



Community Generation 9 Homebrew PokeDex v1

an **Unofficial** Addon for PTU

by

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What is this?

First of all, **THIS PROJECT IS UNOFFICIAL HOMEBREW!!** The devs of PTU do not officially endorse this Gen 9 conversion over any others, and they are unlikely to be familiar with the ideas and principles utilized within. The creators of this conversion are credited below.

More specifically, This Dex aims to transport all of the Generation 9 Pokemon to *Pokemon Tabletop United*, a fan-created Pokemon tabletop role-playing game.

All of these should be playable from the start, including Legendaries and the new Paradox forms. (Bosses should be made by GMs separately.)

This entails rewriting their movelists so they get Moves of their Type and attacking Stat beginning at early Levels. To this end, new Moves were also added where necessary, for example there weren't any physical Fairy Moves besides Play Rough, which you really can't hand out at Lv5.

New Abilities to make some Evolution lines more fun and unique were also homebrewed.

How to Use (DO NOT SKIP!)

Playing PTU comes with its own caveats and stipulations which players and GMs should be aware of, so it's recommended to follow all guidelines presented in the [#ptu-resources](#) channel of the [official PTU Discord](#). In addition, the rules on TM-, Tutor-, and Eggmoves have been changed below. And for the inclined, there are more houserules suggested in the Appendix.

This project was also created with the assumption that Domovoi's rework of Dragon Moves is in use, which allows Dragons to hit Super-Effectively under certain conditions. [His rework can be found here](#). Whenever a Move or Effect is mentioned both in this Document and there, Domo's rework takes precedent.

If you're not using these Move Reworks, consider ignoring the clauses in the new Dragon Moves which grant conditional SE for the sake of balance.

Brief Note on Maushold & Dudunsparce

Yes, there's special Forms for these two. No, they do not have (or need) special rules. A GM may rule them as "shinies" and come up with their own, though.

The Inspiration: Pokémon Odyssey

Pokémon Odyssey is a tabletop RPG [different from PTU](#), that is currently Work-in-Progress, with a focus on grid-based tactical combat first and foremost and a strong split between tactical combat and narrative play as separate play modes.

Our Gen 9 project right here is pretty much in effort of keeping PTU rolling until Odyssey releases. We took a great deal of inspiration from its playtesting material. (You can notice that the most with the Abilities Armor Tail, Noble Steed, Tower Shield, and Good as Gold) We greatly recommend you check it out and stay tuned for what's coming! Any info can be found in the official PTU Discord's [Odyssey-related channels](#).

Rules Change: TM, Tutor, and Egg Moves

All of these Movelist were unified into one list per Pokémon in this Dex. On one hand since they never practically differed in usage in PTU in the first place, on the other since the Tutor Lists would have been largely empty anyways because of how TMs were restructured in Generation 9.

This means the following for teaching Moves:

- This unified list simultaneously functions as TM, Tutor, and Egg Move List. Any Moves on it may both be learned through a Tutor, or via TM.
- No Matter the method these were learned by (if via TM, an NPC Mentor, or a Player Mentor's Feature), they all cost 1 Tutor Point to teach, regardless of what TP cost would have been attached to the given method in PTU Core.
- If any of these Moves is forgotten, the corresponding Tutor Point is refunded.
- Moves that are on the Level Up Move List of a Pokémon may also be learned via the other Methods. They were not repeated in the TM/Tutor List, to save space. Keep in mind that they don't count as Natural Moves until the level is reached at which they would have been learned naturally!
- You may retroactively apply this change to all Pokémon from previous Dexes, if your playgroup so desires.

Also, reminder that the Tutor Move Restrictions from the September 2015 Errata are official.

New Capabilities

Breathless (from [Data's Homebrews](#)): This Pokémon has no need to breathe, generally due to being inanimate in some way. It has no risk of suffocation in water, space, or other airless environments, though this does not render it resistant or immune to any Moves or Abilities.

Intoxicator: The Pokémon's struggle Attacks may be Poison-Typed if they wish. They may also add their Special Attack instead of their Attack and have the attack deal Special Damage, if they wish.

If a Pokémon learns Acid Spray, Barb Barrage, Dire Claw, Poison Fang, Poison Jab, Poison Sting, Poison Tail, Shell Side Arm, Sludge, Sludge Bomb, or Smog and does not have the Intoxicator Capability, they gain Intoxicator.

NOTE: Any homebrew Poison Moves you create, that are of an EOT or At-Will Frequency and cannot hit multiple targets (through an Area of Effect or the Pass keyword etc.), should also grant this Capability.

Lifesense: Pokémon with the Lifesense Capability can sense the location of living creatures within up to 5 meters. This Capability does not apply against Ghost-Type Pokémon or those with the Dead Silent Capability.

Scavenger: Once per day during an Extended Rest or as an Extended Action, the user may roll 1d20 and consult the Pickup Table to see what item they gain.

NOTE: When homebrewing, feel free to retroactively grant this Capability to any Pokémon in previous generations capable of taking Pickup as an Ability.

Split Evolution (from [Data's Homebrews](#)): This Pokémon has more than one Evolution. When it evolves, it may choose which of its immediate evolutions it wants to evolve into, provided it meets any other requirements.

Tera Shift: The user is generally in Terastal form. The user may exit this form outside of Combat. When Combat starts, they automatically return to Terastal form as a Free Action.

Tinker: The user carries a ramshackle weapon made from metal scraps. This weapon does not take up the user's Held Item slot, and in all ways is considered an extension of themselves: it cannot be removed unwillingly by any means, such as Knock Off or Trick. Once per day as an Extended Action, the user may modify their weapon. The user gains access to an Adept Weapon Move of their choice, as long as it has no limitation against Large Melee Weapons (for example, Salvo may only be used on Ranged Weapons). If the user is level 30 or higher, they may select both an Adept and Master Weapon Move when modifying their weapon, but they may not equip a Held Item if they do so. If the user modifies their weapon, they replace any existing modifications gained this way. Weapon Moves made with a Tinker's weapon may be Steel-Typed if the user wishes.

NOTE: Weapon Moves never gain STAB.

New Keywords and Hazards

Blessing (Updated): As before, but now it's also used as an Ability keyword. Blessing Abilities work the same as Blessing Moves, and Effects that interact with Blessing Moves interact just the same with either.

Innate (from [Data's Homebrews](#)): Innate Abilities may not be disabled or copied in any way, and Skill Swap fails when used against them. If an Ability has a Bonus, then this keyword will be applied to each separately. If only one portion of an Ability is Innate, then the other part may be disabled, copied (but the copier does not get the Innate part) or Skill Swapped (but the Innate part remains with the original owner).

Slice: Moves with this Keyword involve attacking with a sharpened blade and may be affected by certain effects such as the Sharpness Ability.

Versatile: This move's damage may be calculated with the user's choice of Attack or Special Attack. If the Class of the Move is listed as "Versatile" as well, it always changes to match the chosen Stat.

Wind: Moves with this Keyword produce wind and may be affected by certain effects such as the Wind Power Ability.

Slick Hazards: A Slick Hazard is a special type of Hazard. Any Pokémon or Trainer moving into a Slick Hazard is moved in a straight line, in the direction they entered, ignoring Movement Capabilities, until they are in a square that no longer contains a Slick Hazard, or they would be moved into a square they cannot enter. Foes must then end their Shift, and become Vulnerable for 1 full round. Slick Hazards affect larger Pokémon even if they are only partially standing on them. Foes standing on Slick Hazards may not Jump.

Abilities

New Abilities

New Abilities A-G

Ability: Anger Shell

At-Will – Free Action

Trigger: The user becomes Enraged for the first time in a Scene, or receives one or more Injuries

Effect: The user receives +1 Attack, Special Attack, and Speed Combat Stages, but loses -1 Defense and Special Defense Combat Stages.

Ability: Armor Tail

Scene x2 – Swift Action

Effect: Create a Ranged 4, Blast 3. Foes in this Area may not declare Priority or Interrupt Moves outside their own Initiatives for 1 full round. While this effect persists, whenever a foe enters or leaves the Blast area, the user may make an Attack of Opportunity against them, ignoring Range, but following other restrictions.

Bonus: The user's Struggle Attacks may be Psychic-Typed.

Ability: Ballistic

Static

Effect: Connection – Rollout. The user increases the Damage Base of Rollout, Steamroller, Steel Roller, and all Moves with "Ball" in the name by +2, and these Moves gain the Versatile Keyword for the user.

Ability: Beads of Ruin

Scene – Swift Action

Effect: Blessing – Any user affected by Beads of Ruin may activate it when dealing Special Damage to deal damage one step more effectively against one target of their attack. Beads of Ruin may be activated 2 times, then disappears.

Ability: Box Step

At-Will – Swift Action

Trigger: The user makes a damaging attack while at positive Speed Combat Stages

Effect: After the move resolves, set Speed Combat Stages to default. For each Combat Stage lost this way, one target of the triggering attack loses a tick of HP, and the user gains +1 Evasion until the end of their next turn.

Ability: Burning Blaze
Scene x2 – Free Action
Trigger: The user hits a target with an Electric-Type Move
Effect: The triggering target is Burned.
Bonus: While in Sunny Weather, the user may also activate Moves as if in Rainy Weather.

Ability: Commander
At-Will – Swift Action
Target: An adjacent Ally
Effect: The user Attaches to the target. While Attached, the user occupies the target's square and replaces their Movement capabilities with the target's. Once per Round, the user and target may Intercept attacks for each other as a Free Action.
Bonus: If the user is at least Level 30, while Attached, the target may use Order Up as though it were on their Move List.
Special: If the target has the Mouthful Ability, they and the user may Intercept attacks any number of times per round for each other, instead of once.

Ability: Costar
Scene – Free Action
Target: An ally within 3 meters with positive Combat Stages, Accuracy, or Evasion
Effect: The user's Combat Stages, Accuracy, and Evasion are changed to match the target's Combat Stages, Accuracy, and Evasion. (Reason: Acc and Evade are CS in the main series)

Ability: Cud Chew
Scene – Swift Action
Effect: The effect of a consumable item used by the user earlier in the encounter is used again as if it had not been destroyed. The item is still gone.

Ability: Earth Eater
Static
Effect: The user is immune to the damage and effects of Ground-Type attacks, and whenever they are hit with a Ground-Type attack, they gain a Tick of Hit Points. Defensive.

Ability: Electromorphosis
Scene – Swift Action, Reaction
Trigger: An adjacent foe hits the user with a damaging Move
Effect: Connection – Charge. The user may use Charge as a Free Action.

Ability: Embody Aspect

At-Will – Extended Action

Effect: The user may change between its four different Formes by changing masks, changing its Types and granting an Ability. Innate.

Mask	Type	Ability
Teal	Grass	Defiant
Wellspring	Grass/Water	Water Absorb
Hearthflame	Grass/Fire	Mold Breaker
Cornerstone	Grass/Rock	Full Guard

Ability: Family Unit

Static

Effect: The user has two tokens instead of one, which may share a square, and do so when sent out. When the user Shifts, both tokens may move independently and do not need to remain adjacent. The user cannot be hit by a Move twice due to both tokens being targeted. The two tokens and their allies may treat each other as different Pokémon for the purposes of positioning effects such as flanking, Moves like Beat Up, or Abilities such as Friend Guard and Pack Hunt.**Bonus:** The user may make two Attacks of Opportunity per round instead of one.**Ability:** Fungus Lord

Scene – Shift Action

Effect: The user creates Grassy Terrain in a Burst 2 that lasts until the end of the Scene. Any creatures in those squares are affected as if by the Field Move Grassy Terrain, rather than any other Field Move.**Bonus:** The user may originate a Move they gain STAB on from any square that is Grassy Terrain.**Ability:** Good As Gold

At-Will – Swift Action

Trigger: The user attacks a foe**Effect:** For one full round, if the triggering foe uses an Attack that doesn't target the user, that foe becomes Slowed for one full round. If the foe then is adjacent to the user, they instead become Stuck.**Bonus:** The user is immune to Status Moves used by foes. Defensive.**Ability:** Guard Dog

Scene – Free Action, Reaction

Trigger: A foe directly lowers the user's CS (including Accuracy and Effect Range, but not including things like Status Afflictions).**Effect:** The user's CS are instead raised by the same amount they would have been lowered.**Bonus:** The user is immune to Push effects, and the effects of Roar. Defensive.

New Abilities H-P

Ability: Hadron Engine

Scene – Swift Action

Trigger: The user uses a Special Move

Effect: The triggering Move gains Smite for this use. After resolving, create Electric Terrain in a Blast 5, centered on the user, that lasts until the end of the Encounter. Any combatants in those squares are affected as if by the Field Move Electric Terrain, rather than any other Field Move.

Bonus: The squares in a Burst 1 around the user count as Electric Terrain.

Ability: Haunting Elegy

At-Will – Free Action

Trigger: The user uses a Move with the Sonic keyword

Effect: The triggering Move may be originated from any square within 3 meters of the user and may become Ghost Typed. If the Move was a Status Class Move, you may treat it as a Special Move with DB1. This ability may not be used with Perish Song.

Ability: Hospitality

Scene x2 – Free Action

Trigger: The user uses a Move

Effect: The triggering Move may gain the Friendly Keyword. After resolving, choose an ally that is adjacent to any target of the triggering move. The chosen Ally gains 2 ticks of temporary Hit Points. You may expend both uses of this Ability at once to choose an additional Ally.

Ability: Ice Jet

Scene – Shift Action

Effect: The user creates an area of Snow in a Burst 2 around themselves, as per the Move Snowscape, which lasts until the end of the user's next round. The user may also choose to Shift as though they had a speed of Sky 6, and does not provoke Attacks of Opportunity when moving this way. This movement may be made before or after creating the Snowstorm.

Bonus: The user adds +1 to their Jump Capabilities.

Ability: Lingering Aroma

Scene – Swift Action

Target: All foes and allies within 2 meters

Effect: Foes within range are pushed 1 meter towards the user. Allies within Range gain Lingering Aroma until the end of the Scene or until they are switched out, if they don't already have it.

Ability: Mind's Eye

Static

Effect: Connection – Blood Moon. Blood Moon deals damage one step more Effectively against the target in the end square of the Line, if that target has no cardinally adjacent allies.

Bonus: The user's Accuracy cannot be lowered, their attacks cannot have Accuracy Penalties (such as from Illuminate), and the user is immune to the Blind condition (but not Total Blindness). Ghost-Types are not immune to the user's Normal-Type Moves.

Ability: Mouthful

Scene – Swift Action

Trigger: The user hits a smaller foe with a Melee Move

Effect: Connection – Order Up. The user may attempt a Grapple as a Free Action; this Grapple automatically hits, but still requires an opposed Skill Check.

Bonus: While dominant in a Grapple, the user does not suffer the usual penalties for being in a Grapple.

Ability: Mycelium Might

Scene – Free Action

Trigger: A Round of Initiative ends

Effect: The user may target a foe with a Status-Class Move as a Free Action. The foe's Abilities are ignored for this Move, Grass-Types are affected even if the Move has the Powder keyword, and Blessings or Interrupts cannot be activated in response.

Ability: Neurotoxin

Static

Effect: Connection – Poison Fang. Whenever the user inflicts Poisoned or Badly Poisoned with a damaging Poison-Type Attack, the target is also Paralyzed.

Ability: Noble Steed

Scene – Free Action

Effect: The user may use a 1-Target Damaging Move this turn as though it had the Pass keyword.

Bonus: Whenever you Shift through a square occupied by an ally that is equal or smaller in size, you can move the ally with you. Allies moved this way do not provoke Attacks of Opportunity. At the end of the Shift, the user chooses if the ally is released in an adjacent square or if the ally begins mounting the user. In addition, the user's Pass moves gain the Friendly Keyword.

Ability: Opportunist

At-Will – Free Action

Trigger: The Combat Stages, Accuracy, or Evasion of a foe are raised

Effect: The Combat Stages, Accuracy, or Evasion of either the user or an adjacent ally are raised the same amount.

Ability: Orichalcum Pulse

Scene – Swift Action

Trigger: The user uses a Physical Move

Effect: The triggering Move gains Smite for this use. After resolving, create Prehistoric Weather in a Blast 5, centered on the user, that lasts until the end of the Encounter. Any combatants in those squares are affected by Prehistoric Weather, rather than any other Weather Effect.

Prehistoric Weather counts as Sunny Weather for the purposes of any Abilities, Features or Moves, but Fire-type Moves gain a +10 damage bonus instead. Additionally, Combatants in Prehistoric Weather are immune to Frozen.

Bonus: The squares in a Burst 1 around the user count as Prehistoric Weather.

Ability: Poison Puppeteer

At-Will – Swift Action

Target: A Poisoned or Badly Poisoned foe within 3m

Effect: The target is Pushed 3m in any direction of the user's choice. If this movement is stopped by Blocking Terrain, the target becomes Confused. If this movement is stopped by another foe, choose that foe or the target to become Poisoned or Confused.

Ability: Protosynthesis

Static

Effect: While in Sunny Weather or under 50% max hitpoints, the user receives +1 Combat Stage in their highest non-HP stat.

Ability: Purifying Salt

Static

Effect: The user gains resistance to Ghost-type moves, and cannot be Burned, Frozen, Paralyzed, Poisoned, Cursed, or put to Sleep. Defensive.

New Abilities Q-S

Ability: Quark Drive

Static

Effect: While in Electric Terrain or under 50% max hitpoints, the user receives +1 Combat Stage in their highest non-HP stat.

Ability: Quill & Rock

Static

Effect: Squawkabilly's Advanced and High Abilities depend on their plumage color (decided upon generation). Innate.

Plumage Color	Advanced Ability	High Ability
Green	Rockabilly	Intimidate
Blue	Pack Hunt	Defiant
Yellow	Vicious	Reckless
White	Teamwork	Ambush

Ability: Rockabilly

Static

Effect: The user's Sonic Moves gain the Versatile Keyword.

Ability: Rocky Payload

Static

Effect: Connection – Fling. The user may use Fling as if it was a Flying-Type or Rock-Type move. They may ignore the effects of held Items in their possession.

Bonus: The user gains STAB on Rock-Type Moves.

Ability: Seed Sower

Scene – Free Action, Reaction

Trigger: The user is damaged by a foe within 2m

Effect: Connection – Leech Seed. The user may use Leech Seed as a Free Action on the triggering foe. This attack cannot miss.

Bonus: The user counts as in Grassy Terrain when targeting foes affected by Leech Seed.

Ability: Sharpness

Scene – Free Action

Trigger: The user uses a Move with the Slice keyword

Effect: The triggering Move ignores non-Speed Evasion, any DR, and the target's positive CS. Blessings may not be activated against it. After the Move is resolved, the user may Disengage up to 3m into any square adjacent to a target, as a Free Action.

Bonus: The user increases the Damage Base of Moves with the Slice keyword by +2.

Slice Moves: Aerial Ace, Air Cutter, Air Slash, Aqua Cutter, Behemoth Blade, Bitter Blade, Butterfly Knife*, Ceaseless Edge, Cross Poison, Cut, Dragon Claw, Fury Cutter, Kowtow Cleave, Leaf Blade, Metal Claw, Mighty Cleave, Night Slash, Occult Razor*, Population Bomb, Psyblade, Psycho Cut, Razor Leaf, Razor Shell, Razor Wind, Sacred Sword, Secret Sword, Shadow Claw, Slash, Solar Blade, Spacial Rend, Stone Axe, Tachyon Cutter, X-Scissor

Ability: Showdown Mode

Scene – Swift Action, Priority (Limited)

Effect: The user enters Showdown Mode. While in Showdown Mode, the user's Melee Moves gain a +2 bonus to Critical Hit Range, deal bonus damage equal to the user's Tick Value, and after dealing damage with them, the user loses a Tick of Hit Points. The user may exit Showdown Mode as a Free Action.

Ability: Sleight of Hand

At-Will – Free Action

Trigger: The user attacks with a damaging Move that cannot miss.

Effect: The triggering Move instead has an AC of 2, but one legal target is Flinched on a successful hit. A target can only be flinched once per Scene by this effect. This effect must be declared before making the attack.

Ability: Slick Trail

Scene – Swift Action

Effect: The user leaves behind Slick Hazards in every square they move into this Turn, including the one their movement starts on.

Bonus: The user may ignore Slick Hazards and does not have to stop shifting or become Vulnerable from them.

Ability: Stellar Blast

At-Will – Swift Action

Trigger: The user hits a foe with a Move

Effect: Connection – Tera Blast. Choose a Type of the triggering foe. The user then Radiates that Type until the end of the Encounter or they begin Radiating another Type. While Radiating, the user and all allies within a Burst 2 around them receive a +10 Damage Bonus when using Moves of that Type.

Bonus: While Radiating a Type, the user may use Tera Blast as that Type. This does not change whether or not they gain STAB.

Additionally, when using Tera Blast against a target that has changed Forme, it is one step more effective. This may not cause the Effectiveness to be raised above Doubly Super Effective.

Note 1: Changing Forme includes any effect that switches Base Stat Sets, such as the Abilities like Stance Change or Schooling; Mega Evolution; Dynamax; Terastilization; or being in any Altered, Origin, or Primal Forme; even if they started the encounter that way.

Note 2: If a GM desires to emulate a Pokémon being Stellar Type, they should grant this Ability.

