIGHT	●●●
Fire	Flame Burst	Psychic	Agility		BASE HP: 3	SUGGESTED RANK: 
Normal	Retaliate	Fire	Flamethrower		ABILITIES: Intimidate & Flash Fire	
Dark	Crunch	Fire	Heat Wave		EVOLUTIVE STAGE: First.	EVOLVES WITH: Fire Stone.
Dragon	Outrage	Fire	Flare Blitz		 	
Normal	Howl	Fight	Close Combat			
Fairy	Charm					



#059 Arcanine						TYPE: Fire
 <p>HEIGHT: 1.9m / 6'03" WEIGHT: 155kg / 340 lbs</p> <p>Legendary Pokémon Its proud and regal appearance has made it be revered by people of ancient societies. Its magnificent bark conveys a sense of majesty. Anyone in front of Arcanine can't help but stare in awe.</p>	STRENGTH	●●●●●	Normal	Roar	Dark	Bite
	DEXTERITY	●●●●●	Normal	Odor Sleuth	Electric	Thunder Fang
	VITALITY	●●●	Fire	Fire Fang	Fire	Burn Up
	SPECIAL	●●●●●	Normal	Extreme Speed	Normal	Morning Sun
	INSIGHT	●●●	Dragon	Dragon Pulse	Electric	Wild Charge
	BASE HP: 4	SUGGESTED RANK: 				
ABILITIES: Intimidate & Flash Fire	EVOLUTIVE STAGE: Final.					
 						

#060 Poliwhag			#060 Poliwhag			TYPE: Water
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	 HEIGHT: 0.6m / 2'00" WEIGHT: 12kg / 26 lbs Tadpole Pokémon They are most common near ponds and lakes during the summer. Its legs take some weeks to develop after it hatches, making it inept at walking. It is, however, a very fast swimmer.
🌀	Water	Water Sport	🌀	Water	Water Gun	
🌀	Psychic	Hypnosis	🌀	Water	Bubble	
🌀	Normal	Double Slap	🌀	Water	Rain Dance	
🌀	Normal	Body Slam	🌀	Water	Bubble Beam	
🌀	Ground	Mud Shot	🌀	Normal	Belly Drum	
🌀	Fight	Wake-Up Slap	🌀	Water	Hydro Pump	
🌀	Ground	Mud Bomb	🌀	Ice	Icy Wind	
🌀	Normal	Mind Reader	🌀	Normal	Refresh	BASE HP: 3 SUGGESTED RANK: Beginner ABILITIES: Water Absorb & Damp EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.

#061 Poliwhirl			TYPE: Water	#061 Poliwhirl				
 HEIGHT: 1m / 3'03" WEIGHT: 20kg / 44 lbs Tadpole Pokémon Though it is skilled at walking, it prefers to live underwater where there's less danger. It sweats to keep its skin moist. Thanks to this, it can easily slip out of the clutches of any enemy.	STRENGTH	●●●●	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	DEXTERITY	●●●●●	🌀	Water	Water Sport	🌀	Water	Water Gun
	VITALITY	●●●●	🌀	Psychic	Hypnosis	🌀	Water	Bubble
	SPECIAL	●●●●	🌀	Normal	Double Slap	🌀	Water	Rain Dance
	INSIGHT	●●●●	🌀	Normal	Body Slam	🌀	Water	Bubble Beam
	BASE HP: 4	SUGGESTED RANK: Amateur	🌀	Ground	Mud Shot	🌀	Normal	Belly Drum
	ABILITIES: Water Absorb & Damp	EVOLUTIVE STAGE: Second. EVOLVES WITH: Water Stone/Trade.	🌀	Fight	Wake-Up Slap	🌀	Water	Hydro Pump
	EVOLUTIVE STAGE: Second. EVOLVES WITH: Water Stone/Trade.	EVOLVES WITH: Water Stone/Trade.	🌀	Ground	Mud Bomb	🌀	Ice	Ice Punch
EVOLUTIVE STAGE: Second. EVOLVES WITH: Water Stone/Trade.	EVOLVES WITH: Water Stone/Trade.	🌀	Normal	Mind Reader	🌀	Normal	Refresh	



#062 Poliwrath			TYPE: Water	Fight	#062 Poliwrath		
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	 HEIGHT: 1.3 m / 4'03" WEIGHT: 54kg / 120 lbs Tadpole Pokémon It's not common to find it in the wild. Most sightings take place when it is on land. Once he is inside the water, it will swim far away. This Pokémon is an outstanding swimmer, capable of beating any human.	
🌀	Fight	Circle Throw	🌀	Psychic	Hypnosis		
🌀	Water	Bubble Beam	🌀	Normal	Double Slap		
🌀	Fight	Submission	🌀	Fight	Dynamic Punch		
🌀	Normal	Mind Reader	🌀	Ice	Ice Punch		
🌀	Fight	Seismic Toss	🌀	Fight	Counter		
BASE HP: 5	SUGGESTED RANK: Ace	ABILITIES: Water Absorb & Damp	EVOLUTIVE STAGE: Final.	EVOLUTIVE STAGE: Final.	EVOLUTIVE STAGE: Final.		

#063 Abra			TYPE: Psychic	#063 Abra				
 HEIGHT: 0.9m / 3'00" WEIGHT: 19kg / 43 lbs Psi Pokémon They are attracted to the cities and tend to live close to humans. Its Psychic abilities are still developing, it can sleep up to 18 hours a day or else it won't be able to use them. When in danger, it teleports away.	STRENGTH	●●●	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	DEXTERITY	●●●●●	🌀	Psychic	Teleport	🌀	Normal	Mimic
	VITALITY	●●	🌀	Bug	Signal Beam	🌀	Normal	Metronome
	SPECIAL	●●●●●	ABILITIES: Synchronize & Inner Focus	EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.	EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.	EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.		
	INSIGHT	●●●	EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.	EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.	EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.	EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.		
	BASE HP: 3	SUGGESTED RANK: Beginner	EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.	EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.	EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.	EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.		
	ABILITIES: Synchronize & Inner Focus	EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.	EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.	EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.	EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.	EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.		
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#064 Kadabra						TYPE: Psychic
Psychic	Teleport	Psychic	Kinesis		HEIGHT: 1.3m / 4'03" WEIGHT: 56kg / 124 lbs	STRENGTH ●●● DEXTERITY ●●●●● VITALITY ●●● SPECIAL ●●●●● INSIGHT ●●●●●
Psychic	Confusion	Normal	Disable			
Psychic	Miracle Eye	Psychic	Ally Switch			
Psychic	Psybeam	Psychic	Reflect			
Psychic	Telekinesis	Psychic	Role Play			
Psychic	Psycho Cut	Normal	Recover			
Psychic	Psychic	Psychic	Future Sight			
Psychic	Trick	Dark	Snatch			
Dark	Foul Play	Psychic	Wonder Room			
BASE HP: 4 SUGGESTED RANK: Amateur						
ABILITIES: Synchronize & Inner Focus						
EVOLUTIVE STAGE: Second. EVOLVES WITH: Trade.						
						
Psi Pokémon Kadabra holds a silver spoon in its hand. The spoon is used to amplify the alpha waves of its brain. When this Pokémon walks in, objects near to it go crazy, moving in ways they shouldn't.						

#065 Alakazam						TYPE: Psychic			
	STRENGTH ●●●●●	DEXTERITY ●●●●●●●	VITALITY ●●●●●	SPECIAL ●●●●●●●	INSIGHT ●●●●●●●	BASE HP: 5 SUGGESTED RANK: Ace			
	ABILITIES: Synchronize & Inner Focus								
	EVOLUTIVE STAGE: Final.								
									
	HEIGHT: 1.5m / 5'00"	WEIGHT: 48kg / 105 lbs							
	Psi Pokémon A Pokémon that can memorize anything and never forgets what it learns. Over time it becomes too smart to allow anyone to be its master. Alakazam's psychic powers can be terrifying.								
	Psychic	Teleport	Psychic	Kinesis	Psychic		Confusion	Normal	Disable
	Psychic	Miracle Eye	Psychic	Ally Switch	Psychic		Psybeam	Psychic	Reflect
	Psychic	Telekinesis	Psychic	Role Play	Psychic		Telekinesis	Psychic	Reflect
Psychic	Psycho Cut	Normal	Recover	Psychic	Psychic	Psychic	Future Sight		
Psychic	Psychic	Psychic	Future Sight	Psychic	Trick	Dark	Snatch		
Dark	Snatch	Dark	Snatch	Psychic	Foul Play	Psychic	Wonder Room		

Mega-Alakazam						TYPE: Psychic			
	STRENGTH ●●●●●	DEXTERITY ●●●●●●●	VITALITY ●●●●●	SPECIAL ●●●●●●●	INSIGHT ●●●●●●●	BASE HP: 6 SUGGESTED RANK: Pro			
	ABILITIES: Trace								
	EVOLUTIVE STAGE: Mega Evolution.								
									
	HEIGHT: 1.2m / 4'00"	WEIGHT: 48kg / 105 lbs							
	Psi Pokémon With the power of the Mega Stone it is constantly plagued with visions of the future which make it great at evading attacks. Its body is feeble and it moves purely through psychic energy.								
	Psychic	Teleport	Psychic	Kinesis	Psychic		Confusion	Normal	Disable
	Psychic	Miracle Eye	Psychic	Ally Switch	Psychic		Psybeam	Psychic	Reflect
	Psychic	Telekinesis	Psychic	Role Play	Psychic		Telekinesis	Psychic	Reflect
Psychic	Psycho Cut	Normal	Recover	Psychic	Psychic	Psychic	Future Sight		
Psychic	Psychic	Psychic	Future Sight	Psychic	Trick	Dark	Snatch		
Dark	Snatch	Dark	Snatch	Psychic	Foul Play	Psychic	Wonder Room		

#066 Machop						TYPE: Fight
Fight	Low Kick	Normal	Leer		HEIGHT: 0.8m / 2'07" WEIGHT: 20kg / 44 lbs	STRENGTH ●●●●● DEXTERITY ●●●●● VITALITY ●●●●● SPECIAL ●●●●● INSIGHT ●●●●●
Normal	Focus Energy	Fight	Karate Chop			
Normal	Foresight	Fight	Low Sweep			
Dark	Knock Off	Fight	Seismic Toss			
Fight	Revenge	Fight	Vital Throw			
Dragon	Dual Chop	Fight	Submission			
Fight	Wake-Up Slap	Fight	Bulk Up			
Fight	Cross Chop	Normal	Scary Face			
Fight	Dynamic Punch	Psychic	Meditate			
Steel	Bullet Punch	Ice	Ice Punch			
BASE HP: 3 SUGGESTED RANK: Beginner						
ABILITIES: Guts & No Guard						
EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.						
						
Superpower Pokémon It lives in mountains, training its fists against strong rocks, lifting boulders and hurling Rock Pokémon around to build stronger muscles. Even with its small size, it can compete against expert humans and win.						

#067 Machoke



HEIGHT: 1.5m / 5'00"
WEIGHT: 70kg 155 lbs

Superpower Pokémon
Even with its strong frame and power, it is a humble and helpful Pokémon. Many of them work for human companies. On their days off you can see them heading to the wild to train together.

TYPE: **Fight**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **4** SUGGESTED RANK: Amateur

ABILITIES: Guts & No Guard


EVOLUTIVE STAGE: Second.
EVOLVES BY: Trade.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Fight	Low Kick	🌀	Normal	Leer
🍷	Normal	Focus Energy	🍷	Fight	Karate Chop
🍷	Normal	Foresight	🍷	Fight	Low Sweep
🍷	Dark	Knock Off	🍷	Fight	Seismic Toss
🍷	Fight	Revenge	🍷	Fight	Vital Throw
🍷	Dragon	Dual Chop	🍷	Fight	Submission
🍷	Fight	Wake-Up Slap	🍷	Fight	Bulk Up
🍷	Fight	Cross Chop	🍷	Normal	Scary Face
🍷	Fight	Dynamic Punch	🍷	Psychic	Meditate
🍷	Steel	Bullet Punch	🍷	Fire	Fire Punch

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Fight	Low Kick	🌀	Normal	Strength
🍷	Normal	Leer	🍷	Normal	Foresight
🍷	Fight	Karate Chop	🍷	Normal	Focus Energy
🍷	Fight	Low Sweep	🍷	Rock	Wide Guard
🍷	Dark	Knock Off	🍷	Fight	Seismic Toss
🍷	Fight	Revenge	🍷	Fight	Vital Throw
🍷	Dragon	Dual Chop	🍷	Fight	Submission
🍷	Fight	Wake-Up Slap	🍷	Fight	Bulk Up
🍷	Fight	Cross Chop	🍷	Normal	Scary Face
🍷	Fight	Dynamic Punch	🍷	Electric	Thunder Punch
🍷	Normal	Tickle	🍷	Fight	Close Combat

#068 Machop



HEIGHT: 1.6m / 5'03"
WEIGHT: 130kg / 286 lbs

Superpower Pokémon
There are a few roaming in the mountains. Machop has the power to hurl anything aside. However, trying to do any work that requires care and dexterity may cause its arms to get tangled.

TYPE: **Fight**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **5** SUGGESTED RANK: Ace

ABILITIES: Guts & No Guard

EVOLUTIVE STAGE: Final.

#069 Bellsprout



HEIGHT: 0.7m / 2'04"
WEIGHT: 4kg / 9 lbs

Flower Pokémon
They live in hot and humid places, blending around with the flora. It is carnivorous and will try to eat anything smaller than itself. It digests its prey with an acid substance on its mouth.

TYPE: **Grass** **Poison**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **3** SUGGESTED RANK: Starter

ABILITIES: Chlorophyll


EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🍷	Grass	Vine Whip	🍷	Normal	Growth
🍷	Normal	Wrap	🍷	Grass	Sleep Powder
🍷	Poison	Poison Powder	🍷	Grass	Stun Spore
🍷	Poison	Acid	🍷	Dark	Knock Off
🍷	Normal	Sweet Scent	🍷	Poison	Gastro Acid
🍷	Grass	Razor Leaf	🍷	Normal	Slam
🍷	Poison	Poison Jab	🍷	Normal	Wring Out
🍷	Grass	Ingrain	🍷	Normal	Tickle
🍷	Normal	Weather Ball			

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🍷	Grass	Vine Whip	🍷	Normal	Growth
🍷	Normal	Wrap	🍷	Grass	Sleep Powder
🍷	Poison	Poison Powder	🍷	Grass	Stun Spore
🍷	Poison	Acid	🍷	Dark	Knock Off
🍷	Normal	Sweet Scent	🍷	Poison	Gastro Acid
🍷	Grass	Razor Leaf	🍷	Normal	Slam
🍷	Normal	Wring Out	🍷	Poison	Poison Jab
🍷	Normal	Tickle	🍷	Normal	Weather Ball
🍷	Grass	Ingrain			

#070 Weepinbell



HEIGHT: 1m / 3'03"
WEIGHT: 6kg / 14 lbs

Flycatcher Pokémon
It sprays its stun powder to immobilize a prey coming close to it, then eats it calmly. If the prey is bigger than itself, it uses its sharp leaves to slice it into smaller pieces. Beware of the toxic liquid in its mouth.

TYPE: **Grass** **Poison**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **4** SUGGESTED RANK: Beginner

ABILITIES: Chlorophyll

EVOLUTIVE STAGE: Second.
EVOLVES WITH: Leaf Stone.

#071 Victreebel



HEIGHT: 1.7m / 5'07"
WEIGHT: 15kg / 34 lbs

Flycatcher Pokémon
They live together in small groups at tropical areas. Victreebel uses a sweet honey-like smell to lure and attract prey. They also use their long vines to rustle bushes around. They are territorial and aggressive.

TYPE: **Grass** **Poison**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **5** SUGGESTED RANK: Amateur

ABILITIES: Chlorophyll

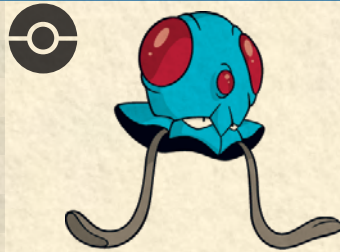
EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Grass	Vine Whip	●	Normal	Swallow
●	Normal	Spit Up	●	Normal	Stockpile
●	Grass	Sleep Powder	●	Normal	Sweet Scent
●	Grass	Razor Leaf	●	Grass	Leaf Tornado
●	Grass	Leaf Storm	●	Grass	Leaf Blade
●	Poison	Belch	●	Grass	Power Whip
●	Grass	Synthesis			

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Poison	Poison Sting	●	Normal	Supersonic
●	Normal	Constrict	●	Poison	Acid
●	Poison	Toxic Spikes	●	Water	Bubble Beam
●	Normal	Wrap	●	Poison	Acid Spray
●	Psychic	Barrier	●	Water	Water Pulse
●	Water	Brine	●	Poison	Poison Jab
●	Normal	Screech	●	Ghost	Hex
●	Water	Hydro Pump	●	Poison	Sludge Wave
●	Normal	Wring Out	●	Ice	Aurora Beam
●	Ghost	Confuse Ray	●	Psychic	Magic Coat

#072 Tentacool



HEIGHT: 0.9m / 3'00"
WEIGHT: 45kg / 100 lbs

Jellyfish Pokémon
It lives in the seas all around the world. They release a toxic ink if startled. It is a surprisingly intelligent Pokémon and can use its tentacles to briefly establish a link between its mind and another creature.

TYPE: **Water** **Poison**

STRENGTH ●●●
DEXTERITY ●●●●●
VITALITY ●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **3** SUGGESTED RANK: Beginner

ABILITIES: Clear Body & Liquid Ooze

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.



#073 Tentacruel



HEIGHT: 1.6m / 5'03"
WEIGHT: 55kg / 120 lbs

Jellyfish Pokémon
Lives in rock formations at the bottom of the ocean. It can grow tentacles at will and uses them to immobilize prey. Records exist of a giant Tentacruel that sunk a fleet of pirate ships filled with treasure.

TYPE: **Water** **Poison**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **4** SUGGESTED RANK: Amateur

ABILITIES: Clear Body & Liquid Ooze

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Poison	Poison Sting	●	Normal	Supersonic
●	Normal	Constrict	●	Poison	Acid
●	Water	Brine	●	Poison	Poison Jab
●	Poison	Toxic Spikes	●	Water	Bubble Beam
●	Normal	Wrap	●	Poison	Acid Spray
●	Psychic	Barrier	●	Water	Water Pulse
●	Normal	Reflect Type	●	Normal	Wring Out
●	Normal	Screech	●	Ghost	Hex
●	Water	Hydro Pump	●	Poison	Sludge Wave
●	Grass	Giga Drain	●	Psychic	Mirror Coat
●	Water	Aqua Ring			

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Tackle	●	Normal	Defense Curl
●	Ground	Mud Sport	●	Rock	Rock Polish
●	Rock	Rollout	●	Ground	Magnitude
●	Rock	Rock Throw	●	Rock	Rock Blast
●	Rock	Smack Down	●	Normal	Self Destruct
●	Ground	Bulldoze	●	Rock	Stealth Rock
●	Ground	Earthquake	●	Normal	Explosion
●	Normal	Double-Edge	●	Rock	Stone Edge
●	Normal	Rock Climb	●	Rock	Wide Guard
●	Dark	Sucker Punch			

#074 Geodude



HEIGHT: 0.4 m / 1'04"
WEIGHT: 20kg / 44 lbs

Rock Pokémon
Lives in mountains and caves. It looks indistinguishable from other rocks around. Because of this, many trainers step on them and are attacked. It rolls to move around and eats whatever it finds on the floor.

TYPE: **Rock** **Ground**



STRENGTH ●●●●●
DEXTERITY ●●●
VITALITY ●●●●●
SPECIAL ●●●
INSIGHT ●●●

BASE HP: **3** SUGGESTED RANK: Beginner






ABILITIES: Rock Head & Sturdy






EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.







RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#074 Geodude (Alola)	TYPE:	Rock	Electric			
🌀	Normal	Tackle	🌀	Normal	Defense Curl	 <p>HEIGHT: 0.4m / 1'04"</p> <p>WEIGHT: 20kg / 44 lbs</p> <p>Rock Pokémon The magnetic fields on Alola's Blush Mountain made Geodude develop Electric chargers on its body. They tend to disguise themselves as regular rocks, caution is advised as they shock you if you step on them.</p>	STRENGTH	●●●●●	BASE HP:	3	SUGGESTED RANK:	 Beginner
🍷	Electric	Charge	🍷	Rock	Rock Polish		DEXTERITY	●●●	ABILITIES:	Magnet Pull & Sturdy		
🍷	Rock	Rollout	🌀	Electric	Spark		VITALITY	●●●●●	EVOLUTIVE STAGE: First.	EVOLUTION TIME: Medium.		
🍷	Rock	Rock Throw	🍷	Rock	Smack Down		SPECIAL	●●●	 #074	 #075	 #076	
🌀	Electric	Thunder Punch	🌀	Normal	Self Destruct		INSIGHT	●●●				
🍷	Rock	Stealth Rock	🍷	Rock	Rock Blast							
🍷	Electric	Discharge	🍷	Normal	Explosion							
🍷	Normal	Double-Edge	🍷	Rock	Stone Edge							
🍷	Normal	Rock Climb	🍷	Rock	Wide Guard							
🍷	Normal	Screech										




#075 Graveler	TYPE:	Rock	Ground	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	
 <p>HEIGHT: 1m / 3'03"</p> <p>WEIGHT: 105kg / 230 lbs</p> <p>Rock Pokémon It walks slowly, but it can get a nice speed by rolling downhill. It is good at climbing. Groups of them have been seen clinging from rock formations and cliffs to eat the tasty rocks covered in moss.</p>	STRENGTH	●●●●●	🌀	Normal	Tackle	🌀	Normal	Defense Curl		
	DEXTERITY	●●●	🍷	Ground	Mud Sport	🍷	Rock	Rock Polish		
	VITALITY	●●●●●	🍷	Rock	Rollout	🌀	Ground	Magnitude		
	SPECIAL	●●●●	🍷	Rock	Rock Throw	🍷	Rock	Rock Blast		
	INSIGHT	●●●●	🍷	Rock	Smack Down	🍷	Normal	Self Destruct		
	BASE HP:	4	SUGGESTED RANK:	 Amateur	🍷	Ground	Bulldoze	🍷	Rock	Stealth Rock
	ABILITIES:	Rock Head & Sturdy			🍷	Ground	Earthquake	🍷	Normal	Explosion
	EVOLUTIVE STAGE: Second.	EVOLVES BY: Trade.			🍷	Normal	Double-Edge	🍷	Rock	Stone Edge
	 #074	 #075	 #076		🍷	Normal	Rock Climb	🍷	Rock	Wide Guard
					🍷	Dark	Sucker Punch			





#075 Graveler (Alola)	TYPE:	Rock	Electric	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	
 <p>HEIGHT: 1m / 3'03"</p> <p>WEIGHT: 110kg / 242 lbs</p> <p>Rock Pokémon These Pokémon charge themselves by rolling around, it is dangerous if two of them collide, a loud noise and a flash of light will be seen and heard at great distance. They feed on golden dravite.</p>	STRENGTH	●●●●●	🌀	Normal	Tackle	🌀	Normal	Defense Curl		
	DEXTERITY	●●●	🍷	Electric	Charge	🍷	Rock	Rock Polish		
	VITALITY	●●●●●	🍷	Rock	Rollout	🌀	Electric	Spark		
	SPECIAL	●●●●	🍷	Rock	Rock Throw	🍷	Rock	Smack Down		
	INSIGHT	●●●●	🍷	Electric	Thunder Punch	🍷	Normal	Self Destruct		
	BASE HP:	4	SUGGESTED RANK:	 Amateur	🍷	Rock	Stealth Rock	🍷	Rock	Rock Blast
	ABILITIES:	Magnet Pull & Sturdy			🍷	Electric	Discharge	🍷	Normal	Explosion
	EVOLUTIVE STAGE: Second.	EVOLVES BY: Trade.			🍷	Normal	Double-Edge	🍷	Rock	Stone Edge
	 #074	 #075	 #076		🍷	Normal	Rock Climb	🍷	Rock	Wide Guard
					🍷	Normal	Screech			

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#076 Golem	TYPE:	Rock	Ground			
🌀	Normal	Tackle	🌀	Normal	Defense Curl	 <p>HEIGHT: 1.4m / 4'07"</p> <p>WEIGHT: 300kg / 660 lbs</p> <p>Megaton Pokémon It is rare to see in the wild since it lives high on the mountains. It withdraws its head and legs as if it were a turtle to roll around. There have been cases of Golem that resist dynamite blasts unscathed.</p>	STRENGTH	●●●●●●●	BASE HP:	5	SUGGESTED RANK:	 Ace
🍷	Ground	Mud Sport	🍷	Rock	Rock Polish		DEXTERITY	●●●●	ABILITIES:	Rock Head & Sturdy		
🍷	Bug	Steamroller	🍷	Ground	Magnitude		VITALITY	●●●●●	EVOLUTIVE STAGE: Final.			
🍷	Rock	Rock Throw	🍷	Rock	Rock Blast		SPECIAL	●●●●	 #074	 #075	 #076	
🍷	Rock	Smack Down	🍷	Normal	Self Destruct		INSIGHT	●●●●				
🍷	Ground	Bulldoze	🍷	Rock	Stealth Rock							
🍷	Ground	Earthquake	🍷	Normal	Explosion							
🍷	Normal	Double-Edge	🍷	Rock	Stone Edge							
🍷	Steel	Heavy Slam	🍷	Steel	Iron Defense							
🍷	Fight	Superpower	🍷	Electric	Thunder Punch							


#076 Golem (Alola)						TYPE:	Rock	Electric
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	 <p>HEIGHT: 1.7m / 5'07"</p> <p>WEIGHT: 316kg / 696 lbs</p> <p>Megaton Pokémon The Alolan variant of Golem does not roll around like its counterpart, instead it loads rocks into the charger on its head and shoots them around, if the rocks miss, the electric shockwave doesn't.</p>	STRENGTH	●●●●●●
●	Normal	Tackle	●	Normal	Defense Curl		DEXTERITY	●●●●●●
●	Electric	Charge	●	Rock	Rock Polish		VITALITY	●●●●●●
●	Rock	Rollout	●	Electric	Spark		SPECIAL	●●●●●●
●	Rock	Rock Throw	●	Rock	Smack Down		INSIGHT	●●●●●●
●	Electric	Thunder Punch	●	Normal	Self Destruct		BASE HP:	5
●	Rock	Stealth Rock	●	Rock	Rock Blast		SUGGESTED RANK:	● Ace
●	Electric	Discharge	●	Normal	Explosion		ABILITIES:	Galvanize & Sturdy
●	Normal	Double-Edge	●	Rock	Stone Edge		EVOLUTIVE STAGE:	Final.
●	Steel	Heavy Slam	●	Electric	Magnet Rise		  	
●	Fight	Counter	●	Electric	Wild Charge			

#077 Ponyta						TYPE:	Fire		
 <p>HEIGHT: 1m / 3'03"</p> <p>WEIGHT: 60kg / 132 lbs</p> <p>Fire Horse Pokémon It's not very common to see one stay still for more than a few seconds. Soon after it's born, its flames begin to burn. It is weak at first but soon begins to develop a great speed chasing after its parents.</p>	STRENGTH	●●●●●●	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	
	DEXTERITY	●●●●●●	●	Normal	Tackle	●	Normal	Growl	
	VITALITY	●●●●●●	●	Normal	Tail Whip	●	Fire	Ember	
	SPECIAL	●●●●●●	●	Fire	Flame Wheel	●	Normal	Take Down	
	INSIGHT	●●●●●●	●	Fire	Flame Charge	●	Fire	Fire Spin	
	BASE HP:	3	SUGGESTED RANK:	● Beginner	●	Normal	Stomp	●	Fire
ABILITIES:	Run Away & Flash Fire	EVOLUTIVE STAGE:	First.	●	Psychic	Agility	●	Fire	Fire Blast
EVOLUTION TIME:	Medium.	 	●	Flying	Bounce	●	Fire	Flare Blitz	
			●	Normal	Morning Sun	●	Fight	Double Kick	
			●	Psychic	Hypnosis				

#078 Rapidash						TYPE:	Fire			
 <p>HEIGHT: 1.7m / 5'07"</p> <p>WEIGHT: 190kg / 420 lbs</p> <p>Fire Horse Pokémon It lives happily on prairies. It loves speed competitions – a herd can often be seen running alongside a train. It can regulate the heat of its mane as to let its trainer ride it, but only if it trusts him enough.</p>	STRENGTH	●●●●●●	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		
	DEXTERITY	●●●●●●	●	Normal	Growl	●	Normal	Growl		
	VITALITY	●●●●●●	●	Normal	Tail Whip	●	Fire	Ember		
	SPECIAL	●●●●●●	●	Normal	Take Down	●	Normal	Take Down		
	INSIGHT	●●●●●●	●	Normal	Stomp	●	Fire	Fire Spin		
	BASE HP:	4	SUGGESTED RANK:	● Amateur	●	Fire	Inferno	●	Fire	Fire Blast
	ABILITIES:	Run Away & Flash Fire	EVOLUTIVE STAGE:	Final.	●	Fire	Flare Blitz	●	Fire	Flare Blitz
	EVOLUTION TIME:		 	●	Flying	Bounce	●	Fire	Flare Blitz	
				●	Normal	Horn Drill	●	Fight	Double Kick	
				●	Ground	Drill Run				

#079 Slowpoke						TYPE:	Water	Psychic	
 <p>HEIGHT: 1.2m / 4'00"</p> <p>WEIGHT: 36kg / 80 lbs</p> <p>Dopey Pokémon It lives close to water. This Pokémon has a low intellect, and it's slow to react to any stimuli. Its tail seeps a sweet substance it uses to lure prey to eat. When the tip turns white shelders will be attracted to it.</p>	STRENGTH	●●●●●●	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	
	DEXTERITY	●●●●●●	●	Normal	Yawn	●	Normal	Tackle	
	VITALITY	●●●●●●	●	Ghost	Curse	●	Normal	Growl	
	SPECIAL	●●●●●●	●	Water	Water Gun	●	Psychic	Confusion	
	INSIGHT	●●●●●●	●	Normal	Disable	●	Normal	Headbutt	
	BASE HP:	3	SUGGESTED RANK:	● Beginner	●	Water	Water Pulse	●	Psychic
ABILITIES:	Oblivious & Own Tempo	EVOLUTIVE STAGE:	First.	●	Normal	Slack Off	●	Psychic	Amnesia
EVOLUTION TIME:	Slow.	  	●	Psychic	Psychic	●	Water	Rain Dance	
			●	Normal	Psych Up	●	Psychic	Heal Pulse	
			●	Psychic	Future Sight	●	Ground	Mud Sport	
			●	Ice	Icy Wind				

#080 Slowbro						TYPE: Water	Psychic
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		
🌀	Normal	Yawn	🌀	Normal	Tackle	STRENGTH ●●●●●	
🌀	Ghost	Curse	🌀	Normal	Growl	DEXTERITY ●●●	
🌀	Water	Water Gun	🌀	Psychic	Confusion	VITALITY ●●●●●	
🌀	Normal	Disable	🌀	Normal	Headbutt	SPECIAL ●●●●●	
🌀	Water	Water Pulse	🌀	Psychic	Zen Headbutt	INSIGHT ●●●●●	
🌀	Normal	Slack Off	🌀	Water	Withdraw	BASE HP: 4	
🌀	Psychic	Amnesia	🌀	Psychic	Psychic	SUGGESTED RANK: 🌀 Amateur	
🌀	Water	Rain Dance	🌀	Normal	Psych Up	ABILITIES: Oblivious & Own Tempo	
🌀	Psychic	Heal Pulse	🌀	Water	Aqua Tail	EVOLUTIVE STAGE: Final.	
🌀	Normal	Belly Drum	🌀	Psychic	Future Sight		



HEIGHT: 1.6m / 5'03" WEIGHT: 78kg / 173 lbs

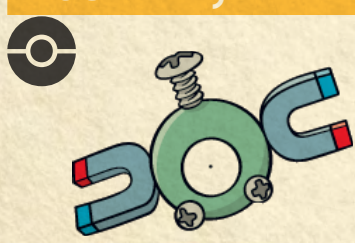

Hermit Crab Pokémon
This Pokémon fused with a Shellder that bit into its tail. It's a slow swimmer and doesn't react to pain but Shellder tends to keep it out of trouble.

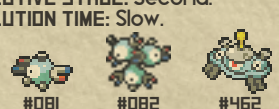
Mega-Slowbro						TYPE: Water	Psychic
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		
🌀	Normal	Yawn	🌀	Normal	Tackle	STRENGTH ●●●●●	
🌀	Ghost	Curse	🌀	Normal	Growl	DEXTERITY ●●	
🌀	Water	Water Gun	🌀	Psychic	Confusion	VITALITY ●●●●●●●●	
🌀	Normal	Disable	🌀	Normal	Headbutt	SPECIAL ●●●●●●●	
🌀	Water	Water Pulse	🌀	Psychic	Zen Headbutt	INSIGHT ●●●●●	
🌀	Normal	Slack Off	🌀	Water	Withdraw	BASE HP: 5	
🌀	Psychic	Amnesia	🌀	Psychic	Psychic	SUGGESTED RANK: 🌀 Ace	
🌀	Water	Rain Dance	🌀	Normal	Psych Up	ABILITIES: Shell Armor	
🌀	Psychic	Heal Pulse	🌀	Water	Aqua Tail	EVOLUTIVE STAGE: Mega Evolution.	
🌀	Normal	Belly Drum	🌀	Psychic	Future Sight		

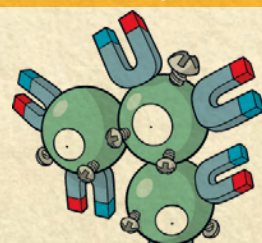


HEIGHT: 2m / 6'07" WEIGHT: 120kg / 264 lbs

Hermit Crab Pokémon
With the power of the Mega Stone the Shellder on its tail becomes a bulletproof armor that swallows its host's whole body. Slowpoke doesn't seem to mind and looks pretty comfy to nest inside.

#081 Magnemite			TYPE: Electric	Steel	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		
 <p>HEIGHT: 0.3m / 1'00" WEIGHT: 6kg / 13 lbs</p> <p>Magnet Pokémon It lurks near electric facilities and mountains as it is attracted by big magnetic fields. It is not aggressive and usually defends itself with a screech or a weak electric impulse to deter other from attacking.</p>					STRENGTH ●●●●		🌀	Normal	Tackle	🌀	Normal	Supersonic
					DEXTERITY ●●●●●		🌀	Electric	Thunder Shock	🌀	Normal	Sonic Boom
					VITALITY ●●●●		🌀	Psychic	Light Screen	🌀	Electric	Thunder Wave
					SPECIAL ●●●●		🌀	Steel	Magnet Bomb	🌀	Electric	Spark
					INSIGHT ●●●●		🌀	Steel	Mirror Shot	🌀	Steel	Metal Sound
					BASE HP: 3		🌀	Electric	Electro Ball	🌀	Steel	Flash Cannon
<p>ABILITIES: Magnet Pull & Sturdy</p> <p>EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.</p> 					🌀	Normal	Screech	🌀	Electric	Magnet Rise		
					🌀	Normal	Lock-On	🌀	Electric	Discharge		
					🌀	Steel	Gyro Ball	🌀	Electric	Zap Cannon		
					🌀	Psychic	Gravity	🌀	Steel	Iron Defense		
					🌀	Bug	Signal Beam					

#082 Magneton						TYPE: Electric	Steel		
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME				
🌀	Normal	Supersonic	🌀	Normal	Tackle	STRENGTH ●●●●			
🌀	Normal	Tri Attack	🌀	Electric	Thunder Shock	DEXTERITY ●●●●●			
🌀	Normal	Sonic Boom	🌀	Electric	Electric Terrain	VITALITY ●●●●●●●			
🌀	Psychic	Light Screen	🌀	Electric	Thunder Wave	SPECIAL ●●●●●●●			
🌀	Steel	Magnet Bomb	🌀	Electric	Spark	INSIGHT ●●●●●			
🌀	Steel	Mirror Shot	🌀	Steel	Metal Sound	BASE HP: 4			
🌀	Electric	Electro Bal	🌀	Steel	Flash Cannon	SUGGESTED RANK: 🌀 Amateur			
🌀	Normal	Screech	🌀	Electric	Magnet Rise	ABILITIES: Magnet Pull & Sturdy			
🌀	Normal	Lock-On	🌀	Electric	Discharge	EVOLUTIVE STAGE: Second. EVOLUTION TIME: Slow.			
🌀	Steel	Gyro Ball	🌀	Electric	Zap Cannon				
🌀	Psychic	Gravity	🌀	Steel	Iron Defense				
🌀	Bug	Signal Beam							



HEIGHT: 1m / 3'03" WEIGHT: 60kg / 132 lbs

Magnet Pokémon
Sometimes three Magnemites fuse into this Pokémon; other times a single one sprouts two others. This species is greatly affected by magnetic fields. Magnetons are eager to please their trainers.

#083 Farfetch'd



Wild Duck Pokémon
There used to be whole flocks of them in meadows near the lakes. Now they are almost extinct because their meat is delicious. They are fond of leeks and celery, they carry them around as sticks.

HEIGHT: 0.8m / 2'07" WEIGHT: 15kg / 33 lbs

BASE HP: **4** SUGGESTED RANK: Beginner

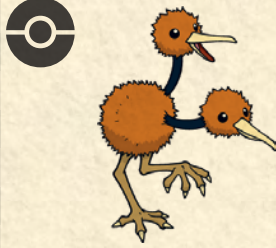
ABILITIES: Keen Eye & Inner Focus

EVOLUTIVE STAGE: Final



TYPE:	Normal	Flying	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
STRENGTH	●●●●●	●●●●●	●	Flying	Peck	●	Ground	Sand Attack
DEXTERITY	●●●●●	●●●●●	●	Bug	Fury Cutter	●	Normal	Leer
VITALITY	●●●●●	●●●●●	●	Flying	Acrobatics	●	Normal	Fury Attack
SPECIAL	●●●●●	●●●●●	●	Dark	Knock Off	●	Normal	Slash
INSIGHT	●●●●●	●●●●●	●	Flying	Air Cutter	●	Normal	Swords Dance
			●	Psychic	Agility	●	Poison	Poison Jab
			●	Dark	Night Slash	●	Normal	Feint
			●	Normal	False Swipe	●	Flying	Air Slash
			●	Flying	Brave Bird	●	Grass	Leaf Blade
			●	Flying	Feather Dance	●	Flying	Roost

#084 Doduo





Twin Bird Pokémon
It can fly, but it prefers to run in the prairies. The two heads usually get along. While one is eating or sleeping, the other one is alert for predators. It is known that they share a brain and their ideas are connected.

HEIGHT: 1.4m / 4'07" WEIGHT: 40kg / 86 lbs

BASE HP: **3** SUGGESTED RANK: Beginner


ABILITIES: Run Away & Early Bird

EVOLUTIVE STAGE: First. EVOLUTION TIME: Slow.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Flying	Peck	●	Normal	Growl	●	Normal	Growl
●	Normal	Quick Attack	●	Normal	Rage	●	Normal	Rage
●	Normal	Fury Attack	●	Dark	Pursuit	●	Dark	Pursuit
●	Flying	Pluck	●	Normal	Uproar	●	Normal	Uproar
●	Normal	Acupressure	●	Normal	Double Hit	●	Normal	Double Hit
●	Normal	Swords Dance	●	Psychic	Agility	●	Psychic	Agility
●	Fight	Jump Kick	●	Flying	Drill Peck	●	Flying	Drill Peck
●	Normal	Endeavor	●	Normal	Thrash	●	Normal	Thrash
●	Flying	Mirror Move	●	Dark	Feint Attack	●	Dark	Feint Attack
●	Flying	Brave Bird						

#085 Dodrio



Triple Bird Pokémon
A third head comes to change the dynamic the two original had. It is common to see the three heads fighting. Each one has its own personality, but when they work as a team they can be very powerful.

HEIGHT: 1.8m / 6'00" WEIGHT: 85kg / 187 lbs

BASE HP: **4** SUGGESTED RANK: Amateur


ABILITIES: Run Away & Early Bird

EVOLUTIVE STAGE: Final.




TYPE:	Normal	Flying	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
STRENGTH	●●●●●	●●●●●	●	Normal	Grow	●	Flying	Peck
DEXTERITY	●●●●●	●●●●●	●	Normal	Rage	●	Normal	Quick Attack
VITALITY	●●●●●	●●●●●	●	Flying	Pluck	●	Normal	Fury Attack
SPECIAL	●●●●●	●●●●●	●	Dark	Pursuit	●	Normal	Uproar
INSIGHT	●●●●●	●●●●●	●	Normal	Acupressure	●	Normal	Tri Attack
			●	Normal	Swords Dance	●	Psychic	Agility
			●	Fight	Jump Kick	●	Flying	Drill Peck
			●	Normal	Endeavor	●	Normal	Thrash
			●	Flying	Mirror Move	●	Dark	Feint Attack
			●	Flying	Brave Bird			

#086 Seel





Sea Lion Pokémon
A Pokémon that lives on icebergs. It swims in the sea using the point on its head to break up the ice. It sleeps a lot during the day, being most active at dawn when the temperature starts to cool.

HEIGHT: 1.1m / 3'07" WEIGHT: 90kg / 198 lbs

BASE HP: **3** SUGGESTED RANK: Beginner

ABILITIES: Thick Fat & Hydration

EVOLUTIVE STAGE: First. EVOLUTION TIME: Slow.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Water	Water Sport	●	Normal	Growl	●	Normal	Growl
●	Normal	Encore	●	Ice	Icy Wind	●	Ice	Icy Wind
●	Normal	Take Down	●	Ice	Ice Shard	●	Ice	Ice Shard
●	Psychic	Rest	●	Water	Aqua Ring	●	Water	Aqua Ring
●	Ice	Aurora Beam	●	Water	Aqua Jet	●	Water	Aqua Jet
●	Water	Brine	●	Normal	Headbutt	●	Normal	Headbutt
●	Water	Dive	●	Water	Aqua Tail	●	Water	Aqua Tail
●	Ice	Ice Beam	●	Normal	Safeguard	●	Normal	Safeguard
●	Ice	Hail	●	Normal	Fake Out	●	Normal	Fake Out
●	Ghost	Lick	●	Bug	Signal Beam	●	Bug	Signal Beam

#087 Dewgong



TYPE: Water Ice

HEIGHT: 1.7m / 5'07" **WEIGHT:** 120kg / 264 lbs

BASE HP: 4 **SUGGESTED RANK:** Amateur


ABILITIES: Thick Fat & Hydration

EVOLUTION: Final Form.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Bug	Signal Beam	🌀	Normal	Growl
🍷	Normal	Encore	🍷	Ice	Icy Wind
🍷	Normal	Take Down	🍷	Ice	Ice Shard
🧠	Psychic	Rest	🍷	Water	Aqua Ring
🧊	Ice	Aurora Beam	🍷	Water	Aqua Jet
🍷	Water	Brine	🍷	Ice	Sheer Cold
🍷	Normal	Headbutt	🍷	Water	Dive
🍷	Water	Aqua Tail	🍷	Ice	Ice Beam
🍷	Normal	Safeguard	🍷	Ice	Hail
🍷	Ice	Avalanche	🍷	Normal	Perish Song
🍷	Normal	Horn Drill			

EVOLUTION: #086 → #087

#088 Grimer



TYPE: Poison

HEIGHT: 0.9m / 3'00" **WEIGHT:** 30kg / 66 lbs

BASE HP: 3 **SUGGESTED RANK:** Beginner


ABILITIES: Stench & Sticky Hold

EVOLUTIVE STAGE: First. **EVOLUTION TIME:** Slow.

EVOLUTION: #088 → #089

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Pound	🍷	Poison	Poison Gas
🍷	Normal	Harden	🍷	Ground	Mud Slap
🍷	Normal	Disable	🍷	Poison	Sludge
🍷	Normal	Minimize	🍷	Ground	Mud Bomb
🍷	Poison	Sludge Bomb	🍷	Normal	Fling
🍷	Normal	Screech	🍷	Poison	Sludge Wave
🍷	Poison	Acid Armor	🍷	Poison	Gunk Shot
🍷	Poison	Belch	🍷	Dark	Memento
🍷	Ghost	Shadow Sneak	🍷	Grass	Giga Drain
🍷	Normal	Scary Face			

#088 Grimer (Alola)



TYPE: Poison Dark

HEIGHT: 0.7m / 2'04" **WEIGHT:** 42kg / 92 lbs

BASE HP: 3 **SUGGESTED RANK:** Beginner

ABILITIES: Poison Touch & Power of Alchemy

EVOLUTIVE STAGE: First. **EVOLUTION TIME:** Slow.

EVOLUTION: #088 → #089

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Pound	🍷	Poison	Poison Gas
🍷	Normal	Harden	🍷	Dark	Bite
🍷	Normal	Disable	🍷	Poison	Acid Spray
🍷	Poison	Poison Fang	🍷	Normal	Minimize
🍷	Dark	Fling	🍷	Dark	Knock Off
🍷	Dark	Crunch	🍷	Normal	Screech
🍷	Poison	Gunk Shot	🍷	Poison	Acid Armor
🍷	Poison	Belch	🍷	Dark	Memento
🍷	Dark	Assurance	🍷	Poison	Clear Smog
🍷	Ghost	Shadow Sneak			

#089 Muk



TYPE: Poison

HEIGHT: 1.2m / 4'00" **WEIGHT:** 60kg / 132 lbs

BASE HP: 5 **SUGGESTED RANK:** Amateur

ABILITIES: Stench & Sticky Hold

EVOLUTIVE STAGE: Final.

EVOLUTION: #088 → #089

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Pound	🍷	Poison	Poison Gas
🍷	Normal	Harden	🍷	Ground	Mud Slap
🍷	Poison	Venom Drench	🍷	Normal	Disable
🍷	Poison	Sludge	🍷	Normal	Minimize
🍷	Ground	Mud Bomb	🍷	Poison	Sludge Bomb
🍷	Normal	Fling	🍷	Normal	Screech
🍷	Poison	Sludge Wave	🍷	Poison	Acid Armor
🍷	Poison	Gunk Shot	🍷	Poison	Belch
🍷	Dark	Memento	🍷	Normal	Self-Destruct
🍷	Ghost	Shadow Sneak	🍷	Grass	Giga Drain

#089 Muk (Alola)



HEIGHT: 1m / 3'03"
WEIGHT: 52kg / 114 lbs

Sludge Pokémon
It is as friendly as it is toxic, be careful for it tries to hug others regularly. A good diet does not help reduce its toxicity levels, it only makes it cranky and prone to destroy furniture. It releases toxic fumes all the time.

TYPE: **Poison** **Dark**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **5** SUGGESTED RANK: Amateur

ABILITIES: Poison Touch & Power of Alchemy


EVOLUTIVE STAGE: Final




RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Poison	Poison Gas	●	Normal	Pound
●	Normal	Disable	●	Normal	Harden
●	Dark	Bite	●	Poison	Venom Drench
●	Poison	Acid Spray	●	Poison	Poison Fang
●	Normal	Minimize	●	Dark	Fling
●	Dark	Knock Off	●	Dark	Crunch
●	Normal	Screach	●	Poison	Gunk Shot
●	Poison	Acid Armor	●	Poison	Belch
●	Dark	Memento	●	Normal	Stockpile
●	Normal	Swallow	●	Ghost	Shadow Sneak

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Tackle	●	Water	Water Gun
●	Normal	Protect	●	Normal	Supersonic
●	Ice	Icicle Spear	●	Water	Withdraw
●	Normal	Leer	●	Water	Clamp
●	Ice	Ice Shard	●	Water	Razor Shell
●	Ice	Aurora Beam	●	Water	Whirlpool
●	Water	Brine	●	Steel	Iron Defense
●	Ice	Ice Beam	●	Normal	Shell Smash
●	Water	Hydro Pump	●	Water	Aqua Ring
●	Rock	Rock Blast	●	Normal	Rapid Spin

#090 Shellder



HEIGHT: 0.3m / 1'00"
WEIGHT: 4kg / 9 lbs

Bivalve Pokémon
It lives at the bottom of the sea and rivers. It feeds on algae but it's attracted to sweet substances. When frightened it will shut its clam and lock it to be almost impossible to open.



TYPE: **Water**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●


BASE HP: **3** SUGGESTED RANK: Beginner

ABILITIES: Shell Armor & Skill Link

EVOLUTIVE STAGE: First
EVOLVES WITH: Water Stone

#091 Cloyster



HEIGHT: 1.5m / 5'00"
WEIGHT: 132kg / 292 lbs

Bivalve Pokémon
If it lives in seas with harsh currents, it will grow larger and sharper spikes on its shells than those who live on calm waters. Its shell is extremely hard - you would need explosives to try to open it.



TYPE: **Water** **Ice**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **4** SUGGESTED RANK: Amateur

ABILITIES: Shell Armor & Skill Link

EVOLUTIVE STAGE: Final

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Water	Withdraw	●	Normal	Protect
●	Normal	Supersonic	●	Normal	Spike Cannon
●	Ice	Aurora Beam	●	Poison	Toxic Spikes
●	Water	Hydro Pump	●	Normal	Shell Smash
●	Ground	Spikes	●	Ice	Icicle Crash
●	Water	Aqua Ring	●	Rock	Rock Blast
●	Normal	Self-Destruct			

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Ghost	Spite	●	Ghost	Lick
●	Ghost	Night Shade	●	Normal	Mean Look
●	Ghost	Curse	●	Psychic	Hypnosis
●	Ghost	Confuse Ray	●	Dark	Sucker Punch
●	Dark	Payback	●	Ghost	Shadow Ball
●	Dark	Dark Pulse	●	Psychic	Dream Eater
●	Ghost	Destiny Bond	●	Ghost	Hex
●	Ghost	Nightmare	●	Poison	Clear Smog
●	Ice	Icy Wind	●	Ghost	Grudge

#092 Gastly



HEIGHT: 1.3m / 4'03"
WEIGHT: 0.1kg / 0.2 lbs

Gas Pokémon
Its body is made of a toxic gas - anyone would faint if engulfed by it. It has been seen in abandoned places scaring people and other pokemon for fun. It is elusive and escapes through the walls.

TYPE: **Ghost** **Poison**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **4** SUGGESTED RANK: Beginner

ABILITIES: Levitate

EVOLUTIVE STAGE: First
EVOLUTION TIME: Medium





#093 Haunter



HEIGHT: 1.6m / 5'03"
WEIGHT: 0.1kg / 0.2 lbs

Gas Pokémon
Haunter is a dangerous Pokémon. it will try to lick you with its tongue to steal your life away. If you get the feeling of being watched in darkness when nobody is around, it means a Haunter is there.

TYPE: **Ghost** **Poison**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **4** SUGGESTED RANK: Amateur


ABILITIES: Levitate

EVOLUTIVE STAGE: Second.
EVOLVES BY: Trade.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Ghost	Spite	●	Ghost	Lick
●	Ghost	Curse	●	Normal	Mean Look
●	Ghost	Night Shade	●	Psychic	Hypnosis
●	Ghost	Confuse Ray	●	Dark	Sucker Punch
●	Ghost	Shadow Punch	●	Dark	Payback
●	Ghost	Shadow Ball	●	Dark	Dark Pulse
●	Psychic	Dream Eater	●	Ghost	Destiny Bond
●	Ghost	Hex	●	Ghost	Nightmare
●	Normal	Perish Song	●	Ice	Icy Wind
●	Grass	Giga Drain			

#094 Gengar



HEIGHT: 1.5 m / 5'00"
WEIGHT: 40kg / 90 lbs

Shadow Pokémon
This Pokémon is michievous but it can be downright evil. It takes joy in casting curses upon innocents and eating the life of people and Pokémon. It lurks in the shadows and disguises itself as one.


TYPE: **Ghost** **Poison**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **5** SUGGESTED RANK: Ace


ABILITIES: Levitate & Cursed Body

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Ghost	Spite	●	Ghost	Lick
●	Ghost	Curse	●	Normal	Mean Look
●	Ghost	Night Shade	●	Psychic	Hypnosis
●	Ghost	Confuse Ray	●	Dark	Sucker Punch
●	Ghost	Shadow Punch	●	Dark	Payback
●	Ghost	Shadow Ball	●	Dark	Dark Pulse
●	Psychic	Dream Eater	●	Ghost	Destiny Bond
●	Ghost	Hex	●	Ghost	Nightmare
●	Normal	Perish Song	●	Ice	Icy Wind
●	Grass	Giga Drain			

Mega-Gengar



HEIGHT: 1.4m / 4'07"
WEIGHT: 40kg / 90 lbs

Shadow Pokémon
With the power of the Mega Stone Gengar can now teleport through dimensions, whatever horrors it witnesses there make it try to curse anything or anyone it perceives as prey, even its beloved trainer!

TYPE: **Ghost** **Poison**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **6** SUGGESTED RANK: Pro

ABILITIES: Shadow Tag

EVOLUTIVE STAGE: Mega Evolution.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Ghost	Spite	●	Ghost	Lick
●	Ghost	Curse	●	Normal	Mean Look
●	Ghost	Night Shade	●	Psychic	Hypnosis
●	Ghost	Confuse Ray	●	Dark	Sucker Punch
●	Ghost	Shadow Punch	●	Dark	Payback
●	Ghost	Shadow Ball	●	Dark	Dark Pulse
●	Psychic	Dream Eater	●	Ghost	Destiny Bond
●	Ghost	Hex	●	Ghost	Nightmare
●	Normal	Perish Song	●	Ice	Icy Wind
●	Grass	Giga Drain			

#095 Onix



HEIGHT: 8m / 28'10"
WEIGHT: 420kg / 926 lbs

Rock Snake Pokémon
It is not full-size when it's born. Years of eating boulders make it a real giant. It lives on mountains and dark tunnels. Its frightening roars travel as echo through the cave. It is very aggressive towards others.

TYPE: **Rock** **Ground**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●


BASE HP: **8** SUGGESTED RANK: Amateur

ABILITIES: Rock Head & Sturdy


EVOLUTIVE STAGE: First.
EVOLVES WITH: Trade holding an Item.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Tackle	●	Normal	Harden
●	Ground	Mud Sport	●	Normal	Bind
●	Ghost	Curse	●	Rock	Rock Throw
●	Rock	Rock Tomb	●	Normal	Rage
●	Rock	Stealth Rock	●	Rock	Rock Polish
●	Rock	Smack Down	●	Dragon	Dragon Breath
●	Normal	Slam	●	Normal	Screach
●	Rock	Rock Slide	●	Ground	Sand Tomb
●	Ground	Dig	●	Steel	Iron Tail
●	Rock	Stone Edge	●	Normal	Double-Edge
●	Rock	Sandstorm	●	Rock	Ancient Power
●	Normal	Self-Destruct	●	Normal	Endure








#096 Drowzee						TYPE: Psychic	
Rank 1	Normal	Pound	Rank 1	Psychic	Hypnosis	 <p>HEIGHT: 1m / 3'03" WEIGHT: 32kg / 71 lbs</p> <p>Hypnosis Pokémon It eats the dreams of a sleeping person or Pokémon and shows fondness to the dreams of young children. Once the victim is deep in slumber it will extract and eat the dream through the nose.</p>	STRENGTH ●●●●●
Rank 2	Normal	Disable	Rank 2	Poison	Poison Gas		DEXTERITY ●●●●●
Rank 3	Psychic	Meditate	Rank 3	Psychic	Psybeam		VITALITY ●●●●●
Rank 4	Normal	Headbutt	Rank 4	Normal	Psych Up		SPECIAL ●●●●●
Rank 5	Psychic	Synchronoise	Rank 5	Psychic	Zen Headbutt		INSIGHT ●●●●●
Rank 6	Normal	Swagger	Rank 6	Psychic	Psychic		BASE HP: 3
Rank 7	Dark	Nasty Plot	Rank 7	Psychic	Psychoshock		SUGGESTED RANK: Beginner
Rank 8	Psychic	Future Sight	Rank 8	Psychic	Role Play		ABILITIES: Insomnia & Forewarn
Rank 9	Electric	Thunder Wave	Rank 9	Normal	Substitute		EVOLUTIVE STAGE: First EVOLUTION TIME: Slow.

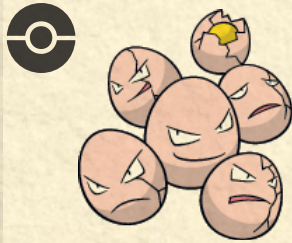





















#097 Hypno			TYPE: Psychic	#096 Drowzee			#097 Hypno			
 <p>HEIGHT: 1.6m / 5'03" WEIGHT: 75kg / 166 lbs</p> <p>Hypnosis Pokémon Old children stories tell of an Hypno who takes away naughty kids and feasts on their dreams until they are old men. They have an urge to eat the dreams of others since they cannot sleep themselves.</p>	STRENGTH ●●●●●	DEXTERITY ●●●●●	<p>BASE HP: 4</p> <p>SUGGESTED RANK: Amateur</p> <p>ABILITIES: Insomnia & Forewarn</p> <p>EVOLUTIVE STAGE: Final.</p>	Rank 1	Psychic	Hypnosis	Rank 1	Normal	Pound	
	VITALITY ●●●●●	SPECIAL ●●●●●		INSIGHT ●●●●●	Rank 2	Psychic	Confusion	Rank 2	Normal	Disable
	BASE HP: 4	SUGGESTED RANK: Amateur		ABILITIES: Insomnia & Forewarn	Rank 3	Poison	Poison Gas	Rank 3	Psychic	Meditate
	EVOLUTIVE STAGE: Final.	Rank 4		Ghost	Nightmare	Rank 4	Dark	Switcheroo		
	Rank 5	Psychic		Psybeam	Rank 5	Normal	Swagger			
	Rank 6	Normal		Psych Up	Rank 6	Normal	Headbutt			
Rank 7	Psychic	Zen Headbutt	Rank 7	Psychic	Synchronoise	Rank 7	Dark	Nasty Plot		
Rank 8	Psychic	Psychic	Rank 8	Psychic	Psychoshock	Rank 8	Psychic	Psychoshock		
Rank 9	Psychic	Future Sight	Rank 9	Normal	Substitute	Rank 9	Electric	Thunder Wave		
Rank 10	Normal	Metronome								

#098 Krabby						TYPE: Water		
Rank 1	Water	Bubble	Rank 1	Ground	Mud Sport	 <p>HEIGHT: 0.4m / 1'04" WEIGHT: 6kg / 14 lbs</p> <p>River Crab Pokémon A Krabby dig holes in the sand near the sea. They can be seen squabbling with each other over food and territory. They usually avoid humans but will fight if provoked.</p>	STRENGTH ●●●●●	
Rank 2	Normal	Vice Grip	Rank 2	Normal	Leer		DEXTERITY ●●●●●	
Rank 3	Normal	Harden	Rank 3	Water	Bubble Beam		VITALITY ●●●●●	
Rank 4	Ground	Mud Shot	Rank 4	Steel	Metal Claw		SPECIAL ●●●●●	
Rank 5	Normal	Stomp	Rank 5	Normal	Protect		INSIGHT ●●●●●	
Rank 6	Normal	Slam	Rank 6	Normal	Guillotine		BASE HP: 3	
Rank 7	Water	Brine	Rank 7	Water	Crabhammer		SUGGESTED RANK: Beginner	
Rank 8	Normal	Flail	Rank 8	Psychic	Agility		ABILITIES: Hyper Cutter & Shell Armor	
Rank 9	Steel	Iron Defense	Rank 9	Normal	Mimic		EVOLUTIVE STAGE: First EVOLUTION TIME: Slow.	

#099 Kingler			TYPE: Water	#098 Krabby			#099 Kingler			
 <p>HEIGHT: 1.4m / 4'03" WEIGHT: 60kg / 132 lbs</p> <p>Pincer Pokémon Its pincers grow peculiarly large. If it lifts the pincers too fast, it may lose its balance and stagger. If one of its pincers is damaged, it will detach it from its body. It will regrow after a few days.</p>	STRENGTH ●●●●●	DEXTERITY ●●●●●	<p>BASE HP: 4</p> <p>SUGGESTED RANK: Amateur</p> <p>ABILITIES: Hyper Cutter & Shell Armor</p> <p>EVOLUTIVE STAGE: Final.</p>	Rank 1	Ground	Mud Sport	Rank 1	Water	Bubble	
	VITALITY ●●●●●	SPECIAL ●●●●●		INSIGHT ●●●●●	Rank 2	Normal	Leer	Rank 2	Normal	Vice Grip
	BASE HP: 4	SUGGESTED RANK: Amateur		ABILITIES: Hyper Cutter & Shell Armor	Rank 3	Normal	Harden	Rank 3	Rock	Wide Guard
	EVOLUTIVE STAGE: Final.	Rank 4		Water	Bubble Beam	Rank 4	Ground	Mud Shot		
	Rank 5	Steel		Metal Claw	Rank 5	Normal	Stomp			
	Rank 6	Normal		Protect	Rank 6	Normal	Slam			
Rank 7	Normal	Guillotine	Rank 7	Water	Brine	Rank 7	Water	Brine		
Rank 8	Water	Crabhammer	Rank 8	Normal	Flail	Rank 8	Normal	Flail		
Rank 9	Psychic	Agility	Rank 9	Steel	Iron Defense	Rank 9	Steel	Iron Defense		
Rank 10	Normal	Mimic								

#100 Voltorb						TYPE: Electric
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	 <p>HEIGHT: 0.5m / 1'08" WEIGHT: 10kg / 22 lbs</p> <p>Ball Pokémon They live near factories and electric generators. It bears an uncanny and unexplained resemblance to a Pokéball. Since it explodes at the slightest provocation, even veteran trainers treat it with caution.</p> <p>BASE HP: 3 SUGGESTED RANK:  Beginner</p> <p>ABILITIES: Soundproof & Static</p> <p>EVOLUTIVE STAGE: First. EVOLUTION TIME: Slow.</p> <p> </p>
	Electric	Charge		Normal	Tackle	
	Normal	Sonic Boom		Electric	Eerie Impulse	
	Electric	Spark		Rock	Rollout	
	Normal	Screech		Electric	Charge Beam	
	Psychic	Light Screen		Electric	Electro Ball	
	Normal	Self Destruct		Normal	Swift	
	Electric	Discharge		Electric	Magnet Rise	
	Steel	Gyro Ball		Normal	Explosion	
	Psychic	Mirror Coat		Normal	Endure	
	Dark	Sucker Punch		Dark	Foul Play	


#101 Electrode						TYPE: Electric
 <p>HEIGHT: 1.2m / 4'00" WEIGHT: 66kg / 146 lbs</p> <p>Ball Pokémon It is known for causing blackouts in the cities. After evolving it explodes as a form to release excess electricity or simply to amuse itself. Trainers need to be careful around an Electrode.</p> <p>BASE HP: 4 SUGGESTED RANK:  Amateur</p> <p>ABILITIES: Soundproof & Static</p> <p>EVOLUTIVE STAGE: Final.</p> <p> </p>	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
		Electric	Charge		Normal	Tackle
		Electric	Eerie Impulse		Normal	Sonic Boom
		Electric	Spark		Electric	Magnetic Flux
		Rock	Rollout		Normal	Screech
		Electric	Charge Beam		Psychic	Light Screen
		Electric	Electro Ball		Normal	Self Destruct
		Normal	Swift		Electric	Discharge
		Electric	Magnet Rise		Steel	Gyro Ball
		Normal	Explosion		Psychic	Mirror Coat
	Dark	Foul Play		Dark	Sucker Punch	
	Normal	Endure				

#102 Exeggcute						TYPE: Grass	Psychic
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	 <p>HEIGHT: 0.4m / 1'04" WEIGHT: 2kg / 5 lbs</p> <p>Egg Pokémon Even though it appears to be eggs of some sort, it is related more to a seed. It gathers in packs of six that have a mental link with each other. Each one of them has a different personality.</p> <p>BASE HP: 3 SUGGESTED RANK:  Beginner</p> <p>ABILITIES: Chlorophyll</p> <p>EVOLUTIVE STAGE: First. EVOLVES WITH: Leaf Stone.</p> <p> </p>	
	Normal	Barrage		Normal	Uproar		
	Psychic	Hypnosis		Psychic	Reflect		
	Grass	Leech Seed		Grass	Bullet Seed		
	Grass	Stun Spore		Poison	Poison Powder		
	Grass	Sleep Powder		Psychic	Confusion		
	Grass	Worry Seed		Normal	Natural Gift		
	Grass	Solar Beam		Psychic	Extrasensory		
	Normal	Bestow		Ghost	Nightmare		
	Grass	Ingrain		Ghost	Curse		

#103 Exeggutor						TYPE: Grass	Psychic
 <p>HEIGHT: 2m / 6'07" WEIGHT: 120kg / 264 lbs</p> <p>Coconut Pokémon Originally from tropical areas. Exeggutor's heads grow larger with strong sunlight. Each head thinks independently. They are friendly and provide their shade to other Pokémon.</p> <p>BASE HP: 5 SUGGESTED RANK:  Amateur</p> <p>ABILITIES: Chlorophyll & Harvest</p> <p>EVOLUTIVE STAGE: Final.</p> <p> </p>	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	
		Normal	Barrage		Psychic	Confusion	
		Psychic	Hypnosis		Grass	Seed Bomb	
		Normal	Stomp		Psychic	Psystock	
		Normal	Egg Bomb		Grass	Wood Hammer	
		Grass	Leaf Storm		Ghost	Nightmare	
		Grass	Grassy Terrain		Ghost	Curse	

#103 Exeggutor (Alola)

TYPE: Grass Dragon



HEIGHT: 11m / 36'00" **WEIGHT:** 415kg / 916 lbs


Coconut Pokémon
Alola is the native region for this Pokémon, only in there it can evolve into this form. With this size, its Psychic abilities are rarely needed and its trainer's order's rarely heard. They enjoy the sun in the beach.

BASE HP: 5 **SUGGESTED RANK:** Amateur

ABILITIES: Frisk & Harvest


EVOLUTIVE STAGE: Final

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Barrage	🌀	Psychic	Hypnosis
👁️	Psychic	Confusion	🌿	Grass	Seed Bomb
🌀	Normal	Egg Bomb	🌀	Psychic	Psyshock
🌀	Dragon	Dragon Hammer	🌿	Grass	Wood Hammer
🌿	Grass	Leaf Storm	🌀	Dragon	Dragon Tail
🌿	Grass	Ingrain	🌀	Normal	Giga Impact

#104 Cubone

TYPE: Ground



HEIGHT: 0.4m / 1'04" **WEIGHT:** 6kg / 14 lbs



Lonely Pokémon
Cubone wears a skull helmet it never removes. It is said to be from its mother or someone dear to it. Lives in the mountains where it cries at night due to the sadness it feels. It is distrustful of humans.

BASE HP: 3 **SUGGESTED RANK:** Beginner

ABILITIES: Rock Head & Lightning Rod

EVOLUTIVE STAGE: First
EVOLUTION TIME: Slow.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Growl	🌀	Normal	Tail Whip
👁️	Ground	Bone Club	👁️	Normal	Focus Energy
👁️	Normal	Leer	🌀	Normal	Headbutt
🌀	Ground	Bonemerang	🌀	Normal	Rage
🌀	Normal	False Swipe	🌀	Normal	Endeavor
🌀	Dark	Fling	👁️	Ground	Bone Rush
👁️	Ground	Stomping Tantrum	🌀	Normal	Thrash
👁️	Normal	Double Edge	👁️	Normal	Retaliate
👁️	Steel	Iron Defense	👁️	Fight	Double Kick
👁️	Fight	Detect			

#105 Marowak

TYPE: Ground



HEIGHT: 1m / 3'03" **WEIGHT:** 45kg / 99 lbs

Bone Keeper Pokémon
Its rough past has hardened its heart. Now tenacious and violent, this Pokémon will use its Bone club as a weapon against foes. Marowak's den is usually full of the bones it has collected.

BASE HP: 4 **SUGGESTED RANK:** Amateur

ABILITIES: Rock Head & Lightning Rod

EVOLUTIVE STAGE: First

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Growl	🌀	Normal	Tail Whip
👁️	Ground	Bone Club	👁️	Normal	Focus Energy
👁️	Normal	Leer	🌀	Normal	Headbutt
🌀	Ground	Bonemerang	🌀	Normal	Rage
🌀	Normal	False Swipe	🌀	Normal	Endeavor
🌀	Dark	Fling	👁️	Ground	Bone Rush
👁️	Ground	Stomping Tantrum	🌀	Normal	Thrash
👁️	Normal	Double Edge	👁️	Normal	Retaliate
👁️	Normal	Perish Song	👁️	Dragon	Outrage
			👁️	Fight	Detect




#105 Marowak (Alola)

TYPE: Fire Ghost



HEIGHT: 1m / 3'03" **WEIGHT:** 34kg / 75 lbs

Bone Keeper Pokémon
Alola has many predators for an orphaned Cubone, so its mother's spirit lingered close to protect her baby. This otherworldly influence made Marowak fiercer and changed its type completely.



BASE HP: 4 **SUGGESTED RANK:** Amateur


ABILITIES: Cursed Body & Lightning Rod


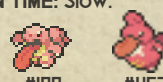
EVOLUTION: Final Form.


RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Growl	🌀	Normal	Tail Whip
👁️	Ground	Bone Club	👁️	Ghost	Hex
👁️	Normal	Leer	👁️	Fire	Flame Wheel
🌀	Ground	Bonemerang	🌀	Fire	Will-o-Wisp
🌀	Ghost	Shadow Bone	🌀	Normal	Endeavor
🌀	Dark	Fling	👁️	Ground	Stomping Tantrum
👁️	Normal	Thrash	👁️	Fire	Flare Blitz
👁️	Normal	Retaliate	👁️	Ground	Bone Rush
👁️	Normal	Perish Song	👁️	Dark	Brutal Swing
👁️	Fire	Flame Charge			







#106 Hitmonlee						TYPE: Fight
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	 <p>HEIGHT: 1.5m / 5'00" WEIGHT: 50kg / 110 lbs</p> <p>Kicking Pokémon Its legs freely stretch and contract. It bowls over foes with devastating kicks. It is very disciplined and trains every day. It is very rare in the wild, and it is mostly found in urban areas.</p> <p>BASE HP: 4 SUGGESTED RANK: Amateur</p> <p>ABILITIES: Limber & Reckless</p> <p>EVOLUTIVE STAGE: Final EVOLUTIVE BY: Maxing out STR.</p> 
🌀	Fight	Double Kick	🌀	Fight	Revenge	
🌀	Psychic	Meditate	🌀	Fight	Rolling Kick	
🌀	Fight	Jump Kick	🌀	Fight	Brick Break	
🌀	Normal	Focus Energy	🌀	Normal	Feint	
🌀	Fight	High Jump Kick	🌀	Normal	Mind Reader	
🌀	Normal	Foresight	🌀	Rock	Wide Guard	
🌀	Fire	Blaze Kick	🌀	Normal	Endure	
🌀	Normal	Mega Kick	🌀	Fight	Close Combat	
🌀	Fight	Reversal	🌀	Flying	Bounce	
🌀	Normal	Rapid Spin	🌀	Fight	Mach Punch	

#107 Hitmonchan						TYPE: Fight		
 <p>HEIGHT: 1.4m / 4'07" WEIGHT: 50kg 110 lbs</p> <p>Punching Pokémon It specializes in punching as fast as it can. Using a corkscrew motion, it can even drill through concrete with it's bare hands. This Pokémon takes its training very seriously. It's very rare to see one in the wild.</p>	STRENGTH	●●●●●	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	DEXTERITY	●●●●●	🌀	Fight	Revenge	🌀	Normal	Comet Punch
	VITALITY	●●●●●	🌀	Psychic	Agility	🌀	Dark	Pursuit
	SPECIAL	●●●●●	🌀	Fight	Mach Punch	🌀	Steel	Bullet Punch
	INSIGHT	●●●●●	🌀	Normal	Feint	🌀	Fight	Vaccum Wave
	BASE HP: 4	SUGGESTED RANK: Amateur	🌀	Fight	Quick Guard	🌀	Electric	Thunder Punch
	ABILITIES: Keen Eye & Iron Fist		🌀	Ice	Ice Punch	🌀	Fire	Fire Punch
	EVOLUTIVE STAGE: Final EVOLUTIVE BY: Maxing out VIT.		🌀	Fight	Sky Uppercut	🌀	Normal	Mega Punch
			🌀	Fight	Detect	🌀	Fight	Focus Punch
			🌀	Fight	Counter	🌀	Fight	Close Combat
		🌀	Normal	Rapid Spin	🌀	Fight	Drain Punch	
		🌀	Fight	High Jump Kick				


#108 Lickitung						TYPE: Normal
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	 <p>HEIGHT: 1.2m / 4'00" WEIGHT: 65kg / 144 lbs</p> <p>Licking Pokémon Its tongue is twice as long as its body and it is used for everything, from capturing prey to feeling it's surroundings and cleaning itself. It really dislikes sour and bitter flavors.</p> <p>BASE HP: 3 SUGGESTED RANK: Amateur</p> <p>ABILITIES: Own Tempo & Oblivious</p> <p>EVOLUTIVE STAGE: First EVOLUTION TIME: Slow.</p> 
🌀	Ghost	Lick	🌀	Normal	Supersonic	
🌀	Normal	Defense Curl	🌀	Dark	Knock Off	
🌀	Normal	Wrap	🌀	Normal	Stomp	
🌀	Normal	Disable	🌀	Normal	Slam	
🌀	Rock	Rollout	🌀	Normal	Chip Away	
🌀	Normal	Me First	🌀	Normal	Refresh	
🌀	Normal	Screech	🌀	Grass	Power Whip	
🌀	Normal	Wring Out	🌀	Normal	Belly Drum	
🌀	Water	Aqua Tail	🌀	Psychic	Zen Headbutt	

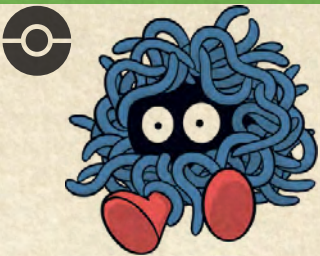


#109 Koffing						TYPE: Poison		
 <p>HEIGHT: 0.6m / 2'00" WEIGHT: 1kg / 2 lbs</p> <p>Poison Gas Pokémon It is drawn to the smog and fumes of the cities. It fills its body with toxic gases to float like a balloon. When it gets nervous it releases a sickly green gas. Breathing this gas will give you a bad case of sniffles.</p>	STRENGTH	●●●●●	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	DEXTERITY	●●●●●	🌀	Poison	Poison Gas	🌀	Normal	Tackle
	VITALITY	●●●●●	🌀	Poison	Smog	🌀	Normal	Smokescreen
	SPECIAL	●●●●●	🌀	Poison	Clear Smog	🌀	Dark	Assurance
	INSIGHT	●●●●●	🌀	Poison	Sludge	🌀	Normal	Self Destruct
	BASE HP: 3	SUGGESTED RANK: Beginner	🌀	Ice	Haze	🌀	Steel	Gyro Ball
	ABILITIES: Levitate & Neutralizing Gas		🌀	Poison	Sludge Bomb	🌀	Normal	Explosion
	EVOLUTIVE STAGE: First EVOLUTION TIME: Slow.		🌀	Ghost	Destiny Bond	🌀	Poison	Belch
			🌀	Dark	Memento	🌀	Poison	Toxic Spikes
			🌀	Normal	Pain Split	🌀	Rock	Rollout

#110 Weezing						TYPE: Poison
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	 <p>HEIGHT: 1.2m / 4'00" WEIGHT: 9kg / 20 lbs</p> <p>BASE HP: 4 SUGGESTED RANK: Amateur</p> <p>ABILITIES: Levitate & Neutralizing Gas</p> <p>EVOLUTION: Final Form.</p>  
☉	Poison	Poison Gas	☉	Normal	Tackle	
🍷	Poison	Smog	🍷	Normal	Smokescreen	
🍷	Poison	Clear Smog	🌑	Dark	Assurance	
🍷	Poison	Sludge	☉	Normal	Self Destruct	
❄️	Ice	Haze	☉	Normal	Double Hit	
🍷	Poison	Sludge Bomb	💣	Normal	Explosion	
👻	Ghost	Destiny Bond	🍷	Poison	Belch	
🌑	Dark	Memento	🍷	Poison	Toxic Spikes	
🍷	Normal	Pain Split	🧠	Psychic	Psybeam	

#111 Rhyhorn						TYPE: Ground Rock		
 <p>HEIGHT: 1m / 3'03" WEIGHT: 115kg / 253 lbs</p> <p>Spikes Pokémon It lives in grasslands and rough terrains. It is covered with a thick hide and it tramples any threats by running towards them. It is not very smart, though. It can keep trampling things for hours just because.</p>	STRENGTH	●●●●●	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	DEXTERITY	●●●	☉	Normal	Horn Attack	☉	Normal	Tail Whip
	VITALITY	●●●●●	🍷	Normal	Stomp	🍷	Normal	Fury Attack
	SPECIAL	●●●	🍷	Rock	Smack Down	☉	Normal	Scary Face
	INSIGHT	●●●	🍷	Rock	Rock Blast	☉	Ground	Bulldoze
	BASE HP: 3	SUGGESTED RANK: Beginner	☉	Normal	Chip Away	☉	Normal	Take Down
ABILITIES: Rock Head & Lightningrod	EVOLUTIVE STAGE: First. EVOLUTION TIME: Slow.	☉	Ground	Drill Run	☉	Rock	Stone Edge	
		☉	Ground	Earthquake	🍷	Normal	Horn Drill	
		🍷	Bug	Megahorn	🍷	Electric	Thunder Fang	
		🌑	Ice	Ice Fang	🍷	Fire	Fire Fang	


#112 Rhydon						TYPE: Ground Rock
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	 <p>HEIGHT: 1.9m / 6'03" WEIGHT: 240kg / 528 lbs</p> <p>BASE HP: 5 SUGGESTED RANK: Amateur</p> <p>ABILITIES: Rock Head & Lightningrod</p> <p>EVOLUTIVE STAGE: Second. EVOLVES WITH: Trade holding an Item.</p>   
☉	Normal	Horn Attack	☉	Normal	Tail Whip	
🍷	Normal	Stomp	🍷	Normal	Fury Attack	
🍷	Rock	Smack Down	☉	Normal	Scary Face	
🍷	Rock	Rock Blast	☉	Ground	Bulldoze	
☉	Normal	Chip Away	☉	Normal	Take Down	
☉	Ground	Drill Run	🍷	Fight	Hammer Arm	
🍷	Rock	Stone Edge	☉	Ground	Earthquake	
☉	Normal	Horn Drill	🍷	Bug	Megahorn	
🍷	Dragon	Dragon Rush	🌑	Normal	Skull Bash	

#113 Chansey						TYPE: Normal		
 <p>HEIGHT: 1.1m / 3'07" WEIGHT: 34kg / 76 lbs</p> <p>Egg Pokémon There are only females in this species. Chansey lays a nutritive egg every day. These eggs are fed to the sick to give them strength. It is a loving and smart Pokémon, but it's pretty rare and elusive in the wild.</p>	STRENGTH	●●	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	DEXTERITY	●●●●●	☉	Normal	Pound	☉	Normal	Defense Curl
	VITALITY	●●	🍷	Normal	Refresh	🍷	Normal	Growl
	SPECIAL	●●●	🍷	Normal	Soft Boiled	🍷	Normal	Double Slap
	INSIGHT	●●●●●	🍷	Psychic	Heal Pulse	☉	Normal	Bestow
	BASE HP: 12	SUGGESTED RANK: Beginner	☉	Normal	Minimize	☉	Normal	Take Down
ABILITIES: Natural Cure & Serene Grace	EVOLUTIVE STAGE: Second. EVOLVES WITH: Happiness 5.	☉	Normal	Sing	🍷	Dark	Fling	
		☉	Normal	Double-Edge	☉	Normal	Egg Bomb	
		🍷	Psychic	Light Screen	🍷	Psychic	Healing Wish	
		🌑	Normal	Heal Bell	🍷	Fight	Seismic Toss	
		🌑	Normal	Present				

#114 Tangela						TYPE:	Grass	
🌀	Normal	Constrict	🌀	Grass	Ingrain		STRENGTH	●●●●
🍷	Grass	Sleep Powder	🍷	Grass	Vine Whip		DEXTERITY	●●●●
🍷	Grass	Absorb	🍷	Poison	Poison Powder		VITALITY	●●●●●
🍷	Normal	Bind	🍷	Normal	Growth		SPECIAL	●●●●●
🍷	Grass	Mega Drain	🍷	Dark	Knock Off		INSIGHT	●●●
🍷	Grass	Stun Spore	🍷	Normal	Natural Gift		BASE HP:	3
🍷	Normal	Slam	🍷	Rock	Ancient Power		SUGGESTED RANK:	🌀 Amateur
🍷	Grass	Giga Drain	🍷	Normal	Tickle		ABILITIES:	Chlorophyll & Leaf Guard
🍷	Normal	Wring Out	🍷	Grass	Grassy Terrain		EVOLUTIVE STAGE:	First
🍷	Grass	Power Whip	🍷	Psychic	Amnesia		EVOLUTION TIME:	Slow
🍷	Psychic	Confusion	🍷	Normal	Substitute			 


HEIGHT: 1m / 3'03" WEIGHT: 35kg / 77 lbs


Vine Pokémon
It blends with foliage on jungle and forest areas. Its vines snap off easily and painlessly if they are grabbed, allowing it to make a quick getaway. The lost vines are replaced by new growth the very next day.

#115 Kangaskhan						TYPE:	Normal		
	STRENGTH	●●●●●	🌀	Normal	Comet Punch	🌀	Normal	Leer	
	DEXTERITY	●●●●●	🍷	Normal	Fake Out	🍷	Normal	Tail Whip	
	VITALITY	●●●●●	🍷	Dark	Bite	🍷	Normal	Double Hit	
	SPECIAL	●●●●●	🍷	Normal	Rage	🍷	Normal	Mega Punch	
	INSIGHT	●●●●●	🍷	Normal	Chip Away	🍷	Normal	Dizzy Punch	
	BASE HP:	5	SUGGESTED RANK:	🌀 Amateur	🍷	Dark	Crunch	🍷	Normal
ABILITIES:	Early Bird & Scrappy		🍷	Dragon	Outrage	🍷	Dark	Sucker Punch	
EVOLUTIVE STAGE:	Final.		🍷	Fight	Reversal	🍷	Water	Aqua Tail	
			🍷	Normal	Captivate	🍷	Fight	Counter	

HEIGHT: 2.2m / 7'03" WEIGHT: 160kg / 352lbs



Parent Pokémon
A female only species. It raises its offspring in its belly pouch. The young leaves once it learns to find its own food. In the wild, mothers and daughters fiercely defend each other.



Mega-Kangaskhan						TYPE:	Normal		
	STRENGTH	●●●●●●	🌀	Normal	Comet Punch	🌀	Normal	Leer	
	DEXTERITY	●●●●●●	🍷	Normal	Fake Out	🍷	Normal	Tail Whip	
	VITALITY	●●●●●●	🍷	Dark	Bite	🍷	Normal	Double Hit	
	SPECIAL	●●●●●●	🍷	Normal	Rage	🍷	Normal	Mega Punch	
	INSIGHT	●●●●●●	🍷	Normal	Chip Away	🍷	Normal	Dizzy Punch	
	BASE HP:	6	SUGGESTED RANK:	🍷 Ace	🍷	Dark	Crunch	🍷	Normal
ABILITIES:	Parental Bond		🍷	Dragon	Outrage	🍷	Dark	Sucker Punch	
EVOLUTIVE STAGE:	Mega Evolution.		🍷	Fight	Reversal	🍷	Water	Aqua Tail	
			🍷	Normal	Captivate	🍷	Fight	Counter	

HEIGHT: 2.2m / 7'03" WEIGHT: 160kg / 352lbs

Parent Pokémon
The mother gives all the power of the Mega Stone to her child. The child grows violent and both team up as formidable fighters. But the mother worries about her child's future as she raised it better than that.

#116 Horsea						TYPE:	Water	
🌀	Water	Water Gun	🌀	Normal	Smokescreen		STRENGTH	●●●●
🍷	Normal	Leer	🍷	Water	Bubble		DEXTERITY	●●●●
🍷	Normal	Focus Energy	🍷	Water	Bubble Beam		VITALITY	●●●●●
🍷	Psychic	Agility	🍷	Dragon	Twister		SPECIAL	●●●●●
🍷	Water	Brine	🍷	Water	Hydro Pump		INSIGHT	●●●
🍷	Dragon	Dragon Dance	🍷	Dragon	Dragon Pulse		BASE HP:	3
🍷	Ice	Aurora Beam	🍷	Bug	Signal Beam		SUGGESTED RANK:	🍷 Beginner
🍷	Water	Octazooka					ABILITIES:	Swift Swim & Sniper
						EVOLUTIVE STAGE:	First	
						EVOLUTION TIME:	Slow	

HEIGHT: 0.4m / 1'04" WEIGHT: 8kg / 17 lbs

Dragon Pokémon
It makes its nest in the shade of corals in shallow parts of the sea. If it senses danger, it spits a murky ink and flees. It has been seen shooting down flying bugs to eat them.

#117 Seadra






HEIGHT: 1.2m / 4'00"
WEIGHT: 25kg / 55 lbs

Dragon Pokémon
The poisonous barbs all over its body are highly valued as ingredients for making traditional medicine. It will show no mercy if anything approaches its nest. Its back fin has a numbing substance

TYPE:	Water
STRENGTH	●●●●●
DEXTERITY	●●●●●
VITALITY	●●●●●
SPECIAL	●●●●●
INSIGHT	●●●●●
BASE HP:	4
SUGGESTED RANK:	Amateur

ABILITIES: Swift Swim & Sniper

EVOLUTIVE STAGE: Second.
EVOLVES BY: Trade holding an Item.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Water	Water Gun	●	Normal	Smokescreen
●	Normal	Leer	●	Water	Bubble
●	Normal	Focus Energy	●	Water	Bubble Beam
●	Psychic	Agility	●	Dragon	Twister
●	Water	Brine	●	Water	Hydro Pump
●	Dragon	Dragon Dance	●	Dragon	Dragon Pulse
●	Ice	Aurora Beam	●	Bug	Signal Beam
●	Water	Octazooka			

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Flying	Peck	●	Water	Water Sport
●	Normal	Supersonic	●	Normal	Horn Attack
●	Water	Water Pulse	●	Normal	Flail
●	Water	Aqua Ring	●	Normal	Fury Attack
●	Water	Waterfall	●	Normal	Horn Drill
●	Psychic	Agility	●	Water	Soak
●	Bug	Megahorn	●	Flying	Bounce
●	Ground	Mud Sport	●	Ground	Drill Run

#118 Goldeen



HEIGHT: 0.6m / 2'00"
WEIGHT: 15kg / 33 lbs

Goldfish Pokémon
Goldeen loves swimming wild and free in rivers and ponds. If one of these Pokémon is placed in an aquarium, it will shatter the glass with its horn and make its escape.

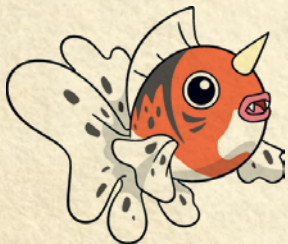
TYPE:	Water
STRENGTH	●●●●●
DEXTERITY	●●●●●
VITALITY	●●●●●
SPECIAL	●●●●●
INSIGHT	●●●●●
BASE HP:	3
SUGGESTED RANK:	Beginner

ABILITIES: Swift Swim & Water Veil

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.

#119 Seaking



HEIGHT: 1.4m / 4'03"
WEIGHT: 60kg / 132 lbs

Goldfish Pokémon
In the autumn, Seaking males can be seen doing courtship dances to females. After getting a mate both will be seen swimming powerfully up rivers and creeks to make their nest.

TYPE:	Water
STRENGTH	●●●●●
DEXTERITY	●●●●●
VITALITY	●●●●●
SPECIAL	●●●●●
INSIGHT	●●●●●
BASE HP:	4
SUGGESTED RANK:	Amateur

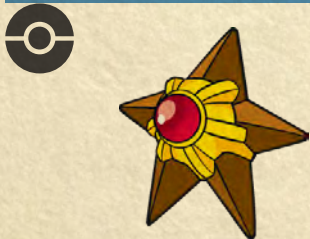
ABILITIES: Swift Swim & Water Veil

EVOLUTIVE STAGE: Final.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Flying	Peck	●	Water	Water Sport
●	Normal	Horn Attack	●	Normal	Tail Whip
●	Normal	Supersonic	●	Poison	Poison Jab
●	Water	Water Pulse	●	Normal	Flail
●	Water	Aqua Ring	●	Normal	Fury Attack
●	Water	Waterfall	●	Normal	Horn Drill
●	Psychic	Agility	●	Water	Soak
●	Bug	Megahorn	●	Flying	Bounce
●	Ground	Mud Sport	●	Ground	Drill Run

#120 Staryu





HEIGHT: 0.8m / 2'07"
WEIGHT: 34kg / 76 lbs

Starshape Pokémon
They come out to the shore in great numbers when the sky is full with stars. The core at its center glows to communicate with others. If a part of its body is injured it can regrow it in a few days.

TYPE:	Water
STRENGTH	●●●●●
DEXTERITY	●●●●●
VITALITY	●●●●●
SPECIAL	●●●●●
INSIGHT	●●●●●
BASE HP:	3
SUGGESTED RANK:	Beginner

ABILITIES: Illuminate & Natural Cure

EVOLUTIVE STAGE: First.
EVOLVES WITH: Water Stone.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Tackle	●	Normal	Harden
●	Water	Water Gun	●	Normal	Rapid Spin
●	Normal	Recover	●	Psychic	Psywave
●	Normal	Swift	●	Water	Bubble Beam
●	Normal	Camouflage	●	Steel	Gyro Ball
●	Water	Brine	●	Normal	Minimize
●	Normal	Reflect Type	●	Rock	Power Gem
●	Ghost	Confuse Ray	●	Psychic	Psychic
●	Psychic	Light Screen	●	Psychic	Cosmic Power
●	Water	Hydro Pump	●	Electric	Thunder Wave
●	Bug	Signal Beam	●	Dragon	Twister

#121 Starmie



HEIGHT: 1.1m / 3'07"
WEIGHT: 80kg / 176 lbs

Mysterious Pokémon
This Pokémon has been given the nickname "the gem of the sea." It swims through water by spinning its star-shaped body as if it were a propeller on a ship. The core at the center glows with different colors.

TYPE: **Water** **Psychic**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **4** SUGGESTED RANK: **Amateur**

ABILITIES: **Illuminate & Natural Cure**

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Spotlight	1	Water	Water Gun
2	Normal	Recover	2	Normal	Swift
3	Normal	Rapid Spin	3	Ghost	Confuse Ray
4	Water	Hydro Pump	4	Bug	Signal Beam
5	Electric	Thunder Wave	5	Dragon	Twister

#122 Mr. Mime



HEIGHT: 1.3m / 4'03"
WEIGHT: 54kg / 120 lbs

Barrier Pokémon
You don't find this Pokémon, it finds you. It is really smart and amuses itself by showing people its power to create barriers with pantomime. It creates an invisible box and flees when you try to figure out the exit.

TYPE: **Psychic** **Fairy**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **4** SUGGESTED RANK: **Beginner**

ABILITIES: **Soundproof & Filter**

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Psychic	Barrier	1	Psychic	Confusion
2	Fight	Quick Guard	2	Rock	Wide Guard
3	Grass	Magical Leaf	3	Psychic	Trick
4	Psychic	Power Swap	4	Psychic	Guard Swap
5	Normal	Copycat	5	Psychic	Meditate
6	Normal	Double Slap	6	Normal	Mimic
7	Psychic	Psywave	7	Normal	Encore
8	Psychic	Light Screen	8	Psychic	Reflect
9	Psychic	Psybeam	9	Normal	Substitute
10	Normal	Recycle	10	Fairy	Misty Terrain
11	Psychic	Psychic	11	Psychic	Role Play
12	Normal	Baton Pass	12	Normal	Safeguard
13	Ghost	Confuse Ray	13	Normal	Fake Out
14	Dark	Nasty Plot			

#123 Scyther



HEIGHT: 1.5m / 5'00"
WEIGHT: 56kg / 123 lbs

Mantis Pokémon
It's pretty rare but a few swarms have been seen in the grasslands. It tears and shreds prey with its wickedly sharp scythes and very rarely spreads its wings to fly. This pokemon is stealthy and aggressive.

TYPE: **Bug** **Flying**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **3** SUGGESTED RANK: **Amateur**

ABILITIES: **Swarm & Technician**

EVOLUTIVE STAGE: First.
EVOLVES BY: Trade holding an Item.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Quick Attack	1	Normal	Leer
2	Fight	Vacuum Wave	2	Normal	Focus Energy
3	Normal	False Swipe	3	Dark	Pursuit
4	Psychic	Agility	4	Flying	Wing Attack
5	Bug	Fury Cutter	5	Normal	Slash
6	Normal	Razor Wind	6	Normal	Double Team
7	Normal	Double Hit	7	Dark	Night Slash
8	Bug	X-Scissor	8	Flying	Air Slash
9	Normal	Swords Dance	9	Normal	Feint
10	Flying	Tailwind	10	Steel	Steel Wing
11	Fight	Quick Guard			

#124 Jynx



HEIGHT: 1.4m / 4'07"
WEIGHT: 41kg / 89 lbs

Humanshape Pokémon
It is not common outside cold areas. This Pokémon is female only. Its cries sound like human speech. However, it is impossible to tell what it is trying to say. The way it moves and talks induce others to dance.

TYPE: **Ice** **Psychic**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **4** SUGGESTED RANK: **Amateur**

ABILITIES: **Oblivious & Forewarn**

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Pound	1	Ghost	Lick
2	Normal	Lovely Kiss	2	Ice	Powder Snow
3	Fairy	Draining Kiss	3	Normal	Body Slam
4	Normal	Double Slap	4	Ice	Ice Punch
5	Psychic	Heart Stamp	5	Normal	Mean Look
6	Dark	Fake Tears	6	Fight	Wake-Up Slap
7	Ice	Avalanche	7	Normal	Perish Song
8	Normal	Wring Out	8	Ice	Blizzard
9	Normal	Fake Out	9	Dark	Nasty Plot
10	Ice	Aurora Veil			

#125 Electabuzz



HEIGHT: 1.1m / 3'07"
WEIGHT: 30kg / 66 lbs

Electric Pokémon
A violent Pokémon. It searches for spots where it can feed on electricity and has been seen absorbing lightning from the sky. It's competitive and aggressive with others.

TYPE: **Electric**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **4** SUGGESTED RANK: Amateur

ABILITIES: Static

EVOLUTIVE STAGE: Second.
EVOLVES WITH: Trade holding an Item.

#239 #125 #466

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
⊖	Normal	Quick Attack	⊖	Normal	Leer
⊖	Electric	Thunder Shock	⊖	Fight	Low Kick
⊖	Normal	Swift	⊖	Electric	Shock Wave
⊖	Electric	Thunder Wave	⊖	Electric	Electro Ball
⊖	Psychic	Light Screen	⊖	Electric	Thunder Punch
⊖	Electric	Discharge	⊖	Normal	Screech
⊖	Electric	Thunderbolt	⊖	Electric	Thunder
⊖	Dragon	Dual Chop	⊖	Ice	Ice Punch
⊖	Psychic	Meditate			

#126 Magmar



HEIGHT: 1.3m / 4'03"
WEIGHT: 44kg / 98 lbs

Spitfire Pokémon
It can be found living in volcanic areas. In battle, Magmar blows out intense flames all over its body to intimidate the opponent. This creates heat waves that ignite grass and trees in the surroundings.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
⊖	Poison	Smog	⊖	Normal	Leer
⊖	Fire	Ember	⊖	Normal	Smokescreen
⊖	Dark	Feint Attack	⊖	Fire	Fire Spin
⊖	Poison	Clear Smog	⊖	Fire	Flame Burst
⊖	Ghost	Confuse Ray	⊖	Fire	Fire Punch
⊖	Fire	Sunny Day	⊖	Fire	Lava Plume
⊖	Fire	Flamethrower	⊖	Fire	Fire Blast
⊖	Fire	Heat Wave	⊖	Fight	Karate Chop
⊖	Dragon	Dual Chop			

TYPE: **Fire**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **4** SUGGESTED RANK: Amateur

ABILITIES: Flame Body

EVOLUTIVE STAGE: Second.
EVOLVES WITH: Trade holding an Item.

#240 #126 #467

#127 Pinsir



HEIGHT: 1.5m / 5'00"
WEIGHT: 55kg 120 lbs

Stagbeetle Pokémon
Their pincers are strong enough to shatter thick logs. Because they dislike cold, Pinsirs burrow and sleep under the ground on chilly nights. They like to eat sap and honey, but they are aggressive by nature.

TYPE: **Bug**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **4** SUGGESTED RANK: Amateur

ABILITIES: Hyper Cutter & Mold Breaker

EVOLUTIVE STAGE: Final.

#127

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
⊖	Normal	Vice Grip	⊖	Normal	Focus Energy
⊖	Normal	Bind	⊖	Fight	Seismic Toss
⊖	Normal	Harden	⊖	Fight	Revenge
⊖	Fight	Brick Break	⊖	Fight	Vital Throw
⊖	Normal	Double Hit	⊖	Fight	Submission
⊖	Bug	X-Scissor	⊖	Fight	Storm Throw
⊖	Normal	Thrash	⊖	Normal	Swords Dance
⊖	Fight	Superpower	⊖	Normal	Guillotine
⊖	Steel	Iron Defense	⊖	Rock	Stealth Rock
⊖	Dark	Feint Attack			

Mega-Pinsir



HEIGHT: 1.7m / 5'07"
WEIGHT: 59kg / 130lbs

Stagbeetle Pokémon
With the power of the Mega Stone it develops wings and inhuman strength. It can lift foes heavier than itself and still fly with ease. Its mind is in a constant state of excitement and it cannot stay still.

TYPE: **Bug** **Flying**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●


BASE HP: **5** SUGGESTED RANK: Ace

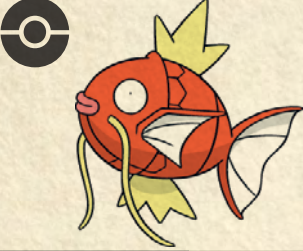

ABILITIES: Aerialate



EVOLUTIVE STAGE: Mega Evolution.

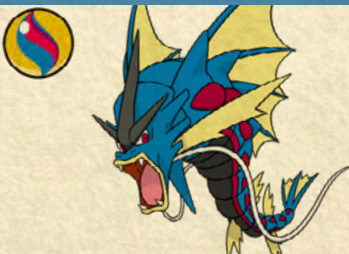


#127 #127

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
⊖	Normal	Vice Grip	⊖	Normal	Focus Energy
⊖	Normal	Bind	⊖	Fight	Seismic Toss
⊖	Normal	Harden	⊖	Fight	Revenge
⊖	Fight	Brick Break	⊖	Fight	Vital Throw
⊖	Normal	Double Hit	⊖	Fight	Submission
⊖	Bug	X-Scissor	⊖	Fight	Storm Throw
⊖	Normal	Thrash	⊖	Normal	Swords Dance
⊖	Fight	Superpower	⊖	Normal	Guillotine
⊖	Steel	Iron Defense	⊖	Rock	Stealth Rock
⊖	Dark	Feint Attack			


RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#128 Tauros		TYPE:	Normal
🌀	Normal	Tackle	🌀	Normal	Tail Whip		HEIGHT: 1.4m / 4'07" WEIGHT: 176kg / 388 lbs	BASE HP: 4 SUGGESTED RANK: 🌀 Amateur	
🌀	Normal	Rage	🌀	Normal	Horn Attack				
🌀	Dark	Pursuit	🌀	Normal	Scary Face				
🌀	Psychic	Rest	🌀	Dark	Payback				
🌀	Normal	Work Up	🌀	Psychic	Zen Headbutt				
🌀	Normal	Take Down	🌀	Normal	Swagger				
🌀	Normal	Thrash	🌀	Normal	Giga Impact				
🌀	Steel	Smart Strike	🌀	Dragon	Outrage				
🌀	Normal	Sleep Talk						STRENGTH ●●●●● DEXTERITY ●●●●● VITALITY ●●●●● SPECIAL ●●●●● INSIGHT ●●●●●	
						Wild Bull Pokémon This is a Male species. They travel in herds around the plains and fight each other by locking horns. The herd's protector takes pride in its battle-scarred horns. Miltank is the female of this species.	ABILITIES: Intimidate & Anger Point EVOLUTIVE STAGE: Final.	 #128	

#129 Magikarp		TYPE:	Water	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH	●●		🌀	Normal	Splash	🌀	Normal	Tackle
	DEXTERITY	●●●●●		🌀	Normal	Flail	🌀	Flying	Bounce
	VITALITY	●●●●●							
	SPECIAL	●●							
	INSIGHT	●●●							
HEIGHT: 0.9m / 2'11" WEIGHT: 10kg / 22 lbs	BASE HP: 3 SUGGESTED RANK: 🌀 Starter	ABILITIES: Swift Swim EVOLUTIVE STAGE: First. EVOLUTION TIME: Slow.							
Fish Pokémon Magikarp is a pathetic excuse of a Pokémon that is not even good to eat. It's only capable of flopping and splashing. However, it can survive in any body of water no matter how polluted it is.									
									 #129

		TYPE	MOVE NAME	TYPE	MOVE NAME	#130 Gyarados		TYPE:	Water	Flying
🌀	Dragon	Dragon Rage	🌀	Normal	Leer		HEIGHT: 6.5m / 21'04" WEIGHT: 235kg / 518 lbs	BASE HP: 7 SUGGESTED RANK: 🌀 Ace		
🌀	Dragon	Twister	🌀	Ice	Ice Fang					
🌀	Normal	Scary Face	🌀	Dark	Bite					
🌀	Normal	Thrash	🌀	Water	Aqua Tail					
🌀	Water	Rain Dance	🌀	Dark	Crunch					
🌀	Water	Hydro Pump	🌀	Dragon	Dragon Dance					
🌀	Normal	Hyper Beam	🌀	Flying	Hurricane					
🌀	Electric	Thunder Wave	🌀	Dragon	Outrage					
🌀	Flying	Bounce						STRENGTH ●●●●●●● DEXTERITY ●●●●●●● VITALITY ●●●●●●● SPECIAL ●●●●●●● INSIGHT ●●●●●●●		
						Atrocious Pokémon It's rarely seen in the wild. This huge and vicious Pokémon is known for the destruction it leaves in its wake. In ancient literature, there is a record of a Gyarados that razed a village when violence flared.	ABILITIES: Intimidate EVOLUTIVE STAGE: Final.	 #129  #130		

		TYPE	MOVE NAME	TYPE	MOVE NAME	Mega-Gyarados		TYPE:	Water	Dark
🌀	Dragon	Dragon Rage	🌀	Normal	Leer		HEIGHT: 6.5m / 21'04" WEIGHT: 100kg / 220 lbs	BASE HP: 8 SUGGESTED RANK: 🌀 Pro		
🌀	Dragon	Twister	🌀	Ice	Ice Fang					
🌀	Normal	Scary Face	🌀	Dark	Bite					
🌀	Normal	Thrash	🌀	Water	Aqua Tail					
🌀	Water	Rain Dance	🌀	Dark	Crunch					
🌀	Water	Hydro Pump	🌀	Dragon	Dragon Dance					
🌀	Normal	Hyper Beam	🌀	Flying	Hurricane					
🌀	Electric	Thunder Wave	🌀	Dragon	Outrage					
🌀	Flying	Bounce						STRENGTH ●●●●●●●● DEXTERITY ●●●●●●●● VITALITY ●●●●●●●● SPECIAL ●●●●●●●● INSIGHT ●●●●●●●●		
						Atrocious Pokémon With the power of the Mega Stone its body suffers a lot of strain, making it faster and stronger but also angrier and uncontrollable. It must have a strong bond or it will fall into a destructive rampage.	ABILITIES: Mold Breaker EVOLUTIVE STAGE: Mega Evolution.	 #130  #130		

#131 Lapras



TYPE: Water Ice

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

HEIGHT: 2.5m / 8'02" **WEIGHT:** 132kg / 292 lbs

BASE HP: 6 **SUGGESTED RANK:** Amateur

ABILITIES: Shell Armor & Water Absorb

EVOLUTIVE STAGE: Final

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Sing	🌀	Normal	Growl
🍷	Water	Water Gun	🍷	Ice	Mist
👻	Ghost	Confuse Ray	👻	Ice	Ice Shard
🍷	Water	Water Pulse	🍷	Normal	Body Slam
🍷	Water	Rain Dance	🍷	Water	Brine
🍷	Ice	Ice Beam	🍷	Normal	Perish Song
🍷	Normal	Safeguard	🍷	Water	Hydro Pump
🍷	Ice	Sheer Cold	🍷	Dragon	Dragon Dance
🍷	Ice	Freeze-Dry	🍷	Dragon	Outrage



#132 Ditto



TYPE: Normal

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

HEIGHT: 0.3m / 1'00" **WEIGHT:** 4kg / 8 lbs

BASE HP: 4 **SUGGESTED RANK:** Amateur

ABILITIES: Limber


EVOLUTIVE STAGE: Final

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Transform			

Transform Pokémon
 This Pokémon is quite common but it's pretty difficult to spot. It can transform into any other Pokémon and imitate their behavior. When it sleeps, it changes into a stone to avoid being attacked.



#133 Eevee



TYPE: Normal

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●


HEIGHT: 0.3m / 1'00" **WEIGHT:** 6kg / 14 lbs

BASE HP: 3 **SUGGESTED RANK:** Beginner


ABILITIES: Run Away & Adaptability

EVOLUTIVE STAGE: First
EVOLVES WITH: Different methods.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Helping Hand	🌀	Normal	Growl
🍷	Normal	Tackle	🍷	Normal	Tail Whip
🍷	Ground	Sand Attack	🍷	Fairy	Baby-Doll Eyes
🍷	Normal	Swift	🍷	Normal	Quick Attack
🍷	Dark	Bite	🍷	Normal	Refresh
🍷	Normal	Covet	🍷	Normal	Take Down
🍷	Fairy	Charm	🍷	Normal	Baton Pass
🍷	Normal	Double-Edge	🍷	Normal	Last Resort
🍷	Normal	Trump Card	🍷	Normal	Wish
🍷	Normal	Tickle	🍷	Dark	Fake Tears



#134 Vaporeon



TYPE: Water

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

HEIGHT: 1m / 3'03" **WEIGHT:** 29kg / 63 lbs



BASE HP: 6 **SUGGESTED RANK:** Amateur

ABILITIES: Water Absorb

EVOLUTIVE STAGE: Final
EVOLVED WITH: Water Stone.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Tackle	🌀	Normal	Helping Hand
🍷	Normal	Tail Whip	🍷	Ground	Sand Attack
🍷	Water	Water Gun	🍷	Normal	Quick Attack
🍷	Water	Water Pulse	🍷	Ice	Aurora Beam
🍷	Water	Aqua Ring	🍷	Poison	Acid Armor
🍷	Ice	Haze	🍷	Water	Muddy Water
🍷	Normal	Last Resort	🍷	Water	Hydro Pump
🍷	Normal	Wish	🍷	Ice	Icy Wind
🍷	Normal	Yawn			

Bubble Jet Pokémon
 Vaporeon underwent through a strange mutation, it grew fins and gills that allow it to live underwater. This Pokémon has the ability to become translucent when it dives underwater.

#135 Jolteon



TYPE: Electric

STRENGTH ●●●●●
DEXTERITY ●●●●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●●●●
INSIGHT ●●●●●●●●

BASE HP: 4 **SUGGESTED RANK:** Amateur

ABILITIES: Volt Absorb

EVOLUTIVE STAGE: Final.
EVOLVED WITH: Thunder Stone.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Tackle	🌀	Normal	Helping Hand
🍷	Normal	Tail Whip	🍷	Ground	Sand Attack
🍷	Electric	Thunder Shock	🍷	Normal	Quick Attack
🍷	Fight	Double Kick	🍷	Electric	Thunder Fang
🍷	Bug	Pin Missile	🍷	Psychic	Agility
🍷	Electric	Thunder Wave	🍷	Electric	Discharge
🍷	Normal	Last Resort	🍷	Electric	Thunder
🍷	Normal	Wish	🍷	Electric	Magnet Rise
🍷	Normal	Endure			

HEIGHT: 0.8m / 2'07" **WEIGHT:** 24kg / 54 lbs

Lightning Pokémon
 This Pokémon evolved after being affected by electric radiation. Every hair on its body starts to stand sharply if it becomes charged with electricity. It shoots lightning from all around its body.

#136 Flareon



TYPE: Fire

STRENGTH ●●●●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●●●●
INSIGHT ●●●●●●●●

BASE HP: 4 **SUGGESTED RANK:** Amateur

ABILITIES: Flash Fire

EVOLUTIVE STAGE: Final.
EVOLVED WITH: Fire Stone.


 

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Tackle	🌀	Normal	Helping Hand
🍷	Normal	Tail Whip	🍷	Ground	Sand Attack
🍷	Fire	Ember	🍷	Normal	Quick Attack
🍷	Dark	Bite	🍷	Fire	Fire Fang
🍷	Fire	Fire Spin	🍷	Normal	Scary Face
🍷	Poison	Smog	🍷	Fire	Lava Plume
🍷	Normal	Last Resort	🍷	Fire	Flare Blitz
🍷	Normal	Wish	🍷	Fight	Detect
🍷	Fire	Heat Wave			

HEIGHT: 0.9m / 2'11" **WEIGHT:** 25kg / 55 lbs

Flame Pokémon
 A few have been seen in volcanic areas but just like its counterparts is more common to see it being the pet of wealthy people. Its flaming fur is most appreciated for its warm glow and silky touch.

#137 Porygon






TYPE: Normal

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●●●●
SPECIAL ●●●●●●●●
INSIGHT ●●●●●●●●

BASE HP: 3 **SUGGESTED RANK:** Beginner

ABILITIES: Trace & Download

EVOLUTIVE STAGE: First.
EVOLVES BY: Trade holding an Item.


  

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Conversion	🌀	Normal	Tackle
🍷	Normal	Conversion 2	🍷	Normal	Sharpen
🍷	Psychic	Psybeam	🍷	Psychic	Agility
🍷	Normal	Recover	🍷	Electric	Magnet Rise
🍷	Bug	Signal Beam	🍷	Normal	Recycle
🍷	Electric	Discharge	🍷	Normal	Lock-On
🍷	Normal	Tri Attack	🍷	Psychic	Magic Coat
🍷	Electric	Zap Cannon	🍷	Electric	Electro Web
🍷	Dark	Foul Play	🍷	Normal	Pain Split

HEIGHT: 0.8m / 2'07" **WEIGHT:** 36kg / 80 lbs

Virtual Pokémon
 The first case of a man-made Pokémon created as computer data. It is capable of reverting itself into a program in order to enter the cyberspace. Its software has a fire-wall so it cannot be copied.

#138 Omanyte





TYPE: Rock Water

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●●●●
SPECIAL ●●●●●●●●
INSIGHT ●●●●●●●●

BASE HP: 3 **SUGGESTED RANK:** Beginner

ABILITIES: Swift Swim & Shell Armor

EVOLUTIVE STAGE: First
EVOLUTION TIME: Slow.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Constrict	🌀	Water	Withdraw
🍷	Dark	Bite	🍷	Water	Water Gun
🍷	Rock	Rollout	🍷	Normal	Leer
🍷	Ground	Mud Shot	🍷	Water	Brine
🍷	Normal	Protect	🍷	Rock	Ancient Power
🍷	Normal	Tickle	🍷	Rock	Rock Blast
🍷	Normal	Shell Smash	🍷	Water	Hydro Pump
🍷	Poison	Toxic Spikes	🍷	Ground	Spikes
🍷	Steel	Iron Defense			

HEIGHT: 0.4m / 1'04" **WEIGHT:** 7kg / 16 lbs

Spiral Pokémon
 One of the ancient and extinct Pokémon that have been revived from fossils by science. If attacked, it withdraws into its hard shell. It is not found in the wild anymore, but fossils can be found in the sea.

#139 Omastar



HEIGHT: 1m / 3'03" WEIGHT: 35kg / 72 lbs

Spiral Pokémon
An Omastar used its tentacles to ensnare and capture its prey. It is believed to have become extinct because the shell grew too large, making it slow and ponderous. It is not found in the wild anymore.

TYPE: **Rock** **Water**

STRENGTH ●●●●
DEXTERITY ●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●●
INSIGHT ●●●●●●

BASE HP: **4** SUGGESTED RANK: Ace

ABILITIES: Swift Swim & Shell Armor

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Constrict	●	Water	Withdraw
●	Dark	Bite	●	Water	Water Gun
●	Rock	Rollout	●	Normal	Leer
●	Ground	Mud Shot	●	Water	Brine
●	Normal	Protect	●	Rock	Ancient Power
●	Normal	Spike Cannon	●	Normal	Tickle
●	Rock	Rock Blast	●	Normal	Shell Smash
●	Water	Hydro Pump	●	Poison	Toxic Spikes
●	Ground	Spikes	●	Steel	Iron Defense

RANK	TYPE	MOVE NAME
●	Normal	Scratch
●	Grass	Absorb
●	Ground	Sand Attack
●	Normal	Endure
●	Grass	Mega Drain
●	Rock	Ancient Power
●	Ghost	Confuse Ray
●	Steel	Iron Defense

RANK	TYPE	MOVE NAME
●	Normal	Harden
●	Normal	Leer
●	Ground	Mud Shot
●	Water	Aqua Jet
●	Steel	Metal Sound
●	Normal	Wring Out
●	Rock	Stealth Rock

#140 Kabuto



HEIGHT: 0.5m / 1'08" WEIGHT: 11kg / 25 lbs

Shellfish Pokémon
Kabuto is a Pokémon that has been regenerated from a fossil. However, in extremely rare cases, living specimens have been found. The Pokémon has not changed at all for 300 million years.

TYPE: **Rock** **Water**

STRENGTH ●●●●●
DEXTERITY ●●●●
VITALITY ●●●●●
SPECIAL ●●●●
INSIGHT ●●●●

BASE HP: **3** SUGGESTED RANK: Beginner

ABILITIES: Swift Swim & Battle Armor

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.



#141 Kabutops



HEIGHT: 1.3m / 4'03" WEIGHT: 40kg / 13 lbs

Shellfish Pokémon
Kabutops swarmed underwater to hunt for prey. It was apparently evolving from being a water dweller to living on land. It's evident from the changes in its gills and legs. Its fossils suggests it was aggressive.

TYPE: **Rock** **Water**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●
INSIGHT ●●●●●

BASE HP: **4** SUGGESTED RANK: Ace

ABILITIES: Swift Swim & Battle Armor

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Scratch	●	Normal	Harden
●	Grass	Absorb	●	Normal	Leer
●	Ground	Sand Attack	●	Normal	Feint
●	Ground	Mud Shot	●	Steel	Metal Sound
●	Normal	Endure	●	Water	Aqua Jet
●	Grass	Mega Drain	●	Normal	Slash
●	Dark	Night Slash	●	Rock	Ancient Power
●	Normal	Wring Out	●	Steel	Iron Defense
●	Rock	Stealth Rock	●	Ghost	Confuse Ray

RANK	TYPE	MOVE NAME
●	Flying	Wing Attack
●	Dark	Bite
●	Normal	Take Down
●	Electric	Thunder Fang
●	Normal	Roar
●	Dark	Crunch
●	Flying	Sky Drop
●	Rock	Rock Slide
●	Dragon	Dragon Breath
●	Water	Aqua Tail

RANK	TYPE	MOVE NAME
●	Normal	Supersonic
●	Normal	Scary Face
●	Ice	Ice Fang
●	Fire	Fire Fang
●	Psychic	Agility
●	Steel	Iron Head
●	Normal	Hyper Beam
●	Normal	Giga Impact
●	Flying	Roost

#142 Aerodactyl



HEIGHT: 1.8m / 6'00" WEIGHT: 120kg / 260 lbs

Fossil Pokémon
A vicious Pokémon from the distant past. It appears to have flown by spreading its wings and gliding. One has been revived from a fossil. It's very dangerous: it attacks with the intent to tear apart its victims.

TYPE: **Rock** **Flying**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●
SPECIAL ●●●●
INSIGHT ●●●●

BASE HP: **4** SUGGESTED RANK: Ace

ABILITIES: Rock Head & Pressure



EVOLUTIVE STAGE: Final.





Mega-Aerodactyl			Mega-Aerodactyl			TYPE:	Rock	Flying
🌀	Flying	Wing Attack	🌀	Normal	Supersonic		STRENGTH ●●●●●●	
🌀	Dark	Bite	🌀	Normal	Scary Face		DEXTERITY ●●●●●●	
🌀	Normal	Take Down	🌀	Ice	Ice Fang		VITALITY ●●●●●●	
🌀	Electric	Thunder Fang	🌀	Fire	Fire Fang		SPECIAL ●●●●●●	
🌀	Normal	Roar	🌀	Psychic	Agility		INSIGHT ●●●●●●	
🌀	Dark	Crunch	🌀	Steel	Iron Head		BASE HP: 5 SUGGESTED RANK: Pro	
🌀	Flying	Sky Drop	🌀	Normal	Hyper Beam			ABILITIES: Tough Claws
🌀	Rock	Rock Slide	🌀	Normal	Giga Impact		EVOLUTIVE STAGE: Mega Evolution.	
🌀	Dragon	Dragon Breath	🌀	Flying	Roost		 	
🌀	Water	Aqua Tail						

HEIGHT: 2.1m / 7'00" WEIGHT: 180kg / 396 lbs

Fossil Pokémon
With the power of the Mega Stone it restores the original appearance it had millions of years ago with its body covered in sharp rocks. It is very aggressive and will attack anything that moves.

#143 Snorlax			TYPE:	Normal					
	STRENGTH	●●●●●●	🌀	Normal	Tackle	🌀	Normal	Defense Curl	
	DEXTERITY	●●●●●●	🌀	Psychic	Amnesia	🌀	Ghost	Lick	
	VITALITY	●●●●●●	🌀	Normal	Yawn	🌀	Normal	Chip Away	
	SPECIAL	●●●●●●	🌀	Normal	Body Slam	🌀	Psychic	Rest	
	INSIGHT	●●●●●●	🌀	Normal	Snore	🌀	Normal	Sleep Talk	
HEIGHT: 2.1m / 7'00" WEIGHT: 460kg / 1014 lbs Sleeping Pokémon Snorlax's typical day consists of eating and sleeping. It is such a docile Pokémon that children use its big belly as a place to play. It only attacks when it's awoken harshly. Fortunately it is a heavy sleeper.	BASE HP: 8 SUGGESTED RANK: Amateur	ABILITIES: Immunity & Thick Fat	EVOLUTIVE STAGE: Final.	🌀	Rock	Rollout	🌀	Normal	Block
				🌀	Dark	Crunch	🌀	Normal	Belly Drum
	🌀	Steel	Heavy Slam	🌀	Normal	Giga Impact			
	🌀	Ground	High Horsepower	🌀	Dragon	Outrage			
	🌀	Poison	Gunk Shot	🌀	Normal	Self-Destruct			
	 								

#144 Articuno			TYPE:	Ice	Flying			
🌀	Flying	Gust	🌀	Ice	Powder Snow		STRENGTH ●●●●●●	
🌀	Ice	Mist	🌀	Ice	Ice Shard		DEXTERITY ●●●●●●	
🌀	Normal	Mind Reader	🌀	Rock	Ancient Power		VITALITY ●●●●●●	
🌀	Psychic	Agility	🌀	Ice	Freeze-Dry		SPECIAL ●●●●●●	
🌀	Psychic	Reflect	🌀	Ice	Hail		INSIGHT ●●●●●●	
🌀	Flying	Tailwind	🌀	Ice	Ice Beam		BASE HP: 4 SUGGESTED RANK: Master	
🌀	Ice	Blizzard	🌀	Flying	Roost			ABILITIES: Pressure & Snow Cloak
🌀	Ice	Blizzard	🌀	Ice	Sheer Cold		EVOLUTIVE STAGE: Unknown.	
🌀	Flying	Hurricane	🌀	Ice	Sheer Cold			
🌀	Ice	Icy Wind	🌀	Water	Water Pulse			
🌀	Ghost	Ominous Wind	🌀	Normal	Whirlwind			
🌀	Flying	Sky Attack	🌀	Flying	Fly			

HEIGHT: 1.7m / 5'07" WEIGHT: 55kg / 122 lbs

Pokédex has no data.
Rumor has it that one appeared during a blizzard in front of two lost hikers who followed its glistening trail until they found the main road. Others say its silhouette can be seen during raging snow storms.

#145 Zapdos			TYPE:	Electric	Flying				
	STRENGTH	●●●●●●	🌀	Flying	Peck	🌀	Electric	Thunder Shock	
	DEXTERITY	●●●●●●	🌀	Electric	Thunder Wave	🌀	Fight	Detect	
	VITALITY	●●●●●●	🌀	Flying	Pluck	🌀	Rock	Ancient Power	
	SPECIAL	●●●●●●	🌀	Electric	Charge	🌀	Psychic	Agility	
	INSIGHT	●●●●●●	🌀	Electric	Discharge	🌀	Water	Rain Dance	
HEIGHT: 1.6m / 5'03" WEIGHT: 52kg / 116 lbs Pokédex has no data. The myth tells of a bird who lived inside the thunderstorms of the region. It covered itself in lightning while flying in the dark clouds. A news report said it was involved in the closure of an energy plant.	BASE HP: 4 SUGGESTED RANK: Master	ABILITIES: Pressure & Static	EVOLUTIVE STAGE: Unknown.	🌀	Psychic	Light Screen	🌀	Flying	Drill Peck
				🌀	Electric	Thunder	🌀	Flying	Roost
	🌀	Electric	Magnetic Flux	🌀	Electric	Zap Cannon			
	🌀	Fire	Heat Wave	🌀	Normal	Whirlwind			
	🌀	Flying	Sky Attack	🌀	Dragon	Twister			
	🌀	Normal	Laser Focus	🌀	Flying	Fly			
									

#146 Moltres						TYPE:	Fire	Flying
	Flying	Wing Attack		Fire	Ember	 HEIGHT: 2m / 6'07" WEIGHT: 60kg / 132 lbs Pokédex has no data. The legend speaks of a bird who came flying from the south. Its fiery body melted the snow and brought the spring along. A children's book depicts a similar Pokémon living inside of a volcano.	STRENGTH	●●●●●●
	Fire	Fire Spin		Psychic	Agility		DEXTERITY	●●●●●
	Normal	Endure		Rock	Ancient Power		VITALITY	●●●●●
	Fire	Flamethrower		Normal	Safeguard		SPECIAL	●●●●●●●
	Flying	Air Slash		Fire	Sunny Day		INSIGHT	●●●●●
	Fire	Heat Wave		Grass	Solar Beam		BASE HP:	4
	Flying	Sky Attack		Flying	Roost		SUGGESTED RANK:	Master
	Flying	Hurricane		Fire	Burn Up		ABILITIES:	Pressure & Flame Body
	Fire	Will-O-Wisp		Fire	Flame Charge		EVOLUTIVE STAGE:	Unknown.
	Ghost	Curse		Fire	Fire Blast			
	Normal	Swift		Flying	Fly			#146

#147 Dratini			TYPE:	Dragon							
 HEIGHT: 1.7m / 5'11" WEIGHT: 3kg / 7 lbs Dragon Pokémon Up until recently its existence was debated as being a mere legend, then a small colony was found underwater. It is still extremely rare to find. It sheds skin and grows larger every day.	STRENGTH	●●●●●									
	DEXTERITY	●●●●●									
	VITALITY	●●●●●									
	SPECIAL	●●●●●									
	INSIGHT	●●●●●									
	BASE HP:	3	SUGGESTED RANK:	Amateur							
ABILITIES:	Shed Skin										
EVOLUTIVE STAGE:	First.										
EVOLUTION TIME:	Slow.										
	#147	#148									

#148 Dragonair						TYPE:	Dragon	
	Normal	Wrap		Normal	Leer	 HEIGHT: 4m / 13'01" WEIGHT: 16kg / 36 lbs Dragon Pokémon It is said to live in seas and lakes. Even though it has no wings, it has been depicted flying. There were legends of this Pokémon controlling the weather and ending the storms to leave a rainbow behind.	STRENGTH	●●●●●
	Electric	Thunder Wave		Dragon	Twister		DEXTERITY	●●●●●
	Dragon	Dragon Rage		Normal	Slam		VITALITY	●●●●●
	Psychic	Agility		Dragon	Dragon Tail		SPECIAL	●●●●●
	Water	Aqua Tail		Dragon	Dragon Rush		INSIGHT	●●●●●
	Normal	Safeguard		Dragon	Dragon Dance		BASE HP:	6
	Dragon	Outrage		Normal	Hyper Beam		SUGGESTED RANK:	Ace
	Water	Aqua Jet		Normal	Extreme Speed		ABILITIES:	Shed Skin
	Ice	Mist					EVOLUTIVE STAGE:	Second.
							EVOLUTION TIME:	Slow.
			#147	#148	#149			

#149 Dragonite			TYPE:	Dragon	Flying						
 HEIGHT: 2.2m / 7'03" WEIGHT: 210kg / 463lbs Dragon Pokémon Very few people have ever seen this Pokémon. Its intelligence matches that of humans. There are records of a Pokémon with a similar description that helped rescue a ship full of people during a hurricane.	STRENGTH	●●●●●●●									
	DEXTERITY	●●●●●									
	VITALITY	●●●●●									
	SPECIAL	●●●●●									
	INSIGHT	●●●●●									
	BASE HP:	6	SUGGESTED RANK:	Pro							
ABILITIES:	Inner Focus										
EVOLUTIVE STAGE:	Final.										
	#147	#148									


#150 Mewtwo						TYPE: Psychic
	Normal	Laser Focus		Psychic	Psywave	 HEIGHT: 2m / 6'07" WEIGHT: 122kg / 270 lbs Pokédex has no data. An article in a science magazine talked about how much cloning research was progressing, but... could it be? STRENGTH ●●●●●● DEXTERITY ●●●●●● VITALITY ●●●●●● SPECIAL ●●●●●●●● INSIGHT ●●●●●● BASE HP: 5 SUGGESTED RANK: Master ABILITIES: Pressure EVOLUTIVE STAGE: Unknown.
	Psychic	Confusion		Normal	Disable	
	Normal	Safeguard		Normal	Swift	
	Psychic	Future Sight		Normal	Psych Up	
	Psychic	Miracle Eye		Psychic	Psycho Cut	
	Psychic	Power Swap		Psychic	Guard Swap	
	Normal	Recover		Psychic	Psychic	
	Psychic	Barrier		Fight	Aura Sphere	
	Psychic	Amnesia		Ice	Mist	
	Normal	Me First		Psychic	Psystrike	
	Normal	Self-Destruct		Psychic	Telekinesis	
	Ice	Blizzard		Fight	Drain Punch	
	Dark	Snatch				

Mega-Mewtwo Y						TYPE: Psychic
	Normal	Laser Focus		Psychic	Psywave	 HEIGHT: 1.5m / 5'00" WEIGHT: 33kg / 72 lbs Pokédex has no data. With the power of the Mega Stone its body got smaller but its power grew immensely. It can blow up even a skyscraper with just its thoughts. STRENGTH ●●●●●●●● DEXTERITY ●●●●●●●● VITALITY ●●●●●●●● SPECIAL ●●●●●●●●●● INSIGHT ●●●●●●●● BASE HP: 6 SUGGESTED RANK: Master ABILITIES: Insomnia EVOLUTIVE STAGE: Mega Evolution.
	Psychic	Confusion		Normal	Disable	
	Normal	Safeguard		Normal	Swift	
	Psychic	Future Sight		Normal	Psych Up	
	Psychic	Miracle Eye		Psychic	Psycho Cut	
	Psychic	Power Swap		Psychic	Guard Swap	
	Normal	Recover		Psychic	Psychic	
	Psychic	Barrier		Fight	Aura Sphere	
	Psychic	Amnesia		Ice	Mist	
	Normal	Me First		Psychic	Psystrike	
	Normal	Self-Destruct		Psychic	Telekinesis	
	Ice	Blizzard		Fight	Drain Punch	
	Dark	Snatch				

Mega-Mewtwo X						TYPE: Psychic	Fight
	Normal	Laser Focus		Psychic	Psywave	 HEIGHT: 2.3m / 7'07" WEIGHT: 127kg / 280 lbs Pokédex has no data. The power of the Mega Stone was absorbed into its muscles if it grapples you and its psychic force does not crack you its strong arms will. STRENGTH ●●●●●●●●●● DEXTERITY ●●●●●●●● VITALITY ●●●●●●●● SPECIAL ●●●●●●●● INSIGHT ●●●●●●●● BASE HP: 6 SUGGESTED RANK: Master ABILITIES: Steadfast EVOLUTIVE STAGE: Mega Evolution. 	
	Psychic	Confusion		Normal	Disable		
	Normal	Safeguard		Normal	Swift		
	Psychic	Future Sight		Normal	Psych Up		
	Psychic	Miracle Eye		Psychic	Psycho Cut		
	Psychic	Power Swap		Psychic	Guard Swap		
	Normal	Recover		Psychic	Psychic		
	Psychic	Barrier		Fight	Aura Sphere		
	Psychic	Amnesia		Ice	Mist		
	Normal	Me First		Psychic	Psystrike		
	Normal	Self-Destruct		Psychic	Telekinesis		
	Ice	Blizzard		Fight	Drain Punch		
	Dark	Snatch					


#151 Mew	TYPE: Psychic	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
 HEIGHT: 0.4m / 1'04" WEIGHT: 4kg / 8.8 lbs Pokédex has no data. Recent investigations declare that this Pokémon could be the common ancestor of all actual Pokémon, but it has been extinct for centuries. Some people claim to have seen one to get their 15 minutes of fame. STRENGTH ●●●●●● DEXTERITY ●●●●●● VITALITY ●●●●●● SPECIAL ●●●●●● INSIGHT ●●●●●● BASE HP: 5 SUGGESTED RANK: Master ABILITIES: Synchronize EVOLUTIVE STAGE: Unknown. 			Normal	Pound		Normal	Reflect Type
		Normal	Transform		Normal	Mega Punch	
		Normal	Metronome		Psychic	Psychic	
		Psychic	Barrier		Rock	Ancient Power	
		Psychic	Amnesia		Normal	Me First	
		Normal	Baton Pass		Dark	Nasty Plot	
			Fight	Aura Sphere		???	Any Move

#152 Chikorita						TYPE:	Grass
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		
🌀	Normal	Tackle	🌀	Normal	Growl	STRENGTH ●●●●	
🍀	Grass	Razor Leaf	🍀	Poison	Poison Powder	DEXTERITY ●●●●	
🍀	Normal	Sweet Scent	🌀	Psychic	Reflect	VITALITY ●●●●	
🍀	Grass	Synthesis	🍀	Normal	Natural Gift	SPECIAL ●●●●	
🍀	Grass	Magical Leaf	🌀	Psychic	Light Screen	INSIGHT ●●●●	
🍀	Normal	Body Slam	🍀	Normal	Safeguard	BASE HP: 3	
🍀	Grass	Aromatherapy	🍀	Grass	Solar Beam	SUGGESTED RANK: 🌀 Starter	
🍀	Psychic	Heal Pulse	🍀	Grass	Grass Pledge	ABILITIES: Overgrow	
🍀	Grass	Grassy Terrain				EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.	




HEIGHT: 0.9m / 2'11" WEIGHT: 6kg / 14 lbs

Leaf Pokémon
It is docile and loves to bathe in the sunlight. It waves its leaf around to keep foes at bay. The sweet fragrance from its leaf, has a strong calming and relaxing effect on people and Pokémon.




#153 Bayleef						TYPE:	Grass
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		
🌀	Normal	Tackle	🌀	Normal	Growl	STRENGTH ●●●●	
🍀	Grass	Razor Leaf	🍀	Poison	Poison Powder	DEXTERITY ●●●●	
🍀	Normal	Sweet Scent	🌀	Psychic	Reflect	VITALITY ●●●●●	
🍀	Grass	Synthesis	🍀	Normal	Natural Gift	SPECIAL ●●●●	
🍀	Grass	Magical Leaf	🌀	Psychic	Light Screen	INSIGHT ●●●●	
🍀	Normal	Body Slam	🍀	Normal	Safeguard	BASE HP: 4	
🍀	Grass	Aromatherapy	🍀	Grass	Solar Beam	SUGGESTED RANK: 🌀 Amateur	
🍀	Psychic	Heal Pulse	🍀	Grass	Grass Pledge	ABILITIES: Overgrow	
🍀	Grass	Grassy Terrain				EVOLUTIVE STAGE: Second. EVOLUTION TIME: Medium.	




HEIGHT: 1.2m / 3'11" WEIGHT: 30kg / 64 lbs

Leaf Pokémon
A spicy fragrance emanates from around its neck that makes it feisty and impetuous. It sheds its leaves every couple of weeks after the aroma diminishes and its mood also becomes calmer.




#154 Meganium						TYPE:	Grass
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		
🌀	Normal	Growl	🌀	Normal	Tackle	STRENGTH ●●●●●	
🍀	Poison	Poison Powder	🍀	Grass	Razor Leaf	DEXTERITY ●●●●●	
🍀	Normal	Sweet Scent	🍀	Grass	Synthesis	VITALITY ●●●●●●	
🍀	Psychic	Reflect	🍀	Grass	Magical Leaf	SPECIAL ●●●●●	
🍀	Normal	Natural Gift	🌀	Psychic	Light Screen	INSIGHT ●●●●●	
🍀	Normal	Body Slam	🍀	Grass	Petal Blizzard	BASE HP: 5	
🍀	Grass	Petal Dance	🍀	Grass	Aromatherapy	SUGGESTED RANK: 🌀 Ace	
🍀	Grass	Solar Beam	🍀	Grass	Frenzy Plant	ABILITIES: Overgrow	
🍀	Rock	Ancient Power	🍀	Grass	Grassy Terrain	EVOLUTIVE STAGE: Final.	



HEIGHT: 1.8 m / 6'00" WEIGHT: 200kg / 440 lbs

Herb Pokémon
Meganium's breath has the power to revive dead grass and plants. The aroma that comes from its petals contains a substance that calms aggressive feelings and helps others to restore health.



#155 Cyndaquil						TYPE:	Fire
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		
🌀	Normal	Growl	🌀	Normal	Leer	STRENGTH ●●●●	
🍀	Poison	Poison Powder	🍀	Normal	Smokescreen	DEXTERITY ●●●●	
🍀	Normal	Sweet Scent	🍀	Normal	Quick Attack	VITALITY ●●●●	
🍀	Psychic	Reflect	🍀	Normal	Defense Curl	SPECIAL ●●●●	
🍀	Normal	Natural Gift	🍀	Normal	Swift	INSIGHT ●●●●	
🍀	Normal	Body Slam	🍀	Fire	Flamethrower	BASE HP: 3	
🍀	Grass	Petal Dance	🍀	Fire	Inferno	SUGGESTED RANK: 🌀 Starter	
🍀	Grass	Solar Beam	🍀	Fire	Eruption	ABILITIES: Blaze	
🍀	Rock	Ancient Power	🍀	Normal	Howl	EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.	
			🍀	Fire	Fire Pledge		







HEIGHT: 0.5m / 1'08" WEIGHT: 8kg / 17 lbs

Fire Mouse Pokémon
A shy and elusive Pokémon. The flames from its back protect it. They'll burn vigorously if Cyndaquil is angry otherwise they'll remain unlit. It lives in hot dens inside of mountains and volcanos.




RANK			TYPE			MOVE NAME			#156 Quilava			TYPE: Fire	
🌀	Normal	Tackle	🌀	Normal	Leer	 <p>HEIGHT: 0.9m / 2'11" WEIGHT: 19kg / 41 lbs</p> <p>Volcano Pokémon It intimidates foes with intense gusts of flames and superheated air. Beware if a Quilava turns its back on you, it is planing on using a fire move.</p>			STRENGTH	●●●●			
🌀	Normal	Smokescreen	🌀	Fire	Ember				DEXTERITY	●●●●●			
🌀	Normal	Quick Attack	🌀	Fire	Flame Wheel				VITALITY	●●●●			
🌀	Normal	Defense Curl	🌀	Normal	Swift				SPECIAL	●●●●●			
🌀	Fire	Flame Charge	🌀	Fire	Lava Plume				INSIGHT	●●●●			
🌀	Fire	Flamethrower	🌀	Rock	Rollout				BASE HP: 4	SUGGESTED RANK: Amateur			
🌀	Fire	Inferno	🌀	Normal	Double-Edge				ABILITIES: Blaze				
🌀	Fire	Eruption	🌀	Fire	Burn Up				EVOLUTIVE STAGE: Second. EVOLUTION TIME: Medium.				
🌀	Normal	Howl	🌀	Fight	Double Kick				  				
🌀	Fire	Fire Pledge											

#157 Typhlosion			TYPE: Fire			RANK			TYPE			MOVE NAME		
 <p>HEIGHT: 1.7m / 5'07" WEIGHT: 79kg / 175 lbs</p> <p>Volcano Pokémon Very rare to see in the wild. It hides behind a shimmering heat haze created using its fire. Typhlosion can create eruptions and explosive blasts that can burn everything to the ground.</p>			STRENGTH	●●●●●	🌀	Normal	Leer	🌀	Normal	Tackle				
			DEXTERITY	●●●●●	🌀	Normal	Smokescreen	🌀	Normal	Quick Attack				
			VITALITY	●●●●●	🌀	Fire	Ember	🌀	Normal	Defense Curl				
			SPECIAL	●●●●●	🌀	Fire	Flame Wheel	🌀	Fire	Flame Charge				
			INSIGHT	●●●●●	🌀	Normal	Swift	🌀	Fire	Flamethrower				
<p>BASE HP: 5 SUGGESTED RANK: Ace</p> <p>ABILITIES: Blaze</p> <p>EVOLUTIVE STAGE: Final.</p>   			🌀	Fire	Lava Plume	🌀	Rock	Rollout						
			🌀	Steel	Gyro Ball	🌀	Fire	Inferno						
			🌀	Normal	Double-Edge	🌀	Fire	Eruption						
			🌀	Fire	Burn Up	🌀	Fire	Blast Burn						
			🌀	Psychic	Extrasensory	🌀	Electric	Thunder Punch						

RANK			TYPE			MOVE NAME			#158 Totodile			TYPE: Water	
🌀	Normal	Scratch	🌀	Normal	Leer	 <p>HEIGHT: 0.6m / 2'00" WEIGHT: 9kg / 20 lbs</p> <p>Big Jaw Pokémon Despite its small body, Totodile's jaws are very powerful. While it may think it is just playfully nipping, its bite has enough strength to cause a serious injury. It needs proper discipline to control its biting urges.</p>			STRENGTH	●●●●			
🌀	Water	Water Gun	🌀	Normal	Rage				DEXTERITY	●●●●			
🌀	Dark	Bite	🌀	Normal	Scary Face				VITALITY	●●●●			
🌀	Ice	Ice Fang	🌀	Normal	Flail				SPECIAL	●●●●			
🌀	Dark	Crunch	🌀	Normal	Chip Away				INSIGHT	●●●●			
🌀	Normal	Slash	🌀	Normal	Screech				BASE HP: 3	SUGGESTED RANK: Beginner			
🌀	Water	Aqua Tail	🌀	Normal	Thrash				ABILITIES: Torrent				
🌀	Fight	Superpower	🌀	Water	Hydro Pump				EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.				
🌀	Water	Aqua Jet	🌀	Dark	Fake Tears				  				
🌀	Water	Water Pledge											


#159 Croconaw			TYPE: Water			RANK			TYPE			MOVE NAME		
 <p>HEIGHT: 1.1m / 3'07" WEIGHT: 25kg / 55 lbs</p> <p>Big Jaw Pokémon This Pokémon is really tenacious. Once it bites something it won't let go until it tears it down - even if its trainer is ordering to let go. If it loses any of it's fangs, they'll regrow in a few days. It's a very wild Pokémon.</p>			STRENGTH	●●●●●	🌀	Normal	Scratch	🌀	Normal	Leer				
			DEXTERITY	●●●●●	🌀	Water	Water Gun	🌀	Normal	Rage				
			VITALITY	●●●●●	🌀	Dark	Bite	🌀	Normal	Scary Face				
			SPECIAL	●●●●●	🌀	Ice	Ice Fang	🌀	Normal	Flail				
			INSIGHT	●●●●●	🌀	Dark	Crunch	🌀	Normal	Chip Away				
<p>BASE HP: 4 SUGGESTED RANK: Amateur</p> <p>ABILITIES: Torrent</p> <p>EVOLUTIVE STAGE: Second. EVOLUTION TIME: Medium.</p>   			🌀	Normal	Slash	🌀	Normal	Screech						
			🌀	Water	Aqua Tail	🌀	Normal	Thrash						
			🌀	Fight	Superpower	🌀	Water	Hydro Pump						
			🌀	Water	Aqua Jet	🌀	Dark	Fake Tears						
			🌀	Water	Water Pledge									




#160 Feraligatr						TYPE: Water
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	 <p>HEIGHT: 2.3m / 7'07" WEIGHT: 176kg / 390 lbs</p> <p>Big Jaw Pokémon While in the water, it opens its big jaw to intimidate anyone coming close. Whenever it bites, it shakes its head and savagely rolls to tear up its prey. It is a very dangerous Pokémon. Approach with caution.</p>
🌀	Normal	Scratch	🌀	Normal	Leer	
🌊	Water	Water Gun	🌀	Normal	Rage	
🌑	Dark	Bite	🌀	Normal	Scary Face	
❄️	Ice	Ice Fang	🌀	Normal	Flail	
🧠	Psychic	Agility	🌀	Dark	Crunch	
🌀	Normal	Chip Away	🌀	Normal	Slash	
🌀	Normal	Screech	🌀	Water	Aqua Tail	
🌀	Normal	Thrash	🌀	Fight	Superpower	
🌀	Water	Hydro Pump	🌀	Dragon	Dragon Dance	
🌀	Water	Hydro Cannon	🌀	Steel	Metal Claw	


BASE HP: **5**

ABILITIES: **Torrent**

EVOLUTIVE STAGE: Final.

SUGGESTED RANK:  Ace








#161 Sentret						TYPE: Normal
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	 <p>HEIGHT: 0.8m / 2'07" WEIGHT: 6kg / 13 lbs</p> <p>Scout Pokémon It lives underground with its family. It is cautious and nervous by nature. Sentret is always vigilant for any threat. It is very friendly among its kind and suffers a lot if separated from its pack.</p>
🌀	Normal	Scratch	🌀	Normal	Foresight	
🌀	Normal	Defense Curl	🌀	Normal	Quick Attack	
🌀	Normal	Fury Swipes	🌀	Normal	Helping Hand	
🌀	Normal	Follow Me	🌀	Normal	Slam	
🌀	Psychic	Rest	🌀	Dark	Sucker Punch	
🌀	Psychic	Amnesia	🌀	Normal	Baton Pass	
🌀	Normal	Me First	🌀	Normal	Hyper Voice	
🌀	Normal	Slash	🌀	Fairy	Charm	
🌀	Normal	Assist				


BASE HP: **3**

ABILITIES: **Run Away & Keen Eye**

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.

SUGGESTED RANK:  Starter






#162 Furret						TYPE: Normal
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	 <p>HEIGHT: 1.8m / 6'00" WEIGHT: 48kg / 100 lbs</p> <p>Long Body Pokémon It lives along its Sentret family and acts as the hunter and caregiver of the pack. It can move really fast. If it is cornered, it will squirm through even the narrowest of gaps to escape safe and sound.</p>
🌀	Normal	Scratch	🌀	Normal	Foresight	
🌀	Normal	Defense Curl	🌀	Normal	Quick Attack	
🌀	Psychic	Agility	🌀	Poison	Coil	
🌀	Normal	Fury Swipes	🌀	Normal	Helping Hand	
🌀	Normal	Follow Me	🌀	Normal	Slam	
🌀	Psychic	Rest	🌀	Dark	Sucker Punch	
🌀	Psychic	Amnesia	🌀	Normal	Baton Pass	
🌀	Normal	Me First	🌀	Normal	Hyper Voice	
🌀	Normal	Slash	🌀	Fight	Reversal	
🌀	Steel	Iron Tail				

BASE HP: **4**

ABILITIES: **Run Away & Keen Eye**

EVOLUTIVE STAGE: Final.

SUGGESTED RANK:  Amateur




#163 Hoothoot						TYPE: Normal Flying
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	 <p>HEIGHT: 0.7m / 2'04" WEIGHT: 21kg / 46 lbs</p> <p>Owl Pokémon A nocturnal Pokémon found in dark forests. It has an internal organ that senses the earth's rotation. By using this special organ a Hoothoot begins hooting at precisely the same time every day.</p>
🌀	Normal	Scratch	🌀	Normal	Tackle	
🌀	Normal	Defense Curl	🌀	Normal	Foresight	
🌀	Psychic	Agility	🌀	Flying	Peck	
🌀	Normal	Fury Swipes	🌀	Psychic	Reflect	
🌀	Normal	Follow Me	🌀	Normal	Echoed Voice	
🌀	Psychic	Rest	🌀	Flying	Air Slash	
🌀	Psychic	Amnesia	🌀	Fairy	Moonblast	
🌀	Normal	Me First	🌀	Psychic	Extrasensory	
🌀	Normal	Slash	🌀	Flying	Roost	
🌀	Steel	Iron Tail	🌀	Ghost	Night Shade	
			🌀	Flying	Feather Dance	

BASE HP: **3**

ABILITIES: **Insomnia & Keen Eye**

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.

SUGGESTED RANK:  Beginner




#164 Noctowl						TYPE: Normal	Flying
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		
🌀	Normal	Growl	🌀	Normal	Foresight		
🌀	Normal	Tackle	🌀	Flying	Peck		
🌀	Psychic	Hypnosis	🌀	Psychic	Psycho Shift		
🌀	Normal	Uproar	🌀	Psychic	Reflect		
🌀	Psychic	Confusion	🌀	Normal	Echoed Voice		
🌀	Normal	Take Down	🌀	Flying	Air Slash		
🌀	Psychic	Zen Headbutt	🌀	Fairy	Moonblast		
🌀	Psychic	Synchronoise	🌀	Psychic	Extrasensory		
🌀	Flying	Sky Attack	🌀	Flying	Roost		
🌀	Psychic	Dream Eater	🌀	Ghost	Night Shade		
🌀	Dark	Feint Attack	🌀	Psychic	Agility		



HEIGHT: 1.6m / 5'03"

WEIGHT: 60kg / 133 lbs

Owl Pokémon
It can hunt in full darkness without fail. All Noctowls owe their success to their superior vision - that allows them to see in minimal light, and to their agile and silent wings. They are very intelligent and critic Pokémon.

BASE HP: 4

ABILITIES: Insomnia & Keen Eye

SUGGESTED RANK: Amateur

EVOLUTIVE STAGE: Final.
EVOLUTION TIME: Medium.




#165 Ledyba						TYPE: Bug	Flying	
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Tackle	🌀	Normal	Supersonic	🌀	Normal	Supersonic
🌀	Normal	Comet Punch	🌀	Psychic	Light Screen	🌀	Psychic	Light Screen
🌀	Psychic	Reflect	🌀	Normal	Safeguard	🌀	Normal	Safeguard
🌀	Fight	Mach Punch	🌀	Normal	Baton Pass	🌀	Normal	Baton Pass
🌀	Bug	Silver Wind	🌀	Psychic	Agility	🌀	Psychic	Agility
🌀	Flying	Air Slash	🌀	Normal	Swift	🌀	Normal	Swift
🌀	Normal	Double-Edge	🌀	Bug	Bug Buzz	🌀	Bug	Bug Buzz
🌀	Grass	Giga Drain	🌀	Normal	Screech	🌀	Normal	Screech
🌀	Flying	Tailwind						



HEIGHT: 1m / 3'03"

WEIGHT: 10kg / 23 lbs

Five Star Pokémon
These timid Pokémon swarm in groups to keep each other warm during the winter. It communicates with others through a special scent. They often appear covered in the morning dew.

BASE HP: 3


ABILITIES: Swarm & Early Bird

SUGGESTED RANK: Beginner

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.




#166 Ledian						TYPE: Bug	Flying	
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Tackle	🌀	Normal	Supersonic	🌀	Normal	Supersonic
🌀	Normal	Comet Punch	🌀	Psychic	Light Screen	🌀	Psychic	Light Screen
🌀	Psychic	Reflect	🌀	Normal	Safeguard	🌀	Normal	Safeguard
🌀	Fight	Mach Punch	🌀	Normal	Baton Pass	🌀	Normal	Baton Pass
🌀	Bug	Silver Wind	🌀	Psychic	Agility	🌀	Psychic	Agility
🌀	Flying	Air Slash	🌀	Normal	Swift	🌀	Normal	Swift
🌀	Normal	Double-Edge	🌀	Bug	Bug Buzz	🌀	Bug	Bug Buzz
🌀	Grass	Giga Drain	🌀	Flying	Air Cutter			
🌀	Psychic	Psybeam						



HEIGHT: 1.4m / 4'07"

WEIGHT: 35kg / 78 lbs



Five Star Pokémon
When the stars flicker in the night sky, it flutters about scattering a glowing powder. The spot patterns on its back grow larger or smaller at night depending on the number of stars in the sky.

BASE HP: 4

ABILITIES: Swarm & Early Bird

SUGGESTED RANK: Amateur

EVOLUTIVE STAGE: Final.

#167 Spinarak						TYPE: Bug	Poison	
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Tackle	🌀	Normal	Supersonic	🌀	Bug	String Shot
🌀	Normal	Comet Punch	🌀	Psychic	Light Screen	🌀	Grass	Absorb
🌀	Psychic	Reflect	🌀	Normal	Safeguard	🌀	Normal	Constrict
🌀	Fight	Mach Punch	🌀	Normal	Baton Pass	🌀	Ghost	Night Shade
🌀	Bug	Silver Wind	🌀	Psychic	Agility	🌀	Normal	Fury Swipes
🌀	Flying	Air Slash	🌀	Normal	Swift	🌀	Bug	Spider Web
🌀	Normal	Double-Edge	🌀	Bug	Bug Buzz	🌀	Bug	Pin Missile
🌀	Grass	Giga Drain	🌀	Flying	Air Cutter	🌀	Psychic	Psychic
🌀	Psychic	Psybeam				🌀	Bug	Sticky Web
						🌀	Electric	Electro Web
						🌀	Poison	Toxic Spikes



HEIGHT: 0.5m / 1'08"

WEIGHT: 8kg / 18 lbs

String Spit Pokémon
It sets a trap by spinning a web of thin but strong silk. Then it waits for the prey to arrive. It recognizes what kind of prey has fallen on its web by the vibrations received by each one of its eight legs.





BASE HP: 3





ABILITIES: Swarm & Insomnia



SUGGESTED RANK: Starter





EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.








#172 Pichu						TYPE: Electric	
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		STRENGTH ●●●
●	Electric	Thunder Shock	●	Fairy	Charm		DEXTERITY ●●●●
●	Normal	Tail Whip	●	Fairy	Sweet Kiss		VITALITY ●●
●	Electric	Thunder Wave	●	Dark	Nasty Plot		SPECIAL ●●●
●	Electric	Charge	●	Normal	Fake Out		INSIGHT ●●●
●	Fairy	Disarming Voice					BASE HP: 3 SUGGESTED RANK: Starter
HEIGHT: 0.3m / 1'00" WEIGHT: 2kg / 4 lbs						ABILITIES: Static	EVOLUTIVE STAGE: First. EVOLVES WITH: Happiness 4.
Tiny Mouse Pokémon Its cheek pouches are not fully developed yet. Pichu gets startled if its cheeks release electricity jolts. It needs a friendly environment to grow happy. It can be quite the rascal, though.						 #172  #025  #026	

#173 Cleffa						TYPE: Fairy		
	STRENGTH	●●●	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	DEXTERITY	●●	●	Normal	Pound	●	Fairy	Charm
	VITALITY	●●●	●	Normal	Encore	●	Fairy	Sweet Kiss
	SPECIAL	●●●●	●	Normal	Sing	●	Normal	Copycat
	INSIGHT	●●●●	●	Normal	Tickle	●	Dark	Fake Tears
				●	Grass	Magical Leaf	●	Psychic
HEIGHT: 0.3m / 1'00" WEIGHT: 3kg / 6 lbs		BASE HP: 3	SUGGESTED RANK: Starter					
Star Shape Pokémon An extremely elusive Pokémon. A few have appeared when the night skies are filled with shooting stars - but they always disappear at dawn. Friendship and love allows it to go into the next step of life.		ABILITIES: Cute Charm & Magic Guard		EVOLUTIVE STAGE: First. EVOLVES WITH: Happiness 4.				
		 #173  #035  #036						

#174 Iggybuff						TYPE: Normal Fairy	
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		STRENGTH ●●●
●	Normal	Sing	●	Fairy	Charm		DEXTERITY ●●
●	Normal	Defense Curl	●	Normal	Pound		VITALITY ●●
●	Fairy	Sweet Kiss	●	Normal	Copycat		SPECIAL ●●●
●	Normal	Hyper Voice	●	Flying	Bounce		INSIGHT ●●●
●	Normal	Perish Song					BASE HP: 3 SUGGESTED RANK: Starter
HEIGHT: 0.3 m / 1'00" WEIGHT: 1kg / 2 lbs						ABILITIES: Cute Charm & Competitive	EVOLUTIVE STAGE: First. EVOLVES WITH: Happiness 4.
Balloon Pokémon It has a very light body that makes it float and bounce. If you are not careful it can bounce away without control. After being bottledfed it will not bounce but wiggle around. It gets cranky if it doesn't take a nap.						 #174  #039  #040	

#175 Togepi						TYPE: Fairy		
	STRENGTH	●●●	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	DEXTERITY	●●●	●	Normal	Growl	●	Fairy	Charm
	VITALITY	●●●●	●	Normal	Metronome	●	Fairy	Sweet Kiss
	SPECIAL	●●●●	●	Normal	Yawn	●	Normal	Encore
	INSIGHT	●●●●	●	Normal	Follow Me	●	Normal	Bestow
				●	Normal	Baton Pass	●	Rock
HEIGHT: 0.3m / 1'00" WEIGHT: 1.5kg / 3 lbs		BASE HP: 3	SUGGESTED RANK: Starter					
Spike Ball Pokémon This Pokémon stores all the kindness and good feelings inside of it's shell and shares them with others, when the shell is full it becomes so happy that it finally evolves. It is said that it'll bring good fortune to its trainer.		ABILITIES: Hustle & Serene Grace		EVOLUTIVE STAGE: First. EVOLVES WITH: Happiness 5.				
		 #175  #176  #468						

#176 Togetic						TYPE:	Fairy	Flying
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME			
🌀	Normal	Growl	🌀	Fairy	Charm	 <p>HEIGHT: 0.6m / 2'00" WEIGHT: 3kg / 7 lbs</p> <p>Happiness Pokémon Although there have been very few sightings of this Pokémon in the wild, it is known to appear before kind hearted people and grant them happiness. It is very energetic and friendly.</p> <p>BASE HP: 4 SUGGESTED RANK: Amateur</p> <p>ABILITIES: Hustle & Serene Grace</p> <p>EVOLUTIVE STAGE: Second. EVOLUTION WITH: Shiny Stone.</p>   		
🌀	Fairy	Sweet Kiss	🌀	Normal	Metronome			
🌀	Grass	Magical Leaf	🌀	Normal	Yawn			
🌀	Fairy	Fairy Wind	🌀	Normal	Encore			
🌀	Normal	Follow Me	🌀	Normal	Bestow			
🌀	Normal	Safeguard	🌀	Rock	Ancient Power			
🌀	Normal	Baton Pass	🌀	Normal	Wish			
🌀	Normal	Double-Edge	🌀	Normal	Last Resort			
🌀	Normal	After You	🌀	Normal	Lucky Chant			
🌀	Dark	Nasty Plot	🌀	Psychic	Extrasensory			

#177 Natu						TYPE:	Psychic	Flying
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME			
🌀			🌀	Flying	Peck	🌀	Normal	Leer
			🌀	Ghost	Night Shade	🌀	Psychic	Teleport
			🌀	Normal	Lucky Chant	🌀	Psychic	Miracle Eye
			🌀	Normal	Me First	🌀	Ghost	Confuse Ray
			🌀	Ghost	Ominous Wind	🌀	Psychic	Psycho Shift
			🌀	Psychic	Stored Power	🌀	Psychic	Future Sight
			🌀	Normal	Wish	🌀	Psychic	Power Swap
			🌀	Psychic	Guard Swap	🌀	Psychic	Psychic
			🌀	Normal	Pain Split	🌀	Dragon	Twister
			🌀	Ice	Haze			

STRENGTH ●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

HEIGHT: 0.2m / 0'08" **WEIGHT:** 2kg / 4 lbs



BASE HP: 3 **SUGGESTED RANK:** Beginner

ABILITIES: Synchronize & Early Bird

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.




Little Bird Pokémon
It lives close to the deserts. Its wings are not fully developed so it hops to trees and cactus to peck something to eat. If you find one it will hold your stare, if you get closer it might disappear in an instant.

#178 Xatu						TYPE:	Psychic	Flying
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME			
🌀	Flying	Peck	🌀	Normal	Leer	 <p>HEIGHT: 1.5m / 5'00" WEIGHT: 30kg / 66 lbs</p> <p>Mystic Pokémon Xatu is known to stand motionless while staring at the sun all day long. Some people revere it as a mystical Pokémon out of their belief that Xatus have the power to see into the future.</p> <p>BASE HP: 4 SUGGESTED RANK: Amateur</p> <p>ABILITIES: Synchronize & Early Bird</p> <p>EVOLUTIVE STAGE: Final.</p>  		
🌀	Psychic	Teleport	🌀	Ghost	Night Shade			
🌀	Psychic	Miracle Eye	🌀	Normal	Lucky Chant			
🌀	Ghost	Confuse Ray	🌀	Normal	Me First			
🌀	Flying	Air Slash	🌀	Flying	Tailwind			
🌀	Psychic	Future Sight	🌀	Psychic	Psycho Shift			
🌀	Ghost	Ominous Wind	🌀	Psychic	Stored Power			
🌀	Normal	Wish	🌀	Psychic	Power Swap			
🌀	Psychic	Guard Swap	🌀	Psychic	Psychic			
🌀	Normal	Pain Split	🌀	Dragon	Twister			
🌀	Fire	Heat Wave						

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

#179 Mareep						TYPE:	Electric	
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME			
🌀			🌀	Normal	Tackle	🌀	Normal	Growl
			🌀	Electric	Thunder Wave	🌀	Electric	Thunder Shock
			🌀	Grass	Cotton Spore	🌀	Electric	Charge
			🌀	Normal	Take Down	🌀	Electric	Electro Ball
			🌀	Ghost	Confuse Ray	🌀	Rock	Power Gem
			🌀	Bug	Signal Beam	🌀	Grass	Cotton Guard
			🌀	Electric	Discharge	🌀	Psychic	Light Screen
			🌀	Electric	Thunder	🌀	Psychic	Agility
			🌀	Electric	Magnet Rise	🌀	Normal	Heal Bell

STRENGTH ●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

HEIGHT: 0.6m / 2'00" **WEIGHT:** 8kg / 17 lbs

BASE HP: 3 **SUGGESTED RANK:** Beginner





ABILITIES: Static





EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.














Wool Pokémon
Its fluffy coat of wool builds a static charge, the more static electricity, the more brightly the lightbulb at the tip of its tail glows. Farmers shed their wool by the summer but it grows back quickly.

#180 Flaafy						TYPE: Electric	
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	 <p>HEIGHT: 0.8m / 2'07" WEIGHT: 26kg / 58 lbs</p> <p>Wool Pokémon Its wool quality changes so that it can generate a higher amount of static electricity with a smaller amount of wool. The bare and slick parts of its hide are shielded with small electric impulses.</p>	STRENGTH ●●●●
●	Normal	Tackle	●	Normal	Growl		DEXTERITY ●●●●
●	Electric	Thunder Wave	●	Electric	Thunder Shock		VITALITY ●●●●
●	Grass	Cotton Spore	●	Electric	Charge		SPECIAL ●●●●●
●	Normal	Take Down	●	Electric	Electro Ball		INSIGHT ●●●●
●	Ghost	Confuse Ray	●	Rock	Power Gem		BASE HP: 4
●	Bug	Signal Beam	●	Grass	Cotton Guard		SUGGESTED RANK: Amateur
●	Electric	Discharge	●	Psychic	Light Screen		ABILITIES: Static
●	Electric	Thunder	●	Psychic	Agility		EVOLUTIVE STAGE: Second. EVOLUTION TIME: Medium.
●	Electric	Magnet Rise	●	Normal	Heal Bell		  

#181 Ampharos						TYPE: Electric	
 <p>HEIGHT: 1.4m / 4'07" WEIGHT: 61kg / 135 lbs</p> <p>Light Pokémon It's not common to see it in the wild. The tip of its tail shines brightly and in the old days, people sent light signals with the help of this Pokémon. It has a good disposition towards people in general.</p>	STRENGTH ●●●●●	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	DEXTERITY ●●●●	●	Normal	Tackle	●	Normal	Growl
	VITALITY ●●●●●	●	Electric	Thunder Wave	●	Electric	Thunder Shock
	SPECIAL ●●●●●	●	Electric	Magnetic Flux	●	Electric	Ion Deluge
	INSIGHT ●●●●●	●	Dragon	Dragon Pulse	●	Fire	Fire Punch
	BASE HP: 5	●	Grass	Cotton Spore	●	Electric	Charge
	SUGGESTED RANK: Ace	●	Normal	Take Down	●	Electric	Electro Ball
	ABILITIES: Static	●	Ghost	Confuse Ray	●	Electric	Thunder Punch
	EVOLUTIVE STAGE: Final.	●	Rock	Power Gem	●	Bug	Signal Beam
	  	●	Grass	Cotton Guard	●	Electric	Discharge

Mega-Ampharos						TYPE: Electric Dragon	
 <p>HEIGHT: 1.4m / 4'07" WEIGHT: 61kg / 135lbs</p> <p>Light Pokémon With the power of the Mega Stone the dormant dragon genes it has are awakened. Its wool grows back as a silky mane that flows and floats with the electricity its body is discharging.</p>	STRENGTH ●●●●●	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	DEXTERITY ●●●●	●	Normal	Tackle	●	Normal	Growl
	VITALITY ●●●●●	●	Electric	Thunder Wave	●	Electric	Thunder Shock
	SPECIAL ●●●●●	●	Electric	Magnetic Flux	●	Electric	Ion Deluge
	INSIGHT ●●●●●	●	Dragon	Dragon Pulse	●	Fire	Fire Punch
	BASE HP: 6	●	Grass	Cotton Spore	●	Electric	Charge
	SUGGESTED RANK: Pro	●	Normal	Take Down	●	Electric	Electro Ball
	ABILITIES: Mold Breaker	●	Ghost	Confuse Ray	●	Electric	Thunder Punch
	EVOLUTIVE STAGE: Mega-Evolution.	●	Rock	Power Gem	●	Bug	Signal Beam
	  	●	Grass	Cotton Guard	●	Electric	Discharge

#182 Bellossom						TYPE: Grass	
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	 <p>HEIGHT: 0.4m / 1'04" WEIGHT: 5kg / 12 lbs</p> <p>Flower Pokémon They are plentiful in tropical areas. The beauty of the flowers on its head depends on how stinky it was as a Gloom. Lots of sunshine will make the skirt leaves swirl in a beautiful and rhythmic dance.</p>	STRENGTH ●●●●●
●	Normal	Sweet Scent	●	Grass	Stun Spore		DEXTERITY ●●●●
●	Grass	Leaf Blade	●	Grass	Mega Drain		VITALITY ●●●●●
●	Fire	Sunny Day	●	Grass	Magical Leaf		SPECIAL ●●●●●
●	Bug	Quiver Dance	●	Grass	Petal Blizzard		INSIGHT ●●●●●
●	Grass	Leaf Storm	●	Normal	Teeter Dance		BASE HP: 5
●	Normal	Swords Dance	●	Fight	Drain Punch		SUGGESTED RANK: Amateur
							ABILITIES: Chlorophyll
							EVOLUTIVE STAGE: Final. EVOLVED BY: Sun Stone.
							   

#183 Marill



HEIGHT: 0.4m / 1'04" WEIGHT: 8kg / 18 lbs

Aquamouse Pokémon
Marill's tail acts like a floater. Seeing its tail bobbing on the water's surface is a sure indication that this Pokémon is diving to feed on algae and aquatic plants. This Pokémon is curious towards humans.

TYPE: **Water** **Fairy**

STRENGTH ●●●●
DEXTERITY ●●●●
VITALITY ●●●●
SPECIAL ●●●●
INSIGHT ●●●●

BASE HP: **4** SUGGESTED RANK: **Beginner**

ABILITIES: **Thick Fat & Huge Power**

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Tackle	●	Water	Water Gun
●	Normal	Tail Whip	●	Water	Water Sport
●	Water	Bubble	●	Normal	Defense Curl
●	Rock	Rollout	●	Water	Bubble Beam
●	Normal	Helping Hand	●	Water	Aqua Tail
●	Water	Rain Dance	●	Fairy	Play Rough
●	Normal	Double-Edge	●	Water	Aqua Ring
●	Water	Hydro Pump	●	Fight	Superpower
●	Normal	Belly Drum	●	Water	Aqua Jet
●	Ice	Ice Punch			

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Tackle	●	Water	Water Gun
●	Normal	Tail Whip	●	Water	Water Sport
●	Water	Bubble	●	Normal	Defense Curl
●	Rock	Rollout	●	Water	Bubble Beam
●	Normal	Helping Hand	●	Water	Aqua Tail
●	Water	Rain Dance	●	Fairy	Play Rough
●	Normal	Double-Edge	●	Fight	Superpower
●	Water	Hydro Pump	●	Water	Aqua Ring
●	Normal	Belly Drum	●	Water	Aqua Jet
●	Ice	Ice Punch			

#184 Azumarill



HEIGHT: 0.8m / 2'07" WEIGHT: 28kg / 62 lbs

Aquarabbit Pokémon
It stays in water virtually all day long. Its blue fur makes it difficult to spot when submerged. Azumarill uses its sensitive ears to locate prey even underwater. They are not aggressive and even get close to humans.

TYPE: **Water** **Fairy**

STRENGTH ●●●●
DEXTERITY ●●●●
VITALITY ●●●●
SPECIAL ●●●●
INSIGHT ●●●●

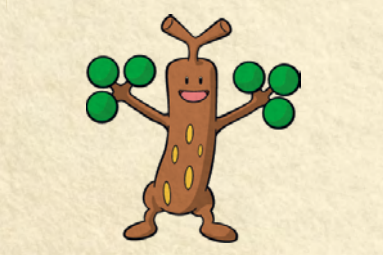
BASE HP: **5** SUGGESTED RANK: **Amateur**

ABILITIES: **Thick Fat & Huge Power**

EVOLUTIVE STAGE: Final.



#185 Sudowoodo



HEIGHT: 1.2m / 3'11" WEIGHT: 38kg / 83 lbs

Imitation Pokémon
Sudowoodo camouflages itself as a tree to avoid being attacked by enemies. However, because its arms remain green throughout the year, this Pokémon is easy to identify in winter. It's a little wary of humans.

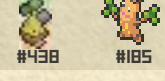
TYPE: **Rock**

STRENGTH ●●●●●
DEXTERITY ●●●●
VITALITY ●●●●●
SPECIAL ●●●●
INSIGHT ●●●●

BASE HP: **4** SUGGESTED RANK: **Amateur**

ABILITIES: **Sturdy & Rock Head**

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Flail	●	Rock	Rock Throw
●	Fight	Low Kick	●	Normal	Mimic
●	Grass	Wood Hammer	●	Normal	Copycat
●	Normal	Slam	●	Dark	Feint Attack
●	Rock	Rock Tomb	●	Normal	Tearful Look
●	Normal	Block	●	Fight	Counter
●	Rock	Rock Slide	●	Dark	Sucker Punch
●	Normal	Double-Edge	●	Rock	Stone Edge
●	Fight	Hammer Arm	●	Rock	Head Smash
●	Fire	Fire Punch	●	Rock	Stealth Rock
●	Normal	Self-Destruct			

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Water	Bubble Beam	●	Psychic	Hypnosis
●	Normal	Double Slap	●	Normal	Perish Song
●	Normal	Swagger	●	Flying	Bounce
●	Normal	Hyper Voice	●	Ground	Mud Shot
●	Ice	Icy Wind	●	Normal	Refresh

#186 Politoed



HEIGHT: 1.1m / 3'07" WEIGHT: 33kg / 74 lbs

Frog Pokémon
It lives with Poliwhigs and Poliwhirls near ponds and lakes, but there's rarely more than one. Politoed is the leader and acts as the king of the group. It is an easy-going but proud Pokémon.

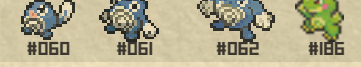
TYPE: **Water**

STRENGTH ●●●●●
DEXTERITY ●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **5** SUGGESTED RANK: **Amateur**

ABILITIES: **Water Absorb & Damp**

EVOLUTIVE STAGE: Final.
EVOLVED BY: King's Rock.



#187 Hoppip



HEIGHT: 0.4m / 1'04" WEIGHT: 0.5kg / 1 lbs

Cottonweed Pokémon
This Pokémon drifts away by floating in the wind. Even the weakest current can lift them up. By the end of the winter you can see them flying above cities and fields. This means that spring is coming soon.

TYPE:	Grass	Flying	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
STRENGTH	●●●●		🌀	Normal	Splash	🍷	Grass	Synthesis
DEXTERITY	●●●●●		🍷	Normal	Tail Whip	🍷	Normal	Tackle
VITALITY	●●●●		🍷	Fairy	Fairy Wind	🍷	Poison	Poison Powder
SPECIAL	●●●●		🍷	Grass	Stun Spore	🍷	Grass	Sleep Powder
INSIGHT	●●●●		🍷	Grass	Bullet Seed	🍷	Grass	Leech Seed
			🍷	Grass	Mega Drain	🍷	Flying	Acrobatics
			🍷	Bug	Rage Powder	🍷	Grass	Worry Seed
			🍷	Grass	Giga Drain	🍷	Flying	Bounce
			🍷	Dark	Memento	🍷	Bug	Silver Wind
			🍷	Grass	Seed Bomb	🍷	Grass	Aromatherapy


BASE HP: **3** SUGGESTED RANK: Starter

ABILITIES: Chlorophyll & Leaf Guard

EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.



#188 Skiploom



HEIGHT: 0.6m / 2'00" WEIGHT: 1kg / 2 lbs


Cottonweed Pokémon
It blooms when the weather is warm. If the weather gets cold, the bloom will close and it will stop flying. This is not an aggressive Pokémon but it can cause allergies if it floats directly above you.

TYPE:	Grass	Flying	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
STRENGTH	●●●●		🍷	Grass	Synthesis	🍷	Grass	Synthesis
DEXTERITY	●●●●●		🍷	Normal	Tackle	🍷	Normal	Tackle
VITALITY	●●●●		🍷	Poison	Poison Powder	🍷	Poison	Poison Powder
SPECIAL	●●●●		🍷	Grass	Sleep Powder	🍷	Grass	Sleep Powder
INSIGHT	●●●●		🍷	Grass	Leech Seed	🍷	Grass	Leech Seed
			🍷	Flying	Acrobatics	🍷	Flying	Acrobatics
			🍷	Grass	Cotton Spore	🍷	Grass	Cotton Spore
			🍷	Grass	Worry Seed	🍷	Grass	Worry Seed
			🍷	Flying	Bounce	🍷	Flying	Bounce
			🍷	Bug	Silver Wind	🍷	Bug	Silver Wind
			🍷	Grass	Aromatherapy	🍷	Grass	Aromatherapy

BASE HP: **4** SUGGESTED RANK: Beginner

ABILITIES: Chlorophyll & Leaf Guard

EVOLUTIVE STAGE: Second. EVOLUTION TIME: Medium.



#189 Jumpluff



HEIGHT: 0.8m / 2'07" WEIGHT: 3kg / 6 lbs

Cottonweed Pokémon
It flies along the wind and spreads its cotton-like spores all over the world to make more offspring. It is always looking for warm places, if it gets caught by a cold front, it will land to find shelter.

TYPE:	Grass	Flying	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
STRENGTH	●●●●		🌀	Normal	Splash	🍷	Grass	Synthesis
DEXTERITY	●●●●●		🍷	Normal	Tail Whip	🍷	Normal	Tackle
VITALITY	●●●●		🍷	Fairy	Fairy Wind	🍷	Poison	Poison Powder
SPECIAL	●●●●		🍷	Grass	Stun Spore	🍷	Grass	Sleep Powder
INSIGHT	●●●●		🍷	Grass	Bullet Seed	🍷	Grass	Leech Seed
			🍷	Grass	Mega Drain	🍷	Flying	Acrobatics
			🍷	Bug	Rage Powder	🍷	Grass	Cotton Spore
			🍷	Bug	U-Turn	🍷	Grass	Worry Seed
			🍷	Grass	Giga Drain	🍷	Flying	Bounce
			🍷	Dark	Memento	🍷	Grass	Cotton Guard
			🍷	Grass	Grassy Terrain	🍷	Normal	Swords Dance

BASE HP: **5** SUGGESTED RANK: Amateur

ABILITIES: Chlorophyll & Leaf Guard

EVOLUTIVE STAGE: Final.



#190 Aipom



HEIGHT: 0.8m / 2'07" WEIGHT: 11kg / 25 lbs

Long Tail Pokémon
It lives at the top of tall trees in forests and jungles. It uses its tail tip as a third hand. However, because the Pokémon uses its tail so much, its real hands become rather clumsy. It is very playful.

TYPE:	Normal	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
STRENGTH	●●●●●	🌀	Normal	Tail Whip	🍷	Normal	Tail Whip
DEXTERITY	●●●●●	🍷	Ghost	Astonish	🍷	Ghost	Astonish
VITALITY	●●●●	🍷	Normal	Tickle	🍷	Normal	Tickle
SPECIAL	●●●●	🍷	Normal	Swift	🍷	Normal	Swift
INSIGHT	●●●●	🍷	Psychic	Agility	🍷	Psychic	Agility
		🍷	Normal	Double Hit	🍷	Normal	Double Hit
		🍷	Normal	Last Resort	🍷	Normal	Last Resort
		🍷	Dark	Beat Up	🍷	Dark	Beat Up

BASE HP: **3** SUGGESTED RANK: Beginner

ABILITIES: Run Away & Pick Up

EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.



#191 Sunkern



HEIGHT: 0.3m / 1'00"
WEIGHT: 2kg / 4 lbs

Seed Pokémon
They suddenly appear after a cold winter. They survive by drinking only dewdrops from under the leaves of plants. It tries not to move a lot since lots of bird Pokémon prey on them.

TYPE:	Grass
STRENGTH	●●●●
DEXTERITY	●●●●
VITALITY	●●●●
SPECIAL	●●●●
INSIGHT	●●●●

BASE HP: **3** SUGGESTED RANK: Starter
ABILITIES: Chlorophyll & Solar Power

EVOLUTIVE STAGE: First
EVOLVES WITH: Sun Stone.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Grass	Absorb	●	Normal	Growth
●	Grass	Ingrain	●	Grass	Grass Whistle
●	Grass	Mega Drain	●	Grass	Leech Seed
●	Grass	Razor Leaf	●	Grass	Worry Seed
●	Grass	Giga Drain	●	Normal	Endeavor
●	Normal	Natural Gift	●	Grass	Synthesis
●	Grass	Solar Beam	●	Normal	Double-Edge
●	Fire	Sunny Day	●	Grass	Seed Bomb
●	Normal	Swords Dance	●	Normal	Endure
●	Grass	Grassy Terrain			

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Grass	Absorb	●	Normal	Growth
●	Normal	Pound	●	Grass	Grass Whistle
●	Grass	Ingrain	●	Grass	Mega Drain
●	Fairy	Flower Shield	●	Grass	Leech Seed
●	Grass	Razor Leaf	●	Grass	Worry Seed
●	Grass	Giga Drain	●	Grass	Bullet Seed
●	Grass	Petal Dance	●	Normal	Natural Gift
●	Grass	Solar Beam	●	Normal	Double-Edge
●	Fire	Sunny Day	●	Grass	Leaf Storm
●	Grass	Petal Blizzard	●	Normal	Swords Dance
●	Normal	Morning Sun	●	Normal	Endure

#192 Sunflora



HEIGHT: 0.8m / 2'07"
WEIGHT: 8kg / 18 lbs

Sun Pokémon
Sunfloras live in flower patches. They convert solar energy into nutrition and are highly active in the warm daytime but suddenly stop moving as soon as the sun sets, closing their petals to cover their face.

TYPE:	Grass
STRENGTH	●●●●●
DEXTERITY	●●●●
VITALITY	●●●●
SPECIAL	●●●●●
INSIGHT	●●●●
BASE HP:	4 SUGGESTED RANK: Beginner
ABILITIES:	Chlorophyll & Solar Power
EVOLUTIVE STAGE:	Final.

#193 Yanma



HEIGHT: 1.2m / 4'00"
WEIGHT: 38kg / 83 lbs

Clear Wing Pokémon
It lives near water sources. Its eyes can see 360 degrees without even moving. Yanma is a great flyer capable of making sudden stops and turning midair to quickly chase down targeted prey.

TYPE:	Bug	Flying
STRENGTH	●●●●	
DEXTERITY	●●●●●	
VITALITY	●●●●	
SPECIAL	●●●●●	
INSIGHT	●●●●	

BASE HP: **3** SUGGESTED RANK: Amateur
ABILITIES: Speed Boost & Compoundeyes

EVOLUTIVE STAGE: First
EVOLUTION TIME: Medium.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Tackle	●	Normal	Foresight
●	Normal	Quick Attack	●	Normal	Double Team
●	Normal	Sonic Boom	●	Fight	Detect
●	Normal	Supersonic	●	Normal	Uproar
●	Dark	Pursuit	●	Rock	Ancient Power
●	Psychic	Hypnosis	●	Flying	Wing Attack
●	Normal	Screech	●	Bug	U-Turn
●	Flying	Air Slash	●	Bug	Bug Buzz
●	Normal	Feint	●	Dark	Faint Attack
●	Flying	Tailwind			

#194 Wooper



HEIGHT: 0.4 m / 1'04"
WEIGHT: 8kg / 18 lbs

Water Fish Pokémon
Inhabits cold water sources and only comes out during the evening when the land has cooled, to find something to eat. Under this ideal environment it has rarely been seen at its evolved stage.

TYPE:	Water	Ground
STRENGTH	●●●●	
DEXTERITY	●●●	
VITALITY	●●●●	
SPECIAL	●●●●	
INSIGHT	●●●	
BASE HP:	3 SUGGESTED RANK: Beginner	
ABILITIES:	Water Absorb & Damp	
EVOLUTIVE STAGE:	First	
EVOLUTION TIME:	Medium.	

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Water	Water Gun	●	Normal	Tail Whip
●	Ground	Mud Sport	●	Ground	Mud Shot
●	Normal	Slam	●	Ground	Mud Bomb
●	Psychic	Amnesia	●	Normal	Yawn
●	Ice	Mist	●	Water	Muddy Water
●	Water	Rain Dance	●	Ice	Haze
●	Ground	Earthquake	●	Ghost	Curse
●	Rock	Ancient Power	●	Ice	Ice Punch

#195 Quagsire



TYPE: Water Ground

HEIGHT: 1.4m / 4'07" **WEIGHT:** 75kg / 175 lbs

BASE HP: 4 **SUGGESTED RANK:** Amateur

ABILITIES: Water Absorb & Damp

EVOLUTIVE STAGE: Final.

EVOLVED BY: #194 #195

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Water	Water Gun	🌀	Normal	Tail Whip
🌀	Ground	Mud Sport	🌀	Ground	Mud Shot
🌀	Normal	Slam	🌀	Ground	Mud Bomb
🌀	Psychic	Amnesia	🌀	Normal	Yawn
🌀	Ice	Mist	🌀	Water	Muddy Water
🌀	Water	Rain Dance	🌀	Ice	Haze
🌀	Ground	Earthquake	🌀	Ghost	Curse
🌀	Rock	Ancient Power	🌀	Ice	Ice Punch

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

Water Fish Pokémon
You'll find its home at the bottom of the river. It hunts by leaving its mouth wide open in water and waiting for its prey to get in. Because it doesn't move a lot, it does not get very hungry.

