

Changes of yet another *Pokémon Showdown* modification

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1 Types

- new types: Air, Bat, Bird, Fish, Light
- deprecated: Flying
- Air:
 - Air is super effective vs Bat
 - Air is not very effective vs Bug, Dragon, Rock
 - Electric is not very effective vs Air
- Bat:
 - Bat is super effective vs Dark, Fighting, Psychic
 - Bat is not very effective vs Ghost, Rock
 - Bat has no effect vs Steel
 - Air, Ice, Light, Rock are super effective vs Bat
 - Ghost is not very effective vs Bat
 - Ground has no effect vs Bat
- Bird:
 - Bird is super effective vs Bug, Fighting
 - Bird is not very effective vs Electric, Rock, Steel
 - Electric, Rock are super effective vs Bird
 - Bug, Fighting, Grass are not very effective vs Bird
 - Ground has no effect vs Bird
- Fish:
 - Fish is not very effective vs Ice, Rock, Steel
 - Water is not very effective vs Fish
- Light:
 - Light is super effective vs Bat, Dark, Ghost
 - Light is not very effective vs Fire, Grass, Steel
 - Dark, Fairy, Ghost are not very effective vs Light
- other changes:
 - Electric is normally effective vs Dragon
 - Electric is super effective vs Steel (and vice versa)
 - Fairy is normally effective vs Fire
 - Fairy is not very effective vs Grass
 - Fairy has no effect vs Psychic
 - Ground is not very effective vs Dragon
 - Ice is super effective vs Fire (and vice versa)
 - Ice is normally effective vs Ground
 - Ice is normally effective vs Steel
 - Poison is not very effective vs Steel
 - Psychic is not very effective vs Bug
 - Psychic is normally effective vs Steel
 - Steel is super effective vs Electric (and vice versa)
 - Steel is not very effective vs Fighting
 - Steel is normally effective vs Fire
 - Steel is normally effective vs Ice
 - Steel is normally effective vs Rock

	Ar	Bt	Bd	Bg	Dk	Dn	Ec	Fy	Fg	Fe	Fh	Gt	Gs	Gd	Ie	Lt	Nl	Pn	Pc	Rk	Sl	Wr	2×	1×	½×	0×
Air	1×	2×	1×	½×	1×	½×	1×	1×	1×	1×	1×	1×	1×	1×	1×	1×	1×	1×	1×	½×	1×	1×	1	18	3	
Bat	1×	1×	1×	1×	2×	1×	1×	1×	2×	1×	1×	½×	1×	1×	1×	1×	1×	1×	2×	½×	0×	1×	3	16	2	1
Bird	1×	1×	1×	2×	1×	1×	½×	1×	2×	1×	1×	1×	1×	1×	1×	1×	1×	1×	1×	½×	½×	1×	2	17	3	
Bug	1×	1×	½×	1×	2×	1×	1×	½×	½×	½×	1×	½×	2×	1×	1×	1×	1×	½×	2×	1×	½×	1×	3	12	7	
Dark	1×	1×	1×	1×	½×	1×	1×	½×	½×	1×	1×	2×	1×	1×	1×	½×	1×	1×	2×	1×	1×	1×	2	16	4	
Dragon	1×	1×	1×	1×	1×	2×	1×	0×	1×	1×	1×	1×	1×	1×	1×	1×	1×	1×	1×	1×	½×	1×	1	19	1	1
Electric	½×	1×	2×	1×	1×	1×	½×	1×	1×	1×	1×	1×	½×	0×	1×	1×	1×	1×	1×	1×	2×	2×	3	15	3	1
Fairy	1×	1×	1×	1×	2×	2×	1×	1×	2×	1×	1×	1×	½×	1×	1×	½×	1×	½×	0×	1×	½×	1×	3	14	4	1
Fighting	1×	1×	½×	½×	2×	1×	1×	½×	1×	1×	1×	0×	1×	1×	2×	1×	2×	½×	½×	2×	2×	1×	5	11	5	1
Fire	1×	1×	1×	2×	1×	½×	1×	1×	1×	½×	1×	1×	2×	1×	2×	1×	1×	1×	1×	½×	2×	½×	4	14	4	
Fish	1×	1×	1×	1×	1×	1×	1×	1×	1×	1×	1×	1×	1×	1×	½×	1×	1×	1×	1×	½×	½×	1×		19	3	
Ghost	1×	½×	1×	1×	½×	1×	1×	1×	1×	1×	1×	2×	1×	1×	1×	½×	0×	1×	2×	1×	1×	1×	2	16	3	1
Grass	1×	1×	½×	½×	1×	½×	1×	1×	1×	½×	1×	1×	½×	2×	1×	1×	1×	½×	1×	2×	½×	2×	3	12	7	
Ground	1×	0×	0×	½×	1×	½×	2×	1×	1×	2×	1×	1×	½×	1×	1×	1×	1×	2×	1×	2×	2×	1×	5	12	3	2
Ice	1×	2×	1×	1×	1×	2×	1×	1×	1×	2×	1×	1×	2×	1×	½×	1×	1×	1×	1×	1×	1×	½×	4	16	2	
Light	1×	2×	1×	1×	2×	1×	1×	1×	1×	½×	1×	2×	½×	1×	1×	1×	1×	1×	1×	1×	½×	1×	3	16	3	
Normal	1×	1×	1×	1×	1×	1×	1×	1×	1×	1×	1×	0×	1×	1×	1×	1×	1×	1×	1×	½×	½×	1×		19	2	1
Poison	1×	1×	1×	1×	1×	1×	1×	2×	1×	1×	1×	½×	2×	½×	1×	1×	1×	½×	1×	½×	½×	1×	2	15	5	
Psychic	1×	1×	1×	½×	0×	1×	1×	1×	2×	1×	1×	1×	1×	1×	1×	1×	1×	2×	½×	1×	1×	1×	2	17	2	1
Rock	1×	2×	2×	2×	1×	1×	1×	1×	½×	2×	1×	1×	1×	½×	2×	1×	1×	1×	1×	1×	½×	1×	5	14	3	
Steel	1×	1×	1×	1×	1×	1×	2×	2×	½×	1×	1×	1×	1×	1×	1×	1×	1×	1×	1×	1×	½×	½×	2	17	3	
Water	1×	1×	1×	1×	1×	½×	1×	1×	1×	2×	½×	1×	½×	2×	1×	1×	1×	1×	1×	2×	1×	½×	3	15	4	
2×		4	2	3	5	3	2	2	4	4		3	4	2	3		1	2	4	4	4	2				
1×	21	16	16	14	14	14	18	16	14	12	21	14	12	16	17	19	20	15	15	11	6	16				
½×	1	1	3	5	2	5	2	3	4	4	1	3	6	2	2	3		5	2	7	11	4				
0×		1	1		1			1				2		1			1		1		1					