Ability: Super Sweet Syrup

Static

Effect: All foes within a Burst 2 around the user have their Evasion lowered by -2 as long as they remain within this range.

Ability: Supremacy

Scene – Free Action

Trigger: The user hits with a Move that cannot miss

Effect: Choose a legal target of the triggering Move. That target then reveals its Moves. Choose one of those Moves. That Move becomes Disabled for that target.

Ability: Supreme Overlord

Static

Effect: The user gains a +1d6 bonus to Damage Rolls, and an additional +1d6 bonus to Damage Rolls for each ally that Fainted during this encounter.

Ability: Sword of Ruin

Scene – Swift Action

Effect: Blessing – Any user affected by Sword of Ruin may activate it when dealing Physical Damage to deal damage one step more effectively against one target of their attack. Sword of Ruin may be activated 2 times, then disappears.

New Abilities T-Z

Ability: Tablets of Ruin

Scene – Swift Action

Effect: Blessing – Any user affected by Tablets of Ruin may activate it when receiving Physical Damage to resist the damage one step. Tablets of Ruin may be activated 2 times, then disappears.

Ability: Tera Cudgel

At-Will – Free Action

Trigger: The user hits a target with Ivy Cudgel.

Effect: Connection – Ivy Cudgel. Tera Cudgel's Effect depends on the user's current Embody Aspect Forme. Innate.

- **Teal Mask:** The user may choose to have the attack deal damage as though it were one step less Effective; if they do so, they may then Disengage 3m and attack a different target with Ivy Cudgel as a Free Action, ignoring Frequency, dealing damage as though it were one step less Effective.
- **Wellspring Mask:** The triggering target becomes Thornbound by the user until the end of the user's next turn. Thornbound characters suffer a -2 Accuracy and -10 damage penalty when targeting characters other than the user, and are treated as Slowed when Shifting away from the user.
- **Hearthflame Mask:** The triggering target is Slowed for one full Round and all foes cardinally adjacent to it become Burned. If the user has not used their Shift Action this turn, they may expend it to additionally have the target become Stuck and all foes adjacent to them Slowed for one full Round.
- **Cornerstone Mask:** The user may create 5 squares of Rocks. Each square must be cardinally adjacent to another square, and at least one must be adjacent to the user. Rocks count as Blocking Terrain against foes' Ranged Attacks, and deal a Tick of Hit Point Loss to grounded foes who step onto them. This Hit Point Loss applies only once per turn. Rocks disappear at the start of the user's next turn.

Ability: Tera Shell

Scene – Free Action, Interrupt

Trigger: The user is hit by a Move

Effect: The user becomes the Type of their choice as long as that Type resists the Type of the triggering Move, until the end of the encounter. Replace all other Types.

Special: When the user changes type, they never change on what Moves they gain STAB. If they would gain STAB on a Move they did not before, they instead gain a +10 Damage Bonus.

Ability: Teraform Zero

Scene – Free Action

Trigger: The user starts their turn while having changed Type, or Radiating a Type.

Effect: Connection – Tera Starstorm. All Weather and Terrain effects currently on the Field end, and the user may choose any Weather Effect to replace them. The user may then change their Type to the one associated with the chosen Weather.

Additionally, choose one and create the chosen Terrain anywhere within a Burst 4:

» Three continuous squares of Blocking Terrain.

» Two Blasts 3 of Slow Terrain

» Two Blasts 3 of Rough Terrain

Bonus: When using Tera Starstorm, it always changes to match the user's Type.

Ability: Thermal Exchange

At-Will – Free Action

Trigger: The user is hit by a Fire-Type Move.

Effect: The user receives +1 Attack Combat Stage.

Bonus: The user is immune to Burns. Defensive.

Ability: Tower Shield

Static

Effect: The user counts as Blocking Terrain for the purposes of foes' Ranged attacks against allies.

Ability: Toxic Chain

Scene – Swift Action

Trigger: The user Poisons a foe

Effect: Choose another foe, they become Poisoned, and it and the triggering foe become Chained to each other. Whenever a foe is damaged, every foe Chained to them becomes Vulnerable for one full round.

Ability: Toxic Debris

Scene x2 – Free Action

Trigger: The Target is hit by a damaging Physical Move

Effect: Connection – Toxic Spikes. The user may use the Move Toxic Spikes as a Free Action Reaction, ignoring frequency, targeting all tiles in a Burst 1 around the user.

Ability: Treasure Hoard

At-Will – Swift Action

Effect: The user leaves their chest behind in an adjacent square, changing from Chest Forme to Roaming Forme. The chest counts as Blocking Terrain, and may not be moved. When next to their chest, the user may activate this ability again to remove the chest from the field and revert to Chest Forme. When the user faints or is recalled, the chest disappears and they revert to Chest Forme.

Bonus: While in Chest Forme, the user receives +5 Damage Reduction. While in Roaming Forme, the user does not provoke Attacks of Opportunity and gains +3 Overland.

Ability: Variable Transmission

Daily – Extended Action

Trigger: The user is having a [Training] Feature applied by its Trainer.

Effect: Connection – See Below. The user may choose one of the following Types. Until that [Training] Feature no longer applies, the user gains STAB on Moves of that Type and grants the Ability associated with that Type, as well as letting the user learn the Move of that Type as if it was a Move with the Connection keyword for this Ability. Innate.

Type	Ability	Move
Dark	Intimidate	Wicked Torque
Fire	Speed Boost	Blazing Torque
Poison	Toxic Debris	Noxious Torque
Fairy	Misty Surge	Magical Torque
Fighting	Stamina	Combat Torque

Ability: Vessel of Ruin

Scene – Swift Action

Effect: Blessing – Any user affected by Vessel of Ruin may activate it when receiving Special Damage to resist the damage one step. Vessel of Ruin may be activated 2 times, then disappears.

Ability: Well-Baked Body

Static

Effect: The user is immune to the damage and effects of Fire-Type attacks, and whenever they are hit with a Fire-Type attack, they gain +2 Defense Combat Stages. Defensive.

Ability: Wind Power

Scene – Swift Action, Reaction

Trigger: A foe or ally within 4m uses a Move with the Wind keyword

Effect: Connection – Charge. The user may use Charge as a Free Action.

Wind Moves: Air Cutter, Bleakwind Storm, Blizzard, Fairy Wind, Gust, Heat Wave, Hurricane, Icy Wind, Ominous Wind, Petal Blizzard, Sandsear Storm, Sandstorm, Silver Wind, Springtide Storm, Tailwind, Twister, Whirlwind, Wildbolt Storm

Ability: Wind Rider

At-Will – Free Action, Reaction

Trigger: A foe or ally within 4m uses a Move with the Wind keyword

Effect: The user may Disengage as a Free Action. Once per Scene, the user may also gain +1 CS in either Attack or Special Attack.

Bonus: Whenever the user Disengages for any reason, they may Shift 2 meters instead of 1.

Additionally, they are immune to the damage and effects of Moves with the Wind keyword.

Defensive.

Ability: Zero to Hero

Scene – Shift Action

Special: The user has two sets of Base Stats and Abilities; Zero and Hero. The HP of both forms must be the same.

Trigger: An ally is Fainted by a foe

Effect: The user is removed from the field. When they gain Initiative the next time, choose an ally or the triggering foe. The user reappears on a square adjacent to the chosen target in Hero forme. The user returns to Zero forme when combat ends. Innate.

Updated Abilities

Several old Abilities have been updated as part of this project, due to their performance in PTU Version 1.05 not measuring up to the Ability tiers they're often found in. Doing so made them more viable choices to give to new Pokémons, and thus influenced the decision-making involved with selecting Abilities throughout parts of this project. These can be considered optional if all you're after is a Gen 9 Dex with indices for new Moves and Abilities.

Ability: Blessed Touch

Scene – Standard Action

Target: An adjacent ally below 50% of their maximum Hit Points

Effect: The target gains three Ticks of temporary Hit Points, and their next Move cannot miss.

Ability: Blow Away

Static

Effect: Connection – Whirlwind. When the user uses Whirlwind, all targets hit are pushed an additional 2 meters and lose a Tick of Hit Points.

Bonus: The user may use Whirlwind as a Swift Action.

Ability: Cute Charm

Scene – Free Action

Target: An adjacent foe

Effect: The target becomes Infatuated with the user.

Ability: Forest Lord

Scene x2 – Shift Action

Effect: This turn, the user may originate a Move they gain STAB on from any fully grown tree within 10 meters. Moves performed this way gain a +2 Bonus on their Accuracy Roll.

Ability: Frighten

Scene x2 – Swift Action

Target: Pokémon or Trainer within 5m

Effect: The target immediately Shifts 3m away from the user using their highest usable movement capability, and towards their Trainer if possible. The target is then Slowed for 1 full round. You may target a specific foe only once per Scene with Frighten.

Ability: Intimidate

Scene x2 – Swift Action

Target: A Pokémon or Trainer within 5m

Effect: The target is Flinched and loses 1 Combat Stage in your choice of Attack or Special Attack. You may target a specific foe only once per Scene with Intimidate.

Ability: Justified

At-Will – Free Action

Trigger: The user is hit by a damaging Dark Type Move or an Attack of Opportunity

Effect: The user may raise its Attack or Special Attack by +1 Combat Stage.

Bonus: The user always gains a +4 bonus to Skill Checks made to Intercept.

Ability: Pickup

Scene – Swift Action

Target: A combatant within 5 meters that is holding an Item.

Effect: Choose an Item the target is holding. The user gains a faux copy of the Item. This copy has the same effects as the Item copied, but disappears at the end of the Encounter. If the Item was a consumable, the original is also destroyed at the same time if it wasn't consumed by then.

Bonus: Grants Scavenger

Ability: Prankster

Scene – Swift Action

Effect: The user may use a Status Move targeting foes as a Free Action. This Move cannot benefit from Priority.

Bonus: The user may use Status Moves as Priority (Advanced).

Ability: Unnerve

At-Will – Swift Action

Target: A Pokémon or Trainer within 6m

Effect: The target cannot trade in Food Buffs or gain positive Combat Stages until the user targets a different foe with this Ability, and becomes Suppressed. Any target may only be Suppressed by this Ability once per Scene.

Ability List Updates

Gastly, Haunter, Gengar:

Basic Ability 1: Levitate
Adv Ability 1: Cursed Body
Adv Ability 2: Frighten
Adv Ability 3: Spiteful Intervention
High Ability: Soulstealer

Lapras:

Overland 4
Basic Ability 1: Shell Armor
Basic Ability 2: Water Absorb
Adv Ability 1: Wistful Melody
Adv Ability 2: Hydration
High Ability: Noble Steed

Spinarak, Ariados:

Basic Ability 1: Insomnia
Adv Ability 1: Neurotoxin
Adv Ability 2: Silk Threads
Adv Ability 3: Sniper
High Ability: Ambush

Phanpy:

Basic Ability 1: Pickup
Basic Ability 2: Frisk
Adv Ability 1: Ballistic
Adv Ability 2: Sand Rush
High Ability: Sand Force

Donphan:

Basic Ability 1: Sturdy
Basic Ability 2: Frisk
Adv Ability 1: Ballistic
Adv Ability 2: Sand Rush
High Ability: Sand Force

Shiftry:

Basic Ability 1: Chlorophyll
Basic Ability 2: Wind Rider
Adv Ability 1: Windveiled
Adv Ability 2: Omen
High Ability: Blow Away

Spheal:

Basic Ability: Thick Fat
Adv Ability 1: Ice Body
Adv Ability 2: Oblivious
Adv Ability 3: Ballistic
High Ability: Snow Cloak

Piplup, Prinplup:

Basic Ability 1: Klutz
Basic Ability 2: Torrent
Adv Ability 1: Pride
Adv Ability 2: Competitive
High Ability: Swift Swim

Empoleon:

Basic Ability 1: Confidence
Basic Ability 2: Torrent
Adv Ability 1: Pride
Adv Ability 2: Competitive
High Ability: Swift Swim

Gallade:

Basic Ability 1: Sharpness
Basic Ability 2: Steadfast
Adv Ability 1: Telepathy
Adv Ability 2: Justified
High Ability: Vanguard

Gible, Gabite:

Basic Ability 1: Sand Veil
Adv Ability 1: Intimidate
Adv Ability 2: Rough Skin
Adv Ability 3: Vital Spirit
High Ability: Dig Away

Garchomp:

Basic Ability 1: Sand Veil
Adv Ability 1: Frighten
Adv Ability 2: Rough Skin
Adv Ability 3: Vital Spirit
High Ability: Rocket

Whirlipede:

Basic Ability 1: Poison Point
Basic Ability 2: Vanguard
Adv Ability 1: Ballistic
Adv Ability 2: Speed Boost
High Ability: Rock Head

Pawniard:

Basic Ability 1: Defiant
Basic Ability 2: Inner Focus
Adv Ability 1: Sharpness
Adv Ability 2: Teamwork
High Ability: Parry

Bisharp:

Basic Ability 1: Defiant
Basic Ability 2: Inner Focus
Adv Ability 1: Sharpness
Adv Ability 2: Rally
High Ability: Parry

Cobalion, Terrakion, Virizion, Keldeo:

Basic Ability 1: Justified
Adv Ability 1: Sprint
Adv Ability 2: Sharpness
Adv Ability 3: Discipline
High Ability: Courage

Skiddo, Gogoat:

Basic Ability 1: Grass Pelt
Adv Ability 1: Chlorophyll
Adv Ability 2: Rock Head
Adv Ability 3: Sap Sipper
High Ability: Noble Steed

Honedge, Doublade:

Basic Ability: No Guard
Adv Ability 1: Hyper Cutter
Adv Ability 2: Sharpness
Adv Ability 3: Weaponize
High Ability: Soulstealer

Aegislash:

Basic Ability: Stance Change
Adv Ability 1: Hyper Cutter
Adv Ability 2: Sharpness
Adv Ability 3: Weaponize
High Ability: Soulstealer

Kartana:

Basic Ability: Beast Boost
Adv Ability 1: Levitate
Adv Ability 2: Sharpness
Adv Ability 3: Sniper
High Ability: Flutter

Hisuian Samurott:

Basic Ability 1: Intimidate
Basic Ability 2: Torrent
Adv Ability 1: Sharpness
Adv Ability 2: Bully
High Ability: Parry

Kleavor:

Basic Ability 1: Sheer Force
Basic Ability 2: Sturdy
Adv Ability 1: Mold Breaker
Adv Ability 2: Sharpness
High Ability: Anger Point

New Moves

Non-Canon Moves

The document also includes completely new Moves that assist in filling out areas of Pokémon Movesets that are lacking, since the official games don't provide options for things such as low power Physical Fairy Moves. These Moves are marked with an asterisk (*) next to their names. Many of them are Type-shifts of existing Moves, with the original Move they're based on included in [Square Brackets]. Since a lot of Pokémon may appreciate these Moves, we recommend treating them like TM/Tutor Moves similar to those added with the Isle of Armour expansion. These include:

Brutal Beatdown* - **Dark** [Close Combat]
Disorient* - **Dark** [Confusion]
Wither* - **Dark** [New]
Draco Jet* - **Dragon** [Quick Attack]
Redline* - **Dragon** [New]
Butterfly Knife* - **Fairy** [Fury Cutter]
Crush* - **Fairy** [Dizzy Punch w/ Infatuate]
Fey Wild* - **Fairy** [Superpower]
Sugar Rush* - **Fairy** [Trailblaze]
Beckon* - **Ghost** [New]
Spook* - **Ghost** [Ember, -1SpD]
Artillerolives* - **Grass** [New]
Mould* - **Grass** [Hex]
Clayball* - **Ground** [Ranged Tackle]
Mudslide* - **Ground** [Rock Slide+]
Icebreaker* - **Ice** [Double Edge+]
Flash Step* - **Psychic** [New]
Occult Razor* - **Psychic** [New]
Psy Kick* - **Psychic** [Tackle]
Glint* - **Steel** [Chilling Water]
Zantetsuken* - **Steel** [New]
Wave Dash* - **Water** [New]

Bug Moves

Move: Pounce

Type: Bug

Frequency: At-Will

AC: 2

Damage Base 5: 1d8+8 / 13

Class: Physical

Range: Melee, 1 Target, Dash

Effect: After dealing damage, the target is Slowed for 1 round. A target may only be Slowed by this Move once per Scene.

Special: Grants Overland and Long Jump +1

Move: Silk Trap

Type: Bug

Frequency: Scene

AC: None

Class: Status

Range: Self, Interrupt, Shield, Trigger

Effect: If the user is hit by a Move, the user may use this Move. The user is instead not hit by the triggering Move. You do not take any damage nor are you affected by any of the Move's effects. In addition, if the triggering Move was Melee ranged, the attacker's Speed is lowered by -2 Combat Stages and they are Slowed until the end of the user's next turn. If the target already has negative Speed Combat Stages, the target is Stuck and Trapped instead of Slowed.

Contest Type: Smart

Contest Effect: Inversed Appeal

Special: Grants Threaded

Dark Moves

Move: Brutal Beatdown* [Close Combat]

Type: Dark

Frequency: Scene x2

AC: 2

Damage Base 12: 3d12+10 / 30

Class: Physical

Range: Melee, 1 Target, Dash, Reckless

Effect: The user's Defense and Special Defense are each lowered by -1 Combat Stage.

Move: Comeuppance

Type: Dark

Frequency: Scene

AC: None

Class: Physical

Range: Any, 1 Target, Reaction, Trigger

Effect: This Move may be used as a Reaction when the user is hit by a damaging attack. Resolve the triggering attack, with the user resisting the attack one step further. After the attack is resolved, if the user was not Fainted, the triggering foe then loses Hit Points equal to the amount of Hit Points lost by the user from the triggering attack. The triggering foe then becomes Tripped and you may choose 2 allies. The chosen allies may Disengage 2 meters towards the triggering foe as a Free Action.

Contest Type: Beauty

Contest Effect: Double Time

Move: Disorient* [Confusion]
Type: Dark
Frequency: At-Will
AC: 2
Damage Base 5: 1d8+8 / 13
Class: Special
Range: 6, 1 Target
Effect: Confuses the target on 19+.
Contest Type: Smart
Contest Effect: Steady Performance

Move: Kowtow Cleave
Type: Dark
Frequency: EOT
AC: None
Damage Base 9: 2d10+10 / 21
Class: Physical
Range: Melee, 1 Target, Slice
Effect: This Move cannot miss.
Contest Type: Smart
Contest Effect: Desperation

Move: Ruination
Type: Dark
Frequency: Scene x2
AC: 4
Class: Status
Range: 4, 1 Target
Effect: The target becomes Cursed and Vulnerable until it is switched out.
Contest Type: Tough
Contest Effect: Steady Performance

Move: Wicked Torque
Type: Dark
Frequency: Scene x2
AC: 2
Damage Base 10: 3d8+10 / 24
Class: Physical
Range: Melee, Dash, Pass
Effect: All legal targets fall Asleep on 18+.
Contest Type: Smart
Contest Effect: Catching Up

Move: Wither* [New]
Type: Dark
Frequency: Scene x2
AC: 7
Damage Base 11: 3d10+10 / 27
Class: Special
Range: 6, 1 Target, Smite, Spirit Surge
Effect: Suppresses all legal targets on 15+. Any foes adjacent to the target lose 10 Hit Points.
Contest Type: Beauty
Contest Effect: Exhausting Act

Dragon Moves

NOTE: As mentioned in the Introduction, some of these moves conditionally deal Super Effective Damage, this is a design idea coming from [Domovoi's Dragon Rework](#). We recommend using this Rework and fully adapting all Dragon Moves to that. But if you do not use that homebrew supplement, consider removing these Super Effectiveness clauses from your game, especially if you have other houserules in use that already help Dragons with their inability to consistently deal Effective damage.

Move: Draco Jet* [Quick Attack]

Type: Dragon

Frequency: At-Will

AC: 2

Damage Base 4: 1d8+6 / 11

Class: Physical

Range: Melee, 1 Target, Priority

Effect: None

Move: Dragon Cheer

Type: Dragon

Frequency: Scene

AC: None

Class: Status

Range: Blessing

Effect: Blessing - Any user affected by this Blessing may activate it when making a successful attack to turn the attack into a Critical Hit against one legal target of their choice. The Blessing may be activated 2 times, then disappears. The first time a Scene a Dragon-Type Pokémon activates this Blessing, that activation does not count towards this limit.

Contest Type: Cute

Contest Effect: Sabotage

Move: Fickle Beam

Type: Dragon

Frequency: Scene

AC: 5

Damage Base 12: 3d12+10 / 30

Class: Special

Range: Line 3

Effect: Roll Accuracy for this Move 3 times.

For each target, if one of these rolls succeeds, this Move hits that target. For each successful roll after the first, choose one of the following additional effects:

» That target is Slowed for 1 full round.

» That target is Suppressed.

If one or more of the rolls crit, this Move is a Critical Hit.

This Move is 1 step more effective against targets that have hit the user for Super Effective damage since the beginning of their last turn.

Move: Glaive Rush

Type: Dragon

Frequency: Scene x2

AC: 2

Damage Base 12: 3d12+10 / 30

Class: Physical

Range: Melee, Pass, Smite, Reckless

Effect: On hit, you may choose to become Vulnerable for 1 full round. If you do, this attack is one step more effective.