#196 Espeon



TYPE: Psychic

HEIGHT: 0.9m / 2'11" **WEIGHT:** 26kg / 58 lbs

BASE HP: 4 **SUGGESTED RANK:** Amateur

ABILITIES: Synchronize

EVOLUTIVE STAGE: Final.
EVOLVED BY: Happiness 4 & Sunlight.

EVOLVED BY: #193 #196

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Tackle	🌀	Normal	Tail Whip
🌀	Normal	Helping Hand	🌀	Ground	Sand Attack
🌀	Psychic	Confusion	🌀	Normal	Quick Attack
🌀	Normal	Swift	🌀	Psychic	Psybeam
🌀	Psychic	Future Sight	🌀	Normal	Psych Up
🌀	Normal	Morning Sun	🌀	Psychic	Psychic
🌀	Normal	Last Resort	🌀	Psychic	Power Swap
🌀	Normal	Wish	🌀	Normal	Heal Bell
🌀	Psychic	Stored Power			

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

Sun Pokémon
Espeon is extremely loyal to the trainer it considers worthy. It is said to have developed precognitive powers to protect its trainer from harm. The orb on its forehead glows whenever it uses psychic energy.

#197 Umbreon



TYPE: Dark

HEIGHT: 1m / 3'03" **WEIGHT:** 27kg / 59 lbs

BASE HP: 4 **SUGGESTED RANK:** Amateur

ABILITIES: Synchronize

EVOLUTIVE STAGE: Final.
EVOLVED BY: Happiness 4 & Moonlight.

EVOLVED BY: #193 #197

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Tackle	🌀	Normal	Tail Whip
🌀	Normal	Helping Hand	🌀	Ground	Sand Attack
🌀	Dark	Pursuit	🌀	Normal	Quick Attack
🌀	Ghost	Confuse Ray	🌀	Dark	Feint Attack
🌀	Dark	Assurance	🌀	Normal	Screech
🌀	Fairy	Moonlight	🌀	Normal	Mean Look
🌀	Normal	Last Resort	🌀	Psychic	Guard Swap
🌀	Normal	Wish	🌀	Ghost	Curse
🌀	Dark	Foul Play			

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

Moonlight Pokémon
Umbreon evolved from exposure to the moon's energy pulses. It lurks in darkness and waits for its foes to move. The rings on its body glow when it leaps to attack. Its fur is drenched with poison.

#198 Murkrow



TYPE: Dark Flying

HEIGHT: 0.5m / 1'08" **WEIGHT:** 2kg / 4 lbs

BASE HP: 3 **SUGGESTED RANK:** Beginner

ABILITIES: Insomnia & Super Luck

EVOLUTIVE STAGE: First.
EVOLVES BY: Dusk Stone.

EVOLVES BY: #198 #430

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Flying	Peck	🌀	Ghost	Astonish
🌀	Dark	Pursuit	🌀	Ice	Haze
🌀	Flying	Wing Attack	🌀	Ghost	Night Shade
🌀	Dark	Assurance	🌀	Dark	Taunt
🌀	Dark	Feint Attack	🌀	Normal	Mean Look
🌀	Dark	Foul Play	🌀	Flying	Tailwind
🌀	Dark	Sucker Punch	🌀	Dark	Torment
🌀	Dark	Quash	🌀	Flying	Drill Peck
🌀	Flying	Roost	🌀	Normal	Perish Song

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

Darkness Pokémon
Murkrows are feared and loathed as the alleged bearers of ill fortune. This Pokémon will steal anything that sparkles. They are infamous for luring people and get them lost in the mountains.

#199 Slowking



HEIGHT: 2m / 6'07"
WEIGHT: 160kg / 175 lbs

Royal Pokémon
It is extremely rare. The Shellder on its head injects a poison that made it super intelligent. It takes a lot of interest in learning about Pokémon lore and legends. But if Shellder is knocked out it will forget everything.

TYPE: **Water** **Psychic**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **4** SUGGESTED RANK: **Ace**

ABILITIES: **Oblivious & Own Tempo**

EVOLUTIVE STAGE: Final.
EVOLVED BY: King's Rock.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Tackle	🌀	Normal	Yawn
🍷	Normal	Growl	🍷	Water	Water Gun
🍷	Psychic	Confusion	🍷	Rock	Power Gem
🍷	Normal	Disable	🍷	Ghost	Curse
🍷	Water	Water Pulse	🍷	Normal	Headbutt
🍷	Dark	Nasty Plot	🍷	Psychic	Zen Headbutt
🍷	Psychic	Psychic	🍷	Normal	Swagger
🍷	Normal	Hidden Power	🍷	Normal	Trump Card
🍷	Normal	Psych Up	🍷	Psychic	Heal Pulse
🍷	Psychic	Future Sight	🍷	Dark	Foul Play
🍷	Water	Brine			

#200 Misdreavus



HEIGHT: 0.7m / 2'04"
WEIGHT: 1kg / 2 lbs

Screech Pokémon
Misdreavus frightens people with a creepy, sobbing cry. It uses the red spheres on its neck to absorb fear as nutrition. It takes a wicked pleasure in startling and scaring people.

TYPE: **Ghost**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **3** SUGGESTED RANK: **Amateur**

ABILITIES: **Levitate**

EVOLUTIVE STAGE: First.
EVOLVES WITH: Dusk Stone.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Growl	🌀	Psychic	Psywave
🍷	Ghost	Spite	🍷	Ghost	Astonish
🍷	Ghost	Confuse Ray	🍷	Normal	Mean Look
🍷	Ghost	Hex	🍷	Psychic	Psybeam
🍷	Normal	Pain Split	🍷	Dark	Payback
🍷	Ghost	Shadow Ball	🍷	Normal	Perish Song
🍷	Ghost	Grudge	🍷	Rock	Power Gem
🍷	Ghost	Shadow Sneak	🍷	Ice	Icy Wind
🍷	Dark	Nasty Plot			

#201 Unown



HEIGHT: 0.5m / 1'08"
WEIGHT: 5kg / 11lbs

Symbol Pokémon
There are depictions of it in ancient ruins. When Unowns are gathered together, it is said that a strange power capable of anything emerges. They are all shaped like letters, each one of them with a unique power.

TYPE: **Psychic**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **4** SUGGESTED RANK: **Starter**

ABILITIES: **Levitate**

EVOLUTIVE STAGE: Final.



RANK TYPE MOVE NAME RANK TYPE MOVE NAME

🌀	Normal	Hidden Power			
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#202 Wobbuffet



HEIGHT: 1.3m / 4'03"
WEIGHT: 28kg / 62 lbs

Patient Pokémon
Wobbuffet looks somewhat deflated until it senses an aggressor, then it inflates. It will do nothing besides endure and counter attacks. It always keeps its black tail hidden, the reasons are still a mystery.

TYPE: **Psychic**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **9** SUGGESTED RANK: **Amateur**

ABILITIES: **Shadow Tag**

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🍷	Fight	Counter	🍷	Normal	Safeguard
🍷	Psychic	Mirror Coat	🍷	Ghost	Destiny Bond

#203 Girafarig



HEIGHT: 1.5m / 5'00"
WEIGHT: 123kg / 273lbs

Long Neck Pokémon
Its tail is a head on its own, it bites if anything comes close and never rests. Some say that the sum of its two heads grant it psychic powers. Even if that's true, the tail isn't very bright, but it is quite vicious.

TYPE: **Psychic** Normal

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **4** SUGGESTED RANK: Amateur

ABILITIES: **Early Bird & Inner Focus**

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Ghost	Astonish	🌀	Psychic	Confusion
🌀	Normal	Growl	🌀	Psychic	Guard Swap
🌀	Psychic	Power Swap	🌀	Normal	Tackle
🍷	Normal	Odor Sleuth	🍷	Normal	Stomp
🍷	Psychic	Agility	🍷	Psychic	Psybeam
🍷	Normal	Baton Pass	🍷	Dark	Assurance
🍷	Normal	Double Hit	🍷	Psychic	Psychic
🍷	Psychic	Zen Headbutt	🍷	Dark	Crunch
🍷	Dark	Nasty Plot	🍷	Psychic	Future Sight
🍷	Normal	Hyper Voice	🍷	Dark	Sucker Punch

#204 Pineco



HEIGHT: 0.6m / 2'00"
WEIGHT: 7kg / 16 lbs

Bagworm Pokémon
Pineco looks just like a regular pine cone. It adds layers of treebark as a shield from harm. It waits for bugs to eat while hanging from branches. If anyone shakes its tree, it falls down and explodes. Be very careful.

TYPE: **Bug**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **3** SUGGESTED RANK: Beginner

ABILITIES: **Sturdy**

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Protect	🌀	Normal	Tackle
🍷	Normal	Self Destruct	🍷	Bug	Bug bite
🍷	Normal	Take Down	🍷	Normal	Rapid Spin
🍷	Normal	Bide	🍷	Normal	Natural Gift
🍷	Ground	Spikes	🍷	Dark	Payback
🍷	Steel	Iron Defense	🍷	Normal	Explosion
🍷	Steel	Gyro Ball	🍷	Normal	Double-Edge
🍷	Rock	Stealth Rock	🍷	Normal	Secret Power
🍷	Bug	Pin Missile			

#205 Forretress



HEIGHT: 1.2m / 4'00"
WEIGHT: 252kg / 555 lbs

Bagworm Pokémon
It can be found completely rooted to huge tree trunks. It protects itself and its tree by scattering spiked pieces from its shell and turning its home into a fortress that won't go down without a fight.

TYPE: **Bug** Steel

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **4** SUGGESTED RANK: Amateur

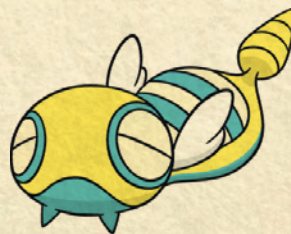
ABILITIES: **Sturdy**

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Tackle	🌀	Normal	Protect
🍷	Bug	Bug Bite	🍷	Normal	Self Destruct
🍷	Poison	Toxic Spikes	🍷	Electric	Zap Cannon
🍷	Normal	Take Down	🍷	Normal	Rapid Spin
🍷	Normal	Bide	🍷	Normal	Natural Gift
🍷	Ground	Spikes	🍷	Steel	Mirror Shot
🍷	Steel	Autotomize	🍷	Dark	Payback
🍷	Steel	Iron Defense	🍷	Electric	Magnet Rise
🍷	Normal	Explosion	🍷	Steel	Heavy Slam
🍷	Steel	Gyro Ball	🍷	Normal	Double-Edge
🍷	Rock	Stealth Rock	🍷	Psychic	Power Trick
🍷	Normal	Endure			

#206 Dunsparce



HEIGHT: 1.5m / 5'00"
WEIGHT: 28kg / 80 lbs

Land Snake Pokémon
If seen, Dunsparce is quick to escape by boring into the ground with its drill tail. It can float slightly with its wings. It is almost blind but finds its way in the huge underground mazes where it lives.

TYPE: **Normal**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **5** SUGGESTED RANK: Amateur

ABILITIES: **Run Away & Serene Grace**

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Defense Curl	🌀	Normal	Rage
🍷	Rock	Rollout	🍷	Ghost	Spite
🍷	Dark	Pursuit	🍷	Normal	Scream
🍷	Normal	Yawn	🍷	Normal	Body Slam
🍷	Rock	Ancient Power	🍷	Normal	Take Down
🍷	Ground	Dig	🍷	Normal	Glare
🍷	Poison	Coil	🍷	Normal	Endure
🍷	Flying	Air Slash	🍷	Dragon	Dragon Rush
🍷	Ground	Drill Run	🍷	Normal	Double-Edge
🍷	Flying	Roost	🍷	Normal	Endeavor
🍷	Normal	Flai	🍷	Psychic	Magic Coat
🍷	Psychic	Agility	🍷	Normal	Trump Card

#207 Gligar



HEIGHT: 1.1m / 3'07" WEIGHT: 65kg / 143 lbs

Fly Scorpion Pokémon
It hangs from cliffs waiting for its prey. It flies straight at the target's face, grapples the victim with its pincers and clawed hind legs, lastly, it injects poison with its tail. Gligar can glide without making any noise.

TYPE:	Ground	Flying
STRENGTH	●●●●●	
DEXTERITY	●●●●●	
VITALITY	●●●●●	
SPECIAL	●●●●●	
INSIGHT	●●●●●	

BASE HP: **3** SUGGESTED RANK: Beginner

ABILITIES: Hyper Cutter & Sand Veil

EVOLUTIVE STAGE: First. EVOLVES WITH: Razor Fang.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Poison	Poison Sting		Ground	Sand Attack
	Normal	Harden		Dark	Knock Off
	Normal	Quick Attack		Bug	Fury Cutter
	Dark	Feint Attack		Flying	Acrobatics
	Normal	Slash		Bug	U-turn
	Normal	Screech		Fight	Sky Uppercut
	Bug	X-Scissor		Normal	Swords Dance
	Normal	Guillotine		Steel	Iron Tail
	Poison	Poison Tail		Normal	Feint.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Bind		Fire	Fire Fang
	Normal	Harden		Ice	Ice Fang
	Ground	Mud Sport		Electric	Thunder Fang
	Ghost	Curse		Rock	Rock Throw
	Rock	Rock Tomb		Normal	Rage
	Rock	Stealth Rock		Steel	Autotomize
	Steel	Gyro Ball		Rock	Smack Down
	Dragon	Dragon Breath		Normal	Slam
	Normal	Screech		Rock	Rock Slide
	Dark	Crunch		Steel	Iron Tail
	Ground	Dig		Ground	Sandstorm
	Rock	Stone Edge		Normal	Double-Edge
	Rock	Ancient Power		Water	Aqua Tail
	Dragon	Twister			

#208 Steelix



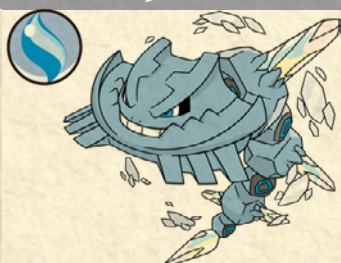
HEIGHT: 9.2m / 30'02" WEIGHT: 1 ton / 2205 lbs

Iron Snake Pokémon
Some say that when an Onix lives underground for 100 years it's body becomes hard as steel. Steelix lives deep underground, tempered by high pressure and heat. It can see in the darkness.

TYPE:	Steel	Ground
STRENGTH	●●●●●	
DEXTERITY	●●●●●	
VITALITY	●●●●●	
SPECIAL	●●●●●	
INSIGHT	●●●●●	
BASE HP:	9	SUGGESTED RANK: Pro
ABILITIES:	Rock Head & Sturdy	
EVOLUTIVE STAGE:	Final.	
	#095	#208

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Bind		Fire	Fire Fang
	Normal	Harden		Ice	Ice Fang
	Ground	Mud Sport		Electric	Thunder Fang
	Ghost	Curse		Rock	Rock Throw
	Rock	Rock Tomb		Normal	Rage
	Rock	Stealth Rock		Steel	Autotomize
	Steel	Gyro Ball		Rock	Smack Down
	Dragon	Dragon Breath		Normal	Slam
	Normal	Screech		Rock	Rock Slide
	Dark	Crunch		Steel	Iron Tail
	Ground	Dig		Ground	Sandstorm
	Rock	Stone Edge		Normal	Double-Edge
	Rock	Ancient Power		Water	Aqua Tail
	Dragon	Twister			

Mega-Steelix



HEIGHT: 10.5m / 34'05" WEIGHT: 2 ton / 4410 lbs

Iron Snake Pokémon
With the power of the Mega Stone its body goes through so much pressure that part of it becomes diamond crystals. Its defense is almost unbreakable but its temper is short and it's easily angered.

TYPE:	Steel	Ground
STRENGTH	●●●●●	
DEXTERITY	●●●●●	
VITALITY	●●●●●	
SPECIAL	●●●●●	
INSIGHT	●●●●●	
BASE HP:	10	SUGGESTED RANK: Master
ABILITIES:	Sand Force	
EVOLUTIVE STAGE:	Mega Evolution.	
	#095	#208

#209 Snubbull



HEIGHT: 0.6m / 2'00" WEIGHT: 8kg / 17 lbs

Fairy Pokémon
It may look frightening but it is a loving and caring creature, active and playful. Snubbulls are easily scared. When threatened by bigger foes they run away or make scary faces, that makes them sad though.

TYPE:	Fairy
STRENGTH	●●●●●
DEXTERITY	●●●●●
VITALITY	●●●●●
SPECIAL	●●●●●
INSIGHT	●●●●●



BASE HP: **3** SUGGESTED RANK: Starter


ABILITIES: Intimidate & Run Away

EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Tackle		Normal	Tail Whip
	Fairy	Charm		Normal	Scary Face
	Fire	Fire Fang		Ice	Ice Fang
	Electric	Thunder Fang		Dark	Bite
	Ghost	Lick		Normal	Headbutt
	Normal	Roar		Normal	Rage
	Fairy	Play Rough		Dark	Payback
	Dark	Crunch		Normal	Heal Bell
	Normal	Present		Dark	Fake Tears

#210 Granbull						TYPE:	Fairy
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		
🌀	Normal	Tackle	🌀	Normal	Tail Whip	STRENGTH ●●●○○○	
🌀	Fairy	Charm	🌀	Normal	Scary Face	DEXTERITY ●●○○	
🌀	Ice	Ice Fang	🌀	Fire	Fire Fang	VITALITY ●●○○○	
🌀	Electric	Thunder Fang	🌀	Dark	Bite	SPECIAL ●●○○	
🌀	Ghost	Lick	🌀	Normal	Headbutt	INSIGHT ●●○○	
🌀	Normal	Rage	🌀	Normal	Roar	BASE HP: 4 SUGGESTED RANK: Beginner	
🌀	Fairy	Play Rough	🌀	Dark	Payback	ABILITIES: Intimidate & Quick Feet	
🌀	Dark	Crunch	🌀	Dragon	Outrage	EVOLUTIVE STAGE: Final	
🌀	Normal	Super Fang	🌀	Water	Water Pulse	 	
🌀	Fight	Close Combat					



HEIGHT: 1.4m / 4'7" WEIGHT: 48kg / 107 lbs



Fairy Pokémon
Granbull is usually a timid creature that is easily spooked. Its fangs are extremely powerful and scary so no one dares to mess with it or its loved ones. It will use its giant fangs to attack if it needs to.


#211 Qwilfish						TYPE:	Water	Poison
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME			
🌀	Normal	Supersonic	🌀	Bug	Fell Stinger	STRENGTH ●●●○○○		
🌀	Ground	Spikes	🌀	Poison	Poison Sting	DEXTERITY ●●○○○		
🌀	Water	Water Gun	🌀	Normal	Tackle	VITALITY ●●○○○		
🌀	Normal	Minimize	🌀	Normal	Harden	SPECIAL ●●○○		
🌀	Ghost	Destiny Bond	🌀	Water	Bubble	INSIGHT ●●○○		
🌀	Rock	Rollout	🌀	Poison	Toxic Spikes	BASE HP: 4 SUGGESTED RANK: Amateur		
🌀	Normal	Stockpile	🌀	Normal	Spit Up	ABILITIES: Poison Point & Swift Swim		
🌀	Fight	Revenge	🌀	Water	Brine	EVOLUTIVE STAGE: Final		
🌀	Bug	Pin Missile	🌀	Water	Take Down			
🌀	Water	Aqua Tail	🌀	Poison	Poison Jab			
🌀	Water	Hydro Pump	🌀	Water	Aqua Jet			
🌀	Normal	Self-Destruct	🌀	Normal	Swords Dance			



HEIGHT: 0.5m / 1'08" WEIGHT: 4kg / 9 lbs



Balloon Pokémon
It swallows water to inflate its body to appear bigger than its foes. Qwilfish must swallow 2 gallons of water to be able to shoot its stings. The poison produced by Qwilfish is known to cause fainting.


#212 Scizor						TYPE:	Bug	Steel
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME			
🌀	Normal	Leer	🌀	Normal	Feint	STRENGTH ●●●○○○		
🌀	Normal	Quick Attack	🌀	Dark	Pursuit	DEXTERITY ●●○○		
🌀	Normal	Focus Energy	🌀	Normal	False Swipe	VITALITY ●●○○○		
🌀	Psychic	Agility	🌀	Bug	Fury Cutter	SPECIAL ●●○○		
🌀	Steel	Metal Claw	🌀	Normal	Razor Wind	INSIGHT ●●○○		
🌀	Normal	Slash	🌀	Bug	X-Scissor	BASE HP: 4 SUGGESTED RANK: Ace		
🌀	Dark	Night Slash	🌀	Normal	Double Hit	ABILITIES: Swarm & Technician		
🌀	Steel	Iron Defense	🌀	Steel	Bullet Punch	EVOLUTIVE STAGE: Final		
🌀	Steel	Iron Head	🌀	Normal	Swords Dance	 		
🌀	Steel	Steel Wing	🌀	Dark	Knock Off			
🌀	Fight	Superpower						



HEIGHT: 1.8m / 6'00" WEIGHT: 118kg / 260lbs

Pincer Pokémon
Its pincers appear to be two more heads and its wings are not for flying, but to regulate its body temperature. Scizor's body can shrug off most attacks and its pincers can crush almost any object.

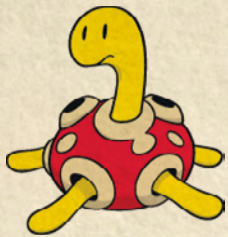
Mega-Scizor						TYPE:	Bug	Steel
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME			
🌀	Normal	Leer	🌀	Normal	Feint	STRENGTH ●●●●○○○		
🌀	Normal	Quick Attack	🌀	Dark	Pursuit	DEXTERITY ●●○○○		
🌀	Normal	Focus Energy	🌀	Normal	False Swipe	VITALITY ●●○○○		
🌀	Psychic	Agility	🌀	Bug	Fury Cutter	SPECIAL ●●○○		
🌀	Steel	Metal Claw	🌀	Normal	Razor Wind	INSIGHT ●●○○		
🌀	Normal	Slash	🌀	Bug	X-Scissor	BASE HP: 5 SUGGESTED RANK: Pro		
🌀	Dark	Night Slash	🌀	Normal	Double Hit	ABILITIES: Technician		
🌀	Steel	Iron Defense	🌀	Steel	Bullet Punch	EVOLUTIVE STAGE: Mega Evolution.		
🌀	Steel	Iron Head	🌀	Normal	Swords Dance	 		
🌀	Steel	Steel Wing	🌀	Dark	Knock Off			
🌀	Fight	Superpower						



HEIGHT: 2m / 6'07" WEIGHT: 125kg / 275 lbs

Pincer Pokémon
The power of the Mega Stone puts its body through tremendous stress, if it is inexperienced at wielding it and the battle is too long its pincers will feel heavy and even melt. They must be fast to rip their foes apart.

#213 Shuckle



HEIGHT: 0.6m / 2'00" WEIGHT: 20kg / 45 lbs

Mold Pokémon

Shuckle is a very peaceful and patient goeey worm. The fluids secreted by its toes can make holes in rocks. It hides inside those hollow stones and wears them as a shell. It is known for storing berries inside.

TYPE:	Bug	Rock	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
STRENGTH	●●		🌀	Normal	Bide	🌀	Normal	Constrict
DEXTERITY	●●		🌀	Rock	Rollout	🌀	Bug	Sticky Web
VITALITY	●●●●●●●●		🌀	Water	Withdraw	🌀	Normal	Encore
SPECIAL	●●		🌀	Normal	Wrap	🌀	Bug	Struggle Bug
INSIGHT	●●●●●●●●		🌀	Normal	Safeguard	🌀	Psychic	Rest
			🌀	Rock	Rock Throw	🌀	Poison	Gastro Acid
			🌀	Psychic	Power Trick	🌀	Normal	Shell Smash
			🌀	Bug	Bug Bite	🌀	Rock	Rock Slide
			🌀	Psychic	Guard Split	🌀	Psychic	Power Split
			🌀	Rock	Stone Edge	🌀	Bug	Infestation
			🌀	Rock	Stealth Rock	🌀	Normal	Acupressure

BASE HP: 4 SUGGESTED RANK: Amateur

ABILITIES: Gluttony & Sturdy

EVOLUTIVE STAGE: Final.



#213

#214 Heracross



HEIGHT: 1.5m / 5'00" WEIGHT: 54kg / 120 lbs

Single Horn Pokémon

A docile creature that loves honey. They batter down trees with their powerful horn and chase off anyone who gets close to their prized honey. Not many Pokémon dare to mess with it in the wild.

TYPE:	Bug	Fight
STRENGTH	●●●●●●	
DEXTERITY	●●●●●●	
VITALITY	●●●●●●	
SPECIAL	●●●●●●	
INSIGHT	●●●●●●	
BASE HP:	4	SUGGESTED RANK: Amateur
ABILITIES:	Guts & Swarm	
EVOLUTIVE STAGE:	Final.	



#214

Mega-Heracross



HEIGHT: 1.7m / 5'07" WEIGHT: 62kg / 137 lbs

Single Horn Pokémon

With the power of the Mega Stone its muscles and exoskeleton grow in size and strength but after going back to normal its exoskeleton reduces size but its muscles do not and that causes it to feel sore.

TYPE:	Bug	Fight
STRENGTH	●●●●●●●●	
DEXTERITY	●●●●●●	
VITALITY	●●●●●●	
SPECIAL	●●●●●●	
INSIGHT	●●●●●●	
BASE HP:	5	SUGGESTED RANK: Ace
ABILITIES:	Skill Link	
EVOLUTIVE STAGE:	Mega Evolution.	



#214

#215 Sneasel



HEIGHT: 0.9m / 2'11" WEIGHT: 28kg / 62 lbs

Sharp Claw Pokémon

It drives weaker Pokémon from their homes and eats their eggs. They are vicious and cunning. They wait for prey hidden in the darkness and enjoy slashing their foes until they get tired or the foe stops moving.

TYPE:	Dark	Ice	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
STRENGTH	●●●●●●		🌀	Normal	Leer	🌀	Normal	Scratch
DEXTERITY	●●●●●●		🌀	Dark	Taunt	🌀	Normal	Quick Attack
VITALITY	●●●●●●		🌀	Dark	Feint Attack	🌀	Ice	Icy Wind
SPECIAL	●●●●●●		🌀	Normal	Fury Swipes	🌀	Psychic	Agility
INSIGHT	●●●●●●		🌀	Steel	Metal Claw	🌀	Dark	Hone Claws
			🌀	Dark	Beat Up	🌀	Normal	Scream
			🌀	Normal	Slash	🌀	Dark	Snatch
			🌀	Dark	Punishment	🌀	Ice	Ice Shard
			🌀	Ice	Ice Punch	🌀	Normal	Crush Claw
			🌀	Normal	Fake Out			

BASE HP: 3 SUGGESTED RANK: Amateur

ABILITIES: Inner Focus & Keen Eye


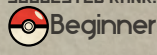




















EVOLUTIVE STAGE: First. EVOLVES WITH: Razor Claw.



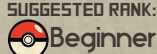














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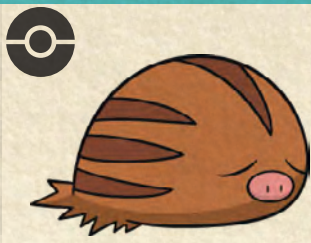



#461

#216 Teddiursa				TYPE:	Normal	
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	 <p>HEIGHT: 0.6m / 2'00" WEIGHT: 18kg / 39 lbs</p> <p>Little Bear Pokémon If they find honey, their crescent moon mark glows. They hoard food for winter and concoct their own honey by mixing fruits and pollen collected by Beedrills. They live in forests with their mothers.</p> <p>BASE HP: 3 SUGGESTED RANK:  Beginner</p> <p>ABILITIES: Pick Up & Quick Feet</p> <p>EVOLUTIVE STAGE: First EVOLUTION TIME: Slow.</p>  
	Fairy	Baby-Doll Eyes		Normal	Scratch	
	Dark	Fake Tears		Ghost	Lick	
	Normal	Covet		Dark	Fling	
	Normal	Fury Swipes		Dark	Feint Attack	
	Normal	Sweet Scent		Normal	Play Nice	
	Normal	Slash		Fairy	Charm	
	Psychic	Rest		Normal	Snore	
	Normal	Thrash		Fairy	Play Rough	
	Normal	Defense Curl		Normal	Yawn	



#217 Ursaring				TYPE:	Normal			
 <p>HEIGHT: 1.8m / 6'00" WEIGHT: 252kg / 555 lbs</p> <p>Hibernator Pokémon They are incredibly strong, great climbers and posses an amazing sense of smell. They snap trees and feed on their fruit as they eat quite a lot. A forest full of scratched trees marks the territory of Ursarings.</p>	STRENGTH	●●●●●●	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	DEXTERITY	●●●●●		Fairy	Baby-Doll Eyes		Normal	Scratch
	VITALITY	●●●●●		Dark	Fake Tears		Ghost	Lick
	SPECIAL	●●●●●		Normal	Covet		Normal	Fury Swipes
	INSIGHT	●●●●●		Normal	Snore		Dark	Feint Attack
					Normal	Sweet Scent		Normal
				Normal	Slash		Normal	Scary Face
				Psychic	Rest		Fight	Hammer Arm
				Normal	Thrash		Normal	Swords Dance
				Dark	Night Slash		Poison	Gunk Shot




#218 Slugma				TYPE:	Fire	
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	 <p>HEIGHT: 0.7m / 2'04" WEIGHT: 35kg / 77 lbs</p> <p>Lava Pokémon They are extremely common in volcanic areas where they group together. They are made of molten magma instead of blood and flesh. Slugmas replenish parts of their body by absorbing molted rocks.</p> <p>BASE HP: 3 SUGGESTED RANK:  Beginner</p> <p>ABILITIES: Flame Body & Magma Armor</p> <p>EVOLUTIVE STAGE: First EVOLUTION TIME: Slow.</p>  
	Poison	Smog		Normal	Yawn	
	Fire	Ember		Rock	Rock Throw	
	Normal	Harden		Fire	Incinerate	
	Poison	Clear Smog		Normal	Recover	
	Fire	Flame Burst		Rock	Ancient Power	
	Psychic	Amnesia		Fire	Flamethrower	
	Normal	Body Slam		Fire	Lava Plume	
	Rock	Rock Slide		Ground	Earth Power	
	Poison	Acid Armor		Normal	Smokescreen	
	Fire	Heat Wave				


#219 Magcargo				TYPE:	Fire	Rock		
 <p>HEIGHT: 0.8m / 2'07" WEIGHT: 55kg / 121 lbs</p> <p>Lava Pokémon Their shell is molten body that cooled off and hardened, it may appear solid, but it may burst into flames with a single touch. Water vaporizes on contact and rain turns into a cloud of steam.</p>	STRENGTH	●●●●●	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	DEXTERITY	●●●●●		Normal	Yawn		Poison	Smog
	VITALITY	●●●●●		Rock	Rock Throw		Fire	Ember
	SPECIAL	●●●●●		Normal	Body Slam		Normal	Harden
	INSIGHT	●●●●●		Fire	Incinerate		Normal	Recover
					Poison	Clear Smog		Fire
				Rock	Ancient Power		Psychic	Amnesia
				Fire	Lava Plume		Ground	Earth Power
				Rock	Rock Slide		Normal	Shell Smash
				Fire	Flamethrower		Fire	Inferno
				Rock	Stealth Rock		Normal	Self Destruct

#220 Swinub						TYPE:	Ice	Ground
🌀	Normal	Odor Sleuth	🌀	Normal	Tackle	 <p>HEIGHT: 0.4m / 1'04" WEIGHT: 6kg / 14 lbs</p> <p>Pig Pokémon They rub their snout on the icy ground to find food and hot springs. Their favorite food is a mushroom that grows under frozen grass. They recognize everything by smell as their eyes can't see very well.</p>	<p>STRENGTH ●●●●</p> <p>DEXTERITY ●●●●</p> <p>VITALITY ●●●●</p> <p>SPECIAL ●●●●</p> <p>INSIGHT ●●●●</p>	<p>BASE HP: 3</p> <p>SUGGESTED RANK: Beginner</p>
🌀	Ground	Mud Sport	🌀	Ice	Powder Snow			
🌀	Ground	Mud Slap	🌀	Normal	Take Down			
🌀	Ground	Mud Bomb	🌀	Ice	Icy Wind			
🌀	Ice	Ice Shard	🌀	Normal	Endure			
🌀	Ice	Mist	🌀	Ground	Earthquake			
🌀	Normal	Flail	🌀	Ice	Blizzard			
🌀	Psychic	Amnesia	🌀	Ice	Freeze-Dry			
🌀	Rock	Stealth Rock	🌀	Normal	Body Slam			
						<p>ABILITIES: Oblivious & Snow Cloak</p> <p>EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.</p> <p>  </p>		

#221 Piloswine						TYPE:	Ice	Ground	
 <p>HEIGHT: 1.1m / 3'07" WEIGHT: 105kg/231 lbs</p> <p>Swine Pokémon Their long hair obscure their sight, but they're sensitive to sound and smells. Piloswine's rugged hooves prevent it from slipping on icy terrains. Amazingly, their tusks are made of solid ice.</p>	<p>STRENGTH ●●●●●</p> <p>DEXTERITY ●●●●</p> <p>VITALITY ●●●●●</p> <p>SPECIAL ●●●●</p> <p>INSIGHT ●●●●</p>			<p>BASE HP: 5</p> <p>SUGGESTED RANK: Amateur</p>			<p>ABILITIES: Oblivious & Snow Cloak</p> <p>EVOLUTIVE STAGE: Second. EVOLUTION TIME: Slow.</p> <p>  </p>		
	🌀	Normal	Odor Sleuth	🌀	Ground	Mud Sport	🌀	Flying	Peck
	🌀	Ground	Mud Slap	🌀	Ice	Powder Snow	🌀	Normal	Take Down
	🌀	Normal	Endure	🌀	Ground	Mud Bomb	🌀	Ice	Ice Fang
	🌀	Ice	Icy Wind	🌀	Normal	Fury Attack	🌀	Normal	Thrash
	🌀	Rock	Ancient Power	🌀	Ice	Blizzard	🌀	Ice	Freeze-Dry
	🌀	Ice	Mist	🌀	Psychic	Amnesia	🌀	Ice	Avalanche
	🌀	Ground	Earthquake	🌀	Normal	Body Slam			
	🌀	Psychic	Amnesia						



#222 Corsola						TYPE:	Water	Rock
🌀	Normal	Tackle	🌀	Normal	Harden	 <p>HEIGHT: 0.6m / 2'00" WEIGHT: 5kg / 11 lbs</p> <p>Coral Pokémon People and Pokémon build their communities on top of reefs of these creatures which shine with seven colors in sunlight. Their corals have healing qualities and their presence wards against disasters.</p>	<p>STRENGTH ●●●●</p> <p>DEXTERITY ●●●●</p> <p>VITALITY ●●●●●</p> <p>SPECIAL ●●●●</p> <p>INSIGHT ●●●●●</p>	<p>BASE HP: 4</p> <p>SUGGESTED RANK: Amateur</p>
🌀	Water	Bubble	🌀	Normal	Recover			
🌀	Normal	Refresh	🌀	Water	Bubble Beam			
🌀	Rock	Ancient Power	🌀	Normal	Lucky Chant			
🌀	Normal	Spike Cannon	🌀	Water	Brine			
🌀	Steel	Iron Defense	🌀	Rock	Rock Blast			
🌀	Normal	Endure	🌀	Rock	Power Gem			
🌀	Water	Aqua Ring	🌀	Psychic	Mirror Coat			
🌀	Ground	Earth Power	🌀	Normal	Flail			
🌀	Rock	Head Smash	🌀	Normal	Screech			
🌀	Water	Whirlpool						
						<p>ABILITIES: Hustle & Natural Cure</p> <p>EVOLUTIVE STAGE: Final.</p> <p></p>		


#223 Remoraid						TYPE:	Water		
 <p>HEIGHT: 0.6m / 2'00" WEIGHT: 12kg / 26 lbs</p> <p>Jet Pokémon Remoraid has a remarkable aim with its water gun. This ability is used to hunt down flying enemies above the sea. They can be seen clinging into Mantines to travel faster.</p>	<p>STRENGTH ●●●●</p> <p>DEXTERITY ●●●●</p> <p>VITALITY ●●●●</p> <p>SPECIAL ●●●●</p> <p>INSIGHT ●●●●</p>			<p>BASE HP: 3</p> <p>SUGGESTED RANK: Beginner</p>			<p>ABILITIES: Hustle & Sniper</p> <p>EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.</p> <p> </p>		
	🌀	Water	Water Gun	🌀	Normal	Lock-On	🌀	Ice	Aurora Beam
	🌀	Psychic	Psybeam	🌀	Normal	Focus Energy	🌀	Normal	Signal Beam
	🌀	Water	Bubble Beam	🌀	Bug	Bullet Seed	🌀	Normal	Hyper Beam
	🌀	Water	Water Pulse	🌀	Normal	Mud Shot	🌀	Normal	Supersonic
	🌀	Ice	Ice Beam						
	🌀	Water	Hydro Pump						
	🌀	Water	Soak						
	🌀	Water	Dive						

#224 Octillery						TYPE:	Water	
🌀	Rock	Rock Blast	🌀	Normal	Constrict		STRENGTH	●●●○○○
🌀	Water	Water Gun	🌀	Ice	Aurora Beam		DEXTERITY	●●○○○
🌀	Psychic	Psybeam	🌀	Grass	Bullet Seed		VITALITY	●●○○○
🌀	Water	Bubble Beam	🌀	Normal	Focus Energy		SPECIAL	●●●○○○
🌀	Water	Octazooka	🌀	Normal	Wring Out		INSIGHT	●●○○○
🌀	Bug	Signal Beam	🌀	Ice	Ice Beam		BASE HP:	4
🌀	Poison	Gunk Shot	🌀	Water	Hydro Pump		SUGGESTED RANK:	🌀 Amateur
🌀	Normal	Hyper Beam	🌀	Water	Soak		ABILITIES:	Sniper & Suction Cups
🌀	Water	Water Spout	🌀	Poison	Acid Spray		EVOLUTIVE STAGE:	Final.
🌀	Water	Dive						

HEIGHT: 0.9m / 3'00" WEIGHT: 28kg / 62 lbs

Jet Pokémon
Octillery sprays ink, traps its foes with its tentacles and then hits them with its rock-hard head. If the enemy is too strong, they escape. They can be found inside rocky holes deep in the sea floor.

#225 Delibird						TYPE:	Ice	Flying
	STRENGTH	●●○○○	🌀	Normal	Present	🌀	Normal	Fake Out
	DEXTERITY	●●○○○	🌀	Ice	Icy Wind	🌀	Ground	Spikes
	VITALITY	●●○○○	🌀	Ice	Ice Ball	🌀	Flying	Drill Peck
	SPECIAL	●●○○○	🌀	Ice	Freeze-Dry	🌀	Psychic	Future Sight
	INSIGHT	●●○○○	🌀	Ice	Aurora Veil	🌀	Ice	Ice Shard
			🌀	Flying	Sky Attack			

HEIGHT: 0.9m / 4'00" WEIGHT: 16kg / 35lbs

Delivery Pokémon
Delibird is always carrying food for its chicks and people in need. They are related to the image of Santa Claus since they always carry presents for their good and naughty kids in their bag-looking tail.

BASE HP: 4 SUGGESTED RANK: 🌀 Amateur

ABILITIES: Hustle & Vital Spirit



EVOLUTIVE STAGE: Final.



#226 Mantine						TYPE:	Water	Flying
🌀	Water	Bubble	🌀	Normal	Tackle		STRENGTH	●○○
🌀	Psychic	Psybeam	🌀	Water	Bubble Beam		DEXTERITY	●●○○○
🌀	Normal	Supersonic	🌀	Grass	Bullet Seed		VITALITY	●●○○○
🌀	Bug	Signal Beam	🌀	Flying	Roost		SPECIAL	●●○○○
🌀	Ghost	Confuse Ray	🌀	Flying	Wing Attack		INSIGHT	●●●○○○
🌀	Rock	Wide Guard	🌀	Water	Water Pulse		BASE HP:	4
🌀	Psychic	Agility	🌀	Normal	Take Down		SUGGESTED RANK:	🌀 Amateur
🌀	Normal	Headbutt	🌀	Flying	Air Slash		ABILITIES:	Swift Swim & Water Absorb
🌀	Water	Aqua Ring	🌀	Flying	Bounce		EVOLUTIVE STAGE:	Final.
🌀	Water	Hydro Pump	🌀	Dragon	Twister			

HEIGHT: 2.1m / 7'00" WEIGHT: 220kg / 485lbs

Kite Pokémon
Mantine swims under water and over the waves, gliding for 300 ft in the air. They are intelligent and docile, traveling elegantly in groups. Remoraids can be seen hanging from their fins from time to time.

#227 Skarmory						TYPE:	Steel	Flying
	STRENGTH	●●○○○	🌀	Normal	Leer	🌀	Flying	Peck
	DEXTERITY	●●○○○	🌀	Ground	Sand Attack	🌀	Normal	Swift
	VITALITY	●●●○○○	🌀	Steel	Metal Claw	🌀	Psychic	Agility
	SPECIAL	●○○	🌀	Normal	Fury Attack	🌀	Normal	Feint
	INSIGHT	●●○○○	🌀	Flying	Air Cutter	🌀	Ground	Spikes
			🌀	Steel	Metal Sound	🌀	Steel	Steel Wing

HEIGHT: 1.7m / 5'07" WEIGHT: 101kg / 222lbs

Armor Bird Pokémon
Their wings are hollow and light. They nest inside bramble bushes, growing harder from scratches made by thorns. Their wings were used as swords and knives in old times. Beware of their sharp beak.

BASE HP: 4 SUGGESTED RANK: 🌀 Ace

ABILITIES: Keen Eye & Sturdy

EVOLUTIVE STAGE: Final.



				#228 Houndour				TYPE: Dark Fire	
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME			STRENGTH	DEXTERITY
👤	Fire	Ember	👤	Normal	Leer			●●●●●	●●●●●
👤	Normal	Howl	👤	Poison	Smog			●●●●●	●●●●●
👤	Dark	Bite	👤	Normal	Roar			●●●●●	●●●●●
👤	Normal	Odor Sleuth	👤	Dark	Beat Up			●●●●●	●●●●●
👤	Fire	Fire Fang	👤	Dark	Feint Attack			●●●●●	●●●●●
👤	Dark	Embargo	👤	Fire	Flamethrower			●●●●●	●●●●●
👤	Dark	Foul Play	👤	Dark	Crunch			●●●●●	●●●●●
👤	Dark	Nasty Plot	👤	Fire	Inferno			●●●●●	●●●●●
👤	Normal	Super Fang	👤	Fight	Reversal			●●●●●	●●●●●
👤	Normal	Feint							

HEIGHT: 0.6m / 2'00"

WEIGHT: 11kg / 24 lbs

BASE HP: 3

SUGGESTED RANK: Beginner

Dark Pokémon
They hunt in coordinated packs to corner their prey. They howl at dawn to announce that this is their territory and bark to communicate tactics. Their teamwork is very efficient and they rarely welcome strangers.

ABILITIES: Early Bird & Flash Fire

EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.




				#229 Houndoom				TYPE: Dark Fire	
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME			STRENGTH	DEXTERITY
👤	Fire	Ember	👤	Normal	Leer			●●●●●	●●●●●
👤	Dark	Bite	👤	Normal	Howl			●●●●●	●●●●●
👤	Poison	Smog	👤	Electric	Thunder Fang			●●●●●	●●●●●
👤	Normal	Roar	👤	Dark	Beat Up			●●●●●	●●●●●
👤	Normal	Odor Sleuth	👤	Dark	Feint Attack			●●●●●	●●●●●
👤	Fire	Fire Fang	👤	Fire	Flamethrower			●●●●●	●●●●●
👤	Dark	Embargo	👤	Dark	Crunch			●●●●●	●●●●●
👤	Dark	Foul Play	👤	Fire	Inferno			●●●●●	●●●●●
👤	Dark	Nasty Plot	👤	Ghost	Destiny Bond			●●●●●	●●●●●
👤	Ghost	Spite	👤	Dark	Sucker Punch	●●●●●	●●●●●		

HEIGHT: 1.4m / 4'07"

WEIGHT: 35kg / 77 lbs

BASE HP: 4

SUGGESTED RANK: Amateur

Dark Pokémon
It is said the pain from its flames never goes away. Long ago, their howl was thought to be the call of the grim reaper. Pokémon and people who hear it, will always shiver in fear. They are pack leaders, not followers.

ABILITIES: Early Bird & Flash Fire

EVOLUTIVE STAGE: Final.




				Mega-Houndoom				TYPE: Dark Fire	
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME			STRENGTH	DEXTERITY
👤	Fire	Ember	👤	Normal	Leer			●●●●●	●●●●●
👤	Dark	Bite	👤	Normal	Howl			●●●●●	●●●●●
👤	Poison	Smog	👤	Electric	Thunder Fang			●●●●●	●●●●●
👤	Normal	Roar	👤	Dark	Beat Up			●●●●●	●●●●●
👤	Normal	Odor Sleuth	👤	Dark	Feint Attack			●●●●●	●●●●●
👤	Fire	Fire Fang	👤	Fire	Flamethrower			●●●●●	●●●●●
👤	Dark	Embargo	👤	Dark	Crunch			●●●●●	●●●●●
👤	Dark	Foul Play	👤	Fire	Inferno			●●●●●	●●●●●
👤	Dark	Nasty Plot	👤	Ghost	Destiny Bond			●●●●●	●●●●●
👤	Ghost	Spite	👤	Dark	Sucker Punch	●●●●●	●●●●●		

HEIGHT: 1.9m / 6'03"

WEIGHT: 49kg / 109 lbs

BASE HP: 5


SUGGESTED RANK: Ace

Dark Pokémon
With the power of the Mega Stone its whole body radiates tremendous heat, so much that its claws are searing hot and turn red as a result, for this reason it can be painful for it to walk or run.

ABILITIES: Solar Power

EVOLUTIVE STAGE: Mega Evolution.




				#230 Kingdra				TYPE: Dragon Water	
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME			STRENGTH	DEXTERITY
👤	Water	Bubble	👤	Normal	Leer			●●●●●	●●●●●
👤	Water	Water Gun	👤	Normal	Smokescreen			●●●●●	●●●●●
👤	Normal	Focus Energy	👤	Normal	Yawn			●●●●●	●●●●●
👤	Psychic	Agility	👤	Water	Bubble Beam			●●●●●	●●●●●
👤	Water	Brine	👤	Dragon	Twister			●●●●●	●●●●●
👤	Dragon	Dragon Dance	👤	Water	Hydro Pump			●●●●●	●●●●●
👤	Dragon	Dragon Pulse	👤	Dragon	Draco Meteor			●●●●●	●●●●●
👤	Dragon	Dragon Breath	👤	Water	Muddy Water			●●●●●	●●●●●

HEIGHT: 1.8m / 6'00"

WEIGHT: 152kg / 335lbs




BASE HP: 5

SUGGESTED RANK: Ace

Dragon Pokémon
Kingdra sleeps on the seafloor where it is otherwise devoid of life. When a storm arrives, it is said to awaken and wander about in search of prey. They are known for creating twisters in the sea.

ABILITIES: Sniper & Swift Swim

EVOLUTIVE STAGE: Final.

#231 Phanpy



HEIGHT: 0.5m / 1'08"
WEIGHT: 33kg / 74 lbs

Long Nose Pokémon
They are affectionate and playful, but their snout is so strong that they may hurt others while playing. They dig pits at the edge of rivers and mark them so everyone knows that place is taken.

TYPE: **Ground**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **3** SUGGESTED RANK: Beginner


ABILITIES: **Pick Up**

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.




RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Defense Curl		Normal	Growl
	Normal	Odor Sleuth		Normal	Tackle
	Normal	Flail		Normal	Take Down
	Rock	Rollout		Normal	Natural Gift
	Normal	Slam		Fairy	Charm
	Normal	Endure		Normal	Last Resort
	Normal	Double-Edge		Fairy	Play Rough
	Ice	Ice Shard		Ground	Mud Slap

#232 Donphan



HEIGHT: 1.1m / 3'07"
WEIGHT: 120kg / 264lbs

Armor Pokémon
Strong enough to knock down a house. They like to attack by rolling as a ball at high speed, however once they start rolling, they have a hard time stopping. Some may keep their loving Phanpy nature.

TYPE: **Ground**

STRENGTH ●●●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **4** SUGGESTED RANK: Amateur


ABILITIES: **Sturdy**

EVOLUTIVE STAGE: Final.




RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Defense Curl		Normal	Horn Attack
	Normal	Growl		Fire	Fire Fang
	Electric	Thunder Fang		Normal	Rapid Spin
	Ground	Bulldoze		Dark	Knock Off
	Rock	Rollout		Ground	Magnitude
	Normal	Slam		Normal	Fury Attack
	Dark	Assurance		Normal	Scary Face
	Ground	Earthquake		Normal	Giga Impact
	Fight	Counter		Ice	Ice Shard
	Ground	Fissure			

#233 Porygon 2



HEIGHT: 0.6m / 2'00"
WEIGHT: 32kg / 72 lbs

Virtual Pokémon
This manmade Pokémon is an upgraded version of Porygon. Used for space exploration and planetary development, boasting the power of science. Its AI software allows it to learn on its own.




TYPE: **Normal**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **4** SUGGESTED RANK: Ace

ABILITIES: **Download & Trace**

EVOLUTIVE STAGE: Second.
EVOLVES WITH: Trade holding an Item.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Conversion		Normal	Conversion 2
	Normal	Tackle		Normal	Defense Curl
	Psychic	Psybeam		Psychic	Agility
	Normal	Recover		Electric	Magnet Rise
	Bug	Signal Beam		Normal	Recycle
	Electric	Discharge		Normal	Lock-On
	Normal	Tri Attack		Psychic	Magic Coat
	Electric	Zap Cannon		Normal	Hyper Beam
	Psychic	Gravity		Normal	Pain Split
	Electric	Shock Wave			

#234 Stantler



HEIGHT: 1.5m / 5'00"
WEIGHT: 142kg / 313lbs

Bighorn Pokémon
Their antlers create a distortion in space that causes confusion. They were hunted for their magnificent antlers that were traded at high prices. This drove Stantlers close to extinction.

TYPE: **Normal**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **4** SUGGESTED RANK: Amateur

ABILITIES: **Frisk & Intimidate**

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Tackle		Ghost	Astonish
	Normal	Leer		Normal	Take Down
	Psychic	Hypnosis		Normal	Stomp
	Ground	Sand Attack		Normal	Me First
	Ghost	Confuse Ray		Psychic	Calm Mind
	Psychic	Role Play		Psychic	Zen Headbutt
	Fight	Jump Kick		Psychic	Imprison
	Normal	Captivate		Normal	Disable
	Bug	Megahorn		Normal	Thrash

#235 Smeargle



TYPE: Normal

STRENGTH ●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●
SPECIAL ●●●●
INSIGHT ●●●●●●

HEIGHT: 1.2m / 3'11" WEIGHT: 58kg / 128 lbs

Painter Pokémon
A special ink oozes from its tail to mark its territory. They are skilled artists, known for painting action scenes from great battles. If they study their painting for a long time, they learn those moves.

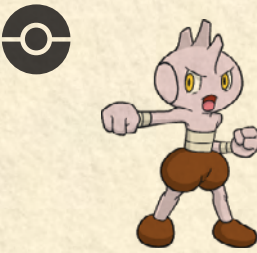




BASE HP: 4 SUGGESTED RANK: Amateur

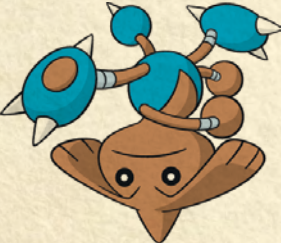




ABILITIES: Own Tempo & Technician

EVOLUTIVE STAGE: Final



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
👁️	Normal	Sketch	👁️	Normal	Sketch
👁️	Normal	Sketch	👁️	Normal	Sketch
👁️	Normal	Sketch	👁️	Normal	Sketch
👁️	Normal	Sketch	👁️	Normal	Sketch
👁️	Normal	Sketch	👁️	Normal	Sketch

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#236 Tyrogue	TYPE:	Fight		
👁️	Normal	Tackle	👁️	Normal	Foresight	 <p>HEIGHT: 0.7 m / 2'04" WEIGHT: 21kg / 46 lbs</p> <p>Scuffle Pokémon Tyrogue is an energetic, competitive and fearless Pokémon that's always looking to get stronger, fighting any enemies even if it loses. They attack anyone, anyday, anytime, everyday, without warning.</p>	BASE HP:	3	SUGGESTED RANK:	Beginner
👁️	Normal	Helping Hand	👁️	Normal	Fake Out		ABILITIES:	Guts & Steadfast		
👁️	Normal	Work Up	👁️	Psychic	Role Play		EVOLUTIVE STAGE:	First		
👁️	Fight	Seismic Toss					EVOLVES WITH:	Maxed out Attribute.		
						   				

#237 Hitmontop	TYPE:	Fight	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		
 <p>HEIGHT: 1.4m / 4'07" WEIGHT: 48kg / 106 lbs</p> <p>Handstand Pokémon They launch high speed kicks while spinning so fast that they get drilled into the ground. They move quicker by spinning than they do walking. They are very smart and like to perform dance-like kicks.</p>	BASE HP:	4	SUGGESTED RANK:	Ace	👁️	Fight	Revenge	👁️	Fight	Rolling Kick
	ABILITIES:	Intimidate & Technician		👁️	Normal	Focus Energy	👁️	Normal	Quick Attack	
	EVOLUTIVE STAGE:	Final		👁️	Dark	Pursuit	👁️	Fight	Triple Kick	
	EVOLVED BY:	Maxed out DEX.		👁️	Normal	Rapid Spin	👁️	Fight	Counter	
	   	👁️	Normal	Feint	👁️	Psychic	Agility			
	👁️	Steel	Gyro Ball	👁️	Fight	Quick Guard				
	👁️	Rock	Wide Guard	👁️	Fight	Detect				
	👁️	Fight	Close Combat	👁️	Normal	Endeavor				
	👁️	Fight	Mach Punch	👁️	Fight	High Jump Kick				
	👁️	Dragon	Twister							

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#238 Smoochum	TYPE:	Ice	Psychic	
👁️	Normal	Pound	👁️	Ghost	Lick	 <p>HEIGHT: 0.4m / 1'04" WEIGHT: 6kg / 13 lbs</p> <p>Kiss Pokémon They examine their surroundings with their lips. They love to smooch, but Pokémon dislike their kisses. Smoochums are always running excitedly, but they are clumsy and end up stumbling and crying.</p>	BASE HP:	3	SUGGESTED RANK:	Starter
👁️	Fairy	Sweet Kiss	👁️	Ice	Powder Snow		ABILITIES:	Forewarn & Oblivious		
👁️	Psychic	Confusion	👁️	Normal	Sing		EVOLUTIVE STAGE:	First		
👁️	Psychic	Heart Stamp	👁️	Normal	Mean Look		EVOLUTION TIME:	Medium		
👁️	Dark	Fake Tears	👁️	Normal	Lucky Chant		 			
👁️	Ice	Avalanche	👁️	Psychic	Psychic					
👁️	Normal	Copycat	👁️	Normal	Perish Song					
👁️	Ice	Blizzard	👁️	Normal	Fake Out					
👁️	Normal	Helping Hand	👁️	Psychic	Magic Coat					

#239 Elekid



HEIGHT: 0.6m / 2'00"
WEIGHT: 23kg / 52 lbs

Electric Pokémon
They can be found following thunder storms. Elekids rotate their arms constantly to charge electricity. Beware, there is an electric current between their horns that may zap you if you touch them.

TYPE: **Electric**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **3** SUGGESTED RANK: **Beginner**

ABILITIES: **Static**

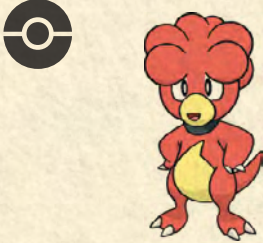
EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Leer	●	Normal	Quick Attack
●	Electric	Thunder Shock	●	Fight	Low Kick
●	Normal	Swift	●	Electric	Shock Wave
●	Electric	Thunder Wave	●	Electric	Electro Ball
●	Psychic	Light Screen	●	Electric	Thunder Punch
●	Normal	Screech	●	Electric	Thunderbolt
●	Electric	Discharge	●	Electric	Thunder
●	Psychic	Meditate	●	Fight	Karate Chop
●	Normal	Uproar			

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Leer	●	Poison	Smog
●	Fire	Ember	●	Normal	Smokescreen
●	Dark	Feint Attack	●	Fire	Fire Spin
●	Poison	Clear Smog	●	Fire	Flame Burst
●	Ghost	Confuse Ray	●	Fire	Fire Punch
●	Fire	Lava Plume	●	Fire	Sunny Day
●	Fire	Flamethrower	●	Fire	Fire Blast
●	Fight	Karate Chop	●	Poison	Belch
●	Normal	Screech			

#240 Magby



HEIGHT: 0.7m / 2'04"
WEIGHT: 21kg / 47 lbs

Live Coal Pokémon
They inhale and exhale embers from their mouth and nostrils. Their body temperature is so hot, they may ignite anything they touch and the floor they walk. Magby can be found in volcanos.


TYPE: **Fire**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●


BASE HP: **3** SUGGESTED RANK: **Beginner**

ABILITIES: **Flame Body**

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



#241 Miltank



HEIGHT: 1.2m / 4'00"
WEIGHT: 150kg / 166 lbs

Milk Cow Pokémon
Their male counterpart is Tauros. A Miltank's milk is full of nutrients that may heal the sick and the injured, and they can produce up to 5 gallons a day. Healing serious injuries may require a lot of milk.


TYPE: **Normal**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **4** SUGGESTED RANK: **Amateur**

ABILITIES: **Scrappy & Thick Fat**

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Tackle	●	Normal	Growl
●	Normal	Defense Curl	●	Normal	Stomp
●	Normal	Milk Drink	●	Normal	Bide
●	Rock	Rollout	●	Normal	Body Slam
●	Psychic	Zen Headbutt	●	Normal	Captivate
●	Steel	Gyro Ball	●	Normal	Heal Bell
●	Fight	Wake-Up Slap	●	Poison	Belch
●	Normal	Helping Hand	●	Normal	Mega Kick

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Growl	●	Normal	Pound
●	Normal	Tail Whip	●	Normal	Defense Curl
●	Normal	Double Slap	●	Normal	Refresh
●	Normal	Bestow	●	Normal	Soft Boiled
●	Normal	Take Down	●	Normal	Minimize
●	Dark	Fling	●	Normal	Sing
●	Psychic	Heal Pulse	●	Normal	Double-Edge
●	Normal	Egg Bomb	●	Psychic	Lightscreen
●	Psychic	Healing Wish	●	Fight	Seismic Toss
●	Normal	Last Resort	●	Normal	Metronome

#242 Blissey



HEIGHT: 1.5m / 4'11"
WEIGHT: 47kg / 103 lbs

Happiness Pokémon
Whoever takes a bite on a Blissey's egg becomes loving and caring to everyone. They are compassionate, healing anyone who's injured. Their presence makes everyone smile. An intelligent and empathic Pokémon.

TYPE: **Normal**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **12** SUGGESTED RANK: **Ace**

ABILITIES: **Natural Cure & Serene Grace**

EVOLUTIVE STAGE: Final.



#243 Raikou



HEIGHT: 1.9m / 6'03"
WEIGHT: 178kg / 392 lbs

Pokédex has no data.
Johto Legends tell about a Pokémon born from lightning, with barks like crashing thunder, soaring the lands, sending resounding shockwaves as it walks.

TYPE: Electric

STRENGTH ●●●●●

DEXTERITY ●●●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●●●

INSIGHT ●●●●●●●

BASE HP: 4 **SUGGESTED RANK:** Master

ABILITIES: Pressure & Inner Focus

EVOLUTIVE STAGE: Unkown.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Dark	Bite	1	Normal	Leer
2	Electric	Thunder Shock	1	Normal	Roar
3	Normal	QuickAttack	1	Electric	Spark
4	Psychic	Reflect	1	Dark	Crunch
5	Electric	Thunder Fang	1	Electric	Discharge
6	Psychic	Extrasensory	1	Water	Rain Dance
7	Psychic	Calm Mind	1	Electric	Thunder
8	Normal	Double Team	1	Normal	Substitute
9	Electric	Volt Switch	1	Normal	Flash
10	Normal	Mimic	1	Ghost	Curse
11	Electric	Shockwave			

#244 Entei



HEIGHT: 2.1m / 7'00"
WEIGHT: 198kg / 436 lbs

Pokédex has no data.

Johto Legends tell about a Pokémon so powerful, its bark makes volcanos erupt, traveling the lands cloaked in a cloud of volcanic smoke.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Dark	Bite	1	Normal	Leer
2	Fire	Ember	1	Normal	Roar
3	Fire	Fire Spin	1	Normal	Stomp
4	Fire	Flamethrower	1	Normal	Swagger
5	Fire	Fire Fang	1	Fire	Lava Plume
6	Psychic	Extrasensory	1	Fire	Fire Blast
7	Psychic	Calm Mind	1	Fire	Eruption
8	Normal	Double Team	1	Normal	Substitute
9	Fire	Will-o-Wisp	1	Fight	Rock Smash
10	Normal	Mimic	1	Ghost	Curse
11	Fire	Sacred Fire			

TYPE: Fire

STRENGTH ●●●●●●●

DEXTERITY ●●●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●●●

INSIGHT ●●●●●●●

BASE HP: 5 **SUGGESTED RANK:** Master

ABILITIES: Pressure & Inner Focus

EVOLUTIVE STAGE: Unkown.



#245 Suicune



HEIGHT: 2m / 6'07"
WEIGHT: 187kg / 412 lbs

Pokédex has no data.
Johto Legends tell about a Pokémon that carries the north winds, sailing above the clouds as the aurora, purifying water fountains, pools and rivers.

TYPE: Water

STRENGTH ●●●●●

DEXTERITY ●●●●●●●

VITALITY ●●●●●●●

SPECIAL ●●●●●●●

INSIGHT ●●●●●●●

BASE HP: 5 **SUGGESTED RANK:** Master

ABILITIES: Pressure & Inner Focus

EVOLUTIVE STAGE: Unkown.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Dark	Bite	1	Normal	Leer
2	Water	Bubble Beam	1	Water	Rain Dance
3	Flying	Gust	1	Ice	Aurora Beam
4	Ice	Mist	1	Psychic	Mirror Coat
5	Ice	Ice Fang	1	Flying	Tailwind
6	Psychic	Extrasensory	1	Water	Hydro Pump
7	Psychic	Calm Mind	1	Ice	Blizzard
8	Normal	Double Team	1	Normal	Substitute
9	Water	Dive	1	Ghost	Ominous Wind
10	Normal	Mimic	1	Ghost	Curse
11	Ice	Sheer Cold			

#246 Larvitar



HEIGHT: 0.6 m / 2'00"
WEIGHT: 72kg / 159 lbs

Rock Skin Pokémon
Born deep underground, they don't emerge until they've eaten a whole mountain of soil. Only the strongest and more ferocious ever come out to roam about.
They hate being disturbed.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Dark	Bite	1	Normal	Leer
2	Rock	Sandstorm	1	Normal	Screech
3	Normal	Chip Away	1	Rock	Rock Slide
4	Normal	Scary Face	1	Normal	Thrash
5	Dark	Dark Pulse	1	Dark	Payback
6	Dark	Crunch	1	Ground	Earthquake
7	Rock	Stone Edge	1	Normal	Hyper Beam
8	Rock	Stealth Rock	1	Ghost	Spite
9	Normal	Focus Energy			

TYPE: Rock Ground

STRENGTH ●●●●

DEXTERITY ●●●●

VITALITY ●●●●

SPECIAL ●●●●

INSIGHT ●●●●

BASE HP: 3 **SUGGESTED RANK:** Amateur

ABILITIES: Guts

EVOLUTIVE STAGE: First
EVOLUTION TIME: Slow.





#247 Pupitar



HEIGHT: 1.2m / 3'11" **WEIGHT:** 152kg / 335 lbs

Hard Shell Pokémon
Even in their shell, they are fast, aggressive and extremely destructive. They never stay still. This pupa propels itself using a jet of pressurized gas. It is bad tempered and very aggressive.

TYPE: Rock Ground

BASE HP: 4 **SUGGESTED RANK:** Ace

ABILITIES: Shed Skin

EVOLUTIVE STAGE: Second. **EVOLUTION TIME:** Slow.

#246 #247 #248

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Dark	Bite	🌀	Normal	Leer
🌀	Normal	Sandstorm	🌀	Normal	Screech
🍷	Rock	Chip Away	🍷	Rock	Rock Slide
🌀	Normal	Scary Face	🌀	Normal	Thrash
🌀	Dark	Dark Pulse	🌀	Dark	Payback
🌀	Dark	Crunch	🌀	Ground	Earthquake
🍷	Rock	Stone Edge	🍷	Normal	Hyper Beam
🍷	Dragon	Dragon Dance	🍷	Steel	Iron Defense
🍷	Normal	Focus Energy			

#248 Tyranitar



HEIGHT: 2m / 6'07" **WEIGHT:** 202kg / 445 lbs

Armor Pokémon
Its body is hardly damaged by any attack, so it's always eager to fight. They are extremely strong, their rage can change landscapes. Tyranitars are insolents, rebels and they care about no one.

TYPE: Rock Dark

BASE HP: 6 **SUGGESTED RANK:** Pro


ABILITIES: Sand Stream

EVOLUTIVE STAGE: Final.

#246 #247 #248

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Dark	Bite	🌀	Normal	Tackle
🌀	Normal	Leer	🍷	Normal	Screech
🍷	Rock	Sandstorm	🍷	Fire	Fire Fang
🌀	Electric	Thunder Fang	🌀	Ice	Ice Fang
🌀	Normal	Chip Away	🍷	Rock	Rock Slide
🌀	Normal	Scary Face	🌀	Normal	Thrash
🌀	Dark	Dark Pulse	🌀	Dark	Payback
🌀	Dark	Crunch	🌀	Ground	Earthquake
🍷	Rock	Stone Edge	🌀	Normal	Hyper Beam
🍷	Normal	Giga Impact	🍷	Dragon	Dragon Dance
🍷	Dragon	Outrage	🍷	Fight	Superpower

Mega-Tyranitar



HEIGHT: 2.5m / 8'02" **WEIGHT:** 255kg / 562 lbs

Armor Pokémon
The power of the Mega Stone is so overwhelming it splits its back open. It becomes overwhelmed by its ferocious instincts and it's unclear if it can even hear its Trainer through the pain and rage.

TYPE: Rock Dark

BASE HP: 7 **SUGGESTED RANK:** Master

ABILITIES: Sand Stream

EVOLUTIVE STAGE: Mega Evolution.

#246 #247 #248

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Dark	Bite	🌀	Normal	Tackle
🌀	Normal	Leer	🍷	Normal	Screech
🍷	Rock	Sandstorm	🍷	Fire	Fire Fang
🌀	Electric	Thunder Fang	🌀	Ice	Ice Fang
🌀	Normal	Chip Away	🍷	Rock	Rock Slide
🌀	Normal	Scary Face	🌀	Normal	Thrash
🌀	Dark	Dark Pulse	🌀	Dark	Payback
🌀	Dark	Crunch	🌀	Ground	Earthquake
🍷	Rock	Stone Edge	🌀	Normal	Hyper Beam
🍷	Normal	Giga Impact	🍷	Dragon	Dragon Dance
🍷	Dragon	Outrage	🍷	Fight	Superpower

#249 Lugia



HEIGHT: 5.2m / 17'01" **WEIGHT:** 216kg / 476 lbs

Pokédex has no data.
Known as the Guardian of the Sea. It used to live in the Brass Tower, where Pokémon awoke. Lugia's Myth is linked to the idea that those whose death was pure will be reborn in the sea.

TYPE: Flying Psychic

BASE HP: 6 **SUGGESTED RANK:** Master

ABILITIES: Pressure & Multiscale






EVOLUTIVE STAGE: Unknwn.




#249





RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Flying	Gust	🍷	Dragon	Dragon Rush
🍷	Psychic	Extrasensory	🍷	Water	Rain Dance
🍷	Water	Hydro Pump	🍷	Flying	Aeroblast
🍷	Dark	Punishment	🍷	Rock	Ancient Power
🍷	Normal	Safeguard	🍷	Normal	Recover
🍷	Psychic	Future Sight	🍷	Normal	Natural Gift
🍷	Psychic	Calm Mind	🍷	Flying	Sky Attack
🍷	Normal	Whirlwind	🍷	Normal	Weather Ball
🍷	Flying	Hurricane	🍷	Dragon	Twister
🍷	Normal	Hidden Power	🍷	Flying	Defog
🍷	Normal	Strength	🍷	Water	Dive





#250 Ho-oh						TYPE:	Fire	Flying
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME			
🐾	Flying	Gust	🐾	Flying	Brave Bird	 <p>HEIGHT: 3.8m / 12'06" WEIGHT: 200kg / 440 lbs</p> <p>Pokédex has no data. Ho-oh inhabited the Bell Tower, where Pokémon were said to rest. Ho-oh's Myth talks about a creature that brought eternal rest for those whose time was right, and also gave back life if death was premature.</p> <p>BASE HP: 5 SUGGESTED RANK:  Master</p> <p>ABILITIES: Pressure & Regenerator</p> <p>EVOLUTIVE STAGE: Unknwn.</p> 		
🐾	Psychic	Extrasensory	🐾	Fire	Sunny Day			
🐾	Fire	Fire Blast	🐾	Fire	Sacred Fire			
🐾	Dark	Punishment	🐾	Rock	Ancient Power			
🐾	Normal	Safeguard	🐾	Normal	Recover			
🐾	Psychic	Future Sight	🐾	Normal	Natural Gift			
🐾	Psychic	Calm Mind	🐾	Flying	Sky Attack			
🐾	Normal	Whirlwind	🐾	Normal	Weather Ball			
🐾	Grass	Solar Beam	🐾	Normal	Flash			
🐾	Normal	Hidden Power	🐾	Flying	Defog			
🐾	Normal	Strength	🐾	Flying	Fly			





#251 Celebi						TYPE:	Grass	Psychic
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME			
 <p>HEIGHT: 0.6m / 2'00" WEIGHT: 5kg / 11 lbs</p> <p>Pokédex has no data. Guardian of the Forest. Celebi is said to be able to travel through time, amending mistakes from people who hurt the land, and crafting a bright future for those who live nearby.</p>						<p>BASE HP: 5 SUGGESTED RANK:  Master</p> <p>ABILITIES: Natural Cure</p> <p>EVOLUTIVE STAGE: Unknwn.</p> 		
🐾	Grass	Leech Seed	🐾	Psychic	Confusion			
🐾	Normal	Recover	🐾	Normal	Heal Bell			
🐾	Normal	Safeguard	🐾	Grass	Magical Leaf			
🐾	Rock	Ancient Power	🐾	Normal	Baton Pass			
🐾	Normal	Natural Gift	🐾	Psychic	Heal Block			
🐾	Psychic	Future Sight	🐾	Psychic	Healing Wish			
🐾	Grass	Leaf Storm	🐾	Normal	Perish Song			
🐾	Normal	Double Team	🐾	Psychic	Trick Room			
🐾	Normal	Nature Power	🐾	Grass	Worry Seed			





#252 Treecko						TYPE:	Grass	
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME			
 <p>HEIGHT: 0.5m / 1'08" WEIGHT: 5kg / 11 lbs</p> <p>Wood Gecko Pokémon They climb trees with their spiked feet. They remain cool under stress, calmed under pressure and collected when endangered. They are found protecting the trees ferociously.</p>						<p>BASE HP: 3 SUGGESTED RANK:  Beginner</p> <p>ABILITIES: Overgrow</p> <p>EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.</p>   		
🐾	Normal	Leer	🐾	Normal	Pound	STRENGTH ●●●●●		
🐾	Grass	Absorb	🐾	Normal	Quick Attack	DEXTERITY ●●●●●		
🐾	Dark	Pursuit	🐾	Normal	Screech	VITALITY ●●●●●		
🐾	Grass	Mega Drain	🐾	Psychic	Agility	SPECIAL ●●●●●		
🐾	Normal	Slam	🐾	Fight	Detect	INSIGHT ●●●●●		
🐾	Fight	Quick Guard	🐾	Normal	Endeavor			
🐾	Grass	Giga Drain	🐾	Grass	Energy Ball			
🐾	Steel	Iron Tail	🐾	Grass	Bullet Seed			
🐾	Grass	Grass Pledge						

#253 Grovyle						TYPE:	Grass	
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME			
 <p>HEIGHT: 0.9m / 2'11" WEIGHT: 21kg / 47 lbs</p> <p>Wood Gecko Pokémon Their leaves provide camouflage in the jungles. They appear to fly from tree to tree, jumping huge lengths with amazing speed. It's almost impossible to catch them once they start running away..</p>						<p>BASE HP: 4 SUGGESTED RANK:  Amateur</p> <p>ABILITIES: Overgrow</p> <p>EVOLUTIVE STAGE: Second. EVOLUTION TIME: Medium.</p>   		
🐾	Normal	Pound	🐾	Normal	Leer	STRENGTH ●●●●●		
🐾	Grass	Absorb	🐾	Normal	Quick Attack	DEXTERITY ●●●●●		
🐾	Dark	Pursuit	🐾	Bug	Fury Cutter	VITALITY ●●●●●		
🐾	Grass	Mega Drain	🐾	Normal	Screech	SPECIAL ●●●●●		
🐾	Grass	Leaf Blade	🐾	Psychic	Agility	INSIGHT ●●●●●		
🐾	Normal	Slam	🐾	Normal	False Swipe			
🐾	Bug	X-Scissor	🐾	Fight	Quick Guard			
🐾	Fight	Detect	🐾	Grass	Leaf Storm			
🐾	Fight	Drain Punch	🐾	Dragon	Dragon Breath			
🐾	Grass	Grass Pledge						

#254 Sceptile						TYPE:	Grass
🌀	Normal	Pound	🌀	Normal	Leer		STRENGTH ●●●●● DEXTERITY ●●●●●●● VITALITY ●●●●● SPECIAL ●●●●●●● INSIGHT ●●●●●
🌀	Normal	Quick Attack	🌀	Dark	Pursuit		
🌀	Grass	Absorb	🌀	Normal	False Swipe		
🌀	Grass	Leaf Storm	🌀	Grass	Mega Drain		
🌀	Dark	Night Slash	🌀	Grass	Leaf Blade		
🌀	Normal	Screech	🌀	Normal	Slam		
🌀	Psychic	Agility	🌀	Bug	X-Scissor		
🌀	Fight	Detect	🌀	Fight	Quick Guard		
🌀	Dragon	Dual Chop	🌀	Dragon	Dragon Pulse		
🌀	Electric	Thunder Punch	🌀	Grass	Frenzy Plant		
HEIGHT:		WEIGHT:					
0.4m / 1'04"		2kg / 5lbs		1.7m / 5'07"		52kg / 115 lbs	
Forest Pokémon They raise trees with love and care and protect the jungles with their lives. Their tails can restore a plant's beauty. Sceptiles power is truly unmatched in their habitats. They are very proud, though.						BASE HP: 5 SUGGESTED RANK: Ace ABILITIES: Overgrow EVOLUTIVE STAGE: Final.	
						  	

Mega-Sceptile						TYPE:	Grass	Dragon
🌀	Normal	Pound	🌀	Normal	Leer		STRENGTH ●●●●●●● DEXTERITY ●●●●●●●●● VITALITY ●●●●●●● SPECIAL ●●●●●●●●● INSIGHT ●●●●●●●	
🌀	Normal	Quick Attack	🌀	Dark	Pursuit			
🌀	Grass	Absorb	🌀	Normal	False Swipe			
🌀	Grass	Leaf Storm	🌀	Grass	Mega Drain			
🌀	Dark	Night Slash	🌀	Grass	Leaf Blade			
🌀	Normal	Screech	🌀	Normal	Slam			
🌀	Psychic	Agility	🌀	Bug	X-Scissor			
🌀	Fight	Detect	🌀	Fight	Quick Guard			
🌀	Dragon	Dual Chop	🌀	Dragon	Dragon Pulse			
🌀	Electric	Thunder Punch	🌀	Grass	Frenzy Plant			
HEIGHT:		WEIGHT:						
0.4m / 1'04"		2kg / 5lbs		1.9m / 6'03"		55kg / 121 lbs		
Forest Pokémon With the power of the Mega Stone, it allows itself to grow more feral in order to gain draconian powers. Its movements are swifter than ever and when it attacks it seems like the jungle has come to life.						BASE HP: 6 SUGGESTED RANK: Pro ABILITIES: Lightning Rod EVOLUTIVE STAGE: Mega Evolution.		
						  		

#255 Torchic			TYPE:	Fire							
	STRENGTH	●●●●●	BASE HP: 3 SUGGESTED RANK: Starter ABILITIES: Blaze EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.	🌀	Normal	Growl	🌀	Normal	Scratch		
	DEXTERITY	●●●●●		🌀	Normal	Focus Energy	🌀	Fire	Ember		
	VITALITY	●●●●●		🌀	Flying	Peck	🌀	Ground	Sand Attack		
	SPECIAL	●●●●●●●		🌀	Fire	Fire Spin	🌀	Normal	Quick Attack		
	INSIGHT	●●●●●		🌀	Fire	Flame Burst	🌀	Normal	Slash		
	HEIGHT:			WEIGHT:							
0.4m / 1'04"		2kg / 5lbs		3		Starter					
Chick Pokémon They walk clumsily, but follow their trainers wherever they go. Torchics have a flame sac in their belly - burning all the time. If you hug them, they feel warm, but if you squeeze them, they may spit fire.											
			  								

#256 Combusken						TYPE:	Fire	Fight		
🌀	Normal	Growl	🌀	Normal	Scratch		STRENGTH ●●●●●●● DEXTERITY ●●●●●●● VITALITY ●●●●●●● SPECIAL ●●●●●●● INSIGHT ●●●●●●●			
🌀	Fire	Ember	🌀	Normal	Focus Energy					
🌀	Fight	Double Kick	🌀	Flying	Peck					
🌀	Fire	Flame Charge	🌀	Ground	Sand Attack					
🌀	Fight	Bulk Up	🌀	Normal	Quick Attack					
🌀	Normal	Slash	🌀	Flying	Mirror Move					
🌀	Fight	Sky Uppercut	🌀	Fire	Flare Blitz					
🌀	Fight	Counter	🌀	Flying	Feather Dance					
🌀	Fire	Fire Pledge								
HEIGHT:		WEIGHT:								
0.4m / 1'04"		2kg / 5lbs		0.9m / 2'11"		20kg / 43 lbs				
Young Fowl Pokémon Once Torchic toughened up its legs and thighs, they like to run and love to kick. They have an offensive instinct to keep attacking no matter what. They sqwak loudly every morning when they start to train.						BASE HP: 4 SUGGESTED RANK: Amateur ABILITIES: Blaze EVOLUTIVE STAGE: Second. EVOLUTION TIME: Medium.				
						  				

#257 Blaziken



HEIGHT: 1.9m / 6'03"
WEIGHT: 85kg / 187 lbs

Blaze Pokémon
They can jump incredible heights. As they grow older, their feathers combust as new feathers grow back. They are courageous fighters and expert martial artists. Their wrists light in flames when it's about to attack.

TYPE:	Fire	Fight	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
STRENGTH	●●●●●○		○	Fire	Ember	○	Fire	Fire Punch
DEXTERITY	●●●●○		○	Normal	Focus Energy	○	Normal	Growl
VITALITY	●●●●○		○	Fight	High Jump Kick	○	Normal	Scratch
SPECIAL	●●●●○		○	Fight	Double Kick	○	Fire	Flame Charge
INSIGHT	●●●●○		○	Flying	Peck	○	Ground	Sand Attack
			○	Fight	Bulk Up	○	Normal	Quick Attack
			○	Fire	Blaze Kick	○	Normal	Slash
			○	Flying	Brave Bird	○	Fight	Sky Uppercut
			○	Fire	Flare Blitz	○	Dragon	Dual Chop
			○	Dark	Night Slash	○	Fire	Blast Burn

BASE HP: 5 SUGGESTED RANK: Ace

ABILITIES: Blaze

EVOLUTIVE STAGE: Final.



Mega-Blaziken



HEIGHT: 1.9m / 6'03"
WEIGHT: 85kg / 187 lbs

Blaze Pokémon
The power of the Mega Stone makes its inner fire burn so strong that it sets its limbs ablaze. This allows it to move faster than ever but it also takes a toll on its feathers as they burn to black cinders.

TYPE:	Fire	Fight	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
STRENGTH	●●●●●○		○	Fire	Ember	○	Fire	Fire Punch
DEXTERITY	●●●●○		○	Normal	Focus Energy	○	Normal	Growl
VITALITY	●●●●○		○	Fight	High Jump Kick	○	Normal	Scratch
SPECIAL	●●●●○		○	Fight	Double Kick	○	Fire	Flame Charge
INSIGHT	●●●●○		○	Flying	Peck	○	Ground	Sand Attack
			○	Fight	Bulk Up	○	Normal	Quick Attack
			○	Fire	Blaze Kick	○	Normal	Slash
			○	Flying	Brave Bird	○	Fight	Sky Uppercut
			○	Fire	Flare Blitz	○	Dragon	Dual Chop
			○	Dark	Night Slash	○	Fire	Blast Burn

BASE HP: 6 SUGGESTED RANK: Pro

ABILITIES: Speed Boost

EVOLUTIVE STAGE: Mega Evolution.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#258 Mudkip	TYPE:	Water
○	Normal	Growl	○	Normal	Tackle	<p>HEIGHT: 0.4m / 1'04" WEIGHT: 8kg / 17 lbs</p> <p>Mud Fish Pokémon The fin on its head is a radar to sense movement underwater. They bury themselves under the mud at the water's edge and at the bottom of rivers. They never back away even if their foe is bigger.</p>		STRENGTH ●●●●○
○	Ground	Mud Slap	○	Water	Water Gun			DEXTERITY ●●●○
○	Normal	Bide	○	Normal	Foresight			VITALITY ●●●○
○	Ground	Mud Sport	○	Normal	Take Down			SPECIAL ●●●○
○	Rock	Rock Throw	○	Water	Whirlpool			INSIGHT ●●●○
○	Normal	Protect	○	Water	Hydro Pump			BASE HP: 3 SUGGESTED RANK: Starter
○	Normal	Endeavor	○	Water	Ice Ball			ABILITIES: Torrent
○	Water	Aqua Tail	○	Ice	Ice Ball			EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.
			○	Water	Water Pledge			

#259 Marshtomp



HEIGHT: 0.7m / 2'04"
WEIGHT: 28kg / 62 lbs

Mud Fish Pokémon
A sticky film allows them to live out of water. They are seen playing in the mud at beaches to rehydrate their dry bodies. They are slow runners and swimmers but they can be fast sliding through the mud.





TYPE:	Water	Ground	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
STRENGTH	●●●●○		○	Normal	Growl	○	Normal	Tackle
DEXTERITY	●●●●○		○	Ground	Mud Slap	○	Water	Water Gun
VITALITY	●●●●○		○	Normal	Bide	○	Ground	Mud Shot
SPECIAL	●●●●○		○	Normal	Foresight	○	Ground	Mud Bomb
INSIGHT	●●●●○		○	Rock	Rock Slide	○	Normal	Take Down
			○	Water	Muddy Water	○	Normal	Protect
			○	Ground	Earthquake	○	Normal	Endeavor
			○	Ice	Ice Punch	○	Water	Water Pledge
			○	Fight	Dynamic Punch			





BASE HP: 4 SUGGESTED RANK: Amateur

ABILITIES: Torrent

EVOLUTIVE STAGE: Second. EVOLUTION TIME: Medium.



#260 Swampert						TYPE:	Water	Ground
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	 <p>HEIGHT: 1.5 m / 4'11" WEIGHT: 102kg / 224 lbs</p> <p>Mud Fish Pokémon They have an incredible sight that allows them to see in muddy water. They nest in beaches, and shield their young with their strong arms. When a storm is coming, Swamperts build a fort with big rocks.</p>	<p>STRENGTH ●●●●●</p> <p>DEXTERITY ●●●●●</p> <p>VITALITY ●●●●●</p> <p>SPECIAL ●●●●●</p> <p>INSIGHT ●●●●●</p>	<p>BASE HP: 6 SUGGESTED RANK: Ace</p> <p>ABILITIES: Torrent</p> <p>EVOLUTIVE STAGE: Final.</p>
●	Normal	Growl	●	Normal	Tackle			
●	Ground	Mud Slap	●	Water	Water Gun			
●	Normal	Take Down	●	Normal	Bide			
●	Ground	Mud Shot	●	Normal	Foresight			
●	Ground	Mud Bomb	●	Rock	Rock Slide			
●	Water	Muddy Water	●	Fight	Hammer Arm			
●	Normal	Protect	●	Ground	Earthquake			
●	Normal	Endeavor	●	Rock	Wide Guard			
●	Water	Hydro Cannon	●	Ice	Avalanche	  		

Mega-Swampert						TYPE:	Water	Ground
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	 <p>HEIGHT: 1.9m / 6'03" WEIGHT: 102kg / 224 lbs</p> <p>Mud Fish Pokémon The power of the Mega Stone increases its muscle strength, it would appear to be slower but its skin is so slippery it allows it to quickly slide over puddles and mud. It also becomes a bit bolder and moody.</p>	<p>STRENGTH ●●●●●●●</p> <p>DEXTERITY ●●●●●</p> <p>VITALITY ●●●●●</p> <p>SPECIAL ●●●●●</p> <p>INSIGHT ●●●●●</p>	<p>BASE HP: 7 SUGGESTED RANK: Pro</p> <p>ABILITIES: Swift Swim</p> <p>EVOLUTIVE STAGE: Mega Evolution.</p>
●	Normal	Growl	●	Normal	Tackle			
●	Ground	Mud Slap	●	Water	Water Gun			
●	Normal	Take Down	●	Normal	Bide			
●	Ground	Mud Shot	●	Normal	Foresight			
●	Ground	Mud Bomb	●	Rock	Rock Slide			
●	Water	Muddy Water	●	Fight	Hammer Arm			
●	Normal	Protect	●	Ground	Earthquake			
●	Normal	Endeavor	●	Rock	Wide Guard			
●	Water	Hydro Cannon	●	Ice	Avalanche	  		

#261 Poochyena			TYPE:	Dark					
 <p>HEIGHT: 0.5m / 1'08" WEIGHT: 13kg / 30 lbs</p> <p>Bite Pokémon Poochyena will bite anything that moves. They will chase people and other Pokémon for dozens of miles without losing track. This Pokémon is persistent and tenacious. In the wild, they form small hunting packs.</p>	STRENGTH	●●●●●	<p>BASE HP: 3 SUGGESTED RANK: Beginner</p> <p>ABILITIES: Quick Feet & Run Away</p> <p>EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.</p>	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	DEXTERITY	●●●●●		●	Normal	Tackle	●	Normal	Howl
	VITALITY	●●●●●		●	Ground	Sand Attack	●	Dark	Bite
	SPECIAL	●●●●●		●	Normal	Odor Sleuth	●	Normal	Roar
	INSIGHT	●●●●●		●	Normal	Swagger	●	Dark	Assurance
					●	Normal	Scary Face	●	Dark
			●	Dark	Embargo	●	Normal	Take Down	
			●	Fairy	Play Rough	●	Dark	Sucker Punch	
			●	Dark	Crunch	●	Ground	Dig	
			●	Steel	Iron Tail	●	Normal	Endure	

#262 Mightyena						TYPE:	Dark	
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	 <p>HEIGHT: 1m / 3'03" WEIGHT: 37kg / 81 lbs</p> <p>Bite Pokémon They attack savagely, travel in packs and hunt in groups. They will only obey trainers that show superior skills, which they recognize as the alpha leader. They are extremely obedient once they find a master.</p>	<p>STRENGTH ●●●●●</p> <p>DEXTERITY ●●●●●</p> <p>VITALITY ●●●●●</p> <p>SPECIAL ●●●●●</p> <p>INSIGHT ●●●●●</p>	<p>BASE HP: 4 SUGGESTED RANK: Amateur</p> <p>ABILITIES: Intimidate & Quick Feet</p> <p>EVOLUTIVE STAGE: Final.</p>
●	Normal	Howl	●	Normal	Tackle			
●	Dark	Bite	●	Ground	Sand Attack			
●	Normal	Roar	●	Normal	Odor Sleuth			
●	Dark	Assurance	●	Normal	Swagger			
●	Dark	Taunt	●	Normal	Scary Face			
●	Fire	Fire Fang	●	Normal	Yawn			
●	Electric	Thunder Fang	●	Normal	Take Down			
●	Ice	Ice Fang	●	Dark	Thief			
●	Dark	Embargo	●	Dark	Crunch			
●	Fairy	Play Rough	●	Dark	Snarl			
●	Dark	Sucker Punch	●	Fight	Counter			
●	Dark	Snatch	●	Poison	Poison Fang	 		

#263 Zigzagoon



HEIGHT: 0.4m / 1'04"
WEIGHT: 17kg / 38 lbs

Tiny Raccoon Pokémon
They are extremely curious and want to know all about everything. Due to their innate curiosity, they usually find hidden objects. Sometimes they play dead to avoid being attacked.

TYPE: **Normal**

STRENGTH ●●●●
DEXTERITY ●●●●
VITALITY ●●●●
SPECIAL ●●●●
INSIGHT ●●●●

BASE HP: **3** SUGGESTED RANK: **Beginner**

ABILITIES: **Gluttony & Pick Up**

EVOLUTIVE STAGE: First
EVOLUTION TIME: Medium.




RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Growl	●	Normal	Tackle
●	Normal	Tail Whip	●	Normal	Take Down
●	Fairy	Baby-Doll Eyes	●	Ground	Sand Attack
●	Normal	Odor Sleuth	●	Ground	Mud Sport
●	Bug	Pin Missile	●	Normal	Covet
●	Normal	Headbutt	●	Normal	Bestow
●	Normal	Flail	●	Psychic	Rest
●	Normal	Belly Drum	●	Dark	Fling
●	Normal	Helping Hand	●	Grass	Seed Bomb
●	Psychic	Trick			

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Growl	●	Normal	Tackle
●	Dark	Switcheroo	●	Ground	Sand Attack
●	Normal	Tail Whip	●	Normal	Headbutt
●	Fairy	Play Rough	●	Ground	Rototiller
●	Normal	Odor Sleuth	●	Ground	Mud Sport
●	Normal	Fury Swipes	●	Normal	Covet
●	Normal	Bestow	●	Normal	Double-Edge
●	Normal	Slash	●	Psychic	Rest
●	Normal	Belly Drum	●	Dark	Fling
●	Normal	Extreme Speed	●	Normal	Super Fang
●	Grass	Seed Bomb			

#264 Linoone



HEIGHT: 0.5m / 1'08"
WEIGHT: 32kg / 71 lbs

Rushing Pokémon
Linoones are always running at full speed, but they can only do so in straight lines. They find it very difficult to deal with a curved road. They excel at hunting but tend to eat a lot to recover from their tiring runs.

TYPE: **Normal**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●


BASE HP: **4** SUGGESTED RANK: **Amateur**

ABILITIES: **Gluttony & Pick Up**

EVOLUTIVE STAGE: Final.




#265 Wurmple



HEIGHT: 0.3m / 1'00"
WEIGHT: 3kg / 7 lbs

Worm Pokémon
It uses the spikes on its rear to peel the trees and feed on their sap. Their feet have suction pads to climb easily. Wurmple are plentiful and live in forests, but they are often attacked by bird Pokémon.






TYPE: **Bug**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **3** SUGGESTED RANK: **Starter**

ABILITIES: **Shield Dust**

EVOLUTIVE STAGE: First
EVOLUTION TIME: Fast.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Bug	String Shot	●	Normal	Tackle
●	Poison	Poison Sting	●	Bug	Bug Bite
●	Electric	Electroweb	●	Normal	Snore

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Harden	●	Steel	Iron Defense
●	Electric	Electroweb			

#266 Silcoon



HEIGHT: 0.6 m / 2'00"
WEIGHT: 10kg / 22 lbs

Cocoon Pokémon
They tether themselves to tree branches while they wait to evolve. Sometimes they peek from a small hole in the cocoon. Silcoons feed only on raindrops. If Wurmple lived among flowers, it evolves to Silcoon.

TYPE: **Bug**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **4** SUGGESTED RANK: **Beginner**

ABILITIES: **Shed Skin**

EVOLUTIVE STAGE: Second
EVOLUTION TIME: Fast.







#267 Beautifly



Butterfly Pokémon
They can't resist the pollen of flowers, if you leave one in the window, a Beautifly is sure to come. Despite their appearance, they are aggressive, they drain living creatures of their fluids just as they do with flowers.

HEIGHT: 1m / 3'03" WEIGHT: 28kg / 62 lbs

BASE HP: 5 SUGGESTED RANK: Amateur


ABILITIES: Swarm

EVOLUTIVE STAGE: Final.
EVOLVED FROM: Silcoon.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Grass	Absorb	1	Flying	Gust
2	Grass	Stun Spore	2	Normal	Morning Sun
3	Flying	Air Cutter	3	Grass	Mega Drain
4	Normal	Whirlwind	4	Normal	Attract
5	Bug	Silver Wind	5	Normal	Rage
6	Grass	Giga Drain	6	Bug	Bug Buzz
7	Bug	Quiver Dance	7	Normal	Swift
8	Flying	Defog	8	Normal	Captivate

#268 Cascoon




Cocoon Pokémon
They hide between huge leaves and gaps between branches, if they were to move, their evolution would be weaker. Due to this, Cascoon will remain motionless. If Wrumple lived in a dark place, it evolves to Cascoon.

HEIGHT: 0.7m / 2'04" WEIGHT: 11kg / 25 lbs

BASE HP: 4 SUGGESTED RANK: Beginner


ABILITIES: Shed Skin

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Fast.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Harden	1	Steel	Iron Defense
2	Electric	Electroweb			

#269 Dustox




Poison Moth Pokémon
They travel in big groups during the night, attracted to bright lights and big cities. Their flight releases a poisonous shining dust that causes mayhem in towns. For this reason people dislike them.

HEIGHT: 1.2m / 3'11" WEIGHT: 31kg / 70 lbs

BASE HP: 5 SUGGESTED RANK: Amateur


ABILITIES: Shield Dust

EVOLUTIVE STAGE: Final.
EVOLVED FROM: Cascoon.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Psychic	Confusion	1	Flying	Gust
2	Normal	Protect	2	Fairy	Moonlight
3	Poison	Venoshock	3	Psychic	Psybeam
4	Normal	Whirlwind	4	Psychic	Light Screen
5	Bug	Silver Wind	5	Poison	Toxic
6	Bug	Bug Buzz	6	Bug	Quiver Dance
7	Flying	Air Cutter	7	Normal	Swift
8	Dragon	Twister			

#270 Lotad




Water Weed Pokémon
They live in ponds and lakes, floating atop the water. The big leaf on their head is known to act as a ferry for smaller Pokémon. The leaf is delicate and needs constant watering or else Lotad will grow sick.

HEIGHT: 0.5 m / 1'08" WEIGHT: 2kg / 5 lbs

BASE HP: 3 SUGGESTED RANK: Starter

ABILITIES: Rain Dish & Swift Swim

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Ghost	Astonish	1	Normal	Growl
2	Grass	Absorb	2	Normal	Nature Power
3	Water	Bubble	3	Ice	Mist
4	Normal	Natural Gift	4	Grass	Mega Drain
5	Water	Bubble Beam	5	Water	Rain Dance
6	Psychic	Zen Headbutt	6	Grass	Leech Seed
7	Grass	Energy Ball	7	Normal	Sweet Scent
8	Normal	Flail			

#271 Lombre



HEIGHT: 1.2m / 3'11" WEIGHT: 32kg / 71 lbs

Jolly Pokémon
This nocturnal Pokémon has a mischievous and impish personality. While playing pranks on people, Lombres are commonly mistaken for human children. It enjoys to startle unaware swimmers.

TYPE: **Grass** **Water**

STRENGTH ●●●●○
DEXTERITY ●●●●○
VITALITY ●●●●○
SPECIAL ●●●●○
INSIGHT ●●●●○

BASE HP: **4** SUGGESTED RANK: Beginner

ABILITIES: **Rain Dish & Swift Swim**

EVOLUTIVE STAGE: Second.
EVOLVES WITH: Water Stone.





RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Ghost	Astonish		Normal	Growl
	Grass	Absorb		Normal	Nature Power
	Water	Bubble		Normal	Fake Out
	Normal	Fury Swipes		Water	Water Sport
	Water	Bubble Beam		Psychic	Zen Headbutt
	Dark	Knock Off		Normal	Uproar
	Water	Hydro Pump		Ice	Ice Punch
	Fire	Fire Punch		Electric	Thunder Punch

#272 Ludicolo

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Ghost	Astonish		Normal	Growl
	Grass	Mega Drain		Normal	Nature Power
	Normal	Teeter Dance		Grass	Giga Drain
	Normal	Entrainment			



HEIGHT: 1.5m / 5'00" WEIGHT: 55kg / 121 lbs

Carefree Pokémon
Ludicolo starts dancing at the sound of music. Pokémon and people will dance as well. They are said to appear when children sing. They love festive places and parties.

TYPE: **Grass** **Water**

STRENGTH ●●●●○
DEXTERITY ●●●●○
VITALITY ●●●●○
SPECIAL ●●●●○
INSIGHT ●●●●○

BASE HP: **5** SUGGESTED RANK: Amateur


ABILITIES: **Rain Dish & Swift Swim**

EVOLUTIVE STAGE: Final.





#273 Seedot



HEIGHT: 0.5 m / 1'08" WEIGHT: 4kg / 9 lbs

Acorn Pokémon
They attach to tree branches to suck moisture from them. While immobile, the young are identical to real acorns. They enjoy scaring other Pokémon, especially Pidgeys. If they fall they are at risk of being eaten.




TYPE: **Grass**

STRENGTH ●●●●○
DEXTERITY ●●●●○
VITALITY ●●●●○
SPECIAL ●●●●○
INSIGHT ●●●●○

BASE HP: **3** SUGGESTED RANK: Starter

ABILITIES: **Chlorophyll & Early Bird**


EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Bide		Normal	Harden
	Normal	Growth		Normal	Nature Power
	Grass	Synthesis		Fire	Sunny Day
	Normal	Explosion		Grass	Bullet Seed
	Grass	Grassy Terrain		Grass	Worry Seed

#274 Nuzleaf

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Pound		Normal	Growth
	Normal	Harden		Grass	Razor Leaf
	Normal	Nature Power		Normal	Fake Out
	Dark	Torment		Grass	Leaf Blade
	Dark	Feint Attack		Normal	Razor Wind
	Normal	Swagger		Psychic	Extrasensory
	Grass	Bullet Seed		Grass	Leech Seed
	Dark	Foul Play			



HEIGHT: 1m / 3'03" WEIGHT: 28kg / 61 lbs

Wily Pokémon
They live inside holes on big trees. Their leaves are played like flutes to strike fear and discomfort in lost people's hearts. They like to go out and startle people. Their noses are really sensitive and frail.




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

STRENGTH ●●●●○
DEXTERITY ●●●●○
VITALITY ●●●●○
SPECIAL ●●●●○
INSIGHT ●●●●○

BASE HP: **4** SUGGESTED RANK: Beginner

ABILITIES: **Chlorophyll & Early Bird**

EVOLUTIVE STAGE: Second.
EVOLVES WITH: Leaf Stone.

#275 Shiftry



HEIGHT: 1.3m / 4'03"
WEIGHT: 60kg / 132 lbs

Wicked Pokémon

Feared as protectors of the forest. They are said to live atop towering trees dating back thousands of years, creating terrible wind storms. It is said they can read people's minds to prey on their fears.

TYPE: Grass Dark

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: 5 SUGGESTED RANK: Amateur

ABILITIES: Chlorophyll & Early Bird

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Dark	Feint Attack	🍀	Grass	Razor Leaf
🍀	Dark	Nasty Plot	🍀	Normal	Whirlwind
🍀	Grass	Leaf Tornado	🕊	Flying	Hurricane
🍀	Grass	Leaf Storm	🍀	Grass	Seed Bomb
🍀	Normal	Self-Destruct	🍀	Dark	Sucker Punch

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Growl	🕊	Flying	Peck
🍀	Normal	Focus Energy	🍀	Normal	Quick Attack
🕊	Flying	Wing Attack	🍀	Normal	Double Team
🍀	Fight	Quick Guard	🍀	Normal	Endeavor
🕊	Flying	Aerial Ace	🍀	Fight	Reversal
🍀	Psychic	Agility	🕊	Flying	Brave Bird
🕊	Flying	Air Slash	🍀	Normal	Endure
🍀	Normal	Rage	🍀	Normal	Refresh

#276 Tailow



HEIGHT: 0.3m / 1'00"
WEIGHT: 2kg / 5 lbs

Tiny Swallow Pokémon

They are brave and noble, facing bigger foes whoever they might be. However, being just a child, it usually feels lonely and cries at night. They can be seen migrating south in the winter.

TYPE: Flying Normal

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: 3 SUGGESTED RANK: Beginner

ABILITIES: Guts

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



#277 Swellow



HEIGHT: 0.7m / 2'04"
WEIGHT: 20kg / 44 lbs

Swallow Pokémon

They are vain Pokémon, acting with grace and elegance. Swellows are seen circling the skies looking for prey. They can be incredibly fast. If two Swellows meet, they will clean each other's wings as a sign of peace.

TYPE: Flying Normal

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: 4 SUGGESTED RANK: Amateur

ABILITIES: Guts

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Growl	🕊	Flying	Peck
🕊	Flying	Pluck	🍀	Normal	Quick Attack
🍀	Normal	Focus Energy	🍀	Normal	Double Team
🕊	Flying	Wing Attack	🍀	Normal	Endeavor
🍀	Fight	Quick Guard	🍀	Fight	Reversal
🕊	Flying	Aerial Ace	🕊	Flying	Air Slash
🕊	Flying	Brave Bird	🍀	Psychic	Agility
🍀	Normal	Refresh	🍀	Flying	Sky Attack
🍀	Flying	Roost			

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Growl	🍀	Water	Water Gun
🍀	Normal	Supersonic	🕊	Flying	Wing Attack
🍀	Ice	Mist	🍀	Water	Water Pulse
🕊	Normal	Quick Attack	🕊	Flying	Roost
🍀	Dark	Pursuit	🕊	Flying	Air Cutter
🕊	Flying	Aerial Ace	🍀	Psychic	Agility
🕊	Flying	Air Slash	🕊	Flying	Hurricane
🍀	Water	Aqua Ring	🍀	Ice	Icy Wind
🍀	Dark	Knock Off			

#278 Wingull



HEIGHT: 0.6m / 2'00"
WEIGHT: 9kg / 20 lbs

Seagull Pokémon

They carry prey and precious items in their beaks, hiding them in strange locations. They nest in sheer cliffs at the sea's edge. They often harass fishing boats to steal an easy meal for themselves.

TYPE: Water Flying

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: 3 SUGGESTED RANK: Beginner

ABILITIES: Keen Eye

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



#279 Pelipper



TYPE: Water Flying

STRENGTH ●●●●
DEXTERITY ●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●●
INSIGHT ●●●●●●

HEIGHT: 1.2m / 3'11" **WEIGHT:** 28kg / 62 lbs

BASE HP: 4 **SUGGESTED RANK:** Amateur

ABILITIES: Keen Eye

EVOLUTIVE STAGE: Final.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Growl	●	Water	Water Gun
●	Water	Water Sport	●	Normal	Supersonic
●	Water	Soak	●	Flying	Wing Attack
●	Water	Water Pulse	●	Ice	Mist
●	Normal	Protect	●	Dark	Payback
●	Water	Brine	●	Flying	Roost
●	Normal	Spit Up	●	Normal	Swallow
●	Normal	Stockpile	●	Flying	Tailwind
●	Dark	Fling	●	Water	Hydro Pump
●	Flying	Hurricane	●	Electric	Shock Wave
●	Rock	Wide Guard	●	Poison	Gunk Shot

Water Bird Pokémon
 Pelipper has been seen carrying eggs and other Pokémon inside its massive bill, protecting them from predators and storms, transporting the young through the great seas.




#280 Ralts



TYPE: Psychic Fairy

STRENGTH ●●●
DEXTERITY ●●●●
VITALITY ●●●●
SPECIAL ●●●●●●
INSIGHT ●●●●●●

HEIGHT: 0.4m / 1'04" **WEIGHT:** 6kg / 14 lbs

BASE HP: 3 **SUGGESTED RANK:** Beginner

ABILITIES: Synchronize

EVOLUTIVE STAGE: First. **EVOLUTION TIME:** Medium.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Growl	●	Normal	Double Team
●	Psychic	Confusion	●	Fairy	Disarming Voice
●	Psychic	Teleport	●	Normal	Lucky Chant
●	Grass	Magical Leaf	●	Fairy	Draining Kiss
●	Psychic	Heal Pulse	●	Psychic	Calm Mind
●	Psychic	Psychic	●	Psychic	Imprison
●	Fairy	Charm	●	Psychic	Future Sight
●	Psychic	Hypnosis	●	Psychic	Dream Eater
●	Psychic	Stored Power	●	Normal	Helping Hand
●	Psychic	Telekinesis	●	Normal	Mean Look

Feeling Pokémon
 They sense the emotions of people and Pokémon, usually sharing the mood of anyone nearby. They show if they feel joy and cheer, but hide if they sense hostility. They dislike fighting and negativity.






#281 Kirlia



TYPE: Psychic Fairy

STRENGTH ●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●●
INSIGHT ●●●●●●

HEIGHT: 0.8m / 2'07" **WEIGHT:** 20kg / 44 lbs

BASE HP: 4 **SUGGESTED RANK:** Amateur

ABILITIES: Synchronize & Trace

EVOLUTIVE STAGE: Second. **EVOLUTION TIME:** Medium.


RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Double Team	●	Normal	Growl
●	Psychic	Confusion	●	Psychic	Teleport
●	Fairy	Disarming Voice	●	Normal	Lucky Chant
●	Grass	Magical Leaf	●	Psychic	Heal Pulse
●	Psychic	Calm Mind	●	Psychic	Psychic
●	Psychic	Imprison	●	Fairy	Charm
●	Psychic	Future Sight	●	Psychic	Hypnosis
●	Psychic	Dream Eater	●	Psychic	Stored Power
●	Normal	Mean Look	●	Normal	Helping Hand
●	Psychic	Magic Room			

Emotion Pokémon
 When they use their powers, their surroundings are distorted with mirages and illusory sceneries from the future and the past. Kirlias like to dance and dislike to be bossed around.






#282 Gardevoir



TYPE: Psychic Fairy

STRENGTH ●●●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●●
INSIGHT ●●●●●●

HEIGHT: 1.6m / 5'03" **WEIGHT:** 48kg / 106 lbs





BASE HP: 5 **SUGGESTED RANK:** Ace






ABILITIES: Synchronize & Trace

EVOLUTIVE STAGE: Final.




RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Double Team	●	Psychic	Confusion
●	Normal	Growl	●	Fairy	Disarming Voice
●	Psychic	Teleport	●	Fairy	Misty Terrain
●	Normal	Wish	●	Grass	Magical Leaf
●	Psychic	Heal Pulse	●	Psychic	Calm Mind
●	Psychic	Psychic	●	Psychic	Imprison
●	Normal	Captivate	●	Psychic	Future Sight
●	Psychic	Hypnosis	●	Psychic	Dream Eater
●	Fairy	Moonblast	●	Psychic	Stored Power
●	Ghost	Grudge	●	Psychic	Skill Swap
●	Psychic	Wonder Room			

Embrace Pokémon
 If they sense danger, Gardevoir unleash a wave of psychic energy. They can distort this dimension, defy the laws of matter and physics. They risk their lives to protect their fellows.







RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	Mega-Gardevoir	TYPE:	Psychic	Fairy	
🌀	Normal	Double Team	👹	Psychic	Confusion		 <p>HEIGHT: 1.6m / 5'03" WEIGHT: 48kg / 106 lbs</p> <p>Embrace Pokémon The power of the Mega Stone makes its senses skyrocket. It is easily upset as it can feel the emotions from everyone in a wide radius. Its psychic powers are said to distort reality.</p>	STRENGTH	●●●●●	
🌀	Normal	Growl	👹	Fairy	Disarming Voice	DEXTERITY		●●●●●		
👹	Psychic	Teleport	👹	Fairy	Misty Terrain	VITALITY		●●●●●		
👹	Normal	Wish	👹	Grass	Magical Leaf	SPECIAL		●●●●●		
👹	Psychic	Heal Pulse	👹	Psychic	Calm Mind	INSIGHT		●●●●●		
👹	Psychic	Psychic	👹	Psychic	Imprison	BASE HP:		6	SUGGESTED RANK:	👹 Pro
👹	Normal	Captivate	👹	Psychic	Future Sight	ABILITIES:		Pixilate		
👹	Psychic	Hypnosis	👹	Psychic	Dream Eater	EVOLUTIVE STAGE:		Mega Evolution.		
👹	Fairy	Moonblast	👹	Psychic	Stored Power	   				
👹	Ghost	Grudge	👹	Psychic	Skill Swap					
👹	Psychi	Wonder Room								

#283 Surskit	TYPE:	Bug	Water	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	
 <p>HEIGHT: 0.5m / 1'08" WEIGHT: 1kg / 2 lbs</p> <p>Pond Skater Pokémon Surskit secretes oil from its feet to skate on water. It may be found on ponds, lakes and puddles in towns. The tip of its head produces a delicious sugary syrup often used in desserts and sweets.</p>	STRENGTH	●●●	🌀	Water	Bubble	👹	Normal	Quick Attack		
	DEXTERITY	●●●●	👹	Normal	Sweet Scent	👹	Water	Water Sport		
	VITALITY	●●●	👹	Water	Bubble Beam	👹	Water	Aqua Jet		
	SPECIAL	●●●●	👹	Psychic	Agility	👹	Ice	Haze		
	INSIGHT	●●●●	👹	Ice	Mist	👹	Normal	Baton Pass		
	BASE HP:	3	SUGGESTED RANK:	👹 Beginner	👹	Bug	Sticky Web	👹	Bug	Signal Beam
	ABILITIES:	Swift Swim		👹	Ground	Mud Shot	👹	Water	Hydro Pump	
EVOLUTIVE STAGE:	First									
EVOLUTION TIME:	Fast		 							



#284 Masquerain	TYPE:	Bug	Flying	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	
 <p>HEIGHT: 0.8 m / 2'07" WEIGHT: 3kg / 8lbs</p> <p>Eyeball Pokémon Their antennas look like terrifying eyes. Masquerains can fly in any direction like a helicopter, but their wings are soft and fragile, so they can't fly when it's raining. They cling to trees at night to sleep.</p>	STRENGTH	●●●●	👹	Normal	Sweet Scent	👹	Normal	Tackle		
	DEXTERITY	●●●●●	👹	Ghost	Ominous Wind	👹	Grass	Leech Seed		
	VITALITY	●●●●	👹	Grass	Stun Spore	👹	Normal	Headbutt		
	SPECIAL	●●●●●	👹	Flying	Whirlwind	👹	Grass	Worry Seed		
	INSIGHT	●●●●●	👹	Flying	Gust	👹	Poison	Toxic		
	BASE HP:	4	SUGGESTED RANK:	👹 Amateur	👹	Normal	Growth	👹	Poison	Toxic
	ABILITIES:	Intimidate		👹	Grass	Giga Drain	👹	Grass	Seed Bomb	
	EVOLUTIVE STAGE:	Final		👹	Grass	Spore	👹	Fairy	Charm	
				👹	Grass	Bullet Seed	👹	Dark	Fake Tears	
				 						





#285 Shroomish	TYPE:	Grass	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		
 <p>HEIGHT: 0.4m / 1'04" WEIGHT: 4kg / 10 lbs</p> <p>Mushroom Pokémon They live in damp soil in forests, surrounded by moss. They suddenly release toxic spores that make plants dry up. These spores cause serious pain if inhaled. They grow taller with moisture and heat.</p>	STRENGTH	●●●●	👹	Grass	Absorb	👹	Normal	Tackle		
	DEXTERITY	●●●●	👹	Grass	Stun Spore	👹	Grass	Leech Seed		
	VITALITY	●●●●	👹	Grass	Mega Drain	👹	Normal	Headbutt		
	SPECIAL	●●●●	👹	Poison	Poison Powder	👹	Grass	Worry Seed		
	INSIGHT	●●●●	👹	Normal	Growth	👹	Poison	Toxic		
	BASE HP:	3	SUGGESTED RANK:	👹 Beginner	👹	Grass	Giga Drain	👹	Grass	Seed Bomb
	ABILITIES:	Effect Spore & Poison Heal		👹	Grass	Spore	👹	Fairy	Charm	
	EVOLUTIVE STAGE:	First		👹	Grass	Bullet Seed	👹	Dark	Fake Tears	
	EVOLUTION TIME:	Medium		 						

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#286 Breloom	TYPE:	Grass	Fight
1	Grass	Absorb	1	Normal	Tackle			STRENGTH	●●●●●●
2	Grass	Stun Spore	2	Grass	Leech Seed	DEXTERITY		●●●●●	
3	Grass	Mega Drain	3	Normal	Feint	VITALITY		●●●●●	
4	Normal	Headbutt	4	Fight	Mach Punch	SPECIAL		●●●●	
5	Fight	Counter	5	Fight	Force Palm	INSIGHT		●●●●	
6	Normal	Mind Reader	6	Fight	Sky Uppercut	BASE HP:		4	SUGGESTED RANK:
7	Grass	Seed Bomb	7	Fight	Dynamic Punch				Amateur
8	Bug	Fury Cutter	8	Electric	Thunder Punch	ABILITIES:			Effect Spore & Poison Heal
9	Fight	Drain Punch				EVOLUTIVE STAGE:			Final.

HEIGHT: 1.2m / 4'00" WEIGHT: 39kg / 86 lbs

Mushroom Pokémon
Their flexible arms and quick footwork can put good fighters to shame. The seeds on their tail and the cap on their head release poison spores. They love humid and hot climates.

#287 Slakoth	TYPE:	Normal	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH	●●●●●	1	Normal	Scratch	1	Normal	Yawn
	DEXTERITY	●●●●●	2	Normal	Encore	2	Normal	Slack Off
	VITALITY	●●●●●	3	Dark	Feint Attack	3	Psychic	Amnesia
	SPECIAL	●●●●●	4	Normal	Covet	4	Normal	Chip Away
	INSIGHT	●●●●●	5	Fight	Counter	5	Normal	Flail
				6	Fairy	Play Rough	6	Normal
HEIGHT: 0.8m / 2'07" WEIGHT: 24kg / 52 lbs	BASE HP:	3	SUGGESTED RANK:	Starter				
Slacker Pokémon They laze around 20 hours a day barely eating. Slakoths remain motionless no matter what. It's rare to see this Pokémon doing something, most of them never even bother to evolve.	ABILITIES:	Truant	EVOLUTIVE STAGE:	First.				
	EVOLUTION TIME:	Slow.						
								

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#288 Vigoroth	TYPE:	Normal	
1	Normal	Scratch	1	Normal	Encore		STRENGTH	●●●●●	
2	Fight	Reversal	2	Normal	Focus Energy		DEXTERITY	●●●●●	
3	Normal	Uproar	3	Normal	Fury Swipes		VITALITY	●●●●●	
4	Normal	Endure	4	Normal	Slash		SPECIAL	●●●●●	
5	Fight	Counter	5	Normal	Chip Away		INSIGHT	●●●●●	
6	Fight	Focus Punch	6	Normal	Crush Claw		BASE HP:	4	SUGGESTED RANK:
7	Dark	Sucker Punch	7	Dark	Night Slash				Amateur
							ABILITIES:		Vital Spirit
							EVOLUTIVE STAGE:		Second.
						EVOLUTION TIME:		Fast.	
									



HEIGHT: 1.4m / 4'07" WEIGHT: 46kg / 102 lbs

Wild Monkey Pokémon
They are always agitated, anxious, excited or upset, rampaging over anything. They can't be still and they can't sleep. They get angry if they get bored and violent if there is no activity for them.





#289 Slaking	TYPE:	Normal	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH	●●●●●●●●	1	Normal	Scratch	1	Normal	Yawn
	DEXTERITY	●●●●●●●	2	Normal	Encore	2	Dark	Punishment
	VITALITY	●●●●●●●	3	Dark	Feint Attack	3	Normal	Slack Off
	SPECIAL	●●●●●●●	4	Normal	Covet	4	Normal	Encore
	INSIGHT	●●●●●●●	5	Dark	Fling	5	Psychic	Amnesia
				6	Normal	Swagger	6	Fight
HEIGHT: 2.1m / 7'00" WEIGHT: 390kg / 861 lbs	BASE HP:	8	SUGGESTED RANK:	Ace				
Lazy Pokémon They spend all day sleeping and eating grass that grows within their reach. Sometimes they live beneath trees, waiting for fruits to fall. They dislike intruders on their territory but rarely do anything about them.	ABILITIES:	Truant	EVOLUTIVE STAGE:	Final.				
								





#290 Nincada						TYPE:	Bug	Ground
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		STRENGTH ●●●● DEXTERITY ●●●● VITALITY ●●●●● SPECIAL ●●●● INSIGHT ●●●●	BASE HP: 3 SUGGESTED RANK: Beginner
🌀	Normal	Harden	🌀	Normal	Scratch			
🐞	Bug	Leech Life	🐞	Ground	Sand Attack			
🌀	Normal	Fury Swipes	🌀	Normal	Mind Reader			
🌀	Normal	False Swipe	🌀	Normal	Bide			
🐞	Ground	Mud Slap	🐞	Steel	Metal Claw			
🐞	Ground	Dig	🐞	Bug	Silver Wind			
🐞	Grass	Giga Drain	🐞	Normal	Endure	EVOLUTIONARY STAGE: First EVOLUTION TIME: Medium.		
HEIGHT: 0.5m / 1'08" WEIGHT: 5kg / 12 lbs						ABILITIES: Compound Eyes		
Trainee Pokémon They live underground for decades, absorbing nutrients from roots and waiting for evolution. Nincadas are nearly blind and cannot stand bright lights. They only come out to make a cocoon to evolve.								




#291 Ninjask						TYPE:	Bug	Flying	
	STRENGTH ●●●●● DEXTERITY ●●●●●●●● VITALITY ●●●●● SPECIAL ●●●●● INSIGHT ●●●●●	BASE HP: 4 SUGGESTED RANK: Amateur	ABILITIES: Speed Boost EVOLUTIONARY STAGE: Final.	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
				🌀	Normal	Scratch	🌀	Normal	Harden
				🐞	Grass	Absorb	🐞	Ground	Sand Attack
				🐞	Bug	Bug Bite	🌀	Normal	Fury Swipes
				🌀	Normal	Mind Reader	🌀	Normal	Double Team
				🐞	Bug	Fury Cutter	🌀	Normal	Screech
				🌀	Normal	Slash	🌀	Normal	Swords Dance
🌀	Psychic	Agility	🌀	Normal	Baton Pass				
🐞	Bug	X-Scissor	🐞	Bug	Silver Wind				
🐞	Dark	Night Slash	🐞	Fight	Final Gambit				
HEIGHT: 0.8m / 2'07" WEIGHT: 12kg / 26 lbs									
Ninja Pokémon Due to their speed and stealthiness, this Pokémon was believed to be invisible. They refuse to obey people and cry continuously if forced. People burn their cocoons as they are said to be cursed.									

#292 Shedinja						TYPE:	Bug	Ghost	
	STRENGTH ●●●●● DEXTERITY ●●●●● VITALITY ●●●●● SPECIAL ●●●●● INSIGHT ●●●●●	BASE HP: 1 SUGGESTED RANK: Ace	ABILITIES: Wonder Guard EVOLUTIONARY STAGE: Final.	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
				🌀	Normal	Scratch	🌀	Normal	Harden
				🐞	Grass	Absorb	🐞	Ground	Sand Attack
				🌀	Normal	Fury Swipes	🌀	Normal	Mind Reader
				🌀	Ghost	Spite	🌀	Ghost	Confuse Ray
				🌀	Ghost	Shadow Sneak	🌀	Ghost	Grudge
				🌀	Ghost	Phantom Force	🌀	Psychic	Heal Block
🌀	Ghost	Shadow Ball	🐞	Fight	Final Gambit				
🐞	Dark	Feint Attack	🐞	Bug	X-Scissor				
HEIGHT: 0.8m / 2'07" WEIGHT: 1kg / 2 lbs									
Shed Pokémon On extremely rare occasions; when Nincada evolves, the empty cocoon comes to life. They don't move, they only float unnaturally around. It is said that it will steal the soul of anyone looking directly at them.									

#293 Whismur						TYPE:	Normal		
	STRENGTH ●●●●● DEXTERITY ●●●●● VITALITY ●●●●● SPECIAL ●●●●● INSIGHT ●●●●●	BASE HP: 3 SUGGESTED RANK: Starter	ABILITIES: Soundproof EVOLUTIONARY STAGE: First EVOLUTION TIME: Medium.	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
				🌀	Normal	Pound	🐞	Normal	Echoed Voice
				🐞	Normal	Uproar	🌀	Ghost	Astonish
				🌀	Normal	Howl	🌀	Normal	Supersonic
				🌀	Normal	Stomp	🌀	Normal	Screech
				🌀	Normal	Roar	🐞	Psychic	Synchronoise
				🐞	Psychic	Rest	🌀	Normal	Sleep Talk
🐞	Normal	Hyper Voice	🐞	Fairy	Disarming Voice				
🐞	Dark	Fake Tears	🐞	Normal	Snore				
HEIGHT: 0.6m / 2'00" WEIGHT: 16kg / 35 lbs									
Whisper Pokémon Their timid voice is barely audible, however, if it senses danger, they start crying loud enough to deafen anyone nearby. Their own noise scares them even more, so they cry harder until their ear covers shut.									

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	<h2>#294 Loudred</h2>  <p>HEIGHT: 1m / 3'03" WEIGHT: 40kg / 89 lbs</p> <p>Big Voice Pokémon Their ears work as loudspeakers capable of breaking glass or even blowing apart a wooden house. When it finishes shouting, even they are deafened for a while. They have noisy competitions in their packs.</p>	TYPE:	Normal
🌀	Normal	Pound	🌀	Normal	Uproar		STRENGTH	●●●●●
🌀	Normal	Echoed Voice	🌀	Normal	Howl		DEXTERITY	●●●●●
🌀	Ghost	Astonish	🌀	Dark	Bite		VITALITY	●●●●●
🌀	Normal	Supersonic	🌀	Normal	Stomp		SPECIAL	●●●●●
🌀	Normal	Screech	🌀	Normal	Roar		INSIGHT	●●●●●
🌀	Psychic	Synchronoise	🌀	Psychic	Rest		BASE HP:	4
🌀	Normal	Sleep Talk	🌀	Normal	Hyper Voice		SUGGESTED RANK:	Amateur
🌀	Electric	Shock Wave	🌀	Water	Water Pulse		ABILITIES:	Soundproof
🌀	Ice	Icy Wind					EVOLUTIVE STAGE: Second. EVOLUTION TIME: Medium.	  




#295 Exploud			TYPE:	Normal	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
 <p>HEIGHT: 1.5m / 4'11" WEIGHT: 84kg / 185 lbs</p> <p>Loud Noise Pokémon It is said that some tremors are caused by the roars of this Pokémon. They communicate with soft noises, raising their voice only in battle. They can emit many different kinds of sounds.</p>			STRENGTH	●●●●●	🌀	Normal	Pound	🌀	Normal	Uproar
			DEXTERITY	●●●●●	🌀	Normal	Howl	🌀	Ice	Ice Fang
			VITALITY	●●●●●	🌀	Fire	Fire Fang	🌀	Electric	Thunder Fang
			SPECIAL	●●●●●	🌀	Ghost	Astonish	🌀	Normal	Echoed Voice
			INSIGHT	●●●●●	🌀	Dark	Bite	🌀	Normal	Supersonic
<p>BASE HP: 6 SUGGESTED RANK: Ace</p> <p>ABILITIES: Soundproof</p> <p>EVOLUTIVE STAGE: Final.</p>   					🌀	Normal	Stomp	🌀	Normal	Screech
					🌀	Dark	Crunch	🌀	Normal	Roar
					🌀	Normal	Sleep Talk	🌀	Psychic	Synchronoise
					🌀	Psychic	Rest	🌀	Normal	Hyper Voice
					🌀	Normal	Hyper Beam	🌀	Normal	Boom Burst
					🌀	Dragon	Outrage	🌀	Fight	Circle Throw
					🌀	Water	Whirlpool			

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	<h2>#296 Makuhita</h2>  <p>HEIGHT: 1m / 3'3" WEIGHT: 86kg / 190 lbs</p> <p>Guts Pokémon A tenacious Pokémon that will get back up no matter how many times he gets knocked down. They have a tireless spirit, and never give up hope. Makuhitas put all their hearts into everything they do.</p>	TYPE:	Fight
🌀	Normal	Focus Energy	🌀	Normal	Tackle		STRENGTH	●●●●●
🌀	Ground	Sand Attack	🌀	Fight	Arm Thrust		DEXTERITY	●●●●●
🌀	Fight	Vital Throw	🌀	Normal	Fake Out		VITALITY	●●●●●
🌀	Normal	Whirlwind	🌀	Dark	Knock Off		SPECIAL	●●●●●
🌀	Normal	Smelling Salts	🌀	Normal	Belly Drum		INSIGHT	●●●●●
🌀	Fight	Force Palm	🌀	Fight	Seismic Toss		BASE HP:	3
🌀	Fight	Wake-Up Slap	🌀	Normal	Endure		SUGGESTED RANK:	Beginner
🌀	Fight	Close Combat	🌀	Fight	Reversal		ABILITIES:	Guts & Thick Fat
🌀	Steel	Heavy Slam	🌀	Electric	Thunder Punch		EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.	 
🌀	Fire	Fire Punch	🌀	Fight	Detect			



#297 Hariyama			TYPE:	Fight	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
 <p>HEIGHT: 2.3m / 7'07" WEIGHT: 253kg / 560 lbs</p> <p>Arm Thrust Pokémon They may appear fat, but they are pure muscle. Hariyamas have the habit of challenging big looking creatures to tests of strength, sometimes mistaking cars and machines for real Pokémon.</p>			STRENGTH	●●●●●●●	🌀	Normal	Focus Energy	🌀	Normal	Tackle
			DEXTERITY	●●●●●	🌀	Fight	Arm Thrust	🌀	Ground	Sand Attack
			VITALITY	●●●●●	🌀	Fight	Vital Throw	🌀	Water	Brine
			SPECIAL	●●●●●	🌀	Normal	Fake Out	🌀	Normal	Whirlwind
			INSIGHT	●●●●●	🌀	Dark	Knock Off	🌀	Normal	Smelling Salts
<p>BASE HP: 7 SUGGESTED RANK: Amateur</p> <p>ABILITIES: Guts & Thick Fat</p> <p>EVOLUTIVE STAGE: Final.</p>  					🌀	Normal	Belly Drum	🌀	Fight	Force Palm
					🌀	Fight	Seismic Toss	🌀	Fight	Wake-Up Slap
					🌀	Normal	Endure	🌀	Fight	Close Combat
					🌀	Fight	Reversal	🌀	Steel	Heavy Slam
					🌀	Ice	Ice Punch	🌀	Steel	Bullet Punch
					🌀	Rock	Wide Guard			



#298 Azurill				TYPE:	Normal	Fairy
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	
🌀	Normal	Splash	🌀	Water	Water Gun	 <p>HEIGHT: 0.2m / 0'08" WEIGHT: 2kg / 4 lbs</p> <p>Polka Dot Pokémon They use their tail as a lasso. When they throw their ball, Azurills get dragged along with it. They are commonly seen bouncing and playing with other Pokémon on the beach. They love fruit paps.</p> <p>BASE HP: 3 SUGGESTED RANK: Starter</p> <p>ABILITIES: Huge Power & Thick Fat</p> <p>EVOLUTIVE STAGE: First. EVOLVES WITH: Happiness 4.</p>   
🌀	Normal	Tail Whip	🌀	Water	Water Sport	
🌀	Water	Bubble	🌀	Fairy	Charm	
🌀	Water	Bubble Beam	🌀	Normal	Helping Hand	
🌀	Normal	Slam	🌀	Flying	Bounce	
🌀	Normal	Tickle	🌀	Normal	Sing	
🌀	Dark	Fake Tears				



#299 Nosepass				TYPE:	Rock	
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	
🌀			🌀	Normal	Tackle	 <p>HEIGHT: 1m / 3'03" WEIGHT: 97kg / 213 lbs</p> <p>Nosepass Pokémon Their magnetic noses always point to the north. They were thought to be immobile, but it was recently revealed that they actually move 3/8 of an inch every year. They get a little crazy when magnets are close.</p> <p>BASE HP: 3 SUGGESTED RANK: Beginner</p> <p>ABILITIES: Magnet Pull & Sturdy</p> <p>EVOLUTIVE STAGE: First. EVOLVES WITH: A trip to New Mauville.</p>  
🌀	Normal	Tackle	🌀	Normal	Harden	
🌀	Normal	Block	🌀	Rock	Rock Throw	
🌀	Electric	Thunder Wave	🌀	Rock	Rock Blast	
🌀	Psychic	Rest	🌀	Electric	Spark	
🌀	Rock	Rock Slide	🌀	Rock	Power Gem	
🌀	Rock	Sandstorm	🌀	Electric	Discharge	
🌀	Ground	Earth Power	🌀	Rock	Stone Edge	
🌀	Normal	Lock-On	🌀	Electric	Zap Cannon	
🌀	Rock	Stealth Rock	🌀	Normal	Self Destruct	
🌀	Psychic	Magic Coat				



#300 Skitty				TYPE:	Normal	
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	
🌀	Normal	Fake Out	🌀	Normal	Growl	 <p>HEIGHT: 0.6m / 2'00" WEIGHT: 11kg / 24 lbs</p> <p>Kitten Pokémon They are fascinated by moving objects, even chasing their own tail without hesitation. They are cute by nature, and popular pets, but it's hard to earn their trust in the wild. They are quite affectionate.</p> <p>BASE HP: 3 SUGGESTED RANK: Starter</p> <p>ABILITIES: Cute Charm & Normalize</p> <p>EVOLUTIVE STAGE: First. EVOLVES WITH: Moon Stone.</p>  
🌀	Normal	Tackle	🌀	Normal	Tail Whip	
🌀	Normal	Foresight	🌀	Normal	Attract	
🌀	Normal	Sing	🌀	Fairy	Disarming Voice	
🌀	Normal	Double Slap	🌀	Normal	Copycat	
🌀	Normal	Assist	🌀	Fairy	Charm	
🌀	Dark	Feint Attack	🌀	Fight	Wake-Up Slap	
🌀	Normal	Covet	🌀	Normal	Heal Bell	
🌀	Normal	Double-Edge	🌀	Normal	Captivate	
🌀	Fairy	Play Rough	🌀	Normal	Wish	
🌀	Normal	Tickle	🌀	Dark	Fake Tears	





#301 Delcatty				TYPE:	Normal	
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	
🌀			🌀	Normal	Attract	 <p>HEIGHT: 1.1m / 3'07" WEIGHT: 32kg / 72 lbs</p> <p>Prim Pokémon They like to live without restrictions, spending their time eating and sleeping whenever they feel like it. Popular among females. Delcatties love clean places, good food and to groom themselves.</p> <p>BASE HP: 4 SUGGESTED RANK: Beginner</p> <p>ABILITIES: Cute Charm & Normalize</p> <p>EVOLUTIVE STAGE: Final.</p>  
🌀	Normal	Tackle	🌀	Normal	Sing	
🌀	Normal	Foresight	🌀	Normal	Wish	
🌀	Normal	Sing	🌀	Normal	Wish	
🌀	Normal	Double Slap	🌀	Normal	Wish	
🌀	Normal	Assist	🌀	Psychic	Cosmic Power	
🌀	Dark	Feint Attack				
🌀	Normal	Covet				
🌀	Normal	Double-Edge				
🌀	Fairy	Play Rough				
🌀	Normal	Tickle				

#302 Sableye						TYPE:	Dark	Ghost		
🌀	Normal	Leer	🌀	Normal	Mean Look	 <p>HEIGHT: 0.5m / 1'08"</p> <p>WEIGHT: 11kg / 24 lbs</p> <p>Darkness Pokémon</p> <p>Feared for stealing the souls of men with their sinister eyes glowing in the dark. They lurk deep inside caves, eating rocks, gemstones and crystals. Luckily, Sableyes are rarely seen. They love jewels and treasure.</p>	STRENGTH	●●●●●		
🌀	Normal	Scratch	🌀	Psychic	Zen Headbutt		DEXTERITY	●●●●●		
🌀	Normal	Foresight	🌀	Ghost	Night Shade		VITALITY	●●●●●		
🌀	Ghost	Astonish	🌀	Normal	Fury Swipes		SPECIAL	●●●●●		
🌀	Normal	Fake Out	🌀	Fight	Detect		INSIGHT	●●●●●		
🌀	Ghost	Shadow Sneak	🌀	Dark	Knock Off		BASE HP:	4	SUGGESTED RANK:	Amateur
🌀	Dark	Feint Attack	🌀	Rock	Power Gem		ABILITIES:	Keen Eye & Stall		
🌀	Dark	Punishment	🌀	Dark	Foul Play		EVOLUTIVE STAGE:	Final.		
🌀	Ghost	Confuse Ray	🌀	Dark	Nasty Plot			 #302		
🌀	Ghost	Shadow Ball	🌀	Fairy	Moonlight					
🌀	Normal	Mean Look								

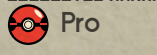







Mega-Sableye						TYPE:	Dark	Ghost		
🌀	Normal	Leer	🌀	Normal	Mean Look	 <p>HEIGHT: 0.5m / 1'08"</p> <p>WEIGHT: 161kg / 354 lbs</p> <p>Darkness Pokémon</p> <p>The power of the Mega Stone made the jewel on its chest grow, it now uses it as a shield to repel any attack, but its movement is limited due to how heavy it is. Its greed for the jewel can make it aggressive.</p>	STRENGTH	●●●●●		
🌀	Normal	Scratch	🌀	Psychic	Zen Headbutt		DEXTERITY	●●●●●		
🌀	Normal	Foresight	🌀	Ghost	Night Shade		VITALITY	●●●●●		
🌀	Ghost	Astonish	🌀	Normal	Fury Swipes		SPECIAL	●●●●●		
🌀	Normal	Fake Out	🌀	Fight	Detect		INSIGHT	●●●●●		
🌀	Ghost	Shadow Sneak	🌀	Dark	Knock Off		BASE HP:	5	SUGGESTED RANK:	Ace
🌀	Dark	Feint Attack	🌀	Rock	Power Gem		ABILITIES:	Magic Bounce		
🌀	Dark	Punishment	🌀	Dark	Foul Play		EVOLUTIVE STAGE:	First.		
🌀	Ghost	Confuse Ray	🌀	Dark	Nasty Plot			 #302		
🌀	Ghost	Shadow Ball	🌀	Fairy	Moonlight					
🌀	Normal	Mean Look								


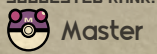
























#303 Mawile	TYPE:	Steel	Fairy	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	
 <p>HEIGHT: 0.6m / 2'00"</p> <p>WEIGHT: 11kg / 25 lbs</p> <p>Deceiver Pokémon</p> <p>They appear to be cute and docile, luring their prey and lowering their guards, then, Mawile chomps the prey with huge steel jaws. They are very rare, though. Only a few have been seen in Hoenn's Victory Road.</p>	STRENGTH	●●●●●	🌀	Ghost	Astonish	🌀	Dark	Snatch		
	DEXTERITY	●●●●●	🌀	Normal	Growl	🌀	Fairy	Fairy Wind		
	VITALITY	●●●●●	🌀	Dark	Taunt	🌀	Dark	Fake Tears		
	SPECIAL	●●●●●	🌀	Dark	Bite	🌀	Normal	Sweet Scent		
	INSIGHT	●●●●●	🌀	Normal	Vice Grip	🌀	Dark	Feint Attack		
	BASE HP:	4	SUGGESTED RANK:	Amateur	🌀	Normal	Baton Pass	🌀	Dark	Crunch
	ABILITIES:	Hyper Cutter & Intimidate		🌀	Steel	Iron Defense	🌀	Normal	Stockpile	
	EVOLUTIVE STAGE:	Final.		🌀	Dark	Sucker Punch	🌀	Normal	Spit Up	
		 #303		🌀	Normal	Swallow	🌀	Steel	Iron Head	
				🌀	Fairy	Play Rough	🌀	Fire	Fire Fang	
				🌀	Poison	Poison Fang	🌀	Normal	Super Fang	

Mega-Mawile	TYPE:	Steel	Fairy	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	
 <p>HEIGHT: 1.9m / 6'03"</p> <p>WEIGHT: 23kg / 51 lbs</p> <p>Deceiver Pokémon</p> <p>The power of the Mega Stone makes its back jaws develop a mind of their own, they are vicious and won't release anything they bite until it's crushed into pieces. They growl and howl in a haunting way.</p>	STRENGTH	●●●●●	🌀	Ghost	Astonish	🌀	Dark	Snatch		
	DEXTERITY	●●●●●	🌀	Normal	Growl	🌀	Fairy	Fairy Wind		
	VITALITY	●●●●●	🌀	Dark	Taunt	🌀	Dark	Fake Tears		
	SPECIAL	●●●●●	🌀	Dark	Bite	🌀	Normal	Sweet Scent		
	INSIGHT	●●●●●	🌀	Normal	Vice Grip	🌀	Dark	Feint Attack		
	BASE HP:	5	SUGGESTED RANK:	Ace	🌀	Normal	Baton Pass	🌀	Dark	Crunch
	ABILITIES:	Huge Power		🌀	Steel	Iron Defense	🌀	Normal	Stockpile	
	EVOLUTIVE STAGE:	Mega Evolution.		🌀	Dark	Sucker Punch	🌀	Normal	Spit Up	
		 #303		🌀	Normal	Swallow	🌀	Steel	Iron Head	
				🌀	Fairy	Play Rough	🌀	Fire	Fire Fang	
				🌀	Poison	Poison Fang	🌀	Normal	Super Fang	

#304 Aron						TYPE:	Steel	Rock
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	 <p>HEIGHT: 0.4m / 1'04" WEIGHT: 60kg / 132 lbs</p> <p>Iron Armor Pokémon They can be seen feeding on iron ore in the mountains or causing trouble by eating rails, bridges and vehicles. When they evolve, Arons shed their steel armors and develop a stronger one.</p> <p>BASE HP: 3 SUGGESTED RANK:  Beginner</p> <p>ABILITIES: Rock Head & Sturdy</p> <p>EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.</p>   		
	Normal	Harden		Normal	Tackle			
	Ground	Mud Slap		Normal	Take Down			
	Steel	Metal Claw		Rock	Rock Tomb			
	Steel	Iron Defense		Normal	Roar			
	Normal	Headbutt		Steel	Iron Head			
	Rock	Rock Slide		Normal	Protect			
	Steel	Metal Sound		Steel	Iron Tail			
	Steel	Autotomize		Steel	Heavy Slam			
	Normal	Double-Edge		Steel	Metal Burst			
	Normal	Screech		Normal	Endeavor			
	Rock	Rollout						

#305 Lairon						TYPE:	Steel	Rock
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	 <p>HEIGHT: 0.9m / 2'11" WEIGHT: 120kg / 264 lbs</p> <p>Iron Armor Pokémon Their armors gets stronger by eating iron ores and drinking mineral spring water, usually nesting close to ponds. Lairons often attack human miners. They are territorial creatures, incredibly stubborn and resilient.</p> <p>BASE HP: 4 SUGGESTED RANK:  Amateur</p> <p>ABILITIES: Rock Head & Sturdy</p> <p>EVOLUTIVE STAGE: Second. EVOLUTION TIME: Slow.</p>   		
	Normal	Harden		Normal	Tackle			
	Ground	Mud Slap		Normal	Take Down			
	Steel	Metal Claw		Rock	Rock Tomb			
	Steel	Iron Defense		Normal	Roar			
	Normal	Headbutt		Rock	Rock Slide			
	Steel	Iron Head		Steel	Metal Sound			
	Normal	Protect		Steel	Iron Tail			
	Steel	Autotomize		Normal	Double-Edge			
	Steel	Heavy Slam		Rock	Rollout			
	Steel	Metal Burst		Normal	Screech			
	Normal	Endeavor						

#306 Aggron						TYPE:	Steel	Rock
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	 <p>HEIGHT: 2.1m / 7'00" WEIGHT: 360kg / 793 lbs</p> <p>Iron Armor Pokémon Aggron claims ownership of entire mountains, mercilessly beating up anything that crosses their path. Aggrons are violent and patrol their territory at all times, but also plant trees, stop fires and protect nature.</p> <p>BASE HP: 5 SUGGESTED RANK:  Pro</p> <p>ABILITIES: Rock Head & Sturdy</p> <p>EVOLUTIVE STAGE: Final</p>   		
	Normal	Harden		Normal	Tackle			
	Ground	Mud Slap		Normal	Take Down			
	Steel	Metal Claw		Rock	Rock Tomb			
	Steel	Iron Defense		Normal	Roar			
	Normal	Headbutt		Rock	Rock Slide			
	Steel	Iron Head		Normal	Protect			
	Steel	Metal Sound		Steel	Iron Tail			
	Steel	Autotomize		Steel	Heavy Slam			
	Normal	Double-Edge		Steel	Metal Burst			
	Rock	Head Smash		Dragon	Dragon Rush			
	Fight	Superpower						

Mega-Aggron						TYPE:	Steel	
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	 <p>HEIGHT: 2.2m / 7'03" WEIGHT: 395kg / 870 lbs</p> <p>Iron Armor Pokémon The power of the Mega Stone makes their already-small caring nature disappear. They become relentless and more machine-like, trampling their way around as nothing can penetrate their armor.</p> <p>BASE HP: 6 SUGGESTED RANK:  Master</p> <p>ABILITIES: Filter</p> <p>EVOLUTIVE STAGE: Mega Evolution.</p>   		
	Normal	Harden		Normal	Tackle			
	Ground	Mud Slap		Normal	Take Down			
	Steel	Metal Claw		Rock	Rock Tomb			
	Steel	Iron Defense		Normal	Roar			
	Normal	Headbutt		Rock	Rock Slide			
	Steel	Iron Head		Normal	Protect			
	Steel	Metal Sound		Steel	Iron Tail			
	Steel	Autotomize		Steel	Heavy Slam			
	Normal	Double-Edge		Steel	Metal Burst			
	Rock	Head Smash		Dragon	Dragon Rush			
	Fight	Superpower						

#307 Meditite



HEIGHT: 0.6m / 2'00" WEIGHT: 11kg / 24 lbs

Meditate Pokémon
Deep in the mountains they train their mind to increase their spiritual power, however they lack focus and get distracted easily. As part of their training, Meditites barely eat.

TYPE: **Fight** **Psychic**

STRENGTH ●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●
INSIGHT ●●●●

BASE HP: **3** SUGGESTED RANK: **Beginner**

ABILITIES: **Pure Power**

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Bide	●	Fight	Detect
●	Psychic	Confusion	●	Psychic	Meditate
●	Normal	Endure	●	Normal	Hidden Power
●	Normal	Mind Reader	●	Normal	Feint
●	Psychic	Calm Mind	●	Fight	Force Palm
●	Fight	High Jump Kick	●	Normal	Psych Up
●	Normal	Acupressure	●	Psychic	Power Trick
●	Fight	Reversal	●	Normal	Recover
●	Fight	Counter	●	Normal	Foresight
●	Psychic	Guard Swap	●	Psychic	Power Swap

#308 Medicham

RANK	TYPE	MOVE NAME
●	Normal	Bide
●	Psychic	Confusion
●	Normal	Endure
●	Electric	Thunder Punch
●	Fire	Fire Punch
●	Normal	Mind Reader
●	Psychic	Calm Mind
●	Fight	High Jump Kick
●	Normal	Acupressure
●	Fight	Reversal
●	Fight	Counter
●	Psychic	Gravity

RANK	TYPE	MOVE NAME
●	Fight	Detect
●	Psychic	Meditate
●	Ice	Ice Punch
●	Psychic	Zen Headbutt
●	Normal	Hidden Power
●	Normal	Feint
●	Fight	Force Palm
●	Normal	Psych Up
●	Psychic	Power Trick
●	Normal	Recover
●	Fight	Drain Punch
●	Normal	Baton Pass

HEIGHT: 1.3 m / 4'03" WEIGHT: 31kg / 69 lbs

Meditate Pokémon
They are thought to possess a sixth sense. Some of them can hide their presence by lowering their ki. Medichams fight with expert yoga moves, foretelling their foe's attacks and sensing their thoughts.

TYPE: **Fight** **Psychic**

STRENGTH ●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●
INSIGHT ●●●●

BASE HP: **4** SUGGESTED RANK: **Amateur**

ABILITIES: **Pure Power**

EVOLUTIVE STAGE: Final.



Mega-Medicham

RANK	TYPE	MOVE NAME
●	Normal	Bide
●	Psychic	Confusion
●	Normal	Endure
●	Electric	Thunder Punch
●	Fire	Fire Punch
●	Normal	Mind Reader
●	Psychic	Calm Mind
●	Fight	High Jump Kick
●	Normal	Acupressure
●	Fight	Reversal
●	Fight	Counter
●	Psychic	Gravity

RANK	TYPE	MOVE NAME
●	Fight	Detect
●	Psychic	Meditate
●	Ice	Ice Punch
●	Psychic	Zen Headbutt
●	Normal	Hidden Power
●	Normal	Feint
●	Fight	Force Palm
●	Normal	Psych Up
●	Psychic	Power Trick
●	Normal	Recover
●	Fight	Drain Punch
●	Normal	Baton Pass

HEIGHT: 1.3m / 4'03" WEIGHT: 31kg / 69 lbs

Meditate Pokémon
The power of the Mega Stone is tempered thanks to its meditation skills. This makes it increase all of its capabilities but not as much as other mega-evolutions, all in favor of keeping control of its senses.

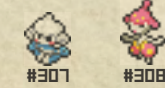
TYPE: **Fight** **Psychic**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **5** SUGGESTED RANK: **Ace**

ABILITIES: **Pure Power**

EVOLUTIVE STAGE: Mega Evolution.



#309 Electrike



HEIGHT: 0.6m / 2'00" WEIGHT: 15kg / 33 lbs

Lightning Pokémon
Their fur stores electricity, leaving a trail of sparks as they run. By stimulating their legs with voltage, Electrike's speed and power is greatly increased. They are not very common, though.

TYPE: **Electric**

STRENGTH ●●●●
DEXTERITY ●●●●●
VITALITY ●●●●
SPECIAL ●●●●
INSIGHT ●●●●




BASE HP: **3** SUGGESTED RANK: **Beginner**




ABILITIES: **Lightning Rod & Static**



EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.





RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Tackle	●	Normal	Leer
●	Electric	Thunder Wave	●	Normal	Howl
●	Normal	Quick Attack	●	Electric	Spark
●	Normal	Odor Sleuth	●	Dark	Bite
●	Electric	Thunder Fang	●	Normal	Roar
●	Electric	Discharge	●	Electric	Charge
●	Electric	Wild Charge	●	Electric	Thunder
●	Ice	Ice Fang	●	Electric	Eerie Impulse
●	Dark	Crunch			


#310 Manectric						TYPE: Electric	
⊖	Normal	Tackle	⊖	Normal	Leer	 <p>HEIGHT: 1.5m / 5'00" WEIGHT: 40kg / 88 lbs</p> <p>Discharge Pokémon Their manes are constantly releasing dangerous sparks that often end up in forest fires. When they get in battle, thunderclouds show up with them. They are extremely rare to see in the wild.</p>	STRENGTH ●●●●●
⊖	Normal	Howl	⊖	Electric	Thunder Wave		DEXTERITY ●●●●●
⊖	Electric	Electric Terrain	⊖	Fire	Fire Fang		VITALITY ●●●●●
⊖	Normal	Quick Attack	⊖	Electric	Spark		SPECIAL ●●●●●
⊖	Normal	Odor Sleuth	⊖	Dark	Bite		INSIGHT ●●●●●
⊖	Electric	Thunder Fang	⊖	Normal	Roar		BASE HP: 4 SUGGESTED RANK: Amateur
⊖	Electric	Discharge	⊖	Electric	Charge		ABILITIES: Lightning Rod & Static
⊖	Electric	Wild Charge	⊖	Electric	Thunder		EVOLUTIVE STAGE: Final.
⊖	Ice	Ice Fang	⊖	Electric	Magnet Rise		 
⊖	Dark	Crunch					

Mega-Manectric						TYPE: Electric	
⊖	Normal	Tackle	⊖	Normal	Leer	 <p>HEIGHT: 1.8m / 6'00" WEIGHT: 44kg / 97 lbs</p> <p>Discharge Pokémon The power of the Mega Stone gives it an insurmountable amount of electricity that gives it an explosive velocity, but it is too much for it to bear. Its mane grows uncomfortably large, making it moody.</p>	STRENGTH ●●●●●
⊖	Normal	Howl	⊖	Electric	Thunder Wave		DEXTERITY ●●●●●
⊖	Electric	Electric Terrain	⊖	Fire	Fire Fang		VITALITY ●●●●●
⊖	Normal	Quick Attack	⊖	Electric	Spark		SPECIAL ●●●●●
⊖	Normal	Odor Sleuth	⊖	Dark	Bite		INSIGHT ●●●●●
⊖	Electric	Thunder Fang	⊖	Normal	Roar		BASE HP: 5 SUGGESTED RANK: Ace
⊖	Electric	Discharge	⊖	Electric	Charge		ABILITIES: Intimidate
⊖	Electric	Wild Charge	⊖	Electric	Thunder		EVOLUTIVE STAGE: Mega Evolution.
⊖	Ice	Ice Fang	⊖	Electric	Magnet Rise		 
⊖	Dark	Crunch					

#311 Plusle		TYPE: Electric	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
 <p>HEIGHT: 0.4m / 1'04" WEIGHT: 4kg / 9 lbs</p> <p>Cheering Pokémon They are often seen cheerleading their friends. When someone they like does a great job, they shower the field with sparks, but when they lose, Plusle cries loudly. This Pokémon drains power from telephone poles.</p>	STRENGTH ●●●●●	⊖	Normal	Entrainment	⊖	Normal	Growl	
	DEXTERITY ●●●●●	⊖	Dark	Nasty Plot	⊖	Electric	Nuzzle	
	VITALITY ●●●●●	⊖	Fairy	Charm	⊖	Electric	Thunder Wave	
	SPECIAL ●●●●●	⊖	Normal	Quick Attack	⊖	Normal	Helping Hand	
	INSIGHT ●●●●●	⊖	Electric	Spark	⊖	Normal	Encore	
	BASE HP: 4 SUGGESTED RANK: Starter	⊖	Normal	Copycat	⊖	Electric	Electro Ball	
ABILITIES: Plus	⊖	Normal	Swift	⊖	Dark	Fake Tears		
EVOLUTIVE STAGE: Final.	⊖	Electric	Charge	⊖	Electric	Thunder		
	⊖	Normal	Baton Pass	⊖	Psychic	Agility		
	⊖	Normal	Last Resort	⊖	Fairy	Sweet Kiss		
	⊖	Normal	Wish	⊖	Normal	Mimic		

#312 Minun						TYPE: Electric	
⊖	Normal	Entrainment	⊖	Normal	Growl	 <p>HEIGHT: 0.4 m / 1'04" WEIGHT: 4kg / 9 lbs</p> <p>Cheering Pokémon They will cheer their friends with their lives and will keep on cheering to their last breath. If a partner is in trouble, this Pokémon will create a curtain of sparks on its friend's side to boost its spirit.</p>	STRENGTH ●●●●●
⊖	Dark	Nasty Plot	⊖	Electric	Nuzzle		DEXTERITY ●●●●●
⊖	Fairy	Charm	⊖	Electric	Thunder Wave		VITALITY ●●●●●
⊖	Normal	Quick Attack	⊖	Normal	Helping Hand		SPECIAL ●●●●●
⊖	Electric	Spark	⊖	Normal	Encore		INSIGHT ●●●●●
⊖	Normal	Copycat	⊖	Electric	Electro Ball		BASE HP: 4 SUGGESTED RANK: Starter
⊖	Normal	Swift	⊖	Dark	Fake Tears		ABILITIES: Minus
⊖	Electric	Charge	⊖	Electric	Thunder		EVOLUTIVE STAGE: Final.
⊖	Normal	Baton Pass	⊖	Psychic	Agility		
⊖	Normal	Trump Card	⊖	Normal	Mimic		
⊖	Normal	Wish	⊖	Fairy	Sweet Kiss		

#317 Swalot



TYPE: Poison

HEIGHT: 1.7m / 5'07" **WEIGHT:** 80kg / 176 lbs


BASE HP: 5 **SUGGESTED RANK:** Amateur

ABILITIES: Liquid Ooze & Sticky Hold


EVOLUTIVE STAGE: Final.

STRENGTH: ●●●●● **DEXTERITY:** ●●●●● **VITALITY:** ●●●●● **SPECIAL:** ●●●●● **INSIGHT:** ●●●●●

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Pound	●	Poison	Poison Gas
●	Normal	Yawn	●	Poison	Sludge
●	Normal	Encore	●	Psychic	Amnesia
●	Poison	Toxic	●	Normal	Body Slam
●	Normal	Stockpile	●	Poison	Acid Spray
●	Normal	Swallow	●	Normal	Spit Up
●	Poison	Sludge Bomb	●	Poison	Belch
●	Normal	Wring Out	●	Poison	Gastro Acid
●	Normal	Block	●	Poison	Gunk Shot
●	Normal	Self Destruct	●	Poison	Venom Drench
●	Poison	Acid Armor			

#318 Carvanha



TYPE: Water Dark

HEIGHT: 0.8m / 2'07" **WEIGHT:** 20kg / 46 lbs

BASE HP: 3 **SUGGESTED RANK:** Beginner



ABILITIES: Rough Skin

EVOLUTIVE STAGE: First. **EVOLUTION TIME:** Medium.

STRENGTH: ●●●●● **DEXTERITY:** ●●●●● **VITALITY:** ●●●●● **SPECIAL:** ●●●●● **INSIGHT:** ●●●●●

Savage Pokémon
Anything near a Carvanha school will be swarmed, attacked and tore to bits. However, they are very timid when they are on their own. They live in rivers in the jungle and dislike salt water.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Dark	Bite	●	Normal	Leer
●	Normal	Rage	●	Normal	Focus Energy
●	Normal	Scary Face	●	Ice	Ice Fang
●	Normal	Screech	●	Normal	Swagger
●	Water	Aqua Jet	●	Dark	Crunch
●	Normal	Take Down	●	Poison	Poison Fang
●	Psychic	Agility	●	Dark	Assurance
●	Normal	Super Fang	●	Water	Dive
●	Flying	Bounce			

#319 Sharpedo



TYPE: Water Dark

HEIGHT: 1.8m / 6'00" **WEIGHT:** 177kg / 391 lbs

BASE HP: 4 **SUGGESTED RANK:** Ace

ABILITIES: Rough Skin

EVOLUTIVE STAGE: Final.

STRENGTH: ●●●●●● **DEXTERITY:** ●●●●●● **VITALITY:** ●●●●●● **SPECIAL:** ●●●●●● **INSIGHT:** ●●●●●●

Brutal Pokémon
Known as the "Bully of the Sea", widely feared for its cruelty, malice and gangster attitude. They hurt Pokémon for fun and sink boats for sport. Sharpedos are among the fastest swimmers.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Dark	Bite	●	Normal	Leer
●	Normal	Focus Energy	●	Normal	Feint
●	Normal	Rage	●	Dark	Night Slash
●	Normal	Scary Face	●	Ice	Ice Fang
●	Normal	Screech	●	Normal	Swagger
●	Dark	Taunt	●	Dark	Crunch
●	Normal	Slash	●	Water	Aqua Jet
●	Poison	Poison Fang	●	Dark	Assurance
●	Psychic	Agility	●	Normal	Skull Bash
●	Water	Hydro Pump	●	Psychic	Psychic Fangs
●	Ghost	Spite			




Mega-Sharpedo



TYPE: Water Dark

HEIGHT: 2.5m / 8'02" **WEIGHT:** 227kg / 500 lbs

BASE HP: 5 **SUGGESTED RANK:** Pro

ABILITIES: Strong Jaw

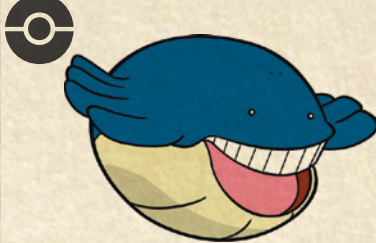


EVOLUTIVE STAGE: Mega Evolution.

STRENGTH: ●●●●●●● **DEXTERITY:** ●●●●●●● **VITALITY:** ●●●●●●● **SPECIAL:** ●●●●●●● **INSIGHT:** ●●●●●●●




Brutal Pokémon
As soon as it feels the power of the Mega Stone surge through its body, its mind goes blank with fury and violence. Its sharp spikes and teeth regrow sharper if it loses them. The yellow marks on its body are scars.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Dark	Bite	●	Normal	Leer
●	Normal	Focus Energy	●	Normal	Feint
●	Normal	Rage	●	Dark	Night Slash
●	Normal	Scary Face	●	Ice	Ice Fang
●	Normal	Screech	●	Normal	Swagger
●	Dark	Taunt	●	Dark	Crunch
●	Normal	Slash	●	Water	Aqua Jet
●	Poison	Poison Fang	●	Dark	Assurance
●	Psychic	Agility	●	Normal	Skull Bash
●	Water	Hydro Pump	●	Psychic	Psychic Fangs
●	Ghost	Spite			




#320 Wailmer						TYPE: Water
Normal	Splash	Normal	Growl	 <p>HEIGHT: 2m / 6'07" WEIGHT: 260kg / 572 lbs</p> <p>Ball Whale Pokémon Wailmer has a playful nature. They can store water inside their body to inflate like a ball and bounce, then startle people by snorting the water from their nostrils. This Pokémon needs lots of food everyday.</p>	STRENGTH	●●●●●
Water	Water Gun	Rock	Rollout		DEXTERITY	●●●●●
Water	Whirlpool	Ghost	Astonish		VITALITY	●●●●●
Water	Water Pulse	Ice	Mist		SPECIAL	●●●●●
Water	Dive	Water	Brine		INSIGHT	●●●●●
Water	Water Spout	Psychic	Amnesia		BASE HP: 5	SUGGESTED RANK: Amateur
Psychic	Rest	Flying	Bounce		ABILITIES: Oblivious & Water Veil	
Water	Hydro Pump	Steel	Heavy Slam		EVOLUTIVE STAGE: First EVOLUTION TIME: Slow.	
Water	Soak	Poison	Clear Smog			
Normal	Defense Curl					

#321 Wailord						TYPE: Water
 <p>HEIGHT: 14.5m / 47'07" WEIGHT: 1 ton / 2205 lbs</p> <p>Float Whale Pokémon The largest Pokémon known to date. Wailords weight is really light so they can dive almost 10,000 feet with one breath. They live in open ocean herding fish to swallow in one gulp. They are used to be free.</p>	STRENGTH	●●●●●	Normal	Splash	Normal	Growl
	DEXTERITY	●●●●●	Water	Water Gun	Rock	Rollout
	VITALITY	●●●●●	Normal	Noble Roar	Water	Whirlpool
	SPECIAL	●●●●●	Ghost	Astonish	Water	Water Pulse
	INSIGHT	●●●●●	Ice	Mist	Water	Dive
	BASE HP: 11	SUGGESTED RANK: Ace	Water	Brine	Water	Water Spout
ABILITIES: Oblivious & Water Veil		Psychic	Amnesia	Psychic	Rest	
EVOLUTIVE STAGE: Final.		Flying	Bounce	Water	Hydro Pump	
		Steel	Heavy Slam	Water	Soak	
		Poison	Clear Smog	Normal	Defense Curl	

#322 Numel						TYPE: Fire Ground
Normal	Growl	Normal	Tackle	 <p>HEIGHT: 0.7m / 2'04" WEIGHT: 24kg / 52 lbs</p> <p>Numb Pokémon An incredibly dim-witted Pokémon. They don't notice being hit. If they get hungry they faint. Numel's body is a cauldron of boiling magma. In rainy days, the magma cools and its speed is lowered.</p>	STRENGTH	●●●●●
Fire	Ember	Ground	Magnitude		DEXTERITY	●●●●●
Normal	Focus Energy	Fire	Flame Burst		VITALITY	●●●●●
Psychic	Amnesia	Fire	Lava Plume		SPECIAL	●●●●●
Ground	Earth Power	Ghost	Curse		INSIGHT	●●●●●
Normal	Take Down	Normal	Yawn		BASE HP: 3	SUGGESTED RANK: Beginner
Ground	Earthquake	Fire	Flamethrower		ABILITIES: Oblivious & Simple	
Normal	Double-Edge	Ground	Mud Bomb		EVOLUTIVE STAGE: First EVOLUTION TIME: Medium.	
Normal	Growth	Normal	Endure			

#323 Camerupt						TYPE: Fire Ground
 <p>HEIGHT: 1.9m / 6'03" WEIGHT: 220kg / 485 lbs</p> <p>Eruption Pokémon Sometimes the humps on their back make an eruption when they get really angry, otherwise they'd only erupt every 10 years. Camerupts live inside the craters of volcanoes. They are indifferent to humans.</p>	STRENGTH	●●●●●	Normal	Growl	Normal	Tackle
	DEXTERITY	●●●●●	Fire	Ember	Ground	Magnitude
	VITALITY	●●●●●	Normal	Focus Energy	Fire	Flame Burst
	SPECIAL	●●●●●	Psychic	Amnesia	Fire	Lava Plume
	INSIGHT	●●●●●	Ground	Earth Power	Ghost	Curse
	BASE HP: 4	SUGGESTED RANK: Amateur	Normal	Take Down	Normal	Yawn
ABILITIES: Magma Armor & Solid Rock		Rock	Rock Slide	Ground	Earthquake	
EVOLUTIVE STAGE: Final.		Fire	Eruption	Ground	Fissure	
		Rock	Stealth Rock	Normal	Self-Destruct	
		Fire	Heat Wave			

Mega-Camerupt



HEIGHT: 2.5m / 8'02"
WEIGHT: 320kg / 706 lbs

Eruption Pokémon
The power of the Mega Stone melts its two humps into a single one. The single hump is heavier making it slower, but its newly renewed attitude makes the hump erupt in heavy bursts of molten lava.

TYPE: **Fire** **Ground**

STRENGTH ●●●●●○
DEXTERITY ●●○
VITALITY ●●●●●○
SPECIAL ●●●●●○
INSIGHT ●●●●●○

BASE HP: **5** SUGGESTED RANK: **Ace**

ABILITIES: **Sheer Force**


EVOLUTIVE STAGE: Mega Evolution.




RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Growl	○	Normal	Magnitude
○	Fire	Ember	○	Ground	Flame Burst
○	Normal	Focus Energy	○	Fire	Lava Plume
○	Psychic	Amnesia	○	Ghost	Curse
○	Ground	Earth Power	○	Normal	Yawn
○	Normal	Take Down	○	Normal	Earthquake
○	Rock	Rock Slide	○	Ground	Fissure
○	Fire	Eruption	○	Ground	Self-Destruct
○	Rock	Stealth Rock			
○	Fire	Heat Wave			

#324 Torkoal

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Fire	Ember	○	Poison	Smog
○	Water	Withdraw	○	Ghost	Curse
○	Fire	Fire Spin	○	Normal	Smokescreen
○	Fire	Flame Wheel	○	Normal	Rapid Spin
○	Fire	Flamethrower	○	Normal	Body Slam
○	Normal	Protect	○	Fire	Lava Plume
○	Steel	Iron Defense	○	Psychic	Amnesia
○	Normal	Flail	○	Fire	Heat Wave
○	Fire	Inferno	○	Normal	Shell Smash
○	Poison	Clear Smog	○	Fight	Superpower
○	Ground	Fissure			




HEIGHT: 0.5m / 1'08"
WEIGHT: 80kg / 177 lbs

Coal Pokémon
They constantly search for coal to add to their shell, digging mountains tirelessly because it is the source of their power. If they run out of coal, they grow weak. They are commonly found in abandoned coal mines.

BASE HP: **4** SUGGESTED RANK: **Amateur**

ABILITIES: **White Smoke**

EVOLUTIVE STAGE: Final.



#325 Spoink



HEIGHT: 0.7m / 2'04"
WEIGHT: 30kg / 67 lbs

Bounce Pokémon
They are always bouncing with their tail. If they ever stop, their heart wouldn't beat anymore. Spoinks balance a pearl from Clamperl on their head, if it's lost, they won't be able to control their psychic powers.

TYPE: **Psychic**

STRENGTH ●●○
DEXTERITY ●●●○
VITALITY ●●○
SPECIAL ●●●●○
INSIGHT ●●●●○

BASE HP: **3** SUGGESTED RANK: **Starter**

ABILITIES: **Thick Fat & Own Tempo**

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.




RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Splash	○	Psychic	Psywave
○	Normal	Odor Sleuth	○	Psychic	Psybeam
○	Normal	Psych Up	○	Ghost	Confuse Ray
○	Psychic	Magic Coat	○	Psychic	Zen Headbutt
○	Psychic	Rest	○	Rock	Power Gem
○	Psychic	Psychoshock	○	Dark	Payback
○	Psychic	Psychic	○	Flying	Bounce
○	Psychic	Role Play	○	Bug	Signal Beam
○	Psychic	Extrasensory			

#326 Grumpig

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Splash	○	Poison	Belch
○	Psychic	Psywave	○	Normal	Odor Sleuth
○	Psychic	Psybeam	○	Normal	Psych Up
○	Ghost	Confuse Ray	○	Psychic	Magic Coat
○	Psychic	Zen Headbutt	○	Psychic	Rest
○	Normal	Snore	○	Normal	Teeter Dance
○	Rock	Power Gem	○	Psychic	Psychoshock
○	Dark	Payback	○	Psychic	Psychic
○	Flying	Bounce	○	Fight	Drain Punch
○	Psychic	Future Sight	○	Psychic	Trick



HEIGHT: 0.9m / 3'00"
WEIGHT: 71kg / 157 lbs

Manipulate Pokémon
Grumpigs control their foes with their psychic powers amplified by the pearls on their head and a hypnotic dance. However, when they use their powers, they have a difficult time breathing.

BASE HP: **4** SUGGESTED RANK: **Amateur**

ABILITIES: **Thick Fat & Own Tempo**

EVOLUTIVE STAGE: Final.




#327 Spinda



TYPE: Normal

STRENGTH ●●●●○

DEXTERITY ●●●●○

VITALITY ●●●●○

SPECIAL ●●●●○

INSIGHT ●●●●○

BASE HP: 4 **SUGGESTED RANK:** Beginner

ABILITIES: Own Tempo & Tangled Feet

EVOLUTIVE STAGE: Final



HEIGHT: 1.1m / 3'07" **WEIGHT:** 12kg / 26 lbs

Spot Panda Pokémon
Spindas move while stumbling in dizziness. This teeter dance causes a severe confusion on whoever is looking. They are shy towards humans but sometimes they appear in towns looking really disoriented.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Tackle	○	Normal	Uproar
○	Normal	Copycat	○	Dark	Feint Attack
○	Psychic	Psybeam	○	Psychic	Hypnosis
○	Normal	Dizzy Punch	○	Dark	Sucker Punch
○	Normal	Teeter Dance	○	Normal	Psych Up
○	Normal	Double-Edge	○	Normal	Flail
○	Normal	Thrash	○	Normal	Encore
○	Normal	Fake Out	○	Normal	Helping Hand

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#328 Trapinch	TYPE:	Ground
○	Dark	Bite	○	Ground	Sand Attack	<p>HEIGHT: 0.7m / 2'04" WEIGHT: 15kg / 33 lbs</p> <p>Ant Pit Pokémon Their nest is like a bowl pit dug in sand. Trapinches wait for prey to tumble down their pit, later to be crushed between this Pokémon's jaws. Beware of them as their bite can cause serious damage.</p>	BASE HP: 3	SUGGESTED RANK: Beginner
○	Dark	Feint Attack	○	Ground	Sand Tomb		ABILITIES: Hyper Cutter & Arena Trap	
○	Ground	Mud Slap	○	Normal	Bide		EVOLUTIVE STAGE: First	
○	Ground	Bulldoze	○	Rock	Rock Slide		EVOLUTION TIME: Medium.	
○	Ground	Dig	○	Dark	Crunch			
○	Ground	Earth Power	○	Rock	Sandstorm			
○	Normal	Hyper Beam	○	Ground	Earthquake			
○	Normal	Feint	○	Fight	Superpower			
○	Ground	Fissure	○	Bug	Bug Bite			
○	Normal	Headbutt	○	Grass	Giga Drain			

#329 Vibrava	TYPE:	Ground	Dragon	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
<p>HEIGHT: 1.1m / 3'07" WEIGHT: 15kg / 33 lbs</p> <p>Vibration Pokémon This Pokémon's vibrations can cause severe headaches or even fainting. If their prey faints, they proceed to melt them with acid. Vibrava's wings are still growing, making it a clumsy flier with low endurance.</p>	STRENGTH	●●●●○	○	Normal	Sonic Boom	○	Ground	Sand Attack	
	DEXTERITY	●●●●○	○	Dark	Feint Attack	○	Ground	Sand Tomb	
	VITALITY	●●●●○	○	Ground	Mud Slap	○	Normal	Bide	
	SPECIAL	●●●●○	○	Ground	Bulldoze	○	Rock	Rock Slide	
	INSIGHT	●●●●○	○	Normal	Supersonic	○	Bug	Bug Buzz	
	BASE HP: 4	SUGGESTED RANK: Amateur	○	Normal	Screech	○	Dragon	Dragon Breath	
ABILITIES: Levitate	EVOLUTIVE STAGE: First	○	Ground	Earth Power	○	Rock	Sandstorm		
EVOLUTION TIME: Slow.				○	Ground	Earthquake	○	Normal	Hyper Beam
			○	Normal	Boomburst	○	Dragon	Dragon Pulse	
			○	Poison	Toxic	○	Flying	Tailwind	

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#330 Flygon	TYPE:	Ground	Dragon
○	Normal	Sonic Boom	○	Dark	Feint Attack	<p>HEIGHT: 2m / 6'07" WEIGHT: 82kg / 180 lbs</p> <p>Mystic Pokémon Known as the "Elemental Spirit of the Desert". Their wings create a cloud of dust that surrounds this Pokémon while flying, while their flapping produces a sound that resembles a woman singing.</p>	BASE HP: 5	SUGGESTED RANK: Ace	
○	Ground	Sand Attack	○	Ground	Mud Slap		ABILITIES: Levitate		
○	Ground	Sand Tomb	○	Ground	Bulldoze		EVOLUTIVE STAGE: Final.		
○	Normal	Bide	○	Normal	Supersonic				
○	Rock	Rock Slide	○	Dragon	Dragon Breath				
○	Normal	Screech	○	Dragon	Dragon Tail				
○	Ground	Earth Power	○	Normal	Uproar				
○	Rock	Sandstorm	○	Normal	Hyper Beam				
○	Dragon	Dragon Dance	○	Ground	Earthquake				
○	Dragon	Dragon Claw	○	Dragon	Dragon Rush				
○	Dragon	Outrage	○	Fire	Heat Wave				
○	Dragon	Draco Meteor							

#331 Cacnea



HEIGHT: 0.4m / 1'04" WEIGHT: 51kg / 113 lbs

Cactus Pokémon
They release a strong and sweet aroma to attract prey, if they get closer, Cacneas shoot sharp thorns to bring them down. They resemble cactuses and hide among them.

TYPE: **Grass**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **3** SUGGESTED RANK: Beginner


ABILITIES: Sand Veil

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.




RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Poison	Poison Sting		Normal	Leer
	Grass	Absorb		Normal	Growth
	Grass	Leech Seed		Ground	Sand Attack
	Bug	Pin Missile		Grass	Ingrain
	Dark	Feint Attack		Ground	Spikes
	Grass	Energy Ball		Dark	Payback
	Dark	Sucker Punch		Grass	Needle Arm
	Grass	Cotton Spore		Rock	Sandstorm
	Ghost	Destiny Bond		Poison	Acid
	Dark	Switcheroo		Fight	Drain Punch

#332 Cacturne



HEIGHT: 1.3 m / 4'03" WEIGHT: 77kg / 170 lbs

Scarecrow Pokémon
They only move during the night. If they spot a traveler, Cacturnes will stalk them in groups, waiting for the exhausted creatures to sleep before attacking. Their insides are actually sand.



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

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **4** SUGGESTED RANK: Amateur

ABILITIES: Sand Veil

EVOLUTIVE STAGE: Final.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Poison	Poison Sting		Normal	Leer
	Grass	Absorb		Normal	Growth
	Dark	Payback		Grass	Spiky Shield
	Grass	Leech Seed		Ground	Sand Attack
	Bug	Pin Missile		Grass	Ingrain
	Dark	Feint Attack		Ground	Spikes
	Grass	Energy Ball		Fight	Revenge
	Dark	Sucker Punch		Grass	Needle Arm
	Grass	Cotton Spore		Rock	Sandstorm
	Ghost	Destiny Bond		Fight	Drain Punch
	Ghost	Spite		Grass	Seed Bomb

#333 Swablu



HEIGHT: 0.4m / 1'04" WEIGHT: 1kg / 2 lbs

Cotton Bird Pokémon
Their wings are made of cotton clouds. They are friendly creatures that love to be near humans, usually sitting on their heads as cotton hats. They travel in flocks and live near towns during the Spring.

TYPE: **Normal** **Flying**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **3** SUGGESTED RANK: Beginner

ABILITIES: Natural Cure

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.




RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Flying	Peck		Normal	Growl
	Ghost	Astonish		Normal	Sing
	Normal	Fury Attack		Normal	Safeguard
	Fairy	Disarming Voice		Ice	Mist
	Normal	Round		Normal	Natural Gift
	Normal	Take Down		Normal	Refresh
	Flying	Mirror Move		Grass	Cotton Guard
	Dragon	Dragon Pulse		Normal	Perish Song
	Fairy	Moonblast		Flying	Roost
	Flying	Feather Dance		Psychic	Agility

#334 Altaria



HEIGHT: 1.1m / 3'07" WEIGHT: 20kg / 45 lbs

Humming Pokémon
Seen as dancing clouds in the sky, Altarias sing melodies in their sweet voices, evoking wonder, beauty and dreams to the listeners. They live far away from people and throw colorful fireballs at uninvited guests.

TYPE: **Dragon** **Flying**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●




BASE HP: **4** SUGGESTED RANK: Ace



ABILITIES: Natural Cure



EVOLUTIVE STAGE: Final.






RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Growl		Flying	Peck
	Flying	Pluck		Ghost	Astonish
	Normal	Sing		Normal	Fury Attack
	Normal	Safeguard		Fairy	Disarming Voice
	Ice	Mist		Normal	Round
	Normal	Natural Gift		Normal	Take Down
	Normal	Refresh		Dragon	Dragon Dance
	Dragon	Dragon Breath		Grass	Cotton Guard
	Dragon	Dragon Pulse		Normal	Perish Song
	Fairy	Moonblast		Flying	Sky Attack
	Psychic	Power Swap		Dragon	Draco Meteor
	Dragon	Dragon Rush			

Mega-Altaria						TYPE: Dragon Fairy	
Rank 1	Normal	Growl	Rank 1	Flying	Peck	 <p>HEIGHT: 1.5m / 5'00" WEIGHT: 20kg / 45 lbs</p> <p>Humming Pokémon The power of the Mega Stone awakens a part of it full of wonder. Mega-Altarias can be benevolent or ruthless depending on who they are dealing with. Its lush cloud-wings turn dark whenever it gets angry.</p>	STRENGTH ●●●●●
Rank 2	Flying	Pluck	Rank 2	Ghost	Astonish		DEXTERITY ●●●●●
Rank 3	Normal	Sing	Rank 3	Normal	Fury Attack		VITALITY ●●●●●
Rank 4	Normal	Safeguard	Rank 4	Fairy	Disarming Voice		SPECIAL ●●●●●
Rank 5	Ice	Mist	Rank 5	Normal	Round		INSIGHT ●●●●●
Rank 6	Normal	Natural Gift	Rank 6	Normal	Take Down		BASE HP: 5 SUGGESTED RANK: Pro
Rank 7	Normal	Refresh	Rank 7	Dragon	Dragon Dance		ABILITIES: Pixilate
Rank 8	Dragon	Dragon Breath	Rank 8	Grass	Cotton Guard		EVOLUTIVE STAGE: Mega Evolution.
Rank 9	Dragon	Dragon Pulse	Rank 9	Normal	Perish Song		 
Rank 10	Fairy	Moonblast	Rank 10	Flying	Sky Attack		
Rank 11	Psychic	Power Swap	Rank 11	Dragon	Draco Meteor		
Rank 12	Dragon	Dragon Rush					




#335 Zangoose						TYPE: Normal	
 <p>HEIGHT: 1.3m / 4'03" WEIGHT: 40kg / 88 lbs</p> <p>Cat Ferret Pokémon The sole desire to battle Sevipers is embedded in their genes, they have been rivals since forever. Zangoose is a very agile quadrupede, standing up on two legs only when ready to fight.</p>	STRENGTH ●●●●●	Rank 1	Normal	Scratch	Rank 1	Normal	Leer
	DEXTERITY ●●●●●	Rank 2	Normal	Quick Attack	Rank 2	Bug	Fury Cutter
	VITALITY ●●●●●	Rank 3	Dark	Pursuit	Rank 3	Normal	Slash
	SPECIAL ●●●●●	Rank 4	Dark	Hone Claws	Rank 4	Dark	Embargo
	INSIGHT ●●●●●	Rank 5	Normal	Crush Claw	Rank 5	Fight	Revenge
	BASE HP: 4 SUGGESTED RANK: Amateur	Rank 6	Normal	False Swipe	Rank 6	Fight	Detect
ABILITIES: Immunity	Rank 7	Bug	X-Scissor	Rank 7	Dark	Taunt	
EVOLUTIVE STAGE: Final.	Rank 8	Normal	Swords Dance	Rank 8	Fight	Close Combat	
	Rank 9	Dark	Night Slash	Rank 9	Normal	Fury Swipes	
	Rank 10	Steel	Metal Claw				

#336 Seviper						TYPE: Poison	
 <p>HEIGHT: 2.7m / 8'10" WEIGHT: 52kg / 115 lbs</p> <p>Fang Snake Pokémon Their hate for the Zangoose has been boiling for so long it's now a basic instinct. They battle using their sword-edged poisonous tail, hiding in tall grass until an unwary prey gets close enough.</p>	STRENGTH ●●●●●	Rank 1	Normal	Swagger	<p>BASE HP: 4 SUGGESTED RANK: Amateur</p> <p>ABILITIES: Shed Skin</p> <p>EVOLUTIVE STAGE: Final.</p> 		
	DEXTERITY ●●●●●	Rank 2	Ghost	Lick			
	VITALITY ●●●●●	Rank 3	Poison	Poison Tail			
	SPECIAL ●●●●●	Rank 4	Poison	Venoshock			
	INSIGHT ●●●●●	Rank 5	Poison	Poison Fang			
	Rank 6	Dark	Night Slash	Rank 6		Poison	Belch
	Rank 7	Poison	Poison Jab	Rank 7		Poison	Poison Jab
	Rank 8	Normal	Swords Dance	Rank 8		Normal	Wing Out
	Rank 9	Normal	Wing Out	Rank 9		Grass	Giga Drain
	Rank 10	Water	Aqua Tail				
	Rank 11	Steel	Iron Tail				


#337 Lunatone						TYPE: Rock Psychic	
 <p>HEIGHT: 1m / 3'03" WEIGHT: 168kg / 370 lbs</p> <p>Meteorite Pokémon First found where a meteorite fell. For this reason it's believed it came from space. Its eyes fill people with dread and lure them to sleep. They become very active and extremely powerful during full moons.</p>	STRENGTH ●●●●●	Rank 1	Normal	Harden	Rank 1	Normal	Tackle
	DEXTERITY ●●●●●	Rank 2	Fairy	Moonblast	Rank 2	Psychic	Confusion
	VITALITY ●●●●●	Rank 3	Psychic	Hypnosis	Rank 3	Rock	Rock Throw
	SPECIAL ●●●●●	Rank 4	Rock	Power Gem	Rank 4	Rock	Rock Polish
	INSIGHT ●●●●●	Rank 5	Psychic	Psyshock	Rank 5	Dark	Embargo
	BASE HP: 4 SUGGESTED RANK: Amateur	Rank 6	Psychic	Psywave	Rank 6	Psychic	Cosmic Power
	ABILITIES: Levitate	Rank 7	Rock	Rock Slide	Rank 7	Psychic	Heal Block
	EVOLUTIVE STAGE: Final.	Rank 8	Psychic	Psychic	Rank 8	Rock	Stone Edge
		Rank 9	Normal	Explosion	Rank 9	Psychic	Future Sight
		Rank 10	Psychic	Magic Room	Rank 10	Psychic	Trick Room
		Rank 11	Psychic	Magic Coat	Rank 11	Psychic	Skill Swap

#338 Solrock						TYPE:	Rock	Psychic
☉	Normal	Tackle	☉	Normal	Harden	 <p>HEIGHT: 1.2m / 4'00" WEIGHT: 154kg / 339 lbs</p> <p>Meteorite Pokémon People say it came from space. They release the purest light when they get angry. Usually found absorbing solar light during the day, Solrocks can emit blinding lights and burning heat while spinning.</p> <p>BASE HP: 4 SUGGESTED RANK: Amateur</p> <p>ABILITIES: Levitate</p> <p>EVOLUTIVE STAGE: Final.</p> 		
☉	Grass	Solar Beam	🔥	Fire	Fire Spin		STRENGTH	●●●●●
🌀	Psychic	Confusion	🔥	Rock	Rock Throw		DEXTERITY	●●●●●
🪨	Rock	Rock Polish	🌀	Psychic	Psywave		VITALITY	●●●●●
🌑	Dark	Embargo	🪨	Rock	Rock Slide		SPECIAL	●●●●●
🌀	Psychic	Cosmic Power	🌀	Psychic	Psychic		INSIGHT	●●●●●
🌀	Psychic	Heal Block	🪨	Rock	Stone Edge			
🔥	Fire	Flare Blitz	☉	Normal	Explosion			
🌀	Psychic	Wonder Room	🌀	Psychic	Magic Coat			
🔥	Fire	Sunny Day	🌀	Psychic	Skill Swap			

#339 Barboach						TYPE:	Water	Ground
☉			☉	Ground	Mud Slap	 <p>HEIGHT: 0.4m / 1'04" WEIGHT: 2kg / 5 lbs</p> <p>Whiskers Pokémon Their whiskers work as a super sensitive radar. They hide in the mud with only their whiskers exposed, waiting for prey to come. If the mud dries, they move back into the water.</p> <p>BASE HP: 3 SUGGESTED RANK: Starter</p> <p>ABILITIES: Oblivious & Anticipation</p> <p>EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.</p>  		
			🔥	Water	Water Sport		STRENGTH	●●●●●
			🌀	Ground	Mud Bomb		DEXTERITY	●●●●●
			🌀	Water	Water Pulse		VITALITY	●●●●●
			🌀	Psychic	Rest		SPECIAL	●●●●●
			🌀	Water	Aqua Tail		INSIGHT	●●●●●
			🌀	Water	Muddy Water			
			🪨	Ground	Fissure			
			🔥	Normal	Flail			
			🔥	Ground	Mud Sport			

#340 Wishcash						TYPE:	Water	Ground
☉	Ground	Mud Slap	☉	Normal	Tickle	 <p>HEIGHT: 0.9m / 3'00" WEIGHT: 46kg / 101 lbs</p> <p>Whiskers Pokémon Dangerous and territorial, they claim entire ponds as their homes and will crush whoever dares to dive in with earthquakes. They eat anything alive in their pond or swamp. They have learned to foretell real tremors.</p> <p>BASE HP: 5 SUGGESTED RANK: Amateur</p> <p>ABILITIES: Oblivious & Anticipation</p> <p>EVOLUTIVE STAGE: Final.</p>  		
🔥	Ground	Mud Sport	🔥	Water	Water Sport		STRENGTH	●●●●●
🌀	Water	Water Gun	🔥	Poison	Belch		DEXTERITY	●●●●●
🪨	Ground	Mud Bomb	🌀	Psychic	Amnesia		VITALITY	●●●●●
🌀	Water	Water Pulse	🪨	Ground	Magnitude		SPECIAL	●●●●●
🌀	Psychic	Rest	🪨	Normal	Snore		INSIGHT	●●●●●
🌀	Water	Aqua Tail	🪨	Normal	Thrash			
🌀	Psychic	Zen Headbutt	🪨	Ground	Earthquake			
🌀	Water	Muddy Water	🌀	Psychic	Future Sight			
🪨	Ground	Fissure	🔥	Dragon	Dragon Dance			

#341 Corphish						TYPE:	Water	
☉			☉	Water	Bubble	 <p>HEIGHT: 0.6m / 2'00" WEIGHT: 11kg / 25 lbs</p> <p>Ruffian Pokémon Corphish were originally foreign Pokémon that were imported as pets. They eventually turned up in the wild and reproduced a lot. They are resilient and can live in polluted water. Beware of their pincers.</p> <p>BASE HP: 3 SUGGESTED RANK: Beginner</p> <p>ABILITIES: Hyper Cutter & Shell Armor</p> <p>EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.</p>  		
			☉	Normal	Vice Grip		STRENGTH	●●●●●
			🔥	Water	Bubble Beam		DEXTERITY	●●●●●
			🌀	Normal	Double Hit		VITALITY	●●●●●
			🌀	Dark	Taunt		SPECIAL	●●●●●
			🌀	Dark	Knock Off		INSIGHT	●●●●●
			🌀	Dark	Night Slash			
			🌀	Water	Crab Hammer			
			🌀	Water	Razor Shell			
			🌀	Dark	Crunch			

#342 Crawdaunt						TYPE:	Water	Dark
Rank 1	Water	Bubble	Rank 1	Normal	Leer		STRENGTH	●●●○○○
Rank 2	Normal	Vice Grip	Rank 2	Normal	Harden		DEXTERITY	●●○○○
Rank 3	Water	Bubble Beam	Rank 3	Normal	Protect		VITALITY	●●○○○
Rank 4	Normal	Double Hit	Rank 4	Dark	Knock Off		SPECIAL	●●○○○
Rank 5	Dark	Taunt	Rank 5	Dark	Night Slash		INSIGHT	●●○○○
Rank 6	Water	Crab Hammer	Rank 6	Water	Razor Shell		BASE HP:	4
Rank 7	Normal	Swords Dance	Rank 7	Dark	Crunch		SUGGESTED RANK:	Amateur
Rank 8	Normal	Guillotine	Rank 8	Fight	Superpower		ABILITIES:	Hyper Cutter & Shell Armor
Rank 9	Dragon	Dragon Dance	Rank 9	Ground	Mud Sport		EVOLUTIVE STAGE:	Final.

HEIGHT: 1.1m / 3'07" WEIGHT: 33kg / 72 lbs

Rogue Pokémon
Crawdaunt is extremely violent and territorial. The ponds where it lives look like desolated places due to them attacking anything that comes close. It sheds its shell once a year, this weakens it for a few days.


#341 #342

#343 Baltoy						TYPE:	Psychic	Ground
	STRENGTH	●○○○	Rank 1	Psychic	Confusion	Rank 1	Normal	Harden
	DEXTERITY	●●○○○	Rank 2	Normal	Rapid Spin	Rank 2	Ground	Mud Slap
	VITALITY	●●○○○	Rank 3	Rock	Rock Tomb	Rank 3	Psychic	Heal Block
	SPECIAL	●○○○	Rank 4	Psychic	Psybeam	Rank 4	Psychic	Power Trick
	INSIGHT	●○○○○	Rank 5	Rock	Ancient Power	Rank 5	Normal	Self Destruct
	BASE HP:	3	SUGGESTED RANK:	Beginner	Rank 6	Psychic	Psychic	Cosmic Power
ABILITIES:	Levitate	Rank 7	Psychic	Power Split	Rank 7	Psychic	Extrasensory	
EVOLUTIVE STAGE:	First.	Rank 8	Ground	Earth Power	Rank 8	Rock	Sandstorm	
EVOLUTION TIME:	Medium.	Rank 9	Psychic	Gravity	Rank 9	Normal	Explosion	
		Rank 10	Bug	Signal Beam	Rank 10	Psychic	Trick	

HEIGHT: 0.5m / 1'08" WEIGHT: 21kg / 47 lbs

Clay Doll Pokémon
They spin on their center to move around. When a group of them gathers they create a horrible, headache inducing noise at unison. Old paintings describe them living with people in ancient times.

#343 #344

#344 Claydol						TYPE:	Psychic	Ground
Rank 1	Psychic	Confusion	Rank 1	Normal	Harden		STRENGTH	●●○○○
Rank 2	Normal	Rapid Spin	Rank 2	Psychic	Teleport		DEXTERITY	●●○○○
Rank 3	Ground	Mud Slap	Rank 3	Rock	Rock Tomb		VITALITY	●●○○○
Rank 4	Psychic	Heal Block	Rank 4	Psychic	Psybeam		SPECIAL	●●○○○
Rank 5	Psychic	Power Trick	Rank 5	Rock	Ancient Power		INSIGHT	●●○○○
Rank 6	Normal	Self Destruct	Rank 6	Psychic	Extrasensory		BASE HP:	4
Rank 7	Psychic	Cosmic Power	Rank 7	Psychic	Guard Split		SUGGESTED RANK:	Ace
Rank 8	Psychic	Power Split	Rank 8	Normal	Hyper Beam		ABILITIES:	Levitate
Rank 9	Ground	Earth Power	Rank 9	Rock	Sandstorm		EVOLUTIVE STAGE:	Final.
Rank 10	Psychic	Imprison	Rank 10	Normal	Explosion			

HEIGHT: 1.5m / 5'00" WEIGHT: 108kg / 238 lbs

Clay Doll Pokémon
It is made entirely of clay. The first one was discovered in ruins from 20,000 years ago. A strange light is said to be the source of its life and psychic abilities. Its eight eyes are always alert and always watching.


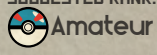


#343 #344

#345 Lileep						TYPE:	Rock	Grass
	STRENGTH	●○○○	Rank 1	Ghost	Astonish	Rank 1	Normal	Constrict
	DEXTERITY	●○○○	Rank 2	Poison	Acid	Rank 2	Grass	Ingrain
	VITALITY	●●○○○	Rank 3	Water	Brine	Rank 3	Ghost	Confuse Ray
	SPECIAL	●○○○	Rank 4	Grass	Giga Drain	Rank 4	Psychic	Amnesia
	INSIGHT	●○○○○	Rank 5	Poison	Gastro Acid	Rank 5	Rock	Ancient Power
	BASE HP:	3	SUGGESTED RANK:	Beginner	Rank 6	Grass	Normal	Spit Up
ABILITIES:	Suction Cups	Rank 7	Normal	Stockpile	Rank 7	Normal	Swallow	
EVOLUTIVE STAGE:	First.	Rank 8	Normal	Wring Out	Rank 8	Ground	Earth Power	
EVOLUTION TIME:	Medium.	Rank 9	Rock	Stealth Rock	Rank 9	Normal	Tickle	
		Rank 10			Rank 10			

HEIGHT: 1m / 3'03" WEIGHT: 23kg / 52 lbs


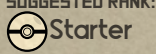


Sea Lily Pokémon
Over 100 million years ago, Lileep used to attach themselves to rocks at the bottom of the sea. A catastrophe led them all to extinction. A few fossils were found and some were revived by scientists.




#345 #346

#346 Cradily				TYPE:	Rock	Grass
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	
🌀	Normal	Constrict	🌀	Ghost	Astonish	 <p>HEIGHT: 1.5m / 5'00" WEIGHT: 60kg / 133 lbs</p> <p>Barnacle Pokémon Cradily moves slowly at the bottom of the sea. It uses its body as an anchor and its tentacles as arms to catch prey. Their foes are melted with a potent acid before being consumed.</p> <p>BASE HP: 4 SUGGESTED RANK:  Amateur</p> <p>ABILITIES: Suction Cups</p> <p>EVOLUTIVE STAGE: Final</p> <p> </p>
🌀	Poison	Acid	🌀	Grass	Ingrain	
🌀	Normal	Spit Up	🌀	Normal	Stockpile	
🌀	Normal	Swallow	🌀	Normal	Wring Out	
🌀	Water	Brine	🌀	Ghost	Confuse Ray	
🌀	Grass	Giga Drain	🌀	Psychic	Amnesia	
🌀	Rock	Ancient Power	🌀	Poison	Gastro Acid	
🌀	Grass	Energy Ball	🌀	Grass	Worry Seed	
🌀	Rock	Stealth Rock	🌀	Grass	Seed Bomb	

#347 Anorith				TYPE:	Rock	Bug			
				RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
 <p>HEIGHT: 0.7m / 2'04" WEIGHT: 12kg / 27 lbs</p> <p>Old Shrimp Pokémon This ancient Pokémon is thought to be the common ancestor of many modern Bug Pokémon. The fossils show it lived in big schools and it preferred warm waters. Anoriths used their claws to catch small prey.</p> <p>BASE HP: 3 SUGGESTED RANK:  Amateur</p> <p>ABILITIES: Battle Armor</p> <p>EVOLUTIVE STAGE: First EVOLUTION TIME: Medium</p> <p> </p>				🌀	Normal	Harden	🌀	Normal	Scratch
				🌀	Ground	Mud Sport	🌀	Water	Water Gun
				🌀	Rock	Smack Down	🌀	Steel	Metal Claw
				🌀	Normal	Protect	🌀	Rock	Ancient Power
				🌀	Bug	Fury Cutter	🌀	Bug	Bug Bite
				🌀	Normal	Slash	🌀	Water	Brine
				🌀	Rock	Rock Blast	🌀	Normal	Crush Claw
				🌀	Bug	X-Scissor	🌀	Dark	Knock Off
				🌀	Normal	Rapid Spin	🌀	Water	Aqua Jet

#348 Armaldo				TYPE:	Rock	Bug
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	
🌀	Normal	Scratch	🌀	Normal	Harden	 <p>HEIGHT: 1.5m / 5'00" WEIGHT: 68kg / 150 lbs</p> <p>Plate Pokémon When the waters receded, this Pokémon was forced to evolve to live on land. Evidence suggests that its claws could extend to reach the prey that was far or underwater. Its tough shell made it very resilient.</p> <p>BASE HP: 4 SUGGESTED RANK:  Ace</p> <p>ABILITIES: Battle Armor</p> <p>EVOLUTIVE STAGE: Final</p> <p> </p>
🌀	Ground	Mud Sport	🌀	Steel	Metal Claw	
🌀	Water	Water Gun	🌀	Rock	Ancient Power	
🌀	Normal	Protect	🌀	Normal	Slash	
🌀	Bug	Fury Cutter	🌀	Normal	Crush Claw	
🌀	Rock	Smack Down	🌀	Water	Brine	
🌀	Rock	Rock Blast	🌀	Bug	X-Scissor	
🌀	Poison	Cross Poison	🌀	Water	Aqua Tail	
🌀	Steel	Iron Defense				


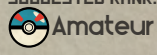


#349 Feebas				TYPE:	Water				
				RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
 <p>HEIGHT: 0.6m / 2'00" WEIGHT: 7kg / 16 lbs</p> <p>Fish Pokémon This Pokémon tastes awful, it is incredibly ugly, smelly, kind of dumb and a terrible fighter. To make things worse, it is actually extremely rare. For those reasons, people tend to avoid it and it's usually ignored.</p> <p>BASE HP: 3 SUGGESTED RANK:  Starter</p> <p>ABILITIES: Swift Swim</p> <p>EVOLUTIVE STAGE: First EVOLVES WITH: Beauty 5</p> <p> </p>				🌀	Normal	Splash	🌀	Normal	Tackle
				🌀	Normal	Flail	🌀	Water	Brine
				🌀	Ground	Mud Sport	🌀	Water	Dive


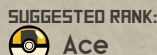


#350 Milotic						TYPE: Water	
Rank 1	Water	Water Gun	Rank 1	Normal	Wrap	 <p>HEIGHT: 6.2m / 20'04" WEIGHT: 162kg / 357 lbs</p> <p>Tender Pokémon Milotic is considered to be one of the most beautiful Pokémon in existence. It has inspired music, paintings and statues. It has the power to calm the anger and hostility of its foes.</p>	STRENGTH ●●●●●
Rank 2	Water	Water Sport	Rank 2	Normal	Refresh		DEXTERITY ●●●●●
Rank 3	Fairy	Disarming Voice	Rank 3	Dragon	Twister		VITALITY ●●●●●
Rank 4	Water	Water Pulse	Rank 4	Water	Aqua Ring		SPECIAL ●●●●●
Rank 5	Normal	Captivate	Rank 5	Dragon	Dragon Tail		INSIGHT ●●●●●
Rank 6	Normal	Recover	Rank 6	Water	Aqua Tail		BASE HP: 7
Rank 7	Normal	Attract	Rank 7	Normal	Safeguard		SUGGESTED RANK: Ace
Rank 8	Poison	Coil	Rank 8	Water	Hydro Pump		ABILITIES: Competitive & Marvel Scale
Rank 9	Water	Rain Dance	Rank 9	Dragon	Dragon Pulse		EVOLUTIVE STAGE: Final.
Rank 10	Psychic	Hypnosis	Rank 10	Psychic	Magic Coat		 

#351 Castform						TYPE: Normal	
 <p>HEIGHT: 0.3m / 1'00" WEIGHT: 1kg / 2 lbs</p> <p>Weather Pokémon This Pokémon reacts to the weather by changing its type and looks. It can also change the weather at will. When there is a drought, farmers lure them with small hanging dolls to ask them for rain.</p>	STRENGTH ●●●●●	Rank 1	Normal	Tackle	Rank 1	Fire	Ember
	DEXTERITY ●●●●●	Rank 2	Ice	Powder Snow	Rank 2	Water	Water Gun
	VITALITY ●●●●●	Rank 3	Normal	Headbutt	Rank 3	Ice	Hail
	SPECIAL ●●●●●	Rank 4	Water	Rain Dance	Rank 4	Fire	Sunny Day
	INSIGHT ●●●●●	Rank 5	Normal	Weather Ball	Rank 5	Ice	Blizzard
	BASE HP: 4	SUGGESTED RANK: Amateur	Rank 6	Fire	Fire Blast	Rank 6	Water
ABILITIES: Forecast	EVOLUTIVE STAGE: Final.	Rank 7	Flying	Hurricane	Rank 7	Normal	Last Resort
		Rank 8	Psychic	Future Sight	Rank 8	Normal	Reflect Type


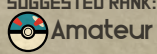



#352 Kecleon						TYPE: Normal	
Rank 1	Normal	Tail Whip	Rank 1	Ghost	Astonish	 <p>HEIGHT: 1m / 3'03" WEIGHT: 22kg / 48 lbs</p> <p>Color Swap Pokémon They are able to change their colors to blend with their surroundings. The only part of its body that can't change is the red zigzag line on its belly. Kecleon is very sneaky, smart and kind of insolent.</p>	STRENGTH ●●●●●
Rank 2	Dark	Thief	Rank 2	Ghost	Lick		DEXTERITY ●●●●●
Rank 3	Normal	Scratch	Rank 3	Normal	Bind		VITALITY ●●●●●
Rank 4	Normal	Feint	Rank 4	Ghost	Shadow Sneak		SPECIAL ●●●●●
Rank 5	Normal	Fury Swipes	Rank 5	Dark	Feint Attack		INSIGHT ●●●●●
Rank 6	Psychic	Psybeam	Rank 6	Rock	Ancient Power		BASE HP: 4
Rank 7	Normal	Screech	Rank 7	Normal	Camouflage		SUGGESTED RANK: Amateur
Rank 8	Normal	Substitute	Rank 8	Ghost	Shadow Claw		ABILITIES: Color Change
Rank 9	Psychic	Synchronoise	Rank 9	Dark	Sucker Punch		EVOLUTIVE STAGE: Final.
Rank 10	Dark	Snatch	Rank 10	Normal	Fake Out		

#353 Shuppet						TYPE: Ghost	
 <p>HEIGHT: 0.6m / 2'00" WEIGHT: 2kg / 5 lbs</p> <p>Puppet Pokémon They feed on dark emotions such as envy, jealousy and vengefulness. If they sting you, they'll fill you with a vindictive desire. They don't have bodies under their blanket and they are looking for a body to possess.</p>	STRENGTH ●●●●●	Rank 1	Dark	Knock Off	Rank 1	Normal	Screech
	DEXTERITY ●●●●●	Rank 2	Ghost	Night Shade	Rank 2	Ghost	Spite
	VITALITY ●●●●●	Rank 3	Fire	Will-O'-Wisp	Rank 3	Ghost	Shadow Sneak
	SPECIAL ●●●●●	Rank 4	Ghost	Curse	Rank 4	Dark	Feint Attack
	INSIGHT ●●●●●	Rank 5	Ghost	Hex	Rank 5	Ghost	Shadow Ball
	BASE HP: 3	SUGGESTED RANK: Beginner	Rank 6	Dark	Snatch	Rank 6	Dark
ABILITIES: Frisk & Insomnia	EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.	Rank 7	Dark	Sucker Punch	Rank 7	Ghost	Grudge
		Rank 8	Psychic	Trick	Rank 8	Ghost	Phantom Force
		Rank 9	Ice	Icy Wind	Rank 9	Psychic	Role Play
		Rank 10	Ghost	Destiny Bond			

#354 Banette						TYPE:	Ghost
🌀	Dark	Knock Off	🌀	Ghost	Spite	 <p>HEIGHT: 1.1m / 3'07" WEIGHT: 12kg / 27 lbs</p> <p>Marionette Pokémon It's body is usually a discarded doll or toy. Its spirit is made of dark feelings and is overrun by the desire of revenge towards the kid that threw the toy away. If you open its mouth, all the cursed energy will escape.</p>	<p>STRENGTH ●●●○○○</p> <p>DEXTERITY ●●○○○</p> <p>VITALITY ●●○○○</p> <p>SPECIAL ●●○○○○</p> <p>INSIGHT ●●○○○</p> <p>BASE HP: 4 SUGGESTED RANK:  Amateur</p> <p>ABILITIES: Frisk & Insomnia</p> <p>EVOLUTIVE STAGE: Final.</p> <p> </p>
🌀	Ghost	Night Shade	🌀	Normal	Scream		
🌀	Ghost	Curse	🌀	Fire	Will-O-Wisp		
🌀	Ghost	Shadow Sneak	🌀	Ghost	Curse		
🌀	Dark	Feint Attack	🌀	Ghost	Hex		
🌀	Ghost	Shadow Ball	🌀	Dark	Snatch		
🌀	Dark	Embargo	🌀	Dark	Sucker Punch		
🌀	Ghost	Grudge	🌀	Psychic	Trick		
🌀	Ghost	Phantom Force	🌀	Psychic	Role Play		
🌀	Ghost	Destiny Bond	🌀	Ice	Icy Wind		

Mega-Banette						TYPE:	Ghost
🌀	Dark	Knock Off	🌀	Ghost	Spite	 <p>HEIGHT: 1.2m / 4'00" WEIGHT: 13kg / 28 lbs</p> <p>Marionette Pokémon The power of the Mega Stone rips the layer keeping all the cursed energy in. Its vindictive nature is so overwhelming that it can't help but to curse its own Trainer.</p>	<p>STRENGTH ●●●●○○○</p> <p>DEXTERITY ●●○○○</p> <p>VITALITY ●●○○○</p> <p>SPECIAL ●●●○○○</p> <p>INSIGHT ●●○○○</p> <p>BASE HP: 5 SUGGESTED RANK:  Ace</p> <p>ABILITIES: Prankster</p> <p>EVOLUTIVE STAGE: Mega Evolution.</p> <p> </p>
🌀	Ghost	Night Shade	🌀	Normal	Scream		
🌀	Ghost	Curse	🌀	Fire	Will-O-Wisp		
🌀	Ghost	Shadow Sneak	🌀	Ghost	Curse		
🌀	Dark	Feint Attack	🌀	Ghost	Hex		
🌀	Ghost	Shadow Ball	🌀	Dark	Snatch		
🌀	Dark	Embargo	🌀	Dark	Sucker Punch		
🌀	Ghost	Grudge	🌀	Psychic	Trick		
🌀	Ghost	Phantom Force	🌀	Psychic	Role Play		
🌀	Ghost	Destiny Bond	🌀	Ice	Icy Wind		

#355 Duskull		TYPE:	Ghost	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
 <p>HEIGHT: 0.8m / 2'07" WEIGHT: 15kg / 33 lbs</p> <p>Requiem Pokémon They wander at night. They can make themselves invisible and they follow travelers all night until dawn breaks. It loves the crying of little children, they can be seen scaring kids who misbehaved during the day.</p>	STRENGTH	●●○○○	🌀	Normal	Leer	🌀	Ghost	Night Shade	
	DEXTERITY	●●○○○	🌀	Normal	Disable	🌀	Normal	Foresight	
	VITALITY	●●○○○○	🌀	Ghost	Astonish	🌀	Ghost	Confuse Ray	
	SPECIAL	●●○○○	🌀	Ghost	Shadow Sneak	🌀	Dark	Pursuit	
	INSIGHT	●●○○○○	🌀	Ghost	Curse	🌀	Fire	Will-O-Wisp	
	BASE HP: 3 SUGGESTED RANK:  Beginner	ABILITIES: Levitate	EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.	🌀	Ghost	Hex	🌀	Normal	Mean Look
		  	🌀	Ghost	Shadow Ball	🌀	Dark	Payback	
			🌀	Psychic	Future Sight	🌀	Ice	Icy Wind	
			🌀	Ghost	Spite	🌀	Psychic	Wonder Room	

#356 Dusclops						TYPE:	Ghost
🌀	Ghost	Night Shade	🌀	Normal	Leer	 <p>HEIGHT: 1.6m / 5'03" WEIGHT: 30kg / 67 lbs</p> <p>Beckon Pokémon Its body is hollow. Some paranormal experts say there is a spectral energy ball inside them but it is not confirmed. If it absorbs an object or a creature there's the risk that nothing will come back out.</p>	<p>STRENGTH ●●○○○○</p> <p>DEXTERITY ●●○○○</p> <p>VITALITY ●●●○○○○</p> <p>SPECIAL ●●○○○</p> <p>INSIGHT ●●●○○○○</p> <p>BASE HP: 4 SUGGESTED RANK:  Amateur</p> <p>ABILITIES: Pressure</p> <p>EVOLUTIVE STAGE: Second. EVOLVES WITH: Trade holding an Item.</p> <p>  </p>
🌀	Normal	Bind	🌀	Normal	Disable		
🌀	Normal	Foresight	🌀	Fire	Fire Punch		
🌀	Ice	Ice Punch	🌀	Ghost	Astonish		
🌀	Electric	Thunder Punch	🌀	Ghost	Shadow Sneak		
🌀	Ghost	Confuse Ray	🌀	Ghost	Curse		
🌀	Dark	Pursuit	🌀	Ghost	Shadow Punch		
🌀	Fire	Will-O-Wisp	🌀	Ghost	Hex		
🌀	Psychic	Gravity	🌀	Ghost	Shadow Ball		
🌀	Normal	Mean Look	🌀	Dark	Payback		
🌀	Psychic	Future Sight	🌀	Dark	Dark Pulse		
🌀	Dark	Memento	🌀	Normal	Pain Split		

#357 Tropius



HEIGHT: 2m / 6'07" WEIGHT: 200kg / 440 lbs

Fruit Pokémon
It is very common in humid and hot regions. It can grow back the fruit it has eaten. Mothers prefer Tropius fruits to feed their children as it is more nutritive and sweet. They are mellow and friendly Pokémon.

TYPE:	Grass	Flying	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
STRENGTH	●●●●●		🌀	Normal	Bestow	🌀	Flying	Gust
DEXTERITY	●●●●●		🌀	Normal	Leer	🌀	Normal	Natural Gift
VITALITY	●●●●●		🌀	Normal	Growth	🌀	Grass	Razor Leaf
SPECIAL	●●●●●		🌀	Normal	Stomp	🌀	Normal	Sweet Scent
INSIGHT	●●●●●		🌀	Normal	Whirlwind	🌀	Grass	Magical Leaf
			🌀	Normal	Body Slam	🌀	Grass	Synthesis
			🌿	Grass	Leaf Tornado	🌀	Flying	Air Slash
			🌿	Grass	Solar Beam	🌀	Grass	Leaf Storm
			🌀	Flying	Tailwind	🐉	Dragon	Twister
			🐉	Dragon	Outrage			

BASE HP: 5 SUGGESTED RANK: Amateur

ABILITIES: Chlorophyll & Solar Power

EVOLUTIVE STAGE: Final.



#357

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#358 Chimecho	TYPE:	Psychic
🌀	Normal	Wrap	🌀	Ghost	Astonish	<p>HEIGHT: 0.6m / 2'00" WEIGHT: 1kg / 2 lbs</p> <p>Wind Chime Pokémon They have seven different cries that resound with the wind. They can create ultrasonic waves when they are in danger. Using the suction cup on their head, they hang to branches on windy days.</p>		STRENGTH ●●●●●
🌀	Normal	Growl	🌀	Normal	Uproar			DEXTERITY ●●●●●
🌀	Psychic	Confusion	🌀	Normal	Yawn			VITALITY ●●●●●
🌀	Normal	Take Down	🌀	Normal	Safeguard			SPECIAL ●●●●●
🌀	Psychic	Psywave	🌀	Psychic	Healing Wish			INSIGHT ●●●●●
🌀	Normal	Heal Bell	🌀	Normal	Double-Edge			BASE HP: 4 SUGGESTED RANK: Amateur
🌀	Psychic	Extrasensory	🌀	Psychic	Heal Pulse			ABILITIES: Levitate
🌀	Psychic	Synchronoise	🌀	Normal	Recover			EVOLUTIVE STAGE: Final.
🌀	Psychic	Cosmic Power	🌀	Psychic	Stored Power			<p>#433 #358</p>

#359 Absol



HEIGHT: 1.2m / 3'11" WEIGHT: 47 kg / 103 lbs

Disaster Pokémon
It is said that this Pokémon can live for 100 years. It has a bad reputation: Whenever one is seen, a disaster is soon to follow - earthquakes, forest fires and tidal waves. Absols lead a lonely life.

TYPE:	Dark	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
STRENGTH	●●●●●	🌀	Fight	Detect	🌀	Dark	Taunt
DEXTERITY	●●●●●	🌀	Normal	Scratch	🌀	Normal	Quick Attack
VITALITY	●●●●●	🌀	Normal	Leer	🌀	Normal	Razor Wind
SPECIAL	●●●●●	🌀	Normal	Me First	🌀	Normal	Feint
INSIGHT	●●●●●	🌀	Dark	Pursuit	🌀	Dark	Bite
		🌀	Normal	Double Team	🌀	Normal	Slash
		🌀	Normal	Swords Dance	🌀	Psychic	Future Sight
		🌀	Dark	Night Slash	🌀	Psychic	Psycho Cut
		🌀	Dark	Sucker Punch	🌀	Normal	Perish Song
		🌀	Ghost	Hex	🌀	Fairy	Play Rough
		🌀	Ghost	Spite			

BASE HP: 4 SUGGESTED RANK: Amateur

ABILITIES: Pressure & Super Luck

EVOLUTIVE STAGE: Final.



#359

Mega-Absol



HEIGHT: 1.2m / 3'11" WEIGHT: 49kg / 108 lbs

Disaster Pokémon
The power of the Mega Stone makes its fur elongate. What you see are not wings, just puffs of hair. It gets distressed by this form and dislikes going into fights, so it uses its intimidating aura to fend off foes.

TYPE:	Dark	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
STRENGTH	●●●●●	🌀	Fight	Detect	🌀	Dark	Taunt
DEXTERITY	●●●●●	🌀	Normal	Scratch	🌀	Normal	Quick Attack
VITALITY	●●●●●	🌀	Normal	Leer	🌀	Normal	Razor Wind
SPECIAL	●●●●●	🌀	Normal	Me First	🌀	Normal	Feint
INSIGHT	●●●●●	🌀	Dark	Pursuit	🌀	Dark	Bite
		🌀	Normal	Double Team	🌀	Normal	Slash
		🌀	Normal	Swords Dance	🌀	Psychic	Future Sight
		🌀	Dark	Night Slash	🌀	Psychic	Psycho Cut
		🌀	Dark	Sucker Punch	🌀	Normal	Perish Song
		🌀	Ghost	Hex	🌀	Fairy	Play Rough
		🌀	Ghost	Spite			

BASE HP: 5 SUGGESTED RANK: Ace

ABILITIES: Magic Bounce

EVOLUTIVE STAGE: Mega Evolution.



#359

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Fairy	Charm	🌀	Normal	Encore
🌀	Normal	Splash	🌀	Fight	Counter
🌀	Ghost	Destiny Bond	🌀	Psychic	Mirror Coat
🌀	Normal	Safeguard			

#360 Wynaut



HEIGHT: 0.6m / 2'00"
WEIGHT: 14kg / 31 lbs

TYPE: Psychic

BASE HP: 3

SUGGESTED RANK: Starter

ABILITIES: Shadow Tag

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.

Bright Pokémon
Its face always appears to be happy, but Wynaut can be deceitful. You can only discern its true emotions through its tail. They live together in caves and bump into each other to gain strength.




STRENGTH ●●●●

DEXTERITY ●●●●


VITALITY ●●●●

SPECIAL ●●●●

INSIGHT ●●●●

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Leer	🌀	Ice	Powder Snow
🌀	Dark	Bite	🌀	Dark	Bite
🌀	Ice	Ice Shard	🌀	Normal	Headbutt
🌀	Normal	Headbutt	🌀	Ice	Ice Fang
🌀	Ice	Ice Fang	🌀	Dark	Crunch
🌀	Ice	Frost Breath	🌀	Ice	Hail
🌀	Ice	Hail	🌀	Normal	Weather Ball
🌀	Ice	Blizzard	🌀	Dark	Fake Tears
🌀	Normal	Weather Ball			
🌀	Steel	Iron Head			

#361 Snorunt



HEIGHT: 0.7m / 2'04"
WEIGHT: 17kg / 37 lbs

TYPE: Ice




BASE HP: 3

SUGGESTED RANK: Beginner

ABILITIES: Ice Body & Inner Focus

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.

Snow Hat Pokémon
This friendly Pokémon lives in cold mountains and deserted snowlands. It survives by eating snow and ice. They form small groups to protect themselves from predators. If you take their hat off, they will get angry.

STRENGTH ●●●●

DEXTERITY ●●●●

VITALITY ●●●●

SPECIAL ●●●●

INSIGHT ●●●●

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Leer	🌀	Ice	Powder Snow
🌀	Dark	Bite	🌀	Normal	Double Team
🌀	Ice	Ice Shard	🌀	Ice	Icy Wind
🌀	Normal	Headbutt	🌀	Normal	Protect
🌀	Ice	Ice Fang	🌀	Ice	Ice Beam
🌀	Ice	Frost Breath	🌀	Ice	Freeze-Dry
🌀	Ice	Hail	🌀	Dark	Crunch
🌀	Ice	Blizzard	🌀	Ice	Sheer Cold
🌀	Normal	Weather Ball	🌀	Rock	Rollout
🌀	Steel	Iron Head			

#362 Glalie



HEIGHT: 1.5m / 5'00"
WEIGHT: 256kg / 565 lbs

TYPE: Ice

BASE HP: 4

SUGGESTED RANK: Amateur

ABILITIES: Ice Body & Inner Focus

EVOLUTIVE STAGE: First.
EVOLVED BY: Being Male.

Face Pokémon
Its body is so hard it was thought to be made of rock. They can be aggressive if provoked. When they hunt, they freeze their prey solid before eating it. They can live in warm places without trouble.





STRENGTH ●●●●●

DEXTERITY ●●●●●


VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Leer	🌀	Ice	Powder Snow
🌀	Dark	Bite	🌀	Normal	Double Team
🌀	Ice	Ice Shard	🌀	Ice	Icy Wind
🌀	Normal	Headbutt	🌀	Normal	Protect
🌀	Ice	Ice Fang	🌀	Ice	Ice Beam
🌀	Ice	Frost Breath	🌀	Ice	Freeze-Dry
🌀	Ice	Hail	🌀	Dark	Crunch
🌀	Ice	Blizzard	🌀	Ice	Sheer Cold
🌀	Normal	Weather Ball	🌀	Rock	Rollout
🌀	Steel	Iron Head			

Mega-Glalie



HEIGHT: 2.1m / 7'00"
WEIGHT: 350kg / 772 lbs

TYPE: Ice




BASE HP: 5

SUGGESTED RANK: Ace

ABILITIES: Refrigerate

EVOLUTIVE STAGE: Mega Evolution.

Marionette Pokémon
The power of the Mega Stone bent its jaw at an unnatural angle, this helps it spew enormous blizzards but leaves it unable to eat any prey it catches. This makes it angry and will weaken it if it stays in this form.

STRENGTH ●●●●●●

DEXTERITY ●●●●●●

VITALITY ●●●●●●

SPECIAL ●●●●●●

INSIGHT ●●●●●●

#363 Spheal



HEIGHT: 0.8m / 2'07"
WEIGHT: 39kg / 87 lbs

Clap Pokémon
They live in big herds with their families. They are bad swimmers but good floaters. To move on land, they roll like balls instead of walking. When they are happy, they clap and squeal, so they can be really noisy.

TYPE: Ice Water

STRENGTH ●●●●
DEXTERITY ●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: 3 SUGGESTED RANK: Starter

ABILITIES: Ice Body & Thick Fat

EVOLUTIVE STAGE: First
EVOLUTION TIME: Medium.

#363 #364 #365

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Defense Curl	○	Normal	Growl
○	Ice	Powder Snow	○	Water	Water Gun
●	Normal	Encore	○	Ice	Ice Ball
○	Normal	Body Slam	○	Water	Brine
○	Ice	Aurora Beam	○	Ice	Hail
○	Psychic	Rest	○	Normal	Snore
○	Ice	Blizzard	○	Ice	Sheer Cold
●	Water	Dive	●	Rock	Rollout
●	Normal	Endure			

#364 Sealeo

RANK	TYPE	MOVE NAME
○	Normal	Defense Curl
○	Ice	Powder Snow
●	Normal	Encore
○	Normal	Body Slam
○	Ice	Aurora Beam
○	Normal	Swagger
○	Normal	Snore
○	Ice	Sheer Cold
●	Water	Aqua Ring

RANK	TYPE	MOVE NAME
○	Normal	Growl
●	Water	Water Gun
○	Ice	Ice Ball
○	Water	Brine
○	Ice	Hail
○	Psychic	Rest
○	Ice	Blizzard
●	Water	Water Pulse
●	Normal	Super Fang

TYPE: Ice Water

STRENGTH ●●●●
DEXTERITY ●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: 4 SUGGESTED RANK: Amateur

ABILITIES: Ice Body & Thick Fat

EVOLUTIVE STAGE: Second
EVOLUTION TIME: Medium.

#363 #364 #365

RANK	TYPE	MOVE NAME
○	Normal	Growl
○	Ice	Powder Snow
●	Normal	Encore
○	Ice	Ice Ball
○	Water	Brine
○	Ice	Hail
○	Ice	Ice Fang
○	Ice	Sheer Cold
○	Psychic	Rest
●	Ground	Fissure

Ball Roll Pokémon
They play with the Spheal in the herd by spinning them with their noses. When they are not in the wild they'll spin almost any round object, even Pokéballs. Sealeos are great hunters underwater.

#365 Walrein



HEIGHT: 1.4m / 4'07"
WEIGHT: 300kg/664 lbs

Ice Break Pokémon
The leader of the herd is a powerful Walrein. They are very aggressive and will protect their herd even at the cost of their lives. Their tusks can shatter giant blocks of ice. It is relentless and unpredictable.

TYPE: Ice Water

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: 6 SUGGESTED RANK: Ace

ABILITIES: Ice Body & Thick Fat

EVOLUTIVE STAGE: Final.

#363 #364 #365

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Growl	○	Ice	Powder Snow
●	Water	Water Gun	○	Normal	Encore
○	Dark	Crunch	○	Ice	Ice Ball
○	Normal	Body Slam	○	Water	Brine
○	Ice	Aurora Beam	○	Ice	Hail
○	Normal	Swagger	○	Ice	Ice Fang
○	Normal	Snore	○	Ice	Sheer Cold
○	Ice	Blizzard	○	Psychic	Rest
●	Normal	Belly Drum	○	Ground	Fissure
●	Water	Aqua Tail			

#366 Clamperl

RANK	TYPE	MOVE NAME
○	Water	Clamp
○	Steel	Iron Defense
○	Normal	Shell Smash
●	Normal	Endure

RANK	TYPE	MOVE NAME
○	Water	Water Gun
○	Water	Whirlpool
○	Normal	Refresh
○	Ground	Mud Sport

TYPE: Water

STRENGTH ●●●●
DEXTERITY ●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: 3 SUGGESTED RANK: Beginner

ABILITIES: Shell Armor

EVOLUTIVE STAGE: First
EVOLVES WITH: Trade holding an Item.

#366 #367 #368

RANK	TYPE	MOVE NAME
○	Water	Water Gun
○	Water	Whirlpool
○	Normal	Refresh
○	Ground	Mud Sport

Bivalve Pokémon
It is protected by a sturdy shell which is used to catch its prey. Clamperl will produce a magnificent pearl once in a lifetime. That pearl is said to increase psychic powers and will sell for a lot of money.

#367 Huntail



HEIGHT: 1.8 m / 6'00"
WEIGHT: 27kg / 59 lbs

Deep Sea Pokémon
It lives at extreme depths of the sea. Their eyes can see perfectly in complete darkness. Huntails light up their tail to attract their prey, then swallow them whole with a single bite.

TYPE:	Water
STRENGTH	●●●●●
DEXTERITY	●●●●●
VITALITY	●●●●●
SPECIAL	●●●●●
INSIGHT	●●●●●

BASE HP: 4 SUGGESTED RANK: Amateur

ABILITIES: Swift Swim

EVOLUTIVE STAGE: Final.
EVOLVED WITH: Dragon Fang.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Water	Whirlpool	●	Dark	Bite
●	Normal	Screech	●	Dark	Feint Attack
●	Water	Water Pulse	●	Normal	Scary Face
●	Ice	Ice Fang	●	Water	Brine
●	Normal	Baton Pass	●	Dark	Crunch
●	Water	Dive	●	Dark	Sucker Punch
●	Water	Aqua Tail	●	Poison	Coil
●	Water	Hydro Pump	●	Water	Muddy Water
●	Normal	Bind	●	Normal	Super Fang

#368 Gorebyss						TYPE:	Water
●	Water	Whirlpool	●	Water	Water Sport	STRENGTH	●●●●●
●	Psychic	Confusion	●	Psychic	Agility	DEXTERITY	●●●●●
●	Fairy	Draining Kiss	●	Water	Water Pulse	VITALITY	●●●●●
●	Psychic	Amnesia	●	Water	Aqua Ring	SPECIAL	●●●●●
●	Normal	Captivate	●	Normal	Baton Pass	INSIGHT	●●●●●
●	Water	Dive	●	Psychic	Psychic	BASE HP:	4
●	Water	Aqua Tail	●	Poison	Coil	SUGGESTED RANK:	Amateur
●	Water	Hydro Pump	●	Ghost	Confuse Ray	ABILITIES:	Swift Swim
●	Normal	Bind	●	Water	Muddy Water	EVOLUTIVE STAGE:	Final.
						EVOLVED WITH:	Dragon Scale.

HEIGHT: 1.8m / 6'00"
WEIGHT: 22kg / 50 lbs

South Sea Pokémon
Found in the depths of the southern seas. Their body is built to withstand the sea pressure. While it appears to be beautiful and harmless, it is a cruel and deceitful creature.

#369 Relicanth



HEIGHT: 1m / 3'03"
WEIGHT: 23kg / 51 lbs

Longevity Pokémon
It has remained unchanged for millions of years. Relicanth was discovered in a deep sea expedition. It feeds on plankton. Their scales are like craggy rocks, they can endure the pressure of the deep sea.

TYPE:	Rock	Water
STRENGTH	●●●●●	
DEXTERITY	●●●●●	
VITALITY	●●●●●	
SPECIAL	●●●●●	
INSIGHT	●●●●●	

BASE HP: 5 SUGGESTED RANK: Amateur

ABILITIES: Rock Head & Swift Swim

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Harden	●	Normal	Tackle
●	Ground	Mud Sport	●	Normal	Flail
●	Water	Water Gun	●	Rock	Rock Tomb
●	Normal	Yawn	●	Normal	Take Down
●	Rock	Ancient Power	●	Psychic	Rest
●	Water	Dive	●	Normal	Double-Edge
●	Rock	Head Smash	●	Water	Hydro Pump
●	Ground	Magnitude	●	Normal	Skull Bash
●	Water	Aqua Tail			

#370 Luvdisc						TYPE:	Water
●	Normal	Tackle	●	Fairy	Charm	STRENGTH	●●●●●
●	Water	Water Gun	●	Psychic	Agility	DEXTERITY	●●●●●
●	Normal	Take Down	●	Fairy	Draining Kiss	VITALITY	●●●●●
●	Normal	Lucky Chant	●	Water	Water Pulse	SPECIAL	●●●●●
●	Psychic	Heart Stamp	●	Normal	Attract	INSIGHT	●●●●●
●	Normal	Flail	●	Fairy	Sweet Kiss	BASE HP:	4
●	Water	Hydro Pump	●	Water	Aqua Ring	SUGGESTED RANK:	Beginner
●	Normal	Captivate	●	Normal	Safeguard	ABILITIES:	Swift Swim
●	Normal	Swift	●	Psychic	Heal Pulse	EVOLUTIVE STAGE:	Final.
●	Normal	Captivate					

HEIGHT: 0.6m / 2'00"
WEIGHT: 8kg / 19 lbs

Rendezvous Pokémon
Luvdisc is a symbol of romance. It lives in shallow seas, swimming after couples, bringing them closer and promising eternal love. During their spawning season, the waters around them turn pink.

#371 Bagon



HEIGHT: 0.6m / 2'00"
WEIGHT: 42kg / 93 lbs

Rock Head Pokémon
Bagons dream of soaring the sky. This leads to a lot of frustration that makes them dive off cliffs in an attempt to fly. Their head is tough enough to survive the fall. They are very ill tempered and violent.

TYPE: **Dragon**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **3** SUGGESTED RANK: Amateur

ABILITIES: **Rock Head**

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Rage	●	Dark	Bite
●	Normal	Leer	●	Fire	Ember
●	Normal	Focus Energy	●	Normal	Headbutt
●	Dragon	Dragon Breath	●	Psychic	Zen Headbutt
●	Normal	Scary Face	●	Dark	Crunch
●	Dragon	Dragon Claw	●	Fire	Flamethrower
●	Normal	Double-Edge	●	Dragon	Dragon Rage
●	Normal	Mimic	●	Normal	Endure

#372 Shelgon



HEIGHT: 1.1m / 3'07"
WEIGHT: 110kg / 243 lbs

Endurance Pokémon
The body is covered in a powerful armor that resembles bones. It hides in caves awaiting evolution, enduring hunger and harm while its cells prepare for its final transformation.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Rage	●	Dark	Bite
●	Normal	Leer	●	Fire	Ember
●	Normal	Focus Energy	●	Normal	Headbutt
●	Normal	Protect	●	Dragon	Dragon Breath
●	Psychic	Zen Headbutt	●	Normal	Scary Face
●	Dark	Crunch	●	Dragon	Dragon Claw
●	Fire	Flamethrower	●	Normal	Double-Edge
●	Water	Hydro Pump	●	Dragon	Dragon Pulse
●	Steel	Iron Defense			

TYPE: **Dragon**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **4** SUGGESTED RANK: Amateur

ABILITIES: **Rock Head**

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Slow.

#373 Salamence



HEIGHT: 1.5m / 5'00"
WEIGHT: 102kg / 226 lbs

Dragon Pokémon
After a lifetime of struggling for a dream, it finally grew its wings. Salamence, however, is extremely dangerous, it scorches entire fields and mountains. It's easily angered and completely uncontrollable.

TYPE: **Dragon** **Flying**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **5** SUGGESTED RANK: Pro

ABILITIES: **Intimidate**

EVOLUTIVE STAGE: Final.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Rage	●	Dark	Bite
●	Normal	Leer	●	Fire	Ember
●	Normal	Focus Energy	●	Normal	Headbutt
●	Dragon	Dragon Breath	●	Normal	Focus Energy
●	Electric	Thunder Fang	●	Normal	Protect
●	Normal	Scary Face	●	Psychic	Zen Headbutt
●	Dark	Crunch	●	Flying	Fly
●	Normal	Double-Edge	●	Dragon	Dragon Claw
●	Fire	Flamethrower	●	Dragon	Dragon Tail
●	Dragon	Outrage	●	Dragon	Dragon Dance
●	Dragon	Draco Meteor			

Mega-Salamence



HEIGHT: 1.8m / 6'00"
WEIGHT: 112kg / 248 lbs

Dragon Pokémon
The power of the Mega Stone gives it the nickname "The blood-soaked Crescent". It is violent and very unpredictable, even turning on their own trainer. Many believe it is because its bent wings cause it pain.

TYPE: **Dragon** **Flying**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

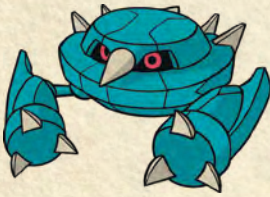
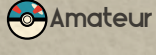



BASE HP: **6** SUGGESTED RANK: Master


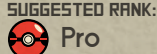



ABILITIES: **Aerialate**

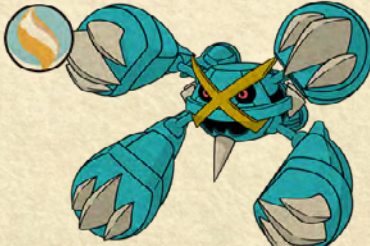
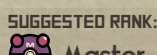



EVOLUTIVE STAGE: Mega Evolution.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Rage	●	Dark	Bite
●	Normal	Leer	●	Fire	Ember
●	Normal	Focus Energy	●	Normal	Headbutt
●	Dragon	Dragon Breath	●	Normal	Focus Energy
●	Electric	Thunder Fang	●	Normal	Protect
●	Normal	Scary Face	●	Psychic	Zen Headbutt
●	Dark	Crunch	●	Flying	Fly
●	Normal	Double-Edge	●	Dragon	Dragon Claw
●	Fire	Flamethrower	●	Dragon	Dragon Tail
●	Dragon	Outrage	●	Dragon	Dragon Dance
●	Dragon	Draco Meteor			

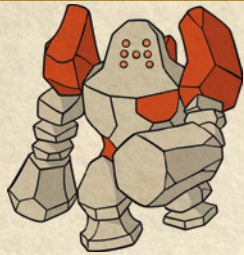
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#374 Beldum	TYPE:	Steel	Psychic
🌀	Normal	Take Down	🌀	Steel	Iron Head		STRENGTH ●●●●	DEXTERITY ●●●●	VITALITY ●●●●●
🔴	Normal	Headbutt							
						HEIGHT: 0.6m / 2'00" WEIGHT: 95kg / 210 lbs Iron Ball Pokémon Beldum uses magnetic pulses to float and communicate. When it finds others, they move in perfect unison. It needs to develop a new brain to evolve; two of them may merge or it could develop a new one with time.	BASE HP: 3 SUGGESTED RANK:  Beginner		
							ABILITIES: Clear Body		
							EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.   		

#375 Metang	TYPE:	Steel	Psychic	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH ●●●●●	DEXTERITY ●●●●●	VITALITY ●●●●●	SPECIAL ●●●●●	INSIGHT ●●●●●	🌀 Normal	🔴 Psychic	🌀 Normal	🔴 Psychic
						🔴 Steel	🔴 Electric	🔴 Dark	🔴 Psychic
HEIGHT: 1.2m / 3'11" WEIGHT: 202kg / 446 lbs Iron Claw Pokémon Its two brains are joined by a magnetic nervous system. This allows Metang to use psychokinetic powers. It is able to float and move in midair at 60 mph. To evolve further it will need more brain power.	BASE HP: 4	SUGGESTED RANK:  Amateur	ABILITIES: Clear Body	EVOLUTIVE STAGE: Second. EVOLUTION TIME: Slow.	  	🌀 Normal	🔴 Psychic	🔴 Electric	🔴 Psychic
						🔴 Steel	🔴 Electric	🔴 Normal	🔴 Ice
						🌀 Normal	🔴 Psychic	🔴 Electric	🔴 Normal
						🔴 Steel	🔴 Psychic	🔴 Normal	🔴 Ice
						🔴 Electric	🔴 Normal	🔴 Ice	
						🔴 Normal	🔴 Normal		

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#376 Metagross	TYPE:	Steel	Psychic
🌀	Normal	Take Down	🔴	Psychic	Confusion		STRENGTH ●●●●●	DEXTERITY ●●●●●	VITALITY ●●●●●
🔴	Steel	Metal Claw	🔴	Electric	Magnet Rise				
🔴	Dark	Pursuit	🔴	Psychic	Miracle Eye	HEIGHT: 1.6m / 5'03" WEIGHT: 550kg / 1212 lbs Iron Leg Pokémon It has four powerful brains that allow it to react at the speed of a super computer. It pins its prey under its massive body, then eats it using the large mouth on its stomach. A powerful and ruthless Pokémon.	BASE HP: 5 SUGGESTED RANK:  Pro		
🔴	Psychic	Zen Headbutt	🔴	Steel	Bullet Punch		ABILITIES: Clear Body		
🔴	Normal	Scary Face	🔴	Psychic	Agility		EVOLUTION: Final Form.		
🔴	Psychic	Psychic	🔴	Steel	Meteor Mash		  		
🔴	Fight	Hammer Arm	🔴	Steel	Iron Defense				
🔴	Normal	Hyper Beam	🔴	Normal	Self-Destruct				
🔴	Normal	Block	🔴	Psychic	Telekinesis				

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	Mega-Metagross	TYPE:	Steel	Psychic
🌀	Normal	Take Down	🔴	Psychic	Confusion		STRENGTH ●●●●●	DEXTERITY ●●●●●	VITALITY ●●●●●
🔴	Steel	Metal Claw	🔴	Electric	Magnet Rise				
🔴	Dark	Pursuit	🔴	Psychic	Miracle Eye	HEIGHT: 2.5m / 8'02" WEIGHT: 942kg / 2078 lbs Iron Leg Pokémon The power of the Mega Stone made its four minds combine. It is now a merciless machine-like beast. If it calculates its chances to win are diminishing it will clutch itself into its foe and self-destruct.	BASE HP: 6 SUGGESTED RANK:  Master		
🔴	Psychic	Zen Headbutt	🔴	Steel	Bullet Punch		ABILITIES: Tough Claws		
🔴	Normal	Scary Face	🔴	Psychic	Agility		EVOLUTIVE STAGE: Mega Evolution.		
🔴	Psychic	Psychic	🔴	Steel	Meteor Mash		  		
🔴	Fight	Hammer Arm	🔴	Steel	Iron Defense				
🔴	Normal	Hyper Beam	🔴	Normal	Self-Destruct				
🔴	Normal	Block	🔴	Psychic	Telekinesis				

#377 Regirock



HEIGHT: 1.7m / 5'07" WEIGHT: 460kg/1014 lbs

Pokédex has no data.

It is said to be an immortal being the size of the peak of a mountain. Could he be a remnant from the most ancient times of this world?

TYPE: Rock

STRENGTH ●●●●●●

DEXTERITY ●●●●

VITALITY ●●●●●●●●●●

SPECIAL ●●●●

INSIGHT ●●●●●●

BASE HP: 4 **SUGGESTED RANK:** Master

ABILITIES: Clear Body & Sturdy

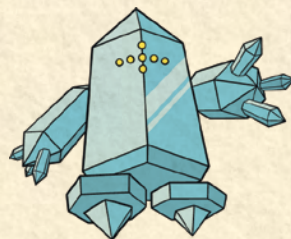
EVOLUTIVE STAGE: Unknown.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Stomp	1	Rock	Rock Throw
2	Electric	Charge Beam	2	Ground	Bulldoze
3	Ghost	Curse	3	Rock	Ancient Power
4	Steel	Iron Defense	4	Rock	Stone Edge
5	Fight	Hammer Arm	5	Normal	Lock-On
6	Electric	Zap Cannon	6	Fight	Superpower
7	Normal	Hyper Beam	7	Normal	Explosion
8	Normal	Mimic	8	Rock	Rock Slide
9	Rock	Rock Smash	9	Rock	Rock Polish

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Stomp	1	Ice	Icy Wind
2	Electric	Charge Beam	2	Ground	Bulldoze
3	Ghost	Curse	3	Rock	Ancient Power
4	Psychic	Amnesia	4	Ice	Ice Beam
5	Fight	Hammer Arm	5	Normal	Lock-On
6	Electric	Zap Cannon	6	Fight	Superpower
7	Normal	Hyper Beam	7	Normal	Explosion
8	Normal	Mimic	8	Ice	Avalanche
9	Ice	Ice Punch	9	Ice	Aurora Veil

#378 Regice



HEIGHT: 1.8m / 6'00" WEIGHT: 300kg / 261 lbs

Pokédex has no data.

It is said to be undistinguishable from a gigantic iceberg. Its myth says its body can't be melted even if submerged in magma. Regice could freeze the air to bring a new ice age.

TYPE: Ice

STRENGTH ●●●●

DEXTERITY ●●●●

VITALITY ●●●●●●

SPECIAL ●●●●●●

INSIGHT ●●●●●●●●●●

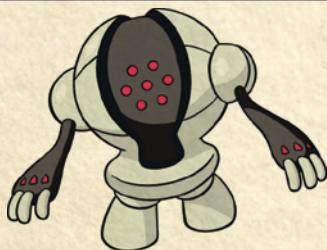
BASE HP: 4 **SUGGESTED RANK:** Master

ABILITIES: Clear Body & Ice Body

EVOLUTIVE STAGE: Unknown.



#379 Registeel



HEIGHT: 1.9m / 6'03" WEIGHT: 408kg / 900 lbs

Pokédex has no data.

His body was indestructible. A flexible metal out of this world that can shrink, expand, made solid or liquid at the speed of thought. Could the myths be true?

TYPE: Steel

STRENGTH ●●●●●

DEXTERITY ●●●●

VITALITY ●●●●●●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●●●

BASE HP: 4 **SUGGESTED RANK:** Master

ABILITIES: Clear Body & Light Metal

EVOLUTIVE STAGE: Unknown.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Stomp	1	Steel	Metal Claw
2	Electric	Charge Beam	2	Ground	Bulldoze
3	Ghost	Curse	3	Rock	Ancient Power
4	Steel	Iron Defense	4	Psychic	Amnesia
5	Steel	Iron Head	5	Steel	Flash Cannon
6	Fight	Hammer Arm	6	Normal	Lock-On
7	Electric	Zap Cannon	7	Fight	Superpower
8	Normal	Hyper Beam	8	Normal	Explosion
9	Normal	Mimic	9	Normal	Block
10	Normal	Endure	10	Normal	Safeguard

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Helping Hand	1	Normal	Safeguard
2	Psychic	Psywave	2	Normal	Wish
3	Water	Water Sport	3	Fairy	Charm
4	Normal	Stored Power	4	Normal	Refresh
5	Psychic	Heal Pulse	5	Dragon	Dragon Breath
6	Ice	Mist Ball	6	Psychic	Psycho Shift
7	Normal	Recover	7	Normal	Reflect Type
8	Psychic	Zen Headbutt	8	Psychic	Guard Split
9	Psychic	Psychic	9	Dragon	Dragon Pulse
10	Psychic	Healing Wish	10	Normal	Camouflage
11	Psychic	Role Play			

#380 Latias



HEIGHT: 1.4m / 4'07" WEIGHT: 40kg / 88 lbs

Pokédex has no data.

The legend tells about two Pokémon that could take human shapes, use psychic powers and become invisible. They were raised by an old couple as their own children. The little girl had a red dress.

TYPE: Dragon Psychic

STRENGTH ●●●●●

DEXTERITY ●●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●●



INSIGHT ●●●●●●●

BASE HP: 4 **SUGGESTED RANK:** Master

ABILITIES: Levitate



EVOLUTIVE STAGE: Unknown.




Mega-Latias			Mega-Latias			TYPE: Dragon Psychic
🌀	Normal	Helping Hand	🌀	Normal	Safeguard	 <p>HEIGHT: 1.8m / 6'00" WEIGHT: 52kg / 114 lbs</p> <p>Pokédex has no data. Latias is very in synch with human emotions, it can communicate using telepathy. With the power of the Mega Stone all of its capabilities are enhanced although its personality becomes more distant than usual.</p> <p>BASE HP: 5 SUGGESTED RANK: Master</p> <p>ABILITIES: Levitate</p> <p>EVOLUTIVE STAGE: Mega Evolution.</p> 
🧠	Psychic	Psywave	🌀	Normal	Wish	
💧	Water	Water Sport	🧠	Fairy	Charm	
🌀	Normal	Stored Power	🌀	Normal	Refresh	
🧠	Psychic	Heal Pulse	🌀	Dragon	Dragon Breath	
❄️	Ice	Mist Ball	🧠	Psychic	Psycho Shift	
🌀	Normal	Recover	🌀	Normal	Reflect Type	
🧠	Psychic	Zen Headbutt	🧠	Psychic	Guard Split	
🧠	Psychic	Psychic	🌀	Dragon	Dragon Pulse	
🧠	Psychic	Healing Wish	🌀	Normal	Camouflage	
🧠	Psychic	Role Play				

#381 Latios	TYPE: Dragon Psychic	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	
 <p>HEIGHT: 2m / 6'07" WEIGHT: 60 kg / 132 lbs</p> <p>Pokédex has no data. The legend tells about two Pokémon that could take human shapes, use psychic powers and become invisible. They were raised by an old couple as their own children. The boy was the oldest and wore a blue shirt.</p> 	STRENGTH	●●●●●	🌀	Normal	Helping Hand	🌀	Normal	Safeguard
	DEXTERITY	●●●●●	🧠	Psychic	Psywave	🧠	Psychic	Heal Block
	VITALITY	●●●●●	🌀	Normal	Protect	🌀	Dragon	Dragon Dance
	SPECIAL	●●●●●●●	🌀	Normal	Stored Power	🌀	Normal	Refresh
	INSIGHT	●●●●●	🧠	Psychic	Heal Pulse	🌀	Dragon	Dragon Breath
	BASE HP: 4	SUGGESTED RANK: Master	🧠	Psychic	Luster Purge	🧠	Psychic	Psycho Shift
	ABILITIES: Levitate	EVOLUTIVE STAGE: Unknown.	🌀	Normal	Recover	🧠	Psychic	Telekinesis
			🧠	Psychic	Zen Headbutt	🌀	Normal	Power Split
			🧠	Psychic	Psychic	🌀	Dragon	Dragon Pulse
			🌀	Dark	Memento	🌀	Normal	Camouflage
		🧠	Psychic	Role Play				

Mega-Latios	TYPE: Dragon Psychic	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	
 <p>HEIGHT: 2.3m / 7'07" WEIGHT: 70kg / 154 lbs</p> <p>Pokédex has no data. Latios is very in synch with human logic, it can communicate using telepathy. With the power of the Mega Stone all of its capabilities are enhanced although its personality becomes more caring than usual.</p> 	STRENGTH	●●●●●●●	🌀	Normal	Helping Hand	🌀	Normal	Safeguard
	DEXTERITY	●●●●●	🧠	Psychic	Psywave	🧠	Psychic	Heal Block
	VITALITY	●●●●●	🌀	Normal	Protect	🌀	Dragon	Dragon Dance
	SPECIAL	●●●●●●●	🌀	Normal	Stored Power	🌀	Normal	Refresh
	INSIGHT	●●●●●	🧠	Psychic	Heal Pulse	🌀	Dragon	Dragon Breath
	BASE HP: 5	SUGGESTED RANK: Master	🧠	Psychic	Luster Purge	🧠	Psychic	Psycho Shift
	ABILITIES: Levitate	EVOLUTIVE STAGE: Unknown.	🌀	Normal	Recover	🧠	Psychic	Telekinesis
			🧠	Psychic	Zen Headbutt	🌀	Normal	Power Split
			🧠	Psychic	Psychic	🌀	Dragon	Dragon Pulse
			🌀	Dark	Memento	🌀	Normal	Camouflage
		🧠	Psychic	Role Play				

#382 Kyogre			#382 Kyogre			TYPE: Water
🧠	Rock	Ancient Power	🌀	Water	Water Pulse	 <p>HEIGHT: 4.5m / 14'09" WEIGHT: 1ton / 2204 lbs</p> <p>Pokédex has no data. Kyogre is named in mythology as the God that expanded the seas and oceans with torrential waters and huge tidal waves. It is the mortal enemy of Groudon.</p> <p>BASE HP: 6 SUGGESTED RANK: Master</p> <p>ABILITIES: Drizzle</p> <p>EVOLUTIVE STAGE: Unknown.</p> 
🌀	Normal	Scary Face	🌀	Water	Aqua Tail	
❄️	Ice	Ice Beam	🌀	Water	Origin Pulse	
🧠	Psychic	Calm Mind	🌀	Water	Muddy Water	
❄️	Ice	Sheer Cold	🌀	Water	Hydro Pump	
🌀	Normal	Double Edge	🌀	Water	Water Spout	
🌀	Normal	Strength	🌀	Water	Dive	
🌀	Water	Whirlpool	❄️	Ice	Blizzard	
🌀	Normal	Psych Up	❄️	Ice	Mist	
🌀	Flying	Defog	🧠	Psychic	Telekinesis	
❄️	Ice	Blizzard	🌀	Fight	Drain Punch	
🌀	Dark	Snatch				

Primal Kyogre						TYPE: Water
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	 <p>HEIGHT: 9.8m / 32'02" WEIGHT: 1.5ton/3306 lbs</p> <p>Pokédex has no data. Millions of years ago chaos reigned. Neverending typhoons drowning all life under unforgiving waters. Who was so sad and hurt in the deep darkness of the sea? As its sapphire tears still flood the world.</p>
👤	Rock	Ancient Power	👤	Water	Water Pulse	
👤	Normal	Scary Face	👤	Water	Aqua Tail	
👤	Ice	Ice Beam	👤	Water	Origin Pulse	
👤	Psychic	Calm Mind	👤	Water	Muddy Water	
👤	Ice	Sheer Cold	👤	Water	Hydro Pump	
👤	Normal	Double Edge	👤	Water	Water Spout	
👤	Normal	Strength	👤	Water	Dive	
👤	Water	Whirlpool	👤	Ice	Blizzard	
👤	Normal	Psych Up	👤	Ice	Mist	
👤	Flying	Defog	👤	Psychic	Telekinesis	
👤	Ice	Blizzard	👤	Fight	Drain Punch	
👤	Dark	Snatch				

STRENGTH ●●●●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●●●●


INSIGHT ●●●●●●●●


BASE HP: **10**

SUGGESTED RANK: Master

ABILITIES: Primordial Sea

EVOLUTIVE STAGE: Unknown.

 #382

#383 Groudon			TYPE: Ground						
	STRENGTH	●●●●●●●●	<p>BASE HP: 5</p> <p>SUGGESTED RANK: Master</p> <p>ABILITIES: Drought</p> <p>EVOLUTIVE STAGE: Unknown.</p>	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	DEXTERITY	●●●●●		👤	Rock	Ancient Power	👤	Ground	Mud Shot
	VITALITY	●●●●●●●		👤	Normal	Scary Face	👤	Ground	Earth Power
	SPECIAL	●●●●●●		👤	Fire	Lava Plume	👤	Psychic	Rest
	INSIGHT	●●●●●		👤	Ground	Earthquake	👤	Ground	Precipice Blades
				👤	Fight	Bulk Up	👤	Grass	Solar Beam

HEIGHT: 3.5m / 11'06" WEIGHT: 1ton / 2204 lbs


Pokédex has no data.
Described in mythology as the God creator of lands, mountains, volcanoes and continents. Any water or clouds evaporate in its presence. It is the mortal enemy of Kyogre.

BASE HP: **5**

SUGGESTED RANK: Master

ABILITIES: Drought

EVOLUTIVE STAGE: Unknown.

 #383

Primal Groudon			TYPE: Ground Fire						
	STRENGTH	●●●●●●●●	<p>BASE HP: 7</p> <p>SUGGESTED RANK: Master</p> <p>ABILITIES: Desolate Land</p> <p>EVOLUTIVE STAGE: Unknown.</p>	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	DEXTERITY	●●●●●		👤	Rock	Ancient Power	👤	Ground	Mud Shot
	VITALITY	●●●●●●●		👤	Normal	Scary Face	👤	Ground	Earth Power
	SPECIAL	●●●●●●●		👤	Fire	Lava Plume	👤	Psychic	Rest
	INSIGHT	●●●●●		👤	Ground	Earthquake	👤	Ground	Precipice Blades
				👤	Fight	Bulk Up	👤	Grass	Solar Beam
				👤	Ground	Fissure	👤	Fire	Fire Blast
				👤	Fight	Hammer Arm	👤	Fire	Eruption
				👤	Ground	Mud Sport	👤	Ground	Dig
				👤	Normal	Strength	👤	Normal	Block
				👤	Rock	Stealth Rock	👤	Rock	Rock Smash
				👤	Fire	Flame Wheel	👤	Fire	Heat Crash
				👤	Rock	Sandstorm	👤	Rock	Wide Guard
		👤	Rock	Rock Climb					

HEIGHT: 5m / 16'05" WEIGHT: 1.5ton/3306 lbs

Pokédex has no data.
Millions of years ago chaos reigned, volcanoes erupting without control, and unbearable heat made all life dry out. Who was so angry inside the raging fire? For its fury has since ingrained into the earth as red rubies.


BASE HP: **7**

SUGGESTED RANK: Master

ABILITIES: Desolate Land

EVOLUTIVE STAGE: Unknown.

 #383

#384 Rayquaza						TYPE: Dragon Flying
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	 <p>HEIGHT: 7m / 23'00" WEIGHT: 405kg / 892 lbs</p> <p>Pokédex has no data. The legend tells how Rayquaza lived in the outer layer of this world. It came to end the quarrell between Groudon and Kyogre, granted the world with blue skies and then left.</p>
👤	Dragon	Twister	👤	Normal	Scary Face	
👤	Rock	Ancient Power	👤	Dark	Crunch	
👤	Flying	Air Slash	👤	Psychic	Rest	
👤	Normal	Extreme Speed	👤	Dragon	Dragon Pulse	
👤	Dragon	Dragon Dance	👤	Flying	Fly	
👤	Normal	Hyper Voice	👤	Dragon	Outrage	
👤	Normal	Hyper Beam	👤	Normal	Roar	
👤	Dragon	Dragon Ascent	👤	Flying	Sky Drop	
👤	Flying	Defog	👤	Flying	Tailwind	
👤	Water	Rain Dance	👤	Fire	Sunny Day	
👤	Water	Dive	👤	Ground	Dig	
👤	Dragon	Draco Meteor	👤	Flying	Hurricane	
👤	Psychic	Cosmic Power				

STRENGTH ●●●●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●●●●


INSIGHT ●●●●●

BASE HP: **8**


SUGGESTED RANK: Master

ABILITIES: Air Lock

EVOLUTIVE STAGE: Unknown.

 #384

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
👤	Dragon	Twister	👤	Normal	Scary Face
👤	Rock	Ancient Power	👤	Dark	Crunch
👤	Flying	Air Slash	👤	Psychic	Rest
👤	Normal	Extreme Speed	👤	Dragon	Dragon Pulse
👤	Dragon	Dragon Dance	👤	Flying	Fly
👤	Normal	Hyper Voice	👤	Dragon	Outrage
👤	Normal	Hyper Beam	👤	Normal	Roar
👤	Dragon	Dragon Ascent	👤	Flying	Sky Drop
👤	Flying	Defog	👤	Flying	Tailwind
👤	Water	Rain Dance	👤	Fire	Sunny Day
👤	Water	Dive	👤	Ground	Dig
👤	Dragon	Draco Meteor	👤	Flying	Hurricane
👤	Psychic	Cosmic Power			



HEIGHT:
10.8m / 35'05"

WEIGHT:
392kg / 864 lbs

Pokédex has no data.
What does the power of the Mega Stone truly entail? Is it the bond between a Trainer and their companion?
Or is it all about taking a hold of a forbidden power?

TYPE: Dragon Flying

STRENGTH ●●●●●●●●

DEXTERITY ●●●●●●

VITALITY ●●●●●●

SPECIAL ●●●●●●●●


INSIGHT ●●●●●●

BASE HP: 11

SUGGESTED RANK: Master


ABILITIES: Delta Stream

EVOLUTIVE STAGE: Mega Evolution.



#384

#385 Jirachi



HEIGHT:
0.3m / 1'00"

WEIGHT:
1.1kg / 2.4 lbs

Pokédex has no data.
It is said that every 1000 years, a shooting star appears in the sky for 7 days, granting wishes to those of pure heart.
Another common saying is:
"Be careful what you wish for."



#385

TYPE: Steel Psychic

STRENGTH ●●●●●●

DEXTERITY ●●●●●●

VITALITY ●●●●●●

SPECIAL ●●●●●●

INSIGHT ●●●●●●

BASE HP: 5

SUGGESTED RANK: Master


ABILITIES: Serene Grace

EVOLUTIVE STAGE: Unknown.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
👤	Normal	Wish	👤	Steel	Doom Desire
👤	Steel	Meteor Mash	👤	Normal	Swift
👤	Normal	Helping Hand	👤	Psychic	Psychic
👤	Normal	Refresh	👤	Normal	Lucky Chant
👤	Psychic	Rest	👤	Psychic	Zen Headbutt
👤	Normal	Double-Edge	👤	Psychic	Gravity
👤	Psychic	Healing Wish	👤	Psychic	Future Sight
👤	Psychic	Cosmic Power	👤	Normal	Last Resort
👤	Psychic	Confusion	👤	Normal	Confide
👤	Psychic	Trick	👤	Psychic	Trick Room

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
👤	Normal	Leer	👤	Normal	Wrap
👤	Ghost	Night Shade	👤	Psychic	Teleport
👤	Dark	Knock Off	👤	Dark	Pursuit
👤	Psychic	Psychic	👤	Dark	Snatch
👤	Psychic	Psycho Shift	👤	Psychic	Zen Headbutt
👤	Psychic	Cosmic Power	👤	Normal	Recover
👤	Psychic	Psycho Boost	👤	Normal	Hyper Beam
👤	Poison	Toxic	👤	Normal	Laser Focus
👤	Normal	Bind	👤	Bug	Signal Beam

#386 Deoxys



HEIGHT:
1.7m / 5'07"

WEIGHT:
60kg / 132 lbs

Pokédex has no data.
A space expedition had to be aborted due to an emergency. The ship's crew mentioned a creature attacking them inside their ship. They all gave different descriptions of said creature.

TYPE: Psychic

STRENGTH ●●●●●●●●

DEXTERITY ●●●●●●●●

VITALITY ●●●●

SPECIAL ●●●●●●●●


INSIGHT ●●●●

BASE HP: 4

SUGGESTED RANK: Master

ABILITIES: Pressure


EVOLUTIVE STAGE: Unknown.



#386

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
👤	Normal	Leer	👤	Normal	Wrap
👤	Ghost	Night Shade	👤	Psychic	Teleport
👤	Dark	Taunt	👤	Dark	Pursuit
👤	Psychic	Psychic	👤	Fight	Superpower
👤	Psychic	Psycho Shift	👤	Psychic	Zen Headbutt
👤	Psychic	Cosmic Power	👤	Electric	Zap Cannon
👤	Psychic	Psycho Boost	👤	Normal	Hyper Beam
👤	Poison	Toxic	👤	Normal	Laser Focus
👤	Normal	Bind	👤	Bug	Signal Beam

#386 Deoxys



HEIGHT:
1.7m / 5'07"

WEIGHT:
60kg / 132 lbs

Pokédex has no data.
The main engineer of the space crew reported a tentacled creature that ripped with ease through the thick metal hull of the ship to escape. The ship was recovered and was indeed torn in two sections.

TYPE: Psychic

STRENGTH ●●●●●●●●●●

DEXTERITY ●●●●●●●●

VITALITY ●●

SPECIAL ●●●●●●●●●●


INSIGHT ●●

BASE HP: 4



SUGGESTED RANK: Master

ABILITIES: Pressure

EVOLUTIVE STAGE: Unknown.





#386

#386 Deoxys						TYPE: Psychic	
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		STRENGTH ●●●●●
●	Normal	Leer	●	Normal	Wrap		DEXTERITY ●●●●●
●	Ghost	Night Shade	●	Psychic	Teleport		VITALITY ●●●●●●●●●●
●	Dark	Knock Off	●	Ground	Spikes		SPECIAL ●●●●●
●	Psychic	Psychic	●	Dark	Snatch		INSIGHT ●●●●●●●●●●
●	Psychic	Psycho Shift	●	Psychic	Zen Headbutt		BASE HP: 4
●	Steel	Iron Defense	●	Psychic	Amnesia		SUGGESTED RANK: Master
●	Psychic	Psycho Boost	●	Normal	Recover		ABILITIES: Pressure
●	Fight	Counter	●	Psychic	Mirror Coat		EVOLUTIVE STAGE: Unknown.
●	Normal	Bind	●	Bug	Signal Beam	 #386	

HEIGHT: 1.7m / 5'07" WEIGHT: 60kg / 132 lbs

Pokédex has no data.
 One member of the space crew mentioned a broad creature that could reflect their weapon's attacks back at them.
 There was an explosion and the creature left, unscathed.

#386 Deoxys						TYPE: Psychic	
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		STRENGTH ●●●●●●●
●	Normal	Leer	●	Normal	Wrap		DEXTERITY ●●●●●●●●●●
●	Ghost	Night Shade	●	Normal	Double Team		VITALITY ●●●●●
●	Dark	Knock Off	●	Dark	Pursuit		SPECIAL ●●●●●●●
●	Psychic	Psychic	●	Normal	Swift		INSIGHT ●●●●●
●	Psychic	Psycho Shift	●	Psychic	Zen Headbutt		BASE HP: 4
●	Psychic	Agility	●	Normal	Recover		SUGGESTED RANK: Master
●	Psychic	Psycho Boost	●	Normal	Extreme Speed		ABILITIES: Pressure
●	Poison	Toxic	●	Normal	Laser Focus		EVOLUTIVE STAGE: Unknown.
●	Normal	Bind	●	Bug	Signal Beam	 #386	

HEIGHT: 1.7m / 5'07" WEIGHT: 60kg / 132 lbs

Pokédex has no data.
 The First officer mentioned a slim creature that moved too fast for the radar to register and the eye to see. She saw it for a split second before it supposedly attacked the other end of the ship.

#387 Turtwig		TYPE: Grass	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH	●●●●●	●	Normal	Tackle	●	Water	Withdraw
	DEXTERITY	●●●●●	●	Grass	Absorb	●	Grass	Razor Leaf
	VITALITY	●●●●●	●	Ghost	Curse	●	Dark	Bite
	SPECIAL	●●●●●	●	Grass	Mega Drain	●	Grass	Leech Seed
	INSIGHT	●●●●●	●	Grass	Synthesis	●	Dark	Crunch
	BASE HP: 3	SUGGESTED RANK: Starter	●	Grass	Giga Drain	●	Grass	Leaf Storm
ABILITIES: Overgrow	EVOLUTIVE STAGE: First	●	Ground	Mud Slap	●	Grass	Seed Bomb	
EVOLUTION TIME: Medium.	 #387  #388  #389	●	Grass	Grass Pledge				

HEIGHT: 0.4m / 1'04" WEIGHT: 10kg / 22 lbs

Tiny Leaf Pokémon
 It makes its home close to lakes, although it is rare to find one. The shell on its back is made of hardened soil and should be moist for it to be healthy. It uses photosynthesis to get energy.

#388 Grotle						TYPE: Grass	
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		STRENGTH ●●●●●
●	Normal	Tackle	●	Water	Withdraw		DEXTERITY ●●●●●
●	Grass	Absorb	●	Grass	Razor Leaf		VITALITY ●●●●●
●	Ghost	Curse	●	Dark	Bite		SPECIAL ●●●●●
●	Grass	Mega Drain	●	Grass	Leech Seed		INSIGHT ●●●●●
●	Grass	Synthesis	●	Dark	Crunch		BASE HP: 4
●	Grass	Giga Drain	●	Grass	Leaf Storm		SUGGESTED RANK: Amateur
●	Fight	Superpower	●	Grass	Grassy Terrain		ABILITIES: Overgrow
●	Grass	Grass Pledge					EVOLUTIVE STAGE: Second
						EVOLUTION TIME: Medium.	
						 #387  #388  #389	

HEIGHT: 1m / 3'07" WEIGHT: 97kg / 213 lbs

Grove Pokémon
 Other Pokémon harass Grotle when the bushes on its back have berries or fruit. It patiently waits for others to finish eating before moving. It loves clear water and it's good at finding cool ponds and springs.

#389 Torterra



TYPE: Grass Ground

STRENGTH ●●●○○○
DEXTERITY ●●○○○○
VITALITY ●●●○○○
SPECIAL ●●○○○○
INSIGHT ●●○○○○

BASE HP: 5 **SUGGESTED RANK:** Ace

ABILITIES: Overgrow

EVOLUTIVE STAGE: Final.

HEIGHT: 2.2m / 7'03" **WEIGHT:** 620kg / 1366 lbs

Continent Pokémon
 Torterras travel in groups, mistaken as moving forests. Many pokémon make their nest on its back and live there for their entire lives. Ancient people thought that they lived on the back of a giant Torterra.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Tackle	○	Water	Withdraw
○	Grass	Absorb	○	Grass	Razor Leaf
○	Dark	Bite	○	Ghost	Curse
○	Ground	Earthquake	○	Grass	Mega Drain
○	Grass	Synthesis	○	Grass	Leech Seed
○	Grass	Wood Hammer	○	Dark	Crunch
○	Grass	Giga Drain	○	Grass	Leaf Storm
○	Dragon	Outrage	○	Rock	Wide Guard
○	Grass	Frenzy Plant			

#387 #388 #389

#390 Chimchar



TYPE: Fire

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●○○○○
SPECIAL ●●○○○
INSIGHT ●○○○○

BASE HP: 3 **SUGGESTED RANK:** Starter

ABILITIES: Blaze

EVOLUTIVE STAGE: First. **EVOLUTION TIME:** Medium.


HEIGHT: 0.5m / 1'08" **WEIGHT:** 6kg / 13 lbs

Chimp Pokémon
 They climb sheer cliffs to live at the top of the mountains. Small groups of them tend to visit human campings to steal food and objects. They are playful and will wreak havoc if they want to have fun.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Leer	○	Normal	Scratch
○	Fire	Ember	○	Dark	Taunt
○	Normal	Fury Swipes	○	Fire	Flame Wheel
○	Dark	Nasty Plot	○	Dark	Torment
○	Normal	Facade	○	Fire	Fire Spin
○	Flying	Acrobatics	○	Normal	Slack Off
○	Fire	Flamethrower	○	Normal	Helping Hand
○	Normal	Fake Out	○	Fire	Fire Pledge

#390 #391 #392

#391 Monferno



TYPE: Fire Fight

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 4 **SUGGESTED RANK:** Amateur

ABILITIES: Blaze

EVOLUTIVE STAGE: Second. **EVOLUTION TIME:** Medium.


HEIGHT: 0.9m / 2'11" **WEIGHT:** 22kg / 48 lbs

Playful Pokémon
 It bounces off walls and ceilings to launch aerial attacks. They live in packs in distant mountains. The size of their flame and the blue pattern on their faces determine their rank. They are small but very strong.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Scratch	○	Normal	Leer
○	Fire	Ember	○	Dark	Taunt
○	Fight	Mach Punch	○	Normal	Fury Swipes
○	Fire	Flame Wheel	○	Normal	Feint
○	Dark	Torment	○	Fight	Close Combat
○	Fire	Fire Spin	○	Flying	Acrobatics
○	Normal	Slack Off	○	Fire	Flare Blitz
○	Fire	Fire Punch	○	Electric	Thunder Punch
○	Fire	Fire Pledge			

#390 #391 #392

#392 Infernape



TYPE: Fire Fight

STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○○

BASE HP: 5 **SUGGESTED RANK:** Ace

ABILITIES: Blaze

EVOLUTIVE STAGE: Final.

HEIGHT: 1.2m / 3'11" **WEIGHT:** 55kg / 121 lbs

Flame Pokémon
 Its fire crown showcases its proud and fiery nature. Infernape won't hesitate to fight bigger foes and will take on any challenge they face. Once Infernape enters a battle, it won't back down until it wins.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Leer	○	Normal	Scratch
○	Dark	Taunt	○	Fire	Ember
○	Normal	Fury Swipes	○	Fight	Mach Punch
○	Normal	Feint	○	Fire	Flame Wheel
○	Fire	Fire Spin	○	Dark	Punishment
○	Fight	Close Combat	○	Fire	Flare Blitz
○	Flying	Acrobatics	○	Psychic	Calm Mind
○	Normal	Endure	○	Dragon	Dual Chop
○	Fire	Blast Burn			

#390 #391 #392

#393 Piplup



TYPE: **Water**

STRENGTH ●●●●
 DEXTERITY ●●●●
 VITALITY ●●●●
 SPECIAL ●●●●
 INSIGHT ●●●●

BASE HP: **3** SUGGESTED RANK: Beginner

ABILITIES: **Torrent**

EVOLUTIVE STAGE: First.
 EVOLUTION TIME: Medium.



HEIGHT: 0.4m / 1'04" WEIGHT: 5kg / 11 lbs

Penguin Pokémon
 Piplups are extremely proud. They won't take anything from anyone nor accept being taken care of. It lives along shores in northern countries. It is a good swimmer but terrible at walking, it trips over often.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Pound		Normal	Growl
	Water	Bubble		Water	Water Sport
	Flying	Peck		Water	Bubble Beam
	Normal	Bide		Normal	Fury Attack
	Water	Brine		Water	Whirlpool
	Ice	Mist		Flying	Drill Peck
	Water	Hydro Pump		Ice	Icy Wind
	Normal	Flail		Water	Water Pledge

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#394 Prinplup	TYPE: Water
	Normal	Growl		Normal	Tackle		STRENGTH ●●●●
	Water	Bubble		Water	Water Sport		DEXTERITY ●●●●
	Flying	Peck		Steel	Metal Claw		VITALITY ●●●●
	Water	Bubble Beam		Normal	Bide		SPECIAL ●●●●
	Normal	Fury Attack		Water	Brine		INSIGHT ●●●●
	Water	Whirlpool		Ice	Mist		BASE HP: 4 SUGGESTED RANK: Amateur
	Water	Whirlpool		Water	Hydro Pump		ABILITIES: Torrent
	Flying	Drill Peck		Water	Hydro Pump		EVOLUTIVE STAGE: Second. EVOLUTION TIME: Medium.
	Psychic	Agility		Flying	Feather Dance		
	Water	Water Pledge				HEIGHT: 0.8m / 2'07" WEIGHT: 23kg / 50 lbs	
						Penguin Pokémon Prinplups hunt in icy seas. They live solitary lives because they cannot stand company and will never form a group or a team. They believe they are the most important thing in the world, it's almost irritating.	

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#395 Empoleon	TYPE: Water Steel
	Normal	Growl		Normal	Tackle		STRENGTH ●●●●
	Water	Bubble		Water	Water Sport		DEXTERITY ●●●●
	Flying	Peck		Steel	Metal Claw		VITALITY ●●●●
	Water	Bubble Beam		Normal	Bide		SPECIAL ●●●●
	Normal	Fury Attack		Water	Brine		INSIGHT ●●●●
	Water	Whirlpool		Ice	Mist		BASE HP: 5 SUGGESTED RANK: Ace
	Water	Whirlpool		Water	Aqua Jet		ABILITIES: Torrent
	Flying	Drill Peck		Ice	Mist		EVOLUTIVE STAGE: Final.
	Psychic	Agility		Water	Hydro Pump		
	Water	Water Pledge		Water	Aqua Ring	HEIGHT: 1.7m / 5'07" WEIGHT: 126kg / 279 lbs	
						Emperor Pokémon They are regal and arrogant. Their beaks slice apart the drifting ice while swimming as fast as a jet boat. They avoid unnecessary fights, but will crush and cleave anyone that hurts or threatens its pride.	

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#396 Starly	TYPE: Flying Normal
	Normal	Growl		Normal	Tackle		STRENGTH ●●●●
	Normal	Quick Attack		Flying	Wing Attack		DEXTERITY ●●●●
	Normal	Double Team		Normal	Endeavor		VITALITY ●●●●
	Normal	Whirlwind		Flying	Aerial Ace		SPECIAL ●●●●
	Normal	Take Down		Psychic	Agility		INSIGHT ●●●●
	Flying	Brave Bird		Fight	Final Gambit		BASE HP: 3 SUGGESTED RANK: Starter
	Ghost	Astonish		Normal	Work Up		ABILITIES: Keen Eye
	Normal	Uproar					EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.
							HEIGHT: 0.3m / 1'00" WEIGHT: 2kg / 4 lbs
						Starling Pokémon They flock in dozens because they are very weak on their own. They live around mountains and fields, chasing Bug Pokémon. Everyone hates their annoying and strident singing.	

#397 Staravia



TYPE: Flying Normal

HEIGHT: 0.6m / 2'00" WEIGHT: 15kg / 34 lbs

BASE HP: 4 SUGGESTED RANK: Amateur

ABILITIES: Intimidate

EVOLUTIVE STAGE: Second. EVOLUTION TIME: Medium.

Starling Pokémon
They lead a huge flock and fight other flocks for territory. If you leave it alone, it will start to make a horrible noise. It is a fierce but bad-mannered Pokémon. When they are too weak they abandon their flocks.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Growl	1	Normal	Tackle
2	Normal	Quick Attack	2	Flying	Wing Attack
3	Normal	Double Team	3	Normal	Endeavor
4	Normal	Whirlwind	4	Flying	Aerial Ace
5	Normal	Take Down	5	Psychic	Agility
6	Flying	Brave Bird	6	Fight	Final Gambit
7	Fight	Revenge	7	Normal	Uproar
8	Fight	Detect			

#398 Staraptor



TYPE: Flying Normal

HEIGHT: 1.2m / 3'11" WEIGHT: 24kg / 54 lbs

BASE HP: 5 SUGGESTED RANK: Ace

ABILITIES: Intimidate

EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.

Predator Pokémon
Staraptor is a savage creature. They will never stop attacking even if they get injured, and will fight foes bigger than themselves. They are known to leave their flock to live on their own when they evolve.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Growl	1	Normal	Tackle
2	Normal	Quick Attack	2	Flying	Wing Attack
3	Normal	Double Team	3	Normal	Endeavor
4	Normal	Whirlwind	4	Flying	Aerial Ace
5	Normal	Take Down	5	Fight	Close Combat
6	Psychic	Agility	6	Flying	Brave Bird
7	Fight	Final Gambit	7	Dragon	Twister
8	Flying	Roost	8	Steel	Steel Wing

#399 Bidoof



TYPE: Normal

HEIGHT: 0.5m / 1'08" WEIGHT: 20kg / 24 lbs

BASE HP: 3 SUGGESTED RANK: Starter

ABILITIES: Simple & Unaware

EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.

Plump Mouse Pokémon
Steady as a mountain, Bidoof has nerves of steel so nothing can disturb its focus. It is agile, active and a great team worker. They live in huge packs alongside rivers: the dams they build are incredibly sturdy.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Tackle	1	Normal	Growl
2	Normal	Defense Curl	2	Normal	Take Down
3	Normal	Headbutt	3	Normal	Hyper Fang
4	Normal	Yawn	4	Dark	Crunch
5	Psychic	Amnesia	5	Rock	Rollout
6	Normal	Swords Dance	6	Normal	Super Fang
7	Fight	Superpower	7	Ghost	Curse
8	Water	Water Sport	8	Ground	Mud-Slap
9	Normal	Last Resort			

#400 Bibarel



TYPE: Normal Water

HEIGHT: 1m / 3'03" WEIGHT: 31kg / 69 lbs

BASE HP: 4 SUGGESTED RANK: Beginner

ABILITIES: Simple & Unaware


EVOLUTIVE STAGE: Final.

Beaver Pokémon
Bibarels build dam streams with bark and mud. It is known as an industrious worker. Their constructions are very appreciated by people because a river dammed by Bibarel will never overflow.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Tackle	1	Normal	Take Down
2	Normal	Growl	2	Normal	Defense Curl
3	Rock	Rollout	3	Water	Water Gun
4	Normal	Headbutt	4	Normal	Hyper Fang
5	Normal	Yawn	5	Dark	Crunch
6	Psychic	Amnesia	6	Ground	Rototiller
7	Normal	Swords Dance	7	Normal	Super Fang
8	Fight	Superpower	8	Ghost	Curse
9	Water	Aqua Tail	9	Rock	Stealth Rock
10	Fight	Focus Punch			

#401 Kricketot

TYPE: Bug





STRENGTH ●●●●
DEXTERITY ●●●●
VITALITY ●●●●
SPECIAL ●●●●
INSIGHT ●●●●

HEIGHT: 0.3m / 1'00" **WEIGHT:** 2kg / 4 lbs

BASE HP: 3 **SUGGESTED RANK:** Starter

ABILITIES: Shed Skin


EVOLUTION STAGE: First. **EVOLUTION TIME:** Fast.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Growl	●	Normal	Bide
●●	Bug	Struggle Bug	●●	Bug	Bug Bite
●●●	Normal	Uproar	●●●	Normal	
●●●●	Bug	String Shot	●●●●	Bug	

#402 Kricketune

TYPE: Bug





STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

HEIGHT: 1m / 3'03" **WEIGHT:** 25kg / 56 lbs

BASE HP: 4 **SUGGESTED RANK:** Beginner

ABILITIES: Shed Skin

EVOLUTION STAGE: Final.


 

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Growl	●	Normal	Bide
●●	Bug	Fury Cutter	●●	Grass	Absorb
●●●	Normal	Sing	●●●	Normal	Focus Energy
●●●●	Normal	Slash	●●●●	Bug	X-Scissor
●●●●●	Normal	Screech	●●●●●	Bug	Fell Stinger
	Dark	Taunt		Dark	Night Slash
	Bug	Sticky Web		Bug	Bug Buzz
	Normal	Perish Song		Normal	Hyper Voice
	Bug	Silver Wind		Ground	Mud Slap

Cricket Pokémon
 It can make all kind of sounds with its antennae, arms and mouth. It signals emotions with different tunes but scientists still cannot define what they mean. They immitate the songs they hear.

#403 Shinx

TYPE: Electric






STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

HEIGHT: 0.5m / 1'08" **WEIGHT:** 9kg / 20 lbs

BASE HP: 3 **SUGGESTED RANK:** Beginner

ABILITIES: Rivalry & Intimidate

EVOLUTION STAGE: First. **EVOLUTION TIME:** Medium.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Tackle	●	Normal	Leer
●●	Electric	Charge	●●	Fairy	Baby-Doll Eyes
●●●	Electric	Spark	●●●	Dark	Bite
●●●●	Normal	Roar	●●●●	Normal	Swagger
●●●●●	Electric	Thunder Fang	●●●●●	Dark	Crunch
	Normal	Scary Face		Electric	Discharge
	Electric	Wild Charge		Dark	Fake Tears
	Ice	Ice Fang		Fire	Fire Fang

Flash Pokémon
 Its body transforms the energy of its own muscles into electricity. When in danger, their whole fur shines in a flash to blind the foes. They live with their parents and sibilings in small prides.

#404 Luxio

TYPE: Electric



STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

HEIGHT: 0.9m / 2'11" **WEIGHT:** 30kg / 67 lbs

BASE HP: 4 **SUGGESTED RANK:** Amateur

ABILITIES: Rivalry & Intimidate


EVOLUTION STAGE: Second. **EVOLUTION TIME:** Medium.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Tackle	●	Normal	Leer
●●	Electric	Charge	●●	Fairy	Baby-Doll Eyes
●●●	Electric	Spark	●●●	Dark	Bite
●●●●	Normal	Roar	●●●●	Normal	Swagger
●●●●●	Electric	Thunder Fang	●●●●●	Dark	Crunch
	Normal	Scary Face		Electric	Discharge
	Electric	Wild Charge		Normal	Howl
	Ice	Ice Fang		Fire	Fire Fang

Spark Pokémon
 Female Luxios stay with the pride but males roam in marauding groups, trying to become strong enough to make their own pride. Its claws and teeth are charged with electricity, approach with caution.

#405 Luxray



TYPE: Electric

STRENGTH ●●●○○○

DEXTERITY ●●○○○○

VITALITY ●●○○○○

SPECIAL ●●●○○○

INSIGHT ●●○○○○

HEIGHT: 1.4m / 4'07" **WEIGHT:** 84kg / 184 lbs

BASE HP: 5 **SUGGESTED RANK:** Ace

ABILITIES: Rivalry & Intimidate

EVOLUTIVE STAGE: Final.

#403 #404 #405

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Leer	○	Normal	Tackle
○	Electric	Electric Terrain	○	Electric	Charge
○	Electric	Spark	○	Dark	Bite
○	Normal	Roar	○	Normal	Swagger
○	Electric	Thunder Fang	○	Dark	Crunch
○	Normal	Scary Face	○	Electric	Discharge
○	Electric	Wild Charge	○	Electric	Magnet Rise
○	Dark	Night Slash	○	Fight	Superpower

#406 Budew



TYPE: Grass Poison

STRENGTH ●○○

DEXTERITY ●●○○

VITALITY ●○○

SPECIAL ●●○○

INSIGHT ●●○○○

HEIGHT: 0.2m / 0'08" **WEIGHT:** 1kg / 2 lbs

BASE HP: 3 **SUGGESTED RANK:** Starter

ABILITIES: Natural Cure & Poison Point

EVOLUTIVE STAGE: First. **EVOLVES WITH:** Happiness 4.

#406 #315 #407

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Grass	Absorb	○	Normal	Growth
○	Water	Water Sport	○	Grass	Stun Spore
○	Grass	Mega Drain	○	Grass	Worry Seed
○	Ground	Spikes	○	Psychic	Extrasensory
○	Normal	Endure			

#407 Roserade



TYPE: Grass Poison

STRENGTH ●●○○○

DEXTERITY ●●○○○

VITALITY ●●○○○

SPECIAL ●●●○○○

INSIGHT ●●●○○○

HEIGHT: 0.9m / 3'00" **WEIGHT:** 30kg / 66 lbs

BASE HP: 5 **SUGGESTED RANK:** Amateur


ABILITIES: Natural Cure & Poison Point

EVOLUTIVE STAGE: Final.

#406 #315 #407

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Poison	Poison Sting	○	Grass	Grassy Terrain
○	Normal	Weather Ball	○	Poison	Venom Drench
○	Grass	Mega Drain	○	Grass	Magical Leaf
○	Normal	Sweet Scent	○	Psychic	Extrasensory
○	Grass	Leaf Storm	○	Bug	Pin Missile

#408 Cranidos



TYPE: Rock

STRENGTH ●●●○○○

DEXTERITY ●●○○○

VITALITY ●○○

SPECIAL ●○○

INSIGHT ●○○

HEIGHT: 0.9m / 3'00" **WEIGHT:** 31kg / 69 lbs

BASE HP: 3 **SUGGESTED RANK:** Amateur

ABILITIES: Mold Breaker

EVOLUTIVE STAGE: First. **EVOLUTION TIME:** Medium.

#408 #409

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Focus Energy	○	Normal	Leer
○	Normal	Take Down	○	Dark	Pursuit
○	Normal	Headbutt	○	Normal	Scary Face
○	Dark	Assurance	○	Normal	Chip Away
○	Rock	Ancient Power	○	Psychic	Zen Headbutt
○	Normal	Screech	○	Rock	Head Smash
○	Fight	Superpower	○	Steel	Iron Head
○	Fight	Hammer Arm			

#409 Rampardos



HEIGHT: 1.6m / 5'03"
WEIGHT: 204kg / 552 lbs

Head Butt Pokémon
Its skull withstands any magnitude of impact. As a result, its brain never gets the chance to grow, this may have been the cause of its extinction. It is capable of rolling a truck over with a single strike.

TYPE:	Rock
STRENGTH	●●●●○
DEXTERITY	●●○○○
VITALITY	●●○○○
SPECIAL	●●○○○
INSIGHT	●●○○○

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Mold Breaker

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Focus Energy	○	Normal	Leer
●	Normal	Take Down	●	Dark	Pursuit
●	Normal	Headbutt	●	Normal	Scary Face
●	Dark	Assurance	●	Normal	Chip Away
●	Normal	Endeavor	●	Rock	Ancient Power
●	Psychic	Zen Headbutt	●	Normal	Screech
●	Rock	Head Smash	●	Fight	Superpower
●	Steel	Iron Head	●	Dragon	Outrage

RANK	TYPE	MOVE NAME
○	Normal	Tackle
●	Dark	Taunt
●	Normal	Take Down
●	Normal	Swagger
●	Normal	Endure
●	Steel	Iron Head
●	Psychic	Guard Split
●	Fight	Counter

RANK	TYPE	MOVE NAME
○	Normal	Protect
●	Steel	Metal Sound
●	Steel	Iron Defense
●	Rock	Ancient Power
●	Steel	Metal Burst
●	Steel	Heavy Slam
●	Rock	Wide Guard

#410 Sheldon



HEIGHT: 0.5m / 1'08"
WEIGHT: 57kg / 125 lbs

Shield Pokémon
It was cloned from a fossil dug out from a layer of clay. It is outstandingly armored. As a result, it can eat grass and berries without having to fight many Pokémon who would dare to prey on it.

TYPE:	Rock	Steel
STRENGTH	●○○	
DEXTERITY	●○○	
VITALITY	●●●○○○	
SPECIAL	●○○	
INSIGHT	●●○○○	

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES: Sturdy

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



#411 Bastiodon



HEIGHT: 1.3m / 4'03"
WEIGHT: 600kg / 1322 lbs

Shield Pokémon
They lived in herds, millions of years ago. They would line together to shield their young. Despite its rough and scary exterior, this Pokémon is calm, gentle natured and a strict herbivore.

TYPE:	Rock	Steel
STRENGTH	●●○○○	
DEXTERITY	●●○○○	
VITALITY	●●●○○○	
SPECIAL	●●○○○	
INSIGHT	●●○○○	

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Sturdy

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Tackle	○	Normal	Protect
●	Dark	Taunt	●	Steel	Metal Sound
●	Normal	Take Down	●	Steel	Iron Defense
●	Normal	Swagger	●	Rock	Ancient Power
●	Normal	Block	●	Normal	Endure
●	Steel	Metal Burst	●	Steel	Iron Head
●	Steel	Heavy Slam	●	Psychic	Guard Split
●	Rock	Wide Guard	●	Ground	Fissure

RANK	TYPE	MOVE NAME
○	Normal	Protect
●	Bug	Bug Bite
●	Electric	Electroweb

RANK	TYPE	MOVE NAME
○	Normal	Tackle
●	Normal	Hidden Power
●	Bug	String Shot

#412 Burmy



HEIGHT: 0.2m / 0'08"
WEIGHT: 3kg / 7 lbs

Bagworm Pokémon
This Pokémon has adapted to live in the forests, deserts and in the city. It makes a cloak with the materials close to it to protect itself from the weather. Males evolve into a Mothim and females into a Wormadam.

TYPE:	Bug
STRENGTH	●○○
DEXTERITY	●○○
VITALITY	●●○○○
SPECIAL	●○○
INSIGHT	●●○○○


BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Shed Skin

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Fast.



#413 Wormadam



HEIGHT: 0.5m / 1'08"
WEIGHT: 6kg / 14 lbs

Bagworm Pokémon
When Burmy evolved, its Grass cloak became a part of its body. For this reason there are many variations in body and type. It is a calm Pokémon that loves flowers.
This Pokémon is female only.

TYPE: Bug Grass

STRENGTH ●●●●

DEXTERITY ●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 4 SUGGESTED RANK: Beginner

ABILITIES: Anticipation

EVOLUTIVE STAGE: Final
EVOLVED BY: Being Female.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Protect	🌀	Normal	Tackle
🌀	Normal	Captivate	🌀	Normal	Flail
🌀	Bug	Bug Bite	🌀	Normal	Hidden Power
🌀	Psychic	Confusion	🌀	Grass	Razor Leaf
🌀	Normal	Growth	🌀	Psychic	Psybeam
🌀	Bug	Quiver Dance	🌀	Dark	Sucker Punch
🌀	Normal	Attract	🌀	Psychic	Psychic
🌀	Grass	Leaf Storm	🌀	Bug	Bug Buzz
🌀	Grass	Synthesis	🌀	Electric	Electro Web
🌀	Grass	Giga Drain			

#413 Wormadam



HEIGHT: 0.5m / 1'08"
WEIGHT: 6kg / 14 lbs

Bagworm Pokémon
When Burmy evolved, its Trash cloak became a part of its body. For this reason there are many variations in body and type. It is a calm Pokémon that loves foil wrapping.
This Pokémon is female only.

TYPE: Bug Steel

STRENGTH ●●●●

DEXTERITY ●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 4 SUGGESTED RANK: Beginner

ABILITIES: Anticipation

EVOLUTIVE STAGE: Final
EVOLVED BY: Being Female.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Protect	🌀	Normal	Tackle
🌀	Normal	Flail	🌀	Normal	Captivate
🌀	Bug	Bug Bite	🌀	Normal	Hidden Power
🌀	Steel	Mirror Shot	🌀	Steel	Metal Sound
🌀	Psychic	Psybeam	🌀	Dark	Sucker Punch
🌀	Bug	Quiver Dance	🌀	Normal	Attract
🌀	Psychic	Psychic	🌀	Steel	Iron Head
🌀	Bug	Bug Buzz	🌀	Electric	Electro Web
🌀	Steel	Iron Defense	🌀	Grass	Synthesis

#413 Wormadam



HEIGHT: 0.5m / 1'08"
WEIGHT: 6kg / 14 lbs

Bagworm Pokémon
When Burmy evolved, its Sand cloak became a part of its body. For this reason there are many variations in body and type. It is a calm Pokémon that loves odd-shaped stones.
This Pokémon is female only.

TYPE: Bug Ground

STRENGTH ●●●●●

DEXTERITY ●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 4 SUGGESTED RANK: Beginner

ABILITIES: Anticipation

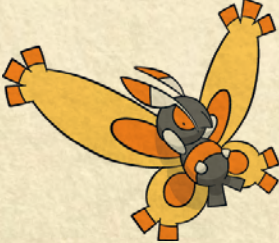
EVOLUTIVE STAGE: Final
EVOLVED BY: Being Female.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Protect	🌀	Normal	Tackle
🌀	Normal	Captivate	🌀	Normal	Flail
🌀	Bug	Bug Bite	🌀	Normal	Hidden Power
🌀	Psychic	Confusion	🌀	Rock	Rock Blast
🌀	Normal	Harden	🌀	Psychic	Psybeam
🌀	Bug	Quiver Dance	🌀	Dark	Sucker Punch
🌀	Normal	Attract	🌀	Psychic	Psychic
🌀	Ground	Fissure	🌀	Bug	Bug Buzz
🌀	Grass	Synthesis	🌀	Electric	Electro Web
🌀	Rock	Stealth Rock			

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Tackle	🌀	Bug	Bug Bite
🌀	Normal	Hidden Power	🌀	Psychic	Confusion
🌀	Flying	Gust	🌀	Poison	Poison Powder
🌀	Psychic	Psybeam	🌀	Normal	Camouflage
🌀	Bug	Silver Wind	🌀	Flying	Air Slash
🌀	Psychic	Psychic	🌀	Bug	Bug Buzz
🌀	Bug	Lunge	🌀	Bug	Quiver Dance
🌀	Electric	Electro Web	🌀	Dragon	Twister
🌀	Grass	Giga Drain			

#414 Mothim



HEIGHT: 0.9 m / 3'00"
WEIGHT: 23kg / 51 lbs

Moth Pokémon
It flies near the mountains in search of honey. It is an opportunist and won't gather any honey by itself, instead Mothim steals from Combee hives and other Pokémon.
This Pokémon is male only.

TYPE: Bug Flying

STRENGTH ●●●●●

DEXTERITY ●●●●

VITALITY ●●●●


SPECIAL ●●●●●

INSIGHT ●●●●

BASE HP: 4 SUGGESTED RANK: Amateur


ABILITIES: Swarm

EVOLUTIVE STAGE: Final
EVOLVED BY: Being Male.



#415 Combee

TYPE: Bug Flying



STRENGTH ●●●●
DEXTERITY ●●●●●
VITALITY ●●●●
SPECIAL ●●●●
INSIGHT ●●●●



HEIGHT: 0.3m / 1'00" WEIGHT: 5kg / 12 lbs

BASE HP: 3 SUGGESTED RANK: Starter

ABILITIES: Honey Gather


EVOLUTIVE STAGE: First
EVOLUTION TIME: Slow. Female only.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Sweet Scent	○	Flying	Gust
●	Bug	Bug Bite	●	Bug	Bug Buzz
●	Flying	Tailwind	●	Normal	Swift
●	Normal	Endeavor			

#416 Vespiquen

TYPE: Bug Flying



STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

HEIGHT: 1.2m / 4'00" WEIGHT: 38kg / 84 lbs



BASE HP: 4 SUGGESTED RANK: Ace

ABILITIES: Pressure

EVOLUTIVE STAGE: Final.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Sweet Scent	○	Flying	Gust
●	Poison	Poison Sting	●	Ghost	Confuse Ray
●	Bug	Fury Cutter	●	Dark	Pursuit
●	Bug	Fell Stinger	●	Bug	Attack Order
●	Normal	Fury Swipes	●	Bug	Defend Order
●	Normal	Slash	●	Rock	Power Gem
●	Bug	Heal Order	●	Poison	Toxic
●	Flying	Air Slash	●	Normal	Captivate
●	Ghost	Destiny Bond	●	Normal	Swagger
●	Bug	Signal Beam	●	Normal	Endure
●	Ghost	Ominous Wind			

Beehive Pokémon
This Pokémon is female only.
It raises grubs in the holes in its body and secretes pheromones to control Combee to fight and gather honey for her. It is a royal Pokémon that won't take orders from anyone.

#417 Pachirisu

TYPE: Electric



STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

HEIGHT: 0.4m / 1'04" WEIGHT: 4kg / 8 lbs

BASE HP: 4 SUGGESTED RANK: Beginner

ABILITIES: Run Away & Pick Up


EVOLUTIVE STAGE: Final.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Growl	○	Normal	Bide
●	Normal	Quick Attack	●	Fairy	Charm
●	Electric	Spark	●	Normal	Endure
●	Electric	Nuzzle	●	Normal	Swift
●	Electric	Electro Ball	●	Fairy	Sweet Kiss
●	Electric	Thunder Wave	●	Normal	Super Fang
●	Electric	Discharge	●	Normal	Last Resort
●	Normal	Hyper Fang	●	Normal	Follow Me
●	Grass	Seed Bomb	●	Dark	Fake Tears



#418 Buizel

TYPE: Water



STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

HEIGHT: 0.7m / 2'04" WEIGHT: 29kg / 65 lbs


BASE HP: 3 SUGGESTED RANK: Beginner

ABILITIES: Swift Swim

EVOLUTIVE STAGE: First
EVOLUTION TIME: Medium.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Sonic Boom	○	Normal	Growl
●	Water	Water Sport	●	Normal	Quick Attack
●	Water	Water Gun	●	Dark	Pursuit
●	Normal	Swift	●	Water	Aqua Jet
●	Normal	Double Hit	●	Water	Whirlpool
●	Normal	Razor Wind	●	Water	Aqua Tail
●	Psychic	Agility	●	Water	Hydro Pump
●	Ice	Ice Punch	●	Normal	Tail Slap
●	Water	Aqua Ring			

Sea Weasel Pokémon
It is usually seen close to streams and rivers. Buizel swims by rotating its two tails like a screw, the sack around its neck swells to help it float or deflates to dive underwater and catch prey.

#419 Floatzel

TYPE: Water



HEIGHT: 1.1m / 3'07" **WEIGHT:** 33kg / 73 lbs

BASE HP: 4 **SUGGESTED RANK:** Amateur

ABILITIES: Swift Swim

EVOLUTIVE STAGE: Final.


Sea Weasel Pokémon
It floats using its well-developed sack. They roam close to fishing spots to steal an easy meal. People allow them to hang around their boats because they help whenever a person falls into the water.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Sonic Boom	🌀	Normal	Growl
🍷	Water	Water Sport	🍷	Normal	Quick Attack
🧊	Ice	Ice Fang	🧊	Normal	Razor Wind
🍷	Water	Water Gun	🌀	Dark	Pursuit
🌀	Normal	Swift	🍷	Water	Aqua Jet
🌀	Normal	Double Hit	🍷	Water	Whirlpool
🌀	Dark	Crunch	🍷	Water	Aqua Tail
🌀	Psychic	Agility	🍷	Water	Hydro Pump
🧊	Ice	Ice Punch	🛡️	Steel	Iron Tail
🍷	Water	Aqua Ring			




#420 Cherubi

TYPE: Grass



HEIGHT: 0.4m / 1'04" **WEIGHT:** 3kg / 7 lbs



BASE HP: 3 **SUGGESTED RANK:** Starter

ABILITIES: Chlorophyll

EVOLUTIVE STAGE: First. **EVOLUTION TIME:** Fast.

Cherry Pokémon
It hides on bushes while absorbing the sunlight. Their small heads store the energy needed for evolution, but this small head is frequently eaten by other Pokémon and people so it's hard for them to evolve.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Tackle	🍷	Grass	Leech Seed
🍷	Normal	Growth	🌀	Normal	Morning Sun
🧊	Normal	Helping Hand	🧊	Grass	Magical Leaf
🔥	Fire	Sunny Day	🧊	Grass	Worry Seed
🧊	Normal	Take Down	🧊	Grass	Solar Beam
🌀	Normal	Lucky Chant	🧊	Grass	Petal Blizzard
🌀	Psychic	Heal Pulse	🍷	Normal	Weather Ball
🍷	Normal	Nature Power			

#421 Cherrim

TYPE: Grass



HEIGHT: 0.5m / 1'08" **WEIGHT:** 9kg / 20 lbs


BASE HP: 4 **SUGGESTED RANK:** Beginner

ABILITIES: Flower Gift

EVOLUTIVE STAGE: Final.

Blossom Pokémon
Cherrims bloom during times of strong sunlight, their petals open fully and radiant. If the sun is not visible, it will remain as a closed bud, barely moving trying to preserve its energy.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Tackle	🍷	Grass	Leech Seed
🍷	Normal	Growth	🌀	Normal	Morning Sun
🧊	Normal	Helping Hand	🧊	Grass	Magical Leaf
🔥	Fire	Sunny Day	🧊	Grass	Petal Dance
🧊	Grass	Worry Seed	🌀	Normal	Take Down
🧊	Grass	Solar Beam	🍷	Normal	Lucky Chant
🧊	Grass	Petal Blizzard	🧊	Grass	Aromatherapy
🌀	Psychic	Heal Pulse	🧊	Grass	Synthesis




#422 Shellos

TYPE: Water



HEIGHT: 0.3m / 1'00" **WEIGHT:** 6kg / 12 lbs


BASE HP: 3 **SUGGESTED RANK:** Beginner

ABILITIES: Sticky Hold & Storm Drain

EVOLUTIVE STAGE: First. **EVOLUTION TIME:** Medium.

Sea Slug Pokémon
Its shape and coloration change depending on its habitat of salt or sweet water. Their body is very soft and squishy but they can stretch long lengths. It releases a purple liquid from its body if threatened.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🍷	Ground	Mud Slap	🌀	Ground	Mud Sport
🍷	Normal	Harden	🍷	Water	Water Pulse
🍷	Ground	Mud Bomb	🌀	Normal	Hidden Power
🍷	Water	Rain Dance	🌀	Normal	Body Slam
🍷	Water	Muddy Water	🌀	Normal	Recover
🍷	Poison	Acid Armor	🌀	Psychic	Amnesia
🍷	Ground	Earth Power			




#423 Gastrodon



HEIGHT: 0.9m / 3'00"
WEIGHT: 30kg / 66 lbs

Sea Slug Pokémon
It has a pliable body without any bones. If any part of its body is torn off, it will grow back in minutes. There is evidence that it had a hard shell on its back for protection in prehistoric times.

TYPE: **Water** **Ground**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **6** SUGGESTED RANK: Amateur

ABILITIES: Sticky Hold & Storm Drain


EVOLUTIVE STAGE: Final.




RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Ground	Mud Slap	●	Ground	Mud Sport
●	Normal	Harden	●	Water	Water Pulse
●	Ground	Mud Bomb	●	Normal	Hidden Power
●	Water	Rain Dance	●	Normal	Body Slam
●	Water	Muddy Water	●	Normal	Recover
●	Poison	Acid Armor	●	Fight	Counter
●	Ground	Fissure			

#424 Ambipom

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Scratch	●	Normal	Tail Whip
●	Ground	Sand Attack	●	Ghost	Astonish
●	Dragon	Dual Chop	●	Normal	Baton Pass
●	Normal	Tickle	●	Normal	Fury Swipes
●	Normal	Swift	●	Normal	Screech
●	Psychic	Agility	●	Normal	Double Hit
●	Dark	Fling	●	Dark	Nasty Plot
●	Normal	Last Resort	●	Normal	Fake Out
●	Grass	Seed Bomb	●	Ice	Ice Punch



HEIGHT: 1.2m / 4'00"
WEIGHT: 20kg / 44 lbs

Long Tail Pokémon
They live in large colonies on the tallest trees, linking their tails to show friendship among herd mates. It loves fresh fruit. Ambipom uses its two tails better than its own arms to swing around.



TYPE: **Normal**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **4** SUGGESTED RANK: Amateur

ABILITIES: Technician & Pick Up

EVOLUTIVE STAGE: Final.

#425 Drifloon



HEIGHT: 0.4m / 1'04"
WEIGHT: 1kg / 2 lbs

Balloon Pokémon
A Pokémon formed by the spirits of lost people and Pokémon. Children who mistake it for a real balloon often end up missing. Because it floats aimlessly, an old folktale calls it the "Signpost for Wandering Spirits."

TYPE: **Ghost** **Flying**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **3** SUGGESTED RANK: Amateur

ABILITIES: Aftermath & Unburden

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.




RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Constrict	●	Normal	Minimize
●	Ghost	Astonish	●	Flying	Gust
●	Normal	Focus Energy	●	Dark	Payback
●	Ghost	Ominous Wind	●	Normal	Stockpile
●	Ghost	Hex	●	Normal	Swallow
●	Normal	Spit Up	●	Ghost	Shadow Ball
●	Psychic	Amnesia	●	Normal	Baton Pass
●	Normal	Explosion	●	Normal	Disable
●	Normal	Weather Ball	●	Dark	Sucker Punch

#426 Drifblim

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Constrict	●	Normal	Minimize
●	Ghost	Astonish	●	Flying	Gust
●	Normal	Focus Energy	●	Dark	Payback
●	Ghost	Ominous Wind	●	Normal	Stockpile
●	Ghost	Hex	●	Normal	Swallow
●	Normal	Spit Up	●	Ghost	Shadow Ball
●	Psychic	Amnesia	●	Normal	Baton Pass
●	Normal	Explosion	●	Ghost	Phantom Force
●	Dark	Sucker Punch	●	Electric	Shockwave
●	Ice	Icy Wind			



HEIGHT: 1.2m / 4'00"
WEIGHT: 15kg / 33 lbs

Blimp Pokémon
They float in groups in the evenings, sometimes carrying people or Pokémon. If you notice them, they suddenly vanish. No one knows where they go at night, and those who follow them never return.

TYPE: **Ghost** **Flying**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●


BASE HP: **7** SUGGESTED RANK: Ace

ABILITIES: Aftermath & Unburden

EVOLUTIVE STAGE: Final.




#427 Buneary



TYPE: Normal

HEIGHT: 0.4m / 1'04" **WEIGHT:** 5kg / 12 lbs


BASE HP: 3 **SUGGESTED RANK:** Starter

ABILITIES: Run Away & Klutz


EVOLUTIVE STAGE: First. **EVOLVES WITH:** Happiness 4.

Rabbit Pokémon
Lives in forest, grasslands and even snowy mountains. It forms burrows and uses its soft fur to make nests and keep warm. You can see how it feels for the position of its ears. They are easily scared by humans.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Defense Curl	1	Normal	Splash
2	Normal	Pound	2	Normal	Foresight
3	Normal	Endure	3	Fairy	Baby-Doll Eyes
4	Normal	Frustration	4	Normal	Quick Attack
5	Fight	Jump Kick	5	Normal	Baton Pass
6	Psychic	Agility	6	Normal	Dizzy Punch
7	Fairy	Charm	7	Normal	After You
8	Normal	Entrainment	8	Flying	Bounce
9	Psychic	Healing Wish	9	Psychic	Cosmic Power
10	Normal	Fake Out	10	Fairy	Sweet Kiss




#428 Lopunny



TYPE: Normal

HEIGHT: 1.2m / 4'00" **WEIGHT:** 33kg / 73 lbs



BASE HP: 4 **SUGGESTED RANK:** Amateur

ABILITIES: Cute Charm & Klutz


EVOLUTIVE STAGE: Final.

Rabbit Pokémon
Lopunny is extremely cautious, it quickly bounds off when it senses danger. If they are touched roughly, they throw kicks and jump away. Keep the fur it sheds as it's highly valued to make quality yarn.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Defense Curl	1	Normal	Splash
2	Normal	Pound	2	Normal	Foresight
3	Normal	Endure	3	Normal	Return
4	Flying	Bounce	4	Ground	Rototiller
5	Psychic	Mirror Coat	5	Psychic	Magic Coat
6	Normal	Quick Attack	6	Fight	Jump Kick
7	Normal	Baton Pass	7	Psychic	Agility
8	Normal	Dizzy Punch	8	Normal	After You
9	Fairy	Charm	9	Normal	Entrainment
10	Psychic	Healing Wish	10	Fight	High Jump Kick
11	Psychic	Cosmic Power	11	Normal	Teeter Dance

Mega-Lopunny



TYPE: Normal **Fight**

HEIGHT: 1.3m / 4'03" **WEIGHT:** 28kg / 62 lbs



BASE HP: 5 **SUGGESTED RANK:** Ace

ABILITIES: Scrappy

EVOLUTIVE STAGE: Mega Evolution.

Rabbit Pokémon
The power of the Mega Stone awakens its combative nature. Most of its fur is lost due to constant fighting, even its ears are used as weapons, whipping foes with heavy hits.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Defense Curl	1	Normal	Splash
2	Normal	Pound	2	Normal	Foresight
3	Normal	Endure	3	Normal	Return
4	Flying	Bounce	4	Ground	Rototiller
5	Psychic	Mirror Coat	5	Psychic	Magic Coat
6	Normal	Quick Attack	6	Fight	Jump Kick
7	Normal	Baton Pass	7	Psychic	Agility
8	Normal	Dizzy Punch	8	Normal	After You
9	Fairy	Charm	9	Normal	Entrainment
10	Psychic	Healing Wish	10	Fight	High Jump Kick
11	Psychic	Cosmic Power	11	Normal	Teeter Dance

#429 Mismagius



TYPE: Ghost

HEIGHT: 0.9m / 3'00" **WEIGHT:** 4kg / 9 lbs

BASE HP: 4 **SUGGESTED RANK:** Ace


ABILITIES: Levitate

EVOLUTIVE STAGE: Final.

Magical Pokémon
Extremely rare. Their cries sound like incantations, hearing them gives you bad headaches and hallucinations. It is said that some Mismagius are benevolent and have granted good fortune to people they like.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Growl	1	Grass	Magical Leaf
2	Normal	Lucky Chant	2	Ghost	Astonish
3	Rock	Power Gem	3	Psychic	Psywave
4	Ghost	Spite	4	Ghost	Phantom Force
5	Fire	Mystical Fire	5	Psychic	Wonder Room
6	Dark	Foul Play	6	Dark	Nasty Plot






RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#430 Honchkrow	TYPE:	Dark	Flying
1	Ghost	Astonish	1	Flying	Wing Attack			STRENGTH ●●●○○○ DEXTERITY ●●○○○○ VITALITY ●●○○○ SPECIAL ●●●○○○ INSIGHT ●●○○○	BASE HP: 5
2	Dark	Pursuit	2	Ice	Haze				
3	Dark	Dark Pulse	3	Dark	Night Slash				
4	Normal	Swagger	4	Dark	Nasty Plot				
5	Dark	Foul Play	5	Dark	Quash				
6	Dark	Sucker Punch	6	Normal	Perish Song				
7	Fire	Heat Wave	7	Flying	Air Cutter				

HEIGHT: 0.9m / 3'00" WEIGHT: 27kg / 60 lbs

Big Boss Pokémon
It lets out a deep cry to summon Murkrows, which fetch food and shiny objects to Honchkrow. It is, however, a tyrant to the Murkrow. It only goes out at night to carry out evil deeds.

ABILITIES: **Insomnia & Super Luck**

EVOLUTIVE STAGE: Final.

#431 Glameow	TYPE:	Normal	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	
	STRENGTH ●●○○○ DEXTERITY ●●○○○○ VITALITY ●●○○○ SPECIAL ●●○○○ INSIGHT ●●○○○	BASE HP: 3	SUGGESTED RANK:  Starter	1	Normal	Fake Out	1	Normal	Scratch
				2	Normal	Growl	2	Psychic	Hypnosis
				3	Dark	Feint Attack	3	Normal	Fury Swipes
				4	Fairy	Charm	4	Normal	Assist
				5	Normal	Captivate	5	Normal	Slash
				6	Normal	Attract	6	Dark	Sucker Punch



HEIGHT: 0.5m / 1'08" WEIGHT: 4kg / 8 lbs

Catty Pokémon
It is plentiful in urban areas, as it is a popular pet. It has a very fickle nature, purring in happiness one second, then hooking its claws into its trainer's nose. It loves to be admired and pampered.

ABILITIES: **Limber & Own Tempo**

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#432 Purugly	TYPE:	Normal	
1	Normal	Fake Out	1	Normal	Scratch		STRENGTH ●●○○○○ DEXTERITY ●●●○○○ VITALITY ●●○○○ SPECIAL ●●○○○ INSIGHT ●●○○○	BASE HP: 4	SUGGESTED RANK:  Amateur
2	Normal	Growl	2	Psychic	Hypnosis				
3	Dark	Feint Attack	3	Normal	Fury Swipes				
4	Fairy	Charm	4	Normal	Assist				
5	Normal	Captivate	5	Normal	Slash				
6	Normal	Swagger	6	Normal	Body Slam				
7	Normal	Attract	7	Dark	Hone Claws				
8	Normal	Last Resort	8	Normal	Hyper Voice				
9	Fight	Wake-Up Slap							

HEIGHT: 1m / 3'03" WEIGHT: 43kg / 96 lbs

Tiger Cat Pokémon
It becomes wilder and aggressive after evolving. It is known to claim other Pokémon nests as its own. It will make itself appear bigger and glare with piercing eyes to achieve dominance over someone.

ABILITIES: **Thick Fat & Own Tempo**

EVOLUTIVE STAGE: Final.

#433 Chingling	TYPE:	Psychic	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	
	STRENGTH ●●○○○ DEXTERITY ●●○○○○ VITALITY ●●○○○ SPECIAL ●●○○○ INSIGHT ●●○○○	BASE HP: 3	SUGGESTED RANK:  Starter	1	Normal	Wrap	1	Normal	Growl
				2	Ghost	Astonish	2	Normal	Yawn
				3	Psychic	Confusion	3	Normal	Uproar
				4	Normal	Last Resort	4	Normal	Entrainment
				5	Psychic	Cosmic Power	5	Normal	Recover
				6	Psychic	Future Sight			


HEIGHT: 0.2m / 0'08" WEIGHT: 0.6kg / 1 lbs

Bell Pokémon
It has a ball inside its mouth that makes a ringing sound when it hops around. To defend itself, it will emit low frequency cries that deafen its foes. However this sound is not audible to humans.

ABILITIES: **Levitate**

EVOLUTIVE STAGE: First.
EVOLVES WITH: Happiness 4.


 

#434 Stunky						TYPE: Poison	Dark
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		STRENGTH ●●●● DEXTERITY ●●●● VITALITY ●●●● SPECIAL ●●●● INSIGHT ●●●●
☉	Normal	Scratch	☉	Normal	Focus Energy		
☉	Poison	Poison Gas	☉	Normal	Screech		
☉	Normal	Fury Swipes	☉	Normal	Smokescreen		
☉	Normal	Feint	☉	Dark	Bite		
☉	Normal	Slash	☉	Poison	Toxic		
☉	Poison	Acid Spray	☉	Poison	Venom Drench		
☉	Dark	Night Slash	☉	Dark	Memento		
☉	Poison	Belch	☉	Normal	Explosion		
☉	Fairy	Play Rough	☉	Dark	Sucker Punch		
☉	Fire	Flame Burst					
HEIGHT: 0.4 m / 1'04"		WEIGHT: 19kg / 42 lbs		Skunk Pokémon Over the years they have moved closer to towns and other human settlements. They release a foul liquid from their rear that stinks for days to scare away predators. But sometimes they do it just for fun.		BASE HP: 3 SUGGESTED RANK:  Beginner	ABILITIES: Stench & Aftermath EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.
				 			

#435 Skuntank						TYPE: Poison	Dark	
	STRENGTH	●●●●●	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	DEXTERITY	●●●●●	☉	Normal	Scratch	☉	Normal	Focus Energy
	VITALITY	●●●●●	☉	Poison	Poison Gas	☉	Normal	Screech
	SPECIAL	●●●●●	☉	Normal	Fury Swipes	☉	Normal	Smokescreen
	INSIGHT	●●●●●	☉	Normal	Feint	☉	Dark	Bite
	BASE HP: 5	SUGGESTED RANK:  Amateur	☉	Normal	Slash	☉	Poison	Toxic
	ABILITIES: Stench & Aftermath	EVOLUTIVE STAGE: Final.	☉	Poison	Acid Spray	☉	Fire	Flamethrower
			☉	Poison	Venom Drench	☉	Dark	Night Slash
			☉	Dark	Memento	☉	Poison	Belch
			☉	Normal	Explosion	☉	Dark	Sucker Punch
		☉	Fairy	Play Rough	☉	Normal	Scary Face	
HEIGHT: 1m / 3'03"		WEIGHT: 38kg / 53 lbs		Skunk Pokémon It sprays a reeking fluid from its tail. The fluid smells worse the longer it is allowed to fester. It is vulnerable to attacks that come from above due to its exuberant tail. When it's relaxed it doesn't smell bad.				
				 				



#436 Bronzor						TYPE: Steel	Psychic
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		STRENGTH ●●●● DEXTERITY ●●●● VITALITY ●●●●● SPECIAL ●●●● INSIGHT ●●●●●
☉	Normal	Tackle	☉	Psychic	Confusion		
☉	Psychic	Hypnosis	☉	Psychic	Imprison		
☉	Ghost	Confuse Ray	☉	Psychic	Psywave		
☉	Steel	Iron Defense	☉	Dark	Feint Attack		
☉	Normal	Safeguard	☉	Psychic	Future Sight		
☉	Steel	Metal Sound	☉	Steel	Gyro Ball		
☉	Psychic	Extrasensory	☉	Dark	Payback		
☉	Psychic	Heal Block	☉	Steel	Heavy Slam		
☉	Rock	Stealth Rock	☉	Rock	Ancient Power		
☉	Bug	Signal Beam					
HEIGHT: 0.5m / 1'08"		WEIGHT: 60kg / 133 lbs		Bronze Pokémon They are found in ancient tombs and temples. Objects shaped like Bronzor have been found within the vaults. Bronzors reflect images like mirrors, people say that this reflection shows the future.		BASE HP: 3 SUGGESTED RANK:  Beginner	ABILITIES: Levitate & Heatproof EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.
				 			

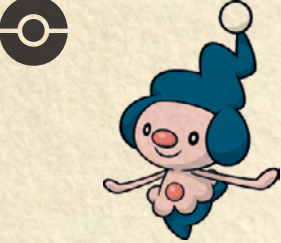
#437 Bronzong						TYPE: Steel	Psychic	
	STRENGTH	●●●●●	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	DEXTERITY	●●●●●	☉	Fire	Sunny Day	☉	Water	Rain Dance
	VITALITY	●●●●●	☉	Normal	Tackle	☉	Psychic	Confusion
	SPECIAL	●●●●●	☉	Psychic	Hypnosis	☉	Psychic	Imprison
	INSIGHT	●●●●●	☉	Ghost	Confuse Ray	☉	Psychic	Psywave
	BASE HP: 4	SUGGESTED RANK:  Ace	☉	Steel	Iron Defense	☉	Dark	Feint Attack
	ABILITIES: Levitate & Heatproof	EVOLUTIVE STAGE: Final.	☉	Normal	Safeguard	☉	Psychic	Future Sight
			☉	Steel	Metal Sound	☉	Normal	Block
			☉	Steel	Gyro Ball	☉	Psychic	Extrasensory
			☉	Dark	Payback	☉	Psychic	Heal Block
		☉	Steel	Heavy Slam	☉	Rock	Ancient Power	
		☉	Steel	Iron Head	☉	Psychic	Skill Swap	
HEIGHT: 1.3m / 4'03"		WEIGHT: 374kg / 824 lbs		Bronze Bell Pokémon Ancient people revered Bronzong for bringing the rain and sun at will. One became a news sensation recently when it was dug up at a construction site after a 2000-year sleep.				
				 				

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#438 Bonsly		TYPE:	Rock
1	Dark	Fake Tears	1	Normal	Copycat		HEIGHT: 0.5m / 1'08" WEIGHT: 15kg / 33 lbs	BASE HP: 3 SUGGESTED RANK: Starter	STRENGTH ●●●●● DEXTERITY ●●●●● VITALITY ●●●●● SPECIAL ●●●●● INSIGHT ●●●●●
2	Normal	Flail	2	Fight	Low Kick				
3	Rock	Rock Throw	3	Normal	Mimic				
4	Dark	Feint Attack	4	Rock	Rock Tomb				
5	Normal	Tearful Look	5	Normal	Block				
6	Rock	Rock Slide	6	Fight	Counter				
7	Dark	Sucker Punch	7	Normal	Double-Edge				
8	Ground	Sand Tomb	8	Rock	Rock Polish				
9	Dark	Foul Play							


Bonsai Pokémon
They thrive in arid places. It looks like it's crying all the time but it's actually adjusting the moisture of its body and releasing excess water. Over time they become excellent at impersonating trees.

EVOLUTIVE STAGE: First.
EVOLVES BY: Using Mimic.




#439 Mime Jr.			TYPE:	Psychic	Fairy	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	HEIGHT: 0.6m / 2'00" WEIGHT: 13kg / 28 lbs	BASE HP: 3 SUGGESTED RANK: Starter	ABILITIES: Soundproof & Filter	EVOLUTIVE STAGE: First. EVOLVES BY: Using Mimic.	 	1	Normal	Tickle	1	Psychic	Barrier
						2	Psychic	Confusion	2	Normal	Copycat
						3	Psychic	Meditate	3	Normal	Double Slap
						4	Normal	Mimic	4	Normal	Encore
						5	Psychic	Light Screen	5	Psychic	Reflect
						6	Psychic	Psybeam	6	Normal	Substitute
7	Psychic	Trick	7	Normal	Recycle						
8	Psychic	Psychic	8	Psychic	Role Play						
9	Normal	Baton Pass	9	Normal	Safeguard						
10	Normal	Teeter Dance	10	Dark	Nasty Plot						
11	Fight	Wake-Up Slap									



Mime Pokémon
It likes places where people gather and imitates their expressions to try to understand their feelings. It mimics foes, confuses them, then it escapes. It doesn't take long to become a master mime.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#440 Happiny		TYPE:	Normal
1	Normal	Pound	1	Fairy	Charm		HEIGHT: 0.6m / 2'00" WEIGHT: 24kg / 53 lbs	BASE HP: 4 SUGGESTED RANK: Starter	STRENGTH ●●●●● DEXTERITY ●●●●● VITALITY ●●●●● SPECIAL ●●●●● INSIGHT ●●●●●
2	Normal	Copycat	2	Normal	Refresh				
3	Fairy	Sweet Kiss	3	Normal	Helping Hand				
4	Normal	Present	4	Fight	Drain Punch				


Playhouse Pokémon
It is not common to see Happinies. This baby Pokémon cannot produce eggs yet, so she searches for white stones and carries them on its pouch. It likes to look pretty and tries to always be adorable.

EVOLUTIVE STAGE: First.
EVOLVES WITH: Oval Stone.



  

#441 Chatot			TYPE:	Normal	Flying	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	HEIGHT: 0.5m / 1'08" WEIGHT: 2kg / 4 lbs	BASE HP: 4 SUGGESTED RANK: Amateur	ABILITIES: Keen Eye & Tangled Feet	EVOLUTIVE STAGE: Final.		1	Normal	Confide	1	Dark	Taunt
						2	Flying	Peck	2	Normal	Growl
						3	Flying	Mirror Move	3	Flying	Chatter
						4	Normal	Hyper Voice	4	Normal	Sing
						5	Normal	Fury Attack	5	Normal	Round
						6	Normal	Mimic	6	Normal	Echoed Voice
7	Flying	Roost	7	Normal	Uproar						
8	Psychic	Synchronoise	8	Flying	Feather Dance						
9	Psychic	Agility	9	Normal	Boomburst						
10	Dark	Nasty Plot									

Music Note Pokémon
It mimics the cries of other Pokémon to trick them into thinking it's one of them, this way they won't attack it. Chatots that live with humans learn words and phrases but it's unknown if they really know their meaning.

#442 Spiritomb						TYPE:	Ghost	Dark
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		STRENGTH ●●●●● DEXTERITY ●●●●● VITALITY ●●●●● SPECIAL ●●●●● INSIGHT ●●●●●	BASE HP: 4 SUGGESTED RANK: Pro
●	Ghost	Curse	●	Dark	Pursuit			
●	Ghost	Confuse Ray	●	Ghost	Spite			
●	Ghost	Shadow Sneak	●	Dark	Feint Attack			
●	Psychic	Hypnosis	●	Psychic	Dream Eater			
●	Ghost	Ominous Wind	●	Dark	Sucker Punch			
●	Dark	Nasty Plot	●	Dark	Dark Pulse			
●	Dark	Memento	●	Ghost	Destiny Bond			
●	Psychic	Telekinesis	●	Psychic	Imprison	HEIGHT: 1m / 3'03" WEIGHT: 108kg / 238 lbs		
Forbidden Pokémon A legend from 500 years ago tells how it got bound into an Odd Keystone after cursing an entire town. Two have been found in recent times. It is said that its vortex has more than 100 haunted souls.						ABILITIES: Pressure EVOLUTIVE STAGE: Final.		
						 #442		


#443 Gible						TYPE:	Dragon	Ground
	STRENGTH	●●●●●	●	Normal	Tackle	●	Ground	Sand Attack
	DEXTERITY	●●●●●	●	Dragon	Dragon Rage	●	Rock	Sandstorm
	VITALITY	●●●●●	●	Normal	Take Down	●	Ground	Sand Tomb
	SPECIAL	●●●●●	●	Normal	Slash	●	Dragon	Dragon Claw
	INSIGHT	●●●●●	●	Ground	Dig	●	Dragon	Dragon Rush
				●	Normal	Scary Face	●	Dragon
			●	Steel	Iron Head			
HEIGHT: 0.7m / 2'04" WEIGHT: 20kg / 45 lbs	BASE HP: 3 SUGGESTED RANK: Amateur	ABILITIES: Sand Veil EVOLUTIVE STAGE: First. EVOLUTION TIME: Slow.						
Land Shark Pokémon It digs tunnels and follows prey while burrowed underground. If you see the fin on its back coming out the ground it means it is about to attack. It's very aggressive but kind of clumsy. Beware of its big jaws.						 #443  #444  #445		

#444 Gabite						TYPE:	Dragon	Ground	
●	Normal	Tackle	●	Ground	Sand Attack		STRENGTH ●●●●● DEXTERITY ●●●●● VITALITY ●●●●● SPECIAL ●●●●● INSIGHT ●●●●●	BASE HP: 4 SUGGESTED RANK: Ace	
●	Dragon	Dragon Rage	●	Rock	Sandstorm				
●	Normal	Take Down	●	Ground	Sand Tomb				
●	Dragon	Dual Chop	●	Normal	Slash				
●	Dragon	Dragon Claw	●	Ground	Dig				
●	Dragon	Dragon Rush	●	Normal	Scary Face				
●	Steel	Metal Claw	●	Dragon	Draco Meteor				HEIGHT: 1.4m / 4'07" WEIGHT: 56kg / 123 lbs
Cave Pokémon It hoards a small treasure of sparkly things back in its cave. It will react aggressively towards any potential thief. It is also an excellent hunter, capable of running, swimming and gliding extremely fast.									ABILITIES: Sand Veil EVOLUTIVE STAGE: Second. EVOLUTION TIME: Slow.
						 #443  #444  #445			

#445 Garchomp						TYPE:	Dragon	Ground
	STRENGTH	●●●●●●●	●	Normal	Tackle	●	Dragon	Dragon Rage
	DEXTERITY	●●●●●●●	●	Ground	Sand Attack	●	Rock	Sand Storm
	VITALITY	●●●●●●●	●	Fire	Fire Fang	●	Normal	Take Down
	SPECIAL	●●●●●●●	●	Ground	Sand Tomb	●	Dragon	Dual Chop
	INSIGHT	●●●●●●●	●	Normal	Slash	●	Dragon	Dragon Claw
				●	Ground	Dig	●	Dark
			●	Dragon	Dragon Rush	●	Dragon	Draco Meteor
			●	Water	Aqua Tail	●	Dragon	Outrage
HEIGHT: 1.9m / 6'03" WEIGHT: 142kg / 313 lbs	BASE HP: 6 SUGGESTED RANK: Pro	ABILITIES: Sand Veil EVOLUTIVE STAGE: Final.						
Mach Pokémon Garchomps are scarce in the wild and very dangerous. It folds its arms and uses its fins to fly extremely fast at low heights. Territorial and aggressive it will not rest until it catches any daring trespasser.						 #443  #444  #445		

Mega-Garchomp

TYPE: Dragon Ground



STRENGTH ●●●●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●●●
INSIGHT ●●●●●

HEIGHT: 1.9m / 6'03" **WEIGHT:** 142kg / 313 lbs

BASE HP: 7 **SUGGESTED RANK:** Master

ABILITIES: Sand Force

EVOLUTIVE STAGE: Mega Evolution.

EVOLUTIONS:  #443  #444  #445

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Tackle	●	Dragon	Dragon Rage
●	Ground	Sand Attack	●	Rock	Sand Storm
●	Fire	Fire Fang	●	Normal	Take Down
●	Ground	Sand Tomb	●	Dragon	Dual Chop
●	Normal	Slash	●	Dragon	Dragon Claw
●	Ground	Dig	●	Dark	Crunch
●	Dragon	Dragon Rush	●	Dragon	Draco Meteor
●	Water	Aqua Tail	●	Dragon	Outrage

#446 Munchlax

TYPE: Normal



STRENGTH ●●●●●
DEXTERITY ●●
VITALITY ●●●
SPECIAL ●●●
INSIGHT ●●●●●

HEIGHT: 0.6m / 2'00" **WEIGHT:** 105kg / 231 lbs

BASE HP: 5 **SUGGESTED RANK:** Beginner

ABILITIES: Pick Up & Thick Fat

EVOLUTIVE STAGE: First. **EVOLVES WITH:** Happiness 4.

EVOLUTIONS:  #446  #143

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Dark	Snatch	●	Ghost	Lick
●	Normal	Tackle	●	Normal	Odor Sleuth
●	Normal	Metronome	●	Normal	Defense Curl
●	Psychic	Amnesia	●	Normal	Chip Away
●	Normal	Screech	●	Normal	Body Slam
●	Normal	Stockpile	●	Normal	Swallow
●	Rock	Rollout	●	Dark	Fling
●	Normal	Belly Drum	●	Normal	Natural Gift
●	Normal	Last Resort	●	Fairy	Charm
●	Poison	Belch	●	Psychic	Zen Headbutt

Big Eater Pokémon
 A Munchlaxes appetite is never really satisfied, it can eat its weight in food and will almost never care about what it is eating. They tend to pick up anything that looks edible and save it for later.

#447 Riolu

TYPE: Fight



STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

HEIGHT: 0.7m / 2'04" **WEIGHT:** 20kg / 44 lbs

BASE HP: 3 **SUGGESTED RANK:** Amateur

ABILITIES: Steadfast & Inner Focus

EVOLUTIVE STAGE: First. **EVOLVES WITH:** Loyalty 5.

EVOLUTIONS:  #447  #448

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Foresight	●	Normal	Quick Attack
●	Normal	Endure	●	Fight	Counter
●	Normal	Feint	●	Fight	Force Palm
●	Normal	Copycat	●	Normal	Screech
●	Fight	Reversal	●	Dark	Nasty Plot
●	Fight	Final Gambit	●	Fire	Blaze Kick
●	Psychic	Agility	●	Fight	Aura Sphere

Emanation Pokémon
 Scarce in the wild but they have been seen in the mountains. It has the ability to see the auras of others, through this power it is capable of sensing emotions. It won't get close to those with selfish intentions.

#448 Lucario

TYPE: Fight Steel



STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

HEIGHT: 1.2m / 4'00" **WEIGHT:** 54kg / 119 lbs

BASE HP: 4 **SUGGESTED RANK:** Ace

ABILITIES: Steadfast & Inner Focus

EVOLUTIONS:  #447  #448





RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Laser Focus	●	Normal	Quick Attack
●	Normal	Foresight	●	Steel	Metal Claw
●	Fight	Detect	●	Normal	Feint
●	Fight	Counter	●	Normal	Swords Dance
●	Fight	Power-Up Punch	●	Ground	Bone Rush
●	Steel	Metal Sound	●	Normal	Me First
●	Fight	Quick Guard	●	Normal	Work Up
●	Fight	Aura Sphere	●	Psychic	Calm Mind
●	Psychic	Heal Pulse	●	Fight	Close Combat
●	Dragon	Dragon Pulse	●	Normal	Extreme Speed
●	Steel	Iron Defense	●	Fight	Vaccum Wave
●	Normal	Mind Reader			




Aura Pokémon
 This Pokémon is completely loyal to its trainer. It has the ability to not only see the auras but also to transform them into energy. It is also capable of understanding human speech.


RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	 <p>Mega-Lucario</p> <p>HEIGHT: 1.3m / 4'03" WEIGHT: 57kg / 126 lbs</p> <p>Aura Pokémon The explosive, pulsing energy of the auras and the Mega Stone have awoken its combative instincts. Its fighting style can be summed up in a single word: heartless.</p>	TYPE:	Fight	Steel
🌀	Normal	Laser Focus	🌀	Normal	Quick Attack		<p>STRENGTH ●●●●●○</p> <p>DEXTERITY ●●●●○●</p> <p>VITALITY ●●●●○●</p> <p>SPECIAL ●●●●○●</p> <p>INSIGHT ●●●●○●</p> <p>BASE HP: 5</p> <p>ABILITIES: Adaptability</p> <p>SUGGESTED RANK:  Pro</p> <p>EVOLUTIVE STAGE: Mega Evolution.</p> <p> </p>		
🌀	Normal	Foresight	🌀	Steel	Metal Claw				
🌀	Fight	Detect	🌀	Normal	Feint				
🌀	Fight	Counter	🌀	Normal	Swords Dance				
🌀	Fight	Power-Up Punch	🌀	Ground	Bone Rush				
🌀	Steel	Metal Sound	🌀	Normal	Me First				
🌀	Fight	Quick Guard	🌀	Normal	Work Up				
🌀	Fight	Aura Sphere	🌀	Psychic	Calm Mind				
🌀	Psychic	Heal Pulse	🌀	Fight	Close Combat				
🌀	Dragon	Dragon Pulse	🌀	Normal	Extreme Speed				
🌀	Steel	Iron Defense	🌀	Fight	Vaccum Wave				
🌀	Normal	Mind Reader							




#449 Hippopotas			TYPE:	Ground	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
 <p>HEIGHT: 0.8m / 2'07" WEIGHT: 50kg / 110 lbs</p> <p>Hippo Pokémon It lives in arid places where it joins small groups. It closes its nostrils and submerges under the sand to rest. Females have a different coloration, usually a darker and duller color.</p>	<p>BASE HP: 3</p> <p>SUGGESTED RANK:  Amateur</p> <p>ABILITIES: Sand Stream</p> <p>EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.</p> <p> </p>	🌀	Normal	Tackle	🌀	Ground	Sand Attack			
		🌀	Dark	Bite	🌀	Normal	Yawn			
		🌀	Normal	Take Down	🌀	Ground	Dig			
		🌀	Ground	Sand Tomb	🌀	Dark	Crunch			
		🌀	Ground	Earthquake	🌀	Normal	Double-Edge			
		🌀	Ground	Fissure	🌀	Normal	Stockpile			
🌀	Normal	Slack Off	🌀	Water	Water Pulse					

#450 Hippowdon			TYPE:	Ground	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
 <p>HEIGHT: 2m / 6'07" WEIGHT: 600kg / 1320 lbs</p> <p>Heavyweight Pokémon It becomes territorial and aggressive after evolving. Its open mouth stands over 7 ft. tall. There are records of one that came out of the sand and crushed a truck that was passing over its territory.</p>	<p>BASE HP: 5</p> <p>SUGGESTED RANK:  Ace</p> <p>ABILITIES: Sand Stream</p> <p>EVOLUTIVE STAGE: Final.</p> <p> </p>	🌀	Normal	Tackle	🌀	Ground	Sand Attack			
		🌀	Dark	Bite	🌀	Normal	Yawn			
		🌀	Fire	Fire Fang	🌀	Ice	Ice Fang			
		🌀	Normal	Take Down	🌀	Electric	Thunder Fang			
		🌀	Ground	Sand Tomb	🌀	Ground	Dig			
		🌀	Ground	Earthquake	🌀	Dark	Crunch			
		🌀	Ground	Fissure	🌀	Normal	Double-Edge			
		🌀	Steel	Iron Head	🌀	Normal	Slack Off			
		🌀			🌀	Fight	Revenge			
		🌀			🌀					


#451 Skorupi			TYPE:	Poison	Bug	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
 <p>HEIGHT: 0.8m / 2'07" WEIGHT: 12kg / 26 lbs</p> <p>Scorpion Pokémon It lives in deserts and arid regions. It buries itself under the sand, waiting for an unsuspecting prey to come nearby. It will then sting the prey and cling to it tenaciously until the poison takes effect.</p>	<p>BASE HP: 3</p> <p>SUGGESTED RANK:  Beginner</p> <p>ABILITIES: Battle Armor & Sniper</p> <p>EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.</p> <p> </p>	🌀	Dark	Bite	🌀	Poison	Poison Sting				
		🌀	Normal	Leer	🌀	Dark	Knock Off				
		🌀	Bug	Pin Missile	🌀	Normal	Acupressure				
		🌀	Dark	Pursuit	🌀	Bug	Bug Bite				
		🌀	Poison	Poison Fang	🌀	Poison	Venoshock				
		🌀	Dark	Hone Claws	🌀	Poison	Toxic Spikes				
		🌀	Dark	Night Slash	🌀	Normal	Scary Face				
		🌀	Dark	Crunch	🌀	Bug	Fell Stinger				
		🌀	Poison	Cross Poison	🌀	Psychic	Agility				
		🌀	Water	Aqua Tail	🌀	Poison	Poison Tail				
		🌀			🌀						
		🌀			🌀						

#452 Drapion						TYPE: Poison	Dark
Rank 1	Normal	Leer	Rank 1	Dark	Bite	 <p>HEIGHT: 1.3m / 4'03" WEIGHT: 61kg / 135 lbs</p> <p>Ogre Scorp Pokémon This Pokémon is very aggressive. It can completely rotate its head over its body, because of this, Drapion has no blind spots. Its venom is deadly and it won't hesitate to use it.</p>	STRENGTH ●●●●●
Rank 2	Poison	Poison Sting	Rank 2	Bug	Pin Missile		DEXTERITY ●●●●●
Rank 3	Dark	Knock Off	Rank 3	Ice	Ice Fang		VITALITY ●●●●●
Rank 4	Fire	Fire Fang	Rank 4	Electric	Thunder Fang		SPECIAL ●●●●●
Rank 5	Normal	Acupressure	Rank 5	Dark	Pursuit		INSIGHT ●●●●●
Rank 6	Bug	Bug Bite	Rank 6	Poison	Poison Fang		BASE HP: 4
Rank 7	Poison	Venoshock	Rank 7	Dark	Hone Claws		SUGGESTED RANK: Ace
Rank 8	Poison	Toxic Spikes	Rank 8	Dark	Night Slash		ABILITIES: Battle Armor & Sniper
Rank 9	Normal	Scary Face	Rank 9	Dark	Crunch		EVOLUTIVE STAGE: Final.
Rank 10	Bug	Fell Stinger	Rank 10	Poison	Cross Poison		 
Rank 11	Psychic	Agility	Rank 11	Water	Aqua Tail		
Rank 12	Poison	Poison Tail					

#453 Croagunk						TYPE: Poison	Fight
 <p>HEIGHT: 0.7m / 2'04" WEIGHT: 23kg / 50 lbs</p> <p>Toxic Mouth Pokémon It is commonly found in marshes. It inflates the sacks on its cheeks and makes croaking sounds. The fluid squeezed from its fingers is poisonous, but it is a common ingredient in medicinal ointments.</p>	STRENGTH ●●●●●	Rank 1	Ghost	Astonish	Rank 1	Ground	Mud Slap
	DEXTERITY ●●●●●	Rank 2	Poison	Poison Sting	Rank 2	Dark	Taunt
	VITALITY ●●●●●	Rank 3	Dark	Pursuit	Rank 3	Dark	Feint Attack
	SPECIAL ●●●●●	Rank 4	Fight	Revenge	Rank 4	Normal	Swagger
	INSIGHT ●●●●●	Rank 5	Ground	Mud Bomb	Rank 5	Dark	Sucker Punch
	BASE HP: 3	Rank 6	Poison	Venoshock	Rank 6	Dark	Nasty Plot
SUGGESTED RANK: Beginner	Rank 7	Poison	Poison Jab	Rank 7	Poison	Sludge Bomb	
ABILITIES: Anticipation & Dry Skin	Rank 8	Poison	Belch	Rank 8	Dark	Flatter	
EVOLUTIVE STAGE: First.	Rank 9	Normal	Fake Out	Rank 9	Fight	Drain Punch	
EVOLUTION TIME: Medium.	Rank 10	Fight	Quick Guard				
 							



#454 Toxicroak						TYPE: Poison	Fight
 <p>HEIGHT: 1.3 m / 4'03" WEIGHT: 44kg / 97 lbs</p> <p>Toxic Mouth Pokémon The toxin made in its poison sacs is pumped into the knuckle claws through tubes down its arms. Its toxins are so powerful that even a scratch from its knuckles could be fatal in a few hours.</p>	STRENGTH ●●●●●	Rank 1	Ground	Mud Slap	Rank 1	Normal	Growth
	DEXTERITY ●●●●●	Rank 2	Dark	Taunt	Rank 2	Grass	Vine Whip
	VITALITY ●●●●●	Rank 3	Dark	Feint Attack	Rank 3	Grass	Ingrain
	SPECIAL ●●●●●	Rank 4	Normal	Swagger	Rank 4	Grass	Leaf Tornado
	INSIGHT ●●●●●	Rank 5	Dark	Sucker Punch	Rank 5	Normal	Spit Up
	BASE HP: 4	Rank 6	Dark	Nasty Plot	Rank 6	Dark	Crunch
	SUGGESTED RANK: Amateur	Rank 7	Poison	Sludge Bomb	Rank 7	Grass	Power Whip
	ABILITIES: Anticipation & Dry Skin	Rank 8	Dark	Flatter	Rank 8	Poison	Gastro Acid
	EVOLUTIVE STAGE: Final.	Rank 9	Fight	Drain Punch			
		Rank 10					
	 						

#455 Carnivine						TYPE: Grass	
 <p>HEIGHT: 1.5m / 5'00" WEIGHT: 27kg / 59 lbs</p> <p>Bug Catcher Pokémon It binds itself to trees in marshes. It attracts prey with its sweet-smelling drool and gulps them down in one bite. It can take it a whole day to digest a single prey but it won't need to eat for at least a week.</p>	STRENGTH ●●●●●	Rank 1	Normal	Bind	Rank 1	Normal	Growth
	DEXTERITY ●●●●●	Rank 2	Dark	Bite	Rank 2	Grass	Vine Whip
	VITALITY ●●●●●	Rank 3	Normal	Sweet Scent	Rank 3	Grass	Ingrain
	SPECIAL ●●●●●	Rank 4	Dark	Feint Attack	Rank 4	Grass	Leaf Tornado
	INSIGHT ●●●●●	Rank 5	Normal	Stockpile	Rank 5	Normal	Spit Up
	BASE HP: 4	Rank 6	Normal	Swallow	Rank 6	Dark	Crunch
	SUGGESTED RANK: Amateur	Rank 7	Normal	Wring Out	Rank 7	Grass	Power Whip
	ABILITIES: Levitate	Rank 8	Bug	Rage Powder	Rank 8	Poison	Gastro Acid
	EVOLUTIVE STAGE: Final.	Rank 9	Grass	Seed Bomb			
		Rank 10					
							

#456 Finneon						TYPE: Water	
Rank 1	Normal	Pound	Rank 1	Water	Water Gun		STRENGTH ●●●●●
Rank 2	Normal	Attract	Rank 2	Water	Rain Dance		DEXTERITY ●●●●●
Rank 3	Flying	Gust	Rank 3	Water	Water Pulse		VITALITY ●●●●●
Rank 4	Normal	Captivate	Rank 4	Normal	Safeguard		SPECIAL ●●●●●
Rank 5	Water	Aqua Ring	Rank 5	Water	Whirlpool		INSIGHT ●●●●●
Rank 6	Bug	U-Turn	Rank 6	Flying	Bounce		BASE HP: 3
Rank 7	Bug	Silver Wind	Rank 7	Water	Soak		SUGGESTED RANK: Beginner
Rank 8	Psychic	Agility	Rank 8	Fairy	Sweet Kiss		ABILITIES: Swift Swim & Storm Drain
Rank 9	Ice	Aurora Beam					EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.

HEIGHT: 0.4m / 1'04" WEIGHT: 7kg / 15 lbs

Wing Fish Pokémon
The way its two-tail-fins flutter while it swims has earned Finneon the nickname "Beautiful of the Sea." The line running down its side can store sunlight and glow brightly at night.

#457 Lumineon						TYPE: Water		
	STRENGTH	●●●●●	Rank 1	Normal	Pound	Rank 1	Water	Water Gun
	DEXTERITY	●●●●●	Rank 2	Normal	Attract	Rank 2	Flying	Gust
	VITALITY	●●●●●	Rank 3	Water	Rain Dance	Rank 3	Water	Water Pulse
	SPECIAL	●●●●●	Rank 4	Normal	Captivate	Rank 4	Normal	Safeguard
	INSIGHT	●●●●●	Rank 5	Water	Aqua Ring	Rank 5	Water	Whirlpool
	BASE HP: 4	SUGGESTED RANK: Amateur	Rank 6	Bug	U-Turn	Rank 6	Flying	Bounce
	ABILITIES: Swift Swim & Storm Drain		Rank 7	Bug	Silver Wind	Rank 7	Water	Soak
	EVOLUTIVE STAGE: Final.		Rank 8	Psychic	Agility	Rank 8	Water	Brine
			Rank 9	Ice	Aurora Beam			

HEIGHT: 1.2m / 4'00" WEIGHT: 24kg / 52 lbs

Neon Pokémon
It lives in the deep-sea bottom. It attracts prey by flashing the patterns on its tail fins. In the wild it competes against Lanturn for food. Its main predators are Tentacruel and Sharpedo.




#458 Mantyke						TYPE: Water Flying		
	STRENGTH	●●●●●	Rank 1	Water	Bubble	Rank 1	Water	Water Gun
	DEXTERITY	●●●●●	Rank 2	Water	Bubble Beam	Rank 2	Flying	Gust
	VITALITY	●●●●●	Rank 3	Flying	Wing Attack	Rank 3	Water	Water Pulse
	SPECIAL	●●●●●	Rank 4	Water	Water Pulse	Rank 4	Normal	Safeguard
	INSIGHT	●●●●●	Rank 5	Normal	Take Down	Rank 5	Water	Whirlpool
	BASE HP: 3	SUGGESTED RANK: Beginner	Rank 6	Flying	Air Slash	Rank 6	Flying	Bounce
	ABILITIES: Swift Swim & Water Absorb		Rank 7	Flying	Bounce	Rank 7	Water	Soak
	EVOLUTIVE STAGE: First. EVOLVES BY: Getting bit by Remoraid.		Rank 8	Dragon	Twister	Rank 8	Water	Brine
			Rank 9	Flying	Tailwind			

HEIGHT: 1m / 3'03" WEIGHT: 65kg / 143 lbs

Kite Pokémon
When it swims close the ocean's surface people aboard ships are able to observe the pattern on its back as it is different in every region. Mantyke is an intelligent and friendly Pokémon that rarely attacks others.





#459 Snover						TYPE: Grass Ice		
	STRENGTH	●●●●●	Rank 1	Ice	Powder Snow	Rank 1	Normal	Leer
	DEXTERITY	●●●●●	Rank 2	Grass	Razor Leaf	Rank 2	Ice	Icy Wind
	VITALITY	●●●●●	Rank 3	Grass	Grass Whistle	Rank 3	Normal	Swagger
	SPECIAL	●●●●●	Rank 4	Ice	Mist	Rank 4	Ice	Ice Shard
	INSIGHT	●●●●●	Rank 5	Grass	Ingrain	Rank 5	Grass	Wood Hammer
	BASE HP: 3	SUGGESTED RANK: Amateur	Rank 6	Ice	Blizzard	Rank 6	Ice	Sheer Cold
	ABILITIES: Snow Warning		Rank 7	Normal	Growth	Rank 7	Grass	Seed Bomb
	EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.		Rank 8	Water	Water Pulse			
			Rank 9					

HEIGHT: 1m / 3'03" WEIGHT: 50kg / 111 lbs

Frosted Tree Pokémon
During cold seasons, it migrates to the mountain's lower reaches and returns to the summit in the spring. They are rarely in contact with humans but are sought for the frozen berries they grow.




#463 Lickilicky



HEIGHT: 1.7m / 5'07" WEIGHT: 280kg / 616 lbs

Licking Pokémon
It uses its tongue as an stretchable arm. It wil wrap prey with it and then proceed to eat it. Its saliva causes numbness. Try not to touch its tongue, it might try to eat you by reflex.



TYPE: Normal

BASE HP: 5 SUGGESTED RANK: Ace


ABILITIES: Own Tempo & Oblivious

EVOLUTIVE STAGE: Final.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Ghost	Lick	🌀	Normal	Supersonic
🌀	Normal	Defense Curl	🌀	Dark	Knock Off
🌀	Normal	Wrap	🌀	Normal	Stomp
🌀	Normal	Disable	🌀	Normal	Slam
🌀	Rock	Rollout	🌀	Normal	Chip Away
🌀	Normal	Me First	🌀	Normal	Refresh
🌀	Normal	Screech	🌀	Grass	Power Whip
🌀	Normal	Wring Out	🌀	Steel	Gyro Ball
🌀	Normal	Belly Drum	🌀	Water	Aqua Tail
🌀	Fight	Hammer Arm			

#464 Rhyperior



HEIGHT: 2.4m / 7'10" WEIGHT: 564kg / 1240 lbs

Drill Pokémon
They have rarely been seen in the wild and only in the tallest mountains. It has holes on its hands which are used like canons to shoot boulders. Be careful, they are very aggressive but not very smart.




TYPE: Ground Rock

BASE HP: 6 SUGGESTED RANK: Pro

ABILITIES: Lightningrod & Solid Rock

EVOLUTIVE STAGE: Final.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Tail Whip	🌀	Normal	Horn Attack
🌀	Normal	Stomp	🌀	Poison	Poison Jab
🌀	Normal	Fury Attack	🌀	Normal	Scary Face
🌀	Rock	Rock Blast	🌀	Normal	Chip Away
🌀	Normal	Take Down	🌀	Fight	Hammer Arm
🌀	Ground	Drill Run	🌀	Rock	Stone Edge
🌀	Ground	Earthquake	🌀	Normal	Horn Drill
🌀	Bug	Mega Horn	🌀	Rock	Rock Wrecker
🌀	Psychic	Guard Split	🌀	Steel	Smart Strike
🌀	Dragon	Dragon Rush			

#465 Tangrowth



HEIGHT: 2m / 6'07" WEIGHT: 256kg / 563 lbs

Vine Pokémon
While it remains still, it appears to be a large shrub. Unsuspecting prey that wander near get ensnared by its vines. In the summer months, its vines grow so large that you can't even see its eyes.

TYPE: Grass

BASE HP: 5 SUGGESTED RANK: Ace


ABILITIES: Chlorophyll & Leaf Guard

EVOLUTIVE STAGE: Final.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Block	🌀	Grass	Ingrain
🌀	Normal	Constrict	🌀	Grass	Sleep Powder
🌀	Grass	Vine Whip	🌀	Grass	Absorb
🌀	Poison	Poison Powder	🌀	Normal	Bind
🌀	Normal	Growth	🌀	Grass	Mega Drain
🌀	Dark	Knock Off	🌀	Grass	Stun Spore
🌀	Normal	Natural Gift	🌀	Normal	Slam
🌀	Rock	Ancient Power	🌀	Grass	Giga Drain
🌀	Normal	Tickle	🌀	Normal	Wring Out
🌀	Grass	Grassy Terrain	🌀	Grass	Power Whip
🌀	Normal	Nature Power	🌀	Psychic	Confusion
🌀	Psychic	Amnesia			




#466 Electivire



HEIGHT: 1.8m / 6'00" WEIGHT: 138kg / 305 lbs

Thunderbolt Pokémon
This Pokémon is reckless and has a short temper. As its electric charge amplifies, blue sparks begin to crackle between its horns. It has registered charge levels of over 20,000 Volts.




TYPE: Electric

BASE HP: 5 SUGGESTED RANK: Ace


ABILITIES: Motor Drive

EVOLUTIVE STAGE: Final.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Quick Attack	🌀	Electric	Ion Deluge
🌀	Normal	Leer	🌀	Electric	Electric Terrain
🌀	Fight	Low Kick	🌀	Electric	Thunder Shock
🌀	Fire	Fire Punch	🌀	Electric	Thunderbolt
🌀	Electric	Shock Wave	🌀	Electric	Thunder Wave
🌀	Electric	Electro Ball	🌀	Psychic	Light Screen
🌀	Electric	Thunder Punch	🌀	Normal	Swift
🌀	Normal	Screech	🌀	Electric	Discharge
🌀	Electric	Thunder	🌀	Normal	Giga Impact
🌀	Fight	Hammer Arm	🌀	Ice	Ice Punch
🌀	Dragon	Dual Chop			

#467 Magmortar



TYPE: Fire

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

HEIGHT: 1.6m / 5'03" **WEIGHT:** 136kg / 299 lbs

BASE HP: 5 **SUGGESTED RANK:** Ace

ABILITIES: Flame Body

EVOLUTIVE STAGE: Final.

RANK TYPE MOVE NAME


●	Normal	Leer
●	Normal	Smokescreen
●	Electric	Thunder Punch
●	Fire	Fire Spin
●	Fire	Flame Burst
●	Fire	Fire Punch
●	Fire	Sunny Day
●	Fire	Fire Blast
●	Dragon	Dual Chop
●	Fire	Heat Wave

RANK TYPE MOVE NAME

●	Poison	Smog
●	Fire	Ember
●	Dark	Feint Attack
●	Poison	Clear Smog
●	Ghost	Confuse Ray
●	Fire	Flamethrower
●	Fire	Lava Plume
●	Normal	Hyper Beam
●	Normal	Belly Drum

#240 **#126** **#467**

#468 Togekiss



TYPE: Fairy Flying

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

HEIGHT: 1.5m / 5'00" **WEIGHT:** 76kg / 167 lbs

BASE HP: 5 **SUGGESTED RANK:** Ace

ABILITIES: Serene Grace & Hustle

EVOLUTIVE STAGE: Final.

RANK TYPE MOVE NAME

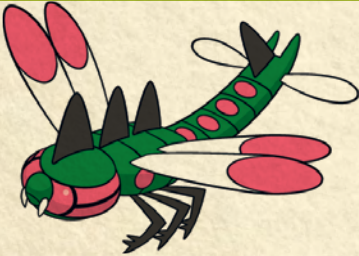
●	Normal	After You
●	Flying	Sky Attack
●	Flying	Air Slash
●	Normal	Lucky Chant

RANK TYPE MOVE NAME

●	Normal	Extreme Speed
●	Fight	Aura Sphere
●	Psychic	Extrasensory
●	Water	Water Pulse

#175 **#176** **#468**

#469 Yanmega



TYPE: Bug Flying

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

HEIGHT: 1.9m / 6'03" **WEIGHT:** 51kg / 113 lbs

BASE HP: 4 **SUGGESTED RANK:** Ace

ABILITIES: Speed Boost & Tinted Lens

EVOLUTIVE STAGE: Final.

RANK TYPE MOVE NAME

●	Normal	Tackle
●	Bug	Bug Bite
●	Normal	Quick Attack
●	Normal	Sonic Boom
●	Normal	Supersonic
●	Dark	Pursuit
●	Normal	Feint
●	Normal	Screech
●	Flying	Air Slash
●	Grass	Giga Drain
●	Flying	Tailwind

RANK TYPE MOVE NAME

●	Normal	Foresight
●	Normal	Double Team
●	Normal	Slash
●	Fight	Detect
●	Normal	Uproar
●	Rock	Ancient Power
●	Dark	Night Slash
●	Bug	U-Turn
●	Bug	Bug Buzz
●	Fight	Reversal

#E81 **#469**

#470 Leafeon



TYPE: Grass

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

HEIGHT: 1m / 3'03" **WEIGHT:** 25kg / 56 lbs

BASE HP: 4 **SUGGESTED RANK:** Amateur

ABILITIES: Leaf Guard

EVOLUTIVE STAGE: Final. **EVOLVED BY:** Leaf Stone.

RANK TYPE MOVE NAME

●	Normal	Tackle
●	Normal	Helping Hand
●	Grass	Razor Leaf
●	Grass	Grass Whistle
●	Grass	Giga Drain
●	Grass	Synthesis
●	Normal	Last Resort
●	Normal	Wish
●	Normal	Flail

RANK TYPE MOVE NAME

●	Normal	Tail Whip
●	Ground	Sand Attack
●	Normal	Quick Attack
●	Grass	Magical Leaf
●	Normal	Swords Dance
●	Fire	Sunny Day
●	Grass	Leaf Blade
●	Grass	Seed Bomb

#E33 **#470**

#471 Glaceon



TYPE: Ice

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: 4 **SUGGESTED RANK:** Amateur

ABILITIES: Snow Cloak

EVOLUTIVE STAGE: Final.
EVOLVED BY: Ice Stone.

HEIGHT: 0.8m / 2'07" **WEIGHT:** 25kg / 56 lbs

Fresh Snow Pokémon
 Eeveelutes that are forced to live in freezing temperatures evolve into this Pokémon. It can control its body temperature to below zero, freezing its fur and making it extremely tough.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Tackle	🌀	Normal	Tail Whip
🌀	Normal	Helping Hand	🌀	Ground	Sand Attack
🌀	Ice	Icy Wind	🌀	Normal	Quick Attack
🌀	Dark	Bite	🌀	Ice	Ice Fang
🌀	Ice	Ice Shard	🌀	Psychic	Barrier
🌀	Psychic	Mirror Coat	🌀	Ice	Hail
🌀	Normal	Last Resort	🌀	Ice	Blizzard
🌀	Normal	Wish	🌀	Normal	Captivate
🌀	Dark	Fake Tears			

#133 **#471**

#472 Gliscor



TYPE: Ground Flying

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: 5 **SUGGESTED RANK:** Ace

ABILITIES: Hyper Cutter & Sand Veil

EVOLUTIVE STAGE: Final.

HEIGHT: 2.1m / 6'07" **WEIGHT:** 84kg / 184 lbs

Fang Scorp Pokémon
 Its flight is soundless. It uses its lengthy tail to carry off its prey, then uses its long fangs to do the rest. It is more playful than aggressive but it is dangerous if you get close to the enormous claws.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Ground	Sand Attack	🌀	Normal	Harden
🌀	Dark	Knock Off	🌀	Normal	Quick Attack
🌀	Electric	Thunder Fang	🌀	Fire	Fire Fang
🌀	Ice	Ice Fang	🌀	Poison	Poison Jab
🌀	Bug	Fury Cutter	🌀	Dark	Feint Attack
🌀	Flying	Acrobatics	🌀	Dark	Night Slash
🌀	Bug	U-Turn	🌀	Normal	Screech
🌀	Bug	X-Scissor	🌀	Fight	Sky Uppercut
🌀	Normal	Swords Dance	🌀	Normal	Guillotine
🌀	Psychic	Agility	🌀	Steel	Metal Claw
🌀	Poison	Cross Poison			

#207 **#472**

#473 Mamoswine



TYPE: Ice Ground

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: 6 **SUGGESTED RANK:** Ace

ABILITIES: Oblivious & Snow Cloak

EVOLUTIVE STAGE: Final.


HEIGHT: 2.5m / 8'02" **WEIGHT:** 873kg / 1920 lbs

Twin Tusk Pokémon
 It was everywhere during the ice age but its population declined afterwards. This Pokémon uses strong tusks to remove the soil and snow and dig up roots and plants to eat. It has a bad temper.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Flying	Peck	🌀	Normal	Odor Sleuth
🌀	Ground	Mud Sport	🌀	Ice	Powder Snow
🌀	Ground	Mud Slap	🌀	Normal	Scary Face
🌀	Rock	Ancient Power	🌀	Normal	Endure
🌀	Ground	Mud Bomb	🌀	Ice	Hail
🌀	Ice	Ice Fang	🌀	Normal	Take Down
🌀	Normal	Double Hit	🌀	Ice	Mist
🌀	Normal	Thrash	🌀	Ground	Earthquake
🌀	Ice	Blizzard	🌀	Ground	Fissure
🌀	Ice	Icicle Crash	🌀	Ice	Avalanche

#220 **#221** **#473**

#474 Porygon-Z



TYPE: Normal

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: 5 **SUGGESTED RANK:** Ace

ABILITIES: Download & Adaptability

EVOLUTIVE STAGE: Final.

HEIGHT: 0.9 m / 3'03" **WEIGHT:** 34kg / 75 lbs

Virtual Pokémon
 A software to explore another dimension was installed on Porygon. However, it began acting oddly due to glitches in the code. Since then, it has a fondness for videos of Meowth and Skitty on the internet.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Tackle	🌀	Normal	Conversion
🌀	Normal	Conversion2	🌀	Psychic	Psybeam
🌀	Dark	Nasty Plot	🌀	Psychic	Trick Room
🌀	Psychic	Agility	🌀	Normal	Recover
🌀	Electric	Magnet Rise	🌀	Bug	Signal Beam
🌀	Dark	Embargo	🌀	Electric	Discharge
🌀	Normal	Lock-On	🌀	Normal	Tri Attack
🌀	Psychic	Magic Coat	🌀	Electric	Zap Cannon
🌀	Normal	Hyper Beam	🌀	Electric	Electro Web
🌀	Normal	Pain Split	🌀	Psychic	Trick

#137 **#233** **#474**

#475 Gallade



HEIGHT: 1.6m / 5'03"
WEIGHT: 52kg / 114 lbs

Blade Pokémon

This Pokémon is male only. He has an extreme sense of courtesy. In a battle, it uses the blades on his arms as if they were swords. It is a loyal Pokémon and won't doubt to fiercely protect its trainer.

TYPE:	Psychic	Fight
STRENGTH	●●●●●●	
DEXTERITY	●●●●●●	
VITALITY	●●●●●●	
SPECIAL	●●●●●●	
INSIGHT	●●●●●●	
BASE HP:	5	SUGGESTED RANK: Ace
ABILITIES:	Steadfast	
EVOLUTIVE STAGE:	Final	
EVOLVED BY:	Dawn Stone	

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Leer	●	Psychic	Confusion
●	Normal	Double Team	●	Psychic	Teleport
●	Fight	Quick Guard	●	Normal	False Swipe
●	Normal	Feint	●	Bug	Fury Cutter
●	Rock	Wide Guard	●	Normal	Slash
●	Psychic	Heal Pulse	●	Normal	Swords Dance
●	Psychic	Psycho Cut	●	Normal	Helping Hand
●	Grass	Leaf Blade	●	Dark	Night Slash
●	Normal	Protect	●	Fight	Close Combat
●	Psychic	Stored Power	●	Ghost	Shadow Sneak
●	Electric	Thunder Punch	●	Fight	Drain Punch

Mega-Gallade



HEIGHT: 1.6m / 5'03"
WEIGHT: 56kg / 124 lbs

Blade Pokémon

With the power of the Mega Stone it senses the emotions of others in a large radius and will go help anyone in need. It will only attack if it needs to defend someone or something. It is protective and brave.

TYPE:	Psychic	Fight
STRENGTH	●●●●●●	
DEXTERITY	●●●●●●	
VITALITY	●●●●●●	
SPECIAL	●●●●●●	
INSIGHT	●●●●●●	
BASE HP:	6	SUGGESTED RANK: Pro
ABILITIES:	Inner Focus	
EVOLUTIVE STAGE:	Mega Evolution.	

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Leer	●	Psychic	Confusion
●	Normal	Double Team	●	Psychic	Teleport
●	Fight	Quick Guard	●	Normal	False Swipe
●	Normal	Feint	●	Bug	Fury Cutter
●	Rock	Wide Guard	●	Normal	Slash
●	Psychic	Heal Pulse	●	Normal	Swords Dance
●	Psychic	Psycho Cut	●	Normal	Helping Hand
●	Grass	Leaf Blade	●	Dark	Night Slash
●	Normal	Protect	●	Fight	Close Combat
●	Psychic	Stored Power	●	Ghost	Shadow Sneak
●	Electric	Thunder Punch	●	Fight	Drain Punch

RANK	TYPE	MOVE NAME
●	Normal	Tackle
●	Steel	Iron Defense
●	Normal	Tri Attack
●	Electric	Magnet Rise
●	Rock	Wide Guard
●	Rock	Rock Blast
●	Electric	Spark
●	Rock	Power Gem
●	Electric	Discharge
●	Rock	Stone Edge
●	Electric	Zap Cannon
●	Steel	Iron Head

RANK	TYPE	MOVE NAME
●	Normal	Block
●	Steel	Magnet Bomb
●	Electric	Magnetic Flux
●	Psychic	Gravity
●	Electric	Thunder Wave
●	Psychic	Rest
●	Rock	Rock Slide
●	Rock	Sand Storm
●	Ground	Earth Power
●	Normal	Lock-On
●	Normal	Endure
●	Rock	Ancient Power

#476 Probopass



HEIGHT: 1.5m / 5'00"
WEIGHT: 680kg / 1496 lbs

Compass Pokémon

It exudes strong magnetism from all over. It controls three small units called Mini-Noses that float around and act as arms. It usually stays motionless unless attacked or provoked.