2 Pokémon

2.1 Type changes

		old		new		
006	Charizard	Fire,	Flying	Fire,	Dragon	
012	Butterfree	Bug,	Flying	Bug		
016	Pidgey	Normal,	Flying	Bird		
017	Pidgeotto	Normal,	Flying	Bird		
018	Pidgeot	Normal,	Flying	Bird		
021	Spearow	Normal,	Flying	Bird		
022	Fearow	Normal,	Flying	Bird		
039	Jigglypuff	Normal,	Fairy	Fairy		
040	Wigglytuff	Normal,	Fairy	Fairy		
041	Zubat	Poison,	Flying	Bat,	Poison	
042	Golbat	Poison,	Flying	Bat,	Poison	
052	Meowth (Alola)	Dark		Normal,	Dark	
	Meowth (Galar)	Steel		Normal,	Steel	
053	Persian (Alola)	Dark		Normal,	Dark	
054	Psyduck	Water		Water,	Bird	
055	Golduck	Water		Water,	Bird	
074	Geodude	Rock,	Ground	Rock		
075	Graveler	Rock,	Ground	Rock		
076	Golem	Rock,	Ground	Rock		
077	Ponyta	Fire		Fire,	Normal	
	Ponyta (Galar)	Psychic		Fairy,	Normal	
078	Rapidash	Fire		Fire,	Normal	
	Rapidash (Galar)	Psychic,	Fairy	Fairy,	Normal	
083	Farfetch'd	Normal,	Flying	Bird		
	Farfetch'd (Galar)	Fighting		Bird,	Fighting	
084	Doduo	Normal,	Flying	Bird		
085	Dodrio	Normal,	Flying	Bird		
092	Gastly	Ghost,	Poison	Ghost		
093	Haunter	Ghost,	Poison	Ghost		
094	Gengar	Ghost,	Poison	Ghost		
095	Onix	Rock,	Ground	Rock		
098	Krabby	Water		Water,	Bug	
099	Kingler	Water		Water,	Bug	
109	Koffing	Poison		Poison,	Air	
110	Weezing	Poison		Poison,	Air	
116	Horsea	Water		Water,	Fish, Dragon	
117	Seadra	Water		Water,	Fish, Dragon	
118	Goldeen	Water		Water,	Fish	
119	Seaking	Water		Water,	Fish	
122	Mr. Mime (Galar)	Ice,	Psychic	Ice,	Fairy	
123	Scyther	Bug,	Flying	Bug		
129	Magikarp	Water		Water,	Fish	
130	Gyarados	Water,	Flying	Water,	Fish, Dragon	
137	Porygon	Normal				
140	Kabuto	Rock,	Water	Bug,	Rock, Water	
141	Kabutops	Rock,	Water	Bug,	Rock, Water	
142	Aerodactyl	Rock,	Flying	Dragon,	Rock	
144	Articuno	Ice,	Flying	Ice,	Bird	
	Articuno (Galar)	Psychic,	Flying	Psychic,	Bird	
145	Zapdos	Electric,	Flying	Electric,	Bird	
	Zapdos (Galar)	Fighting,	Flying	Fighting,	Bird	
146	Moltres	Fire,	Flying	Fire,	Bird	
	Moltres (Galar)	Dark,	Flying	Dark,	Bird	
149	Dragonite	Dragon,	Flying	Dragon		
163	Hoothoot	Normal,	Flying	Bird		
164	Noctowl	Normal,	Flying	Bird		
165	Ledyba	Bug,	Flying	Bug		
166	Ledian	Bug,	Flying	Bug		
169	Crobat	Poison,	Flying	Bat,	Poison	
170	Chinchou	Water,	Electric	Water,	Electric, Fish	