Additionally, the next successful damaging attack against you while Vulnerable this way is automatically a Critical Hit.

Contest Type: Tough

Contest Effect: Exhausting Act

Move: Order Up

Type: Dragon

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Versatile

Range: Melee, 1 Target, Versatile, Spirit Surge

Effect: If the user, target, an Attached Commander or a pokemon Grappled by the user has a Food Buff, you may consume one of those Buffs (ignoring its normal trigger condition), gain its effects, and this attack is one step more effective. The target cannot activate Food Buffs in response to this Move.

Move: Redline* [New]

Type: Dragon

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Versatile

Range: Melee, 1 Target, Dash, Versatile

Effect: The target may not make Attacks of Opportunity until the end of the Round. If the target has any positive Combat Stages, it loses them, and this Move is 1 step more Effective. After attacking, the user may Move up to their remaining Movement as a Free Action.

Electric Moves

Move: Double Shock

Type: Electric

Frequency: Daily x2

AC: 2

Damage Base 12: 3d12+10 / 30

Class: Physical

Range: Close Blast 2, Smite, Spirit Surge

Effect: If the user is an Electric Type, they lose the Electric Type until the start of their next turn.

Move: Electro Drift

Type: Electric

Frequency: Scene x2

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Special

Range: Melee, Dash, Pass

Effect: After dealing damage, the user may Disengage 4 meters in a straight line. Whenever this Move deals Super-Effective Damage to a target, that target treats your Damage Roll as if it was increased by +10.

Move: Electro Shot

Type: Electric

Frequency: Scene

AC: 4

Damage Base 13: 4d10+10 / 35

Class: Special

Range: Line 4, Full Action, Smite

Effect: For 1 round, any ally that enters a square adjacent to the user, or starts movement there, may Disengage into any square of the Area of Effect of this Move without expending Movement, and then continue their Shift. If the user is in Rainy Weather, this Move is a Standard Action.

Move: Supercell Slam
Type: Electric
Frequency: At-Will
AC: 3
Damage Base 10: 3d8+10 / 24
Class: Physical
Range: Melee, Dash, Pass
Effect: If this Move misses, the user loses Hit Points equal to 1/4th of their Max Hit Points. A failure to hit due to a Move with the Shield keyword does not count as a miss. This Move cannot be used if Gravity is in effect.
Contest Type: Tough
Contest Effect: Seen Nothing Yet

Move: Surge* [Quick Attack+]
Type: Electric
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: Melee, 1 Target, Priority
Effect: The target cannot make Attacks of Opportunity for 1 full round.

Move: Thunderclap
Type: Electric
Frequency: At-Will
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Special
Range: 3, 1 Target
Effect: If a foe within Range uses a damaging Move, or leaves Range, the user may use this Move as an Interrupt against that foe. If they do, the target receives a -10 damage penalty to its next Move, or the triggering one, if any.

Fairy Moves

Move: Alluring Voice
Type: Fairy
Frequency: EOT
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Special
Range: Burst 1, Sonic, Spirit Surge
Effect: After this Move has resolved, the user may choose to Confuse foes within 5m that have had any CS raised since the beginning of that foe's last turn. This Effect may trigger only once per Scene.

Move: Butterfly Knife* [Fury Cutter]
Type: Fairy
Frequency: At-Will
AC: 3
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: Melee, 1 Target, Dash, Slice
Effect: If this Move is used successfully and consecutively on the same target, the Damage Base is increased by +4 to a maximum of 16. For example, the first hit would have a DB of 4; the second hit a DB of 8; the third hit a DB of 12; the fourth and further hits a DB of 16. If this Move misses or fails to damage its target, its Damage Base resets.

Move: Crush* [Dizzy Punch]
Type: Fairy
Frequency: At-Will
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 1 Target
Effect: The target becomes Infatuated with the user on 17+.
Contest Type: Lol
Contest Effect: Lmao

Move: Fey Wild* [Superpower]

Type: Fairy

Frequency: Scene x2

AC: 2

Damage Base 12: 3d12+10 / 30

Class: Physical

Range: Melee, 1 Target, Dash, Reckless

Effect: The user's Defense and Special Defense are each lowered by -1 Combat Stage.

Move: Sugar Rush* [Trailblaze]

Type: Fairy

Frequency: At-Will

AC: 2

Damage Base 5: 1d8+8 / 13

Class: Physical

Range: Melee, 1 Target, Dash, Full Action

Effect: The user Shifts before or after attacking, ignoring Slow Terrain. If the user did not move through Slow Terrain during this Shift, raise the user's Speed 1 Combat Stage.

Move: Magical Torque

Type: Fairy

Frequency: Scene x2

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Physical

Range: Melee, Dash, Pass

Effect: Confuses all legal targets on 15+.

Contest Type: Cute

Contest Effect: Catching Up

Fighting Moves

Move: Axe Kick

Type: Fighting

Frequency: EOT

AC: 3

Damage Base 12: 3d12+10 / 30

Class: Physical

Range: Melee, 1 Target, Dash, Reckless

Effect: Confuses the target on 15+. If this Move misses, the user loses Hit Points equal to 1/4th of their Max Hit Points. A failure to hit due to a Move with the Shield keyword does not count as a miss. This Move cannot be used if Gravity is in effect.

Contest Type: Tough

Contest Effect: Steady Performance

Move: Collision Course

Type: Fighting

Frequency: Scene x2

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Physical

Range: Melee, Dash, Pass

Effect: Create Slow Terrain in all squares the user Shifted through during Pass, and in a Burst 1 around the user after finishing movement. The user may ignore this Slow Terrain.

Whenever this Move deals Super-Effective Damage to a target, that target treats your Damage Roll as if it was increased by +10.

Move: Combat Torque

Type: Fighting

Frequency: Scene x2

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Physical

Range: Melee, Dash, Pass

Effect: Paralyzes all legal targets on 15+.

Contest Type: Cool

Contest Effect: Catching Up

Move: Raging Bull

Type: Fighting

Frequency: Scene x2

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Physical

Range: Melee, Pass

Effect: As a Free Action, the user may change this Move's Type to any Type that the user possesses. Blessings may not be activated in response to this Move.

Move: Upper Hand

Type: Fighting

Frequency: At-Will

AC: 2

Damage Base 7: 2d6+10 / 17

Class: Physical

Range: Melee, 1 Target

Effect: If an adjacent foe declares Priority or an Interrupt, this Move may be used as an Interrupt against the triggering foe. If used this way, this Move Flinches the target. If the triggering Interrupt was itself triggered by the user's Standard Action, that Action is relinquished, in favor of giving up the Action on the following round, to use this Move.

Contest Type: Smart

Contest Effect: Saving Grace

Fire Moves

Move: Armor Cannon

Type: Fire

Frequency: Scene

AC: 2

Damage Base 12: 3d12+10 / 30

Class: Special

Range: Line 4, Reckless

Effect: The user's Defense and Special Defense are each lowered by -1 Combat Stage.

Contest Type: Smart

Contest Effect: Seen Nothing Yet

Move: Bitter Blade

Type: Fire

Frequency: Scene x2

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Physical

Range: Melee, 1 Target, Slice

Effect: After the target takes damage, the user gains HP equal to half of the damage they dealt to the target.

Contest Type: Smart

Contest Effect: Good Show

Move: Blazing Torque

Type: Fire

Frequency: Scene x2

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Physical

Range: Melee, Dash, Pass

Effect: Burns all legal targets on 15+.

Contest Type: Beautiful

Contest Effect: Catching Up

Move: Burning Bulwark

Type: Fire

Frequency: Scene

AC: None

Class: Status

Range: Self, Interrupt, Shield, Trigger

Effect: If the user is hit by an attack, the user may use this Move. The user is instead not hit by the attack. You do not take any damage nor are you affected by any of the attack's effects. In addition, if the triggering attack was Melee ranged, the attacker is Burned.

Move: Temper Flare

Type: Fire

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Physical

Range: Melee, 1 Target

Effect: If the user's last attack failed or missed, this Move is DB 15 (4d10+10 / 45) instead.

Contest Type: Cool

Contest Effect: Seen Nothing Yet

Move: Torch Song

Type: Fire

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Special

Range: 5, 1 Target, Sonic

Effect: Raise the Special Attack of either the user or an ally within 3 meters by +1 Combat Stage.

Contest Type: Beauty

Contest Effect: Big Show

Ghost Moves

Move: Beckon* [New]

Type: Ghost

Frequency: Scene x2

AC: 2

Damage Base 12: 3d12+10 / 30

Class: Special

Range: 7, 1 Target, Sonic

Effect: The target immediately Shifts towards the user, forfeiting their next Shift Action. This movement does not provoke Attacks of Opportunity. On 17+, the target additionally is Infatuated with the user and Trapped.

Move: Last Respects

Type: Ghost

Frequency: EOT

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Physical

Range: 4, 1 Target

Effect: This Move gains additional Effects depending on the number of allies that have Fainted this Scene. These Effects are cumulative.

1: The target is Flinched on 15+.

2: The target is Cursed on 17+.

3: This Move gains Smite.

Once per Scene, this Move may Deal damage of a Type of any of the Fainted allies instead of Ghost. This does not affect whether this Move gains STAB or not.

Move: Rage Fist

Type: Ghost

Frequency: Scene x2

AC: 2

Damage Base 5: 1d8+8 / 13

Class: Physical

Range: Melee, 1 Target

Effect: If the user has at least 1 Injury when using this Move, its Damage Base gets doubled to DB 10 (3d8+10 / 24).

Additionally, if the user is under 50% Max HP, this Move instead becomes DB 12 (3d12+10 / 30) and cannot miss.

Move: Spook* [Ember]

Type: Ghost

Frequency: At-Will

AC: 2

Damage Base 4: 1d8+6 / 11

Class: Special

Range: 4, 1 Target

Effect: Lower the target's Special Defense by -1 Combat Stage on 18+.

Grass Moves

Move: Artillerolives* [New]

Type: Grass

Frequency: EOT

AC: 3

Damage Base 5: 1d8+8 / 13

Class: Special

Range: 4, 2 Targets; or 4, 1 Target (see text)

Effect: Once per Scene, you may create Slick Hazards in two Blasts 3, anywhere within range. If used on only 1 target, this Move gains the Double Strike keyword, and if Slick Hazards are created, you may create them in a single Blast 5, centered on the target.

Special: The user may ignore Slick Hazards and does not have to stop shifting or become Vulnerable from them.

Move: Flower Trick

Type: Grass

Frequency: Scene x2

AC: None

Damage Base 7: 2d6+10 / 17

Class: Physical

Range: 4, 1 Target

Effect: This Move cannot miss. If this Move hits, it is a Critical Hit.

Contest Type: Cool

Contest Effect: Excitement

Move: Ivy Cudgel

Type: Grass

Frequency: EOT

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Physical

Range: Melee, 1 Target

Effect: Ivy Cudgel may be any Type the user currently possesses. Ivy Cudgel is a critical hit on a roll of 18+.

Move: Matcha Gotcha
Type: Grass
Frequency: Scene x2
AC: 4
Damage Base 8: 2d8+10 / 19
Class: Special
Range: Cone 2
Effect: After the targets take damage, choose one of the targets, the user gains HP equal to half of the damage they dealt to that target. Matcha Gotcha Burns all Legal Targets on 17+.

Move: Mould* [Hex]
Type: Grass
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Special
Range: 6, 1 Target
Effect: Once a Scene, if the target has a Status Affliction, you may have this Move's Damage Base be 13 instead (4d10+10 / 35).
Contest Type: Smart
Contest Effect: Incentives

Move: Spicy Extract
Type: Grass
Frequency: Scene x2
AC: None
Class: Status
Range: Self or 4, 1 Target
Effect: Choose either Attack or Special Attack. Raise the chosen Stat of the user or an ally within range by +3 Combat Stages. You cannot make the same choice twice in the same Scene.

Move: Syrup Bomb
Type: Grass
Frequency: At-Will
AC: 5
Damage Base 6: 2d6+8 / 15
Class: Special
Range: 6, 1 Target, Smite
Effect: The target and all foes adjacent to them are Slowed for 1 full Round. If an affected foe was already Slowed or Stuck, it becomes Stuck instead.

Move: Trailblaze
Type: Grass
Frequency: At-Will
AC: 2
Damage Base 5: 1d8+8 / 13
Class: Physical
Range: Melee, 1 Target, Dash, Full Action
Effect: The user Shifts before or after attacking, ignoring Slow Terrain. If the user did not move through Slow Terrain during this Shift, raise the user's Speed 1 Combat Stage.
Contest Type: Tough
Contest Effect: Excitement

Ground Moves

Move: Clayball* [Tackle+]
Type: [Ground](#)
Frequency: At-Will
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: 4, 1 Target, Dash, Push
Effect: The user may push the target up to 2 meters away.

Move: Mudslide* [Rock Slide+]
Type: [Ground](#)
Frequency: Scene x2
AC: 4
Damage Base 8: 2d8+10 / 19
Class: Special
Range: 6, Ranged Blast 3, Groundsource, Push
Effect: Choose a direction. All legal targets are Pushed 2 meters in that direction.

Ice Moves

Move: Chilly Reception
Type: [Ice](#)
Frequency: Scene
AC: None
Class: Status
Range: Field
Effect: The weather changes to Snowy for 5 rounds and the user may immediately be recalled in the same turn. A new Pokémon may immediately be sent out. Using this Move lets a Trapped user be recalled. If the user is not recalled, their movement this turn does not provoke Attacks of Opportunity instead.

Contest Type: Beauty
Contest Effect: Catching Up

NOTE: If you are using the [Weathers from Domovoi's Rework](#), the user's side also gains 2 charges of the [Hailing] Blessing, as if they used Hail or Snowscape.

Move: Icebreaker* [Double Edge+]
Type: [Ice](#)
Frequency: Scene x2
AC: 2
Damage Base 12: 3d12+10 / 30
Class: Physical
Range: Melee, 1 Target, Dash, Recoil 1/3
Effect: You may use this Move as if it had the Priority and Pass keywords in the first round after joining an encounter. Switching out resets this requirement.

Move: Ice Spinner
Type: [Ice](#)
Frequency: Scene x2
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: Burst 1
Effect: All targets are Tripped on a roll of 18+. If the user moves through an area of Terrain, or a Field-range Terrain is active, those effects immediately end.
Contest Type: Beauty
Contest Effect: Steady Performance

Move: Snowscape
Type: [Ice](#)
Frequency: Daily x2
AC: None
Class: Status
Range: Field, Weather
Effect: The weather changes to Snowy for 5 rounds. While it is Snowing, all Ice-Type Pokémon gain 5 Damage Reduction, or +2 to any existing Damage Reduction.
Contest Type: Beauty
Contest Effect: Sabotage

NOTE: For all intents and purposes, Snowscape retroactively replaces Hail in all contexts, including Movepools and Ability effects.
If you are using the [Weathers from Domovoi's Rework](#) however, Snowscape should be replaced again with Hail from that Homebrew in anything but Name.

Normal Moves

Move: Blood Moon
Type: [Normal](#)
Frequency: Scene x2
AC: 2
Damage Base 14: 4d10+15 / 40
Class: Special
Range: Line 4, Smite, Reckless
Effect: After dealing damage, the user becomes Slowed and Vulnerable until the end of their next turn.

Move: Doodle
Type: [Normal](#)
Frequency: Scene
AC: None
Class: Status
Range: 6, 1 Target
Effect: The user gains 1 Ability of their choice from the target, and may also grant that Ability to an ally within range, both for the remainder of the encounter. This Move cannot miss.

Move: Fillet Away
Type: [Normal](#)
Frequency: Daily x2
AC: None
Class: Status
Range: Self
Effect: The next successful damaging Psychic attack made by the user is automatically a Critical Hit. The user may sacrifice three Ticks of Hit Points. If they do so, choose one:
» Fillet Away becomes a Swift Action.
» An adjacent Ally gains 3 Ticks of Temporary Hit Points.

Move: Hyper Drill
Type: Normal
Frequency: Scene
AC: 2
Damage Base 10: 3d8+10 / 24
Class: Physical
Range: Melee, Pass, Smite
Effect: Blessings or Moves with the Shield keyword may not be activated in response to this Move.

Move: Population Bomb
Type: Normal
Frequency: Scene x2
AC: 5
Damage Base 8: 2d8+10 / 19
Class: Physical
Range: 4, 1 Target, Smite, Slice
Effect: Roll Accuracy for this Move 3 times. If one of these rolls succeeds, this Move hits. For each successful roll after the first, choose one of the following additional effects:
» The target is Vulnerable until the end of their next turn.
» The target's Moves are resisted 1 step further until the end of their next turn.
» This Move's damage cannot be resisted. If one or more of the rolls crit, this Move is a Critical Hit, and you may choose an additional effect.

Move: Revival Blessing
Type: Normal
Frequency: Daily
AC: None
Class: Status
Range: None
Effect: An ally that Fainted this Scene may use a Move as a Free Action as if they were not Fainted, originating from a square adjacent to the user. The chosen ally may be a Pokémon in a Poké Ball.

Move: Shed Tail
Type: Normal
Frequency: Scene
AC: None
Class: Status
Range: Self, Coat, Illusion, Interrupt, Shield, Trigger
Effect: If the user is hit by a Move while above 1/4th Hit Points, after being told how much damage it would deal, they may use this Move.
The user is instead not hit by the triggering Move, and does not take any damage, nor are they affected by any of the Move's effects. Instead, they lose 1/4th of their maximum Hit Points. This Hit Point loss cannot be prevented in any way.
The user may then Disengage up to their full Movement as a Free Action, or be switched out, even if they are Trapped. They leave behind a Tail Token on any one square they occupied.
The Tail Token counts as Rough Terrain for foes, and if an ally Shifts over it, they may remove it from the field to gain the same amount of Temporary Hit Points as the user lost when activating this Move.
This Move may not be activated against Moves with the Sonic keyword.

Move: Tera Blast
Type: Normal
Frequency: EOT
AC: 2
Damage Base 8: 2d8+10 / 19
Class: Versatile
Range: 8, 1 Target, Versatile
Effect: If the user is Terastalized, this move's Type becomes the user's Tera Type.

Move: Tera Starstorm

Type: Normal

Frequency: Scene

AC: 2

Damage Base 12: 3d12+10 / 30

Class: Special

Range: 6, Ranged Blast 3, Smite

Effect: Place a Star Shard in any square of the Area of Effect. Any ally entering that square, or starting their turn on it, may consume the Shard to gain a +10 Damage Bonus on their next successful damaging attack.

If a target has changed Forme, this attack is one step more effective against that target. This may not cause the Effectiveness to be raised above Doubly Super Effective.

Note: Changing Forme includes any effect that switches Base Stat Sets, such as the Abilities like Stance Change or Schooling; Mega Evolution; Dynamax; Terastilization; or being in any Altered, Origin, or Primal Forme; even if they started the encounter that way.

Move: Tidy Up

Type: Normal

Frequency: Scene

AC: None

Class: Status

Range: Self

Effect: Choose Slow or Rough Terrain. The chosen Terrain, any Terrain Effects of your choice caused by Moves, and all Hazards are removed from the squares within a Burst 4. Then, the user's Attack and Speed are raised by +1 Combat Stage.

Poison Moves

Move: Malignant Chain

Type: Poison

Frequency: Scene x2

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Special

Range: 6, 1 Target

Effect: The target is Poisoned. Then, choose an ally. That ally and the target become Linked to each other. Whenever the Linked ally takes damage, the Linked foe loses a Tick of Hit Points. This effect ends when the user is Fainted or the Scene ends.

Move: Mortal Spin

Type: Poison

Frequency: Scene

AC: 2

Damage Base 5: 1d8+8 / 13

Class: Special

Range: Burst 1, Spirit Surge

Effect: This Move destroys all Hazards within a Burst 5 that were placed by foes, removes Leech Seeds, and removes the user's Trapped or Stuck conditions. All targets that are hit are Poisoned.

Move: Noxious Torque

Type: Poison

Frequency: Scene x2

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Physical

Range: Melee, Dash, Pass

Effect: Poisons all targets on 15+.

Contest Type: Tough

Contest Effect: Catching Up

Psychic Moves

Move: Flash Step* [New]

Type: Psychic

Frequency: EOT

AC: None

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: Melee, 1 Target

Effect: This Move cannot miss. Before attacking, the user may Teleport 4 into a square adjacent to a foe as a Shift Action.

Move: Lumina Crash

Type: Psychic

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Special

Range: 6, 1 Target

Effect: The target's Special Defense is lowered by -2 Combat Stages.

Move: Occult Razor* [New]

Type: Psychic

Frequency: Scene

AC: 5

Damage Base 11: 3d10+10 / 27

Class: Physical

Range: Melee, 1 Target, Slice

Effect: This Move automatically Critically Hits targets at or below half of their Max Hit Points. After dealing damage, the target becomes Suppressed for 1 full round.

Move: Psy Kick* [Tackle]

Type: Psychic

Frequency: At-Will

AC: 2

Damage Base 4: 1d8+6 / 11

Class: Physical

Range: 4, 1 Target, Dash, Push

Effect: The user may push the target up to 2 meters.

Move: Psyblade

Type: Psychic

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Physical

Range: Melee, 1 Target, Slice

Effect: This Move deals +10 damage if the user or target are in Electric Terrain.