TYPE:	Rock	Steel
STRENGTH	●●●●●●	
DEXTERITY	●●●●●●	
VITALITY	●●●●●●	
SPECIAL	●●●●●●	
INSIGHT	●●●●●●	
BASE HP:	4	SUGGESTED RANK: Amateur
ABILITIES:	Sturdy & Magnet Pull	
EVOLUTIVE STAGE:	Final.	

#477 Dusknair




HEIGHT: 2.2m / 7'03"
WEIGHT: 106kg / 235 lbs

Gripper Pokémon

This feared Pokémon is said to travel to the other world. Some even believe that it takes lost spirits along with it. It uses the antenna on its head to receive messages from the deceased.

TYPE:	Ghost	
STRENGTH	●●●●●●	
DEXTERITY	●●●●●●	
VITALITY	●●●●●●	
SPECIAL	●●●●●●	
INSIGHT	●●●●●●	
BASE HP:	4	SUGGESTED RANK: Ace
ABILITIES:	Pressure	
EVOLUTIVE STAGE:	Final.	

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Bind	●	Normal	Leer
●	Ghost	Night Shade	●	Normal	Disable
●	Normal	Foresight	●	Ghost	Shadow Punch
●	Fire	Fire Punch	●	Ice	Ice Punch
●	Electric	Thunder Punch	●	Ghost	Astonish
●	Ghost	Confuse Ray	●	Ghost	Shadow Sneak
●	Dark	Pursuit	●	Ghost	Curse
●	Fire	Will-O'-Wisp	●	Psychic	Gravity
●	Ghost	Hex	●	Ghost	Shadow Ball
●	Normal	Mean Look	●	Dark	Payback
●	Psychic	Future Sight	●	Psychic	Imprison
●	Ghost	Ominous Wind	●	Dark	Sucker Punch

#478 Froslass						TYPE:	Ice	Ghost		
🌀	Normal	Leer	🌀	Ice	Powder Snow		STRENGTH	●●●●●		
🌀	Ice	Ice Shard	🌀	Normal	Double Team		DEXTERITY	●●●●●		
🌀	Ghost	Astonish	🌀	Ghost	Confuse Ray		VITALITY	●●●●●		
🌀	Ice	Icy Wind	🌀	Fairy	Draining Kiss		SPECIAL	●●●●●		
🌀	Ghost	Ominous Wind	🌀	Fight	Wake-Up Slap		INSIGHT	●●●●●		
🌀	Fire	Will-O-Wisp	🌀	Ghost	Destiny Bond		BASE HP:	4	SUGGESTED RANK:	🌀 Ace
🌀	Normal	Captivate	🌀	Ice	Blizzard		ABILITIES:	Snow Cloak		
🌀	Ice	Hail	🌀	Ghost	Spite		EVOLUTIVE STAGE:	Final		
🌀	Ice	Aurora Veil	🌀	Normal	Weather Ball		EVOLVED BY:	Dawn Stone. Female only.		

HEIGHT: 1.3m / 4'03" WEIGHT: 26kg / 58 lbs

Snow Land Pokémon
This Pokémon is female only.
Legends in snowy regions say that a woman who was lost at an icy mountain was reborn as Froslass. It appears during blizzards to take lost people away.

#361 #362 #478

#479 Rotom			TYPE:	Electric	Ghost	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH	●●●●●	🌀	Electric	Thunder Wave	🌀	Ghost	Astonish			
	DEXTERITY	●●●●●	🌀	Ghost	Confuse Ray	🌀	Electric	Thunder Shock			
	VITALITY	●●●●●	🌀	Normal	Uproar	🌀	Psychic	Trick			
	SPECIAL	●●●●●	🌀	Normal	Double Team	🌀	Electric	Shock Wave			
	INSIGHT	●●●●●	🌀	Ghost	Ominous Wind	🌀	Normal	Substitute			
	BASE HP:	4	SUGGESTED RANK:	🌀 Ace	🌀	Electric	Electro Ball	🌀	Ghost	Hex	
ABILITIES:	Levitate		🌀	Electric	Charge	🌀	Electric	Discharge			
EVOLUTIVE STAGE:	Final.		 #479								

HEIGHT: 0.3m / 1'00" WEIGHT: 0.3kg / 0.7 lbs

Plasma Pokémon
Its electric-like body can enter some kinds of machines and take control of them in order to cause mischief. It changes its form to that of the electric appliance, allowing it to become more powerful.

#479 Rotom Heat			TYPE:	Electric	Fire	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH	●●●●●	🌀	Electric	Thunder Wave	🌀	Ghost	Astonish			
	DEXTERITY	●●●●●	🌀	Ghost	Confuse Ray	🌀	Electric	Thunder Shock			
	VITALITY	●●●●●	🌀	Normal	Uproar	🌀	Psychic	Trick			
	SPECIAL	●●●●●	🌀	Normal	Double Team	🌀	Electric	Shock Wave			
	INSIGHT	●●●●●	🌀	Ghost	Ominous Wind	🌀	Normal	Substitute			
	BASE HP:	4	SUGGESTED RANK:	🌀 Ace	🌀	Electric	Electro Ball	🌀	Ghost	Hex	
ABILITIES:	Levitate		🌀	Electric	Charge	🌀	Electric	Discharge			
EVOLUTIVE STAGE:	Final.		 #479								

HEIGHT: 0.3m / 1'00" WEIGHT: 0.3kg / 0.7 lbs

Plasma Pokémon
A Microwave possessed by a Rotom. It uses Fire powers and burns the food of unsuspecting people.

While on this form it can use the move: Overheat.

#479 Rotom Fan			TYPE:	Electric	Flying	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH	●●●●●	🌀	Electric	Thunder Wave	🌀	Ghost	Astonish			
	DEXTERITY	●●●●●	🌀	Ghost	Confuse Ray	🌀	Electric	Thunder Shock			
	VITALITY	●●●●●	🌀	Normal	Uproar	🌀	Psychic	Trick			
	SPECIAL	●●●●●	🌀	Normal	Double Team	🌀	Electric	Shock Wave			
	INSIGHT	●●●●●	🌀	Ghost	Ominous Wind	🌀	Normal	Substitute			
	BASE HP:	4	SUGGESTED RANK:	🌀 Ace	🌀	Electric	Electro Ball	🌀	Ghost	Hex	
ABILITIES:	Levitate		🌀	Electric	Charge	🌀	Electric	Discharge			
EVOLUTIVE STAGE:	Final.		 #479								

HEIGHT: 0.3m / 1'00" WEIGHT: 0.3kg / 0.7 lbs

Plasma Pokémon
A Desk fan possessed by a Rotom. It uses Wind powers and scatters everything around with terrible air currents.

While on this form it can use the move: Air Slash.

#479 Rotom Mow



Plasma Pokémon
A Lawnmower possessed by a Rotom. It uses Grass powers, mows awful patterns on the grass and chases people with the blades out. While on this form it can use the move: Leaf Storm.

TYPE:	Electric	Grass	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
STRENGTH	●●●●		⚡	Electric	Thunder Wave	⚡	Ghost	Astonish
DEXTERITY	●●●●●		👁️	Ghost	Confuse Ray	👁️	Electric	Thunder Shock
VITALITY	●●●●●●		👁️	Normal	Uproar	👁️	Psychic	Trick
SPECIAL	●●●●●●		👁️	Normal	Double Team	👁️	Electric	Shock Wave
INSIGHT	●●●●●●		👁️	Ghost	Ominous Wind	👁️	Normal	Substitute
			👁️	Electric	Electro Ball	👁️	Ghost	Hex
			👁️	Electric	Charge	👁️	Electric	Discharge
			👁️	Grass	Leaf Storm			

HEIGHT: 0.3m / 1'00" WEIGHT: 0.3kg / 0.7 lbs

BASE HP: 4 SUGGESTED RANK: Ace

ABILITIES: Levitate

EVOLUTIVE STAGE: Final.



#479 Rotom Frost



Plasma Pokémon
A refrigerator possessed by a Rotom. It uses Ice powers, traps people inside and freezes them in solid ice blocks. While on this form it can use the move: Blizzard.

TYPE:	Electric	Ice	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
STRENGTH	●●●●		⚡	Electric	Thunder Wave	⚡	Ghost	Astonish
DEXTERITY	●●●●●		👁️	Ghost	Confuse Ray	👁️	Electric	Thunder Shock
VITALITY	●●●●●●		👁️	Normal	Uproar	👁️	Psychic	Trick
SPECIAL	●●●●●●		👁️	Normal	Double Team	👁️	Electric	Shock Wave
INSIGHT	●●●●●●		👁️	Ghost	Ominous Wind	👁️	Normal	Substitute
			👁️	Electric	Electro Ball	👁️	Ghost	Hex
			👁️	Electric	Charge	👁️	Electric	Discharge
			👁️	Ice	Blizzard			

HEIGHT: 0.3m / 1'00" WEIGHT: 0.3kg / 0.7 lbs

BASE HP: 4 SUGGESTED RANK: Ace

ABILITIES: Levitate

EVOLUTIVE STAGE: Final.



#479 Rotom Wash



Plasma Pokémon
A Washing machine possessed by a Rotom. It uses Water powers and floods the houses with torrents of water. While on this form it can use the move: Hydro Pump.

TYPE:	Electric	Water	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
STRENGTH	●●●●		⚡	Electric	Thunder Wave	⚡	Ghost	Astonish
DEXTERITY	●●●●●		👁️	Ghost	Confuse Ray	👁️	Electric	Thunder Shock
VITALITY	●●●●●●		👁️	Normal	Uproar	👁️	Psychic	Trick
SPECIAL	●●●●●●		👁️	Normal	Double Team	👁️	Electric	Shock Wave
INSIGHT	●●●●●●		👁️	Ghost	Ominous Wind	👁️	Normal	Substitute
			👁️	Electric	Electro Ball	👁️	Ghost	Hex
			👁️	Electric	Charge	👁️	Electric	Discharge
			👁️	Water	Hydro Pump			

HEIGHT: 0.3m / 1'00" WEIGHT: 0.3kg / 0.7 lbs


BASE HP: 4 SUGGESTED RANK: Ace

ABILITIES: Levitate

EVOLUTIVE STAGE: Final.



#479 Rotom Dex



Plasma Pokémon
A Pokédex possessed by a Rotom, it has access to all the information inside the computer and uses the sounds to emulate speech. While on this form it can use the move Light Screen.


TYPE:	Electric		RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
STRENGTH	●●●●		⚡	Electric	Thunder Wave	⚡	Ghost	Astonish
DEXTERITY	●●●●●		👁️	Ghost	Confuse Ray	👁️	Electric	Thunder Shock
VITALITY	●●●●●●		👁️	Normal	Uproar	👁️	Psychic	Trick
SPECIAL	●●●●●●		👁️	Normal	Double Team	👁️	Electric	Shock Wave
INSIGHT	●●●●●●		👁️	Ghost	Ominous Wind	👁️	Normal	Substitute
			👁️	Electric	Electro Ball	👁️	Ghost	Hex
			👁️	Electric	Charge	👁️	Electric	Discharge
			👁️	Psychic	Light Screen			






















HEIGHT: 0.3m / 1'00" WEIGHT: 0.3kg / 0.7 lbs

BASE HP: 4 SUGGESTED RANK: Ace

ABILITIES: Levitate

EVOLUTIVE STAGE: Final.
























#480 Uxie						TYPE: Psychic
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	 <p>HEIGHT: 0.3m / 1'00" WEIGHT: 0.3kg / 0.7 lbs</p> <p>Pokédex has no data. In the myths of Sinnoh they talk about three beings that came out from the same egg, the yellow one was the being of knowledge. Together they shaped the human race to be complete.</p> <p>BASE HP: 4 SUGGESTED RANK:  Master</p> <p>ABILITIES: Levitate</p> <p>EVOLUTIVE STAGE: Unknown.</p> 
	Dark	Memento		Normal	Natural Gift	
	Normal	Flail		Psychic	Rest	
	Psychic	Confusion		Psychic	Imprison	
	Normal	Endure		Normal	Swift	
	Normal	Yawn		Psychic	Future Sight	
	Psychic	Amnesia		Psychic	Extrasensory	
	Dark	Foul Play		Normal	Hidden Power	
	Normal	Psych Up		Psychic	Trick Room	
	Psychic	Magic Room		Psychic	Wonder Room	

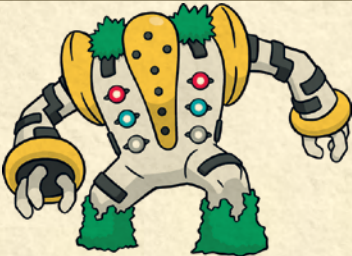






















#481 Mesprit			TYPE: Psychic	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
 <p>HEIGHT: 0.3m / 1'00" WEIGHT: 0.3kg / 0.7 lbs</p> <p>Pokédex has no data. In the myths of Sinnoh they talk about three beings that came out from the same egg, the pink one was the being of emotion. Together they shaped the human race to be complete.</p>	STRENGTH	●●●●●●	<p>BASE HP: 4 SUGGESTED RANK:  Master</p> <p>ABILITIES: Levitate</p> <p>EVOLUTIVE STAGE: Unknown.</p> 		Psychic	Healing Wish		Normal	Natural Gift
	DEXTERITY	●●●●●			Normal	Copycat		Psychic	Rest
	VITALITY	●●●●●●			Psychic	Confusion		Psychic	Imprison
	SPECIAL	●●●●●●			Normal	Protect		Normal	Swift
	INSIGHT	●●●●●●			Normal	Lucky Chant		Psychic	Future Sight
					Fairy	Charm		Psychic	Extrasensory
					Normal	Helping Hand		Normal	Hidden Power
					Normal	Psych Up		Psychic	Role Play
					Dark	Knock Off		Psychic	Trick

#482 Azelf						TYPE: Psychic
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	 <p>HEIGHT: 0.3m / 1'00" WEIGHT: 0.3kg / 0.7 lbs</p> <p>Pokédex has no data. In the myths of Sinnoh they talk about three beings that came out from the same egg, the blue one was the being of willpower. Together they shaped the human race to be complete.</p> <p>BASE HP: 4 SUGGESTED RANK:  Master</p> <p>ABILITIES: Levitate</p> <p>EVOLUTIVE STAGE: Unknown.</p> 
	Normal	Last Resort		Normal	Natural Gift	
	Normal	Flail		Psychic	Rest	
	Psychic	Confusion		Psychic	Imprison	
	Fight	Detect		Normal	Swift	
	Normal	Uproar		Psychic	Future Sight	
	Dark	Nasty Plot		Psychic	Extrasensory	
	Normal	Explosion		Normal	Hidden Power	
	Normal	Swords Dance		Rock	Stealth Rock	
	Psychic	Skill Swap		Psychic	Zen Headbutt	

#483 Dialga			TYPE: Steel Dragon	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
 <p>HEIGHT: 5.4m / 17'09" WEIGHT: 683kg/1505 lbs</p> <p>Pokédex has no data. In some religions there is a being called "The God of Time" whose first roar brought future, present and past.</p>	STRENGTH	●●●●●●●	<p>BASE HP: 7 SUGGESTED RANK:  Master</p> <p>ABILITIES: Pressure & Telepathy</p> <p>EVOLUTIVE STAGE: Unknown.</p> 		Dragon	Dragon Breath		Normal	Scary Face
	DEXTERITY	●●●●●			Steel	Metal Claw		Rock	Ancient Power
	VITALITY	●●●●●●			Normal	Slash		Rock	Power Gem
	SPECIAL	●●●●●●●			Steel	Metal Burst		Dragon	Dragon Claw
	INSIGHT	●●●●●●			Ground	Earth Power		Fight	Aura Sphere
					Steel	Iron Tail		Dragon	Roar of Time
					Steel	Flash Cannon		Normal	Hidden Power
					Normal	Psych Up		Psychic	Trick Room
					Dragon	Dragon Pulse		Steel	Iron Defense

#484 Palkia						TYPE:	Water	Dragon
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		STRENGTH ●●●●●●● DEXTERITY ●●●●●● VITALITY ●●●●●● SPECIAL ●●●●●●●● INSIGHT ●●●●●●●	BASE HP: 5 SUGGESTED RANK:  Master
	Dragon	Dragon Breath		Normal	Scary Face			
	Water	Water Pulse		Rock	Ancient Power			
	Normal	Slash		Rock	Power Gem			
	Water	Aqua Tail		Dragon	Dragon Claw			
	Ground	Earth Power		Fight	Aura Sphere			
	Normal	Hyper Voice		Dragon	Spacial Rend			
	Water	Hydro Pump		Normal	Hidden Power			
	Normal	Psych Up		Psychic	Gravity			
	Dragon	Dragon Pulse		Water	Liquidation			
HEIGHT: 4.2m / 13'09" WEIGHT: 336kg / 740 lbs Pokédex has no data.						ABILITIES: Pressure & Telepathy EVOLUTIVE STAGE: Unknown.	 #484	
A fantasy book describes a place where space bends in impossible ways and the master of that site was a Pokémon with a similar appearance.								

#485 Heatran			TYPE:	Fire	Steel	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH	●●●●●	BASE HP: 4 SUGGESTED RANK:  Pro		Rock	Ancient Power		Normal	Leer		
	DEXTERITY	●●●●●			Fire	Fire Fang		Steel	Metal Sound		
	VITALITY	●●●●●●			Dark	Crunch		Normal	Scary Face		
	SPECIAL	●●●●●●●			Fire	Lava Plume		Fire	Fire Spin		
	INSIGHT	●●●●●●			Steel	Iron Head		Ground	Earth Power		
HEIGHT: 1.7m / 5'07" WEIGHT: 430kg / 948 lbs Pokédex has no data.		ABILITIES: Flash Fire & Flame Body EVOLUTIVE STAGE: Unknown.	 #485		Fire	Heat Wave		Rock	Stone Edge		
An old painting showed a similar Pokémon standing atop of an erupting Volcano.					Fire	Magma Storm		Steel	Iron Defense		
					Fire	Sunny Day		Ground	Stomping Tantrum		
			Dragon	Dragon Pulse		Normal	Uproar				



#486 Regigigas						TYPE:	Normal	
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		STRENGTH ●●●●●●●● DEXTERITY ●●●●●● VITALITY ●●●●●● SPECIAL ●●●●●● INSIGHT ●●●●●●	BASE HP: 6 SUGGESTED RANK:  Master
	Steel	Heavy Slam		Normal	Crush Grip			
	Fire	Fire Punch		Ice	Ice Punch			
	Electric	Thunder Punch		Normal	Dizzy Punch			
	Dark	Knock Off		Ghost	Confuse Ray			
	Normal	Foresight		Fight	Revenge			
	Rock	Wide Guard		Psychic	Zen Headbutt			
	Dark	Payback		Normal	Hidden Power			
	Normal	Psych Up		Normal	Giga Impact			
	Normal	Substitute		Normal	Strength			
	Fight	Superpower		Normal	Nature Power			
HEIGHT: 3.7m / 12'02" WEIGHT: 1 ton / 2204 lbs Pokédex has no data.						ABILITIES: Slow Start EVOLUTIVE STAGE: Unknown.	 #486	
A very old legend tells about the King of Giants, who could crush a mountain with its grip and mold living titans from the rubble.								

#487 Giratina						TYPE:	Ghost	Dragon	
	STRENGTH	●●●●●●	BASE HP: 8 SUGGESTED RANK:  Master		Dragon	Dragon Breath		Normal	Scary Face
	DEXTERITY	●●●●●			Ghost	Ominous Wind		Rock	Ancient Power
	VITALITY	●●●●●●●			Normal	Slash		Ghost	Shadow Sneak
	SPECIAL	●●●●●●			Ghost	Destiny Bond		Dragon	Dragon Claw
	INSIGHT	●●●●●●●			Ground	Earth Power		Fight	Aura Sphere
HEIGHT: 4.5m / 14'09" WEIGHT: 750kg/1653 lbs		ABILITIES: Pressure & Telepathy EVOLUTIVE STAGE: Unknown.	 #487		Ghost	Shadow Claw		Ghost	Shadow Force
PLOT DEVICE.					Ghost	Hex		Normal	Hidden Power
					Normal	Psych Up		Ghost	Spite
			Normal	Pain Split		Dragon	Outrage		
			Dragon	Draco Meteor		Psychic	Gravity		

Origin Giratina

	TYPE: Ghost Dragon	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME			
	STRENGTH ●●●●●●●●	👤	Dragon	Dragon Breath	👤	Normal	Scary Face			
	DEXTERITY ●●●●●●	👤	Ghost	Ominous Wind	👤	Rock	Ancient Power			
	VITALITY ●●●●●●●●	👤	Normal	Slash	👤	Ghost	Shadow Sneak			
	SPECIAL ●●●●●●●●	👤	Ghost	Destiny Bond	👤	Dragon	Dragon Claw			
	INSIGHT ●●●●●●●●	👤	Ground	Earth Power	👤	Fight	Aura Sphere			
HEIGHT: 1.6m / 5'03"	WEIGHT: 56kg / 124 lbs	BASE HP: 8	SUGGESTED RANK: 👤 Master	👤	Ghost	Shadow Claw	👤	Ghost	Shadow Force	
		ABILITIES: Levitate			👤	Normal	Hex	👤	Normal	Hidden Power
				👤	Normal	Psych Up	👤	Ghost	Spite	
				👤	Normal	Pain Split	👤	Dragon	Outrage	
				👤	Dragon	Draco Meteor	👤	Psychic	Gravity	
PLOT DEVICE		EVOLUTIVE STAGE: Unknown.								



#488 Cresselia

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		TYPE: Psychic
👤	Psychic	Lunar Dance	👤	Psychic	Psycho Shift		STRENGTH ●●●●●●
👤	Psychic	Psycho Cut	👤	Fairy	Moonlight		DEXTERITY ●●●●●●
👤	Psychic	Confusion	👤	Normal	Double Team		VITALITY ●●●●●●●●
👤	Normal	Safeguard	👤	Ice	Mist		SPECIAL ●●●●●●
👤	Ice	Aurora Beam	👤	Psychic	Future Sight		INSIGHT ●●●●●●●●
👤	Normal	Slash	👤	Psychic	Psychic		BASE HP: 6
👤	Fairy	Moonblast	👤	Psychic	Rest		SUGGESTED RANK: 🏆 Pro
👤	Normal	Captivate	👤	Psychic	Calm Mind		ABILITIES: Levitate
👤	Normal	Protect	👤	Psychic	Magic Coat		EVOLUTIVE STAGE: Unknown.
👤	Psychic	Light Screen	👤	Psychic	Reflect	 #488	
HEIGHT: 1.5m / 5'00" WEIGHT: 85kg / 188 lbs Pokédex has no data. The embodiment of dreams comes to life during the crescent moon nights. You will be blessed with peaceful bedtimes if you keep one of its feathers. Or so they say.							

#489 Phione

	TYPE: Water	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		
	STRENGTH ●●●●●●	👤	Water	Bubble	👤	Water	Water Sport		
	DEXTERITY ●●●●●●	👤	Fairy	Charm	👤	Normal	Supersonic		
	VITALITY ●●●●●●	👤	Water	Bubble Beam	👤	Poison	Acid Armor		
	SPECIAL ●●●●●●	👤	Water	Whirlpool	👤	Water	Water Pulse		
	INSIGHT ●●●●●●	👤	Water	Aqua Ring	👤	Water	Dive		
HEIGHT: 0.4m / 1'04"	WEIGHT: 3kg / 6 lbs	BASE HP: 4	SUGGESTED RANK: 🏆 Pro	👤	Water	Surf	👤	Normal	Heal Bell
Pokédex has no data. There have been sightings of small groups of similar Pokémon but its existence has never been confirmed. It is said to be the offspring of Manaphy.		ABILITIES: Hydration			👤	Normal	Last Resort		
								EVOLUTIVE STAGE: Unknown.  #489	

#490 Manaphy

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		TYPE: Water
👤	Bug	Tail Glow	👤	Water	Bubble		STRENGTH ●●●●●●
👤	Water	Water Sport	👤	Fairy	Charm		DEXTERITY ●●●●●●
👤	Normal	Supersonic	👤	Water	Bubble Beam		VITALITY ●●●●●●
👤	Poison	Acid Armor	👤	Water	Whirlpool		SPECIAL ●●●●●●
👤	Water	Water Pulse	👤	Water	Aqua Ring		INSIGHT ●●●●●●
👤	Water	Dive	👤	Water	Rain Dance		BASE HP: 5
👤	Water	Surf	👤	Psychic	Heart Swap		SUGGESTED RANK: 🏆 Pro
👤	Water	Liquidation	👤	Ice	Icy Wind		ABILITIES: Hydration
👤	Flying	Bounce	👤				EVOLUTIVE STAGE: Unknown.
HEIGHT: 0.3m / 1'00" WEIGHT: 1kg / 3 lbs Pokédex has no data. It is said that after the war for land and sea was over, a tiny Pokémon was born from the bottom of the ocean to bond with all the creatures as a sign of peace.						 #490	

#491 Darkrai



TYPE: Dark

STRENGTH ●●●●●

DEXTERITY ●●●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●●●

INSIGHT ●●●●●

HEIGHT: 1.5m / 5'00" **WEIGHT:** 50kg / 111 lbs

BASE HP: 4 **SUGGESTED RANK:** Pro

ABILITIES: Bad Dreams


EVOLUTIVE STAGE: Unknown.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Ghost	Ominous Wind	●	Normal	Disable
●	Normal	Quick Attack	●	Psychic	Hypnosis
●	Dark	Feint Attack	●	Ghost	Nightmare
●	Normal	Double Team	●	Ice	Haze
●	Dark	Dark Void	●	Dark	Nasty Plot
●	Psychic	Dream Eater	●	Dark	Dark Pulse
●	Dark	Torment	●	Psychic	Wonder Room
●	Dark	Foul Play	●	Ghost	Spite

Pokédex has no data.
All around the world, young children have depicted a similar figure in their drawings.
They call it "The Boogeyman".
People say it will make all your nightmares come true.

#492 Shaymin



TYPE: Grass

STRENGTH ●●●●●●●

DEXTERITY ●●●●●●●

VITALITY ●●●●●●●

SPECIAL ●●●●●●●


INSIGHT ●●●●●●●

HEIGHT: 0.8m / 0'08" **WEIGHT:** 2kg / 4 lbs

BASE HP: 5 **SUGGESTED RANK:** Pro

ABILITIES: Natural Cure


EVOLUTIVE STAGE: Unknown.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Growth	●	Grass	Magical Leaf
●	Grass	Leech Seed	●	Grass	Synthesis
●	Normal	Sweet Scent	●	Normal	Natural Gift
●	Grass	Worry Seed	●	Grass	Aromatherapy
●	Grass	Energy Ball	●	Fairy	Sweet Kiss
●	Psychic	Healing Wish	●	Grass	Seed Flare
●	Ground	Earth Power	●	Normal	Endeavor
●	Grass	Giga Drain	●	Psychic	Zen Headbutt

Pokédex has no data.
There are old traces of gigantic trees that once grew all over the earth. They were called the "Trees of Life" and their flowers granted the power of flight to the kind-hearted, or so the legend says.

#492 Shaymin



TYPE: Grass Flying

STRENGTH ●●●●●●●

DEXTERITY ●●●●●●●

VITALITY ●●●●●●●

SPECIAL ●●●●●●●


INSIGHT ●●●●●●●

HEIGHT: 1.6m / 5'03" **WEIGHT:** 56kg / 124 lbs

BASE HP: 5 **SUGGESTED RANK:** Pro

ABILITIES: Serene Grace


EVOLUTIVE STAGE: Unknown.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Growth	●	Grass	Magical Leaf
●	Grass	Leech Seed	●	Grass	Synthesis
●	Normal	Sweet Scent	●	Normal	Natural Gift
●	Grass	Worry Seed	●	Flying	Air Slash
●	Grass	Energy Ball	●	Fairy	Sweet Kiss
●	Grass	Leaf Storm	●	Grass	Seed Flare
●	Normal	Endeavor	●	Psychic	Zen Headbutt
●	Grass	Giga Drain	●	Flying	Tailwind

Pokédex has no data.
There are old traces of gigantic trees that once grew all over the earth. They were called the "Trees of Life" and their flowers granted the power of flight to the kind-hearted, or so the legend says.

#493 Arceus



TYPE: Normal

STRENGTH ●●●●●●●●●●●

DEXTERITY ●●●●●●●●●●●

VITALITY ●●●●●●●●●●●

SPECIAL ●●●●●●●●●●●

INSIGHT ●●●●●●●●●●●

HEIGHT: 3.2m / 10'06" **WEIGHT:** 320kg / 705 lbs

BASE HP: 6 **SUGGESTED RANK:** Master



ABILITIES: Multitype

EVOLUTIVE STAGE: Unknown.





RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Fight	Seismic Toss	●	Psychic	Cosmic Power
●	Normal	Natural Gift	●	Dark	Punishment
●	Psychic	Gravity	●	Ground	Earth Power
●	Normal	Hyper Voice	●	Normal	Extreme Speed
●	Normal	Refresh	●	Psychic	Future Sight
●	Normal	Recover	●	Normal	Hyper Beam
●	Normal	Perish Song	●	Normal	Judgment
●	Steel	Sunsteel Strike	●	Bug	Infestation
●	Electric	Zap Cannon	●	Dragon	Draco Meteor
●	Fairy	Light of Ruin	●	Fire	Inferno
●	Flying	Hurricane	●	Ghost	Phantom Force
●	Grass	Frenzy Plant	●	Fight	Detect
●	Ice	Sheer Cold	●	Poison	Sludge Wave
●	Rock	Ancient Power	●	Water	Origin Pulse





PLOT DEVICE.

#494 Victini						TYPE: Psychic	Fire	
Rank 1	Fire	Searing Shot	Rank 1	Normal	Focus Energy	 <p>HEIGHT: 0.4m / 1'04" WEIGHT: 4kg / 8 lbs</p> <p>Pokédex has no data. On tournament days, Trainers eat a "V" shaped apple as a sign of good luck. It is unknown if it has anything to do with this Pokémon.</p>	STRENGTH	●●●●●●
Rank 2	Psychic	Confusion	Rank 2	Fire	Incinerate		DEXTERITY	●●●●●●
Rank 3	Normal	Quick Attack	Rank 3	Normal	Endure		VITALITY	●●●●●●
Rank 4	Normal	Headbutt	Rank 4	Fire	Flame Charge		SPECIAL	●●●●●●
Rank 5	Fight	Reversal	Rank 5	Fire	Flame Burst		INSIGHT	●●●●●●
Rank 6	Psychic	Zen Headbutt	Rank 6	Fire	Inferno		BASE HP: 5	SUGGESTED RANK: Pro
Rank 7	Normal	Double-Edge	Rank 7	Fire	Flare Blitz		ABILITIES: Victory Star	EVOLUTIVE STAGE: Unknown.
Rank 8	Fight	Final Gambit	Rank 8	Psychic	Stored Power			#494
Rank 9	Fire	Overheat	Rank 9	Psychic	Trick			
Rank 10	Electric	Shock Wave	Rank 10	Fire	V-Create			




#495 Snivy						TYPE: Grass		
 <p>HEIGHT: 0.6m / 2'00" WEIGHT: 8kg / 17 lbs</p> <p>Grass Snake Pokémon It is very intelligent and independent, although it seems calm it doesn't like being bossed around. Being exposed to lots of sunlight makes its movements swifter. The tail drops if it is not feeling well.</p>	STRENGTH	●●●●●	Rank 1	Normal	Tackle	Rank 1	Normal	Leer
	DEXTERITY	●●●●●	Rank 2	Grass	Vine Whip	Rank 2	Normal	Wrap
	VITALITY	●●●●●	Rank 3	Normal	Growth	Rank 3	Grass	Leaf Tornado
	SPECIAL	●●●●●	Rank 4	Grass	Leech Seed	Rank 4	Grass	Mega Drain
	INSIGHT	●●●●●	Rank 5	Normal	Slam	Rank 5	Grass	Leaf Blade
	BASE HP: 3	SUGGESTED RANK: Beginner	Rank 6	Poison	Coil	Rank 6	Grass	Giga Drain
ABILITIES: Overgrow	EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.	Rank 7	Normal	Wring Out	Rank 7	Poison	Gastro Acid	
		Rank 8	Grass	Leaf Storm	Rank 8	Grass	Grass Pledge	
		Rank 9	Grass	Synthesis	Rank 9	Dragon	Twister	

#496 Servine						TYPE: Grass	
 <p>HEIGHT: 0.8m / 2'07" WEIGHT: 16kg / 35 lbs</p> <p>Grass Snake Pokémon It moves along the ground by sliding. Its swift movements befuddle its foes, then attacks with a vine whip. It always keeps itself clean and it demands care from its trainer, otherwise it will misbehave.</p>	STRENGTH	●●●●●	Rank 1	Normal	Leer	<p>BASE HP: 4 SUGGESTED RANK: Amateur</p> <p>ABILITIES: Overgrow</p> <p>EVOLUTIVE STAGE: Second. EVOLUTION TIME: Medium.</p> 	
	DEXTERITY	●●●●●	Rank 2	Normal	Wrap		
	VITALITY	●●●●●	Rank 3	Grass	Leaf Tornado		
	SPECIAL	●●●●●	Rank 4	Grass	Mega Drain		
	INSIGHT	●●●●●	Rank 5	Grass	Leaf Blade		
	Rank 6	Grass	Giga Drain	Rank 6	Poison		Gastro Acid
	Rank 7	Poison	Gastro Acid	Rank 7	Grass		Grass Pledge
	Rank 8	Grass	Grass Pledge	Rank 8	Dragon		Twister
	Rank 9	Dragon	Twister				

#497 Serperior						TYPE: Grass				
 <p>HEIGHT: 3.3m / 10'10" WEIGHT: 126kg / 277 lbs</p> <p>Regal Pokémon It stops enemies dead in their tracks with just one intense glare. It is a noble and proud Pokémon. It is not aggressive but it can be very stubborn. It takes a really strong foe for it to take the fight seriously.</p>	STRENGTH	●●●●●	Rank 1	Normal	Leer	<p>BASE HP: 5 SUGGESTED RANK: Ace</p> <p>ABILITIES: Overgrow</p> <p>EVOLUTIVE STAGE: Final.</p> 				
	DEXTERITY	●●●●●	Rank 2	Grass	Vine Whip		Rank 2	Normal	Wrap	
	VITALITY	●●●●●	Rank 3	Normal	Growth		Rank 3	Grass	Leaf Tornado	
	SPECIAL	●●●●●	Rank 4	Grass	Leech Seed		Rank 4	Grass	Mega Drain	
	INSIGHT	●●●●●	Rank 5	Normal	Slam		Rank 5	Grass	Leaf Blade	
	Rank 6	Poison	Gastro Acid	Rank 6	Grass		Giga Drain	Rank 6	Poison	Gastro Acid
	Rank 7	Normal	Gastro Acid	Rank 7	Grass		Frenzy Plant	Rank 7	Grass	Frenzy Plant
	Rank 8	Grass	Frenzy Plant	Rank 8	Dragon		Dragon Pulse	Rank 8	Dragon	Dragon Pulse
	Rank 9	Dragon	Dragon Pulse							

#498 Tepig						TYPE:	Fire
🌀	Normal	Tackle	🌀	Normal	Tail Whip		STRENGTH ●●●● DEXTERITY ●●●● VITALITY ●●●● SPECIAL ●●●● INSIGHT ●●●●
🔥	Fire	Ember	🌀	Normal	Odor Sleuth		
🌀	Normal	Defense Curl	🌀	Fire	Flame Charge		
🦠	Poison	Smog	🪨	Rock	Rollout		
🌀	Normal	Take Down	🌀	Fire	Heat Crash		
🌑	Dark	Assurance	🔥	Fire	Flamethrower		
🪨	Rock	Head Smash	🌀	Normal	Roar		
🔥	Fire	Flare Blitz	🔥	Fire	Fire Pledge		
🌀	Normal	Body Slam	🌑	Dark	Sucker Punch		
HEIGHT: 0.5m / 1'08" WEIGHT: 10kg / 21 lbs Fire Pig Pokémon It blows fire through its nose. When it catches a cold, the fire becomes pitch-black smoke instead. Tepig loves to eat roasted berries and its keen sense of smell allows it to find them easily.						BASE HP: 3 SUGGESTED RANK: Starter	
ABILITIES: Blaze EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.						  	




#499 Pignite						TYPE:	Fire	Fight			
	STRENGTH ●●●●●		🌀	Normal	Tackle		STRENGTH ●●●●●●●				
	DEXTERITY ●●●●●		🔥	Fire	Ember		🌀	Normal	Odor Sleuth	DEXTERITY ●●●●●	
	VITALITY ●●●●●		🌀	Normal	Defense Curl		🌀	Fire	Flame Charge	VITALITY ●●●●●	
	SPECIAL ●●●●●		🌀	Fight	Arm Thrust		🦠	Poison	Smog	SPECIAL ●●●●●	
	INSIGHT ●●●●●		🌀	Rock	Rollout		🌀	Normal	Take Down	INSIGHT ●●●●●	
			🌀	Fire	Heat Crash		🌑	Dark	Assurance		
		🔥	Fire	Flamethrower	🪨		Rock	Head Smash			
		🌀	Normal	Roar	🔥		Fire	Flare Blitz			
		🔥	Fire	Fire Pledge	🌀		Normal	Body Slam			
		🌑	Dark	Sucker Punch							
HEIGHT: 1m / 3'03" WEIGHT: 55kg / 122 lbs Fire Pig Pokémon Whatever it eats becomes fuel for the flame on its stomach. When it is angered, the intensity of the flame increases. It is not common to see them the wild. They are mostly found living in warm places.						BASE HP: 4 SUGGESTED RANK: Amateur					
ABILITIES: Blaze EVOLUTIVE STAGE: Second. EVOLUTION TIME: Medium.						  					




#500 Emboar						TYPE:	Fire	Fight
🌀	Normal	Tail Whip	🌀	Normal	Tackle		STRENGTH ●●●●●●●	
🌀	Normal	Odor Sleuth	🔥	Fire	Ember		DEXTERITY ●●●●●	
🌀	Normal	Roar	🌀	Normal	Defense Curl		VITALITY ●●●●●	
🔥	Fire	Flame Charge	🌀	Fight	Arm Thrust		SPECIAL ●●●●●●●	
🦠	Poison	Smog	🌀	Rock	Rollout		INSIGHT ●●●●●	
🌀	Normal	Take Down	🌀	Fire	Heat Crash			
🌑	Dark	Assurance	🔥	Fire	Flamethrower			
🪨	Rock	Head Smash	🌀	Fight	Hammer Arm			
🔥	Fire	Flare Blitz	🔥	Fire	Blast Burn			
🌀	Steel	Heavy Slam	🔥	Electric	Thunder Punch			
HEIGHT: 1.6m / 5'03" WEIGHT: 300kg / 660 lbs Mega Fire Pig Pokémon Although it has a scary exterior, it is a very gentle Pokémon that cares deeply for family and friends. It can burst its punches and beard on fire, it also shows proficiency on martial arts like Judo.						BASE HP: 6 SUGGESTED RANK: Ace		
ABILITIES: Blaze EVOLUTIVE STAGE: Final.						  		

#501 Oshawott						TYPE:	Water	
	STRENGTH ●●●●●		🌀	Normal	Tackle		STRENGTH ●●●●●●●	
	DEXTERITY ●●●●●		🌀	Water	Water Gun		DEXTERITY ●●●●●	
	VITALITY ●●●●●		🌀	Normal	Focus Energy		VITALITY ●●●●●	
	SPECIAL ●●●●●		🦋	Bug	Fury Cutter		SPECIAL ●●●●●●●	
	INSIGHT ●●●●●		🌀	Fight	Revenge		INSIGHT ●●●●●	
			🌀	Normal	Encore			
		🌀	Normal	Retaliate				
		🔥	Water	Hydro Pump				
		🌀	Flying	Air Slash				
HEIGHT: 0.5m / 1'08" WEIGHT: 6kg / 13 lbs Sea Otter Pokémon It is only seen close to the sea in a few places in the world. Oshawott uses the scotchop on its chest as a tool for multiple purposes and as a weapon to slash and fight. It is small but brave and daring.						BASE HP: 3 SUGGESTED RANK: Starter		
ABILITIES: Torrent EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.						  		

RANK			TYPE			MOVE NAME			#502 Dewott			TYPE: Water	
🌀	Normal	Tackle	🌀	Normal	Tail Whip	 <p>HEIGHT: 0.8m / 2'07" WEIGHT: 24kg / 54 lbs</p> <p>Discipline Pokémon It isolates itself from others and trains every day to perform a double scalchop slash technique. This Pokémon takes itself very seriously and won't back down from any challenge.</p>			STRENGTH ●●●●●				
👹	Water	Water Gun	👹	Water	Water Sport				DEXTERITY ●●●●●				
🌀	Normal	Focus Energy	👹	Water	Razor Shell				VITALITY ●●●●●				
🐛	Bug	Fury Cutter	👹	Water	Water Pulse				SPECIAL ●●●●●				
👊	Fight	Revenge	👹	Water	Aqua Jet				INSIGHT ●●●●●				
🌀	Normal	Encore	👹	Water	Aqua Tail				BASE HP: 4				
🌀	Normal	Retaliate	👹	Normal	Swords Dance				SUGGESTED RANK: Amateur				
👹	Water	Hydro Pump	👹	Water	Water Pledge				ABILITIES: Torrent				
👹	Flying	Air Slash	👹	Fight	Detect				EVOLUTIVE STAGE: Second. EVOLUTION TIME: Medium.				
						  							


#503 Samurott			TYPE: Water			RANK			TYPE			MOVE NAME		
 <p>HEIGHT: 1.5m / 5'00" WEIGHT: 94kg / 208 lbs</p> <p>Formidable Pokémon It uses the horn on its head and both seamitars attached to its front legs as weapons. In the late spring and fall, they gather on cold beaches and fight each other. The winner lets out an intimidating roar.</p>			STRENGTH ●●●●●			🌀	Normal	Tail Whip	🌀	Normal	Tackle			
			DEXTERITY ●●●●●			👹	Water	Water Sport	👹	Water	Water Gun			
			VITALITY ●●●●●			👹	Normal	Encore	👹	Normal	Focus Energy			
			SPECIAL ●●●●●			👹	Water	Razor Shell	👹	Bug	Fury Cutter			
			INSIGHT ●●●●●			👹	Water	Water Pulse	👹	Fight	Revenge			
			BASE HP: 5			👹	Water	Aqua Jet	👹	Normal	Slash			
SUGGESTED RANK: Ace			👹	Bug	Megahorn	👹	Water	Aqua Tail						
ABILITIES: Torrent			👹	Normal	Retaliate	👹	Normal	Swords Dance						
EVOLUTIVE STAGE: Final.			👹	Water	Hydro Pump	👹	Water	Hydro Cannon						
			👹	Dark	Night Slash	👹	Steel	Smart Strike						
			  											

RANK			TYPE			MOVE NAME			#504 Patrat			TYPE: Normal	
🌀	Normal	Tackle	🌀	Normal	Leer	 <p>HEIGHT: 0.5m / 1'08" WEIGHT: 11kg / 25 lbs</p> <p>Scout Pokémon They live in grass fields in big groups. One of them is always looking out for predators. The group gathers food they store on their cheeks to bring it back home. They are wary and alert all the time.</p>			STRENGTH ●●●●●				
👹	Dark	Bite	👹	Normal	Bide				DEXTERITY ●●●●●				
👹	Fight	Detect	👹	Ground	Sand Attack				VITALITY ●●●●●				
👹	Dark	Crunch	👹	Psychic	Hypnosis				SPECIAL ●●●●●				
👹	Normal	Super Fang	👹	Normal	After You				INSIGHT ●●●●●				
👹	Normal	Work Up	👹	Normal	Focus Energy				BASE HP: 3				
👹	Normal	Mean Look	👹	Normal	Hyper Fang				SUGGESTED RANK: Beginner				
👹	Dark	Nasty Plot	👹	Normal	Baton Pass				ABILITIES: Run Away & Keen Eye				
👹	Normal	Slam	👹	Normal	Screech				EVOLUTIVE STAGE: First. EVOLUTION TIME: Fast.				
👹	Grass	Seed Bomb	👹	Water	Aqua Tail	 							





#505 Watchog			TYPE: Normal			RANK			TYPE			MOVE NAME		
 <p>HEIGHT: 1.1m / 3'07" WEIGHT: 27kg / 59 lbs</p> <p>Lookout Pokémon Their fur has a luminicent property. They make the patterns on their bodies glow in order to threaten predators. Their keen eyesight allows them to see in the dark. They are also good diggers.</p>			STRENGTH ●●●●●			🌀	Normal	Leer	🌀	Normal	Tackle			
			DEXTERITY ●●●●●			👹	Fight	Low Kick	👹	Dark	Bite			
			VITALITY ●●●●●			👹	Fight	Detect	👹	Normal	Bide			
			SPECIAL ●●●●●			👹	Ground	Rototiller	👹	Ground	Sand Attack			
			INSIGHT ●●●●●			👹	Dark	Crunch	👹	Psychic	Hypnosis			
			BASE HP: 4			👹	Ghost	Confuse Ray	👹	Normal	Super Fang			
SUGGESTED RANK: Amateur			👹	Normal	After You	👹	Normal	Psych Up						
ABILITIES: Run Away & Keen Eye			👹	Normal	Focus Energy	👹	Normal	Mean Look						
EVOLUTIVE STAGE: Final.			👹	Normal	Hyper Fang	👹	Dark	Nasty Plot						
			👹	Normal	Baton Pass	👹	Normal	Slam						
			👹	Fire	Fire Punch	👹	Electric	Thunder Punch						
			👹	Fight	Revenge	 								

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#506 Lillipup		TYPE:	Normal	
1	Normal	Leer	1	Normal	Tackle		HEIGHT: 0.4m / 1'04" WEIGHT: 4kg / 9 lbs	BASE HP: 3 SUGGESTED RANK: Starter	STRENGTH	●●●●●
2	Normal	Odor Sleuth	2	Dark	Bite				DEXTERITY	●●●●●
3	Fairy	Baby-Doll Eyes	3	Normal	Helping Hand				VITALITY	●●●●●
4	Normal	Take Down	4	Normal	Work Up				SPECIAL	●●●●●
5	Dark	Crunch	5	Normal	Roar				INSIGHT	●●●●●
6	Normal	Retaliate	6	Fight	Reversal				ABILITIES: Vital Spirit & Pick Up	
7	Normal	Last Resort	7	Normal	Giga Impact				EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.	
8	Fairy	Play Rough	8	Ghost	Lick				  	
9	Normal	Endure	9	Normal	Yawn					

Puppy Pokémon
Good with children and old people, this gentle Pokémon is a favorite to keep as pet. It is very brave and smart and will protect its trainer against any threat. It uses the hair on its head to feel its surroundings.

#507 Herdier			TYPE:	Normal	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH	●●●●●	BASE HP: 4 SUGGESTED RANK: Amateur	ABILITIES: Intimidate & Sand Rush EVOLUTIVE STAGE: Second. EVOLUTION TIME: Medium.	1	Normal	Leer	1	Normal	Tackle
	DEXTERITY	●●●●●			2	Normal	Odor Sleuth	2	Dark	Bite
	VITALITY	●●●●●			3	Normal	Helping Hand	3	Normal	Take Down
	SPECIAL	●●●●●			4	Normal	Work Up	4	Dark	Crunch
	INSIGHT	●●●●●			5	Normal	Roar	5	Normal	Retaliate
					6	Fight	Reversal	6	Normal	Last Resort
		7	Normal	Giga Impact	7	Fairy	Play Rough			
		8	Ghost	Lick	8	Normal	Endure			
		9	Normal	Yawn	9					





Loyal Dog Pokémon
It loyally follows its Trainer's orders. For ages, they have helped Trainers to raise well behaved Pokémon. It has black, cape-like fur that is very hard and keeps it protected from the weather.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#508 Stoutland		TYPE:	Normal	
1	Normal	Tackle	1	Normal	Leer		HEIGHT: 1.2m / 4'00" WEIGHT: 61kg / 134 lbs	BASE HP: 5 SUGGESTED RANK: Amateur	STRENGTH	●●●●●●
2	Dark	Bite	2	Normal	Odor Sleuth				DEXTERITY	●●●●●●
3	Ice	Ice Fang	3	Fire	Fire Fang				VITALITY	●●●●●●
4	Electric	Thunder Fang	4	Normal	Helping Hand				SPECIAL	●●●●●●
5	Normal	Take Down	5	Normal	Work Up				INSIGHT	●●●●●●
6	Dark	Crunch	6	Normal	Roar				ABILITIES: Intimidate & Sand Rush	
7	Normal	Retaliate	7	Fight	Reversal				EVOLUTIVE STAGE: Final.	
8	Normal	Last Resort	8	Normal	Giga Impact				  	
9	Fairy	Play Rough	9	Psychic	Psychic Fangs					
10	Steel	Iron Head	10	Fight	Superpower					





Big-Hearted Pokémon
For many years this Pokémon has helped with rescue missions in hostile places. Its outer coat is hard on the exterior but soft and silky on the inside. They keep people safe and warm while help is on the way.

#509 Purrloin			TYPE:	Dark	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH	●●●●●	BASE HP: 3 SUGGESTED RANK: Beginner	ABILITIES: Limber & Unburden EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.	1	Normal	Scratch	1	Normal	Growl
	DEXTERITY	●●●●●			2	Normal	Assist	2	Ground	Sand Attack
	VITALITY	●●●●●			3	Normal	Fury Swipes	3	Dark	Pursuit
	SPECIAL	●●●●●			4	Dark	Torment	4	Normal	Fake Out
	INSIGHT	●●●●●			5	Dark	Hone Claws	5	Dark	Assurance
					6	Normal	Slash	6	Normal	Captivate
		7	Dark	Snatch	7	Dark	Night Slash			
		8	Dark	Nasty Plot	8	Dark	Sucker Punch			
		9	Fairy	Play Rough	9	Psychic	Trick			
		10	Dark	Fake Tears	10	Normal	Pay Day			




Devious Pokémon
They have adapted to live in the streets of big cities. They steal for fun but their victims can't help but forgive them. Their cute act is a ruse. People who keep them as pets often regret it.



#514 Simisear						TYPE:	Fire
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		STRENGTH ●●●○○○ DEXTERITY ●●●○○○ VITALITY ●●○○○ SPECIAL ●●●○○○ INSIGHT ●●○○○
●	Normal	Leer	●	Ghost	Lick		
●	Normal	Fury Swipes	●	Fire	Flame Burst		
●	Poison	Gunk Shot	●	Fight	Superpower		
●	Fire	Heat Wave				HEIGHT: 1m / 3'03" WEIGHT: 28kg / 61 lbs BASE HP: 4 SUGGESTED RANK:  Amateur ABILITIES: Gluttony EVOLUTIVE STAGE: Final.	
Ember Pokémon A flame burns on top of its head. It scatters embers from its head and tail to sear its opponents. It loves sweets and is not afraid to go near humans to try to get some candy by begging or by stealing.						 #513  #514	




#515 Panpour						TYPE:	Water	
	STRENGTH	●●○○○	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	DEXTERITY	●●○○○	●	Normal	Scratch	●	Normal	Play Nice
	VITALITY	●●○○○	●	Normal	Leer	●	Ghost	Lick
	SPECIAL	●●○○○	●	Water	Water Gun	●	Normal	Fury Swipes
INSIGHT	●●○○○	●	Normal	Water Sport	●	Dark	Bite	
HEIGHT: 0.6m / 2'00" WEIGHT: 13kg / 29 lbs Spray Pokémon It does not thrive in dry climates. It keeps itself damp by shooting the water stored in its head tuft. Its water is valued by gardeners and Grass Pokémon breeders as it makes plants grow beautiful.	BASE HP: 3 SUGGESTED RANK:  Beginner ABILITIES: Gluttony EVOLUTIVE STAGE: First. EVOLVES WITH: Water Stone.	 #515  #516	●	Water	Scald	●	Dark	Taunt
			●	Water	Scald	●	Dark	Taunt
			●	Dark	Fling	●	Flying	Acrobatics
			●	Water	Brine	●	Normal	Recycle
			●	Normal	Natural Gift	●	Dark	Crunch
			●	Dark	Nasty Plot	●	Water	Aqua Tail
			●	Fairy	Disarming Voice			

#516 Simipour						TYPE:	Water
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		STRENGTH ●●●○○○ DEXTERITY ●●●○○○ VITALITY ●●○○○ SPECIAL ●●●○○○ INSIGHT ●●○○○
●	Normal	Leer	●	Ghost	Lick		
●	Normal	Fury Swipes	●	Water	Scald		
●	Water	Aqua Ring	●	Water	Hydro Pump		
●	Poison	Gunk Shot				HEIGHT: 1m / 3'03" WEIGHT: 29kg / 63 lbs BASE HP: 4 SUGGESTED RANK:  Amateur ABILITIES: Gluttony EVOLUTIVE STAGE: Final.	
Geyser Pokémon It prefers places with clean water. When its tuft runs low, it replenishes it by siphoning water up with its tail. It is said that if you see a Simipour swimming in a pond, the water is safe to drink.						 #515  #516	



#517 Munna						TYPE:	Psychic	
	STRENGTH	●●○○○	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	DEXTERITY	●●○○○	●	Psychic	Psywave	●	Normal	Defense Curl
	VITALITY	●●○○○	●	Normal	Lucky Chant	●	Normal	Yawn
	SPECIAL	●●○○○	●	Psychic	Psybeam	●	Psychic	Imprison
INSIGHT	●●○○○	●	Fairy	Moonlight	●	Psychic	Hypnosis	
HEIGHT: 0.6m / 2'00" WEIGHT: 23kg / 56 lbs Dream Eater Pokémon It lurks close to towns and eats the dreams of people and Pokémon. When it eats a pleasant dream, it expels pink-colored mist. If you forgot what you dreamed, a Munna must have eaten your dream.	BASE HP: 3 SUGGESTED RANK:  Beginner ABILITIES: Forewarn & Synchronize EVOLUTIVE STAGE: First. EVOLVES WITH: Moon Stone.	 #517  #518	●	Psychic	Zen Headbutt	●	Psychic	Calm Mind
			●	Ghost	Nightmare	●	Psychic	Dream Eater
			●	Psychic	Psychic	●	Psychic	Synchronoise
			●	Psychic	Telekinesis	●	Psychic	Future Sight
			●	Psychic	Stored Power	●	Normal	Heal Bell
			●	Normal	Pain Split	●	Psychic	Healing Wish



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	<h2>#518 Musharna</h2> 	TYPE:	Psychic
🌀	Psychic	Psychic Terrain	🌀	Normal	Defense Curl		STRENGTH	●●●●
🌀	Psychic	Psybeam	🌀	Psychic	Hypnosis		DEXTERITY	●●●●
🌀	Normal	Lucky Chant	🌀	Normal	Pain Split		VITALITY	●●●●●
🌀	Normal	Heal Bell					SPECIAL	●●●●●●
🌀	Psychic	Healing Wish					INSIGHT	●●●●●●
<p>HEIGHT: 1.1m / 3'07" WEIGHT: 60kg / 133 lbs</p> <p>Drowsing Pokémon It communicates with the mist on its forehead, it can create shapes and images from dreams it has eaten. It is said that this Pokémon is a link between this world and a another one made entirely of dreams.</p>						<p>BASE HP: 6</p> <p>ABILITIES: Forewarn & Synchronize</p> <p>EVOLUTIVE STAGE: Final.</p>	<p>SUGGESTED RANK: Amateur</p>  	

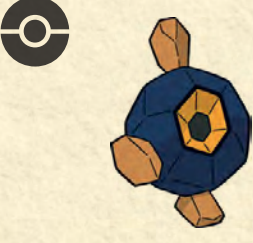


#519 Pidove			TYPE:	Normal	Flying	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH	●●●●	🌀	Flying	Gust	🌀	Normal	Growl			
	DEXTERITY	●●●●	🌀	Normal	Leer	🌀	Normal	Quick Attack			
	VITALITY	●●●●●	🌀	Flying	Air Cutter	🌀	Flying	Roost			
	SPECIAL	●●●●	🌀	Fight	Detect	🌀	Dark	Taunt			
	INSIGHT	●●●●	🌀	Flying	Air Slash	🌀	Normal	Razor Wind			
			🌀	Flying	Feather Dance	🌀	Normal	Swagger			
<p>HEIGHT: 0.3m / 1'00" WEIGHT: 2kg / 4 lbs</p> <p>BASE HP: 3</p> <p>SUGGESTED RANK: Starter</p> <p>ABILITIES: Big Pecks & Super Luck</p> <p>EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.</p>	  										

#520 Tranquil			TYPE:	Normal	Flying	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH	●●●●●	🌀	Normal	Growl	🌀	Normal	Quick Attack			
	DEXTERITY	●●●●	🌀	Normal	Leer	🌀	Normal	Quick Attack			
	VITALITY	●●●●●	🌀	Flying	Air Cutter	🌀	Flying	Roost			
	SPECIAL	●●●●	🌀	Fight	Detect	🌀	Dark	Taunt			
	INSIGHT	●●●●	🌀	Flying	Air Slash	🌀	Normal	Razor Wind			
			🌀	Flying	Feather Dance	🌀	Normal	Swagger			
			🌀	Normal	Facade	🌀	Flying	Tailwind			
			🌀	Flying	Sky Attack	🌀	Steel	Steel Wing			
			🌀	Normal	Lucky Chant	🌀	Psychic	Hypnosis			
<p>HEIGHT: 0.6m / 2'00" WEIGHT: 15kg / 33 lbs</p> <p>Wild Pigeon Pokémon During war and old times people made use of Tranquil's sense of location to send letters. It will never fail to find it's way back home. They like quiet forests and enjoy to relax in the peace and quiet.</p>	  			<p>BASE HP: 4</p> <p>ABILITIES: Big Pecks & Super Luck</p> <p>EVOLUTIVE STAGE: Second. EVOLUTION TIME: Medium.</p>	<p>SUGGESTED RANK: Amateur</p>						

#521 Unfezant			TYPE:	Normal	Flying	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH	●●●●●●	🌀	Flying	Gust	🌀	Normal	Growl			
	DEXTERITY	●●●●●	🌀	Normal	Leer	🌀	Normal	Quick Attack			
	VITALITY	●●●●●	🌀	Flying	Air Cutter	🌀	Flying	Roost			
	SPECIAL	●●●●	🌀	Fight	Detect	🌀	Dark	Taunt			
	INSIGHT	●●●●	🌀	Flying	Air Slash	🌀	Normal	Razor Wind			
			🌀	Flying	Feather Dance	🌀	Normal	Swagger			
			🌀	Normal	Facade	🌀	Flying	Tailwind			
			🌀	Flying	Sky Attack	🌀	Fire	Heat Wave			
			🌀	Dark	Night Slash	🌀	Normal	Lucky Chant			
<p>HEIGHT: 1.2m / 4'00" WEIGHT: 29kg / 63 lbs</p> <p>BASE HP: 5</p> <p>SUGGESTED RANK: Amateur</p> <p>ABILITIES: Big Pecks & Super Luck</p> <p>EVOLUTIVE STAGE: Final.</p>	  										

#522 Blitzle						TYPE: Electric
Normal	Quick Attack	Normal	Tail Whip			STRENGTH ●●●● DEXTERITY ●●●●● VITALITY ●●●● SPECIAL ●●●● INSIGHT ●●●●
Electric	Charge	Electric	Shock Wave			
Electric	Thunder Wave	Fire	Flame Charge			
Dark	Pursuit	Electric	Spark			
Normal	Stomp	Electric	Wild Charge			
Psychic	Agility	Electric	Discharge			
Normal	Thrash	Normal	Me First			
Flying	Bounce	Fight	Double Kick			
HEIGHT: 0.8m / 2'07" WEIGHT: 58kg / 110 lbs		BASE HP: 3 SUGGESTED RANK: Beginner		ABILITIES: Lightningrod & Motor Drive EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.		
Electrified Pokémon When storm clouds cover the plains you can see them running around chasing the lightnings to absorb them on their mane. They form big herds and use the pattern on their skin to confuse predators.						

#523 Zebstrika						TYPE: Electric
	STRENGTH ●●●●●	DEXTERITY ●●●●●	VITALITY ●●●●	SPECIAL ●●●●●	INSIGHT ●●●●	BASE HP: 4 SUGGESTED RANK: Amateur ABILITIES: Lightningrod & Motor Drive EVOLUTIVE STAGE: Final.
	Normal	Quick Attack	Normal	Tail Whip		
	Electric	Shock Wave	Electric	Charge		
	Electric	Thunder Wave	Electric	Ion Deluge		
	Fire	Flame Charge	Dark	Pursuit		
	Electric	Spark	Normal	Stomp		
Electric	Wild Charge	Psychic	Agility			
Electric	Discharge	Normal	Thrash			
Flying	Bounce	Fight	Double Kick			
Normal	Screach					
HEIGHT: 1.6m / 5'03" WEIGHT: 158kg / 350 lbs		BASE HP: 4 SUGGESTED RANK: Amateur		ABILITIES: Lightningrod & Motor Drive EVOLUTIVE STAGE: Final.		
Thunderbolt Pokémon It is very ill tempered and wild, there have been very few cases of it being successfully tamed. It can shoot lightning from it's mane in all directions. If you try to mount it without warning it will shock you.						

#524 Roggenrola						TYPE: Rock
Normal	Tackle	Normal	Harden			STRENGTH ●●●●● DEXTERITY ●●●● VITALITY ●●●●● SPECIAL ●●●●● INSIGHT ●●●●
Ground	Sand Attack	Normal	Headbutt			
Rock	Rock Blast	Ground	Mud Slap			
Steel	Iron Defense	Rock	Smack Down			
Rock	Rock Slide	Rock	Stealth Rock			
Rock	Sandstorm	Rock	Stone Edge			
Normal	Explosion	Steel	Autotomize			
Normal	Lock-On	Ground	Magnitude			
HEIGHT: 0.4m / 1'04" WEIGHT: 18kg / 39 lbs		BASE HP: 3 SUGGESTED RANK: Beginner		ABILITIES: Sturdy EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.		
Mantle Pokémon It is made from compressed rock, making it's body almost as hard as steel. It is blind, what looks like it's eye is really an ear, for this reason it can live in the darkest of caves feeding on rocks to grow stronger.						




#525 Boldore						TYPE: Rock
	STRENGTH ●●●●●	DEXTERITY ●●●●	VITALITY ●●●●●	SPECIAL ●●●●●	INSIGHT ●●●●	BASE HP: 4 SUGGESTED RANK: Amateur ABILITIES: Sturdy EVOLUTIVE STAGE: Second. EVOLVES WITH: Trade.
	Normal	Tackle	Normal	Harden		
	Ground	Sand Attack	Normal	Headbutt		
	Rock	Rock Blast	Ground	Mud Slap		
	Steel	Iron Defense	Rock	Smack Down		
	Rock	Power Gem	Rock	Rock Slide		
Rock	Stealth Rock	Rock	Sandstorm			
Rock	Stone Edge	Normal	Explosion			
Steel	Autotomize	Ground	Magnitude			
Rock	Wide Guard					
HEIGHT: 0.9m / 3'00" WEIGHT: 102kg / 224 lbs		BASE HP: 4 SUGGESTED RANK: Amateur		ABILITIES: Sturdy EVOLUTIVE STAGE: Second. EVOLVES WITH: Trade.		
Ore Pokémon It releases the excess of energy in the form of red crystals. It is still blind, it looks for for water sources inside underground caves by using echo location. It is a pacific creature that keeps to itself most of the time.						

#526 Gigalith						TYPE: Rock	
Rank 1	Normal	Tackle	Rank 1	Normal	Harden	 <p>HEIGHT: 1.7m / 5'07" WEIGHT: 520kg / 1144 lbs</p> <p>Compressed Pokémon It is a serious Pokémon that doesn't interact with others too much. It uses the sharp crystals in its body to recharge using the sun's energy. If angered it can bury its foe under giant rock slides or explode at will.</p>	STRENGTH ●●●○○○
Rank 2	Ground	Sand Attack	Rank 2	Normal	Headbutt		DEXTERITY ●●○○
Rank 3	Rock	Rock Blast	Rank 3	Ground	Mud Slap		VITALITY ●●●○○○
Rank 4	Steel	Iron Defense	Rank 4	Rock	Smack Down		SPECIAL ●●○○○
Rank 5	Rock	Power Gem	Rank 5	Rock	Rock Slide		INSIGHT ●●○○○
Rank 6	Rock	Stealth Rock	Rank 6	Rock	Sandstorm		BASE HP: 5
Rank 7	Rock	Stone Edge	Rank 7	Normal	Explosion		SUGGESTED RANK: Ace
Rank 8	Steel	Heavy Slam	Rank 8	Rock	Wide Guard		ABILITIES: Sturdy
Rank 9	Fight	Superpower					EVOLUTIVE STAGE: Final.
							  

#527 Woobat						TYPE: Psychic Flying	
 <p>HEIGHT: 0.4m / 1'04" WEIGHT: 2kg / 4 lbs</p> <p>Bat Pokémon It lives in dark forests and caves. Emits ultrasonic waves from its nose it learns about its surroundings. The two small eyes it has get covered by its own fur. It clings to trees and cave walls to sleep at night.</p>	STRENGTH ●●○○○	Rank 1	Psychic	Confusion	Rank 1	Normal	Odor Sleuth
	DEXTERITY ●●○○○	Rank 2	Flying	Gust	Rank 2	Dark	Assurance
	VITALITY ●●○○○	Rank 3	Psychic	Heart Stamp	Rank 3	Psychic	Imprison
	SPECIAL ●●○○○	Rank 4	Flying	Air Cutter	Rank 4	Normal	Attract
	INSIGHT ●●○○○	Rank 5	Psychic	Amnesia	Rank 5	Psychic	Calm Mind
	BASE HP: 3	SUGGESTED RANK: Beginner	Rank 6	Psychic	Psychic	Rank 6	Psychic
ABILITIES: Unaware & Klutz	EVOLUTIVE STAGE: First. EVOLVES WITH: Happiness 4.	Rank 7	Flying	Air Slash	Rank 7	Normal	Endeavor
	 	Rank 8	Flying	Roost	Rank 8	Grass	Giga Drain
		Rank 9	Fire	Heat Wave			


#528 Swoobat						TYPE: Psychic Flying		
 <p>HEIGHT: 0.9m / 3'00" WEIGHT: 10kg / 23 lbs</p> <p>Courting Pokémon They communicate by emitting ultrasonic waves through their noses. This sound is not perceived by humans but it can affect their mood and emotions. It hunts Bug Pokémon and loves fresh fruit.</p>	STRENGTH ●●○○○	Rank 1	Normal	Odor Sleuth	Rank 1	Normal	Odor Sleuth	
	DEXTERITY ●●○○○	Rank 2	Dark	Assurance	Rank 2	Dark	Assurance	
	VITALITY ●●○○○	Rank 3	Psychic	Imprison	Rank 3	Psychic	Imprison	
	SPECIAL ●●○○○	Rank 4	Normal	Attract	Rank 4	Normal	Attract	
	INSIGHT ●●○○○	Rank 5	Psychic	Calm Mind	Rank 5	Psychic	Calm Mind	
	BASE HP: 4	SUGGESTED RANK: Amateur	Rank 6	Psychic	Future Sight	Rank 6	Psychic	Future Sight
	ABILITIES: Unaware & Klutz	EVOLUTIVE STAGE: Final.	Rank 7	Normal	Endeavor	Rank 7	Normal	Endeavor
		 	Rank 8	Grass	Giga Drain	Rank 8	Grass	Giga Drain
			Rank 9	Fire	Heat Wave			

#529 Drilbur						TYPE: Ground		
 <p>HEIGHT: 0.3m / 1'00" WEIGHT: 8kg / 18 lbs</p> <p>Mole Pokémon They can be found in caves and wreaking havoc on vegetable farms. It makes its way swiftly through the soil by putting both claws together and rotating at high speed. It is friendly and not afraid of humans.</p>	STRENGTH ●●○○○	Rank 1	Normal	Scratch	Rank 1	Ground	Mud Sport	
	DEXTERITY ●●○○○	Rank 2	Normal	Rapid Spin	Rank 2	Ground	Mud Slap	
	VITALITY ●●○○○	Rank 3	Normal	Fury Swipes	Rank 3	Steel	Metal Claw	
	SPECIAL ●●○○○	Rank 4	Ground	Dig	Rank 4	Dark	Hone Claws	
	INSIGHT ●●○○○	Rank 5	Normal	Slash	Rank 5	Rock	Rock Slide	
	BASE HP: 3	SUGGESTED RANK: Beginner	Rank 6	Rock	Sandstorm	Rank 6	Normal	Swords Dance
	ABILITIES: Sand Rush & Sand Force	EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.	Rank 7	Ground	Earthquake	Rank 7	Ground	Drill Run
		 	Rank 8	Ground	Fissure	Rank 8	Steel	Iron Defense
			Rank 9	Normal	Rock Climb	Rank 9	Fight	Submission

RANK		TYPE	MOVE NAME	RANK		TYPE	MOVE NAME	#530 Excadrill	TYPE:	Ground	Steel								
⊖	Ground	Mud Sport	⊖	Normal	Scratch			HEIGHT: 0.7m / 2'04"	WEIGHT: 40kg / 89 lbs	STRENGTH ●●●○○○	DEXTERITY ●●○○○○								
⊖	Ground	Mud Slap	⊖	Normal	Rapid Spin							VITALITY ●●○○○							
⊖	Steel	Metal Claw	⊖	Normal	Fury Swipes								SPECIAL ●●○○○						
⊖	Dark	Hone Claws	⊖	Ground	Dig									INSIGHT ●●○○○					
⊖	Rock	Rock Slide	⊖	Normal	Slash										BASE HP: 5				
⊖	Rock	Sandstorm	⊖	Normal	Horn Drill											SUGGESTED RANK: Amateur			
⊖	Ground	Rototiller	⊖	Normal	Swords Dance												ABILITIES: Sand Rush & Sand Force		
⊖	Ground	Earthquake	⊖	Ground	Drill Run													EVOLUTIVE STAGE: Final.	
⊖	Ground	Fissure	⊖	Steel	Iron Defense														 
⊖	Steel	Smart Strike	⊖	Steel	Iron Head														

Subterrene Pokémon
They build maze-like nests deep underground. Humans make use of their drilling abilities to dig tunnels for subway trains. This Pokémon does not back out from foes and can be a formidable opponent.

#531 Audino		TYPE:	Normal	RANK		TYPE	MOVE NAME	RANK		TYPE	MOVE NAME
	STRENGTH	●●○○○	⊖	Normal	Play Nice	⊖	Normal	Pound			
	DEXTERITY	●●○○○	⊖	Normal	Growl	⊖	Normal	Helping Hand			
	VITALITY	●●○○○	⊖	Normal	Hyper Voice	⊖	Fairy	Misty Terrain			
	SPECIAL	●●○○○	⊖	Normal	Refresh	⊖	Fairy	Baby-Doll-Eyes			
	INSIGHT	●●○○○	⊖	Normal	Double Slap	⊖	Fairy	Disarming Voice			
	BASE HP: 5	SUGGESTED RANK: Beginner	⊖	Normal	Secret Power	⊖	Normal	Attract			
ABILITIES: Healer & Regenerator	EVOLUTIVE STAGE: Final.	⊖	Normal	Take Down	⊖	Normal	Entrainment				
HEIGHT: 1.2m / 4'00"	WEIGHT: 31kg / 68 lbs	⊖	Psychic	Heal Pulse	⊖	Normal	After You				
Hearing Pokémon Its auditory sense is astounding, using the feelers on it's ears it can know the health state of others. It is a caring Pokémon with a sweet disposition to help, but it is not too common to see in the wild.		⊖	Normal	Double-Edge	⊖	Normal	Simple Beam				
		⊖	Normal	Last Resort	⊖	Fairy	Draining Kiss				
		⊖	Normal	Wish	⊖	Normal	Heal Bell				

Mega-Audino		TYPE:	Normal	Fairy	RANK		TYPE	MOVE NAME	RANK		TYPE	MOVE NAME
	STRENGTH	●●○○○	⊖	Normal	Play Nice	⊖	Normal	Pound				
	DEXTERITY	●●○○○	⊖	Normal	Growl	⊖	Normal	Helping Hand				
	VITALITY	●●○○○	⊖	Normal	Hyper Voice	⊖	Fairy	Misty Terrain				
	SPECIAL	●●○○○	⊖	Normal	Refresh	⊖	Fairy	Baby-Doll-Eyes				
	INSIGHT	●●○○○	⊖	Normal	Double Slap	⊖	Fairy	Disarming Voice				
	BASE HP: 6	SUGGESTED RANK: Amateur	⊖	Normal	Secret Power	⊖	Normal	Attract				
ABILITIES: Healer	EVOLUTIVE STAGE: Mega Evolution.	⊖	Normal	Take Down	⊖	Normal	Entrainment					
HEIGHT: 1.6m / 5'03"	WEIGHT: 56kg / 124 lbs	⊖	Psychic	Heal Pulse	⊖	Normal	After You					
Hearing Pokémon The power of the Mega Stone increases the purity of this Pokémon, revealing its Fairy type. It is so caring and protective of its trainer that it can hear its cries for help from miles away. It loves to soothe and care for others.		⊖	Normal	Double-Edge	⊖	Normal	Simple Beam					
		⊖	Normal	Last Resort	⊖	Fairy	Draining Kiss					
		⊖	Normal	Wish	⊖	Normal	Heal Bell					

RANK		TYPE	MOVE NAME	RANK		TYPE	MOVE NAME	#532 Timburr	TYPE:	Fight									
⊖	Normal	Pound	⊖	Normal	Leer			HEIGHT: 0.6m / 2'00"	WEIGHT: 12kg / 27 lbs	STRENGTH ●●○○○	DEXTERITY ●●○○○								
⊖	Normal	Focus Energy	⊖	Normal	Bide							VITALITY ●●○○○							
⊖	Fight	Low Kick	⊖	Rock	Rock Throw								SPECIAL ●●○○○						
⊖	Fight	Wake-Up Slap	⊖	Normal	Chip Away									INSIGHT ●●○○○					
⊖	Fight	Bulk Up	⊖	Rock	Rock Slide										BASE HP: 3				
⊖	Fight	Dynamic Punch	⊖	Normal	Scary Face											SUGGESTED RANK: Beginner			
⊖	Fight	Hammer Arm	⊖	Rock	Stone Edge												ABILITIES: Guts & Sheer Force		
⊖	Fight	Focus Punch	⊖	Fight	Superpower													EVOLUTIVE STAGE: First.	
⊖	Normal	Foresight	⊖	Fight	Mach Punch														EVOLUTION TIME: Medium.
⊖	Fight	Detect																	

Muscular Pokémon
They carry a big log as a tool and as a weapon. You may see them helping with construction work as they strive to challenge their strength. When it can swing the log without problems it is close to evolve.

#533 Gurdurr



HEIGHT: 1.2m / 3'11"
WEIGHT: 40kg / 88 lbs

Muscular Pokémon
This Pokémon is very muscular and strongly built. It likes to show off its strength and muscles. Some years back a famous wrestler got defeated in just a few seconds by one of these Pokémon.

TYPE:	Fight
STRENGTH	●●●●●○
DEXTERITY	●●●○●○
VITALITY	●●●●○●
SPECIAL	●●●○●○
INSIGHT	●●●○●○

BASE HP: **4** SUGGESTED RANK: Amateur
ABILITIES: Guts & Sheer Force

EVOLUTIVE STAGE: Second.
EVOLVES WITH: Trade.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Pound	○	Normal	Leer
●	Normal	Focus Energy	●	Normal	Bide
●	Fight	Low Kick	●	Rock	Rock Throw
●	Fight	Wake-Up Slap	●	Normal	Chip Away
●	Fight	Bulk Up	●	Rock	Rock Slide
●	Fight	Dynamic Punch	●	Normal	Scary Face
●	Fight	Hammer Arm	●	Rock	Stone Edge
●	Fight	Focus Punch	●	Fight	Superpower
●	Normal	Foresight	●	Fight	Mach Punch
●	Fight	Detect			

#534 Conkeldurr



HEIGHT: 1.4m / 4'07"
WEIGHT: 87kg / 191 lbs

Muscular Pokémon
They use concrete pillars as walking canes and swing the pillars freely in battle. Anthropology research says that this Pokémon may have taught humans how to make concrete out of rocks thousands of years ago.

TYPE:	Fight
STRENGTH	●●●●●○
DEXTERITY	●●●○●○
VITALITY	●●●●○●
SPECIAL	●●●○●○
INSIGHT	●●●○●○

BASE HP: **6** SUGGESTED RANK: Ace
ABILITIES: Guts & Sheer Force

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Pound	○	Normal	Leer
●	Normal	Focus Energy	●	Normal	Bide
●	Fight	Low Kick	●	Rock	Rock Throw
●	Fight	Wake-Up Slap	●	Normal	Chip Away
●	Fight	Bulk Up	●	Rock	Rock Slide
●	Fight	Dynamic Punch	●	Normal	Scary Face
●	Fight	Hammer Arm	●	Rock	Stone Edge
●	Fight	Focus Punch	●	Fight	Superpower
●	Normal	Foresight	●	Fight	Drain Punch
●	Rock	Wide Guard			

#535 Tympole



HEIGHT: 0.5m / 1'08"
WEIGHT: 4kg / 9 lbs

Tadpole Pokémon
They appear in great numbers on marshes and ponds after a heavy rainfall. They warn others of danger and predators by vibrating their cheeks to create a high-pitched sound.

TYPE:	Water
STRENGTH	●●●○●○
DEXTERITY	●●●○●○
VITALITY	●●●●○●
SPECIAL	●●●○●○
INSIGHT	●●●○●○

BASE HP: **3** SUGGESTED RANK: Starter
ABILITIES: Swift Swim & Hydration

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Water	Bubble	○	Normal	Growl
●	Normal	Supersonic	●	Normal	Round
●	Water	Bubble Beam	●	Ground	Mud Shot
●	Water	Aqua Ring	●	Normal	Uproar
●	Water	Muddy Water	●	Normal	Echoed Voice
●	Normal	Flail	●	Water	Rain Dance
●	Water	Hydro Pump	●	Normal	Hyper Voice
●	Ground	Earth Power	●	Normal	Refresh
●	Ice	Icy Wind			

#536 Palpitoad



HEIGHT: 0.8m / 2'07"
WEIGHT: 17kg / 37 lbs

Vibration Pokémon
It lives both in water and land. It uses its long, sticky tongue to capture prey. When they vibrate the bumps on their heads, they can make waves in the water and even earthquake-like vibrations on land.

TYPE:	Water	Ground
STRENGTH	●●●○●○	
DEXTERITY	●●●○●○	
VITALITY	●●●●○●	
SPECIAL	●●●○●○	
INSIGHT	●●●○●○	

BASE HP: **4** SUGGESTED RANK: Beginner
ABILITIES: Swift Swim & Hydration

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Water	Bubble	○	Normal	Growl
●	Normal	Supersonic	●	Normal	Round
●	Water	Bubble Beam	●	Ground	Mud Shot
●	Water	Aqua Ring	●	Normal	Uproar
●	Water	Muddy Water	●	Normal	Echoed Voice
●	Normal	Flail	●	Water	Rain Dance
●	Water	Hydro Pump	●	Normal	Hyper Voice
●	Ground	Earth Power	●	Normal	Refresh
●	Ice	Icy Wind			

#537 Seismitoad

TYPE: **Water** **Ground**



STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

HEIGHT: 1.5m / 5'00"
WEIGHT: 124kg / 272 lbs

Vibration Pokémon
It is only found in a few marshes, and rarely seen on clean water. They shoot a paralyzing liquid from their head bumps and use the vibrations on their bumps to harm their foes.

BASE HP: **6** SUGGESTED RANK: Amateur

ABILITIES: Swift Swim & Poison Touch

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Water	Bubble	●	Normal	Growl
●	Normal	Supersonic	●	Normal	Round
●	Water	Bubble Beam	●	Ground	Mud Shot
●	Water	Aqua Ring	●	Normal	Uproar
●	Water	Muddy Water	●	Normal	Echoed Voice
●	Poison	Acid	●	Normal	Flail
●	Fight	Drain Punch	●	Water	Rain Dance
●	Water	Hydro Pump	●	Normal	Hyper Voice
●	Ground	Earth Power	●	Flying	Bounce
●	Dark	Knock Off			

#538 Throh

RANK	TYPE	MOVE NAME
●	Normal	Bind
●	Normal	Focus Energy
●	Fight	Seismic Toss
●	Fight	Vital Throw
●	Fight	Storm Throw
●	Fight	Bulk Up
●	Normal	Endure
●	Fight	Superpower
●	Fire	Fire Punch
●	Electric	Thunder Punch

RANK	TYPE	MOVE NAME
●	Normal	Leer
●	Normal	Bide
●	Fight	Mat Block
●	Fight	Revenge
●	Normal	Body Slam
●	Fight	Circle Throw
●	Rock	Wide Guard
●	Fight	Reversal
●	Ice	Ice Punch



HEIGHT: 1.3m / 4'03"
WEIGHT: 55kg / 122 lbs

Judo Pokémon
When they encounter foes bigger than themselves, they try to throw them away. In the wild they always travel in packs of five and make their clothes and belts out of plants and vines.

TYPE: **Fight**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **6** SUGGESTED RANK: Amateur

ABILITIES: Guts & Inner Focus

EVOLUTIVE STAGE: Final.



#539 Sawk

TYPE: **Fight**



STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

HEIGHT: 1.4m / 4'07"
WEIGHT: 53kg / 112 lbs

Karate Pokémon
This Pokémon is entirely dedicated to becoming stronger. Many have secluded in the mountains to train all day. Wild ones make their clothes out of plants and vines they find. Sawk and Throh train together.

BASE HP: **4** SUGGESTED RANK: Amateur

ABILITIES: Sturdy & Inner Focus

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Fight	Rock Smash	●	Normal	Leer
●	Normal	Bide	●	Normal	Focus Energy
●	Fight	Double Kick	●	Fight	Low Sweep
●	Fight	Counter	●	Fight	Karate Chop
●	Fight	Brick Break	●	Fight	Bulk Up
●	Normal	Retaliate	●	Normal	Endure
●	Fight	Quick Guard	●	Fight	Close Combat
●	Fight	Reversal	●	Dragon	Dual Chop
●	Normal	Helping Hand	●	Normal	Block

#540 Sewaddle

RANK	TYPE	MOVE NAME
●	Normal	Tackle
●	Bug	Bug Bite
●	Bug	Struggle Bug
●	Bug	Sticky Web
●	Normal	Flail
●	Normal	Camouflage

RANK	TYPE	MOVE NAME
●	Bug	String Shot
●	Grass	Razor Leaf
●	Normal	Endure
●	Bug	Bug Buzz
●	Normal	Baton Pass
●	Bug	Silver Wind



HEIGHT: 0.3m / 1'00"
WEIGHT: 2kg / 5 lbs

Sewing Pokémon
It is a sweet Pokémon that loves its family. It hides its head in the leaf hood while it is sleeping. The silk they produce it's highly valued to make expensive clothing, this makes it a popular pet for fashion designers.

TYPE: **Bug** **Grass**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **3** SUGGESTED RANK: Starter

ABILITIES: Swarm & Chlorophyll

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Fast.



#541 Swadloon



HEIGHT: 0.5m / 1'08"
WEIGHT: 7kg / 16 lbs

Leaf-Wrapped Pokémon
Preferring dark and damp places, it spends the entire day inside rotting logs. It protects itself from the cold by wrapping up in leaves. It's kind of moody and it likes to remain undisturbed.

TYPE:	Bug	Grass
STRENGTH	●●●●	
DEXTERITY	●●●●	
VITALITY	●●●●●	
SPECIAL	●●●●●	
INSIGHT	●●●●●	

BASE HP: 4 SUGGESTED RANK: Beginner

ABILITIES: Leaf Guard & Chlorophyll

EVOLUTIVE STAGE: Second.
EVOLVES WITH: Happiness 4.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Bug	String Shot	●	Normal	Tackle
●●	Grass	Razor Leaf	●	Bug	Bug Bite
●●●	Grass	Grass Whistle	●	Normal	Protect
●●●●	Normal	Camouflage	●	Steel	Iron Defense
●●●●●	Grass	Seed Bomb			

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Bug	String Shot	●	Normal	Tackle
●●	Grass	Razor Leaf	●	Bug	Bug Bite
●●●	Normal	False Swipe	●	Bug	Struggle Bug
●●●●	Normal	Slash	●	Normal	Helping Hand
●●●●●	Bug	Fell Stinger	●	Grass	Leaf Blade
	Bug	X-Scissor	●	Normal	Entrainment
	Normal	Swords Dance	●	Grass	Leaf Storm
	Psychic	Agility	●	Grass	Synthesis
	Normal	Screech			

#542 Leavanny



HEIGHT: 1.2m / 4'00"
WEIGHT: 20kg / 45 lbs

Nurturing Pokémon
It is a gentle and caring Pokémon. Mostly known for making clothes out of leaves and silk for any small pokémon it finds. It warms and protects its eggs making nests of fermenting leaves.

TYPE:	Bug	Grass
STRENGTH	●●●●●	
DEXTERITY	●●●●●	
VITALITY	●●●●●	
SPECIAL	●●●●●	
INSIGHT	●●●●●	
BASE HP:	5	SUGGESTED RANK: Amateur
ABILITIES:	Swarm & Chlorophyll	
EVOLUTIVE STAGE:	Final.	

#543 Venipede



HEIGHT: 0.4m / 1'04"
WEIGHT: 5kg / 11 lbs

Centipede Pokémon
Incredibly aggressive for a Pokémon that size. It uses the feelers on it's front and back to locate things around. Its bite injects a potent venom, enough to deter the large bird Pokémon that try to prey on it.

TYPE:	Bug	Poison
STRENGTH	●●●●	
DEXTERITY	●●●●	
VITALITY	●●●●	
SPECIAL	●●●●	
INSIGHT	●●●●	

BASE HP: 3 SUGGESTED RANK: Amateur

ABILITIES: Poison Point & Swarm

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Defense Curl	●	Rock	Rollout
●●	Poison	Poison Sting	●	Normal	Screech
●●●	Dark	Pursuit	●	Normal	Protect
●●●●	Poison	Poison Tail	●	Bug	Bug Bite
●●●●●	Poison	Venoshock	●	Psychic	Agility
	Poison	Toxic	●	Bug	Steamroller
	Normal	Rock Climb	●	Normal	Double-Edge
	Poison	Toxic Spikes	●	Ground	Spikes
	Bug	Pin Missile			

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Defense Curl	●	Rock	Rollout
●●	Poison	Poison Sting	●	Normal	Screech
●●●	Dark	Pursuit	●	Normal	Protect
●●●●	Poison	Poison Tail	●	Steel	Iron Defense
●●●●●	Bug	Bug Bite	●	Poison	Toxic
	Psychic	Agility	●	Bug	Steamroller
	Poison	Venoshock	●	Poison	Venom Drench
	Normal	Rock Climb	●	Normal	Double-Edge
	Poison	Toxic Spikes	●	Ground	Spikes
	Bug	Pin Missile			

#544 Whirlpede



HEIGHT: 1.2m / 3'11"
WEIGHT: 58kg / 129 lbs

Curlypede Pokémon
It is usually motionless, when it is attacked, it rotates at high speed and then crashes into its opponent with its body full of poison spikes. Inside it is storing energy for evolving, which normally takes a few months.

TYPE:	Bug	Poison
STRENGTH	●●●●	
DEXTERITY	●●●●	
VITALITY	●●●●●	
SPECIAL	●●●●	
INSIGHT	●●●●●	
BASE HP:	4	SUGGESTED RANK: Ace
ABILITIES:	Poison Point & Swarm	
EVOLUTIVE STAGE:	Second. EVOLUTION TIME: Medium.	

#545 Scolipede



HEIGHT: 2.5m / 8'02"
WEIGHT: 200kg / 442 lbs

Megapede Pokémon
Highly aggressive, it uses the claws on its neck to immobilize its prey and then inject them with poison to finish them off. Be very careful around this Pokémon as it will chase you relentlessly until it gets you.

TYPE:	Bug	Poison	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
STRENGTH	●●●●●		⊖	Normal	Defense Curl	⊖	Rock	Rollout
DEXTERITY	●●●●●		⊖	Poison	Poison Sting	⊖	Normal	Screech
VITALITY	●●●●●		⊖	Dark	Pursuit	⊖	Normal	Protect
SPECIAL	●●●●●		⊖	Poison	Poison Tail	⊖	Bug	Bug Bite
INSIGHT	●●●●●		⊖	Poison	Venoshock	⊖	Normal	Baton Pass
			⊖	Psychic	Agility	⊖	Poison	Toxic
			⊖	Bug	Steamroller	⊖	Poison	Venom Drench
			⊖	Normal	Rock Climb	⊖	Normal	Double-Edge
			⊖	Bug	Megahorn	⊖	Steel	Smart Strike
			⊖	Water	Aqua Tail	⊖	Fight	Superpower

BASE HP: **5** SUGGESTED RANK: Pro

ABILITIES: Poison Point & Swarm

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#546 Cottonee	TYPE:	Grass	Fairy
⊖	Grass	Absorb	⊖	Fairy	Fairy Wind	<p>HEIGHT: 0.3m / 1'00" WEIGHT: 0.6kg / 1 lbs</p> <p>Cotton Puff Pokémon They go wherever the wind takes them. On rainy days they can't float, so they take shelter beneath big trees. To defend from predators they shed their cotton and leave it as a decoy while they escape.</p>	STRENGTH	●●●	
⊖	Normal	Growth	⊖	Grass	Leech Seed		DEXTERITY	●●●●	
⊖	Grass	Stun Spore	⊖	Grass	Mega Drain		VITALITY	●●●●	
⊖	Grass	Cotton Spore	⊖	Grass	Razor Leaf		SPECIAL	●●●●	
⊖	Poison	Poison Powder	⊖	Normal	Helping Hand		INSIGHT	●●●●	
⊖	Fairy	Charm	⊖	Grass	Energy Ball		BASE HP: 3	SUGGESTED RANK: Beginner	
⊖	Grass	Giga Drain	⊖	Grass	Cotton Guard		ABILITIES: Prankster & Infiltrator	EVOLUTIVE STAGE: First	
⊖	Fire	Sunny Day	⊖	Normal	Endeavor		EVOLVES WITH: Sun Stone.		
⊖	Grass	Solar Beam	⊖	Dark	Beat Up				
⊖	Dark	Fake Tears	⊖	Normal	Encore				

#547 Whimsicott



HEIGHT: 0.7m / 2'04"
WEIGHT: 6kg / 14 lbs

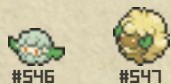
Windveiled Pokémon
Riding whirlwinds, they appear and disappear. These Pokémon sneak through even the smallest gaps into houses and cause all sorts of mischief the balls of white fluff it leaves behind reveal its presence.

TYPE:	Grass	Fairy	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
STRENGTH	●●●●		⊖	Normal	Growth	⊖	Grass	Leech Seed
DEXTERITY	●●●●		⊖	Grass	Mega Drain	⊖	Grass	Cotton Spore
VITALITY	●●●●		⊖	Flying	Gust	⊖	Flying	Tailwind
SPECIAL	●●●●		⊖	Fairy	Moonblast	⊖	Flying	Hurricane
INSIGHT	●●●●		⊖	Dark	Fake Tears	⊖	Dark	Memento
			⊖	Normal	Encore			

BASE HP: **4** SUGGESTED RANK: Amateur

ABILITIES: Prankster & Infiltrator

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#548 Petilil	TYPE:	Grass
⊖	Grass	Absorb	⊖	Normal	Growth	<p>HEIGHT: 0.5m / 1'08" WEIGHT: 6kg / 14 lbs</p> <p>Bulb Pokémon Since they prefer moist and nutritive soil, the areas where Petilil live are known to be good for growing plants. The leaves on its head can be used for medicinal purposes, but they are extra bitter.</p>	STRENGTH	●●●
⊖	Grass	Leech Seed	⊖	Grass	Sleep Powder		DEXTERITY	●●●●
⊖	Grass	Mega Drain	⊖	Grass	Synthesis		VITALITY	●●●●
⊖	Grass	Magical Leaf	⊖	Grass	Stun Spore		SPECIAL	●●●●
⊖	Normal	Helping Hand	⊖	Grass	Aromatherapy		INSIGHT	●●●●
⊖	Grass	Energy Ball	⊖	Grass	Giga Drain		BASE HP: 3	SUGGESTED RANK: Beginner
⊖	Normal	Entrainment	⊖	Fire	Sunny Day		ABILITIES: Chlorophyll & Own Tempo	EVOLUTIVE STAGE: First
⊖	Normal	After You	⊖	Grass	Leaf Storm		EVOLVES WITH: Sun Stone.	
⊖	Fairy	Charm	⊖	Normal	Heal Bell			
⊖	Grass	Grass Whistle						

#549 Liligant



HEIGHT: 1.1m / 3'07"
WEIGHT: 16kg / 35 lbs

Flowering Pokémon
Even veteran gardeners face a challenge in getting its beautiful flower to bloom as it withers with ease. This Pokémon is popular among celebrities due to its grace, elegance and delicious aroma.

TYPE: **Grass**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **4** SUGGESTED RANK: Amateur

ABILITIES: Chlorophyll & Own Tempo

EVOLUTIVE STAGE: Final.




RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Growth	🍷	Grass	Leech Seed
🍷	Grass	Mega Drain	🍷	Grass	Synthesis
🍷	Normal	Teeter Dance	🍷	Grass	Petal Dance
🍷	Bug	Quiver Dance	🍷	Grass	Petal Blizzard
🍷	Normal	Sweet Scent	🍷	Psychic	Healing Wish
🍷	Grass	Ingrain			

#550 Basculin

TYPE	MOVE NAME	TYPE	MOVE NAME
🌀	Normal	🌀	Tackle
🍷	Water	🍷	Uproar
🍷	Normal	🍷	Bite
🍷	Water	🍷	Chip Away
🍷	Normal	🍷	Crunch
🍷	Water	🍷	Soak
🍷	Normal	🍷	Scary Face
🍷	Normal	🍷	Head Smash
🍷	Normal	🍷	Thrash
🍷	Fight	🍷	Muddy Water
🍷	Psychic		
🍷	Agility		
🍷	Superpower		



HEIGHT: 1m / 3'00"
WEIGHT: 18kg / 39 lbs

Hostile Pokémon
Two variants exist of the same Pokémon, a blue one and a red one but they don't get along as they compete for territory and prey. These Pokémon are very hostile, but also delicious when grilled.

TYPE: **Water**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **4** SUGGESTED RANK: Amateur

ABILITIES: Adaptability & Reckless

EVOLUTIVE STAGE: Final.



#551 Sandile



HEIGHT: 0.7m / 2'04"
WEIGHT: 15kg / 33 lbs

Desert Croc Pokémon
They live hidden under the desert sands with only their eyes and nostrils visible. They don't prey on anything bigger than themselves but can be troublesome if they are being led by one of its evolved forms.

TYPE: **Ground** **Dark**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **3** SUGGESTED RANK: Beginner

ABILITIES: Intimidate & Moxie

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.





RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Leer	🌀	Normal	Rage
🍷	Dark	Bite	🍷	Ground	Sand Attack
🍷	Dark	Torment	🍷	Ground	Sand Tomb
🍷	Dark	Assurance	🍷	Ground	Mud Slap
🍷	Dark	Embargo	🍷	Normal	Swagger
🍷	Dark	Crunch	🍷	Ground	Dig
🍷	Normal	Scary Face	🍷	Dark	Foul Play
🍷	Rock	Sandstorm	🍷	Ground	Earthquake
🍷	Normal	Thrash	🍷	Dark	Beat Up
🍷	Electric	Thunder Fang	🍷	Water	Aqua Tail

#552 Krokorok

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Leer	🌀	Normal	Rage
🍷	Dark	Bite	🍷	Ground	Sand Attack
🍷	Dark	Torment	🍷	Ground	Sand Tomb
🍷	Dark	Assurance	🍷	Ground	Mud Slap
🍷	Dark	Embargo	🍷	Normal	Swagger
🍷	Dark	Crunch	🍷	Ground	Dig
🍷	Normal	Scary Face	🍷	Dark	Foul Play
🍷	Rock	Sandstorm	🍷	Ground	Earthquake
🍷	Normal	Thrash	🍷	Dark	Beat Up
🍷	Electric	Thunder Fang	🍷	Water	Aqua Tail



HEIGHT: 1m / 3'00"
WEIGHT: 33kg / 73 lbs

Desert Croc Pokémon
The protective membranes shield their eyes from sandstorms and allow them to see in the dark. They can be aggressive and territorial and love to destroy things with their fangs.

TYPE: **Ground** **Dark**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **4** SUGGESTED RANK: Amateur

ABILITIES: Intimidate & Moxie

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.





#553 Krookodile



TYPE: Ground Dark

STRENGTH ●●●●●○
DEXTERITY ●●●●●○
VITALITY ●●●●●○
SPECIAL ●●●●●○
INSIGHT ●●●●●○

HEIGHT: 1.5m / 5'00" **WEIGHT:** 96kg / 212 lbs

BASE HP: 5 **SUGGESTED RANK:** Ace

ABILITIES: Intimidate & Moxie

EVOLUTIVE STAGE: Final.

EVOLUTION: #551 → #552 → #553

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Rage	○	Normal	Leer
●	Ground	Sand Attack	●	Dark	Bite
●	Dark	Torment	●	Dark	Power Trip
●	Ground	Sand Tomb	●	Dark	Assurance
●	Ground	Mud Slap	●	Dark	Embargo
●	Normal	Swagger	●	Dark	Crunch
●	Ground	Dig	●	Normal	Scary Face
●	Dark	Foul Play	●	Rock	Sandstorm
●	Ground	Earthquake	●	Dragon	Outrage
●	Fire	Fire Fang	●	Steel	Iron Tail
●	Fight	Superpower			

#554 Darumaka



TYPE: Fire

STRENGTH ●●●●●○
DEXTERITY ●●●●●○
VITALITY ●●●●●○
SPECIAL ●●●●●○
INSIGHT ●●●●●○

HEIGHT: 0.6m / 2'00" **WEIGHT:** 37kg / 82 lbs

BASE HP: 3 **SUGGESTED RANK:** Beginner

ABILITIES: Hustle

EVOLUTIVE STAGE: First. **EVOLUTION TIME:** Medium.

EVOLUTION: #554 → #555

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Tackle	○	Rock	Rollout
●	Fire	Incinerate	●	Normal	Rage
●	Fire	Fire Fang	●	Normal	Headbutt
●	Normal	Uproar	●	Normal	Facade
●	Fire	Fire Punch	●	Normal	Work Up
●	Dark	Taunt	●	Normal	Belly Drum
●	Fire	Flare Blitz	●	Normal	Thrash
●	Fight	Superpower	●	Fire	Overheat
●	Normal	Yawn	●	Normal	Focus Energy
●	Fire	Heat Wave			

Zen Charm Pokémon
Lives on deserts and arid terrains. It has a flame inside its body. When the flame burns brightly it becomes very active running around, when the flame is low it falls asleep. Their droppings double as a bonfire.

#555 Darmanitan



TYPE: Fire

STRENGTH ●●●●●○
DEXTERITY ●●●●●○
VITALITY ●●●●●○
SPECIAL ●●●●●○
INSIGHT ●●●●●○

HEIGHT: 1.3m / 4'03" **WEIGHT:** 92kg / 204 lbs

BASE HP: 5 **SUGGESTED RANK:** Amateur

ABILITIES: Sheer Force

EVOLUTIVE STAGE: Final.

EVOLUTION: #554 → #555

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Tackle	○	Rock	Rollout
●	Fire	Incinerate	●	Normal	Rage
●	Fire	Fire Fang	●	Normal	Headbutt
●	Normal	Swagger	●	Normal	Facade
●	Fire	Fire Punch	●	Normal	Work Up
●	Dark	Taunt	●	Normal	Belly Drum
●	Normal	Thrash	●	Fight	Hammer Arm
●	Fire	Flare Blitz	●	Fight	Superpower
●	Fire	Overheat	●	Fire	Heat Wave
●	Psychic	Zen Headbutt	●	Psychic	Psychic

#555 Darmanitan



TYPE: Fire Psychic

STRENGTH ●●●●●○
DEXTERITY ●●●●●○
VITALITY ●●●●●○
SPECIAL ●●●●●○
INSIGHT ●●●●●○

HEIGHT: 1.3m / 4'03" **WEIGHT:** 92kg / 204 lbs

BASE HP: 5 **SUGGESTED RANK:** Amateur

ABILITIES: Zen Mode

EVOLUTIVE STAGE: Final.

EVOLUTION: #554 → #555




RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Tackle	○	Rock	Rollout
●	Fire	Incinerate	●	Normal	Rage
●	Fire	Fire Fang	●	Normal	Headbutt
●	Normal	Swagger	●	Normal	Facade
●	Fire	Fire Punch	●	Normal	Work Up
●	Dark	Taunt	●	Normal	Belly Drum
●	Normal	Thrash	●	Fight	Hammer Arm
●	Fire	Flare Blitz	●	Fight	Superpower
●	Fire	Overheat	●	Fire	Heat Wave
●	Psychic	Zen Headbutt	●	Psychic	Psychic

#556 Maractus						TYPE:	Grass	
🌀	Flying	Peck	🌀	Grass	Absorb	 <p>HEIGHT: 1m / 3'03" WEIGHT: 28kg / 61 lbs</p> <p>Cactus Pokémon If you see a Maractus on the desert, follow it, as they make their nests on water oasis. This pacific Pokémon makes a sound similar to a maraca to drive away bird Pokémon that prey on it's seeds and fruit.</p>	STRENGTH	●●●●●
🌀	Normal	Growth	🌀	Normal	Sweet Scent		DEXTERITY	●●●●●
🌀	Grass	Spiky Shield	🌀	Bug	Pin Missile		VITALITY	●●●●●
🌀	Grass	Mega Drain	🌀	Grass	Synthesis		SPECIAL	●●●●●●
🌀	Grass	Cotton Spore	🌀	Grass	Needle Arm		INSIGHT	●●●●●
🌀	Grass	Ingrain	🌀	Normal	Acupressure		BASE HP:	4
🌀	Dark	Sucker Punch	🌀	Grass	Petal Dance		SUGGESTED RANK:	🌀 Amateur
🌀	Grass	Giga Drain	🌀	Normal	After You		ABILITIES:	Water Absorb & Chlorophyll
🌀	Grass	Petal Blizzard	🌀	Grass	Solar Beam		EVOLUTIVE STAGE:	Final.
🌀	Grass	Cotton Guard	🌀	Fire	Sunny Day			
🌀	Fight	Drain Punch	🌀	Ground	Spikes			
🌀	Grass	Worry Seed						


#557 Dwebble									
 <p>HEIGHT: 0.3m / 1'00" WEIGHT: 14kg / 32 lbs</p> <p>Rock Inn Pokémon Their saliva is corrosive and it uses it to slowly cut pieces of rock. The rock becomes a shelter until it grows too large for it. If the rock breaks, it stays anxious and agitated until it finds a replacement.</p>	TYPE:	Bug	Rock	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH	●●●●●	🌀	Bug	Fury Cutter	🌀	Rock	Rock Blast	
	DEXTERITY	●●●●●	🌀	Water	Withdraw	🌀	Ground	Sand Attack	
	VITALITY	●●●●●	🌀	Dark	Feint Attack	🌀	Rock	Smack Down	
	SPECIAL	●●●●●	🌀	Rock	Rock Polish	🌀	Bug	Bug Bite	
	INSIGHT	●●●●●	🌀	Rock	Stealth Rock	🌀	Rock	Rock Slide	
	BASE HP:	3	🌀	Normal	Slash	🌀	Bug	X-Scissor	
	SUGGESTED RANK:	🌀 Beginner	🌀	Normal	Shell Smash	🌀	Normal	Flail	
	ABILITIES:	Sturdy & Shell Armor	🌀	Rock	Rock Wrecker	🌀	Steel	Iron Defense	
	EVOLUTIVE STAGE:	First.	🌀	Ground	Spikes	🌀	Dark	Night Slash	
	EVOLUTION TIME:	Medium.							

#558 Crustle						TYPE:	Bug	Rock	
 <p>HEIGHT: 1.4m / 4'07" WEIGHT: 200kg / 449 lbs</p> <p>Stone Home Pokémon They carry enormous boulders as a protective shell. When competing for territory, Crustle fight viciously. The one whose boulder is broken is the loser of the battle. They feed on the moss that grows in their rock.</p>	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	🌀	Bug	Fury Cutter	🌀	Rock	Rock Blast	STRENGTH	●●●●●	
	🌀	Water	Withdraw	🌀	Ground	Sand Attack	DEXTERITY	●●●●●	
	🌀	Dark	Feint Attack	🌀	Rock	Smack Down	VITALITY	●●●●●	
	🌀	Rock	Rock Polish	🌀	Bug	Bug Bite	SPECIAL	●●●●●	
	🌀	Rock	Stealth Rock	🌀	Rock	Rock Slide	INSIGHT	●●●●●	
	🌀	Normal	Slash	🌀	Bug	X-Scissor	BASE HP:	4	
	🌀	Normal	Shell Smash	🌀	Normal	Flail	SUGGESTED RANK:	🌀 Amateur	
	🌀	Rock	Rock Wrecker	🌀	Steel	Iron Defense	ABILITIES:	Sturdy & Shell Armor	
	🌀	Rock	Wide Guard	🌀	Dark	Night Slash	EVOLUTIVE STAGE:	Final.	


#559 Scraggy									
 <p>HEIGHT: 0.6m / 2'00" WEIGHT: 11kg / 26 lbs</p> <p>Shedding Pokémon It sheds skin constantly, but keeps wearing it since the old skin has a rubber-like texture and it can pull it all the way up to its head. It bashes foes with headbutts and is known for making dirty moves on fights.</p>	TYPE:	Dark	Fight	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH	●●●●●	🌀	Normal	Leer	🌀	Fight	Low Kick	
	DEXTERITY	●●●●●	🌀	Ground	Sand Attack	🌀	Dark	Feint Attack	
	VITALITY	●●●●●	🌀	Normal	Headbutt	🌀	Normal	Swagger	
	SPECIAL	●●●●●	🌀	Fight	Brick Break	🌀	Dark	Payback	
	INSIGHT	●●●●●	🌀	Normal	Chip Away	🌀	Fight	High Jump Kick	
	BASE HP:	3	🌀	Normal	Scary Face	🌀	Dark	Crunch	
	SUGGESTED RANK:	🌀 Beginner	🌀	Normal	Facade	🌀	Normal	Rock Climb	
	ABILITIES:	Shed Skin & Moxie	🌀	Fight	Focus Punch	🌀	Rock	Head Smash	
	EVOLUTIVE STAGE:	First.	🌀	Normal	Fake Out	🌀	Electric	Thunder Punch	
	EVOLUTION TIME:	Medium.	🌀	Fire	Fire Punch				

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#560 Scrafty	TYPE:	Dark	Fight
⊖	Normal	Leer	⊖	Fight	Low Kick		 <p>HEIGHT: 1.1m / 3'07" WEIGHT: 30kg / 66 lbs</p> <p>Hoodlum Pokémon They form gangs and beat anyone who trespasses their territory. The one with the biggest crest is the leader. They throw powerful kicks and their skin is an excellent shield. Be careful around them.</p>	STRENGTH	●●●●●
⊖	Ground	Sand Attack	⊖	Dark	Feint Attack	DEXTERITY		●●●●●	
⊖	Normal	Headbutt	⊖	Normal	Swagger	VITALITY		●●●●●	
⊖	Fight	Brick Break	⊖	Dark	Payback	SPECIAL		●●●●●	
⊖	Normal	Chip Away	⊖	Fight	High Jump Kick	INSIGHT		●●●●●	
⊖	Normal	Scary Face	⊖	Dark	Crunch	BASE HP:		4	
⊖	Normal	Facade	⊖	Normal	Rock Climb	SUGGESTED RANK:		Amateur	
⊖	Fight	Focus Punch	⊖	Rock	Head Smash	ABILITIES:		Shed Skin & Moxie	
⊖	Dragon	Dragon Dance	⊖	Fight	Drain Punch	EVOLUTIVE STAGE:		Final.	
⊖	Steel	Iron Defense				 			

#561 Sigilyph	TYPE:	Psychic	Flying	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		
 <p>HEIGHT: 1.4m / 4'07" WEIGHT: 14kg / 30 lbs</p> <p>Avianoid Pokémon It is known that they worked as guards for an ancient civilization and a few can still be seen patrolling its borders, following the same route for centuries. They attack people that sneak through their barriers.</p>	STRENGTH	●●●●●	⊖	Flying	Gust	⊖	Psychic	Miracle Eye			
	DEXTERITY	●●●●●	⊖	Psychic	Hypnosis	⊖	Psychic	Psywave			
	VITALITY	●●●●●	⊖	Flying	Tailwind	⊖	Normal	Whirlwind			
	SPECIAL	●●●●●	⊖	Psychic	Psybeam	⊖	Flying	Air Cutter			
	INSIGHT	●●●●●	⊖	Psychic	Light Screen	⊖	Psychic	Reflect			
	BASE HP:	4	SUGGESTED RANK:	Ace	⊖	Psychic	Gravity	⊖	Flying	Mirror Move	
	ABILITIES:	Wonder Skin & Magic Guard	⊖	Psychic	Psychic	⊖	Flying	Air Slash	⊖	Psychic	Cosmic Power
	EVOLUTIVE STAGE:	Final.	⊖	Psychic	Synchronoise	⊖	Psychic	Stored Power	⊖	Psychic	Psycho Shift
			⊖	Flying	Sky Attack						
			⊖	Psychic	Telekinesis						

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#562 Yamask	TYPE:	Ghost
⊖	Ghost	Astonish	⊖	Normal	Protect	 <p>HEIGHT: 0.5m / 1'08" WEIGHT: 1kg / 3 lbs</p> <p>Spirit Pokémon This Pokémon arose from the spirit of a human or a Pokémon that died in the past and was buried with special ceremonies. Each one carries a mask that looks like the face it had in life. A sad Pokémon that weeps often.</p>	STRENGTH	●●●●●
⊖	Normal	Disable	⊖	Ice	Haze		DEXTERITY	●●●●●
⊖	Ghost	Night Shade	⊖	Ghost	Hex		VITALITY	●●●●●
⊖	Fire	Will-O-Wisp	⊖	Ghost	Ominous Wind		SPECIAL	●●●●●
⊖	Ghost	Curse	⊖	Psychic	Power Split		INSIGHT	●●●●●
⊖	Psychic	Guard Split	⊖	Ghost	Shadow Ball		BASE HP:	3
⊖	Ghost	Grudge	⊖	Normal	Mean Look		SUGGESTED RANK:	Amateur
⊖	Ghost	Destiny Bond	⊖	Dark	Fake Tears		ABILITIES:	Mummy
⊖	Dark	Nasty Plot	⊖	Psychic	Role Play		EVOLUTIVE STAGE:	First.
							EVOLUTION TIME:	Slow.


#563 Cofagrigus	TYPE:	Ghost	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME			
 <p>HEIGHT: 1.7m / 5'07" WEIGHT: 76kg / 168 lbs</p> <p>Coffin Pokémon This Pokémon has only been seen few times in the ruins and tombs of ancient civilizations. It curses and transforms people and Pokémon into mummy-like creatures. It is said it feeds on pure gold.</p>	STRENGTH	●●●●●	⊖	Ghost	Astonish	⊖	Normal	Protect			
	DEXTERITY	●●●●●	⊖	Normal	Disable	⊖	Ice	Haze			
	VITALITY	●●●●●	⊖	Ghost	Night Shade	⊖	Ghost	Hex			
	SPECIAL	●●●●●	⊖	Fire	Will-O-Wisp	⊖	Ghost	Ominous Wind			
	INSIGHT	●●●●●	⊖	Ghost	Curse	⊖	Psychic	Power Split			
	BASE HP:	4	SUGGESTED RANK:	Pro	⊖	Psychic	Guard Split	⊖	Normal	Scary Face	
	ABILITIES:	Mummy	⊖	Ghost	Shadow Ball	⊖	Ghost	Grudge	⊖	Ghost	Destiny Bond
	EVOLUTIVE STAGE:	Final.	⊖	Normal	Mean Look	⊖	Ghost	Iron Defense			
			⊖	Psychic	Imprison						
			⊖	Psychic	Heal Block						

				#564 Tirtouga		TYPE: Water Rock	
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		
🌀	Normal	Bide	🌀	Water	Withdraw	STRENGTH ●●●●●	
🌀	Water	Water Gun	🌀	Rock	Rollout	DEXTERITY ●●●	
🌀	Dark	Bite	🌀	Normal	Protect	VITALITY ●●●●●	
🌀	Water	Aqua Jet	🌀	Rock	Ancient Power	SPECIAL ●●●●●	
🌀	Dark	Crunch	🌀	Rock	Wide Guard	INSIGHT ●●●●	
🌀	Water	Brine	🌀	Rock	Smack Down	BASE HP: 3	
🌀	Ghost	Curse	🌀	Water	Aqua Tail	SUGGESTED RANK: Amateur	
🌀	Normal	Shell Smash	🌀	Rock	Rock Slide	ABILITIES: Solid Rock & Sturdy	
🌀	Water	Rain Dance	🌀	Water	Hydro Pump	EVOLUTIVE STAGE: First.	
🌀	Rock	Stealth Rock	🌀	Steel	Iron Defense	EVOLUTION TIME: Medium.	
🌀	Normal	Body Slam				 HEIGHT: 0.7m / 2'04" WEIGHT: 11kg / 25 lbs	

Prototurtle Pokémon
About 100 million years ago, these Pokémon swam in oceans. It is thought they also went on land to attack prey. One has been cloned from a fossil that was found a mile deep underwater.

#565 Carracosta				TYPE: Water Rock			
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		
🌀	Normal	Bide	🌀	Water	Withdraw	STRENGTH ●●●●●	
🌀	Water	Water Gun	🌀	Rock	Rollout	DEXTERITY ●●●	
🌀	Dark	Bite	🌀	Normal	Protect	VITALITY ●●●●●	
🌀	Water	Aqua Jet	🌀	Rock	Ancient Power	SPECIAL ●●●●●	
🌀	Dark	Crunch	🌀	Rock	Wide Guard	INSIGHT ●●●●	
🌀	Water	Brine	🌀	Rock	Smack Down	BASE HP: 4	
🌀	Ghost	Curse	🌀	Water	Aqua Tail	SUGGESTED RANK: Ace	
🌀	Normal	Shell Smash	🌀	Rock	Rock Slide	ABILITIES: Solid Rock & Sturdy	
🌀	Water	Rain Dance	🌀	Water	Hydro Pump	EVOLUTIVE STAGE: Final.	
🌀	Steel	Iron Defense	🌀	Psychic	Guard Split	 HEIGHT: 1.2m / 4'00" WEIGHT: 162kg / 356 lbs	
🌀	Steel	Iron Head					




Prototurtle Pokémon
They can live both in ocean and land. It can knock out a foe with a slap from one of its powerful front fins and chew it up whole. Fortunately, only one specimen on captivity remains.

#566 Archen				TYPE: Rock Flying			
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		
🌀	Normal	Quick Attack	🌀	Normal	Leer	STRENGTH ●●●●●	
🌀	Flying	Wing Attack	🌀	Rock	Rock Throw	DEXTERITY ●●●●●	
🌀	Normal	Double Team	🌀	Normal	Scary Face	VITALITY ●●●●●	
🌀	Flying	Pluck	🌀	Rock	Ancient Power	SPECIAL ●●●●●	
🌀	Psychic	Agility	🌀	Fight	Quick Guard	INSIGHT ●●●●	
🌀	Flying	Acrobatics	🌀	Dragon	Dragon Breath	BASE HP: 3	
🌀	Dark	Crunch	🌀	Normal	Endeavor	SUGGESTED RANK: Amateur	
🌀	Bug	U-Turn	🌀	Rock	Rock Slide	ABILITIES: Defeatist	
🌀	Dragon	Dragon Claw	🌀	Normal	Thrash	EVOLUTIVE STAGE: First.	
🌀	Steel	Steel Wing	🌀	Flying	Bounce	EVOLUTION TIME: Medium.	
🌀	Dark	Knock Off				 HEIGHT: 0.5m / 1'04" WEIGHT: 9kg / 20 lbs	

First Bird Pokémon
Revived from a fossil, this Pokémon is thought to be the ancestor of all bird Pokémon. Its flight abilities are poor so it just hops up by jumping. They are ill tempered and will not eat processed Pokémon food.

#567 Archeops				TYPE: Rock Flying			
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		
🌀	Normal	Quick Attack	🌀	Normal	Leer	STRENGTH ●●●●●	
🌀	Flying	Wing Attack	🌀	Rock	Rock Throw	DEXTERITY ●●●●●	
🌀	Normal	Double Team	🌀	Normal	Scary Face	VITALITY ●●●●●	
🌀	Flying	Pluck	🌀	Rock	Ancient Power	SPECIAL ●●●●●	
🌀	Psychic	Agility	🌀	Fight	Quick Guard	INSIGHT ●●●●	
🌀	Flying	Acrobatics	🌀	Dragon	Dragon Breath	BASE HP: 4	
🌀	Dark	Crunch	🌀	Normal	Endeavor	SUGGESTED RANK: Ace	
🌀	Bug	U-Turn	🌀	Rock	Rock Slide	ABILITIES: Defeatist	
🌀	Dragon	Dragon Claw	🌀	Normal	Thrash	EVOLUTIVE STAGE: Final.	
🌀	Steel	Iron Defense	🌀	Flying	Sky Attack	 HEIGHT: 1.4m / 4'07" WEIGHT: 32kg / 70 lbs	
🌀	Rock	Head Smash					

First Bird Pokémon
They used to form groups that cooperated to catch prey. From the ground, they used a running start to take flight. It is believed that they got extinct due to their poor tolerance to pain.

#568 Trubbish						TYPE: Poison
Normal	Pound	Poison	Poison Gas		HEIGHT: 0.6m / 2'00" WEIGHT: 31kg / 68 lbs	STRENGTH ●●●● DEXTERITY ●●●● VITALITY ●●●● SPECIAL ●●●● INSIGHT ●●●●
Normal	Recycle	Poison	Toxic Spikes			
Poison	Acid Spray	Normal	Double Slap			
Poison	Sludge	Normal	Stockpile			
Normal	Swallow	Normal	Take Down			
Poison	Sludge Bomb	Poison	Clear Smog			
Poison	Toxic	Psychic	Amnesia			
Poison	Belch	Poison	Gunk Shot			
Normal	Explosion	Fight	Drain Punch			
Ground	Spikes	Rock	Rollout			
BASE HP: 3 SUGGESTED RANK: Starter						ABILITIES: Stench & Sticky Hold
EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.						
 						

Trash Bag Pokémon
The combination of garbage bags and industrial waste caused the chemical reaction that created this Pokémon. It belches a poison gas, breathing it will leave you sick in bed for a week. It loves filthy places.

#569 Garbodor						TYPE: Poison				
	HEIGHT: 1.9m / 6'03" WEIGHT: 107kg / 236 lbs	STRENGTH ●●●●● DEXTERITY ●●●●● VITALITY ●●●●● SPECIAL ●●●●● INSIGHT ●●●●●	BASE HP: 4 SUGGESTED RANK: Amateur	ABILITIES: Stench & Weak Armor	EVOLUTIVE STAGE: Final.	 				
							Normal	Pound	Poison	Poison Gas
							Normal	Recycle	Poison	Toxic Spikes
							Poison	Acid Spray	Normal	Double Slap
							Poison	Sludge	Normal	Stockpile
							Normal	Swallow	Normal	Body Slam
							Poison	Sludge Bomb	Poison	Clear Smog
							Poison	Toxic	Psychic	Amnesia
							Poison	Belch	Poison	Gunk Shot
							Normal	Explosion	Fight	Drain Punch
Ground	Spikes	Rock	Rollout							




Trash Heap Pokémon
They absorb garbage to make it part of their bodies and use it to produce toxic substances from their finger tips. They like to remain undisturbed and produce a terrible smell to repel others.


#570 Zorua						TYPE: Dark
Normal	Scratch	Normal	Leer		HEIGHT: 0.7m / 2'04" WEIGHT: 12kg / 27 lbs	STRENGTH ●●●● DEXTERITY ●●●● VITALITY ●●●● SPECIAL ●●●●● INSIGHT ●●●●
Dark	Pursuit	Dark	Fake Tears			
Normal	Fury Swipes	Dark	Feint Attack			
Normal	Scary Face	Dark	Taunt			
Dark	Foul Play	Dark	Torment			
Psychic	Agility	Dark	Embargo			
Dark	Punishment	Dark	Nasty Plot			
Psychic	Imprison	Dark	Night Daze			
Psychic	Extrasensory	Fight	Detect			
Dark	Sucker Punch					
BASE HP: 3 SUGGESTED RANK: Beginner						ABILITIES: Illusion
EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.						
 						





Tricky Fox Pokémon
They are very hard to find as they can transform into people and other Pokémon. They cannot speak when transformed and their tail remains visible. They ruin reputations by creating mischief in disguise.




#571 Zoroark						TYPE: Dark				
	HEIGHT: 1.6m / 5'03" WEIGHT: 81kg / 178 lbs	STRENGTH ●●●●● DEXTERITY ●●●●● VITALITY ●●●●● SPECIAL ●●●●● INSIGHT ●●●●●	BASE HP: 4 SUGGESTED RANK: Amateur	ABILITIES: Illusion	EVOLUTIVE STAGE: Final.	 				
							Normal	Leer	Normal	Scratch
							Dark	Hone Claws	Dark	Pursuit
							Psychic	Agility	Dark	Embargo
							Bug	U-Turn	Normal	Fury Swipes
							Dark	Feint Attack	Normal	Scary Face
							Dark	Taunt	Dark	Foul Play
							Dark	Night Slash	Dark	Torment
							Dark	Night Daze	Psychic	Imprison
							Dark	Punishment	Dark	Nasty Plot
Psychic	Extrasensory	Fight	Detect							
Dark	Sucker Punch									





Illusion Fox Pokémon
They live in groups, their lair's entrance is protected with their illusions and mirages. They have been known to fool entire towns with their tricks. Their illusions can hide their tails now but they remain mute.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#572 Minccino	TYPE: Normal
👁️	Normal	Pound	👁️	Fairy	Baby-Doll Eyes	 <p>HEIGHT: 0.4m / 1'04" WEIGHT: 5kg / 12 lbs</p> <p>Chinchilla Pokémon They greet one another by rubbing their tails, which are always kept well groomed and clean. Housewives love to keep them as pets because they eagerly help to clean the house.</p>	STRENGTH ●●●●
🐾	Normal	Helping Hand	🐾	Normal	Tickle		DEXTERITY ●●●●●
🐾	Normal	Double Slap	🐾	Normal	Encore		VITALITY ●●●
🐾	Normal	Swift	🐾	Normal	Sing		SPECIAL ●●●
🐾	Normal	Tail Slap	🐾	Fairy	Charm		INSIGHT ●●●
👊	Fight	Wake-Up Slap	🐾	Normal	Echoed Voice		BASE HP: 3 SUGGESTED RANK: Beginner
🐾	Normal	Captivate	🐾	Normal	Slam		
🐾	Normal	Hyper Voice	🐾	Normal	Last Resort		EVOLUTIVE STAGE: First. EVOLVES WITH: Shiny Stone.
🐾	Normal	After You	🐾	Water	Aqua Tail		
🐾	Steel	Iron Tail	🐾	Grass	Seed Bomb		 





#573 Cinccino	TYPE: Normal	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
 <p>HEIGHT: 0.5m / 1'08" WEIGHT: 7kg / 16 lbs</p> <p>Scarf Pokémon Their fur feels amazing to the touch. It produces an oil that repels dust and prevents static electricity from building up. It loves to be groomed and pampered. The fur it sheds is highly valued.</p>	STRENGTH ●●●●●	🐾	Normal	Helping Hand	🐾	Normal	Tickle
	DEXTERITY ●●●●●	🐾	Grass	Bullet Seed	🐾	Rock	Rock Blast
	VITALITY ●●●●	🐾	Normal	Sing	🐾	Normal	Tail Slap
	SPECIAL ●●●●	🐾	Water	Aqua Tail	🐾	Steel	Iron Tail
	INSIGHT ●●●●	🐾	Dark	Fake Tears			
BASE HP: 4 SUGGESTED RANK: Amateur	ABILITIES: Cute Charm & Technician						
EVOLUTIVE STAGE: Final.	 						

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#574 Gothita	TYPE: Psychic
👁️	Normal	Pound	👁️	Psychic	Confusion	 <p>HEIGHT: 0.4m / 1'04" WEIGHT: 5kg / 12 lbs</p> <p>Fixation Pokémon They continuously observe both Trainers and Pokémon. Apparently, they are looking at something that only they can see. The ribbon-like feelers on their body increase their psychic power.</p>	STRENGTH ●●●
🐾	Normal	Tickle	🐾	Normal	Play Nice		DEXTERITY ●●●●
🐾	Dark	Fake Tears	🐾	Normal	Double Slap		VITALITY ●●●●
🐾	Psychic	Psybeam	🐾	Dark	Embargo		SPECIAL ●●●●
🐾	Dark	Feint Attack	🐾	Psychic	Psyshock		INSIGHT ●●●●
🐾	Dark	Flatter	🐾	Psychic	Future Sight		BASE HP: 3 SUGGESTED RANK: Starter
🐾	Psychic	Heal Block	🐾	Psychic	Psychic		
🐾	Psychic	Telekinesis	🐾	Fairy	Charm		EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.
🐾	Psychic	Magic Room	🐾	Psychic	Role Play		
🐾	Bug	Signal Beam	🐾	Dark	Snatch		  

#575 Gothorita	TYPE: Psychic	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	
 <p>HEIGHT: 0.7m / 2'04" WEIGHT: 18kg / 39 lbs</p> <p>Manipulate Pokémon Starlight is the source of their power. At night, they mark star positions by using floating stones. According to many old tales, it creates friends for itself by controlling sleeping children on starry nights.</p>	STRENGTH ●●●●	👁️	Normal	Pound	👁️	Psychic	Confusion	
	DEXTERITY ●●●●	🐾	Normal	Tickle	🐾	Normal	Play Nice	
	VITALITY ●●●●	🐾	Dark	Fake Tears	🐾	Normal	Double Slap	
	SPECIAL ●●●●	🐾	Psychic	Psybeam	🐾	Dark	Embargo	
	INSIGHT ●●●●	🐾	Dark	Feint Attack	🐾	Psychic	Psyshock	
	BASE HP: 4 SUGGESTED RANK: Amateur	ABILITIES: Frisk & Competitive	🐾	Dark	Flatter	🐾	Psychic	Future Sight
			🐾	Psychic	Heal Block	🐾	Psychic	Psychic
	EVOLUTIVE STAGE: Second. EVOLUTION TIME: Medium.	  	🐾	Psychic	Telekinesis	🐾	Fairy	Charm
			🐾	Psychic	Magic Room	🐾	Psychic	Role Play
			🐾	Bug	Signal Beam	🐾	Dark	Snatch


#576 Gothitelle						TYPE: Psychic	
Rank 1	Normal	Pound	Rank 1	Psychic	Confusion	 <p>HEIGHT: 1.5m / 5'00"</p> <p>WEIGHT: 44kg / 97 lbs</p> <p>Astral Body Pokémon They can predict the future from the placement and movement of the stars. They get restless if someone they know will be in danger. They are empathic creatures that can understand human emotion.</p>	STRENGTH ●●●●
Rank 2	Normal	Tickle	Rank 2	Normal	Play Nice		DEXTERITY ●●●●
Rank 3	Dark	Fake Tears	Rank 3	Normal	Double Slap		VITALITY ●●●●●●
Rank 4	Psychic	Psybeam	Rank 4	Dark	Embargo		SPECIAL ●●●●●●
Rank 5	Dark	Feint Attack	Rank 5	Psychic	Psyshock		INSIGHT ●●●●●●
Rank 6	Dark	Flatter	Rank 6	Psychic	Future Sight		BASE HP: 5
Rank 7	Psychic	Heal Block	Rank 7	Psychic	Psychic		SUGGESTED RANK: Ace
Rank 8	Psychic	Telekinesis	Rank 8	Fairy	Charm		ABILITIES: Frisk & Competitive
Rank 9	Psychic	Magic Room	Rank 9	Psychic	Heal Pulse		EVOLUTIVE STAGE: Final.
Rank 10	Normal	Helping Hand	Rank 10	Dark	Dark Pulse		  


#577 Solosis						TYPE: Psychic				
 <p>HEIGHT: 0.3m / 1'00"</p> <p>WEIGHT: 1kg / 2 lbs</p> <p>Cell Pokémon Because their bodies are enveloped in a special liquid, they can survive in any environment. They drive away attackers by unleashing their psychic power. They communicate with their minds.</p>	STRENGTH ●●●●	DEXTERITY ●●●●	VITALITY ●●●●●●	SPECIAL ●●●●●●	INSIGHT ●●●●●●	BASE HP: 3	SUGGESTED RANK: Beginner	ABILITIES: Overcoat & Magic Guard	EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.	  
	Rank 1	Psychic	Psywave	Rank 1	Psychic	Reflect	Rank 1	Psychic	Reflect	
	Rank 2	Rock	Rollout	Rank 2	Dark	Snatch	Rank 2	Dark	Snatch	
	Rank 3	Normal	Hidden Power	Rank 3	Psychic	Light Screen	Rank 3	Psychic	Light Screen	
	Rank 4	Fairy	Charm	Rank 4	Normal	Recover	Rank 4	Normal	Recover	
	Rank 5	Psychic	Psyshock	Rank 5	Normal	Endeavor	Rank 5	Normal	Endeavor	
Rank 6	Psychic	Psychic	Rank 6	Normal	Pain Split	Rank 6	Normal	Pain Split		
Rank 7	Psychic	Future Sight	Rank 7	Psychic	Skill Swap	Rank 7	Psychic	Skill Swap		
Rank 8	Psychic	Heal Block	Rank 8	Psychic	Wonder Room	Rank 8	Psychic	Wonder Room		
Rank 9	Poison	Acid Armor	Rank 9	Ghost	Night Shade	Rank 9	Ghost	Night Shade		
Rank 10	Ghost	Confuse Ray								

#578 Duosion						TYPE: Psychic				
 <p>HEIGHT: 0.6m / 2'00"</p> <p>WEIGHT: 8kg / 17 lbs</p> <p>Mitosis Pokémon It developed two brains when it evolved, due to this it has a split personality. At times it may suddenly try to take two different actions at once. When the two brains finally synchronize it shows it's max power.</p>	STRENGTH ●●●●	DEXTERITY ●●●●	VITALITY ●●●●●●	SPECIAL ●●●●●●	INSIGHT ●●●●●●	BASE HP: 4	SUGGESTED RANK: Amateur	ABILITIES: Overcoat & Magic Guard	EVOLUTIVE STAGE: Second. EVOLUTION TIME: Medium.	  
	Rank 1	Psychic	Psywave	Rank 1	Psychic	Reflect	Rank 1	Psychic	Reflect	
	Rank 2	Rock	Rollout	Rank 2	Dark	Snatch	Rank 2	Dark	Snatch	
	Rank 3	Normal	Hidden Power	Rank 3	Psychic	Light Screen	Rank 3	Psychic	Light Screen	
	Rank 4	Fairy	Charm	Rank 4	Normal	Recover	Rank 4	Normal	Recover	
	Rank 5	Psychic	Psyshock	Rank 5	Normal	Endeavor	Rank 5	Normal	Endeavor	
	Rank 6	Psychic	Psychic	Rank 6	Normal	Pain Split	Rank 6	Normal	Pain Split	
	Rank 7	Psychic	Future Sight	Rank 7	Psychic	Skill Swap	Rank 7	Psychic	Skill Swap	
	Rank 8	Psychic	Heal Block	Rank 8	Psychic	Wonder Room	Rank 8	Psychic	Wonder Room	
	Rank 9	Poison	Acid Armor	Rank 9	Ghost	Night Shade	Rank 9	Ghost	Night Shade	
Rank 10	Ghost	Confuse Ray								





#579 Reuniclus						TYPE: Psychic				
 <p>HEIGHT: 1m / 3'03"</p> <p>WEIGHT: 20kg / 44 lbs</p> <p>Multiplying Pokémon These intelligent Pokémon fight by controlling their arms with psychic energy. They have been seen forming networks of many Reuniclus holding hands and unleashing an incredible psychic wave.</p>	STRENGTH ●●●●	DEXTERITY ●●●●	VITALITY ●●●●●●	SPECIAL ●●●●●●	INSIGHT ●●●●●●	BASE HP: 6	SUGGESTED RANK: Ace	ABILITIES: Overcoat & Magic Guard	EVOLUTIVE STAGE: Final.	  
	Rank 1	Psychic	Psywave	Rank 1	Psychic	Reflect	Rank 1	Psychic	Reflect	
	Rank 2	Rock	Rollout	Rank 2	Dark	Snatch	Rank 2	Dark	Snatch	
	Rank 3	Normal	Hidden Power	Rank 3	Psychic	Light Screen	Rank 3	Psychic	Light Screen	
	Rank 4	Fairy	Charm	Rank 4	Normal	Recover	Rank 4	Normal	Recover	
	Rank 5	Psychic	Psyshock	Rank 5	Normal	Endeavor	Rank 5	Normal	Endeavor	
	Rank 6	Psychic	Psychic	Rank 6	Normal	Pain Split	Rank 6	Normal	Pain Split	
	Rank 7	Psychic	Future Sight	Rank 7	Normal	Dizzy Punch	Rank 7	Normal	Dizzy Punch	
	Rank 8	Psychic	Skill Swap	Rank 8	Psychic	Heal Block	Rank 8	Psychic	Heal Block	
	Rank 9	Psychic	Wonder Room	Rank 9	Poison	Acid Armor	Rank 9	Poison	Acid Armor	
Rank 10	Ghost	Night Shade	Rank 10	Ghost	Confuse Ray	Rank 10	Ghost	Confuse Ray		


RANK			TYPE			MOVE NAME			#580 Ducklett			TYPE: Water Flying	
🕸	Water	Water Gun	🕸	Water	Water Sport	🕸	Water	Water Sport	 <p>HEIGHT: 0.5m / 1'08"</p> <p>WEIGHT: 5kg / 12 lbs</p> <p>Water Bird Pokémon These bird Pokémon are excellent divers. They swim around in the water eating their favorite food, peat moss. They can shoot a spray mist with their feathers to protect from any predator that comes.</p>	STRENGTH	●●●●	BASE HP: 3	SUGGESTED RANK: Beginner
🐞	Flying	Defog	🐞	Flying	Wing Attack	🐞	Flying	Wing Attack		DEXTERITY	●●●●●	ABILITIES: Keen Eye & Big Pecks EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.	
🕸	Water	Water Pulse	🕸	Flying	Aerial Ace	🕸	Flying	Aerial Ace		VITALITY	●●●●●		
🕸	Water	Bubble Beam	🕸	Flying	Feather Dance	🕸	Flying	Feather Dance		SPECIAL	●●●●		
🕸	Water	Aqua Ring	🕸	Flying	Air Slash	🕸	Flying	Air Slash		INSIGHT	●●●●		
🕸	Flying	Roost	🕸	Water	Rain Dance	🕸	Water	Rain Dance					
🕸	Flying	Tailwind	🕸	Flying	Brave Bird	🕸	Flying	Brave Bird					
🕸	Flying	Hurricane	🐞	Ground	Mud Sport	🐞	Ground	Mud Sport					
🐞	Steel	Steel Wing	🐞	Flying	Mirror Move	🐞	Flying	Mirror Move					

#581 Swanna			TYPE: Water Flying		RANK			TYPE			MOVE NAME		
 <p>HEIGHT: 1.3m / 4'03"</p> <p>WEIGHT: 24kg / 53 lbs</p> <p>White Bird Pokémon Swanna come out to dance at dusk. The one dancing in the middle is the leader of the flock. Despite their elegant and frail appearance, they can flap their wings strongly and fly for thousands of miles.</p>	STRENGTH	●●●●●	🕸	Water	Water Gun	🕸	Water	Water Sport					
	DEXTERITY	●●●●●	🐞	Flying	Defog	🐞	Flying	Wing Attack					
	VITALITY	●●●●●	🕸	Water	Water Pulse	🕸	Flying	Aerial Ace					
	SPECIAL	●●●●●	🕸	Water	Bubble Beam	🕸	Flying	Feather Dance					
	INSIGHT	●●●●	🕸	Water	Aqua Ring	🕸	Flying	Air Slash					
	BASE HP: 4	SUGGESTED RANK: Amateur	🕸	Flying	Roost	🕸	Water	Rain Dance					
	ABILITIES: Keen Eye & Big Pecks		🕸	Flying	Tailwind	🕸	Flying	Brave Bird					
	EVOLUTIVE STAGE: Final.		🕸	Flying	Hurricane	🐞	Ground	Mud Sport					
			🐞	Normal	Lucky Chant	🐞	Flying	Mirror Move					

RANK			TYPE			MOVE NAME			#582 Vanillite			TYPE: Ice	
🕸	Ice	Icicle Spear	🕸	Normal	Harden	🕸	Normal	Harden	 <p>HEIGHT: 0.4m / 1'04"</p> <p>WEIGHT: 5kg / 12 lbs</p> <p>Fresh Snow Pokémon This Pokémon were born from icicles that bathed in the energy of the morning sun. It uses snow to cover its head and protect it from melting. They are playful and love to make snow fall around them.</p>	STRENGTH	●●●●	BASE HP: 3	SUGGESTED RANK: Beginner
🐞	Ghost	Astonish	🕸	Normal	Uproar	🕸	Normal	Uproar		DEXTERITY	●●●●	ABILITIES: Ice Body EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.	
🕸	Ice	Icy Wind	🕸	Ice	Mist	🕸	Ice	Mist		VITALITY	●●●●●		
🕸	Ice	Avalanche	🕸	Dark	Taunt	🕸	Dark	Taunt		SPECIAL	●●●●●		
🕸	Steel	Mirror Shot	🕸	Poison	Acid Armor	🕸	Poison	Acid Armor		INSIGHT	●●●●		
🕸	Ice	Ice Beam	🕸	Ice	Hail	🕸	Ice	Hail					
🕸	Psychic	Mirror Coat	🕸	Ice	Blizzard	🕸	Ice	Blizzard					
🕸	Ice	Sheer Cold	🐞	Ice	Ice Shard	🐞	Ice	Ice Shard					
🐞	Steel	Autotomize	🐞	Water	Water Pulse	🐞	Water	Water Pulse					

#583 Vanillish			TYPE: Ice		RANK			TYPE			MOVE NAME		
 <p>HEIGHT: 1.1m / 3'07"</p> <p>WEIGHT: 41kg / 90 lbs</p> <p>Icy Snow Pokémon Snowy mountains are this Pokémon's habitat. It conceals itself from enemy eyes by creating many small ice bundles and hiding around them. It may attach itself to the ceiling of ice caves to hide around the ice.</p>	STRENGTH	●●●●	🕸	Ice	Icicle Spear	🕸	Normal	Harden					
	DEXTERITY	●●●●	🐞	Ghost	Astonish	🐞	Normal	Uproar					
	VITALITY	●●●●	🕸	Ice	Icy Wind	🕸	Ice	Mist					
	SPECIAL	●●●●	🕸	Ice	Avalanche	🕸	Dark	Taunt					
	INSIGHT	●●●●	🕸	Steel	Mirror Shot	🕸	Poison	Acid Armor					
	BASE HP: 4	SUGGESTED RANK: Amateur	🕸	Ice	Ice Beam	🕸	Ice	Hail					
	ABILITIES: Ice Body		🕸	Psychic	Mirror Coat	🕸	Ice	Blizzard					
	EVOLUTIVE STAGE: Second.		🕸	Ice	Sheer Cold	🐞	Ice	Ice Shard					
			🐞	Steel	Autotomize	🐞	Water	Water Pulse					



#584 Vanilluxe						TYPE:	Ice
Rank 1	Normal	Harden	Rank 1	Ice	Icicle Spear	 <p>HEIGHT: 1.3m / 4'03" WEIGHT: 57kg / 126 lbs</p> <p>Snowstorm Pokémon It grew a new head with evolution, and they get along really well. They need to drink a lot of water in order to keep cool outside a gelid weather. If both heads get angry they will expel a terrible blizzard around.</p> <p>BASE HP: 5 SUGGESTED RANK: Amateur</p> <p>ABILITIES: Ice Body</p> <p>EVOLUTIVE STAGE: Final.</p> <p>  </p>	
Rank 2	Normal	Uproar	Rank 2	Normal	Astonish		
Rank 3	Ice	Freeze-Dry	Rank 3	Ice	Icy Wind		
Rank 4	Ice	Mist	Rank 4	Ice	Avalanche		
Rank 5	Dark	Taunt	Rank 5	Steel	Mirror Shot		
Rank 6	Poison	Acid Armor	Rank 6	Ice	Ice Beam		
Rank 7	Ice	Hail	Rank 7	Psychic	Mirror Coat		
Rank 8	Ice	Blizzard	Rank 8	Ice	Sheer Cold		
Rank 9	Steel	Autotomize	Rank 9	Steel	Iron Defense		
Rank 10	Ice	Ice Shard					




#585 Deerling				TYPE:	Normal	Grass	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
 <p>HEIGHT: 0.6m / 2'00" WEIGHT: 19kg / 43 lbs</p> <p>Season Pokémon They are born at the beginning of the spring. Their coloring changes according to the season and can be affected by temperature as well. It usually stays hidden in tall grass while its mother is away.</p>	STRENGTH	●●●●●	Rank 1	Normal	Tackle	Rank 1	Normal	Camouflage				
	DEXTERITY	●●●●●	Rank 2	Normal	Growl	Rank 2	Ground	Sand Attack				
	VITALITY	●●●●●	Rank 3	Fight	Double Kick	Rank 3	Grass	Leech Seed				
	SPECIAL	●●●●●	Rank 4	Dark	Feint Attack	Rank 4	Normal	Take Down				
	INSIGHT	●●●●●	Rank 5	Fight	Jump Kick	Rank 5	Grass	Aromatherapy				
			Rank 6	Grass	Energy Ball	Rank 6	Fairy	Charm				
		Rank 7	Normal	Nature Power	Rank 7	Normal	Double-Edge					
		Rank 8	Grass	Solar Beam	Rank 8	Psychic	Agility					
		Rank 9	Flying	Bounce	Rank 9	Grass	Grass Whistle					

BASE HP: 3 SUGGESTED RANK: Starter

ABILITIES: Chlorophyll & Sap Sipper

EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.

#586 Sawsbuck						TYPE:	Normal	Grass
Rank 1	Normal	Camouflage	Rank 1	Normal	Tackle	 <p>HEIGHT: 1.9m / 6'03" WEIGHT: 184kg / 408 lbs</p> <p>Season Pokémon The plants growing on its horns change according to the season. They live in herds that migrate in search of grass. The leaders of the herd possess magnificent horns. They tend to be peaceful creatures.</p> <p>BASE HP: 4 SUGGESTED RANK: Amateur</p> <p>ABILITIES: Chlorophyll & Sap Sipper</p> <p>EVOLUTIVE STAGE: Final.</p> <p> </p>		
Rank 2	Ground	Sand Attack	Rank 2	Normal	Growl			
Rank 3	Grass	Horn Leech	Rank 3	Fight	Double Kick			
Rank 4	Grass	Leech Seed	Rank 4	Dark	Feint Attack			
Rank 5	Normal	Take Down	Rank 5	Fight	Jump Kick			
Rank 6	Grass	Aromatherapy	Rank 6	Grass	Energy Ball			
Rank 7	Fairy	Charm	Rank 7	Bug	Megahorn			
Rank 8	Normal	Nature Power	Rank 8	Normal	Double-Edge			
Rank 9	Grass	Solar Beam	Rank 9	Psychic	Agility			
Rank 10	Flying	Bounce	Rank 10	Normal	Last Resort			

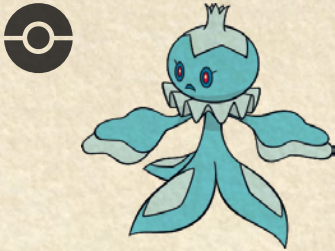


#587 Emolga						TYPE:	Electric	Flying	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
 <p>HEIGHT: 0.4m / 1'04" WEIGHT: 5kg / 11 lbs</p> <p>Sky Squirrel Pokémon They live on treetops and glide using the inside of a cape-like membrane. They discharge electricity to defend from other Pokémon. They carry nuts and berries back to their nest to eat during the winter.</p>	STRENGTH	●●●●●	Rank 1	Electric	Thunder Shock	Rank 1	Normal	Quick Attack						
	DEXTERITY	●●●●●	Rank 2	Normal	Tail Whip	Rank 2	Electric	Charge						
	VITALITY	●●●●●	Rank 3	Electric	Spark	Rank 3	Electric	Nuzzle						
	SPECIAL	●●●●●	Rank 4	Dark	Pursuit	Rank 4	Normal	Double Team						
	INSIGHT	●●●●●	Rank 5	Electric	Shock Wave	Rank 5	Electric	Electro Ball						
			Rank 6	Flying	Acrobatics	Rank 6	Psychic	Light Screen						
		Rank 7	Normal	Encore	Rank 7	Electric	Volt Switch							
		Rank 8	Psychic	Agility	Rank 8	Electric	Discharge							
		Rank 9	Flying	Air Slash	Rank 9	Flying	Roost							
		Rank 10	Fairy	Charm	Rank 10									

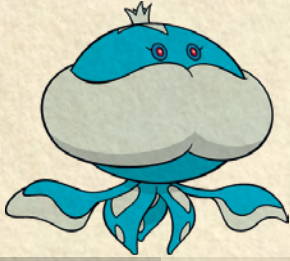


BASE HP: 4 SUGGESTED RANK: Beginner



ABILITIES: Static




EVOLUTIVE STAGE: Final.




#592 Frillish						TYPE:	Water	Ghost
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		STRENGTH ●●●● DEXTERITY ●●●● VITALITY ●●●● SPECIAL ●●●● INSIGHT ●●●●	BASE HP: 4 SUGGESTED RANK: Amateur
●	Water	Bubble	●	Water	Water Sport			
●	Grass	Absorb	●	Ghost	Night Shade			
●	Water	Bubble Beam	●	Normal	Recover			
●	Water	Water Pulse	●	Ghost	Ominous Wind			
●	Water	Brine	●	Water	Rain Dance			
●	Ghost	Hex	●	Water	Hydro Pump			
●	Normal	Wring Out	●	Water	Water Spout			
●	Poison	Acid Armor	●	Grass	Giga Drain			
●	Ghost	Confuse Ray						
HEIGHT: 1.2m / 4'00" WEIGHT: 33kg / 72 lbs						ABILITIES: Water Absorb & Cursed Body		
EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.						 		
Floating Pokémon If a Frillish is spotted, all beaches nearby will be closed for the day. This Pokémon paralyzes a swimming victim and wraps them, dragging them to the bottom of the sea. Females have pink shade.								


#593 Jellicent						TYPE:	Water	Ghost
	STRENGTH	●●●●	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	DEXTERITY	●●●●	●	Water	Bubble	●	Water	Water Sport
	VITALITY	●●●●	●	Grass	Absorb	●	Ghost	Night Shade
	SPECIAL	●●●●	●	Water	Bubble Beam	●	Normal	Recover
	INSIGHT	●●●●	●	Water	Water Pulse	●	Ghost	Ominous Wind
	BASE HP: 5	SUGGESTED RANK: Ace	●	Water	Brine	●	Water	Rain Dance
	ABILITIES: Water Absorb & Cursed Body		●	Normal	Wring Out	●	Water	Water Spout
	EVOLUTIVE STAGE: Final.		●	Ghost	Hex	●	Water	Hydro Pump
			●	Poison	Acid Armor	●	Ghost	Spite
		●	Ghost	Confuse Ray				
HEIGHT: 2.2m / 7'03" WEIGHT: 135kg / 297 lbs						 		
Floating Pokémon Its body is mostly seawater. It feeds on the life energy of its victims. It is regal, pompous, and hates orders. The fate of the ships and crew that wander into Jellicent's territory: All sunken, all lost, all vanished.								

#594 Alomomola						TYPE:	Water	
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		STRENGTH ●●●● DEXTERITY ●●●● VITALITY ●●●● SPECIAL ●●●● INSIGHT ●●●●	BASE HP: 8 SUGGESTED RANK: Amateur
●	Water	Water Sport	●	Normal	Pound			
●	Water	Aqua Ring	●	Normal	Play Nice			
●	Water	Brine	●	Water	Aqua Jet			
●	Normal	Double Slap	●	Psychic	Heal Pulse			
●	Normal	Protect	●	Water	Water Pulse			
●	Fight	Wake-Up Slap	●	Water	Soak			
●	Rock	Wide Guard	●	Normal	Wish			
●	Normal	Safeguard	●	Water	Hydro Pump			
●	Psychic	Healing Wish	●	Normal	Refresh			
●	Normal	Pain Split	●	Normal	Endure			
HEIGHT: 1.2m / 4'00" WEIGHT: 31kg / 69 lbs						ABILITIES: Healer & Hydration		
EVOLUTIVE STAGE: Final.								
Caring Pokémon Floating in the open sea is how they live. When they find a wounded Pokémon, they embrace it and use their special membrane to heal their wounds. A caring, noble and selfless Pokémon.								

#595 Joltik						TYPE:	Bug	Electric
	STRENGTH	●●●●	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	DEXTERITY	●●●●	●	Bug	String Shot	●	Grass	Absorb
	VITALITY	●●●●	●	Bug	Spider Web	●	Electric	Thunder Wave
	SPECIAL	●●●●	●	Normal	Screech	●	Bug	Fury Cutter
	INSIGHT	●●●●	●	Electric	Electro Web	●	Bug	Bug Bite
	BASE HP: 3	SUGGESTED RANK: Starter	●	Poison	Gastro Acid	●	Normal	Slash
	ABILITIES: Compoundeyes & Unnerve		●	Electric	Electro Ball	●	Bug	Signal Beam
	EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.		●	Psychic	Ajility	●	Dark	Sucker Punch
			●	Electric	Discharge	●	Bug	Bug Buzz
		●	Poison	Poison Sting	●	Flying	Bounce	
		●	Grass	Giga Drain				
HEIGHT: 0.1m / 0'04" WEIGHT: 0.6kg / 1 lbs						 		
Attaching Pokémon Since it can't generate its own charge, it sticks into larger Pokémon and absorbs the static electricity of their fur. In the cities they suck electricity from the outlets they find, skyrocketing the power bill.								

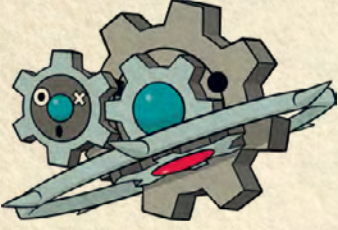



#596 Galvantula						TYPE:	Bug	Electric
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	 <p>HEIGHT: 0.8m / 2'07" WEIGHT: 14kg / 31 lbs</p> <p>EleSpider Pokémon They employ an electrically charged web to trap their prey. While it is immobilized by shock, they leisurely consume it. They usually live alone but there have been cases of large swarms living together in caves.</p>	<p>STRENGTH ●●●●●</p> <p>DEXTERITY ●●●●●</p> <p>VITALITY ●●●●●</p> <p>SPECIAL ●●●●●</p> <p>INSIGHT ●●●●●</p>	<p>BASE HP: 4 SUGGESTED RANK: Amateur</p> <p>ABILITIES: Compoundeyes & Unnerve</p> <p>EVOLUTIVE STAGE: Final.</p>
●	Grass	Absorb	●	Bug	String Shot			
●	Electric	Thunder Wave	●	Bug	Spider Web			
●	Bug	Sticky Web	●	Normal	Screech			
●	Bug	Fury Cutter	●	Electric	Electro Web			
●	Bug	Bug Bite	●	Poison	Gastro Acid			
●	Normal	Slash	●	Electric	Electro Ball			
●	Bug	Signal Beam	●	Psychic	Agility			
●	Dark	Sucker Punch	●	Electric	Discharge			
●	Bug	Bug Buzz	●	Poison	Cross Poison			
●	Electric	Magnet Rise	●	Grass	Giga Drain			





#597 Ferroseed						TYPE:	Grass	Steel
 <p>HEIGHT: 0.6m / 2'00" WEIGHT: 18kg / 41 lbs</p> <p>Thorn Seed Pokémon They stick their thorns into cave walls and absorb the minerals from the rocks. When threatened, they attack by shooting a barrage of spikes, which gives them a chance to escape by rolling away.</p>	<p>STRENGTH ●●●●●</p> <p>DEXTERITY ●●●●●</p> <p>VITALITY ●●●●●</p> <p>SPECIAL ●●●●●</p> <p>INSIGHT ●●●●●</p>	<p>BASE HP: 3 SUGGESTED RANK: Beginner</p> <p>ABILITIES: Iron Barbs</p> <p>EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.</p>	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
			●	Normal	Tackle	●	Normal	Harden
			●	Rock	Rollout	●	Ghost	Curse
			●	Steel	Metal Claw	●	Bug	Pin Missile
			●	Steel	Gyro Ball	●	Steel	Iron Defense
			●	Steel	Mirror Shot	●	Grass	Ingrain
			●	Normal	Self Destruct	●	Steel	Iron Head
			●	Dark	Payback	●	Steel	Flash Cannon
			●	Normal	Explosion	●	Grass	Leech Seed
			●	Ground	Spikes	●	Grass	Seed Bomb

#598 Ferrothorn						TYPE:	Grass	Steel
 <p>HEIGHT: 1m / 3'03" WEIGHT: 110kg / 242 lbs</p> <p>Thorn Pod Pokémon It attaches itself to cave ceilings by swinging around its spiky feelers. It shoots spikes at targets passing beneath. It is incredibly resilient and stubborn, it will whip you if you try to take its spot in the cave walls.</p>	<p>STRENGTH ●●●●●</p> <p>DEXTERITY ●●●●●</p> <p>VITALITY ●●●●●</p> <p>SPECIAL ●●●●●</p> <p>INSIGHT ●●●●●</p>	<p>BASE HP: 4 SUGGESTED RANK: Amateur</p> <p>ABILITIES: Iron Barbs</p> <p>EVOLUTIVE STAGE: Final.</p>	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
			●	Normal	Tackle	●	Normal	Harden
			●	Rock	Rollout	●	Ghost	Curse
			●	Steel	Metal Claw	●	Bug	Pin Missile
			●	Steel	Gyro Ball	●	Steel	Iron Defense
			●	Steel	Mirror Shot	●	Grass	Ingrain
			●	Normal	Self Destruct	●	Steel	Iron Head
			●	Steel	Flash Cannon	●	Steel	Flash Cannon
			●	Grass	Leech Seed	●	Grass	Leech Seed
			●	Grass	Seed Bomb	●	Grass	Seed Bomb

#599 Klink						TYPE:	Steel	
 <p>HEIGHT: 0.3m / 1'00" WEIGHT: 21kg / 46 lbs</p> <p>Gear Pokémon This two strange Pokémon are merged into one. Interlocking their bodies and spinning around will generate the energy they need to live. Their only way to communicate is through their eyes.</p>	<p>STRENGTH ●●●●●</p> <p>DEXTERITY ●●●●●</p> <p>VITALITY ●●●●●</p> <p>SPECIAL ●●●●●</p> <p>INSIGHT ●●●●●</p>	<p>BASE HP: 3 SUGGESTED RANK: Beginner</p> <p>ABILITIES: Plus & Minus</p> <p>EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.</p>	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
			●	Normal	Vice Grip	●	Electric	Charge
			●	Electric	Thunder Shock	●	Steel	Gear Grind
			●	Normal	Bind	●	Electric	Charge Beam
			●	Steel	Autotomize	●	Steel	Mirror Shot
			●	Normal	Screech	●	Electric	Discharge
			●	Steel	Metal Sound	●	Steel	Shift Gear
			●	Normal	Lock-On	●	Electric	Zap Cannon
			●	Normal	Hyper Beam	●	Steel	Iron Defense
			●	Electric	Magnet Rise	●	Psychic	Gravity

						#600 Klang	TYPE: Steel
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	 <p>HEIGHT: 0.6m / 2'00" WEIGHT: 51kg / 112 lbs</p> <p>Gear Pokémon Minigear and big gear comprise its body. If the minigear is deattached it will turn off both gears. It communicates with others by rotating. When its angry or afraid, it rotates faster.</p>	STRENGTH
⊖	Normal	Vice Grip	⊖	Electric	Charge		●●●●●
⊖	Electric	Thunder Shock	⊖	Steel	Gear Grind		●●●●●
⊖	Normal	Bind	⊖	Electric	Charge Beam		●●●●●
⊖	Steel	Autotomize	⊖	Steel	Mirror Shot		●●●●●
⊖	Normal	Screech	⊖	Electric	Discharge		●●●●●
⊖	Steel	Metal Sound	⊖	Steel	Shift Gear		●●●●●
⊖	Normal	Lock-On	⊖	Electric	Zap Cannon		●●●●●
⊖	Normal	Hyper Beam	⊖	Steel	Iron Defense		●●●●●
⊖	Electric	Magnet Rise	⊖	Psychic	Gravity	●●●●●	
							<p>BASE HP: 4</p> <p>SUGGESTED RANK: Amateur</p> <p>ABILITIES: Plus & Minus</p> <p>EVOLUTIVE STAGE: Second. EVOLUTION TIME: Medium.</p> <p>  </p>

#601 Klinklang	TYPE: Steel	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	
 <p>HEIGHT: 0.6m / 2'00" WEIGHT: 81kg / 178 lbs</p> <p>Gear Pokémon The gear with the red core rotates at high speed for a quick energy charge. The mini gears shoot rays through the spikes around it. This inorganic Pokémon will trap and crush foes between its gears.</p>	STRENGTH	●●●●●	⊖	Normal	Vice Grip	⊖	Electric	Charge
	DEXTERITY	●●●●●	⊖	Electric	Thunder Shock	⊖	Steel	Gear Grind
	VITALITY	●●●●●	⊖	Steel	Gear Up	⊖	Electric	Magnetic Flux
	SPECIAL	●●●●●	⊖	Normal	Bind	⊖	Electric	Charge Beam
	INSIGHT	●●●●●	⊖	Steel	Autotomize	⊖	Steel	Mirror Shot
	BASE HP: 5	SUGGESTED RANK: Ace	⊖	Normal	Screech	⊖	Electric	Discharge
	ABILITIES: Plus & Minus	EVOLUTIVE STAGE: Final.	⊖	Steel	Metal Sound	⊖	Steel	Shift Gear
	  		⊖	Normal	Lock-On	⊖	Electric	Zap Cannon
			⊖	Normal	Hyper Beam	⊖	Steel	Iron Defense
		⊖	Psychic	Gravity	⊖	Electric	Magnet Rise	

						#602 Tynamo	TYPE: Electric	
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	 <p>HEIGHT: 0.2m / 0'08" WEIGHT: 0.3kg / 0.7lbs</p> <p>EleFish Pokémon These Pokémon move in schools. They have an electricity-storing organ at their sides but they can't generate their own power. They only discharge electricity if they are in danger.</p>	STRENGTH	
⊖	Normal	Tackle	⊖	Electric	Thunder Wave		●●●●●	
⊖	Electric	Spark	⊖	Electric	Charge Beam		●●●●●	
							<p>BASE HP: 3</p> <p>SUGGESTED RANK: Starter</p> <p>ABILITIES: Levitate</p> <p>EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.</p> <p>  </p>	

#603 Eelektrik	TYPE: Electric	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	
 <p>HEIGHT: 1.2m / 4'00" WEIGHT: 22kg / 48 lbs</p> <p>EleFish Pokémon These Pokémon have a really big appetite. When they spot their prey, they coil around it and shock it with their electricity-generating organs, which are the yellow circles on its skin.</p>	STRENGTH	●●●●●	⊖	Electric	Spark	⊖	Electric	Thunder Wave
	DEXTERITY	●●●●●	⊖	Normal	Bind	⊖	Electric	Charge Beam
	VITALITY	●●●●●	⊖	Normal	Headbutt	⊖	Poison	Acid
	SPECIAL	●●●●●	⊖	Electric	Discharge	⊖	Dark	Crunch
	INSIGHT	●●●●●	⊖	Electric	Thunderbolt	⊖	Poison	Acid Spray
	BASE HP: 4	SUGGESTED RANK: Beginner	⊖	Poison	Coil	⊖	Electric	Wild Charge
	ABILITIES: Levitate	EVOLUTIVE STAGE: Second. EVOLVES WITH: Thunder Stone.	⊖	Poison	Gastro Acid	⊖	Electric	Zap Cannon
	  		⊖	Normal	Thrash	⊖	Grass	Giga Drain
			⊖	Water	Aqua Tail	⊖	Steel	Iron Tail

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#604 Eelektross	TYPE: Electric
⊖	Normal	Crush Claw	⊖	Electric	Ion Deluge		STRENGTH ●●●○○○
⊖	Normal	Headbutt	⊖	Poison	Acid		DEXTERITY ●●●○○○
⊖	Electric	Discharge	⊖	Dark	Crunch		VITALITY ●●●○○○
⊖	Poison	Coil	⊖	Poison	Gastro Acid		SPECIAL ●●●○○○
⊖	Electric	Zap Cannon	⊖	Normal	Thrash		INSIGHT ●●●○○○
⊖	Normal	Super Fang	⊖	Fight	Drain Punch		BASE HP: 5
⊖	Fire	Fire Punch					SUGGESTED RANK: Amateur
							ABILITIES: Levitate

HEIGHT: 2.1m / 7'00" WEIGHT: 80kg / 177 lbs

EleFish Pokémon
They crawl out of the water and attack anyone on shore by sucking them into their mouths, shoking them, and dragging them back into the ocean. They are aggressive and unpredictable, be very careful.

EVOLUTIVE STAGE: Final.

#602 #603 #604


#605 Elgyem	TYPE: Psychic	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH ●●●○○○	⊖	Psychic	Confusion	⊖	Normal	Growl
	DEXTERITY ●●●○○○	⊖	Psychic	Heal Block	⊖	Psychic	Miracle Eye
	VITALITY ●●●○○○	⊖	Psychic	Psybeam	⊖	Normal	Headbutt
	SPECIAL ●●●○○○	⊖	Normal	Hidden Power	⊖	Psychic	Imprison
	INSIGHT ●●●○○○	⊖	Normal	Simple Beam	⊖	Psychic	Zen Headbutt
	BASE HP: 3	⊖	Normal	Psych Up	⊖	Normal	Recover
	SUGGESTED RANK: Amateur	⊖	Psychic	Calm Mind	⊖	Psychic	Wonder Room
	ABILITIES: Telepathy & Synchronize	⊖	Psychic	Guard Split	⊖	Psychic	Power Split

HEIGHT: 0.5m / 1'08" WEIGHT: 9kg / 19 lbs

Cerebral Pokémon
This Pokémon was never seen until it appeared far in the desert about 50 years ago. Rumor has it that it came from space. It uses its strong psychic power to squeeze its foe's brain, causing awful headaches.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.

#605 #606

#606 Beheeyem	TYPE: Psychic	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH ●●●○○○	⊖	Normal	Growl	⊖	Normal	Growl
	DEXTERITY ●●●○○○	⊖	Psychic	Miracle Eye	⊖	Psychic	Miracle Eye
	VITALITY ●●●○○○	⊖	Normal	Headbutt	⊖	Normal	Headbutt
	SPECIAL ●●●○○○	⊖	Psychic	Imprison	⊖	Psychic	Imprison
	INSIGHT ●●●○○○	⊖	Psychic	Zen Headbutt	⊖	Psychic	Zen Headbutt
	BASE HP: 4	⊖	Normal	Recover	⊖	Normal	Recover
	SUGGESTED RANK: Amateur	⊖	Psychic	Wonder Room	⊖	Psychic	Wonder Room
	ABILITIES: Telepathy & Synchronize	⊖	Psychic	Power Split	⊖	Psychic	Power Split
	EVOLUTIVE STAGE: Final.	⊖	Psychic	Psychic	⊖	Psychic	Psychic
		⊖	Dark	Nasty Plot	⊖	Dark	Nasty Plot

HEIGHT: 1m / 3'03" WEIGHT: 34kg / 76 lbs

Cerebral Pokémon
Apparently, it communicates by flashing its three fingers, but the patterns haven't been decoded. It uses psychic power to control an opponent's brain and tampers with its memories and personality.

#605 #606






#607 Litwick	TYPE: Ghost Fire	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH ●●●○○○	⊖	Fire	Ember	⊖	Ghost	Astonish
	DEXTERITY ●●●○○○	⊖	Normal	Minimize	⊖	Poison	Smog
	VITALITY ●●●○○○	⊖	Fire	Fire Spin	⊖	Ghost	Confuse Ray
	SPECIAL ●●●○○○	⊖	Ghost	Night Shade	⊖	Fire	Will-O-Wisp
	INSIGHT ●●●○○○	⊖	Fire	Flame Burst	⊖	Psychic	Imprison
	BASE HP: 3	⊖	Ghost	Hex	⊖	Dark	Memento
	SUGGESTED RANK: Beginner	⊖	Fire	Inferno	⊖	Ghost	Curse
	ABILITIES: Flash Fire & Flame Body	⊖	Ghost	Shadow Ball	⊖	Normal	Pain Split

HEIGHT: 0.3m / 1'00" WEIGHT: 3kg / 6 lbs

Candle Pokémon
Its flame is usually out, but it starts burning whenever it absorbs the life force from others. They trick lost people into thinking they are helping them find their way in the dark but those who follow them never return.



EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.





#607 #608 #609

#608 Lampent						TYPE:	Ghost	Fire
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME			
🌀	Fire	Ember	🌀	Ghost	Astonish	 <p>HEIGHT: 0.6m / 2'00" WEIGHT: 13kg / 28 lbs</p> <p>Lamp Pokémon This ominous Pokémon is very feared. It always arrives at someone's final moments and steals their spirit. It hangs close to hospitals and other places simply waiting. It is said that if it gets your soul you will never rest.</p> <p>BASE HP: 4 SUGGESTED RANK:  Amateur</p> <p>ABILITIES: Flash Fire & Flame Body</p> <p>EVOLUTIVE STAGE: Second. EVOLVES WITH: Dusk Stone</p>   		
🌀	Normal	Minimize	🌀	Poison	Smog			
🌀	Fire	Fire Spin	🌀	Ghost	Confuse Ray			
🌀	Ghost	Night Shade	🌀	Fire	Will-O-Wisp			
🌀	Fire	Flame Burst	🌀	Psychic	Imprison			
🌀	Ghost	Hex	🌀	Dark	Memento			
🌀	Fire	Inferno	🌀	Ghost	Curse			
🌀	Ghost	Shadow Ball	🌀	Normal	Pain Split			
🌀	Fire	Overheat	🌀	Poison	Clear Smog			
🌀	Psychic	Power Split	🌀	Ice	Haze			




#609 Chandelure						TYPE:	Ghost	Fire
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME			
 <p>HEIGHT: 1m / 3'03" WEIGHT: 34kg / 75 lbs</p> <p>Luring Pokémon It consumes the spirits of the living, puts people in a hypnotic trance and consumes them with fire. Being consumed in Chandelure's flame burns up the spirit, leaving only the body behind.</p>						<p>BASE HP: 5 SUGGESTED RANK:  Pro</p> <p>ABILITIES: Flash Fire & Flame Body</p> <p>EVOLUTIVE STAGE: Final.</p>   		
		STRENGTH ●●●●●	🌀	Ghost	Confuse Ray	🌀	Poison	Smog
		DEXTERITY ●●●●●	🌀	Normal	Pain Split	🌀	Fire	Flame Burst
		VITALITY ●●●●●	🌀	Ghost	Hex	🌀	Psychic	Power Split
		SPECIAL ●●●●●●●●●●	🌀	Poison	Acid Armor	🌀	Poison	Clear Smog
		INSIGHT ●●●●●						

#610 Axew						TYPE:	Dragon	
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME			
 <p>HEIGHT: 0.6m / 2'00" WEIGHT: 18kg / 39 lbs</p> <p>Tusk Pokémon They mark their territory by leaving gashes in trees with their tusks. If a tusk breaks, a new one grows back quickly. They fight each other to see who's got the sharpest tusks. Only the strongest ever evolve.</p>						<p>BASE HP: 3 SUGGESTED RANK:  Amateur</p> <p>ABILITIES: Rivalry & Mold Breaker</p> <p>EVOLUTIVE STAGE: First. EVOLUTION TIME: Slow.</p>   		
🌀	Normal	Scratch	🌀	Normal	Leer	<p>STRENGTH ●●●●●</p> <p>DEXTERITY ●●●●●</p> <p>VITALITY ●●●●●</p> <p>SPECIAL ●●●●●</p> <p>INSIGHT ●●●●●</p>		
🌀	Dark	Assurance	🌀	Dragon	Dragon Rage			
🌀	Dragon	Dual Chop	🌀	Normal	Scary Face			
🌀	Normal	Slash	🌀	Normal	False Swipe			
🌀	Dragon	Dragon Claw	🌀	Dragon	Dragon Dance			
🌀	Dark	Taunt	🌀	Dragon	Dragon Pulse			
🌀	Normal	Swords Dance	🌀	Normal	Guillotine			
🌀	Dragon	Outrage	🌀	Normal	Giga Impact			
🌀	Normal	Focus Energy	🌀	Fight	Counter			
🌀	Dark	Night Slash						


#611 Fraxure						TYPE:	Dragon	
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME			
 <p>HEIGHT: 1m / 3'03" WEIGHT: 36kg / 79 lbs</p> <p>Axe Jaw Pokémon Their tusks can shatter rocks. Territory battles between Fraxure can be intensely violent. The tusks don't grow back anymore, if you find a Fraxure with both tusks whole, it means it's one of the strongest.</p>						<p>BASE HP: 4 SUGGESTED RANK:  Ace</p> <p>ABILITIES: Rivalry & Mold Breaker</p> <p>EVOLUTIVE STAGE: Second. EVOLUTION TIME: Slow.</p>   		
		STRENGTH ●●●●●●●●●●	🌀	Normal	Scratch	🌀	Normal	Leer
		DEXTERITY ●●●●●	🌀	Dark	Assurance	🌀	Dragon	Dragon Rage
		VITALITY ●●●●●	🌀	Dragon	Dual Chop	🌀	Normal	Scary Face
		SPECIAL ●●●●●	🌀	Normal	Slash	🌀	Normal	False Swipe
		INSIGHT ●●●●●	🌀	Dragon	Dragon Claw	🌀	Dragon	Dragon Dance
			🌀	Dark	Taunt	🌀	Dragon	Dragon Pulse
			🌀	Normal	Swords Dance	🌀	Normal	Guillotine
			🌀	Dragon	Outrage	🌀	Normal	Giga Impact
			🌀	Normal	Focus Energy	🌀	Fight	Counter
			🌀	Dark	Night Slash			




#612 Haxorus						TYPE: Dragon
Rank 1	Normal	Scratch	Rank 1	Normal	Leer	 <p>HEIGHT: 1.8m / 6'00" WEIGHT: 157kg / 345 lbs</p> <p>Axe Jaw Pokémon Their sturdy tusks will stay sharp even if they are used to cut steel. These Pokémon are covered in hard armor. They incredibly aggressive, if their territory is trespassed, they chase and slash mercilessly.</p> <p>BASE HP: 5 SUGGESTED RANK: Pro</p> <p>ABILITIES: Rivalry & Mold Breaker</p> <p>EVOLUTIVE STAGE: Final.</p>   
Rank 2	Dark	Assurance	Rank 2	Dragon	Dragon Rage	
Rank 3	Dragon	Dual Chop	Rank 3	Normal	Scary Face	
Rank 4	Normal	Slash	Rank 4	Normal	False Swipe	
Rank 5	Dragon	Dragon Claw	Rank 5	Dragon	Dragon Dance	
Rank 6	Dark	Taunt	Rank 6	Dragon	Dragon Pulse	
Rank 7	Normal	Swords Dance	Rank 7	Normal	Guillotine	
Rank 8	Dragon	Outrage	Rank 8	Normal	Giga Impact	
Rank 9	Dark	Night Slash	Rank 9	Dragon	Draco Meteor	
Rank 10	Fight	Superpower				



#613 Cubchoo						TYPE: Ice																																																																
		<p>STRENGTH ●●●●●</p> <p>DEXTERITY ●●●●●</p> <p>VITALITY ●●●●●</p> <p>SPECIAL ●●●●●</p> <p>INSIGHT ●●●●●</p>	<p>BASE HP: 3 SUGGESTED RANK: Beginner</p> <p>ABILITIES: Snow Cloak</p> <p>EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.</p>  	<table border="1"> <thead> <tr> <th>RANK</th><th>TYPE</th><th>MOVE NAME</th> <th>RANK</th><th>TYPE</th><th>MOVE NAME</th> </tr> </thead> <tbody> <tr><td>Rank 1</td><td>Normal</td><td>Growl</td><td>Rank 1</td><td>Ice</td><td>Powder Snow</td></tr> <tr><td>Rank 2</td><td>Normal</td><td>Bide</td><td>Rank 2</td><td>Ice</td><td>Icy Wind</td></tr> <tr><td>Rank 3</td><td>Normal</td><td>Play Nice</td><td>Rank 3</td><td>Normal</td><td>Fury Swipes</td></tr> <tr><td>Rank 4</td><td>Water</td><td>Brine</td><td>Rank 4</td><td>Normal</td><td>Endure</td></tr> <tr><td>Rank 5</td><td>Fairy</td><td>Charm</td><td>Rank 5</td><td>Normal</td><td>Slash</td></tr> <tr><td>Rank 6</td><td>Normal</td><td>Flail</td><td>Rank 6</td><td>Psychic</td><td>Rest</td></tr> <tr><td>Rank 7</td><td>Ice</td><td>Blizzard</td><td>Rank 7</td><td>Ice</td><td>Hail</td></tr> <tr><td>Rank 8</td><td>Normal</td><td>Thrash</td><td>Rank 8</td><td>Ice</td><td>Sheer Cold</td></tr> <tr><td>Rank 9</td><td>Fairy</td><td>Play Rough</td><td>Rank 9</td><td>Normal</td><td>Yawn</td></tr> <tr><td>Rank 10</td><td>Ice</td><td>Ice Punch</td><td></td><td></td><td></td></tr> </tbody> </table>	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	Rank 1	Normal	Growl	Rank 1	Ice	Powder Snow	Rank 2	Normal	Bide	Rank 2	Ice	Icy Wind	Rank 3	Normal	Play Nice	Rank 3	Normal	Fury Swipes	Rank 4	Water	Brine	Rank 4	Normal	Endure	Rank 5	Fairy	Charm	Rank 5	Normal	Slash	Rank 6	Normal	Flail	Rank 6	Psychic	Rest	Rank 7	Ice	Blizzard	Rank 7	Ice	Hail	Rank 8	Normal	Thrash	Rank 8	Ice	Sheer Cold	Rank 9	Fairy	Play Rough	Rank 9	Normal	Yawn	Rank 10	Ice	Ice Punch			
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#614 Beartic						TYPE: Ice																																																																						
		<p>STRENGTH ●●●●●</p> <p>DEXTERITY ●●●●●</p> <p>VITALITY ●●●●●</p> <p>SPECIAL ●●●●●</p> <p>INSIGHT ●●●●●</p>	<p>BASE HP: 4 SUGGESTED RANK: Ace</p> <p>ABILITIES: Snow Cloak</p> <p>EVOLUTIVE STAGE: Final.</p>  	<table border="1"> <thead> <tr> <th>RANK</th><th>TYPE</th><th>MOVE NAME</th> <th>RANK</th><th>TYPE</th><th>MOVE NAME</th> </tr> </thead> <tbody> <tr><td>Rank 1</td><td>Normal</td><td>Growl</td><td>Rank 1</td><td>Ice</td><td>Powder Snow</td></tr> <tr><td>Rank 2</td><td>Normal</td><td>Bide</td><td>Rank 2</td><td>Ice</td><td>Icy Wind</td></tr> <tr><td>Rank 3</td><td>Ice</td><td>Icicle Crash</td><td>Rank 3</td><td>Water</td><td>Aqua Jet</td></tr> <tr><td>Rank 4</td><td>Normal</td><td>Play Nice</td><td>Rank 4</td><td>Normal</td><td>Fury Swipes</td></tr> <tr><td>Rank 5</td><td>Water</td><td>Brine</td><td>Rank 5</td><td>Normal</td><td>Endure</td></tr> <tr><td>Rank 6</td><td>Normal</td><td>Slash</td><td>Rank 6</td><td>Normal</td><td>Flail</td></tr> <tr><td>Rank 7</td><td>Fight</td><td>Superpower</td><td>Rank 7</td><td>Psychic</td><td>Rest</td></tr> <tr><td>Rank 8</td><td>Ice</td><td>Blizzard</td><td>Rank 8</td><td>Ice</td><td>Hail</td></tr> <tr><td>Rank 9</td><td>Normal</td><td>Thrash</td><td>Rank 9</td><td>Ice</td><td>Sheer Cold</td></tr> <tr><td>Rank 10</td><td>Ice</td><td>Avalanche</td><td>Rank 10</td><td>Dark</td><td>Night Slash</td></tr> <tr><td></td><td>Fairy</td><td>Play Rough</td><td></td><td></td><td></td></tr> </tbody> </table>	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	Rank 1	Normal	Growl	Rank 1	Ice	Powder Snow	Rank 2	Normal	Bide	Rank 2	Ice	Icy Wind	Rank 3	Ice	Icicle Crash	Rank 3	Water	Aqua Jet	Rank 4	Normal	Play Nice	Rank 4	Normal	Fury Swipes	Rank 5	Water	Brine	Rank 5	Normal	Endure	Rank 6	Normal	Slash	Rank 6	Normal	Flail	Rank 7	Fight	Superpower	Rank 7	Psychic	Rest	Rank 8	Ice	Blizzard	Rank 8	Ice	Hail	Rank 9	Normal	Thrash	Rank 9	Ice	Sheer Cold	Rank 10	Ice	Avalanche	Rank 10	Dark	Night Slash		Fairy	Play Rough			
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#615 Cryogonal						TYPE: Ice																																																																						
		<p>STRENGTH ●●●●●</p> <p>DEXTERITY ●●●●●</p> <p>VITALITY ●●●●●</p> <p>SPECIAL ●●●●●</p> <p>INSIGHT ●●●●●</p>	<p>BASE HP: 4 SUGGESTED RANK: Amateur</p> <p>ABILITIES: Levitate</p> <p>EVOLUTIVE STAGE: Final.</p> 	<table border="1"> <thead> <tr> <th>RANK</th><th>TYPE</th><th>MOVE NAME</th> <th>RANK</th><th>TYPE</th><th>MOVE NAME</th> </tr> </thead> <tbody> <tr><td>Rank 1</td><td>Ice</td><td>Ice Shard</td><td>Rank 1</td><td>Ice</td><td>Mist</td></tr> <tr><td>Rank 2</td><td>Ice</td><td>Haze</td><td>Rank 2</td><td>Normal</td><td>Bind</td></tr> <tr><td>Rank 3</td><td>Normal</td><td>Sharpen</td><td>Rank 3</td><td>Normal</td><td>Rapid Spin</td></tr> <tr><td>Rank 4</td><td>Ice</td><td>Icy Wind</td><td>Rank 4</td><td>Ice</td><td>Aurora Beam</td></tr> <tr><td>Rank 5</td><td>Poison</td><td>Acid Armor</td><td>Rank 5</td><td>Ice</td><td>Ice Beam</td></tr> <tr><td>Rank 6</td><td>Psychic</td><td>Light Screen</td><td>Rank 6</td><td>Psychic</td><td>Reflect</td></tr> <tr><td>Rank 7</td><td>Normal</td><td>Slash</td><td>Rank 7</td><td>Ice</td><td>Freeze-Dry</td></tr> <tr><td>Rank 8</td><td>Normal</td><td>Recover</td><td>Rank 8</td><td>Ghost</td><td>Confuse Ray</td></tr> <tr><td>Rank 9</td><td>Grass</td><td>Solar Beam</td><td>Rank 9</td><td>Dark</td><td>Night Slash</td></tr> <tr><td>Rank 10</td><td>Ice</td><td>Sheer Cold</td><td>Rank 10</td><td>Dark</td><td>Knock Off</td></tr> <tr><td></td><td>Bug</td><td>Signal Beam</td><td>Rank 10</td><td>Psychic</td><td>Magic Coat</td></tr> </tbody> </table>	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	Rank 1	Ice	Ice Shard	Rank 1	Ice	Mist	Rank 2	Ice	Haze	Rank 2	Normal	Bind	Rank 3	Normal	Sharpen	Rank 3	Normal	Rapid Spin	Rank 4	Ice	Icy Wind	Rank 4	Ice	Aurora Beam	Rank 5	Poison	Acid Armor	Rank 5	Ice	Ice Beam	Rank 6	Psychic	Light Screen	Rank 6	Psychic	Reflect	Rank 7	Normal	Slash	Rank 7	Ice	Freeze-Dry	Rank 8	Normal	Recover	Rank 8	Ghost	Confuse Ray	Rank 9	Grass	Solar Beam	Rank 9	Dark	Night Slash	Rank 10	Ice	Sheer Cold	Rank 10	Dark	Knock Off		Bug	Signal Beam	Rank 10	Psychic	Magic Coat
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#616 Shelmet						TYPE:	Bug
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		STRENGTH ●●● DEXTERITY ●●● VITALITY ●●●●● SPECIAL ●●● INSIGHT ●●●●
●	Bug	Leech Life	●	Poison	Acid		
●	Normal	Bide	●	Ghost	Curse		
●	Bug	Struggle Bug	●	Grass	Mega Drain		
●	Normal	Yawn	●	Normal	Protect		
●	Poison	Acid Armor	●	Psychic	Guard Swap		
●	Normal	Body Slam	●	Bug	Bug Buzz		
●	Normal	Recover	●	Grass	Giga Drain		
●	Fight	Final Gambit	●	Psychic	Guard Split		
●	Poison	Gastro Acid	●	Normal	Endure	HEIGHT: 0.4m / 1'04" WEIGHT: 7kg / 17 lbs Snail Pokémon When attacked, it defends itself by closing the lid of its shell or spits a sticky, poisonous liquid. It competes with Karrablast for food and shelter. If it loses its shell the distress may kill it, only those who survive evolve.	BASE HP: 3 SUGGESTED RANK: Beginner ABILITIES: Hydration & Shell Armor EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.