171	Lanturn	Water,	Electric	Water,	Electric,	Fish
174	Igglybuff	Normal,	Fairy	Fairy		
176	Togetic	Fairy,	Flying	Fairy,	Air	
177	Natu	Psychic,	Flying	Psychic,	Bird	
178	Xatu	Psychic,	Flying	Psychic,	Bird	
179	Mareep	Electric		Electric,	Normal	
180	Flaaffy	Electric		Electric,	Normal	
181	Ampharos	Electric		Electric,	Normal	
187	Hoppip	Grass,	Flying	Grass,	Air	
188	Skiploom	Grass,	Flying	Grass,	Air	
189	Jumpluff	Grass,	Flying	Grass,	Air	
193	Yanma	Bug,	Flying	Bug		
198	Murkrow	Dark,	Flying	Bird,	Dark	
207	Gligar	Ground,	Flying	Bat,	Ground	
208	Steelix	Steel,	Ground	Steel,	Rock	
209	Snubbull	Fairy		Fairy,	Normal	
210	Granbull	Fairy		Fairy,	Normal	
211	Qwilfish	Water,	Poison	Water,	Poison,	Fish
223	Remoraid	Water		Water,	Fish	
225	Delibird	Ice,	Flying	Bird,	Ice	
226	Mantine	Water,	Flying	Water,	Fish	
227	Skarmory	Steel,	Flying	Steel,	Bird	
230	Kingdra	Water		Water,	Fish,	Dragon
231	Phanpy	Ground		Ground,	Normal	
232	Donphan	Ground		Ground,	Normal	
233	Porygon2	Normal				
246	Larvitar	Rock,	Ground	Rock,	Dragon	
247	Pupitar	Rock,	Ground	Rock,	Dragon	
248	Tyranitar	Rock,	Dark	Rock,	Dragon	
249	Lugia	Psychic,	Flying	Water,	Psychic,	Bird
250	Ho-Oh	Fire,	Flying	Light,	Bird	
251	Celebi	Psychic,	Grass	Grass,	Fairy	
255	Torchic	Fire		Fire,	Bird	
256	Combusken	Fire,	Fighting	Fire,	Fighting,	Bird
257	Blaziken	Fire,	Fighting	Fire,	Fighting,	Bird
267	Beautifly	Bug,	Flying	Bug		
276	Tailow	Normal,	Flying	Bird		
277	Swellow	Normal,	Flying	Bird		
278	Wingull	Water,	Flying	Bird,	Water	
279	Pelipper	Water,	Flying	Bird,	Water	
284	Masquerain	Bug,	Flying	Bug,	Air	
291	Ninjask	Bug,	Flying	Bug		
293	Whismur	Normal		Normal,	Air	
294	Loudred	Normal		Normal,	Air	
295	Exploud	Normal		Normal,	Air	
318	Carvanha	Water,	Dark	Water,	Dark,	Fish
319	Sharpedo	Water,	Dark	Water,	Dark,	Fish
325	Spoink	Psychic		Psychic,	Normal	
326	Grumpig	Psychic		Psychic,	Normal	
328	Trapinch	Ground		Ground,	Bug	
329	Vibrava	Ground		Ground,	Bug	
330	Flygon	Ground		Ground,	Bug,	Dragon
333	Swablu	Dragon,	Flying	Air,	Bird	
334	Altaria	Dragon,	Flying	Air,	Bird,	Dragon
339	Barboach	Water,	Ground	Water,	Ground,	Fish
340	Whiscash	Water,	Ground	Water,	Ground,	Fish
341	Corphish	Water		Water,	Bug	
342	Crawdaunt	Water,	Dark	Water,	Bug,	Dark
349	Feebas	Water		Water,	Fish	
350	Milotic	Water		Water,	Fish,	Dragon
351	Castform	Normal		Air		
	Castform (Sunny)	Fire		Air,	Fire	
	Castform (Rainy)	Water		Air,	Water	
	Castform (Snowy)	Ice		Air,	Ice	
357	Tropius	Grass,	Flying	Grass,	Dragon	
358	Chimecho	Psychic		Psychic,	Fairy	

367	Huntail	Water		Water,	Fish	
368	Gorebyss	Water		Water,	Fish	
369	Relicanth	Water,	Rock	Water,	Rock,	Fish
370	Luvdisc	Water		Water,	Fish	
373	Salamence	Dragon,	Flying	Dragon		
380	Latias	Dragon,	Psychic	Air,	Dragon,	Psychic
381	Latios	Dragon,	Psychic	Air,	Dragon,	Psychic
384	Rayquaza	Dragon,	Flying	Dragon,	Air	
385	Jirachi	Steel,	Psychic	Psychic,	Fairy	
386	Deoxys	Psychic				
393	Piplup	Water		Water,	Bird	
394	Prinplup	Water		Water,	Bird	
395	Empoleon	Water,	Steel	Water,	Bird	
396	Starley	Normal,	Flying	Bird		
397	Staravia	Normal,	Flying	Bird		
398	Staraptor	Normal,	Flying	Bird		
414	Mothim	Bug,	Flying	Bug		
415	Combee	Bug,	Flying	Bug		
416	Vespiqueen	Bug,	Flying	Bug		
425	Drifloon	Ghost,	Flying	Ghost,	Air	
426	Drifblim	Ghost,	Flying	Ghost,	Air	
430	Honchkrow	Dark,	Flying	Bird,	Dark	
433	Chingling	Psychic		Psychic,	Fairy	
441	Chatot	Normal,	Flying	Bird,	Air	
452	Drapion	Poison,	Dark	Poison,	Bug,	Dark
456	Finneon	Water		Water,	Fish	
457	Lumineon	Water		Water,	Fish	
458	Mantyke	Water,	Flying	Water,	Fish	
468	Togekiss	Fairy,	Flying	Fairy,	Air	
469	Yanmega	Bug,	Flying	Bug		
472	Gliscor	Ground,	Flying	Bat,	Ground	
474	Porygon-Z	Normal				
479	Rotom (Fan)	Electric,	Flying	Electric,	Air	
488	Cresselia	Psychic		Light,	Psychic	
489	Phione	Water		Water,	Fairy	
490	Manaphy	Water		Water,	Fairy	
492	Shaymin (Sky)	Grass,	Flying	Grass,	Air	
494	Victini	Psychic,	Fire	Fire,	Fairy	
517	Munna	Psychic		Psychic,	Air	
518	Musharna	Psychic		Psychic,	Air	
519	Pidove	Normal,	Flying	Bird		
520	Tranquill	Normal,	Flying	Bird		
521	Unfezant	Normal,	Flying	Bird		
527	Woobat	Psychic,	Flying	Bat,	Psychic	
528	Swoobat	Psychic,	Flying	Bat,	Psychic	
550	Basculin	Water		Water,	Fish	
561	Sigilyph	Psychic,	Flying	Psychic,	Bird	
566	Archen	Rock,	Flying	Bird,	Rock	
567	Archeops	Rock,	Flying	Bird,	Rock	
580	Ducklett	Water,	Flying	Bird,	Water	
581	Swanna	Water,	Flying	Bird,	Water	
587	Emolga	Electric,	Flying	Electric,	Air	
594	Alomomola	Water		Water,	Fish	
602	Tynamo	Electric		Electric,	Fish	
603	Eelektrik	Electric		Electric,	Fish	
604	Eelektross	Electric		Electric,	Fish	
613	Cubchoo	Ice		Ice,	Normal	
614	Beartic	Ice		Ice,	Normal	
618	Stunfisk	Ground,	Electric	Ground,	Electric,	Fish
	Stunfisk (Galar)	Ground,	Steel	Ground,	Steel,	Fish
627	Rufflet	Normal,	Flying	Bird		
628	Braviary	Normal,	Flying	Bird		
629	Vullaby	Dark,	Flying	Bird,	Dark	
630	Mandibuzz	Dark,	Flying	Bird,	Dark	
641	Tornadus	Flying		Air		