Move: Psychic Noise

Type: Psychic

Frequency: Scene x2

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Special

Range: Burst 1, Sonic

Effect: Choose a legal target. The chosen target may not gain Hit Points or Temporary Hit Points from any source, until it is switched out. This counts as a Volatile Affliction.

Contest Type: Smart

Contest Effect: Good Show!

Move: Twin Beam

Type: Psychic

Frequency: EOT

AC: 2

Damage Base 4: 1d8+6 / 11

Class: Special

Range: 6, 2 Targets; or 6, 1 Target (see text)

Effect: If used on only 1 target, this Move gains the Double Strike keyword.

Rock Moves

Move: Salt Cure

Type: Rock

Frequency: EOT

AC: 2

Damage Base 4: 1d8+6 / 11

Class: Physical

Range: 4, 1 Target

Effect: The target becomes Lightly Salted as a Volatile Affliction. While Lightly Salted, they lose 1 Tick of HP at the beginning of each of their turns. Water and Steel-Type Pokemon hit by Salt Cure lose 2 Ticks of HP instead.

Move: Mighty Cleave

Type: Rock

Frequency: EOT

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Physical

Range: Melee, 1 Target, Spirit Surge, Slice

Effect: The user gains +10 Damage Reduction for 1 full round. Interrupts may not be activated in response to this Move.

Steel Moves

Move: Gigaton Hammer

Type: Steel

Frequency: Scene x2

AC: 2

Damage Base 16: 5d10+20 / 50

Class: Physical

Range: Melee, 1 Target, Smite, Reckless

Effect: After dealing damage, the user becomes Slowed and Vulnerable until the end of their next turn.

Contest Type: Tough

Contest Effect: Exhausting Act

Move: Glint* [Chilling Water]

Type: Steel

Frequency: At-Will

AC: 2

Damage Base 5: 1d8+8 / 13

Class: Special

Range: 5, 1 Target

Effect: The target cannot make Attacks of Opportunity for 1 full round and their Attack is lowered by -1 Combat Stage.

Move: Hard Press

Type: Steel

Frequency: Scene x2

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: Melee, 1 Target

Effect: If the target's Hit Points are above 50%, this Move's Damage Base is doubled to Damage Base 12 (3d12+10 / 30).

Contest Type: Tough

Contest Effect: Seen Nothing Yet

Move: Make It Rain
Type: Steel
Frequency: Scene
AC: 2
Damage Base 12: 3d12+10 / 30
Class: Special
Range: Cone 3
Effect: The user's Special Attack is lowered by -1 Combat Stage. Once per Day, this Move scatters metal coins equal in value to 1d8 times the user's Level. If it is a trainer battle, the winner gets to pick up the coins.

Move: Spin Out
Type: Steel
Frequency: EOT
AC: 2
Damage Base 10: 3d8+10 / 24
Class: Physical
Range: Burst 1
Effect: This Move may be used as a Free Action at the end of a Sprint Maneuver taken as a Standard Action, as long as the user Shifted at least 3 meters in a straight line and ended in range of a target. When used this way, this Move gains the Smite keyword, and lowers the user's Speed by -2 Combat Stages.

Move: Tachyon Cutter
Type: Steel
Frequency: EOT
AC: 2
Damage Base 5: 1d8+8 / 13
Class: Special
Range: 6, 2 Targets, Slice
Effect: If the targets are not adjacent to each other, this Move cannot miss.

Move: Zantetsuken* [New]
Type: Steel
Frequency: Scene
AC: 5
Damage Base 11: 3d10+10 / 27
Class: Physical
Range: Melee, 1 Target, Slice
Effect: This Move automatically Critically Hits targets at or below half of their Max Hit Points. After dealing damage, the target becomes Vulnerable for one full round.

Water Moves

Move: Aqua Cutter

Type: [Water](#)

Frequency: EOT

AC: 2

Damage Base 7: 2d6+10 / 17

Class: Physical

Range: 6, 1 Target, Slice

Effect: This Move is a Critical Hit on 18+.

Move: Aqua Step

Type: [Water](#)

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Physical

Range: Melee, 1 Target, Spirit Surge

Effect: Raise the user's Speed 1 Combat Stage.

Move: Chilling Water

Type: [Water](#)

Frequency: At-Will

AC: 2

Damage Base 5: 1d8+8 / 13

Class: Special

Range: 5, 1 Target

Effect: The target cannot make Attacks of Opportunity for 1 full round and their Attack is lowered by -1 Combat Stage.

Move: Hydro Steam

Type: [Water](#)

Frequency: EOT

AC: 2

Damage Base 8: 2d8+10 / 19

Class: Special

Range: 6, 1 Target

Effect: This Move does not deal reduced damage in Sunny Weather. It instead deals +10 damage in Sunny Weather.

NOTE: If you are using the [Weathers from Domovoi's Rework](#), the [Sun Shining] Blessing may not be activated against this Move.

Move: Jet Punch

Type: [Water](#)

Frequency: EOT

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: Melee, 1 Target, Dash, Priority

Effect: None

Move: Triple Dive

Type: [Water](#)

Frequency: EOT

AC: 3

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: Melee, 1 Target

Effect: After attacking, hit or miss, the user may Disengage 2 meters and attack a different target with this Move. This effect may be repeated a second time, targeting a creature that has not been targeted by either prior attack. Before making each Accuracy Check, the user can elect to give up triggering all remaining additional Shifts and attacks. This Move gains +5 to its damage roll for each attack that is given up.

Move: Wave Dash* [New]

Type: Water

Frequency: At-Will

AC: 2

Damage Base 5: 1d8+8 / 13

Class: Physical

Range: Melee, 1 Target, Dash

Effect: The user may make the Disengage

Maneuver as a Free Action either right
before or after using this Move.

Contest Type: Tough

Contest Effect: Excitement

New Pokémon

Sprigatito



Base Stats

HP:	4	Sp.ATK:	4	Total:
ATK:	6	Sp.DEF:	4	
DEF:	5	SPD:	7	

Basic Information

Type:	Grass
Basic Ability 1:	Overgrow
Basic Ability 2:	Pickpocket
Adv Ability 1:	Chlorophyll
Adv Ability 2:	Protean
High Ability:	Aroma Veil

Evolution

- 1 - Sprigatito
- 2 - Floragato Lv 15 Minimum
- 3 - Meowscarada Lv 30 Minimum

Other Information

Size:	1'04" / 0.4m (Small)	9.0 lbs / 4.1 kg (Weight Class 1)
Genders:	87.5% Male	12.5% Female
Diet:	Omnivore, Phototroph	
Habitat:	Forest, Grasslands	

Capabilities

Overland 6, Swim 2, Jump 1/1, Power 1, Alluring, Naturewalk (Forest, Grasslands), Underdog

Skill List

Athl 2d6, Acro 3d6+3, Combat 2d6, Stealth 3d6+2, Percep 3d6, Focus 3d6+1

Move List

1 - Scratch - Normal
1 - Tail Whip - Normal
1 - Leafage - Grass
7 - Bite - Dark
10 - Hone Claws - Dark
13 - Razor Leaf - Grass
15 - Quick Attack - Normal
18 - Feint Attack - Dark
22 - Seed Bomb - Grass
25 - Skitter Smack - Bug
28 - Worry Seed - Grass
33 - Slash - Normal
36 - Night Slash - Dark
39 - Play Rough - Fairy
42 - Leaf Blade - Grass
45 - Grassy Terrain - Grass
48 - False Surrender - Dark
51 - Power Whip - Grass

TM/Tutor Moves

Acrobatics, Agility, Ally Switch, Attract, **Bullet Seed**, Captivate, Charm, Confide, Copycat, Disarming Voice, Double Team (N), Endure, Facade, Fake Tears, Frustration, **Giga Drain**, **Grass Knot**, **Grass Pledge**, **Grassy Glide**, Grassy Terrain, Helping Hand, Hidden Power, **Leaf Storm**, Leech Seed, **Magical Leaf (N)**, Mud-Slap, Nasty Plot, **Petal Blizzard**, Pounce, Protect, Rest, Return, Round, Shadow Claw, Sleep Talk, **Solar Beam**, Substitute, **Sucker Punch**, Swagger, Swift, Take Down, Taunt, Tera Blast, Toxic, **Trailblaze**, U-Turn (N)

Floragato



Overland 7, Swim 3, Jump 2/2, Power 2, Alluring, Naturewalk (Forest, Grasslands), Reach, Underdog

Skill List

Athl 2d6+1, Acro 4d6+2, Combat 3d6, Stealth 4d6+1, Percep 4d6, Focus 4d6+1

Move List

Evo - Knock Off - Dark
1 - Scratch - Normal
1 - Tail Whip - Normal
1 - Leafage - Grass
7 - Bite - Dark
10 - Hone Claws - Dark
13 - Razor Leaf - Grass
15 - Quick Attack - Normal
18 - Feint Attack - Dark
22 - Seed Bomb - Grass
25 - Skitter Smack - Bug
28 - Worry Seed - Grass
33 - Slash - Normal
36 - Night Slash - Dark
39 - Play Rough - Fairy
42 - Leaf Blade - Grass
45 - Grassy Terrain - Grass
48 - False Surrender - Dark
51 - Power Whip - Grass

Base Stats

HP:	6	Sp.ATK:	6	Total:
ATK:	8	Sp.DEF:	6	40
DEF:	6	SPD:	8	

Basic Information

Type:	Grass
Basic Ability 1:	Overgrow
Basic Ability 2:	Pickpocket
Adv Ability 1:	Sleight of Hand
Adv Ability 2:	Protean
High Ability:	Long Reach

Evolution

- 1 - Sprigatito
- 2 - **Floragato** Lv 15 Minimum
- 3 - Meowscarada Lv 30 Minimum

Other Information

Size:	2'11" / 0.9m (Small)	26.9 lbs / 12.2 kg (Weight Class 2)
Genders:	87.5% Male	12.5% Female
Diet:	Omnivore, Phototroph	
Habitat:	Forest, Grasslands	

Capabilities

TM/Tutor Moves

Acrobatics, Aerial Ace, Agility, Ally Switch, Attract, **Bullet Seed**, Charm, Confide, Copycat, Disarming Voice, Double Team (N), Endure, **Energy Ball (N)**, Facade, Fake Tears, Fling, Frustration, **Giga Drain**, **Grass Knot**, **Grass Pledge**, **Grassy Glide**, Grassy Terrain, Helping Hand, Hidden Power, **Leaf Storm (N)**, Leech Seed, Low Kick, Low Sweep, **Magical Leaf (N)**, Mud-Slap, Nasty Plot, **Petal Blizzard**, Pounce, Protect, Rest, Return, Round, Shadow Claw, Sleep Talk, **Solar Beam**, Substitute, **Sucker Punch**, Swagger, Swift, Take Down, Taunt, Tera Blast, Thunder Punch, Toxic, **Trailblaze**, U-Turn (N)

Meowscarada



Base Stats

HP:	8	Sp.ATK:	8	Total:
ATK:	11	Sp.DEF:	7	53
DEF:	7	SPD:	12	

Basic Information

Type:	Grass/Dark
Basic Ability 1:	Overgrow
Basic Ability 2:	Magician
Adv Ability 1:	Sleight of Hand
Adv Ability 2:	Protean
High Ability:	Long Reach

Evolution

- 1 - Sprigatito
- 2 - Floragato Lv 15 Minimum
- 3 - **Meowscarada** Lv 30 Minimum

Other Information

Size:	4'11" / 1.5m (Medium)	68.8 lbs / 31.2 kg (Weight Class 3)
Genders:	87.5% Male	12.5% Female
Diet:	Omnivore, Phototroph	
Habitat:	Forest, Grasslands	

Capabilities

Overland 8, Swim 3, Jump 3/3, Power 3, Alluring, Naturewalk (Forest, Grasslands), Reach, Stealth, Darkvision, Mindlock

Skill List

Athl 2d6+2, Acro 5d6+1, Combat 3d6+1, Stealth 5d6, Percep 5d6, Focus 5d6+1

Move List

Evo - Flower Trick - Grass

- 1 - Scratch - Normal
- 1 - Tail Whip - Normal
- 1 - Leafage - Grass
- 7 - Bite - Dark
- 10 - Hone Claws - Dark
- 13 - Razor Leaf - Grass
- 15 - Quick Attack - Normal
- 18 - Feint Attack - Dark
- 22 - Seed Bomb - Grass
- 25 - Skitter Smack - Bug
- 28 - Worry Seed - Grass
- 33 - Slash - Normal
- 36 - Night Slash - Dark
- 39 - Play Rough - Fairy
- 42 - Leaf Blade - Grass
- 45 - Grassy Terrain - Grass
- 48 - False Surrender - Dark
- 51 - Power Whip - Grass

TM/Tutor Moves

Acrobatics, Aerial Ace, Agility, Ally Switch, Attract, Aura Sphere, Brick Break, **Bullet Seed**, Charm, Chilling Water, Confide, Copycat, **Dark Pulse**, Disarming Voice, Double Team (N), Endure, **Energy Ball (N)**, Facade, Fake Tears, **Fling**, **Foul Play**, **Frenzy Plant**, Frustration, **Giga Drain**, Giga Impact, **Grass Knot**, **Grass Pledge**, **Grassy Glide**, Helping Hand, Hidden Power, Hyper Beam, **Knock Off (N)**, **Lash Out**, **Leaf Storm (N)**, Leech Seed, Low Kick, Low Sweep, **Magical Leaf (N)**, Mud-Slap, Nasty Plot, **Petal Blizzard**, Pollen Puff, Pounce, Power Gem, Protect, Psych Up, Rest, Return, Round, Shadow Ball, Shadow Claw, Skill Swap, Sleep Talk, **Solar Beam**, Spikes, Substitute, **Sucker Punch**, Swagger, Swift, Take Down, Taunt, Tera Blast, **Thief**, **Throat Chop**, Thunder Punch, Toxic, Toxic Spikes, **Trailblaze**, Trick (N), Trick Room, Triple Axel, U-Turn (N)

Fuecoco



Base Stats

HP	7	Sp.ATK	6	Total:
ATK	5	Sp.DEF	4	32
DEF	6	SPD	4	

Basic Information

Type:	Fire
Basic Ability 1:	Blaze
Basic Ability 2:	Lunchbox
Adv Ability 1:	Gluttony
Adv Ability 2:	Stamina
High Ability:	Unaware

Evolution

- 1 - Fuecoco
- 2 - Crocalor Lv 15 Minimum
- 3 - Skeledirge Lv 30 Minimum

Other Information

Size:	1'4" / 0.4m (Small)	21.6 lbs / 9.8 kg (Weight Class 1)
Genders:	87.5% Male	12.5% Female
Diet:	Omnivore	
Habitat:	Marsh, Cave	

Capabilities

Overland 4, Swim 2, Jump 1/1, Power 2, Firestarter, Heater, Glow, Underdog

Skill List

Athl 3d6+2, Acro 2d6, Combat 3d6, Stealth 2d6, Percep 2d6+1, Focus 1d6

Move List

1 - Tackle - Normal
1 - Echoed Voice - Normal
1 - Leer - Normal
1 - Ember - Fire
7 - Spook* - Ghost [Ember, -1SpD]
10 - Round - Normal
12 - Scary Face - Normal
15 - Snarl - Dark
18 - Incinerate - Fire
22 - Ominous Wind - Ghost
25 - Dragon Breath - Dragon
28 - Roar - Normal
32 - Shadow Ball - Ghost
35 - Scorching Sands - Ground
38 - Flamethrower - Fire
42 - Hyper Voice - Normal
45 - Will-O-Wisp - Fire
45 - Hex - Ghost
48 - Fire Blast - Fire
51 - Overheat - Fire

TM/Tutor Moves

Amnesia, Attract, Beckon* (N), Belch, Body Slam, Bulldoze, **Burn Up**, **Burning Jealousy**, Calm Mind, Confide, Crunch, Curse, Dazzling Gleam, Dig, Disarming Voice, Double Team, Dragon Pulse, Encore, Endure, Facade, Fake Tears, **Fire Fang**, **Fire Pledge**, **Fire Spin**, **Flame Charge**, **Flare Blitz**, Frustration, **Heat Wave**, Helping Hand, Hidden Power, Lash Out, Magical Leaf, Mud-Slap, **Mystical Fire**, Nasty Plot, Outrage, Protect, Psychic, Rest, Return, Scale Shot (N), Screech, Seed Bomb, Sing, Slack Off, Sleep Talk, Sludge Wave, Snore, Stomping Tantrum, Substitute, Sunny Day, Swagger, **Temper Flare**, Tera Blast, Throat Chop, Thunder Fang, Toxic, Uproar, Zen Headbutt

Crocalor



Overland 5, Swim 3, Jump 1/2, Power 4, Heater, Firestarter, Glow, Egg Warmer, Underdog

Skill List

Athl 4d6+2, Acro 2d6, Combat 3d6, Stealth 2d6, Percep 2d6+1, Focus 2d6

Move List

Evo - Yawn - Normal
 1 - Tackle - Normal
 1 - Echoed Voice - Normal
 1 - Leer - Normal
1 - Ember - Fire
7 - Spook* - Ghost [Ember, -1SpD]
 10 - Round - Normal
 12 - Scary Face - Normal
 15 - Snarl - Dark
18 - Incinerate - Fire
 22 - Ominous Wind - Ghost
 25 - Dragon Breath - Dragon
 28 - Roar - Normal
32 - Shadow Ball - Ghost
 35 - Scorching Sands - Ground
38 - Flamethrower - Fire
 42 - Hyper Voice - Normal
 45 - Will-O-Wisp - Fire
45 - Hex - Ghost
48 - Fire Blast - Fire
51 - Overheat - Fire

Base Stats

HP	8	Sp.ATK	9	Total:
ATK	6	Sp.DEF	6	42
DEF	8	SPD	5	

Basic Information

Type:	Fire
Basic Ability 1:	Blaze
Basic Ability 2:	Lunchbox
Adv Ability 1:	Gluttony
Adv Ability 2:	Stamina
High Ability:	Unaware

Evolution

- 1 - Fuecoco
- 2 - **Crocalor** Lv 15 Minimum
- 3 - Skeledirge Lv 30 Minimum

Other Information

Size:	3'03" / 1.0m (Medium)	67.7 lbs / 30.7 kg (Weight Class 3)
Genders:	87.5% Male	12.5% Female
Diet:	Omnivore	
Habitat:	Marsh, Cave	

Capabilities

TM/Tutor Moves

Amnesia, Attract, *Beckon** (N), Belch, Body Slam, Bulldoze, **Burn Up**, **Burning Jealousy**, Calm Mind, Confide, Crunch, Curse, Dazzling Gleam, Dig, Disarming Voice, Double Team, Dragon Pulse, Encore, Endure, Facade, Fake Tears, **Fire Fang**, **Fire Pledge**, **Fire Spin**, **Flame Charge**, **Flare Blitz**, Frustration, **Heat Wave**, Helping Hand, Hidden Power, Lash Out, Magical Leaf, Mud-Slap, **Mystical Fire**, Nasty Plot, Outrage, Protect, Psychic, Rest, Return, Scale Shot (N), Screech, Seed Bomb, Sing, Slack Off, Sleep Talk, Sludge Wave, Snore, Stomping Tantrum, Substitute, Sunny Day, Swagger, **Temper Flare**, Tera Blast, Throat Chop, Thunder Fang, Toxic, Uproar, Zen Headbutt

Skeledirge



Base Stats

HP	10	Sp.ATK	11	Total:
ATK	7	Sp.DEF	8	53
DEF	10	SPD	7	

Basic Information

Type:	Fire / Ghost
Basic Ability 1:	Blaze
Basic Ability 2:	Lunchbox
Adv Ability 1:	Haunting Elegy
Adv Ability 2:	Stamina
High Ability:	Unaware

Evolution

- 1 - Fuecoco
- 2 - Crocalor Lv 15 Minimum
- 3 - **Skeledirge** Lv 30 Minimum

Other Information

Size:	5'03" / 1.6m (Large)	719.8 lbs / 326.5 kg (Weight Class 6)
Genders:	87.5% Male	12.5% Female
Diet:	Omnivore	
Habitat:	Marsh, Cave	

Capabilities

Overland 8, Swim 3, Jump 2/2, Power 9, Heater, Firestarter, Glow, Egg Warmer, Dead Silent

Skill List

Athl 5d6+2, Acro 2d6, Combat 3d6, Stealth 2d6, Percep 3d6+1, Focus 2d6

Move List

Evo - Torch Song - Fire
1 - Tackle - Normal
1 - Echoed Voice - Normal
1 - Leer - Normal
1 - Ember - Fire
7 - Spook* - Ghost [Ember, -1SpD]
10 - Round - Normal
12 - Scary Face - Normal
15 - Snarl - Dark
18 - Incinerate - Fire
22 - Ominous Wind - Ghost
25 - Dragon Breath - Dragon
28 - Roar - Normal
32 - Shadow Ball - Ghost
35 - Scorching Sands - Ground
38 - Flamethrower - Fire
42 - Hyper Voice - Normal
45 - Will-O-Wisp - Fire
45 - Hex - Ghost
48 - Fire Blast - Fire
51 - Overheat - Fire