#617 Accelgor			TYPE:	Bug						
	STRENGTH	●●●●●	BASE HP: 4 SUGGESTED RANK: Amateur ABILITIES: Hydration & Sticky Hold EVOLUTIVE STAGE: Final.	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	
	DEXTERITY	●●●●●●●		●	Psychic	Power Swap	●	Grass	Absorb	
	VITALITY	●●●		●	Normal	Quick Attack	●	Water	Water Shuriken	
	SPECIAL	●●●●●●		●	Normal	Double Team	●	Poison	Acid Spray	
	INSIGHT	●●●●		●	Bug	Struggle Bug	●	Grass	Mega Drain	
	HEIGHT: 0.8m / 2'07"	WEIGHT: 25kg / 56 lbs		●	Normal	Swift	●	Normal	Me First	
Shell Out Pokémon Having removed its heavy shell, it becomes very light and swift. When its body dries out, it weakens. To prevent dehydration, it wraps itself in many layers of a thin membrane. It is very rare to see one in the wild.	 	●	Psychic	Agility	●	Bug	U-Turn			
		●	Grass	Giga Drain	●	Bug	Bug Buzz			
		●	Normal	Recover	●	Fight	Final Gambit			
		●	Normal	Baton Pass	●	Normal	Feint			
		●	Dark	Pursuit						

#618 Stunfisk						TYPE:	Ground	Electric
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		STRENGTH ●●●●● DEXTERITY ●●●●● VITALITY ●●●●● SPECIAL ●●●●● INSIGHT ●●●●●	
●	Normal	Tackle	●	Water	Water Gun			
●	Ground	Mud Slap	●	Ground	Mud Sport			
●	Normal	Bide	●	Electric	Thunder Shock			
●	Ground	Mud Shot	●	Normal	Camouflage			
●	Ground	Mud Bomb	●	Electric	Discharge			
●	Normal	Endure	●	Electric	Thunderbolt			
●	Water	Muddy Water	●	Flying	Bounce			
●	Fight	Revenge	●	Normal	Flail			
●	Ground	Fissure	●	Electric	Eerie Impulse	HEIGHT: 0.7m / 2'04" WEIGHT: 11kg / 24 lbs Trap Pokémon It conceals itself in the mud of the seashore, then it waits. When prey touch it, it delivers a jolt of electricity. Its skin is very hard and it can position itself to keep unhurt even if stepped on by a heavy Pokémon.	BASE HP: 5 SUGGESTED RANK: Beginner ABILITIES: Static & Limber EVOLUTIVE STAGE: Final.	
●	Ghost	Curse	●	Normal	Pain Split			




#619 Mienfoo			TYPE:	Fight						
	STRENGTH	●●●●●	BASE HP: 3 SUGGESTED RANK: Beginner ABILITIES: Inner Focus & Regenerator EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	
	DEXTERITY	●●●●●		●	Normal	Pound	●	Psychic	Meditate	
	VITALITY	●●●●●		●	Fight	Detect	●	Normal	Fake Out	
	SPECIAL	●●●●●		●	Normal	Double Slap	●	Normal	Swift	
	INSIGHT	●●●●●		●	Psychic	Calm Mind	●	Fight	Force Palm	
	HEIGHT: 0.9m / 3'00"	WEIGHT: 20kg / 44 lbs		●	Fight	Drain Punch	●	Fight	Jump Kick	
Martial Arts Pokémon They gather in small groups around the mountains to train and master new techniques. They use their sharp claws to damage their foes. Only those Mienfoo that excel at fighting in the group evolve.	 	●	Bug	U-Turn	●	Fight	Quick Guard			
		●	Flying	Bounce	●	Fight	High Jump Kick			
		●	Fight	Reversal	●	Fight	Aura Sphere			
		●	Psychic	Ally Switch	●	Normal	Feint			
		●	Normal	Endure						

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	<h2>#620 Mienshao</h2>  <p>HEIGHT: 1.4m / 4'07" WEIGHT: 35kg / 78 lbs</p> <p>Martial Arts Pokémon By the time they evolve they already have many years of experience in fighting. They use the long fur on their arms as a whip to strike their opponents and will not stop until the foe is defeated.</p>	TYPE:	Fight
🌀	Normal	Pound	🌀	Psychic	Meditate		STRENGTH	●●●○○○
🌀	Fight	Detect	🌀	Normal	Fake Out		DEXTERITY	●●●○○○
🌀	Normal	Double Slap	🌀	Normal	Swift		VITALITY	●●○○○
🌀	Psychic	Calm Mind	🌀	Fight	Force Palm		SPECIAL	●●●○○○
🌀	Fight	Drain Punch	🌀	Fight	Jump Kick		INSIGHT	●●○○○
🌀	Bug	U-Turn	🌀	Rock	Wide Guard		BASE HP:	4
🌀	Flying	Bounce	🌀	Fight	High Jump Kick		SUGGESTED RANK:	🌀 Amateur
🌀	Fight	Reversal	🌀	Fight	Aura Sphere		ABILITIES:	Inner Focus & Regenerator
🌀	Dragon	Dual Chop	🌀	Normal	Helping Hand		EVOLUTIVE STAGE:	Final.
🌀	Normal	Endure						



#621 Druddigon			TYPE:	Dragon	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
 <p>HEIGHT: 1.6m / 5'03" WEIGHT: 139kg / 306 lbs</p> <p>Cave Pokémon It runs through the narrow tunnels dug by Excadrill and Onix and uses its sharp claws to catch prey. It is cold blooded, and regularly takes sun baths to keep its energy. They are aggressive and territorial.</p>			STRENGTH	●●●○○○	🌀	Normal	Scratch	🌀	Normal	Leer
			DEXTERITY	●●○○○	🌀	Dark	Hone Claws	🌀	Dark	Bite
			VITALITY	●●○○○	🌀	Normal	Scary Face	🌀	Dragon	Dragon Rage
			SPECIAL	●●○○○	🌀	Normal	Slash	🌀	Dark	Crunch
			INSIGHT	●●○○○	🌀	Dragon	Dragon Claw	🌀	Normal	Chip Away
			BASE HP:	4	🌀	Fight	Revenge	🌀	Dark	Night Slash
			SUGGESTED RANK:	🌀 Pro	🌀	Dragon	Dragon Tail	🌀	Normal	Rock Climb
			ABILITIES:	Rough Skin & Sheer Force	🌀	Fight	Superpower	🌀	Dragon	Outrage
			EVOLUTIVE STAGE:	Final.	🌀	Fire	Fire Fang	🌀	Electric	Thunder Fang
						Poison	Poison Tail			

#622 Golett			TYPE:	Ground	Ghost	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
 <p>HEIGHT: 1m / 3'03" WEIGHT: 92kg / 202 lbs</p> <p>Automaton Pokémon Very few have been seen in old ruins. These Pokémon are thought to have been created by the science of an ancient and mysterious civilization. The energy inside of it comes from an unknown source.</p>			STRENGTH	●●○○○	🌀	Normal	Pound	🌀	Ghost	Astonish	
			DEXTERITY	●○○○○	🌀	Normal	Defense Curl	🌀	Ground	Mud Slap	
			VITALITY	●●○○○	🌀	Rock	Rollout	🌀	Ghost	Shadow Punch	
			SPECIAL	●○○○○	🌀	Steel	Iron Defense	🌀	Normal	Mega Punch	
			INSIGHT	●●○○○	🌀	Ground	Stomping Tantrum	🌀	Ground	Magnitude	
			BASE HP:	3	🌀	Fight	Dynamic Punch	🌀	Ghost	Night Shade	
			SUGGESTED RANK:	🌀 Amateur	🌀	Ground	Earthquake	🌀	Ground	Earthquake	
			ABILITIES:	Iron Fist & Klutz	🌀	Fight	Focus Punch	🌀	Ghost	Phantom Force	
			EVOLUTIVE STAGE:	First.	🌀	Electric	Thunder Punch	🌀	Steel	Heavy Slam	
					🌀	Ground	Hammer Arm	🌀	Fight	Hammer Arm	
					🌀	Ground	Earthquake	🌀	Normal	Block	
					🌀	Fight	Focus Punch	🌀	Fight	Drain Punch	

#623 Golurk			TYPE:	Ground	Ghost	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
 <p>HEIGHT: 2.8m / 9'02" WEIGHT: 660kg / 1452 lbs</p> <p>Automaton Pokémon It is said that Golurk were ordered to protect people and Pokémon by the ancient people who created them. There are records of only one still alive found on the ruin, the rest are just statues now.</p>			STRENGTH	●●●○○○	🌀	Normal	Pound	🌀	Ghost	Astonish	
			DEXTERITY	●●○○○	🌀	Normal	Defense Curl	🌀	Ground	Mud Slap	
			VITALITY	●●○○○	🌀	Rock	Rollout	🌀	Ghost	Shadow Punch	
			SPECIAL	●●○○○	🌀	Steel	Iron Defense	🌀	Normal	Mega Punch	
			INSIGHT	●●○○○	🌀	Ground	Stomping Tantrum	🌀	Ground	Magnitude	
			BASE HP:	4	🌀	Fight	Dynamic Punch	🌀	Ghost	Night Shade	
			SUGGESTED RANK:	🌀 Pro	🌀	Ghost	Curse	🌀	Ghost	Phantom Force	
			ABILITIES:	Iron Fist & Klutz	🌀	Ground	High Horsepower	🌀	Steel	Heavy Slam	
			EVOLUTIVE STAGE:	Final.	🌀	Ground	Earthquake	🌀	Fight	Hammer Arm	
					🌀	Fight	Focus Punch	🌀	Normal	Block	
					🌀	Psychic	Zen Headbutt	🌀	Fight	Drain Punch	

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#624 Pawniard	TYPE:	Dark	Steel
1	Normal	Scratch	1	Normal	Leer		 <p>HEIGHT: 0.5m / 1'08" WEIGHT: 10kg / 22 lbs</p> <p>Sharp Blade Pokémon They live in groups commanded by Bisharp. They cling to their prey and inflict damage by sinking their blades. If battling dulls the blades, it sharpens them on stones by the river. It takes them years to evolve.</p>	BASE HP:	3
2	Bug	Fury Cutter	2	Dark	Torment	STRENGTH		●●●●●	
3	Dark	Feint Attack	3	Normal	Scary Face	DEXTERITY		●●●●●	
4	Steel	Metal Claw	4	Normal	Slash	VITALITY		●●●●●	
5	Dark	Assurance	5	Steel	Metal Sound	SPECIAL		●●●●●	
6	Dark	Embargo	6	Steel	Iron Defense	INSIGHT		●●●●●	
7	Dark	Night Slash	7	Steel	Iron Head	ABILITIES:			Defiant & Inner Focus
8	Normal	Swords Dance	8	Normal	Guillotine	EVOLUTIVE STAGE: First.			EVOLUTION TIME: Medium.
9	Dark	Sucker Punch	9	Normal	Mean Look				 
10	Fight	Quick Guard							


#625 Bisharp	TYPE:	Dark	Steel	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
 <p>HEIGHT: 1.6m / 5'03" WEIGHT: 70kg / 154 lbs</p> <p>Sword Blade Pokémon It leads a group of Pawniard. It battles to become the boss, but will be driven from the group if it loses. They are ruthless leaders and merciless with their foes. Weakness has no place among them.</p>	STRENGTH	●●●●●●	1	Normal	Scratch	1	Normal	Leer	
	DEXTERITY	●●●●●	2	Bug	Fury Cutter	2	Dark	Torment	
	VITALITY	●●●●●	3	Dark	Feint Attack	3	Normal	Scary Face	
	SPECIAL	●●●●●	4	Steel	Metal Claw	4	Normal	Slash	
	INSIGHT	●●●●●	5	Dark	Assurance	5	Steel	Metal Sound	
	BASE HP:	4	SUGGESTED RANK: Ace	6	Dark	Embargo	6	Steel	Iron Defense
	ABILITIES:		Defiant & Inner Focus	7	Normal	Guillotine	7	Steel	Metal Burst
	EVOLUTIVE STAGE: Final.			8	Dark	Night Slash	8	Steel	Iron Head
				9	Normal	Swords Dance	9	Dragon	Dual Chop
				10	Psychic	Psycho Cut	10	Fight	Low Kick

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#626 Bouffalant	TYPE:	Normal	
1	Dark	Pursuit	1	Normal	Leer	 <p>HEIGHT: 1.6m / 5'03" WEIGHT: 318kg / 699 lbs</p> <p>Bash Buffalo Pokémon They form herds on the coldest plains. They bash and headbutt to attack their foes. The fluffy fur on their heads absorbs damage to their skulls. Years ago, a Bouffalant derailed a train with a bash.</p>	BASE HP:	4	SUGGESTED RANK: Amateur
2	Normal	Rage	2	Normal	Fury Attack		STRENGTH	●●●●●	
3	Normal	Horn Attack	3	Normal	Scary Face		DEXTERITY	●●●●●	
4	Fight	Revenge	4	Normal	Head Charge		VITALITY	●●●●●	
5	Normal	Focus Energy	5	Fight	Reversal		SPECIAL	●●●●●	
6	Bug	Mega Horn	6	Normal	Thrash		INSIGHT	●●●●●	
7	Normal	Swords Dance	7	Normal	Giga Impact		ABILITIES:		Reckless & Sap Sipper
8	Normal	Skull Bash	8	Psychic	Zen Headbutt		EVOLUTIVE STAGE: Final.		
9	Dragon	Outrage							
10									



#627 Rufflet	TYPE:	Normal	Flying	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
 <p>HEIGHT: 0.5m / 1'08" WEIGHT: 10kg / 23 lbs</p> <p>Eaglet Pokémon This species only has males. They are independent from the moment they hatch. They will challenge even strong opponents, without fear. Their frequent fights help them become stronger.</p>	STRENGTH	●●●●●	1	Flying	Peck	1	Normal	Leer	
	DEXTERITY	●●●●●	2	Normal	Fury Attack	2	Flying	Wing Attack	
	VITALITY	●●●●●	3	Dark	Hone Claws	3	Normal	Scary Face	
	SPECIAL	●●●●●	4	Flying	Aerial Ace	4	Normal	Slash	
	INSIGHT	●●●●●	5	Flying	Defog	5	Flying	Tailwind	
	BASE HP:	3	SUGGESTED RANK: Amateur	6	Flying	Air Slash	6	Normal	Crush Claw
	ABILITIES:		Keen Eye & Sheer Force	7	Flying	Sky Drop	7	Normal	Whirlwind
	EVOLUTIVE STAGE: First.			8	Flying	Brave Bird	8	Normal	Thrash
				9	Flying	Pluck	9	Fight	Superpower
				10	Fire	Heat Wave			


#628 Braviary						TYPE: Normal	Flying
⊖	Flying	Peck	⊖	Normal	Leer	STRENGTH ●●●○○○ DEXTERITY ●●○○○○ VITALITY ●●○○○○ SPECIAL ●●○○○○ INSIGHT ●●○○○○ BASE HP: 5 SUGGESTED RANK: Ace ABILITIES: Keen Eye & Sheer Force EVOLUTIVE STAGE: Final.	
⊖	Normal	Fury Attack	⊖	Flying	Wing Attack		
⊖	Dark	Hone Claws	⊖	Normal	Scary Face		
⊖	Flying	Aerial Ace	⊖	Normal	Slash		
⊖	Flying	Defog	⊖	Flying	Tailwind		
⊖	Flying	Air Slash	⊖	Normal	Crush Claw		
⊖	Flying	Sky Drop	⊖	Fight	Superpower		
⊖	Normal	Whirlwind	⊖	Flying	Brave Bird		
⊖	Normal	Thrash	⊖	Flying	Sky Attack		
⊖	Fire	Heat Wave	⊖	Flying	Hurricane		
HEIGHT: 1.5m / 5'00" WEIGHT: 82kg / 182 lbs Valiant Pokémon Brave, strong, loyal, and selfless: this Pokémon embodies the virtues of what a Pokémon companion should be. They are very rare and valued not only for their bravery but for their beautiful feathers.						EVOLUTIVE STAGE: Final.  	





#629 Vullaby						TYPE: Dark	Flying
⊖			STRENGTH ●●○○○○ DEXTERITY ●●○○○○ VITALITY ●●○○○○ SPECIAL ●●○○○○ INSIGHT ●●○○○○	BASE HP: 3 SUGGESTED RANK: Beginner ABILITIES: Big Pecks & Overcoat EVOLUTIVE STAGE: First EVOLUTION TIME: Medium.	HEIGHT: 0.5m / 1'08" WEIGHT: 9kg / 19 lbs Diapered Pokémon This is a female-only species. They stay with their Mandibuzz mothers from birth until they can finally fly. They feed on the carrion meat the mothers bring back to the nest and keep the bones to make accessories.	STRENGTH ●●○○○○ DEXTERITY ●●○○○○ VITALITY ●●○○○○ SPECIAL ●●○○○○ INSIGHT ●●○○○○ BASE HP: 5 SUGGESTED RANK: Amateur ABILITIES: Big Pecks & Overcoat EVOLUTIVE STAGE: Final.	 
⊖	Flying	Gust	⊖	Normal	Leer		
⊖	Normal	Fury Attack	⊖	Flying	Pluck		
⊖	Dark	Nasty Plot	⊖	Dark	Flatter		
⊖	Dark	Feint Attack	⊖	Dark	Punishment		
⊖	Flying	Defog	⊖	Flying	Tailwind		
⊖	Flying	Air Slash	⊖	Dark	Dark Pulse		
⊖	Dark	Embargo	⊖	Normal	Whirlwind		
⊖	Flying	Brave Bird	⊖	Flying	Mirror Move		
⊖	Normal	Scary Face	⊖	Dark	Fake Tears		
⊖	Steel	Iron Defense					

#630 Mandibuzz						TYPE: Dark	Flying
⊖	Flying	Gust	⊖	Normal	Leer	STRENGTH ●●○○○○ DEXTERITY ●●○○○○ VITALITY ●●○○○○ SPECIAL ●●○○○○ INSIGHT ●●○○○○ BASE HP: 5 SUGGESTED RANK: Amateur ABILITIES: Big Pecks & Overcoat EVOLUTIVE STAGE: Final.	
⊖	Normal	Fury Attack	⊖	Flying	Pluck		
⊖	Dark	Nasty Plot	⊖	Dark	Flatter		
⊖	Dark	Feint Attack	⊖	Dark	Punishment		
⊖	Flying	Defog	⊖	Flying	Tailwind		
⊖	Flying	Air Slash	⊖	Dark	Dark Pulse		
⊖	Ground	Bone Rush	⊖	Flying	Mirror Move		
⊖	Dark	Embargo	⊖	Normal	Whirlwind		
⊖	Flying	Brave Bird	⊖	Normal	Scary Face		
⊖	Dark	Fake Tears	⊖	Steel	Iron Defense		
HEIGHT: 1.2m / 4'00" WEIGHT: 58kg / 127 lbs Bone Vulture Pokémon They fly in circles around the sky when they spot prey. They carry the carcass back to their nest with ease. They like to look beautiful and create ornaments and jewelry using bone pieces.						EVOLUTIVE STAGE: Final.  	

#631 Heatmor						TYPE: Fire	
⊖			STRENGTH ●●●○○○ DEXTERITY ●●○○○○ VITALITY ●●○○○○ SPECIAL ●●○○○○ INSIGHT ●●○○○○	BASE HP: 4 SUGGESTED RANK: Amateur ABILITIES: Gluttony & Flash Fire EVOLUTIVE STAGE: Final.	HEIGHT: 1.4m / 4'07" WEIGHT: 58kg / 127 lbs Anteater Pokémon It draws in air through its tail, then transforms it into fire and uses it like a tongue. You can see them defending Durant's colonies from predators so they can be the only ones who can eat them.	STRENGTH ●●○○○○ DEXTERITY ●●○○○○ VITALITY ●●○○○○ SPECIAL ●●○○○○ INSIGHT ●●○○○○ BASE HP: 5 SUGGESTED RANK: Amateur ABILITIES: Big Pecks & Overcoat EVOLUTIVE STAGE: Final.	
⊖	Normal	Tackle	⊖	Normal	Odor Sleuth		
⊖	Ghost	Lick	⊖	Fire	Incinerate		
⊖	Dark	Hone Claws	⊖	Normal	Bind		
⊖	Fire	Fire Spin	⊖	Normal	Fury Swipes		
⊖	Dark	Snatch	⊖	Fire	Flame Burst		
⊖	Bug	Bug Bite	⊖	Normal	Slash		
⊖	Psychic	Amnesia	⊖	Fire	Fire Lash		
⊖	Fire	Flamethrower	⊖	Normal	Stockpile		
⊖	Normal	Swallow	⊖	Normal	Spit Up		
⊖	Fire	Inferno	⊖	Fire	Fire Blitz		
⊖	Electric	Thunder Punch	⊖	Fire	Fire Punch		
⊖	Dark	Night Slash					

#632 Durant						TYPE:	Bug	Steel
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME			
🌀	Ground	Sand Attack	🌀	Normal	Vice Grip	 <p>HEIGHT: 0.3m / 1'00" WEIGHT: 33kg / 72 lbs</p> <p>Iron Ant Pokémon Durant build complex mazes of tunnels in the mountains. Each colony has hundreds of Durant, all playing different roles in driving Heatmor away from their nest as it is their only predator.</p> <p>BASE HP: 4 SUGGESTED RANK: Amateur</p> <p>ABILITIES: Swarm & Hustle</p> <p>EVOLUTIVE STAGE: Final.</p> 		
🌀	Dark	Bite	🌀	Bug	Fury Cutter			
🌀	Steel	Metal Sound	🌀	Psychic	Agility			
🌀	Steel	Metal Claw	🌀	Bug	Bug Bite			
🌀	Dark	Crunch	🌀	Steel	Iron Head			
🌀	Ground	Dig	🌀	Normal	Entrainment			
🌀	Bug	X-Scissor	🌀	Steel	Iron Defense			
🌀	Normal	Guillotine	🌀	Normal	Screech			
🌀	Electric	Thunder Fang	🌀	Fight	Superpower			



#633 Deino						TYPE:	Dark	Dragon
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME			
🌀	Normal	Tackle	🌀	Dragon	Dragon Rage	 <p>HEIGHT: 0.8m / 2'07" WEIGHT: 17kg / 38 lbs</p> <p>Irate Pokémon This Pokémon is blind, it bites all it finds to be aware of its surroundings. It constantly bumps into things and attacks anything close to it. Their bodies are covered in wounds and they are very aggressive.</p> <p>BASE HP: 3 SUGGESTED RANK: Amateur</p> <p>ABILITIES: Hustle</p> <p>EVOLUTIVE STAGE: First. EVOLUTION TIME: Slow.</p>   		
🌀	Normal	Focus Energy	🌀	Dark	Bite			
🌀	Normal	Headbutt	🌀	Dragon	Dragon Breath			
🌀	Normal	Roar	🌀	Dark	Crunch			
🌀	Normal	Slam	🌀	Dragon	Dragon Pulse			
🌀	Normal	Work Up	🌀	Dragon	Dragon Rush			
🌀	Normal	Body Slam	🌀	Normal	Scary Face			
🌀	Normal	Hyper Voice	🌀	Dragon	Outrage			
🌀	Rock	Head Smash	🌀	Electric	Thunder Fang			
🌀	Fire	Fire Fang						

#634 Zweilous						TYPE:	Dark	Dragon
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME			
🌀	Normal	Double Hit	🌀	Dragon	Dragon Rage	 <p>HEIGHT: 1.4m / 3'03" WEIGHT: 50kg / 110 lbs</p> <p>Hostile Pokémon The two heads do not get along with each other as they compete for food. For this reason, Zweilous usually eats more than it should. Touching it carelessly can get you attacked by one or both heads.</p> <p>BASE HP: 4 SUGGESTED RANK: Ace</p> <p>ABILITIES: Hustle</p> <p>EVOLUTIVE STAGE: Second. EVOLUTION TIME: Slow.</p>   		
🌀	Normal	Focus Energy	🌀	Dark	Bite			
🌀	Normal	Headbutt	🌀	Dragon	Dragon Breath			
🌀	Normal	Roar	🌀	Dark	Crunch			
🌀	Normal	Slam	🌀	Dragon	Dragon Pulse			
🌀	Normal	Work Up	🌀	Dragon	Dragon Rush			
🌀	Normal	Body Slam	🌀	Normal	Scary Face			
🌀	Normal	Hyper Voice	🌀	Dragon	Outrage			
🌀	Rock	Head Smash	🌀	Electric	Thunder Fang			
🌀	Fire	Fire Fang						





















#635 Hydreigon						TYPE:	Dark	Dragon
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME			
🌀	Normal	Tri Attack	🌀	Dragon	Dragon Rage	 <p>HEIGHT: 1.8m / 6'00" WEIGHT: 160kg / 352 lbs</p> <p>Brutal Pokémon This brutal Pokémon flies in the sky. Anything that moves seems like a foe to it, triggering its aggression. The heads on its arms do not have brains. They use all three heads to consume and destroy everything.</p> <p>BASE HP: 5 SUGGESTED RANK: Pro</p> <p>ABILITIES: Levitate</p> <p>EVOLUTIVE STAGE: Final.</p>   		
🌀	Normal	Focus Energy	🌀	Dark	Bite			
🌀	Normal	Headbutt	🌀	Dragon	Dragon Breath			
🌀	Normal	Roar	🌀	Dark	Crunch			
🌀	Normal	Slam	🌀	Dragon	Dragon Pulse			
🌀	Normal	Work Up	🌀	Dragon	Dragon Rush			
🌀	Dragon	Outrage	🌀	Normal	Scary Face			
🌀	Normal	Body Slam	🌀	Normal	Hyper Voice			
🌀	Dragon	Draco Meteor	🌀	Fire	Heat Wave			
🌀	Ground	Earth Power						

#636 Larvesta						TYPE:	Bug	Fire
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		STRENGTH ●●●●● DEXTERITY ●●●●● VITALITY ●●●●● SPECIAL ●●●●● INSIGHT ●●●●●	BASE HP: 3 SUGGESTED RANK:  Amateur
🌀	Fire	Ember	🌀	Bug	String Shot			
🌿	Grass	Absorb	🌿	Normal	Take Down			
🔥	Fire	Flame Charge	🔥	Bug	Bug Bite			
👊	Normal	Double-Edge	👊	Fire	Flame Wheel			
🐛	Bug	Bug Buzz	🧠	Psychic	Amnesia			
👊	Normal	Thrash	🔥	Fire	Flare Blitz			
👊	Normal	Harden	🌿	Grass	Giga Drain			
🧠	Psychic	Zen Headbutt						
HEIGHT: 1.1m / 3'07" WEIGHT: 28kg / 63 lbs						ABILITIES: Flame Body		
Torch Pokémon Very Rare. The base of volcanoes is where they make their homes. They shoot fire from their horns to repel attacks from enemies. It becomes a flaming cocoon for months before it finally evolves.						EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.		
						 		


#637 Volcarona						TYPE:	Bug	Fire			
	STRENGTH	●●●●●	🌀	Fire	Ember	🌀	Bug	String Shot			
	DEXTERITY	●●●●●●	🌿	Grass	Absorb	🌿	Flying	Gust			
	VITALITY	●●●●●	🔥	Fire	Fire Spin	🔥	Bug	Rage Powder			
	SPECIAL	●●●●●●●	🐛	Bug	Quiver Dance	🧠	Psychic	Amnesia			
	INSIGHT	●●●●●●	👊	Fire	Fiery Dance	👊	Normal	Whirlwind			
	BASE HP:	4	SUGGESTED RANK:	 Ace	🐛	Bug	Silver Wind	🔥	Fire	Heat Wave	
	ABILITIES:	Flame Body	👊	Bug	Bug Buzz	👊	Normal	Thrash	🔥	Fire	Flare Blitz
	EVOLUTIVE STAGE:	Final.	👊	Flying	Hurricane	👊	Fire	Morning Sun	👊	Normal	Morning Sun
HEIGHT: 1.6m / 5'03" WEIGHT: 46kg / 101 lbs											
Sun Pokémon A sea of fire engulfs the surroundings of its battles, since it uses six wings to scatter blazing scales. There are stories of how its fire saved villages during winter and how it shone like the sun over the mountains.											
						 					

#638 Cobalion						TYPE:	Steel	Fight
👊	Normal	Quick Attack	👊	Normal	Leer		STRENGTH ●●●●● DEXTERITY ●●●●●● VITALITY ●●●●●●● SPECIAL ●●●●● INSIGHT ●●●●●	BASE HP: 4 SUGGESTED RANK:  Master
👊	Fight	Double Kick	👊	Steel	Metal Claw			
👊	Normal	Take Down	👊	Normal	Helping Hand			
👊	Normal	Retaliate	👊	Steel	Iron Head			
👊	Fight	Sacred Sword	👊	Normal	Swords Dance			
👊	Fight	Quick Guard	👊	Normal	Work Up			
👊	Steel	Metal Burst	👊	Fight	Close Combat			
👊	Normal	Psych Up	👊	Psychic	Calm Mind			
👊	Normal	Laser Focus						
HEIGHT: 2.1m / 7'00" WEIGHT: 250kg / 551 lbs						ABILITIES: Justified		
Pokédex has no data. There is a story in Unova about four Pokémon that brought justice to the wrongdoers. Their Leader was calm and composed but unforgiving. Its cold stare forced you to obey its law.						EVOLUTIVE STAGE: Unknown.		
								


#639 Terrakion						TYPE:	Rock	Fight			
	STRENGTH	●●●●●●●	👊	Normal	Quick Attack	👊	Normal	Leer			
	DEXTERITY	●●●●●●	👊	Fight	Double Kick	👊	Rock	Smack Down			
	VITALITY	●●●●●	👊	Normal	Safeguard	👊	Normal	Swift			
	SPECIAL	●●●●●	👊	Normal	Take Down	👊	Normal	Helping Hand			
	INSIGHT	●●●●●	👊	Normal	Retaliate	👊	Rock	Rock Slide			
	BASE HP:	4	SUGGESTED RANK:	 Master	👊	Fight	Sacred Sword	👊	Normal	Swords Dance	
	ABILITIES:	Justified	👊	Fight	Quick Guard	👊	Normal	Work Up	👊	Normal	Work Up
	EVOLUTIVE STAGE:	Unknown.	👊	Rock	Stone Edge	👊	Fight	Close Combat	👊	Normal	Giga Impact
HEIGHT: 1.9m / 6'03" WEIGHT: 260kg / 573 lbs											
Pokédex has no data. Legends in Unova tell about four Pokémon that rebelled against the unfair ruler. One of them trampled through the castle walls, destroying the fortress to free the trapped Pokémon inside.											
											

#640 Virizion						TYPE:	Grass	Fight
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		STRENGTH ●●●●● DEXTERITY ●●●●●● VITALITY ●●●●● SPECIAL ●●●●●●● INSIGHT ●●●●●	BASE HP: 4 SUGGESTED RANK:  Master
	Normal	Quick Attack		Normal	Leer			
	Fight	Double Kick		Grass	Magical Leaf			
	Normal	Take Down		Normal	Helping Hand			
	Normal	Retaliate		Grass	Giga Drain			
	Fight	Sacred Sword		Normal	Swords Dance			
	Fight	Quick Guard		Normal	Work Up			
	Grass	Leaf Blade		Fight	Close Combat			
	Psychic	Agility		Fairy	Charm			
	Normal	Attract				HEIGHT: 2m / 6'07" WEIGHT: 200kg / 440 lbs	ABILITIES: Justified	EVOLUTIVE STAGE: Unknown.  #640





















Pokédex has no data.
An old tale in Unova mentions four Pokémon that fought against an evil army. The most beautiful of them was also the most swift and graceful in combat, it created an army of trees that won the battle.

#641 Tornadus			TYPE:	Flying							
	STRENGTH	●●●●●●	BASE HP: 4 SUGGESTED RANK:  Master	ABILITIES: Prankster & Defiant	EVOLUTIVE STAGE: Unknown.  #641	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	DEXTERITY	●●●●●●					Normal	Uproar		Ghost	Astonish
	VITALITY	●●●●●					Flying	Gust		Normal	Swagger
	SPECIAL	●●●●●●●					Dark	Bite		Fight	Revenge
	INSIGHT	●●●●●					Flying	Air Cutter		Psychic	Extrasensory
							Psychic	Agility		Flying	Air Slash
			Dark	Crunch		Flying	Tailwind				
			Water	Rain Dance		Flying	Hurricane				
			Dark	Dark Pulse		Fight	Hammer Arm				
			Normal	Thrash		Normal	Whirlwind				
			Flying	Defog							

Pokédex has no data.
Unova suffers from terrible tornados and devastating wind currents that leave houses and buildings in ruins. Some people claim a Pokémon riding the winds is responsible for all the devastation.

#641 Tornadus			TYPE:	Flying							
	STRENGTH	●●●●●●	BASE HP: 4 SUGGESTED RANK:  Master	ABILITIES: Regenerator	EVOLUTIVE STAGE: Unknown.  #641	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	DEXTERITY	●●●●●●●					Normal	Uproar		Ghost	Astonish
	VITALITY	●●●●●					Flying	Gust		Normal	Swagger
	SPECIAL	●●●●●●●					Dark	Bite		Fight	Revenge
	INSIGHT	●●●●●					Flying	Air Cutter		Psychic	Extrasensory
							Psychic	Agility		Flying	Air Slash
			Dark	Crunch		Flying	Tailwind				
			Water	Rain Dance		Flying	Hurricane				
			Dark	Dark Pulse		Fight	Hammer Arm				
			Normal	Thrash		Normal	Whirlwind				
			Flying	Defog							

Pokédex has no data.
Some Pokémon reveal their true forms after recovering power lost to them. Great forces of nature can help them recover their strength such as Tornados, Lightning, and even a Landslide.

#642 Thundurus						TYPE:	Electric	Flying
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		STRENGTH ●●●●●● DEXTERITY ●●●●●● VITALITY ●●●●● SPECIAL ●●●●●●● INSIGHT ●●●●●	BASE HP: 4 SUGGESTED RANK:  Master
	Normal	Uproar		Ghost	Astonish			
	Electric	Thunder Shock		Normal	Swagger			
	Dark	Bite		Fight	Revenge			
	Electric	Shock Wave		Psychic	Heal Block			
	Psychic	Agility		Electric	Discharge			
	Dark	Crunch		Electric	Charge			
	Dark	Nasty Plot		Electric	Thunder			
	Dark	Dark Pulse		Fight	Hammer Arm			
	Normal	Thrash		Electric	Ion Deluge			
	Electric	Electric Terrain				HEIGHT: 1.5m / 5'00" WEIGHT: 61kg / 134 lbs	ABILITIES: Prankster & Defiant	EVOLUTIVE STAGE: Unknown.  #642

Pokédex has no data.
There are constant forest fires all through the Unova region. These fires are always the result of a giant thunder storm. Forest rangers tell about a blue demon's shadow that was inside the storm clouds.

#642 Thundurus			#642 Thundurus			TYPE:	Electric	Flying
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME			
	Normal	Uproar		Ghost	Astonish			
	Electric	Thunder Shock		Normal	Swagger			
	Dark	Bite		Fight	Revenge			
	Electric	Shock Wave		Psychic	Heal Block			
	Psychic	Agility		Electric	Discharge			
	Dark	Crunch		Electric	Charge			
	Dark	Nasty Plot		Electric	Thunder			
	Dark	Dark Pulse		Fight	Hammer Arm			
	Normal	Thrash		Electric	Ion Deluge			
	Electric	Electric Terrain						

HEIGHT: 1.5m / 5'00"

WEIGHT: 61kg / 134 lbs

Pokédex has no data.
Some Pokémon reveal their true forms after recovering power lost to them. Great forces of nature can help them recover their strength such as Tornadoes, Lightning, and even a Landslide.

BASE HP: **4**

ABILITIES: Volt Absorb

SUGGESTED RANK: Master

EVOLUTIVE STAGE: Unknown.

#643 Reshiram			#643 Reshiram			TYPE:	Dragon	Fire
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Dragon	Dragon Rage		Dragon	Dragon Rage		Fire	Fire Fang
	Psychic	Imprison		Psychic	Imprison		Rock	Ancient Power
	Fire	Flamethrower		Fire	Flamethrower		Dragon	Dragon Breath
	Normal	Slash		Normal	Slash		Psychic	Extrasensory
	Fire	Fusion Flare		Fire	Fusion Flare		Dragon	Dragon Pulse
	Normal	Noble Roar		Normal	Noble Roar		Dark	Crunch
	Fire	Fire Blast		Fire	Fire Blast		Dragon	Outrage
	Normal	Hyper Voice		Normal	Hyper Voice		Fire	Blue Flare
	Normal	Lucky Chant		Normal	Lucky Chant		Normal	Wish
	Fire	Fire Pledge		Fire	Fire Pledge		Dark	Topsy-Turvy

HEIGHT: 3.2m / 10'06"

WEIGHT: 330kg / 727 lbs

Pokédex has no data.

An Incredibly old scroll written in an ancient language, tells about a world of truth built by purifying fire. It also tells about a big dispute. The rest of the scroll is burned...

BASE HP: **5**

ABILITIES: Turboblaze

SUGGESTED RANK: Master

EVOLUTIVE STAGE: Unknown.

#644 Zekrom			#644 Zekrom			TYPE:	Dragon	Electric
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Dragon	Dragon Rage		Electric	Thunder Fang		Dragon	Dragon Rage
	Psychic	Imprison		Rock	Ancient Power		Psychic	Imprison
	Electric	Thunderbolt		Dragon	Dragon Breath		Dragon	Dragon Breath
	Normal	Slash		Psychic	Zen Headbutt		Psychic	Extrasensory
	Electric	Fusion Bolt		Dragon	Dragon Claw		Dragon	Dragon Claw
	Normal	Noble Roar		Dark	Crunch		Dragon	Outrage
	Electric	Thunder		Dragon	Outrage		Dragon	Outrage
	Normal	Hyper Voice		Electric	Bolt Strike		Electric	Bolt Strike
	Normal	Lucky Chant		Normal	Wish		Normal	Wish
	Psychic	Future Sight		Dark	Topsy-Turvy		Dark	Topsy-Turvy

HEIGHT: 2.9m / 9'06"

WEIGHT: 345kg / 760 lbs

Pokédex has no data.
An old rock tablet full of ancient symbols tells the story of two brothers. One of them wanted a world of ideals built with the energy of the young. The rest of the stone is broken as if struck by lightning.

BASE HP: **5**

ABILITIES: Teravolt

SUGGESTED RANK: Master

EVOLUTIVE STAGE: Unknown.

#645 Landorus			#645 Landorus			TYPE:	Ground	Flying
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Ground	Mud Shot		Ground	Mud Shot		Ground	Mud Shot
	Rock	Rock Tomb		Rock	Rock Tomb		Psychic	Imprison
	Dark	Punishment		Dark	Punishment		Rock	Bulldoze
	Rock	Rock Throw		Rock	Rock Throw		Psychic	Extrasensory
	Normal	Swords Dance		Normal	Swords Dance		Ground	Earth Power
	Rock	Rock Slide		Rock	Rock Slide		Ground	Earthquake
	Ground	Sandstorm		Ground	Sandstorm		Ground	Fissure
	Rock	Stone Edge		Rock	Stone Edge		Fight	Hammer Arm
	Dragon	Outrage		Dragon	Outrage		Ground	Rototiller
	Ground	Dig		Ground	Dig			

HEIGHT: 1.5m / 5'00"

WEIGHT: 68kg / 150 lbs

Pokédex has no data.
Earthquakes and landslides raze Unova with frequency, but the places who suffer them are left with a plentiful harvest that year. Feared by some, revered by others who claim to have seen it.

BASE HP: **4**

ABILITIES: Sand Force & Sheer Force

SUGGESTED RANK: Master

EVOLUTIVE STAGE: Unknown.

#645 Landorus



HEIGHT: 1.5m / 5'00" WEIGHT: 68kg / 150 lbs

Pokédex has no data. Some Pokémon reveal their true forms after recovering power lost to them. Great forces of nature can help them recover their strength such as Tornadoes, Lightning, and even a Landslide.

TYPE: Ground Flying

STRENGTH ●●●●●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●●●●
INSIGHT ●●●●●●

BASE HP: 4 SUGGESTED RANK: Master

ABILITIES: Intimidate

EVOLUTIVE STAGE: Unknown.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Block	●	Ground	Mud Shot
●	Rock	Rock Tomb	●	Psychic	Imprison
●	Dark	Punishment	●	Rock	Bulldoze
●	Rock	Rock Throw	●	Psychic	Extrasensory
●	Normal	Swords Dance	●	Ground	Earth Power
●	Rock	Rock Slide	●	Ground	Earthquake
●	Ground	Sandstorm	●	Ground	Fissure
●	Rock	Stone Edge	●	Fight	Hammer Arm
●	Dragon	Outrage	●	Ground	Rototiller
●	Ground	Dig			

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Ice	Icy Wind	●	Dragon	Dragon Rage
●	Psychic	Imprison	●	Rock	Ancient Power
●	Ice	Ice Beam	●	Dragon	Dragon Breath
●	Normal	Slash	●	Normal	Scary Face
●	Ice	Glaciate	●	Dragon	Dragon Pulse
●	Normal	Noble Roar	●	Normal	Endeavor
●	Ice	Blizzard	●	Dragon	Outrage
●	Normal	Hyper Voice	●	Normal	Substitute
●	Ice	Hail	●	Ice	Haze
●	Ice	Mist	●	Normal	Recover
●	Ice	Sheer Cold	●	Psychic	Power Split

#646 Kyurem

HEIGHT: 3m / 9'10" WEIGHT: 325kg / 716 lbs

Pokédex has no data. Inside a remote and frozen cave there are some old paintings. They depict a giant dragon being torn apart into a black and white shards. Of the rest of the picture only shattered fragments of ice remain.

TYPE: Dragon Ice

STRENGTH ●●●●●●●●
DEXTERITY ●●●●●●●●
VITALITY ●●●●●●●●
SPECIAL ●●●●●●●●
INSIGHT ●●●●●●●●

BASE HP: 6 SUGGESTED RANK: Master

ABILITIES: Pressure

EVOLUTIVE STAGE: Unknown.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Ice	Icy Wind	●	Dragon	Dragon Rage
●	Psychic	Imprison	●	Rock	Ancient Power
●	Ice	Ice Beam	●	Dragon	Dragon Breath
●	Normal	Slash	●	Normal	Scary Face
●	Ice	Glaciate	●	Dragon	Dragon Pulse
●	Normal	Noble Roar	●	Normal	Endeavor
●	Ice	Blizzard	●	Dragon	Outrage
●	Normal	Hyper Voice	●	Dark	Topsy-Turvy
●	Psychic	Future Sight	●	Dark	Punishment
●	Normal	Wish	●	Normal	Recover
●	Electric	Fusion Bolt	●	Electric	Bolt Strike

#646 Kyurem

HEIGHT: 3m / 9'10" WEIGHT: 325kg / 716 lbs

Pokédex has no data. In the icy mountains at the east of Unova, you can hear the wails of a creature suffering as if it missed a part of its very soul. Dark clouds and lightning are sure to follow.

TYPE: Dragon Ice

STRENGTH ●●●●●●●●
DEXTERITY ●●●●●●●●
VITALITY ●●●●●●●●
SPECIAL ●●●●●●●●
INSIGHT ●●●●●●●●

BASE HP: 6 SUGGESTED RANK: Master

ABILITIES: Teravolt

EVOLUTIVE STAGE: Unknown.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Ice	Icy Wind	●	Dragon	Dragon Rage
●	Psychic	Imprison	●	Rock	Ancient Power
●	Ice	Ice Beam	●	Dragon	Dragon Breath
●	Normal	Slash	●	Normal	Scary Face
●	Ice	Glaciate	●	Dragon	Dragon Pulse
●	Normal	Noble Roar	●	Normal	Endeavor
●	Ice	Blizzard	●	Dragon	Outrage
●	Normal	Hyper Voice	●	Dark	Topsy-Turvy
●	Normal	Lucky Chant	●	Dark	Punishment
●	Normal	Wish	●	Normal	Recover
●	Fire	Fusion Flare	●	Fire	Blue Flare

#646 Kyurem

HEIGHT: 3m / 9'10" WEIGHT: 325kg / 716 lbs

Pokédex has no data. In the icy mountains at the west of Unova, you can hear the wails of a creature suffering as if it missed a part of its very soul. Explosions and blue fires are sure to follow.

TYPE: Dragon Ice

STRENGTH ●●●●●●●●
DEXTERITY ●●●●●●●●
VITALITY ●●●●●●●●
SPECIAL ●●●●●●●●
INSIGHT ●●●●●●●●

BASE HP: 6 SUGGESTED RANK: Master

ABILITIES: Turboblaze

EVOLUTIVE STAGE: Unknown.

#647 Keldeo



HEIGHT: 1.4m / 4'07" WEIGHT: 48kg / 106 lbs

Pokédex has no data.
Age-old fairy tales of Unova tell the story of four Pokémon that brought the land to a golden age. The young of the group was brave and naive. It could gallop on the water surface leaving a rainbow behind.

TYPE:	Water	Fight	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
STRENGTH	●●●●●		5	Water	Aqua Jet	5	Normal	Leer
DEXTERITY	●●●●●		5	Fight	Double Kick	5	Water	Bubble Beam
VITALITY	●●●●●		5	Normal	Take Down	5	Normal	Helping Hand
SPECIAL	●●●●●●●		5	Fight	Retaliate	5	Water	Aqua Tail
INSIGHT	●●●●●		5	Fight	Sacred Sword	5	Normal	Swords Dance
			5	Fight	Quick Guard	5	Normal	Work Up
			5	Water	Hydro Pump	5	Fight	Close Combat
			5	Water	Surf	5	Water	Waterfall
			5	Normal	Follow Me	5	Normal	Noble Roar

BASE HP: 4 SUGGESTED RANK: Master

ABILITIES: Justified

EVOLUTIVE STAGE: Unknown.



#647 Keldeo



HEIGHT: 1.4m / 4'07" WEIGHT: 48kg / 106 lbs

Pokédex has no data.
The old fairy tale ends with the youngest Pokémon rising above evil and injustice due to its resolute and determined desire for justice. The mentorship of the other Pokémon bearing fruits.

TYPE:	Water	Fight	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
STRENGTH	●●●●●		5	Water	Aqua Jet	5	Normal	Leer
DEXTERITY	●●●●●		5	Fight	Double Kick	5	Water	Bubble Beam
VITALITY	●●●●●		5	Normal	Take Down	5	Normal	Helping Hand
SPECIAL	●●●●●●●		5	Fight	Retaliate	5	Water	Aqua Tail
INSIGHT	●●●●●		5	Fight	Sacred Sword	5	Normal	Swords Dance
			5	Fight	Quick Guard	5	Normal	Work Up
			5	Water	Hydro Pump	5	Fight	Close Combat
			5	Water	Surf	5	Water	Waterfall
			5	Normal	Follow Me	5	Normal	Noble Roar

BASE HP: 4 SUGGESTED RANK: Master


ABILITIES: Justified

EVOLUTIVE STAGE: Unknown.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
5	Normal	Round	5	Normal	Quick Attack
5	Psychic	Confusion	5	Normal	Sing
5	Normal	Teeter Dance	5	Flying	Acrobatics
5	Psychic	Psybeam	5	Normal	Echoed Voice
5	Bug	U-Turn	5	Fight	Wake-Up Slap
5	Psychic	Psychic	5	Normal	Hyper Voice
5	Psychic	Role Play	5	Fight	Close Combat
5	Normal	Perish Song	5	Normal	Boomburst
5	Fairy	Disarming Voice	5	Normal	Lucky Chant
5	Normal	Relic Song	5	Normal	Captivate

#648 Meloetta



HEIGHT: 0.6m / 5'07" WEIGHT: 6kg / 14 lbs

Pokédex has no data.


There are old songs about a beautiful Pokémon that inspired the hearts of artists through its graceful dance and singing.

TYPE:	Normal	Psychic
STRENGTH	●●●●●	
DEXTERITY	●●●●●	
VITALITY	●●●●●	
SPECIAL	●●●●●●●	
INSIGHT	●●●●●●●	

BASE HP: 5 SUGGESTED RANK: Master


ABILITIES: Serene Grace

EVOLUTIVE STAGE: Unknown.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
5	Normal	Round	5	Normal	Quick Attack
5	Psychic	Confusion	5	Normal	Sing
5	Normal	Teeter Dance	5	Flying	Acrobatics
5	Psychic	Psybeam	5	Normal	Echoed Voice
5	Bug	U-Turn	5	Fight	Wake-Up Slap
5	Psychic	Psychic	5	Normal	Hyper Voice
5	Psychic	Role Play	5	Fight	Close Combat
5	Normal	Perish Song	5	Normal	Entrainment
5	Normal	Swords Dance	5	Normal	Revelation Dance
5	Normal	Rapid Spin	5	Normal	Captivate

#648 Meloetta



HEIGHT: 0.6m / 5'07" WEIGHT: 6kg / 14 lbs

Pokédex has no data.


There are old songs about a beautiful Pokémon that inspired the hearts of artists through its graceful dance and singing.

TYPE:	Normal	Fight
STRENGTH		●●●●●●●
DEXTERITY		●●●●●●●
VITALITY		●●●●●
SPECIAL		●●●●●
INSIGHT		●●●●●

BASE HP: 5 SUGGESTED RANK: Master

ABILITIES: Serene Grace

EVOLUTIVE STAGE: Unknown.



#649 Genesect



HEIGHT: 1.5m / 5'00"
WEIGHT: 82kg / 181 lbs

Pokédex has no data.
Fossil revival is now possible with our incredible technology.
Recently, some researchers sparked a controversial debate by altering the original forms of the revived Pokémon through artificial means.

TYPE:	Bug	Steel
STRENGTH	●●●●●●	●●●●●●
DEXTERITY	●●●●●●	●●●●●●
VITALITY	●●●●●●	●●●●●●
SPECIAL	●●●●●●	●●●●●●
INSIGHT	●●●●●●	●●●●●●
BASE HP:	4	SUGGESTED RANK: Master
ABILITIES:	Download	
EVOLUTIVE STAGE:	Unknown.	



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Bug	Fell Stinger	●	Normal	Techno Blast
●	Normal	Quick Attack	●	Electric	Magnet Rise
●	Steel	Metal Claw	●	Normal	Screech
●	Bug	Fury Cutter	●	Normal	Lock-On
●	Fire	Flame Charge	●	Steel	Magnet Bomb
●	Normal	Slash	●	Steel	Metal Sound
●	Bug	Signal Beam	●	Normal	Tri Attack
●	Bug	X-Scissor	●	Bug	Bug Buzz
●	Normal	Simple Beam	●	Electric	Zap Cannon
●	Normal	Hyper Beam	●	Normal	Self Destruct
●	Steel	Flash Cannon	●	Grass	Bullet Seed

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Tackle	●	Normal	Growl
●	Grass	Vine Whip	●	Rock	Rollout
●	Dark	Bite	●	Grass	Leech Seed
●	Bug	Pin Missile	●	Normal	Take Down
●	Grass	Seed Bomb	●	Ground	Mud Shot
●	Fight	Bulk Up	●	Normal	Body Slam
●	Normal	Pain Split	●	Grass	Wood Hammer
●	Normal	Super Fang	●	Fight	Drain Punch
●	Grass	Grass Pledge			

#650 Chespin

HEIGHT: 0.4m / 1'04"
WEIGHT: 9kg / 19 lbs

Spiky Nut Pokémon
A small and curious Pokémon. They are rare to find but their nests have been found on chestnut trees. Their heads are covered by spikes and if there's a threat they roll into balls to protect themselves.

TYPE:	Grass
STRENGTH	●●●●
DEXTERITY	●●●●
VITALITY	●●●●
SPECIAL	●●●●
INSIGHT	●●●●
BASE HP:	3
SUGGESTED RANK:	Starter
ABILITIES:	Overgrow
EVOLUTIVE STAGE:	First.
EVOLUTION TIME:	Medium.

#651 Quilladin



HEIGHT: 0.7m / 2'04"
WEIGHT: 29kg / 63 lbs

Spiny Armor Pokémon
It strengthens its lower body by running into sturdy things. It is a kind Pokémon that relies on its sturdy shell and sharp quills to deflect any foe trying to attack it. They never start a fight.

TYPE:	Grass
STRENGTH	●●●●●
DEXTERITY	●●●●●
VITALITY	●●●●●
SPECIAL	●●●●●
INSIGHT	●●●●●
BASE HP:	4
SUGGESTED RANK:	Amateur
ABILITIES:	Overgrow
EVOLUTIVE STAGE:	Second.
EVOLUTION TIME:	Medium.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Tackle	●	Normal	Growl
●	Grass	Vine Whip	●	Rock	Rollout
●	Dark	Bite	●	Grass	Leech Seed
●	Bug	Pin Missile	●	Grass	Needle Arm
●	Normal	Take Down	●	Grass	Seed Bomb
●	Ground	Mud Shot	●	Fight	Bulk Up
●	Normal	Body Slam	●	Normal	Pain Split
●	Grass	Wood Hammer	●	Steel	Iron Defense
●	Fight	Drain Punch	●	Grass	Grass Pledge

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Tackle	●	Fight	Bulk Up
●	Grass	Vine Whip	●	Normal	Growl
●	Dark	Bite	●	Rock	Rollout
●	Bug	Pin Missile	●	Grass	Leech Seed
●	Normal	Take Down	●	Grass	Needle Arm
●	Ground	Mud Shot	●	Grass	Seed Bomb
●	Normal	Body Slam	●	Grass	Spiky Shield
●	Normal	Feint	●	Normal	Pain Split
●	Grass	Wood Hammer	●	Fight	Hammer Arm
●	Normal	Giga Impact	●	Normal	Belly Drum
●	Dragon	Dual Chop	●	Grass	Synthesis
●	Grass	Frenzy Plant			


#652 Chesnaught

HEIGHT: 1.6m / 5'03"
WEIGHT: 90kg / 198 lbs

Spiny Armor Pokémon
These Pokémon are known for taking defensive stances instead of charging into battle.
Many stories tell how during the old wars, Chesnaught protected their allies using their bodies.

TYPE:	Grass	Fight
STRENGTH	●●●●●	●●●●●
DEXTERITY	●●●●●	●●●●●
VITALITY	●●●●●	●●●●●
SPECIAL	●●●●●	●●●●●
INSIGHT	●●●●●	●●●●●
BASE HP:	5	
SUGGESTED RANK:	Ace	
ABILITIES:	Overgrow	
EVOLUTIVE STAGE:	Final.	

#653 Fennekin



HEIGHT: 0.4m / 1'04"
WEIGHT: 9kg / 20 lbs

Fox Pokémon
This small and elusive Pokémon intimidates opponents by puffing hot air out of its ears. It likes to keep twigs and sticks nearby to munch them instead of snacks. They make good pets but they are pretty rare.


TYPE: **Fire**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **3** SUGGESTED RANK: Starter


ABILITIES: **Blaze**

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Scratch	🌀	Normal	Tail Whip
🔥	Fire	Ember	🔥	Normal	Howl
🔥	Fire	Flame Charge	🧠	Psychic	Psybeam
🔥	Fire	Fire Spin	🌀	Normal	Lucky Chant
🧠	Psychic	Light Screen	🧠	Psychic	Psyshock
🔥	Fire	Flamethrower	🔥	Fire	Will-O-Wisp
🧠	Psychic	Psychic	🔥	Fire	Sunny Day
🧠	Psychic	Magic Room	🔥	Fire	Fire Blast
🧠	Psychic	Hypnosis	🌀	Normal	Wish
🔥	Fire	Fire Pledge			

#654 Braixen



HEIGHT: 1m / 3'03"
WEIGHT: 14kg / 32 lbs

Fox Pokémon
Using friction from its tail fur, it sets the twig it carries on fire and launches into battle. The flame on the twig is used to send signals and to create patterns out of the embers. It is said the twig is a magic wand.


TYPE: **Fire**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **4** SUGGESTED RANK: Amateur


ABILITIES: **Blaze**

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Scratch	🌀	Normal	Tail Whip
🔥	Fire	Ember	🔥	Normal	Howl
🔥	Fire	Flame Charge	🧠	Psychic	Psybeam
🔥	Fire	Fire Spin	🌀	Normal	Lucky Chant
🧠	Psychic	Light Screen	🧠	Psychic	Psyshock
🔥	Fire	Flamethrower	🔥	Fire	Will-O-Wisp
🧠	Psychic	Psychic	🔥	Fire	Sunny Day
🧠	Psychic	Magic Room	🔥	Fire	Fire Blast
🧠	Psychic	Wonder Room	🌀	Normal	Wish
🔥	Fire	Fire Pledge			

#655 Delphox



HEIGHT: 1.5m / 5'00"
WEIGHT: 58kg / 127 lbs

Fox Pokémon
It swirls its twig to create amazing flamethrowers. It gazes into the flame at the tip of its stick to achieve a focused state and rumor says that it can see the future within the glowing ember.

TYPE: **Fire** **Psychic**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **5** SUGGESTED RANK: Ace


ABILITIES: **Blaze**

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Scratch	🌀	Normal	Tail Whip
🔥	Fire	Ember	🔥	Normal	Howl
🧠	Psychic	Magic Room	👻	Ghost	Shadow Ball
🧠	Psychic	Future Sight	🔥	Fire	Mystical Fire
🔥	Fire	Flame Charge	🧠	Psychic	Psybeam
🔥	Fire	Fire Spin	🌀	Normal	Lucky Chant
🧠	Psychic	Light Screen	🧠	Psychic	Psyshock
🔥	Fire	Flamethrower	🔥	Fire	Will-O-Wisp
🧠	Psychic	Psychic	🔥	Fire	Sunny Day
👻	Dark	Switcheroo	🔥	Fire	Fire Blast
🧠	Psychic	Role Play	🧠	Fairy	Dazzling Gleam
⚡	Electric	Shock Wave	🔥	Fire	Blast Burn

#656 Froakie



HEIGHT: 0.3m / 1'00"
WEIGHT: 7kg / 15 lbs

Bubble Frog Pokémon
It protects its skin by covering its body in bubble foam. Beneath its happy-go-lucky air, it keeps a watchful eye on its surroundings. It needs good discipline or it will be bad mannered with others.


TYPE: **Water**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **3** SUGGESTED RANK: Beginner

ABILITIES: **Torrent**

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Pound	🌀	Normal	Growl
💧	Water	Bubble	🌀	Normal	Quick Attack
👻	Ghost	Lick	💧	Water	Water Pulse
🌀	Normal	Smokescreen	🌀	Normal	Round
👻	Dark	Fling	🪨	Rock	Smack Down
🌀	Normal	Substitute	🕊	Flying	Bounce
🌀	Normal	Double Team	💧	Water	Hydro Pump
🪨	Ground	Mud Sport	🩸	Poison	Toxic Spikes
💧	Water	Water Pledge			

#657 Frogadier



HEIGHT: 0.6m / 2'00"
WEIGHT: 10kg / 24 lbs

Bubble Frog Pokémon
It is incredibly hard to catch. It starts practicing its skills by throwing foam covered pebbles at foes. Many trainers find this rebellious stage very challenging to handle and end up being its targets of practice.

TYPE: **Water**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **4** SUGGESTED RANK: Amateur

ABILITIES: **Torrent**

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Pound	●	Normal	Growl
●	Water	Bubble	●	Normal	Quick Attack
●	Ghost	Lick	●	Water	Water Pulse
●	Normal	Smokescreen	●	Normal	Round
●	Dark	Fling	●	Rock	Smack Down
●	Normal	Substitute	●	Flying	Bounce
●	Normal	Double Team	●	Water	Hydro Pump
●	Ground	Mud Sport	●	Poison	Toxic Spikes
●	Water	Water Pledge			

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Growl	●	Normal	Pound
●	Normal	Quick Attack	●	Ghost	Lick
●	Water	Bubble	●	Ice	Haze
●	Psychic	Extrasensory	●	Psychic	Role Play
●	Water	Water Pulse	●	Normal	Smokescreen
●	Ghost	Shadow Sneak	●	Ground	Spikes
●	Dark	Feint Attack	●	Water	Water Shuriken
●	Normal	Substitute	●	Dark	Night Slash
●	Normal	Double Team	●	Fight	Mat Block
●	Water	Hydro Pump	●	Ice	Ice Punch
●	Poison	Gunk Shot	●	Water	Hydro Cannon

#658 Greninja



HEIGHT: 1.5m / 5'00"
WEIGHT: 40kg / 88 lbs

Ninja Pokémon
It appears and vanishes with a ninja's grace. It toys with its enemies using swift movements, then slices them with throwing sharp water stars. If it was not properly disciplined, it will never listen any master.

TYPE: **Water** **Dark**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **5** SUGGESTED RANK: Ace

ABILITIES: **Torrent & Battle Bond**

EVOLUTIVE STAGE: Final.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Growl	●	Normal	Pound
●	Normal	Quick Attack	●	Ghost	Lick
●	Water	Bubble	●	Ice	Haze
●	Psychic	Extrasensory	●	Psychic	Role Play
●	Water	Water Pulse	●	Normal	Smokescreen
●	Ghost	Shadow Sneak	●	Ground	Spikes
●	Dark	Feint Attack	●	Water	Water Shuriken
●	Normal	Substitute	●	Dark	Night Slash
●	Normal	Double Team	●	Fight	Mat Block
●	Water	Hydro Pump	●	Ice	Ice Punch
●	Poison	Gunk Shot	●	Water	Hydro Cannon

#658 BBF Greninja



HEIGHT: 1.5m / 5'00"
WEIGHT: 40kg / 88 lbs

Ninja Pokémon
The mysteries of the Pokémon world are vast. There is something called "The Bond Phenomenon" were a Pokémon and its trainer share a conection so strong that the Pokémon changes due to it.

TYPE: **Water** **Dark**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **5** SUGGESTED RANK: Pro

ABILITIES: **Battle Bond**

EVOLUTIVE STAGE: Battle Bond Form

#659 Bunnelby



HEIGHT: 0.4m / 1'04"
WEIGHT: 5kg / 11 lbs

Digging Pokémon
It uses its ears as shovels, digging holes strengthens them so much that they can sever thick roots easily. They reproduce quickly and a handful of them can ravage a field of vegetables in just a few hours.

TYPE: **Normal** **Ground**


STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **3** SUGGESTED RANK: Beginner

ABILITIES: **Pick Up & Cheek Pouch**



EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Tackle	●	Normal	Leer
●	Psychic	Agility	●	Normal	Quick Attack
●	Normal	Double Slap	●	Ground	Mud Slap
●	Normal	Take Down	●	Ground	Mud Shot
●	Fight	Double Kick	●	Normal	Odor Sleuth
●	Normal	Flail	●	Ground	Dig
●	Flying	Bounce	●	Normal	Super Fang
●	Normal	Facade	●	Ground	Earthquake
●	Normal	Defense Curl	●	Rock	Rollout
●	Normal	Last Resort			

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#660 Diggersby		TYPE:	Normal	Ground
🌀	Normal	Tackle	🌀	Normal	Leer		HEIGHT: 1m / 3'03" WEIGHT: 42kg / 93 lbs	STRENGTH ●●●● DEXTERITY ●●●●● VITALITY ●●●●● SPECIAL ●●●●● INSIGHT ●●●●●	BASE HP: 4 SUGGESTED RANK: 🌀 Amateur	
🌀	Normal	Quick Attack	🌀	Normal	Double Slap					
🌀	Psychic	Agility	🌀	Ground	Rototiller					
🌀	Ground	Bulldoze	🌀	Normal	Swords Dance					
🌀	Ground	Mud Slap	🌀	Normal	Take Down					
🌀	Ground	Mud Shot	🌀	Fight	Double Kick					
🌀	Normal	Odor Sleuth	🌀	Normal	Flail					
🌀	Ground	Dig	🌀	Flying	Bounce					
🌀	Normal	Super Fang	🌀	Normal	Facade					
🌀	Ground	Earthquake	🌀	Fight	Hammer Arm					
🌀	Normal	Last Resort	🌀	Electric	Thunder Punch					
🌀	Fire	Fire Punch								



Digging Pokémon
A powerful excavator, its ears can reduce dense bedrock to rubble. After it has finished digging, it just lounges lazily. Some of them have been trained to work at construction sites with good results.

ABILITIES: Pick Up & Cheek Pouch
EVOLUTIVE STAGE: Final.

#661 Fletchling			TYPE:	Normal	Flying	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	HEIGHT: 0.3m / 1'00" WEIGHT: 1kg / 2 lbs	BASE HP: 3 SUGGESTED RANK: 🌀 Starter ABILITIES: Big Pecks EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.	STRENGTH ●●●● DEXTERITY ●●●● VITALITY ●●●● SPECIAL ●●●● INSIGHT ●●●●	🌀	Normal	Tackle	🌀	Normal	Growl		
				🌀	Normal	Quick Attack	🌀	Flying	Peck		
				🌀	Psychic	Agility	🌀	Normal	Flail		
				🌀	Flying	Roost	🌀	Normal	Razor Wind		
				🌀	Normal	Natural Gift	🌀	Fire	Flame Charge		
				🌀	Flying	Acrobatics	🌀	Normal	Me First		
🌀	Flying	Tailwind	🌀	Steel	Steel Wing						
🌀	Dark	Snatch	🌀	Fight	Quick Guard						
🌀	Flying	Air Cutter									


EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.

#662 Fletchinder			TYPE:	Fire	Flying	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	HEIGHT: 0.7m / 2'04" WEIGHT: 16kg / 35 lbs	BASE HP: 4 SUGGESTED RANK: 🌀 Beginner ABILITIES: Flame Body EVOLUTIVE STAGE: Second. EVOLUTION TIME: Medium.	STRENGTH ●●●●● DEXTERITY ●●●●● VITALITY ●●●●● SPECIAL ●●●●● INSIGHT ●●●●●	🌀	Normal	Growl	🌀	Normal	Tackle		
				🌀	Flying	Peck	🌀	Normal	Quick Attack		
				🌀	Normal	Flail	🌀	Psychic	Agility		
				🌀	Flying	Roost	🌀	Fire	Ember		
				🌀	Normal	Natural Gift	🌀	Normal	Razor Wind		
				🌀	Flying	Acrobatics	🌀	Fire	Flame Charge		
				🌀	Flying	Tailwind	🌀	Normal	Me First		
				🌀	Dark	Snatch	🌀	Steel	Steel Wing		
				🌀	Fire	Heat Wave	🌀	Dark	Snatch		
				🌀	Fire	Heat Wave	🌀	Fire	Heat Wave		
				🌀	Fire	Heat Wave	🌀	Fire	Heat Wave		
				🌀	Fire	Heat Wave	🌀	Fire	Heat Wave		

Ember Pokémon
From its beak, it expels embers to set tall grass on fire, then it pounces on the bewildered prey that pop out of the grass. Its body becomes engulfed in flames when it starts to battle. It is a fierce Pokémon.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.





  

#663 Talonflame			TYPE:	Fire	Flying	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	HEIGHT: 1.2m / 4'00" WEIGHT: 24kg / 54 lbs	BASE HP: 5 SUGGESTED RANK: 🌀 Amateur ABILITIES: Flame Body EVOLUTIVE STAGE: Final.	STRENGTH ●●●●● DEXTERITY ●●●●● VITALITY ●●●●● SPECIAL ●●●●● INSIGHT ●●●●●	🌀	Normal	Growl	🌀	Normal	Tackle		
				🌀	Flying	Peck	🌀	Normal	Quick Attack		
				🌀	Fire	Flame Charge	🌀	Psychic	Agility		
				🌀	Normal	Flail	🌀	Fire	Ember		
				🌀	Flying	Roost	🌀	Normal	Razor Wind		
				🌀	Normal	Natural Gift	🌀	Fire	Flare Blitz		
				🌀	Flying	Acrobatics	🌀	Normal	Me First		
				🌀	Flying	Tailwind	🌀	Steel	Steel Wing		
				🌀	Flying	Brave Bird	🌀	Dark	Snatch		
				🌀	Fight	Quick Guard	🌀	Fire	Heat Wave		
				🌀	Fight	Quick Guard	🌀	Fire	Heat Wave		
				🌀	Fight	Quick Guard	🌀	Fire	Heat Wave		

Scorching Pokémon
They soar over desert canyons. If they spot prey they launch down at full speed to deliver a finishing blow. They are excellent hunters, with every wing flap they take, it leaves a trail of fire dust behind.

EVOLUTIVE STAGE: Final.




  

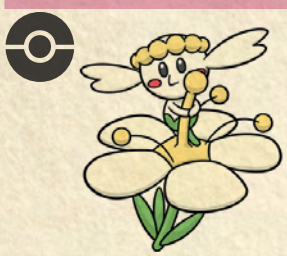



#664 Scatterbug						TYPE:	Bug
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		
○	Normal	Tackle	○	Bug	String Shot		
●	Grass	Stun Spore	●	Bug	Bug Bite		
●	Bug	Rage Powder					
HEIGHT: 0.3m / 1'00"		WEIGHT: 2kg / 5 lbs		BASE HP: 3		SUGGESTED RANK: Starter	
Scatterdust Pokémon The powder that covers its body regulates its temperature so it is able to live in any region or climate. Whenever it is under attack it spews a black powder that causes paralysis on contact.						ABILITIES: Shield Dust & Compoundeyes	
EVOLUTIVE STAGE: First EVOLUTION TIME: Fast.						  	





#665 Spewpa						TYPE:	Bug
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		
○	Normal	Harden	○	Normal	Protect		
●	Steel	Iron Defense	●	Electric	Electro Web		
HEIGHT: 0.3m / 1'00"		WEIGHT: 8kg / 18 lbs		BASE HP: 4		SUGGESTED RANK: Beginner	
Scatterdust Pokémon It remains hidden inside old logs. When predators attack, it quickly bristles the fur covering its body to scare them. Bird Pokémon have a hard time trying to eat it with all the dust it releases as protection.						ABILITIES: Shed Skin	
EVOLUTIVE STAGE: Second EVOLUTION TIME: Fast.						  	





#666 Vivillon						TYPE:	Bug	Flying
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME			
○	Bug	Powder	○	Flying	Gust			
●	Poison	Poison Powder	●	Grass	Stun Spore			
●	Grass	Sleep Powder	●	Psychic	Light Screen			
●	Bug	Struggle Bug	●	Psychic	Psybeam	HEIGHT: 1.2m / 4'00" WEIGHT: 17kg / 37 lbs		
●	Normal	Supersonic	●	Fairy	Draining Kiss			
●	Grass	Aromatherapy	●	Bug	Bug Buzz			
●	Normal	Safeguard	●	Bug	Quiver Dance			
●	Flying	Hurricane	●	Grass	Giga Drain	BASE HP: 5		
●	Electric	Electro Web	●	Flying	Tailwind	SUGGESTED RANK: Amateur		
Scale Pokémon The patterns on this Pokémon's wings depend on the climate it grows and the flowers it feeds on. A famous Pokémon breeder made one develop a Pokéball pattern, it was sold for a million dollars.						ABILITIES: Shield Dust & Compoundeyes		
EVOLUTIVE STAGE: Final.						  		

#667 Litleo						TYPE:	Fire	Normal
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME			
○	Normal	Tackle	○	Normal	Leer			
●	Fire	Ember	●	Normal	Work Up			
●	Normal	Take Down	●	Normal	Noble Roar			
●	Normal	Headbutt	●	Fire	Fire Fang	HEIGHT: 0.6m / 2'00" WEIGHT: 13kg / 29 lbs		
●	Normal	Endeavor	●	Normal	Echoed Voice			
●	Fire	Flamethrower	●	Dark	Crunch			
●	Normal	Hyper Voice	●	Fire	Incinerate			
●	Fire	Overheat	●	Fire	Heat Wave	BASE HP: 3		
●	Normal	Helping Hand	●	Normal	Endure	SUGGESTED RANK: Amateur		
Lion Cub Pokémon Quick on temper and to take on a fight. They use their mane to scorch their enemies. Some of them set off from their pride to live alone. Only those who develop a full mane get to lead their own pride.						ABILITIES: Rivalry & Unnerve		
EVOLUTIVE STAGE: First EVOLUTION TIME: Medium.						 		




#668 Pyroar						TYPE:	Fire	Normal		
🌀	Normal	Leer	🌀	Normal	Tackle		STRENGTH	●●●●		
🌀	Normal	Take Down	🌀	Fire	Ember		DEXTERITY	●●●●●		
🌀	Normal	Work Up	🌀	Normal	Headbutt		VITALITY	●●●●●		
🌀	Normal	Noble Roar	🌀	Fire	Flamethrower		SPECIAL	●●●●●		
🌀	Fire	Fire Fang	🌀	Normal	Endeavor		INSIGHT	●●●●		
🌀	Normal	Echoed Voice	🌀	Normal	Hyper Beam		BASE HP:	4	SUGGESTED RANK:	🌀 Ace
🌀	Dark	Crunch	🌀	Normal	Hyper Voice		ABILITIES:	Rivalry & Unnerve		
🌀	Fire	Incinerate	🌀	Fire	Overheat		EVOLUTIVE STAGE:	Final.		
🌀	Fire	Heat Wave	🌀	Normal	Helping Hand		 			
🌀	Normal	Endeavor					HEIGHT: 1.5m / 5'00" WEIGHT: 162kg / 356 lbs Royal Pokémon The male with the largest fire mane is the leader of the pride. The females have a long mane strip. Whenever they roar they also let out a fiery breath. Not many Pokémon dare to mess with them.			

#669 Flabébé						TYPE:	Fairy	
	STRENGTH	●●●	🌀	Normal	Tackle	🌀	Grass	Vine Whip
	DEXTERITY	●●●	🌀	Fairy	Fairy Wind	🌀	Normal	Lucky Chant
	VITALITY	●●●	🌀	Grass	Razor Leaf	🌀	Normal	Wish
	SPECIAL	●●●●	🌀	Grass	Magical Leaf	🌀	Grass	Grassy Terrain
	INSIGHT	●●●●●	🌀	Grass	Petal Blizzard	🌀	Grass	Aromatherapy
	BASE HP:	3	🌀	Fairy	Misty Terrain	🌀	Fairy	Moonblast
	SUGGESTED RANK:	🌀 Starter	🌀	Grass	Petal Dance	🌀	Grass	Solar Beam
	ABILITIES:	Flower Veil	🌀	Normal	Heal Bell	🌀	Normal	Camouflage
	EVOLUTIVE STAGE:	First.	🌀	Psychic	Magic Coat	EVOLUTION TIME: Fast.   		
	EVOLUTION TIME:	Fast.						


#670 Floette						TYPE:	Fairy			
🌀	Normal	Tackle	🌀	Grass	Vine Whip		STRENGTH	●●●●		
🌀	Fairy	Fairy Wind	🌀	Normal	Lucky Chant		DEXTERITY	●●●●●		
🌀	Grass	Razor Leaf	🌀	Normal	Wish		VITALITY	●●●●●		
🌀	Grass	Magical Leaf	🌀	Grass	Grassy Terrain		SPECIAL	●●●●●		
🌀	Grass	Petal Blizzard	🌀	Grass	Aromatherapy		INSIGHT	●●●●●		
🌀	Fairy	Misty Terrain	🌀	Fairy	Moonblast		BASE HP:	4	SUGGESTED RANK:	🌀 Beginner
🌀	Grass	Petal Dance	🌀	Grass	Solar Beam		ABILITIES:	Flower Veil		
🌀	Normal	Heal Bell	🌀	Normal	Camouflage		EVOLUTIVE STAGE:	Second.		
🌀	Psychic	Magic Coat	EVOLVES WITH: Shiny Stone.   							
							Fairy Pokémon It flutters around flower meadows and takes care of buds that are starting to wilt. People who fill their gardens with their preferred flower receive its visit every spring. They are loyal and caring Pokémon.			


#671 Florges						TYPE:	Fairy		
	STRENGTH	●●●●	🌀	Fairy	Disarming Voice	🌀	Fairy	Flower Shield	
	DEXTERITY	●●●●●	🌀	Normal	Lucky Chant	🌀	Normal	Wish	
	VITALITY	●●●●	🌀	Grass	Magical Leaf	🌀	Grass	Grassy Terrain	
	SPECIAL	●●●●●	🌀	Grass	Petal Blizzard	🌀	Grass	Aromatherapy	
	INSIGHT	●●●●●	🌀	Fairy	Misty Terrain	🌀	Fairy	Moonblast	
	BASE HP:	5	🌀	Grass	Petal Dance	🌀	Grass	Grass Knot	
	SUGGESTED RANK:	🌀 Amateur	🌀	Normal	Heal Bell	🌀	Grass	Synthesis	
	ABILITIES:	Flower Veil	🌀	Psychic	Magic Coat	EVOLUTIVE STAGE: Final.   			
	EVOLUTIVE STAGE:	Final.							
	EVOLUTION TIME:	Fast.							

#672 Skiddo						TYPE: Grass
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	 <p>HEIGHT: 0.9m / 3'00"</p> <p>WEIGHT: 31kg / 68 lbs</p> <p>Mount Pokémon It's thought to be one of the first Pokémon to live in harmony with humans. If it has sunshine and water it doesn't need to eat - the leaves on its back will produce the energy for it.</p>
⊖	Normal	Tackle	⊖	Normal	Growth	
⊕	Grass	Vine Whip	⊕	Normal	Tail Whip	
⊕	Grass	Worry Seed	⊕	Grass	Razor Leaf	
⊕	Grass	Leech Seed	⊕	Grass	Synthesis	
⊕	Normal	Take Down	⊕	Ground	Bulldoze	
⊕	Grass	Seed Bomb	⊕	Fight	Bulk Up	
⊕	Normal	Double-Edge	⊕	Grass	Horn Leech	
⊕	Grass	Leaf Blade	⊕	Normal	Milk Drink	
⊕	Psychic	Zen Headbutt	⊕	Normal	Endure	
⊕	Normal	Defense Curl				<p>BASE HP: 3</p> <p>SUGGESTED RANK: Beginner</p> <p>ABILITIES: Sap Sipper</p> <p>EVOLUTIVE STAGE: First EVOLUTION TIME: Medium.</p> <p> </p>

#673 Gogoat		TYPE: Grass	TYPE	MOVE NAME	TYPE	MOVE NAME
 <p>HEIGHT: 1.7m / 5'07"</p> <p>WEIGHT: 182kg / 400 lbs</p> <p>Mount Pokémon In the wild, they inhabit mountain regions with the leader of the herd decided by a battle of clashing horns. People rely on Gogoat to get them through harsh terrains as it always knows where you want to go.</p>	STRENGTH	●●●●●	⊖	Normal	⊖	Normal
	DEXTERITY	●●●●●	⊕	Grass	⊕	Normal
	VITALITY	●●●●●	⊕	Grass	⊕	Grass
	SPECIAL	●●●●●	⊕	Grass	⊕	Grass
	INSIGHT	●●●●●	⊕	Normal	⊕	Ground
	BASE HP: 6	SUGGESTED RANK: Amateur	⊕	Grass	⊕	Fight
ABILITIES: Sap Sipper	EVOLUTIVE STAGE: Final.	⊕	Grass	⊕	Grass	
	 	⊕	Normal	⊕	Normal	
		⊕	Grass	⊕	Normal	
		⊕	Grass	⊕	Grass	
		⊕	Grass	⊕	Grass	
		⊕	Normal	⊕	Ground	
		⊕	Grass	⊕	Fight	
		⊕	Normal	⊕	Grass	
		⊕	Grass	⊕	Normal	
		⊕	Ground	⊕	Flying	
		⊕	Psychic	⊕	Flying	
		⊕	Fight	⊕		

#674 Pancham						TYPE: Fight
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	 <p>HEIGHT: 0.6m / 2'00"</p> <p>WEIGHT: 8kg / 17 lbs</p> <p>Playful Pokémon It lives in bamboo forests. It is very energetic and playful, but wants to be taken seriously. It has a hard time due to its cute appearance, for this reason it may start hanging out with the wrong crowd.</p>
⊖	Normal	Tackle	⊖	Normal	Leer	
⊕	Fight	Arm Thrust	⊕	Normal	Work Up	
⊕	Fight	Karate Chop	⊕	Normal	Comet Punch	
⊕	Normal	Slash	⊕	Fight	Circle Throw	
⊕	Fight	Vital Throw	⊕	Normal	Body Slam	
⊕	Dark	Crunch	⊕	Normal	Entrainment	
⊕	Dark	Parting Shot	⊕	Fight	Sky Uppercut	
⊕	Ice	Ice Punch	⊕	Electric	Thunder Punch	
⊕	Fire	Fire Punch				


#675 Pangoro		TYPE: Fight Dark	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
 <p>HEIGHT: 2.1m / 7'00"</p> <p>WEIGHT: 204kg / 448 lbs</p> <p>Daunting Pokémon Although this pokemon has a violent temperament, it won't put up with bullying. It charges ahead and slams its opponents like a berserker, totally disregarding its own safety. Its mighty arms can send you flying.</p>	STRENGTH	●●●●●	⊖	Normal	⊖	Normal		
	DEXTERITY	●●●●●	⊕	Normal	⊕	Fight		
	VITALITY	●●●●●	⊕	Steel	⊕	Fight		
	SPECIAL	●●●●●	⊕	Normal	⊕	Normal		
	INSIGHT	●●●●●	⊕	Fight	⊕	Fight		
	BASE HP: 5	SUGGESTED RANK: Ace	⊕	Normal	⊕	Dark		
ABILITIES: Iron Fist & Mold Breaker	EVOLUTIVE STAGE: Final.	⊕	Normal	⊕	Dark			
	 	⊕	Normal	⊕	Normal			
		⊕	Normal	⊕	Normal			
		⊕	Fight	⊕	Fight			
		⊕	Dark	⊕	Dark			
		⊕	Dragon	⊕	Fight			
		⊕	Fight	⊕	Fight			


RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#676 Furfrou	TYPE:	Normal
🌀	Normal	Tackle	🌀	Normal	Growl			STRENGTH
🌀	Ground	Sand Attack	🌀	Fairy	Baby-Doll Eyes	DEXTERITY		●●●●●
🌀	Normal	Take Down	🌀	Normal	Tail Whip	VITALITY		●●●●●
🌀	Dark	Bite	🌀	Normal	Odor Sleuth	SPECIAL		●●●●●
🌀	Normal	Retaliate	🌀	Normal	Headbutt	INSIGHT		●●●●●
🌀	Fairy	Charm	🌀	Dark	Sucker Punch	BASE HP:		4
🌀	Grass	Cotton Guard	🌀	Normal	Hyper Voice	SUGGESTED RANK:		🌀 Amateur
🌀	Normal	Last Resort	🌀	Normal	Work Up	ABILITIES:		Fur Coat

HEIGHT: 1.2m / 4'00" WEIGHT: 28kg / 61 lbs

Poodle Pokémon
Historically, these Pokémon were the designated guardians of the kings. They are popular pets now and people love to trim their fur into exotic hairstyles. But their protective nature has never been lost.

EVOLUTIVE STAGE: Final.





#677 Espurr	TYPE:	Psychic	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH	●●●●●	🌀	Normal	Scratch	🌀	Normal	Leer
	DEXTERITY	●●●●●	🌀	Normal	Covet	🌀	Psychic	Confusion
	VITALITY	●●●●●	🌀	Psychic	Light Screen	🌀	Psychic	Psybeam
	SPECIAL	●●●●●	🌀	Normal	Fake Out	🌀	Fairy	Disarming Voice
	INSIGHT	●●●●●	🌀	Psychic	Psyshock	🌀	Bug	Signal Beam
	BASE HP:	3	🌀	Psychic	Barrier	🌀	Normal	Yawn
	SUGGESTED RANK:	🌀 Beginner						
	ABILITIES:	Keen Eye & Infiltrator						

HEIGHT: 0.3m / 1'00" WEIGHT: 3kg / 7 lbs

Restraint Pokémon
The organs that emit its intense psychic power are tucked under its ears to keep energy from escaping. It still does not control its power and could destroy something without realizing it.



EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#678 Meowstic	TYPE:	Psychic
🌀	Normal	Mean Look	🌀	Grass	Magical Leaf		STRENGTH	●●●●●
🌀	Normal	Scratch	🌀	Normal	Leer		DEXTERITY	●●●●●
🌀	Normal	Fake Out	🌀	Fairy	Disarming Voice		VITALITY	●●●●●
🌀	Psychic	Confusion	🌀	Normal	Helping Hand		SPECIAL	●●●●●
🌀	Psychic	Stored Power	🌀	Fairy	Charm		INSIGHT	●●●●●
🌀	Electric	Charge Beam	🌀	Normal	Covet		BASE HP:	4
🌀	Psychic	Psybeam	🌀	Dark	Sucker Punch		SUGGESTED RANK:	🌀 Amateur
🌀	Psychic	Role Play	🌀	Psychic	Light Screen		ABILITIES:	Keen Eye & Infiltrator
🌀	Psychic	Reflect	🌀	Psychic	Psyshock	EVOLUTIVE STAGE: Final.		
🌀	Psychic	Extrasensory	🌀	Psychic	Imprison			
🌀	Fight	Quick Guard	🌀	Ghost	Shadow Ball			
🌀	Psychic	Psychic	🌀	Fairy	Misty Terrain			
🌀	Electric	Shock Wave	🌀	Normal	Tickle			
🌀	Normal	Yawn						

HEIGHT: 0.6m / 2'07" WEIGHT: 8kg / 18 lbs

Constraint Pokémon
The eye patterns on the interior of its ears emit psychic energy. It keeps them tightly covered because the power can be overwhelming. Females are white in color and more aggressive than the males.





#679 Honedge	TYPE:	Steel	Ghost	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH	●●●●●	🌀	Normal	Tackle	🌀	Normal	Swords Dance	
	DEXTERITY	●●●●●	🌀	Bug	Fury Cutter	🌀	Steel	Metal Sound	
	VITALITY	●●●●●	🌀	Dark	Pursuit	🌀	Steel	Autotomize	
	SPECIAL	●●●●●	🌀	Ghost	Shadow Sneak	🌀	Flying	Aerial Ace	
	INSIGHT	●●●●●	🌀	Normal	Retaliate	🌀	Normal	Slash	
	BASE HP:	3	🌀	Dark	Night Slash	🌀	Steel	Iron Defense	
	SUGGESTED RANK:	🌀 Amateur	🌀	Psychic	Power Trick	🌀	Steel	Iron Head	
	ABILITIES:	No Guard	🌀	Fight	Sacred Sword	🌀	Ghost	Destiny Bond	





HEIGHT: 0.8m / 2'07" WEIGHT: 2kg / 4 lbs


Sword Pokémon
During ancient war times this ruthless Pokémon was born from the spirits of warriors who died in battle. It is a cursed sword that seeks revenge and bloodshed. It will drain the life energy of anyone that wields it.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.






#680 Doublade						TYPE:	Steel	Ghost
Normal	Tackle	Normal	Swords Dance	 <p>HEIGHT: 0.8m / 2'07" WEIGHT: 5kg / 10 lbs</p> <p>Sword Pokémon Both swords share a telepathic link to coordinate attacks and slash their enemies to shreds. They feed on the rage of their wielder and promise to make him unbetable at the cost of his flesh and soul.</p>	STRENGTH	●●●●●●		
Bug	Fury Cutter	Steel	Metal Sound		DEXTERITY	●●●		
Dark	Pursuit	Steel	Autotomize		VITALITY	●●●●●●●●		
Ghost	Shadow Sneak	Flying	Aerial Ace		SPECIAL	●●●●		
Normal	Retaliate	Normal	Slash		INSIGHT	●●●●		
Dark	Night Slash	Steel	Iron Defense		BASE HP:	4		
Psychic	Power Trick	Steel	Iron Head		SUGGESTED RANK:	Ace		
Fight	Sacred Sword	Ghost	Destiny Bond		ABILITIES:	No Guard		
Ghost	Spite	Rock	Wide Guard		EVOLUTIVE STAGE:	Second		
				EVOLVES WITH:	Dusk Stone			
					  			

#681 Aegislash						TYPE:	Steel	Ghost																																																				
 <p>HEIGHT: 1.7m / 5'07" WEIGHT: 53kg / 116 lbs</p> <p>Royal Sword Pokémon The legend tells of how this Pokémon lead the first King of Kalos to victory. A crushing grip can be felt on the arm of the wielder. While in this form it can only use Support moves.</p>	STRENGTH	●●●●●●	<table border="1"> <thead> <tr> <th>RANK</th><th>TYPE</th><th>MOVE NAME</th> <th>RANK</th><th>TYPE</th><th>MOVE NAME</th> </tr> </thead> <tbody> <tr> <td>●</td><td>Bug</td><td>Fury Cutter</td> <td>●</td><td>Dark</td><td>Pursuit</td> </tr> <tr> <td>●</td><td>Steel</td><td>Autotomize</td> <td>●</td><td>Ghost</td><td>Shadow Sneak</td> </tr> <tr> <td>●</td><td>Flying</td><td>Aerial Ace</td> <td>●</td><td>Normal</td><td>Slash</td> </tr> <tr> <td>●</td><td>Dark</td><td>Night Slash</td> <td>●</td><td>Steel</td><td>Iron Defense</td> </tr> <tr> <td>●</td><td>Psychic</td><td>Power Trick</td> <td>●</td><td>Steel</td><td>Iron Head</td> </tr> <tr> <td>●</td><td>Steel</td><td>King's Shield</td> <td>●</td><td>Rock</td><td>Head Smash</td> </tr> <tr> <td>●</td><td>Fight</td><td>Sacred Sword</td> <td>●</td><td>Ghost</td><td>Spite</td> </tr> <tr> <td>●</td><td>Electric</td><td>Magnet Rise</td> <td>●</td><td>Ghost</td><td>Destiny Bond</td> </tr> </tbody> </table>	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	●	Bug	Fury Cutter	●	Dark	Pursuit	●	Steel	Autotomize	●	Ghost	Shadow Sneak	●	Flying	Aerial Ace	●	Normal	Slash	●	Dark	Night Slash	●	Steel	Iron Defense	●	Psychic	Power Trick	●	Steel	Iron Head	●	Steel	King's Shield	●	Rock	Head Smash	●	Fight	Sacred Sword	●	Ghost	Spite	●	Electric	Magnet Rise	●	Ghost	Destiny Bond	<p>BASE HP: 5</p> <p>SUGGESTED RANK: Pro</p> <p>ABILITIES: Stance Change</p> <p>EVOLUTIVE STAGE: Final.</p>		
	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME																																																						
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	●	Steel	Autotomize	●	Ghost	Shadow Sneak																																																						
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#681 Aegislash						TYPE:	Steel	Ghost																																																				
 <p>HEIGHT: 1.7m / 5'07" WEIGHT: 53kg / 116 lbs</p> <p>Royal Sword Pokémon Those who wield this sword hear whispers of bloodlust and power. This cursed sword has the souls of those who fell by its blade. While in this form it can only use Attack moves.</p>	STRENGTH	●●●●●●	<table border="1"> <thead> <tr> <th>RANK</th><th>TYPE</th><th>MOVE NAME</th> <th>RANK</th><th>TYPE</th><th>MOVE NAME</th> </tr> </thead> <tbody> <tr> <td>●</td><td>Bug</td><td>Fury Cutter</td> <td>●</td><td>Dark</td><td>Pursuit</td> </tr> <tr> <td>●</td><td>Steel</td><td>Autotomize</td> <td>●</td><td>Ghost</td><td>Shadow Sneak</td> </tr> <tr> <td>●</td><td>Flying</td><td>Aerial Ace</td> <td>●</td><td>Normal</td><td>Slash</td> </tr> <tr> <td>●</td><td>Dark</td><td>Night Slash</td> <td>●</td><td>Steel</td><td>Iron Defense</td> </tr> <tr> <td>●</td><td>Psychic</td><td>Power Trick</td> <td>●</td><td>Steel</td><td>Iron Head</td> </tr> <tr> <td>●</td><td>Steel</td><td>King's Shield</td> <td>●</td><td>Rock</td><td>Head Smash</td> </tr> <tr> <td>●</td><td>Fight</td><td>Sacred Sword</td> <td>●</td><td>Ghost</td><td>Spite</td> </tr> <tr> <td>●</td><td>Electric</td><td>Magnet Rise</td> <td>●</td><td>Ghost</td><td>Destiny Bond</td> </tr> </tbody> </table>	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	●	Bug	Fury Cutter	●	Dark	Pursuit	●	Steel	Autotomize	●	Ghost	Shadow Sneak	●	Flying	Aerial Ace	●	Normal	Slash	●	Dark	Night Slash	●	Steel	Iron Defense	●	Psychic	Power Trick	●	Steel	Iron Head	●	Steel	King's Shield	●	Rock	Head Smash	●	Fight	Sacred Sword	●	Ghost	Spite	●	Electric	Magnet Rise	●	Ghost	Destiny Bond	<p>BASE HP: 5</p> <p>SUGGESTED RANK: Pro</p> <p>ABILITIES: Stance Change</p> <p>EVOLUTIVE STAGE: Final.</p>		
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#682 Spritzee						TYPE:	Fairy
Normal	Sweet Scent	Fairy	Fairy Wind	 <p>HEIGHT: 0.2m / 0'08" WEIGHT: 0.5kg / 1 lbs</p> <p>Perfume Pokémon In the past, rather than using a perfume, royal ladies had a Spritzee that would waft a fragrance they liked. They are popular today for this same reason. They are said to attract the opposite gender to you.</p>	STRENGTH	●●●●	
Fairy	Sweet Kiss	Normal	Odor Sleuth		DEXTERITY	●●●●	
Normal	Echoed Voice	Psychic	Calm Mind		VITALITY	●●●●	
Fairy	Draining Kiss	Grass	Aromatherapy		SPECIAL	●●●●	
Normal	Attract	Fairy	Moonblast		INSIGHT	●●●●	
Fairy	Charm	Normal	Flail		BASE HP:	3	
Fairy	Misty Terrain	Psychic	Skill Swap		SUGGESTED RANK:	Beginner	
Psychic	Psychic	Fairy	Disarming Voice		ABILITIES:	Healer	
Normal	Captivate	Normal	Disable		EVOLUTIVE STAGE:	First	
Normal	Covet			EVOLVES WITH:	Trade holding an Item.		
					 		

#683 Aromatisse



HEIGHT: 0.8m / 2'07"
WEIGHT: 15kg / 34 lbs

Fragrance Pokémon
Its scent is so overpowering that makes it difficult to simply be in close proximity to it. It emits scents that its foes dislike in order to gain an edge in battle. They can also produce pleasant and healing aromas.



TYPE: Fairy

BASE HP: 5

SUGGESTED RANK: Amateur


ABILITIES: Healer

EVOLUTIVE STAGE: Final

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Sweet Scent	🌀	Fairy	Fairy Wind
🍷	Fairy	Sweet Kiss	🍷	Normal	Odor Sleuth
🍷	Fairy	Aromatic Mist	🍷	Psychic	Heal Pulse
🍷	Normal	Echoed Voice	🍷	Psychic	Calm Mind
🍷	Fairy	Draining Kiss	🍷	Grass	Aromatherapy
🍷	Normal	Attract	🍷	Fairy	Moonblast
🍷	Fairy	Charm	🍷	Normal	Flail
🍷	Fairy	Misty Terrain	🍷	Psychic	Skill Swap
🍷	Psychic	Psychic	🍷	Fairy	Disarming Voice
🍷	Psychic	Reflect	🍷	Normal	Psych Up
🍷	Normal	Captivate	🍷	Normal	Disable
🍷	Fight	Drain Punch			

#684 Swirlix



HEIGHT: 0.4m / 1'04"
WEIGHT: 3kg / 7 lbs

Cotton Candy Pokémon
Because it eats nothing but sweet fruit, honey and sugars, its fur is as sticky and sweet as cotton candy. To entangle its opponents in battle, it extrudes white and sticky threads but the foes end up eating them.

TYPE: Fairy

BASE HP: 3

SUGGESTED RANK: Beginner


ABILITIES: Sweet Veil

EVOLUTIVE STAGE: First
EVOLVES WITH: Trade holding an Item.




RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Tackle	🌀	Normal	Sweet Scent
🍷	Fairy	Fairy Wind	🍷	Normal	Play Nice
🍷	Dark	Fake Tears	🍷	Normal	Round
🍷	Grass	Cotton Spore	🍷	Normal	Endeavor
🍷	Grass	Aromatherapy	🍷	Fairy	Draining Kiss
🍷	Grass	Energy Ball	🍷	Grass	Cotton Guard
🍷	Normal	Wish	🍷	Fairy	Play Rough
🍷	Psychic	Light Screen	🍷	Normal	Safeguard
🍷	Poison	Gastro Acid	🍷	Normal	Helping Hand
🍷	Normal	Copycat			

#685 Slurpuff



HEIGHT: 0.8m / 2'07"
WEIGHT: 5kg / 11 lbs

Meringue Pokémon
This Pokémon lives in human cities and towns. It has an extremely keen sense of smell. It puts its sensitive nose to use by helping bakers and chefs to find the most delicious ingredients.



TYPE: Fairy

BASE HP: 4

SUGGESTED RANK: Amateur


ABILITIES: Sweet Veil

EVOLUTIVE STAGE: Final

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Tackle	🌀	Normal	Sweet Scent
🍷	Fairy	Fairy Wind	🍷	Normal	Play Nice
🍷	Dark	Fake Tears	🍷	Normal	Round
🍷	Grass	Cotton Spore	🍷	Normal	Endeavor
🍷	Grass	Aromatherapy	🍷	Fairy	Draining Kiss
🍷	Grass	Energy Ball	🍷	Grass	Cotton Guard
🍷	Normal	Wish	🍷	Fairy	Play Rough
🍷	Psychic	Light Screen	🍷	Normal	Safeguard
🍷	Normal	Belly Drum	🍷	Fight	Drain Punch
🍷	Normal	Copycat			

#686 Inkay



HEIGHT: 0.4m / 1'04"
WEIGHT: 3kg / 7 lbs

Revolving Pokémon
It lives at the darkest parts of the sea. The spots on its body flash to confuse predators and give it the opportunity to scuttle away. From time to time it likes to float upside down, it means it's close to evolving.



TYPE: Dark Psychic

BASE HP: 3

SUGGESTED RANK: Beginner

ABILITIES: Contrary & Suction Cups

EVOLUTIVE STAGE: First
EVOLUTION TIME: Medium.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Tackle	🌀	Flying	Peck
🌀	Normal	Constrict	🍷	Psychic	Reflect
🍷	Dark	Foul Play	🍷	Normal	Swagger
🍷	Psychic	Psywave	🍷	Dark	Topsy-Turvy
🍷	Psychic	Hypnosis	🍷	Psychic	Psybeam
🍷	Dark	Switcheroo	🍷	Dark	Payback
🍷	Flying	Pluck	🍷	Psychic	Light Screen
🍷	Psychic	Psycho Cut	🍷	Normal	Slash
🍷	Dark	Night Slash	🍷	Fight	Superpower
🍷	Psychic	Power Split	🍷	Dark	Knock Off
🍷	Normal	Simple Beam			

#687 Malamar



HEIGHT: 1.5m / 5'00"
WEIGHT: 47kg / 103 lbs

Overturning Pokémon
It lures prey close with hypnotic motions, then wraps its tentacles around it before finishing it off to eat it. This Pokémon are difficult to handle as they use their psychic abilities to do evil.

TYPE: **Dark** **Psychic**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **4** SUGGESTED RANK: Amateur

ABILITIES: **Contrary & Suction Cups**

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
⊖	Normal	Constrict	⊖	Normal	Tackle
⊖	Flying	Peck	⊖	Dark	Foul Play
⊖	Psychic	Reflect	⊖	Fight	Reversal
⊖	Normal	Swagger	⊖	Psychic	Psywave
⊖	Dark	Topsy-Turvy	⊖	Psychic	Hypnosis
⊖	Psychic	Psybeam	⊖	Dark	Switcheroo
⊖	Dark	Payback	⊖	Flying	Pluck
⊖	Psychic	Light Screen	⊖	Psychic	Psycho Cut
⊖	Normal	Slash	⊖	Dark	Night Slash
⊖	Fight	Superpower	⊖	Psychic	Power Split
⊖	Dark	Knock Off	⊖	Normal	Simple Beam

RANK	TYPE	MOVE NAME
⊖	Ground	Sand Attack
⊖	Water	Withdraw
⊖	Bug	Fury Cutter
⊖	Normal	Slash
⊖	Water	Clamp
⊖	Rock	Ancient Power
⊖	Normal	Shell Smash
⊖	Water	Razor Shell
⊖	Normal	Helping Hand
⊖	Normal	Tickle

RANK	TYPE	MOVE NAME
⊖	Normal	Scratch
⊖	Water	Water Gun
⊖	Normal	Fury Swipes
⊖	Ground	Mud Slap
⊖	Rock	Rock Polish
⊖	Dark	Hone Claws
⊖	Dark	Night Slash
⊖	Fight	Cross Chop
⊖	Rock	Stealth Rock

#688 Binacle



HEIGHT: 0.5m / 1'08"
WEIGHT: 31kg / 68 lbs

Two-Handed Pokémon
In the shallow sea, two Binacle live inside a hollow rock. If they don't get along, one of them will move to a different rock. They eat the sea weed that washes up on the shore and help each other to survive.

TYPE: **Rock** **Water**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **3** SUGGESTED RANK: Beginner

ABILITIES: **Tough Claws & Sniper**

EVOLUTIVE STAGE: First
EVOLUTION TIME: Medium.



#689 Barbaracle



HEIGHT: 1.3m / 4'03"
WEIGHT: 96kg / 211 lbs

Collective Pokémon
When they evolve, the two Binacle multiply into seven. They all defend the rock they live in but each one has a mind of their own and will move independently - They tend to follow the head's orders, though.

TYPE: **Rock** **Water**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **4** SUGGESTED RANK: Amateur

ABILITIES: **Tough Claws & Sniper**

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
⊖	Ground	Sand Attack	⊖	Normal	Scratch
⊖	Water	Withdraw	⊖	Water	Water Gun
⊖	Bug	Fury Cutter	⊖	Normal	Fury Swipes
⊖	Normal	Slash	⊖	Ground	Mud Slap
⊖	Water	Clamp	⊖	Rock	Rock Polish
⊖	Rock	Ancient Power	⊖	Dark	Hone Claws
⊖	Normal	Shell Smash	⊖	Dark	Night Slash
⊖	Water	Razor Shell	⊖	Fight	Cross Chop
⊖	Rock	Stone Edge	⊖	Normal	Skull Bash
⊖	Normal	Helping Hand	⊖	Dragon	Dual Chop
⊖	Steel	Iron Defense			

#690 Skrelp



HEIGHT: 0.5m / 1'08"
WEIGHT: 7kg / 16 lbs

Mock Kelp Pokémon
Camouflaged as rotten kelp they spray liquid poison on a prey that approaches unaware. It needs to store a lot of energy to be able to evolve so it takes them a long time. Touching one will give you a fever.

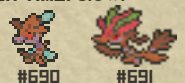
TYPE: **Poison** **Water**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **3** SUGGESTED RANK: Beginner

ABILITIES: **Poison Point & Poison Touch**

EVOLUTIVE STAGE: First
EVOLUTION TIME: Slow.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
⊖	Normal	Tackle	⊖	Normal	Smokescreen
⊖	Water	Water Gun	⊖	Dark	Feint Attack
⊖	Normal	Tail Whip	⊖	Water	Bubble
⊖	Poison	Acid	⊖	Normal	Camouflage
⊖	Poison	Poison Tail	⊖	Water	Water Pulse
⊖	Normal	Double Team	⊖	Poison	Toxic
⊖	Water	Aqua Tail	⊖	Poison	Sludge Bomb
⊖	Water	Hydro Pump	⊖	Dragon	Dragon Pulse
⊖	Poison	Acid Armor	⊖	Poison	Toxic Spikes
⊖	Poison	Venom Drench			

#691 Dragalge



HEIGHT: 1.8m / 6'00"
WEIGHT: 81kg / 180 lbs

Mock Kelp Pokémon
Their poison is strong enough to eat through the hull of a tanker, and they spit it indiscriminately at anything that enters their territory. Touching them can be fatal if you are not treated within a few hours.

TYPE: **Poison** **Dragon**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **4** SUGGESTED RANK: **Pro**
ABILITIES: **Poison Point & Poison Touch**

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
⊖	Normal	Tackle	⊖	Normal	Smokescreen
⊖	Water	Water Gun	⊖	Dark	Feint Attack
⊖	Normal	Tail Whip	⊖	Water	Bubble
⊖	Dragon	Twister	⊖	Dragon	Dragon Tail
⊖	Poison	Acid	⊖	Normal	Camouflage
⊖	Poison	Poison Tail	⊖	Water	Water Pulse
⊖	Normal	Double Team	⊖	Poison	Toxic
⊖	Water	Aqua Tail	⊖	Poison	Sludge Bomb
⊖	Water	Hydro Pump	⊖	Dragon	Dragon Pulse
⊖	Poison	Acid Armor	⊖	Poison	Gunk Shot
⊖	Dragon	Outrage			

#692 Clauncher



HEIGHT: 0.5m / 1'08"
WEIGHT: 8kg / 18 lbs

Water Gun Pokémon
They live in beaches and shallow waters. They can knock down a flying prey by shooting water from their massive claws. Their shell is very tough but their meat is delicious.

TYPE: **Water**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **3** SUGGESTED RANK: **Beginner**

ABILITIES: **Mega Launcher**

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
⊖	Normal	Splash	⊖	Water	Water Gun
⊖	Water	Water Sport	⊖	Normal	Vice Grip
⊖	Water	Bubble	⊖	Normal	Flail
⊖	Water	Bubble Beam	⊖	Normal	Swords Dance
⊖	Water	Crabhammer	⊖	Rock	Smack Down
⊖	Water	Water Pulse	⊖	Water	Aqua Jet
⊖	Water	Muddy Water	⊖	Ice	Icy Wind
⊖	Normal	Helping Hand	⊖	Normal	Endure

#693 Clawitzer



HEIGHT: 1.3m / 4'03"
WEIGHT: 35kg / 77 lbs

Howitzer Pokémon
They can be seen swimming backwards using their launcher as a propulsor, but they usually stay at the bottom of the sea. Their meat is tough and bitter so people don't use them as food anymore.

TYPE: **Water**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **4** SUGGESTED RANK: **Amateur**

ABILITIES: **Mega Launcher**

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
⊖	Normal	Splash	⊖	Water	Water Gun
⊖	Water	Water Sport	⊖	Normal	Vice Grip
⊖	Water	Bubble	⊖	Fight	Aura Sphere
⊖	Water	Bubble Beam	⊖	Normal	Flail
⊖	Water	Crabhammer	⊖	Normal	Swords Dance
⊖	Rock	Smack Down	⊖	Water	Water Pulse
⊖	Psychic	Heal Pulse	⊖	Water	Aqua Jet
⊖	Water	Muddy Water	⊖	Dark	Dark Pulse
⊖	Dragon	Dragon Pulse	⊖	Ice	Icy Wind
⊖	Normal	Helping Hand	⊖	Normal	Endure

#694 Helioptile



HEIGHT: 0.5m / 1'08"
WEIGHT: 6kg / 13 lbs

Generator Pokémon
They make their home in deserts. Using the sun, they can generate their energy by basking their frills since food is scarce where they live. They run pretty fast as to not burn themselves with the hot sand.

TYPE: **Electric** **Normal**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **3** SUGGESTED RANK: **Beginner**

ABILITIES: **Dry Skin & Sand Veil**

EVOLUTIVE STAGE: First.
EVOLVES WITH: Sun Stone



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
⊖	Normal	Pound	⊖	Normal	Tail Whip
⊖	Electric	Thunder Shock	⊖	Electric	Charge
⊖	Ground	Mud Slap	⊖	Normal	Quick Attack
⊖	Normal	Razor Wind	⊖	Electric	Parabolic Charge
⊖	Electric	Thunder Wave	⊖	Ground	Bulldoze
⊖	Electric	Volt Switch	⊖	Electric	Electrify
⊖	Electric	Thunderbolt	⊖	Psychic	Agility
⊖	Electric	Electro Web	⊖	Electric	Magnet Rise

#695 Heliolisk



TYPE: **Electric** Normal

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

HEIGHT: 1m / 3'03"
WEIGHT: 21kg / 46 lbs

BASE HP: **4** SUGGESTED RANK: Amateur

ABILITIES: Dry Skin & Sand Veil

EVOLUTIVE STAGE: Final.



Generator Pokémon
They flare their frills and generate energy. A single Heliolisk is able to generate enough power to light a skyscraper. Due to this, electricity companies are investing on breeding and research for this species.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Electric	Charge	●	Electric	Eerie Impulse
●	Normal	Quick Attack	●	Normal	Razor Wind
●	Electric	Parabolic Charge	●	Electric	Electrify
●	Electric	Thunder	●	Psychic	Agility
●	Normal	Hyper Voice	●	Fire	Fire Punch

#696 Tyrunt						TYPE: Rock Dragon
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	
●	Normal	Tackle	●	Normal	Tail Whip	<p>HEIGHT: 0.8m / 2'07" WEIGHT: 26kg / 57 lbs</p> <p>Royal Heir Pokémon This Pokémon was restored from a fossil. If something happens that it doesn't like, it throws a tantrum and runs wild. Many of the researchers that brought it back were attacked by its powerful jaws.</p> <p>BASE HP: 3 SUGGESTED RANK: Amateur</p> <p>ABILITIES: Strong Jaw</p> <p>EVOLUTIVE STAGE: First. EVOLUTION TIME: Slow.</p>
●	Normal	Roar	●	Normal	Stomp	
●	Normal	Bide	●	Rock	Stealth Rock	
●	Dark	Bite	●	Fairy	Charm	
●	Rock	Ancient Power	●	Dragon	Dragon Tail	
●	Dark	Crunch	●	Dragon	Dragon Claw	
●	Normal	Thrash	●	Ground	Earthquake	
●	Normal	Horn Drill	●	Fire	Fire Fang	
●	Electric	Thunder Fang	●	Ice	Ice Fang	

#697 Tyrantrum						TYPE: Rock Dragon
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	
●	Normal	Tackle	●	Normal	Tail Whip	<p>HEIGHT: 2.5m / 8'02" WEIGHT: 405kg / 891 lbs</p> <p>Despot Pokémon Nothing could stop this Pokémon 100 million years ago, it was a prehistoric king. Thanks to its giant jaws, which could shred thick metal plates as if they were paper, this Pokémon takes orders from no one.</p> <p>BASE HP: 4 SUGGESTED RANK: Master</p> <p>ABILITIES: Strong Jaw</p> <p>EVOLUTIVE STAGE: Final.</p>
●	Normal	Roar	●	Normal	Stomp	
●	Normal	Bide	●	Rock	Stealth Rock	
●	Dark	Bite	●	Fairy	Charm	
●	Rock	Ancient Power	●	Dragon	Dragon Tail	
●	Dark	Crunch	●	Dragon	Dragon Claw	
●	Normal	Thrash	●	Ground	Earthquake	
●	Normal	Horn Drill	●	Rock	Head Smash	
●	Rock	Rock Slide	●	Normal	Giga Impact	
●	Dragon	Dragon Dance	●	Poison	Poison Fang	
●	Dragon	Outrage				

#698 Amaura						TYPE: Rock Ice
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	
●	Normal	Growl	●	Ice	Powder Snow	<p>HEIGHT: 1.3m / 4'03" WEIGHT: 50kg / 110 lbs</p> <p>Tundra Pokémon This ancient Pokémon was restored from part of its body that had been frozen for over 100 million years. This calm Pokémon lived in the cold lands where violent predators like Tyrantrum couldn't reach it.</p> <p>BASE HP: 3 SUGGESTED RANK: Beginner</p> <p>ABILITIES: Refrigerate</p> <p>EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.</p>
●	Electric	Thunder Wave	●	Rock	Rock Throw	
●	Ice	Icy Wind	●	Normal	Take Down	
●	Ice	Mist	●	Ice	Aurora Beam	
●	Rock	Ancient Power	●	Normal	Round	
●	Ice	Avalanche	●	Ice	Hail	
●	Normal	Nature Power	●	Normal	Encore	
●	Psychic	Light Screen	●	Ice	Ice Beam	
●	Normal	Hyper Beam	●	Ice	Blizzard	
●	Ground	Earth Power	●	Rock	Stealth Rock	

#699 Aurorus



HEIGHT: 2.7m / 9'00" WEIGHT: 900kg / 1980 lbs

Tundra Pokémon
It produced a freezing cold mist from the crystals on its sides and relied on size to deter predators. It also created tall walls of ice to block them. The one restored from the fossil is calm and has adapted well.

TYPE:	Rock	Ice
STRENGTH	●●●●●	
DEXTERITY	●●●●●	
VITALITY	●●●●●	
SPECIAL	●●●●●	
INSIGHT	●●●●●	

BASE HP: 6 SUGGESTED RANK: Ace

ABILITIES: Refrigerate

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
⊖	Normal	Growl	⊖	Ice	Powder Snow
⊖	Electric	Thunder Wave	⊖	Rock	Rock Throw
⊖	Ice	Icy Wind	⊖	Normal	Take Down
⊖	Ice	Mist	⊖	Ice	Aurora Beam
⊖	Rock	Ancient Power	⊖	Normal	Round
⊖	Ice	Avalanche	⊖	Ice	Hail
⊖	Normal	Nature Power	⊖	Normal	Encore
⊖	Psychic	Light Screen	⊖	Ice	Ice Beam
⊖	Normal	Hyper Beam	⊖	Ice	Blizzard
⊖	Ice	Freeze-Dry	⊖	Steel	Iron Defense
⊖	Electric	Discharge	⊖	Dragon	Outrage

RANK	TYPE	MOVE NAME
⊖	Normal	Tackle
⊖	Ground	Sand Attack
⊖	Fairy	Fairy Wind
⊖	Normal	Quick Attack
⊖	Fairy	Draining Kiss
⊖	Fairy	Misty Terrain
⊖	Fairy	Moonblast
⊖	Normal	Psych Up
⊖	Normal	Wish

#700 Sylveon



HEIGHT: 1m / 3'03" WEIGHT: 23kg / 51 lbs

Intertwining Pokémon
This rare and adorable Pokémon emanates a soothing aura to calm disturbances. It is said that only the Trainers who form an unbreakable bond with their Eevee can ever see this Pokémon.

TYPE:	Fairy
STRENGTH	●●●●●
DEXTERITY	●●●●●
VITALITY	●●●●●
SPECIAL	●●●●●
INSIGHT	●●●●●
BASE HP:	4 SUGGESTED RANK: Amateur
ABILITIES:	Cute Charm
EVOLUTIVE STAGE:	Final.
EVOLVED BY:	Reaching Loyalty 5.



#701 Hawlucha



HEIGHT: 0.8m / 2'07" WEIGHT: 21kg / 47 lbs

Wrestling Pokémon
Although small in size, its proficient fighting skills enable it to keep up with big bruisers like Machop and Hariyama. Using its wings to attack from above allows it to gain an edge in battle.

TYPE:	Fight	Flying
STRENGTH	●●●●●	
DEXTERITY	●●●●●	
VITALITY	●●●●●	
SPECIAL	●●●●●	
INSIGHT	●●●●●	

BASE HP: 4 SUGGESTED RANK: Amateur

ABILITIES: Limber & Unburden

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
⊖	Fight	Detect	⊖	Normal	Tackle
⊖	Dark	Hone Claws	⊖	Fight	Karate Chop
⊖	Flying	Wing Attack	⊖	Flying	Roost
⊖	Flying	Aerial Ace	⊖	Normal	Encore
⊖	Dark	Fling	⊖	Fight	Flying Press
⊖	Flying	Bounce	⊖	Normal	Endeavor
⊖	Flying	Feather Dance	⊖	Fight	High Jump Kick
⊖	Flying	Sky Attack	⊖	Flying	Sky Drop
⊖	Normal	Swords Dance	⊖	Electric	Thunder Punch
⊖	Dragon	Dual Chop	⊖	Flying	Tailwind

RANK	TYPE	MOVE NAME
⊖	Normal	Tackle
⊖	Electric	Thunder Shock
⊖	Fairy	Charm
⊖	Electric	Nuzzle
⊖	Electric	Volt Switch
⊖	Normal	Snore
⊖	Normal	Entrainment
⊖	Electric	Thunder
⊖	Normal	Super Fang
⊖	Electric	Eerie Impulse

#702 Dedenne




HEIGHT: 0.2m / 0'08" WEIGHT: 2kg / 4 lbs

Antenna Pokémon
The tail is used to absorb electricity from power outlets. They communicate with each other by feeling the static on their whiskers. Its cute and cuddly appearance make it a favourite pet.

TYPE:	Electric	Fairy
STRENGTH	●●●●●	
DEXTERITY	●●●●●	
VITALITY	●●●●●	
SPECIAL	●●●●●	
INSIGHT	●●●●●	
BASE HP:	4 SUGGESTED RANK: Starter	
ABILITIES:	Cheek Pouch & Pick Up	
EVOLUTIVE STAGE:	Final.	



#703 Carbink



HEIGHT: 0.3m / 1'00"
WEIGHT: 5kg / 12 lbs

Jewel Pokémon
It's occasionally found at drilling zones and excavations in caves. Born from temperature and pressure deep underground, it shoots beams from the stone in its head. They can live for hundreds of years.


TYPE: **Rock** **Fairy**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●●●

BASE HP: **4** SUGGESTED RANK: Starter


ABILITIES: **Clear Body**

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Tackle	○	Normal	Harden
●	Rock	Rock Throw	○	Normal	Sharpen
●	Rock	Smack Down	●	Psychic	Reflect
●	Rock	Stealth Rock	●	Psychic	Guard Split
●	Rock	Ancient Power	●	Normal	Flail
●	Psychic	Skill Swap	●	Rock	Power Gem
●	Rock	Stone Edge	●	Fairy	Moonblast
●	Psychic	Light Screen	○	Normal	Safeguard
●	Psychic	Gravity	○	Steel	Iron Defense
●	Psychic	Magic Coat			

#704 Goomy



HEIGHT: 0.3m / 1'00"
WEIGHT: 3kg / 6 lbs

Soft Tissue Pokémon
The weakest but best tempered Dragon Pokémon known. It lives in damp and shady places, so its body doesn't dry out. It's covered in a slimy membrane that makes things slide off of it.




TYPE: **Dragon**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●●●

BASE HP: **3** SUGGESTED RANK: Starter

ABILITIES: **Sap Sipper & Hydration**

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Water	Bubble	○	Water	Bubble
●	Normal	Protect	●	Normal	Protect
●	Dragon	Dragon Breath	●	Dragon	Dragon Breath
●	Normal	Flail	●	Normal	Flail
●	Water	Muddy Water	●	Water	Muddy Water
●	Water	Water Pulse	●	Water	Water Pulse
●	Fight	Counter	●	Fight	Counter

#705 Sliggoo



HEIGHT: 0.8m / 2'07"
WEIGHT: 17kg / 38 lbs

Soft Tissue Pokémon
It drives away foes by releasing a sticky and corrosive liquid. Its eyes devolved and it became blind, now it uses its four horns to sense sounds and smells, rather than using its ears or nose.


TYPE: **Dragon**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●●●

BASE HP: **4** SUGGESTED RANK: Beginner

ABILITIES: **Sap Sipper & Hydration**


EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.





RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Tackle	○	Water	Bubble
●	Grass	Absorb	●	Normal	Protect
●	Normal	Bide	●	Dragon	Dragon Breath
●	Water	Rain Dance	●	Normal	Flail
●	Normal	Body Slam	●	Water	Muddy Water
●	Dragon	Dragon Pulse	●	Water	Water Pulse
●	Poison	Acid Armor	●	Fight	Counter

#706 Goodra



HEIGHT: 2m / 6'07"
WEIGHT: 150kg / 331 lbs

Dragon Pokémon
Definitely the friendliest of all Dragons. This Pokémon will hug its beloved Trainer, leaving them covered in sticky slime. In areas with heavy rainfall during the year, one or two may make an appearance.




TYPE: **Dragon**

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●●●

BASE HP: **5** SUGGESTED RANK: Amateur

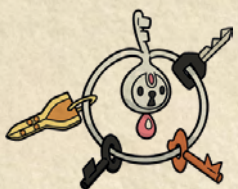
ABILITIES: **Sap Sipper & Hydration**

EVOLUTIVE STAGE: Final.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Water	Bubble	○	Normal	Tackle
●	Normal	Protect	●	Grass	Absorb
●	Normal	Feint	●	Normal	Bide
●	Dragon	Dragon Breath	●	Water	Rain Dance
●	Normal	Flail	●	Normal	Body Slam
●	Water	Muddy Water	●	Dragon	Dragon Pulse
●	Water	Aqua Tail	●	Grass	Power Whip
●	Dragon	Outrage	●	Electric	Shock Wave
●	Fight	Superpower	●	Dragon	Draco Meteor

#707 Klefki



HEIGHT: 0.2m / 0'08" **WEIGHT:** 3kg / 6 lbs


Key Ring Pokémon
It adapted well to live with humans. Klefki jingle the objects they collect when they are distressed. People trust them with their keys to vaults and safes because they are very careful with their collection.

TYPE: Steel Fairy

BASE HP: 4 **SUGGESTED RANK:** Amateur

ABILITIES: Prankster

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Fairy	Fairy Lock	1	Normal	Tackle
2	Fairy	Fairy Wind	2	Ghost	Astonish
3	Steel	Metal Sound	3	Ground	Spikes
4	Fairy	Draining Kiss	4	Fairy	Crafty Shield
5	Dark	Foul Play	5	Dark	Torment
6	Steel	Mirror Shot	6	Psychic	Imprison
7	Normal	Recycle	7	Fairy	Play Rough
8	Psychic	Magic Room	8	Psychic	Heal Block
9	Steel	Iron Defense	9	Dark	Switcheroo
10	Electric	Magnet Rise			

#708 Phantump



HEIGHT: 0.4m / 1'04" **WEIGHT:** 7kg / 15 lbs

Stump Pokémon
According to the old tales, these Pokémon are stumps possessed by the spirits of children who were lost in the forest. They prefer to live in abandoned woods and lure people to the darkness to play with them.

TYPE: Ghost Grass

BASE HP: 3 **SUGGESTED RANK:** Beginner

ABILITIES: Natural Cure & Frisk

EVOLUTIVE STAGE: First. **EVOLVES WITH:** Trade.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Tackle	1	Ghost	Confuse Ray
2	Ghost	Astonish	2	Normal	Growth
3	Grass	Ingrain	3	Dark	Feint Attack
4	Grass	Leech Seed	4	Ghost	Curse
5	Fire	Will-O-Wisp	5	Grass	Forest's Curse
6	Ghost	Destiny Bond	6	Ghost	Phantom Force
7	Grass	Wood Hammer	7	Grass	Horn Leech
8	Grass	Seed Bomb	8	Poison	Venom Drench
9	Grass	Worry Seed			

#709 Trevenant



HEIGHT: 1.5m / 5'00" **WEIGHT:** 71kg / 156 lbs

Elder Tree Pokémon
Using its roots as a nervous system it controls the trees in the forest. It's kind to the Pokémon that reside inside its body but it is ruthless to anyone that harms its forest, turning them into haunted trees forever.

TYPE: Ghost Grass

BASE HP: 4 **SUGGESTED RANK:** Pro

ABILITIES: Natural Cure & Frisk

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Ghost	Confuse Ray	1	Normal	Tackle
2	Normal	Growth	2	Ghost	Astonish
3	Grass	Horn Leech	3	Grass	Ingrain
4	Dark	Feint Attack	4	Grass	Leech Seed
5	Ghost	Curse	5	Fire	Will-O-Wisp
6	Grass	Forest's Curse	6	Ghost	Destiny Bond
7	Ghost	Phantom Force	7	Grass	Wood Hammer
8	Ghost	Shadow Claw	8	Ghost	Grudge
9	Fight	Drain Punch	9	Psychic	Imprison

#710 Pumpkaboo



HEIGHT: 0.8m / 2'07" **WEIGHT:** 15kg / 33 lbs

Pumpkin Pokémon
You can see them dwelling on farms during the autumn season. The pumpkin body is inhabited by a spirit trapped in this world. As the sun sets, it becomes restless and active. Don't ever follow their light at night.

TYPE: Ghost Grass

BASE HP: 3 **SUGGESTED RANK:** Beginner

ABILITIES: Pick Up & Frisk

EVOLUTIVE STAGE: First. **EVOLVES WITH:** Trade.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Psychic	Trick	1	Ghost	Astonish
2	Ghost	Confuse Ray	2	Normal	Scary Face
3	Ghost	Trick-or-Treat	3	Grass	Worry Seed
4	Grass	Razor Leaf	4	Grass	Leech Seed
5	Grass	Bullet Seed	5	Ghost	Shadow Sneak
6	Ghost	Shadow Ball	6	Normal	Pain Split
7	Grass	Seed Bomb	7	Dark	Dark Pulse
8	Grass	Synthesis	8	Dark	Foul Play

#711 Gourgeist



HEIGHT: 1.7m / 5'07" WEIGHT: 39kg / 86 lbs

Pumpkin Pokémon
They wander in the town streets every new moon. It wraps its prey on its arms and sings joyfully as it observes the suffering of the victim. Hearing it sing will give you horrible nightmares.

TYPE: Ghost Grass

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 4 **SUGGESTED RANK:** Amateur

ABILITIES: Pick Up & Frisk

EVOLUTIVE STAGE: Final

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Psychic	Trick	●	Ghost	Astonish
●	Ghost	Confuse Ray	●	Normal	Scary Face
●	Ghost	Trick-or-Treat	●	Grass	Worry Seed
●	Grass	Razor Leaf	●	Grass	Leech Seed
●	Grass	Bullet Seed	●	Ghost	Shadow Sneak
●	Ghost	Phantom Force	●	Normal	Explosion
●	Ghost	Shadow Ball	●	Normal	Pain Split
●	Grass	Seed Bomb	●	Dark	Dark Pulse
●	Grass	Synthesis	●	Dark	Foul Play

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Tackle	●	Ice	Powder Snow
●	Normal	Harden	●	Dark	Bite
●	Ice	Icy Wind	●	Normal	Take Down
●	Normal	Sharpen	●	Ghost	Curse
●	Ice	Ice Fang	●	Ice	Ice Ball
●	Normal	Rapid Spin	●	Ice	Avalanche
●	Ice	Blizzard	●	Normal	Recover
●	Normal	Double-Edge	●	Water	Water Pulse
●	Psychic	Mirror Coat	●	Normal	Endure

#712 Bergmite

HEIGHT: 1m / 3'03" WEIGHT: 100kg / 220 lbs

Ice Chunk Pokémon
They live in small herds close to the mountains. It blocks attacks with the ice that shields its body and uses cold air to repair any cracks with new ice. They are wary of humans as they rarely get to see one.

TYPE: Ice

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 3 **SUGGESTED RANK:** Beginner

ABILITIES: Own Tempo & Ice Body

EVOLUTIVE STAGE: First
EVOLUTION TIME: Slow.

#713 Avalugg



HEIGHT: 2m / 6'07" WEIGHT: 505kg / 1113 lbs

Iceberg Pokémon
They carry their Bergmite offspring on their backs. Its ice body is hard as steel and its cumbersome frame crushes anything that stands in its way. They are capable of swimming but they move very slowly.

TYPE: Ice

STRENGTH ●●●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

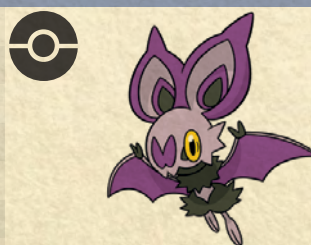
BASE HP: 4 **SUGGESTED RANK:** Ace

ABILITIES: Own Tempo & Ice Body

EVOLUTIVE STAGE: Final

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Tackle	●	Ice	Powder Snow
●	Normal	Harden	●	Dark	Bite
●	Ice	Icy Wind	●	Normal	Take Down
●	Steel	Iron Defense	●	Dark	Crunch
●	Normal	Body Slam	●	Normal	Sharpen
●	Ghost	Curse	●	Ice	Ice Fang
●	Ice	Ice Ball	●	Normal	Rapid Spin
●	Ice	Avalanche	●	Ice	Blizzard
●	Normal	Recover	●	Normal	Double-Edge
●	Normal	Skull Bash	●	Normal	Block
●	Fight	Superpower	●	Steel	Iron Head

#714 Noibat



HEIGHT: 0.5m / 1'08" WEIGHT: 8kg / 17 lbs

Sound Wave Pokémon
They live in dark caves and use echolocation to move around. Their enormous ears can emit ultrasonic waves that cause dizziness. Groups of them can even take on prey several times their size.

TYPE: Flying Dragon

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 3 **SUGGESTED RANK:** Amateur

ABILITIES: Frisk & Infiltrator

EVOLUTIVE STAGE: First
EVOLUTION TIME: Slow.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Screech	●	Normal	Tackle
●	Normal	Supersonic	●	Grass	Absorb
●	Flying	Gust	●	Dark	Bite
●	Flying	Wing Attack	●	Psychic	Agility
●	Flying	Air Cutter	●	Flying	Roost
●	Normal	Razor Wind	●	Flying	Tailwind
●	Normal	Whirlwind	●	Normal	Super Fang
●	Flying	Air Slash	●	Flying	Hurricane
●	Normal	Super Fang	●	Dark	Dark Pulse
●	Dragon	Outrage			

#715 Noivern



TYPE: Flying Dragon

HEIGHT: 1.5m / 5'00" **WEIGHT:** 85kg / 187 lbs

BASE HP: 4 **SUGGESTED RANK:** Pro

ABILITIES: Frisk & Infiltrator


EVOLUTIVE STAGE: Final.

Sound Wave Pokémon
They fly during the new moon and attack careless prey. Nothing can beat them in a battle in the dark. To keep them calm you should feed them fruit or else they'll release shocking ultrasonic waves.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Screech	1	Normal	Tackle
2	Normal	Supersonic	2	Grass	Absorb
3	Flying	Gust	3	Dragon	Dragon Pulse
4	Fairy	Moonlight	4	Dark	Bite
5	Flying	Wing Attack	5	Psychic	Agility
6	Flying	Air Cutter	6	Flying	Roost
7	Normal	Razor Wind	7	Flying	Tailwind
8	Normal	Whirlwind	8	Normal	Super Fang
9	Flying	Air Slash	9	Flying	Hurricane
10	Normal	Boomburst	10	Dragon	Draco Meteor
11	Flying	Sky Attack	11	Fire	Heat Wave




#716 Xerneas



TYPE: Fairy

HEIGHT: 3m / 9'10" **WEIGHT:** 215kg / 474 lbs

BASE HP: 6 **SUGGESTED RANK:** Master


ABILITIES: Fairy Aura

EVOLUTIVE STAGE: Unknown.

Pokédex has no data.

A Kalos legend tells about the eternal struggle between life and death. In the story an ancient King tried to obtain eternal life and the power to make its loved ones live again.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Psychic	Heal Pulse	1	Grass	Aromatherapy
2	Grass	Ingrain	2	Normal	Take Down
3	Psychic	Light Screen	3	Ice	Aurora Beam
4	Psychic	Gravity	4	Fairy	Geomancy
5	Fairy	Moonblast	5	Bug	Megahorn
6	Dark	Night Slash	6	Grass	Horn Leech
7	Normal	Psych Up	7	Fairy	Misty Terrain
8	Normal	Nature Power	8	Fight	Close Combat
9	Normal	Giga Impact	9	Dragon	Outrage
10	Psychic	Psystock	10	Electric	Thunder
11	Psychic	Reflect	11	Normal	Endeavor



#717 Yveltal



TYPE: Dark Flying

HEIGHT: 5.8m / 19'00" **WEIGHT:** 203kg / 447 lbs

BASE HP: 8 **SUGGESTED RANK:** Master

ABILITIES: Dark Aura

EVOLUTIVE STAGE: Unknown.


Pokédex has no data.

A Kalos legend tells about the eternal struggle between life and death. The main tale is about a King full of grief and hate who built a doomsday machine to kill everyone in the world.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Flying	Hurricane	1	Normal	Razor Wind
2	Dark	Taunt	2	Flying	Roost
3	Normal	Double Team	3	Flying	Air Slash
4	Dark	Snarl	4	Flying	Oblivion Wing
5	Normal	Disable	5	Dark	Dark Pulse
6	Dark	Foul Play	6	Ghost	Phantom Force
7	Psychic	Psychic	7	Dragon	Dragon Rush
8	Fight	Focus Blast	8	Dark	Sucker Punch
9	Normal	Hyper Beam	9	Flying	Sky Attack
10	Flying	Tailwind	10	Fire	Heat Wave
11	Water	Rain Dance	11	Flying	Defog



#718 Zygarde 50%



TYPE: Dragon Ground

HEIGHT: 5m / 16'05" **WEIGHT:** 305kg / 672 lbs

BASE HP: 5 **SUGGESTED RANK:** Master


ABILITIES: Aura Break & Power Construct



EVOLUTIVE STAGE: Unknown.

Pokédex has no data.

Underground tunnels have been found all over the Kalos Region. There are rumors of a creature who lives in them that attacks people damaging the ecosystem.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Glare	1	Ground	Bulldoze
2	Dragon	Dragon Breath	2	Dark	Bite
3	Normal	Safeguard	3	Ground	Dig
4	Normal	Bind	4	Ground	Land's Wrath
5	Rock	Sandstorm	5	Ice	Haze
6	Dark	Crunch	6	Ground	Earthquake
7	Normal	Camouflage	7	Dragon	Dragon Pulse
8	Poison	Coil	8	Dragon	Outrage
9	Normal	Extreme Speed	9	Dragon	Dragon Dance
10	Ground	Thousand Waves	10	Ground	Thousand Arrows
11	Dragon	Core Enforcer	11	Ground	Stomping Tantrum



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	Zygarde Core/Cell	TYPE: Dragon Ground
☺	Normal	Endure					STRENGTH ● DEXTERITY ● VITALITY ● SPECIAL ● INSIGHT ● BASE HP: 1 SUGGESTED RANK: Starter ABILITIES: Power Construct EVOLUTIVE STAGE: Unknown.
						HEIGHT: 0.2m / 0'08" WEIGHT: 0.1kg / 0.2 lbs Pokédex has no data. Only the the cores react to stimuli, the cells remain mostly inanimate. They gather in great numbers to create and strengthen Zygarde.	

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#718 Zygarde 10%	TYPE: Dragon Ground
☺	Normal	Glare	☺	Ground	Bulldoze		STRENGTH ●●●●●● DEXTERITY ●●●●●● VITALITY ●●●●●● SPECIAL ●●●●●● INSIGHT ●●●●●● BASE HP: 4 SUGGESTED RANK: Pro ABILITIES: Aura Break & Power Construct EVOLUTIVE STAGE: Unknown.
☺	Dragon	Dragon Breath	☺	Dark	Bite		
☺	Normal	Safeguard	☺	Ground	Dig		
☺	Normal	Bind	☺	Ground	Land's Wrath		
☺	Rock	Sandstorm	☺	Ice	Haze		
☺	Dark	Crunch	☺	Ground	Earthquake		
☺	Normal	Camouflage	☺	Dragon	Dragon Pulse		
☺	Poison	Coil	☺	Dragon	Outrage		
☺	Normal	Extreme Speed	☺	Dragon	Dragon Dance		
☺	Ground	Thousand Waves	☺	Ground	Thousand Arrows		
						HEIGHT: 1.2m / 4'00" WEIGHT: 33kg / 72 lbs Pokédex has no data. When 10% of the Zygarde Cells gather, they form this Pokémon, the more cells it gathers the more its strength will increase.	

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#718 Zygarde 100%	TYPE: Dragon Ground
☺	Normal	Glare	☺	Ground	Bulldoze		STRENGTH ●●●●●● DEXTERITY ●●●●●● VITALITY ●●●●●●●● SPECIAL ●●●●●● INSIGHT ●●●●●● BASE HP: 11 SUGGESTED RANK: Master ABILITIES: Aura Break EVOLUTIVE STAGE: Unknown.
☺	Dragon	Dragon Breath	☺	Dark	Bite		
☺	Normal	Safeguard	☺	Ground	Dig		
☺	Normal	Bind	☺	Ground	Land's Wrath		
☺	Rock	Sandstorm	☺	Ice	Haze		
☺	Dark	Crunch	☺	Ground	Earthquake		
☺	Normal	Camouflage	☺	Dragon	Dragon Pulse		
☺	Poison	Coil	☺	Dragon	Outrage		
☺	Normal	Extreme Speed	☺	Dragon	Dragon Dance		
☺	Ground	Thousand Waves	☺	Ground	Thousand Arrows		
☺	Dragon	Core Enforcer	☺	Ground	Stomping Tantrum		
☺	Dragon	Draco Meteor	☺	Normal	Hidden Power		
							HEIGHT: 4.5m / 14'09" WEIGHT: 610kg/1344 lbs Pokédex has no data. The complete form of Zygarde.

#719 Diancie	TYPE: Rock Fairy	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH ●●●●●●	☺	Normal	Tackle	☺	Normal	Harden
	DEXTERITY ●●●●●●	☺	Rock	Rock Throw	☺	Normal	Sharpen
	VITALITY ●●●●●●●●	☺	Rock	Smack Down	☺	Psychic	Reflect
	SPECIAL ●●●●●●●●	☺	Rock	Stealth Rock	☺	Psychic	Guard Split
	INSIGHT ●●●●●●●●	☺	Rock	Ancient Power	☺	Normal	Flail
	BASE HP: 4 SUGGESTED RANK: Pro	☺	Psychic	Skill Swap	☺	Rock	Power Gem
ABILITIES: Clear Body	☺	Psychic	Trick Room	☺	Rock	Stone Edge	
EVOLUTIVE STAGE: Unknown.	☺	Fairy	Moonblast	☺	Rock	Diamond Storm	
	☺	Psychic	Light Screen	☺	Normal	Safeguard	
	☺	Electric	Magnet Rise	☺	Steel	Iron Defense	
	☺	Fairy	Dazzling Gleam				

Mega-Diancie



HEIGHT:
1.1m / 3'07"

WEIGHT:
27kg / 72 lbs

Pokédex registers it as #703 Carbink.

The popular saying goes like this:
"If you put a Carbon under pressure you will get a Diamond"
But it surely was not referring to a Pokémon... or was it?

TYPE: Rock Fairy

BASE HP: 5

SUGGESTED RANK: Pro

ABILITIES: Magic Bounce


EVOLUTIVE STAGE: Mega Evolution.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
5	Normal	Tackle	5	Normal	Harden
5	Rock	Rock Throw	5	Normal	Sharpen
5	Rock	Smack Down	5	Psychic	Reflect
5	Rock	Stealth Rock	5	Psychic	Guard Split
5	Rock	Ancient Power	5	Normal	Flail
5	Psychic	Skill Swap	5	Rock	Power Gem
5	Psychic	Trick Room	5	Rock	Stone Edge
5	Fairy	Moonblast	5	Rock	Diamond Storm
5	Psychic	Light Screen	5	Normal	Safeguard
5	Electric	Magnet Rise	5	Steel	Iron Defense
5	Fairy	Dazzling Gleam			

#720 Hoopa

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
5	Psychic	Trick	5	Ghost	Destiny Bond
5	Psychic	Ally Switch	5	Psychic	Confusion
5	Ghost	Astonish	5	Psychic	Magic Coat
5	Psychic	Light Screen	5	Psychic	Psybeam
5	Psychic	Skill Swap	5	Psychic	Power Split
5	Psychic	Guard Split	5	Ghost	Phantom Force
5	Psychic	Zen Headbutt	5	Psychic	Wonder Room
5	Psychic	Trick Room	5	Ghost	Shadow Ball
5	Dark	Nasty Plot	5	Psychic	Psychic
5	Psychic	Hyperspace Hole	5	Psychic	Telekinesis
5	Psychic	Magic Room	5	Normal	Confide



HEIGHT:
0.8m / 1'08"

WEIGHT:
9kg / 20 lbs

Pokédex has no data.

There is a story of an old demon whose power had to be contained by a spell. The spell was a partial success as the demon could still roam free, but its power and evil was greatly diminished.


TYPE: Psychic Ghost

BASE HP: 4

SUGGESTED RANK: Pro

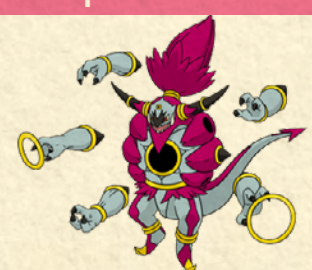
ABILITIES: Magician

EVOLUTIVE STAGE: Unknown.



Hoopa Unbound

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
5	Psychic	Trick	5	Ghost	Destiny Bond
5	Psychic	Ally Switch	5	Psychic	Confusion
5	Ghost	Astonish	5	Psychic	Magic Coat
5	Psychic	Light Screen	5	Psychic	Psybeam
5	Psychic	Skill Swap	5	Psychic	Power Split
5	Psychic	Guard Split	5	Dark	Knock Off
5	Psychic	Zen Headbutt	5	Psychic	Wonder Room
5	Psychic	Trick Room	5	Dark	Dark Pulse
5	Dark	Nasty Plot	5	Psychic	Psychic
5	Psychic	Hyperspace Fury	5	Psychic	Telekinesis
5	Psychic	Magic Room	5	Normal	Hyper Beam
5	Dark	Snatch	5	Dark	Throat Chop



HEIGHT:
6.5m / 21'04"

WEIGHT:
490kg/1080lbs

Pokédex has no data.

There is a story of an old demon whose power unleashed horrors from other dimensions into earth, ripping the fabrics of existence, it opened portals to bring evil upon.

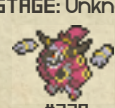
TYPE: Psychic Dark

BASE HP: 7

SUGGESTED RANK: Master

ABILITIES: Magician

EVOLUTIVE STAGE: Unknown.



#721 Volcanion



HEIGHT:
1.7m / 5'07"

WEIGHT:
195kg / 439 lbs

Pokédex has no data.

In the early days of world exploring, there are records of an entire mountain blowing up in a cloud of steam. The explorers claimed that a creature in the fog was responsible.


TYPE: Fire Water

BASE HP: 4


SUGGESTED RANK: Pro

ABILITIES: Water Absorb

EVOLUTIVE STAGE: Unknown.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
5	Fire	Flare Blitz	5	Normal	Take Down
5	Ice	Mist	5	Ice	Haze
5	Fire	Flame Charge	5	Water	Water Pulse
5	Normal	Stomp	5	Water	Scald
5	Normal	Weather Ball	5	Normal	Body Slam
5	Water	Hydro Pump	5	Fire	Overheat
5	Normal	Explosion	5	Water	Steam Eruption
5	Grass	SolarBeam	5	Ground	Earth Power
5	Fight	Superpower			

#722 Rowlet						TYPE:	Grass	Flying
🌀	Normal	Tackle	🌀	Grass	Leafage		STRENGTH ●●●● DEXTERITY ●●●● VITALITY ●●●● SPECIAL ●●●● INSIGHT ●●●●	
🍷	Normal	Growl	🌀	Flying	Peck			
👻	Ghost	Astonish	🌀	Grass	Razor Leaf			
👁️	Normal	Foresight	🌀	Flying	Pluck			
🌿	Grass	Synthesis	🌀	Normal	Fury Attack			
🦇	Dark	Sucker Punch	🌀	Grass	Leaf Blade			
🕊️	Flying	Feather Dance	🌀	Flying	Brave Bird			
🌑	Dark	Nasty Plot	👻	Ghost	Curse			
❄️	Ice	Haze	🌀	Grass	Grass Pledge			

HEIGHT: 0.3m / 1'00"

WEIGHT: 1kg / 3 lbs

BASE HP: **3**




SUGGESTED RANK: Starter

Grass Quill Pokémon

This is a shy Pokémon, it sleeps during the day, absorbing sunlight through its feathers, then at night becomes more active. It likes to keep sight of its trainer at all times, rotating its head 180° to do so.

ABILITIES: Overgrow

EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.

#723 Dartrix						TYPE:	Grass	Flying
	STRENGTH ●●●●●		🌀	Normal	Tackle	🌀	Grass	Leafage
	DEXTERITY ●●●●●		🍷	Normal	Growl	🌀	Flying	Peck
	VITALITY ●●●●●		👻	Ghost	Astonish	🌀	Grass	Razor Leaf
	SPECIAL ●●●●●		👁️	Normal	Foresight	🌀	Flying	Pluck
	INSIGHT ●●●●●		🌿	Grass	Synthesis	🌀	Normal	Fury Attack
	BASE HP: 4		🦇	Dark	Sucker Punch	🌀	Grass	Leaf Blade
	SUGGESTED RANK: Amateur		🕊️	Flying	Feather Dance	🌀	Flying	Brave Bird
	ABILITIES: Overgrow		🌑	Dark	Nasty Plot	👻	Ghost	Curse
	EVOLUTIVE STAGE: Second. EVOLUTION TIME: Medium.		❄️	Ice	Haze	🌀	Grass	Grass Pledge

HEIGHT: 0.7m / 2'04"

WEIGHT: 16kg / 35 lbs

BASE HP: **4**

SUGGESTED RANK: Amateur

Blade Quill Pokémon


Dartix are vain creatures, they dislike it when their feathers are ruffled, even stopping midflight to groom them. Despite its elegant demeanor it hides an awkward personality, prone to panic and clumsiness.

ABILITIES: Overgrow

EVOLUTIVE STAGE: Second. EVOLUTION TIME: Medium.





#724 Decidueye						TYPE:	Grass	Ghost
🌀	Normal	Tackle	🌀	Grass	Leafage		STRENGTH ●●●●● DEXTERITY ●●●●● VITALITY ●●●●● SPECIAL ●●●●● INSIGHT ●●●●●	
🍷	Normal	Growl	🌀	Flying	Peck			
👻	Ghost	Astonish	🐛	Bug	U-Turn			
👻	Ghost	Spirit Shackle	🌀	Grass	Razor Leaf			
👁️	Normal	Foresight	🌀	Flying	Pluck			
🌿	Grass	Synthesis	🌀	Normal	Fury Attack			
🦇	Dark	Sucker Punch	🌀	Grass	Leaf Blade			
🕊️	Flying	Feather Dance	🌀	Flying	Brave Bird			
🌑	Dark	Nasty Plot	👻	Ghost	Ominous Wind			
🍷	Normal	Baton Pass	🌀	Grass	Frenzy Plant			

HEIGHT: 1.6m / 5'03"

WEIGHT: 36kg / 80 lbs

BASE HP: **5**




SUGGESTED RANK: Ace

Arrow Quill Pokémon

This Pokémon can shoot its own feathers as arrows in just a split of second. They are usually calm and collected but they are easily startled if taken by surprise. It is very rare as most of them are extinct.

ABILITIES: Overgrow

EVOLUTIVE STAGE: Final.

#725 Litten						TYPE:	Fire	
	STRENGTH ●●●●●		🌀	Normal	Scratch	🌀	Fire	Ember
	DEXTERITY ●●●●●		🍷	Normal	Growl	👻	Ghost	Lick
	VITALITY ●●●●●		🍷	Normal	Leer	🌀	Fire	Fire Fang
	SPECIAL ●●●●●		👁️	Normal	Roar	🌑	Dark	Bite
	INSIGHT ●●●●●		👁️	Normal	Swagger	🌀	Normal	Fury Attack
	BASE HP: 3		👁️	Normal	Thrash	🌀	Fire	Flamethrower
	SUGGESTED RANK: Starter		👁️	Normal	Scary Face	🌀	Fire	Flare Blitz
	ABILITIES: Blaze		🐉	Dragon	Outrage	🍷	Normal	Fake Out
	EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.		🌑	Dark	Nasty Plot	🌀	Fire	Fire Pledge

HEIGHT: 0.4m / 1'04"

WEIGHT: 4kg / 9 lbs

BASE HP: **3**


SUGGESTED RANK: Starter


Fire Cat Pokémon

It has an aloof personality and likes to be alone. Its fur produces flammable oils and its rough tongue licks them every time it grooms itself. Not recommended as a pet for they can cause house fires easily.

ABILITIES: Blaze


EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.














#726 Torracat						TYPE: Fire	
🌀	Normal	Scratch	🌀	Fire	Ember	 <p>HEIGHT: 0.7m / 2'04" WEIGHT: 22kg / 55 lbs</p> <p>Fire Cat Pokémon The bell on its neck glows and chimes when it shoots fire through it. Although it acts spoiled with its Trainer, it is a capable and relentless brawler, it will keep battling until its foes lose their fighting spirits.</p>	STRENGTH ●●●●●
🌀	Normal	Growl	🌀	Ghost	Lick		DEXTERITY ●●●●●
🌀	Normal	Leer	🌀	Fire	Fire Fang		VITALITY ●●●●●
🌀	Normal	Roar	🌀	Dark	Bite		SPECIAL ●●●●●
🌀	Normal	Swagger	🌀	Normal	Fury Attack		INSIGHT ●●●●●
🌀	Normal	Thrash	🌀	Fire	Flamethrower		BASE HP: 4
🌀	Normal	Scary Face	🌀	Fire	Flare Blitz		SUGGESTED RANK: Amateur
🌀	Dragon	Outrage	🌀	Normal	Fake Out		ABILITIES: Blaze
🌀	Dark	Nasty Plot	🌀	Fire	Fire Pledge		EVOLUTIVE STAGE: Second. EVOLUTION TIME: Medium.


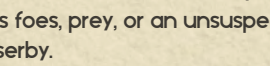



#727 Incineroar			TYPE: Fire Dark				
 <p>HEEL POKÉMON It has a bad reputation, some of them have attacked the opposing Trainer during battles. They are also prone to disobey their own Trainer, going for a more brutal fighting style to shred their foes to pieces.</p>	STRENGTH ●●●●●	🌀	Fire	Ember	🌀	Normal	Scratch
	DEXTERITY ●●●●●	🌀	Ghost	Lick	🌀	Normal	Growl
	VITALITY ●●●●●	🌀	Normal	Leer	🌀	Dark	Throat Chop
	SPECIAL ●●●●●	🌀	Dark	Darkest Lariat	🌀	Fight	Bulk Up
	INSIGHT ●●●●●	🌀	Fire	Fire Fang	🌀	Normal	Roar
	BASE HP: 6	🌀	Dark	Bite	🌀	Normal	Swagger
	SUGGESTED RANK: Ace	🌀	Normal	Fury Swipes	🌀	Fire	Flamethrower
	ABILITIES: Blaze	🌀	Normal	Thrash	🌀	Normal	Scary Face
	EVOLUTIVE STAGE: Final.	🌀	Fire	Flare Blitz	🌀	Dragon	Outrage
	🌀	Fight	Cross Chop	🌀	Fight	Revenge	
	🌀	Dark	Crunch	🌀	Fire	Blast Burn	


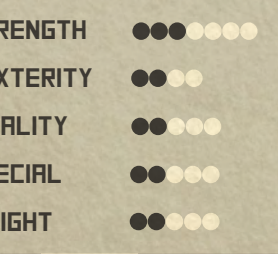



#728 Popplio						TYPE: Water	
🌀	Normal	Pound	🌀	Water	Water Gun	 <p>HEIGHT: 0.4m / 1'04" WEIGHT: 7kg / 16 lbs</p> <p>Sea Lion Pokémon A fun-loving Pokémon. It snorts water bubbles from its nose and balances them around, it is tenacious and diligent to train. They are agile swimmers and prefer acrobatic stunts to move on the ground.</p>	STRENGTH ●●●●●
🌀	Normal	Growl	🌀	Fairy	Disarming Voice		DEXTERITY ●●●●●
🌀	Fairy	Baby-Doll Eyes	🌀	Water	Aqua Jet		VITALITY ●●●●●
🌀	Normal	Encore	🌀	Water	Bubble Beam		SPECIAL ●●●●●
🌀	Normal	Sing	🌀	Normal	Double Slap		INSIGHT ●●●●●
🌀	Normal	Hyper Voice	🌀	Fairy	Moonblast		BASE HP: 3
🌀	Normal	Captivate	🌀	Water	Hydro Pump		SUGGESTED RANK: Starter
🌀	Fairy	Misty Terrain	🌀	Fairy	Charm		ABILITIES: Torrent
🌀	Water	Aqua Ring	🌀	Water	Water Pledge		EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.

#729 Brionne			TYPE: Water				
 <p>POP STAR POKÉMON In the wild, each pack has their own songs and dances, Brionne practice them in the moonlight. It is cheerful and not timid at all, it forms friendships easily through dance movements.</p>	STRENGTH ●●●●●	🌀	Normal	Pound	🌀	Water	Water Gun
	DEXTERITY ●●●●●	🌀	Normal	Growl	🌀	Fairy	Disarming Voice
	VITALITY ●●●●●	🌀	Fairy	Baby-Doll Eyes	🌀	Water	Aqua Jet
	SPECIAL ●●●●●	🌀	Normal	Encore	🌀	Water	Bubble Beam
	INSIGHT ●●●●●	🌀	Normal	Sing	🌀	Normal	Double Slap
	BASE HP: 4	🌀	Normal	Hyper Voice	🌀	Fairy	Moonblast
	SUGGESTED RANK: Amateur	🌀	Normal	Captivate	🌀	Water	Hydro Pump
	ABILITIES: Torrent	🌀	Fairy	Misty Terrain	🌀	Fairy	Charm
	EVOLUTIVE STAGE: Second. EVOLUTION TIME: Medium.	🌀	Water	Aqua Ring	🌀	Water	Water Pledge

#730 Primarina						TYPE: Water Fairy
Water	Water Gun	Normal	Pound	 <p>HEIGHT: 1.8m / 6'00" WEIGHT: 44kg / 97 lbs</p> <p>Soloist Pokémon All modern Primarina sing a song that has been passed down through generations. Legend says that you can hear their true song when you are in the deep of the sea. Make sure its throat doesn't get sore.</p>	STRENGTH ●●●●●	
Fairy	Disarming Voice	Normal	Growl		DEXTERITY ●●●●●	
Fairy	Baby-Doll Eyes	Normal	Hyper Voice		VITALITY ●●●●●	
Water	Aqua Jet	Normal	Encore		SPECIAL ●●●●●●●	
Water	Bubble Beam	Normal	Sing		INSIGHT ●●●●●●●	
Normal	Double Slap	Water	Sparkling Aria		BASE HP: 5 SUGGESTED RANK: Ace	
Fairy	Moonblast	Normal	Captivate		ABILITIES: Torrent	
Water	Hydro Pump	Fairy	Misty Terrain		EVOLUTIVE STAGE: Final	
Normal	Perish Song	Psychic	Amnesia		  	
Water	Hydro Cannon					


#731 Pikippek						TYPE: Normal Flying
 <p>HEIGHT: 0.3m / 1'00" WEIGHT: 1kg / 2 lbs</p> <p>Woodpecker Pokémon Their beaks are incredibly strong, it takes them a few minutes to shatter rock. They eat berries and shoot the seeds to defend themselves. Pikippek don't sing, but communicate with pecking sounds.</p>	STRENGTH ●●●●●	 <p>BASE HP: 3 SUGGESTED RANK: Starter</p> <p>ABILITIES: Keen Eye & Skill Link</p> <p>EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.</p>   	Flying	Peck	Normal	Growl
	DEXTERITY ●●●●●		Normal	Echoed Voice	Fight	Rock Smash
	VITALITY ●●●●●		Normal	Supersonic	Flying	Pluck
	SPECIAL ●●●●●		Flying	Roost	Normal	Fury Attack
	INSIGHT ●●●●●		Normal	Screech	Flying	Drill Peck
			Grass	Bullet Seed	Flying	Feather Dance
	Normal	Hyper Voice	Normal	Uproar		
	Flying	Tailwind	Flying	Mirror Move		

#732 Trumbeak						TYPE: Normal Flying
 <p>HEIGHT: 0.6m / 2'00" WEIGHT: 14kg / 32 lbs</p> <p>Bugle Beak Pokémon This Pokémon bends its beak to produce a variety of sounds, much to the annoyance of the neighbors. It also shoots a burst of berry seeds to its foes, prey, or an unsuspecting passerby.</p>	STRENGTH ●●●●●	 <p>BASE HP: 4 SUGGESTED RANK: Beginner</p> <p>ABILITIES: Keen Eye & Skill Link</p> <p>EVOLUTIVE STAGE: Second. EVOLUTION TIME: Medium.</p>   	Flying	Peck	Normal	Growl
	DEXTERITY ●●●●●		Normal	Echoed Voice	Fight	Rock Smash
	VITALITY ●●●●●		Normal	Supersonic	Rock	Rock Blast
	SPECIAL ●●●●●		Flying	Roost	Flying	Pluck
	INSIGHT ●●●●●		Normal	Screech	Normal	Fury Attack
			Grass	Bullet Seed	Flying	Drill Peck
			Normal	Hyper Voice	Flying	Feather Dance
			Flying	Tailwind	Normal	Uproar
					Flying	Mirror Move


#733 Toucannon						TYPE: Normal Flying
 <p>HEIGHT: 1.1m / 3'07" WEIGHT: 26kg / 57 lbs</p> <p>Blade Quill Pokémon It can store and expel an extremely hot gas through its beak that ignites easily. The berry seeds it shoots can pierce boulders, leaving perfectly round holes on them. Fortunately, they nest deep in the jungle.</p>	STRENGTH ●●●●●●●	 <p>BASE HP: 5 SUGGESTED RANK: Amateur</p> <p>ABILITIES: Keen Eye & Skill Link</p> <p>EVOLUTIVE STAGE: Final.</p>   	Flying	Peck	Normal	Growl
	DEXTERITY ●●●●●		Normal	Echoed Voice	Fight	Rock Smash
	VITALITY ●●●●●		Normal	Screech	Rock	Rock Blast
	SPECIAL ●●●●●		Normal	Supersonic	Flying	Pluck
	INSIGHT ●●●●●		Flying	Roost	Normal	Fury Attack
			Flying	Beak Blast	Flying	Drill Peck
			Grass	Bullet Seed	Flying	Feather Dance
			Normal	Hyper Voice	Normal	Boomburst
			Flying	Tailwind	Flying	Brave Bird

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#734 Yungoos	TYPE: Normal
🌀	Normal	Tackle	🌀	Normal	Leer	 <p>HEIGHT: 0.4m / 1'04" WEIGHT: 6kg / 13 lbs</p> <p>Loitering Pokémon This Pokémon was brought to Alola in an attempt to eradicate Ratatta. It spends all day searching for prey and it's constantly hungry. When the sun sets it falls asleep right where it was standing.</p>	STRENGTH ●●●●●
👹	Dark	Pursuit	👹	Ground	Sand Attack		DEXTERITY ●●●●●
🌀	Normal	Odor Sleuth	🌀	Normal	Bide		VITALITY ●●●●●
👹	Dark	Bite	👹	Ground	Mud Slap		SPECIAL ●●●●●
🌀	Normal	Super Fang	🌀	Normal	Take Down		INSIGHT ●●●●●
🌀	Normal	Scary Face	🌀	Normal	Yawn		BASE HP: 3
🌀	Normal	Hyper Fang	🌀	Dark	Crunch		SUGGESTED RANK: Beginner
🌀	Normal	Thrash	👹	Psychic	Rest		ABILITIES: Stakeout & Strong Jaw
👹	Fight	Revenge	👹	Normal	Sleep Talk		EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.
👹	Normal	Last Resort					 


#735 Gumshoos	TYPE: Normal	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
 <p>HEIGHT: 0.7m / 2'04" WEIGHT: 14kg / 31 lbs</p> <p>Stakeout Pokémon Alolan Ratatta became nocturnal to evade this Pokémon, as it is their main Predator. Gumshoos now go hungry for days before they find something suitable to eat, they compensate by sleeping a lot.</p>	STRENGTH ●●●●●	🌀	Normal	Tackle	🌀	Normal	Leer
	DEXTERITY ●●●●●	👹	Dark	Pursuit	👹	Ground	Sand Attack
	VITALITY ●●●●●	🌀	Normal	Odor Sleuth	🌀	Normal	Bide
	SPECIAL ●●●●●	👹	Dark	Bite	👹	Ground	Mud Slap
	INSIGHT ●●●●●	🌀	Normal	Super Fang	🌀	Normal	Take Down
	BASE HP: 4	🌀	Normal	Scary Face	🌀	Normal	Yawn
	SUGGESTED RANK: Amateur	👹	Normal	Hyper Fang	👹	Dark	Crunch
	ABILITIES: Stakeout & Strong Jaw	👹	Normal	Thrash	👹	Psychic	Rest
	EVOLUTIVE STAGE: Final.	👹	Fight	Revenge	👹	Normal	Sleep Talk
	 	👹	Normal	Last Resort			

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#736 Grubbin	TYPE: Bug
🌀	Normal	Vice Grip	🌀	Bug	String Shot	 <p>HEIGHT: 0.4m / 1'04" WEIGHT: 4kg / 9 lbs</p> <p>Larva Pokémon They tend to gather anywhere Electric Pokémon live to protect themselves from bird Pokémon who may prey on them. When they are ready to evolve they bury themselves underground.</p>	STRENGTH ●●●●●
👹	Ground	Mud Slap	👹	Dark	Bite		DEXTERITY ●●●●●
🌀	Bug	Bug Bite	👹	Electric	Spark		VITALITY ●●●●●
🌀	Flying	Acrobatics	👹	Dark	Crunch		SPECIAL ●●●●●
👹	Ground	Dig	👹	Bug	X-Scissor		INSIGHT ●●●●●
👹	Electric	Electroweb	👹	Normal	Harden		BASE HP: 3
👹	Normal	Endure					SUGGESTED RANK: Starter
							ABILITIES: Swarm
							EVOLUTIVE STAGE: First. EVOLUTION TIME: Fast.
							  

#737 Charjabug	TYPE: Bug Electric	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
 <p>HEIGHT: 0.5m / 1'08" WEIGHT: 10kg / 23 lbs</p> <p>Battery Pokémon Whatever this Pokémon eats is transformed to electricity. People often use them to power up small appliances in their homes. This Pokémon rarely moves since it is preparing to evolve.</p>	STRENGTH ●●●●●	🌀	Bug	String Shot	🌀	Normal	Vice Grip
	DEXTERITY ●●●●●	👹	Dark	Bite	👹	Ground	Mud Slap
	VITALITY ●●●●●	👹	Bug	Bug Bite	👹	Electric	Charge
	SPECIAL ●●●●●	🌀	Electric	Spark	🌀	Flying	Acrobatics
	INSIGHT ●●●●●	👹	Dark	Crunch	👹	Ground	Dig
	BASE HP: 4	👹	Bug	X-Scissor	👹	Electric	Discharge
	SUGGESTED RANK: Beginner	👹	Steel	Iron Defense	👹	Normal	Endure
	ABILITIES: Battery	👹	Electric	Charge Beam	👹	Electric	Electroweb
	EVOLUTIVE STAGE: Second. EVOLUTION TIME: Medium.						
	  						

#738 Vikavolt						TYPE:	Bug	Electric
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	 <p>HEIGHT: 1.5m / 5'00" WEIGHT: 45kg / 99 lbs</p> <p>Stag Beetle Pokémon The electricity it shoots through its jaws is very dangerous, it zaps bird Pokémon trying to eat it. Its flight is peculiar, for it bends in a 90° angle or flies backwards without a problem.</p> <p>BASE HP: 5 SUGGESTED RANK: Amateur</p> <p>ABILITIES: Levitate</p> <p>EVOLUTIVE STAGE: Final.</p> <p>#736 #737 #738</p>		
⊖	Bug	String Shot	⊖	Normal	Vice Grip			
⊖	Dark	Bite	⊖	Ground	Mud Slap			
⊖	Bug	Bug Bite	⊖	Electric	Thunderbolt			
⊖	Flying	Air Slash	⊖	Electric	Charge			
⊖	Electric	Spark	⊖	Flying	Acrobatics			
⊖	Ground	Dig	⊖	Bug	Bug Buzz			
⊖	Normal	Guillotine	⊖	Electric	Zap Cannon			
⊖	Psychic	Agility	⊖	Ground	Mud Shot			
⊖	Normal	Endure	⊖	Electric	Charge Beam			

#739 Crabrawler						TYPE:	Fight																																																							
 <p>HEIGHT: 0.6m / 2'00" WEIGHT: 7kg / 15 lbs</p> <p>Boxing Pokémon They can be found on the beach, but as they grow stronger they also venture more into the land where they fight for ripe berries. They punch with their pincers, which are delicious with butter by the way.</p>			<p>BASE HP: 3 SUGGESTED RANK: Amateur</p> <p>ABILITIES: Hyper Cutter & Iron Fist</p> <p>EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.</p> <p>#739 #740</p>			<table border="1"> <thead> <tr> <th>RANK</th> <th>TYPE</th> <th>MOVE NAME</th> <th>RANK</th> <th>TYPE</th> <th>MOVE NAME</th> </tr> </thead> <tbody> <tr><td>⊖</td><td>Water</td><td>Bubble</td><td>⊖</td><td>Normal</td><td>Leer</td></tr> <tr><td>⊖</td><td>Fight</td><td>Rock Smash</td><td>⊖</td><td>Dark</td><td>Pursuit</td></tr> <tr><td>⊖</td><td>Water</td><td>Bubble Beam</td><td>⊖</td><td>Fight</td><td>Power-Up Punch</td></tr> <tr><td>⊖</td><td>Normal</td><td>Dizzy Punch</td><td>⊖</td><td>Dark</td><td>Payback</td></tr> <tr><td>⊖</td><td>Fight</td><td>Reversal</td><td>⊖</td><td>Water</td><td>Crabhammer</td></tr> <tr><td>⊖</td><td>Steel</td><td>Iron Defense</td><td>⊖</td><td>Fight</td><td>Dynamic Punch</td></tr> <tr><td>⊖</td><td>Fight</td><td>Close Combat</td><td>⊖</td><td>Normal</td><td>Endeavor</td></tr> <tr><td>⊖</td><td>Fight</td><td>Superpower</td><td>⊖</td><td>Rock</td><td>Wide Guard</td></tr> </tbody> </table>			RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	⊖	Water	Bubble	⊖	Normal	Leer	⊖	Fight	Rock Smash	⊖	Dark	Pursuit	⊖	Water	Bubble Beam	⊖	Fight	Power-Up Punch	⊖	Normal	Dizzy Punch	⊖	Dark	Payback	⊖	Fight	Reversal	⊖	Water	Crabhammer	⊖	Steel	Iron Defense	⊖	Fight	Dynamic Punch	⊖	Fight	Close Combat	⊖	Normal	Endeavor	⊖	Fight	Superpower	⊖	Rock	Wide Guard
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#740 Crabominable						TYPE:	Fight	Ice																																																									
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#741 Oricorio						TYPE:	Fire	Flying																																																																		
 <p>HEIGHT: 0.6m / 2'00" WEIGHT: 3kg / 7 lbs</p> <p>Dancing Pokémon What was thought to be different species ended up being a single Pokémon. Oricorio Baile is an intense and passionate Pokémon, every flap of its wings produces embers, its fiery dance has inspired many.</p>			<p>BASE HP: 4 SUGGESTED RANK: Beginner</p> <p>ABILITIES: Dancer</p> <p>EVOLUTIVE STAGE: Final.</p> <p>#741</p>			<table border="1"> <thead> <tr> <th>RANK</th> <th>TYPE</th> <th>MOVE NAME</th> <th>RANK</th> <th>TYPE</th> <th>MOVE NAME</th> </tr> </thead> <tbody> <tr><td>⊖</td><td>Normal</td><td>Pound</td><td>⊖</td><td>Normal</td><td>Growl</td></tr> <tr><td>⊖</td><td>Flying</td><td>Peck</td><td>⊖</td><td>Normal</td><td>Helping Hand</td></tr> <tr><td>⊖</td><td>Flying</td><td>Air Cutter</td><td>⊖</td><td>Normal</td><td>Baton Pass</td></tr> <tr><td>⊖</td><td>Flying</td><td>Feather Dance</td><td>⊖</td><td>Normal</td><td>Double Slap</td></tr> <tr><td>⊖</td><td>Normal</td><td>Teeter Dance</td><td>⊖</td><td>Flying</td><td>Roost</td></tr> <tr><td>⊖</td><td>Normal</td><td>Captivate</td><td>⊖</td><td>Flying</td><td>Air Slash</td></tr> <tr><td>⊖</td><td>Normal</td><td>Revelation Dance</td><td>⊖</td><td>Flying</td><td>Mirror Move</td></tr> <tr><td>⊖</td><td>Psychic</td><td>Agility</td><td>⊖</td><td>Flying</td><td>Hurricane</td></tr> <tr><td>⊖</td><td>Normal</td><td>Swords Dance</td><td>⊖</td><td>Normal</td><td>Attract</td></tr> <tr><td>⊖</td><td>Normal</td><td>Round</td><td></td><td></td><td></td></tr> </tbody> </table>			RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	⊖	Normal	Pound	⊖	Normal	Growl	⊖	Flying	Peck	⊖	Normal	Helping Hand	⊖	Flying	Air Cutter	⊖	Normal	Baton Pass	⊖	Flying	Feather Dance	⊖	Normal	Double Slap	⊖	Normal	Teeter Dance	⊖	Flying	Roost	⊖	Normal	Captivate	⊖	Flying	Air Slash	⊖	Normal	Revelation Dance	⊖	Flying	Mirror Move	⊖	Psychic	Agility	⊖	Flying	Hurricane	⊖	Normal	Swords Dance	⊖	Normal	Attract	⊖	Normal	Round			
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#741 Oricorio



TYPE: Electric Flying

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: 4 **SUGGESTED RANK:** Beginner

ABILITIES: Dancer

EVOLUTIVE STAGE: Final

HEIGHT: 0.6m / 2'00" **WEIGHT:** 3kg / 7 lbs

Dancing Pokémon
 What was thought to be different species ended up being a single Pokémon. Oricorio Pom-Pom is full of cheer and energy, it charges its feathers with static electricity, releasing sparks with every swing.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Pound	●	Normal	Growl
●	Flying	Peck	●	Normal	Helping Hand
●	Flying	Air Cutter	●	Normal	Baton Pass
●	Flying	Feather Dance	●	Normal	Double Slap
●	Normal	Teeter Dance	●	Flying	Roost
●	Normal	Captivate	●	Flying	Air Slash
●	Normal	Revelation Dance	●	Flying	Mirror Move
●	Psychic	Agility	●	Flying	Hurricane
●	Normal	Swords Dance	●	Normal	Attract
●	Normal	Round			

#741 Oricorio



TYPE: Psychic Flying

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: 4 **SUGGESTED RANK:** Beginner

ABILITIES: Dancer

EVOLUTIVE STAGE: Final

HEIGHT: 0.6m / 2'00" **WEIGHT:** 3kg / 7 lbs

Dancing Pokémon
 What was thought to be different species ended up being a single Pokémon. Oricorio Pa'u has an aloof but ultimately relaxed nature. Its dance is focused and has an hypnotic rhythm.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Pound	●	Normal	Growl
●	Flying	Peck	●	Normal	Helping Hand
●	Flying	Air Cutter	●	Normal	Baton Pass
●	Flying	Feather Dance	●	Normal	Double Slap
●	Normal	Teeter Dance	●	Flying	Roost
●	Normal	Captivate	●	Flying	Air Slash
●	Normal	Revelation Dance	●	Flying	Mirror Move
●	Psychic	Agility	●	Flying	Hurricane
●	Normal	Swords Dance	●	Normal	Attract
●	Normal	Round			

#741 Oricorio



TYPE: Ghost Flying

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: 4 **SUGGESTED RANK:** Beginner

ABILITIES: Dancer

EVOLUTIVE STAGE: Final

HEIGHT: 0.6m / 2'00" **WEIGHT:** 3kg / 7 lbs

Dancing Pokémon
 What was thought to be different species ended up being a single Pokémon. Oricorio Senui is calm and indifferent, its dance is said to attract evil spirits. People from Kanto find it very nostalgic.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Pound	●	Normal	Growl
●	Flying	Peck	●	Normal	Helping Hand
●	Flying	Air Cutter	●	Normal	Baton Pass
●	Flying	Feather Dance	●	Normal	Double Slap
●	Normal	Teeter Dance	●	Flying	Roost
●	Normal	Captivate	●	Flying	Air Slash
●	Normal	Revelation Dance	●	Flying	Mirror Move
●	Psychic	Agility	●	Flying	Hurricane
●	Normal	Swords Dance	●	Normal	Attract
●	Normal	Round			

#742 Cutiefly



TYPE: Bug Fairy

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: 3 **SUGGESTED RANK:** Starter

ABILITIES: Honey Gather & Shield Dust


EVOLUTIVE STAGE: First
EVOLUTION TIME: Medium

HEIGHT: 0.1m / 0'04" **WEIGHT:** 0.2kg / 0.4 lbs

Bee Fly Pokémon
 These delicate Pokémon gather by the numbers in flower meadows. They are attracted to happy and joyful people, the story says that Cutiefly see their auras and they resemble flowers.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Grass	Absorb	●	Fairy	Fairy Wind
●	Grass	Stun Spore	●	Bug	Struggle Bug
●	Bug	Silver Wind	●	Fairy	Draining Kiss
●	Normal	Sweet Scent	●	Bug	Bug Buzz
●	Fairy	Dazzling Gleam	●	Grass	Aromatherapy
●	Bug	Quiver Dance	●	Fairy	Moonblast
●	Normal	Baton Pass	●	Psychic	Speed Swap

#743 Ribombee



TYPE: Bug Fairy

RANK TYPE MOVE NAME RANK TYPE MOVE NAME


STRENGTH	●●●●●	Grass	Absorb	Bug	Struggle Bug
DEXTERITY	●●●●●●●	Fairy	Fairy Wind	Grass	Stun Spore
VITALITY	●●●●●	Bug	Pollen Puff	Bug	Silver Wind
SPECIAL	●●●●●●●	Fairy	Draining Kiss	Normal	Sweet Scent
INSIGHT	●●●●●	Bug	Bug Buzz	Fairy	Dazzling Gleam
		Grass	Aromatherapy	Bug	Quiver Dance
		Fairy	Moonblast	Bug	Infestation
		Psychic	Skill Swap		

HEIGHT: 0.2m / 0'08" **WEIGHT:** 0.2kg / 0.4 lbs

BASE HP: 4 **SUGGESTED RANK:** Beginner

ABILITIES: Honey Gather & Shield Dust

EVOLUTIVE STAGE: Final.

#744 Rockruff



TYPE: Rock

RANK TYPE MOVE NAME RANK TYPE MOVE NAME

Normal	Tackle	Normal	Leer
Ground	Sand Attack	Dark	Bite
Normal	Howl	Rock	Rock Throw
Normal	Odor Sleuth	Rock	Rock Tomb
Normal	Roar	Rock	Stealth Rock
Normal	Scary Face	Rock	Rock Slide
Dark	Crunch	Normal	Rock Climb
Rock	Stone Edge	Fire	Fire Fang
Dark	Snarl	Electric	Thunder Fang

HEIGHT: 0.5m / 1'08" **WEIGHT:** 9kg / 20 lbs

BASE HP: 3 **SUGGESTED RANK:** Beginner

ABILITIES: Keen Eye & Vital Spirit

EVOLUTIVE STAGE: First. **EVOLUTION TIME:** Medium.

#745 Lycanroc



TYPE: Rock

RANK TYPE MOVE NAME RANK TYPE MOVE NAME

Normal	Quick Attack	Normal	Tackle
Normal	Leer	Ground	Sand Attack
Dark	Bite	Normal	Howl
Rock	Accelerock	Fight	Quick Guard
Rock	Rock Throw	Normal	Odor Sleuth
Rock	Rock Tomb	Normal	Roar
Rock	Stealth Rock	Normal	Scary Face
Rock	Rock Slide	Dark	Crunch
Normal	Rock Climb	Rock	Stone Edge
Rock	Rock Polish	Steel	Iron Defense
Ground	Drill Run		

HEIGHT: 0.8m / 2'07" **WEIGHT:** 25kg / 55 lbs

BASE HP: 4 **SUGGESTED RANK:** Amateur

ABILITIES: Steadfast & Sandrush

EVOLUTIVE STAGE: Final. **EVOLVED BY:** Training on daytime.

#745 Lycanroc



TYPE: Rock

RANK TYPE MOVE NAME RANK TYPE MOVE NAME

Normal	Leer	Normal	Tackle
Dark	Bite	Ground	Sand Attack
Normal	Howl	Fight	Counter
Rock	Accelerock	Normal	Scary Face
Rock	Rock Throw	Normal	Odor Sleuth
Rock	Rock Tomb	Normal	Roar
Rock	Stealth Rock	Rock	Rock Slide
Normal	Thrash	Dark	Crunch
Normal	Rock Climb	Rock	Stone Edge
Dragon	Outrage	Steel	Iron Head
Ground	Drill Run		

HEIGHT: 0.8m / 2'07" **WEIGHT:** 25kg / 55 lbs

BASE HP: 4 **SUGGESTED RANK:** Amateur

ABILITIES: Tough Claws

EVOLUTIVE STAGE: Final. **EVOLVED BY:** Training during dawn.

#745 Lycanroc



HEIGHT: 1.1m / 3'07"
WEIGHT: 25kg / 55 lbs

Wolf Pokémon
A poorly-behaved Rockruff will evolve at midnight. This Pokémon is savage and has no regard for its own safety. It taunts and provokes foes a lot stronger just to get its own blood boiling.