642	Tornadus (Therian)	Flying		Air,	Bird	
	Thundurus	Electric,	Flying	Air,	Electric	
645	Thundurus (Therian)	Electric,	Flying	Electric		
	Landorus	Ground,	Flying	Air,	Ground	
648	Landorus (Therian)	Ground,	Flying	Ground		
	Meloetta	Normal,	Psychic	Air,	Fairy	
	Meloetta (Pirouette)	Normal,	Fighting	Air,	Fairy,	Fighting
661	Fletchling	Normal,	Flying	Bird,	Fire	
662	Fletchinder	Fire,	Flying	Bird,	Fire	
663	Talonflame	Fire,	Flying	Bird,	Fire	
666	Vivillon	Bug,	Flying	Bug		
674	Pancham	Fighting		Fighting,	Normal	
675	Pangoro	Fighting,	Dark	Fighting,	Normal,	Dark
682	Spritzee	Fairy		Fairy,	Bird	
683	Aromatisse	Fairy		Fairy,	Bird	
690	Skrelp	Poison,	Water	Poison,	Dragon,	Fish
691	Dragalge	Poison,	Dragon	Poison,	Dragon,	Fish
692	Clauncher	Water		Water,	Bug	
693	Clawitzer	Water		Water,	Bug	
694	Helioptile	Electric,	Normal	Electric		
695	Heliolisk	Electric,	Normal	Electric		
701	Hawlucha	Fighting,	Flying	Bird,	Fighting	
714	Noibat	Flying,	Dragon	Bat,	Air	
715	Noivern	Flying,	Dragon	Bat,	Air,	Dragon
716	Xerneas	Fairy		Fairy,	Normal	
717	Yveltal	Dark,	Flying	Dark,	Bird	
722	Rowlet	Grass,	Flying	Grass,	Bird	
723	Dartrix	Grass,	Flying	Grass,	Bird	
724	Decidueye	Grass,	Ghost	Grass,	Bird	
731	Pikipek	Normal,	Flying	Bird		
732	Trumbeak	Normal,	Flying	Bird		
733	Toucannon	Normal,	Flying	Bird		
739	Crabrawler	Fighting		Fighting,	Bug	
739	Crabominable	Fighting,	Ice	Fighting,	Bug,	Ice
741	Oricorio (Baile)	Fire,	Flying	Bird,	Fire	
	Oricorio (Pa'u)	Psychic,	Flying	Bird,	Psychic	
	Oricorio (Pom-Pom)	Electric,	Flying	Bird,	Electric	
	Oricorio (Sensu)	Ghost,	Flying	Bird,	Ghost	
744	Rockruff	Rock		Normal,	Rock	
745	Lycanroc	Rock		Normal,	Rock	
746	Wishiwashi	Water		Water,	Fish	
749	Mudbray	Ground		Ground,	Normal	
750	Mudsdale	Ground		Ground,	Normal	
771	Pyukumuku	Water		Water,	Fish	
774	Minior	Rock,	Flying	Rock,	Air	
779	Bruxish	Water,	Psychic	Water,	Psychic,	Fish
789	Cosmog	Psychic		Light,	Air	
790	Cosmoem	Psychic		Light,	Rock	
791	Solgaleo	Psychic,	Steel	Light,	Steel	
792	Lunala	Psychic,	Ghost	Light,	Ghost	
797	Celesteela	Steel,	Flying	Steel,	Air	
800	Necrozma	Psychic		Light		
	Necrozma (Dusk Mane)	Psychic		Light,	Steel	
	Necrozma (Dawn Wings)	Psychic		Light,	Ghost	
	Necrozma (Ultra)	Psychic		Light,	Dragon	
821	Rookidee	Flying		Bird		
822	Corvisquire	Flying		Bird		
823	Corviknight	Flying,	Steel	Bird,	Steel	
845	Cramorant	Flying,	Water	Bird,	Water	
846	Arrokuda	Water		Water,	Fish	
847	Barraskewda	Water		Water,	Fish	
863	Perrserker	Steel		Normal,	Steel	
865	Sirfetch'd	Fighting		Bird,	Fighting	
866	Mr. Rime	Ice,	Psychic	Ice,	Fairy	
878	Cufant	Steel		Steel,	Normal	