TM/Tutor Moves

Alluring Voice, Amnesia, Attract, **Beckon* (N)**, Belch, **Blast Burn**, Body Slam, Bulldoze, **Burn Up**, **Burning Jealousy**, Calm Mind, Confide, Crunch (N), Curse, Dazzling Gleam, Dig, Disarming Voice, Double Team, Dragon Pulse, Earth Power, Earthquake, Encore, Endure, Facade, Fake Tears (N), **Fire Fang**, **Fire Pledge**, **Fire Spin**, **Flame Charge**, **Flare Blitz**, Frustration, Giga Impact, **Heat Crash**, **Heat Wave**, Helping Hand, Hidden Power, Hyper Beam, Imprison, Magical Leaf, Mud-Slap, **Mystical Fire**, Nasty Plot, Night Shade, Outrage, **Poltergeist**, Protect, Psychic, Rest, Return, Scale Shot (N), Screech, Seed Bomb, **Shadow Claw**, Sing (N), Slack Off, Sleep Talk, Sludge Wave, Snore, Solar Beam, Stomping Tantrum, Stored Power, Substitute, Sunny Day, Swagger, Take Down, **Temper Flare**, Tera Blast, Throat Chop, Thunder Fang, Toxic, Uproar, Yawn (N), Zen Headbutt

Quaxly



Base Stats

HP	6	Sp.ATK	5	Total:
ATK	7	Sp.DEF	5	33
DEF	5	SPD	5	

Basic Information

Type:	Water
Basic Ability 1:	Torrent
Basic Ability 2:	Dancer
Adv Ability 1:	Moxie
Adv Ability 2:	Swift Swim
High Ability:	Dazzling

Evolution

- 1 - Quaxly
- 2 - Quaxwell Lv 15 Minimum
- 3 - Quaquaval Lv 30 Minimum

Other Information

Size:	1'08" / 0.5m (Small)	13.4 lbs / 6.1 kg (Weight Class 1)
Genders:	87.5% Male	12.5% Female
Diet:	Herbivore	
Habitat:	Beach, Freshwater	

Capabilities

Overland 4, Swim 3, Jump 2/1, Power 2, Fountain, Naturewalk
(Beach, Ocean), Underdog

Skill List

Athl 1d6+2, Acro 3d6+1, Combat 2d6, Stealth 2d6, Percep 2d6,
Focus 2d6

Move List

1 - Double Hit - Normal
1 - Pound - Normal
1 - Growl - Normal
1 - Aqua Jet - Water
7 - Work Up - Normal
10 - Double Kick - Fighting
13 - Flip Turn - Water
16 - Feather Dance - Flying
19 - Low Sweep - Fighting
22 - Aqua Cutter - Water
25 - Focus Energy - Normal
28 - Drill Peck - Flying
32 - Triple Kick - Fighting
35 - Mega Kick - Normal
38 - Acrobatics - Flying
42 - Liquidation - Water
45 - Laser Focus - Normal
48 - Close Combat - Fighting
51 - Wave Crash - Water

TM/Tutor Moves

Aerial Ace, Air Cutter, Air Slash, Attract, Baton Pass, Brave Bird, Bullet Punch, **Chilling Water**, Coaching, Confide, Crush*, Detect, Disarming Voice, Double Team, Encore, Endure, Facade, Frustration, Helping Hand, Hidden Power, **Hydro Pump**, Last Resort, Low Kick, Lunge, Misty Terrain, Play Rough, Protect, Psych Up, Rain Dance (N), Rapid Spin (N), Rest, Return, Roost, Round, Sleep Talk, Steel Roller, **Surf**, Swagger, Swift, Take Down, Tera Blast, Toxic, **Water Pledge**, **Whirlpool**, Wing Attack

Quaxwell



Base Stats

HP	7	Sp.ATK	7	Total:
ATK	9	Sp.DEF	6	43
DEF	7	SPD	7	

Basic Information

Type:	Water
Basic Ability 1:	Torrent
Basic Ability 2:	Dancer
Adv Ability 1:	Moxie
Adv Ability 2:	Box Step
High Ability:	Dazzling

Evolution

- 1 - Quaxly
- 2 - **Quaxwell** Lv 15 Minimum
- 3 - Quaquaval Lv 30 Minimum

Other Information

Size:	3'11" / 1.2m (Medium)	47.4 lbs / 21.5 kg (Weight Class 2)
Genders:	87.5% Male	12.5% Female
Diet:	Herbivore	
Habitat:	Beach, Freshwater	

Capabilities

Overland 6, Swim 5, Jump 2/2, Power 4, Fountain, Naturewalk
(Beach, Ocean), Underdog

Skill List

Athl 2d6, Acro 4d6+1, Combat 3d6, Stealth 2d6, Percep 3d6,
Focus 3d6

Move List

Evo - Agility - **Psychic**
1 - Double Hit - **Normal**
1 - Pound - **Normal**
1 - Growl - **Normal**
1 - Aqua Jet - Water
7 - Work Up - **Normal**
10 - Double Kick - Fighting
13 - Flip Turn - Water
16 - Feather Dance - **Flying**
19 - Low Sweep - Fighting
22 - Aqua Cutter - Water
25 - Focus Energy - **Normal**
28 - Drill Peck - **Flying**
32 - Triple Kick - Fighting
35 - Mega Kick - **Normal**
38 - Acrobatics - **Flying**
42 - Liquidation - Water
45 - Laser Focus - **Normal**
48 - Close Combat - Fighting
51 - Wave Crash - Water

TM/Tutor Moves

Aerial Ace, Air Cutter, Air Slash, Attract,
Baton Pass, Brave Bird, Bullet Punch,
Chilling Water, Coaching, Confide, Crush*, Detect,
Disarming Voice, Double Team, Encore, Endure,
Facade, Frustration, Helping Hand, Hidden Power,
Hydro Pump, Last Resort, Low Kick, Lunge,
Misty Terrain, Play Rough, Protect, Psych Up,
Rain Dance (N), Rapid Spin (N), Rest, Return,
Roost, Round, Sleep Talk, Steel Roller, **Surf**,
Swagger, Swift, Take Down, Tera Blast, Toxic,
Triple Axel, **Water Pledge**, **Whirlpool**, Wing Attack

Quaquaval



Base Stats

HP	9	Sp.ATK	9	Total:
ATK	12	Sp.DEF	8	55
DEF	8	SPD	9	

Basic Information

Type:	Water / Fighting
Basic Ability 1:	Torrent
Basic Ability 2:	Dancer
Adv Ability 1:	Moxie
Adv Ability 2:	Box Step
High Ability:	Dazzling

Evolution

- 1 - Quaxly
- 2 - Quaxwell Lv 15 Minimum
- 3 - Quaquaval Lv 30 Minimum

Other Information

Size:	5'11" / 1.8m (Medium)	136.5 lbs / 61.9 kg (Weight Class 4)
Genders:	87.5% Male	12.5% Female
Diet:	Herbivore	
Habitat:	Beach, Freshwater	

Capabilities

Overland 8, Swim 7, Jump 3/2, Power 6, Fountain, Naturewalk
(Beach, Ocean)

Skill List

Athl 4d6, Acro 5d6+2, Combat 4d6, Stealth 1d6, Percep 4d6,
Focus 4d6

Move List

Evo - Aqua Step - Water
1 - Double Hit - Normal
1 - Pound - Normal
1 - Growl - Normal
1 - Aqua Jet - Water
7 - Work Up - Normal
10 - Double Kick - Fighting
13 - Flip Turn - Water
16 - Feather Dance - Flying
19 - Low Sweep - Fighting
22 - Aqua Cutter - Water
25 - Focus Energy - Normal
28 - Drill Peck - Flying
32 - Triple Kick - Fighting
35 - Mega Kick - Normal
38 - Acrobatics - Flying
42 - Liquidation - Water
45 - Laser Focus - Normal
48 - Close Combat - Fighting
51 - Wave Crash - Water

TM/Tutor Moves

Aerial Ace, Agility (N), Air Cutter, Air Slash, Attract, Baton Pass, Brave Bird, **Brick Break**, Bulk Up, Bullet Punch, **Chilling Water**, Coaching, Confide, Counter (N), Crush*, Detect, Disarming Voice, Double Team, Encore, **Endeavor**, Endure, Facade, Fling, Frustration, Giga Impact, Helping Hand, Hidden Power, Hurricane, **Hydro Cannon**, **Hydro Pump**, Hyper Beam, Ice Spinner, Icy Wind, Knock Off, Last Resort, **Low Kick**, Lunge, Misty Terrain, Play Rough, Protect, Psych Up, Rain Dance (N), Rapid Spin (N), Rest, Return, **Reversal**, Roost, Round, Sleep Talk, Steel Roller, Substitute, **Surf**, Swagger, Swift, Swords Dance, Take Down, Taunt, Tera Blast, Toxic, Triple Axel, **Upper Hand**, U-Turn, **Water Pledge**, **Water Pulse**, **Whirlpool**, Wing Attack

Lechonk



Base Stats

HP	5	Sp. ATK	4	Total:
ATK	5	Sp. DEF	5	27
DEF	4	SPD	4	

Basic Information

Type:	Normal
Basic Ability 1:	Aroma Veil
Basic Ability 2:	Gluttony
Adv Ability 1:	Weird Power
Adv Ability 2:	Thick Fat
High Ability:	Cud Chew

Evolution

- 1 - Lechonk
2 - Oinkolone Lv 15 Minimum

Other Information

Size:	1'8" / 0.5m (Small)	22.5 lbs / 10.2 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Omnivore	
Habitat:	Grassland, Forest	

Capabilities

Overland 4, Swim 2, Jump 1/1, Power 3, Underdog, Alluring, Tracker

Skill List

Athl 2d6, Acro 1d6, Combat 2d6, Stealth 3d6, Percep 3d6+2, Focus 3d6

Move List

1 - Tackle - Normal
1 - Tail Whip - Normal
3 - Disarming Voice - Fairy
6 - Echoed Voice - Normal
9 - Mud Shot - Ground
12 - Covet - Normal
15 - Dig - Ground
18 - Headbutt - Normal
22 - Sludge - Poison
25 - Take Down - Normal
28 - Yawn - Normal
30 - Work Up - Normal
33 - Uproar - Normal
36 - Play Rough - Fairy
39 - Double-Edge - Normal
45 - Earth Power - Ground
48 - Seed Bomb - Grass
51 - Belch - Poison

TM/Tutor Moves

Attract, Body Slam, Bulldoze, Bullet Seed, Captivate, Chilling Water, Confide, Curse, Double Team, Endeavor, Endure, Facade, Frustration, Helping Hand, Hidden Power, Hyper Voice, Iron Head, Mud-Slap, Protect, Rain Dance, Rest, Return, Round, Sleep Talk, Spit Up, Stockpile (N), Stomping Tantrum (N), Stuff Cheeks, Substitute, Sunny Day, Super Fang, Swagger, Swallow, Tera Blast, Terrain Pulse, Thief, Toxic, Trailblaze, Zen Headbutt

Oinkologne Male



Base Stats

HP	11	Sp. ATK	6	Total:
ATK	10	Sp. DEF	8	50
DEF	8	SPD	7	

Basic Information

Type:	Normal
Basic Ability 1:	Lingering Aroma
Basic Ability 2:	Gluttony
Adv Ability 1:	Weird Power
Adv Ability 2:	Thick Fat
High Ability:	Cud Chew

Evolution

- 1 - Lechonk
2 - Oinkologne Lv 15 Minimum

Other Information

Size:	3'3" / 1.0m (Medium)	264.6 lbs / 120.0 kg (Weight Class 5)
Genders:	100.0% Male	00.0% Female
Diet:	Omnivore	
Habitat:	Grassland, Forest	
Egg Groups:	Field	

Capabilities

Overland 7, Swim 4, Jump 4/6, Power 5, Alluring, Tracker

Skill List

Athl 2d6+3, Acro 3d6, Combat 3d6, Stealth 2d6, Percep 5d6+2, Focus 4d6

Move List

Evo - Sweet Scent - Normal
Evo - Aromatherapy - Grass
1 - Tackle - Normal
1 - Tail Whip - Normal
3 - Disarming Voice - Fairy
6 - Echoed Voice - Normal
9 - Mud Shot - Ground
12 - Covet - Normal
15 - Dig - Ground
18 - Headbutt - Normal
22 - Sludge - Poison
25 - Take Down - Normal
28 - Yawn - Normal
30 - Work Up - Normal
33 - Uproar - Normal
36 - Play Rough - Fairy
39 - Double-Edge - Normal
45 - Earth Power - Ground
48 - Seed Bomb - Grass
51 - Belch - Poison

TM/Tutor Moves

Attract, Body Press, **Body Slam**, Bounce, Bulldoze, Bullet Seed, Captivate, Chilling Water, Confide, Double Team, Endeavor (N), Endure, Energy Ball, **Facade**, Frustration, Giga Impact (N), Helping Hand, Hidden Power, High Horsepower, **Hyper Beam (N)**, **Hyper Voice**, Iron Head, Lash Out, Mud-Slap, Protect, Rain Dance, Rest, **Return**, Round, Sleep Talk, **Spit Up**, Stockpile (N), Stomping Tantrum (N), Stuff Cheeks, Substitute, Sunny Day, **Super Fang**, Swagger, Swallow, **Tera Blast**, **Terrain Pulse**, Thief, Toxic, Trailblaze, Zen Headbutt

Oinkologne Female



Base Stats

HP	12	Sp.ATK	6	Total:
ATK	9	Sp.DEF	9	50
DEF	7	SPD	7	

Basic Information

Type:	Normal
Basic Ability 1:	Lingering Aroma
Basic Ability 2:	Gluttony
Adv Ability 1:	Weird Power
Adv Ability 2:	Thick Fat
High Ability:	Cud Chew

Evolution

1 - Lechonk
2 - Oinkologue Lv 15 Minimum

Other Information

Size:	3'3" / 1.0m (Medium)	264.6 lbs / 120.0 kg (Weight Class 5)
Genders:	00.0% Male	100.0% Female
Diet:	Omnivore	
Habitat:	Grassland, Forest	
Egg Groups:	Field	

Capabilities

Overland 7, Swim 4, Jump 4/6, Power 5, Alluring, Tracker

Skill List

Athl 2d6+3, Acro 3d6, Combat 3d6, Stealth 2d6, Percep 5d6+2, Focus 4d6

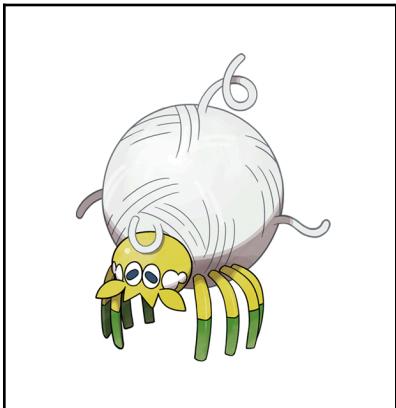
Move List

Evo - Sweet Scent - Normal
Evo - Aromatherapy - Grass
1 - Tackle - Normal
1 - Tail Whip - Normal
3 - Disarming Voice - Fairy
6 - Echoed Voice - Normal
9 - Mud Shot - Ground
12 - Covet - Normal
15 - Dig - Ground
18 - Headbutt - Normal
22 - Sludge - Poison
25 - Take Down - Normal
28 - Yawn - Normal
30 - Work Up - Normal
33 - Uproar - Normal
36 - Play Rough - Fairy
39 - Double-Edge - Normal
45 - Earth Power - Ground
48 - Seed Bomb - Grass
51 - Belch - Poison

TM/Tutor Moves

Attract, Body Press, **Body Slam**, Bounce, Bulldoze, Bullet Seed, Captivate, Chilling Water, Confide, Double Team, Endeavor (N), Endure, Energy Ball, **Facade**, Frustration, Giga Impact (N), Helping Hand, Hidden Power, High Horsepower, **Hyper Beam (N)**, **Hyper Voice**, Iron Head, Lash Out, Mud-Slap, Protect, Rain Dance, Rest, **Return**, Round, Sleep Talk, **Spit Up**, Stockpile (N), Stomping Tantrum (N), Stuff Cheeks, Substitute, Sunny Day, **Super Fang**, Swagger, Swallow, **Tera Blast**, **Terrain Pulse**, Thief, Toxic, Trailblaze, Zen Headbutt

Tarountula



Base Stats

HP	4	Sp.ATK	3	Total:
ATK	4	Sp.DEF	4	22
DEF	5	SPD	2	

Basic Information

Type:	Bug
Basic Ability 1:	Compound Eyes
Basic Ability 2:	Overcoat
Adv Ability 1:	Silk Threads
Adv Ability 2:	Stakeout
High Ability:	Sturdy

Evolution

1 - Tarountula
2 - Spidops Lv 15 Minimum

Other Information

Size:	1'0" / 0.3m (Small)	8.8 lbs / 4.0 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Carnivore	
Habitat:	Forest	

Capabilities

Overland 4, Swim 2, Jump 1/1, Power 1, Naturewalk (Forest, Grassland), Threaded, Underdog, Wallclimber

Skill List

Athl 1d6, Acro 3d6, Combat 2d6, Stealth 3d6+1, Percep 3d6+1, Focus 3d6

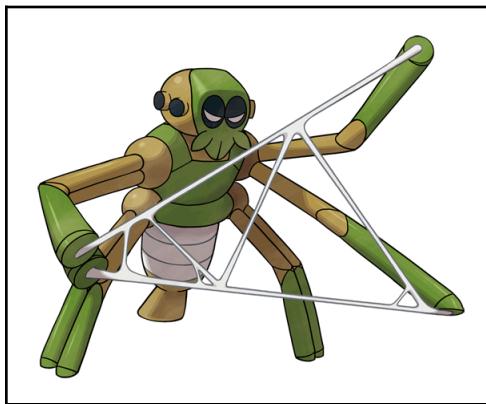
Move List

1 - Tackle - Normal
1 - String-Shot - Bug
3 - Struggle Bug - Bug
6 - Feint Attack - Dark
8 - Bug Bite - Bug
11 - Feint - Normal
14 - Pounce - Bug
17 - Spider Web - Bug
20 - Low Sweep - Fighting
22 - Skitter Smack - Bug
25 - Counter - Fighting
27 - Throat Chop - Dark
30 - Sticky Web - Bug
33 - Lunge - Bug
36 - Headbutt - Normal
39 - Gastro Acid - Poison
41 - Leech Life - Bug
45 - Foul Play - Dark
48 - Circle Throw - Fighting
52 - Assurance - Dark

TM/Tutor Moves

Attract, Block, Body Slam, **Bug Buzz**, Bullet Seed, Confide, Double Team, Electroweb, Endure, Facade, False Swipe, **First Impression**, Frustration, Giga Drain, Giga Impact, Grass Knot, Hidden Power, Knock Off, Memento, Poison Jab (N), Protect, Quash, Rain Dance, Rest, Return, Rock Climb, Round, Seed Bomb, Shadow Claw, Sleep Talk, Smack Down, Spikes, Stone Edge, Substitute, Sucker Punch, Sunny Day, Swagger, Take Down, Tera Blast, Thief, Toxic, Toxic Spikes (N), Trailblaze, **X-Scissor**

Spidops



Base Stats

HP	6	Sp.ATK	5	Total:
ATK	8	Sp.DEF	9	41
DEF	9	SPD	4	

Basic Information

Type:	Bug
Basic Ability 1:	Compound Eyes
Basic Ability 2:	Infiltrator
Adv Ability 1:	Silk Threads
Adv Ability 2:	Stakeout
High Ability:	Ambush

Evolution

1 - Tarountula
2 - Spidops Lv 15 Minimum

Other Information

Size:	3'3" / 1.0m (Medium)	36.4 lbs / 16.5 kg (Weight Class 2)
Genders:	50.0% Male	50.0% Female
Diet:	Carnivore	
Habitat:	Forest	

Capabilities

Overland 6, Swim 3, Jump 2/2, Power 3, Naturewalk (Forest, Grassland), Stealth, Threaded, Underdog, Wallclimber

Skill List

Athl 2d6, Acro 4d6, Combat 3d6+1, Stealth 5d6+2, Percep 4d6+2, Focus 3d6+1

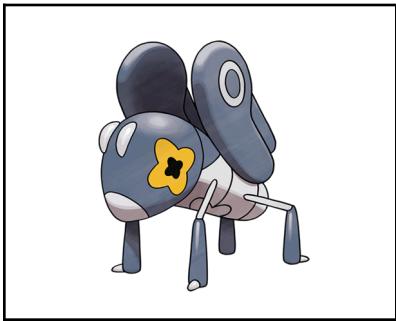
Move List

Evo - Silk Trap - Bug
1 - Tackle - Normal
1 - String-Shot - Bug
3 - Struggle Bug - Bug
6 - Feint Attack - Dark
8 - Bug Bite - Bug
11 - Feint - Normal
14 - Pounce - Bug
17 - Spider Web - Bug
20 - Low Sweep - Fighting
22 - Skitter Smack - Bug
25 - Counter - Fighting
27 - Throat Chop - Dark
30 - Sticky Web - Bug
33 - Lunge - Bug
36 - Headbutt - Normal
39 - Gastro Acid - Poison
41 - Leech Life - Bug
45 - Foul Play - Dark
48 - Circle Throw - Fighting
52 - Assurance - Dark