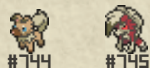
TYPE: **Rock**

STRENGTH ●●●●●○
DEXTERITY ●●●●●○
VITALITY ●●●●●○
SPECIAL ●●●●●○
INSIGHT ●●●●●○

BASE HP: **4** SUGGESTED RANK: Amateur

ABILITIES: Vital Spirit & No Guard

EVOLUTIVE STAGE: Final
EVOLVED BY: Training on nighttime.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Dark	Taunt	○	Normal	Tackle
○	Normal	Leer	○	Ground	Sand Attack
○	Dark	Bite	○	Normal	Howl
○	Fight	Counter	○	Fight	Reversal
○	Rock	Rock Throw	○	Normal	Odor Sleuth
○	Rock	Rock Tomb	○	Normal	Roar
○	Rock	Stealth Rock	○	Normal	Scary Face
○	Rock	Rock Slide	○	Dark	Crunch
○	Normal	Rock Climb	○	Rock	Stone Edge
○	Dragon	Outrage	○	Dark	Throat Chop
○	Fight	Bulk Up			

#746 Wishiwashi						TYPE: Water
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	
○	Water	Water Gun	○	Normal	Growl	<p>HEIGHT: 0.2m / 0'08" WEIGHT: 0.3kg / 0.7 lbs</p> <p>Small Fry Pokémon People and Pokémon enjoy this tiny Pokémon's meat. Their eyes shine as a distress signal, other members of its species will travel far and wide to attend the call for help. When this happens you must run.</p>
○	Normal	Helping Hand	○	Dark	Feint Attack	
○	Water	Brine	○	Water	Aqua Ring	
○	Normal	Tearful Look	○	Normal	Take Down	
○	Water	Dive	○	Dark	Beat Up	
○	Water	Aqua Tail	○	Water	Soak	
○	Normal	Double-Edge	○	Normal	Endeavor	
○	Water	Hydro Pump	○	Water	Muddy Water	
○	Ice	Mist	○	Water	Water Pulse	

STRENGTH ●●●●●○
DEXTERITY ●●●●●○
VITALITY ●●●●●○
SPECIAL ●●●●●○
INSIGHT ●●●●●○

BASE HP: **4** SUGGESTED RANK: Starter

ABILITIES: Schooling

EVOLUTIVE STAGE: Final.

#746 Wishiwashi						TYPE: Water
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	
○	Water	Water Gun	○	Normal	Growl	<p>HEIGHT: 8.2m / 27'00" WEIGHT: 234kg / 515 lbs</p> <p>Small Fry Pokémon A school of Wishiwashi is the demon of the sea. Even Gyarados flee in terror when one approaches. Since it is formed by lots of members, it's impossible to control. They disband after the threat is "neutralized".</p>
○	Normal	Helping Hand	○	Dark	Feint Attack	
○	Water	Brine	○	Water	Aqua Ring	
○	Normal	Tearful Look	○	Normal	Take Down	
○	Water	Dive	○	Dark	Beat Up	
○	Water	Aqua Tail	○	Water	Soak	
○	Normal	Double-Edge	○	Normal	Endeavor	
○	Water	Hydro Pump	○	Water	Muddy Water	
○	Ice	Mist	○	Water	Water Pulse	

STRENGTH ●●●●●○
DEXTERITY ●●●●●○
VITALITY ●●●●●○
SPECIAL ●●●●●○
INSIGHT ●●●●●○

BASE HP: **8** SUGGESTED RANK: Pro

ABILITIES: Schooling

EVOLUTIVE STAGE: Final.




#747 Mareanie						TYPE: Poison Water
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	
○	Poison	Poison Sting	○	Flying	Peck	<p>HEIGHT: 0.4m / 1'04" WEIGHT: 8kg / 17 lbs</p> <p>Brutal Star Pokémon It can be found resting on the sea floor, waiting for an unsuspecting prey to sting. They are pretty toxic and attack with their ten barbed tentacles. Corsolas are one of its favourite meals.</p>
○	Dark	Bite	○	Poison	Toxic Spikes	
○	Rock	Wide Guard	○	Poison	Toxic	
○	Poison	Venoshock	○	Normal	Spike Cannon	
○	Bug	Pin Missile	○	Poison	Poison Jab	
○	Poison	Venom Drench	○	Normal	Recover	
○	Water	Liquidation	○	Normal	Protect	
○	Normal	Stockpile	○	Poison	Sludge Bomb	

STRENGTH ●●●●●○
DEXTERITY ●●●●●○
VITALITY ●●●●●○
SPECIAL ●●●●●○
INSIGHT ●●●●●○

BASE HP: **3** SUGGESTED RANK: Beginner

ABILITIES: Merciless & Limber



EVOLUTIVE STAGE: First
EVOLUTION TIME: Medium.

#748 Toxapex						TYPE: Poison	Water
Rank 1	Flying	Peck	Rank 1	Poison	Poison Sting		STRENGTH ●●●●● DEXTERITY ●●●●● VITALITY ●●●●●●● SPECIAL ●●●●● INSIGHT ●●●●●
Rank 2	Poison	Toxic Spikes	Rank 2	Dark	Bite		
Rank 3	Rock	Wide Guard	Rank 3	Poison	Baneful Bunker		
Rank 4	Poison	Toxic	Rank 4	Poison	Venoshock		
Rank 5	Normal	Spike Cannon	Rank 5	Bug	Pin Missile		
Rank 6	Poison	Poison Jab	Rank 6	Poison	Venom Drench		
Rank 7	Normal	Recover	Rank 7	Water	Liquidation		
Rank 8	Normal	Swallow	Rank 8	Normal	Stockpile		
Rank 9	Normal	Spit Up					
HEIGHT: 0.7m / 2'04" WEIGHT: 14kg / 32 lbs						BASE HP: 4 SUGGESTED RANK: Amateur	
ABILITIES: Merciless & Regenerator						EVOLUTIVE STAGE: Final.	
						 #747  #748	


Brutal Star Pokémon
It crawls through the ocean floor, using its tentacles as a fortress. Its venom has the victim suffering for three days and nights, and even if it's healed there are aftereffects for it is a powerful toxin.

#749 Mudbray						TYPE: Ground					
	STRENGTH	●●●●●	DEXTERITY	●●●●●	VITALITY	●●●●●	SPECIAL	●●●●●	INSIGHT	●●●●●	
	BASE HP: 3	SUGGESTED RANK: Beginner	ABILITIES: Own Tempo & Stamina								
	EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.										
	 #749  #750										
	Rank 1	Ground	Mud Slap	Rank 1	Ground	Mud Sport		STRENGTH ●●●●●●● DEXTERITY ●●●●● VITALITY ●●●●●●● SPECIAL ●●●●● INSIGHT ●●●●●			
	Rank 2	Ground	Rototiller	Rank 2	Ground	Bulldoze					
	Rank 3	Fight	Double Kick	Rank 3	Normal	Stomp					
	Rank 4	Normal	Bide	Rank 4	Ground	High Horsepower					
	Rank 5	Steel	Iron Defense	Rank 5	Steel	Heavy Slam					
Rank 6	Fight	Counter	Rank 6	Ground	Earthquake						
Rank 7	Normal	Mega Kick	Rank 7	Fight	Superpower						
Rank 8	Rock	Rock Slide	Rank 8	Normal	Giga Impact						
Rank 9	Fight	Close Combat									
HEIGHT: 1m / 3'03" WEIGHT: 110kg / 242 lbs						BASE HP: 3 SUGGESTED RANK: Beginner					
ABILITIES: Own Tempo & Stamina						EVOLUTIVE STAGE: Final.					

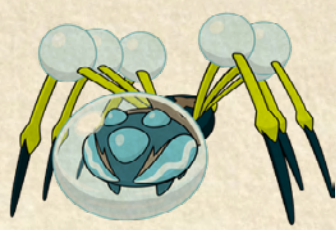
Donkey Pokémon
They are very strong, the mud on their hooves serves them as grip to pull themselves forward. They enjoy prancing in muddy places and will become stubborn and disobedient if denied that pleasure.

#750 Mudsdale						TYPE: Ground	
Rank 1	Ground	Mud Slap	Rank 1	Ground	Mud Sport		STRENGTH ●●●●●●● DEXTERITY ●●●●● VITALITY ●●●●●●● SPECIAL ●●●●● INSIGHT ●●●●●
Rank 2	Ground	Rototiller	Rank 2	Ground	Bulldoze		
Rank 3	Fight	Double Kick	Rank 3	Normal	Stomp		
Rank 4	Normal	Bide	Rank 4	Ground	High Horsepower		
Rank 5	Steel	Iron Defense	Rank 5	Steel	Heavy Slam		
Rank 6	Fight	Counter	Rank 6	Ground	Earthquake		
Rank 7	Normal	Mega Kick	Rank 7	Fight	Superpower		
Rank 8	Rock	Rock Slide	Rank 8	Normal	Giga Impact		
Rank 9	Fight	Close Combat					
HEIGHT: 2.5m / 8'02" WEIGHT: 920kg / 2028 lbs						BASE HP: 5 SUGGESTED RANK: Amateur	
ABILITIES: Own Tempo & Stamina						EVOLUTIVE STAGE: Final.	
						 #749  #750	

Draft Horse Pokémon
Hard tempered and resilient. The hooves of this Pokémon stomp through concrete, while it is not very fast it can keep a steady pace for days, even when dragging weight.

#751 Dewpider						TYPE: Water	Bug				
	STRENGTH	●●●●●	DEXTERITY	●●●●●	VITALITY	●●●●●	SPECIAL	●●●●●	INSIGHT	●●●●●	
	BASE HP: 3	SUGGESTED RANK: Starter	ABILITIES: Water Bubble & Water Absorb								
	EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.										
	 #751  #752										
	Rank 1	Water	Water Sport	Rank 1	Water	Bubble		STRENGTH ●●●●●●● DEXTERITY ●●●●● VITALITY ●●●●●●● SPECIAL ●●●●● INSIGHT ●●●●●			
	Rank 2	Bug	Infestation	Rank 2	Bug	Spider Web					
	Rank 3	Bug	Bug Bite	Rank 3	Water	Bubble Beam					
	Rank 4	Dark	Bite	Rank 4	Water	Aqua Ring					
	Rank 5	Bug	Leech Life	Rank 5	Psychic	Mirror Coat					
Rank 6	Bug	Lunge	Rank 6	Dark	Crunch						
Rank 7	Water	Liquidation	Rank 7	Normal	Entrainment						
Rank 8	Normal	Stockpile	Rank 8	Ice	Aurora Beam						
Rank 9	Normal	Spit Up									
HEIGHT: 0.3m / 1'00" WEIGHT: 4kg / 8 lbs						BASE HP: 3 SUGGESTED RANK: Starter					
ABILITIES: Water Bubble & Water Absorb						EVOLUTIVE STAGE: Final.					

Water Bubble Pokémon
It lives on shallow water pools, but goes into the land to find prey. Its water bubble allows it to breath outside of its pool and serves as a weapon to hunt or defend itself. As it grows its bubble grows as well.


#752 Araquanid						TYPE:	Water	Bug
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		STRENGTH ●●●●● DEXTERITY ●●●●● VITALITY ●●●●● SPECIAL ●●●●● INSIGHT ●●●●●	BASE HP: 4 SUGGESTED RANK: Amateur
①	Water	Water Sport	①	Water	Bubble			
②	Bug	Infestation	②	Bug	Spider Web			
③	Bug	Bug Bite	③	Water	Soak			
④	Rock	Wide Guard	④	Water	Bubble Beam			
⑤	Dark	Bite	⑤	Water	Aqua Ring			
⑥	Bug	Leech Life	⑥	Psychic	Mirror Coat			
⑦	Bug	Lunge	⑦	Dark	Crunch			
⑧	Water	Liquidation	⑧	Normal	Entrainment			
⑨	Psychic	Power Split	⑨	Normal	Attract			
⑩	Water	Scald						

HEIGHT: 1.8m / 6'00" WEIGHT: 82kg / 180 lbs

Water Bubble Pokémon
It's debated whether this is a caring or cruel Pokémon. It looks around for any vulnerable or weak Pokémon, tenderly carries them and deposits them into its water bubble where they end up drowning.

ABILITIES: Water Bubble & Water Absorb
EVOLUTIVE STAGE: Final


#751 #752

#753 Fomantis						TYPE:	Grass		
	STRENGTH ●●●●● DEXTERITY ●●●●● VITALITY ●●●●● SPECIAL ●●●●● INSIGHT ●●●●●	BASE HP: 3 SUGGESTED RANK: Starter	ABILITIES: Leaf Guard & Contrary EVOLUTIVE STAGE: First EVOLUTION TIME: Medium.	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
				①	Bug	Fury Cutter	①	Grass	Leafage
				②	Grass	Razor Leaf	②	Normal	Growth
				③	Grass	Ingrain	③	Grass	Leaf Blade
				④	Grass	Synthesis	④	Normal	Slash
				⑤	Normal	Sweet Scent	⑤	Grass	Solar Beam
				⑥	Fire	Sunny Day	⑥	Normal	Weather Ball
				⑦	Grass	Giga Drain	⑦	Grass	Aromatherapy
				⑧			⑧		
				⑨			⑨		

HEIGHT: 0.3m / 1'00" WEIGHT: 1kg / 3 lbs

Sickle Grass Pokémon
They sleep during the day, absorbing sunlight in a flower meadow; by night they become active and search for another spot to sleep. Their arms are made of sharp grass leaves to defend themselves.


#753 #754

#754 Lurantis						TYPE:	Grass		
	STRENGTH ●●●●● DEXTERITY ●●●●● VITALITY ●●●●● SPECIAL ●●●●● INSIGHT ●●●●●	BASE HP: 4 SUGGESTED RANK: Beginner	ABILITIES: Leaf Guard & Contrary EVOLUTIVE STAGE: Final.	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
				①	Bug	Fury Cutter	①	Grass	Leafage
				②	Grass	Razor Leaf	②	Normal	Growth
				③	Normal	Sweet Scent	③	Normal	Slash
				④	Grass	Ingrain	④	Grass	Leaf Blade
				⑤	Grass	Synthesis	⑤	Bug	X-Scissor
				⑥	Grass	Petal Blizzard	⑥	Grass	Solar Blade
				⑦	Fire	Sunny Day	⑦	Normal	Swords Dance
				⑧	Grass	Leaf Storm	⑧	Fight	Brick Break
				⑨			⑨		

HEIGHT: 0.9m / 3'00" WEIGHT: 18kg / 40 lbs

Bloom Sickle Pokémon
Considered to be one of the most beautiful Grass Pokémon due to its lovely coloration. They require a lot of maintenance and constant grooming, so they'll only trust a Trainer who is up to the job.





#753 #754

#755 Morelull						TYPE:	Grass	Fairy	
	STRENGTH ●●●●● DEXTERITY ●●●●● VITALITY ●●●●● SPECIAL ●●●●● INSIGHT ●●●●●	BASE HP: 3 SUGGESTED RANK: Starter	ABILITIES: Illuminate & Effect Spore EVOLUTIVE STAGE: First EVOLUTION TIME: Medium.	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
				①	Grass	Absorb	①	Ghost	Astonish
				②	Normal	Flash	②	Fairy	Moonlight
				③	Grass	Mega Drain	③	Grass	Sleep Powder
				④	Grass	Ingrain	④	Ghost	Confuse Ray
				⑤	Grass	Giga Drain	⑤	Grass	Strength Sap
				⑥	Psychic	Dream Eater	⑥	Normal	Spotlight
				⑦	Grass	Spore	⑦	Fairy	Moonblast
				⑧	Grass	Leech Seed	⑧	Psychic	Amnesia
				⑨	Psychic	Light Screen	⑨		

HEIGHT: 0.2m / 0'08" WEIGHT: 1kg / 3 lbs

Illuminating Pokémon
Morelull are nocturnal Pokémon whose headbulbs emit a faint glow. They root into a tree and use its nutrients to power their light, when the tree is all dried up they are ready to evolve.

#755 #756




#756 Shiinotic						TYPE:	Grass	Fairy
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME			
🌀	Grass	Absorb	🌀	Ghost	Astonish	 <p>HEIGHT: 1m / 3'00"</p> <p>WEIGHT: 11kg / 25 lbs</p> <p>Illuminating Pokémon Forests where Shiinotic live are treacherous to travel. People tell stories about strange lights that put others into a deep slumber who are then devoid of their energy by these Pokémon, never to return home.</p> <p>BASE HP: 4</p> <p>SUGGESTED RANK:  Beginner</p> <p>ABILITIES: Illuminate & Effect Spore</p> <p>EVOLUTIVE STAGE: Final.</p> <p> </p>		
🌀	Normal	Flash	🌀	Fairy	Moonlight			
🌀	Grass	Mega Drain	🌀	Grass	Sleep Powder			
🌀	Grass	Ingrain	🌀	Ghost	Confuse Ray			
🌀	Grass	Giga Drain	🌀	Grass	Strength Sap			
🌀	Psychic	Dream Eater	🌀	Normal	Spotlight			
🌀	Grass	Spore	🌀	Fairy	Moonblast			
🌀	Grass	Leech Seed	🌀	Normal	Growth			
🌀	Psychic	Light Screen						
						STRENGTH	●●●●	
						DEXTERITY	●●●●	
						VITALITY	●●●●●	
						SPECIAL	●●●●●	
						INSIGHT	●●●●●	





#757 Salandit						TYPE:	Poison	Fire
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME			
🌀			🌀	Normal	Scratch	🌀	Poison	Poison Gas
			🌀	Fire	Ember	🌀	Normal	Sweet Scent
			🌀	Dragon	Dragon Rage	🌀	Poison	Smog
			🌀	Normal	Double Slap	🌀	Fire	Flame Burst
			🌀	Poison	Toxic	🌀	Dark	Nasty Plot
			🌀	Poison	Venoshock	🌀	Fire	Flamethrower
			🌀	Poison	Venom Drench	🌀	Dragon	Dragon Pulse
			🌀	Normal	Attract	🌀	Normal	Fake Out
			🌀	Fire	Will-o-Wisp			
						STRENGTH	●●●●	
						DEXTERITY	●●●●●	
						VITALITY	●●●●	
						SPECIAL	●●●●●	
						INSIGHT	●●●●	
<p>HEIGHT: 0.6m / 2'00"</p> <p>WEIGHT: 5kg / 10 lbs</p> <p>BASE HP: 3</p> <p>SUGGESTED RANK:  Beginner</p> <p>ABILITIES: Corrosion & Oblivious</p> <p>EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium. Female only.</p> <p> </p>								

#758 Salazzle						TYPE:	Poison	Fire
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME			
🌀	Poison	Poison Gas	🌀	Normal	Pound	 <p>HEIGHT: 1.2m / 4'00"</p> <p>WEIGHT: 22kg / 48 lbs</p> <p>Toxic Lizard Pokémon This Pokémon is Female only. It releases a powerful toxic gas that is filled with pheromones that help her keep her reverse harem of Salandit in check. This gas can be purified into expensive perfumes.</p> <p>BASE HP: 4</p> <p>SUGGESTED RANK:  Amateur</p> <p>ABILITIES: Corrosion & Oblivious</p> <p>EVOLUTIVE STAGE: Final.</p> <p> </p>		
🌀	Fire	Ember	🌀	Normal	Sweet Scent			
🌀	Dragon	Dragon Rage	🌀	Poison	Smog			
🌀	Dark	Nasty Plot	🌀	Poison	Venoshock			
🌀	Normal	Captivate	🌀	Dark	Torment			
🌀	Normal	Swagger	🌀	Normal	Double Slap			
🌀	Fire	Flame Burst	🌀	Poison	Toxic			
🌀	Normal	Encore	🌀	Normal	Disable			
🌀	Fire	Flamethrower	🌀	Poison	Venom Drench			
🌀	Dragon	Dragon Pulse	🌀	Normal	Attract			
🌀	Dragon	Dragon Tail	🌀	Fire	Overheat			
						STRENGTH	●●●●	
						DEXTERITY	●●●●●	
						VITALITY	●●●●	
						SPECIAL	●●●●●	
						INSIGHT	●●●●	



#759 Stufful						TYPE:	Normal	Fight
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME			
🌀			🌀	Normal	Tackle	🌀	Normal	Leer
			🌀	Normal	Bide	🌀	Fairy	Baby-Doll Eyes
			🌀	Dark	Brutal Swing	🌀	Normal	Take Down
			🌀	Dark	Payback	🌀	Normal	Flail
			🌀	Fight	Hammer Arm	🌀	Normal	Pain Split
			🌀	Normal	Thrash	🌀	Normal	Double-Edge
			🌀	Fight	Superpower	🌀	Ground	Stomping Tantrum
			🌀	Electric	Thunder Punch	🌀	Ice	Ice Punch
						STRENGTH	●●●●●	
						DEXTERITY	●●●●	
						VITALITY	●●●●	
						SPECIAL	●●●●	
						INSIGHT	●●●●	
<p>HEIGHT: 0.5m / 1'08"</p> <p>WEIGHT: 7kg / 15 lbs</p> <p>BASE HP: 3</p> <p>SUGGESTED RANK:  Beginner</p> <p>ABILITIES: Fluffy & Klutz</p> <p>EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.</p> <p> </p>								

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#760 Bewear		TYPE:	Normal	Fight
🌀	Normal	Leer	🌀	Normal	Tackle		HEIGHT: 2.1m / 7'00" WEIGHT: 135kg / 297 lbs	BASE HP: 6 SUGGESTED RANK: Ace ABILITIES: Fluffy & Klutz EVOLUTIVE STAGE: Final	●●●○○○	●●○○○
🍷	Fairy	Baby-Doll Eyes	🍷	Normal	Bide					
🍷	Normal	Take Down	🍷	Dark	Brutal Swing					
🍷	Normal	Flail	🍷	Dark	Payback					
🍷	Normal	Bind	🍷	Fight	Hammer Arm					
🍷	Normal	Pain Split	🍷	Normal	Thrash					
🍷	Normal	Double-Edge	🍷	Fight	Superpower					
🍷	Rock	Wide Guard	🍷	Dragon	Dragon Claw					
🍷	Normal	Giga Impact								

#761 Bounsweet			TYPE:	Grass	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH	●○○○	BASE HP: 3 SUGGESTED RANK: Starter ABILITIES: Leaf Guard & Oblivious EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.	🌀	Normal	Splash	🌀	Normal	Play Nice	
	DEXTERITY	●○○○		🍷	Normal	Rapid Spin	🍷	Grass	Razor Leaf	
	VITALITY	●○○○		🍷	Normal	Sweet Scent	🍷	Grass	Magical Leaf	
	SPECIAL	●○○○		🍷	Normal	Teeter Dance	🍷	Normal	Flail	
	INSIGHT	●○○○		🍷	Fairy	Aromatic Mist	🍷	Fairy	Charm	
HEIGHT: 0.3m / 1'00" WEIGHT: 3kg / 7 lbs										
Fruit Pokémon This happy-go-lucky Pokémon produces a delicious aroma that unfortunately attracts predators to it, when it escapes, it looks as if it's happily skipping around so it rarely gets help.										
										 #761  #762  #763



#762 Steenee			TYPE:	Grass	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH	●○○○	BASE HP: 4 SUGGESTED RANK: Beginner ABILITIES: Leaf Guard & Oblivious EVOLUTIVE STAGE: Second. EVOLUTION TIME: Medium.	🌀	Normal	Splash	🌀	Normal	Swagger	
	DEXTERITY	●○○○		🍷	Normal	Rapid Spin	🍷	Grass	Razor Leaf	
	VITALITY	●○○○		🍷	Normal	Double Slap	🍷	Normal	Double Slap	
	SPECIAL	●○○○		🍷	Normal	Teeter Dance	🍷	Grass	Magical Leaf	
	INSIGHT	●○○○		🍷	Fairy	Aromatic Mist	🍷	Normal	Stomp	
					🍷	Grass	Aromatherapy	🍷	Normal	Captivate
					🍷	Normal	Acupressure	🍷	Grass	Leaf Storm
					🍷	Grass	Synthesis	🍷	Flying	Acrobatics
HEIGHT: 0.7m / 2'04" WEIGHT: 8kg / 18 lbs										
Fruit Pokémon Its sweet aroma keeps attracting predators but it fends them away with its hard and bitter head leaves. It likes to be taken seriously and can be hard to deal with, if you make it mad you'll receive a kick.										
										 #761  #762  #763

#763 Tsareena			TYPE:	Grass	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH	●●●○○○	BASE HP: 5 SUGGESTED RANK: Amateur ABILITIES: Leaf Guard & Queenly Majesty EVOLUTIVE STAGE: Final.	🌀	Normal	Splash	🌀	Normal	Swagger	
	DEXTERITY	●●○○○		🍷	Normal	Rapid Spin	🍷	Grass	Razor Leaf	
	VITALITY	●●○○○		🍷	Normal	Sweet Scent	🍷	Normal	Double Slap	
	SPECIAL	●●○○○		🍷	Grass	Trop Kick	🍷	Grass	Magical Leaf	
	INSIGHT	●●○○○		🍷	Normal	Teeter Dance	🍷	Normal	Stomp	
					🍷	Fairy	Aromatic Mist	🍷	Normal	Captivate
					🍷	Grass	Aromatherpy	🍷	Grass	Leaf Storm
					🍷	Fight	High Jump Kick	🍷	Flying	Acrobatics
HEIGHT: 1.2m / 4'00" WEIGHT: 21kg / 47 lbs										
Fruit Pokémon Tsareena's elegant appearance is only matched by its boastful fight spirit. It is known for disobeying any Trainer giving it orders it dislikes, and will celebrate its victories by kicking its defeated foes while laughing.										
										 #761  #762  #763


#764 Comfey						TYPE:	Fairy	
🌀	Normal	Helping Hand	🌀	Grass	Vine Whip		STRENGTH	●●●●●
🌀	Fairy	Flower Shield	🌀	Grass	Leech Seed		DEXTERITY	●●●●●●
🌀	Fairy	Draining Kiss	🌀	Grass	Magical Leaf		VITALITY	●●●●●
🌀	Normal	Growth	🌀	Normal	Wrap		SPECIAL	●●●●●
🌀	Fairy	Sweet Kiss	🌀	Normal	Natural Gift		INSIGHT	●●●●●
🌀	Grass	Petal Blizzard	🌀	Grass	Synthesis		BASE HP: 4 SUGGESTED RANK: Starter	
🌀	Normal	Sweet Scent	🌀	Grass	Grass Knot		ABILITIES: Flower Veil & Triage	
🌀	Fairy	Floral Healing	🌀	Grass	Petal Dance		EVOLUTIVE STAGE: Final.	
🌀	Grass	Aromatherapy	🌀	Grass	Grassy Terrain		 #764	
🌀	Fairy	Play Rough	🌀	Normal	Lucky Chant			
🌀	Normal	Substitute	🌀	Normal	Endure			

HEIGHT: 0.1m / 0'04" WEIGHT: 0.3kg / 0.7 lbs

Posy Picker Pokémon
This tiny Pokémon gathers flowers and connects them to itself forming a ring. The flowers never wither and their aroma becomes soothing and therapeutic. If it likes you it will create a flower ring just for you.




#765 Oranguru						TYPE:	Normal	Psychic
	STRENGTH	●●●●●	🌀	Psychic	Confusion	🌀	Normal	After You
	DEXTERITY	●●●●●	🌀	Dark	Taunt	🌀	Dark	Quash
	VITALITY	●●●●●	🌀	Psychic	Stored Power	🌀	Normal	Psych Up
	SPECIAL	●●●●●	🌀	Dark	Feint Attack	🌀	Dark	Nasty Plot
	INSIGHT	●●●●●	🌀	Psychic	Zen Headbutt	🌀	Psychic	Instruct
	BASE HP: 4 SUGGESTED RANK: Amateur	Sage Pokémon These solitary Pokémon live deep in the forests where it provides food and herbal medicine to those in need. It is incredibly smart even learning how to use pokeballs, for that reason it dislikes being ordered around.	🌀	Dark	Foul Play	🌀	Psychic	Calm Mind
ABILITIES: Inner Focus & Telepathy	🌀		Psychic	Psychic	🌀	Psychic	Future Sight	
EVOLUTIVE STAGE: Final.	🌀		Psychic	Trick Room	🌀	Psychic	Psychic Terrain	
 #765	🌀		Psychic	Wonder Room	🌀	Psychic	Extrasensory	

HEIGHT: 1.5m / 5'00" WEIGHT: 76kg / 167 lbs




#766 Passimian						TYPE:	Fight	
🌀	Normal	Tackle	🌀	Normal	Leer		STRENGTH	●●●●●●●
🌀	Fight	Rock Smash	🌀	Normal	Focus Energy		DEXTERITY	●●●●●
🌀	Dark	Beat Up	🌀	Normal	Scary Face		VITALITY	●●●●●
🌀	Normal	Take Down	🌀	Normal	Bestow		SPECIAL	●●●●●
🌀	Dark	Fling	🌀	Fight	Bulk Up		INSIGHT	●●●●●
🌀	Normal	Double-Edge	🌀	Normal	Thrash		BASE HP: 5 SUGGESTED RANK: Amateur	
🌀	Fight	Close Combat	🌀	Fight	Reversal		ABILITIES: Receiver & Defiant	
🌀	Normal	Giga Impact	🌀	Fight	Seismic Toss		EVOLUTIVE STAGE: Final.	
🌀	Steel	Iron Head	🌀	Normal	Feint		 #766	




HEIGHT: 2m / 6'07" WEIGHT: 82kg / 182lbs

Teamwork Pokémon
They live in packs of 20 members, they are all coordinated to pass around the food and to defend their nest. Their leader is not the strongest but the best teamworker of the pack. A very loyal Pokémon.

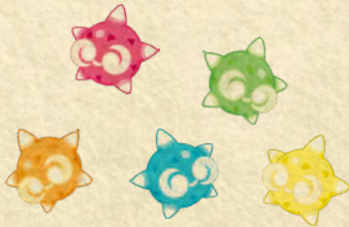

#767 Wimpod						TYPE:	Bug	Water
	STRENGTH	●●●●●	🌀	Bug	Struggle Bug	🌀	Ground	Sand Attack
	DEXTERITY	●●●●●	🌀	Normal	Harden	🌀	Water	Aqua Jet
	VITALITY	●●●●●	🌀	Ground	Spikes			
	SPECIAL	●●●●●						
	INSIGHT	●●●●●						
	BASE HP: 3 SUGGESTED RANK: Starter	Turn Tail Pokémon They are curious but incredibly cowardly Pokémon. They are easily started and will shoot a stenchy liquid as a warning. Even so, they are highly valued due to their ability to eat and clean any garbage.	ABILITIES: Wimp Out	EVOLUTIVE STAGE: First. EVOLUTION TIME: Slow.	 #767	 #768		

HEIGHT: 0.5m / 1'08" WEIGHT: 12kg / 26 lbs

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#772 Type: Null	TYPE: Normal
1	Normal	Tackle	1	Normal	Rage	 <p>HEIGHT: 1.9m / 6'03" WEIGHT: 120kg / 265 lbs</p> <p>Synthetic Pokémon A synthetic Pokémon made by the Aether Foundation. Currently only three specimens exist in cryogenic stasis, but they are deemed too dangerous even with a limiter helmet on. They must never be reanimated.</p>	STRENGTH ●●●●●
2	Dark	Pursuit	2	Psychic	Imprison		DEXTERITY ●●●●●
3	Flying	Aerial Ace	3	Normal	Crush Claw		VITALITY ●●●●●
4	Normal	Scary Face	4	Bug	X-Scissor		SPECIAL ●●●●●
5	Normal	Take Down	5	Steel	Metal Sound		INSIGHT ●●●●●
6	Steel	Iron Head	6	Normal	Double Hit		BASE HP: 3 SUGGESTED RANK: Ace
7	Flying	Air Slash	7	Dark	Punishment		ABILITIES: Battle Armor
8	Normal	Razor Wind	8	Normal	Tri Attack		EVOLUTIVE STAGE: First. EVOLUTION TIME: Slow.
9	Normal	Double-Edge	9	Psychic	Heal Block		 

#773 Silvally	TYPE: Normal	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
 <p>HEIGHT: 2.3m / 7'07" WEIGHT: 100kg / 221 lbs</p> <p>Synthetic Pokémon Pokédex has no data. It was seen in the company of a boy. It appears to be a perfected or evolved form of Type: Null. The boy gave it some strange disks that allowed it to change its type.</p>	STRENGTH ●●●●●	1	Normal	Tackle	1	Normal	Rage
	DEXTERITY ●●●●●	2	Dark	Pursuit	2	Normal	Multi-Attack
	VITALITY ●●●●●	3	Psychic	Heal Block	3	Psychic	Imprison
	SPECIAL ●●●●●	4	Steel	Iron Head	4	Poison	Poison Fang
	INSIGHT ●●●●●	5	Fire	Fire Fang	5	Ice	Ice Fang
	BASE HP: 4 SUGGESTED RANK: Ace	6	Electric	Thunder Fang	6	Dark	Bite
	ABILITIES: RKS System	7	Flying	Aerial Ace	7	Normal	Crush Claw
	EVOLUTIVE STAGE: Final.	8	Normal	Scary Face	8	Bug	X-Scissor
	 	9	Normal	Take Down	9	Steel	Metal Sound
		10	Normal	Double Hit	10	Dark	Crunch
	11	Flying	Air Slash	11	Dark	Punishment	
	12	Normal	Razor Wind	12	Normal	Tri Attack	
	13	Normal	Double-Edge	13	Dark	Parting Shot	

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#774 Minior	TYPE: Rock Flying
1	Normal	Tackle	1	Normal	Defense Curl	 <p>HEIGHT: 0.3m / 1'00" WEIGHT: 40kg / 88lbs</p> <p>Meteor Pokémon They live on the stratosphere, absorbing particles to grow their cores and shells, when they become too heavy they fall to the ground. Move damage can break the shell and leave the core exposed.</p>	STRENGTH ●●●●●
2	Rock	Rollout	2	Ghost	Confuse Ray		DEXTERITY ●●●●●
3	Normal	Swift	3	Rock	Ancient Power		VITALITY ●●●●●
4	Normal	Self Destruct	4	Rock	Stealth Rock		SPECIAL ●●●●●
5	Normal	Take Down	5	Steel	Autotomize		INSIGHT ●●●●●
6	Psychic	Cosmic Power	6	Rock	Power Gem		BASE HP: 4 SUGGESTED RANK: Beginner
7	Normal	Double-Edge	7	Normal	Shell Smash		ABILITIES: Shields Down
8	Normal	Explosion	8	Psychic	Light Screen		EVOLUTIVE STAGE: Final.
9	Psychic	Reflect	9	Psychic	Light Screen		
10	Psychic	Reflect	10	Flying	Acrobatics		

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#774 Minior (Core)	TYPE: Rock Flying
1	Normal	Tackle	1	Normal	Defense Curl	 <p>HEIGHT: 0.3m / 1'00" WEIGHT: 40kg / 88lbs</p> <p>Meteor Pokémon Without its shell Minior can move faster. They have playful and colorful personalities. If a Minior wants to regrow their shell they must go to the stratosphere for a few days. Some of them never return, though.</p>	STRENGTH ●●●●●
2	Rock	Rollout	2	Ghost	Confuse Ray		DEXTERITY ●●●●●
3	Normal	Swift	3	Rock	Ancient Power		VITALITY ●●●●●
4	Normal	Self Destruct	4	Rock	Stealth Rock		SPECIAL ●●●●●
5	Normal	Take Down	5	Steel	Autotomize		INSIGHT ●●●●●
6	Psychic	Cosmic Power	6	Rock	Power Gem		BASE HP: 4 SUGGESTED RANK: Beginner
7	Normal	Double-Edge	7	Normal	Shell Smash		ABILITIES: Shields Down
8	Normal	Explosion	8	Psychic	Light Screen		EVOLUTIVE STAGE: Final.
9	Psychic	Reflect	9	Psychic	Light Screen		
10	Psychic	Reflect	10	Flying	Acrobatics		

#775 Komala



HEIGHT: 0.4m / 1'04" WEIGHT: 19kg / 43 lbs

Drowsing Pokémon
Komalas are born, live, and die asleep. They will have nightmares if you remove their log-pillow. Although it appears aware of its surroundings in reality it is just dreaming and reacting to the dream antics.

TYPE: Normal

BASE HP: 4 SUGGESTED RANK: Starter

ABILITIES: Comatose


EVOLUTIVE STAGE: Final



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Defense Curl	🌀	Rock	Rollout
🍷	Normal	Stockpile	🍷	Normal	Spit Up
🍷	Normal	Swallow	🍷	Normal	Rapid Spin
🍷	Normal	Yawn	🍷	Normal	Slam
🍷	Normal	Flail	🍷	Dark	Sucker Punch
🍷	Normal	Psych Up	🌿	Grass	Wood Hammer
🍷	Normal	Thrash	🍷	Normal	Facade
🍷	Normal	Substitute	🍷	Fairy	Play Rough

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Fire	Ember	🌀	Normal	Tackle
🍷	Poison	Smog	🍷	Normal	Protect
🍷	Fire	Incinerate	🍷	Normal	Flail
🍷	Normal	Endure	🍷	Steel	Iron Defense
🍷	Fire	Flamethrower	🍷	Normal	Body Slam
🍷	Normal	Shell Smash	🍷	Dragon	Dragon Pulse
🍷	Fire	Shell Trap	🍷	Fire	Overheat
🍷	Normal	Explosion	🍷	Rock	Head Smash
🍷	Fire	Flame Charge	🍷	Rock	Wide Guard

#776 Turtonator



HEIGHT: 2m / 6'07" WEIGHT: 212kg / 467 lbs


Blast Turtle Pokémon
It leaves in the volcanic areas of Alola, where it disguises itself among the rocks, waiting for prey to step on it to detonate an explosion. The hole on its chest is a weak point, but it is very difficult to access.

TYPE: Fire Dragon

BASE HP: 4 SUGGESTED RANK: Ace

ABILITIES: Shell Armor

EVOLUTIVE STAGE: Final



#777 Togedemaru



HEIGHT: 0.3m / 1'00" WEIGHT: 3kg / 7 lbs

Roly-Poly Pokémon
On stormy days you can see groups of Togedemaru curled up into balls with their spikes out, waiting to be struck by lightning. These spikes also deter other Pokémon from attacking this cute creature.

TYPE: Electric Steel

BASE HP: 4 SUGGESTED RANK: Beginner

ABILITIES: Iron Barbs & Lightning Rod


EVOLUTIVE STAGE: Final



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Tackle	🌀	Normal	Defense Curl
🍷	Electric	Thunder Shock	🍷	Rock	Rollout
🍷	Electric	Charge	🍷	Electric	Spark
🍷	Electric	Nuzzle	🍷	Electric	Magnet Rise
🍷	Electric	Discharge	🍷	Electric	Zing Zap
🍷	Electric	Electric Terrain	🍷	Electric	Wild Charge
🍷	Bug	Pin Missile	🍷	Grass	Spiky Shield
🍷	Bug	Fell Stinger	🍷	Normal	Tickle
🍷	Fairy	Disarming Voice	🍷	Normal	Present

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Normal	Scratch	🌀	Normal	Splash
🍷	Ghost	Astonish	🍷	Fairy	Baby-Doll Eyes
🍷	Normal	Copycat	🍷	Normal	Double Team
🍷	Fairy	Play Rough	🍷	Ghost	Shadow Sneak
🍷	Normal	Mimic	🍷	Dark	Feint Attack
🍷	Fairy	Charm	🍷	Normal	Slash
🍷	Ghost	Shadow Claw	🍷	Dark	Hone Claws
🍷	Grass	Wood Hammer	🍷	Normal	Pain Split
🍷	Ghost	Destiny Bond	🍷	Ghost	Curse
🍷	Ghost	Grudge			

#778 Mimikyu



HEIGHT: 0.2m / 0'08" WEIGHT: 0.7kg / 1.5 lbs


Disguise Pokémon
No one really knows what its true form looks like, the only scholar that dared to look under the veil died on the spot from the horror. It disguises itself as a Pikachu in an effort to make friends.

TYPE: Ghost Fairy

BASE HP: 4 SUGGESTED RANK: Amateur

ABILITIES: Disguise

EVOLUTIVE STAGE: Final



#779 Bruxish



TYPE: **Water** **Psychic**

STRENGTH ●●●○○○
 DEXTERITY ●●○○○○
 VITALITY ●●○○○○
 SPECIAL ●●○○○○
 INSIGHT ●●○○○○

HEIGHT: 0.9m / 3'00"
 WEIGHT: 19kg / 41 lbs

BASE HP: **4** SUGGESTED RANK: **Amateur**

ABILITIES: **Dazzling & Strong Jaw**

EVOLUTIVE STAGE: Final.



Gnash Teeth Pokémon
 The protuberance on its head emits psychic waves that confuse its prey, while it is confused Bruxish grinds it with its sharp teeth. This grinding noise makes other Pokémon flee from the place in hurry.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Water	Water Gun	○	Ghost	Astonish
○	Psychic	Confusion	○	Dark	Bite
○	Water	Aqua Jet	○	Normal	Disable
○	Psychic	Psywave	○	Dark	Crunch
○	Water	Aqua Tail	○	Normal	Screech
○	Psychic	Psychic Fangs	○	Psychic	Synchronoise
○	Ice	Ice Fang	○	Poison	Poison Fang
○	Water	Waterfall			

#780 Drampa



TYPE: **Normal** **Dragon**

STRENGTH ●●○○○○
 DEXTERITY ●○○○○○
 VITALITY ●●○○○○
 SPECIAL ●●●○○○
 INSIGHT ●●○○○○

HEIGHT: 3m / 9'10"
 WEIGHT: 185kg / 407 lbs

BASE HP: **4** SUGGESTED RANK: **Ace**

ABILITIES: **Berserk & Sap Sipper**

EVOLUTIVE STAGE: Final.



Placid Pokémon
 They live alone at the top of high mountains but come down in the morning to eat berries. It is a caring Pokémon, specially towards children and will fiercely protect any children it cares for with tremendous force.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Play Nice	○	Normal	Echoed Voice
○	Dragon	Twister	○	Normal	Protect
○	Normal	Glare	○	Psychic	Light Screen
○	Dragon	Dragon Rage	○	Normal	Natural Gift
○	Dragon	Dragon Breath	○	Normal	Safeguard
○	Psychic	Extrasensory	○	Dragon	Dragon Pulse
○	Flying	Fly	○	Normal	Hyper Voice
○	Dragon	Outrage	○	Water	Rain Dance
○	Fairy	Play Rough	○	Flying	Hurricane

#781 Dhelmise



TYPE: **Ghost** **Grass**

STRENGTH ●●●○○○
 DEXTERITY ●●○○○○
 VITALITY ●●○○○○
 SPECIAL ●●○○○○
 INSIGHT ●●○○○○

HEIGHT: 3.9m / 12'10"
 WEIGHT: 210kg / 463 lbs

BASE HP: **5** SUGGESTED RANK: **Ace**

ABILITIES: **Steelworker**

EVOLUTIVE STAGE: Final.



Sea Creeper Pokémon
 A spirit adrift in the sea came back to life through this Pokémon that rarely leaves the deepest waters of the sea. Through the sea some Wailord carcasses have been found covered in seaweed and gashes.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Growth	○	Grass	Absorb
○	Grass	Mega Drain	○	Normal	Rapid Spin
○	Ghost	Astonish	○	Dark	Switcheroo
○	Normal	Wrap	○	Steel	Gyro Ball
○	Steel	Metal Sound	○	Grass	Giga Drain
○	Water	Whirlpool	○	Steel	Anchor Shot
○	Ghost	Shadow Ball	○	Normal	Slam
○	Grass	Energy Ball	○	Steel	Heavy Slam
○	Ghost	Shadow Force	○	Grass	Power Whip
○	Water	Surf	○	Grass	Grass Knot
○	Dark	Brutal Swing			

#782 Jangmo-o



TYPE: **Dragon**

STRENGTH ●●○○○○
 DEXTERITY ●●○○○○
 VITALITY ●●○○○○
 SPECIAL ●●○○○○
 INSIGHT ●●○○○○

HEIGHT: 0.6m / 2'00"
 WEIGHT: 29kg / 65 lbs

BASE HP: **3** SUGGESTED RANK: **Beginner**

ABILITIES: **Bulletproof & Soundproof**

EVOLUTIVE STAGE: First
 EVOLUTION TIME: Slow.



Scaly Pokémon
 They live in mountains rarely visited by humans. Although they are valiant and hard-working Pokémon they retain their independent nature. It uses the scale on its head for both attack and defense.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Tackle	○	Normal	Leer
○	Normal	Bide	○	Normal	Protect
○	Dragon	Dragon Tail	○	Normal	Scary Face
○	Normal	Headbutt	○	Normal	Work Up
○	Normal	Screech	○	Steel	Iron Defense
○	Dragon	Dragon Claw	○	Normal	Noble Roar
○	Dragon	Dragon Dance	○	Dragon	Outrage
○	Fight	Counter	○	Fight	Reversal
○	Dragon	Dragon Breath			

#783 Hakamo-o



HEIGHT: 1.2m / 4'00"
WEIGHT: 47kg / 103 lbs

Scaly Pokémon
The scales on its body are shed and regrow sharper each time. It is a courageous and diligent Pokémon who always lets out a war cry before the battle. Any marks on its scale armor is worn with pride.

TYPE: Dragon Fight

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: 4 SUGGESTED RANK: Amateur

ABILITIES: Bulletproof & Soundproof

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Slow.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Tackle	1	Normal	Leer
2	Normal	Bide	2	Normal	Protect
3	Fight	Sky Uppercut	3	Normal	Noble Roar
4	Dragon	Dragon Tail	4	Normal	Scary Face
5	Normal	Headbutt	5	Normal	Work Up
6	Normal	Screech	6	Steel	Iron Defense
7	Dragon	Dragon Claw	7	Steel	Autotomize
8	Dragon	Dragon Dance	8	Dragon	Outrage
9	Fight	Counter	9	Fight	Reversal
10	Dragon	Dragon Breath			

#784 Kommo-o



HEIGHT: 1.6m / 5'03"
WEIGHT: 78kg / 172 lbs

Scaly Pokémon
It completed its harsh training and returns to the mountain where it was born to look after the young Jangmo-o, watching them from afar. It is constantly looking for strong opponents.

TYPE: Dragon Fight

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: 5 SUGGESTED RANK: Ace

ABILITIES: Bulletproof & Soundproof

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Tackle	1	Normal	Leer
2	Normal	Bide	2	Normal	Protect
3	Fight	Sky Uppercut	3	Steel	Iron Defense
4	Dragon	Dragon Tail	4	Normal	Noble Roar
5	Normal	Headbutt	5	Normal	Scary Face
6	Normal	Screech	6	Normal	Work Up
7	Dragon	Dragon Claw	7	Normal	Belly Drum
8	Dragon	Clanging Scales	8	Steel	Autotomize
9	Dragon	Dragon Dance	9	Dragon	Outrage
10	Fight	Focus Blast	10	Steel	Flash Cannon

#785 Tapu Koko



HEIGHT: 1.8m / 6'00"
WEIGHT: 20kg / 45 lbs

Pokédex has no data.

People on Melemele island talk about a guardian spirit who punishes the evil doers with lightning strikes. If it appears in front of you who knows what its intentions may be.

TYPE: Electric Fairy

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: 4 SUGGESTED RANK: Pro

ABILITIES: Electric Surge & Telepathy

EVOLUTIVE STAGE: Unknown.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Electric	Electric Terrain	1	Flying	Brave Bird
2	Psychic	Power Swap	2	Normal	Mean Look
3	Normal	Quick Attack	3	Normal	False Swipe
4	Water	Withdraw	4	Electric	Thunder Shock
5	Electric	Spark	5	Electric	Shock Wave
6	Normal	Screech	6	Electric	Charge
7	Electric	Wild Charge	7	Flying	Mirror Move
8	Fairy	Nature's Madness	8	Electric	Discharge
9	Psychic	Agility	9	Electric	Electro Ball
10	Steel	Iron Defense	10	Flying	Sky Attack
11	Psychic	Telekinesis	11	Flying	Defog

#786 Tapu Lele



HEIGHT: 1.2m / 4'00"
WEIGHT: 18kg / 41 lbs

Pokédex has no data.

It is said that an innocent but cruel spirit guards Akala island. When the spirit is feeling benevolent it scatters some of its scales around, these scales have healing powers.

TYPE: Psychic Fairy

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: 4 SUGGESTED RANK: Pro


ABILITIES: Psychic Surge & Telepathy

EVOLUTIVE STAGE: Unknown.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Psychic	Psychic Terrain	1	Fairy	Aromatic Mist
2	Grass	Aromatherapy	2	Normal	Mean Look
3	Fairy	Draining Kiss	3	Ghost	Astonish
4	Water	Withdraw	4	Psychic	Confusion
5	Psychic	Psywave	5	Normal	Sweet Scent
6	Psychic	Skill Swap	6	Psychic	Psyshock
7	Normal	Tickle	7	Fairy	Nature's Madness
8	Psychic	Extrasensory	8	Dark	Flatter
9	Fairy	Moonblast	9	Psychic	Magic Room
10	Steel	Iron Defense	10	Psychic	Wonder Room
11	Psychic	Telekinesis			

#787 Tapu Bulu



HEIGHT:
1.9m / 6'03"

WEIGHT:
45kg / 100 lbs

Pokédex has no data.

Through Ula'ula island runs the legend of a lazy guardian spirit who lives among the trees, which it commands to restrain its foes before beating them.

TYPE: Grass Fairy

STRENGTH ●●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●●

SPECIAL ●●●●●


INSIGHT ●●●●●●

BASE HP: 4

SUGGESTED RANK: Pro

ABILITIES: Grass Surge & Telepathy


EVOLUTIVE STAGE: Unknown.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Grass	Grassy Terrain	●	Grass	Wood Hammer
●	Fight	Superpower	●	Normal	Mean Look
●	Normal	Disable	●	Normal	Whirlwind
●	Water	Withdraw	●	Grass	Leafage
●	Normal	Horn Attack	●	Grass	Giga Drain
●	Normal	Scary Face	●	Grass	Leech Seed
●	Grass	Horn Leech	●	Ground	Rototiller
●	Fairy	Nature's Madness	●	Psychic	Zen Headbutt
●	Bug	Megahorn	●	Normal	Skull Bash
●	Steel	Iron Defense	●	Dragon	Dual Chop
●	Fight	Focus Punch	●	Grass	Worry Seed

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Fairy	Misty Terrain	●	Fairy	Moonblast
●	Psychic	Heal Pulse	●	Normal	Mean Look
●	Ice	Haze	●	Ice	Mist
●	Water	Withdraw	●	Water	Water Gun
●	Water	Water Pulse	●	Water	Whirlpool
●	Water	Soak	●	Normal	Refresh
●	Water	Brine	●	Flying	Defog
●	Fairy	Nature's Madness	●	Water	Muddy Water
●	Water	Aqua Ring	●	Water	Hydro Pump
●	Steel	Iron Defense	●	Ice	Icy Wind
●	Psychic	Wonder Room	●	Dark	Knock Off

#788 Tapu Fini



HEIGHT:
1.3m / 4'03"

WEIGHT:
21kg / 46 lbs

Pokédex has no data.

The people on Poni island are proud of the clean water on their land, for that they thank their guardian spirit who is said to be the ocean itself.

TYPE: Water Fairy

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●●

SPECIAL ●●●●●●


INSIGHT ●●●●●●

BASE HP: 4

SUGGESTED RANK: Pro

ABILITIES: Misty Surge & Telepathy

EVOLUTIVE STAGE: Unknown.



#789 Cosmog



HEIGHT:
0.2m / 0'08"

WEIGHT:
0.1kg / 0.2 lbs

Pokédex has no data.

A creature like this was observed on a telescope. It is rumored to be a Pokémon from another world, but no specific details are known.

TYPE: Psychic

STRENGTH ●●●

DEXTERITY ●●●

VITALITY ●●●●

SPECIAL ●●●●

INSIGHT ●●●●

BASE HP: 3

SUGGESTED RANK: Starter

ABILITIES: Unaware

EVOLUTIVE STAGE: First.

EVOLUTION TIME: Unknown.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Splash	●	Psychic	Teleport

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Splash	●	Psychic	Teleport
●	Psychic	Cosmic Power			

#790 Cosmoem



HEIGHT:
0.1m / 0'04"

WEIGHT:
1 Ton / 2204 lbs

Pokédex has no data.

The creature observed through the telescope changed shapes and remained motionless for the rest of the investigation. A strange energy was gathering on its core.

TYPE: Psychic

STRENGTH ●●●

DEXTERITY ●●●

VITALITY ●●●●●●●

SPECIAL ●●●

INSIGHT ●●●●●●●

BASE HP: 4

SUGGESTED RANK: Amateur


ABILITIES: Sturdy

EVOLUTIVE STAGE: Second.


EVOLUTION TIME: Unknown.



#791 Solgaleo		TYPE: Psychic	Steel	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH	●●●●●●●●			Steel	Sunsteel Strike		Psychic	Cosmic Power
	DEXTERITY	●●●●●●●●			Fight	Wake-Up Slap		Psychic	Teleport
	VITALITY	●●●●●●●●			Steel	Metal Claw		Steel	Iron Head
	SPECIAL	●●●●●●●●			Steel	Metal Sound		Psychic	Zen Headbutt
	INSIGHT	●●●●●●●●			Steel	Flash Cannon		Normal	Morning Sun
HEIGHT: 3.4m / 11'02"	WEIGHT: 230kg / 507 lbs	BASE HP: 7	SUGGESTED RANK: Master		Dark	Crunch		Steel	Metal Burst
Pokédex has no data.		ABILITIES: Full Metal Body			Grass	Solar Beam		Normal	Noble Roar
There are legends about a being that radiated with the sun, on its forehead a third eye that connected to another dimension.		EVOLUTIVE STAGE: Unknown.			Fire	Flare Blitz		Rock	Wide Guard
					Normal	Giga Impact		Fire	Sunny Day
					Psychic	Light Screen		Dragon	Outrage
					Fire	Flame Charge		Steel	Iron Defense

				#792 Lunala		TYPE: Psychic	Ghost
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		STRENGTH ●●●●●●●● DEXTERITY ●●●●●●●● VITALITY ●●●●●●●● SPECIAL ●●●●●●●● INSIGHT ●●●●●●●●
	Ghost	Moongeist Beam		Psychic	Cosmic Power		
	Psychic	Hypnosis		Psychic	Teleport		
	Psychic	Confusion		Ghost	Night Shade		
	Ghost	Confuse Ray		Flying	Air Slash		
	Ghost	Shadow Ball		Fairy	Moonlight		
	Dark	Night Daze		Psychic	Magic Coat		
	Fairy	Moonblast		Psychic	Dream Eater		
	Ghost	Phantom Force		Rock	Wide Guard		
	Normal	Hyper Beam		Flying	Tailwind		
	Ice	Icy Wind		Ghost	Spite	HEIGHT: 4m / 13'01" WEIGHT: 120kg / 264 lbs Pokédex has no data. There are legends about a being that shined with the moon, on its forehead a third eye that connected to another dimension.	BASE HP: 7 SUGGESTED RANK: Master ABILITIES: Shadow Shield EVOLUTIVE STAGE: Unknown.
	Fire	Heat Wave		Psychic	Reflect		

UB-01 Symbiont		TYPE: Rock	Poison	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH	●●●●●●●●			Psychic	Power Split		Psychic	Guard Split
	DEXTERITY	●●●●●●●●			Normal	Tickle		Poison	Acid
	VITALITY	●●●●●●●●			Normal	Constrict		Normal	Pound
	SPECIAL	●●●●●●●●			Poison	Clear Smog		Psychic	Psywave
	INSIGHT	●●●●●●●●			Normal	Headbutt		Poison	Venoshock
HEIGHT: 1.2m / 3'11"	WEIGHT: 55kg / 125 lbs	BASE HP: 5	SUGGESTED RANK: Pro		Poison	Toxic Spikes		Normal	Safeguard
Aether Foundation Log #047		ABILITIES: Beast Boost			Rock	Power Gem		Psychic	Mirror Coat
We are unable to determine if the creature is sentient or not, it adapts its behaviour depending on its last host. It hasn't stopped behaving like a little girl since then, it's both unsettling and fascinating.		EVOLUTIVE STAGE: Unknown.			Poison	Acid Spray		Poison	Venom Drench
					Rock	Stealth Rock		Psychic	Wonder Room
					Rock	Head Smash		Normal	Pain Split
					Psychic	Role Play		Poison	Gunk Shot

				UB-02 Absortion		TYPE: Bug	Fight
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME		STRENGTH ●●●●●●●● DEXTERITY ●●●●●●●● VITALITY ●●●●●●●● SPECIAL ●●●●●●●● INSIGHT ●●●●●●●●
	Bug	Fell Stinger		Electric	Thunder Punch		
	Ice	Ice Punch		Fight	Power-Up Punch		
	Fight	Reversal		Normal	Focus Energy		
	Normal	Comet Punch		Normal	Harden		
	Fight	Bulk up		Fight	Vital Throw		
	Normal	Endure		Bug	Leech Life		
	Dark	Taunt		Normal	Mega Punch		
	Fight	Counter		Fight	Hammer Arm		
	Bug	Lunge		Fight	Dynamic Punch		
	Fight	Superpower		Fight	Focus Punch	HEIGHT: 2.4m / 7'10" WEIGHT: 333kg / 735 lbs Aether Foundation Log #071 What we thought were harmless displays of strength were just the first warning signs. Today UB-02 destroyed the truck where it was being transported, it escaped and hasn't been located.	BASE HP: 5 SUGGESTED RANK: Pro ABILITIES: Beast Boost EVOLUTIVE STAGE: Unknown.
	Fight	Drain Punch		Dragon	Outrage		
	Ground	Stomping Tantrum					

UB-02 Beauty



HEIGHT: 1.8m / 6'00" **WEIGHT:** 25kg / 55 lbs

Aether Foundation Log #012
This one also appears to be unable to enter a Pokéball, the rays just won't surround them.
This one has refused to touch anything we give to it and appears displeased by my mere presence.

TYPE: Bug, Fight

BASE HP: 4 **SUGGESTED RANK:** Pro


ABILITIES: Beast Boost

EVOLUTIVE STAGE: Unknown.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Bug	Quiver Dance	1	Fight	Quick Guard
2	Fight	Low Kick	2	Normal	Rapid Spin
3	Normal	Leer	3	Fight	Double Kick
4	Normal	Swift	4	Normal	Stomp
5	Normal	Feint	5	Bug	Silver Wind
6	Flying	Bounce	6	Fight	Jump Kick
7	Psychic	Agility	7	Fight	Triple Kick
8	Bug	Lunge	8	Bug	Bug Buzz
9	Normal	Me First	9	Fight	High Jump Kick
10	Psychic	Speed Swap	10	Dark	Throat Chop
11	Electric	Shock Wave	11	Dragon	Outrage



UB-03 Lightning



HEIGHT: 3.8m / 12'06" **WEIGHT:** 100kg / 220 lbs

Aether Foundation Log #067
My superiors are furious. A lot of money had to be used to cover the damages UB-03 dealt in the power plant. On the bright side, it seems a lot livelier now that it appears to have recharged.


TYPE: Electric

BASE HP: 4 **SUGGESTED RANK:** Pro

ABILITIES: Beast Boost

EVOLUTIVE STAGE: Unknown.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Bug	Tail Glow	1	Electric	Spark
2	Electric	Charge	2	Normal	Wrap
3	Electric	Thunder Shock	3	Electric	Thunder Wave
4	Electric	Shock Wave	4	Grass	Ingrain
5	Electric	Thunder Punch	5	Electric	Eerie Impulse
6	Bug	Signal Beam	6	Electric	Thunderbolt
7	Psychic	Hypnosis	7	Electric	Discharge
8	Electric	Electric Terrain	8	Grass	Power Whip
9	Electric	Ion Deluge	9	Electric	Zap Cannon
10	Electric	Magnet Rise	10	Dark	Brutal Swing
11	Electric	Electroweb			



UB-04 Blaster



HEIGHT: 9.2m / 30'02" **WEIGHT:** 1 ton / 2204 lbs

Aether Foundation Log #019
Finally some progress from the excavation site. What we thought was a 200 year-old relic turned out to be a creature capable of blasting itself into the air, we managed to restrain it, more research is due.

TYPE: Steel, Flying

BASE HP: 9 **SUGGESTED RANK:** Pro

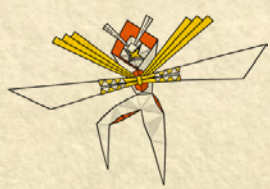
ABILITIES: Beast Boost

EVOLUTIVE STAGE: Unknown.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Rock	Wide Guard	1	Flying	Air Slash
2	Grass	Ingrain	2	Grass	Absorb
3	Normal	Harden	3	Normal	Tackle
4	Rock	Smack Down	4	Grass	Mega Drain
5	Grass	Leech Seed	5	Steel	Metal Sound
6	Steel	Iron Head	6	Grass	Giga Drain
7	Steel	Flash Cannon	7	Steel	Autotomize
8	Grass	Seed Bomb	8	Normal	Skull Bash
9	Steel	Iron Defense	9	Steel	Heavy Slam
10	Normal	Double-Edge	10	Fire	Flame Charge
11	Electric	Magnet Rise	11	Flying	Fly



UB-04 Blade



HEIGHT: 0.37m / 1'00" **WEIGHT:** 0.1kg / 0.2 lbs

Aether Foundation Log #014
Its paper-thin body and agility make it too dangerous to approach without serious risk of injury. Our team managed to immobilize it using a heat chamber, though I swear I feel its resentment to us.


TYPE: Grass, Steel

BASE HP: 4 **SUGGESTED RANK:** Pro

ABILITIES: Beast Boost

EVOLUTIVE STAGE: Unknown.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Fight	Sacred Sword	1	Flying	Defog
2	Fight	Vacuum Wave	2	Flying	Air Cutter
3	Bug	Fury Cutter	3	Normal	Cut
4	Normal	False Swipe	4	Grass	Razor Leaf
5	Grass	Synthesis	5	Flying	Aerial Ace
6	Normal	Laser Focus	6	Dark	Night Slash
7	Normal	Swords Dance	7	Grass	Leaf Blade
8	Bug	X-Scissor	8	Fight	Detect
9	Flying	Air Slash	9	Psychic	Psycho Cut
10	Normal	Guillotine	10	Steel	Iron Defense
11	Dark	Knock Off	11	Flying	Tailwind



UB-05 Glutton



HEIGHT: 5.5m / 18'01" WEIGHT: 888kg/1957 lbs

Aether Foundation Log #074
One disaster after another. This time we lost an entire facility, UB-05 is a monster, there is no other way to call it, it swallowed documents, vehicles and even an entire building, there is no end to its hunger.

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

STRENGTH ●●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●●
INSIGHT ●●●●●

BASE HP: **11** SUGGESTED RANK: **Pro**

ABILITIES: **Beast Boost**

EVOLUTIVE STAGE: Unknown.



UB-05

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Poison	Belch	●	Rock	Wide Guard
●	Normal	Swallow	●	Normal	Stockpile
●	Dragon	Dragon Rage	●	Dark	Bite
●	Normal	Stomp	●	Dark	Brutal Swing
●	Bug	Steamroller	●	Dragon	Dragon Tail
●	Steel	Iron Tail	●	Ground	Stomping Tantrum
●	Dark	Crunch	●	Fight	Hammer Arm
●	Normal	Thrash	●	Poison	Gastro Acid
●	Steel	Heavy Slam	●	Normal	Wring Out
●	Dragon	Dragon Rush	●	Dragon	Outrage
●	Fire	Heat Wave	●	Dragon	Draco Meteor

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#800 Necrozma	TYPE: Psychic
●	Fairy	Moonlight	●	Normal	Morning Sun	<p>HEIGHT: 2.4m / 8'00" WEIGHT: 230kg / 507 lbs</p> <p>Aether Foundation Log #179 First it was just a passing shadow, a shady lurker on the other side of the abyss, but then today it made an appearance. The creature attached itself to our light sources, depleting them until it was all in darkness.</p>	STRENGTH ●●●●●●
●	Electric	Charge Beam	●	Steel	Mirror Shot		DEXTERITY ●●●●●
●	Steel	Metal Claw	●	Psychic	Confusion		VITALITY ●●●●●●
●	Normal	Slash	●	Psychic	Stored Power		SPECIAL ●●●●●●●
●	Rock	Rock Blast	●	Dark	Night Slash		INSIGHT ●●●●●
●	Psychic	Gravity	●	Psychic	Psycho Cut		BASE HP: 4 SUGGESTED RANK: Pro
●	Rock	Power Gem	●	Steel	Autotomize		ABILITIES: Prism Armor
●	Psychic	Photon Geyser	●	Rock	Stealth Rock		EVOLUTIVE STAGE: Unknown.
●	Steel	Iron Defense	●	Normal	Wring Out		 #800
●	Psychic	Prismatic Laser	●	Dragon	Outrage		
●	Ghost	Shadow Claw	●	Electric	Magnet Rise		

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	Necrozma Dusk Mane	TYPE: Psychic Steel
●	Fairy	Moonlight	●	Normal	Morning Sun	<p>HEIGHT: 3.8m / 12'06" WEIGHT: 460kg/1014 lbs</p> <p>Aether Foundation Log #182 The shadowy creature is in pain, and it hungers for any light it can find. I wonder how would it fare on the other side, back in our world. Would the sunlight ease its spirit or release a terrible monster?</p>	STRENGTH ●●●●●●●●
●	Electric	Charge Beam	●	Steel	Mirror Shot		DEXTERITY ●●●●●
●	Steel	Metal Claw	●	Psychic	Confusion		VITALITY ●●●●●●
●	Normal	Slash	●	Psychic	Stored Power		SPECIAL ●●●●●●
●	Rock	Rock Blast	●	Dark	Night Slash		INSIGHT ●●●●●
●	Psychic	Gravity	●	Psychic	Psycho Cut		BASE HP: 4 SUGGESTED RANK: Master
●	Rock	Power Gem	●	Steel	Autotomize		ABILITIES: Prism Armor
●	Psychic	Photon Geyser	●	Rock	Stealth Rock		EVOLUTIVE STAGE: Unknown.
●	Steel	Iron Defense	●	Normal	Wring Out		 #800
●	Psychic	Prismatic Laser	●	Dragon	Outrage		
●	Ghost	Shadow Claw	●	Electric	Magnet Rise		
●	Steel	Sunsteel Strike					

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	Necrozma Dawn Wings	TYPE: Psychic Ghost
●	Fairy	Moonlight	●	Normal	Morning Sun	<p>HEIGHT: 4.2m / 13'09" WEIGHT: 350kg / 771 lbs</p> <p>Aether Foundation Log #182 The shadowy creature is in pain, and it hungers for any light it can find. I wonder how would it fare on the other side, back in our world. Would the moonlight ease its spirit or release a terrible monster?</p>	STRENGTH ●●●●●●
●	Electric	Charge Beam	●	Steel	Mirror Shot		DEXTERITY ●●●●●
●	Steel	Metal Claw	●	Psychic	Confusion		VITALITY ●●●●●●
●	Normal	Slash	●	Psychic	Stored Power		SPECIAL ●●●●●●●
●	Rock	Rock Blast	●	Dark	Night Slash		INSIGHT ●●●●●
●	Psychic	Gravity	●	Psychic	Psycho Cut		BASE HP: 4 SUGGESTED RANK: Master
●	Rock	Power Gem	●	Steel	Autotomize		ABILITIES: Prism Armor
●	Psychic	Photon Geyser	●	Rock	Stealth Rock		EVOLUTIVE STAGE: Unknown.
●	Steel	Iron Defense	●	Normal	Wring Out		 #800
●	Psychic	Prismatic Laser	●	Dragon	Outrage		
●	Ghost	Shadow Claw	●	Electric	Magnet Rise		
●	Ghost	Moongeist Beam					

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	Necrozma Ultra Burst	TYPE:	Psychic	Dragon
	Fairy	Moonlight		Normal	Morning Sun			STRENGTH ●●●●●●●● DEXTERITY ●●●●●●●● VITALITY ●●●●●●●● SPECIAL ●●●●●●●● INSIGHT ●●●●●●●●	BASE HP: 5 SUGGESTED RANK: Master
	Electric	Charge Beam		Steel	Mirror Shot				
	Steel	Metal Claw		Psychic	Confusion				
	Normal	Slash		Psychic	Stored Power				
	Rock	Rock Blast		Dark	Night Slash				
	Psychic	Gravity		Psychic	Psycho Cut				
	Rock	Power Gem		Steel	Autotomize				
	Psychic	Photon Geyser		Rock	Stealth Rock				
	Steel	Iron Defense		Normal	Wring Out				
	Psychic	Prismatic Laser		Dragon	Outrage				
	Dragon	Dragon Pulse		Steel	Sunsteel Strike				
	Ghost	Moongeist Beam							

HEIGHT: 7.5m / 24'07" WEIGHT: 230kg / 507 lbs

Aether Foundation S.O.S Message (Recovered)
Alert to national authorities we had a serious breach of security! This is an emergency! Close the port-(White Noise).

#801

#801 Magearna	TYPE:	Steel	Fairy	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH	●●●●●●●●			Fairy	Crafty Shield		Steel	Gear Up
	DEXTERITY	●●●●●●●●			Steel	Shift Gear		Steel	Iron Head
	VITALITY	●●●●●●●●			Normal	Helping Hand		Normal	Sonic Boom
	SPECIAL	●●●●●●●●			Normal	Defense Curl		Psychic	Psybeam
	INSIGHT	●●●●●●●●			Normal	Lucky Chant		Ice	Aurora Beam
						Steel	Mirror Shot		Normal
HEIGHT: 1m / 3'03" WEIGHT: 80kg / 177 lbs	BASE HP: 4	SUGGESTED RANK: Pro			Steel	Flash Cannon		Fairy	Fleur Cannon
Pokédex has no data.	ABILITIES: Soul-Heart	EVOLUTIVE STAGE: Unknown.			Steel	Iron Defense		Normal	Pain Split
500 years ago a famous scientist left a manuscript with details on how to create a mechanic Pokémon. His investigation led to the creation of the modern Pokéball.					Psychic	Synchronoise		Fight	Aura Sphere
					Psychic	Heart Swap		Normal	Trump Card
					Normal	Heal Bell		Electric	Magnet Rise
					Fairy	Dazzling Gleam			

#801

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#802 Marshadow	TYPE:	Fight	Ghost
	Normal	Laser Focus		Dark	Assurance		STRENGTH ●●●●●●●● DEXTERITY ●●●●●●●● VITALITY ●●●●●●●● SPECIAL ●●●●●●●● INSIGHT ●●●●●●●●	BASE HP: 4 SUGGESTED RANK: Pro	ABILITIES: Technician EVOLUTIVE STAGE: Unknown.
	Fire	Fire Punch		Ice	Ice Punch				
	Electric	Thunder Punch		Fight	Drain Punch				
	Fight	Counter		Dark	Pursuit				
	Ghost	Shadow Sneak		Fight	Force Palm				
	Normal	Feint		Fight	Rolling Kick				
	Normal	Copycat		Ghost	Shadow Puch				
	Psychic	Role Play		Fight	Jump Kick				
	Normal	Psych Up		Ghost	Spectral Thief				
	Fight	Close Combat		Dark	Sucker Punch				
	Normal	Endeavor		Dark	Throat Chop				
	Poison	Poison Jab		Fight	Superpower				

HEIGHT: 0.7m / 2'04" WEIGHT: 22kg / 48 lbs



Pokédex has no data.

There is an old children's story about a boy who lost his shadow and the shadow became a Pokémon. It is debated which Pokémon the story is making mention of.



#802

UB- Adhesive	TYPE:	Poison	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	
	STRENGTH	●●●●●●●●			Dragon	Dragon Pulse		Flying	Peck
	DEXTERITY	●●●●●●●●			Normal	Growl		Normal	Helping Hand
	VITALITY	●●●●●●●●			Poison	Acid		Normal	Fury Attack
	SPECIAL	●●●●●●●●			Poison	Venoshock		Fairy	Charm
	INSIGHT	●●●●●●●●			Poison	Venom Drench		Dark	Nasty Plot
						Poison	Poison Jab		Poison
HEIGHT: 0.6m / 2'00" WEIGHT: 2kg / 4 lbs	BASE HP: 3	SUGGESTED RANK: Amateur			Bug	Fell Stinger		Poison	Gastro Acid
Aether Foundation Log #162 Thanks to the Recon Squad we've managed to secure a location on the other side. UB- Adhesive have been a great help; their intelligence and friendliness would make them very popular in our world.	ABILITIES: Beast Boost	EVOLUTIVE STAGE: Unknown.			Steel	Iron Tail		Bug	Signal Beam





#802

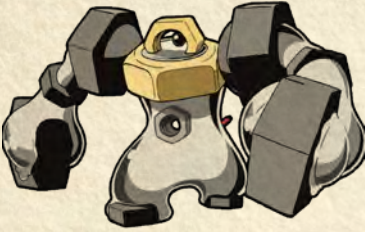



UB- Stinger						TYPE: Poison Dragon	
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	 <p>HEIGHT: 3.6m / 11'10" WEIGHT: 150kg / 330 lbs</p> <p>Aether Foundation Log #164 One specimen of UB- Adhesive has apparently evolved. Its friendly demeanor is gone. The large streams of corrosive poison it shot seriously damaged our equipment. I must take a sample to study it.</p>	STRENGTH ●●●●●
●	Flying	Air Cutter	●	Dragon	Dragon Pulse		DEXTERITY ●●●●●●●
●	Flying	Peck	●	Normal	Growl		VITALITY ●●●●●
●	Normal	Helping Hand	●	Poison	Acid		SPECIAL ●●●●●●●
●	Normal	Fury Attack	●	Poison	Venoshock		INSIGHT ●●●●●
●	Fairy	Charm	●	Poison	Venom Drench		BASE HP: 5
●	Dark	Nasty Plot	●	Poison	Poison Jab		SUGGESTED RANK: Pro
●	Poison	Toxic	●	Bug	Fell Stinger		ABILITIES: Beast Boost
●	Flying	Air Slash	●	Dragon	Draco Meteor		EVOLUTIVE STAGE: Unknown.
●	Poison	Gunk Shot	●	Flying	Tailwind		

UB- Assembly						TYPE: Rock Steel	
 <p>HEIGHT: 5.5m / 18'01" WEIGHT: 820kg/1807lbs</p> <p>Aether Foundation Log #132 We are finally on the other side. It has been so exciting. What we thought were the ruins of an abandoned civilization turned out to be small sentient creatures that stacked on each other to create a big UB.</p>	STRENGTH ●●●●●●●	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	DEXTERITY ●●	●	Normal	Protect	●	Normal	Tackle
	VITALITY ●●●●●●●●●	●	Rock	Rock Slide	●	Rock	Stealth Rock
	SPECIAL ●●●●●	●	Normal	Bide	●	Normal	Take Down
	INSIGHT ●●●●●●	●	Rock	Rock Throw	●	Steel	Autotomize
	BASE HP: 6	●	Steel	Iron Defense	●	Steel	Iron Head
	SUGGESTED RANK: Pro	●	Rock	Rock Blast	●	Rock	Wide Guard
	ABILITIES: Beast Boost	●	Normal	Double-Edge	●	Electric	Magnet Rise
	EVOLUTIVE STAGE: Unknown.	●	Psychic	Zen Headbutt	●	Psychic	Trick Room
							

UB- Burst						TYPE: Fire Ghost	
 <p>HEIGHT: 1.8m / 6'00" WEIGHT: 13kg / 28 lbs</p> <p>Aether Foundation Log #121 It was horrible and so fast I could barely take a picture of the UB specimen. As soon as the portal opened it slithered through it, got close to one of the team members and exploded. His state is critical, the UB disappeared.</p>	STRENGTH ●●●●●●●	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	DEXTERITY ●●●●●●●	●	Ghost	Astonish	●	Fire	Ember
	VITALITY ●●●●●	●	Psychic	Stored Power	●	Psychic	Magic Coat
	SPECIAL ●●●●●●●●●	●	Ghost	Night Shade	●	Fire	Flame Burst
	INSIGHT ●●●●●●	●	Psychic	Calm Mind	●	Psychic	Light Screen
	BASE HP: 4	●	Ghost	Shadow Ball	●	Fire	Fire Blast
	SUGGESTED RANK: Pro	●	Fire	Mind Blown	●	Psychic	Trick
	ABILITIES: Beast Boost	●	Ghost	Spite	●	Normal	Explosion
	EVOLUTIVE STAGE: Unknown.	●	Fire	Heat Wave	●	Fire	Heat Wave
							

#807 Zeraora						TYPE: Electric	
 <p>HEIGHT: 1.5m / 5'00" WEIGHT: 44kg / 98 lbs</p> <p>Pokédex has no data. An unfriendly creature was spotted in Alola, witnesses mentioned it electrified its claws and tore its foes apart with them. It disappeared into the wilderness and has not been reported again.</p>	STRENGTH ●●●●●●●	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	DEXTERITY ●●●●●●●●●	●	Normal	Scratch	●	Electric	Spark
	VITALITY ●●●●●●●	●	Dark	Hone Claws	●	Normal	Quick Attack
	SPECIAL ●●●●●●●●●	●	Normal	Fury Swipes	●	Electric	Volt Switch
	INSIGHT ●●●●●●●	●	Dark	Snarl	●	Normal	Fake Out
	BASE HP: 4	●	Electric	Charge	●	Electric	Thunder Punch
	SUGGESTED RANK: Pro	●	Normal	Slash	●	Electric	Wild Charge
	ABILITIES: Volt Absorb	●	Fight	Quick Guard	●	Electric	Plasma Fists
	EVOLUTIVE STAGE: Unknown.	●	Fight	Close Combat	●	Electric	Discharge
		●	Fire	Fire Punch	●	Fight	Drain Punch
	●	Dragon	Dual Chop				

#808 Meltan						TYPE: Steel	
⊖	Electric	Thunder Shock	⊖	Normal	Harden		STRENGTH ●●●●●
⊖	Normal	Tail Whip	⊖	Normal	Headbutt		DEXTERITY ●●●●●
⊖	Electric	Thunder Wave	⊖	Poison	Acid Armor		VITALITY ●●●●●
⊖	Steel	Flash Cannon	⊖	Normal	Protect		SPECIAL ●●●●●
⊖	Steel	Gyro Ball	⊖	Steel	Steel Beam		INSIGHT ●●●●●
HEIGHT: 0'08" / 0.2 m		WEIGHT: 17 lb / 8kg		BASE HP: 3		SUGGESTED RANK:  Amateur	
Hex Nut Pokémon They are elusive as they can liquify their body to move through small spaces. They live in groups, but when the time comes, one strong Meltan will absorb all the others and evolve.						ABILITIES: Magnet Pull EVOLUTIVE STAGE: First. EVOLUTION TIME: Unknown.	
						 	





#809 Melmetal						TYPE: Steel		
	STRENGTH	●●●●●●●●	⊖	Electric	Thunder Punch	⊖	Electric	Thunder Shock
	DEXTERITY	●●●●●	⊖	Normal	Harden	⊖	Normal	Tail Whip
	VITALITY	●●●●●●●●	⊖	Normal	Headbutt	⊖	Electric	Thunder Wave
	SPECIAL	●●●●●●	⊖	Poison	Acid Armor	⊖	Steel	Flash Cannon
	INSIGHT	●●●●●	⊖	Normal	Mega Punch	⊖	Normal	Protect
HEIGHT: 8'02" / 2.5 m		WEIGHT: 1765 lbs / 800kg		BASE HP: 6		SUGGESTED RANK:  Pro		
Hex Nut Pokémon There is an ancient myth that a Pokémon once taught a group of humans how to work the iron, melt it and shape it into tools; but it was punished for this and cast away, never to be seen again.						ABILITIES: Iron Fist EVOLUTIVE STAGE: Final.		
						 		



#810 Grookey						TYPE: Grass		
⊖	Normal	Scratch	⊖	Normal	Growl		STRENGTH ●●●●●	
⊖	Grass	Branch Poke	⊖	Dark	Taunt		DEXTERITY ●●●●●	
⊖	Grass	Razor Leaf	⊖	Normal	Screech		VITALITY ●●●●●	
⊖	Dark	Knock Off	⊖	Normal	Slam		SPECIAL ●●●●●	
⊖	Normal	Uproar	⊖	Grass	Wood Hammer		INSIGHT ●●●●●	
⊖	Normal	Endeavor	⊖	Grass	Grass Pledge	BASE HP: 3		SUGGESTED RANK:  Starter
⊖	Normal	Fake Out	⊖	Grass	Leech Seed	ABILITIES: Overgrow EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.		
HEIGHT: 1'00" / 0.3m		WEIGHT: 11.0lbs / 5kg				  		

#811 Thwackey						TYPE: Grass		
	STRENGTH	●●●●●	⊖	Normal	Double Hit	⊖	Normal	Scratch
	DEXTERITY	●●●●●	⊖	Normal	Growl	⊖	Grass	Branch Poke
	VITALITY	●●●●●	⊖	Dark	Taunt	⊖	Grass	Razor Leaf
	SPECIAL	●●●●●	⊖	Normal	Screech	⊖	Dark	Knock Off
	INSIGHT	●●●●●	⊖	Normal	Slam	⊖	Normal	Uproar
HEIGHT: 2'04" / 0.7m		WEIGHT: 31lbs / 14kg		BASE HP: 4		SUGGESTED RANK:  Amateur		
Beat Pokémon Thwackeys are passionate about their drumming, they can get so caught up in their music that they don't notice the battle is already over. The faster they can beat their drums, the stronger they are.						ABILITIES: Overgrow EVOLUTIVE STAGE: Second. EVOLUTION TIME: Medium.		
						  		

#812 Rillaboom						TYPE:	Grass	
🌀	Grass	Drum Beating	🌀	Normal	Double Hit	 <p>HEIGHT: 7'00" / 2.1m WEIGHT: 200 lb / 90kg</p> <p>Drummer Pokémon The leader owns the largest drum among its troop and has the best drumming technique which makes roots sprout to attack its foes. But they are peaceful and kind, creatures that value harmony in their group.</p>	STRENGTH	●●●●●●
🌀	Grass	Grassy Terrain	🌀	Normal	Noble Roar		DEXTERITY	●●●●●●
🌀	Normal	Scratch	🌀	Normal	Growl		VITALITY	●●●●●●
🌀	Grass	Branch Poke	🌀	Dark	Taunt		SPECIAL	●●●●●●
🌀	Grass	Razor Leaf	🌀	Normal	Screech		INSIGHT	●●●●●●
🌀	Dark	Knock Off	🌀	Normal	Slam		BASE HP:	6
🌀	Normal	Uproar	🌀	Grass	Wood Hammer		SUGGESTED RANK:	🌀 Ace
🌀	Normal	Endeavor	🌀	Normal	Boomburst		ABILITIES:	Overgrow
🌀	Normal	Growth	🌀	Normal	Nature Power		EVOLUTIVE STAGE:	Final.
🌀	Grass	Frenzy Plant						


#813 Scorbunny			TYPE:	Fire					
 <p>HEIGHT: 1'00" / 0.3m WEIGHT: 10 lb / 4.5kg</p> <p>Rabbit Pokémon Scorbunny is small and energetic, they love to run in large fields from one side to another for hours. There are heat pads on its feet and nose, as it runs or battles they can get burning hot.</p>	STRENGTH	●●●●●●	<p>BASE HP: 3 SUGGESTED RANK: 🌀 Starter</p> <p>ABILITIES: Blaze</p> <p>EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.</p>   	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	🌀	Normal		Tackle	🌀	Normal	Growl		
	🌀	Fire		Ember	🌀	Normal	Quick Attack		
	🌀	Fight		Double Kick	🌀	Fire	Flame Charge		
	🌀	Psychic		Agility	🌀	Normal	Headbutt		
	🌀	Fight		Counter	🌀	Flying	Bounce		
🌀	Normal	Double-Edge	🌀	Fire	Fire Pledge				
🌀	Fight	High Jump Kick	🌀	Normal	Super Fang				

#814 Raboot						TYPE:	Fire		
 <p>HEIGHT: 2'00" / 0.6m WEIGHT: 20 lb / 9kg</p> <p>Rabbit Pokémon This Pokémon loves to kick and trains each day to get better at it. Its fur is now very thick, some debate it is to protect it from the cold weather others say it is to produce hotter flames.</p>	STRENGTH	●●●●●●	<p>BASE HP: 4 SUGGESTED RANK: 🌀 Amateur</p> <p>ABILITIES: Blaze</p> <p>EVOLUTIVE STAGE: Second. EVOLUTION TIME: Medium.</p>   	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	🌀	Normal		Growl	🌀	Normal	Feint		
	🌀	Normal		Quick Attack	🌀	Normal	Growl		
	🌀	Fire		Flame Charge	🌀	Normal	Quick Attack		
	🌀	Normal		Headbutt	🌀	Fire	Flame Charge		
	🌀	Flying		Bounce	🌀	Normal	Headbutt		
🌀	Normal	Work Up	🌀	Flying	Bounce				
🌀	Dark	Sucker Punch	🌀	Normal	Court Change				
			🌀	Normal	Mega Kick				

#815 Cinderace						TYPE:	Fire		
 <p>HEIGHT: 4'07" / 1.4m WEIGHT: 72 lbs / 33kg</p> <p>Striker Pokémon They are confident and boastful of their abilities. They take a pebble and light it on fire to create a scorching weapon they kick towards their foes. They can grow arrogant if they feel cheered on.</p>	STRENGTH	●●●●●●	<p>BASE HP: 5 SUGGESTED RANK: 🌀 Ace</p> <p>ABILITIES: Blaze</p> <p>EVOLUTIVE STAGE: Final.</p>   	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	🌀	Fire		Pyro Ball	🌀	Normal	Feint		
	🌀	Normal		Tackle	🌀	Normal	Growl		
	🌀	Fire		Ember	🌀	Normal	Quick Attack		
	🌀	Fight		Double Kick	🌀	Fire	Flame Charge		
	🌀	Psychic		Agility	🌀	Normal	Headbutt		
🌀	Fight	Counter	🌀	Flying	Bounce				
🌀	Normal	Double-Edge	🌀	Normal	Court Change				
🌀	Fight	High Jump Kick	🌀	Normal	Mega Kick				
🌀	Fire	Blast Burn							

#816 Sobble						TYPE: Water	
🌀	Normal	Pound	🌀	Normal	Growl	 <p>HEIGHT: 1'00" / 0.3m WEIGHT: 8 lb / 4kg</p> <p>Water Lizard Pokémon This shy Pokémon does not like to attract too much attention. It hides in shallow pools of water. When it feels threatened it cries and its tears pack release a chemical that will make its foes cry too.</p>	STRENGTH ●●●●
👀	Water	Water Gun	👀	Normal	Bind		DEXTERITY ●●●●●
👀	Water	Water Pulse	👀	Normal	Tearful Look		VITALITY ●●●●
👀	Dark	Sucker Punch	👀	Bug	U-Turn		SPECIAL ●●●●●
👀	Water	Liquidation	👀	Water	Soak		INSIGHT ●●●●
👀	Water	Rain Dance	👀	Normal	Double Team		BASE HP: 3 SUGGESTED RANK: Beginner
👀	Ice	Mist	👀	Water	Water Pledge		ABILITIES: Torrent
							EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.


#817 Drizzile						TYPE: Water	
 <p>HEIGHT: 2'04" / 0.7m WEIGHT: 25lbs / 12kg</p> <p>Water Lizard Pokémon Its demeanor changes drastically from shy to aloof and lazy. It can create water balloons with the moisture secreted from its paws. It is incredibly intelligent and is known to lay traps for others in the wild.</p>	STRENGTH ●●●●	🌀	Normal	Pound	🌀	Normal	Growl
	DEXTERITY ●●●●●	👀	Water	Water Gun	👀	Normal	Bind
	VITALITY ●●●●	👀	Water	Water Pulse	👀	Normal	Tearful Look
	SPECIAL ●●●●●	👀	Dark	Sucker Punch	👀	Bug	U-Turn
	INSIGHT ●●●●	👀	Water	Liquidation	👀	Water	Soak
	BASE HP: 4 SUGGESTED RANK: Amateur	👀	Water	Rain Dance	👀	Normal	Double Team
	ABILITIES: Torrent	👀	Ice	Haze	👀	Water	Aqua Jet
	EVOLUTIVE STAGE: Second. EVOLUTION TIME: Medium.						

#818 Inteleon						TYPE: Water	
 <p>HEIGHT: 6'03" / 1.9m WEIGHT: 99lbs / 45kg</p> <p>Secret Agent Pokémon Its fingertips can create quick jets of water that travel at incredibly high speeds, these jets can even pierce thick metal plates. It usually hunts from a high place, shoots, and then glides down to eat its prey.</p>	STRENGTH ●●●●●	🌀	Flying	Acrobatics	🌀	Normal	Growl
	DEXTERITY ●●●●●●	👀	Normal	Pound	👀	Normal	Bind
	VITALITY ●●●●	👀	Water	Water Gun	👀	Normal	Tearful Look
	SPECIAL ●●●●●●	👀	Water	Water Pulse	👀	Normal	U-Turn
	INSIGHT ●●●●	👀	Dark	Sucker Punch	👀	Bug	Soak
	BASE HP: 5 SUGGESTED RANK: Pro	👀	Water	Liquidation	👀	Water	Hydro Pump
	ABILITIES: Torrent	👀	Water	Rain Dance	👀	Bug	Fell Stinger
	EVOLUTIVE STAGE: Final.						




#819 Skwovet						TYPE: Normal	
 <p>HEIGHT: 1'00" / 0.3m WEIGHT: 5 lbs / 2.5kg</p> <p>Cheeky Pokémon They love to feed on berries and nuts they store on their cheeks, they can get very anxious if its cheeks are empty. If you feed one of them they will follow you and call for others so you feed them as well</p>	STRENGTH ●●●●	🌀	Normal	Tackle	🌀	Normal	Tail Whip
	DEXTERITY ●●●●	👀	Dark	Bite	👀	Normal	Stuff Cheeks
	VITALITY ●●●●	👀	Normal	Stockpile	👀	Normal	Swallow
	SPECIAL ●●●●	👀	Normal	Spit Up	👀	Normal	Body Slam
	INSIGHT ●●●●	👀	Psychic	Rest	👀	Fight	Counter
	BASE HP: 3 SUGGESTED RANK: Starter	👀	Grass	Bullet Seed	👀	Normal	Super Fang
	ABILITIES: Cheek Pouch	👀	Poison	Belch	👀	Normal	Defense Curl
	EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.	👀	Rock	Rollout	👀	Dark	Crunch

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#820 Greedent	TYPE:	Normal
🌀	Normal	Covet	🌀	Normal	Tackle	 <p>HEIGHT: 2'00" / 0.6m WEIGHT: 13lbs / 6kg</p> <p>Greedy Pokémon They are a little dim-witted as they think on nothing but eating. Greedent hide and store berries on their tails, many of them fall of, becoming new trees the next year. Their teeth are very strong.</p>	STRENGTH	●●●●●
🌀	Normal	Tail Whip	🌀	Dark	Bite		DEXTERITY	●●●
🌀	Normal	Stuff Cheeks	🌀	Normal	Stockpile		VITALITY	●●●●●
🌀	Normal	Swallow	🌀	Normal	Spit Up		SPECIAL	●●●●
🌀	Normal	Body Slam	🌀	Psychic	Rest		INSIGHT	●●●●
🌀	Fight	Counter	🌀	Grass	Bullet Seed		BASE HP:	5
🌀	Normal	Super Fang	🌀	Poison	Belch		SUGGESTED RANK:	🌀 Amateur
🌀	Normal	Last Resort	🌀	Normal	Belly Drum		ABILITIES:	👉 Cheek Puch & Gluttony
🌀	Dark	Crunch					EVOLUTIVE STAGE:	Final.
								 #819  #820

#821 Rookidee	TYPE:	Flying	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
 <p>HEIGHT: 0'08" / 0.2m WEIGHT: 4 lbs / 2kg</p> <p>BASE HP: 3 SUGGESTED RANK: 🌀 Beginner</p> <p>ABILITIES: Keen Eye & Unnerve</p> <p>EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.</p>  #821  #822  #823	STRENGTH	●●●●	🌀	Flying	Peck	🌀	Normal	Leer
	DEXTERITY	●●●●	🌀	Dark	Power Trip	🌀	Dark	Hone Claws
	VITALITY	●●●●	🌀	Normal	Fury Attack	🌀	Flying	Pluck
	SPECIAL	●●●●	🌀	Dark	Taunt	🌀	Normal	Scary Face
	INSIGHT	●●●●	🌀	Flying	Drill Peck	🌀	Normal	Swagger
			🌀	Flying	Brave Bird	🌀	Ghost	Spite
			🌀	Flying	Defog	🌀	Ground	Sand Attack

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#822 Corvisquire	TYPE:	Flying
🌀	Flying	Peck	🌀	Normal	Leer	 <p>HEIGHT: 2'07" / 0.8m WEIGHT: 35 lbs / 16kg</p> <p>Raven Pokémon They are smart enough to use tools in battle, these Pokémon have been seen picking up rocks and flinging them or using ropes to wrap up foes. They choose their battles carefully and do not retreat.</p>	STRENGTH	●●●●
🌀	Dark	Power Trip	🌀	Dark	Hone Claws		DEXTERITY	●●●●●
🌀	Normal	Fury Attack	🌀	Flying	Pluck		VITALITY	●●●●
🌀	Dark	Taunt	🌀	Normal	Scary Face		SPECIAL	●●●●
🌀	Flying	Drill Peck	🌀	Normal	Swagger		INSIGHT	●●●●
🌀	Flying	Brave Bird	🌀	Flying	Roost		BASE HP:	4
🌀	Flying	Tailwind	🌀	Fight	Rock Smash		SUGGESTED RANK:	🌀 Amateur
							ABILITIES:	👉 Keen Eye & Big Pecks
							EVOLUTIVE STAGE:	Second. EVOLUTION TIME: Medium.
								 #821  #822  #823




#823 Corviknight	TYPE:	Flying	Steel	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
 <p>HEIGHT: 7'03" / 2.2m WEIGHT: 165 lbs / 75kg</p> <p>BASE HP: 6 SUGGESTED RANK: 🌀 Ace</p> <p>ABILITIES: Pressure & Mirror Armor</p> <p>EVOLUTIVE STAGE: Final.</p>  #821  #822  #823	STRENGTH	●●●●●	🌀	Flying	Peck	🌀	Normal	Leer	
	DEXTERITY	●●●●	🌀	Steel	Steel Wing	🌀	Steel	Iron defense	
	VITALITY	●●●●●	🌀	Steel	Metal Sound	🌀	Dark	Power Trip	
	SPECIAL	●●●●	🌀	Dark	Hone Claws	🌀	Normal	Fury Attack	
	INSIGHT	●●●●	🌀	Flying	Pluck	🌀	Dark	Taunt	
			🌀	Normal	Scary Face	🌀	Flying	Drill Peck	
			🌀	Normal	Swagger	🌀	Flying	Brave Bird	
			🌀	Flying	Roost	🌀	Flying	Sky Attack	
			🌀	Steel	Steel Beam				

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#824 Blipbug		TYPE:	Bug
🌀	Bug	Struggle Bug	🌀	Bug	Sticky Web	🌀		STRENGTH ●●●	DEXTERITY ●●●●
🌀	Normal	Supersonic	🌀	Bug	Infestation				
								SPECIAL ●●●	INSIGHT ●●●●
								BASE HP: 3	SUGGESTED RANK: Starter
								ABILITIES: Swarm & Compoundeyes	
								EVOLUTIVE STAGE: First.	EVOLUTION TIME: Fast.
								 #824	 #825
								 #826	

HEIGHT: 1'04" / 0.4m WEIGHT: 17 lbs / 8kg

Larva Pokémon
Often found in gardens, Blipbug has hairs on its body that it uses to assess its surroundings. They are very smart and easy to teach but they are not very strong and other Pokémon bully them often.

#825 Dottler		TYPE:	Bug	Psychic	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH	●●●	🌀	Bug	Struggle Bug	🌀	Psychic	Confusion		
	DEXTERITY	●●●●	🌀	Psychic	Light Screen	🌀	Psychic	Reflect		
	VITALITY	●●●●●	🌀	Bug	Sticky Web	🌀	Normal	Supersonic		
	SPECIAL	●●●●	🌀	Bug	Infestation					
	INSIGHT	●●●●●								
HEIGHT: 1'04" / 0.4m	WEIGHT: 43 lbs / 19kg	BASE HP: 4	SUGGESTED RANK: Beginner	ABILITIES: Swarm & Compoundeyes						
Radome Pokémon It grows into its final stage inside a hard shell. It barely moves and it won't eat or drink during this time, due to this many believe it to be dead until its psychic powers awaken and it starts communicating telepathically.				EVOLUTIVE STAGE: Second. EVOLUTION TIME: Medium.						
				 #824	 #825	 #826				

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#826 Orbeetle		TYPE:	Bug	Psychic
🌀	Bug	Struggle Bug	🌀	Psychic	Confusion	🌀		STRENGTH ●●●●	DEXTERITY ●●●●	
🌀	Psychic	Light Screen	🌀	Psychic	Reflect					VITALITY ●●●●●
🌀	Ghost	Confuse Ray	🌀	Psychic	Magic Coat			SPECIAL ●●●●●	INSIGHT ●●●●●	
🌀	Psychic	Agility	🌀	Psychic	Psybeam			BASE HP: 5	SUGGESTED RANK: Amateur	
🌀	Psychic	Hypnosis	🌀	Psychic	Ally Switch			ABILITIES: Swarm & Frisk		
🌀	Bug	Bug Buzz	🌀	Psychic	Mirror Coat			EVOLUTIVE STAGE: Final.		
🌀	Psychic	Psychic	🌀	Normal	After You			 #824	 #825	
🌀	Psychic	Calm Mind	🌀	Psychic	Psychic Terrain			 #826		
🌀	Bug	Infestation	🌀	Normal	Recover					
🌀	Psychic	Imprison								

HEIGHT: 1'04" / 0.4m WEIGHT: 90 lbs / 41kg

Seven Spot Pokémon
It's famous for its high intelligence and the large size of its brain. It has immense psychic power. They patrol their territory as floating sentries, focusing a ray of light over any intruder, even if they are miles away.

#827 Nickit		TYPE:	Dark	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	
	STRENGTH	●●●	🌀	Normal	Quick Attack	🌀	Normal	Tail Whip		
	DEXTERITY	●●●●	🌀	Dark	Beat Up	🌀	Dark	Hone Claws		
	VITALITY	●●●●	🌀	Dark	Snarl	🌀	Dark	Assurance		
	SPECIAL	●●●●	🌀	Dark	Nasty Plot	🌀	Dark	Sucker Punch		
	INSIGHT	●●●●	🌀	Dark	Night Slash	🌀	Normal	Tail Slap		
HEIGHT: 2'00" / 0.6m	WEIGHT: 20 lbs / 9kg	BASE HP: 3	SUGGESTED RANK: Beginner	🌀	Dark	Foul Play	🌀	Fairy	Play Rough	
Fox Pokémon Cunning and cautious, Nickit survive by stealing food. It erases its tracks with swipes of its tail so it's very difficult to track one. They have thrived in the cities and come at night to steal from stores.				ABILITIES: Run Away & Unburden						
				EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.						
				 #827	 #828					

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#828 Thievul	TYPE:	Dark
1	Dark	Thief	1	Normal	Quick Attack			STRENGTH
2	Dark	Hone Claws	2	Normal	Tail Whip	DEXTERITY		●●●●●
3	Dark	Beat Up	3	Dark	Snarl	VITALITY		●●●●
4	Dark	Assurance	4	Dark	Nasty Plot	SPECIAL		●●●●●
5	Dark	Sucker Punch	5	Dark	Night Slash	INSIGHT		●●●●●
6	Normal	Tail Slap	6	Dark	Foul Play	HEIGHT:		4'00" / 1.2m
7	Dark	Parting Shot	7	Fight	Quick Guard	WEIGHT:		44 lbs / 20kg
8	Dark	Dark Pulse	8	Flying	Acrobatics	BASE HP:		4

SUGGESTED RANK:  Amateur


ABILITIES: Run Away & Unburden


EVOLUTIVE STAGE: Final.

EVOLUTION:  #827 →  #828

DESCRIPTION:
 Fox Pokémon
 They have long been hunted down by packs of Boltund because of all the trouble they cause in human settlements. They are experts at stealing food and Pokémon eggs, never leaving a trace behind.



#829 Gossifleur			TYPE:	Grass	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH	●●●	BASE HP: 3 SUGGESTED RANK:  Beginner ABILITIES: Cotton Down & Regenerator EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.  #829 →  #830	1	Grass	Leafage	1	Normal	Sing	
	DEXTERITY	●●		2	Normal	Rapid Spin	2	Normal	Sweet Scent	
	VITALITY	●●●●		3	Grass	Razor Leaf	3	Normal	Round	
	SPECIAL	●●●●		4	Grass	Leaf Tornado	4	Grass	Synthesis	
	INSIGHT	●●●●		5	Normal	Hyper Voice	5	Grass	Aromatherapy	
				6	Grass	Leaf Storm	6	Normal	Growth	
				7	Grass	Leech Seed	7	Poison	Poison Powder	
				8			8			

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#830 Eldegoss	TYPE:	Grass
1	Grass	Leafage	1	Grass	Cotton Spore		STRENGTH	●●●●
2	Normal	Sing	2	Normal	Rapid Spin		DEXTERITY	●●●●●
3	Normal	Sweet Scent	3	Grass	Razor Leaf		VITALITY	●●●●●
4	Normal	Round	4	Grass	Leaf Tornado		SPECIAL	●●●●●
5	Grass	Synthesis	5	Normal	Hyper Voice		INSIGHT	●●●●●
6	Grass	Aromatherapy	6	Grass	Leaf Storm		HEIGHT:	1'08" / 0.5m
7	Grass	Cotton Guard	7	Grass	Grassy Terrain		WEIGHT:	5 lbs / 2kg
8	Fairy	Charm	8	Grass	Leech Seed		BASE HP:	4

SUGGESTED RANK:  Amateur




ABILITIES: Cotton Down & Regenerator


EVOLUTIVE STAGE: Final.




EVOLUTION:  #829 →  #830

DESCRIPTION:
 Cotton Bloom Pokémon
 The cotton it produces has a glossy finish so clothes made with it are insanely expensive. In nature they are calm and selfless Pokémon who allow others to take nourishment from the cotton seeds in their head.



#831 Wooloo			TYPE:	Normal	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH	●●●	BASE HP: 3 SUGGESTED RANK:  Beginner ABILITIES: Fluffy & Run Away EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.  #831 →  #832	1	Normal	Tackle	1	Normal	Growl	
	DEXTERITY	●●●●		2	Normal	Defense Curl	2	Normal	Copycat	
	VITALITY	●●●●		3	Psychic	Guard Split	3	Fight	Double Kick	
	SPECIAL	●●●●		4	Normal	Headbutt	4	Normal	Take Down	
	INSIGHT	●●●●		5	Psychic	Guard Swap	5	Fight	Reversal	
				6	Grass	Cotton Guard	6	Normal	Double-Edge	
				7	Normal	Substitute	7	Psychic	Rest	
				8	Normal	Sleep Talk	8			

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#832 Dubwool	TYPE:	Normal
1	Normal	Tackle	1	Normal	Growl	 <p>HEIGHT: 4'03" / 1.3m WEIGHT: 95lbs / 45kg</p> <p>Sheep Pokémon Humble and calm, their wool has springy properties. A king in ancient times ordered a carpet made from 100 Dubwool, when it was done, those who step on it started to bounce the moment they set foot on it.</p>	STRENGTH	●●●●●
2	Normal	Defense Curl	2	Normal	Copycat		DEXTERITY	●●●●●
3	Psychic	Guard Split	3	Fight	Double Kick		VITALITY	●●●●●
4	Normal	Headbutt	4	Normal	Take Down		SPECIAL	●●●●●
5	Psychic	Guard Swap	5	Fight	Reversal		INSIGHT	●●●●●
6	Grass	Cotton Guard	6	Normal	Double-Edge		BASE HP:	4
7	Normal	Last Resort	7	Flying	Bounce		SUGGESTED RANK:	Amateur
8	Psychic	Agility	8	Normal	Protect		ABILITIES:	Bulletproof & Steadfast
							EVOLUTIVE STAGE:	Final
								 

#833 Chewtle	TYPE:	Water	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
 <p>HEIGHT: 1'00" / 0.3m WEIGHT: 18 lbs / 8.5kg</p> <p>Snapping Pokémon It uses its horn as its primary weapon, but it has a reputation as a biter. Apparently its gums are itchy and the only way to soothe them is biting and chewing on stuff. It is kinda cranky but relatively harmless.</p>	STRENGTH	●●●●●	1	Normal	Tackle	1	Water	Water Gun
	DEXTERITY	●●●●●	2	Dark	Bite	2	Normal	Protect
	VITALITY	●●●●●	3	Normal	Headbutt	3	Fight	Counter
	SPECIAL	●●●●●	4	Dark	Jaw Lock	4	Water	Liquidation
	INSIGHT	●●●●●	5	Normal	Body Slam	5	Ice	Ice Fang
			6	Poison	Gastro Acid	6	Dragon	Dragon Tail
	BASE HP:	3	SUGGESTED RANK:	Beginner				
	ABILITIES:	Strong Jaw & Shell Armor						
	EVOLUTIVE STAGE:	First	EVOLUTION TIME:	Medium				
		 						

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#834 Drednaw	TYPE:	Water	Rock
1	Normal	Tackle	1	Water	Water Gun	 <p>HEIGHT: 3'03" / 1m WEIGHT: 255 lbs / 115kg</p> <p>Bite Pokémon It istays immobile near rivers and lakes, disguised as a rock until it snaps at an unsuspecting prey. Once something is trapped by its sharp teeth there is no way to take it out as it is incredibly stubborn.</p>	STRENGTH	●●●●●	
2	Water	Razor Shell	2	Rock	Rock Tomb		DEXTERITY	●●●●●	
3	Rock	Rock Polish	3	Dark	Bite		VITALITY	●●●●●	
4	Normal	Protect	4	Normal	Headbutt		SPECIAL	●●●●●	
5	Fight	Counter	5	Dark	Jaw Lock		INSIGHT	●●●●●	
6	Water	Liquidation	6	Normal	Body Slam		BASE HP:	4	
7	Rock	Head Smash	7	Water	Dive		SUGGESTED RANK:	Amateur	
8	Dragon	Dragon Tail	8	Normal	Skull Bash		ABILITIES:	Strong Jaw & Shell Armor	
							EVOLUTIVE STAGE:	Final	
								 	


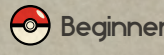



#835 Yamper	TYPE:	Electric	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
 <p>HEIGHT: 1'00" / 0.3m WEIGHT: 30 lbs / 14kg</p> <p>Puppy Pokémon Its energy and big smile make this Pokémon very popular as a herding dog. When it runs, it generates electricity from the base of its tail. It loves to fetch balls and if you give it some treats it will love you forever.</p>	STRENGTH	●●●●●	1	Normal	Tackle	1	Normal	Tail Whip
	DEXTERITY	●●●●●	2	Electric	Nuzzle	2	Dark	Bite
	VITALITY	●●●●●	3	Normal	Roar	3	Electric	Spark
	SPECIAL	●●●●●	4	Fairy	Charm	4	Dark	Crunch
	INSIGHT	●●●●●	5	Electric	Charge	5	Electric	Wild Charge
			6	Fairy	Play Rough	6	Ground	Sand Attack
	BASE HP:	3	SUGGESTED RANK:	Beginner				
	ABILITIES:	Ball Fetch						
	EVOLUTIVE STAGE:	First	EVOLUTION TIME:	Medium				
		 						

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#836 Boltund	TYPE: Electric
🌀	Electric	Electrify	🌀	Normal	Tackle		STRENGTH ●●●●●
🌀	Normal	Tail Whip	🌀	Electric	Nuzzle		DEXTERITY ●●●●●●●
🌀	Dark	Bite	🌀	Normal	Roar		VITALITY ●●●●●
🌀	Electric	Spark	🌀	Fairy	Charm		SPECIAL ●●●●●
🌀	Dark	Crunch	🌀	Electric	Charge		INSIGHT ●●●●●
🌀	Electric	Wild Charge	🌀	Fairy	Play Rough		BASE HP: 4
🌀	Electric	Electric Terrain	🌀	Psychic	Psychic Fangs		SUGGESTED RANK: Amateur
🌀	Ground	Dig	🌀	Electric	Thunder Fang		ABILITIES: Strong Jaw & Competitive
HEIGHT: 3'03" / 1m		WEIGHT: 75 lbs / 34kg		Dog Pokémon		EVOLUTIVE STAGE: Final.	
It sends electricity through its legs to boost their speed, it easily breaks 50 mph. They get destructive and stressed if you do not take them out to run daily, otherwise they are chill and easygoing Pokémon.							
							





#837 Rolycoly	TYPE: Rock	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH ●●●●●	🌀	Normal	Tackle	🌀	Normal	Smokescreen
	DEXTERITY ●●●●●	🌀	Normal	Rapid Spin	🌀	Rock	Smack Down
	VITALITY ●●●●●	🌀	Rock	Rock Polish	🌀	Rock	Ancient Power
	SPECIAL ●●●●●	🌀	Fire	Incinerate	🌀	Rock	Stealth Rock
	INSIGHT ●●●●●	🌀	Fire	Heat Crash	🌀	Rock	Rock Blast
	BASE HP: 3	🌀	Normal	Endure	🌀	Ground	Spikes
	SUGGESTED RANK: Beginner	🌀	Normal	Substitute			
	ABILITIES: Steam Engine & Heatproof						
HEIGHT: 1'00" / 0.3m		WEIGHT: 26 lbs / 12kg		EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.			
Coal Pokémon This Pokémon was discovered inside a coal mine. It looks like a clump of coal only it moves like a unicycle. When it gets angry it glows burning hot but when it's happy it lets out soft crackles and keeps a steady warmth.							
							

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#838 Carkol	TYPE: Rock Fire
🌀	Normal	Tackle	🌀	Normal	Smokescreen		STRENGTH ●●●●●
🌀	Fire	Flame Charge	🌀	Normal	Rapid Spin		DEXTERITY ●●●●●
🌀	Rock	Smack Down	🌀	Rock	Rock Polish		VITALITY ●●●●●
🌀	Rock	Ancient Power	🌀	Fire	Incinerate		SPECIAL ●●●●●
🌀	Rock	Stealth Rock	🌀	Fire	Heat Crash		INSIGHT ●●●●●
🌀	Rock	Rock Blast	🌀	Fire	Burn Up		BASE HP: 4
🌀	Ground	High Horsepower	🌀	Water	Scald		SUGGESTED RANK: Amateur
🌀	Steel	Iron Defense					ABILITIES: Steam Engine & Flame Body
HEIGHT: 3'07" / 1.1m		WEIGHT: 172 lbs / 78kg		EVOLUTIVE STAGE: Second. EVOLUTION TIME: Medium.			
Coal Pokémon It rolls its legs, their heavy weight creates parallel trackmarks that allow them to travel faster through caves and tunnels. In old times, people used Carkol's coal as fuel for they can hold fire for a long time.							
							

#839 Coalossal	TYPE: Rock Fire	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH ●●●●●	🌀	Normal	Tackle	🌀	Normal	Smokescreen
	DEXTERITY ●●●●●	🌀	Fire	Flame Charge	🌀	Rock	Tar Shot
	VITALITY ●●●●●	🌀	Normal	Rapid Spin	🌀	Rock	Smack Down
	SPECIAL ●●●●●	🌀	Rock	Rock Polish	🌀	Rock	Ancient Power
	INSIGHT ●●●●●	🌀	Fire	Incinerate	🌀	Rock	Stealth Rock
	BASE HP: 6	🌀	Fire	Heat Crash	🌀	Rock	Rock Blast
	SUGGESTED RANK: Ace	🌀	Fire	Burn Up	🌀	Fire	Overheat
	ABILITIES: Steam Engine & Flash Fire	🌀	Ground	Bulldoze	🌀	Steel	Heavy Slam
HEIGHT: 9'02" / 2.8m		WEIGHT: 684 lbs / 310kg		EVOLUTIVE STAGE: Final.			
Coal Pokémon They are usually calm creatures, if they see you are kind they'll share their warmth with you but if you enrage one you risk being burned down to ashes. They spit tarry substance that is very flammable.							
							


RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#840 Applin	TYPE:	Grass	Dragon
🌀	Water	Withdraw	🌀	Ghost	Astonish		STRENGTH	●●●●	
🍷	Normal	Defense Curl	🍷	Rock	Rollout		DEXTERITY	●●●●	
🍷	Normal	Recycle					VITALITY	●●●●	
						HEIGHT: 0'08" / 0.2m WEIGHT: 1lbs / 0.5kg	SPECIAL	●●●●	
						Apple Core Pokémon As soon as it's born this tiny lizard Pokémon, it burrows into an apple to protect itself from birds and predators. The apple serves as its food source and the flavor of it will determine its evolution.	INSIGHT	●●●●	
							BASE HP: 3 SUGGESTED RANK:  Beginner		
							ABILITIES: Ripen & Gluttony		
							EVOLUTIVE STAGE: First. EVOLVES WITH ITEM: Apple.		
							  		

#841 Flapple	TYPE:	Grass	Dragon	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH	●●●●●		🌀	Water	Withdraw	🍷	Ghost	Astonish
	DEXTERITY	●●●●●		🍷	Flying	Wing Attack	🍷	Normal	Recycle
	VITALITY	●●●●●		🍷	Normal	Growth	🍷	Dragon	Twister
	SPECIAL	●●●●●		🍷	Poison	Acid Spray	🍷	Flying	Acrobatics
	INSIGHT	●●●●●		🍷	Grass	Leech seed	🍷	Normal	Protect
HEIGHT: 1'00" / 0.3m WEIGHT: 2 lbs / 1kg	BASE HP: 4 SUGGESTED RANK:  Ace			🍷	Dragon	Dragon Breath	🍷	Dragon	Dragon Dance
Apple Wing Pokémon It grew inside a sour apple, and thus developed an acid that can cause chemical burns. It uses the discarded apple skin to fly or disguise itself as a rancid apple. They are loners as not many like how it looks or smells.	ABILITIES: Rippen & Hustle			🍷	Dragon	Dragon Pulse	🍷	Grass	Grav Apple
	EVOLUTIVE STAGE: Final. EVOLVED WITH: Tart Apple.			🍷	Steel	Iron Defense	🍷	Flying	Fly
	 			🍷	Dragon	Dragon Rush	🍷	Dark	Sucker Punch
				🍷	Dragon	Outrage	🍷	Dragon	Draco Meteor

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#842 Appletun	TYPE:	Grass	Dragon
🌀	Water	Withdraw	🌀	Ghost	Astonish		STRENGTH	●●●●●	
🍷	Normal	Headbutt	🍷	Normal	Recycle		DEXTERITY	●●●●	
🍷	Normal	Growth	🍷	Normal	Sweet Scent		VITALITY	●●●●	
🍷	Ghost	Curse	🍷	Normal	Stomp	HEIGHT: 1'04" / 0.4m WEIGHT: 28 lbs / 13kg	SPECIAL	●●●●●	
🍷	Grass	Leech seed	🍷	Normal	Protect	Apple Nectar Pokémon Eating a sweet apple caused its evolution. A nectarous scent wafts from its body, luring in the bug Pokémon it preys on, but it also attracts other Pokémon who eat the skins atop of its back.	INSIGHT	●●●●●	
🍷	Grass	Bullet Seed	🍷	Normal	Recover		BASE HP: 5 SUGGESTED RANK:  Ace		
🍷	Grass	Apple Acid	🍷	Normal	Body Slam		ABILITIES: Rippen & Thick Fat		
🍷	Steel	Iron Defense	🍷	Dragon	Dragon Pulse		EVOLUTIVE STAGE: Final. EVOLVED WITH: Sweet Apple.		
🍷	Grass	Energy Ball	🍷	Grass	Giga Drain		 		
🍷	Grass	Solar Beam	🍷	Dragon	Draco Meteor				

#843 Silicobra	TYPE:	Ground	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH	●●●●●	🌀	Normal	Wrap	🍷	Ground	Sand Attack
	DEXTERITY	●●●●●	🍷	Normal	Minimize	🍷	Dark	Brutal Swing
	VITALITY	●●●●●	🍷	Ground	Bulldoze	🍷	Normal	Slam
	SPECIAL	●●●●●	🍷	Normal	Glare	🍷	Ground	Dig
	INSIGHT	●●●●●	🍷	Rock	Sandstorm	🍷	Normal	Headbutt
HEIGHT: 7'03" / 2.2m WEIGHT: 17 lbs / 8kg	BASE HP: 4 SUGGESTED RANK:  Amateur		🍷	Poison	Coil	🍷	Ground	Sand Tomb
Sand Snake Pokémon Silicobra can appear to be very aggressive but they just want to be left alone. They spew sand from their nostrils and while the foe is blinded, they burrow back into the ground to hide.	ABILITIES: Sand Spit & Shed Skin		🍷	Ground	Mud Slap	🍷	Poison	Poison Tail
	EVOLUTIVE STAGE: First. EVOLUTION TIME: Slow.		🍷	Normal	Last Resort			
	 							

#846 Arrokuda						TYPE: Water
Rank 1	Flying	Peck	Rank 1	Water	Aqua Jet	 <p>HEIGHT: 1'08" / 0.5m WEIGHT: 2 lbs / 1kg</p> <p>Rush Pokémon They propell themselves, swimming at high speeds to hunt their prey. After they have eaten their swim becomes sluggish and they are at risk of being eaten themselves. They are proud of their pointed jaw.</p> <p>BASE HP: 3 SUGGESTED RANK: Amateur</p> <p>ABILITIES: Swift Swim & Propeller Tail</p> <p>EVOLUTIVE STAGE: First. EVOLUTION TIME: Medium.</p>  
Rank 2	Normal	Fury Attack	Rank 2	Dark	Bite	
Rank 3	Psychic	Agility	Rank 3	Water	Dive	
Rank 4	Normal	Laser Focus	Rank 4	Dark	Crunch	
Rank 5	Water	Liquidation	Rank 5	Normal	Double-Edge	
Rank 6	Normal	Slash	Rank 6	Ground	Drill Run	
Rank 7	Ice	Ice Fang				

#847 Barraskewda						TYPE: Water
 <p>HEIGHT: 4'03" / 1.3m WEIGHT: 66 lbs / 30kg</p> <p>Skewer Pokémon This Pokémon has a jaw that's as sharp as a spear and as strong as steel. Apparently Barraskewda's flesh is surprisingly tasty, too. When they hunt, they have speed burst record of 100 knots.</p> <p>BASE HP: 4 SUGGESTED RANK: Amateur</p> <p>ABILITIES: Swift Swim & Propeller Tail</p> <p>EVOLUTIVE STAGE: Final.</p>  	Rank 1	Flying	Peck	Rank 1	Water	Aqua Jet
	Rank 2	Dark	Throat Chop	Rank 2	Normal	Fury Attack
	Rank 3	Dark	Bite	Rank 3	Psychic	Agility
	Rank 4	Water	Dive	Rank 4	Normal	Laser Focus
	Rank 5	Dark	Crunch	Rank 5	Water	Liquidation
	Rank 6	Normal	Double-Edge	Rank 6	Dark	Night Slash
	Rank 7	Poison	Poison Jab	Rank 7	Normal	Giga Impact

#848 Toxel						TYPE: Electric Poison
Rank 1	Electric	Nuzzle	Rank 1	Normal	Tearful Look	 <p>HEIGHT: 1'04" / 0.4m WEIGHT: 24 lbs / 11kg</p> <p>Baby Pokémon Toxel secrete poison through their skin, the closer they are to evolving, the brighter their skin color becomes. They need a lot of nurturing but are bad tempered and ill mannered so not many take the task.</p> <p>BASE HP: 3 SUGGESTED RANK: Amateur</p> <p>ABILITIES: Rattled & Static</p> <p>EVOLUTIVE STAGE: First. EVOLUTION TIME: Slow.</p>   
Rank 2	Normal	Growl	Rank 2	Normal	Flail	
Rank 3	Poison	Acid	Rank 3	Poison	Belch	
Rank 4	Normal	Encore	Rank 4	Psychic	Rest	
Rank 5	Normal	Round				
Rank 6						
Rank 7						

#849 Toxtricity						TYPE: Electric Poison
 <p>HEIGHT: 5'03" / 1.6m WEIGHT: 88 lbs / 40kg</p> <p>Punk Pokémon Commonly called "Amped Form", its nature determines its evolution, If a Toxel is extroverted it will evolve to be a short-tempered Toxtricity. They emit high pitched sounds and let out powerful discharges to provoke others.</p> <p>BASE HP: 4 SUGGESTED RANK: Ace</p> <p>ABILITIES: Punk Rock & Plus</p> <p>EVOLUTIVE STAGE: Final. EVOLUTIVE BY: Extrovert Nature.</p>  	Rank 1	Electric	Nuzzle	Rank 1	Normal	Growl
	Rank 2	Electric	Spark	Rank 2	Electric	Eerie Impulse
	Rank 3	Normal	Flail	Rank 3	Normal	Tearful Look
	Rank 4	Electric	Thunder Shock	Rank 4	Poison	Acid
	Rank 5	Normal	Leer	Rank 5	Poison	Acid Spray
	Rank 6	Electric	Charge	Rank 6	Normal	Noble Roar
	Rank 7	Normal	Scary Face	Rank 7	Electric	Shock Wave
Rank 8	Poison	Venoshock	Rank 8	Dark	Taunt	
Rank 9	Poison	Belch	Rank 9	Normal	Screech	
Rank 10	Normal	Swagger	Rank 10	Poison	Toxic	
Rank 11	Electric	Discharge	Rank 11	Poison	Poison Jab	
Rank 12	Electric	Overdrive	Rank 12	Normal	Boomburst	
Rank 13	Steel	Shift Gear	Rank 13	Fight	Power-Up Punch	
Rank 14	Steel	Metal Sound	Rank 14	Normal	Round	

#849 Toxtricity



HEIGHT: 5'03" / 1.6m
WEIGHT: 88 lbs / 40kg

Punk Pokémon
Commonly called "Low Key Form", its nature determines its evolution. If a Toxel is introverted it will evolve to be a chill Toxtricity. They emit low pitched sounds and look down on others who try to provoke them.

TYPE: **Electric** **Poison**

STRENGTH ●●●○○○
DEXTERITY ●●○○○○
VITALITY ●●○○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○○

BASE HP: **4** SUGGESTED RANK: **Ace**

ABILITIES: **Punk Rock & Minus**

EVOLUTIVE STAGE: Final.
EVOLUTIVE BY: Introvert Nature.




RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Electric	Nuzzle	○	Normal	Growl
○	Electric	Spark	○	Electric	Eerie Impulse
○	Normal	Flail	○	Normal	Tearful Look
○	Electric	Thunder Shock	○	Poison	Acid
○	Normal	Leer	○	Poison	Acid Spray
○	Electric	Charge	○	Normal	Noble Roar
○	Normal	Scary Face	○	Electric	Shock Wave
○	Poison	Venom Drench	○	Dark	Taunt
○	Poison	Belch	○	Normal	Screech
○	Normal	Swagger	○	Poison	Toxic
○	Electric	Discharge	○	Poison	Poison Jab
○	Electric	Magnetic Flux	○	Normal	Boomburst
○	Steel	Shift Gear	○	Fight	Power-Up Punch
○	Steel	Metal Sound	○	Normal	Round

#850 Sizzlipede

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Fire	Ember	○	Normal	Smokescreen
○	Normal	Wrap	○	Dark	Bite
○	Fire	Flame Wheel	○	Bug	Bug Bite
○	Poison	Coil	○	Normal	Slam
○	Fire	Fire Spin	○	Dark	Crunch
○	Fire	Fire Lash	○	Bug	Lunge
○	Fire	Burn Up	○	Dark	Knock Off
○	Bug	Struggle Bug	○	Poison	Venoshock



HEIGHT: 2'04" / 0.7m
WEIGHT: 2 lbs / 1kg

Radiator Pokémon
It stores flammable gas in its body and uses it to generate heat. The yellow sections on its belly get very hot. It wraps prey with its body heated to cook them, then it nibbles them down until nothing remains.

TYPE: **Fire** **Bug**

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: **3** SUGGESTED RANK: **Amateur**

ABILITIES: **Flash Fire & White Smoke**

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.




#851 Centiskorch



HEIGHT: 9'10" / 3m
WEIGHT: 264lbs / 120kg

Radiator Pokémon
It lashes its body like a whip and launches itself at enemies, while its burning body is already dangerous on its own, this excessively hostile Pokémon also has large and very sharp fangs.

TYPE: **Fire** **Bug**

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: **5** SUGGESTED RANK: **Ace**

ABILITIES: **Flash Fire & White Smoke**


EVOLUTIVE STAGE: Final.




RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Fire	Ember	○	Normal	Smokescreen
○	Normal	Wrap	○	Dark	Bite
○	Fire	Flame Wheel	○	Bug	Bug Bite
○	Poison	Coil	○	Normal	Slam
○	Fire	Fire Spin	○	Dark	Crunch
○	Fire	Fire Lash	○	Bug	Lunge
○	Fire	Burn Up	○	Fire	Fire Fang
○	Water	Scald	○	Electric	Thunder Fang

#852 Clobbopus

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Fight	Rock Smash	○	Normal	Leer
○	Normal	Feint	○	Normal	Bind
○	Fight	Detect	○	Fight	Brick Break
○	Fight	Bulk Up	○	Fight	Submission
○	Dark	Taunt	○	Fight	Reversal
○	Fight	Superpower	○	Water	Soak
○	Fight	Circle Throw	○	Fight	Seismic Toss



HEIGHT: 2'00" / 0.6m
WEIGHT: 8 lbs / 4kg

Tantrum Pokémon
It's very curious and child-like, but it investigates things by try to punch them with its tentacles, despite this, the tentacles tear off easily, but don't be alarmed for they'll regrow in a few days.



TYPE: **Fight**

STRENGTH ●●○○○
DEXTERITY ●○○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: **3** SUGGESTED RANK: **Beginner**

ABILITIES: **Limber & Technician**

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.

#853 Grapploct



HEIGHT: 5'03" / 1.6m
WEIGHT: 86lbs / 39kg

Jujitsu Pokémon

A body made up of nothing but muscle makes its tentacles very powerful. They come out of the ocean to find opponents to battle, once the fight is over they go back into the sea.

TYPE:	Fight
STRENGTH	●●●●●
DEXTERITY	●●●
VITALITY	●●●●●
SPECIAL	●●●●●
INSIGHT	●●●●●

BASE HP: **4** SUGGESTED RANK: Amateur

ABILITIES: Limber & Technician

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Fight	Rock Smash	●	Normal	Leer
●	Normal	Feint	●	Normal	Bind
●	Fight	Detect	●	Fight	Brick Break
●	Fight	Bulk Up	●	Fight	Submission
●	Dark	Taunt	●	Fight	Octolock
●	Water	Octazooka	●	Fight	Reversal
●	Fight	Superpower	●	Dark	Topsy-Turvy
●	Fight	Close Combat	●	Water	Liquidation
●	Dark	Brutal Swing			

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Ghost	Astonish	●	Water	Withdraw
●	Fairy	Aromatic Mist	●	Grass	Mega Drain
●	Normal	Protect	●	Dark	Sucker Punch
●	Grass	Aromatherapy	●	Grass	Giga Drain
●	Ghost	Shadow Ball	●	Dark	Nasty Plot
●	Dark	Memento	●	Normal	Shell Smash
●	Normal	Substitute	●	Dark	Foul Play
●	Psychic	Trick			

#854 Sinistea



HEIGHT: 0'04" / 0.1m
WEIGHT: 0.4lbs / 0.2kg

Black Tea Pokémon

This Pokémon is said to have been born when a lonely spirit possessed a cold, leftover cup of tea. It absorbs the life-force of those who drink it but it tastes so bad that it gets spat out immediately.

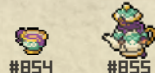
TYPE: **Ghost**

STRENGTH	●●●●
DEXTERITY	●●●●
VITALITY	●●●●
SPECIAL	●●●●●
INSIGHT	●●●●

BASE HP: **3** SUGGESTED RANK: Beginner

ABILITIES: Weak Armor & Cursed Body

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



#855 Polteageist



HEIGHT: 0'04" / 0.1m
WEIGHT: 0.4 lbs / 0.2kg

Black Tea Pokémon

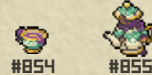
This species lives in old ceramic teapots. They struggle to find real antiques, for most tea sets nowadays are just imitations. Never leave your tea unattended or a Polteageist might come to haunt it.

TYPE:	Ghost
STRENGTH	●●●●
DEXTERITY	●●●●●
VITALITY	●●●●
SPECIAL	●●●●●●
INSIGHT	●●●●●

BASE HP: **4** SUGGESTED RANK: Amateur

ABILITIES: Weak Armor & Cursed Body

EVOLUTIVE STAGE: Final.
EVOLVES WITH ITEM: Cracked Pot.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Teatime	●	Water	Withdraw
●	Ghost	Astonish	●	Grass	Mega Drain
●	Fairy	Aromatic Mist	●	Dark	Sucker Punch
●	Normal	Protect	●	Grass	Giga Drain
●	Grass	Aromatherapy	●	Ghost	Shadow Ball
●	Dark	Nasty Plot	●	Normal	Shell Smash
●	Dark	Memento	●	Grass	Strength Sap
●	Ghost	Poltergeist	●	Psychic	Stored Power
●	Normal	Self-Destruct			

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Psychic	Confusion	●	Normal	Play Nice
●	Water	Life Dew	●	Fairy	Disarming Voice
●	Grass	Aromatherapy	●	Psychic	Psybeam
●	Psychic	Heal Pulse	●	Fairy	Dazzling Gleam
●	Psychic	Calm Mind	●	Psychic	Psychic
●	Psychic	Healing Wish	●	Electric	Nuzzle
●	Normal	After You	●	Fairy	Aromatic Mist

#856 Hatenna



HEIGHT: 1'04" / 0.4m
WEIGHT: 7 lbs / 3kg

Calm Pokémon

Though the protrusion on its head it senses other creatures' emotions. If you don't have a calm disposition, it will never warm up to you. They get overwhelmed in places with many people, preferring to hide alone.

TYPE: **Psychic**

STRENGTH	●●●
DEXTERITY	●●●●
VITALITY	●●●●
SPECIAL	●●●●
INSIGHT	●●●●

BASE HP: **3** SUGGESTED RANK: Beginner

ABILITIES: Healer & Anticipation

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



#857 Hattrem



HEIGHT: 2'00"/0.6m
WEIGHT: 10lbs/ 5kg

Serene Pokémon
It may seem friendly but it is actually quite the loner. No matter who you are, if you bring strong emotions near it, it will silence you violently by hitting you with its braids. It dislikes crowded places.

TYPE: **Psychic**

STRENGTH ●●●●
DEXTERITY ●●●●
VITALITY ●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **4** SUGGESTED RANK: Amateur

ABILITIES: **Healer & Anticipation**

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Psychic	Confusion	●	Normal	Play Nice
●	Water	Life Dew	●	Fairy	Disarming Voice
●	Grass	Aromatherapy	●	Psychic	Psybeam
●	Psychic	Heal Pulse	●	Fairy	Dazzling Gleam
●	Psychic	Calm Mind	●	Dark	Brutal Swing
●	Psychic	Healing Wish	●	Psychic	Psychic
●	Electric	Nuzzle	●	Normal	Endure
●	Dark	Quash			

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Psychic	Confusion	●	Normal	Play Nice
●	Water	Life Dew	●	Fairy	Disarming Voice
●	Grass	Aromatherapy	●	Psychic	Psybeam
●	Psychic	Heal Pulse	●	Fairy	Dazzling Gleam
●	Psychic	Calm Mind	●	Dark	Brutal Swing
●	Psychic	Psycho Cut	●	Psychic	Psychic
●	Psychic	Healing Wish	●	Psychic	Magic Powder
●	Dark	Dark Pulse	●	Fire	Mystical Fire
●	Psychic	Light Screen			

#858 Hatterene



HEIGHT: 7'0"/2.1m
WEIGHT: 11 lbs / 5kg

Silent Pokémon
If you're too loud around it, you risk being torn apart by the claws on its tentacle. This Pokémon is also known as the Forest Witch. It is very sensitive to the emotions of others if it senses doubt, fear or anger it will attack you.

TYPE: **Psychic** **Fairy**

STRENGTH ●●●●●
DEXTERITY ●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: **5** SUGGESTED RANK: Ace

ABILITIES: **Healer & Anticipation**

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Poison	Poison Gas	●	Normal	Tackle
●	Fairy	Fairy Wind	●	Fairy	Aromatic Mist
●	Poison	Clear Smog	●	Poison	Smog
●	Normal	Smokescreen	●	Ice	Haze
●	Flying	Defog	●	Normal	Double Hit
●	Dark	Assurance	●	Poison	Sludge
●	Grass	Aromatherapy	●	Normal	Self Destruct
●	Poison	Sludge Bomb	●	Poison	Toxic
●	Poison	Belch	●	Normal	Explosion
●	Fairy	Strange Steam	●	Ghost	Destiny Bond
●	Dark	Memento	●	Fairy	Misty Terrain
●	Fire	Flamethrower	●	Normal	Stockpile
●	Normal	Swallow			

#110 Weezing



HEIGHT: 9'10"/3m
WEIGHT: 35.3lbs/16kg

Poison Gas Pokémon
This Pokémon eats the contamination in the air, and instead of droppings, it expels clean air.
Its Galar Form was first spotted long ago when factories polluted the city.

TYPE: **Poison** **Fairy**

STRENGTH ●●●●●
DEXTERITY ●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

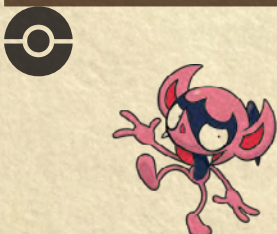
BASE HP: **4** SUGGESTED RANK: Amateur

ABILITIES: **Levitate & Neutralizing Gas**

EVOLUTIVE STAGE: Final.



#859 Impidimp



HEIGHT: 1'04"/0.4m
WEIGHT: 12 lbs/ 5kg

Wily Pokémon
Through its nose, it sucks in the dark emanations produced by people and Pokémon when they feel annoyed. It thrives off this negative energy. They love to take things that don't belong to them.

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

STRENGTH ●●●●
DEXTERITY ●●●●
VITALITY ●●●●
SPECIAL ●●●●
INSIGHT ●●●●

BASE HP: **3** SUGGESTED RANK: Beginner

ABILITIES: **Prankster & Frisk**

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Normal	Fake Out	●	Normal	Confide
●	Dark	Bite	●	Dark	Flatter
●	Dark	Fake Tears	●	Dark	Assurance
●	Normal	Swagger	●	Dark	Sucker Punch
●	Dark	Torment	●	Dark	Dark Pulse
●	Dark	Nasty Plot	●	Fairy	Play Rough
●	Dark	Foul Play	●	Bug	Leech Life
●	Dark	Taunt	●	Psychic	Trick

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#862 Obstagoon	TYPE:	Dark	Normal					
🌀	Normal	Tackle	🌀	Normal	Leer		STRENGTH ●●●●●	DEXTERITY ●●●●●	VITALITY ●●●●●					
🌀	Ground	Sand Attack	🌀	Ghost	Lick					BASE HP: 5	SUGGESTED RANK:  Ace			
🌀	Normal	Take Down	🌀	Dark	Taunt							ABILITIES: Reckless & Guts		
🌀	Fight	Submission	🌀	Dark	Snarl								EVOLUTIVE STAGE: Final.	
🌀	Fairy	Baby-Doll Eyes	🌀	Dark	Obstruct									  
🌀	Normal	Headbutt	🌀	Bug	Pin Missile									
🌀	Dark	Switcheroo	🌀	Normal	Fury Swipes									
🌀	Dark	Hone Claws	🌀	Dark	Night Slash									
🌀	Fight	Counter	🌀	Psychic	Rest									
🌀	Normal	Double-Edge	🌀	Normal	Scary Face									
🌀	Fight	Cross Chop	🌀	Poison	Gunk Shot									
🌀	Steel	Iron Defense	🌀	Normal	Hyper Voice	<p>HEIGHT: 5'03"/1.6m</p> <p>WEIGHT: 101 lbs / 46kg</p> <p>Blocking Pokémon Its voice has a very loud volume and it is a noisy and rude Pokémon. Obstagoon has a tendency to take on a threatening posture and shout at anyone that is in front of it. They rarely take things seriously.</p>								

#052 Meowth	TYPE:	Steel	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH ●●●●●	DEXTERITY ●●●●●	VITALITY ●●●●●	SPECIAL ●●●●●	INSIGHT ●●●●●	🌀	Normal	Fake Out
						🌀	Normal	Scratch
						🌀	Normal	Pay Day
						🌀	Dark	Taunt
						🌀	Normal	Fury Swipes
						🌀	Normal	Slash
🌀	Normal	Thrash	🌀	Normal	Growl			
🌀	Steel	Metal Claw	🌀	Dark	Hone Claws			
🌀	Dark	Taunt	🌀	Steel	Metal Claw			
🌀	Normal	Fury Swipes	🌀	Normal	Swagger			
🌀	Normal	Slash	🌀	Normal	Screech			
🌀	Normal	Thrash	🌀	Steel	Metal Sound			
🌀	Normal	Swords Dance	🌀	Steel	Metal Sound			
🌀	Dark	Throat Chop	🌀	Dark	Night Slash			
🌀	Dark	Throat Chop	🌀	Ghost	Curse			

HEIGHT: 1'04"/0.4m

WEIGHT: 9 lbs / 4kg

BASE HP: **3**

SUGGESTED RANK:  Beginner

ABILITIES: **Pickup & Tough Claws**

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.

Scratch Cat Pokémon
The coin on its head has rusted. Meowths were taken into viking ships on long travels through the sea, living for so long in such harsh conditions toughened it up so much that parts of it have turned to iron.


RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	#863 Perrserker	TYPE:	Steel					
🌀	Normal	Fake Out	🌀	Normal	Growl		STRENGTH ●●●●●	DEXTERITY ●●●●●					
🌀	Normal	Scratch	🌀	Dark	Hone Claws				BASE HP: 4	SUGGESTED RANK:  Amateur			
🌀	Normal	Pay Day	🌀	Steel	Metal Claw						ABILITIES: Battle Armor & Tough Claws		
🌀	Steel	Iron Head	🌀	Steel	Iron Defense							EVOLUTIVE STAGE: Final.	
🌀	Dark	Taunt	🌀	Normal	Swagger								 
🌀	Normal	Fury Swipes	🌀	Normal	Screech								
🌀	Normal	Slash	🌀	Steel	Metal Sound								
🌀	Normal	Thrash	🌀	Steel	Metal Burst								
🌀	Normal	Swords Dance	🌀	Normal	Double-Edge								
🌀	Dark	Throat Chop											

HEIGHT: 2'07"/0.8m

WEIGHT: 61.7lbs/28kg

Viking Pokémon
What appears to be an iron helmet is actually hardened hair. Unlike other Meowth evolutions, Perrserker does not want riches and luxury, it enjoys battles, the outdoors and taveling though the sea.

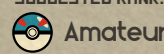
Scratch Cat Pokémon
The coin on its head has rusted. Meowths were taken into viking ships on long travels through the sea, living for so long in such harsh conditions toughened it up so much that parts of it have turned to iron.

#222 Corsola	TYPE:	Ghost	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH ●●●●●	DEXTERITY ●●●●●	VITALITY ●●●●●	SPECIAL ●●●●●	INSIGHT ●●●●●	🌀	Normal	Tackle
						🌀	Ghost	Astonish
						🌀	Ghost	Spite
						🌀	Ghost	Hex
						🌀	Grass	Strength Sap
						🌀	Ghost	Night Shade
🌀	Normal	Harden	🌀	Normal	Disable			
🌀	Normal	Pay Day	🌀	Rock	Ancient Power			
🌀	Dark	Taunt	🌀	Ghost	Curse			
🌀	Normal	Fury Swipes	🌀	Rock	Power Gem			
🌀	Normal	Slash	🌀	Ghost	Grudge			
🌀	Normal	Thrash	🌀	Water	Water Pulse			
🌀	Normal	Swords Dance	🌀	Ghost	Destiny Bond			
🌀	Dark	Throat Chop						

HEIGHT: 2'00"/0.6m



WEIGHT: 11 lbs / 5kg

BASE HP: **3**


SUGGESTED RANK:  Amateur

ABILITIES: **Weak Armor & Cursed Body**


EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.

Coral Pokémon
Watch your step when walking through shallow ocean waters because this Pokémon looks like a stone and it will curse you if you kick it. Sudden climate change wiped out this ancient kind of Corsola.

RANK		TYPE	MOVE NAME	RANK		TYPE	MOVE NAME	#864 Cursola	TYPE:	Ghost
1	Normal	Tackle	1	Normal	Harden	 <p>HEIGHT: 3'03"/1m WEIGHT: 0.9lbs / 0.4kg</p> <p>Coral Pokémon The ectoplasm serves as protection for its soul, do not touch it or you'll become stiff as stone. This Pokémon longs for the days where coral reefs were full of life, it holds a grudge to those who destroyed them.</p>	STRENGTH	●●●●●●		
2	Ghost	Astonish	2	Normal	Disable		DEXTERITY	●●●●●●		
3	Ghost	Spite	3	Rock	Ancient Power		VITALITY	●●●●●●		
4	Ghost	Hex	4	Ghost	Curse		SPECIAL	●●●●●●		
5	Grass	Strength Sap	5	Rock	Power Gem		INSIGHT	●●●●●●		
6	Ghost	Night Shade	6	Ghost	Grudge		BASE HP:	4		
7	Psychic	Mirror Coat	7	Normal	Perish Song		SUGGESTED RANK:	Ace		
8	Water	Liquidation	8	Steel	Iron Defense		ABILITIES:	Weak Armor & Perish Body		
9	Ghost	Destiny Bond					EVOLUTIVE STAGE:	Final		

#083 Farfetch'd		TYPE:	Fight	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
 <p>HEIGHT: 2'07"/0.8m WEIGHT: 92 lbs/ 42kg</p> <p>Wild Duck Pokémon The stalks of leeks are thicker and longer in the Galar region, this has allowed Farfetch'd fare better than their Kanto counterparts. It has also made them harder and warrior-like. They are still delicious, though.</p>	STRENGTH	●●●●●●	1	Flying	Peck	1	Ground	Sand Attack	
	DEXTERITY	●●●●●●	2	Normal	Leer	2	Bug	Fury Cutter	
	VITALITY	●●●●●●	3	Fight	Rock Smash	3	Dark	Brutal Swing	
	SPECIAL	●●●●●●	4	Fight	Detect	4	Dark	Knock Off	
	INSIGHT	●●●●●●	5	Flying	Defog	5	Fight	Brick Break	
	BASE HP:	3	SUGGESTED RANK:	Beginner	6	Normal	Slam	6	Normal
ABILITIES:	Steadfast & Scrappy	EVOLUTIVE STAGE:	First	7	Grass	Leaf Blade	7	Fight	Final Gambit
		EVOLVES BY:	Score 3 Critical hits in 1 battle.	8	Flying	Brave Bird	8	Grass	Solar Blade
				9	Steel	Steel Wing	9	Flying	Feather Dance

#865 Sirfetch'd		TYPE:	Fight	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	
 <p>HEIGHT: 2'07"/0.8m WEIGHT: 257 lbs/ 117kg</p> <p>Wild Duck Pokémon Only Farfetch'd that have survived many battles cango thought this evolution. They are very proud of their leek spear and leafen shield, When this Pokémon's leek withers, it will retire from combat.</p>	STRENGTH	●●●●●●	1	Ground	Sand Attack	1	Bug	Fury Cutter		
	DEXTERITY	●●●●●●	2	Bug	Fury Cutter	2	Dark	Brutal Swing		
	VITALITY	●●●●●●	3	Dark	Brutal Swing	3	Dark	Knock Off		
	SPECIAL	●●●●●●	4	Dark	Knock Off	4	Fight	Brick Break		
	INSIGHT	●●●●●●	5	Fight	Brick Break	5	Normal	Swords Dance		
	BASE HP:	4	SUGGESTED RANK:	Amateur	6	Normal	Slam	6	Normal	Swords Dance
	ABILITIES:	Steadfast & Scrappy	EVOLUTIVE STAGE:	Final	7	Steel	Iron Defense	7	Fight	Final Gambit
			EVOLVES BY:		8	Grass	Leaf Blade	8	Fight	Meteor Assault
					9	Flying	Brave Bird	9	Fight	Meteor Assault
					10	Normal	Simple Beam	10	Normal	Endure
					11	Normal	Focus Energy			

#618 Stunfisk		TYPE:	Ground Steel	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME	
 <p>HEIGHT: 2'04"/0.7m WEIGHT: 45.2lbs/20.5kg</p> <p>Trap Pokémon Stunfisk lives in mud with high iron content. Those nutrients turned its body into a Steel Type. Stunfisks' lips are hard to spot in the mud, but if someone steps on it, its jagged steel clamps their prey.</p>	STRENGTH	●●●●●●	1	Normal	Tackle	1	Ground	Mud-Slap		
	DEXTERITY	●●●●●●	2	Water	Water Gun	2	Steel	Metal Claw		
	VITALITY	●●●●●●	3	Normal	Endure	3	Ground	Mud Shot		
	SPECIAL	●●●●●●	4	Fight	Revenge	4	Steel	Metal Sound		
	INSIGHT	●●●●●●	5	Dark	Sucker Punch	5	Steel	Iron Defense		
	BASE HP:	4	SUGGESTED RANK:	Beginner	6	Flying	Bounce	6	Water	Muddy Water
	ABILITIES:	Mimicry	EVOLUTIVE STAGE:	Final	7	Grass	Snap Trap	7	Normal	Flail
					8	Ground	Fissure	8	Rock	Stealth Rock
					9	Normal	Bind	9	Fight	Counter

#122 Mr. Mime



HEIGHT: 4'07"/1.4m
WEIGHT: 125lbs / 57kg

Barrier Pokémon
Mime Jr. that endure the harsh winter of Galar are able to create invisible walls that suddenly turn to ice, as they evolve they start creating ice floors that allow them to tap-dance, which they enjoy more than anything.

TYPE: **Ice** **Psychic**

BASE HP: **4** SUGGESTED RANK: **Amateur**

ABILITIES: Vital Spirit & Screen Cleaner

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.




RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Pound	1	Normal	Rapid Spin
2	Normal	Baton Pass	2	Ice	Ice Shard
3	Psychic	Confusion	3	Psychic	Ally Switch
4	Ice	Icy Wind	4	Fight	Double Kick
5	Normal	Copypcat	5	Normal	Encore
6	Psychic	Role Play	6	Normal	Protect
7	Normal	Recycle	7	Normal	Mimic
8	Psychic	Light Screen	8	Psychic	Reflect
9	Ice	Ice Beam	9	Psychic	Hypnosis
10	Psychic	Mirror Coat	10	Dark	Sucker Punch
11	Ice	Freeze Dry	11	Psychic	Psychic
12	Normal	Safeguard	12	Fairy	Dazzling Gleam
13	Fairy	Misty Terrain	13	Normal	Teeter Dance
14	Water	Rain Dance	14	Ice	Hail

#866 Mr. Rime

RANK	TYPE	MOVE NAME
1	Normal	Slack Off
2	Normal	Block
3	Normal	Baton Pass
4	Psychic	Confusion
5	Ice	Icy Wind
6	Normal	Copypcat
7	Psychic	Role Play
8	Normal	Recycle
9	Psychic	Light Screen
10	Ice	Ice Beam
11	Psychic	Mirror Coat
12	Ice	Freeze Dry
13	Normal	Safeguard
14	Fairy	Misty Terrain

RANK	TYPE	MOVE NAME
1	Normal	After You
2	Normal	Rapid Spin
3	Ice	Ice Shard
4	Psychic	Ally Switch
5	Fight	Double Kick
6	Normal	Encore
7	Normal	Protect
8	Normal	Mimic
9	Psychic	Reflect
10	Psychic	Hypnosis
11	Dark	Fake Tears
12	Psychic	Psychic
13	Fairy	Dazzling Gleam
14	Normal	Teeter Dance




HEIGHT: 4'11"/1.5m
WEIGHT: 128 lbs/ 58kg

Comedian Pokémon
It's highly skilled at tap-dancing. It waves its cane of ice in time, its amusing movements make it very popular and they love to entertain children. It releases all of its psychic power from the pattern on its belly.

BASE HP: **5** SUGGESTED RANK: **Amateur**

ABILITIES: Tangled Feet & Screen Cleaner

EVOLUTIVE STAGE: Final.



#554 Darumaka



HEIGHT: 2'04"/0.7m
WEIGHT: 88.2lbs/40kg

Zen Charm Pokémon
When forced to live on snow, its fire sac froze and now it generates cold. Darumaka uses low temperatures as energy, making it very energetic on winter. It is playful and likes to throw snowballs.

TYPE: **Ice**

BASE HP: **3** SUGGESTED RANK: **Beginner**

ABILITIES: Hustle & Inner Focus

EVOLUTIVE STAGE: First.
EVOLVES WITH ITEM: Ice Stone.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Tackle	1	Dark	Taunt
2	Dark	Bite	2	Ice	Powder Snow
3	Ice	Avalanche	3	Normal	Work Up
4	Ice	Ice Fang	4	Normal	Headbutt
5	Ice	Ice Punch	5	Normal	Uproar
6	Normal	Belly Drum	6	Ice	Blizzard
7	Normal	Thrash	7	Fight	Superpower
8	Dark	Fling	8	Normal	Substitute
9	Fire	Heat Wave			

#555 Darmanitan

RANK	TYPE	MOVE NAME
1	Normal	Tackle
2	Dark	Bite
3	Ice	Avalanche
4	Ice	Ice Fang
5	Ice	Ice Punch
6	Normal	Belly Drum
7	Normal	Thrash
8	Ice	Icicle Crash
9	Ground	Bulldoze

RANK	TYPE	MOVE NAME
1	Dark	Taunt
2	Ice	Powder Snow
3	Normal	Work Up
4	Normal	Headbutt
5	Normal	Uproar
6	Ice	Blizzard
7	Fight	Superpower
8	Dark	Thief
9	Ice	Freeze-Dry



HEIGHT: 5'07"/1.7m
WEIGHT: 264.6lbs/120kg


Zen Charm Pokémon
The Galarian form of Darmanitan. They walk into towns during the blizzards to steal food. Darmanitans seem mean, but they are gentle and shy.

BASE HP: **4** SUGGESTED RANK: **Amateur**


ABILITIES: Gorilla Tactics & Zen Mode


EVOLUTIVE STAGE: Final.



RANK TYPE MOVE NAME						#555 Darmanitan		TYPE:	Ice	Fire
⊖	Normal	Tackle	⊖	Dark	Taunt	 <p>HEIGHT: 5'07"/1.7m WEIGHT: 264.6lbs/120kg</p> <p>Zen Charm Pokémon (Galarian) When Darmanitan gets angry atrophied fire core is reignited, This Pokémon breathes fire and destroys everything on its path.. They must be calmed down or its own heat may melt their bodies.</p>	<p>STRENGTH ●●●●●○</p> <p>DEXTERITY ●●●●●○</p> <p>VITALITY ●●●●○</p> <p>SPECIAL ●●●○</p> <p>INSIGHT ●●●○</p>	<p>BASE HP: 4</p> <p>SUGGESTED RANK: Amateur</p>	<p>ABILITIES: Gorilla Tactics & Zen Mode</p> <p>EVOLUTIVE STAGE: Final.</p>	
⊖	Dark	Bite	⊖	Ice	Powder Snow					
⊖	Ice	Avalanche	⊖	Normal	Work Up					
⊖	Ice	Ice Fang	⊖	Normal	Headbutt					
⊖	Ice	Ice Punch	⊖	Normal	Uproar					
⊖	Normal	Belly Drum	⊖	Ice	Blizzard					
⊖	Normal	Thrash	⊖	Fight	Superpower					
⊖	Ice	Icicle Crash	⊖	Fire	Sunny Day					
⊖	Fire	Flare Blitz	⊖	Fire	Fire Fang					




#562 Yamask			TYPE:	Ghost	Ground	RANK TYPE MOVE NAME	RANK TYPE MOVE NAME		
 <p>HEIGHT: 1'08"/0.5m WEIGHT: 3lbs /1.5kg</p> <p>Spirit Pokémon It's said that this Pokémon was formed when an ancient clay tablet was drawn to the dark energy of a spirit. The clay slab seems to be absorbing Yamask's power that's why it is so pale.</p>	STRENGTH	●●●○	<p>BASE HP: 3</p> <p>SUGGESTED RANK: Amateur</p> <p>ABILITIES: Wandering Spirit</p> <p>EVOLUTIVE STAGE: First. EVOLVES BY: Walk near a rune Painting.</p>	⊖	Ghost	Astonish	⊖	Normal	Protect
	DEXTERITY	●●●○		⊖	Ice	Haze	⊖	Ghost	Night Shade
	VITALITY	●●●○		⊖	Normal	Disable	⊖	Dark	Brutal Swing
	SPECIAL	●●●○		⊖	Fairy	Crafty Shield	⊖	Ghost	Hex
	INSIGHT	●●●○		⊖	Dark	Mean Look	⊖	Normal	Slam
				⊖	Ghost	Curse	⊖	Ghost	Shadow Ball
		⊖	Ground	Earthquake	⊖	Psychic	Power Split		
		⊖	Psychic	Guard Split	⊖	Ghost	Destiny Bond		
		⊖	Rock	Sandstorm	⊖	Psychic	Psychic		
		⊖	Dark	Memento					

#867 Runerigus						TYPE:	Ghost	Ground
 <p>HEIGHT: 5'03"/1.6m WEIGHT: 146 lbs/ 66kg</p> <p>Grudge Pokémon A powerful curse was woven into an ancient rune painting, the spirit of Yamask is absorbed by this curse and it evolves into a Runerigus. Do not touch the shadow parts of its body or you'll see terrible visions of the past.</p>	STRENGTH	●●●○	<p>BASE HP: 4</p> <p>SUGGESTED RANK: Ace</p> <p>ABILITIES: Wandering Spirit</p> <p>EVOLUTIVE STAGE: Final.</p>	⊖	Normal	Protect	<p>STRENGTH ●●●○</p> <p>DEXTERITY ●●●○</p> <p>VITALITY ●●●○</p> <p>SPECIAL ●●●○</p> <p>INSIGHT ●●●○</p>	
	DEXTERITY	●●●○		⊖	Ghost	Night Shade		
	VITALITY	●●●○		⊖	Dark	Brutal Swing		
	SPECIAL	●●●○		⊖	Ghost	Hex		
	INSIGHT	●●●○		⊖	Ghost	Shadow Claw		
				⊖	Normal	Slam		
				⊖	Ghost	Shadow Ball		
				⊖	Ground	Earthquake		
				⊖	Psychic	Guard Split		
				⊖	Dark	Memento		

#868 Milcery			TYPE:	Fairy	RANK TYPE MOVE NAME	RANK TYPE MOVE NAME			
 <p>HEIGHT: 0'08"/0.2m WEIGHT: 0.7lbs/ 0.3kg</p> <p>Cream Pokémon This Pokémon was born from sweet-smelling particles in the air, its body is made of cream, Finding one in your kitchen means Good Fortune. Give them berries and whip them with a whisk so they can evolve.</p>	STRENGTH	●●●○	<p>BASE HP: 3</p> <p>SUGGESTED RANK: Starter</p> <p>ABILITIES: Sweet Veil & Aroma Veil</p> <p>EVOLUTIVE STAGE: First. EVOLVES WITH ITEM: Berry & spin.</p>	⊖	Normal	Tackle	⊖	Fairy	Aromatic Mist
	DEXTERITY	●●●○		⊖	Fairy	Sweet Kiss	⊖	Normal	Sweet Scent
	VITALITY	●●●○		⊖	Fairy	Draining Kiss	⊖	Grass	Aromatherapy
	SPECIAL	●●●○		⊖	Normal	Attract	⊖	Poison	Acid Armor
	INSIGHT	●●●○		⊖	Fairy	Dazzling Gleam	⊖	Normal	Recover
				⊖	Fairy	Misty Terrain	⊖	Normal	Entrainment
		⊖	Fairy	Charm	⊖	Normal	Helping Hand		
		⊖	Dark	Fling					

#869 Alcremie			#869 Alcremie			TYPE:	Fairy	
🌀	Normal	Tackle	🌀	Fairy	Aromatic Mist		STRENGTH	●●●●●
🍷	Fairy	Decorate	🍷	Normal	Sweet Scent		DEXTERITY	●●●●●
🍷	Fairy	Sweet Kiss	🍷	Grass	Aromatherapy		VITALITY	●●●●●
🍷	Fairy	Draining Kiss	🍷	Poison	Acid Armor		SPECIAL	●●●●●
🍷	Normal	Attract	🍷	Normal	Recover		INSIGHT	●●●●●
🍷	Fairy	Dazzling Gleam	🍷	Normal	Entrainment		HEIGHT:	1'00"/0.3m
🍷	Fairy	Misty Terrain	🍷	Fire	Mystical Fire		WEIGHT:	1.1lbs/0.5kg
🍷	Normal	Substitute	🍷	Dark	Fake Tears		BASE HP:	4
							SUGGESTED RANK:	🍷 Beginner
							ABILITIES:	Sweet Veil & Aroma Veil
						EVOLUTIVE STAGE:	Final	
							 	

CREAM POKÉMON
 There is a vast number of recipes to evolve an Alcremie, changing their color and flavor, some are sweet, some are sour but they are all delicious. Cakes baked with its help can be sold for a lot of money.

#077 Ponyta			#077 Ponyta			TYPE:	Psychic	
🌀	Normal	Tackle	🌀	Normal	Growl		STRENGTH	●●●●●
🍷	Normal	Tail Whip	🍷	Psychic	Confusion		DEXTERITY	●●●●●
🍷	Fairy	Fairy Wind	🍷	Psychic	Agility		VITALITY	●●●●●
🍷	Psychic	Psybeam	🍷	Normal	Take Down		SPECIAL	●●●●●
🍷	Psychic	Heal Pulse	🍷	Normal	Stomp		INSIGHT	●●●●●
🍷	Psychic	Psychic	🍷	Fairy	Dazzling Gleam		HEIGHT:	2'07"/0.8m
🍷	Psychic	Healing Wish	🍷	Psychic	Ally Switch		WEIGHT:	52 lbs/ 24kg
🍷	Psychic	Future Sight	🍷	Normal	Protect		BASE HP:	3
							SUGGESTED RANK:	🍷 Amateur
							ABILITIES:	Run Away & Pastel Veil
						EVOLUTIVE STAGE:	First	
						EVOLUTION TIME:	Medium	
							 	

UNIQUE HORN POKÉMON
 The old magical forests of Galar made Ponytas adopt a mystic nature. Their miraculous horn can heal most wounds and sense the purity in your heart, if you hold evil, you'll never see this Pokémon in the wild.



#078 Rapidash			#078 Rapidash			TYPE:	Psychic	Fairy
	STRENGTH	●●●●●	🌀	Normal	Tackle	🌀	Normal	Growl
	DEXTERITY	●●●●●	🍷	Normal	Tail Whip	🍷	Psychic	Confusion
	VITALITY	●●●●●	🍷	Fairy	Fairy Wind	🍷	Psychic	Agility
	SPECIAL	●●●●●	🍷	Psychic	Psycho Cut	🍷	Normal	Take Down
	INSIGHT	●●●●●	🍷	Psychic	Psybeam	🍷	Normal	Stomp
	HEIGHT:	5'07"/1.7m	🍷	Psychic	Heal Pulse	🍷	Fairy	Dazzling Gleam
	WEIGHT:	176 lbs/ 80kg	🍷	Psychic	Psychic	🍷	Bug	Mega Horn
	BASE HP:	4	🍷	Psychic	Healing Wish	🍷	Ground	High Horsepower
	SUGGESTED RANK:	🍷 Ace	🍷	Psychic	Magic Room	🍷	Flying	Bounce
	ABILITIES:	Run Away & Pastel Veil						
EVOLUTIVE STAGE:	Final							
	 							




UNIQUE HORN POKÉMON
 Those with evil in their hearts will be disdained by this proud and beautiful Pokémon as it dashes on the air using its psychic power. It is said that only a true princess can mount a Galarian Rapidash.

#870 Falinks			#870 Falinks			TYPE:	Fight	
	STRENGTH	●●●●●	🌀	Normal	Tackle	🌀	Normal	Protect
	DEXTERITY	●●●●●	🍷	Fight	Rock Smash	🍷	Normal	Focus Energy
	VITALITY	●●●●●	🍷	Normal	Headbutt	🍷	Fight	Bulk Up
	SPECIAL	●●●●●	🍷	Normal	Endure	🍷	Fight	Reversal
	INSIGHT	●●●●●	🍷	Bug	First Impression	🍷	Fight	No Retreat
	HEIGHT:	9'10"/3m	🍷	Steel	Iron Defense	🍷	Fight	Close Combat
	WEIGHT:	136 lbs/ 62kg	🍷	Bug	Megahorn	🍷	Fight	Counter
	BASE HP:	5	🍷	Normal	Swords Dance	🍷	Steel	Iron Head
	SUGGESTED RANK:	🍷 Amateur	🍷	Poison	Poison Jab			
	ABILITIES:	Battle Armor & Defiant						
EVOLUTIVE STAGE:	Final							
								

FORMATION POKÉMON
 It is formed by six of them, five are troopers, and one is the brass. The brass's orders are absolute to the others, they work as a perfect team and can rearrange their formation to better suit them in battle.

#871 Pincurchin						TYPE: Electric
⊖	Flying	Peck	⊖	Electric	Thundershock	 <p>HEIGHT: 1'00"/0.3m WEIGHT: 2 lbs/ 1kg</p> <p>Sea Urchin Pokémon This quiet pokémon feeds on sea weed, using its teeth to scrape it off rocks. It stores electricity in each of its spines. Even if one gets broken off, it will continue to emit electricity for a few more hours.</p> <p>BASE HP: 4 SUGGESTED RANK: Amateur</p> <p>ABILITIES: Lightning Rod & Electric Surge</p> <p>EVOLUTIVE STAGE: Final</p> 
⊖	Water	Water Gun	⊖	Electric	Charge	
⊖	Normal	Fury Attack	⊖	Electric	Spark	
⊖	Water	Bubble Beam	⊖	Normal	Recover	
⊖	Ghost	Curse	⊖	Electric	Electric Terrain	
⊖	Poison	Poison Jab	⊖	Electric	Zing Zap	
⊖	Normal	Acupressure	⊖	Electric	Discharge	
⊖	Dark	Sucker Punch	⊖	Poison	Toxic Spikes	
⊖	Ground	Spikes				

#872 Snom						TYPE: Bug Ice			
 <p>HEIGHT: 1'00"/0.3m WEIGHT: 8 lbs/ 4kg</p> <p>Worm Pokémon It spits out thread imbued with a frigid energy and uses it to tie its body to branches, disguising itself as an icicle while it sleeps. It feeds only of snow, if it melts it will freeze it again to continue eating.</p>	⊖	Bug	Shield Dust	⊖	Ice	Powder Snow	⊖	Bug	Struggle Bug
	⊖	Bug	Ice Scales	⊖	Psychic	Rest	⊖	Normal	Snore
	⊖	Bug	Shield Dust	⊖	Bug	Bug Bite			
	⊖	Bug	Shield Dust						
	⊖	Bug	Shield Dust						
	⊖	Bug	Shield Dust						
<p>BASE HP: 3 SUGGESTED RANK: Starter</p> <p>ABILITIES: Shield Dust & Ice Scales</p> <p>EVOLUTIVE STAGE: First EVOLVES WITH: Happiness 5.</p>  									

#873 Frosmoth						TYPE: Bug Ice
⊖	Ice	Powder Snow	⊖	Bug	Struggle Bug	 <p>HEIGHT: 4'03"/1.3m WEIGHT: 92.6lbs/42kg</p> <p>Frost Moth Pokémon It shows no mercy to any who desecrates its snowfields and mountains. It will fly around on its icy wings, causing a blizzard to chase offenders away. It is very regal and soft-mannered otherwise.</p> <p>BASE HP: 4 SUGGESTED RANK: Amateur</p> <p>ABILITIES: Shield Dust & Ice Scales</p> <p>EVOLUTIVE STAGE: Final</p>  
⊖	Ice	Icy Wind	⊖	Normal	Helping Hand	
⊖	Normal	Attract	⊖	Grass	Stun Spore	
⊖	Bug	Infestation	⊖	Ice	Mist	
⊖	Flying	Defog	⊖	Flying	Feather Dance	
⊖	Ice	Aurora Beam	⊖	Ice	Hail	
⊖	Bug	Bug Buzz	⊖	Ice	Aurora Veil	
⊖	Ice	Blizzard	⊖	Flying	Tailwind	
⊖	Rock	Wide Guard	⊖	Bug	Quiver Dance	
⊖	Fairy	Dazzling Gleam	⊖	Psychic	Mirror Coat	
⊖	Flying	Hurricane				

#874 Stonjourner						TYPE: Rock			
 <p>HEIGHT: 8'02"/2.5m WEIGHT: 1146lbs/ 520kg</p> <p>Big Rock Pokémon They spend almost all their lives immobile, looking as inconspicuous rocks, but once a year they gather out of nowhere and form up in a circle. They stay in formation for a few days and then disappear overnight.</p>	⊖	Rock	Power Spot	⊖	Rock	Rock Throw	⊖	Normal	Block
	⊖	Rock	Power Spot	⊖	Normal	Stomp	⊖	Rock	Rock Tomb
	⊖	Rock	Power Spot	⊖	Psychic	Gravity	⊖	Rock	Rock Polish
	⊖	Rock	Power Spot	⊖	Rock	Stealth Rock	⊖	Rock	Rock Slide
	⊖	Rock	Power Spot	⊖	Normal	Body Slam	⊖	Rock	Wide Guard
	⊖	Rock	Power Spot	⊖	Steel	Heavy Slam	⊖	Rock	Stone Edge
<p>BASE HP: 6 SUGGESTED RANK: Amateur</p> <p>ABILITIES: Power Spot</p> <p>EVOLUTIVE STAGE: Final</p> 	⊖	Normal	Mega Kick	⊖	Fire	Heat Crash	⊖	Ground	Stamping Tantrum
⊖	Rock	Power Spot	⊖	Rock	Ancient Power	⊖			

#878 Cufant



HEIGHT: 3'11"/1.2m
WEIGHT: 220lbs/ 100kg

Copperderm Pokémon
If a job requires serious strength, this Pokémon will excel at it. Its copper body tarnishes in the rain, turning a vibrant green color. Its trunk is specially designed to dig the ground, in the wild they uproot trees to eat.

TYPE:	Steel
STRENGTH	●●●●●
DEXTERITY	●●●●●
VITALITY	●●●●●
SPECIAL	●●●●●
INSIGHT	●●●●●

BASE HP: **3** SUGGESTED RANK: Beginner

ABILITIES: Sheer Force & Heavy Metal

EVOLUTIVE STAGE: First
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Tackle		Normal	Growl
	Rock	Rollout		Fight	Rock Smash
	Ground	Bulldoze		Normal	Stomp
	Ground	Dig		Steel	Iron Defense
	Normal	Strength		Steel	Iron Head
	Fairy	Play Rough		Ground	High Horsepower
	Fight	Superpower		Rock	Stealth Rock
	Psychic	Zen Headbutt		Ground	Fissure

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Rock	Rollout
	Ground	Bulldoze
	Ground	Dig
	Normal	Strength
	Fairy	Play Rough
	Fight	Superpower
	Ground	Fissure
	Dragon	Outrage

RANK	TYPE	MOVE NAME
	Normal	Growl
	Fight	Rock Smash
	Normal	Stomp
	Steel	Iron Defense
	Steel	Iron Head
	Ground	High Horsepower
	Steel	Heavy Slam
	Grass	Power Whip

#879 Copperajah



HEIGHT: 9'10"/3m
WEIGHT: 2204lbs/ 1ton

Copperderm Pokémon
They originally came from another region long ago, worked together with humans helping them pave new roads and building cities. They are usually calm and love spending time with their families.

TYPE:	Steel
STRENGTH	●●●●●●●
DEXTERITY	●●●●●
VITALITY	●●●●●
SPECIAL	●●●●●
INSIGHT	●●●●●

BASE HP: **6** SUGGESTED RANK: Amateur

ABILITIES: Sheer Force & Heavy Metal

EVOLUTIVE STAGE: Final.



#880 Dracozolt



HEIGHT: 5'11"/1.8m
WEIGHT: 418lbs/ 190kg

Fossil Pokémon
A mix-up of DNA during the revival process resulted in this. Its lower body was an incredibly Strong Pokémon that probably preyed on the little one from the upper body. Sometimes it will try to run from itself.

TYPE:	Dragon Electric
STRENGTH	●●●●●
DEXTERITY	●●●●●
VITALITY	●●●●●
SPECIAL	●●●●●
INSIGHT	●●●●●

BASE HP: **4** SUGGESTED RANK: Ace

ABILITIES: Volt Absorb & Hustle

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Tackle		Electric	Thundershock
	Electric	Charge		Flying	Aerial Ace
	Rock	Ancient Power		Flying	Pluck
	Dragon	Dragon Tail		Normal	Stomp
	Normal	Slam		Electric	Discharge
	Electric	Bolt Beak		Dragon	Dragon Pulse
	Dragon	Dragon Rush		Dragon	Breaking Swipe
	Electric	Wild Charge		Dragon	Draco Meteor

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Ice	Powder Snow		Electric	Thundershock
	Electric	Charge		Normal	Echoed Voice
	Rock	Ancient Power		Flying	Pluck
	Ice	Avalanche		Ice	Freeze-Dry
	Normal	Slam		Electric	Discharge
	Electric	Bolt Beak		Ice	Icicle Crash
	Ice	Blizzard		Ice	Hail
	Electric	Wild Charge		Ground	Stomping Tantrum

#881 Arctozolt



HEIGHT: 7'07"/2.3m
WEIGHT: 330 lbs/ 150kg

Fossil Pokémon
This DNA hybrid has a hard time walking around. The bottom part is from a Pokémon from an arctic region and the upper lived in warm jungles. Poor thing is always shivering and sneezing without control.

TYPE:	Electric Ice
STRENGTH	●●●●●
DEXTERITY	●●●●●
VITALITY	●●●●●
SPECIAL	●●●●●
INSIGHT	●●●●●

BASE HP: **5** SUGGESTED RANK: Ace

ABILITIES: Bolt Absorb & Static

EVOLUTIVE STAGE: Final.



#882 Dracovish



HEIGHT: 7'07"/2.3m
WEIGHT: 474lbs/215kg

Fossil Pokémon

The DNA of two apex predators combined. It can run at incredibly high speeds and tear almost anything with its sharp teeth. Sadly, this Pokémon can only breathe underwater and it's a lousy swimmer.

TYPE:	Dragon	Water	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
-------	--------	-------	------	------	-----------	------	------	-----------

STRENGTH	●●●●●
DEXTERITY	●●●●●
VITALITY	●●●●●
SPECIAL	●●●●●
INSIGHT	●●●●●

BASE HP: **5** SUGGESTED RANK: Ace

ABILITIES: Water Absorb & Strong Jaw

EVOLUTIVE STAGE: Final.



#882

Normal	Tackle	Water	Water Gun
Normal	Protect	Dark	Brutal Swing
Rock	Ancient Power	Dark	Bite
Dragon	Dragon Breath	Normal	Stomp
Normal	Super Fang	Dark	Crunch
Water	Fishious Rend	Dragon	Dragon Pulse
Dragon	Dragon Rush	Dragon	Draco Meteor
Psychic	Psychic Fangs	Water	Whirlpool

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
------	------	-----------	------	------	-----------

Ice	Powder Snow
Normal	Protect
Rock	Ancient Power
Ice	Aurora Veil
Normal	Super Fang
Water	Fishious Rend
Ice	Blizzard
Steel	Iron Defense

Water	Water Gun
Ice	Icy Wind
Dark	Bite
Ice	Freeze-Dry
Dark	Crunch
Ice	Icicle Crash
Water	Liquidation
Psychic	Psychic Fangs

#883 Arctovish



HEIGHT: 6'07"/2m
WEIGHT: 385lbs/175kg

Fossil Pokémon

This mix of DNA made a more stable creature able to move, breathe and resist cold weather, the only problem is that its head is upside down. If it's not fed it cannot hunt on its own and will die of hunger in a few days.

TYPE:	Water	Ice
-------	-------	-----

STRENGTH	●●●●●
DEXTERITY	●●●●●
VITALITY	●●●●●
SPECIAL	●●●●●
INSIGHT	●●●●●

BASE HP: **4** SUGGESTED RANK: Ace

ABILITIES: Water Absorb & Ice Body

EVOLUTIVE STAGE: Final.



#883

#884 Duraludon



HEIGHT: 5'11"/1.8m
WEIGHT: 88 lbs/ 40kg

Alloy Pokémon

Its body resembles a shiny polished metal and it's both lightweight and strong. The only drawback is that it rusts easily. It lives on dry climates and deep inside caves because rain and moisture make it cranky.

TYPE:	Dragon	Steel	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
-------	--------	-------	------	------	-----------	------	------	-----------

STRENGTH	●●●●●
DEXTERITY	●●●●●
VITALITY	●●●●●
SPECIAL	●●●●●
INSIGHT	●●●●●

BASE HP: **4** SUGGESTED RANK: Ace

ABILITIES: Light Metal & Heavy Metal

EVOLUTIVE STAGE: Final.



#884

Steel	Metal Claw	Normal	Leer
Fight	Rock Smash	Dark	Hone Claws
Steel	Metal Sound	Dragon	Breaking Swipe
Dragon	Dragon Tail	Steel	Iron Defense
Normal	Laser Focus	Dragon	Dragon Claw
Steel	Flash Cannon	Steel	Metal Burst
Normal	Hyper Beam	Dragon	Draco Meteor
Steel	Steel Beam	Psychic	Mirror Coat

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
------	------	-----------	------	------	-----------

Ghost	Astonish
Normal	Quick Attack
Normal	Substitute
Normal	Double Team

Bug	Infestation
Dark	Bite
Dragon	Dragon Tail

#885 Dreepy



HEIGHT: 1'08"/0.5m
WEIGHT: 4 lbs/ 2kg

Lingering Pokémon

After being reborn as a ghost, Dreepy wanders the areas it used to inhabit back when it was alive in prehistoric seas. Alone they do not pose much of a threat but if they gather in packs you'll be in trouble.

TYPE:	Dragon	Ghost
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STRENGTH	●●●●●
DEXTERITY	●●●●●
VITALITY	●●●●●
SPECIAL	●●●●●
INSIGHT	●●●●●

BASE HP: **3** SUGGESTED RANK: Starter

ABILITIES: Clear Body & Infiltrator

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.



#885



#886



#887

#886 Drakloak



TYPE: Dragon Ghost

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: 4 **SUGGESTED RANK:** Ace

ABILITIES: Clear Body & Infiltrator

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Slow.


HEIGHT: 4'07"/1.4m **WEIGHT:** 24 lbs/ 11kg

Caretaker Pokémon
 It battles alongside Dreepy and dotes on them until they evolve. Without a Dreepy to place on its head and care for, it gets so uneasy it'll try to substitute it with any Pokémon it finds.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Ghost	Astonish	🌀	Bug	Infestation
🍷	Normal	Quick Attack	🍷	Dark	Bite
🌀	Normal	Lock-On	🌀	Dark	Assurance
🌀	Ghost	Hex	🌀	Psychic	Agility
🌀	Normal	Double Hit	🌀	Bug	U-turn
🌀	Dragon	Dragon Dance	🌀	Dragon	Dragon Pulse
🌀	Ghost	Phantom Force	🌀	Normal	Take Down
🌀	Dragon	Dragon Rush	🌀	Normal	Double-Edge
🍷	Normal	Last Resort	🍷	Ghost	Confuse Ray
🍷	Dark	Sucker Punch	🍷	Dragon	Draco Meteor

#885 #886 #887

#887 Dragapult



TYPE: Dragon Ghost

STRENGTH ●●●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●●
INSIGHT ●●●●●

BASE HP: 6 **SUGGESTED RANK:** Pro

ABILITIES: Clear Body & Infiltrator

EVOLUTIVE STAGE: Final.


HEIGHT: 9'10"/3m **WEIGHT:** 110.2lbs/50kg

Stealth Pokémon
 When it isn't battling, it keeps Dreepy in the holes on its horns. Once a fight starts, it launches the Dreepy like supersonic missiles. The smaller Pokémon appear happy to be shot and will reload themselves.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🌀	Ghost	Astonish	🌀	Bug	Infestation
🍷	Normal	Quick Attack	🍷	Dark	Bite
🌀	Normal	Lock-On	🌀	Dark	Assurance
🌀	Ghost	Hex	🌀	Psychic	Agility
🌀	Normal	Double Hit	🌀	Bug	U-turn
🌀	Dragon	Dragon Dance	🌀	Dragon	Dragon Breath
🌀	Dragon	Dragon Darts	🌀	Dark	Sucker Punch
🌀	Ghost	Phantom Force	🌀	Normal	Take Down
🌀	Dragon	Dragon Rush	🌀	Normal	Double-Edge
🍷	Normal	Last Resort	🍷	Psychic	Reflect
🍷	Psychic	Light Screen	🍷	Dragon	Draco Meteor

#885 #886 #887

#888 Zacian



TYPE: Fairy

STRENGTH ●●●●●●●
DEXTERITY ●●●●●●●
VITALITY ●●●●●●●
SPECIAL ●●●●●●
INSIGHT ●●●●●●

BASE HP: 5 **SUGGESTED RANK:** Master

ABILITIES: Intrepid Sword

EVOLUTIVE STAGE: Unknown.

HEIGHT: 9'02"/2.8m **WEIGHT:** 242 lbs/ 110kg


Pokédex has no Data

There is a legend of a heroine who through sheer might wielded the blade of heroes and vanquished a great evil away.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🍷	Fight	Sacred Sword	🍷	Fight	Quick Guard
🍷	Steel	Metal Claw	🍷	Normal	Howl
🍷	Normal	Quick Attack	🍷	Dark	Bite
🍷	Normal	Slash	🍷	Normal	Swords Dance
🍷	Steel	Iron Head	🍷	Normal	Laser Focus
🍷	Dark	Crunch	🍷	Fairy	Moonblast
🍷	Fight	Close Combat	🍷	Normal	Giga Impact
🍷	Flying	Air Slash	🍷	Psychic	Psycho Cut
🍷	Grass	Solar Blade			

#888

#888 Zacian



TYPE: Fairy Steel

STRENGTH ●●●●●●●●
DEXTERITY ●●●●●●●●
VITALITY ●●●●●●●
SPECIAL ●●●●●●●
INSIGHT ●●●●●●●

BASE HP: 5 **SUGGESTED RANK:** Master

ABILITIES: Intrepid Sword

EVOLUTIVE STAGE: Unknown.


HEIGHT: 9'02"/2.8m **WEIGHT:** 242lbs/110kg

Pokédex has no data

There is a legend about a mighty sword able to cut down anything with a single strike, it became known as the Fairy King's Sword, and it inspired awe in friend and foe alike.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
🍷	Fight	Sacred Sword	🍷	Fight	Quick Guard
🍷	Steel	Metal Claw	🍷	Normal	Howl
🍷	Normal	Quick Attack	🍷	Dark	Bite
🍷	Normal	Slash	🍷	Normal	Swords Dance
🍷	Steel	Iron Head	🍷	Normal	Laser Focus
🍷	Dark	Crunch	🍷	Fairy	Moonblast
🍷	Fight	Close Combat	🍷	Normal	Giga Impact
🍷	Flying	Air Slash	🍷	Psychic	Psycho Cut
🍷	Grass	Solar Blade	🍷	Steel	Steel Beam
🍷	Steel	Behemoth Blade			


#888



#889 Zamazenta						TYPE:	Fight	
👤	Steel	Metal Burst	👤	Fight	Wide Guard		STRENGTH	●●●●●●
👤	Steel	Metal Claw	👤	Normal	Howl		DEXTERITY	●●●●●●
👤	Normal	Quick Attack	👤	Dark	Bite		VITALITY	●●●●●●
👤	Normal	Slash	👤	Normal	Swords Dance		SPECIAL	●●●●●●
👤	Steel	Iron Head	👤	Normal	Laser Focus		INSIGHT	●●●●●●
👤	Dark	Crunch	👤	Fairy	Moonblast		BASE HP: 5 SUGGESTED RANK:  Master	
👤	Fight	Close Combat	👤	Normal	Giga Impact			
👤	Psychic	Light Screen	👤	Psychic	Reflect			
👤	Normal	Safeguard					ABILITIES: Dauntless Shield EVOLUTIVE STAGE: Unknown.	

HEIGHT: 9'06"/2.9m WEIGHT: 463 lbs/ 210kg

Pokédex has no Data

There is a legend of a hero who through sheer might weilded the shield of heroes to protect the people from the greatest evil.




