Singular Pokemon:

Eevee (normal)

5 Pokemon Battle Squad:

1. Electric: Pikachu -> Raichu
2. Fire: Charmander -> Charmeleon -> Charizard
3. Normal: Meowth -> Persian
4. Dark: Houndour -> Houndoom
5. Poison: Koffing -> Weezing

Hybrid: Eevee vs. Battle Squad

Coevolution: 2 of the Battle Squad Pokemon (10 possible combinations)

3 moves per pokemon

Max Level = 50

Eevee

Moves:

* Sand Attack – Decreases opponent’s accuracy by 10%, Accuracy = 100%
* Tail Whip – Decreases opponent’s defense by 10%, Accuracy = 100%
* Growl – Decreases opponent’s attack by 10%, Accuracy = 100%
* Quick Attack – Always goes first, Power = 40, Accuracy = 100%
* Bite – Power = 60, Accuracy = 100%
* Take Down – Power = 100, Accuracy = 75%

Stats:

* HP start 55, max 140
* A start 55, max 85
* D start 50, max 80

Pikachu

Moves:

* Growl – Decreases opponent’s attack by 10%, Accuracy = 100%
* Tail Whip – Decreases opponent’s defense by 10%, Accuracy = 100%
* Thunder Wave – Paralyze opponent (25% chance won’t move), Accuracy = 100%
* Quick Attack – Always goes first, Power = 30, Accuracy = 100%
* Thunder Shock – Power = 50, Accuracy = 100%
* Slam – Power = 80, Accuracy = 85%

Stats:

* HP start 35, max 120
* A start 55, max 85
* D start 30, max 60

Charmander

Moves:

* Growl – Decreases opponent’s attack by 10%, Accuracy = 100%
* Leer – Decreases opponent’s defense by 10%, Accuracy = 100%
* Fire Spin – 25% chance will burn opponent, Accuracy = 100%
* Ember – Power = 40, Accuracy = 100%
* Slash – Power = 70, Accuracy = 85%
* Flamethrower – Power = 90, Accuracy = 75%

Stats:

* HP start 40, max 125
* A start 50, max 85
* D start 45, max 75

Meowth

Moves:

* Growl – Decreases opponent’s attack by 10%, Accuracy = 100%
* Screech – Decreases opponent’s defense by 10%, Accuracy = 100%
* Scratch – Power = 40, Accuracy = 100%
* Fury Swipes – Power = 50, Accuracy = 95%
* Bite – Power = 60, Accuracy = 90%
* Slash – Power = 70, Accuracy = 85%

Stats:

* HP start 40, max 125
* A start 45, max 75
* D start 35, max 65

Houndour

Moves:

* Howl – Increases user’s attack by 10%, Accuracy = NA
* Leer – Decreases opponent’s defense by 10%, Accuracy = 100%
* Dark Void – Makes opponent sleep (for 1-3 turns), Accuracy = 75%
* Bite – Power = 60, Accuracy = 100%
* Feint Attack – Power = 70, Accuracy = 95%
* Crunch – Power = 80, Accuracy = 90%

Stats:

* HP start 45, max 130
* A start 60, max 90
* D start 30, max 60

Koffing

Moves:

* Haze – Cancels effects of paralysis, burn, and sleep, Accuracy = 100%
* Smoke Screen – Decreases opponent’s accuracy by 10%, Accuracy = 100%
* Poison Gas – 25% chance will poison opponent, Accuracy = 100%
* Smog – Power = 30, Accuracy = 100%
* Tackle – Power = 50, Accuracy = 90%
* Sludge – Power = 70, Accuracy = 80%

Stats:

* HP start 40, max 125
* A start 65, max 95
* D start 95, max 125