TM/Tutor Moves

Aerial Ace, Attract, Block (N), Body Slam, Bounce, Brick Break, Brutal Swing, **Bug Buzz**, Bullet Seed, Confide, Double Team, Electroweb, Endure, Facade, False Swipe, **First Impression (N)**, Fling, Frustration, Giga Drain, Giga Impact, Grass Knot (N), Hidden Power, Knock Off, Low Kick, Memento, Pain Split, Poison Jab (N), Protect, Quash, Rain Dance, Rest, Return, Reversal, Rock Climb, Rock Tomb, Round, Scary Face, Seed Bomb, Shadow Claw, Sleep Talk, Smack Down (N), Spikes, Stone Edge, Substitute, Sucker Punch, Sunny Day, Swagger, Take Down, Taunt, Tera Blast, Thief, Toxic, Toxic Spikes (N), Trailblaze, **U-Turn**, Upper Hand, **X-Scissor**

Nymble



Base Stats

HP	3	Sp.ATK	2	Total:
ATK	5	Sp.DEF	3	22
DEF	4	SPD	5	

Basic Information

Type:	Bug
Basic Ability 1:	Swarm
Adv Ability 1:	Tinted Lens
Adv Ability 2:	Run Away
Adv Ability 3:	Unburden
High Ability:	Flutter

Evolution

1 - Nymble
2 - Lokix Lv 20 Minimum

Other Information

Size:	0'8" / 0.2m (Small)	2.2 lbs / 1.0 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Grassland, Forest	

Capabilities

Overland 4, Swim 2, Jump 3/3, Power 1,
Naturewalk (Grasslands, Forest), Underdog

Skill List

Athl 1d6, Acro 4d6+1, Combat 2d6, Stealth 3d6,
Percep 3d6+1, Focus 3d6

Move List

1 - Tackle - Normal
1 - Leer - Normal
1 - Pounce - Bug
4 - Astonish - Ghost
6 - Pursuit - Dark
9 - Screech - Normal
11 - Double Kick - Fighting
14 - Bug Bite - Bug
18 - Agility - Psychic
20 - Skitter Smack - Bug
22 - Sucker Punch - Dark
25 - Triple Kick - Fighting
28 - Psycho Cut - Psychic
30 - Feint - Normal
32 - Throat Chop - Dark
34 - Mega Kick - Normal
36 - Jump Kick - Fighting
38 - First Impression - Bug
40 - Endure - Normal
44 - Axe Kick - Fighting
47 - Bounce - Flying
50 - Detect - Fighting
53 - Assurance - Dark

TM/Tutor Moves

Attract, **Bug Buzz**, Bullet Punch, Confide, Counter,
Double Team, Facade, Frustration, Hidden Power,
Leech Life, Low Kick (N), Protect, Psy Kick*,
Rain Dance, Rest, Return, Round, Sleep Talk,
Splash (N), **Struggle Bug (N)**, Substitute,
Sunny Day, Swagger, Take Down, Tera Blast, *Thief*,
Toxic, Trailblaze, **U-Turn (N)**, **X-Scissor**

Lokix



Base Stats

HP	7	Sp.ATK	5	Total:
ATK	10	Sp.DEF	6	45
DEF	8	SPD	9	

Basic Information

Type:	Bug / Dark
Basic Ability 1:	Kampfgeist
Adv Ability 1:	Tinted Lens
Adv Ability 2:	Technician
Adv Ability 3:	Showdown Mode
High Ability:	Lightning Kicks

Evolution

- 1 - Nymble
2 - Lokix Lv 20 Minimum

Other Information

Size:	3'3" / 1.0m (Medium)	38.6 lbs / 17.5 kg (Weight Class 2)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Forest, Grassland	
Egg Groups:	Bug	

Capabilities

Overland 8, Swim 4, Jump 7/7, Power 5, Darkvision, Stealth, Tracker, Naturewalk (Forest, Grasslands), Underdog

Skill List

Athl 2d6, Acro 5d6+3, Combat 4d6+3, Stealth 4d6, Percep 4d6+2, Focus 3d6

Move List

Evo - Lunge - Bug
1 - Tackle - Normal
1 - Leer - Normal
1 - Pounce - Bug
4 - Astonish - Ghost
6 - Pursuit - Dark
9 - Screech - Normal
11 - Double Kick - Fighting
14 - Bug Bite - Bug
18 - Agility - Psychic
20 - Skitter Smack - Bug
22 - Sucker Punch - Dark
25 - Triple Kick - Fighting
28 - Psycho Cut - Psychic
30 - Feint - Normal
32 - Throat Chop - Dark
34 - Mega Kick - Normal
36 - Jump Kick - Fighting
38 - First Impression - Bug
40 - Endure - Normal
44 - Axe Kick - Fighting
47 - Bounce - Flying
50 - Detect - Fighting
53 - Assurance - Dark

TM/Tutor Moves

Aerial Ace, Attract, Blaze Kick, Brick Break, **Bug Buzz**, Bulldoze, Bullet Punch, Confide, Counter, **Dark Pulse**, Double Team, Double-Edge, Dual Chop, Facade, **Fling**, Frustration, Giga Impact, Hidden Power, Hyper Beam, **Knock Off**, **Lash Out**, **Leech Life**, Liquidation, Low Kick (N), Low Sweep, Protect, Psy Kick*, Psychic, Rain Dance, Rest, Return, Reversal, Rolling Kick (N), Round, Scary Face, **Skitter Smack**, Sleep Talk, Splash, Spite, **Struggle Bug (N)**, Substitute, Sunny Day, Swagger, Swords Dance, Take Down, Taunt, Tera Blast, **Thief**, Thunder Punch, Toxic, Trailblaze, **U-Turn (N)**, **X-Scissor**, Zen Headbutt

Pawmi



Base Stats

HP	5	Sp.ATK	4	Total:
ATK	5	Sp.DEF	3	25
DEF	2	SPD	6	

Basic Information

Type:	Electric
Basic Ability 1:	Static
Basic Ability 2:	Run Away
Adv Ability 1:	Blessed Touch
Adv Ability 2:	Iron Fist
High Ability:	Accelerate

Evolution

- 1 - Pawmi
- 2 - Pawmo Lv 15 Minimum
- 3 - Pawmot Lv 30 Minimum

Other Information

Size:	1'0" / 0.3m (Small)	5.5 lbs / 2.5 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Forest, Grassland, Mountain	

Capabilities

Overland 4, Swim 1, Jump 1/2, Power 1, Naturewalk (Forest, Urban), Underdog, Zapper, Pack Mon

Skill List

Athl 2d6, Acro 3d6, Combat 1d6, Stealth 3d6+2, Percep 3d6, Focus 1d6

Move List

1 - Mach Punch - Fighting
1 - Scratch - Normal
1 - Growl - Normal
3 - Surge* - Electric [Quick Attack]
6 - Quick Attack - Normal
8 - Charge - Electric
12 - Nuzzle - Electric
15 - Dig - Ground
18 - Bite - Dark
20 - Force Palm - Fighting
23 - Spark - Electric
26 - Agility - Psychic
29 - Thunder Wave - Electric
31 - Slam - Normal
34 - Sky Uppercut - Fighting
36 - Thunder Punch - Electric
38 - Entrainment - Normal
42 - Discharge - Electric
45 - Close Combat - Fighting
48 - High Horsepower - Ground
50 - Wild Charge - Electric
52 - Double Shock - Electric

TM/Tutor Moves

Attract, Baton Pass, Charge Beam, Charm, Confide, Crunch (N), Double Team, Drain Punch (N), Eerie Impulse, Electric Terrain, Electro Ball, Electroweb, Encore, Endure, Facade, Fake Out, Fling, Frustration, Hidden Power, Metal Claw, Play Rough, Protect, Rain Dance, Rest, Return, Round, Sleep Talk, Substitute, Sunny Day, Super Fang, Swagger, Sweet Kiss, Swift, Take Down, Tera Blast, Thief, Thunder, Thunder Fang (N), Thunderbolt, Toxic, Volt Switch (N), Wish

Pawmo



Base Stats

HP	6	Sp.ATK	5	Total:
ATK	8	Sp.DEF	4	36
DEF	4	SPD	9	

Basic Information

Type:	Electric / Fighting
Basic Ability 1:	Static
Basic Ability 2:	Run Away
Adv Ability 1:	Blessed Touch
Adv Ability 2:	Iron Fist
High Ability:	Accelerate

Evolution

- 1 - Pawmi
- 2 - **Pawmo** Lv 15 Minimum
- 3 - Pawmot Lv 30 Minimum

Other Information

Size:	1'4" / 0.4m (Small)	14.3 lbs / 6.5 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Forest, Grassland, Mountain	

Capabilities

Overland 5, Swim 2, Jump 2/2, Power 3, Naturewalk (Forest, Urban), Underdog, Zapper, Pack Mon

Skill List

Athl 4d6, Acro 4d6+1, Combat 3d6, Stealth 3d6+1, Percep 3d6+1, Focus 2d6+2

Move List

Evo - Arm Thrust - Fighting
1 - Mach Punch - Fighting
 1 - Scratch - Normal
 1 - Growl - Normal
3 - Surge* - Electric [Quick Attack]
 6 - Quick Attack - Normal
 8 - Charge - Electric
12 - Nuzzle - Electric
 15 - Dig - Ground
 18 - Bite - Dark
20 - Force Palm - Fighting
23 - Spark - Electric
 26 - Agility - Psychic
 29 - Thunder Wave - Electric
 31 - Slam - Normal
34 - Sky Uppercut - Fighting
36 - Thunder Punch - Electric
 38 - Entrainment - Normal
42 - Discharge - Electric
45 - Close Combat - Fighting
 48 - High Horsepower - Ground
50 - Wild Charge - Electric
52 - Double Shock - Electric

TM/Tutor Moves

Attract, Baton Pass, **Charge Beam**, Charm, Coaching, Confide, Crunch (N), Double Team, **Drain Punch (N)**, Eerie Impulse, Electric Terrain, **Electro Ball**, **Electroweb**, Encore, Endure, Facade, Fake Out, Fling, **Focus Punch**, Frustration, Helping Hand, Hidden Power, Knock Off, **Low Kick**, **Low Sweep**, Metal Claw, Play Rough, Protect, Rain Dance, Rest, Return, Round, Sleep Talk, Substitute, Sunny Day, Super Fang, Swagger, Sweet Kiss, Swift, Take Down, Tera Blast, Thief, **Thunder**, **Thunder Fang (N)**, **Thunderbolt**, Toxic, **Upper Hand**, **Volt Switch (N)**, Wish

Pawmot



Base Stats

HP	7	Sp.ATK	7	Total:
ATK	12	Sp.DEF	6	50
DEF	7	SPD	11	

Basic Information

Type:	Electric / Fighting
Basic Ability 1:	Static
Basic Ability 2:	Teamwork
Adv Ability 1:	Blessed Touch
Adv Ability 2:	Iron Fist
High Ability:	Accelerate

Evolution

- 1 - Pawmi
- 2 - Pawmo Lv 15 Minimum
- 3 - **Pawmot** Lv 30 Minimum

Other Information

Size:	2'11" / 0.9m (Small)	90.4 lbs / 41.0 kg (Weight Class 3)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Forest, Grassland, Mountain	

Capabilities

Overland 7 , Swim 3, Jump 2/2, Power 5, Naturewalk (Forest, Urban), Zapper, Pack Mon

Skill List

Athl 4d6+3, Acro 4d6+1, Combat 5d6, Stealth 3d6, Percep 4d6+1, Focus 4d6+3

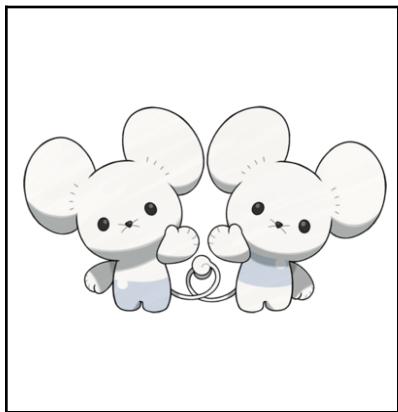
Move List

Evo - Revival Blessing - Normal
1 - Mach Punch - Fighting
1 - Scratch - Normal
1 - Growl - Normal
3 - Surge* - Electric [Quick Attack]
6 - Quick Attack - Normal
8 - Charge - Electric
12 - Nuzzle - Electric
15 - Dig - Ground
18 - Bite - Dark
20 - Force Palm - Fighting
23 - Spark - Electric
26 - Agility - Psychic
29 - Thunder Wave - Electric
31 - Slam - Normal
34 - Sky Uppercut - Fighting
36 - Thunder Punch - Electric
38 - Entrainment - Normal
42 - Discharge - Electric
45 - Close Combat - Fighting
48 - High Horsepower - Ground
50 - Wild Charge - Electric
52 - Double Shock - Electric

TM/Tutor Moves

Attract, Baton Pass, **Body Press**, **Brick Break**, Bulk Up, **Charge Beam**, Charm, Coaching, Confide, Crunch (N), Double Team, Double-Edge, **Drain Punch (N)**, Eerie Impulse, Electric Terrain, **Electro Ball**, **Electroweb**, Encore, Endure, Facade, Fake Out, Fire Punch, Fling, **Focus Blast**, **Focus Punch**, Frustration, Giga Impact, Grass Knot, Helping Hand, Hidden Power, Hyper Beam, Ice Punch, Knock Off, **Low Kick**, **Low Sweep**, Metal Claw, Metronome, Play Rough, Protect, Rain Dance, Rest, Return, Rock Tomb, Round, Seed Bomb, Sleep Talk, Substitute, Sunny Day, Super Fang, **Supercell Slam**, Swagger, Sweet Kiss, Swift, Take Down, Tera Blast, Thief, Throat Chop, **Thunder**, **Thunder Fang (N)**, **Thunderbolt**, Toxic, **Upper Hand**, **Volt Switch (N)**, Wish

Tandemaus



Base Stats

HP	5	Sp.ATK	4	Total:
ATK	5	Sp.DEF	5	32
DEF	5	SPD	8	

Basic Information

Type:	Normal
Basic Ability 1:	Pickup
Adv Ability 1:	Run Away
Adv Ability 2:	Own Tempo
Adv Ability 3:	Teamwork
High Ability:	Fluffy

Evolution

1 - Tandemaus
2 - Maushold Lv 25 Minimum

Other Information

Size:	1'0" / 0.3m (Small)	4.0 lbs / 1.8 kg (Weight Class 1)
Genders:	Unknown	
Diet:	Omnivore	
Habitat:	Forest, Grassland, Urban	

Capabilities

Overland 6, Swim 3, Jump 1/1, Power 2, Mindlock, Naturewalk
(Grassland, Urban), Underdog

Skill List

Athl 2d6, Acro 3d6, Combat 3d6, Stealth 4d6, Percep 4d6,
Focus 3d6

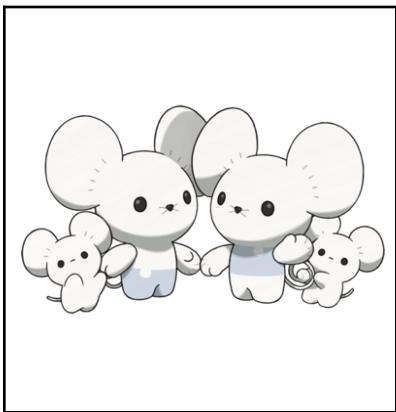
Move List

1 - Pound - Normal
1 - Baby-doll Eyes - Fairy
3 - Sugar Rush* - Fairy [Trailblaze]
5 - Echoed Voice - Normal
8 - Charm - Fairy
11 - Cut - Normal
14 - Feint Attack - Dark
16 - Bullet Seed - Grass
19 - Double Hit - Normal
22 - Beat Up - Dark
25 - Hyper Fang - Normal
27 - Super Fang - Normal
29 - Encore - Normal
30 - Play Rough - Fairy
32 - Population Bomb - Normal
34 - Helping Hand - Normal
37 - Crunch - Dark
40 - Seed Bomb - Grass
43 - Copycat - Normal
46 - Thrash - Normal

TM/Tutor Moves

Aerial Ace, After You, Agility, Attract, Baton Pass,
Bite, Confide, Dig, Disarming Voice (N),
Double Team, **Double-Edge**, Endure, **Facade**,
Fake Tears, Feint, Fire Fang, Follow Me (N),
Frustration, Grass Knot, Hidden Power,
Hyper Voice (N), Low Kick, Low Sweep, Mud Shot,
Mud-Slap, Pounce, Protect, Rain Dance, Rest,
Return, **Round**, Shadow Claw, Sleep Talk,
Substitute, Sunny Day, Swagger, **Swift (N)**,
Switcheroo, **Take Down**, Taunt, **Tera Blast**, Thief,
Thunder Fang, Thunder Wave, Tickle, Toxic,
Trailblaze, U-Turn, Water Pulse

Maushold



Base Stats

HP	7	Sp.ATK	7	Total:
ATK	8	Sp.DEF	8	48
DEF	7	SPD	11	

Basic Information

Type:	Normal
Basic Ability 1:	Family Unit
Adv Ability 1:	Lunchbox
Adv Ability 2:	Technician
Adv Ability 3:	Friend Guard
High Ability:	Polycephaly

Evolution

1 - Tandemaus
2 - Maushold Lv 25 Minimum

Other Information

Size:	1'0" / 0.3m (Small)	5.1 lbs / 2.3 kg (Weight Class 1)
Genders:	Unknown	
Diet:	Omnivore	
Habitat:	Forest, Grassland, Urban	

Capabilities

Overland 6, Swim 3, Jump 1/1, Power 3, Mindlock, Naturewalk
(Grassland, Urban)

Skill List

Athl 2d6+2, Acro 3d6+2, Combat 3d6+2, Stealth 4d6-1,
Percep 4d6+2, Focus 3d6

Move List

Evo - Tidy Up - Normal
1 - Pound - Normal
1 - Baby-doll Eyes - Fairy
3 - Sugar Rush* - Fairy [Trailblaze]
5 - Echoed Voice - Normal
8 - Charm - Fairy
11 - Cut - Normal
14 - Feint Attack - Dark
16 - Bullet Seed - Grass
19 - Double Hit - Normal
22 - Beat Up - Dark
25 - Hyper Fang - Normal
27 - Super Fang - Normal
29 - Encore - Normal
30 - Play Rough - Fairy
32 - Population Bomb - Normal
34 - Helping Hand - Normal
37 - Crunch - Dark
40 - Seed Bomb - Grass
43 - Copycat - Normal
46 - Thrash - Normal

TM/Tutor Moves

Aerial Ace, After You, Agility, Attract, Baton Pass,
Bite, Confide, Dig, Disarming Voice (N),
Double Team, **Double-Edge**, Endure, **Facade**,
Fake Tears, Feint, Fire Fang, Follow Me (N),
Frustration, **Giga Impact**, Grass Knot,
Hidden Power, **Hyper Beam**, **Hyper Voice (N)**,
Low Kick, Low Sweep, Mud Shot, Mud-Slap,
Pounce, Protect, Rain Dance, Rest, **Return**, **Round**,
Shadow Claw, Sleep Talk, Substitute, Sunny Day,
Swagger, **Swift (N)**, Switcheroo, **Take Down**, Taunt,
Tera Blast, Thief, Thunder Fang, Thunder Wave,
Tickle, Toxic, Trailblaze, U-Turn, Water Pulse

Fidough



Base Stats

HP	4	Sp.ATK	3	Total:
ATK	6	Sp.DEF	6	33
DEF	7	SPD	7	

Basic Information

Type:	Fairy
Basic Ability 1:	Own Tempo
Basic Ability 2:	Klutz
Adv Ability 1:	Sweet Veil
Adv Ability 2:	Ball Fetch
High Ability:	Danger Syrup

Evolution

1 - **Fidough**
2 - Dachsbum Lv 25 Minimum

Other Information

Size:	1'0" / 0.3m (Small)	24.0 lbs / 10.9 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Omnivore	
Habitat:	Urban, Forest, Grassland	

Capabilities

Overland 5, Swim 4, Jump 2/2, Power 2, Naturewalk (Urban), Alluring, Tracker, Pack Mon, Underdog

Skill List

Athl 3d6+1, Acro 3d6, Combat 1d6, Stealth 2d6, Percep 3d6, Focus 3d6

Move List

1 - Tackle - Normal
1 - Growl - Normal
3 - Lick - Ghost
6 - Tail Whip - Normal
8 - Covet - Normal
10 - Sugar Rush* - Fairy [Trailblaze]
12 - Bite - Dark
15 - Baby-Doll Eyes - Fairy
19 - Dig - Ground
22 - Work Up - Normal
24 - Take Down - Normal
28 - Baton Pass - Normal
31 - Play Rough - Fairy
34 - Crunch - Dark
37 - Roar - Normal
40 - Charm - Fairy
40 - Double-Edge - Normal
44 - Fey Wild* - Fairy [Superpower]
47 - Flare Blitz - Fire
50 - Last Resort - Normal

TM/Tutor Moves

Agility, Alluring Voice, Attract, Body Slam, Confide, Copycat, Dazzling Gleam, Double Team, Draining Kiss, Endeavor, Endure, Facade, Fire Fang, Frustration, Helping Hand, Hidden Power, Howl, Ice Fang, **Misty Explosion**, Misty Terrain, Mud Shot, Mud-Slap, Protect, Psych Up, Psychic Fangs, Rain Dance, Rest, Return, Round, Sleep Talk, Snarl, Stomping Tantrum, Substitute, **Sugar Rush**, Sunny Day, Swagger, Sweet Scent, Tera Blast, Thunder Fang, Toxic, Trailblaze, Wish, Yawn