879	Copperajah	Steel		Steel,	Normal	
882	Dracovish	Water,	Dragon	Water,	Dragon,	Fish
883	Arctovish	Water,	Ice	Water,	Ice,	Fish
891	Kubfu	Fighting		Fighting,	Normal	
892	Urshifu	Fighting,	Dark	Fighting,	Normal,	Dark
896	Glastrier	Ice		Ice,	Normal	
897	Spectrier	Ghost		Ghost,	Normal	

2.2 Base stat tweaks

		Health	Physical Attack	Physical Defence	Special Attack	Special Defence	Combat Speed	total
144	Articuno				+30	-30		580
150	Mewtwo	+5	+1	-1	+1	-1	-19	680 → 666
249	Lugia	+2				-4		680 → 678
250	Ho-Oh	+2				-4		680 → 678
382	Kyogre	+8						670 → 678
383	Groudon	+8						670 → 678
384	Rayquaza	+3	-5		-5		+5	680 → 678
483	Dialga	-1				-1		680 → 678
484	Palkia			-1			-1	680 → 678
486	Regigigas	+10					-10	670 → 660
487	Giratina		-1		-1			680 → 678
493	Arceus	+30	+5	+5	+5	+5	-20	720 → 750
643	Reshiram	-1		-1				680 → 678
644	Zekrom	-1				-1		680 → 678
716	Xerneas	-3				-3	+4	680 → 678
717	Yveltal	-3				-3	+4	680 → 678
791	Solgaleo	-1	-1					680 → 678
792	Lunala	-1			-1			680 → 678

2.3 Evolution

- Trade requirements are replaced.
- Location requirements are replaced.
- Happiness requirements are replaced.

001	Bulbasaur	→	002	Ivysaur	16	→	20
002	Ivysaur	→	003	Venusaur	32	→	40
004	Charmander	→	005	Charmeleon	16	→	20
005	Charmeleon	→	006	Charizard	36	→	40
007	Squirtle	→	008	Wartortle	16	→	20
008	Wartortle	→	009	Blastoise	36	→	40
042	Golbat	→	169	Crobat	high friendship	→	44
052	Meowth (Alola)	→	053	Persian (Alola)	high friendship	→	28
061	Poliwhirl	→	186	Politied	trade holding King's Rock	→	King's Rock
063	Abra	→	064	Kadabra	16	→	25
064	Kadabra	→	065	Alakazam	trade	→	50
066	Machop	→	067	Machoke	28	→	25
067	Machoke	→	068	Machamp	trade	→	50
075	Graveler	→	076	Golem	trade	→	50
079	Slowpoke	→	199	Slowking	trade holding King's Rock	→	King's Rock
093	Haunter	→	094	Gengar	trade	→	50
095	Onix	→	208	Steelix	trade holding Metal Coat	→	Metal Coat
112	Rhydon	→	464	Rhyperior	trade holding Protector	→	Protector
113	Chansey	→	242	Blissey	high friendship	→	Oval Stone
117	Seadra	→	230	Kingdra	trade holding Dragon Scale	→	Dragon Scale
123	Scyther	→	212	Scizor	trade holding Metal Coat	→	Metal Coat
125	Electabuzz	→	466	Electivire	trade holding Electirizer	→	Electirizer
126	Magmar	→	467	Magmortar	trade holding Magmarizer	→	Magmarizer
129	Magikarp	→	130	Gyarados	20	→	Dragon Scale
133	Eevee	→	196	Espeon	high friendship, day	→	Dawn Stone
133	Eevee	→	197	Umbreon	high friendship, night	→	Dusk Stone
133	Eevee	→	700	Sylveon	high friendship, Fairy-type move	→	Shiny Stone
137	Porygon	→	233	Porygon2	trade holding Upgrade	→	Upgrade
152	Chikorita	→	153	Bayleef	16	→	20
153	Bayleef	→	154	Meganium	32	→	40
155	Cyndaquil	→	156	Quilava	14	→	20
156	Quilava	→	157	Typhlosion	36	→	40
158	Totodile	→	159	Croconaw	18	→	20
159	Croconaw	→	160	Feraligatr	30	→	40
172	Pichu	→	025	Pikachu	high friendship	→	10
173	Cleffa	→	035	Clefairy	high friendship	→	10
174	Cleffa	→	039	Jigglypuff	high friendship	→	10
175	Togepi	→	176	Togetic	high friendship	→	10
180	Flaaffy	→	181	Ampharos	30	→	Thunder Stone
183	Marill	→	184	Azumarill	18	→	Water Stone
233	Porygon2	→	474	Porygon-Z	trade holding Dubious Disc	→	Dubious Disc
252	Treecko	→	253	Grovyle	16	→	20
253	Grovyle	→	254	Sceptile	36	→	40
255	Torchic	→	256	Combusken	16	→	20
256	Combusken	→	257	Blaziken	36	→	40
258	Mudkip	→	259	Marshomp	16	→	20
259	Marshomp	→	260	Swampert	36	→	40
298	Azurill	→	183	Marill	high friendship	→	10
299	Nosepass	→	476	Probopass	in special magnetic field	→	Metal Coat
300	Skitty	→	301	Delcatty	Moon Stone	→	21
349	Feebas	→	350	Milotic	trade holding Prism Scale	→	Dragon Scale
356	Dusclops	→	477	Dusknoir	trade holding Reaper Cloth	→	Reaper Cloth
366	Clamperl	→	367	Huntail	trade holding Deep Sea Tooth	→	Deep Sea Tooth
366	Clamperl	→	368	Gorebyss	trade holding Deep Sea Scale	→	Deep Sea Scale
387	Turtwig	→	388	Grotle	18	→	20
388	Grotle	→	389	Torterra	32	→	40
390	Chimchar	→	391	Monferno	14	→	20
391	Monferno	→	392	Infernape	36	→	40