#889 Zamazenta						TYPE:	Fight	Steel
👤	Steel	Metal Burst	👤	Fight	Wide Guard		STRENGTH	●●●●●●
👤	Steel	Metal Claw	👤	Normal	Howl		DEXTERITY	●●●●●●
👤	Normal	Quick Attack	👤	Dark	Bite		VITALITY	●●●●●●
👤	Normal	Slash	👤	Normal	Swords Dance		SPECIAL	●●●●●●
👤	Steel	Iron Head	👤	Normal	Laser Focus		INSIGHT	●●●●●●
👤	Dark	Crunch	👤	Fairy	Moonblast		BASE HP: 5 SUGGESTED RANK:  Master	
👤	Fight	Close Combat	👤	Normal	Giga Impact			
👤	Psychic	Light Screen	👤	Psychic	Reflect			
👤	Normal	Safeguard	👤	Steel	Steel Beam		ABILITIES: Dauntless Shield EVOLUTIVE STAGE: Unknown.	

HEIGHT: 9'06"/2.9m WEIGHT: 463lbs/210kg

Pokédex has no data

There is a legend about a mighty shield able to deflect any attack, it became known as the Fighting Master's Shield, not even the largest creatures could go through it.



#890 Eternatus			TYPE:	Dragon	Poison	RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	STRENGTH	●●●●●●	BASE HP: 10 SUGGESTED RANK:  Master	👤	Poison	Poison Tail	👤	Ghost	Confuse Ray		
	DEXTERITY	●●●●●●		👤	Dragon	Dragon Tail	👤	Psychic	Agility		
	VITALITY	●●●●●●		👤	Poison	Toxic	👤	Poison	Venoshock		
	SPECIAL	●●●●●●		👤	Dragon	Dragon Dance	👤	Poison	Cross Poison		
	INSIGHT	●●●●●●		👤	Dragon	Dragon Pulse	👤	Fire	Flamethrower		
				👤	Dragon	Dynamax Cannon	👤	Psychic	Cosmic Power		
HEIGHT: 65'07"/ 20m WEIGHT: 2094lbs/950kg Pokédex has no data A large meteorite fell on the Galar region 20, 000 years ago, ever since this happened a power surge has been causing Pokémon to grow gigantic, this phenomenon is happening more in recent years.	ABILITIES: Pressure EVOLUTIVE STAGE: Unknown.		👤	Normal	Recover	👤	Normal	Hyper Beam			
			👤	Dragon	Eternabeam	👤	Psychic	Light Screen			
			👤	Psychic	Reflect	👤	Normal	Protect			



At least #890 or more to see!
 Stay Tuned for New Pokémon Releases!







Pokémon Moves

It's more important to master the cards you're holding than to complain about the ones your opponents were dealt.

-Grimsley

Pokémon inhabit the vast majority of this world and they protect themselves using wondrous powers. They are able to call upon a certain kind of energy and shape it to attack foes or weaken them; some Pokémon can even use their powers to strengthen or heal themselves and others.

These powers are known as Moves.

All Pokémon have a hidden greatness that lies dormant. Especially your companions.

In the wild, Pokémon will learn new Moves as they grow in age or experience, however, a skilled Trainer will be able to bring out the max potential of any Pokémon.

Remember, your Pokémon are a reflection of you as a Trainer, the Rank you are in will unlock more Moves for your companions.

Just like Pokémon, there are 18 Types of Moves:



Each Type has a unique way of fighting and solving their problems. The most powerful trainers find a Type that matches their way of thinking and facing challenges as a means to be in synch with their Pokémon and have an easier time to bond with them.

All Move descriptions were written by the League and explain their use in Battle. However, Moves are originally used for survival and convenience; even attacking Moves. Through these powers your Pokémon shapes its world and so should you, because Battle is just an aspect of what it means to be a Trainer.

Basic Rules for Moves

- Pokémon may only learn moves from their Rank or lower. Unless they Overrank p. 73
- The limit to the amount of Moves a Pokémon is able to learn is equal to its **Insight Score + 2**.
- During a Training Session a Move can be replaced by another one the Pokémon is able to learn.
- An Evolved Pokémon can't learn a Move exclusive to a previous stage, but it may keep it if it got that Move before evolving.

Rules for Moves during Battle

- Moves can only be used during the Pokémon's Turn and during a Clash.
- A Move can be used only ONCE each round. (Clashing counts as using the Move)
- Moves that use a Social Attribute (*Cool, Cute, Tough, Smart, Beauty*) for Accuracy can't be evaded or clashed.
- Moves with "All Foes in Range" and "User and Allies in Range" affect a number of targets specified in your Rank. p. 30
- Who's hit by an Area Move is decided by the Storyteller. You may hit your Allies!

■ Reading a Move

All Moves are presented with graphical elements and text. They are divided in 9 sections.

- 1 **Name of the Move**
- 2 **Power** - Number of Dice added to the Damage Roll.
- 3 **Category Icon** - Physical, Special or Support.
- 4 **Type** - See The Different Pokémon Types on p.42
- 5 **Accuracy** - Traits used to perform this Move.
- 6 **Damage Pool** - Attribute + Power + Modifiers.
- 7 **Additional Info** - Most Moves have unique effects.
- 8 **Effect Icons** - They are a quick reference as to what the Move does in battle.
- 9 **Move Description** - It will tell you what you need to know about using this Move inside or outside a Battle.

Find creative uses for your Pokémon Moves.

Thunderbolt 1

POWER 2 **3** 3

TYPE: Electric 4

ACCURACY: Dexterity + Channel 5

DAMAGE POOL: Special + 3 6

ADDED EFFECT: Roll 1 Chance Dice to Paralyze the foe. 7

Paralysis 8

9

A Strong electric attack that shocks and harms the foe. It can destroy most kinds of electric equipment. 9

Effect Icons

There are many Icons in this Move Encyclopedia. They are a quick reference to show what they target, their accuracy, and most importantly, their effects.

Most Moves Icons are self-explanatory and useful.

Category Icon

Physical



Special



Support




Physical Moves are resisted with Defense. They are close range attacks. Some can be long range, labeled as Ranged. **Special Moves** are resisted with Special Defense. They are always long range.

Support Moves don't deal any direct Damage.

Chance Dice

The probability at which a Move's Effect is activated. The number marked on the Icon is the amount of Chance Dice you will Roll.



At least one Chance Dice must come up as , if it does, the Effect will be triggered. Sometimes a Chance Dice Icon will be inside a Status Ailment Box to show the chance to inflict that Ailment, here's an example:



Is Never Affected/Is Always Affected



When an effect has this Icon, the target of that effect will never be affected.



When an effect has this Icon, the target of that effect will always be affected.

These Icons will be inside a Box with an effect. Here's an example:



Always Flinches



Never Flinches

Reduced Accuracy



Reduce the noted number of successes from the Move's Accuracy Roll.

For more info, see p.51

Target

These Icons illustrate who'll be affected by the Move.

Green Target Icons are used for the User or its Allies:

Red Target Icons are used for Foes:

User



Foe



Area



One Ally



Random Foe



*Battlefield**



User & All Allies in Range



All Foes in Range



*Moves targeted at the Battlefield can't be evaded/clashed.

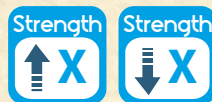
Increase/Reduce Box

The Move will Increase or Decrease the noted Trait.

Arrow Up means the Attribute is Increased.

Arrow Down means the Attribute is Decreased.

Blue Icons will modify the User's Traits.



Red Icons will modify the Foe's Traits.



"X" represents a number, it will tell you how many points will be modified, Sometimes they are accompanied by a Chance Dice placed to their left:



For more info, see p.52

Modified Damage

Some Moves and Abilities deal damage and allow to resist damage in a different way.



Add the noted number of dice to the Damage Pool.



Reduce the noted number of Damage.



Inflict the noted number of Damage



Pay Attention to the Effects of your Moves. They will be the key for victory if you learn to combine them.

Block



The target can't escape and can't be switched back.

Charge



The User spends one action charging the Move.
The Move is rolled with another action on its next turn.

Fist Based

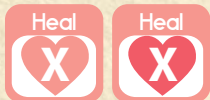


The Move requires hands or fists.

Heal



The Move can Heal HP. Sometimes it's a fixed number:



Healing Moves cost 1 Will Point to activate.
For more info, see p.54

High Crit



Score a Critical Hit with 1 success less than required.
For more info, see p.52

Lethal



The Move inflicts Lethal Damage. For more Info, see p.53

Must Recharge



After hitting with this Move, the User must rest with its first Action on the next Round.

Never Fail



This Move cannot be Evaded, but can be Clashed.

Priority/ Low Priority



The Move ignores Initiative Order and acts right away.



The Move takes effect at the End of the Round, even if it's used at the beginning.

For more info, see p. 53

Rampage



The User may use this Move up to 3 times without interruption, even during the same Round. It cannot Evade or perform another Move. After the Rampage is over, the user will be Confused.

Recoil



The user will be hurt by its own Move. Roll damage normally against the foe, then roll again each success you scored as damage to the User ignoring its defenses.

Shield



If the Pokemon performs another Shield Move during the next Round, that Move's Accuracy Roll is reduced by 2 successes. For more info, see p.54

Sound Based



These Moves bypass Substitute, Light Screen, Reflect, and Cover.

Status Condition Box



The Move inflicts a Status Ailment.
Each Status Ailment is described on detail on p.57

Successive Actions

Double Action (2 Attacks) Successive Action (5 Attacks)



The Move allows you to perform Multiple Actions in succession before the foe can act. More info, see p.55

Switcher Move



Only one Switcher Move may be used per round.
Switch a Pokémon in the battlefield for one of its allies still on their Pokeball.

Weather

The Move changes the weather to:



For more info, see p. 55

Bug

Super Effective against:




Dark Grass Psychic



It's Not Very Effective against:






Fairy Fight Fire Flying Ghost Steel





Bug Moves add a sting to all your attacks. They rely on quick, low-power strikes with added effects and swarm tactics. Some Moves can call more Bug Pokémon to prevent the foe from escaping or to help you on your actions.




Bug Moves don't try to play it safe, they usually go all-out offensive or don't go at all. If you think these Pokémon just want to bug you, take a good look, they may have a lot of friends.




Attack Order	POWER 3	
TYPE: Bug ACCURACY: Tough + Nature DAMAGE POOL: Strength + 3 ADDED EFFECT: High Critical. Ranged.		
		
		
The user calls upon her swarm and heeds them to charge against you. No matter where you run, they will surround you. Hope you are not allergic to bees.		




Bug Bite	POWER 2	
TYPE: Bug ACCURACY: Dexterity + Brawl DAMAGE POOL: Strength + 2 ADDED EFFECT: If the Target Pokémon is holding a berry, the user eats it and gains its effects.		
		
The Pokémon nibbles its foe, if it finds something tasty it will eat it in an instant. It may try to eat almost anything.		




Bug Buzz	POWER 3	
TYPE: Bug ACCURACY: Special + Perform DAMAGE POOL: Special + 3 ADDED EFFECT: Sound Based. Roll 1 Chance Dice to reduce foe's Sp. Defense.		
 		
 		
The Pokémon uses its wings or a part of its body to emit sound waves that harm and affect the target.		


Defend Order	POWER -	
TYPE: Bug ACCURACY: Tough + Nature DAMAGE POOL: - ADDED EFFECT: User Increases its Defense and Sp. Defense.		
		
 		
A swarm of bugs flies around the user, creating a barrier to protect this Pokémon from damage.		

Fell Stinger	POWER 1	
TYPE: Bug ACCURACY: Dexterity + Brawl DAMAGE POOL: Strength + 1 ADDED EFFECT: If the foe faints due to damage from this attack, Increase the user's Strength.		
		
		
The Pokémon stings the target, if the foe is too weakened to move it absorbs part of its power.		



First Impression	POWER 3	
TYPE: Bug ACCURACY: Strength + Intimidate DAMAGE POOL: Strength + 3 ADDED EFFECT: Priority. This move will only work on the First Round the Pokémon is out in battle. From the second round on, it will fail automatically.		
		
		
The Pokémon makes a dramatic entrance to the battlefield, taking the foe by surprise as to who its opponent really is.		

Fury Cutter	POWER 1	
TYPE: Bug ACCURACY: Dexterity + Brawl DAMAGE POOL: Strength + 1 ADDED EFFECT: Successive Actions.		
		
		
The Pokémon makes use of its claws or scythes to land as many hits as possible.		

Heal Order	POWER -	
TYPE: Bug ACCURACY: Tough + Nature DAMAGE POOL: - ADDED EFFECT: Basic Heal.		
		
		
The Pokémon commands its swarm to bring some healing honey.		

Infestation POWER 1 

TYPE: Bug
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 1
 ADDED EFFECT: Blocks. Roll 2 Dice of Damage against the foe at the end of each Round. Lasts 4 Rounds.

The Pokémon summons a huge swarm of bugs to prevent the foe from escaping. Sometimes the swarm may take a hit to the foe. The call extends for hundreds of yards.


Pollen Puff POWER 3* 

TYPE: Bug
 ACCURACY: Special + Channel
 DAMAGE POOL: Special + 3
 ADDED EFFECT: When this move is used against an ally, it will heal 1 HP instead of dealing damage.*


* 





The Pokémon creates a puff of pollen that explodes on the foe's face and gives them a terrible allergy. When consumed these puffs are sweet and very nutritious.

Leech Life POWER 3 

TYPE: Bug
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 1
 ADDED EFFECT: The user restores HP equal to half the damage dealt, rounded down.




The user attacks a vital spot and sucks away the vitality of its foe.

Powder POWER - 



TYPE: Bug
 ACCURACY: Insight + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Add 3 Extra Dice to the Damage Pool of the next Fire-Type Attack that hits the Target.




The foe is fully covered with a flammable powder, a source of fire might ignite it with explosive results.

Lunge POWER 3 




TYPE: Bug
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: Reduce foe's Strength.





The User charges against the foe at full force, not just to knock it down but to restrain it with it's many limbs.


Quiver Dance POWER - 

TYPE: Bug
 HIT POOL: Beauty + Perform
 DAMAGE POOL: -
 ADDED EFFECT: Increases Dexterity, Special and Sp. Defense.











A mystical and beautiful dance that boosts a Pokémon's dexterity and focus.

Megahorn POWER 5 



TYPE: Bug
 ACCURACY: Strength + Brawl
 DAMAGE POOL: Strength + 5
 ADDED EFFECT: Lethal Damage.

The Pokémon uses its strong horn(s) to pierce its foe and deal massive damage.

Rage Powder POWER - 

TYPE: Bug
 ACCURACY: Insight + Intimidate
 DAMAGE POOL: -
 ADDED EFFECT: During this Round, all damaging moves from any foe must target the User.


The Pokemon releases an irritating powder that annoys and enrages foes into attacking.

Pin Missile POWER 1 



TYPE: Bug
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 1
 ADDED EFFECT: Ranged. Successive Actions.




The Pokemon showers its foe with stings or spikes that pierce like needles.

Signal Beam POWER 3 

TYPE: Bug
 ACCURACY: Special + Channel
 DAMAGE POOL: Special + 3
 ADDED EFFECT: Roll 1 Chance Dice to Confuse the foe.


The user emits an intense light that harms the foes and may leave them dazed like moths.

Silver Wind POWER 2 


TYPE: Bug
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: Roll 1 Chance Dice to Increase User's Strength, Dexterity, Special, Defense and Sp. Defense.

The Pokemon blows a beautiful silver colored wind that harms the foe, the performance may give the user a big confidence boost.

Struggle Bug POWER 1 

TYPE: Bug
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 1
 ADDED EFFECT: Reduce the Foe's Special.


The Pokemon lays on its back and struggles with the foe, disrupting the foe's concentration.

Spider Web POWER - 



TYPE: Bug
 ACCURACY: Insight + Stealth
 DAMAGE POOL: -
 ADDED EFFECT: Blocks.

The User quietly releases a web on the field. All foes will be trapped.

Tail Glow POWER - 



TYPE: Bug
 ACCURACY: Insight + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Increase the User's Special.


The User emits a strong light. This Pokémon will stare at its brightness to enter a trance.

Steamroller POWER 2 



TYPE: Bug
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Roll 3 Chance Dice to Flinch the foe.


The user curls up and rolls at full speed to strike the foe. It may leave the target swatted on the ground.

Twineedle POWER 1 



TYPE: Bug
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 1
 ADDED EFFECT: Double action. Ranged. Roll 2 Chance Dice to Poison the foe per hit. Ranged.


The Pokémon stabs the foe with its sting, claws or spikes infused with poison.

Sticky Web POWER - 



TYPE: Bug
 ACCURACY: Insight + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Entry Hazard. Foe Pokémon that enter the battlefield get a Dexterity Reduction. Pokemon with the Levitate ability and Flying Type Pokemon are immune to this effect.

The Pokémon quickly covers the arena with a sticky web, newly arrived Foes will have trouble moving with ease.

U-Turn POWER 3 

TYPE: Bug
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: The user switches out after dealing damage. the replacement Pokémon arrives ready to fight. Roll its initiative. Switcher Move.


The user strikes its foe, then quickly goes back to safety while another party Pokémon takes its place.

String Shot POWER - 


TYPE: Bug
 ACCURACY: Insight + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Target All Foes in Range. Reduce the Dexterity of those affected.

The user shoots a silk string that ties and limits the movement of its foe.

X-Scissor POWER 3 

TYPE: Bug
 ACCURACY: Strength + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: -



The Pokémon uses its scythes or claws as if they were a pair of scissors to cut through the foe.

Dark

Super Effective against:

Ghost Psychic

It's Not Very Effective against:

Dark Fairy Fight

Dark Types prey on the weak. They rely on hindering the foe and fighting dirty. These Moves use tricks, lies and negative feelings. Dark Pokémon are vicious and their Moves very dangerous. They love it, sometimes being nasty is way more fun.

Dark Types always try to Battle while putting the foes at a complete disadvantage. Never underestimate the power of proper planning.

Assurance

POWER
2*



TYPE: Dark
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: If the User has already received damage from the target this Round, Add 2 Extra Dice to the Damage Pool.



The user retaliates against the foe, the rush of adrenaline allows it to hit harder.

Baddy Bad

POWER
3



TYPE: Dark
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: If successful, for the next 4 Rounds the User and Allies will receive 1 less damage from Physical Attacks. This effect does not stack. If the user of this Move is at its Final Stage of Evolution, this move fails.



The Pokémon acts like a thug and channels its own dark aura as protection for itself and its allies.

Beat Up

POWER
2*



TYPE: Dark
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: If the attack is successful, add 2 Dice of Damage for every ally Pokémon that spends an action to help the user perform this move, up to 3 allies may join. *



The user calls other Pokémon to aid it in battle, together they give a beating to the foe.

Bite

POWER
2



TYPE: Dark
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Roll 3 Chance Dice to Flinch the foe.



The User lands a vicious bite that may leave an ugly bruise.

Brutal Swing

POWER
2



TYPE: Dark
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Lethal. Target All foes in Range.



The Pokémon starts attacking at full force with its claws, anyone unfortunate enough to be on its path will end up severely wounded.

Crunch

POWER
3



TYPE: Dark
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Lethal. Roll 1 Chance Dice to reduce foe's Defense.



The Pokémon uses its fangs to viciously tear whatever it is biting.

Dark Pulse

POWER
3



TYPE: Dark
ACCURACY: Insight + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Targets random foe. Roll 2 Chance Dice to Flinch the foe.



The Pokémon sends a wave of dark feelings that affect those who are most vulnerable, hurting the foe and leaving it unable to act.

Dark Void


POWER
-




TYPE: Dark
ACCURACY: Insight + Channel
DAMAGE POOL: -
ADDED EFFECT: All Foes in Range have the Sleep condition.




A portal opens and transports all foes to a world of darkness, inside they can't see or feel anything, it's like they are trapped in an eternal slumber.

Darkest Lariat POWER 3 




TYPE: Dark
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: Ignore the foe's Attribute Increases that would decrease this Move's damage.




The User swings both of its arms against the target, there's no armor thick enough to stop the strike.

Flatter POWER - 


TYPE: Dark
 ACCURACY: Cool + Allure
 DAMAGE POOL: -
 ADDED EFFECT: Increase the Foe's Special. Confuse the Foe.


The User starts flattering and admiring its opponent, it sure makes it feel good about itself but why?

Embargo POWER - 


TYPE: Dark
 ACCURACY: Tough + Intimidate
 DAMAGE POOL: -
 ADDED EFFECT: The target cannot use its held item, nor its trainer can use items on it.




The User quickly takes out the held item of a Pokemon. It also empties the bag of the trainer and forces everyone to stay away from their own properties. Evil doers master this Move.

Fling POWER 1* 



TYPE: Dark
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 1
 ADDED EFFECT: Ranged. Add up to 4 Dice to the Damage Pool, depending on the held item thrown. See P. 432 for more info.




The user takes its held item and throws it at the opponent. You may get it back after the fight.

Fake Tears POWER - 


TYPE: Dark
 ACCURACY: Cute + Perform
 DAMAGE POOL: -
 ADDED EFFECT: Reduce the foe's Sp. Defense.


The user stops battling and feigns to be crying, disrupting the foe's mood to battle and making it lower its guard.

Foul Play POWER 3 



TYPE: Dark
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Foe's Strength +3
 ADDED EFFECT: S.T.A.B. of the user and Strength of the foe apply for this move's damage.




The user feints attacks then tricks the foe who ends up hurting itself.

False Surrender POWER 3 




TYPE: Dark
 ACCURACY: Insight + Allure
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: Never Fails.


The Pokémon bows in defeat, begging for forgiveness, then backstabs its guillible foe.

Hone Claws POWER - 



TYPE: Dark
 ACCURACY: Insight + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Increase the User's Strength and Accuracy.

The Pokémon sharpens its claws to perform more precise attacks.

Feint Attack POWER 2 

TYPE: Dark
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Never Fail.

The Pokémon approaches the foe disarmingly then attacks suddenly without giving any time to react.

Hyperspace Fury POWER 4 


TYPE: Dark
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 4
 ADDED EFFECT: Never Fails. Ignores the effect of any Shield Move the Foe might have used. Reduce the user's Defense.







The Pokémon opens portals to attack with each one of its arms, bypassing all defenses and making it impossible to escape, however, the user's defense also gets neglected.

Jaw Lock


POWER 3 

TYPE: Dark
 ACCURACY: Strength + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: Both User and Target are Blocked.







The User will capture its foe in a crushing jaw grip. It won't let go no matter how much you try to separate them. The only way it will release its victim it's by fainting.

Night Slash


POWER 3 

TYPE: Dark
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: Lethal. High Critical.






The user quickly slashes through the target as soon as it gets the chance. The intent to end the target's life is frightening.

Knock Off


POWER 2 

TYPE: Dark
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: The target Pokémon loses its held item.






The Pokémon makes a quick tackle that knocks off anything the foe was holding.

Obstruct

POWER - 


TYPE: Dark
 ACCURACY: Dexterity + Intimidate
 DAMAGE POOL: -
 ADDED EFFECT: Priority. Shield Move.
 * If the Foe used a Non-Ranged Physical Move against the user, Reduce the Foe's Defense.









In a reckless action, the User charges against the foe to stop its momentum and block its incoming attack. Being so close allows the User to reach for weak spots.

Memento


POWER - 

TYPE: Dark
 ACCURACY: Will + Channel
 DAMAGE POOL: -
 ADDED EFFECT: The user faints. Reduce foe's Strength, Dexterity, Special, Defense and Sp. Defense. Lasts for a whole scene.












The User unleashes all its remaining power to send a wave of hopeless thoughts to haunt the foe's mind and soul. The target will be left in grief.

Parting Shot


POWER - 

TYPE: Dark
 ACCURACY: Tough + Intimidate
 DAMAGE POOL: -
 ADDED EFFECT: Reduce Foe's Strength and Special. The user switches out. The new Pokémon arrives ready to fight. Roll its Initiative. Switcher Move.








The User threatens the foe, leaving it too scared to pursue the user or overwhelm the ally that just switched in the battlefield.

Nasty Plot


POWER - 

TYPE: Dark
 ACCURACY: Clever + Alert
 DAMAGE POOL: -
 ADDED EFFECT: Increase the user's Special.





The Pokémon starts plotting on how to defeat the enemy. Its evil laugh reveals the bad intentions.

Payback


POWER 2* 

TYPE: Dark
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Add 2 Extra Dice to the Damage Pool if the target already damaged you this Round.






The Pokémon tackles the target with hatred and vengeance.

Night Daze


POWER 3 

TYPE: Dark
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 3
 ADDED EFFECT: Roll 4 Chance Dice to Reduce foe's Accuracy.






The user forms a pitch black wave that hurts the foe. This darkness may remain obstructing the target's vision.


Power Trip

POWER 1* 


TYPE: Dark
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 1*
 ADDED EFFECT: Add 1 Dice to the Damage Pool of this Move for every Attribute increase the user has. Up to 7 Dice may be added this way. (ie. The user has 2 increased points on Defense, add 2 Damage dice)




In the heat of the battle, the Pokémon gets carried away, relishing on its own power.



Punishment POWER 1* 

TYPE: Dark
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 1
 ADDED EFFECT: Add up to 7 Dice to the Damage Pool for every Increased Attribute the foe has. (i.e Foe has 1 Increased dice in Dexterity & Strength That equals +2 Dice on the Damage Pool of this attack).
 User Takes advantage of its foe's strengths to use them against it.




Sucker Punch POWER 3 



TYPE: Dark
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: This move can only be used after the Target rolls a damaging move.
 * Priority


While the foe is preparing its attack, the user takes advantage and strikes.

Pursuit POWER 2* 


TYPE: Dark
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: If the foe is Switching Out or escaping, Add 2 Dice to the Damage Pool and add Priority to this move.
 Priority


The Pokémon chases the foe to deliver a final blow before it escapes.

Switcheroo POWER - 


TYPE: Dark
 ACCURACY: Insight + Stealth
 DAMAGE POOL: -
 ADDED EFFECT: User and Foe switch their Held Item. If only one Pokémon is holding an item it gives it away.




The user quickly switches the held items before the foe can realize what happened.

Quash POWER - 


TYPE: Dark
 ACCURACY: Tough + Intimidate
 DAMAGE POOL: -
 ADDED EFFECT: For the rest of the scene, the target will go last in the order of Initiative.




The user represses the foe with intimidation so it has to think twice before acting.

Taunt POWER - 



TYPE: Dark
 ACCURACY: Tough + Intimidate
 DAMAGE POOL: -
 ADDED EFFECT: The target Pokémon can only perform Damaging Moves and Evasion actions for the next 4 Rounds.




The user mocks and teases the target to make it attack in a raging fury.

Snarl POWER 2 


TYPE: Dark
 ACCURACY: Insight + Perform
 DAMAGE POOL: Special + 2
 ADDED EFFECT: Sound Based. Reduce the foe's Special.


The Pokémon viciously snarls showing its teeth. Its menacing look will make the foe cower in fear.

Thief POWER 2 


TYPE: Dark
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: The user steals the foe's Held Item.




The Pokémon strikes its foe and takes the opportunity to steal whatever the target was holding.

Snatch POWER - 


TYPE: Dark
 ACCURACY: Clever + Stealth
 DAMAGE POOL: -
 ADDED EFFECT: Erase any Increase or Decrease on the foe's Traits, and place them on the User instead.



The user analyzes the advantages of the foe then makes them their own.

Throat Chop POWER 3 

TYPE: Dark
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: The target cannot use any "Sound Based" Move for the rest of the scene.




A heinous attack to a Pokémon's throat that will leave them unable to make a sound for hours.

Topsy-Turvy

POWER -

TYPE: Dark
 ACCURACY: Tough + Intimidate
 DAMAGE POOL: -
 ADDED EFFECT: Any Decreases on the foe's Attributes become Increases and vice versa.




The user changes the nature of its target, bad things become good and good things become bad.

Torment

POWER -

TYPE: Dark
 ACCURACY: Tough + Intimidate
 DAMAGE POOL: -
 ADDED EFFECT: The target cannot use the same Moves it used during the last Round. Lasts 4 Rounds






The user torments and enrages the foe, making it unable to keep using its strategy.

Clanging Scales

POWER 4

TYPE: Dragon
 ACCURACY: Dexterity + Perform
 DAMAGE POOL: Special + 4
 ADDED EFFECT: Sound Based. Target all Foes in Range. Reduce User's Defense.











The Pokémon rattles the scales of its armor creating a frightening noise in the area. Some of its scales fall off as a result, leaving some areas exposed.

Clangorous Soul

POWER -

TYPE: Dragon
 ACCURACY: Tough + Perform
 DAMAGE POOL: -
 ADDED EFFECT: User deals Damage to itself equal to Half of its total HP rounded down. Increase User's Strength, Dexterity, Special, Defense and Sp. Defense.

The Pokémon shakes its scales around, to sharpen, shed, and rearrange them. It's a bit rough, but in the end the Pokémon feels more focused for battle.

Dragon

Super Effective against:

Dragon

It's Not Very Effective against:

Steel

No effect against:

Fairy

Dragon Types are ferocious and fearsome. They rely on high-power attacks to quickly dispatch the foe. Dragon Pokémon are eager to fight, easily angered and don't show mercy nor respect towards anyone.


They wish to defeat strong opponents, take over large lands, and covet anything they find precious.

Their attacks are very powerful and devastating.

Core Enforcer

POWER 4

TYPE: Dragon
 ACCURACY: Special + Channel
 DAMAGE POOL: Special + 4
 ADDED EFFECT: If successful and the target of this Move has already inflicted damage this Round, remove the Foe's Ability for the rest of the Scene. (Battle Bond, Comatose, Disguise, Multitype, Power Construct, RKS System, Schooling, Stance Change & Shields Down are exceptions)



Zygarde shoots a beam that fractures the target to its core, rendering it unable to sustain even the most basic of its traits.

Draco Meteor

POWER 6

TYPE: Dragon
 ACCURACY: Special + Channel
 DAMAGE POOL: Special + 6
 ADDED EFFECT: Lethal. Reduce user's Special.









The Pokémon calls a comet that falls from the sky to deal a brutal amount of damage. This feat demands a lot from the user.

Breaking Swipe

POWER 2

TYPE: Dragon
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: All Foes in Range. Reduce the Strength of those affected.







The Pokémon will use its tail to make a long swipe at its foes. A few cracks are heard, and the foes will limp afterwards.

Dragon Breath


POWER 2

TYPE: Dragon
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: Roll 3 Chance Dice to Paralyze the foe.





The user lets out a mystical green breath that hinders the movement of anyone it touches.

Dragon Claw

POWER 3 

TYPE: Dragon
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: -



The Pokémon uses its strong claws to deliver a fierce tearing blow.

Dragon Rage

POWER - 


TYPE: Dragon
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: 2 Automatic Damage
 ADDED EFFECT: Set damage.




Damage 2

A dual colored flame that always leaves the same burn marks on everything it touches.

Dragon Dance

POWER - 

TYPE: Dragon
 ACCURACY: Tough + Perform
 DAMAGE POOL: -
 ADDED EFFECT: Increase the User's Strength and Dexterity.



Strength ↑1 Dexterity ↑1

The user performs a vigorous and mystical dance that boosts the fighting spirit and reflexes.

Dragon Rush

POWER 4 

TYPE: Dragon
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 4
 ADDED EFFECT: Roll 2 Chance Dice to Flinch the foe.



Accuracy ↓2 Flinch 2

The user charges rapidly against the foe. The strike may leave the target gasping for air.

Dragon Darts

POWER 2 

TYPE: Dragon
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Ranged. Double Action.




The Pokémon's head is a nest for its less evolved forms, the younglings will sometimes be used as projectiles.

Dragon Tail

POWER 2 

TYPE: Dragon
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Low Priority.




The target is hit and knocked back to its trainer, stunned. Forcing the trainer to send another Pokémon. In the wild the target is sent away. Switcher Move.

Accuracy ↓1 Priority ↓1

This powerful tail strike can knockback anyone up to 100 feet away!

Dragon Hammer

POWER 3 

TYPE: Dragon
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: -



The Pokémon swings its body as a hammer and leaves the foe nailed to the cracked ground.

Dual Chop

POWER 2 


TYPE: Dragon
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Double Action.




Accuracy ↓1 

The Pokémon strikes the foe with two brutal blows.

Dragon Pulse


POWER 3 

TYPE: Dragon
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 3
 ADDED EFFECT: -





The user opens its mouth and sends a powerful wave of energy.

Dynamax Cannon

POWER 4* 

TYPE: Dragon
 ACCURACY: Special + Channel
 DAMAGE POOL: Special + 4*
 ADDED EFFECT: If the Foe is under the effects of Dynamax, This Move becomes Lethal and you add 4 Extra Dice to the Damage Pool.

The Pokémon shoots a heavy projectile, if the foe is under the effects of the Dynamax phenomenon all the energy will be concentrated and explode on the Target.

Eternabeam

POWER 7

TYPE: Dragon
 ACCURACY: Special + Channel
 DAMAGE POOL: Special + 7
 ADDED EFFECT: Lethal.
 Must Recharge

The Pokémon shoots an incredibly powerful beam towards the sky. The energy released might keep traveling through space thousands of years later.

Outrage

POWER 5

TYPE: Dragon
 ACCURACY: Strength + Brawl
 DAMAGE POOL: Strength + 5
 ADDED EFFECT: Rampage. Targets random foe.

The user awakens their primal instinct as a dragon and unleashes its uncontrollable fury, destroying everything in its path. After that, the Pokémon is left disoriented and confused.

Roar of Time

POWER 6

TYPE: Dragon
 ACCURACY: Special + Channel
 DAMAGE POOL: Special + 6
 ADDED EFFECT: Lethal. If successful, the target can't have any action until next Round.

Through a terrifying roar, Dialga bounds the forces of time on a single area, the unfortunate target will be trapped in a time warp, growing old in a matter of seconds.

Spacial Rend

POWER 4

TYPE: Dragon
 ACCURACY: Special + Channel
 DAMAGE POOL: Special + 4
 ADDED EFFECT: Lethal. High Critical.

With a flicker of its claws, Palkia defragments the space around its foe. Those who survive rarely do preserve their original shape.

Twister

POWER 2

TYPE: Dragon
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: Roll 2 Chance Dice to Flinch the foes.

The Pokemon lets out a spiral current that surrounds the foes. They can't move until they free themselves from this terrible whirlwind.

Electric

Super Effective against:

- Flying
- Water

It's Not Very Effective against:

- Dragon
- Electric
- Grass

No effect against:

- Ground

Electric Type is rather common in big cities. They feel attracted to power and technology as a means to increase their own electric charge. Electric Moves will root the foe in place with Paralysis. They can discharge their electricity with huge area attacks or affect the room's ions, electric currents and magnetic fields. They are also able to charge their energy to release more powerful attacks.

Aura Wheel

POWER 4

TYPE: Electric
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 4
 ADDED EFFECT: If successful, Increase user's Dexterity.
 If the user is in "Hangry" Form this Move is considered to be Dark-Type.

The Pokémon happily runs into a wheel made of electricity that strikes the foe. If the user is feeling hungry the wheel's energy is replaced by a dark aura.

Bolt Beak

POWER 2*

TYPE: Electric
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2*
 ADDED EFFECT: If the Target hasn't had a Turn this Round, add 2 Extra Dice to the Damage pool.


The Pokémon charges with its beak and pecks its foe, if the foe is not fast it will be zapped a jolt of electricity.

Bolt Strike



POWER 6

TYPE: Electric
 ACCURACY: Strength + Brawl
 DAMAGE POOL: Strength + 6
 ADDED EFFECT: Roll 2 Chance Dice to Paralyze the foe.


Zekrom delivers a powerful tackle while discharging lightning through its body. The foe is rendered unable to move, either by the strike of the electricity.

Buzzy Buzz POWER 3 


TYPE: Electric
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 3
 ADDED EFFECT: Paralyze the foe.
 If the user of this Move is at its Final Stage of Evolution, this move fails.


The Pokémon releases a jolt of static electricity from its fur, that makes a cute zapping sound. It's all fun and games until somebody gets paralyzed.

Electric Terrain POWER - 


TYPE: Electric
 ACCURACY: Insight + Nature
 DAMAGE POOL: -
 ADDED EFFECT: For the Next 4 Rounds all Electric Attacks will deal 1 Extra Dice of Damage.
 Anyone on the ground will be cured from "Sleep" Status.




The user electrifies the terrain, making it impossible to get a good night's sleep on it.

Charge POWER - 


TYPE: Electric
 ACCURACY: Insight + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Add 2 Dice to the Damage Pool to the next Electric Damaging move the user performs.




The user concentrates all the electricity in its body to be released.

Electrify POWER - 



TYPE: Electric
 ACCURACY: Insight + Nature
 DAMAGE POOL: -
 ADDED EFFECT: The Damage from the next attack made by the target will be Electric Type.




The user hurls an electric projectile to the target, the foe is charged with electricity until it is released by the foe's next attack.

Charge Beam POWER 2 


TYPE: Electric
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: Roll 5 Chance Dice to Increase the User's Special.


The Pokémon lets out an electric beam then uses the remaining charge to boost its power.

Electro Ball POWER 2* 



TYPE: Electric
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2*
 ADDED EFFECT: Add 1 Extra Dice to the Damage Pool of the user for every Point on Dexterity it has that surpasses the Foe's. Up to 4 Dice might be added this way.




The Pokémon creates a small electricity orb that is hurled at the target. If the user is faster, the impact will be bigger.

Discharge POWER 3 



TYPE: Electric
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 3
 ADDED EFFECT: Area Attack. Roll 3 Chance Dice to Paralyze those affected.


The user releases its stored electricity in all directions.

Electroweb POWER 2 



TYPE: Electric
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: All foes in Range. Reduce Dexterity of those affected.


Shoots an electrified web at all foes to restrict their movement. Walking through this web can be painful.

Eerie Impulse POWER - 



TYPE: Electric
 ACCURACY: Insight + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Reduce foe's Special.

The user radiates electricity around itself, the foe will think twice about attacking.

Fusion Bolt POWER 4* 

TYPE: Electric
 ACCURACY: Strength + Channel
 DAMAGE POOL: Strength + 4*
 ADDED EFFECT: Lethal. If the Move "Fusion Flare" has already been used by anyone this Round, add 4 Extra Dice to the Damage Pool of this Move.

The Pokémon strikes with a devastating electric impact, said impact will grow larger and stronger if there's a special kind of fire nearby.

Ion Deluge

POWER -

TYPE: Electric
 ACCURACY: Insight + Nature
 DAMAGE POOL: -
 ADDED EFFECT: For the rest of the Scene, Normal Type Moves will deal damage as if they were Electric Type Moves.

The user amplifies all electrically charged particles in the environment. The results are shocking!

Parabolic Charge

POWER 2

TYPE: Electric
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: Area Attack. The user restores HP equal to half the damage dealt to one target, rounded down.

The Pokémon lets go a big electric charge from its body. The charge comes back to it even bigger.

Magnet Rise

POWER -

TYPE: Electric
 ACCURACY: Insight + Nature
 DAMAGE POOL: -
 ADDED EFFECT: For the Next 4 Rounds the User gains immunity against Ground Type Moves.

The Pokémon uses the magnetic field of the earth to repel itself from the ground, allowing it to float for a short period of time.

Pika Papow

POWER □*

TYPE: Electric
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 0 (Up to +5)
 ADDED EFFECT: Add 1 Die to the Damage Roll for every point of Happiness on the User. If the user of this Move is at its Final Stage of Evolution, this move fails.

The User lets out its energy in the form of a lightning strike, the happier the user feels the more energized it will be.

Magnetic Flux

POWER -

TYPE: Electric
 ACCURACY: Insight + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Increase the Defense and Sp. Defense of User and all its Electric and Steel Type Allies.

Defense ↑ 1
 Sp. Def ↑ 1

The Pokémon bends the magnetic field around itself, this also affects all allies who are sensible to it.

Plasma Fists

POWER 4

TYPE: Electric
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 4
 ADDED EFFECT: Fist Based. If successful, all Normal-Type Moves of the user will be considered Electric-Type until the end of the Scene.

The user charges its fists with electricity, upon impact, the charge materializes into plasma that adds an electric element to all of its Normal moves.

Nuzzle

POWER 1

TYPE: Electric
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 1
 ADDED EFFECT: Paralyze the foe.

Paralysis ✓

The Pokémon rubs its electrified cheeks against the foe, it looks very cute but it can be dangerous.

Shock Wave

POWER 2

TYPE: Electric
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: Never Fail.

The user quickly releases jolts of electricity that are too fast for many to react.

Overdrive

POWER 3

TYPE: Electric
 ACCURACY: Dexterity + Perform
 DAMAGE POOL: Special + 3
 ADDED EFFECT: All Foes in Range. Sound Based.

The Pokémon uses its own body as an amplifier for the energizing sounds it produces.


Spark

POWER 2





TYPE: Electric
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Roll 3 Chance Dice to Paralyze the foe.

Paralysis 3


The user tackles the foe, releasing a powerful spark on contact.

Thunder POWER 5 



TYPE: Electric
 ACCURACY: Special+ Channel
 DAMAGE POOL: Special + 5
 ADDED EFFECT: Lethal. Roll 3 Chance Dice to Paralyze the foe. If performed under Sunny Weather, Accuracy becomes -3 instead. If Performed under Rain Weather, Ignore this Move's Reduced Accuracy.

The Pokémon commands a tremendous lightning to strike a specific point on the ground. It's quite dangerous.

Thunderbolt POWER 3 

TYPE: Electric
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 3
 ADDED EFFECT: Roll 1 Chance Dice to Paralyze the foe.


A Strong electric attack that shocks and harms the foe. It can destroy most kinds of electric equipment.

Thunder Fang POWER 2 



TYPE: Electric
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Roll 2 Chance Dice to Flinch the foe. Roll 2 Chance Dice to Paralyze the foe.



The user lands an electrified bite on foe. The direct current may affect the foe greatly.

Volt Switch POWER 2 




TYPE: Electric
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: The user switches out after dealing damage, the new Pokémon arrives ready to fight on the next Round. Switcher Move.


The User quickly shoots an electricity jolt, then switches places with an awaiting Pokémon partner at the speed of lightning.

Thunder Punch POWER 3 




TYPE: Electric
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: Fist Based. Roll 1 Chance Dice to Paralyze foe.


An Electrified punch to deal a shocking blow.

Volt Tackle POWER 5 



TYPE: Electric
 ACCURACY: Strength + Brawl
 DAMAGE POOL: Strength + 5
 ADDED EFFECT: Recoil. Roll 1 Chance Dice to Paralyze the Foe.


The user surrounds itself with big bolts of electricity, then it crashes against the foe.

Thunder Shock POWER 2 



TYPE: Electric
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: Roll 1 Chance Dice to Paralyze the foe.

A Small electric attack that shocks the foe and may leave it with muscular cramps. Some electric devices hit by this attack will malfunction.

Wild Charge POWER 3 


TYPE: Electric
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: Recoil.

The Pokémon surrounds itself with wild bolts of lighting, then tackles recklessly.

Thunder Wave POWER - 

TYPE: Electric
 ACCURACY: Insight + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Paralyze the foe.


A tide of bright lightning streams from the floor onto the foe. The target's body will be cramped for hours.

Zap Cannon POWER 5 

TYPE: Electric
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 5
 ADDED EFFECT: Lethal. Paralyze the Foe.

The user hurls a dreadful bombardment of electric explosions. Anyone hit won't be able to move for a very long time.

Zing Zap

POWER
3



TYPE: Electric
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 3 Chance Dice to Flinch the Foe.



The user hurls itself as a zig-zaging ball of electricity that explodes on contact, this leaves the foe unable to move for a few seconds.

Zippy Zap

POWER
2



TYPE: Electric
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Priority. This Move is always a Critical Hit and gets the proper Bonus for it. If the user of this Move is at its Final Stage of Evolution, this move fails.



The user zips and zaps from one place to another to strike the foe moving so fast it appears to be teleporting, leaving almost no time to react.

Fairy

Super Effective against:

Dark

Dragon

Fight

It's Not Very Effective against:

Fire

Poison

Steel

Fairy Types are cute, sly and deceitful. Most of their Moves play with the foe's feelings of naivety, sadness, happiness, love and anger. They appear to be harmless while they wait for the moment to strike.

Not all Fairy Types are nice and pleasant, some of them can be resentful and a lot stronger than they look.

When you meet a Fairy in the wild, you should wonder the meaning of its lovable smile, it may be as ill-natured as a Dark Type.

Aromatic Mist

POWER
-



TYPE: Fairy
ACCURACY: Insight + Nature
DAMAGE POOL: -
ADDED EFFECT: Increase one Ally's Defense and Sp. Defense



The Pokémon showers an ally in a mist with a revitalizing aroma.

Baby-Doll-Eyes

POWER
-



TYPE: Fairy
ACCURACY: Cute + Allure
DAMAGE POOL: -
ADDED EFFECT: Priority. Reduce foe's Strength.



Before anyone acts in battle, the user looks at the foe with the cutest eyes.

Charm

POWER
-



TYPE: Fairy
ACCURACY: Cute + Allure
DAMAGE POOL: -
ADDED EFFECT: Reduce foe's Strength.



The Pokémon uses a cute and harmless attitude to make the foe less wary and aggressive.

Crafty Shield

POWER
-



TYPE: Fairy
ACCURACY: Insight + Nature
DAMAGE POOL: -
ADDED EFFECT: Priority. The User and its Allies are protected from the effects of a Support Move. Shield.



The Pokémon creates a magic shield to protect everyone from the bad tricks a foe might have under its sleeve. Under this shield, everyone can see dishonesty and bad intentions.

Dazzling Gleam

POWER
3



TYPE: Fairy
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: All foes in Range.



The user shines like a powerful flash that hurts the eyes of everyone watching it.

Decorate

POWER
-



TYPE: Fairy
ACCURACY: Beauty + Nature
DAMAGE POOL: -
ADDED EFFECT: Increase the Strength and Special of One Ally.





Using some frosting the Pokémon decorates their target to look bigger, more powerful and incredibly delicious!

Disarming Voice

POWER 2

TYPE: Fairy
 ACCURACY: Insight + Perform
 DAMAGE POOL: Special + 2
 ADDED EFFECT: Sound Based. Never Fail. All foes in Range.

All


With a charming and manipulative cry, the user deals emotional damage to its opponent. This move always makes the targets feel bad.

Floral Healing

POWER -

TYPE: Fairy
 ACCURACY: Insight + Nature
 DAMAGE POOL: -
 ADDED EFFECT: One Ally. Basic Heal. If performed over Grassy Terrain this move is a Complete Heal.

1




The user creates a flower crown that heals and relaxes its wearer. Under the right conditions this move also creates a flower patch around its target.

Draining Kiss

POWER 2

TYPE: Fairy
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: The User restores HP equal to half the damage dealt, rounded down.



The user sends a kiss with a flirty intention, the foe catches the kiss but it ends up draining the target's energy.

Flower Shield

POWER -

TYPE: Fairy
 ACCURACY: Insight + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Increase the Defense of All Grass Type Pokémon on the field.

Defense ↑ 1



Defense ↑ 1

The Pokémon uses a mysterious power that causes flowers to bloom beneath every Grass Pokémon nearby. Flora in this field is more resilient and beautiful.

Fairy Lock

POWER -

TYPE: Fairy
 ACCURACY: Insight + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Blocks. Lasts 1 Round.

The user moves as if locking a door. It takes a few moments before everyone realize they are not really trapped.

Geomancy

POWER -

TYPE: Fairy
 ACCURACY: Insight + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Charge Move. The user charges, then Increases by 2 its Dexterity, Special and Sp. Defense scores on its next Turn.

Dexterity ↑ 2

Special ↑ 2


Sp. Def ↑ 2

Through a mystical connection this Pokémon absorbs the life force of earth itself to increase its power.

Fairy Wind

POWER 2

TYPE: Fairy
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 6
 ADDED EFFECT: -



The Pokémon strikes with a wind covered in fairy dust. It causes itching.

Light of Ruin

POWER 6

TYPE: Fairy
 ACCURACY: Special + Channel
 DAMAGE POOL: Special + 6
 ADDED EFFECT: Lethal. Recoil.

Accuracy ↓ 1

By drawing energy from the Eternal Flower, the Pokémon unleashes all of its hurt. A beautiful light surrounds the area, yet the pain inside of its heart remains.

Fleur Cannon

POWER 6

TYPE: Fairy
 ACCURACY: Special + Channel
 DAMAGE POOL: Special + 6
 ADDED EFFECT: Lethal. Reduce User's Special.

Accuracy ↓ 1

Special ↓ 2




A light beam pierces the battlefield, it deals devastating damage but leaves newly grown flowers instead of scorched earth. The user is left feeling very tired.

Misty Terrain

POWER -

TYPE: Fairy
 ACCURACY: Insight + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Creatures standing on the battlefield won't be affected by Status Ailments. Dragon Type attacks won't add their Power to the Damage Pool. Lasts 4 Rounds.



The user surrounds the battlefield with a mystical mist that feels protective. Mythical Pokémon find something eerie about it

Moonblast

POWER
3



TYPE: Fairy
ACCURACY: Special + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 3 Chance Dice to Reduce foe's Special.



Summon power directly from the moon. The Pokémon blasts the foe with light.

Spirit Break

POWER
2



TYPE: Fairy
ACCURACY: Insight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: If successful, reduce the Foe's Special.



Sometimes words hurt a lot more than blows. With this Move the Pokémon deals both.

Moonlight

POWER
-



TYPE: Fairy
ACCURACY: Insight + Nature
DAMAGE POOL: -
ADDED EFFECT: Basic Heal. If successful, spend 1 Will point to activate. If it's Night or Sunny Weather is on effect, this Move becomes a Complete Heal. If Rain/Sandstorm Weather is in effect, this Move only heals 1 HP.



The user gathers power from the light of the moon, the energy absorbed can heal most injuries.

Strange Steam

POWER
3



TYPE: Fairy
ACCURACY: Special + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 2 Chance Dice to Confuse the Foe.



The user releases an addictive sweet-smelling steam, do not be fooled as it is toxic and has nasty side-effects.

Nature's Madness

POWER
*



TYPE: Fairy
ACCURACY: Insight + Nature
DAMAGE POOL: Varies.
ADDED EFFECT: Damage Roll is Half of the Foe's remaining HP (up to 10) Rounded down. If the remaining HP of the foe is 1, this move fails. Ignore the foe's Defenses.



The forces of nature attack as if they had a will of their own. Water will try to drown you, plants will trap you, lightning will come out of nowhere and even your own body will fail you.

Sweet Kiss

POWER
-



TYPE: Fairy
ACCURACY: Cute + Allure
DAMAGE POOL: -
ADDED EFFECT: Confuse the foe.



The Pokémon moves towards the foe and plants a delicate kiss on its cheek, then leaves playfully. The foe struggles to know what it meant.

Play Rough

POWER
3



TYPE: Fairy
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 1 Chance Dice to Reduce foe's Strength.



The user and the foe start a playful wrestle, it soon escalates into something not so pretty.

Sparkly Swirl

POWER
3



TYPE: Fairy
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: If successful, heal any Status Ailment on the User and Allies. If the user of this Move is at its Final Stage of Evolution, this move fails.



The Pokémon unleashes a swirling and glittery energy that releases a pleasant aroma that soothes the body and has healing properties.

Fighting

Super Effective against:

Ice Normal Rock Steel

It's Not Very Effective against:

Bug Fairy Flying Poison Psychic

No effect against:

Ghost

Fighting Types battle with honor and face any challenge head-on for the sake of their friends. They will protect the helpless with all their might.

Fighting Moves use direct and powerful attacks to defeat their foes with brute strength and masterful martial arts. Their power is only matched by their swiftness.

When used correctly, no one can stand in the way of a true fighter.

Arm Thrust



POWER 1

TYPE: Fight

ACCURACY: Dexterity + Brawl

DAMAGE POOL: Strength + 1

ADDED EFFECT: Successive Actions.

The user quickly throws blows of open-palmed thrusts against the foe.

Circle Throw

POWER 2





TYPE: Fight

ACCURACY: Dexterity + Brawl

DAMAGE POOL: Strength + 2

ADDED EFFECT: Low Priority.

The target is hit and knocked back to its trainer forcing it to send another Pokémon, in the wild the target is sent away. Switcher Move.

The user throws the target 60 feet out the battlefield.

Aura Sphere

POWER 3

TYPE: Fight

ACCURACY: Dexterity + Channel

DAMAGE POOL: Special + 3

ADDED EFFECT: Never Fails.




The user channels its aura and launches this power in the form of a sphere. The foe's aura is hit, leaving the target unscratched but deeply hurt.

Close Combat




POWER 5

TYPE: Fight

ACCURACY: Strength + Brawl

DAMAGE POOL: Strength + 5

ADDED EFFECT: After dealing damage, Reduce User's Defense and Sp. Defense.

The user attacks at a close distance to deal lots of damage. The foe is also close enough to attack.

Body Press


POWER 3

TYPE: Fight

ACCURACY: Strength + Brawl

DAMAGE POOL: Vitality + 3

ADDED EFFECT: -



The Pokémon makes a judo maneuver, using it's body mass instead of it's strength against the target.

Counter


POWER *

TYPE: Fight

ACCURACY: Insight + Brawl

DAMAGE POOL: Varies.

ADDED EFFECT: This Move can only deal damage if the Foe has dealt Physical Damage to the User this Round. Roll the same Damage Pool as your Foe plus 2 Extra Dice. Ignore the foe's Defenses.



The user prepares to receive damage, then returns that same damage and more.

Brick Break


POWER 3*

TYPE: Fight

ACCURACY: Dexterity + Brawl

DAMAGE POOL: Strength + 3

ADDED EFFECT: If a Barrier is in place on the foe's side (i.e. Light Screen, Reflect) destroy the barrier and add 2 Extra Dice to the Damage Pool. .



The Pokémon uses its palm or claws to perform a one-armed chop that shatters even invisible barriers.

Cross Chop

POWER 4

TYPE: Fight

ACCURACY: Dexterity + Brawl

DAMAGE POOL: Strength + 4

ADDED EFFECT: High Critical.





The user delivers a chop with its arms crossed trying to hit a weak spot.

Bulk Up




POWER -

TYPE: Fight

ACCURACY: Vitality + Athletics

DAMAGE POOL: -

ADDED EFFECT: Increase the User's Strength and Defense.

The Pokémon shows its muscles with intimidating poses to look bigger and stronger.

Detect




POWER -

TYPE: Fight

ACCURACY: Insight + Alert

DAMAGE POOL: -

ADDED EFFECT: Priority, Shield Move. Reduce 3 Damage This Pokémon would receive from a Damaging Move. Negate the effects of Support Moves that target the user. Reduce to zero the set damage from a Move the user would take.

The user detects the intentions of the attacker and acts out to minimize the damage.

Double Kick

POWER
2



TYPE: Fight
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Double Action.



The user throws two powerful kicks.

Focus Blast

POWER
5



TYPE: Fight
ACCURACY: Special + Channel
DAMAGE POOL: Special + 5
ADDED EFFECT: Roll 1 Chance Dice to Reduce foe's Sp. Defense.



The user concentrates and releases a blast of energy.

Drain Punch

POWER
3



TYPE: Fight
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Fist Based. The user restores HP equal to half the damage dealt, rounded down.



The Pokémon strikes with a powerful punch. Through contact, it absorbs some vital energy.

Focus Punch

POWER
6



TYPE: Fight
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 6
ADDED EFFECT: Fist Based. Charge Move. The User will flinch if it gets hit before releasing this attack.



A brutal punch that requires calm and concentration.

Dynamic Punch

POWER
4



TYPE: Fight
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 4
ADDED EFFECT: Fist Based. Confuse the foe.



A punch that hits a small pressure point. It leaves the foe disoriented.

Force Palm

POWER
2



TYPE: Fight
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Roll 3 Chance Dice to Paralyze the foe.



A powerful open palm hit that knocks the foe away and may leave him unable to move.

Final Gambit

POWER
*



TYPE: Fight
ACCURACY: Will + Athletic
DAMAGE POOL: Foe's Remaining HP + 4
ADDED EFFECT: Ignore the foe's Defenses. The user faints after dealing damage.



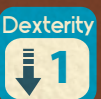
The Pokémon uses its last strength into an all-or-nothing attack, after that, it faints.

Hammer Arm

POWER
4



TYPE: Fight
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 4
ADDED EFFECT: After dealing damage, Reduce user's Dexterity.



A mighty arm thrust that leaves the user quite tired.

Flying Press

POWER
3



TYPE: Fight
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: When Dealing damage with this move, it counts as if this move was also Flying Type.



The user flies towards the foe from the sky in pure Lucha Libre style.

High Jump Kick

POWER
5



TYPE: Fight
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: If Accuracy Roll is unsuccessful, deal 5 Dice of Damage to the User.




The user launches itself up and falls down with a brutal kick. It might hurt the user if it doesn't hit the target.

Jump Kick POWER 4 



TYPE: Fight
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 4
 ADDED EFFECT: If Accuracy Roll is unsuccessful, deal 4 Dice of Damage to the User.



The Pokémon jumps and delivers a powerful kick. It might hurt the user if it doesn't hit the target.

Mat Block POWER - 

TYPE: Fight
 ACCURACY: Dexterity + Athletic
 DAMAGE POOL: -
 ADDED EFFECT: Shield Move. Reduce 3 Damage The User and Allies would receive from a Damaging Move. This Move only works the first Round the User has been out.

The Pokémon uses a mat or something similar as a shield.

Karate Chop POWER 3 

TYPE: Fight
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: High Critical.




A basic fighting chop that has been practiced and mastered.


Meteor Assault POWER 6 

TYPE: Fight
 ACCURACY: Strength + Brawl
 DAMAGE POOL: Strength + 6
 ADDED EFFECT: Lethal. Must Recharge







The Pokémon will make an incredible jump to the sky, then lunge towards the foe at a staggering speed, crashing the ground upon impact. The user is left very tired.

Low Kick POWER 1* 

TYPE: Fight
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 1*
 ADDED EFFECT: Add 1 Extra Damage Dice for every 50kg of weight on the foe, up to 4 Dice may be added this way.



The user kicks the target making it fall, the bigger the foe the harder the fall.

No Retreat POWER - 

TYPE: Fight
 ACCURACY: Insight + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Increase the User's Strength, Dexterity, Special, Defense and Sp. Defense.











The user is now blocked.


No surrender. No retreat. Until victory always.

Low Sweep POWER 2 





TYPE: Fight
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Reduce Foe's Dexterity.


The Pokémon strikes the foe's legs, leaving it unable to walk normally or run.

Octolock POWER - 




TYPE: Fight
 ACCURACY: Strength + Brawl
 DAMAGE POOL: -
 ADDED EFFECT: Block. Reduce the foe's Defense and Sp. Defense.


The user wraps its tentacles to immobilize the foe. Being so close enables the user to find weak spots.

Mach Punch POWER 2 




TYPE: Fight
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Fist Based. Priority.

The user launches a Punch so quickly that it's barely seen.

Power-up Punch POWER 2 

TYPE: Fight
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Fist Based. Increase User's Strength.

The Pokémon uses this punch to test the surface of an object. The user toughens up to deal better blows.

Quick Guard

POWER

-



TYPE: Fight
 ACCURACY: Dexterity + Athletic
 DAMAGE POOL: -
 ADDED EFFECT: Shield Move. Reduce 3 Damage The User and Allies would receive from a Damaging Move. Negate the effects of support Moves that target The User and Allies. This Move only works against Moves with Priority.



The user reacts instinctively and defends itself and its teammates, nullifying the effects of the fastest attacks.

Revenge

POWER

2*



TYPE: Fight
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: If the User has already received damage this round, add 2 Extra Dice to the Damage Pool.



The Pokémon fights ruthlessly and may retaliate fiercely against a foe that has hurt the User.

Reversal

POWER

1*



TYPE: Fight
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 1
 ADDED EFFECT: Add 1 Extra Dice to the Damage Pool for every missing HP the User has. Up to 5 Dice may be added this Way



The user gathers its mettle to block away the pain and focus only on hitting harder.

Rock Smash

POWER

2



TYPE: Fight
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Roll 5 Chance Dice to Reduce foe's Defense.



A powerful hit that can crush rocks. Used against a foe it is sure to leave an awful bruise and a crack on its armor.

Rolling Kick

POWER

2



TYPE: Fight
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Roll 3 Chance Dice to Flinch the Foe.



The user spins in the air landing an impressive kick that may daze the target.

Sacred Sword

POWER

3



TYPE: Fight
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: Ignore any Increases to the foe's Defense.



The user slashes its target with a mighty blade that no armor can stop.

Secret Sword

POWER

3



TYPE: Fight
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 3
 ADDED EFFECT: Apply the foe's Defense instead of its Sp.Defense to resist Damage from this Move.



An invisible wave cuts through the target, you can feel its sharp edge but you cannot see it.

Seismic Toss

POWER

*



TYPE: Fight
 ACCURACY: Strength + Athletics
 DAMAGE POOL: Varies
 ADDED EFFECT: Roll Damage Dice according to the User's Rank. 1 Dice at Starter Rank; 2 Dice at Beginner Rank; 3 dice at Amateur Rank; 4 Dice at Ace Rank; 5 Dice at Professional Rank. Ignore the foe Defenses.



The target gets launched up then falls face first into the ground, the stronger the user the higher the foe will be thrown.

Sky Uppercut

POWER

3



TYPE: Fight
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: -



The user attacks with an uppercut, throwing the foe skyward with lots of force.

Storm Throw

POWER

2



TYPE: Fight
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: If the Accuracy Roll is successful this move becomes a Critical Hit.



The user impacts a weak spot with a powerful blow.

Submission

POWER 3

TYPE: Fight

ACCURACY: Dexterity + Brawl

DAMAGE POOL: Strength + 3

ADDED EFFECT: Recoil.

Accuracy ↓ 2

The user recklessly struggles with the foe to pin it to the ground.

Wake-up Slap

POWER 2*

TYPE: Fight

ACCURACY: Dexterity + Brawl

DAMAGE POOL: Strength + 2

ADDED EFFECT: If the Foe is sleeping Add 2 Extra Dice to the Damage Pool. The foe Wakes up afterwards.

A powerful slap that makes even the laziest Pokémon be well awake.

Superpower

POWER 5

TYPE: Fight

ACCURACY: Strength + Brawl

DAMAGE POOL: Strength + 5

ADDED EFFECT: Lethal. Reduce User's Strength and Defense.

Strength ↓ 1

Defense ↓ 1

The Pokemon makes use of all its force to deliver a crushing strike to the foe, this demands a lot from the user.

Fire

Super Effective against:

- Bug
- Grass
- Ice
- Steel

It's Not Very Effective against:

- Dragon
- Fire
- Rock
- Water

Triple Kick

POWER 1*

TYPE: Fight

ACCURACY: Dexterity + Brawl

DAMAGE POOL: Strength + 1

ADDED EFFECT: Successive Actions. Add 1 Extra Dice to the Damage Pool to the last kick performed.

Accuracy ↓ 1

The user throws three or more kicks, leaving the harder blow for the end.

Fire Moves are among the most powerful and dangerous attacks; they engulf foes and fields with unyielding flames, turning the room to cinders in a matter of seconds.

Fire Types rely on offensive to defeat their enemies at long range.

These Pokémon and Moves should be used with care since the people in towns and the creatures in the wild don't appreciate having their homes turned to ashes.

Vacuum Wave

POWER 2

TYPE: Fight

ACCURACY: Dexterity + Channel

DAMAGE POOL: Special + 2

ADDED EFFECT: Priority.

Priority ↑ 1

The user pulls the enemy closer using the power of its ki. This traction has a lot of strength and may break anything it pulls.

Blast Burn

POWER 6

TYPE: Fire

ACCURACY: Special + Channel

DAMAGE POOL: Special + 6

ADDED EFFECT: Lethal. Must Recharge.

Accuracy ↓ 1

The Pokémon uses all of its power to deliver an infernal blast to the foe. The user is left exhausted.

Vital Throw

POWER 2

TYPE: Fight

ACCURACY: Dexterity + Brawl

DAMAGE POOL: Strength + 2

ADDED EFFECT: Low Priority. Never Fails.

Priority ↓ 1

The Pokémon awaits for the perfect moment to strike the foe.

Blaze Kick

POWER 3

TYPE: Fire

ACCURACY: Dexterity + Brawl

DAMAGE POOL: Strength + 3

ADDED EFFECT: High Critical. Roll 2 Chance Dice to Burn the Foe.

Accuracy ↓ 1

Burn 2

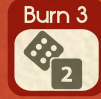
The user throws a mighty kick engulfed in fire that may leave a bad looking burn.

Blue Flare

POWER
6



TYPE: Fire
ACCURACY: Special + Channel
DAMAGE POOL: Special + 6
ADDED EFFECT: Roll 2 Chance Dice to Burn the foe.



Reshiram surrounds itself with giant blue flame that is unleashed with an earth shattering explosion. Receiving this attack directly might completely engulf you in fire.

Fire Blast

POWER
5



TYPE: Fire
ACCURACY: Special + Channel
DAMAGE POOL: Special + 5
ADDED EFFECT: Lethal. Roll 3 Chance Dice to Burn the foe.



The Pokémon shoots a giant fireball that explodes on contact with the foe, blasting fire in all directions.

Burn Up

POWER
7



TYPE: Fire
ACCURACY: Will + Channel
DAMAGE POOL: Special + 7
ADDED EFFECT: Lethal. After Damage is dealt, the user is no longer considered a Fire-Type for the rest of the day (If its only type was Fire, it is now considered Typeless). Fire-type Moves won't add their Power to the Damage pool of this Pokémon for the rest of the day.



The User unleashes all of its might through a massive blast of raging fire. Although the damage is devastating the Pokémon is left unable to produce more fire for at least a day.

Fire Fang

POWER
2



TYPE: Fire
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Roll 2 Chance Dice to Flinch the Foe. Roll 2 Chance Dice to Burn the foe.



The user breaths fire from its mouth while biting the target.

Ember

POWER
2



TYPE: Fire
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 1 Chance Dice to Burn the Foe.



The user shoots a small flame against the target that may cause a first-degree burn.

Fire Lash

POWER
3



TYPE: Fire
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Reduce Foe's Defense.



With a whip of fire, the Pokémon ensnares its foe, who is left defenseless and at its mercy.

Eruption

POWER
6*



TYPE: Fire
ACCURACY: Special + Channel
DAMAGE POOL: Special + 6
ADDED EFFECT: Lethal. Target all foes in Range. Reduce 1 Dice from the Damage Pool for every missing HP the User has. Up to 5 dice may be removed this way.



A fierce burst of lava coming from the user at full force charring whatever comes in contact with it.

Fire Pledge

POWER
2



TYPE: Fire
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: All flammable plants and objects in the battlefield are covered in flames. Roll 1 Dice of Fire Damage at the end of every Round against everyone on the field.



The Pokémon chants to invoke the power of Fire. Its pledge is heard, then the flames consume everything around.

Fiery Dance

POWER
3



TYPE: Fire
ACCURACY: Dexterity + Perform
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 5 Chance Dice to Increase the User's Special.



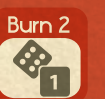
The user cloaks itself in flames and shoots them while dancing gracefully.

Fire Punch


POWER
3





TYPE: Fire
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Fist Based. Roll 1 Chance Dice to Burn the foe.



The User can ignite its fists for a brief moment without any danger of getting burned. The foe may not be so lucky.

Fire Spin POWER 2 

TYPE: Fire
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: Blocks. Roll 2 Dice of Damage against the foe at the end of each Round. Lasts 4 Rounds.

The user creates a vortex of fire that remains spinning in the battlefield, trapping the foe within.

Flare Blitz POWER 5 

TYPE: Fire
 ACCURACY: Strength + Brawl
 DAMAGE POOL: Strength + 5
 ADDED EFFECT: Recoil. Roll 1 Chance Dice to Burn the foe.


The user sets itself on fire, recklessly charging against the target with a brutal strike.

Flame Burst POWER 3 



TYPE: Fire
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 3
 ADDED EFFECT: After dealing damage, the user may roll 1 Dice of Damage against two other Targets.




A concentrated flameball that bursts on contact with the foe, scattering smaller flames around.

Fusion Flare POWER 4* 


TYPE: Fire
 ACCURACY: Special + Channel
 DAMAGE POOL: Special + 4*
 ADDED EFFECT: Lethal. If the Move "Fusion Bolt" has already been used by anyone this Round, add 4 Extra Dice to the Damage Pool of this Move.


The Pokémon sets ablaze a swirling pillar upon the target, said pillar will grow taller and swirl faster if there's a special kind of charge nearby.

Flame Charge POWER 2 


TYPE: Fire
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Increase the User's Dexterity.



The Pokémon uses its flames as propulsion to strike the foe.

Heat Crash POWER 2* 

TYPE: Fire
 ACCURACY: Strength + Brawl
 DAMAGE POOL: Strength + 2*
 ADDED EFFECT: Add 1 Extra Dice of Damage for every 50kgs the user weighs above the target. Up to 4 Dice may be added this way.



The user slams the target with a body engulfed in fire.

Flame Wheel POWER 2 

TYPE: Fire
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Roll 1 Chance Dice to Burn the foe.




The user cloaks itself in flames and rolls to tackle the target.

Heat Wave POWER 3 



TYPE: Fire
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 3
 ADDED EFFECT: Target all foes in Range. Roll 1 Chance Dice to Burn those affected.


The user breathes a giant wave of incandescent air that might set fire to whatever it touches.

Flamethrower POWER 3 


TYPE: Fire
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 3
 ADDED EFFECT: Roll 1 Chance Dice to Burn the foe.

The user lets out a powerful fire stream that leaves a scorched trail.

Incinerate POWER 2 

TYPE: Fire
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: Target all foes in range. Destroy the held Berries of those affected.



The Pokémon releases a blast of fire that instantly consumes small flammable objects.

Inferno

POWER
4



TYPE: Fire
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 4
ADDED EFFECT: Lethal. Burn the Foe.



The Pokémon sets the foe on fire. These flames rise up to 6 feet. A very dangerous Move.

Overheat

POWER
6



TYPE: Fire
ACCURACY: Special + Channel
DAMAGE POOL: Special + 6
ADDED EFFECT: Lethal. Reduce User's Special.



A furious wave of scorching fire that will turn to ashes everything it touches, exhausting the user afterwards.

Lava Plume

POWER
3



TYPE: Fire
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Area Attack. Roll 3 Chance Dice to Burn those affected.



The user shoots up bits of molten lava that fall scattered around the field.

Pyro Ball

POWER
5



TYPE: Fire
ACCURACY: Strength + Channel
DAMAGE POOL: Strength + 5
ADDED EFFECT: Roll 1 Chance Dice to Burn those Affected.



The Pokémon lights a heavy stone on fire and kicks it while it's ablaze. The hit is pretty heavy already, the fire is just for showing off.

Magma Storm

POWER
4



TYPE: Fire
ACCURACY: Special + Channel
DAMAGE POOL: Special + 4
ADDED EFFECT: Blocks. Roll 3 Damage Dice at the end of each Round. Lasts 4 Rounds.



The Pokémon shoots a fiery eruption to its foe. Unable to escape and surrounded by the unbearable heat the foe's survival is at risk.

Sacred Fire

POWER
4



TYPE: Fire
ACCURACY: Dexterity + Channel
DAMAGE POOL: Strength + 4
ADDED EFFECT: Lethal. Roll 5 Chance Dice to Burn the Foe.



A blazing pillar of rainbow-colored flames crashes upon the foe, it burns and cleanses the evil from within. Those with a pure heart should not fear for they'll be unharmed.

Mind Blown

POWER
6



TYPE: Fire
ACCURACY: Insight + Channel
DAMAGE POOL: Special + 6
ADDED EFFECT: Area Attack. Recoil.



The Pokémon has had a terrible day and has a very bad headache, try not to disturb its peace because its head feels like exploding.

Searing Shot

POWER
5



TYPE: Fire
ACCURACY: Special + Channel
DAMAGE POOL: Special + 5
ADDED EFFECT: Lethal. All Foes in Range. Roll 3 Chance Dice to Burn those Affected.



The User torches everything around itself in a sudden burst of scarlet flames. Everything is brought to cinders in a matter of seconds.

Mystical Fire

POWER
2



TYPE: Fire
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Reduce Foe's Special.



This mystical fire not only burns the foe, it also drains its power.

Shell Trap


POWER
6





TYPE: Fire
ACCURACY: Dexterity + Stealth
DAMAGE POOL: Special + 6
ADDED EFFECT: Lethal. Low Priority. This Move strikes the next time the user is hit with a Non-Ranged Physical attack.




It apparently just buries underground, but secretly the Pokémon prepares its shell to detonate; anyone who steps on it will be blown to pieces.

Sizzly Slide POWER 3 



TYPE: Fire
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: Burn the foe.
 If the user of this Move is at its Final Stage of Evolution, this move fails.


The user slides on the floor as if it was ice-skating, only there is no ice, only a raging fire.

Sunny Day POWER - 




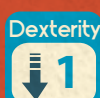
TYPE: Fire
 ACCURACY: Special + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Sunny Weather is activated for the next 4 Rounds.

The pokémon will raise the temperature along with the sun, it doesn't work at night, indoors, underground or underwater.

V-Create POWER 7 

TYPE: Fire
 ACCURACY: Strength + Brawl
 DAMAGE POOL: Strength + 7
 ADDED EFFECT: Reduce the user's Dexterity, Defense and Sp. Defense.

The user slams its foe with a V-Shaped flame on its forehead, upon impact, it detonates a terrible explosion and leaves the user pretty vulnerable afterwards.

Will-o-Wisp POWER - 

TYPE: Fire
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: -
 ADDED EFFECT: Burn the Foe.

The user calls a floating ember to consume the foe.

Flying

Super Effective against:

- Bug
- Fight
- Grass


It's Not Very Effective against:

- Electric
- Rock
- Steel


Flying Types typically fight with ranged attacks high up in the air so land dwellers don't reach them. They are fast and accurate and benefit a lot from speed.

Flying Pokémon prioritize Evasion above any other trait and they flee from danger more than they fight.


Flying Moves are great for surprise attacks. Ambush tactics alongside their speed may end the battle before it even starts.

Acrobatics POWER 4* 



TYPE: Flying
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 4
 ADDED EFFECT: If the User has a Held Item, remove 2 Dice from the Damage Roll.




The user makes quick and graceful acrobatic moves to hit the foe, it will be swifter if nothing gets in the way.

Aerial Ace POWER 2 

TYPE: Flying
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Never Fails.


The Pokémon rises up in the air towards a light source, momentarily blinding the foe, then plummets quickly to attack the opponent

Aeroblast POWER 4 



TYPE: Flying
 ACCURACY: Special + Channel
 DAMAGE POOL: Special + 4
 ADDED EFFECT: Lethal. High Critical.

The victim is trapped in a violently swirling vortex. The strong wind currents make debris fly everywhere.

Air Cutter POWER 2 

TYPE: Flying
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: Target all foes in Range. High Critical.

The user will send out a wave of sharp wind that will harm anything it touches.

Air Slash

POWER
3



TYPE: Flying
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 3 Chance Dice to Flinch the foe.



The user will surround the foe with razor-like wind that may knock it down.

Defog

POWER
-



TYPE: Flying
ACCURACY: Insight + Nature
DAMAGE POOL: -
ADDED EFFECT: Remove all Barriers, (i.e. Light Screen, Reflect etc.) Entry Hazards (Toxic Spikes, Stealth Rock, etc.) and Terrains (Misty Terrain, Electric Terrain etc.) from the Battlefield.



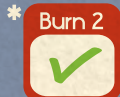
A strong current of wind that blows away any fog and even invisible barriers.

Beak Blast

POWER
4



TYPE: Flying
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 4
ADDED EFFECT: Ranged. Charge Move. Low Priority. If the User is hit by a Non-Ranged Physical Attack while this Move is charging, Burn the foe.*



The Pokémon gets ready to release a boiling gas through its beak, which gets incredibly hot. The resulting blast sounds like a train's horn.

Dragon Ascent

POWER
5



TYPE: Flying
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: Lethal. Reduce the user's Defense and Sp. Defense.



The user rises above the clouds and then comes crashing down against its foe in an instant. The strike is brutal for both.

Bounce

POWER
3



TYPE: Flying
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Charge Move. While charging this Move, the user will be out of range. Roll 3 Chance Dice to paralyze the foe.



The Pokémon will jump 30 feet in the air before landing on top of the foe. The user won't suffer any falling damage.

Drill Peck

POWER
3



TYPE: Flying
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: -



The user pierces the foe with its beak used as a drill. A dangerous move.

Brave Bird

POWER
5



TYPE: Flying
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: Recoil.



The Pokémon flies straight at the foe at full speed, the collision might hurt both of them.

Feather Dance

POWER
-



TYPE: Flying
ACCURACY: Beauty + Perform
DAMAGE POOL: -
ADDED EFFECT: Reduce the foe's Strength.



A beautiful dance that soothes the hearts of those who watch it, reducing their aggressive intentions.

Chatter

POWER
2



TYPE: Flying
ACCURACY: Insight + Perform
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 3 Chance Dice to Confuse the foe.



The user starts talking and giving orders in human language. It may be extremely confusing for the foes.

Floaty Fall


POWER
3





TYPE: Flying
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 3 Chance Dice to Flinch the Foe. If the user of this Move is at its Final Stage of Evolution, this move fails.




With the help of some air balloons, the user jumps up high and falls on top of its foe. The use of balloons in-battle is questionable, but the referee will allow them.

Fly POWER 3 


TYPE: Flying
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: Charge Move. While charging this move, the User will be out of range, with the exception of the attacks Hurricane and Thunder.


The user flies up high in one action, then drops and strikes in the next one. The Pokémon can fly for extremely long periods of time without getting tired.

Peck POWER 2 


TYPE: Flying
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: -




The Pokémon uses its beak or horn to jab the foe, hurting a little bit.

Gust POWER 2 


TYPE: Flying
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: -




The Pokémon flaps its wings to strike the foe with wind.

Pluck POWER 2 



TYPE: Flying
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: If the Target is holding a Berry, the User eats it and gains its effects.




The user gives a hard peck and may get something tasty out of the foe.

Hurricane POWER 5 



TYPE: Flying
 ACCURACY: Special + Channel
 DAMAGE POOL: Special + 5
 ADDED EFFECT: Lethal. Roll 3 Chance Dice to Confuse the Foe. If Rain Weather is in effect, Ignore this Move's Reduced Accuracy.

Accuracy ↓ 2 



The user attacks by wrapping the opponent in a fierce wind that carries the target up into the sky.

Roost POWER - 


TYPE: Flying
 ACCURACY: Insight + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Basic Heal. Until the User's next action this Pokémon will be vulnerable to Ground Type moves.

The Pokémon uses its action to land on the ground and relax.

Mirror Move POWER * 

TYPE: Flying
 ACCURACY: Will + Channel
 DAMAGE POOL: Same as Copied move.
 ADDED EFFECT: Copies the last Damaging Move the foe has performed.



The user concentrates and manages to imitate the last move used by the foe.


Sky Attack POWER 6 

TYPE: Flying
 ACCURACY: Strength + Brawl
 DAMAGE POOL: Strength + 6
 ADDED EFFECT: Lethal. High Critical. Charge Move. Roll 3 Chance Dice to Flinch the foe.


Accuracy ↓ 1 




The Pokémon darts from the sky with a graceful and lethal strike, propelling with the wind, crushing the foe on the ground.


Oblivion Wing POWER 4 

TYPE: Flying
 ACCURACY: Special + Channel
 DAMAGE POOL: Special + 4
 ADDED EFFECT: Lethal. High Critical.







A dark wind rises, turning everything it touches into dust to be scattered until nothing remains. People, Pokémon, plants, everything fades like a distant memory.

Sky Drop POWER 2 



TYPE: Flying
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Charge Move.
 * If successful, the foe is flinched while this Move is charging. If the target is a Flying-Type Pokémon or the foe is heavier than the user can lift this Move Falls.

Flinch ✓ 

The user carries the opponent to the sky, then drops the target from that altitude.

Tailwind POWER - 

TYPE: Flying
 ACCURACY: Insight + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Increase the Dexterity of everyone on the User's side of the field. Lasts 4 Rounds.


User flaps its wings and casts a turbulent wind that helps the team move significantly faster.

Confuse Ray POWER - 


TYPE: Ghost
 ACCURACY: Insight + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Confuse the foe.





The user flashes a sinister ray of bright light that leaves the target disoriented and confused.

Wing Attack POWER 2 


TYPE: Flying
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: -



The user flies towards the foe and strikes with its wings.

Curse POWER - 

TYPE: Ghost
 ACCURACY: Will + Channel
 DAMAGE POOL: -
 ADDED EFFECT: Roll half of the User's HP as Damage Dice to itself, ignoring defenses. The Target will remove 1 success from all of their Rolls until the Curse is lifted.



The user mutters words that become an evil incantation, the curse may only be lifted by a medium or through divine intervention.

Ghost

Super Effective against:

- Ghost
- Psychic


It's Not Very Effective against:

- Dark



No effect against:

- Normal


Ghost Types strike fear and pain on their foes through their otherworldly energies and curses. They lurk in the shadows, waiting to lunge from the darkness and take the living to mysterious places. These Moves will allow the Ghost to haunt safely and inflict banes that will torment the victim for a long time. Many people talk about waking up with fresh wounds, scars and eerie presences following their steps.

Astonish POWER 1 





TYPE: Ghost
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 1
 ADDED EFFECT: Roll 3 Chance Dice to Flinch the foe.


The user sneaks close and startles the foe.

Curse (Non-Ghost User) POWER - 


TYPE: Ghost
 ACCURACY: Will + Channel
 DAMAGE POOL: -
 ADDED EFFECT: Increase the User's Strength and Defense. Reduce the User's Dexterity. This effect only works on non Ghost-Type Pokémon.


The Pokémon prepares to deal and receive damage by muttering something not appropriate for kids.

Destiny Bond POWER - 


TYPE: Ghost
 ACCURACY: Will + Channel
 DAMAGE POOL: -
 ADDED EFFECT: If the user faints this Round due to Combat damage, the Pokémon that dealt the damage will faint at the same time.




The Pokémon creates a mystical bond with anyone that causes it harm. Whatever ill falls on the user, it will fall on the perpetrator too.

Grudge POWER - 


TYPE: Ghost
 ACCURACY: Will + Channel
 DAMAGE POOL: -
 ADDED EFFECT: The User Faints. The Foe loses all its Will points and any effects it got from spending them. The Foe must roll Loyalty at the end of every Round to keep battling. Each Round 1 more success is required.




The user leaves an imprinting grudge over the foe, this makes the target unwilling to fight. It may only keep battling if something greater is at risk.

Hex POWER 2* 







TYPE: Ghost
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: If the Target is affected by a Status Ailment add 2 Extra Dice to the Damage Pool.




The user casts a terrible hex over the target, the effects will be greater if the target is vulnerable.

Ominous Wind POWER 2 



TYPE: Ghost
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: Roll 1 Chance Dice to Increase the User's Strength, Dexterity, Special, Defense and Sp. Defense.


The Pokémon sends out a goosebump-inducing, repulsive wind that might make the user feel an evil rush.

Lick POWER 1 



TYPE: Ghost
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 1
 ADDED EFFECT: Roll 3 Chance Dice to Paralyze the Foe.


The user licks the foe. The saliva can numb the body of most creatures.

Phantom Force POWER 3 



TYPE: Ghost
 ACCURACY: Strength + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: Charge Move. While charging this Move, other Moves will not affect the user. If the Target made a Shielding Action the shield is destroyed and won't have any effect.


The Pokémon disappears into a dark dimension to infiltrate even the most impenetrable defenses. It may reappear during its next action.

Moongeist Beam POWER 4 



TYPE: Ghost
 ACCURACY: Special + Channel
 DAMAGE POOL: Special + 4
 ADDED EFFECT: Lethal. If anything on the foe's side would prevent this move from dealing damage (Pokémon Type, Abilities, Shield Moves, Weather or Barriers) ignore it. This Move cannot be Clashed.


A cold reflection of the moon shines upon the target, it doesn't hurt physically but those who stare directly into the light simply collapse.

Shadow Ball POWER 3 


TYPE: Ghost
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 3
 ADDED EFFECT: Roll 1 Chance Dice to Reduce foe's Sp. Defense.


The Pokémon hurls a sphere made of shadow and dark matter to harm the foe.

Night Shade POWER * 



TYPE: Ghost
 ACCURACY: Insight + Channel
 DAMAGE POOL: Varies
 ADDED EFFECT: Roll Damage Dice according to the User's Rank. 1 Dice at Starter Rank; 2 Dice at Beginner Rank; 3 dice at Amateur Rank; 4 Dice at Ace Rank; 5 Dice at Professional Rank. Ignore Foe's Defenses.




The user casts a shade with a frightening mirage inside that torments the target.

Shadow Bone POWER 3 



TYPE: Ghost
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: Roll 2 Chance Dice to Reduce the Foe's Defense.


The bone that this Pokémon uses as a weapon contains a spirit, that spirit may cling into a victim, creating openings for its master.

Nightmare POWER - 



TYPE: Ghost
 ACCURACY: Will + Channel
 DAMAGE POOL: -
 ADDED EFFECT: Will only work if the Target is asleep. Deal 1 Damage to the foe. Deal 1 Damage again at the beginning of each Round if the target is still asleep.


The user enters the target's dreams to torment it.

Shadow Claw POWER 3 




TYPE: Ghost
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: High Critical.


Claws become semi-ethereal and are able to briefly pierce armor, hide, skin and objects so it can strike the target on any weak spot.

Shadow Force POWER 5 




TYPE: Ghost
 ACCURACY: Strength + Brawl
 DAMAGE POOL: Strength + 5
 ADDED EFFECT: Lethal. Charge Move.
 While charging this Move, other Move will not affect the user. If the Target made a Shielding Action, the shield is destroyed and won't have any effect. Damage dealt by this Move cannot be healed for 24 hrs.


The Pokémon disappears into a dark dimension to strike its foe at the next opportunity. The blow will hurt the target not on their body but directly into their soul.

Shadow Punch POWER 2 



TYPE: Ghost
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Fist Based. Never Fail.


The Pokémon punches through its own shadow. The attack comes out from the foe's shadows as if it were a portal.

Shadow Sneak POWER 2 


TYPE: Ghost
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Priority.


The user sneaks through darkness and strikes out of the target's shadow. The Pokémon can move freely inside shades as if it were incorporeal.

Spectral Thief POWER 3 



TYPE: Ghost
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: If successful, BEFORE the user deals damage with this Move, steal all Attribute Increases the foe may have. Reduced Attributes on the foe remain.




Through the shadows, the user sneaks on its target to steal its life force and consume it, leaving the victim with a sense of grief and loss.

Spirit Shackle POWER 3 


TYPE: Ghost
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: Blocks.


While attacking, the user sneakily binds its foe's shadow to the ground, restricting its movement and making it unable to escape.

Spite POWER - 


TYPE: Ghost
 ACCURACY: Will + Intimidate
 DAMAGE POOL: -
 ADDED EFFECT: Reduce the Foe's Will to 1 point. Reset any effects it got from spending Will Points.



The target feels overwhelmed by feelings of dread.

Trick-or-Treat POWER - 

TYPE: Ghost
 ACCURACY: Will + Allure
 DAMAGE POOL: -
 ADDED EFFECT: Add the Ghost type to the Target's Type. (ie. Meowth will now be "Normal/Ghost" Charizard will now be "Fire/Flying/Ghost") If the Pokémon already has a third type attached, replace it.



The Pokemon takes the target Trick-or-Treating. The target gets a ghost costume which somehow cannot be removed without a medium's help.

Grass

Super Effective against:


- Ground
- Rock
- Water

It's Not Very Effective against:


- Bug
- Dragon
- Fire
- Flying
- Grass
- Poison
- Steel

Grass Types are serene creatures used to endure harsh situations. Their Moves use their inner energy to provide shelter, attack their foes and stop their predators. These powers are renowned for their ability to drain the foe's energy just as they would absorb the sunbeams. Grass Moves take the foe down through their vines and spores or soothing aromas.


These flowers do not like their petals touched.

Absorb POWER 1 


TYPE: Grass
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 1
 ADDED EFFECT: The user restores HP equal to half the damage dealt rounded down.



The user absorbs the vital energy out of its foe.

Apple Acid POWER 3 

TYPE: Grass
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 3
 ADDED EFFECT: Reduce the Foe's Sp. Defense.


 Sp. Def ↓ 1

The Pokémon produces a sap from the tart apples it feeds on, if the apples, this sap is acidic and bad for your teeth.

Cotton Spore POWER - 

TYPE: Grass
 ACCURACY: Insight + Channel
 DAMAGE POOL: -
 ADDED EFFECT: Reduce Foe's Dexterity


 Dexterity ↓ 2


The Pokémon covers the foe in cotton, disrupting its movement speed.

Aromatherapy POWER - 


TYPE: Grass
 ACCURACY: Insight + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Cure User and Allies from Burn, Freeze, Paralysis, Poison or Sleep.

All 

The Pokémon releases medicinal scents and vapors to refresh the user and its allies.

Drum Beating POWER 3 

TYPE: Grass
 ACCURACY: Dexterity + Perform
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: Reduce the Foe's Dexterity.


 Dexterity ↓ 1


The Pokémon has a perfectly good drum and you'd think it would use it. But it doesn't. It uses its foe.

Branch Poke POWER 2 



TYPE: Grass
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: -




The Pokémon rudely starts poking its foe with a stick.

Energy Ball POWER 3 



TYPE: Grass
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 3
 ADDED EFFECT: Roll 1 Chance Dice to Reduce foe's Sp. Defense.

 1 


The Pokémon gathers nature's energy in a ball and hurls it at the foe. Trees and bushes may be left opaque and sad.

Bullet Seed POWER 1 


TYPE: Grass
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 1
 ADDED EFFECT: Ranged, Successive Actions.


The Pokémon shoots seeds rapidly as if they were bullets.

Forest's Curse POWER - 


TYPE: Grass
 ACCURACY: Will + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Add the Grass Type to the Target's Type (ie. Nidoran will now be "Poison/Grass" Heracross will now be "Bug/Fight/Grass") If the Pokémon already has a third type attached, replace it.



The user calls the forest to lay a curse upon the target, making it grow vines and vegetation around its whole body. The curse will not be easily lifted without a medium's help.

Cotton Guard POWER - 

TYPE: Grass
 ACCURACY: Insight + Channel
 DAMAGE POOL: -
 ADDED EFFECT: Increase the User's Defense.


 Defense ↑ 3

The user covers itself in cotton puffs that severely reduce the impact of physical attacks.

Frenzy Plant POWER 6 

TYPE: Grass
 ACCURACY: Special + Channel
 DAMAGE POOL: Special + 6
 ADDED EFFECT: Must Recharge.


 Accuracy ↓ 1 

User roots down and calls the plants to grow in a frenzy around the foe, though it leaves the user exhausted.

Giga Drain

POWER
3



TYPE: Grass
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: The user restores HP equal to half the damage dealt, rounded down.



The Pokémon extracts a great amount of vital energy from the foe's body.

Grav Apple

POWER
3



TYPE: Grass
ACCURACY: Dexterity + Channel
DAMAGE POOL: Strength + 3
ADDED EFFECT: Ranged. Reduce the Foe's Defense.



The Pokémon rises on top of its foe and drops an apple on their head. The foe proceeds to eat the apple, distracting it from the fight.

Grass Knot

POWER
1*



TYPE: Grass
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 1
ADDED EFFECT: Add 1 Extra Dice to the Damage Pool for every 50 kgs. of weight on the foe, up to +4 Extra Dice.



The user snares the target's feet with grass, making it fall to the ground. The bigger the foe the harder the fall.

Horn Leech

POWER
3



TYPE: Grass
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: The user restores HP equal to half the damage dealt, rounded down.



The user rams the foe and absorbs some of its vital energy with its horns.

Grass Pledge

POWER
2



TYPE: Grass
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Area Attack. Reduce the Dexterity of those Affected. Pokémon on the ground that enter any side of the field will have 1 point to their Dexterity reduced until the end of the scene.



The Pokémon chants to invoke the power of Grass. Its pledge is heard then the soil trembles and the ground crumbles as vegetation rises to grapple anyone in the field.

Ingrain

POWER
-



TYPE: Grass
ACCURACY: Special + Nature
DAMAGE POOL: -
ADDED EFFECT: If successful, spend 1 Will point to activate. User heals 1 HP at the end of each Round. The User is now Blocked.



The Pokémon roots itself to the ground, absorbing the nutrients and recovering health.

Grass Whistle

POWER
-



TYPE: Grass
ACCURACY: Special + Perform
DAMAGE POOL: -
ADDED EFFECT: Sound Based. Put the Target to Sleep



The user plays a beautiful and soothing melody that lulls the target into a peaceful sleep.

Leaf Blade

POWER
3



TYPE: Grass
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Lethal. High Critical.



The Pokémon uses the sharp leaves on its body to cut through the foe.

Grassy Terrain

POWER
-



TYPE: Grass
ACCURACY: Special + Nature
DAMAGE POOL: -
ADDED EFFECT: If successful, spend 1 Will point to activate. Everyone in the user's side of the field heals 1 HP at the end of each Round. Add 1 Extra Die to the Damage Rolls of Grass-Type Moves.



The Pokémon calls upon the healing power of nature to grow a patch of miraculous grass on its side of the battlefield.

Leaf Storm

POWER
6



TYPE: Grass
ACCURACY: Special + Channel
DAMAGE POOL: Special + 6
ADDED EFFECT: Reduce the User's Special.



A furious storm of sharp leaves swirls and pierces the target. The user is left exhausted.

Leaf Tornado



TYPE: Grass
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: Roll 5 Chance Dice to Reduce the Foe's Accuracy.



A bush worth of sharp leaves swirls around the foe making it harder for it to aim attacks properly.

Needle Arm



TYPE: Grass
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Roll 3 Chance Dice to Flinch the Foe.



The Pokémon hits the foe with its flailing arms, some thorns may get stuck on the target like needles.

Leafage



TYPE: Grass
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Ranged.



The user throws leaf darts towards its foe.

Petal Blizzard



TYPE: Grass
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: Area Attack.



The Pokémon showers the battlefield with a raging blizzard of petals and leaves, anyone close to the user will suffer the consequences.

Leech Seed



TYPE: Grass
 ACCURACY: Special + Nature
 DAMAGE POOL: -
 ADDED EFFECT: If successful, spend 1 Will point to activate. At the end of each Round, Roll 1 Dice of Damage to the foe. User heals 1 HP for every damage dealt this way. Grass-Type Pokémon are immune to this Move.



The user plants some seeds on the target, the seeds sprout and restore the user's health by absorbing the foe's vital energy.

Petal Dance



TYPE: Grass
 ACCURACY: Special + Channel
 DAMAGE POOL: Special + 5
 ADDED EFFECT: Rampage. Targets Random foe.



The Pokémon starts swirling petals around in a true display of nature's power, the petals are guided by the wind to strike the foe.

Magical Leaf



TYPE: Grass
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: Never Fail.



The user sends out a floating leaf that will pursuit the target until it hits.

Power Whip



TYPE: Grass
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 5
 ADDED EFFECT: -



The Pokémon violently lashes the foe with its vines or a part of its body, acting as a powerful whip.

Mega Drain



TYPE: Grass
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: The user restores HP equal to half the damage dealt, rounded down.



The user absorbs a big amount of vital energy from the target.

Razor Leaf



TYPE: Grass
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Target All Foes in Range. Ranged. High Critical.



The Pokémon shoots one or more sharp leaves that cut through all targets as if they were razors.

Sappy Seed

POWER
3



TYPE: Grass
ACCURACY: Special + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: At the end of the Round, Roll 1 Die of Damage to the foe, Restore 1 HP to the user for every damage dealt this way. If the user of this Move is at its Final Stage of Evolution, this move fails.



From a magical bean, the user grows a cute stalk that will attach itself to the nearest target. Once it ingrains, it will grow and grow and grow until it reaches the sky.

Solar Beam

POWER
5



TYPE: Grass
ACCURACY: Special + Channel
DAMAGE POOL: Special + 5
ADDED EFFECT: Charge Move. If there is a Sunny Weather, you skip this Move's Charge action. If performed under Rain, Sandstorm or Hail Weather, this Move takes two actions to Charge.



The user focuses the sunlight it has absorbed into a powerful and devastating beam of light.

Seed Bomb

POWER
3



TYPE: Grass
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Ranged.



The user throws a big seed that explodes on contact with the foe.

Solar Blade

POWER
5



TYPE: Grass
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: Charge Move. If there is a Sunny Weather, you skip this Move's Charge action. If performed under Rain, Sandstorm or Hail Weather, this Move takes two actions to Charge.



The Pokémon focuses the sunlight on its sharp leaves, then releases the energy with a shattering blow.

Seed Flare

POWER
5



TYPE: Grass
ACCURACY: Special + Channel
DAMAGE POOL: Special + 5
ADDED EFFECT: Lethal. Roll 4 Chance Dice to Reduce the foe's Sp. Defense.



Shaymin releases an explosion of pollen and seeds that the foe cannot shake off, leaving it vulnerable. Over time, these seeds will grow into gigantic trees of life.

Spiky Shield

POWER
-



TYPE: Grass
ACCURACY: Dexterity + Brawl
DAMAGE POOL: -
ADDED EFFECT: Priority, Shield Move. Reduce 3 Damage This Pokémon would receive from a Damaging Move. If the Foe used a non-ranged physical move Roll 2 Dice of Damage against it.



The Pokémon covers itself with a thorn filled shell, the foe will be damaged if it hits directly into it.

Sleep Powder

POWER
-



TYPE: Grass
ACCURACY: Special + Nature
DAMAGE POOL: -
ADDED EFFECT: Put the Target to Sleep.



The user scatters powder around, anyone who comes in contact with it will fall asleep.

Spore

POWER
-



TYPE: Grass
ACCURACY: Special + Nature
DAMAGE POOL: -
ADDED EFFECT: Put the Target to Sleep.



A powerful somniferous spore that is shot at the target to make it fall asleep.

Snap Trap

POWER
2



TYPE: Grass
ACCURACY: Dexterity + Stealth
DAMAGE POOL: Strength + 2
ADDED EFFECT: Target is Blocked for the Next 4 Rounds.



The user is so flat that you can barely see it in the tall grass. It is just waiting for its foe to get close enough to use its body as a snare trap.

Strength Sap


POWER
-





TYPE: Grass
ACCURACY: Insight + Nature
DAMAGE POOL: -
ADDED EFFECT: Reduce Foe's Strength. User Heals HP equal to the Foe's Current Strength Score. Healing in-battle limitations apply.




The Pokémon looks for a weak point on its foe, then feeds on its vital energy. The foe is left feeling feeble.

Stun Spore POWER **-** 


TYPE: Grass
 ACCURACY: Special + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Paralyze the Foe.


A blow of dust that paralyzes the target on the spot and cramps its muscles.

Worry Seed POWER **-** 


TYPE: Grass
 ACCURACY: Special + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Until the end of the Scene, Target's Ability is now "Insomnia".



The user plants a seed in its foe. It causes a restless preoccupation that won't let it sleep at night.

Synthesis POWER **-** 

TYPE: Grass
 ACCURACY: Special + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Basic Heal. If successful, spend 1 Will point to activate. If Sunny Weather is on effect, this Move becomes a Complete Heal. If Rain/Sandstorm Weather is in effect, this Move only heals 1 HP.



The Pokémon uses the sunlight as energy to regain its vitality.

Ground

Super Effective against:

- Electric
- Fire
- Poison
- Rock
- Steel

It's Not Very Effective against:

- Bug
- Grass


No effect against:

- Flying


Ground Types are hardy and lonely creatures. Their Moves are able to control the battleground using great area attacks and field Moves that can keep most enemies at bay or risk some serious injuries.

These powers will slow down most pursuers, trap any unsuspecting traveler and cut down paths that would compromise the Pokémon's safety.


Watch your step, Ground Pokémon can be a walking landmine.

Trop Kick POWER **3** 


TYPE: Grass
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: Reduce Foe's Strength.



The user strikes with an intense and alluring kick.

Vine Whip POWER **2** 



TYPE: Grass
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: -



The Pokemon uses its slender vines as a whip against the foe. They are as long as 20 feet.

Bone Club POWER **2** 

TYPE: Ground
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Roll 2 Chance Dice to Flinch the Foe.

The user hits the target with a bone, the smack may leave a bump on the target's head.

Wood Hammer POWER **5** 

TYPE: Grass
 ACCURACY: Strength + Brawl
 DAMAGE POOL: Strength + 5
 ADDED EFFECT: Recoil.




The Pokémon recklessly slams the foe with a part of its rugged body, the user also gets hurt in the process.

Bone Rush POWER **1** 



TYPE: Ground
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 1
 ADDED EFFECT: Successive Actions.


The user quickly strikes the foe with a bone, one blow after another.

Bonemerang POWER 2 


TYPE: Ground
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Ranged. Double Action.


The Pokémon throws a bone to hit the foe. The bone returns like a boomerang, striking a second time.

Earthquake POWER 4 



TYPE: Ground
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 4
 ADDED EFFECT: Area Attack. Ranged.




The Pokémon focuses its energy into shaking the ground, everyone around will be thrown like a rag doll.

Bulldoze POWER 2 



TYPE: Ground
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Area Attack. Reduce the Dexterity of those affected.


The user stomps and tramples the place, breaking stones, trees and everything nearby.

Fissure POWER - 



TYPE: Ground
 ACCURACY: Strength + Brawl
 DAMAGE POOL: -
 ADDED EFFECT: Ranged.
 Deal Damage to the foe equal to the Target's Remaining HP, plus 1 Lethal Damage.


The user tears the ground apart in a monstrous display of force, if the foe falls through the fissure it might need a rescue team to get it out.

Dig POWER 3 

TYPE: Ground
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: Charge Move. While charging this move, the User will be out of range. Can be hit by Earthquake, Magnitude or a similar Move.


The user digs a tunnel on the ground and attacks while coming out from below.

High Horsepower POWER 3 



TYPE: Ground
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: None.



The Pokémon rushes towards its target and tramples it without mercy.

Drill Run POWER 3 

TYPE: Ground
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: High Critical.


The user rotates its body imitating a drill and crashes against the foe. This attack may pierce through walls and floors with ease and great precision.

Land's Wrath POWER 3 




TYPE: Ground
 ACCURACY: Strength + Channel
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: Lethal. Ranged.
 All Foes in Range.


The earth moves on its own, no attacker in sight. The floor crumbles and the ground shakes engulfing its victims. From the rubble, lush trees emerge a short time after.

Earth Power POWER 3 


TYPE: Ground
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 3
 ADDED EFFECT: Roll 1 Chance Dice to Reduce the foe's Sp. Defense.


The user sends out a subterranean wave that bursts on the ground below the target. It looks like the earth molds to the Pokémon's will.

Magnitude POWER * 





TYPE: Ground
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Strength + Varies*
 ADDED EFFECT: Ranged.
 Roll 1 Die to determine this Move's Power.



The user quakes the ground plates. Some plates will move easier than others.

Mud Bomb POWER 2 

TYPE: Ground
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: Roll 3 Chance Dice to Reduce the Foe's Accuracy.


The Pokémon shoots a ball made of mud that bursts on the target, some mud may get on its eyes.

Rototiller POWER - 


TYPE: Ground
 ACCURACY: Special + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Increase the Strength and Special of all Grass Type Pokémon in the battlefield.

The Pokémon digs around and moves the soil to make it ideal for plant growth.

Mud Shot POWER 2 

TYPE: Ground
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: Reduce the Foe's Dexterity.




The Pokémon shoots a stream of mud that covers the foe, obstructing its movement.

Sand Attack POWER - 


TYPE: Ground
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: -
 ADDED EFFECT: The Foe gets 1 success reduced from all its Accuracy Rolls.




The user shoots some sand into the opponent's eyes.

Mud Slap POWER 1 



TYPE: Ground
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 1
 ADDED EFFECT: Reduce the foe's Accuracy.



The user hurls some mud to the face of the foe, leaving it unable to see clearly.

Sand Tomb POWER 2 

TYPE: Ground
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Ranged. Blocks. At the end of the Round, Roll 2 Dice of Damage against the foe. Lasts 4 Rounds.

The Pokémon creates a shifting sand pit around the foe, leaving it unable to escape.

Mud Sport POWER - 

TYPE: Ground
 ACCURACY: Special + Nature
 DAMAGE POOL: -
 ADDED EFFECT: For the next 4 Rounds Electric Type attacks won't add their Power to the Damage Pool.



The user covers everything with mud, reducing the effectiveness of electric attacks made on the field.

Shore Up POWER - 

TYPE: Ground
 ACCURACY: Insight + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Basic Heal. If performed under Sandstorm weather, this Move is a Complete Heal.




The Pokémon gathers the sand around itself to restore its body to shape.

Precipice Blades POWER 5 


TYPE: Ground
 ACCURACY: Strength + Channel
 DAMAGE POOL: Strength + 5
 ADDED EFFECT: Lethal. Ranged.


Giant blades emerge from the earth with every step of the user. If you fall into them, they are almost impossible to survive.

Spikes POWER - 

TYPE: Ground
 ACCURACY: Special + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Foe Pokémon that enters the battlefield will lose 1 HP this effect does not stack. Pokemon with the Levitate ability and Flying Type Pokemon are immune to this effect. Entry Hazard.



The Pokémon shoots pointy pebbles or thorns around the field that deal damage to anyone coming from that side.

Stomping Tantrum

POWER
3*



TYPE: Ground
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3*
ADDED EFFECT: Add 2 Extra Dice to the Damage Pool of this move if the User failed the Accuracy Roll of the last Move it performed.



The Pokémon throws a tantrum all over the place, it becomes worse if something has frustrated it earlier.

Thousand Arrows

POWER
3



TYPE: Ground
ACCURACY: Strength + Channel
DAMAGE POOL: Strength + 3
ADDED EFFECT: Lethal. Ranged. All Foes in Range. If successful, Flying and Levitating Pokémon can be hit by Ground-Type Moves for the rest of the scene.



Out of nowhere, pointy shards come raining from the sky towards the foes, even flying creatures will fall to the ground if they are knocked by them. Take cover, this is gonna hurt.

Thousand Waves

POWER
3



TYPE: Ground
ACCURACY: Special + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Blocks. Ranged. All Foes in Range.



Solid ground becomes a sandtrap, cracked earth will close to ensnare your feet. It's as if the land itself wanted to trap you. There is no attacker nor escape in sight.

Aurora Beam

POWER
2



TYPE: Ice
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 1 Chance Dice to Reduce foe's Strength.



The Pokemon shoots a beautiful rainbow colored beam that may leave the foe flabbergasted.

Aurora Veil

POWER
-



TYPE: Ice
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: User and Allies will receive 1 less Damage from both Physical and Special Attacks. This move will fail if not performed under Hail Weather. Lasts 4 Rounds, even if Hail Weather is over.



Aurora lights and hail spin around the Pokémon and its Allies, deflecting attacks.

Avalanche

POWER
2*



TYPE: Ice
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Low Priority. If the If the user received damage from the target this Round, Add 2 Extra Dice to the Damage Pool.



The user builds up a lot of snow around itself, if anything disturbs the snow, it will fall on the attacker like an avalanche.

Blizzard

POWER
5



TYPE: Ice
ACCURACY: Special + Channel
DAMAGE POOL: Special + 5
ADDED EFFECT: All Foes in Range. Roll 1 Chance Dice to Freeze those affected. If performed under Sunny Weather, Accuracy becomes -3 instead. If Performed under Hail Weather, Ignore this Move's Reduced Accuracy; and this Move can't be evaded.



The user swirls a violent gelid wind around the foes. This blizzard may not last long, but it's tremendously strong.

Freeze Dry

POWER
3



TYPE: Ice
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Water-Type Pokémon are dealt 2 Extra Damage.



The user freezes all moisture in the environment, water type Pokémon suffer greatly.

Ice

Super Effective against:

Dragon Flying Grass Ground


It's Not Very Effective against:

Fire Ice Steel Water






Ice Types are very rarely seen in most cities and towns. Their bodies have unique abilities that freeze everything nearby and help them resist harsh environments. Ice Moves work as powerful and solid single target attacks, capable of defeating most foes with just a single strike and a little bit of luck. These powers can freeze water, moisture in the air, and living beings alike.

Once the enemy is frozen solid, Ice Pokémon might escape or attack until the opponent faints.

Freeze Shock


POWER 6 

TYPE: Ice
 ACCURACY: Special + Channel
 DAMAGE POOL: Strength + 6
 ADDED EFFECT: Lethal. Ranged. Charge Move. Roll 3 Chance Dice to Paralyze the Foe.


  
 

The user appears to become a block of ice, then it releases itself from the ice with a devastating discharge. The exploding ice shards and the lightning fly all over the battlefield.

Haze


POWER - 

TYPE: Ice
 ACCURACY: Special + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Remove all Increased or Reduced Attributes and Traits on everyone on the Battlefield.





The user sends out a haze that disturbs all the Pokémon engaged in battle. It may conceal whoever is inside.

Freezy Frost


POWER 3 

TYPE: Ice
 ACCURACY: Special + Channel
 DAMAGE POOL: Special + 3
 ADDED EFFECT: Is succesful, remove all Increased or Reduced Attributes and Traits the Foe may have. If the user of this Move is at its Final Stage of Evolution, this move fails.




 

The user touches its foe while playing "Freeze!", surprisingly, the foe becomes frozen on a block of ice. Once they realize they were just playing pretend the ice dissolves into haze.

Ice Ball


POWER 1* 

TYPE: Ice
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 1
 ADDED EFFECT: Successive Actions. Add 1 Extra Dice to the Damage Roll of the last Ice Ball hit the user performs. If the Pokémon used Defense Curl this Round, add 1 Extra Dice to the Damage Roll of every hit.



  

The user curls into a snowball, rolling against the foe. The ball grows bigger as it rolls.

Frost Breath


POWER 2 

TYPE: Ice
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: This Move is always a Critical Hit and it gets the proper bonus for it.



 

The user shoots a gelid breath against the target that sends a chill through the spine. The sudden change of temperature can bring anyone to its knees.

Ice Beam


POWER 3 

TYPE: Ice
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 3
 ADDED EFFECT: Roll 1 Chance Dice to Freeze the Foe.





 

The user shoots a freezing ray that greatly lowers the temperature of anything it hits.

Glaciate

POWER 2 

TYPE: Ice
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: Lethal. All Foes in Range. Reduce the Dexterity of those affected.

The air is so cold it hurts to move, to see, to breath. Escaping should be your top priority, for every second you don't your life will be at peril.

Ice Burn


POWER 6 

TYPE: Ice
 ACCURACY: Special + Channel
 DAMAGE POOL: Special + 6
 ADDED EFFECT: Lethal. Ranged. Charge Move. Roll 3 Chance Dice to Burn the Foe.



  
 

The user appears to become a block of ice, then it releases itself from the ice with a devastating explosion. The exploding ice shards and fire blow all over the battlefield.

Hail

POWER - 

TYPE: Ice
 ACCURACY: Special + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Hail Weather is activated for the next 4 Rounds.

The user summons a hailstorm that will stay on the battlefield for some time.

Ice Fang

POWER 2 

TYPE: Ice
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Roll 2 Chance Dice to Flinch the foe. Roll 2 Chance Dice to Freeze the foe.

The user bites the foe and releases a gelid breath through its mouth.

Ice Hammer

POWER
4



TYPE: Ice
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 4
ADDED EFFECT: Reduce User's
Dexterity.



The Pokémon uses its powerful gelid arms and strikes the foe with a swing motion.

Icy Wind

POWER
2



TYPE: Ice
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Target all foes in
Range. Reduce Dexterity of those
affected.



A breeze so cold that it chills you to the bone, making it harder to move.

Ice Punch

POWER
3



TYPE: Ice
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Fist Based. Roll 1
Chance Dice to Freeze the foe.



The Pokémon delivers a strike covered in ice. The user's hands can freeze anything they touch.

Mist

POWER
-



TYPE: Ice
ACCURACY: Special + Nature
DAMAGE POOL: -
ADDED EFFECT: For the next 4 Rounds,
the User and Allies cannot have their
Attributes or Traits reduced.



The user cloaks itself and its allies within a cold mist with mystic properties. It may conceal whoever is nearby.

Ice Shard

POWER
2



TYPE: Ice
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Ranged. Priority.



The user quickly freezes some bits of ice and throws them at the target.

Powder Snow

POWER
2



TYPE: Ice
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Target all foes in
Range. Roll 1 Chance Dice to Freeze
those affected.



The user sends out a wind current full of snowflakes that freeze whatever they touch. This powder can easily turn a room to ice.

Icicle Crash

POWER
3



TYPE: Ice
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 3 Chance Dice to
Flinch the Foe.



The user drops a big icicle over the foe, the impact may leave the opponent dazed.

Sheer Cold

POWER
-



TYPE: Ice
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: Deal Damage equal to
the Target's Remaining HP plus 1 Lethal
Damage.



The user freezes the foe from the inside out. victims of this attack will need urgent medical attention.

Icicle Spear

POWER
1



TYPE: Ice
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Ranged. Successive
Actions.



The user launches a wave of small but pointy icicles towards the target.

Normal

It's Not Very Effective against:

Rock

Steel

No effect against:

Ghost

Normal Types have a great versatility and adaptability. These Moves are common in all Pokémon and provide basic attacks, impairing effects, support for most situations and even some ridiculously powerful Moves able to bring down any Pokémon no matter their strength or tactic.

Never underestimate a Normal Move, it may be the most dangerous of all.

Accupressure	POWER -	
<p>TYPE: Normal ACCURACY: Dexterity + Nature DAMAGE POOL: - ADDED EFFECT: Increase a Random Attribute. If this Move is used again, the previous Attribute modifier is removed.</p>		
The user starts pushing its pressure points, releasing the energy that was stored in its body.		

After You	POWER -	
<p>TYPE: Normal ACCURACY: Cool + Etiquette DAMAGE POOL: - ADDED EFFECT: The Target will go first in the order of Initiative. Lasts for the rest of this Battle.</p>		
The user bows and courteously lets an ally or foe use their action first.		

Assist	POWER -	
<p>TYPE: Normal ACCURACY: Clever + Perform DAMAGE POOL: Varies ADDED EFFECT: Choose one Move known by a random member of your party. You perform that Move using the Accuracy roll from Assist.</p>		
The Pokémon hurriedly remembers one action performed by a partner. Some Pokémon can even do what a human does and assist him with any tasks.		

Attract	POWER -	
<p>TYPE: Normal ACCURACY: Beauty + Allure DAMAGE POOL: - ADDED EFFECT: If Successful, Target is now In Love. This Move fails if target is from same gender as the User or genderless.</p>		
The user makes use of its good looks and attitude to infatuate its foe.		


Barrage	POWER 1	
<p>TYPE: Normal ACCURACY: Dexterity + Brawl DAMAGE POOL: Strength + 1 ADDED EFFECT: Ranged. Successive Actions.</p>		
The Pokémon Throws many round objects at the target, one after the other.		

Baton Pass	POWER -	
<p>TYPE: Normal ACCURACY: Special + Channel DAMAGE POOL: - ADDED EFFECT: Switcher Move. User switches out with another Pokémon. Any Attribute increase on the user is passed on the next Pokémon. The user can't increase its Attributes again until the end of the scene.</p>		
The user stores part of its power on a twig or a stick, anyone who touch the item will receive its might.		



Belly Drum	POWER -	
<p>TYPE: Normal ACCURACY: Tough + Perform DAMAGE POOL: - ADDED EFFECT: User deals Damage to itself equal to Half of its total HP rounded down. Increase User's Strength.</p>		
The Pokémon Roars a war cry while hitting its Belly.		

Bestow	POWER -	
<p>TYPE: Normal ACCURACY: Cool + Etiquette DAMAGE POOL: - ADDED EFFECT: If target is not holding an Item, the User gives its own.</p>		
The Pokémon respectfully offers an item, the target will take it and keep it to be polite.		


Bide	POWER *	
<p>TYPE: Normal ACCURACY: Dexterity + Brawl DAMAGE POOL: Varies ADDED EFFECT: The User will take the next 2 hits. After those two attacks, you may use this Move again to retaliate with Strength + Twice the Damage Received from those 2 hits.</p>		
The user endures the hit then unleashes an attack even greater.		

Bind POWER 1 



TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 1
 ADDED EFFECT: Block. Deal 2 dice of damage at the end of each Round. Lasts 4 Rounds.


The Pokémon uses its body to bind the foe, restraining and squeezing it.

Captivate POWER - 



TYPE: Normal
 ACCURACY: Beauty + Allure
 DAMAGE POOL: -
 ADDED EFFECT: All foes in Range. Reduce the Special of those affected if they are from the opposite gender than the user.


The Pokémon shows off its attractiveness and even flirts with the opponents, those who fall for its charms can't focus on the battle.

Block POWER - 


TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: -
 ADDED EFFECT: Blocks.


The user moves swiftly, blocking the escape routes of the foe.

Chip Away POWER 3 


TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: This attack ignores Defense and Evasion modifiers on the foe.




The user looks for an opening and strikes directly there. It nibbles bit by bit even the toughest of surfaces.

Body Slam POWER 3 



TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: Roll 3 Chance Dice to Paralyze the foe.




The user charges against the foe using its body to knock it down, leaving the target stunned.

Comet Punch POWER 1 



TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 1
 ADDED EFFECT: Successive Actions. Fist Based.


The user throws a quick series of punches at the foe.

Boomburst POWER 6 



TYPE: Normal
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special+ 6
 ADDED EFFECT: Area. Sound Based.


The user creates an explosive sound that deafens everyone in the battlefield.

Confide POWER - 


TYPE: Normal
 ACCURACY: Cute + Allure
 DAMAGE POOL: -
 ADDED EFFECT: Reduce the foe's Special.


The Pokémon tells a secret to the target. The foe loses its ability to concentrate.

Camouflage POWER - 



TYPE: Normal
 ACCURACY: Special + Nature
 DAMAGE POOL: -
 ADDED EFFECT: For the rest of the scene the User changes type to one that fits the terrain it is in [i.e. User is in a rocky cave, becoming rock type]



The user mimics the environment, it becomes one with the surroundings.

Constrict POWER 1 

TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 1
 ADDED EFFECT: Blocks. Roll 2 Dice of Damage against the foe at the end of each Round. Lasts 4 Rounds.

The Pokémon uses its body to hold and constrict the foe. It won't let go easily.

Conversion

POWER

-



TYPE: Normal
 ACCURACY: Will + Channel
 DAMAGE POOL: -
 ADDED EFFECT: The user changes its type at random.



The Pokémon downloads the data of a Move to add it to its code.

Crush Claw

POWER

3



TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: Roll 5 Chance Dice to Reduce the target's Defense



The user crushes its claws against the foe, it may pierce the skin of the foe.

Conversion 2

POWER

-



TYPE: Normal
 ACCURACY: Will + Channel
 DAMAGE POOL: -
 ADDED EFFECT: After being dealt damage, choose a Type resistant to the Type of that attack. That's the Type of the User until it uses this Move again.



The Pokémon downloads the data of a move that was used against it. Change the code of the user to a type resistant to that move.

Crush Grip

POWER

1*



TYPE: Normal
 ACCURACY: Strength + Brawl
 DAMAGE POOL: Strength + 1*
 ADDED EFFECT: Lethal.
 If the foe has a Base HP higher than 3, add 1 Die to the Damage pool for every exceeding point. Up to 9 Dice may be added this way.



The Pokémon grips the foe and starts crushing it. Small targets are difficult to grasp but larger bodies will not be released until they break.

Copycat

POWER

-



TYPE: Normal
 ACCURACY: Same as copied move
 DAMAGE POOL: Same as copied move
 ADDED EFFECT: Copies the last move the foe has performed.



The user will closely watch the movements of the target and will imitate them to perfection.

Cut

POWER

2



TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: May be used to cut down trees and clear paths.



A slim but precise cut that may slice through anything.

Court Change

POWER

-



TYPE: Normal
 ACCURACY: Clever + Etiquette
 DAMAGE POOL: -
 ADDED EFFECT: Swap any Barriers (i.e. Light Screen, Reflect etc.), Entry Hazards (i.e. Toxic Spikes, Sticky Web etc.) and Effects on the foe's side of the field (i.e. Tailwind, Grassy Terrain etc.) for the one's on the User's side.



The Pokémon signals the referee for half-time, the referee complies and both parties swap their sides of the field. Wait. Did we forget something?

Defense Curl

POWER

-



TYPE: Normal
 ACCURACY: Vitality + Brawl
 DAMAGE POOL: -
 ADDED EFFECT: Increase the User's Defense.



The user curls like a ball to protect against most threats.

Covet

POWER

2



TYPE: Normal
 ACCURACY: Clever + Stealth
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: If the user is not holding an item, Steal the target's Held Item.



The user approaches with caution, deals a quick strike and takes the chance to steal the target's item.

Disable

POWER

-



TYPE: Normal
 ACCURACY: Insight + Channel
 DAMAGE POOL: -
 ADDED EFFECT: The Target cannot use the last move it performed. Lasts 4 Rounds.



The user hits a nerve on the foe, impeding it from performing its previous action for a short while.

Dizzy Punch

POWER
3



TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 2 Chance Dice to Confuse the foe. Fist Based.



A swift punch to the jaw that spins the target and may leave it quite dizzy and disoriented.

Echoed Voice

POWER
2*



TYPE: Normal
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2*
ADDED EFFECT: Sound Based. This Move can be used many times in the same Round. Add 1 Extra Die to the Damage pool of this move for every consecutive time you use it. Up to 8 Dice might be added this way. Reset this effect if the user performs another move, evasion or clash.



The user shouts loudly and the echo answers back, it will yell louder every time the echo talks back.

Double Hit

POWER
2



TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Double Action.



The Pokémon uses the classic "One-Two" to attack the foe.

Egg Bomb

POWER
4



TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 4
ADDED EFFECT: Ranged.



The user throws a big egg with great force against its foe.

Double Slap

POWER
1



TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Successive Actions.



The user attacks its foe with two or more slaps in the face.

Encore

POWER
-



TYPE: Normal
ACCURACY: Cool + Allure
DAMAGE POOL: -
ADDED EFFECT: For the duration of this effect, the target will repeat the exact same action sequence it had this round. The target must have had an action sequence. Lasts 4 Rounds. Priority.



The user claps and cheers at the target to encourage it to repeat what it just did.

Double Team

POWER
-



TYPE: Normal
ACCURACY: Dexterity + Evasion
DAMAGE POOL: -
ADDED EFFECT: The User can Now make up to 5 Evasions per Round.



The user moves rapidly around the foe, creating illusory copies of itself.

Endeavor

POWER
*



TYPE: Normal
ACCURACY: Will + Channel
DAMAGE POOL: -
ADDED EFFECT: Roll Damage equal to the Difference between user's Full HP and its Current HP (up to 10). User cannot reduce the target's HP to lower than its own remaining HP. Ignore foe's Defenses.



With pure willpower, the user struggles with its foe despite the pain.

Double-Edge

POWER
5



TYPE: Normal
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: Recoil.



The user recklessly slams its foe to deal a lot of damage, but it may also hurt itself in the process.

Endure


POWER
-



TYPE: Normal
ACCURACY: Will + Channel
DAMAGE POOL: -
ADDED EFFECT: Priority, Shield Move. For the rest of the Round, damaging Moves cannot reduce the user's HP to less than 1. Status Ailments, Weather Conditions, Recoil, Self inflicted damage can still deal damage.





The user gets prepared to receive a fatal blow. It resists the pain despite being seriously hurt.

Entrainment POWER - 

TYPE: Normal
 ACCURACY: Cool + Perform
 DAMAGE POOL: -
 ADDED EFFECT: The target's Ability is replaced by the User's own Ability. (i.e. Luvdisc's Swift Swim Ability will replace Geodude's Sturdy Ability).


The Pokémon dances with a catchy rhythm. The target starts dancing too and both connect to a very personal level through this performance.




False Swipe POWER 2 

TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: The Foe can't go below 1 HP when hit by this Move.



The user strikes the foe but lowers the power of the blow at the last second.




Explosion POWER 10 

TYPE: Normal
 ACCURACY: Strength + Brawl
 DAMAGE POOL: Strength + 10
 ADDED EFFECT: After the damage is dealt The user faints. Lethal. Area Attack.



The user focuses on exploding its body, the explosion deals a massive wave of damage. A very dangerous move.





Feint POWER 1 

TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 1
 ADDED EFFECT: Priority. This Move ignores any Shielding Move.



The Pokémon feints a strike, then hits for real even if the foe attempts to protect itself.





Extreme Speed POWER 3 

TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: Priority. Triple the Pokémon movement speed.


The user charges at a blinding speed against the target.





Flail POWER 1* 

TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 1*
 ADDED EFFECT: Add 1 Extra Die to the Damage Pool of this Move for every missing Point of HP the user has. Up to 5 Dice may be added this way.


The user flails and struggles to survive, the more weakened it is the stronger this attack will be.




Facade POWER 3* 

TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3 (or +6)
 ADDED EFFECT: If the User's got a Status Ailment (Paralysis, Poison, Burn, etc.) Add 3 Extra Dice to the Damage pool.



The Pokémon will make an upfront attack, if the user is suffering the attack will be stronger.




Flash POWER - 

TYPE: Normal
 ACCURACY: Special + Channel
 DAMAGE POOL: -
 ADDED EFFECT: The Foe gets 1 success reduced from all its Accuracy Rolls.




The user suddenly emits a blinding light around its body, dazing its opponent in the process.





Fake Out POWER 2 

TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Priority. Flinch the foe. This move will only work the First Round the Pokémon is out in battle. From the second round on, it will fail automatically.


While still preparing for battle, the user will suddenly attack the foe.






Focus Energy POWER - 



TYPE: Normal
 ACCURACY: Insight + Channel
 DAMAGE POOL: -
 ADDED EFFECT: All of the user's Damagin Moves now have "High Critical". This effects lasts until the end of the scene or if the user is removed from battle.

The Pokémon's energy is raised to make all strikes much more precise.




Follow Me POWER - 





TYPE: Normal
 ACCURACY: Cool + Perform
 DAMAGE POOL: -
 ADDED EFFECT: Until the End of the Round, all of the foe's Moves will target the user.

 Priority



The Pokémon will draw everyone's attention. All foes are taunted to do their worse.

Giga Impact POWER 6 


TYPE: Normal
 ACCURACY: Strength + Brawl
 DAMAGE POOL: Strength + 6
 ADDED EFFECT: Must Recharge. Lethal.

 
 Accuracy  


The Pokémon strikes with a brutal force using all its body. The impact leaves the user somewhat stunned.

Foresight POWER - 



TYPE: Normal
 ACCURACY: Insight + Alert
 DAMAGE POOL: -
 ADDED EFFECT: The Foe cannot Evade Moves performed by the User. User Ignores Ghost-Type immunity to Normal-Type Moves and vice versa.




The Pokémon uses its developed senses and mental ability to foresee the immediate future.

Glare POWER - 


TYPE: Normal
 ACCURACY: Tough + Intimidate
 DAMAGE POOL: -
 ADDED EFFECT: Paralyze the foe.

 Accuracy 


The Pokémon uses its intimidating glare to paralyze the foe with sheer terror.

Frustration POWER * 




TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + *
 ADDED EFFECT: Add 1 Extra Die to the Damage pool of this Move for every missing point on Happiness on the user.



A move that relies on how badly a Pokémon has been treated to make it vicious and uncaring.

Growl POWER - 




TYPE: Normal
 ACCURACY: Tough/Cute + Perform
 DAMAGE POOL: -
 ADDED EFFECT: Reduce the foe's Strength. Sound Based.

 All 



Either by a menacing attitude or cute demeanor, the foe will be unsure about attacking the user with full force.

Fury Attack POWER 1 




TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 1
 ADDED EFFECT: Successive Actions.

 Accuracy  

The Pokémon goes at it with everything its got in a rather disordered way.

Growth POWER - 

TYPE: Normal
 ACCURACY: Special + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Increase the User's Strength and Special.

 Strength  Special 


The Pokémon expands its body, it grows bigger and stronger.

Fury Swipes POWER 1 



TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 1
 ADDED EFFECT: Successive Actions.

 Accuracy  


The user swiftly uses its claws to strike the foe multiple times.

Guillotine POWER * 



TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: -
 ADDED EFFECT: Deal Damage equal to the Target's Remaining HP, plus 1 Lethal Damage.

 Accuracy 


The Pokémon uses the sharpest part of its body to almost snap the neck of its foe. It is a devastating attack. The foe must be lucky to get out of it alive.

Harden POWER - 


TYPE: Normal
 ACCURACY: Vitality + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Increase the User's Defense.


The user stiffens its body and prepares for any incoming attack.

Hidden Power POWER * 



TYPE: Normal
 ACCURACY: Varies.
 DAMAGE POOL: Varies.
 ADDED EFFECT: The Power and Type of this Move is decided by the Storyteller.




Every Pokémon has an unknown power that can be released with surprising results.

Head Charge POWER 5 


TYPE: Normal
 ACCURACY: Strength + Brawl
 DAMAGE POOL: Strength + 5
 ADDED EFFECT: Recoil.


The Pokémon clashes against the foe using its head as a boulder.

Horn Attack POWER 2 



TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: -




The Pokémon attacks the foe with its horns, this strike is very painful.

Headbutt POWER 3 



TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: Roll 3 Chance Dice to Flinch. May call Random Encounters when hitting trees.

The user strikes the foe with its hard head. Perfect for taking down fruits from trees or shake Pokémon out of their nests on treetops.

Horn Drill POWER * 

TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: -
 ADDED EFFECT: Deal Damage equal to the Target's Remaining HP plus 1 Lethal Damage.


The user stabs the target with a horn used like a drill, the foe is often left in a critical condition. A move to be wary of.

Heal Bell POWER - 



TYPE: Normal
 ACCURACY: Special + Perform
 DAMAGE POOL: -
 ADDED EFFECT: Cure the User and allies suffering from Status Conditions, they don't need to be on the battlefield to get this effect. Sound Based.





The Pokémon chimes a magical bell, legend says the soothing sound has healing properties.

Howl POWER - 



TYPE: Normal
 ACCURACY: Cool + Intimidate
 DAMAGE POOL: -
 ADDED EFFECT: Increase the User's Strength.

The Pokémon let's out an impressive howl, making it appear a lot more menacing.

Helping Hand POWER - 

TYPE: Normal
 ACCURACY: Dexterity + Perform
 DAMAGE POOL: -
 ADDED EFFECT: Target Pokémon gets 2 Extra Dice on its next Skill, Accuracy and Damage Rolls. Priority.

The Pokémon assists an ally. Together they are stronger.

Hyper Beam POWER 6 

TYPE: Normal
 ACCURACY: Special + Channel
 DAMAGE POOL: Special + 6
 ADDED EFFECT: Must Recharge. Lethal.






The Pokémon casts an incredible beam that leaves a giant trail of destruction behind. The user is left exhausted.

Hyper Fang

POWER
3



TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 1 Chance Dice to Flinch.



The Pokémon bites hard into the foe with its powerful fangs.

Leer

POWER
-



TYPE: Normal
ACCURACY: Tough + Intimidate
DAMAGE POOL: -
ADDED EFFECT: All Foes in Range. Reduce the Defense of those affected.



A vicious glare that will make any opponent doubt its own strength in battle.

Hyper Voice

POWER
3



TYPE: Normal
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Target All Foes in Range. Sound Based.



The user emits a horrible echoing sound that could burst the ears.

Lock-On

POWER
-



TYPE: Normal
ACCURACY: Insight + Alert
DAMAGE POOL: -
ADDED EFFECT: The next attack the user performs has 2 automatic unremovable successes on its Accuracy Roll.



The Pokémon's eyes zoom at a moving target to ensure that the next attack will be dealt with precision.

Judgment

POWER
*



TYPE: Normal
ACCURACY: Insight + Intimidate
DAMAGE POOL: Special + *
ADDED EFFECT: Ignore Defenses. This Move is considered to be any Type the user wants. If something would prevent this Move from dealing Damage, ignore it. This Move can't be Clashed. This Move's Power and extra Added Effects are decided by the Storyteller.



Eventually, everyone gets what they deserve.

Lovely Kiss

POWER
-



TYPE: Normal
ACCURACY: Missing Beauty Points + Allure
DAMAGE POOL: -
ADDED EFFECT: Put the Target to Sleep.



The Pokémon approaches the foe with a kiss. Its ugly face and awful smooch make the poor creature faint in terror.

Laser Focus

POWER
-



TYPE: Normal
ACCURACY: Insight + Alert
DAMAGE POOL: -
ADDED EFFECT: The next time the user lands a hit, it will be treated as if it were a Critical Hit.



Through its incredible awareness the Pokémon finds a straight path into a weak point of the foe. The attack that follows is usually devastating.

Lucky Chant

POWER
-



TYPE: Normal
ACCURACY: Special + Perform
DAMAGE POOL: -
ADDED EFFECT: User and Allies in range can Re-roll one un-successful Die from all their rolls until the end of the scene. If an opponent would land a Critical Hit, it doesn't. Out of battle, good things happen at Storyteller's Discretion.



The user chants an incantation to the skies, the beautiful performance grants this Pokémon and its allies divine protection.

Last Resort

POWER
6



TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 6
ADDED EFFECT: It can be used only after the Pokémon has performed all its known moves at least once during the battle.



When everything else fails, the Pokémon gives everything in a last resort attack.

Me First


POWER
*





TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Same as copied move +1
ADDED EFFECT: Priority. The User copies and uses the Move the target was intending to use. It must be a damaging Move.




The user anticipates the next attack so it can hit the target with an astounding speed.

Mean Look POWER - 


TYPE: Normal
 ACCURACY: Tough + Intimidate
 DAMAGE POOL: -
 ADDED EFFECT: Blocks.


The Pokémon gives a menacing look that freezes the foe on the spot with intense fear.

Mimic POWER - 



TYPE: Normal
 ACCURACY: Clever + Perform
 DAMAGE POOL: -
 ADDED EFFECT: Copies the last move the target used until the end of the scene. That move replaces Mimic.




Making use of its acting talents, the Pokémon imitates what the target just did.

Mega Kick POWER 5 


TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 5
 ADDED EFFECT: -


 Accuracy 


The Pokémon throws a mega powered kick to the foe's face.

Mind Reader POWER - 



TYPE: Normal
 ACCURACY: Insight + Channel
 DAMAGE POOL: -
 ADDED EFFECT: This Pokémon gets 2 automatic successes on the next Accuracy Roll or Evasion Roll against the target.




The user reads the foe's mind. It knows exactly what to do next.

Mega Punch POWER 3 


TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: -


 Accuracy 


The Pokémon throws a mega potent hook towards the foe's face.

Minimize POWER 


TYPE: Normal
 ACCURACY: Special + Channel
 DAMAGE POOL: -
 ADDED EFFECT: The User can now make up to 5 Evasions per Round.




The Pokémon compacts its body, appearing smaller than its normal size.

Metronome POWER * 



TYPE: Normal
 ACCURACY: Dexterity + Perform.
 DAMAGE POOL: Special + *
 ADDED EFFECT: Roll a die to determine this Move's Power. The appearance and Type of this Move are decided by the Storyteller.




The Pokémon waves its hands with rhythm. The energy around follows the cadence and manifests with an impressive attack

Morning Sun POWER - 



TYPE: Normal
 ACCURACY: Vitality + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Basic Heal. If successful, spend 1 Will point to activate. If Sunny Weather is on effect, this Move becomes a Complete Heal. If Rain/Sandstorm Weather is in effect, or it's night, or you are indoors/underground this Move only heals 1 HP.


The sun shines brightly on the Pokémon and makes it feel rejuvenated like early in the morning.

Milk Drink POWER - 


TYPE: Normal
 ACCURACY: Vitality + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Basic Heal. If successful, spend 1 Will point to activate.

The Pokémon drinks a glass of its own milk, the rich taste and nutrients revitalize it.

Multi-Attack POWER 3 

TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: This Move's type will always match the User's first Type.



A weird-looking Pokémon charged against its foes, the same attack released different kinds of energy depending on the disk it was holding.

Natural Gift

POWER
3



TYPE: Normal
ACCURACY: Dexterity + Channel
DAMAGE POOL: Strength + 3
ADDED EFFECT: User loses its held berry. Ranged. See Natural Gift on p.432 for more info.



The user throws its berry at the foe, the results can be quite surprising.

Pay Day

POWER
2



TYPE: Normal
ACCURACY: Dexterity+ Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Ranged. At the end of the battle give Money to the Trainer Equal to its Rank:
Starter/Beginner - \$20.00
Amateur - \$50.00
Ace - \$75.00
Pro - \$100.00



This move grants good fortune, making it more likely to get more money after each battle.

Nature Power

POWER
3



TYPE: Normal
ACCURACY: Special + Nature
DAMAGE POOL: Special + 3
ADDED EFFECT: The type of this move is determined by the environment. See Nature Power P. 432 for more info.



The Pokémon makes use of the terrain and asks the nature for aid in battle.

Perish Song

POWER
-



TYPE: Normal
ACCURACY: Beauty + Perform
DAMAGE POOL: -
ADDED EFFECT: After three rounds, if any Pokémon who heard the song is not removed from battle, it will receive its remaining HP as damage. Sound Based.



A song of mourning and despair that resonates on the minds of anyone who listens. Makes you feel like you are on your death bed.

Noble Roar

POWER
-



TYPE: Normal
ACCURACY: Tough + Intimidate
DAMAGE POOL: -
ADDED EFFECT: Reduce the foe's Strength and Special.



The Pokémon makes a roar that commands respect and authority over anyone listening.

Play Nice

POWER
-



TYPE: Normal
ACCURACY: Cute + Allure
DAMAGE POOL: -
ADDED EFFECT: Reduce the foe's Strength.



The user starts playing with the foe in a friendly way. This makes the foe reconsider its aggressive demeanor.

Odor Sleuth

POWER
-



TYPE: Normal
ACCURACY: Insight + Alert
DAMAGE POOL: -
ADDED EFFECT: The Foe cannot Evade Moves performed by the User.
User Ignores Ghost-Type immunity to Normal-Type Moves and vice versa.
Out of battle, Add successes of this Move to any rolls for Tracking targets.



The Pokémon uses its keen smell to detect the foe.

Pound

POWER
2



TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: -



A decent hit to smash the foes.

Pain Split

POWER
-



TYPE: Normal
ACCURACY: Will + Channel
DAMAGE POOL: -
ADDED EFFECT: The user gives its Pain Penalizations to the foe. User ignores Pain Penalization effects on itself. Foe cannot ignore them with Will, but can still ignore its own Pain Penalizations.
HP on both remains the same.



The user shares its pain with the foe. After a short while it becomes excruciating for the target.

Present


POWER
*





TYPE: Normal
ACCURACY: Cute + Allure
DAMAGE POOL: -
ADDED EFFECT: Roll dice with a 50-50 chance of dealing 2 set damage to the target or recovering 2 HP to the target.




The user approaches its foe and gives it a lovely present that may be nice or may be a prank.

Protect POWER - 



TYPE: Normal
 ACCURACY: Will + Channel
 DAMAGE POOL: -
 ADDED EFFECT: Priority. Shield Move. Reduce 3 Damage This Pokémon would receive from a Damaging Move. Negate the effects of Support Moves that target the user. Reduce to zero the set damage from a Move the user would take.


The user creates an energy shield to deflect a blow. Some Pokémon may even perform an amazing parry to block the incoming attack.

Razor Wind POWER 3 


TYPE: Normal
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 3
 ADDED EFFECT: High Critical. All Foes in Range. Charge.


A sharp wind current is unleashed against anyone standing against this Pokémon.

Psych Up POWER - 



TYPE: Normal
 ACCURACY: Insight + Channel
 DAMAGE POOL: -
 ADDED EFFECT: Copy the Target's Attribute and Trait Modifiers and keep them until the end of the scene.




The Pokémon mentalizes itself stronger than anyone. They feel good. They can win. They Can. Do. This.

Recover POWER - 



TYPE: Normal
 ACCURACY: Special + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Basic Heal. If successful, spend 1 Will point to activate.


The Pokémon concentrates on restoring its own cells faster than anything imaginable.

Quick Attack POWER 2 


TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Priority. Double the Pokémon's movement speed.


An attack as fast as lightning.

Recycle POWER - 



TYPE: Normal
 ACCURACY: Vitality + Nature
 DAMAGE POOL: -
 ADDED EFFECT: The Pokémon reuses an Item that has already been spent. (Berries etc.) An Item may not be recycled more than 5 times.




One Pokémon's trash is another one's treasure.

Rage POWER 1 


TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 1
 ADDED EFFECT: If the user receives Damage after using this Move, Increase user Strength. This Effect can stack up to 3 times.


The user gets angry and throws a tantrum at the foe. If the attacker keeps on fighting, it will make the user rage even harder.

Reflect Type POWER - 



TYPE: Normal
 ACCURACY: Special + Channel
 DAMAGE POOL: -
 ADDED EFFECT: The Pokémon is now the same type of one of its foes. Lasts for a Scene or until this move is used again.




The Pokémon appears to change its own physiology. This effect changes the Type of the user to match another Pokémon in sight.

Rapid Spin POWER 2 


TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Remove Entry Hazards (Spikes, Stealth Rock, etc.) and Leech seed from the user's side of the field. Increase user's Dexterity.

The Pokémon spins swiftly to strike the foe, anything near will be scattered around.

Refresh POWER - 

TYPE: Normal
 ACCURACY: Will + Channel
 DAMAGE POOL: -
 ADDED EFFECT: The user cures itself from Poison, Burn or Paralysis.



The Pokémon takes a few seconds to cool down and get back in the game.

Relic Song

POWER
2



TYPE: Normal
 ACCURACY: Special + Perform
 DAMAGE POOL: Special + 2
 ADDED EFFECT: Sound Based.
 Roll 1 Die to put the foe to Sleep.
 If successful, the User may choose to change its form afterwards.



The user sings and dances to a melody so beautiful you won't notice you were crying while listening to it.

Rock Climb

POWER
3



TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: Roll 2 Chance Dice to Confuse the foe. Outside of battle, it may be used to climb with ease.



The user climbs on top of the foe. This may be confusing for some Pokémon.

Retaliate

POWER
3*



TYPE: Normal
 ACCURACY: Dexterity+ Brawl
 DAMAGE POOL: Strength + 3*
 ADDED EFFECT: If an Ally fainted in this or the previous Round, add 3 Extra Dice to the Damage pool. This effect can only be used once per Ally.



A powerful attack. It will be even stronger if the user just suffered a great loss.

Round

POWER
2*



TYPE: Normal
 ACCURACY: Special + Perform
 DAMAGE POOL: Special + 2*
 ADDED EFFECT: If the user and an ally are able to use Round. Both may choose to do it at the same time. If they do, add 3 Extra Dice to the Damage Pool of both Pokémon.



The user attacks the foe with a song, if a teammate joins the song the attack will be stronger.

Return

POWER
*



TYPE: Normal
 ACCURACY: Dexterity+ Brawl
 DAMAGE POOL: Strength + *
 ADDED EFFECT: Add 1 Extra Die to the Damage pool of this Move for every point of Happiness on the user.



If the Pokémon is treated with care and love, it will return that affection by giving all it's got in battle.

Safeguard

POWER
-



TYPE: Normal
 ACCURACY: Special + Channel
 DAMAGE POOL: -
 ADDED EFFECT: For the next 4 Rounds User and Allies are immune to Status Ailments (Paralysis, Burn, Poison, Freeze, Sleep). Status Ailments previously inflicted remain.



The Pokémon creates an energy shield that protects everyone from harm.

Revelation Dance

POWER
3



TYPE: Normal
 ACCURACY: Dexterity + Perform
 DAMAGE POOL: Special + 3
 ADDED EFFECT: This Move's Type will change to match the User's first Type.



The Pokémon performs a dance, the dance's energy influences the Type of this Move.

Scary Face

POWER
-



TYPE: Normal
 ACCURACY: Tough + Intimidate
 DAMAGE POOL: -
 ADDED EFFECT: Reduce the foe's Dexterity.



By making a frightening face, the Pokémon makes others think twice about coming near.

Roar

POWER
-



TYPE: Normal
 ACCURACY: Tough + Intimidate
 DAMAGE POOL: -
 ADDED EFFECT: Low Priority. In the wild the battle ends, in an official fight, the Pokémon switches out, if its the last or only Pokémon the move fails. Switcher Move.



A mighty roar that scares the foe.

Scratch


POWER
2





TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: -




The Pokémon uses its sharp claws to scratch the enemy.

Screech POWER - 


TYPE: Normal
 ACCURACY: Tough + Perform
 DAMAGE POOL: -
 ADDED EFFECT: Reduce the foe's Defense. Sound Based.


The user disrupts the fighting stance of its foe by sending a sharp sound to the foe's ears.

Simple Beam POWER - 


TYPE: Normal
 ACCURACY: Insight + Empathy
 DAMAGE POOL: -
 ADDED EFFECT: Target Pokémon ability is now "Simple".




The Pokémon sends a small psychic wave to its target, giving it a simpler point of view about the world.

Secret Power POWER 3 




TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: Inflicts abnormal effects. See Secret Power P. 432 or more info.




This move absorbs the energy around the user. It may unleash that power in unexpected ways.

Sing POWER - 


TYPE: Normal
 ACCURACY: Cute + Perform
 DAMAGE POOL: -
 ADDED EFFECT: Inflict Sleep on the target. Sound Based.


With a charming song, the user lulls its foe to sleep.

Self Destruct POWER 8 


TYPE: Normal
 ACCURACY: Strength + Brawl
 DAMAGE POOL: Strength + 8
 ADDED EFFECT: After performing this move, the user receives damage equal to its remaining HP.




The Pokémon makes use of its ability to blow up parts of its own body in an impressive display of power.

Sketch POWER - 



TYPE: Normal
 ACCURACY: Dexterity + Perform
 DAMAGE POOL: -
 ADDED EFFECT: Permanently copies a move the target used. Once Copied "Sketch" disappears.




The Pokémon draws its foe performing a move, it learns how to perform that move in the process.

Sharpen POWER - 



TYPE: Normal
 ACCURACY: Dexterity + Athletic
 DAMAGE POOL: -
 ADDED EFFECT: Increase the User's Strength.


The user cuts down the rough edges of its body to make it as sharp as a razor.

Skull Bash POWER 5 







TYPE: Normal
 ACCURACY: Strength + Brawl
 DAMAGE POOL: Strength + 5
 ADDED EFFECT: Increase the User's Defense. Charge.


The Pokémon withdraws to its shell then charges against the foe.

Shell Smash POWER - 



TYPE: Normal
 ACCURACY: Strength + Brawl
 DAMAGE POOL: -
 ADDED EFFECT: Increase the User's Strength, Special, Dexterity. Reduce the User's Defense and Special Defense.


By breaking its own shell, the user sacrifices defense in exchange of being free to fight with all its power.

Slack Off POWER - 



TYPE: Normal
 ACCURACY: Vitality + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Basic Heal. If successful, spend 1 Will point to activate.


The Pokémon gets lazy and loafs around instead of fighting. This makes up for a short rest.

Slam POWER 3 



TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: -


 Accuracy 


The user slams the foe with its tail, vines, etc. to deal a decent amount of damage.

Snore POWER 2 




TYPE: Normal
 ACCURACY: Special + Perform
 DAMAGE POOL: Special + 2
 ADDED EFFECT: This move can only be used if the user is asleep. Roll 3 Chance Dice to Flinche the foe.


After falling asleep the user lets out a powerful snore, disrupting any focus the foe had.

Slash POWER 3 



TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: High Critical. Lethal.


Using parts of its body as a blade the Pokémon pierces and tears the foe with a vicious force.

Soft Boiled POWER - 


TYPE: Normal
 ACCURACY: Insight + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Basic Heal. If successful, spend 1 Will point to activate.


The user boils a freshly layed egg and restores Health with the energy stored within.

Sleep Talk POWER * 



TYPE: Normal
 ACCURACY: Varies
 DAMAGE POOL: Varies
 ADDED EFFECT: While this Pokémon is asleep, it may use one of its Moves at random.




After falling asleep, the Pokémon is still dreaming about the fight.

Sonic Boom POWER * 


TYPE: Normal
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Set Damage.
 ADDED EFFECT: This Moves always inflicts 1 damage.


The Pokémon attacks with a small destructive shock that can go through armor, thick hide or walls to deal some damage.

Smelling Salts POWER 3* 



TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3*
 ADDED EFFECT: If the foe is Paralyzed, add 2 Extra Dice to the Damage pool of this Move. After dealing damage, cure foe's Paralysis.




The Pokémon throws some volatile salts onto the foe's face, a paralyzed Pokémon will get a strong smell.

Spike Cannon POWER 1 



TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 1
 ADDED EFFECT: Ranged. Successive Actions.


The Pokémon shoots a wave of pointy projectiles at the foe.

Smokescreen POWER - 


TYPE: Normal
 ACCURACY: Special + Channel
 DAMAGE POOL: -
 ADDED EFFECT: The Foe gets 1 success reduced from all its Accuracy Rolls.


The user covers its foe with a cloud of smoke. Some Pokémon hide inside this screen while others use it as cover to escape.

Spit Up POWER 4 


TYPE: Normal
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 4
 ADDED EFFECT: Must have used the move "Stockpile" prior to this move, otherwise it will fail. Lose all Stockpile modifiers.




After storing power, the Pokémon spits that energy at the foe. The user returns to its original size.

Splash POWER - 



TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: -
 ADDED EFFECT: -




The user just flops splashing some water, this has no effect at all...

Stuff Cheeks POWER - 



TYPE: Normal
 ACCURACY: Clever + Nature
 DAMAGE POOL: -
 ADDED EFFECT: User eats its held Berry and gains its effects, afterwards, Increase user's Defense.


The Pokémon munches its berry but it keeps part of it on its cheeks. Looks adorable but it is actually a survival tactic to survive harsh winters.

Spotlight POWER - 


TYPE: Normal
 ACCURACY: Cool + Perform
 DAMAGE POOL: -
 ADDED EFFECT: Priority. Foes will target One Ally this turn.


The user points a focused light onto one of its allies as if it were on a stage, the ally can't help but catch everyone's attention into itself.

Substitute POWER - 




TYPE: Normal
 ACCURACY: Dexterity + Stealth
 DAMAGE POOL: -
 ADDED EFFECT: Deal 2 Damage to the user and put a decoy with 2 HP with the same Defenses as the user. If the decoy's HP is depleted, it disappears and the user comes back into the fight. Decoy can only be affected by damaging moves.




The Pokémon disappears in a poof of smoke. When the smoke vanishes, an object identical to the user remains in its place to shield it from harm. It looks amazingly real.

Stockpile POWER - 



TYPE: Normal
 ACCURACY: Insight + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Increase the User's Defense and Sp. Defense.


The Pokémon swells up by storing power with its mouth, this makes the user a little more resistant to damage.

Super Fang POWER * 



TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Varies.
 ADDED EFFECT: Add Dice to the Damage Pool of this Move equal to Half of the foe's remaining HP Up to 10 Dice may be added this way. Ignore the foe's Defenses.


The Pokémon jumps at the foe to crush it with an awful bite.

Stomp POWER 2 




TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Roll 3 Chance Dice to Flinch the foe.


The Pokémon steps and stomps the foe, the weight may leave the target squashed on the floor.

Supersonic POWER - 


TYPE: Normal
 ACCURACY: Tough + Channel
 DAMAGE POOL: -
 ADDED EFFECT: Confuse the foe.


The Pokémon emits a series of ultrasonic waves that make the foe dizzy and disoriented.

Strength POWER 3 




TYPE: Normal
 ACCURACY: Strength + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: Outside of battle, using this move allows the Pokémon to lift double the normal weight it should be able to.




The Pokémon strains its muscles to go beyond their own limits.

Swagger POWER - 





TYPE: Normal
 ACCURACY: Tough + Intimidate
 DAMAGE POOL: -
 ADDED EFFECT: Increase the foe's Strength. Inflicts Confusion.


The Pokémon enrages the foe with its arrogant demeanor, making it lose focus in battle.

Swallow POWER - 




TYPE: Normal
 ACCURACY: Vitality + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Must have previously used the Move "Stockpile". If successful, spend 1 Will point to activate. Heal up to 2 Damage from the User. Loses the effects of "Stockpile" The Pokémon must rest an hour before using this Move again.


The Pokémon swallows the energy she was storing to restore some damage, it recovers its normal size afterwards.

Tail Slap POWER 1 


TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 1
 ADDED EFFECT: Successive Actions.


The Pokémon slaps the foe's face with its strong tail.

Sweet Scent POWER - 



TYPE: Normal
 ACCURACY: Special + Nature
 DAMAGE POOL: -
 ADDED EFFECT: All Foes in Range. Those Affected cannot Evade Moves performed by the user. Outside of Battle, it will attract wild Pokémon.




The Pokémon releases an aroma that its enemies will love.

Tail Whip POWER - 



TYPE: Normal
 ACCURACY: Cute + Perform
 DAMAGE POOL: -
 ADDED EFFECT: Reduce the foe's Defense.

The Pokémon moves its tail in such a cute way that the foe will easily let its guard down.

Swift POWER 2 

TYPE: Normal
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: Never Fail.


The user shoots a star shaped light beam that hits the target at blinding speed.

Take Down POWER 3 



TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: Recoil.


The Pokémon recklessly grapples the foe to smash it on the ground.

Swords Dance POWER - 




TYPE: Normal
 ACCURACY: Dexterity + Perform
 DAMAGE POOL: -
 ADDED EFFECT: Increase the User's Strength.


The Pokémon makes a dance that raises its battle spirit.

Tearful Look POWER - 


TYPE: Normal
 ACCURACY: Cute + Allure
 DAMAGE POOL: -
 ADDED EFFECT: Reduce Foe's Strength and Special.


The Pokémon's eyes start watering as if it were about to cry, it's foe is moved by the tears and loses its will to fight.

Tackle POWER 2 


TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: -



A basic attack that consist on charging at an enemy.

Teatime POWER - 

TYPE: Normal
 ACCURACY: Insight + Etiquette
 DAMAGE POOL: -
 ADDED EFFECT: Area. Those Affected will eat their held berries without gaining their effects. Outside of battle will difuse violent intentions for a few minutes.



The Pokémon gathers everyone for a cup of delicious tea, not eating a snack along with it would be a waste.

Techno Blast

POWER 5

TYPE: Normal
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 5
 ADDED EFFECT: Lethal.
 If Genesect is performing this Move, this Move's type may change to: Fire, Ice, Water, or Electric depending on the Driver it has as Held Item.

A laser briefly beams away from the Pokémon, whatever it hits explodes a second later. This move can be modified with the right programming of a computer.

Tri Attack

POWER 3

TYPE: Normal
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 3
 ADDED EFFECT: Roll 2 Chance Dice to Paralyze the foe. Roll 2 Chance Dice to Burn the foe. Roll 2 Chance Dice to Freeze the Foe.

The user shoots three beams. Each one is charged with a different kind of energy.

Teeter Dance

POWER -

TYPE: Normal
 ACCURACY: Dexterity + Perform
 DAMAGE POOL: -
 ADDED EFFECT: Area Move. Inflict Confusion on those affected.

The user starts dancing around with woobly movements. Friends and foes will get dizzy by trying to follow it.

Trump Card

POWER 2*

TYPE: Normal
 ACCURACY: Will + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: If the user's Will points are at half or less, add 1 Extra Dice to the Damage pool. If its Will points are depleted, add 8 Extra Dice to the Damage pool of this Move.

The more exhausted the user is, the stronger this attack will become. When the Pokémon is at the last of its strength this move can be devastating.

Thrash

POWER 5

TYPE: Normal
 ACCURACY: Strength + Brawl
 DAMAGE POOL: Strength + 5
 ADDED EFFECT: Target Random Foe. Rampage.

The Pokémon rampages and starts to attack and destroy everything on its path.

Uproar

POWER 3

TYPE: Normal
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 3
 ADDED EFFECT: Target Random foe. Everyone on the field is immune to Sleep until the end of the Round. If someone had the Sleep Status, heal it.

The Pokémon shouts and screams and squeaks so hard the noise really hurts the ears. Nodbody could get a full night of sleep with all that ruckus.

Tickle

POWER -

TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: -
 ADDED EFFECT: Reduce the foe's Strength and Defense.

The Pokémon tickles the foe. The laughter really disturbs the foe's fighting stance.

Veevee Volley

POWER *

TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + *
 ADDED EFFECT: Add 1 Die to the Damage Roll for every point of Happiness on the User. If the user of this Move is at its Final Stage of Evolution, this move fails.

Long sessions playing Volley ball with your Pokémon make it very happy. During battle, it just replaces the ball with its foe.

Transform

POWER -

TYPE: Normal
 ACCURACY: Will + Channel
 DAMAGE POOL: -
 ADDED EFFECT: The user transforms into a copy of its target with same Ability, Attributes, Trait Modifiers and Moves. Being inside a Pokéball breaks the Transformation.


The user modifies its own DNA structure to become an identical clone of any Pokémon or object it can see.

Vice Grip

POWER 2


TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: -


The Pokémon traps the foe with its pincers or jaws and applies pressure that will leave a nasty bruise.

Weather Ball POWER 2* 

TYPE: Normal
 ACCURACY: Dexterity + Nature
 DAMAGE POOL: Specia + 2*
 ADDED EFFECT: If there is a weather condition on the field, add 2 Extra Dice to the Damage Pool. This Move's type will change according to the Weather. Sun/Fire, Rain/Water, Hail/Ice, Sand/Rock, Wind/Flying.


The user creates a ball of energy that will use the climate around it to grow in size and power.




Wring Out POWER 5* 

TYPE: Normal
 ACCURACY: Strength + Brawl
 DAMAGE POOL: Strength + 5*
 ADDED EFFECT: Remove 1 Dice from the Damage Pool for every missing HP on the target. Up to 4 Dice may be removed this way.




The Pokémon literally squeezes the life out of its target, as life is fading, squeezing will be harder.




Whirlwind POWER - 

TYPE: Normal
 ACCURACY: Dexterity + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Low Priority. In the wild the battle ends. In an official fight, the Pokémon switches out. If it's the last or only Pokémon the move fails.
 Switcher Move.



The Pokémon creates a powerful wind current that swirls the enemy around and sends it flying away.






Yawn POWER - 

TYPE: Normal
 ACCURACY: Special + Channel
 DAMAGE POOL: -
 ADDED EFFECT: If the foe is not removed from battle at the beginning of the next Round, it will fall asleep.



The user lets out an infectious yawn that will make anyone drowsy enough to fall asleep pretty soon.

Wish POWER - 

TYPE: Normal
 ACCURACY: Will + Channel
 DAMAGE POOL: -
 ADDED EFFECT: Basic Heal. If successful, spend 1 Will point to activate. This Move has its effect at the beginning of the Next Round.

The Pokémon makes a wish with all its might and somehow it becomes true.

Poison

Super Effective against:

- Fairy
- Grass

It's Not Very Effective against:


- Ghost
- Ground
- Poison
- Rock

No effect against:

- Steel




Poison Types specialize in contamination and inflicting illness with their attacks. These Pokémon are extremely dangerous in the wild and are the main reason why you can find Pokémon Centers in the middle of the woods or far away from the roads.


They are able to repel Pokémon, poison rivers or destroy an environment in a matter of days. You may be able to defeat the Pokémon, but will you defeat the poison?

Work Up POWER - 

TYPE: Normal
 ACCURACY: Strength + Athletics
 DAMAGE POOL: -
 ADDED EFFECT: Increase the User's Strength and Special.




The Pokémon exercises with vigor to be physically and mentally prepared for battle.






Wrap POWER 1 

TYPE: Normal
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 1
 ADDED EFFECT: Blocks. Roll 2 Dice of Damage against the foe at the end of each Round. Lasts 4 Rounds.




The Pokémon traps its foe with its body or vines, causing some damage.






Acid POWER 2 


TYPE: Poison
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: Target all foes in Range. Roll 1 Chance Dice to Reduce Sp. Defense to those affected.

The Pokémon showers its foes with a corrosive acid, the burning sensation may leave an opening for other attacks.






Acid Armor POWER - 

TYPE: Poison
 ACCURACY: Special + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Increase the User's Defense.


 Defense ↑2


A liquid acid substance seeps through this Pokémon's body turning it into a liquid-like state. The acid deters foes from touching this Pokémon at full force.

Coil POWER - 


TYPE: Poison
 ACCURACY: Tough + Intimidate
 DAMAGE POOL: -
 ADDED EFFECT: Increase the User's Strength, Defense and Accuracy.

Strength ↑1
 Defense ↑1
 Accuracy ↑1


The Pokémon curls up its body. In a calm but menacing position it prepares to deliver its strike.

Acid Spray POWER 2 


TYPE: Poison
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: Reduce the foe's Special.


 Special ↓2


The user spits a corrosive substance, the burning sensation doesn't allow it to focus on attacking.

Cross Poison POWER 3 


TYPE: Poison
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: High Critical. Roll 1 Chance Dice to Poison the foe.


 Poison 1


The Pokémon drenches poison into its pincers to slash the enemy in a brutal way.

Baneful Bunker POWER - 


TYPE: Poison
 ACCURACY: Vitality + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Priority. Shield. If the foe attacked using a Physical Move, it is now Poisoned. Reduce 3 Dice from the Foe's Damage Pool.

Priority ↑4
 Poison ✓



The user encloses itself inside its sturdy shell, which is covered by poisonous barbs, if a barb pinches the foe's skin the wound will start to fester.

Gastro Acid POWER - 


TYPE: Poison
 ACCURACY: Special + Channel
 DAMAGE POOL: -
 ADDED EFFECT: Negate any effect the foe's Ability would have. This effect lasts until the end of the scene.




The user spits some of its own gastric juices, the acid prevents the foe from using its special abilities.

Belch POWER 5 


TYPE: Poison
 ACCURACY: Special + Channel
 DAMAGE POOL: Special + 5
 ADDED EFFECT: The user must eat something before using this Move.


 Accuracy ↓1


The user lets out a horrible belch on the target. The air contains toxins that deal a terrible damage.

Gunk Shot POWER 5 



TYPE: Poison
 ACCURACY: Strength + Brawl
 DAMAGE POOL: Strength + 5
 ADDED EFFECT: Ranged. Roll 3 Chance Dice to Poison the Foe.


 Accuracy ↓2
 Poison 3


The Pokémon shoots a stream of corrosive sludge made with the most toxic substances it can produce. Just inhaling the scent can make you feel very sick.

Clear Smog POWER 2 


TYPE: Poison
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: Never Fails. Reset all Increased or Reduced Attributes on the Foe.


The user sucks all gases to clear away all impurities. The target is left feeling hurt, but light headed.

Poison Fang POWER 2 



TYPE: Poison
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Roll 5 Chance Dice to Badly Poison the Foe.



 Poison+ 5

The Pokémon bites the foe and injects its poison directly through its fangs. After that it just waits for the poison to slowly take care of its foe.


Poison Gas POWER - 

TYPE: Poison
 ACCURACY: Special + Channel
 DAMAGE POOL: -
 ADDED EFFECT: Target all foes in Range. Poison those affected.



Accuracy  


All 

The Pokémon releases a big cloud of toxic gas, anyone who takes a breath, will start coughing violently. They should seek a doctor immediately.


Purify POWER - 

TYPE: Poison
 ACCURACY: Special + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Heal a Target's Status Ailment, if you do the user may heal 1 HP.



Heal  **Cure Status** 




The Pokémon is covered by a gelatinous goo that can be used to treat several ailments, the Pokémon also uses it as a source of nourishment.

Poison Jab POWER 3 



TYPE: Poison
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: Roll 3 Chance Dice to Poison the Foe.

 **Poison** 

The Pokémon stabs its foe with a sting or tentacle drenched with venom.

Sludge POWER 2 

TYPE: Poison
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: Roll 3 Chance Dice to Poison the Foe.

 **Poison** 

The foe is covered with a disgusting sludge, the fumes and toxins on it can make anyone feel sick.


Poison Powder POWER - 

TYPE: Poison
 ACCURACY: Special + Channel
 DAMAGE POOL: -
 ADDED EFFECT: Poison the Foe.



Accuracy  




The user scatters a small cloud of venomous dust that immediately causes coughing and fever.

Sludge Bomb POWER 3 



TYPE: Poison
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 3
 ADDED EFFECT: Roll 3 Chance Dice to Poison the Foe.

 **Poison** 


The user hurls a ball of toxic sludge that explodes on contact and covers the target.

Poison Sting POWER 1 



TYPE: Poison
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Strength + 1
 ADDED EFFECT: Ranged. Roll 3 Chance Dice to Poison the Target.

 **Poison** 


The user shoots a small sting that injects venom into the foe.

Sludge Wave POWER 3 



TYPE: Poison
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 3
 ADDED EFFECT: Area Attack. Roll 1 Chance Dice to Poison those affected.


 **Poison** 

The Pokémon creates a large wave of watery ooze that soaks everything around. The smell is really unpleasant.


Poison Tail POWER 2 

TYPE: Poison
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: High Critical. Roll 1 Chance Dice to Poison the Foe.



 **Poison** 




The tail of this Pokémon is sharp like a blade, it attacks with slashing movements and may release some poison through it.

Smog POWER 1 



TYPE: Poison
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 1
 ADDED EFFECT: Roll 4 Chance Dice to Poison the Foe.

Accuracy  **Poison** 


The target is attacked with a discharge of filthy gases.

Toxic POWER - 


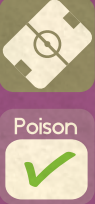
TYPE: Poison
 ACCURACY: Special + Channel
 DAMAGE POOL: -
 ADDED EFFECT: Badly Poison the Foe.

With a disgusting diet and training, the user learns how to turn its fluids into a deadly toxin.

Toxic Spikes POWER - 

TYPE: Poison
 ACCURACY: Dexterity + Stealth
 DAMAGE POOL: -
 ADDED EFFECT: Entry Hazard. Pokémon who enter the battle from the foe's side of the field become Poisoned. Roll 1 Chance Dice for them to become Badly Poisoned instead.


The user lays a trap of scattered poison spikes that attach to the opponent's feet leaving them with a bad case of fever.

Toxic Thread POWER - 





TYPE: Poison
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: -
 ADDED EFFECT: Reduce Foe's Dexterity. Poison the Foe.


The user shoots a sticky thread that entangles around the foe, the thread is also laced with a potent toxin that will poison the foe on contact.

Venom Drench POWER - 


TYPE: Poison
 ACCURACY: Special + Channel
 DAMAGE POOL: -
 ADDED EFFECT: Target all Foes in Range. If an affected foe is poisoned or becomes poisoned in the same Round you used this Move, Reduce its Strength, Special and Dexterity.

Foes are drenched in an odd poisonous liquid that targets their weakened immune systems.

Venoshock POWER 2* 

TYPE: Poison
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: If the Foe is already poisoned, add 2 Extra Dice to the Damage Pool.



The Pokémon shoots a special kind of toxin that reacts violently if the foe is already weakened with poison.

Psychic

Super Effective against:

- Fight
- Poison


It's Not Very Effective against:

- Psychic
- Steel


No effect against:

- Dark


Psychic Types are smart creatures. Some rare species may possess a human-like intelligence. Despite that, these Pokémon are very misunderstood. They shape the world using their minds to control matter, energy and the thoughts of the living. Due to their powerful minds, they rarely obey orders from humans. Psychic Moves gaze into the future, strike with psychic waves, confuse the foes and trick the weak of mind.

Agility POWER - 



TYPE: Psychic
 ACCURACY: Dexterity + Athletic
 DAMAGE POOL: -
 ADDED EFFECT: Increase the User's Dexterity.




The user relaxes and lightens its body to move faster.

Ally Switch POWER - 


TYPE: Psychic
 ACCURACY: Special + Channel
 DAMAGE POOL: -
 ADDED EFFECT: User switches back. Choose another Pokémon to take its place. It will be ready to fight on the next Round. Switcher Move.


The user teleports, switching its place with someone.

Amnesia POWER - 



TYPE: Psychic
 ACCURACY: Insight + Alert
 DAMAGE POOL: -
 ADDED EFFECT: Increase the User's Sp. Defense.




As a fine example of mind over matter, the user temporarily empties its mind to make it more resilient.

Barrier POWER - 



TYPE: Psychic
 ACCURACY: Special + Channel
 DAMAGE POOL: -
 ADDED EFFECT: Increase the User's Defense.


The user casts a protective field around itself.

Extrasensory POWER 3 




TYPE: Psychic
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 3
 ADDED EFFECT: Roll 1 Chance Dice to Flinch the foe.

The user attacks with an odd, almost invisible power.

Calm Mind POWER - 


TYPE: Psychic
 ACCURACY: Insight + Channel
 DAMAGE POOL: -
 ADDED EFFECT: Increase the User's Special and Sp. Defense.


The user quietly calms its spirit to strengthen its mind and body.

Future Sight POWER 5 



TYPE: Psychic
 ACCURACY: Insight + Channel
 DAMAGE POOL: Special + 5
 ADDED EFFECT: Strikes at the end of the next Round. It bypasses any Shield Move and cover. If the target retires or switches out from battle, the damage will be dealt to the next opponent or to one of its allies.




The Pokémon foresees something terrible happening to the target. It may see images from its own future without any risk.

Confusion POWER 2 


TYPE: Psychic
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: Roll 1 Chance Dice to Confuse the foe.


The target's mind is hit by a weak psychic force that leaves them wondering if they were hit by an invisible enemy. Sometimes the foe is left seeing things that aren't really there.

Glitzy Glow POWER 3 




TYPE: Psychic
 ACCURACY: Special + Channel
 DAMAGE POOL: Special + 3
 ADDED EFFECT: If successful, for the next 4 Rounds the User and Allies will receive 1 less damage from Special Attacks. This effect does not stack. If the user of this Move is at its Final Stage of Evolution, this move fails.




The user surrounds itself with a glamorous light, releasing it as a psychic blast, the soft glowing particles remain in the field protecting its fabulousness.

Cosmic Power POWER - 


TYPE: Psychic
 ACCURACY: Special + Channel
 DAMAGE POOL: -
 ADDED EFFECT: Increase the User's Defense and Sp. Defense.


The user absorbs power from space. This Pokemon glows faintly with energy afterwards.

Gravity POWER - 


TYPE: Psychic
 ACCURACY: Special + Channel
 DAMAGE POOL: -
 ADDED EFFECT: Flying and Levitating Pokémon can be hit by Ground Type Moves. Lasts 4 Rounds.




The gravity is intensified, bringing everyone to their knees. Flying Pokémon are slammed to the ground.

Dream Eater POWER 4 


TYPE: Psychic
 ACCURACY: Special + Channel
 DAMAGE POOL: Special + 4
 ADDED EFFECT: The user restores HP equal to half the damage dealt, rounded down. The target must be asleep, this move will fail otherwise.




The user eats the dreams of a sleeping target. When the foe wakes up, it will feel weak and empty.

Guard Split POWER - 


TYPE: Psychic
 ACCURACY: Special + Channel
 DAMAGE POOL: -
 ADDED EFFECT: Average your Defense and Sp. Defense with your target.



The user employs its psychic power to average its resilience with the foe. They both feel like they're equals in terms of toughness.

Guard Swap POWER **-** 

TYPE: Psychic
 ACCURACY: Special + Channel
 DAMAGE POOL: -
 ADDED EFFECT: Switch your Defense and Sp. Defense with your foe.




The Pokémon employs its psychic power to make the opponent feel like its got your frailty and make the user feel like it got the target's resilience.

Heart Swap POWER **-** 


TYPE: Psychic
 ACCURACY: Insight + Allure
 DAMAGE POOL: -
 ADDED EFFECT: Switch any Trait Increase/Decrease with the target.




The user and the target swap their feelings of power and weakness, insecurity and courage, love and hate. Boosts are also swapped.

Heal Block POWER **-** 



TYPE: Psychic
 ACCURACY: Special + Channel
 DAMAGE POOL: -
 ADDED EFFECT: No one can regain any lost HP Lasts 4 Rounds.




The user forces everyone's wounds to stay open by using its immense psychic power.

Hyperspace Hole POWER **3** 



TYPE: Psychic
 ACCURACY: Insight + Channel
 DAMAGE POOL: Special + 3
 ADDED EFFECT: Ignore Defenses, Never Miss. This Move Bypasses the effects of any Shield Move effect on the foe.


The user knows the laws of physics bind it from being in many places at once and forbid it from occupying the same space as other bodies. It just disregards their authority.

Heal Pulse POWER **-** 




TYPE: Psychic
 ACCURACY: Will + Channel
 DAMAGE POOL: -
 ADDED EFFECT: One Ally. Basic Heal. If successful, spend 1 Will point to activate.


The user emits a pulse of energy that heals the wounds of its allies.

Hypnosis POWER **-** 


TYPE: Psychic
 ACCURACY: Insight + Allure
 DAMAGE POOL: -
 ADDED EFFECT: Put the target to sleep. Dark-Type Pokémon are affected by this move.


Employ an hypnotic suggestion to make the target feel drowsy and fall into a deep slumber. Works better on a target that is not in danger.

Healing Wish POWER **-** 


TYPE: Psychic
 ACCURACY: Will + Channel
 DAMAGE POOL: -
 ADDED EFFECT: The User faints. One Ally is completely healed from all damage and status ailments.




The power of ultimate love and sacrifice. The user wishes to completely heal all injuries, diseases and ailments to save someone's life at the cost of one's own health.

Imprison POWER **-** 



TYPE: Psychic
 ACCURACY: Clever + Channel
 DAMAGE POOL: -
 ADDED EFFECT: The foe cannot use any Moves known by the User. Lasts for a day.




This move blocks specific parts of the memory the user is well aware of. Be it moves, techniques, names, places, people or situations. The target won't be able to recall those memories.

Heart Stamp POWER **2** 


TYPE: Psychic
 ACCURACY: Insight + Allure
 DAMAGE POOL: Strength +2
 ADDED EFFECT: Roll 3 Chance Dice to Flinch the foe.

This move controls the emotions of the target, making it feel loved and safe. The user may strike immediately.

Instruct POWER **-** 

TYPE: Psychic
 ACCURACY: Clever + Perform
 DAMAGE POOL: -
 ADDED EFFECT: Selected Target repeats their last move used this Round, taking the successes on the Accuracy Roll of "Instruct" as if they were for their move. Target must have previously used a successful move during the Round, otherwise "Instruct" will fail.



The Pokémon sends a psychic command to one of its allies or foes to enable them to repeat their last action.

Kinesis

POWER
-



TYPE: Psychic
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: The Foe gets 1 success reduced from all its Accuracy Rolls.



A basic psychic power to exert force on objects. You can touch, move, press and affect simple objects to create distractions

Magic Powder

POWER
-



TYPE: Psychic
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: Change the target's Type to Psychic.



The Pokémon recites an enchantment and blows a cloud of pink dust on its Target, afterward the target becomes especially good at guessing which card you got from a deck.

Light Screen

POWER
-



TYPE: Psychic
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: User and Allies will receive 1 less Damage from Special Attacks. Lasts 4 Rounds.



The user manifests its mental power on the world, creating walls and floors of light that help prevent the passing of energies.

Magic Room

POWER
-



TYPE: Psychic
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: No one can use their Held Item nor any other Item. Lasts 4 Rounds.



Inside the effects of Magic Room, technology, tools and items manually activated do not work. Automated technology will function as normal.

Lunar Dance

POWER
-



TYPE: Psychic
ACCURACY: Insight + Perform
DAMAGE POOL: -
ADDED EFFECT: The user Faints. One fallen Ally regains consciousness, has its HP fully restored and all Status Ailments healed. If the Ally was not in-battle, it is called out and ready to fight.



The moon shines at the darkest hours, reflecting the sun's lifebringer light on those who fell into the night, taking pity on their lost souls.

Meditate

POWER
-



TYPE: Psychic
ACCURACY: Will + Channel
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Strength.



The Pokémon meditates to unleash a power that's been sleeping deep inside the user.

Luster Purge

POWER
2



TYPE: Psychic
ACCURACY: Special + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 5 Chance Dice to Reduce the foe's Sp. Defense. This Effect can be repeated up to 3 times per Target.



The user engulfs itself in a blinding light and shoots a beam at its foe, this light leaves the foe powerless to resist against anyone.

Miracle Eye

POWER
-



TYPE: Psychic
ACCURACY: Insight + Alert
DAMAGE POOL: -
ADDED EFFECT: The User may hit Dark Type Pokémon with Psychic Moves. The Pokémon ignores Evasion modifiers. Opponents can't reduce the User's Accuracy.



The user's sight transcends the flesh and can look directly into the innermost mental presence of everyone around. Hidden enemies can be detected.

Magic Coat

POWER
-



TYPE: Psychic
ACCURACY: Special + Channel
DAMAGE POOL: Varies
ADDED EFFECT: Priority. Redirect the effects of a Support Move that would affect the user or its side of the battle field towards the foe's. [IE. The foe used Stealth Rock, with Magic Coat it will now affect the foe's side instead of yours].



The user quickly creates a barrier that reflects any minor attack, status condition, or dirty trick the foe might have wanted to use.

Mirror Coat


POWER
*





TYPE: Psychic
ACCURACY: Dexterity + Channel
DAMAGE POOL: Varies
ADDED EFFECT: This move only works if the foe just used a Special Attack. Roll the same Damage Pool as your foe's last attack and add 2 Extra Damage Dice.



The user canalizes the damage received by energies and bounce them back to their source.

Mist Ball POWER 2 

TYPE: Psychic
 ACCURACY: Special + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: Roll 5 Chance Dice to Reduce the foe's Special.
 This Effect can be repeated up to 3 times per Target.


The user engulfs its foe with a cloud of mist, this soothing mist keeps evil intents from surfacing into the foe's mind.

Prismatic Laser POWER 6 


TYPE: Psychic
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 6
 ADDED EFFECT: Lethal. Must Recharge.


Through a prism, the user shoots a concentrated laser beam that pierces everything that comes in contact with it. The effort leaves the user mentally exhausted.

Photon Geyser POWER 4 


TYPE: Psychic
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Strength/Special + 4
 ADDED EFFECT: This Move's Damage Pool, can be rolled with either the Strength or Special Attribute, dealing Physical or Special Damage respectively. Choose whatever is most convenient for the user.




The Pokémon attacks with a large pillar of light that comes out from where its foe is standing, either the blazing energy or the crushing strike are enough to knock someone out.

Psybeam POWER 2 


TYPE: Psychic
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: Roll 1 Chance Dice to Confuse the foe.




Attack with a beam of psychic energy that hits the mind of the target.

Power Split POWER - 


TYPE: Psychic
 ACCURACY: Special + Channel
 DAMAGE POOL: -
 ADDED EFFECT: Average the User's Strength and Special with the target.




The user employs its psychic power to average its capabilities with the foe. They both feel like they're equals in terms of strength.

Psychic POWER 3 


TYPE: Psychic
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 3
 ADDED EFFECT: Roll 1 Chance Dice to Reduce the foe's Sp. Defense.




The user's telekinetic force is enough to cause severe harm to their target. This telekinesis is not subtle.

Power Swap POWER - 


TYPE: Psychic
 ACCURACY: Special + Channel
 DAMAGE POOL: -
 ADDED EFFECT: Switch your Strength and Special with your foe.




The Pokémon employs its psychic power to make the opponent feel like it's got your weaknesses and make the user feel like it's got the target's strength.

Psychic Fangs POWER 3 


TYPE: Psychic
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: If a Barrier is in place on the foe's side (i.e. Light Screen, Reflect) destroy it.




The Pokémon bares its fangs to bite the foe, psychic energy begins piercing before the actual fangs make contact.

Power Trick POWER - 


TYPE: Psychic
 ACCURACY: Special + Channel
 DAMAGE POOL: -
 ADDED EFFECT: Switch the User's Strength with its Defense and the User's Special with its Sp. Defense.



The user's mind is tricked into thinking that strength comes from their vitality, and their vitality is their power.

Psychic Terrain POWER - 

TYPE: Psychic
 ACCURACY: Special + Channel
 DAMAGE POOL: -
 ADDED EFFECT: For the next 4 Rounds, all Psychic Attacks will deal 1 Extra Dice of Damage.
 No Pokémon on the ground can use moves with increased Priority.



The arena becomes radiated by psychic waves. Everyone begins to think slowly due to the buzz in their heads, making all tasks take more time.

Psycho Boost

POWER
6



TYPE: Psychic
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 6
ADDED EFFECT: Lethal. Reduce User's Special.



The pokémon releases an explosion of all of its concentrated psychic power in a devastating explosion, afterwards the user will be extremely tired.