Dachsbum



Base Stats

HP	6	Sp.ATK	5	Total:
ATK	8	Sp.DEF	8	49
DEF	12	SPD	10	

Basic Information

Type:	Fairy
Basic Ability 1:	Aroma Veil
Basic Ability 2:	Pickup
Adv Ability 1:	Well-Baked Body
Adv Ability 2:	Ball Fetch
High Ability:	Type Aura (Fairy)

Evolution

- 1 - Fidough
2 - **Dachsbum** Lv 25 Minimum

Other Information

Size:	1'8" / 0.5m (Small)	32.8 lbs / 14.9 kg (Weight Class 2)
Genders:	50.0% Male	50.0% Female
Diet:	Omnivore	
Habitat:	Urban, Forest, Grassland	

Capabilities

Overland 7, Swim 5, Jump 3/3, Power 4, Naturewalk (Urban), Alluring, Pack Mon, Tracker

Skill List

Athl 4d6+1, Acro 4d6, Combat 2d6, Stealth 3d6, Percep 4d6, Focus 5d6

Move List

Evo - Fire Fang - **Fire**
1 - Tackle - **Normal**
1 - Growl - **Normal**
3 - Lick - **Ghost**
6 - Tail Whip - **Normal**
8 - Covet - **Normal**
10 - Sugar Rush* - **Fairy** [**Trailblaze**]
12 - Bite - **Dark**
15 - Baby-Doll Eyes - **Fairy**
19 - Dig - **Ground**
22 - Work Up - **Normal**
24 - Take Down - **Normal**
28 - Baton Pass - **Normal**
31 - Play Rough - **Fairy**
34 - Crunch - **Dark**
37 - Roar - **Normal**
40 - Charm - **Fairy**
40 - Double-Edge - **Normal**
44 - Fey Wild* - **Fairy** [**Superpower**]
47 - Flare Blitz - **Fire**
50 - Last Resort - **Normal**

TM/Tutor Moves

Agility, **Alluring Voice**, Attract, Body Press (N), Body Slam, Confide, Copycat, **Dazzling Gleam**, Double Team, **Draining Kiss (N)**, Endure, Facade, Frustration, Giga Impact, Helping Hand, Hidden Power, Howl, Hyper Beam, Ice Fang, **Misty Explosion**, Misty Terrain, Mud Shot, Mud-Slap, Protect, Psychic Fangs, Rain Dance, Rest, Return, Round, Scary Face, Sleep Talk, Snarl, Stomping Tantrum, Substitute, **Sugar Rush (N)**, Sunny Day, Swagger, Sweet Scent, Tera Blast, Thunder Fang, Toxic, Trailblaze, Wish, Yawn

Smoliv



Base Stats

HP	4	Sp.ATK	6	Total:
ATK	4	Sp.DEF	5	
DEF	5	SPD	3	27

Basic Information

Type:	Grass / Normal
Basic Ability 1:	Early Bird
Basic Ability 2:	Harvest
Adv Ability 1:	Seed Sower
Adv Ability 2:	Stench
High Ability:	Grassy Surge

Evolution

- 1 - Smoliv
- 2 - Dolliv Lv 15 Minimum
- 3 - Arboliva Lv 30 Minimum

Other Information

Size:	1'0" / 0.3m (Small)	14.3 lbs / 6.5 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Phototroph	
Habitat:	Forest, Grassland	

Capabilities

Overland 3, Swim 1, Jump 1/1, Power 1, Alluring, Naturewalk (Forest, Grassland), Underdog

Skill List

Athl 1d6+1, Acro 1d6+1, Combat 2d6, Stealth 1d6+1, Percep 3d6, Focus 3d6

Move List

1 - Sweet Scent - Normal
1 - Safeguard - Normal
1 - Tackle - Normal
4 - Absorb - Grass
6 - Growth - Normal
8 - Stored Power - Psychic
10 - Water Gun - Water
13 - Clear Smog - Poison
16 - Flail - Normal
20 - Mega Drain - Grass
23 - Grassy Terrain - Grass
25 - Swift - Normal
27 - Artillerolives* - Grass [New]
30 - Water Pulse - Water
32 - Dazzling Gleam - Fairy
35 - Pollen Puff - Bug
37 - Leech Seed - Grass
40 - Energy Ball - Grass
46 - Earth Power - Ground
49 - Hydro Pump - Water
52 - Petal Dance - Grass

TM/Tutor Moves

Acid, Attract, **Bullet Seed**, Charm, Confide, Double Team, Endure, **Facade**, **Frustration**, Gastro Acid, **Giga Drain**, **Grass Knot**, **Grassy Glide**, ``Gunk Shot, Hidden Power, **Leaf Storm**, **Magical Leaf**, Memento, Misty Terrain, Mud Bomb, Muddy Water, Ominous Wind, Protect, Rest, **Return**, Rototiller (N), **Round**, **Seed Bomb**, Sleep Talk, **Solar Beam**, **Solar Blade**, Strength Sap, Substitute, Sunny Day, Swagger, Synthesis, Tar Shot, **Tera Blast**, Toxic, **Trailblaze**, **Weather Ball**

Dolliv



Base Stats

HP	5	Sp. ATK	8	Total:
ATK	5	Sp. DEF	8	35
DEF	6	SPD	3	

Basic Information

Type:	Grass / Normal
Basic Ability 1:	Early Bird
Basic Ability 2:	Harvest
Adv Ability 1:	Seed Sower
Adv Ability 2:	Healer
High Ability:	Grassy Surge

Evolution

- 1 - Smoliv
- 2 - **Dolliv** Lv 15 Minimum
- 3 - Arboliva Lv 30 Minimum

Other Information

Size:	2'0" / 0.6m (Small)	26.2 lbs / 11.9 kg (Weight Class 2)
Genders:	50.0% Male	50.0% Female
Diet:	Phototroph	
Habitat:	Forest, Grassland	

Capabilities

Overland 4, Swim 2, Jump 1/1, Power 1, Alluring, Naturewalk (Forest, Grassland), Underdog

Skill List

Athl 2d6, Acro 2d6, Combat 3d6, Stealth 2d6, Percep 4d6, Focus 4d6

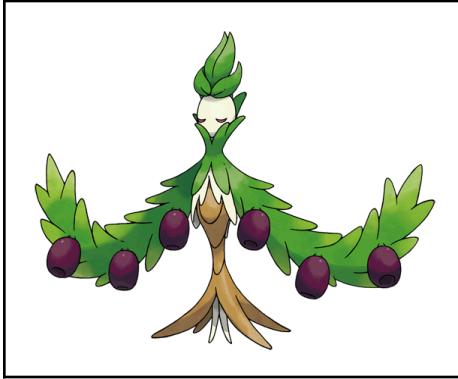
Move List

Evo - Helping Hand - **Normal**
1 - Sweet Scent - **Normal**
1 - Safeguard - **Normal**
1 - Tackle - Normal
4 - Absorb - Grass
6 - Growth - **Normal**
8 - Stored Power - **Psychic**
10 - Water Gun - **Water**
13 - Clear Smog - **Poison**
16 - Flail - Normal
20 - Mega Drain - Grass
23 - Grassy Terrain - **Grass**
25 - Swift - Normal
27 - Artillerolives* - Grass [New]
30 - Water Pulse - **Water**
32 - Dazzling Gleam - **Fairy**
35 - Pollen Puff - **Bug**
37 - Leech Seed - **Grass**
40 - Energy Ball - Grass
46 - Earth Power - **Ground**
49 - Hydro Pump - **Water**
52 - Petal Dance - Grass

TM/Tutor Moves

Acid, Attract, Bulldoze, **Bullet Seed**, Charm, Confide, Double Team, Drain Punch, Earthquake, Endure, **Facade**, Flamethrower, **Frustration**, Gastro Acid, **Giga Drain**, **Grass Knot**, **Grassy Glide**, Gunk Shot, Hidden Power, **Leaf Storm**, **Magical Leaf**, Memento, Misty Terrain, Mud Bomb, Muddy Water, Ominous Wind, Protect, Rest, **Return**, Rototiller (N), **Round**, Scald, **Seed Bomb**, Sleep Talk, Sludge (N), Sludge Wave, **Solar Beam**, **Solar Blade**, Strength Sap, Substitute, Sunny Day, Swagger, Synthesis, Tar Shot, **Tera Blast**, Toxic, **Trailblaze**, **Weather Ball**

Arboliva



Base Stats

HP	8	Sp.ATK	13	Total:
ATK	7	Sp.DEF	10	51
DEF	9	SPD	4	

Basic Information

Type:	Grass / Normal
Basic Ability 1:	Early Bird
Basic Ability 2:	Harvest
Adv Ability 1:	Seed Sower
Adv Ability 2:	Forest Lord
High Ability:	Grassy Surge

Evolution

- 1 - Smoliv
- 2 - Dolliv Lv 15 Minimum
- 3 - Arboliva Lv 30 Minimum

Other Information

Size:	4'7" / 1.4m (Medium)	106.3 lbs / 48.2 kg (Weight Class 3)
Genders:	50.0% Male	50.0% Female
Diet:	Phototroph	
Habitat:	Forest, Grassland	

Capabilities

Overland 5, Swim 3, Jump 1/1, Power 2, Alluring, Herb Growth, Naturewalk (Forest, Grassland)

Skill List

Athl 2d6+1, Acro 2d6+1, Combat 3d6+1, Stealth 3d6, Percep 5d6, Focus 5d6

Move List

Evo - Terrain Pulse - Normal
1 - Sweet Scent - Normal
1 - Safeguard - Normal
1 - Tackle - Normal
4 - Absorb - Grass
6 - Growth - Normal
8 - Stored Power - Psychic
10 - Water Gun - Water
13 - Clear Smog - Poison
16 - Flail - Normal
20 - Mega Drain - Grass
23 - Grassy Terrain - Grass
25 - Swift - Normal
27 - Artillerolives* - Grass [New]
30 - Water Pulse - Water
32 - Dazzling Gleam - Fairy
35 - Pollen Puff - Bug
37 - Leech Seed - Grass
40 - Energy Ball - Grass
46 - Earth Power - Ground
49 - Hydro Pump - Water
52 - Petal Dance - Grass

TM/Tutor Moves

Acid, Air Cutter, Alluring Voice, Attract, Bulldoze, **Bullet Seed**, Charm, Confide, Double Team, Drain Punch, Earthquake, Encore, Endure, **Facade**, Flamethrower, Fling, **Frustration**, Gastro Acid, **Giga Drain (N)**, **Giga Impact**, **Grass Knot**, **Grassy Glide**, Gunk Shot, Helping Hand (N), Hidden Power, **Hyper Beam**, **Hyper Voice**, **Leaf Storm**, Light Screen, **Magical Leaf**, Memento, Metronome, Mirror Coat (N), Misty Terrain, Mud Bomb, Muddy Water, Ominous Wind, **Petal Blizzard (N)**, Protect, Psych Up, **Razor Leaf (N)**, Reflect, Rest, **Return**, Rototiller (N), **Round**, Scald, **Seed Bomb (N)**, Sleep Talk, Sludge (N), Sludge Wave, **Solar Beam**, Strength Sap, Substitute, Sunny Day, Swagger, Synthesis, Tar Shot, **Tera Blast**, Toxic, **Trailblaze**, **Weather Ball**

Squawkabilly



Base Stats

HP	8	Sp.ATK	5	Total:
ATK	10	Sp.DEF	5	37
DEF	5	SPD	9	

Basic Information

Type: Normal / Flying

Basic Ability 1: Keen Eye

Basic Ability 2: Hustle

Adv Ability 1: Quill & Rock*

High Ability: Quill & Rock*

*Quill & Rock must be chosen as Squawkabilly's level 20 Ability

Evolution

1 - Squawkabilly

Other Information

Size: 2'0" / 0.6m
(Small) 5.3 lbs / 2.4 kg
(Weight Class 1)

Genders: 50.0% Male 50.0% Female

Diet: Omnivore

Habitat: Forest, Rainforest, Urban

Capabilities

Overland 2, Swim 1, Sky 5, Jump 2/2, Power 2, Pack Mon, Underdog

Skill List

Athl 4d6+1, Acro 4d6, Combat 3d6+1, Stealth 2d6, Percep 4d6+2, Focus 3d6+1

Move List

1 - Growl - Normal
1 - Peck - Flying
1 - Mimic - Normal
6 - Quick Attack - Normal
9 - Disarming Voice - Fairy
11 - Torment - Flying
13 - Aerial Ace - Flying
15 - Beat Up - Dark
16 - Fury Attack - Normal
18 - Double Kick - Fighting
19 - Taunt - Dark
22 - Snarl - Dark
24 - Uproar - Normal
24 - Take Down - Normal
27 - Copycat - Normal
30 - Fly - Flying
32 - Submission - Fighting
35 - Facade - Normal
38 - Swagger - Normal
40 - Hyper Voice - Normal
42 - Brave Bird - Flying
45 - Close Combat - Fighting
47 - Roost - Flying
49 - Double-Edge - Normal
52 - Reversal - Fighting

TM/Tutor Moves

Air Cutter, Air Slash, Attract, Body Slam, Brick Break, Bulk Up, Chatter, Confide, Double Team, Dual Wingbeat (N), Endeavor, Endure, Fake Tears, Feather Dance, Final Gambit, Flame Charge, Flatter, Foul Play, Frustration, Giga Impact, Gunk Shot, Headbutt (N), Heat Wave, Helping Hand, Hidden Power, Hurricane, Hyper Beam, Iron Head, Lash Out, Mirror Move, Parting Shot, Pounce, Power-Up Punch, Protect, Rest, Return (N), Round, Scary Face, Seed Bomb, Sleep Talk, Steel Wing, Strength (N), Substitute, Sunny Day, Tailwind, Tera Blast, Thief, Toxic, U-Turn, Wild Charge, Zen Headbutt

Nacli



Base Stats

HP	6	Sp.ATK	4	Total:
ATK	6	Sp.DEF	4	31
DEF	8	SPD	3	

Basic Information

Type:	Rock
Basic Ability 1:	Purifying Salt
Basic Ability 2:	Sturdy
Adv Ability 1:	Clear Body
Adv Ability 2:	Blessed Touch
High Ability:	Solid Rock

Evolution

- 1 - Nacli
- 2 - Naclstack Lv 15 Minimum
- 3 - Garganacl Lv 30 Minimum

Other Information

Size:	1'04" / 0.4m (Small)	35.3 lbs / 16.0 kg (Weight Class 2)
Genders:	50.0% Male	50.0% Female
Diet:	Carnivore	
Habitat:	Cave, Desert, Mountain	

Capabilities

Overland 4, Swim 1, Burrow 4, Jump 0/0, Power 1, Alluring, Darkvision, Materializer, Naturewalk (Cave, Mountain), Underdog

Skill List

Athl 2d6, Acro 1d6, Combat 1d6, Stealth 3d6+1, Percep 2d6, Focus 3d6+1

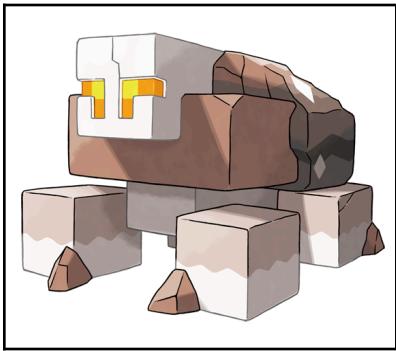
Move List

1 - Tackle - **Normal**
1 - Harden - **Normal**
5 - Rock Throw - Rock
7 - Mud Shot - **Ground**
10 - Smack Down - Rock
12 - Rock Polish - **Rock**
15 - Bulldoze - **Ground**
17 - Headbutt - **Normal**
21 - Iron Defense - **Steel**
24 - Rock Blast - Rock
27 - Iron Head - **Steel**
30 - Recover - **Normal**
33 - Stealth Rock - **Rock**
36 - Stone Edge - Rock
39 - Heavy Slam - **Steel**
43 - Rock Slide - Rock
46 - Earthquake - **Ground**
50 - Explosion - **Normal**

TM/Tutor Moves

Ancient Power, Attract, Bide, Body Slam, Confide, Curse, Dig, Double Edge, Double Team, Earth Power, Endure, Facade, Fissure, Flash Cannon, Frustration, Heat Crash, Helping Hand, Hidden Power, **Meteor Beam**, **Power Gem (N)**, Protect, Quash, Rain Dance, Rest, Return, **Rollout**, Round, Sandstorm, Sleep Talk, Stomping Tantrum, Substitute, Sunny Day, Swagger, Take Down, Tera Blast, Toxic, Waterfall, Zen Headbutt

Naclstack



Base Stats

HP	6	Sp.ATK	4	Total:
ATK	6	Sp.DEF	7	37
DEF	10	SPD	4	

Basic Information

Type:	Rock
Basic Ability 1:	Purifying Salt
Basic Ability 2:	Sturdy
Adv Ability 1:	Clear Body
Adv Ability 2:	Blessed Touch
High Ability:	Solid Rock

Evolution

- 1 - Nacli
- 2 - **Naclstack** Lv 15 Minimum
- 3 - Garganacl Lv 30 Minimum

Other Information

Size:	2'0" / 0.6m (Small)	231.5 lbs / 105.0 kg (Weight Class 5)
Genders:	50.0% Male	50.0% Female
Diet:	Carnivore	
Habitat:	Cave, Desert, Mountain	

Capabilities

Overland 6, Swim 3, Burrow 3, Jump 0/1, Power 5, Alluring, Darkvision, Materializer, Naturewalk (Cave, Mountain), Underdog

Skill List

Athl 3d6+2, Acro 2d6-1, Combat 3d6, Stealth 3d6, Percep 2d6, Focus 3d6+1

Move List

Evo - Salt Cure - Rock

- 1 - Tackle - Normal
- 1 - Harden - Normal
- 5 - Rock Throw - Rock**
- 7 - Mud Shot - Ground
- 10 - Smack Down - Rock**
- 12 - Rock Polish - Rock
- 15 - Bulldoze - Ground
- 17 - Headbutt - Normal
- 21 - Iron Defense - Steel
- 24 - Rock Blast - Rock**
- 27 - Iron Head - Steel
- 30 - Recover - Normal
- 33 - Stealth Rock - Rock
- 36 - Stone Edge - Rock**
- 39 - Heavy Slam - Steel
- 43 - Rock Slide - Rock**
- 46 - Earthquake - Ground
- 50 - Explosion - Normal

TM/Tutor Moves

Ancient Power, Attract, Bide, Body Press, Body Slam, Confide, Curse, Dig, Double-Edge, Double Team, Earth Power, Endure, Facade, Fissure, Flash Cannon, Frustration, Giga Impact, Heat Crash, Helping Hand, Hidden Power, Hyper Beam, Meteor Beam, Power Gem (N), Protect, Quash, Rain Dance, Rest, Return, Rock Smash, Rollout, Round, Sandstorm, Sleep Talk, Stomping Tantrum, Strength, Substitute, Sunny Day, Swagger, Take Down, Tera Blast, Toxic, Waterfall, Zen Headbutt

Garganaci



Base Stats

HP	10	Sp.ATK	5	Total:
ATK	10	Sp.DEF	9	51
DEF	13	SPD	4	

Basic Information

Type:	Rock
Basic Ability 1:	Purifying Salt
Basic Ability 2:	Sturdy
Adv Ability 1:	Clear Body
Adv Ability 2:	Blessed Touch
High Ability:	Solid Rock

Evolution

- 1 - Nacli
- 2 - Nacilack Lv 15 Minimum
- 3 - **Garganaci** Lv 30 Minimum

Other Information

Size:	7'07" / 2.3m (Large)	529.1 lbs / 240.0 kg (Weight Class 6)
Genders:	50.0% Male	50.0% Female
Diet:	Carnivore	
Habitat:	Cave, Desert, Mountain	

Capabilities

Overland 6, Swim 3, Burrow 3, Jump 0/1, Power 11, Alluring, Darkvision, Materializer, Naturewalk (Cave, Mountain)

Skill List

Athl 5d6+2, Acro 3d6-1, Combat 5d6, Stealth 2d6, Percep 2d6, Focus 5d6+1

Move List

Evo - Hammer Arm - **Fighting**
1 - Salt Cure - Rock
1 - Tackle - **Normal**
1 - Harden - **Normal**
5 - Rock Throw - Rock
7 - Mud Shot - **Ground**
10 - Smack Down - Rock
12 - Rock Polish - **Rock**
15 - Bulldoze - **Ground**
17 - Headbutt - **Normal**
21 - Iron Defense - **Steel**
24 - Rock Blast - Rock
27 - Iron Head - **Steel**
30 - Recover - **Normal**
33 - Stealth Rock - **Rock**
36 - Stone Edge - Rock
39 - Heavy Slam - **Steel**
43 - Rock Slide - Rock
46 - Earthquake - **Ground**
50 - Explosion - **Normal**