393	Piplup	→	394	Prinplup	16	→	20
394	Prinplup	→	395	Empoleon	36	→	40
406	Budew	→	315	Roselia	high friendship	→	10
427	Buneary	→	428	Lopunny	high friendship	→	19
433	Chingling	→	358	Chimecho	high friendship, night	→	15
440	Happiny	→	113	Chansey	holding Oval Stone, day	→	10
446	Munchlax	→	143	Snorlax	high friendship	→	25
447	Riolu	→	448	Lucario	high friendship, day	→	23
458	Mantyke	→	226	Mantine	Remoraid in party	→	10
495	Snivy	→	496	Servine	17	→	20
496	Servine	→	497	Serperior	36	→	40
498	Tepig	→	499	Pignite	17	→	20
499	Pignite	→	500	Emboar	36	→	40
501	Oshawott	→	502	Dewott	17	→	20
502	Dewott	→	503	Samurott	36	→	40
525	Boldore	→	526	Gigalith	trade	→	50
527	Woobat	→	528	Swoobat	high friendship	→	25
533	Gurdurr	→	534	Conkeldurr	trade	→	50
541	Sadloon	→	542	Leavanny	high friendship	→	40
588	Karrablast	→	617	Accelgor	traded for a Shelmet	→	27
616	Shelmet	→	589	Escavalier	traded for a Karrablast	→	27
650	Chespin	→	651	Quilladin	16	→	20
651	Quilladin	→	652	Chesnaught	36	→	40
653	Fennekin	→	654	Braixen	16	→	20
654	Braixen	→	655	Delphox	36	→	40
656	Froakie	→	657	Frogadier	16	→	20
657	Frogadier	→	658	Greninja	36	→	40
674	Pancham	→	675	Pangoro	32, Dark Pokémon in party	→	32
682	Spritzee	→	683	Aromatisse	trade holding Sachet	→	Sachet
684	Swirlix	→	685	Slurpuff	trade holding Whipped Dream	→	Whipped Dream
708	Phantump	→	709	Trevenant	trade	→	42
710	Pumpkaboo	→	711	Gourgeist	trade	→	42
718	Zygarde (10%)	→		Zygarde (50%)	–	→	50
	Zygarde (50%)	→		Zygarde (complete)	–	→	100
722	Rowlet	→	723	Dartrix	17	→	20
723	Dartrix	→	724	Decidueye	34	→	40
725	Litten	→	726	Torracat	17	→	20
726	Torracat	→	727	Incineroar	34	→	40
728	Popplio	→	729	Brionne	17	→	20
729	Brionne	→	730	Primarina	34	→	40
739	Crabrawler	→	740	Crabominable	at Mount Lanakila	→	Ice Stone
772	Type: Null	→	773	Silvally	high friendship	→	42
810	Grookey	→	811	Thwackey	16	→	20
811	Thwackey	→	812	Rillaboom	35	→	40
813	Scorbunny	→	814	Raboot	16	→	20
814	Raboot	→	815	Cinderace	35	→	40
816	Sobble	→	817	Drizzile	16	→	20
817	Drizzile	→	818	Inteleon	35	→	40

3 Moves

3.1 Air

		category	type	uses	accuracy	base power	target	other
332	Aerial Ace	Physical	Flying → Air	20		60	any	
340	Bounce	Physical	Flying → Air	5	85%	85	any	semi-invulnerable first turn; 30% chance to paralyze
731	Floaty Fall	Physical	Flying → Air	15	95%	90	adjacent	30% chance to flinch
019	Fly	Physical	Flying → Air	15	95%	90	any	semi-invulnerable first turn
—	G-Max Wind Rage	Physical	Flying → Air	10		10	any adjacent foe	
766	Max Airstream	Physical	Flying → Air	5		varies	any adjacent foe	user and ally +1 CS
143	Sky Attack	Physical	Flying → Air	5	90%	140	any	does nothing first turn; 30% chance to flinch
626	Supersonic Skystrike	Physical	Flying → Air	1		varies	adjacent	
177	Aeroblast	Special	Flying → Air	5	95%	100	any	
314	Air Cutter	Special	Flying → Air	25	95%	60	all adjacent foes	
403	Air Slash	Special	Flying → Air	15	95%	75	any	
586	Boomburst	Special	Normal → Air	10	100%	140	all adjacent	
448	Chatter	Special	Flying → Air	20	100%	65	any	
497	Echoed Voice	Special	Normal → Air	15	100%	40	adjacent	
016	Gust	Special	Flying → Air	35	100%	40	any	
542	Hurricane	Special	Flying → Air	10	70%	110	any	30% chance to confuse
304	Hyper Voice	Special	Normal → Air	10	100%	90	all adjacent foes	
766	Max Airstream	Special	Flying → Air	5		varies	any adjacent foe	user and ally +1 CS
547	Relic Song	Special	Normal → Air	10	100%	75	all adjacent foes	10% chance to cause sleep
496	Round	Special	Normal → Air	15	100%	60	adjacent	30% chance to flinch
173	Snore	Special	Normal → Air	15	100%	50	adjacent	user must be asleep
049	Sonic Boom	Special	Normal → Air	20	90%		adjacent	20 damage
626	Supersonic Skystrike	Special	Flying → Air	1		varies	adjacent	
239	Twister	Special	Dragon → Air	20	100%	40	all adjacent foes	20% to flinch
253	Uproar	Special	Normal → Air	10	100%	90	random adjacent foe	lasts three turns, prevents sleep
311	Weather Ball	Special	Normal → Air	10	100%	50	adjacent	type depends on weather
432	Defog	Status	Flying → Air	15			adjacent	−1 evasion
045	Growl	Status	Normal → Air	40	100%		all adjacent foes	−1 PA
336	Howl	Status	Normal → Air	40			user and all in party	+1 PA
568	Noble Roar	Status	Normal → Air	10	100%		adjacent	−1 PA, SA
195	Perish Song	Status	Normal → Air	5			all	knock-out in four turns
046	Roar	Status	Normal → Air	20			adjacent	−6 priority, switches out target
103	Screech	Status	Normal → Air	40	85%		adjacent	−2 PD
047	Sing	Status	Normal → Air	15	55%		adjacent	sleep
048	Supersonic	Status	Normal → Air	20	55%		adjacent	confusion
366	Tailwind	Status	Flying → Air	15			user and all in party	doubles speed for four turns
018	Whirlwind	Status	Normal → Air	20			adjacent	−6 priority, switches out target