Psywave

POWER
*



TYPE: Psychic
ACCURACY: Insight + Channel
DAMAGE POOL: Varies
ADDED EFFECT: Roll Damage Dice according to the User's Rank. 1 Dice at Starter Rank; 2 Dice at Beginner Rank; 3 dice at Amateur Rank; 4 Dice at Ace Rank; 5 Dice at Professional Rank. Ignores Defense.



Releases the inner power of the mind to emanate psychic waves that hurt the target.

Psycho Cut

POWER
3



TYPE: Psychic
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: High Critical.



Create blades of psychic energy to tear down foes.

Reflect

POWER
-



TYPE: Psychic
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: User and Allies will receive 1 less Damage from Physical Attacks. Lasts 4 Rounds.



The user manifests its mental power on the world, creating invisible walls and floors that prevent the passing of objects.

Psycho Shift

POWER
-



TYPE: Psychic
ACCURACY: Clever + Channel
DAMAGE POOL: -
ADDED EFFECT: Transfer the User's Status Ailments to the target. The user is now cured.



With psychic suggestion, the target feels afflicted by the same status problems as the user.

Rest

POWER
-



TYPE: Psychic
ACCURACY: Vitality + Nature
DAMAGE POOL: -
ADDED EFFECT: Complete Heal. If successful, spend 1 Will point to activate. The user must spend a whole Round Asleep. (From Round Start to End)



The user falls asleep. During this period the body benefits from a super accelerated healing process.

Psyshock

POWER
3



TYPE: Psychic
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: This Move is resisted with the Foe's Defense instead of its Sp. Defense.



Materialize a psychic wave that pushes the target with real physical force.

Role Play

POWER
-



TYPE: Psychic
ACCURACY: Clever + Perform
DAMAGE POOL: -
ADDED EFFECT: Copy the target's Ability. The abilities: Flower Gift, Illusion, Imposter, Stance Change, Wonder Guard, and others cannot be copied.



The user mimics the target and takes on the most basic features from that character.

Psystrike

POWER
4



TYPE: Psychic
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 4
ADDED EFFECT: This Move is resisted with the Foe's Defense instead of its Sp. Defense.



Through sheer psychic power, the user materializes its energy to deal a heavy strike to its foe.

Skill Swap


POWER
-




TYPE: Psychic
ACCURACY: Clever + Perform
DAMAGE POOL: -
ADDED EFFECT: Switch Abilities with the foe. The abilities: Flower Gift, Illusion, Imposter, Stance Change, Wonder Guard, and others cannot be switched.




The user swaps its identity with the target, making both feel like they are from each other's species.

Speed Swap POWER - 


TYPE: Psychic
 ACCURACY: Special + Channel
 DAMAGE POOL: -
 ADDED EFFECT: Switch your Dexterity with your Foe.




The Pokémon employs its psychic power to make the opponent perceive events as if they were happening faster or slower according to the user's own speed.

Trick POWER - 


TYPE: Psychic
 ACCURACY: Special + Allure
 DAMAGE POOL: -
 ADDED EFFECT: The foe and the user swap Held Items.




Control the target's mind to perform a simple non-hostile action, such as walking or handing an item.

Stored Power POWER 1* 


TYPE: Psychic
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 1*
 ADDED EFFECT: Add 1 Extra Dice to the Damage Pool for each Increased point on the user's Attributes. (i.e. Clefairy has 1 increased Point in Defense and 1 in Special. Stored Power will have 2 Extra Dice on the Damage Pool). Up to 7 Dice may be added this way.




This move allows the user to release its power. If the user has any boosts, the damage is increased.

Trick Room POWER - 



TYPE: Psychic
 ACCURACY: Special + Channel
 DAMAGE POOL: -
 ADDED EFFECT: Invert the order of Initiative. Lasts 4 Rounds.



This reality altering move can manipulate time, so slow creatures are fast, and fast creatures are slow.

Synchronoise POWER 5 

TYPE: Psychic
 ACCURACY: Special + Perform
 DAMAGE POOL: Special + 5
 ADDED EFFECT: Sound Based. Area Attack. Choose a Type (Fire, Poison, Steel, etc.) This move only affects those with that Type.


The user vibrates with any particular energy Type he chooses. All nearby creatures and objects of that Type are hurt.

Wonder Room POWER - 


TYPE: Psychic
 ACCURACY: Special + Channel
 DAMAGE POOL: -
 ADDED EFFECT: Defense and Sp. Defense will be calculated with Insight instead of Vitality. Lasts 4 Rounds.



Inside the Wonder Room, a strong mind makes a strong body and a resilient body makes a resilient mind. However, if the mind is weak, the body will be weak and vice versa.

Telekinesis POWER - 

TYPE: Psychic
 ACCURACY: Special + Channel
 DAMAGE POOL: -
 ADDED EFFECT: All attacks against the target have "Never Fail. The target is immune to Ground Moves. Lasts 2 Rounds.



The user can manipulate objects and creatures with his mind. Pokémon and humans become easier to hit because their movements are restrained.


Zen Headbutt POWER 3 

TYPE: Psychic
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: Roll 3 Chance Dice to Flinch the foe.




Accuracy  **1** **Flinch**  **3**

The user focuses its will on its head to strike with a headbutt.

Teleport POWER - 

TYPE: Psychic
 ACCURACY: Special + Channel
 DAMAGE POOL: -
 ADDED EFFECT: In the wild, the battle ends. In official battles, it counts as the Pokémon being recalled. Teleportation distances depend on Special and Storyteller's discretion.



Teleport the user and one more creature to a place of tranquility and high psychic resonance such as Pokemon Centers. Ceilings and walls block this move from working.

Rock

Super Effective against:

Bug Fire Flying Ice

It's Not Very Effective against:

Fight Ground Steel

Rock Types are as resilient as the mountains they live in. These Pokémon are aged veterans of the wild, showing their cracks as scars, they are respected or feared by those who roam near.

Rock Moves are slow but extremely powerful, able to crush any foe beneath a pile of rubble. Ranged physical attacks are their specialty.

If you are bold enough to confront a Rock, you may be running full speed to crash into a wall.

Accelerock POWER 2

TYPE: Rock
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Priority

Priority ↑1

The Pokémon dashes at great speed using the rocks on its body to strike its foe upon impact.

Ancient Power POWER 2

TYPE: Rock
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: Roll 1 Chance Dice to Increase the User's Strength, Dexterity, Special, Defense and Sp. Defense.

Strength ↑1 Dexterity ↑1
 Special ↑1 Defense ↑1 Sp. Def ↑1

The Pokémon calls upon an energy from ancient times that strikes the foe and may infuse the user with a primal strength.

Diamond Storm POWER 4

TYPE: Rock
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Strength + 4
 ADDED EFFECT: Ranged. Roll 5 Chance Dice to Increase the User's Defense.

All
 Defense ↑2

The Pokémon summons a storm of diamonds over the field, these diamonds also serve as barriers the user can take cover into.

Head Smash POWER 6

TYPE: Rock
 ACCURACY: Strength + Brawl
 DAMAGE POOL: Strength + 6
 ADDED EFFECT: Recoil.

Accuracy ↓2

The user charges head first to attack the foe, the strike is devastating for both.

Power Gem POWER 3

TYPE: Rock
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 3
 ADDED EFFECT: -

The user attacks with a ray of light that comes out of the gem on its body.

Rock Blast POWER 1

TYPE: Rock
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 1
 ADDED EFFECT: Ranged. Successive Actions.

Accuracy ↓1

The Pokémon shoots and throws small rock pebbles that burst into tiny pieces as they touch the foe.

Rock Polish POWER -

TYPE: Rock
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: -
 ADDED EFFECT: Increase User's Dexterity.

Dexterity ↑2


The user polishes the rough ends of its rock body for easier and faster movement.

Rock Slide POWER 3



TYPE: Rock
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: All Foes in Range. Ranged. Roll 3 Chance Dice to Flinch those affected.

All
 Accuracy ↓1 Flinch 3


The Pokémon creates a slide of falling rocks against its foes that may leave them crushed below the rubble.

Rock Throw POWER 2 


TYPE: Rock
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Ranged.

The user picks up a rock or pebble and throws it at the foe.

Smack Down POWER 2 

TYPE: Rock
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Ranged. Remove the foe's Immunity to Ground-Type Attacks.




The user hurls a projectile, usually a heavy rock that sends the foe down to the ground, leaving it unable to take off the ground afterwards.

Rock Tomb POWER 2 


TYPE: Rock
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Ranged. Reduce Foe's Dexterity.




The Pokémon covers the foe in gravel and rocks, leaving it unable to move freely.

Stealth Rock POWER - 

TYPE: Rock
 ACCURACY: Dexterity + Stealth
 DAMAGE POOL: -
 ADDED EFFECT: Entry Hazard. Foe Pokémon that enter the battlefield lose 1 HP, this effect does not stack.



The Pokémon hides sharp and pointy rocks all over the foe's side of the battlefield.

Rock Wrecker POWER 6 

TYPE: Rock
 ACCURACY: Strength + Channel
 DAMAGE POOL: Strength + 6
 ADDED EFFECT: Ranged. Must Recharge. Lethal.






The user shoots a huge boulder as if it were a cannon ball that can even go through thick walls. This, however, requires a lot of energy from the user.


Stone Edge POWER 4 

TYPE: Rock
 ACCURACY: Strength + Channel
 DAMAGE POOL: Strength + 4
 ADDED EFFECT: Ranged. High Critical. Lethal.







The user hurls sharp stones at the foe. The speed and weight of the stones deals a severe amount of damage.

Rollout POWER 1* 



TYPE: Rock
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 1
 ADDED EFFECT: Successive Actions. Add 1 Extra Dice to the Damage Roll of the last Rollout hit the user performs. If the Pokémon used Defense Curl this Round, add 1 Extra Dice to the Damage Roll of every hit.




The user curls up into a ball and starts rolling towards its foe, trampling everything in its way.

Tar Shot POWER - 



TYPE: Rock
 ACCURACY: Special + Channel
 DAMAGE POOL: -
 ADDED EFFECT: Reduce the foe's Dexterity. Until the end of the Scene Fire-Type Moves will deal Super-Effective damage against the foe.

The Pokémon gushes a blob of black tar over its foe. The unfortunate victim can barely move afterwards, keep it away from fire sources, tar is extremely flammable.

Sandstorm POWER - 

TYPE: Rock
 ACCURACY: Special + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Sandstorm Weather is activated for the next 4 Rounds.

The Pokémon casts a fierce wind that carries millions of rough sand particles.

Wide Guard POWER - 

TYPE: Rock
 ACCURACY: Vitality + Brawl
 DAMAGE POOL: -
 ADDED EFFECT: Priority. Shield Move. Reduce 3 Damage the User and Allies would receive from a Damaging Move. Reduce to zero the set damage from a Move the User and Allies would take.





The Pokémon uses its whole body to provide coverage and protection to its allies against an incoming attack.

Steel


Super Effective against:

Fairy Ice Rock



It's Not Very Effective against:

Electric Fire Steel Water

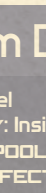
Steel Types act like machines: cold, serious and insensitive. They are not evil nor dishonest, on the contrary, they are reliable because Steel Pokémon are used to follow commands and programmed agendas. Taming them, however, could be incredibly hard. Steel Moves include brutal attacks that Increase the Pokémon's power or lower the foe's attributes. A prolonged battle will always benefit these creatures. As the fight goes on, the enemy will grow weaker while the Steel grows sharper.

Anchor Shot POWER 3 

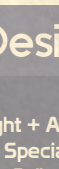


TYPE: Steel
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: Ranged. Blocks.

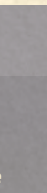
The Pokémon hurls an anchor towards its foe and entangles it with seaweed, the anchor drags the foe down so it cannot escape.

Autotomize POWER - 

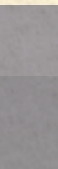
TYPE: Steel
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: -
 ADDED EFFECT: Increase the User's Dexterity. User's weight is halved for the rest of the Scene.


The Pokémon sheds pieces and starts rotating other parts of its body for easier and lighter movement.

Behemot Bash POWER 4* 


TYPE: Steel
 ACCURACY: Vitality + Brawl
 DAMAGE POOL: Strength + 4*
 ADDED EFFECT: If the Foe is under the effects of Dynamax, This Move becomes Lethal and you add 4 Extra Dice to the Damage Pool.



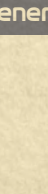
The Pokémon becomes a giant energy shield that tramples everything on its wake. If the foe is under the effects of the Dynamax phenomenon all its energy will be swept away.

Behemot Blade POWER 4* 


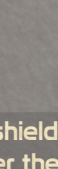

TYPE: Steel
 ACCURACY: Strength + Brawl
 DAMAGE POOL: Strength + 4*
 ADDED EFFECT: If the Foe is under the effects of Dynamax, This Move becomes Lethal and you add 4 Extra Dice to the Damage Pool.




The Pokémon becomes a giant sword with a razor-sharp blade. If the foe is under the effects of the Dynamax phenomenon all its energy will be slashed to bits.

Bullet Punch POWER 2 


TYPE: Steel
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Fist Based. Priority.


The user launches itself against the foe to strike it with an iron fist.

Doom Desire POWER 6 



TYPE: Steel
 ACCURACY: Insight + Allure
 DAMAGE POOL: Special + 6
 ADDED EFFECT: Strikes at the end of the Round after the next. Bypass Shield Moves and Cover. If the target retires or switches out from battle, the damage will be dealt to the next opponent or to one of its allies. Extra effects may be added at Storyteller's Discretion




Be careful what you wish for, this Pokémon will read your most intimate wishes and make them come true in very twisted ways.

Double Iron Bash POWER 2 


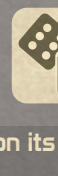

TYPE: Steel
 ACCURACY: Special + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Roll 3 Chance Dice to Flinch the Foe.

The user hardens its limbs and then rotates them at great speed to hit the foe twice in a row. The blow can leave the victim crushed in the floor.

Flash Cannon POWER 3 

TYPE: Steel
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 3
 ADDED EFFECT: Roll 1 Chance Dice to Reduce the foe's Sp. Defense.

The Pokémon absorbs the reflecting light on its body, releases a powerful beam against the foe.

Gear Grind




POWER 2

TYPE: Steel

ACCURACY: Dexterity + Brawl

DAMAGE POOL: Strength + 2

ADDED EFFECT: Double action.

The user traps the foe between its gears and crushes it with two painful grinds.

Iron Head




POWER 3

TYPE: Steel

ACCURACY: Dexterity + Brawl

DAMAGE POOL: Strength + 3

ADDED EFFECT: Roll 3 Chance Dice to Flinch the foe.

The Pokémon charges at the foe with a brutal headbutt that may leave the target knocked down on the ground.

Gear Up




POWER -

TYPE: Steel

ACCURACY: Vitality + Channel

DAMAGE POOL: -

ADDED EFFECT: Increase the Strength and Special of one Steel-Type or Electric-Type Ally.

The user engages its gears on an ally to leave the ally's body working like a well-oiled machine.

Iron Tail




POWER 4

TYPE: Steel

ACCURACY: Dexterity + Brawl

DAMAGE POOL: Strength + 4

ADDED EFFECT: Roll 3 Chance Dice to Reduce the foe's Defense.

The user hits the foe with its hardened tail. The target is left vulnerable against subsequent attacks.

Gyro Ball


POWER 1*

TYPE: Steel

ACCURACY: Dexterity + Brawl

DAMAGE POOL: Strength + 1

ADDED EFFECT: Add 1 Extra Dice to the Damage pool for every point of Dexterity the Foe has that surpasses the user's. Up to 5 dices may be added this way.



The user curls up in a ball and spins against the target at a high speed.

King's Shield




POWER -

TYPE: Steel

ACCURACY: Dexterity + Brawl

DAMAGE POOL: -

ADDED EFFECT: Priority, Shield. If the foe was using a Physical Move, Reduce the foe's Strength. Reduce 3 Dice from the foe's Damage Pool.

The Pokémon uses a ghostly shield to protect itself. If the foe managed to touch it, the user will drain some of its lifeforce.

Heavy Slam


POWER 1*

TYPE: Steel

ACCURACY: Dexterity + Brawl

DAMAGE POOL: Strength + 1

ADDED EFFECT: Add 1 Extra Dice to the Damage Pool for every 50 kgs. of weight above the target's weight, up to +4 Extra Dice.



The user slams the foe using its whole body weight. Smaller foes will be deeply affected.

Magnet Bomb



POWER 2

TYPE: Steel

ACCURACY: Dexterity + Channel

DAMAGE POOL: Strength + 2

ADDED EFFECT: Ranged. Never Fails.

The Pokémon hurls a metal bomb that is attracted to the target like a magnet. The moment it touches the foe, it will explode.

Iron Defense

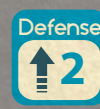

POWER -

TYPE: Steel

ACCURACY: Vitality + Channel

DAMAGE POOL: -

ADDED EFFECT: Increase the User's Defense.

The Pokémon hardens its body surface as if it was made from the strongest iron around.

Metal Burst


POWER *

TYPE: Steel

ACCURACY: Dexterity + Brawl

DAMAGE POOL: Varies

ADDED EFFECT: This Move only works if the foe just used an attack. Roll the same Damage Pool as your foe's last attack and add 2 Extra Damage Dice.



After receiving damage, the user bursts the tiny but sharp metal pieces that came loose because of the foe's attack. The greater the impact the more metal it will shoot.

Metal Claw

POWER 2

TYPE: Steel

ACCURACY: Dexterity + Brawl

DAMAGE POOL: Strength + 2

ADDED EFFECT: Roll 1 Chance Dice to Increase the user's Strength.

Accuracy ↓ 1

Strength ↑ 1

The Pokémon attacks using its sharp claws, the friction may leave them even sharper.

Smart Strike

POWER 3

TYPE: Steel

ACCURACY: Dexterity + Brawl

DAMAGE POOL: Strength + 3

ADDED EFFECT: Lethal. Never Fail.

The user stabs the foe using one of its sharp horns with astounding precision, the resulting wound will be very deep and must be treated immediately.

Metal Sound

POWER -

TYPE: Steel

ACCURACY: Tough + Perform

DAMAGE POOL: -

ADDED EFFECT: Sound Based. Reduce the foe's Special Defense.

Sp. Def ↓ 2

The user produces a horrible noise that impedes the foe from focusing on the fight, leaving it vulnerable to attacks.

Steel Beam

POWER 6

TYPE: Steel

ACCURACY: Special + Channel

DAMAGE POOL: Special + 6

ADDED EFFECT: Recoil.

A concentrated ray of light that it's capable of melting even the thickest steel plates. Unfortunately the user will also have trouble handling this power.

Meteor Mash

POWER 3

TYPE: Steel

ACCURACY: Dexterity + Brawl

DAMAGE POOL: Strength + 3

ADDED EFFECT: Fist Based. Roll 2 Chance Dice to Increase the User's Strength.

Accuracy ↓ 1

Strength ↑ 1

The user charges with a strong fist and strikes like a meteor.

Steel Wing

POWER 3

TYPE: Steel

ACCURACY: Dexterity + Brawl

DAMAGE POOL: Strength + 3

ADDED EFFECT: Roll 1 Chance Dice to Increase the User's Defense.

Accuracy ↓ 1

Defense ↑ 1

The Pokémon uses its sharp feathers as if they were razors.

Mirror Shot

POWER 2

TYPE: Steel

ACCURACY: Dexterity + Channel

DAMAGE POOL: Special + 2

ADDED EFFECT: Roll 3 Chance Dice to Confuse the foe.

Accuracy ↓ 2

Confuse 3

The user dazes the foe with a beam of light. Those who have experienced it describe it as: "Being in a mirror labyrinth"

Sunsteel Strike

POWER 4

TYPE: Steel

ACCURACY: Strength + Brawl

DAMAGE POOL: Strength + 4

ADDED EFFECT: If anything on the foe's side would prevent this move from dealing damage (Pokémon Type, Abilities, Shield Moves, Weather or Barriers) ignore it. This Move cannot be Clashed.

You suddenly stop your tracks as you see a bright and blinding light coming towards you at great speed. You did not see what hit you and then it's all darkness.

Shift Gear

POWER -

TYPE: Steel

ACCURACY: Dexterity + Channel

DAMAGE POOL: -

ADDED EFFECT: Increase the User's Strength and Dexterity.

Strength ↑ 1

Dexterity ↑ 2

The Pokémon has its gears rotate quickly. Working like a powerful machine.

Water

- Super Effective against:
- Fire
 - Ground
 - Rock
- It's Not Very Effective against:
- Dragon
 - Grass
 - Water

Water Type is common and dangerous, even more if faced in the open sea or inside the depths of the ocean. Fortunately, some species are easily domesticated and incredibly helpful for protection.

Water Moves act as the opposite of Fire. However, they both share a great potential for devastation. Water attacks can produce floods that may wipe out human and Pokémon homes. Some of these Pokémon can't live on land because they can't breathe outside a pool of water. Whatever time they get in the fight, put it to good use.

Aqua Jet	POWER 2	
TYPE: Water ACCURACY: Dexterity + Brawl DAMAGE POOL: Strength + 2 ADDED EFFECT: Priority.		
The user propels itself with a blast of water and strikes at high speed.		

Aqua Ring	POWER -	
TYPE: Water ACCURACY: Special + Nature DAMAGE POOL: - ADDED EFFECT: If successful, spend 1 Will point to activate. The user heals 1 HP at the end of each Round. Lasts 4 Rounds.		
The user coats itself in a special flowing water that lessens the pain.		

Aqua Tail	POWER 3	
TYPE: Water ACCURACY: Dexterity + Brawl DAMAGE POOL: Strength + 3 ADDED EFFECT: Roll 3 Chance Dice to Flinch the foe.		
The user swings its tail as if it were a vicious wave in a raging storm.		

Bouncy Bubble	POWER 3	
TYPE: Water ACCURACY: Dexterity + Channel DAMAGE POOL: Special + 3 ADDED EFFECT: The user restores HP equal to half the damage dealt, rounded down. If the user of this Move is at its Final Stage of Evolution, this move fails.		
The User shoots bubbles at its target, the bubbles fill up with fresh water upon contact and bounce back towards the user. Should you drink the water inside? Who cares? It's fun!		

Brine	POWER 2*	
TYPE: Water ACCURACY: Dexterity + Channel DAMAGE POOL: Special + 2 ADDED EFFECT: If the foe is at half HP, or less, add 3 Extra Dice to the Damage Pool.		
The user blast the foe with extremely dense water, if the target is tired he may be swept away easily by the pressure.		


Bubble	POWER 2	
TYPE: Water ACCURACY: Dexterity + Channel DAMAGE POOL: Special + 2 ADDED EFFECT: Target All Foes in Range. Roll 1 Chance Die to reduce the Dexterity of those affected.		
A spray of bubbles flies around the enemies, some of the bubbles stick to their bodies hindering their movement.		

Bubble Beam	POWER 3	
TYPE: Water ACCURACY: Dexterity + Channel DAMAGE POOL: Special + 3 ADDED EFFECT: Roll 1 Chance Dice to Reduce the foe's Dexterity.		
A long stream of bubbles hits the foe, the bubble foam may prevent the target from moving freely.		



Clamp	POWER 2	
TYPE: Water ACCURACY: Dexterity + Brawl DAMAGE POOL: Strength + 2 ADDED EFFECT: Block. Deal 2 dice of damage at the end of each Round. Lasts 4 Rounds.		
The user traps and crushes the opponent using its thick and sturdy shell.		

Crabhammer	POWER 3	
TYPE: Water ACCURACY: Dexterity + Brawl DAMAGE POOL: Strength + 3 ADDED EFFECT: High Critical.		
A large pincer strikes with the power of a hammer. The demolition power is incredible.		

Dive


POWER 2 

TYPE: Water
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 2
 ADDED EFFECT: Charge Move. While charging this move, the User will be out of range. Allows the pokemon to swim into Deep Waters.








The user submerges into the water and continues diving at an insane speed.

Liquidation


POWER 3 

TYPE: Water
 ACCURACY: Strength + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: Lethal. Roll 2 Chance Dice to Reduce the Foe's Defense.







The Pokémon gets close to its foe then strikes while bursting a full-force blast of pressurized water, the water may cut or dent through the foe's armor.

Fishious Rend


POWER 3* 

TYPE: Water
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3*
 ADDED EFFECT: If the foe has not had its Turn this Round, Add 2 Extra Dice to the Damage Pool.







This Pokémon uses its gills to snap at its target, even if they don't have teeth, they can have a crushing strength.

Muddy Water

POWER 3 

TYPE: Water
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 3
 ADDED EFFECT: All Foes in Range. Roll 3 Chance Dice to Reduce the Accuracy of those affected.

The user fills its mouth with dirt and spits a torrent of mud at the foes. This mud may get in the eyes of the enemies.

Hydro Cannon

POWER 6 


TYPE: Water
 ACCURACY: Special + Channel
 DAMAGE POOL: Special + 6
 ADDED EFFECT: Must Recharge.









The Pokémon blasts the foe with a water surge that could bring down a house. The user needs to rest afterwards.

Octazooka


POWER 2 

TYPE: Water
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: Roll 5 Chance Dice to Reduce the foe's Accuracy.








The user sprays ink at the target's face to obstruct its vision.

Hydro Pump


POWER 5 

TYPE: Water
 ACCURACY: Special + Channel
 DAMAGE POOL: Special + 5
 ADDED EFFECT: -







The user builds up pressure inside its body and then releases a tremendous amount of water at the target.

Origin Pulse


POWER 4 

TYPE: Water
 ACCURACY: Special + Channel
 DAMAGE POOL: Special + 4
 ADDED EFFECT: Lethal.







The Pokémon sends a giant pulse underwater that creates a chain reaction and causes water to move in large streams. It is believed that all water on the sea moves thanks to this.

Life Dew


POWER - 

TYPE: Water
 ACCURACY: Special + Nature
 DAMAGE POOL: -
 ADDED EFFECT: If successful, spend 1 Will point to activate. User and Allies in Range heal 1 HP at the end of each Round. Lasts 4 Rounds.






The User creates a fresh-water dew that makes it and its allies full of energy.

Rain Dance


POWER - 

TYPE: Water
 ACCURACY: Special + Nature
 DAMAGE POOL: -
 ADDED EFFECT: Rain Weather is activated for the next 4 Rounds.






The user performs a curious mystic dance that summons a heavy rainfall.

Razor Shell


POWER 3 

TYPE: Water
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: Roll 1 Chance Dice to Reduce the foe's Defense.


 

The Pokémon uses its sharp shell as a weapon to cut the target's fur, armor or anything protecting its body.

Spishy Splash


POWER 3 

TYPE: Water
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 3
 ADDED EFFECT: Roll 3 Chance Dice to Paralyze the foe. If the user of this Move is at its Final Stage of Evolution, this move fails.




The Pokémon rides a giant surge of electricity as if surfing. It looks incredibly rad but it is also dangerous, as electricity does not share the same properties of water for safe surfing.

Scald


POWER 3 

TYPE: Water
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 3
 ADDED EFFECT: Roll 3 Chance Dice to Burn the foe.





The user shoots a torrent of boiling water, it may leave the foe sopping with burns.

Steam Eruption


POWER 4 

TYPE: Water
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 4
 ADDED EFFECT: Lethal. Roll 3 Chance Dice to Burn those affected.


Accuracy  

In less than a second, the sound of steam boiling over a raging engine thunders through the ears of the foe before it is shot through the sky by a scalding geyser.

Snipe Shot


POWER 3 

TYPE: Water
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 3
 ADDED EFFECT: High Critical.
 Ignore effects from Moves or Abilities that would prevent this Move from targeting a foe.




The user shoots a piercing water jet with incredible precision.

Surf


POWER 3 

TYPE: Water
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 3
 ADDED EFFECT: Area Attack.




A giant wave of water sweeps the area while the user swims on top of it.

Soak


POWER - 

TYPE: Water
 ACCURACY: Special + Channel
 DAMAGE POOL: -
 ADDED EFFECT: Change the target's Type to Water.




The user shoots a stream of water and moisture that clings to the foe's body as an overcoat.

Water Gun


POWER 2 

TYPE: Water
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: -





The user learns to shoot water with enough force to hurt the foe.

Sparkling Aria


POWER 3 

TYPE: Water
 ACCURACY: Special + Perform
 DAMAGE POOL: Special + 3
 ADDED EFFECT: Area Attack. If an affected Pokémon had any of the Burn Status Conditions, heal it instead of dealing damage.



 

The Pokémon sings a beautiful melody, the song comes out as a sparkling fountain, bursting upon impact and quenching any fire on its path.


Water Pledge

POWER 2 


TYPE: Water
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: Create a rainbow that adds 2 Dice to all Chance Dice rolls. This effect lasts 4 rounds.


The Pokémon chants to invoke the power of Water. Moisture in the air bends the light to create an inspiring rainbow. Everyone in the field is sure to give its best.

Water Pulse POWER 2 


TYPE: Water
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: Roll 3 Chance Dice to Confuse the Foe.




The Pokémon attacks with a pulsing blast of water, this leaves the foe feeling dizzy.


Whirlpool POWER 2 

TYPE: Water
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 2
 ADDED EFFECT: Block. Deal 2 dice of damage at the end of each Round. Lasts 4 Rounds.


Accuracy ↓ 2 




Trap the foe inside a violent swirling whirlpool that make the foe unable to escape the battle.

Water Shuriken POWER 1 


TYPE: Water
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 1
 ADDED EFFECT: Ranged. Priority. Successive Actions.

Priority ↑ 1 

The Pokémon quickly throws sharp jets of water in the shape of a shuriken.

Withdraw POWER - 

TYPE: Water
 ACCURACY: Vitality + Brawl
 DAMAGE POOL: -
 ADDED EFFECT: Increase User's Defense.



Defense ↑ 1

The user hides inside its hard shell to protect itself from incoming attacks.

Water Sport POWER - 

TYPE: Water
 ACCURACY: Special + Channel
 DAMAGE POOL: -
 ADDED EFFECT: For the next 4 Rounds Fire Type attacks won't add their Power to the Damage Pool.




The user soaks the battlefield with moisture, making it harder for fire attacks to ignite.

Typeless Maneuvers


Not every attack is a Move. Sometimes you will fight with simple **Typeless Maneuvers**. Since they don't use energy, **Typeless Maneuvers can't be used to clash**, but other than that they share the same rules as Moves when used in-battle:

- Maneuvers can only be used on the user's Turn.
- Can only be used once per Round.


Battle Maneuvers can be used for attacking or defending, and they also have a lot of use outside of battle. Since **anyone can perform them, Humans and Pokémon**, they can enrich your strategy. Feel free to create your own.

Water Spout POWER 6* 


TYPE: Water
 ACCURACY: Dexterity + Channel
 DAMAGE POOL: Special + 6
 ADDED EFFECT: All Foes in Range. Remove 1 Dice of Damage for every missing HP of the User. Up to 5 Dice may be reduced this way.


All 

The Pokémon builds up an amazing pressure and releases a huge columnar vortex of water that could even reach the clouds.


Struggle POWER 0 


TYPE: None
 ACCURACY: Dexterity + Brawl/Channel
 DAMAGE POOL: Strength/Special + 0




Waterfall POWER 3 

TYPE: Water
 ACCURACY: Dexterity + Brawl
 DAMAGE POOL: Strength + 3
 ADDED EFFECT: Roll 3 Chance Dice to Flinch the foe.





Flinch 


The Pokémon may swim with such strength that it may even swim upwards in a waterfall.

Grapple POWER - 


TYPE: None
 ACCURACY: Strength + Brawl
 DAMAGE POOL: None
 ADDITIONAL INFO: The foe is Blocked. Foe can resist this Maneuver by rolling their Strength or Dexterity score and scoring the same or more successes than the user.







Help Another POWER - 


TYPE: None
 ACCURACY: Varies
 DAMAGE POOL: None
 ADDITIONAL INFO: Roll your Accuracy as if it was Chance Dice. If Successful, add one die to the Action of an Ally. Up to 6 dice may be added this way.

1 


Cover an Ally POWER - 


TYPE: None
 ACCURACY: None
 DAMAGE POOL: None
 ADDITIONAL INFO: The user will provide cover to the target from Ranged attacks and is more likely to be hit by close-range attacks. The level of Cover the user provides will depend of its size.

1 


Stabilize an Ally POWER - 

TYPE: None
 ACCURACY: Clever + Medicine
 DAMAGE POOL: None
 ADDITIONAL INFO: The User applies CPR and/or first aid to an unconscious Ally. Target won't receive Lethal Damage each hour anymore. Each Lethal Damage on the Ally reduces 1 Success to the Accuracy Pool of this Maneuver.

1 

Run Away POWER - 

TYPE: None
 ACCURACY: Dexterity + Athletic
 DAMAGE POOL: None
 ADDITIONAL INFO: The User runs away from the battlefield. This effect ends the battle. Foes might try to prevent this by rolling: Dexterity + Athletic and scoring the same or more successes. If the user is Blocked this Maneuver fails.





Max Moves

Dynamax and G-Max Pokémon

So you think you are ready for the **BIG** leagues?



When a Pokémon is under the Effects of the Dynamax Phenomenon it grows not just on size but on power as well and Max Moves will add an extra layer of complexity to your strategy!

 **Rules for Max Moves** 

- Max Moves can only be used while a Pokémon is under the Effects of Dynamax or Gigantamax.
- A Pokémon may only use Max Moves taking as Base a Damaging Move of the same Type already on its Move pool.

- Max Moves are Physical or Special depending on what the Base Move is.
- Max Moves add 2 points to the Power of the Base Move.
- Added Effects of the Base Move are replaced by those on the Max Move.
- Max Moves can only be used once per round.
- Max Moves cannot be used to Clash.

If that wasn't enough, there's still a gigantic surprise! Certain Pokémon are able to have something called: The Gigantamax Factor, which allows them to grow even further and change their appearance quite drastically. When a Pokémon releases the full power of its Gigantamax form, a Max Move become G-Max Move that can be fully customized to better suit your Pokémon's strategy and capabilities.

 **Rules for G-Max Moves** 

- G-Max Moves can only be used while a Pokémon is on its Gigantamax Form.
- All other Rules for Max Moves apply for G-Max Moves.
- Only one G-Max Move may be used per Pokémon.
- To upgrade and customize from Max to G-Max Move, choose from the suggestions of G-Max Effects on the entry according to your Rank:

Beginner	1 Extra Effect
Amateur	2 Extra Effects
Ace	4 Extra Effects
Pro	4 Extra Effects (customizable)
Master	6 Extra Effects (customizable)

Keep, add or replace the effects on the Max Move for those suggested for G-Max on the entry.
 Once you reach Pro Rank, you can choose your own added effects at Storyteller's discretion.
 You may even add the full effects of other Moves, look on the Effect Icons list for inspiration.
 Feel free to give your own name to the G-Max Move of your Pokémon.

Max Flutterby POWER +2 

TYPE: Bug
 ACCURACY: Same as Base Move + 2
 DAMAGE POOL: Strength/Special + Move's Power + 2
 ADDED EFFECT: Reduce the Special of those Affected.

 **Special** 

G-MAX EFFECTS

They say that the flutter of a butterfly can cause a hurricane in another part of the world. With this Max Move it can cause it right where it stands.

Max Darkness

POWER +2

TYPE: Dark
 ACCURACY: Same as Base Move + 2
 DAMAGE POOL: Strength/Special + Move's Power + 2
 ADDED EFFECT: Reduce the Special of those Affected.

Sp. Def ↓ 1

G-MAX EFFECTS

All, Sleep 3, Flinch 3, +2, Dark Move

With its gigantic size, the Pokémon blocks all sunlight around as if night suddenly fell upon the arena. Even after light returns you feel part of you was left in the abyss.

Max Knuckle

POWER +2

TYPE: Fight
 ACCURACY: Same as Base Move + 2
 DAMAGE POOL: Strength/Special + Move's Power + 2
 ADDED EFFECT: Increase the Strength of User and Allies in Range

Strength ↑ 1, All

G-MAX EFFECTS

All, Damage +2, Attribute ↓ X, Flinch 3, Fighting Move

Either through sheer muscle power or through focusing its inner chi, this giant Pokémon can pack a punch that will leave its poor victim splat into the ground.

Max Wyrwind

POWER +2

TYPE: Dragon
 ACCURACY: Same as Base Move + 2
 DAMAGE POOL: Strength/Special + Move's Power + 2
 ADDED EFFECT: Reduce the Strength of those Affected.

Strength ↓ 1

G-MAX EFFECTS

All, Flinch 3, Attribute ↑ 1, Will ↓ 1, Dragon Move

With a deafening roar and an explosive blast of pure rage this giant pokémon is hungry for destruction. No rest, no mercy, no matter what.

Max Flare

POWER +2

TYPE: Fire
 ACCURACY: Same as Base Move + 2
 DAMAGE POOL: Strength/Special + Move's Power + 2
 ADDED EFFECT: Activate the Effects of Sunny Weather. Lasts 4 Rounds.

All, Ignore Ability, Burn 3, Fire Move

G-MAX EFFECTS

All, Ignor Ability, Burn 3, Fire Move

Even at night, the fiery flames coming out of this Pokémon light up the sky. This Max Move is an onslaught of heat that is definitely not good for the environment.

Max Lightning

POWER +2

TYPE: Electric
 ACCURACY: Same as Base Move + 2
 DAMAGE POOL: Strength/Special + Move's Power + 2
 ADDED EFFECT: Activate the Effects of Electric Terrain. Lasts 4 Rounds.

Electric Terrain

G-MAX EFFECTS

All, Paralysis ✓, Status Condition ✓, Damage +1, Electric Move

An extremely dangerous lightning storm flashes through the arena, a single use of this Max Move could energize a city for weeks if not months at a time.

Max Airstream

POWER +2

TYPE: Flying
 ACCURACY: Same as Base Move + 2
 DAMAGE POOL: Strength/Special + Move's Power + 2
 ADDED EFFECT: Increase the User and Allies Dexterity.

Dexterity ↑ 1, All

G-MAX EFFECTS

All, Attribute ↓ X, Cure Status ✓, Flying Move

Wind has two extremes, you are either with it or against it. It will be benevolent with its allies and ruthless with its enemies, blowing away any resistance.

Max Starfall

POWER +2

TYPE: Fairy
 ACCURACY: Same as Base Move + 2
 DAMAGE POOL: Strength/Special + Move's Power + 2
 ADDED EFFECT: Activate the Effects of Misty Terrain. Lasts 4 Rounds.

Misty Terrain

G-MAX EFFECTS

All, All, Heal 2, Confuse ✓, Love ✓, Fairy Move

A shooting star in the night sky will make a wish come true. A thousand shooting stars in the battlefield must be a lot more efficient, right?

Max Phantasm

POWER +2

TYPE: Ghost
 ACCURACY: Same as Base Move + 2
 DAMAGE POOL: Strength/Special + Move's Power + 2
 ADDED EFFECT: Reduce the Defense of those Affected.

Defense ↓ 1

G-MAX EFFECTS

All, Flinch 3, Will ↓ 1, Ghost Move

The energy that creates nightmares floods the arena like a shadow, by the time this Max Move is casted is already too late, be prepared to suffer night terrors for weeks... if you survive.

Max Overgrowth

POWER +2

TYPE: Grass
 ACCURACY: Same as Base Move + 2
 DAMAGE POOL:
 Strength/Special + Move's Power + 2
 ADDED EFFECT: Activate the Effects of Grassy Terrain. Lasts 4 Rounds.

Grassy Terrain

G-MAX EFFECTS

All, Dexterity ↓ 1, Ignore Ability, Cure Status, Evasion ↓ 1, Grass Move

Nature becomes an entity of its own under this enormous Pokémon command, there is no stopping this burst of life coming violently from the ground.

Max Ooze

POWER +2

TYPE: Poison
 ACCURACY: Same as Base Move + 2
 DAMAGE POOL:
 Strength/Special + Move's Power + 2
 ADDED EFFECT: Increase the Special of User and Allies in Range.

Special ↑ 1, All

G-MAX EFFECTS

All, Poison+, Burn 1, Attribute ↓ 1, Poison Move

A virulent and corrosive ooze floods the arena, the stench is so pungent it makes everyone sick. Whole towns have had to be evacuated for cleaning tasks after this Max Move was used.

Max Quake

POWER +2

TYPE: Ground
 ACCURACY: Same as Base Move + 2
 DAMAGE POOL:
 Strength/Special + Move's Power + 2
 ADDED EFFECT: Increase the Sp. Defense of the User and Allies.

Sp. Def ↑ 1, All

G-MAX EFFECTS

All, Damage + 2, Ignore Ability, Ground Move

A terrible quake shakes the earth to its very core, there are reports of nearby cities reporting aftershocks after this Max Move is used in the arena.

Max Mindstorm

POWER +2

TYPE: Psychic
 ACCURACY: Same as Base Move + 2
 DAMAGE POOL:
 Strength/Special + Move's Power + 2
 ADDED EFFECT: Activate the Effects of Psychic Terrain. Lasts 4 Rounds.

Psychic Terrain

G-MAX EFFECTS

All, Ignore Ability, Sleep 3, Confuse, Psychic Move

This Max Move targets the only place the foe cannot escape, through a psychic assault it can melt the mind of its enemies, leaving them in a catatonic state for weeks.

Max Hailstorm

POWER +2

TYPE: Ice
 ACCURACY: Same as Base Move + 2
 DAMAGE POOL:
 Strength/Special + Move's Power + 2
 ADDED EFFECT: Activate the Effects of Hail Weather. Lasts 4 Rounds.

Ice

G-MAX EFFECTS

All, Ignite, Frozen 3, Damage + 2, Ignore Ability, Ice Move

A harsh blizzard is unleashed and the temperature drops below zero in the whole city. Revenge is a dish best served with this Max Move.

Max Rockfall

POWER +2

TYPE: Rock
 ACCURACY: Same as Base Move + 2
 DAMAGE POOL:
 Strength/Special + Move's Power + 2
 ADDED EFFECT: Activate the Effects of Sandstorm Weather. Lasts 4 Rounds.

Sandstorm

G-MAX EFFECTS

All, Ignite, Flinch 3, Damage + 2, Attribute ↓ 1, Rock Move

A tsunami of rubble falls towards the target. With no escape in sight, it is trapped between a rock and a hard place and more rocks. Oh! so many more rocks.

Max Strike

POWER +2

TYPE: Normal
 ACCURACY: Same as Base Move + 2
 DAMAGE POOL:
 Strength/Special + Move's Power + 2
 ADDED EFFECT: Reduce the Dexterity of those Affected.

Dexterity ↓ 1

G-MAX EFFECTS

All, Ignite, Paralysis 3, Attribute ↑ 1, Damage + 2, Normal Move

Normal types are often disregarded as weak, unimpressive, plain, and over all second-rate. Normal types have had enough of everyone's Tauros' waste.

Max Steelspike

POWER +2

TYPE: Steel
 ACCURACY: Same as Base Move + 2
 DAMAGE POOL:
 Strength/Special + Move's Power + 2
 ADDED EFFECT: Increase the Defense of the User and Allies

Defense ↑ 1, All

G-MAX EFFECTS

All, Attribute ↓ X, Flinch 3, Damage - 2, Damage + 2, Steel Move

The Pokémon calls upon large sharp pikes of steel that pierce everything on their way. Although incredibly destructive, the steel plates left in the field provide a sturdy cover.

Max Geyser

TYPE: Water

ACCURACY: Same as Base Move + 2

DAMAGE POOL:
Strength/Special + Move's Power + 2

ADDED EFFECT: Activate the Effects of Rain Weather. Lasts 4 Rounds.

POWER
+2

G-MAX EFFECTS

Boiling water spouts from a geyser right below the target, the water is shot so high up it comes down as rain for the next few days.

All Max Moves and G-Max Moves can be customized to best suit your Pokémon needs. You can even get effects from Moves of different types into the mix to obtain unique combos. Think big, the only limit is your imagination!

Z-Moves

Ancient People from the Alola Region had traditional rituals and dances to boost their fighting spirits and commune with their Pokémon. The *Kahuna chiefs* and their Pokémon wore special jewels with crystals that shone with energy ready to be unleashed to defend their people. These Jewels are now known as **Z-Crystals**, if you and your Pokémon hold them and perform the ritual dances, you'll be able to use what is known as a **Z-Move** to give a taste of the power of friendship to those who oppose you.

Rules for Z-Moves

- To use a Z-Move both Trainer and Pokémon must be holding a Z-Crystal and perform the ritual dance.
- Z-Moves can only be used once per day. Using them more will cost 5 Will points for the Trainer and the Pokémon.
- A Pokémon may only use a Z-Move taking as Base a Move of the same Type already on its Move pool.
- Z-Moves are Physical, Special or Support depending on what the Base Move is.

- Damaging Z-Moves add points to the Power of the Base Move equal to the total score of Happiness and Loyalty on the Pokémon.
- Added Effects of the Base Move are replaced by those on the Z-Move.
- Added Effects and Targets of Z-Moves are fully customizable at Storyteller's Discretion.
- Z-Moves cannot be used to Clash.

Customizing Z-Moves

To customize a Z-Move choose from the suggestions for Effects in the entry or choose one of your own. How many you may have is determined by your Rank:

Beginner	1 Effect
Amateur	2 Effects
Ace	3 Effects
Pro	4 Effects
Master	5 Effects
Champion	6 Effects

Z-Moves can only have a single Target, either the Foe or the User or one Ally. This does not cost an Effect.

Z-Moves can Increase or Reduce Attributes, each Point Reduced or Increased will count as one Effect.

We recommend certain Status Conditions Effects to be considered to be dealt with Chance Dice instead of directly inflicted, unless there is a good narrative justification at Storyteller's Discretion.

A Z-Move can be as unique and as powerful as you want it to be as it is the reflection of the bond you have with your Pokémon, feel free to change the name of your Z-Move.

Z-Moves cannot deal Lethal Damage, as the power of friendship is not destructive. The moment a Pokémon Faints from receiving a Z-Move it won't receive damage further.

Only one Z-Crystal on your Pokémon will resonate with yours, so only one Pokémon on your party may hold one. If you want to change it you must do so outside of battle.

Savage Spin-Out

POWER
HAPPINESS + LOYALTY

TYPE: Bug

ACCURACY: Same as Base Move.

DAMAGE POOL:
Strength/Special + Base Move + Happiness + Loyalty

Black Hole Eclipse

POWER
HAPPINESS + LOYALTY



TYPE: Dark
ACCURACY: Same as Base Move.
DAMAGE POOL:

Strength/Special + Base Move + Happiness + Loyalty



Devastating Drake

POWER
HAPPINESS + LOYALTY



TYPE: Dragon
ACCURACY: Same as Base Move.
DAMAGE POOL:

Strength/Special + Base Move + Happiness + Loyalty



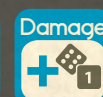
Gigavolt Havoc

POWER
HAPPINESS + LOYALTY



TYPE: Electric
ACCURACY: Same as Base Move.
DAMAGE POOL:

Strength/Special + Base Move + Happiness + Loyalty



Twinkle Tackle

POWER
HAPPINESS + LOYALTY



TYPE: Fairy
ACCURACY: Same as Base Move.
DAMAGE POOL:

Strength/Special + Base Move + Happiness + Loyalty



All-Out Pummeling

POWER
HAPPINESS + LOYALTY



TYPE: Fight
ACCURACY: Same as Base Move.
DAMAGE POOL:

Strength/Special + Base Move + Happiness + Loyalty



Inferno Overdrive

POWER
HAPPINESS + LOYALTY



TYPE: Fire
ACCURACY: Same as Base Move.
DAMAGE POOL:

Strength/Special + Base Move + Happiness + Loyalty



Supersonic Skystrike

POWER
HAPPINESS + LOYALTY



TYPE: Flying
ACCURACY: Same as Base Move.
DAMAGE POOL:

Strength/Special + Base Move + Happiness + Loyalty



Never-Ending Nightmare

POWER
HAPPINESS + LOYALTY



TYPE: Ghost
ACCURACY: Same as Base Move.
DAMAGE POOL:

Strength/Special + Base Move + Happiness + Loyalty



Bloom Doom

POWER
HAPPINESS + LOYALTY



TYPE: Grass
ACCURACY: Same as Base Move.
DAMAGE POOL:

Strength/Special + Base Move + Happiness + Loyalty



Tectonic Rage

POWER
HAPPINESS + LOYALTY

TYPE: Ground
ACCURACY: Same as Base Move.
DAMAGE POOL:
Strenght/Special + Base Move + Happiness + Loyalty

Attribute ↓ 1
Attribute ↑ 1
Damage + 1

Subzero Slammer

POWER
HAPPINESS + LOYALTY

TYPE: Ice
ACCURACY: Same as Base Move.
DAMAGE POOL:
Strenght/Special + Base Move + Happiness + Loyalty

Frozen 3
Attribute ↑ 1
Damage + 1

Breakneck Blitz

POWER
HAPPINESS + LOYALTY

TYPE: Normal
ACCURACY: Same as Base Move.
DAMAGE POOL:
Strenght/Special + Base Move + Happiness + Loyalty

Attribute ↑ 1
Damage + 1

Acid Downpour

POWER
HAPPINESS + LOYALTY

TYPE: Poison
ACCURACY: Same as Base Move.
DAMAGE POOL:
Strenght/Special + Base Move + Happiness + Loyalty

Poison 3
Attribute ↑ 1
Damage + 1

Shattered Psyche

POWER
HAPPINESS + LOYALTY

TYPE: Psychic
ACCURACY: Same as Base Move.
DAMAGE POOL:
Strenght/Special + Base Move + Happiness + Loyalty

Psychic Terrain
Attribute ↑ 1
Damage + 1

Continental Crush

POWER
HAPPINESS + LOYALTY

TYPE: Rock
ACCURACY: Same as Base Move.
DAMAGE POOL:
Strenght/Special + Base Move + Happiness + Loyalty

Remove Terrain
Attribute ↑ 1
Damage + 1

Corkscrew Crash

POWER
HAPPINESS + LOYALTY

TYPE: Steel
ACCURACY: Same as Base Move.
DAMAGE POOL:
Strenght/Special + Base Move + Happiness + Loyalty

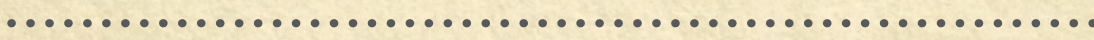
Ignore Ability
Attribute ↑ 1
Damage + 1

Hydro Vortex

POWER
HAPPINESS + LOYALTY

TYPE: Water
ACCURACY: Same as Base Move.
DAMAGE POOL:
Strenght/Special + Base Move + Happiness + Loyalty

Attribute ↑ 1
Damage + 1



Technical Machines (Optional)

If you're lucky you can find/buy discs containing guides to teach any Move to a Pokémon called Technical Machines or TM's for short. Whoever wrote these guides is an incredible Pokémon expert that will give you great tips to get almost any move you want on your Pokémon, it's not for cheap, though, TM's prices range from \$1000 to \$5000.

Which Move is contained inside the disc and which Pokémon may learn from it is up to the Storyteller. Teaching a Move by TM must be done on a Training Session.



Pokémon can learn a variety of TM's, some of the Moves in them will be a different Type than the Pokémon being taught.



■ Fling/Natural Gift

This Move's Type and Power can vary wildly.

Power
 Foul Berries aren't very strong, but delicious Berries are quite powerful.
 Power ranges from 0 to 3.

Flavor - Type

Spicy	-	Fire
Juicy	-	Water
Fresh	-	Grass
Sour	-	Electric
Oily	-	Fighting
Frozen	-	Ice
Rotten	-	Poison
Dry	-	Ground
Effervescent	-	Flying
Numbing	-	Psychic
Half eaten	-	Bug
Tough	-	Rock
Withered	-	Ghost
Uneatable	-	Dragon
Bitter	-	Dark
Salty	-	Steel
Sugary	-	Fairy

■ Secret Power/Nature Power

The Pokémon absorbs and redirects the properties of its environment onto the target. In the case of Nature Power, the move also changes type accordingly at storyteller's discretion.

- Close to a Building:**
Redirect the electric current to inflict Paralysis.
- Close to a Cave:**
Redirect the rubble to hit and Flinch the foe.
- Close to a Desert or Road:**
Redirect the dust on the terrain to Reduce 1 success from the Accuracy rolls of the target.
- Close to Grass:**
Redirect the bug and grass powder left in the terrain to inflict Sleep.
- Close to Snow:**
Redirect the cold wind to Freeze the Foe.
- Close to Water:**
Redirect a pool of water to engulf the foe, reducing 1 point to their Strength as it tries to fight underwater.

Relationship between Attributes and Moves

As you probably noticed, the effectiveness of some Moves is greatly influenced by your Attributes. Some of them allow you to run faster, such as Quick Attack or Extreme Speed, while others require you to lift certain weight, such as Sky Drop or Rock Throw. But just how fast or how strong is your Pokémon?

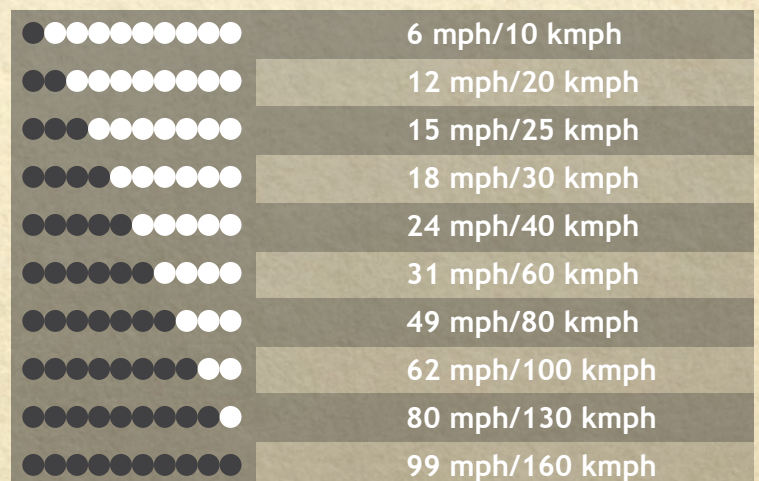
The following charts describe the maximum Lifting Capacity and maximum Speed for humans and most Pokémon. Please note that some species may lift more or less weight, or move faster or slower. As always the Storyteller has the final word on this topic.

■ Strength Chart (Lifting Capacity)



Each point in the Athletic Skill adds 8 lb / 4 kg to the Lifting Capacity.
 Lifting Capacity is affected by Pain Penalizations.

■ Dexterity Chart (Maximum Speed)



Each point in the Athletic Skill adds 1.4 mi / 2km per hour to the Maximum Speed.

Pain Penalizations reduce your Speed: At Half HP you can only walk; At 1 HP remaining, you can only crawl.

Lifting someone or something halves your Speed, unless you can lift twice the weight of what you're carrying.

Some Moves are labeled as “Switcher Moves” this allows the next Pokémon you send to switch in “Ready to Fight”.

If my Pokémon fainted, will my next Pokémon be “Ready to Fight”?

Yes. When your Pokémon faints your turn is over. You may send your next Pokémon at the Beginning of the next Round and it will be Ready to Fight.

If my Pokémon moves away during its turn, is it still in range of the foe?

Yes. Fight's are not static, people and Pokémon don't stay rooted the whole scene exchanging blows until someone falls unconscious. Pokémon Battles are dynamic, everyone is constantly moving even if they're not explicitly saying so.

I ordered my Pokémon to attack but the foe used a priority Move to attack me first, can I change the order into an Evasion?

Yes. As long as your Pokémon wasn't able to resolve its original action, you may order it to evade or even use another Priority Move.

Is it possible to extend the duration of effects such as Rain Dance or Lucky Chant?

Yes, at Storyteller's discretion.

Can I stack Attribute Increases on my Pokémon?

Moves that increase the same Attribute won't stack, but take the higher increase into account instead. They don't stack with Items either, only with Abilities.

Can I increase the Damage on Z-Moves, Max Moves and G-Max Moves?

If you are of the appropriate Rank, you may. Take into account that each Damage Dice you increase will cost you an Effect.

Can my Pokémon have Z-Moves, Max Moves and G-Max Moves at the same time?

It is certainly possible, but it will be up to your Storyteller.

If I'm using Multiple Actions, how many successes do I need to Evade or Clash an attack?

You just need to score as many successes as your foe, it doesn't matter if it's your first, second or fifth action. However, your next action WILL require an additional success, as Evading and Clashing do count as an Action.

Is it possible to Evade more than once per Round?

Only by using Double Team, Minimize or similar Moves.

Can I use the Move Dig to escape from a building or a cave?

Definetly. However, it may take some time depending on the terrain. Use common sense.

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Frequently Asked Questions

Can I Target an Ally with a Move that Targets a Foe?

Yes, you can. Very rarely you'll find a use to it, but sometimes it's worth the effort, such as with Swagger or an Electric Move on a Pokémon with *Volt Absorb*.

Can my Pokémon Target itself with a Move that Targets an Ally or a Foe?

No, you can't. Most Moves that target an Ally or a Foe are just impossible to be employed on the User, such as After You or Helping Hand, you need another target to benefit from this power. Now, if you're talking about hitting your own Pokémon with its own attack, don't expect your Pokemon to comply.

What's the meaning of “Out of Range”?

Some moves like Fly or Dig take the Pokémon out of range of the fight. When a Pokémon is out of range, it is unaffected by attacks and Moves of any kind. As always, there may be exceptions depending on the situation.

If my Pokémon moves away during its turn, is it still in range of the foe?

Yes. Fight's are not static, people and Pokémon don't stay rooted the whole scene exchanging blows until someone falls unconscious. Pokémon Battles are dynamic, everyone is constantly moving even if they're not explicitly saying so. If you decide to run away, the Battle may end.

My Pokémon is able to float/fly is it still affected by Ground-Type Moves?

If your Pokémon is not Flying-Type or has the ability Levitate, or any other stated immunity to Ground, it will be affected.

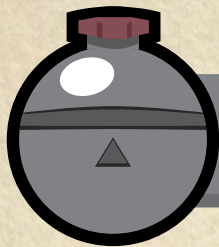
What's the meaning of “Ready to Fight”?

When a Pokémon switches in it cannot act until it stays Beginning of the next Round. At that time, the Pokémon is finally “Ready to Fight” and it can act normally.

Can Protect/Detect/Wide Guard and the like stack with each other?

No.

.....



Pokémon Abilities

Along with their amazing powers, Pokémon are born with special Abilities that define their species. These Abilities may affect their personality and skill sets, and give them advantages in-and-out of battle.

Always consider the Ability of your Pokémon to aid you in any situation.

Sometimes Pokémon have more than one ability to choose from, outside of battle they can be used at will.

At the beginning of a battle, you must inform your storyteller which Ability your Pokémon will use. It cannot be changed once the battle has started.

Wild Pokémon will always use the Ability that benefits them most in-battle, and the one that's most useful for their survival out of it.

Effects on Abilities do stack with effects on Moves, such as increasing or reducing attributes, but they rarely stack with each other, meaning that if two Pokémon have the same Ability only one will have effect.

A Pokémon can make use of an Ability that is not listed on their Pokédex entry at storyteller's discretion. Remember to check on important notes at the end of this section.

Adaptability

The Pokémon will easily adapt to its surroundings, it will travel with ease no matter the terrain.

Whenever this Pokémon uses a Damaging Move that matches its Type, Add 1 Dice to the Damage pool of that attack.



When using an Attack of the same Type.

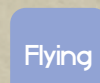
Aerilate

The Pokémon never touches the ground, a neverending wind current can be felt swirling around it.

Normal-Type Attacks that the Pokémon uses will deal damage as if they were Flying-Type, affecting STAB, weakness and resistance. Add 1 Dice of damage to Flying moves.



Become



Aftermath

When hurt or upset, the Pokémon will prepare to burst. If hit hard enough, it will explode on contact.

If this Pokémon faints due to a Non-Ranged Physical Attack, the user of that attack is dealt 2 Damage.



When this Pokémon Faints due to:



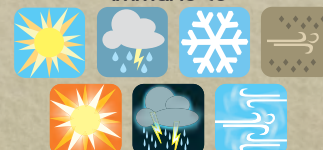
Air Lock

The Pokémon surrounds itself in a vacuum. Every particle of rain, sand, and hail stands floating still around it, and even heat is filtered out of the place.

Negate all the effects of a Weather Condition in the field. If there are no weather conditions in the field, they cannot be activated by Moves or Abilities. If one is already active, it does not disappear but provides no effects.



Immune to:



Analytic

The Pokémon will never charge recklessly, it will take a moment to think about the best decision to make in any situation.

If this Pokémon has a lower initiative than its target, Add 1 Dice to all of its Damage Pools.

When this Pokémon has lower initiative than its foe:



Anger Point

The Pokémon will easily get aggressive. Little to no provocation is needed for it to start throwing a tantrum and ripping everything to shreds.

If a foe lands a Critical Hit on this Pokémon, increase 3 Points to its Strength Attribute.



After receiving a Critical Hit.

Anticipation

The Pokémon is always alert for threats and rarely sits to relax. If it perceives a potential danger it will get anxious and start shuddering.

If a foe knows a move that would deal Lethal or Super Effective damage against this Pokémon, it will alert its Trainer.



Alerts of:

Super & Effective Moves

Arena Trap

The ground around this Pokémon becomes really soft and hard to walk in. When in danger, it will sink the ground around itself creating a shifting sand pit.

Foe Pokémon on the ground become Blocked, they cannot escape or be switched out for as long as this Pokémon is in the field.



Aroma Veil

This Pokémon lets off a nice smell that helps you to stay relaxed even under stressful situations.

User and Allies in range are immune to the effects of the moves: Taunt, Torment, Attract, Disable, Encore, and Heal Block.



Immunity to:

- Taunt
- Torment
- Encore
- Disable
- Heal Block
- Attract

Aura Break

Anyone emitting a particularly evil aura will be purified, anyone with an aura of purity will be corrupted by evil by coming close to this Pokémon.

Invert the effects that the Abilities Dark Aura and Fairy Aura have on their users. If said Abilities would increase a Dice Pool for their user, reduce it instead.

Invert the effects of:

Fairy Aura & Dark Aura

Bad Dreams

This Pokémon can transfer its evil intent through the world of dreams, wreaking havoc and bringing fear into the minds of those deep in slumber.

At the end of the Round, deal 1 Damage to anyone in the battlefield that has the Sleep Status Condition.



to those with:



Ball Fetch

The Pokémon is a bit obsessed with playing “fetch the ball” it can play for hours and hours and never get bored of it.

Whenever you throw a pokéball to a wild Pokémon, if the roll for catching it is unsuccessful, the pokéball will not break, this Pokémon will bring it back to you at the end of the scene instead.



Brings back Pokéballs.

Battery

This Pokémon's presence creates an electric field that charges up electronics and even makes others feel energized.

Increase 1 point to the Special of all Ally Pokémon in Range.
Ally Pokémon get 1 Bonus Dice to all their Special Move's Damage Pool.



Battle Armor

The Skin of the Pokémon is covered by plates of a very resistant material, like rock, steel or an exoskeleton.

If a Foe lands a Critical Hit on this Pokémon, it will not get any Bonus Dice for it.



For Critical Hit

Battle Bond

The Pokémon forges a strong bond with those who face the fiercest battles. After a victory, a surge of power surfaces thanks to their friendship.

AFTER a foe is defeated by this Pokémon, if it has a Loyalty score of 5, change its Form into "Battle-Bond Form" (BBF) until the end of the scene or until it or its Trainer faints. Only one Pokémon per party may have this Ability. Pokémon with this Ability can't hold a Mega-Stone.

- User changes into Battle-Bond Form
- BBF increases by 2 the Limits of Strength and Special of the Pokémon.
- Redistribute Rank points on BBF as you see fit.
- Increase by 1 the Power of a Move of your choice.
- Restore its full HP & Will, and heal any Status Ailment upon changing forms.
- When in BBF, all combat damage inflicted on the Pokémon will also be dealt to its Trainer.

Beast Boost

A wicked satisfaction grows as this creature brings out destruction, for it becomes more savage with every foe that falls to its power.

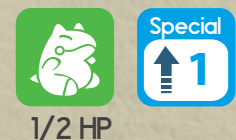
If a foe faints because of an attack dealt by this Ultra-Beast, Increase 1 Point to its Attribute with highest limit. Up to 3 points can be increased this way. Only Ultra-Beasts might have this Ability. Beast Boost can't be swapped or copied.



Berserk

This Pokémon is usually calm in demeanor, but when its life or someone it cares for is in danger, the adrenaline rush will transform it into an enraged beast.

When this Pokémon's HP is half or less, Increase its Special Attribute by 1.



Big Pecks

This tenacious Pokémon uses its beak to cover its weak spots.

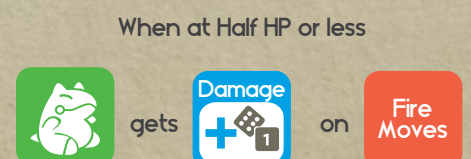
This Pokémon cannot have its Defense reduced.



Blaze

The Fire on this Pokémon's body will burn incredibly fierce just before fading.

When this Pokémon's HP is at half or less, Pain Penalization will not reduce successes from Damage rolls of its Fire-Type Moves, and they will get 1 extra die to their Damage Pool.



Bulletproof

The armor on this Pokémon's body protects it from projectiles and small explosions.

Reduce by 1 all damage from Special and Ranged Physical Attacks done to this Pokémon.

Ranged



Damage



Cheek Pouch

The Pokémon is able to store food and objects inside its stretchy cheeks for later consumption.

This Pokémon restores 2 HP whenever it eats a berry with no HP healing effect. (e.g. Pecha Berry, Lum Berry)



After using its Held Berry to cure a Status condition

Chlorophyll

The Pokémon synthesizes sunlight to get energy, if it's kept in a sunny environment it will rarely need to eat.

If Sunny Weather is in effect, Increase 2 Points to this Pokémon's Dexterity Attribute.



Clear Body

The Pokémon is completely aware of all its body surroundings, trying to sneak on it will be incredibly difficult.

Other Pokémon cannot Increase or Decrease the Attributes of this Pokémon. This Pokémon can still Increase or Decrease its own Attributes.



Cloud Nine

This Pokémon will easily feel pleased, and it's prone to be happier than others. No matter if it's sunny or rainy it will never feel gloomy.

Negate the effects of Weather Conditions on this Pokémon.



Immune to:



Color Change

This Pokémon can change its color and energy to camouflage and merge with the surroundings.

When this Pokémon is dealt damage it will temporarily change its type to match the type of the move that just hit it. The effect ends if the Pokémon is removed from battle.



Changes Type

Equal to attack it was hit with.

Comatose

For some reason this Pokémon is always asleep and can't wake up. Still, it is able to understand commands and move just as if it were sleepwalking.

The Pokémon permanently has the "Sleep" Status Condition but it is immune to its effects. This Pokémon can't be inflicted other Status Condition. Moves and Abilities affecting Asleep Pokémon still have an effect on it.



Sleep



Burn 1



Burn 2



Burn 3



Confuse



Frozen



Love



Paralysis



Poison



Poison+



Competitive

This Pokémon's determination grows in the face of adversity. It is always trying to compete with those around it.

The first time this Pokémon gets an Attribute reduced by a foe during a battle, Increase 2 Points to its Special.



When it gets:

Compound Eyes

This Pokémon has a peripheral vision that allows it to locate its targets with great precision.

This Pokémon gets 2 Bonus Dice on the Accuracy Pool of any move with Reduced Accuracy.



When a move has:

Contrary

Most of the time this Pokémon will want to do the opposite of what you want. Sometimes it even contradicts itself.

If anything would Decrease an Attribute of this Pokémon, Increase it instead. If anything would Increase an Attribute of this Pokémon, Decrease it instead.



Becomes



Corrosion

This Pokémon's venom can eat through metal, wood, and most inorganic and organic materials. Be careful not to touch it!

Ignore any immunity the foe has to Poison-Type Damage and/or to be inflicted Poison and Badly Poisoned Status Ailments.



Ignore Immunities of other Pokémon to Poison-Type.

Cotton Down

The cotton fluff on this pokémon's body is constantly being shed, it can be used to make beautiful clothes but it's also bothersome to walk on.

Is Pokémon is hit with a Non-Ranged Physical Attack, reduce the speed of all Pokémon close to it. (Allies and foes alike at storyteller's discretion)



Cursed Body

This Pokémon carries a curse within itself. Crossing this Pokémon is not a good idea.

Whenever this Pokémon is dealt damage with a Move, Roll 3 Chance Dice to Disable that move. More than one Move may be disabled this way.



Cute Charm

It may be its twinkly eyes or its rosy cheeks, but other people and Pokémon will try to win this Pokémon's heart.

If a foe hits this Pokémon with a Non-Ranged Physical Attack, roll 3 Chance Dice to make the foe fall in Love.



When this Pokémon is hit with:

Damp

The Pokémon gathers the humidity in the air around itself. Lighting a spark or keeping a fire on, will be almost impossible close to it.

No ally or foe will be able to use the moves Explosion or Self-Destruct in an area around this Pokémon.



No Pokémon can use the moves:
- Self Destruct
- Explosion

Dancer

When someone begins to dance, this Pokémon dances too. It expresses its feelings and communicates through little jigs.

Whenever a Pokémon uses a Move with the word "Dance" (i.e. Dragon Dance, Petal Dance etc.) This Pokémon gets a free action to use the same Move immediately after and succeeds automatically. (Damage must be rolled)



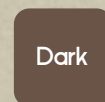
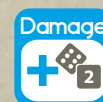
Is able to use any Moves with the word "Dance" Previously performed.

Dark Aura

A powerful black aura comes out of this Pokémon, shrouding the field in darkness and filling everyone's hearts with evil, selfishness and corruption.

Increase 2 dice to all Damage Pools of Dark-Type Moves of all Pokémon in the field. This effect does not stack.

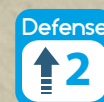
Pokémon and Trainers on the field will not cooperate with each other.



Dauntless Shield

The valorous resolve of this Pokémon makes it impervious to physical damage though sheer will. It's presence can be unnerving.

Whenever this Pokémon enters battle, Increase 2 Points to its Defense. Outside of battle, this Pokémon is immune to physical damage.



Dazzling

Its beautiful scales reflect light in a mirror-like manner, no one can help but to stop on their tracks when they glance at this Pokémon.

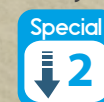
Foes cannot use Priority Moves against this Pokémon.



Defeatist

This Pokémon is a pessimist by nature. When things get difficult, it will be the first to give up.

If this Pokémon is at half or less of its total HP, roll this Pokémon's Loyalty every action, if the roll fails Reduce 2 Points to its Strength and Special Attributes for that action. If it's successful it may keep its attributes unchanged.

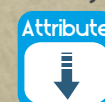


When its HP is at half or lower it may get:

Defiant

This Pokémon will not yield, the harder the situation gets, the higher its fighting spirit will grow. It may, however, be a bit of a rebel.

The first time this Pokémon has an Attribute reduced during a battle, Increase 2 Points to its Strength.



When it gets:

Delta Stream

The wind currents blow through the entire battlefield, Pokémon might be blown away if they don't know how to fly.

When this Pokémon comes out, it automatically starts the effects of Strong Wind Weather. The effects end when the Pokémon leaves the battle. (In case of stalemate, The Pokémon with highest Will might keep the dominant weather)



Desolate Land

The sun burns so hot your skin gets red and blistered, all water evaporates, and every step of this Pokémon makes the ground become molten lava.

When this Pokémon comes out, it automatically starts the effects of Harsh Sunlight Weather. The effects end when the Pokémon leaves the battle. (In case of stalemate, The Pokémon with highest Will might keep the dominant weather)



Disguise

This Pokémon wears a convincing disguise of another Pokémon. If it receives damage, the disguise will break, making it appear as if it received a fatal injury.

The first time this Pokémon would receive damage during a battle, reduce that damage to zero.

Entry Hazards, Weather Conditions and Status Ailments do not trigger this Ability.



Download

This Pokémon is able to scan and access digital data within computers and download the info into itself. Too much data might make it feel heavy.

When this Pokémon comes out it will scan its foes and provide information about them. It will then Increase 1 Point to either Strength or Special Attribute at Storyteller's discretion.



Drizzle

The sky will keep raining in an apparent never-ending storm for as long as this Pokémon wants to.

When this Pokémon comes out, it automatically starts the effects of Rain Weather. The effects end when the Pokémon leaves the battle. (In case of stalemate the Pokémon with higher Will might keep the dominant weather)



Drought

The Sunlight will be harshly bright, and the heat will increase in the field for as long as this Pokémon wants to.

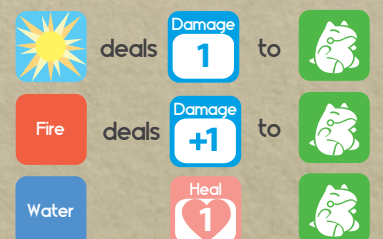
When this Pokémon comes out, it automatically starts the effects of Sunny Weather. The effects end when the Pokémon leaves the battle. (In case of stalemate the Pokémon with higher Will might keep the dominant weather)



Dry Skin

The skin of this Pokémon will need special care, constant hydration and protection against heat.

If Sunny Weather is in effect, this Pokémon will receive 1 damage at the end of each round. Fire attacks will deal 1 additional Damage to this Pokémon. Water attacks may heal 1 HP to this Pokémon instead of dealing damage.



Early Bird

Pokémon with this ability are light sleepers that will easily rise from slumber. They wake up full of energy with just a couple hours of sleep.

The time this Pokémon would be asleep is reduced by half, it will only need to score 2 successes on its Insight roll to wake up in battle. This effect does not apply for the move "Rest"



Effect Spore

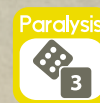
When stressed, this Pokémon will leak spores through its body that scatter in the air causing severe allergies.

If hit by a Non-Ranged Physical Attack, the Pokémon rolls 3 Chance Dice to Poison, Paralyze or Sleep the foe at random.

When this Pokémon is hit with:



Randomly:



Electric Surge

The Pokémon can surround itself with an electric field that fills the air with tension and keeps everyone on edge.

When this Pokémon comes out, it automatically starts the effects of the Move Electric Terrain. (In case of stalemate the Pokémon with higher Will might keep the dominant Terrain)



Emergency Exit

The Pokémon makes tactical escapes when the situation escalates out of control. You may force him to fight despite this but it won't like it.

Whenever this Pokémon reaches half or less of its HP, it will switch out to its pokéball, sending an Ally to take its place. If there is no Ally, the battle may end. This Ability's effect is not affected by Block.



1/2 HP

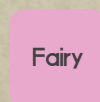


Fairy Aura

A powerful pink glowing aura comes out of this Pokémon, covering the field in a glimmering light, filling everyone's hearts with peace, hope and love.

Increase 2 dice to all Damage Pools of Fairy-Type Moves of all Pokémon in the field. This effect does not stack.

Pokémon and Trainers on the field will not attack the user of this Ability.

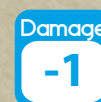


Filter

This Pokémon uses an invisible energy field to filter away harmful energies and substances.

If a foe uses a move that would deal Super Effective Damage to this Pokémon, reduce by 1 the total Damage from that attack.

When its hit by a Super Effective move:



Flame Body

This Pokémon can willingly ignite its body on fire, receiving no harm from it. Objects that come in contact with this Pokémon may catch fire.

When hit by a Non-Ranged Physical Attack, this Pokémon rolls 3 Chance Dice to burn the foe.

When this Pokémon is hit with:



Flare Boost

Pokémon with this Ability benefit from the extreme heat produced by fire. It might be somewhat of a pyromaniac.

If this Pokémon gets any Burn condition, Increase 2 points to its Special attribute.

Flash Fire

This Pokémon is capable of consuming other fire sources and adding them to its own. Walking through embers, fire, lava and hell feel like a breeze to it.

The first time this Pokémon is hit by a Fire-Type move, add 1 Extra Die to the Damage Pool of Fire-type Moves this Pokémon uses until the end of the scene. Fire-type moves do not deal damage to this Pokémon.

Flower Gift

This Pokémon petals radiate full of energy when the sun shines bright. The energy irradiated makes those around feel stronger.

If Sunny weather is in effect, Increase 2 Points to the Strength and Sp.Defense Attribute of the user and its allies.

Flower Veil

This Pokémon makes flowers grow in gardens and near other Pokémon to protect them from harm.

User and allies can't have their Attributes reduced. User and allies can't have any Status Condition inflicted on them. Previously inflicted Attribute reductions and/or ailments remain.

Fluffy

This Pokémon's fur is so fluffy you could die So soft and snuggly that it invites you to hug it. Tumble dry with no heat, do not iron.

Reduce by 2 the Damage dealt to this Pokémon by All Physical Attacks. Incead by 2 the Damage dealt to this Pokémon by Fire-Type Attacks.

Forecast

This Pokémon can absorb the elements around to adapt and survive even under extreme conditions.

The Type of this Pokémon will change depending on the active weather. Fire under Sun, Water under Rain, Ice under Hail and Rock under Sand.

Forewarn

When this Pokémon feels bad intentions or disaster approaching, it will mentally warn its trainer. The trainer must make a roll of Insight to get the message.

In battle, this Pokémon will warn about the strongest move one of its foes has. Storyteller has to reveal it to the trainer of this Pokémon in secret.

Friend Guard

The Pokémon is adorable and wakes the parental instincts in others. All of its allies will seek to protect it all the time.

If this Pokémon is hit by a move performed by an ally, Reduce by 2 the damage dealt to it.



When this Pokémon is hit by:

Frisk

This Pokémon can see the items others may be carrying, even if they are hidden.

When this Pokémon enters the battlefield, Storyteller must reveal its trainer the held item of one foe.



Reveal Held Item

Full Metal Body

This Pokémon's body is a thick metal armor, its shiny coat cannot be muddled. Look inside of it and you may be blinded by the sun's brightness.

Other Pokémon cannot Decrease the Attributes of this Pokémon. This Pokémon can still Decrease its own Attributes.



Fur Coat

This Pokémon's fluffy exterior is cuddly, soft, hypoallergenic, and also serves as a cushion against powerful blows.

Reduce by 2 the Damage dealt to this Pokémon by All Physical Attacks.



When this Pokémon is hit with:

Gale Wings

This Pokémon's wings are perfectly designed to ride the roughest winds effortlessly.

Add "Priority" to all Flying-Type Moves of this Pokémon.



to



Galvanize

The body of this Pokémon is surrounded by electrical currents, this makes it very energized in everything it does.

Normal-Type Attacks that the Pokémon uses will deal damage as if they were Electric-Type, affecting STAB, weakness and resistance. Add 1 Extra Die of Damage to Electric Moves.



Normal

Become

Electric



Gluttony

This Pokémon eats all day long, it has no problem to find food sources since not a picky eater at all.

This Pokémon can eat any type of food, medicine or herbal medicine with no negative effect. This pokémon can eat any held berries at any point of the battle as a free action.



Food and Medicine have no negative effects

Gooney

This Pokémon's sticky ooze will rub into anyone that touches it. This may become quite a burden. On the bright side, it is a natural and organic glue.

The first time an opponent hits this Pokémon with a Non-Ranged Physical Attack, reduce 1 Point to its Dexterity Attribute.



When this Pokémon is hit with:

Gorilla Tactics

The Pokémon manners leave a lot to be desired, it is brutish and uncivilized, its only approach to facing problems: "Smash it!"

At the start of the fight, choose a Move. Increase 1 point to this Pokémon's Strength Attribute, it can only perform the chosen Move but it may Evade every Round. This effect resets if the Pokémon is recalled from battle.



Can only perform a Single Move and Evade.

Grass Pelt

This Pokémon has a lush coat of grass to protect its body, even if you cut it, it will regrow in a few days.

If the effects of the move Grassy Terrain are active, Increase 2 Points to this Pokémon's Defense Attribute.



When Grassy Terrain is active.

Grassy Surge

The Pokémon can surround itself with an grass field that makes it easy to relax and laze around in the sun.

When this Pokémon comes out, it automatically starts the effects of the Move Grassy Terrain. (In case of stalemate the Pokémon with higher Will might keep the dominant Terrain)



Gulp Missile

This Pokémon is an excellent hunter, when diving into a pool of water it will always come out with prey. And it will sometimes use the prey as a weapon...

If this Pokémon uses the Moves Surf or Dive, it will change forms after dealing damage. "Gulping Form" if it has more than half HP remaining, "Gorging Form" if it has half or less HP remaining. If the Pokémon is dealt damage by a foe when it is in any of this Forms, deal 2 Dice of Damage and an effect to it. Return this Pokémon to its regular form afterwards.

This Pokémon uses the Move "Surf" or "Dive"



User changes into Gulping Form

If it receives damage:



User changes into Gorging Form

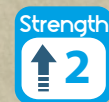
If it receives damage:



Guts

This Pokémon dares to do everything no one else dares to, and won't lose its determination easily, it may be a little reckless, though.

While affected by a Status Condition, Increase 2 Points to this Pokémon's Strength Attribute.



Harvest

This Pokémon will naturally produce edible fruits in a short period of time, if fed with berries it will start growing them too.

If this Pokémon uses a berry as a held item during a fight, the berry will grow back at the end of the day.



Regrows Berries.

Healer

The Pokémon has healing powers, and will use them without hesitation to aid others.

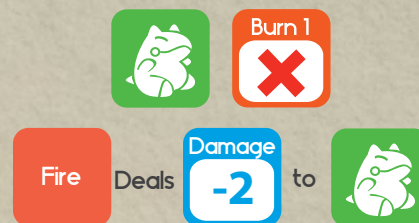
If an Ally on the battlefield has a Status Ailment, at the End of the Round this Pokémon rolls 3 Chance Dice to heal it.



Heatproof

This Pokémon can resist very high temperatures without trouble.

Burn 1 deals no Damage to this Pokémon.
If this Pokémon is hit by a Fire-Type Attack, Reduce the damage dealt by 2.



Heavy Metal

The metal covering the body of the Pokémon is so thick that it easily doubles the normal weight of the Pokémon.

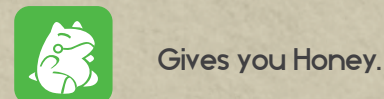
Moves with damage based on weight get their damage pool modified accordingly.



Honey Gather

The Pokémon produces its own honey, you can get a small barrel of high quality honey every day.

A small barrel of honey can be sold for up to \$100.
Honey attracts wild Pokémon and feeding a Pokémon with it will make it happy.



Huge Power

The Pokémon has an unnatural source of Strength beyond its physical appearance.

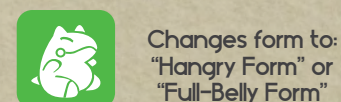
This Pokémon has a permanent increase of 1 point to its Strength attribute.



Hunger Switch

This Pokémon becomes really upset if it gets hungry, it will bite and act out unless you constantly give it snacks.

At the End of the Round, switch this Pokémon's form.
Only Morpeko may have this ability. This ability cannot be copied or switched.



Hustle

The Pokémon will perform everything in a hurry, usually being kind of sloppy.

This Pokémon gets an extra Reduced Accuracy and 2 Extra Dice to the Damage pool for all its Physical Attacks.



Hydration

The Body of the Pokémon absorbs water and uses its moisture to maintain a healthy state.

When Rain weather is in effect, this Pokémon will cure any status ailment it has at the end of the round.



Hyper Cutter

The claws of this Pokémon are very sharp and can't be dulled.

This Pokémon cannot have its Strength Attribute reduced by any means.



Ice Body

The Pokémon's body is almost frozen, it feels at home when temperatures are below zero.

If Hail Weather is in effect you may restore 1 HP to this Pokémon at the end of the round. This Pokémon is immune to damage from Hail weather.



Ice Face

This Pokémon's face is covered by thick block of ice that serves as cover for its body. If it breaks it will need very cold temperatures to form it again.

The Pokémon has 2 extra HP when it is on "Ice Face form". If the Ice receives 2 damage, change the Pokémon's form to "No-Ice Form". To restore "Ice Face Form" the Pokémon must be out one whole Round while Hail weather is active.



Has 2 extra HP while on "Ice Face Form"



Restores "Ice Face Form"

Ice Scales

This Pokémon's body is covered by crystal scales made of ice. Always cold to the touch, it easily deflects most projectiles, energy and light on its surface.

Reduce by 2 the Damage dealt to this Pokémon by All Special Attacks.



When this Pokémon is hit with:



Illuminate

The Pokémon naturally produces light through its body. Other Pokémon approach curiously when they see this light.

Increases the chance of random Wild Pokémon encounters.

If there were environmental challenges where there is reduced visibility, this Pokémon and its allies are immune to the effects.



Attracts wild Pokémon.

Illusion

The Pokémon casts an illusion on itself to look like another creature it has seen. The illusion is undistinguishable from the real one.

When this Pokémon comes out, it will have the form of another Pokémon in the party, it will regain its original form if it receives damage.

When taking a human form it cannot speak and its tail may remain visible.

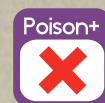
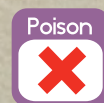


Changes its appearance.

Immunity

The Pokémon has a very strong immune system and will rarely get sick. It could even eat rotten food without getting sick.

Poison and Badly Poison Status deal no damage to this Pokémon.



Imposter

This Pokémon can alter its own cell structure extremely fast to transform into a copy of another being.

As soon as it enters to battle, this Pokémon will be under the effects of the move Transform.



Uses "Transform" automatically

Infiltrator

The Pokémon is very stealthy with its movements, it is naturally harder to detect than others.

Shield Moves, Safeguard, Substitute, Light Screen, and Reflect are ignored by this Pokémon.



Ignores:

- Light Screen
- & - Reflect
- Safeguard
- Substitute

Innards Out

As it has no extremities, this Pokémon expels its own internal organs to use them as limbs or to defend itself from harm. Gross but effective.

If an attack would faint this Pokémon, it inflicts damage on the foe equal to whatever remaining HP it had.



When this Pokémon Faints.

Inner Focus

The Pokémon is extremely serious and focused on everything it does. It remains calm and never backs down, even if it's getting severely injured.

This Pokémon does not Flinch and cannot be Intimidated. (Intimidate Ability does not have any effect against this Pokémon.)



Insomnia

The Pokémon does not need to sleep, it will be awake no matter the hour.

This Pokémon is not affected by the Sleep Status.



Intimidate

This Pokémon has an overwhelming presence that inspires both fear and respect from others.

When this Pokémon comes into battle, Reduce 1 Point to the Strength of all foes in range. This effect will last for as long as this Pokémon is out. Reduce random encounters with wild Pokémon.



Intrepid Sword

This audacious Pokémon's is fearless to any challenge, its strength increases through sheer will. It's presence can be very menacing.

Whenever this Pokémon enters battle, Increase 2 Points to its Strength. Outside of battle, this Pokémon can cut through any surface.



Iron Barbs

This Pokémon is covered with sharp steel quills that hurt anyone who may touch them carelessly.

Whenever this Pokémon is hit with a Non- Ranged Physical Attack, Roll 1 Die of Damage against the attacker.



When this Pokémon is hit with:



Iron Fist

The hands of this Pokémon are very strong and heavy, when curled into fists they can go through anything.

Add 1 Dice to the Damage Pool of Fist Based moves.



on:



Justified

This Pokémon has an innate sense of justice, wrong doings will make them really angry.

The first time this Pokémon is hit by a Dark-Type Attack or if it has witnessed something it considers unjust, Increase 1 Point to its Strength Attribute.



Keen Eye

This Pokémon has an exceptional sight, locating small or far away objects will be a lot easier.

This Pokémon cannot have successes removed from its Accuracy rolls by Moves, Items or Abilities.

Pain Penalizations and Difficulty Penalties may still apply.



Klutz

This Pokémon does not understand how to use tools correctly usually using them in unexpected ways.

Held items won't have any effect on this Pokémon.



Immune to Held Item effects.

Leaf Guard

The leaves on this Pokémon expand with the sun to cover its body.

If Sunny weather is in effect, this Pokémon can't have any Status Conditions inflicted. Previously inflicted conditions remain.



Levitate

The Pokémon floats to move around without touching the ground.

Ground-Type moves and effects on the ground won't affect this Pokémon. If a Pokémon uses a move that binds it to the ground the effects are lost until it is free again.



Immune to:

Ground

Libero

This Pokémon always has its mind in the game. It will favor a defensive position and make the best special passes when it finally attacks.

Whenever this Pokémon uses a move, first change its type to that of the move. If the move is an attack and deals damage, use the appropriate STAB.



Changes Type

Equal to the move its about to perform.

Light Metal

The Material covering its body will be light as a feather, causing this Pokémon to weight from 50% to 75% less than it is supposed to.

Moves with damage based on weight get their damage pool modified accordingly.



Weight



Lightning Rod

This Pokémon will attract lightning and electricity to itself to charge its power.

If anyone uses an Electric-Type move with a Single target, it will be redirected to this Pokémon: it is immune to damage from them. The first time this Pokémon is hit by an Electric-Type move, Increase 1 Point to this Pokemon's Special.

Electric redirected to:

Electric

immune to damage from: Electric

Limber

The muscles of this Pokémon are incredibly flexible and elastic. Easing their movement, agility and grace.

This Pokémon is not affected by the Paralysis Status.



Paralysis



Liquid Ooze

The Pokémon produces a pestilent and toxic ooze within its body. Do not attempt to eat it.

If hit by a move that would asorb this Pokemon's vital energy (Leech seed, Dream Eater, Drain Punch, etc.) it will instead deal that amount as damage.



Deal damage to foes trying to absorb HP

Liquid Voice

Sound waves from its voice turn the moisture in the air into water, seemingly conjuring dew, rain and even cascades out of nothing.

All Sound-Based Moves this Pokémon uses are considered Water-Type.



Becomes:

Water

Long Reach

The Pokémon is able to attack through the shadows of objects and foes meanwhile the real targets suffer the damage.

All Attacks made by this Pokémon are considered Ranged attacks.



Are Ranged.

Magic Bounce

The Pokémon will use psychic control on its foe to make it indirectly harm itself, making it look like magic.

All Support moves that target this Pokémon or its side of the battlefield will have its effects redirected into the foe's instead.

Bounce back:



to



Magic Guard

The Pokémon is covered by a faint energy that stops any minor harm that may come its way.

This Pokémon won't receive damage from Status Conditions, Recoil, Held Items or Weather Conditions.



Immune to damage from:
 - Status Conditions
 - Recoil
 - Held Items
 - Weather

Magician

This Pokémon excels at performing simple magic tricks that amaze others, such as conjuring and vanishing objects nearby in the blink of an eye.

This Pokémon will steal the Held Item of a foe it just hit. For information on Held Items see p. 83.



Steals Held Item of the foe.

Magma Armor

The body of the Pokémon is always hot to the touch, it can heat a large room just by standing inside and can also endure high temperatures.

This Pokémon is not affected by the Frozen Status.



Magnet Pull

This Pokémon can activate a magnetic field around itself to attract all kinds of metals.

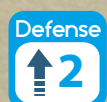
All Steel-Type Pokémon on the field are Blocked.



Marvel Scale

The beautiful scales of this Pokémon will harden when its body is under stress.

If this Pokémon has a Status Ailment, Increase 2 points to its Defense Attribute.



Mega Launcher

The cannons on this Pokémon's body allow it to fire extremely powerful attacks.

Add 2 Extra Dice to the Damage pool/Healing Pool of moves with the keyword "Pulse" and "Aura" on their name.



On moves with the keyword: Pulse & Aura

Merciless

Once this Pokémon senses weakness, it begins acting according to their brutal nature. They can be cruel if not put on their place.

If the Foe is inflicted with Poison or Badly Poison, all of this Pokémon Moves are considered to be Critical Hits. This Pokémon will not hold back when using Lethal Damage Moves at Storyteller's discretion.



Always Critical Hits on:

Poisoned



Mimicry

This Pokémon's body is perfect for camouflaging in the ground. It can sometimes get lost but you will find it if some unfortunate victim steps on it.

If there is a Terrain Move active (i.e. Electric Terrain, Psychic Terrain etc.) Change this Pokémon's main type to match the active Terrain. Restore its original main type if the terrain effects end.



Changes Type

Depending on the Terrain

Minus

This Pokémon has a natural Negative charge. It will attract Positive charge and repel other negative charge. They are prone to feel blue.

If an ally Pokémon on the field has the ability "Plus", Increase 2 Points to the Special Attribute of this Pokémon.



If an ally has the ability: Plus

Mirror Armor

The Pokémon's body is covered with a shiny armor. Said armor will repel and bounce back anything intending to weaken it.

All Attribute-reducing effects that target this Pokémon or its side of the battlefield will have its effects redirected into the foe's instead.

Bounce back:



to



Misty Surge

The Pokémon can surround itself with a Misty field that it's eerily quiet, it feels peaceful and soothing but also lonesome and isolated.

When this Pokémon comes out, it automatically starts the effects of the Move Misty Terrain. (In case of stalemate the Pokémon with higher Will might keep the dominant Terrain)



Misty Terrain

Mold Breaker

This Pokémon will find unusual ways to achieve its goals. They are inventive and go around problems.

If a foe Pokémon has a type, an immunity, or an Ability that would prevent this Pokémon from attacking with a certain Move, ignore it.



Ignore Immunities of other Pokémon.

Moody

The Pokémon will have some severe mood swings, and be temperamental most of the time. Hopefully it's just a phase.

At the end of each round, reset Attributes modified by Moody, then Reduce 1 Point to a random Attribute and Increase 1 Point to another random Attribute.



Motor Drive

This Pokémon absorbs electricity and stores it as energy to run faster.

The first time this Pokémon is hit by an Electric-type move, Increase 1 Point to its Dexterity Attribute. This Pokémon doesn't receive damage from Electric-type moves.



Moxie

This Pokémon is naturally fierce and will try to get to a position of power by defeating the alphas in the pack.

If a foe faints because of an attack dealt by this Pokémon, Increase 1 Point to its Strength Attribute. Up to 3 points can be increased this way.



Multiscale

This Pokémon is covered by two layers of hard scales, if one layer is damaged it will be shed and regrown later.

If this Pokémon was at full health, Reduce by 1 the damage dealt by an attack.



Multitype

All the energies that created the universe flow raw through this Pokémon's body and it harnesses whichever is more convenient at the moment.

This Pokémon can freely change its Type at any moment. This Ability can't be copied, switched, changed, ignored, or negated in any way.



Mummy

This Pokémon will curse whoever dares to inflict harm upon them, the curse may even last for generations and will need the aid of a medium to lift it.

When this Pokémon hits or gets hit with a Non-Ranged Physical Attack, the foe's ability is changed to Mummy.



Natural Cure

This Pokémon's body will generate substances to heal itself. They can be used to create medicine.

At the end of the round, if this Pokémon has a Status Ailment, it Rolls 3 Chance Dice to heal itself.



Neuroforce

This Pokémon's psychic power is overwhelming and can be felt even by simply standing nearby. It will exploit any weakness it finds in your mind.

This Pokémon will deal 1 automatic Damage on any Move that is Super Effective against a foe.



On Super Effective Moves

Neutralizing Gas

The Pokémon is surrounded by a sweet-smelling but noxious gas. Most people and Pokémon can't help but to stop and smell it, though.

Foe Pokémon in range will have their Abilities effects negated as long as this Pokémon is out.

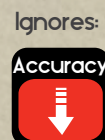


Have their Abilities negated.

No Guard

This Pokémon can focus on attacking perfectly but will be open to the attacks of its foes as it won't focus on anything but its precision.

You can declare you won't make any Evasion Action at the start of the Round. If you do, roll all moves of this Pokémon as if they had no reduced accuracy.

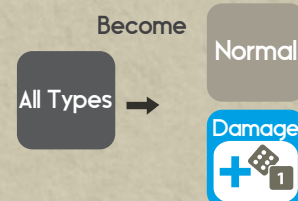


But cannot Evade.

Normalize

The Pokémon's actions are never impressive, always dull and never seem to accomplish anything exceptional.

All the moves known by this Pokémon are considered Normal Type. Affecting STAB, weaknesses, immunities, and resistances. Add 1 Dice of Damage to all Normal Moves.



Oblivious

This Pokémon will rarely have a satisfactory social interaction. It'll be too self-absorbed to take the hints of what is expected from it.

This Pokémon is not affected by the Love Status. It is immune to the effects of moves that affect its feelings such as Taunt, Charm, Captivate etc.



Overcoat

The Pokémon will have a protective coat surrounding its body that allows it to live under extreme weather conditions.

This Pokémon won't be damaged by weather conditions.



Immune to damage from:



Overgrow

When this Pokémon is hurt, it will grow huge plants in its body to defend itself, this plants are very strong but wither quickly.

When this Pokémon's HP is at half or less, Pain Penalization will not reduce successes from Damage rolls of its Grass-Type Moves, and they will get 1 extra die to their Damage Pool.



gets



on



When at Half HP or less

Own Tempo

This Pokémon will do everything at its own pace, peer pressure will be ignored. It's behaviour reflexive and calm... maybe too calm.

This Pokémon is not affected by the Confused Status.



Parental Bond

The Pokémon and its youngling are really close to each other, they do everything together. The parent is very protective.

All of the Damage Pools of this Pokémon get rolled twice. Choose the highest roll to deal damage to the foe.

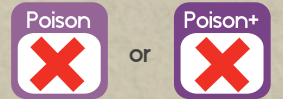


Roll Damage twice, choose highest roll.

Pastel Veil

The Pokémon is surrounded by a soft-colored glimmer. This energy feels pure and full of innocence. Untaintable and otherworldly.

User and Allies in range are immune to Poison and Badly Poison. If the condition was inflicted before this Pokémon came out, it will remain.



Perish Body

This Pokémon's silently curses those who cross it. Condemning their souls to suffer as it has suffered. Avoid this Pokémon, lest you suffer its grudge.

If this Pokémon is hit with Non-Ranged Physical Attack, the Foe will receive its remaining HP as damage and faint after three Rounds, unless it is removed from battle.



Will faint after three rounds if user is hit with:



Pick Up

This Pokémon will often gather objects and keep a small hoard of treasure it may share with you.

If this Pokémon was out of its Pokéball, at the end of the scene see what it found for you at Storyteller's discretion.



Gets you an item at the end of a Scene.

Pickpocket

The Pokémon will instinctively steal from others. It takes whatever it can when people are not looking.

If this Pokémon is not holding an Item it will steal the held Item of the foe it just hit with a Non-Ranged Physical Attack. For information on Held Items see p. 83



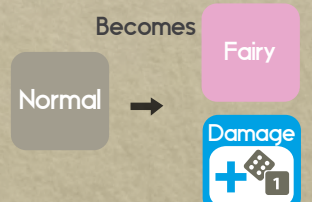
Steals Held Item after this Pokémon uses:



Pixilate

This Pokémon scatters fairy dust that brings happy thoughts to the mind. Everything it does looks incredibly adorable.

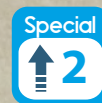
Normal-Type Attacks that the Pokémon uses will deal damage as if they were Fairy-Type. Affecting STAB, weakness and resistance. Add 1 extra Die of Damage to Fairy Moves.



Plus

This Pokémon has a natural Positive charge. It will attract negative charge and repel other positive charge. It has a red blush all the time.

If an ally Pokémon has the ability "Minus", Increase 2 Points to the Special Attribute of this Pokémon.



If an ally has the ability: Plus

Poison Heal

The Pokémon has an immunity to any poison and also assimilates that venom as an energy source.

If this Pokémon becomes poisoned or badly poisoned. It will Heal 1 HP at the end of each round instead of receiving damage. The Poison will be completely absorbed after 3 Rounds.



or



Poison Point

The pointy thorns and scales on this Pokémon release poison that will infect anyone who touches them roughly. Wear gloves when handling them.

If this Pokémon is hit by a Non-Ranged Physical Attack, Roll 3 Chance Dice to Poison the foe.



When this Pokémon is hit with:



Poison Touch

Venomous substances will ooze through the body of this Pokémon, you'll become very sick if it touches you.

If this Pokémon hits its foe with a Non-Ranged Physical Attack, Roll 2 Chance Dice to Poison the foe.



When this Pokémon hits with:



Power Construct

Small cells gather around this Pokémon and are absorbed into its body. It grows bigger and stronger as more cells come together.

At the end of the Round, if this Pokémon has half or less of its HP, change its Form to the next one. When this Pokémon changes Form, remove Status Ailments & restore its full HP & Will. This Ability can't be copied, switched, or changed.

Zygarde Core



Becomes

Zygarde 10%



Zygarde 10%



Becomes

Zygarde 50%



Zygarde 50%



Becomes

Zygarde 100%



Power of Alchemy

This Pokémon can absorb the essence of everything it touches, fusing with the chemical composition and even the genes of discarded trash.

For the next 24 Hours the Pokémon copies the ability of a fainted foe. Multiple Abilities may be copied this way, but only one may be active during combat. (Certain Abilities cannot be copied at Storyteller's Discretion)



Fainted

to the same of:



Power Spot

The Pokémon releases a mysterious energy that messes up with electronics and compasses but can somehow make you feel very energized.

Increase 1 Extra Die to the Damage Pools from Moves of One Ally. This Effect does not stack on the same Ally if multiple Pokémon use this Ability.



Prankster

This Pokémon will always have a mischievous twinkle on its eyes, no one around will be safe from its pranks.

Add Priority +1 to all Support moves of this Pokémon.



Pressure

Being around this Pokémon will be very stressing and demanding, even the bravest will feel themselves faltering.

While this Pokémon is out, reduce the total Will Points of all foes by half, rounded down.



Primordial Sea

The torrential rain barely lets you breath, the field quickly becomes flooded and you must swim to stay afloat. No fire can be ignited at a time like this.

When this Pokémon comes out, it automatically starts the effects of Typhoon Weather. The effects end when the Pokémon leaves the battle. (In case of stalemate, The Pokémon with highest Will might keep the dominant weather)



Prism Armor

This Pokémon's body is an incredibly resilient armor. It manages to withstand even hits that should shatter it into pieces.

Negate all automatic Damage from any Super Effective Move dealt to this Pokémon.



Propeller Tail

The Pokémon's tail allows it to maneuver very easily while in the water. It has no problem making sudden sharp turns to pursue and catch its prey.

Ignore any Moves or Abilities that would redirect this Pokémon's Moves into another target. (i.e. The Move "Follow Me", the Ability "Lightning Rod" etc.)



Protean

This Pokémon's versatile body gives it proficiency on practically everything it sets out to do.

Whenever this Pokémon uses a move, first change its type to that of the move. If the move is an attack and deals damage, use the appropriate STAB.



Psychic Surge

The Pokémon can surround itself with a Psychic field that makes everyone pause, hearing things that are not there.

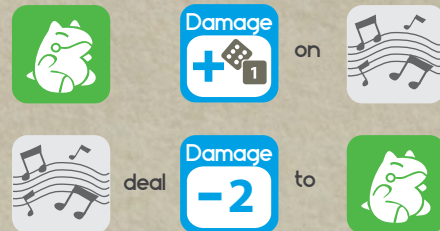
When this Pokémon comes out, it automatically starts the effects of the Move Psychic Terrain. (In case of stalemate the Pokémon with higher Will might keep the dominant Terrain)



Punk Rock

The Pokémon loves music and loud noises. It is constantly jamming with its air guitar and can easily improvise a music number out of nothing.

Sound-Based Moves this Pokémon uses have 1 Extra Die to their Damage Pool. Sound-Based Moves deal 2 less Damage to this Pokémon.



Pure Power

The Pokémon makes use of its Psychic powers to move objects several times bigger.

This Pokémon has a permanent increase of 1 point to its Strength attribute.



Queenly Majesty

This Pokémon's presence commands awe and respect. Others have no choice but to do as it says, whoever tries to outplay it, will feel its discontent.

Foes cannot use Priority Moves against this Pokémon.



Quick Feet

Most of the time this Pokémon will seem to be in a hurry. When pressured, it will move faster than normal.

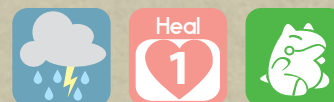
While affected by any Status Condition, Increase 2 Points to this Pokémon's Dexterity Attribute. The Pokémon may be inflicted with Paralysis condition but this Ability prevents its effects.



Rain Dish

The Pokémon will store rain water for drink and nourishment.

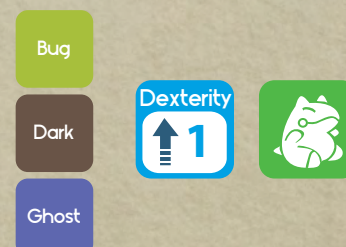
If Rain weather is in effect, you may restore 1 HP to this Pokémon at the end of each Round.



Rattled

When this scaredy Pokémon becomes startled or scared it will make haste to get away from danger.

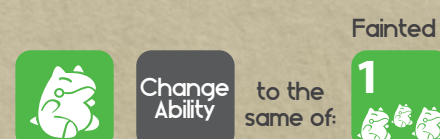
The first time this Pokémon is hit by a Bug, Dark, or Ghost-Type Attack, Increase 1 Point to its Dexterity Attribute.



Receiver

This Pokémon is used to learning the tactic behavior of other Pokémon with which they have a bond.

If an Ally is fainted in battle, this Pokémon may copy their ability for the next 24 hours. Only one Ability may be copied this way. (Certain Abilities cannot be copied at Storyteller's Discretion)



Reckless

The Pokémon will often get into risky situations in order to get what it wants. They are prone to risk their lives without thinking on the consequences.

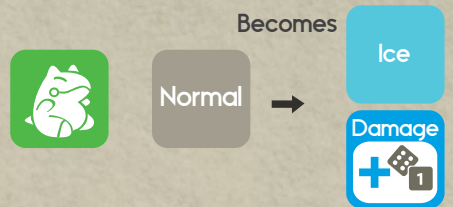
When this Pokémon performs a move with Recoil, Add 2 Extra Dice to the Damage Pool of that move.



Refrigerate

This Pokémon's body works akin to a freezer, it can freeze things just by touching them.

Normal-Type Attacks that the Pokémon uses will deal damage as if they were Ice-Type. Affecting STAB, weakness and resistance. Add 1 Die of Damage to Ice moves.



Regenerator

The body of this Pokémon will regenerate from damage really quick, wounds that would take days to heal will get better in a few hours.

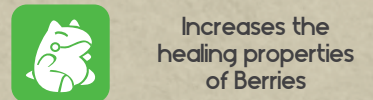
This Pokémon may Heal up to 4 Damage or up to 2 Lethal Damage on its own every day. The Pokémon must be out of combat to benefit from this effect.



Ripen

The Pokémon can ripen fruits and berries in no time to make them extra sweet and delicious, healing berries will have their effects boosted.

Moves that use berries for added effects will have 2 Extra Dice on their Damage Pool (i.e. "Natural Gift" etc.)
Increase the Healing properties of Berries at Storyteller's discretion.



Rivalry

The Pokémon will be very competitive with others to prove its position as the alpha of the group, however, it will try to gain the favor of possible mates.

If this Pokémon has a foe of the same gender, Increase 1 Point to its Strength Attribute.
If the foe is the opposite gender, Reduce 1 Point to its Strength Attribute.



RKS System

The Pokémon's physiology morphs according to the data disc inserted in its RKS-drive. There are 17 discs, one for each Type. (No disc is Normal Type).

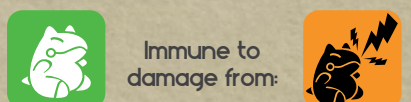
Change the Pokémon's Type to match the Disc on its Held Item slot. (i.e. Electric Disc makes this Pokémon become an Electric Type)



Rock Head

The head and body of the Pokémon are so resistant that they barely feel anything. Careful as they bump into things without even noticing.

This Pokémon will not receive damage from Recoil.



Rough Skin

Use protection on your hands when touching this Pokémon. Its body is covered by sharp scales or barbs that get hooked into the skin.

Whenever this Pokémon is hit with a Non-Ranged Physical Attack, Roll 1 Die of damage against the attacker.



When this Pokémon is hit with:

Run Away

This Pokémon is the master of escape. It will be difficult to catch and can even squeeze through the tiniest gaps to get away.

This Pokémon cannot be Blocked.

It may also obtain bonus dice to escape from battle or captivity at Storyteller's discretion.



Immune to:



Sand Force

The Pokémon controls the particles of sand around the battlefield to give a boost to its attacks.

If Sandstorm Weather is in effect when this Pokémon deals damage using Ground, Steel or Rock-Type attacks, add 1 Extra Die to the damage pool of that attack. The Pokémon is immune to damage from Sandstorm Weather.



on



Sand Rush

While sand whips across the battlefield, the Pokémon can paddle through it as if it was water.

If Sandstorm Weather is in effect, increase 1 Point to the Dexterity Attribute of this Pokémon. The Pokémon is immune to damage from Sandstorm Weather.



Immune to damage from:



Sand Spit

The Pokémon slithers through the desert sand, eating some of it in the process, if it gets hit (or sneezes) a sandstorm will blow up.

If this Pokémon is hit with a Non-Ranged Physical attack, it starts the effects of Sandstorm Weather. The effect lasts 4 rounds.



When this Pokémon is hit with:

Sand Stream

The Pokémon can activate a raging sandstorm around itself that will last for as long as it wants.

When this Pokémon comes out, it automatically starts the effects of Sandstorm Weather. The effects end when the Pokémon leaves the battle. (In case of stalemate the Pokémon with higher Will, might keep the dominant weather)



Sand Veil

The Pokémon's body is easily concealed by sand particles on the air.

If Sandstorm Weather is in effect, increase 1 Point to the Evasion of this Pokémon. The Pokémon is immune to damage from Sandstorm weather.



Immune to damage from:



Sap Sipper

This Pokémon's diet consists strictly of plants, it is particularly fond of sweet sap for nourishment.

The first time this Pokémon is hit by a Grass-type attack, Increase 1 Point to its Strength Attribute instead of dealing damage. Grass-type moves do not deal damage to this Pokémon.



Schooling

When this Pokémon is threatened, it calls thousands of allies to create an uncontrollable monster. The closer to the sea, the faster they arrive.

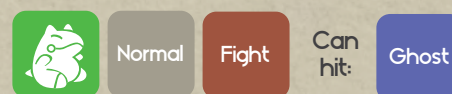
Only Wishiwashi can use this Ability. When this Pokémon reaches half or less of its HP its allies will arrive, when they do, replace your Pokémon for Wishiwashi School-Form at full HP. Increase its Rank to Pro. At the end of the battle restore Wishiwashi to its base form. (Healing/Fainting/Recalling prevents allies from arriving)

Where?	Allies arrive in...
Sea/River	- End of Round
Route/Town	- 2 Rounds
Cave/City	- 3 Rounds
Desert/Snow	- 4 Rounds
Volcano	- 5 Rounds

Scrappy

This Pokémon does not believe in ghosts.

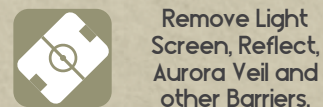
This Pokémon has the ability to hit Ghost-type Pokémon with Normal-type and Fighting-type moves, dealing Regular Damage. Apply the right resistances or weaknesses to the foe if it has a secondary type.



Screen Cleaner

This Pokémon is constantly cleaning an invisible screen, it cleans them so well that even real glass screens can disappear after it is done with them.

When this Pokémon enters the field, remove any barriers (i.e. Light Screen, Reflect etc.) on both the user and the foe's side of the field.



Serene Grace

This Pokémon will bring good luck as if it was blessed by the heavens. Its presence is soothing, it makes you feel calm and full of joy.

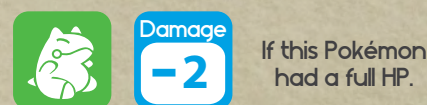
Add 2 Extra Chance Dice to all effects done by this Pokémon. (e.g. A move has 3 Chance Dice to Flinch the foe, will roll 5 Dice with this Pokémon)



Shadow Shield

When it is at full strength, this Pokémon's ghostly body cannot be touched or pierced by anything, it can even go through walls as if they weren't there.

If this Pokémon was at full health, Reduce by 2 the damage dealt by an attack. This effect cannot be ignored by Moves or Abilities.



Shadow Tag

The Pokémon steps on the opponent's shadow, preventing them from moving too far.

All foes become Blocked.
Ghost-type Pokémon are immune to this effect.
Pokémon with the same ability are immune to this effect.



Shed Skin

This Pokémon's body is constantly growing skin anew and molting the old one when it becomes too damaged.

At the end of the round. If this Pokémon has a Status Condition, it rolls 3 Chance Dice to heal itself.



Sheer Force

This Pokémon is only interested in showing off its incredible battle prowess.

Whenever this Pokémon uses an attack with chance dice for an additional effect, you may ignore those chance dice and add 2 Dice to its damage pool.



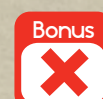
Ignores Chance Dice to get:



Shell Armor

This Pokémon's shell protects its vulnerable spots from its opponents.

If a foe lands a Critical Hit on this Pokémon, it will not get its Bonus Damage Dice for that attack.



For Critical Hit

Shield Dust

This Pokémon constantly generates specs of dust to shield and protect itself.

If this Pokémon is hit by an attack with chance dice for an additional effect, it won't be affected by said effects.



Immune to additional effects from Chance Dice.

Shields Down

The Pokémon's core is protected by a sturdy shield, if the shield is shattered the Pokémon starts acting crazy.

Only Minior can use this Ability. After reaching half or less of its HP in battle, replace Minior by Minior (Core) at full HP. To restore it to its base form, the core must be set free and then recaptured after it returns a few days later.

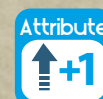
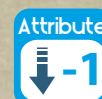


Changes between a Meteor and a Core.

Simple

This Pokémon's ingenuous mind is easily swayed by not only its own, but also outside influences. It often finds ways to simplify things.

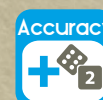
If this Pokémon gets an Attribute reduced, reduce 1 more Point.
If this Pokémon gets an Attribute increased, increase 1 more Point.



Skill Link

This Pokémon can proficiently chain a flurry of attacks. It also enjoys repetition and sequences.

Add 2 Dice to the Accuracy roll of Successive Actions.



When using:



Slow Start

The Pokémon has remained dormant for thousands of years, its movements are heavy and slow, run away before it unleashes its full power.

During the first 5 Rounds of a battle, this Pokémon will always go last in the initiative order. After those 5 Rounds are over, Increase 2 points to its Strength and Dexterity Attributes, and it will always go first in the initiative order. This effect resets if the Pokémon is called out of combat.



Goes last in the initiative order during the first 5 Rounds.

Slush Rush

The Pokémon is used to run and hunt on icy terrain, moving swiftly through the snow during blizzards and ice storms.

If Hail Weather is in effect, increase 1 Point to the Dexterity Attribute of this Pokémon. The Pokémon is immune to damage from Hail Weather.



Immune to damage from:



Sniper

This Pokémon will stealthily locate itself in an advantageous position to strike its foe's weak spots.

If this Pokémon lands a Critical Hit, it will get 3 Bonus Dice to the Damage Pool of its attack instead of the regular 2.



For Critical Hits.

Snow Cloak

This Pokémon's skin blends well with the surrounding snow and hail, you can barely see it.

If Hail weather is in effect, Increase 1 Point to the Evasion of this Pokémon. The Pokémon is immune to damage from Hail weather.



Immune to damage from:



Snow Warning

The Pokémon is able to call a terrible hailstorm at will. Snow will cover the battlefield and sharp ice shards will come plummeting from the sky.

When this Pokémon comes out, it automatically starts the effects of Hail Weather. The effects end when the Pokémon leaves the battle. (In case of stalemate the Pokémon with higher Will might keep the dominant weather)



Solar Power

The Pokémon is capable of overcharging itself with energy from the sun, making it more powerful but also taking a toll on its body.

While Sunny Weather is in effect, Increase 2 Points to this Pokémon's Special Attribute. If Sunny weather is in effect, this Pokémon will receive 1 damage at the end of the round.

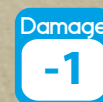


Solid Rock

This Pokémon's body is composed of extremely hard rock, protecting it from everything, even its own weaknesses.

If this Pokémon is hit by a move dealing Super-Effective Damage, reduce 1 Damage dealt to it.

When its hit by a Super Effective move:



Soul-Heart

This Pokémon is naturally caring and nurturing and if there's a threat to its loved ones, its soul will be made stronger out of love.

If a foe faints because of an attack dealt by this Pokémon, Increase 1 Point to its Special Attribute. Up to 3 points can be increased this way.



After this Pokémon faints a foe.

Soundproof

This Pokémon's body is structured to protect it from noises that might disturb its peace and focus. So it's not ignoring you, it just can't hear you.

This Pokémon is immune to the damage and effects of all Sound-based moves.



Immune to:



Speed Boost

This Pokémon will start maneuvering at an accelerated rate, it will move as if it blinked from place to place.

At the end of the Round, Increase 1 Point to this Pokémon's Dexterity Attribute. Up to 3 Points might be added this way.



Stakeout

The Pokémon is constantly surveilling its environment, looking out for possible prey, attacking them when they are most vulnerable.

Whenever a Foe Pokémon switches out, this Pokémon will inflict 1 additional Damage with its first successful attack to its replacement.

Switched Foe



On the first attack it receives.



Stall

This Pokémon is indecisive and always lets others act first before making its mind on what action to take.

This Pokémon always goes last in the the initiative order.



Always goes last in the initiative order.

Stalwart

The Pokémon naturally has a high sense of duty and loyalty, once you give it a task it will not stray until its quest is complete.

Ignore any Moves or Abilities that would redirect this Pokémon's Moves into another target. (i.e. The Move "Follow Me", the Ability "Lightning Rod" etc.)

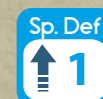
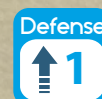


Ignores Moves or Abilities that Redirect Tragetts.

Stamina

This Pokémon cannot get tired. It regains its fortitude when it feels weak. Even when it barely eats or sleeps.

The first time this Pokémon receives Damage in combat, increase 1 point to its Defense and Special Defense.



Stance Change

This Pokémon's can change forms and become a mighty shield or a powerful blade. Its attributes switch upon a change of stance.

Only Aegislash may use this Ability. At the beginning of the round, choose a Form. While in Sword Stance it can only use Attack moves. While in Shield Stance, it can only use Support Moves. Adjust its Attributes according to the Rank and Limits it has for each Form.



Changes between a Sword and a Shield.

Static

This Pokémon's body is always ready to let off a jolt of static electricity at the slightest touch.

Whenever this Pokémon is hit with a Non-Ranged Physical Attack, roll 3 Chance Dice to Paralyze its foe.



When this Pokémon is hit with:



Steadfast

This Pokémon becomes even more dependable when adversity strikes.

The first time this Pokémon is affected by Flinch, Increase 1 Point to its Dexterity Attribute.



Steam Engine

The Pokémon works as a steam furnace, with a bit of fire and water it can move anything at great speeds. It also loves to eat coal.

The first time this Pokémon is hit with a Fire or Water-Type Move. Increase 3 Points to its Dexterity Attribute.



When this Pokémon is hit with:



Steelworker

The Pokémon is able of molding and eating steel, giving shape and a sharper edge to whatever metal it touches.

Steel-Type Attacks used by this Pokémon get 1 Extra Die to their Damage Pool.



Steely Spirit

The Pokémon has a balky behaviour most of the time. If it sets its mind to something it will see it done. Infuriating and inspiring at the same time.

Steel-Type Attacks used by this Pokémon and Allies get 1 Extra Die to their Damage Pool.



Stench

This Pokémon can emit a smell so unpleasant it repels other people and Pokémon.

Reduces the chance of random Wild Pokémon encounters. Whenever this Pokémon is hit with a Non-Ranged Physical Attack, it Rolls 1 Chance Dice to Flinch the foe.



When this Pokémon is hit with:



Sticky Hold

This Pokémon's body is always oozing adhesive substances, if something gets glued, it will be very difficult to remove.

This Pokémon's Held Item cannot be removed, stolen or swapped by Moves or Abilities.



Held Item cannot be Stolen/Exchanged.

Storm Drain

The Pokémon absorbs moisture and liquids like a sponge, then uses them to increase its power and last more time outside of water.

If anyone uses a Water-Type move with a Single target, it will be redirected to this Pokémon; it is immune to damage from them. The first time this Pokémon is hit by a Water-Type move, Increase 1 Point to this Pokémon's Special.



Strong Jaw

The Pokémon's strong jaw gives it tremendous biting power. Its teeth can tear through almost anything.

If this Pokémon uses a move with the Keywords: Fang, Bite or Crunch, add 1 Extra Dice to the Damage Pool of that Move.



Moves with keyword: Fang, Bite & Crunch.

Sturdy

This Pokémon's body is extremely resistant to damage, it can withstand almost anything.

The first time this Pokémon would faint due to a Damaging move, it will remain at 1 HP instead. Status Conditions and Self inflicted damage will still cause it to faint. The Pokémon must rest for an hour before benefiting from Sturdy again.



Will hang at 1HP instead of fainting.

Suction Cups

This Pokémon's limbs contain suckers that allow it to stay rooted in place. It can stick to any kind of surface, even upside down.

The Pokémon is immune to effects that force switches.



Immune to:



Super Luck

This Pokémon has an incredible good luck, good things happen to it regularly.

Add "High Critical" to all the Attack Moves of this Pokémon. If a move already has the High Critical property, this Pokémon will only need 1 More Success on the Accuracy roll to land a Critical instead of 2.



Surge Surfer

This Pokémon's magnetic field allows it to stand and surf on top of electric currents as if it were floating.

If Electric Terrain is in effect, Increase 2 Points to this Pokémon's Dexterity Attribute.



Swarm

The Pokémon enters a hive mind state when its life is on the line, becoming more feral and aggressive.

When this Pokémon's HP is at half or less, Pain Penalization will not reduce successes from Damage rolls of its Bug-Type Moves, and they will get 1 extra die to their Damage Pool.

When at Half HP or less



Sweet Veil

This Pokémon's delicious aroma will wake the appetite of all Pokémon nearby.

The Pokémon and its allies are immune to the Sleep status. Increase random encounters with Wild Pokémon.



Swift Swim

The Pokémon will move faster on water than on land, even a puddle covered roadway will allow it to use its full speed.

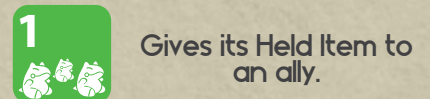
If Rain Weather is in effect, Increase 2 Points to this Pokémon's Dexterity Attribute.



Symbiosis

This Pokémon enjoys forming a beneficial relationship with any ally it teams up with.

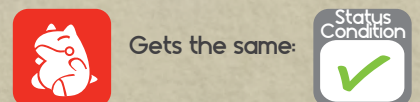
If an ally loses or spends its Held Item, this Pokémon will immediately give the one it's holding to the ally as a free action.



Synchronize

The Pokémon can share its mood, feelings and sensations with others, specially with those who caused it pain.

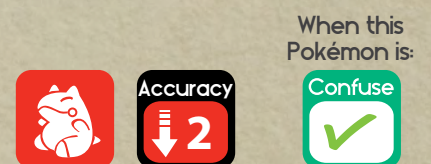
If a foe inflicts a Status Condition to this Pokémon, the same condition is inflicted into the foe unless it is immune to the effect.



Tangled Feet

The Pokémon moves in a very strange and particular way when dizzy or confused, this usually works to its advantage.

While this Pokémon is Confused, Add an extra "Reduced Accuracy" to all the foe's Moves which target this Pokémon.



Tangling Hair

This Pokémon's hair is thick and tough, it easily tangles anyone who comes close to it. Brush it twice a day to keep it silky and shiny.

The first time a foe hits this Pokémon with a Non-Ranged Physical Attack, reduce 1 Point to its Dexterity Attribute.



Technician

This Pokémon is meticulous and precise in tasks that everyone else would perform roughly and without care.

Add 1 die to the Damage pool of all Moves with Power 2 or less.



On moves with Power 1 & 2.

Telepathy

This Pokémon can communicate using telepathy. It can send messages to other minds but it cannot receive messages back.

This Pokémon won't receive damage from moves performed by its allies.



Immune to damage from:



Teravolt

There's a ball of blue lightning coming out of this Pokémon that prevents its foes from being out of reach, no matter what you do, it will zap you.

If a Move, Item or Ability would prevent this Pokémon from targeting a foe or inflicting an effect, ignore it. (e.g. A Pokémon with Immunity can be Poisoned, A Pokémon with Levitate can be hit by Ground moves).

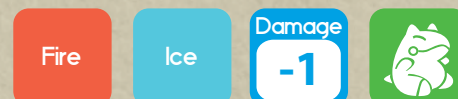


Ignore Moves, Items and Abilities that prevent this Pokémon from using its Moves.

Thick Fat

This Pokémon's body has a thick layer of blubber that protects it against harsh temperatures.

Reduce by 1 the damage taken from Fire and Ice-Type moves.



Tinted Lens

This Pokémon's goggle-like eyes can find the good side in every bad situation, even when there is none.

If a foe has a resistance against an attack performed by this Pokémon, make that attack deal Regular Damage instead. If the foe has a double resistance, make the attack as if the foe had only one.



Ignores 1 Resistance of the foe.

Torrent

This Pokémon builds up pressure to shoot water streams. When that pressure cannot be held in, it is released through uncontrollable torrents.

When this Pokémon's HP is at half or less, Pain Penalization will not reduce successes from Damage rolls of its Water-Type Moves, and they will get 1 Extra Die to their Damage Pool.

When at Half HP or less



Tough Claws

This Pokémon's claws are so sturdy, they can tear through almost anything.

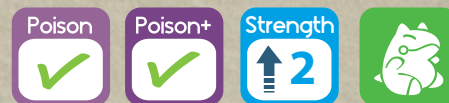
Whenever this Pokémon uses a Non-Ranged Physical Attack, Add 1 Die to its damage pool.



Toxic Boost

The blood of this Pokémon boils and goes into a powerful rampage whenever it is afflicted by Poison.

If this Pokémon gets the Poison or Badly Poison Status, Increase 2 Point to its Strength Attribute.



Trace

This Pokémon mimics the special characteristics of the others, making them look as if they were its own.

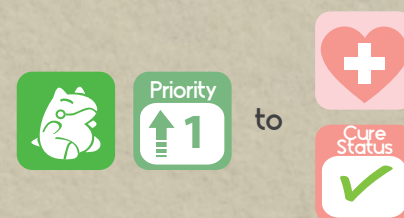
This Pokémon copies the ability of one random foe when it comes out. Effect ends if this Pokémon is removed from the battle. Some Abilities (Flower Gift, Illusion, Imposter, Stance Change, Wonder Guard etc.) Can't be copied.



Triage

The Pokémon feels the urgency to treat the injured: it is also very quick to stitch and make knots. A skill often used to instantly mend wounds.

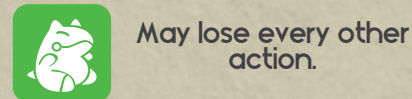
Add Priority +1 to all Support moves of this Pokémon that Heal HP or cure Status Ailments.



Truant

This Pokémon is extremely lazy, it won't make even the tiniest effort and often loafs off even in the heat of battle.

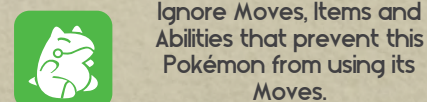
Roll this Pokémon's Loyalty every other turn, and score at least 2 successes. If the roll fails this Pokémon refuses to act. If it is successful it may act normally.



Turboblaze

The Pokémon surrounds everything with a giant ball of swirling flames that prevents its foes from being out of reach, there is no escaping the heat.

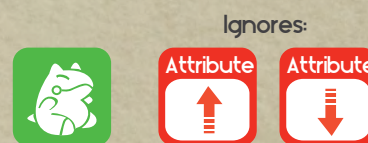
If a Move, Item or Ability would prevent this Pokémon from targeting a foe or inflicting an effect, ignore it. (e.g. A Pokémon with Immunity can be Poisoned, A Pokémon with Levitate can be hit by Ground moves).



Unaware

The Pokémon is oblivious to many details in its surroundings, it will rarely take notice of things going on.

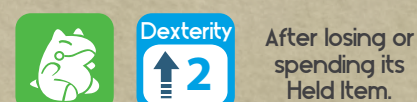
This Pokémon ignores any of the opponent's Attribute increases or decreases. Both when attacking and taking damage.



Unburden

This Pokémon is most comfortable when it is freed from having to carry stuff around. It loves to be able to move without restrictions.

The first time this Pokémon loses or spends its held item and is no longer holding any, Increase 2 Points to its Dexterity Attribute.



Unnerve

It may be its powerful gaze or its menacing presence, but others near this Pokémon become really nervous to the point where they lose their appetite.

Opponents may not consume their held berry while this Pokémon is in the field.



Can't eat their held berries.

Victory Star

This Pokémon's presence is an incredible boost for morale. Those who get its favor will be guided to victory.

This Pokémon's and All its allies damaging moves gain "Never Miss" while this Pokémon is on the field. This Ability can't be switched or swapped.



Get



On Damaging Moves

Vital Spirit

The Pokémon is incredibly active and energetic. It needs constant activity and exercise or else it will act destructive. It never sleeps.

The Pokémon is immune to the Sleep status.



Volt Absorb

This Pokémon's body is practically a battery that is always happy to become charged to full capacity.

Whenever this Pokémon is hit by an Electric-Type Move, you may Heal 1 HP instead of receiving damage. Electric-type moves do not deal damage to this Pokémon.



Immune to:



Wandering Spirit

The Pokémon is a wandering ghost with a haunted expression on its face. It won't heed your call and might get lost floating aimlessly. Get to a Medium to heal it.

If this Pokémon hits a Foe with a Non-Ranged Physical Attack, it switches its Ability with the Foe's. Some Abilities (Flower Gift, Illusion, Imposter, Stance Change, Wonder Guard etc.) can't be switched at Storyteller's discretion.

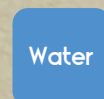
When this Pokémon hits with:



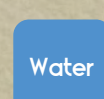
Water Absorb

The Pokémon's body is mostly made of water, it stores water inside itself and uses it for nourishment.

Whenever this Pokémon is hit by a Water-Type Move, you may Heal 1 HP instead of receiving damage. Water-type moves do not deal damage to this Pokémon.



Immune to:



Water Bubble

The Pokémon is shielded by a water bubble. Strangely, the bubble has clear water inside instead of air.

Fire-Type Moves deal 1 less damage to this Pokémon. This Pokémon is immune to Burn 1 and Burn 2 Status. Add 2 Extra Dice to the Damage Pool of this Pokémon's Water-Type Moves.



Water Compaction

The body of the Pokémon can absorb water at an astounding rate, its body hardens as it quickly dries.

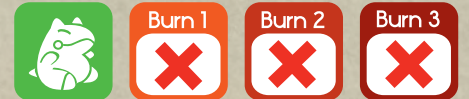
The first time this Pokémon is hit by a Water-Type Move, Increase its Defense by 2 instead of receiving damage. Water-type moves do not deal damage to this Pokémon.



Water Veil

This Pokémon is always wet and producing water to keep itself moist. Thanks to this, the Pokémon can stay away from a body of water for a long time.

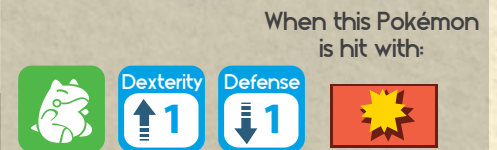
The Pokémon is immune to any of the Burn status.



Weak Armor

This Pokémon's protective outer layers can come off, allowing it to move freely and be more agile.

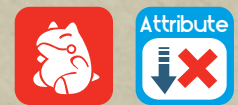
The first time this Pokémon is hit by any Physical Attack, Increase 1 Point to its Dexterity Attribute and Reduce 1 Point to its Defense.



White Smoke

The Pokémon is constantly releasing fumes of white smoke making it difficult to be seen. It uses the smoke to conceal itself.

Foes cannot reduce the Attributes of this Pokémon. However, it can still lower its own Attributes.



Wimp Out

The Pokémon goes into a lot of stress whenever its exoskeleton is weakened, it can escape from any situation out of sheer cowardice.

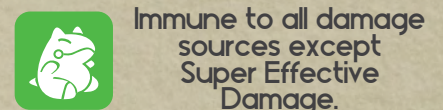
Whenever this Pokémon reaches half of its total HP, it will switch out to its pokéball, sending an Ally to take its place. If there is no Ally, the battle may end. This Ability's effect is not affected by Block.



Wonder Guard

This Pokémon's body is protected by an incredible otherworldly aura. Most things get through as if nothing was there.

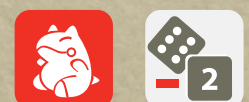
This Pokémon only receives damage from Status Conditions, and from Moves that deal Super Effective damage against it. This Pokémon is immune to damage from other sources like weather conditions and entry hazards.



Wonder Skin

The skin of this Pokémon is covered by a thin protective veil that allows it to weaken dangerous hazards.

Reduce up to 2 Chance Dice from foes against this Pokémon. (Example: The move Ember has 1 Chance Dice to Burn the foe, against this Pokémon it has zero Chance Dice).



Zen Mode

Under extreme stress, this Pokémon will unlock its hidden psychic abilities through the power of meditation. It will go back to normal the next day.

Only Darmanitan may use this Ability. When at half or less of its HP, change to Zen Mode Form at the end of the Round. Use its Zen Mode Form from then on. Adjust its Attributes according to the Rank and Limits it has for each Form.



Changes form and gains the Psychic Type.

Form-altering Abilities

Certain Abilities will allow Pokémon to change between forms. When this happens it means only that Pokémon can make use of that Ability unless there is a convincing explanation as to how another Pokémon would alter their form to match the Ability's effects.

It is convenient you have a character sheet for each of your Pokémon's Forms.

Each Form will have their Attribute points distributed according to their rank but they do not necessarily have to match each other.

Ignoring or Negating?

When an Ability calls for Ignoring an effect, it means that only that Pokémon can act around the effect being ignored, but everything and everyone else will still be affected by it.

When an Ability calls for negating an effect, it means that the Pokémon who has their effects negated cannot access to their power due to external forces preventing it to do so.

Curse Abilities

Some effects of Moves or Abilities may require help from mediums to remove them. If such help is not available you can try to change it with another Move or Ability at your disposition. And if that doesn't work, you can try to do it through sheer willpower or hoping the effects go away on their own after a few days...

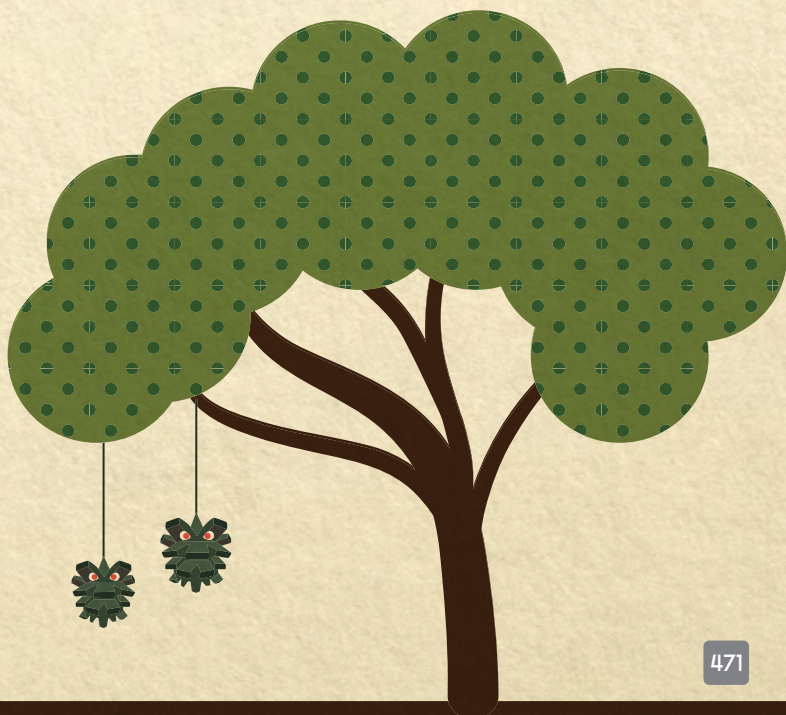
That can happen, right? right?!

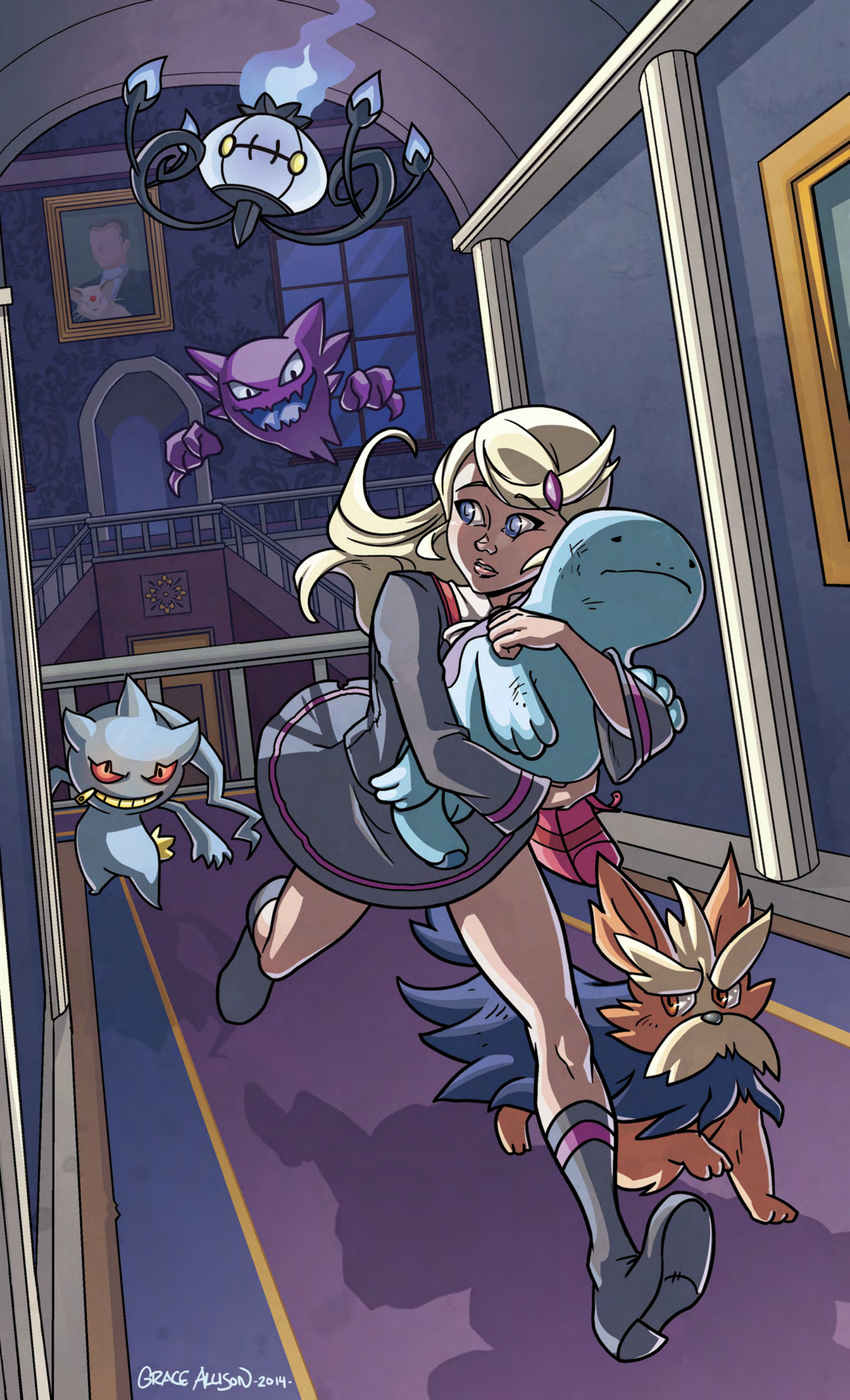
Hidden Abilities

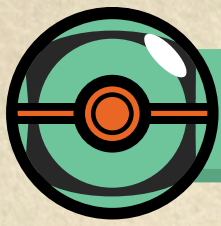
Some Pokémon might have Abilities that are not listed on their Pokédex Entry. These Hidden Abilities are the result of uncommon circumstances in a Pokémon's life.

It's up to the Storyteller to determine which Pokémon will obtain a certain Ability. Talk to him or her about how your Pokémon may obtain the Hidden Ability you want.

Keep in mind that Pokémon with Abilities not usually seen on them are rare and will turn a few heads among Pokémon scholars.







Challenges Ahead

There are many challenges for a Trainer within the world of Pokémon.

In this section of the book, we'll give you some ideas and frameworks for episodic tales and campaigns. Use them as inspiration for your games with your friends.

These are some settings you can choose for your Role playing sessions:



Episode of the week

A whole adventure in a single session. It can be some light hearted fun about helping people in need with the aid of your Pokémon, an evening exploring a cave and its secrets, an exhausting Training session, or the search for a specific Pokémon to complete your Pokémon encyclopedia.

This format is simple and good for beginners, simply create your own encounters at a rank appropriate for your players as a way to test their abilities.

For inspiration you may take a look at short fables or at the *Pokémon TV series*. You may even reenact one of its episodes and see the different outcome you have with your friends!

Keep it simple but meaningful.

Everything in the adventure must come full circle by the end of the session.



Defeat Rival/Evil Team

Some people want to irk you personally and others for criminal groups that cause mayhem.

You and your players can also take the episode of the week format to defeat your player's Rivals or evil teams in the different regions.

It may be a friendly match with "Gary", or working alongside a detective to uncover the criminal's evil plans and bring them to justice once and for all.

It's up to you to decide the length of the conflict between trainers and rivals or evil teams. It may be a casual encounter from time to time or their life-mission to finally put them in their place.

You may find them in one session and not see them again until 2 or 3 sessions later or it may be a recurring theme appearing in all sessions trying to ruin the Trainer's day



Pokémon League Challenge

The League offers various challenges to their trainers, some of them are:

Gym Leader Challenge

A novice trainer can go against a Gym leader with the right strategy, while a veteran trainer will have to prove he has what it takes to earn the last badge.

You can play the specific matches or embark on the whole journey. Traveling to the next Gym can be an adventure on its own.

Annual Tournament Challenge

If you manage to obtain 8 Gym Badges within a year, you will be invited to participate in the Annual Tournament of the region. In there, you'll be given the title of Ace Trainer. You can battle against the strongest Pokémon in the region. Official matches in shifting scenarios with a big crowd cheering or booing at your battle. Be sure to give your best as only the winner may take the trophy home.

Victory Road Challenge

If you get to the Top 5 on the famous Annual Tournament Challenge you are now allowed to take the Victory Road, a treacherous labyrinth full of hazards. It is a very long journey through the region's most dangerous area.



Legends of the Pokémon World

Enough with humans and their affairs. If you want real action, thrill, and danger; you must follow the rumor and lore and go deep into corners of the world where no human has ever gone. There you will find an ungraspable power. Can you face it? Can you tame it? Level-up your adventure with Mega-Evolutions, Dynamax and Gigantamax forms, and pass the legendary hero's ritual to hold the power of Z-Moves in your hands.

And if that is not enough for you, Upgrade into the Legendary Ranks, exclusive for Legendary Pokémon and those who ear their favor.

Each Legendary Pokémon could sustain a whole campaign on their own. From a casual clue about their existence, to the greatest finding of your generation.

Legendary Pokémon are not mindless beasts to be final bosses at the bottom of a dungeon. They all have a defined personality and their own motivations.

You have seen them at their weakest on their Pokédex entries, let's see if you dare to face them at full power. They are not humans and they are not regular Pokémon, they are beyond this plane and its concerns.

Are they allies or foes? That will depend on your story.



Rival System (Optional)

It is said “As you get better, more people will want to see you fail”. Your Rival is the worst of those people.

Good or bad, known or unknown, a Rival is always one step ahead and they show up on your path to remind you that it doesn't matter how hard you work, you'll never be as good as them.

Your Rival is more than an obstacle, they might portray the same essence as your character but for all the wrong reasons or they may be your complete opposite. They are stronger, smarter, more charming, and they know it. Along your journey, they will make your life as hard as they can, and they are qualified to get you in trouble and outperform you at every turn. However, maybe, just maybe, if you manage to overcome all your weaknesses, you might be able to defeat them once and for all.

When you create your character, create your Rival as well.

Rival Character Creation and Progress

The following Traits are chosen at Random, but they may be chosen with the Storyteller's permission.

- Choose 1 Attitude at Rival Creation.
 - Choose 1 Relationship at Rival Creation.
 - Choose 1 Background at Rival Creation.
 - Choose 1 Unlike-Ability at Rival Creation.
- Your Rival gains 1 additional Unlike-Ability at Beginner, Amateur, Ace, Professional, Master and Champion.
- Select the Rival's Pokémon.
- They must be strong against the Player's Pokémon.
- Rivals are always one Rank above the Player's Character.

Attitudes



Relationship

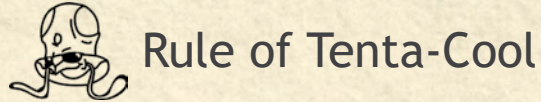
- **Relative** - Family rivalries are the worst.
- **Friend** - Friendly competition.
- **Myterious** - Who is this person?
- **Bully** - They torture you for their own amusement.
- **Nemesis** - Their obsession is your destruction.

Backgrounds

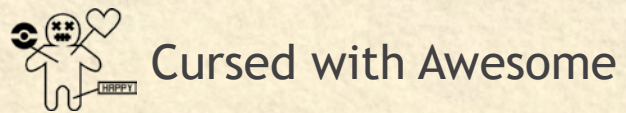
Rivals are exceptional Trainers with long and juicy backstories to back up their great skills.



Your Rival may not have gotten his Pokémon by legal means. They are Shiny and insanely rare.



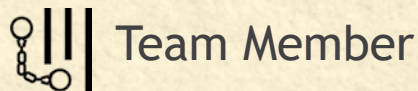
Your Rival was born to be a star, he's famous with maxed out Social Attributes and Contest Skills. He always tells lies about you and everyone believes him, even your close friends and family.



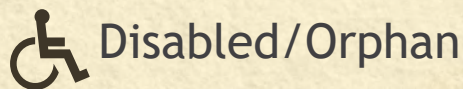
Your Rival has what you want the most, however, your Rival plainly dislikes it and sees it as a curse. This “curse” can take the form of a Pokémon, a Job, an Object, or a Person.



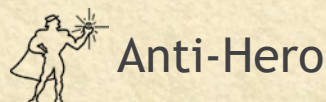
Your Rival has an unlimited source of money and yet, he will never bet more than \$50. If he's in town, prices are 3 times higher and nothing is free, not even the Pokémon Center. Multiple Richboys, multiply the prices further.



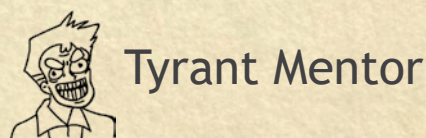
Your Rival belongs to a criminal organization. Him and his friends will gang on you to do Battle. At the end of each Round, your Rival's Pokémon automatically hits your Pokémon with a Typeless version of the Move “Beat Up” (at min. Power). This is considered legal... somehow.



Your Rival has suffered a lot throughout his life. People get mad at you for “bullying” this poor troubled kid.



Anywhere you go, you find your Rival's accomplishments. Whatever you do, he did it first and better.



Your Rival thinks he should teach you a lesson. Perhaps he believes you have the potential to be something greater. He often shows up to power-up whatever villain you're facing, lending Items, Healing, giving Stat-Increases and tips about how to beat you.

Rival Sheet

How to fill a Rival Character Sheet

RIVAL'S CARD WINDOW

- 1 Your Rival's better-looking Picture.
- 2 Your Rival's Higher Rank.
- 3 Your Rival's Famous Name.
- 4 Your Rival's Believed Age.
- 5 Your Rival's Cooler Concept.
- 6 Your Rival's Awesome Nature.
- 7 Your Rival's (Unbreakable) Confidence.
- 8 Rival's Money (Loaded by the way)
- 9 Rival's Untouchable Health Points.
- 10 Rival's Seemingly-Endless Will Points.
- 11 Active Party Full of Mean and Strong Pokémon.

RIVAL TRAITS WINDOW

- 12 Your Relationship with your Rival.
- 13 Rival's Backgrounds.
- 14 Your Rival's Attitude towards you.
- 15 Your Rival's Unlike-Abilities



Rivals don't need Attributes or Skill Points, simply assume they will Roll one or two more dice than the players.

POKÉMON LEAGUE

Rival's Card Rank: **2**

1

NAME: **3** AGE: **4**

CONCEPT: **5**

NATURE: **6**

CONFIDENCE **7**

MONEY: **8**

HP **9**

WILL **10**

11

RELATIONSHIP

13

HAXORUS

RULE OF TENTACOOOL

CURSED WITH AWESOME

RICHBOY

TEAM MEMBER

DISABLED / ORPHAN

ANTI HERO

TYRANT MENTOR

ATTITUDE **14**

VIRTUOUS

JERK

DECEITFUL

ENVIOUS

EVIL

UNLIKE-ABILITIES **15**

- BRINGER OF MISFORTUNE
- CRUEL TRAINING
- DOUBLE AGENT
- GARY STU/MARY SUE
- LEFTOVER MANIAC
- LICENCE TO CHEAT
- MOVE MASTER
- OVERCONFIDENCE
- OVERPOWERED
- SILVER TONGUE
- SUSPECTED THIEF
- UNBEARABLE
- UNDEFEATABLE FOE
- _____
- _____
- _____





Unlike-Abilities

What good is a Rival that you can push around and stomp at every turn? None. Rivals are designed to make your Character yell at the top of his lungs: “It’s not fair!” But it’s up to you to serve justice. Unlike-Abilities are not balanced, they aren’t meant to be, they are incredible Abilities for the strongest Trainer Antagonists.

● Licence to Cheat.

Your Rival does not suffer any consequences from breaking the League’s rules. He may use forbidden Items, send several Pokémon, punch you or your Pokémon during an Official Battle, but beware, if you also break the rules, you WILL be sanctioned heavily.

● OverPowered

Your Rival and his Pokémon unleash their hidden power. Their Damage Rolls are always successful.

● Overconfidence

Your Rival and his Pokémon have an unlimited amount of Will Points.

● Unbearable

Your Rival knows what to say to make you angry. When he talks to you, you and all your Pokémon automatically lose their cool, clever, tough and cute. Any roll that involves those Social Attributes will fail automatically no matter what.

● Leftover Maniac

All of your Rival’s Pokémon have Leftovers as a Held Item (*Leftovers Heal 1 HP per Round. Up to 10 HP may be healed daily*).

● Cruel Training

Your Rival trains his Pokémon without mercy but they are all fully evolved.

● Move Master

Choose one very powerful or extremely useful Move. All of your Rival’s Pokémon may use that Move. This Unlike-Ability may be chosen multiple times.

● Gary Stu/Mary Sue

Your Rival always succeeds at everything he does as if he had rolled 5 successes. His Pokémon never fail to live up to his expectations. All their Moves gain the Never Fail Effect.

● Suspected Thief

Everytime you meet your Rival, you’ll have missing Items by the time they leave the scene. He may even steal your Pokémon! If your Rival is not Evil, you may find your Pokéball at a nearby Pokémon Center, Adoption Center or Daycare, but if he’s Evil, finding your companion may not be that easy.

● Spotlight Thief

Everytime you do something amazing, your Rival ends taking all the credit and even making it look like he saved you.

● Silver Tongue

Your Rival knows how to manipulate you. You’ll do whatever he wants even if it opposes your beliefs or plans. Even worse, you’ll think they’re doing it in your own best interest.

● Rider of Misfortune

Your Rival decided to make your everyday life a living hell.

Everything you do gets unbelievably complicated, you have no proof, but you know he’s behind it!

No-one believes you, though.

You can’t regain Confidence and you lose 2 Confidence everyday. When you lose all your Confidence, you suffer a mental breakdown and regain all your Confidence the next day.


● Double Agent

One of your Pokémon works for your Rival and you don’t even suspect it. They may lose Battles on purpose (modify successes in secret) and sabotage plans.

They are really good at covering up their misdeeds. This Unlike-Ability may be chosen multiple times. If you store or release a Double Agent, another Pokémon in your party takes its place... but who?

● Undefeatable Foe

Your Rival is destined to beat you **Every. Single. Time.** No matter how often you train, how hard you try, which of your Pokémon fights, you always end up losing.

Every  you roll while battling your Rival, will subtract one success from your roll.

Players can’t be Rivals with each other, Rivals and their unlike-abilities impose an almost-impossible challenge, their skills are not appropriate for Player Characters.

By pure numbers, you might lose everytime, but a well thought strategy will take you far. You need to defeat your Rival eventually if you’re looking to reach the Ace Rank. Even more, the Storyteller might want to add new Rival-related Achievements to get to Beginner, and Amateur Rank.

You’ll Love to hate your Rival, have fun trying to surpass this formidable foe.

Conquering the Pokémon League

Every Trainer's dream is to participate at least once in the intense adventure that is the **Pokémon League Challenge**. A grand scale journey across an entire region to train and prove your skills. All of the greatest trainers have made this journey and it is said to be the only way to become the strongest.

During the Pokémon League Challenge you will face a great amount of danger to test your skills as a trainer, the power of your Pokémon, your own survival ability, and your intelligence and wits.

Sometimes your body and mind will be put to their limits. Although many try to beat it, only the mighty will endure this journey.



■ Pokémon Gyms Challenge

The main objective of the Pokémon League Challenge is to make you and your Pokémon grow in skill and power. To test your progress, the League has eight testing arenas called Pokémon Gyms, where powerful Trainers abound under the tutelage of one of the strongest and renowned Trainer in the region, this person is called a Gym Leader.

They will test your skills in battle as a result of your training talent and the relationship between you and your companions.

Their Pokémon vary in power, depending on who's challenging them and how many badges the Trainer has won. They usually focus on a single type of Pokémon.

If you manage to beat them, you'll be rewarded with a badge to prove your skill. Badges may also be bought for incredibly high amounts of money.

Defeating the eight Gym Leaders and getting the eight badges, allows you to participate in the most exciting and gigantic event of the year: The Annual Tournament! Where Trainers compete and do their best!

Just remember that you have less than a year to defeat the eight Gym Leaders, otherwise you'll have to start over for the next year's challenge. Get prepared and train hard.



■ Annual Tournament

There is nothing like the Pokémon League Tournament, this is the only place and event of the year where people can watch the highest level battles, final evolutions and extremely rare Pokémon in a parade of moves they may have never seen before.

Some of the trainers you'll find here may be as strong as some of the Gym Leaders, although most people get their badges by taking advantage of a Gym's preferred type. They will be smart, resourceful and you should not take them lightly.

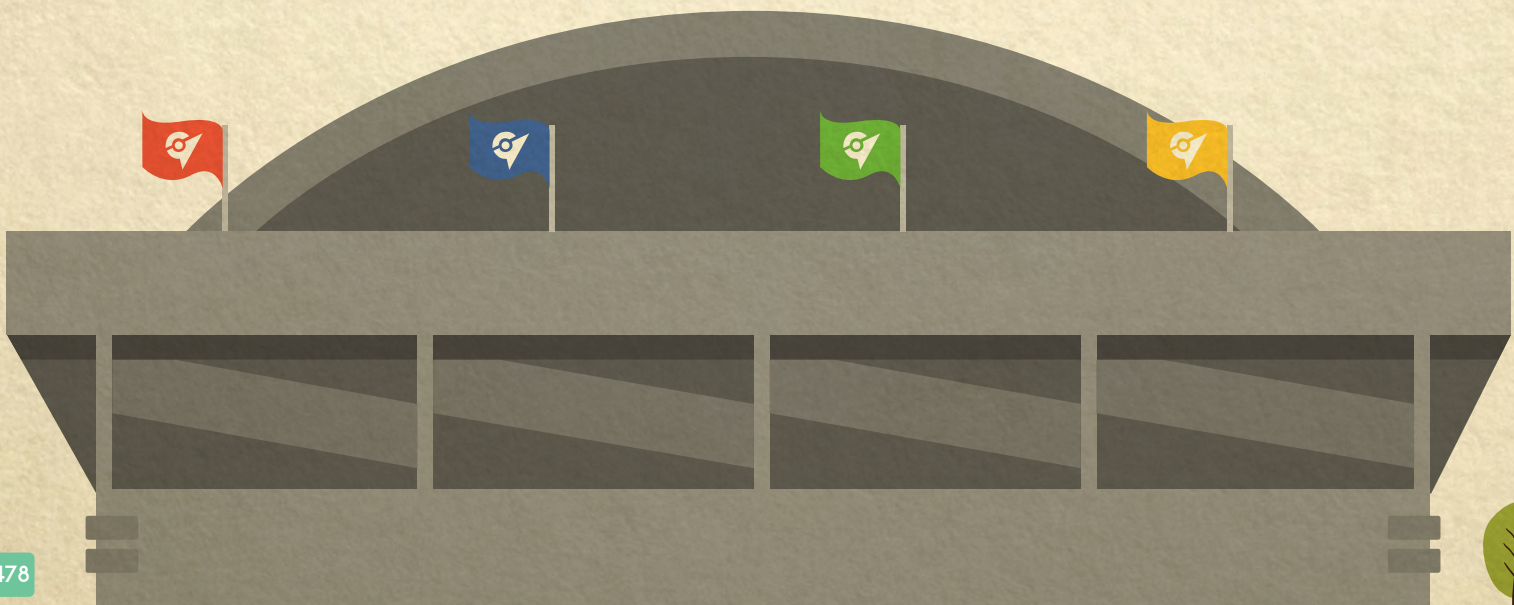
In this tournament, Pokémon Trainers battle each other using 3 Pokémon in a single battle where switching is allowed. The Battle arenas are themed, they range from a simple forest-like field to the inside of a house or a sci-fi set. This is mainly to add more challenges for the participants and to give more variety and entertainment to the public.

The semifinals usually change the battle to a full party of 6 Pokémon in single-battle while the Grand Final may be different altogether. The Final match always comes as a surprise, and may have lots of different scenarios and added challenges to the fight.

Apart from the battles between Ace Trainers, the League shows special events in this tournament such as fights between Gym Leaders, Elite Four and even the Champion of the region. They are broadcasted on TV.

Their fights are friendly matches and most people don't realize this, but during this tournament the Elites and Champion do not show their full power.

To participate in the League Tournament is a great honor. After months of enduring hardships, facing great danger, battling wild Pokémon, competing against powerful trainers, challenging Gym Leaders, surviving in the wild, eating from nature, taming your newly caught Pokémon and overcoming your own fears; you are finally known as a formidable Ace Trainer. Whether you win or lose, this is the end of the journey for a regular person.



Victory Road

Whoever got to the Top 5 in the Annual Pokémon League Tournament earns the right to go through the most dangerous test in the region and probably one of the most deadly places in the entire world: The Victory Road.

This is the final testing ground, only amazingly powerful trainers may go inside due to the tremendously strong wild Pokémon that dwell in there. This place is a maze-like dungeon, wide as a city, dark as a cave, perilous as war. Here you will be alone with your Pokémon, crawling in enemy territory, surrounded by massive and aggressive Pokémon gathered by unknown forces.

The Victory Road can extend for miles and this journey may last for days or weeks without food, Pokémarts or a Pokémon Center. You have to endure, you have to survive, you have to reach the end, and you have to hurry. Whatever entities reside in these dark corners of the planet will let you know that you are not welcome.

Going through the Victory Road is not an easy task, most people give up after a few hours inside, once they realize there is no way of healing besides the potions you carry. The Pokémon center is a gift you learn to respect.

Life is short and humans are weak, here you will realize the feebleness of your power as nature is a force to be reckoned with.

Whoever goes through the Victory Road is now in a whole new level.

They are crazy strong and wield powers beyond your comprehension.

The attribute limit does not apply to these trainers or their Pokémon. An Elite can wipe a Gym Leader with a single Pokémon and they always carry a party of six.

As soon as you reach the end of the Victory Road, you will find yourself looking right into the lights and glory of the Elite Four Facilities. Within, there is a Pokémon healing machine, a transfer PC, a store and someone to welcome you. Soon after you heal you will take your last few steps and go after some real monsters. Once you get in, there's no turning back, no backing down, and you cannot surrender, you must fight the Elites until either all your Pokémon lose consciousness or you win it all.

The odds suggest you won't beat the first Elite, but if you manage to defeat him or her, you'll have to move on to the next one barely catching a breath.

Here's the Challenge, you have to defeat them all, one by one, without rest or hesitation. Basically, you must beat their twenty four super strong Pokémon preferably using just four of yours. Save at least two Pokémon, you will need them to face the Champion.

Sometimes Elites show legendary capabilities. If they do, you can't win. They are out of your league.

These battles are not broadcasted and there is no audience. Everything is extremely confidential.

Elite Four Challenge

“Are you ready to lose? Your League challenge ends with me, Red!” - Elite Four Lance

There comes a time when everyone must look directly into the eyes of Destiny. For a trainer, this is it. The last steps, the final confrontation of power.

The Elite Four are the ultimate league of badasses and they will smite you with unmatched fury and great vengeance.

The rules are simple, you must defeat the four strongest trainers in the region, each of them was able to beat all gyms, go through the Victory Road, and has faced and defeated one or more Elites.

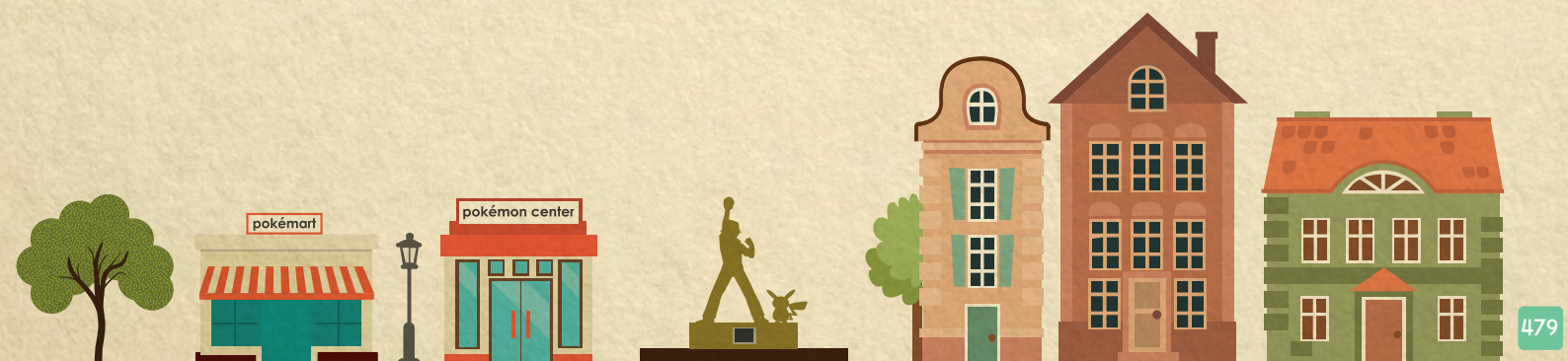
Becoming Champion

“One look at you tells me many things about you. Together, you and your Pokémon overcame all the challenges you faced, however difficult.

It means that you've triumphed over any personal weaknesses, too. The power you earned... I can feel it emanating from you.

That's enough talking. Let's get on with why you're here. I, Cynthia, accept your challenge as the Pokémon League Champion! There won't be any letup from me!” - Pokémon Champion Cynthia

A great arena suited for kings extends in front of you, tall and strong, built as a fortress to withstand your last battle. A booming sound of power fills the room and it's not a Pokémon but a human, frightening and wise, with an unbreakable force of will that's more resilient than these walls.



POKÉMON LEAGUE

You are probably wondering how this letter came to your main Pokéball. That should be the least of your worries.

I took interest in your progress through the League and your other perils. And as we stand now, you are among the few humans to carry our will. You are still young, dear trainer. Fight hard and meet my pride, she will teach you your last lesson about what it means to be a Pokémon Master. Don't hold back or you may not come out.

If you succeed, we will finally meet.



She comes down on you as a mountain and with eyes that have seen all there is to know about Pokémon and their legends, myths, and gods. Could she have witnessed the same phenomenons as you?

If you reached this Stage, you are probably not an ordinary human anymore, neither ordinary are the Pokémon you're carrying.

If by some miracle you defeated the Elite Four without the help of a mythical being, the Champion will put an end to your luck streak.

All champions and their Pokémon, knowingly or not, are beyond any natural ability. They work the same as facing legendary Pokémon and their Moves are so strong that they are considered Plot Deviced versions.

They may show powers related to Pokémon deities and demi-deities.

These extraordinary individuals have already proved their worth, usefulness and resourcefulness to great creatures, allowing them to perform true feats of legends.

You must defeat the Champion in an Item-Holding, Medicine-Allowed, Previously-Boosted Single Battle.

If you prevail, you will receive the Title of Champion and gain access to the Hall of Fame, where you and your Pokémon will be recorded to be remembered forever.

Many new paths are revealed as you draw the attention of many unnatural people and unravel the deepest secrets of this universe.

A Champion, a Master, a Legend. This is only your first step inside the Marvelous World of Pokémon.



The Power of Mega-Evolution

People in Hoenn mention the legendary Pokémon Rayquaza, as the first Pokémon to ever Mega-Evolve; but the first records of Mega-Evolution as we know it today come from Kalos.

The ancestor of a family that still exists to this day, discovered how to harness this god-like power and embed it into energy stones, later called Mega Stones.

Mega-Evolution consists on infusing your Pokémon with the power contained inside the Mega-Stone. This process will make their bodies go through a transformation similar to Evolution, where their body changes and their attributes increase.

Unlike a normal Evolution process, Mega-Evolution effects will disappear after not being in contact with the mega stone for a couple of minutes.

It is worth noting that Mega-Evolution can be a violent process that causes the Pokémon to be overwhelmed by the sudden surge of power, causing them distress and even pain, so a strong relationship with their Trainer is needed for them to be able to endure the transformation without going on a rampage and get the most out of it.

Rules for Mega-Evolution

- Mega-Evolution requires the Pokémon to hold a Mega-Stone in their Item slot and the Trainer to wear a Key Stone.
- Only Pokémon at their Final Stage are capable of Mega-Evolving.
- Undergoing Mega-Evolution costs 1 Will Point.
- Mega-Evolution lasts for a whole scene or one battle.
- Mega-Evolved Pokémon may lose control at Storyteller's discretion.

There is a Mega-Stone for every Pokémon capable of Mega-Evolving. They are incredibly rare, not usually found in the wild. They are usually family heirlooms or guarded relics.

They are often called by the name of the Pokémon they Mega-Evolve, for example “Venusaurite”, “Charizardite” “Lucarionite”, etc.

Beware of evil doers who wish to harness their power and create chaos upon the world of Pokémon, for this power in the hands of bad people will bring a destruction like no other.

Some people report seeing Trainers with permanently Mega-Evolved Pokémon. Could the rumors be true?

The Ritual of the Hero

In the Alolan Region, children of a certain age go through a coming-of-age ritual where they embark on a journey to commune with their Pokémon and the land.

Each of the four Islands in Alola has a Legendary Pokémon who acts as a Guardian. Once in a while, they show themselves, urging one of the young to begin the four trials.

With the guidance of the Kahuna's, the child goes through these tests. Kahuna's know the secrets to harness the true power of a Human and Pokémon's bond through something called Z-Move if your get a hold of this power, you are on your way to become a true hero.

Z-Moves require the Pokémon to hold a Z-Crystal in their Item slot and the Trainer to wear a Z-Ring.

Z-Moves require a special ritual dance.

To obtain one you must have passed at least one of the four island's trials.

Rules for customizing and using Z-Moves can be found on P. 428



Z-Crystals and Mega-Stones may be obtained at your discretion. They may be family heirlooms, gifts, prizes or a serendipitous encounter.

Myths and Legends from the Pokémon World

As you embark on your first journey, **Pokémon: The Role Playing Game** will deal with some ordinary affairs and people’s everyday lives, their customs, their aspirations, the relevance of Pokémon and your own in this beautiful and innocent world.

It’s a time to learn about teamwork, leadership, friendship, camaraderie and valor. A journey about pursuing your dreams, climbing to the top, and realizing that you are able to do anything you want if you persevere and work together.

There is, however, another side to this world. A realm of legends and gods. Beings who molded the landscapes and gave birth to humans and Pokémon. Creatures older than this world to which death means nothing. Pokémon who rule the vast ocean, the clear skies or the wide continents you inhabit.

Famous libraries and old tablets talk about creatures out of the ordinary, even by Pokémon standards. Most believe these are nothing but tales from another era, but maybe eventually you’ll bear witness to something simply unexplainable. This is the first time you’ll be facing **Legendary Pokémon**.



Myths

We know you want to use a couple of **Legendaries** to spice up your **Chronicle**, and that’s completely fine. They can turn a simple story into a quest that will change the characters lives, forever.

A **Myth** is your **main tool** to **build up** the importance of a **Legendary Pokémon**, to reveal the first clue to a mysterious happening, or answer the many questions about this amazing technology.

People’s eyes are veiled in a cloak of ignorance and comfort. Before revealing the truth behind a **Myth**, make sure to inspire an air of ancient eras, when gods walked the lands in times long forgotten.



Legendary Pokémon

Despite having a **Pokédex** entry, **Legendary Pokémon** should always be treated with great care. When building a story arc revolving around these creatures always take these tips into consideration:

- Their presence actively modifies everything happening around them.
- They cannot be caught or contained in most Pokéballs.
- Most of them should be more intelligent and wiser than humans.
- They know any number of **Moves** that may match their **Types** or not.
- They may know **Z-Moves**, **Max** or **G-Max Moves** and even **Mega-Evolve** at will.
- Some of them may be able to talk, either through telepathy or rough voices.
- There is only one of each. Although some may have powers that allow them to copy themselves.
- If you wish to take their myths further you may start applying what we call: **“Legendary Ranks”**

Legendary Pokémon are found in the **Pokédex** Chapter. Their entry shows most of them as **Master Rank**, which would be their base form. They can be tamed only by the strongest trainers, and they can’t be weaker than shown on their entry.



Legendaries aren’t regular **Pokémon** and they are not human. They shouldn’t think nor act as such. All of their actions are beyond good and evil. At most they may be caring or uncaring.



Legendary Ranking (Optional)

Pokémon: The Roleplaying Game is mainly focused on low Adventure, it deals with the comings and goings of regular people's lives and their relationship with nature and Pokémon. However, there is a larger mythology in this world.

Here, we open up the door to the universe of High Adventure which extends further away into the primordial forces of creation. These powers manifest on the Pokémon World in a straight-forward fashion, but only the most worthy and brave have the fortitude to comprehend and face the events that will decide the future.

The Legendary Ranking is an addition to the Ranking System, in that sense, it is possible to be of Amateur Rank and also have a Hero Rank. In practice, most Heroes in the world are positioned among the Pros and Champions, but this does not prevent Heroes from being of any Rank.

It's important to note that it is NOT possible for a Trainer to raise or assign a Legendary Ranking to their Pokémon through Training Sessions. Only a Legendary Pokémon is able to do that, and will do it ONLY for outstanding and worthy Pokémon that go along their Philosophy, a Shaymin won't be turning a Muk into one of its heroes anytime soon.

Legendary Ranking is more than just a power scale, it's your hierarchy in the cosmic order.

In here we will comment on the most essential aspects regarding the Legendary Ranking, but its real scope will be found in the future supplement:

Spirit of Champions

Heroic Rite of the Power of One is simply a rite for communication with a Legendary Pokémon. The rite on itself doesn't have any real power to grant Legendary Rankings.



Pokéballs can catch a Pokémon with a Legendary Ranking, but Legendary Pokémon are capable of breaking the Pokéball at will. Only a Masterball could hold them.



Hero Rank

Heroes act as the labor force of Legendary Pokémon, usually they're extraordinary people with a strict code of conduct and an relentless higher purpose.

Most of them are oblivious to their position as a Hero and the identity of their benefactor. Knowingly or unknowingly, a Hero's got a job to do and they are expected to accomplish great deeds.

For that reason they have the following benefits:

Individual Value

A character with the Hero Rank has capabilities vastly superior to the other members of his species, even at their weakest state, you can tell they are prodigies.

They are beginning to realize that life and power are more than just a biological composition, there is a greater power sleeping inside each living being.

- Attribute Minimums are increased by 1.
- Attribute Limits are Increased by 1.

Move User

The character awakens to a completely new and strange power running inside them like a far away memory.

This power is a Move that they are capable of performing even if they are human.

- Gain one Move. Usually a Support Move but it can be any Move at Storyteller's Discretion.
- The Hero gains a score in the Special Attribute identical to that of their main Pokémon on the battle field.

Heroic Ability

The Hero develops a supernatural Ability that attaches to their body, it can be activated or deactivated at will.

At this point, the Hero is undeniably beyond ordinary.

- Gain one Ability related to the Legendary Pokémon providing its blessing. A Heroic Pokémon's native Ability and a Legendary Ability can be active at the same time. Heroic Trainers may use this Ability themselves.

How do I get this Rank?

The Hero and a Pokémon who wish to obtain the blessing enter communion with the greatest forces of destiny.

A Legendary Pokémon will determine if both are worthy in its eyes.

If the communion succeeds it may decide to grant the Legendary Rank of Hero to you, your Pokémon or both.



Guardian Rank

Certain Pokémon are part of folklore they use or used to be revered by humans as Guardians.

On few occasions these Guardians create or rise creatures that can't be rivaled by mortal beings.

They serve on highly specific stationary positions. Contrary to Heroes, Guardians can be recognized on sight as beings beyond natural, therefore, they commonly take part on legends from tribes and cultures all around the Pokémon World.

Hidden Value

Guardians have a vitality completely out of norm, they are virtually immune to attacks from ordinary creatures. On occasions this vitality manifests itself on bodies of prodigious size, but this characteristic is not always the case. Their destructive power is enough to fend off invaders or take control of deadly situations that would be too easy to bother a God.

- HP Is increased by 20.
- Max Out all Attributes.

All Z-Moves

Moves from Guardians are usually an extension of their assigned duty and they can perform those attacks freely without need for rest or effort, turning even the most basic Move into a power capable of wiping out all non-Heroic foes in a blink.

- Guardians may choose to use the Z-Move version of their Moves, without any restriction except they can't use the same Z-Move twice during the same Round.

Legendary Ability

The nature of a Guardian is augmented to such a level that they are working out of divine energy and not so much because of a physical body. All of their innate capabilities burn intensely, revealing their hierarchy on the mortal world.

- Double the effects of one Ability.
- Guardians may have three Abilities at the same time.

How do I get this Rank?

When a Hero has continuously proven their worth and caliber, it may be summoned by a higher being.

On this very moment their destiny is revealed, the line which divides the myth from reality will be erased, and just like that a new Guardian is led into the real battle where the future of the world will be forged.

This is just the first few steps you'll take when entering the legend.

For Pokémon of great power over the forces of nature, life and death and even from cosmic proportions exists, and shall you ever encounter them be prepared to deal with Heros, Guardians and:



Demi-God Rank

Demi Gods make this World move. Rulers but not creators of powers that surpass anything seen on the world, theirs is a kingdom of terrible fantasy.



God Rank

A God cannot be understood through the natural laws of the world. They crafted the world, built the continents, and rule over life and death.



Firstborn Rank

The few true children of the Original One, born from eggs hatched in the void before Creation. They built the laws of physics, the abstractions of the mind and the commandments of the divine according to the Original One's will.

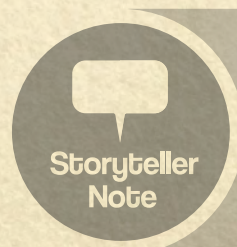


Original One Rank

In accordance to its concept, it has no limits of any kind but the imagination.

Be ready for an exponential burst of power for each one of the Legendary Ranks. New Atributtes, New Abilities, New Powers for Pokémon and Trainers.

High adventure where you'll face the most unsurmountable odds, this is more than a challenge for you and your Pokémon companions to surpass, this is Destiny.



Storyteller Note

Legendary Pokémon and Legendary Ranking will turn the game into a deadly journey. High Damage, High Risk, and Global Damnation. Time to take away your training wheels.

The BIG Leagues

Galarian region is home to a strange phenomenon not seen anywhere else in the world.

In their wild areas is not that rare to find giant Pokémon on a rampage. It seems there are certain underground deposits of energy called “Power Spots” will make a Pokémon grow to an enormous size, you’ll recognize them as tall pillars of red light coming out of the ground.

This is known as the **Dynamax phenomenon**, and it doesn’t stop there, some Pokémon are so sensitive to this strange energy that upon harnessing it they won’t only increase their size but also modify their appearance and use even more powerful moves, this is called **Gigantamax Form**.

When Pokémon are under any of these transformations they’ll only be able to use what is know as **Max Moves** and **G-Max Moves** which are an improved version of any Move they already know.

Scientists of Galar have long studied the Dynamax phenomenon and due to popular demand, have created a Pokéball that can replicate the effects of said phenomenon as a simulation to entertain spectators and fans of Galarian Pokémon matches!

When we said Galar is the Big Leagues, we mean it in a complete literal way!

There is a catch though, while in the wild this phenomenon can be long lasting, when reproduced artificially with a Dynamaxball the duration of this powerful forms will be of less than a minute, so make use of all your strength while it lasts to attain your greatest victory yet!

Prepare to see your Pokémon grow in every way, because once you go G-Max you’ll never go back!

While most Pokémon can Dynamax, with their bodies increasing their size (around 15’00”/5 m to 32’00”/10m) only a few that have been reported to have Gigantamax form; and even then it may vary between members of the same species.

From two Pokémon of the same species, one can have a Gigantamax form and the other not.

That’s because some Pokémon are born with the Gigantamax factor and others are not.

Gigantamax forms are truly titanic (45’00”/ 14m to an incredible 328’00”/100m) it all depends on the species.

The increase of Base HP and Attributes will vary from Dynamax to Gigantamax, the latter being much more powerful.

Neither form can be sustained for very long, and Gigantamax transformations may leave sequels on the Pokémon’s demeanor.





Rules for Dynamax

- For a Pokémon to Dynamax requires the Trainer to wear a Dynamax Band and to be inside the facilities of a Pokémon Stadium.
- Power Spots exist in the wild and can make a Pokémon Dynamax without the need of the Dynamax band.
- All Pokémon except certain Legendaries can Dynamax.

While a Pokémon is in Dynamax form it will obtain the next benefits:

- Base HP + 6
- Use Max Moves (p.425)

- Dynamax has a duration of 3 Rounds when it is triggered by a Dynamax band, switching out removes the effects.
- Dynamax has an indefinite duration when it is triggered by a Power Spot.
- Dynamax Pokémon are immune to: Flinch, Moves based on weight, OHKO Moves, Destiny Bond, Being removed from combat and having their Ability Changed or Removed. Other Pokémon cannot transform into them either.
- Max and G-Max Moves cannot be copied.

Rules for Gigantamax

- For a Pokémon to Gigantamax requires it to have Gigantamax Factor and the Trainer to wear a Dynamax Band and to be inside the facilities of a Pokémon Stadium.
- Power Spots exist in the wild and can make a Pokémon Gigantamax without the need of the Dynamax band.
- Only certain Pokémon at Storyteller's Discretion can Gigantamax.

While a Pokémon is in Gigantamax form it will obtain the next benefits:

- Base HP + 12
- Use G-Max Moves (p.425)

- All other rules for Dynamax apply for Gigantamax as well.

You are all set now!

Time for you to start your own big adventure with your Pokémon companions!





Final Words

We have struggled to bring you the best game we could create. Between contained emotions, inspiring words, silent prayers, loss, friends, and a community hoping to walk through the paths of their childhood memories. We wish you enjoy this game as much as we enjoyed creating it.

We began working on 2.0 in 2018 when we got together to plan a new adventure, as usual, we were discussing how we would create our Characters and from that gathering, we began working on what would become this Pokérole edition.

Since then, a lot has happened, some of us moved to another city, some of us had to pause for personal reasons, even so, we slowly and steadily kept working towards this goal.

We got here by adhering to one simple rule: your memories are not something to play with, if you saw something you liked on the games or the anime, we want you to be able to do it in the game. **That's a promise, we will make it work**, even if we miss the shot a few times.

Thank you for your patience and your continuous support.

Pokérole Team wants to give you everything you need to run your games and play the Character You Want, even from the beginning. Trainers may grow even without having to raise their power. Never forget that. Try new Pokémon, Test your creativity, Challenge what you know about your Pokémon, and never be disheartened for losing.

All the best
Pokerole Project Team



Feel free to contact us:
pokerole.project@gmail.com

www.PokeroleProject.com
Discord: <https://discord.gg/PSt6uYc>