**Move Changes:**

* Silver Wind **Buffed** to 15 PP.
* Sweet Scent **Buffed** to *also* lower accuracy as well.
* Knock Off **Buffed** to 65 Power.
* Wing Attack **Buffed** to 70 Power.
* Absorb **Buffed** to 30 Power.
* Mega Drain **Buffed** to 60 Power.
* Giga Drain **Buffed** to 90 Power.
* Supersonic **Buffed** to 70 Accuracy.
* Mud-Slap **Buffed** to reduce accuracy by 2 stages, instead of 1, *however* only 70% of the time.
* Fire, Ice and Thunder Fang are all **Buffed** to 75 Power, in line with the elemental punches.
* Crabhammer **Buffed** to *also* have a 10% flinch chance.
* Metal Claw’s chance to raise the user’s attack **Buffed** to 40%.
* Scary Face **Buffed** to *also* have a 50% chance to lower the enemies attack by 1 stage.
* Rage **Buffed** to a base 35 Power.
* Fire Spin **Buffed** to a base 50 Power, and 90% accuracy.
* Night Daze **Buffed** to a base 90 Power, with 15 PP.
* Thief has been **Buffed** to 60 Power, with 25 PP.
* Smog **Buffed** to 50 Power, with 85% accuracy.
* Energy Ball **Buffed** to 95 Power, with a 20% chance to lower the target’s Sp. Def by 1 stage.
* Lovely Kiss **Buffed** to 90% Accuracy.
* Feint **Buffed** to 40 Power, with 20 PP.
* Magical Leaf **Buffed** to 70 Power.
* Powder Snow **Buffed** to have a 33% Chance to Freeze, but a **Nerfed** 35 Power.
* Twinneedle Buffed to 30 Power.
* Sky Attack Buffed to 95% accuracy.

Section 2:

* Constrict **Buffed** to 30 Power, while always lowering the target’s speed stat.
* Poison Fang **Buffed** to have a 50% chance of poisoning, instead of 30%.
* Iron Tail Buffed to 85% accuracy.

Section 3:

* Bonemerang **Buffed** to 95% accuracy.
* Crush Claw **Buffed** to 80 Power.
* Mud Bomb **Buffed** to 90% Accuracy
* Cut **Changed** to ‘GRASS’ type, as well as an increased 70 Power.
* Flash **Buffed** to reduce accuracy by two stages.
* Fly **Buffed** to 120 Power.
* Strength **Changed** to ‘ROCK’ type, as well as an increased 85 Power.
* Whirlpool **Buffed** to a base 50 Power, and 90% accuracy.
* Rock Smash **Buffed** to have a 100% chance to lower defence by 1 stage.
* Dive **Buffed** to 120 Power.
* Rock Climb **Buffed** to 95% accuracy.
* Pin Missile **Buffed** to 100% accuracy (this is still a 2-5x multi-hit move).
* Frost Breath **Buffed** to 60 Power.

Wishful thinking:

* Lucky Chant to *also* have a 45% chance to raise all stats by one.
* Spider Web also lowers enemies’ speed
* Focus Energy raises the user’s speed by 1 stage

**Type Changes:**

**Fairy-Type Introduction**

Fairy type has been added to the game and generally follows the same resistances and weaknesses as the main game. The following Pokémon have had their typing updated to their respective typing in Sun/Moon to reflect this introduction:

* Snubbull/Granbull
* Audino
* Pachirisu
* Ralts/Kirlia/Gardevoir

The following moves have been introduced as fairy type moves:

* Odor Sleuth Changed into Moon Blast
* Mud Sport Changed into Play Rough
* Water Sport Changed into Disarming Voice
* Follow Me Changed into Dazzling Gleam

**Ice-Type Changes**

Some small buffs have been given to the Ice type to compensate for its lack of resistances. Changing type match-ups is really something I’d rather stay away from as they’re often confusing for experienced players. However, it has always been great to have Ice-Type moves but horrible to have an Ice-Type Pokémon because of its array of weaknesses and limited resistances. The following changes have been introduced to combat this:

**Ice now resists the following**:

* Water
* Ground
* Flying

Water/Ground-Types are both very common types and as such added resistances should benefit Ice-Types across a variety of settings. Adding a flying resistance further adds to the Ice-Type’s ability to win a match-up against Flying-Type, giving Ice-Types an avenue to ‘safely’ switch in.

**Other**:

To stay in line with the latest generational changes, Steel no longer resists Ghost/Dark-Type. A type chart representing these changes can be found on the following page.