3.2 Bat

		category	type	uses	accuracy	base power	target	other
141	Leech Life	Physical	Bug → Bat	10	100%	80	adjacent	restores ½ of damage inflicted

3.3 Bird

		category	type	uses	accuracy	base power	target	other
690	Beak Blast	Physical	Flying → Bird	15	100%	100	adjacent	−3 priority
413	Brave Bird	Physical	Flying → Bird	15	100%	120	any	⅓ recoil damage
065	Drill Peck	Physical	Flying → Bird	20	100%	80	any	
814	Dual Wingbeat	Physical	Flying → Bird	10	90%	2 × 40	adjacent	
064	Peck	Physical	Flying → Bird	35	100%	35	any	
365	Pluck	Physical	Flying → Bird	20	100%	60	any	
507	Sky Drop	Physical	Flying → Bird	10	100%	60	any	semi-invulnerable first turn; fails if target is too heavy
017	Wing Attack	Physical	Flying → Bird	35	100%	60	any	
613	Oblivion Wing	Special	Flying → Bird	10	100%	80	any	restores ¾ of damage inflicted
297	Feather Dance	Status	Flying → Bird	15	100%		adjacent	−2 PA
355	Roost	Status	Flying → Bird	10			user	restores ½ of maximum health

3.4 Bug

		category	type	uses	accuracy	base power	target	other
318	Silver Wind	Special	Bug	5 → 10	100%	60	adjacent	10% chance user +1 PA, PD, SA, SD, CS

3.5 Dark

3.6 Dragon

		category	type	uses	accuracy	base power	target	other
620	Dragon Ascent	Physical	Flying → Dragon	5	100%	120	adjacent	user −1 PD, SD

3.7 Electric

3.8 Fairy

		category	type	uses	accuracy	base power	target	other
461	Lunar Dance	Status	Psychic → Fairy	10			user	user faints, fully restores replacement
236	Moonlight	Status	Fairy	5 → 10			user	restores ½ of maximum health, ⅔ when sunny, ¼ other weather

3.9 Fighting

		category	type	uses	accuracy	base power	target	other
409	Drain Punch	Physical	Fighting	10	100%	75 → 80	adjacent	restores ½ of damage inflicted

3.10 Fire

3.11 Fish

3.12 Ghost

		category	type	uses	accuracy	base power	target	other
466	Ominous Wind	Special	Ghost	5 → 10	100%	60	adjacent	10% chance user +1 PA, PD, SA, SD, CS
<i>new</i>	Fog	Status	Ghost	5			all	changes weather to fog, lasts five turns

3.13 Grass

		category	type	uses	accuracy	base power	target	other
071	Absorb	Special	Grass	25 → 20	100%	20 → 40	adjacent	restores ½ of damage inflicted
071	Giga Drain	Special	Grass	10	100%	75 → 80	adjacent	restores ½ of damage inflicted
072	Mega Drain	Special	Grass	15	100%	40 → 60	adjacent	restores ½ of damage inflicted
077	Poison Powder	Status	Poison → Grass	35	75%		adjacent	poison
235	Synthesis	Status	Grass	5 → 10			user	restores ½ of maximum health, ⅔ when sunny, ¼ other weather

3.14 Ground

		category	type	uses	accuracy	base power	target	other
201	Sandstorm	Status	Rock → Ground	10			all	changes weather to sandstorm, lasts five turns

3.15 Ice

		category	type	uses	accuracy	base power	target	other
<i>new</i>	Let It Snow	Status	Ice	5			all	changes weather to snow, lasts five turns

3.16 Light

		category	type	uses	accuracy	base power	target	other
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723	Light That Burns the Sky	Physical	Psychic → Light	1		200	adjacent	ignores abilities
669	Solar Blade	Physical	Grass → Light	10	100%	125	adjacent	hits on second turn
605	Dazzling Gleam	Special	Fairy → Light	10	100%	80	all adjacent foes	
430	Flash Cannon	Special	Steel → Light	10	100%	80	adjacent	10% chance −1 SD
736	Glitzy Glow	Special	Psychic → Light	15	95%	80	adjacent	and starts Light Screen
617	Light of Ruin	Special	Fairy → Light	5	90%	140	adjacent	½ recoil damage
723	Light That Burns the Sky	Special	Psychic → Light	1		200	adjacent	ignores abilities
711	Prismatic Laser	Special	Psychic → Light	10	100%	160	adjacent	recharges second turn
324	Signal Beam	Special	Bug → Light	15	100%	75	adjacent	10% chance to confuse
076	Solar Beam	Special	Grass → Light	10	100%	120	adjacent	hits on second turn
109	Confuse Ray	Status	Ghost → Light	10	100%		adjacent	confuses
104	Double Team	Status	Normal → Light	15			user	+1 evasion
148	Flash	Status	Normal → Light	20	100%		adjacent	−1 accuracy
673	Laser Focus	Status	Normal → Light	30			user	next move is a critical hit
113	Light Screen	Status	Psychic → Light	30 → 20			user and all in party	doubles SD, lasts five turns
234	Morning Sun	Status	Normal → Light	5 → 10			user	restores ½ of maximum health, ⅔ when sunny, ¼ other weather
115	Reflect	Status	Psychic → Light	20			user and all in party	doubles PD, lasts five turns
493	Simple Beam	Status	Normal → Light	15	100%		adjacent	changes ability to Simple
671	Spotlight	Status	Normal → Light	15			adjacent	+3 priority, redirects attacks
241	Sunny Day	Status	Fire → Light	5			all	changes weather to harsh sunlight, lasts five turns

3.17 Normal

		category	type	uses	accuracy	base power	target	other
512	Acrobatics	Physical	Flying → Normal	15	100%	55	any	double damage if user holds no item
119	Mirror Move	Status	Flying → Normal	20			adjacent	uses the last move used against the user
489	Coil	Status	Poison → Normal	20			user	+1 PA, PD, accuracy

3.18 Poison

		category	type	uses	accuracy	base power	target	other
<i>new</i>	Dangerous Smog	Status	Poison	5			all	changes weather to smog, lasts five turns

3.19 Psychic

		category	type	uses	accuracy	base power	target	other
138	Dream Eater	Special	Psychic	15 → 10	100%	100	adjacent	restores ½ of damage inflicted

3.20 Rock

		category	type	uses	accuracy	base power	target	other
246	Ancient Power	Special	Rock	5 → 10	100%	60	adjacent	10% chance user +1 PA, PD, SA, SD, CS

3.21 Steel

		category	type	uses	accuracy	base power	target	other
012	Guillotine	Physical	Normal → Steel	5	30%		adjacent	one-hit knock-out

3.22 Water

4 Miscellaneous

4.1 Weather

To do

	ability, move	Moonlight, Morning Sun, Synthesis	other effects
<i>clear skies</i> ¹		$\frac{1}{2}$	
diamond dust		$\frac{1}{4}$	Fairy Pokémon +1 evasion
fog	Fog	$\frac{1}{4}$	non-Ghost Pokémon −1 accuracy Ghost moves inflict +50% damage Light moves inflict −50% damage Weather Ball is Ghost type and inflicts +100% damage
hail	Hail	$\frac{1}{4}$	Pokémon lose $\frac{1}{16}$ of maximum health each turn ² Light moves inflict −50% damage Blizzard bypasses accuracy check Weather Ball is Ice type and inflicts +100% damage
harsh sunlight	Drought Sunny Day	$\frac{2}{3}$	Fire moves inflict +50% damage Water moves inflict −50% damage Blizzard, Hurricane, and Thunder accuracy reduced to 50% Solar Beam and Solar Blade can be used instantly Weather Ball is Fire type and inflicts +100% damage Growth increases PA and SA by two levels instead of one prevents Pokémon from becoming frozen
extremely harsh sunlight	Desolate Land	$\frac{2}{3}$	<i>same as above</i> Water moves fail prevents other weather (<i>except</i> Delta Stream <i>and</i> Primordial Sea <i>abilities</i>)
rain	Drizzle Rain Dance	$\frac{1}{4}$	Water moves inflict +50% damage Fire and Light moves inflict −50% damage Hurricane and Thunder bypass accuracy check Weather Ball is Water type and inflicts +100% damage
heavy rain	Primordial Sea	$\frac{1}{4}$	<i>same as above</i> Fire moves fail prevents other weather (<i>except</i> Delta Stream <i>and</i> Desolate Land <i>abilities</i>)
sandstorm	Sand Stream Sand Spit Sandstorm	$\frac{1}{4}$	Pokémon lose $\frac{1}{16}$ of maximum health each turn ³ Rock Pokémon +50% SD Light moves inflict −50% damage Shore Up recovers $\frac{2}{3}$ instead of $\frac{1}{2}$ of maximum health Weather Ball is Rock type and inflicts +100% damage
smog	Dangerous Smog	$\frac{1}{4}$	Pokémon lose $\frac{1}{16}$ of maximum health each turn ⁴ Light moves inflict −50% damage
snow	Snow Warning Let It Snow	$\frac{1}{4}$	Ice moves inflict +50% damage Fire moves inflict −50% damage Light moves inflict −50% damage Blizzard bypasses accuracy check Weather Ball is Ice type and inflicts +100% damage
strong winds	Delta Stream	$\frac{1}{2}$	Hurricane bypasses accuracy check Weather Ball is Air type and inflicts +100% damage prevents other weather (<i>except</i> Desolate Land <i>and</i> Primordial Sea <i>abilities</i>)

4.2 Terrain

¹Default weather.

²Except when they are Ice type; have the Ice Body, Snow Cloak, Magic Guard, or Overcoat ability; or are holding Safety Goggles.

³Except when they are Ground, Rock, or Steel type; have the Sand Force, Sand Rush, Sand Veil, Magic Guard, or Overcoat ability; or are holding Safety Goggles.

⁴Except when Poison type; have the Magic Guard ability; or are holding Safety Goggles.