TM/Tutor Moves

Ancient Power, Attract, Avalanche, Bide, Body Press, Body Slam, Brick Break, Confide, Curse, Dig, Double Team, Double-Edge, Dynamic Punch, Earth Power, Endure, Facade, Fire Punch, Fissure, Flash Cannon, Fling, Focus Punch, Frustration, Giga Impact, Gravity, Hard Press, Heat Crash, Helping Hand, Hidden Power, Hyper Beam, Ice Punch, **Meteor Beam**, **Power Gem (N)**, Protect, Quash, Rain Dance, Rest, Return, Rock Smash, **Rock Tomb**, **Rollout**, Round, Sandstorm, Sleep Talk, Stomping Tantrum, Strength, Substitute, Sunny Day, Swagger, Take Down, Tera Blast, Thunder Punch (N), Toxic, Waterfall, Zen Headbutt

Charcadet



Base Stats

HP	4	Sp.ATK	5	Total:
ATK	5	Sp.DEF	4	26
DEF	4	SPD	4	

Basic Information

Type:	Fire
Basic Ability 1:	Flash Fire
Basic Ability 2:	Inner Focus
Adv Ability 1:	Flame Body
Adv Ability 2:	Weird Power
High Ability:	Heat Mirage

Evolution

- 1 - Charcadet
- 2 - Armarouge Lv 25 Minimum
- 2 - Cerueledge Lv 25 Minimum

Other Information

Size:	2'0" / 0.6m (Small)	23.1lbs / 10.5 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Nullivore	
Habitat:	Forest, Desert, Mountain	

Capabilities

Overland 5, Swim 2, Jump 1/1, Power 3, Darkvision, Heater, Split Evolution, Underdog

Skill List

Athl 1d6, Acro 3d6+1, Combat 3d6+2, Stealth 3d6, Percep 2d6, Focus 2d6

Move List

1 - Leer - *Normal*
1 - Ember - *Fire*
1 - Flame Charge - *Fire*
4 - Astonish - *Ghost*
6 - Confusion - *Psychic*
9 - Clear Smog - *Poison*
12 - Fire Spin - *Fire*
14 - Flame Wheel - *Fire*
16 - Flash Step* - *Psychic* [New]
18 - Ominous Wind - *Ghost*
21 - Incinerate - *Fire*
24 - Will-O-Wisp - *Fire*
27 - Fire Punch - *Fire*
27 - Flamethrower - *Fire*
30 - Shadow Ball - *Ghost*
30 - Psycho Cut - *Psychic*
32 - Iron Head - *Steel*
32 - Flash Cannon - *Steel*
35 - Lava Plume - *Fire*
41 - Ally Switch - *Psychic*
46 - Flare Blitz - *Fire*

TM/Tutor Moves

Attract, Aura Sphere, **Burning Jealousy**, Confide, Confuse Ray, Cross Poison, Destiny Bond, Disable, Double Team, Dragon Claw (N), Dragon Pulse (N), Endure, Facade, **Fire Blast**, Frustration, Helping Hand, Hidden Power, Night Shade (N), Protect, Rest, Return, Round, Sacred Sword, Sleep Talk, Sludge Bomb, Spite, Substitute, Sunny Day, Swagger, Take Down, Tera Blast, Toxic

Armarouge



Base Stats

HP	9	Sp.ATK	12	Total:
ATK	6	Sp.DEF	8	54
DEF	10	SPD	9	

Basic Information

Type:	Fire / Psychic
Basic Ability 1:	Flash Fire
Basic Ability 2:	Weak Armor
Adv Ability 1:	Full Guard
Adv Ability 2:	Mega Launcher
High Ability:	Battle Armor

Evolution

- 1 - Charcadet
2 - Armarouge Lv 25 Minimum

Other Information

Size:	4'11" / 1.5m (Medium)	187.4 lbs / 85.0 kg (Weight Class 4)
Genders:	50% Male	50% Female
Diet:	Nullivore	
Habitat:	Forest, Desert, Mountain	

Capabilities

Overland 7, Swim 3, Jump 1/1, Power 3, Darkvision, Dead Silent, Firestarter, Glow, Heater

Skill List

Athl 4d6, Acro 3d6, Combat 4d6+3, Stealth 2d6, Percep 4d6+2, Focus 6d6+3

Move List

Evo - Psyshock - **Psychic**
1 - Leer - **Normal**
1 - Ember - Fire
1 - Flame Charge - Fire
4 - Astonish - **Ghost**
6 - Confusion - Psychic
9 - Clear Smog - **Poison**
12 - Fire Spin - Fire
14 - Flame Wheel - Fire
16 - Flash Step* - Psychic [New]
18 - Ominous Wind - **Ghost**
21 - Incinerate - Fire
24 - Will-O-Wisp - **Fire**
27 - Fire Punch - Fire
27 - Flamethrower - Fire
30 - Dark Pulse - **Dark**
30 - Psycho Cut - Psychic
32 - Iron Head - **Steel**
32 - Flash Cannon - **Steel**
35 - Lava Plume - Fire
38 - Calm Mind - **Psychic**
41 - Ally Switch - **Psychic**
44 - Armor Cannon - Fire
48 - Expanding Force - Psychic

TM/Tutor Moves

Acid Spray, Attract, Aura Sphere, **Burning Jealousy**, Confide, Confuse Ray, Cross Poison, Destiny Bond, Disable, Double Team, Dragon Claw (N), Dragon Pulse (N), Endure, Energy Ball, Facade, **Fire Blast**, **Flare Blitz**, Fling, Focus Blast, Frustration, **Heat Wave**, Helping Hand, Hidden Power, Iron Defense, Light Screen, Meteor Beam, **Mystical Fire (N)**, Night Shade (N), **Overheat**, Protect, **Psybeam (N)**, Psych Up, **Psychic**, Psychic Terrain, Reflect, Rest, Return, Round, Sacred Sword, Scorching Sands, Shadow Ball, Sleep Talk, Sludge Bomb, Solar Beam, Spite, **Stored Power**, Substitute, Sunny Day, Swagger, Take Down, Taunt, Tera Blast, Toxic, Trick, Trick Room, Weather Ball

Cerueledge



Base Stats

HP	8	Sp.ATK	6	Total:
ATK	13	Sp.DEF	10	54
DEF	8	SPD	9	

Basic Information

Type:	Fire / Ghost
Basic Ability 1:	Flash Fire
Basic Ability 2:	Weak Armor
Adv Ability 1:	Mold Breaker
Adv Ability 2:	Sharpness
High Ability:	Soulstealer

Evolution

- 1 - Charcadet
2 - Cerueledge Lv 25 Minimum

Other Information

Size:	5'3" / 1.6m (Medium)	136.7 lbs / 62.0 kg (Weight Class 4)
Genders:	50% Male	50% Female
Diet:	Nullivore	
Habitat:	Forest, Desert, Mountain	

Capabilities

Overland 7, Swim 3, Jump 1/1, Power 3, Darkvision, Dead Silent, Firestarter, Glow, Heater

Skill List

Athl 3d6, Acro 4d6, Combat 6d6+3, Stealth 2d6, Percep 4d6+2, Focus 4d6+3

Move List

Evo - Shadow Claw - Ghost
1 - Leer - Normal
1 - Ember - Fire
1 - Flame Charge - Fire
4 - Astonish - Ghost
6 - Confusion - Psychic
9 - Clear Smog - Poison
12 - Fire Spin - Fire
14 - Flame Wheel - Fire
16 - Flash Step* - Psychic [New]
18 - Ominous Wind - Ghost
21 - Incinerate - Fire
24 - Will-O-Wisp - Fire
27 - Fire Punch - Fire
27 - Flamethrower - Fire
30 - Shadow Ball - Ghost
30 - Psycho Cut - Psychic
32 - Iron Head - Steel
32 - Flash Cannon - Steel
35 - Bitter Blade - Fire
38 - Swords Dance - Normal
41 - Ally Switch - Psychic
44 - Flare Blitz - Fire
48 - Poltergeist - Ghost

TM/Tutor Moves

Attract, Aura Sphere, Brick Break, Bulk Up, Burning Jealousy, Close Combat, Confide, Confuse Ray, Cross Poison (N), Curse, Destiny Bond, Disable, Double Team, Dragon Claw (N), Dragon Pulse (N), Endure, Facade, False Swipe, Fire Blast, Fling, Frustration, Heat Wave, Helping Hand, Hex, Hidden Power, Iron Defense, Light Screen, Night Shade (N), Overheat, Phantom Force (N), Poison Jab, Protect, Psych Up, Reflect, Rest, Return, Round, Sacred Sword, Sleep Talk, Sludge Bomb, Solar Blade, Spite, Stored Power, Substitute, Sunny Day, Swagger, Take Down, Taunt, Tera Blast, Throat Chop, Toxic, Vacuum Wave, X-Scissor

Tadbulp



Base Stats

HP	6	Sp. ATK	6	Total:
ATK	3	Sp. DEF	4	28
DEF	4	SPD	5	

Basic Information

Type:	Electric
Basic Ability 1:	Own Tempo
Basic Ability 2:	Static
Adv Ability 1:	Damp
Adv Ability 2:	Illuminate
High Ability:	Levitate

Evolution

1 - Tadbulp
2 - Bellibolt Lv 25 Minimum

Other Information

Size:	1'0" / 0.3m (Small)	0.9 lbs / 0.4 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Freshwater, Marsh	

Capabilities

Overland 3, Swim 3, Jump 1/1, Levitate 4 Power 1, Glow, Zapper, Naturewalk (Wetlands), Underdog

Skill List

Athl 2d6, Acro 2d6, Combat 1d6, Stealth 2d6, Percep 2d6, Focus 3d6

Move List

1 - Tackle - Normal
1 - Flash - Normal
1 - Thunder Shock - Electric
4 - Mud-Slap - Ground
7 - Water Gun - Water
9 - Spark - Electric
11 - Charge Beam - Electric
14 - Charge - Electric
17 - Shock Wave - Electric
20 - Mud Shot - Ground
23 - Bubble Beam - Water
26 - Discharge - Electric
29 - Mud Bomb - Ground
32 - Weather Ball - Normal
34 - Signal Beam - Bug
37 - Thunderbolt - Electric
40 - Muddy Water - Water
43 - Spotlight - Normal
46 - Electric Terrain - Electric
50 - Zap Cannon - Electric

TM/Tutor Moves

Acid Spray, Amnesia, Attract, Chilling Water, Confide, Confuse Ray, Dazzling Gleam, Double Team, Eerie Impulse, **Electro Ball**, **Electroweb**, Endure, Facade, Fake Tears, Flail, Frustration, Hidden Power, Hyper Voice, Light Screen, Magnet Rise, **Parabolic Charge**, Protect, Rain Dance, Reflect, Rest, Return, **Rising Voltage**, Round, Safeguard, Sleep Talk, Sludge Bomb, Soak, Substitute, Sucker Punch, Surf, Swagger, Swift, Tera Blast, **Thunder (N)**, Thunder Wave, Toxic, **Volt Switch**, Water Pulse, **Wild Charge**

Bellibolt



Base Stats

HP	11	Sp.ATK	10	Total:
ATK	6	Sp.DEF	8	49
DEF	9	SPD	5	

Basic Information

Type:	Electric
Basic Ability 1:	Electromorphosis
Basic Ability 2:	Static
Adv Ability 1:	Damp
Adv Ability 2:	Sequence
High Ability:	Electric Surge

Evolution

- 1 - Tadblob
2 - Bellibolt Lv 25 Minimum

Other Information

Size:	3'11" / 1.2m (Medium)	249.1 lbs / 113.0 kg (Weight Class 5)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Freshwater, Marsh	

Capabilities

Overland 5, Swim 4, Jump 2/2, Power 3, Zapper, Naturewalk (Wetlands)

Skill List

Athl 3d6, Acro 4d6, Combat 3d6, Stealth 1d6, Percep 4d6, Focus 5d6

Move List

1 - Tackle - Normal
1 - Flash - Normal
1 - Thunder Shock - Electric
4 - Mud-Slap - Ground
7 - Water Gun - Water
9 - Spark - Electric
11 - Charge Beam - Electric
14 - Charge - Electric
17 - Shock Wave - Electric
20 - Mud Shot - Ground
23 - Bubble Beam - Water
26 - Discharge - Electric
29 - Mud Bomb - Ground
32 - Weather Ball - Normal
34 - Signal Beam - Bug
37 - Thunderbolt - Electric
40 - Muddy Water - Water
43 - Spotlight - Normal
46 - Electric Terrain - Electric
50 - Zap Cannon - Electric

TM/Tutor Moves

Acid Spray, Amnesia, Attract, Chilling Water, Confide, Confuse Ray, Dazzling Gleam, Double Team, Eerie Impulse, **Electro Ball**, **Electroweb**, Endure, Facade, Fake Tears, Flail, Frustration, Giga Impact, Hidden Power, Hydro Pump, Hyper Beam, Hyper Voice, Light Screen, Magnet Rise, **Parabolic Charge**, Protect, Rain Dance, Reflect, Rest, Return, **Rising Voltage**, Round, Safeguard, Scald, Slack Off (N), Sleep Talk, Sludge Bomb, Sludge Wave, Soak, Substitute, Sucker Punch, **Supercell Slam**, Surf, Swagger, Swift, Tera Blast, **Thunder (N)**, Thunder Wave, Toxic, **Volt Switch**, Water Pulse, **Wild Charge**

Wattrel



Base Stats

HP	4	Sp.ATK	6	Total:
ATK	4	Sp.DEF	4	29
DEF	4	SPD	7	

Basic Information

Type: Flying / Electric

Basic Ability 1: Wind Power

Basic Ability 2: Volt Absorb

Adv Ability 1: Competitive

Adv Ability 2: Perception

High Ability: Accelerate

Capabilities

Overland 3, Swim 2, Sky 6, Jump 3/3, Power 1, Underdog, Zapper

Skill List

Athl 2d6, Acro 4d6, Combat 2d6, Stealth 2d6, Percep 4d6, Focus 3d6

Move List

1 - Peck - Flying
1 - Gust - Flying
1 - Growl - Normal
1 - Quick Attack - Normal
4 - Charge Beam - Electric
7 - Agility - Psychic
11 - Spark - Electric
15 - Air Cutter - Flying
19 - Signal Beam - Bug
23 - Volt Switch - Electric
25 - Air Slash - Flying
28 - Uproar - Normal
30 - Roost - Flying
34 - Shock Wave - Electric
37 - Discharge - Electric
40 - Heat Wave - Fire
43 - Hurricane - Flying
48 - Thunder - Electric

TM/Tutor Moves

Acrobatics, Aerial Ace (N), Attract, Blizzard, Brave Bird, Charge (N), Confide, Defog, Double Team, Dual Wingbeat (N), Eerie Impulse, Electric Terrain, Electro Ball, Electroweb, Endeavor, Endure, Facade, Feather Dance, Flash Cannon, Fly, Frustration, Giga Impact, Hidden Power, Hyper Beam, Protect, Rest, Return, Round, Scary Face, Sleep Talk, Solar Beam, Spit Up (N), Stockpile (N), Substitute, Swagger, Swallow (N), Swift, Tailwind, Take Down, Tera Blast, Thunder Wave, Thunderbolt (N), Toxic, U-Turn, Vacuum Wave, Weather Ball (N), Wild Charge

Evolution

1 - Wattrel
2 - Kilowattrel Lv 25 Minimum

Other Information

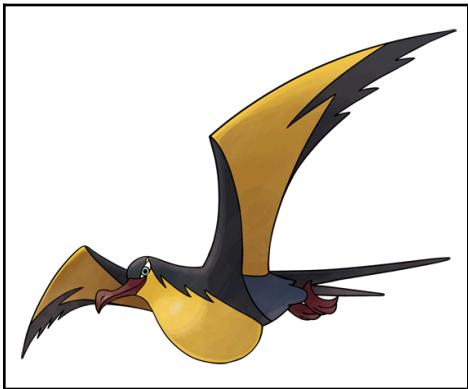
Size: 1'04" / 0.4m (Small) 7.9 lbs / 3.6 kg (Weight Class 1)

Genders: 50.0% Male 50.0% Female

Diet: Carnivore

Habitat: Ocean, Beach

Kilowattrel



Base Stats

HP	7	Sp.ATK	11	Total:
ATK	7	Sp.DEF	6	50
DEF	6	SPD	13	

Basic Information

Type:	Flying / Electric
Basic Ability 1:	Wind Power
Basic Ability 2:	Volt Absorb
Adv Ability 1:	Competitive
Adv Ability 2:	Perception
High Ability:	Accelerate

Evolution

- 1 - Wattrel
2 - Kilowattrel Lv 25 Minimum

Other Information

Size:	4'07" / 1.4m (Medium)	85.2 lbs /38.6kg (Weight Class 3)
Genders:	50.0% Male	50.0% Female
Diet:	Carnivore	
Habitat:	Ocean, Beach	

Capabilities

Overland 4, Swim 2, Sky 7, Jump 3/3, Power 1, Zapper

Skill List

Athl 2d6, Acro 2d6, Combat 3d6, Stealth 2d6+1, Percep 3d6, Focus 3d6

Move List

Evo - Electro Ball - Electric
1 - Peck - Flying
1 - Gust - Flying
1 - Growl - Normal
1 - Quick Attack - Normal
4 - Charge Beam - Electric
7 - Agility - Psychic
11 - Spark - Electric
15 - Air Cutter - Flying
19 - Signal Beam - Bug
23 - Volt Switch - Electric
25 - Air Slash - Flying
28 - Uproar - Normal
30 - Roost - Flying
34 - Shock Wave - Electric
37 - Discharge - Electric
40 - Heat Wave - Fire
43 - Hurricane - Flying
48 - Thunder - Electric

TM/Tutor Moves

Acrobatics, Aerial Ace (N), Attract, Blizzard, Brave Bird, Charge (N), Confide, Defog, Double Team, Dual Wingbeat (N), Eerie Impulse, Electric Terrain, Electroweb, Endeavor, Endure, Facade, Feather Dance, Flash Cannon, Fly, Frustration, Giga Impact, Hidden Power, Hyper Beam, Protect, Rest, Return, Rising Voltage, Round, Scary Face, Sleep Talk, Solar Beam, Spit Up (N), Stockpile (N), Substitute, Supercell Slam, Swagger, Swallow (N), Swift, Tailwind, Take Down, Tera Blast, Thunder Wave, Thunderbolt (N), Toxic, U-Turn, Vacuum Wave, Weather Ball (N), Wild Charge

Maschiff



Base Stats

HP	6	Sp.ATK	4	Total:
ATK	8	Sp.DEF	5	34
DEF	6	SPD	5	

Basic Information

Type:	Dark
Basic Ability 1:	Intimidate
Basic Ability 2:	Run Away
Adv Ability 1:	Stakeout
Adv Ability 2:	Ball Fetch
High Ability:	Strong Jaw

Evolution

1 - Maschiff
2 - Mabosstiff Lv 25 Minimum

Other Information

Size:	1'8" / 0.5m (Small)	35.3 lbs / 16.0 kg (Weight Class 2)
Genders:	50.0% Male	50.0% Female
Diet:	Carnivore	
Habitat:	Urban, Mountain, Desert, Forest, Grassland	

Capabilities

Overland 5, Swim 4, Jump 2/2, Power 2, Naturewalk (Urban), Darkvision, Tracker, Pack Mon, Underdog

Skill List

Athl 3d6+1, Acro 2d6+1, Combat 2d6+1, Stealth 3d6+1, Percep 2d6+1, Focus 2d6

Move List

1 - Tackle - Normal
1 - Leer - Normal
1 - Scary Face - Normal
4 - Lick - Ghost
7 - Pursuit - Dark
10 - Hone Claws - Dark
12 - Double Kick - Fighting
15 - Bite - Dark
18 - Roar - Normal
22 - Headbutt - Normal
26 - Payback - Dark
29 - Reversal - Fighting
32 - Crunch - Dark
35 - Swagger - Normal
39 - Jaw Lock - Dark
43 - Protect - Normal
46 - Superpower - Fighting
49 - Double Edge - Normal
52 - Outrage - Dragon

TM/Tutor Moves

Attract, Body Slam, Charm, Confide, **Dark Pulse**, Destiny Bond, Dig, Double Team, Endeavor, Endure, Facade, Fake Tears, Fire Fang (N), Frustration, Helping Hand, Hidden Power, Ice Fang (N), **Lash Out**, Play Rough, Psychic Fangs (N), Rain Dance, Rest, Retaliate, Return, Round, Sleep Talk, **Snarl (N)**, Substitute, Sunny Day, Take Down, Taunt, Tera Blast, **Thief**, Thunder Fang (N), Toxic, Trailblaze

Mabosstiff



Base Stats

HP	8	Sp.ATK	6	Total:
ATK	12	Sp.DEF	7	51
DEF	9	SPD	9	

Basic Information

Type:	Dark
Basic Ability 1:	Intimidate
Basic Ability 2:	Guard Dog
Adv Ability 1:	Stakeout
Adv Ability 2:	Bodyguard
High Ability:	Strong Jaw

Evolution

- 1 - Maschiff
2 - **Mabosstiff** Lv 25 Minimum

Other Information

Size:	3'7" / 1.1m (Medium)	134.5 lbs / 61.0 kg (Weight Class 4)
Genders:	50.0% Male	50.0% Female
Diet:	Carnivore	
Habitat:	Urban, Mountain, Desert, Forest, Grassland	

Capabilities

Overland 7, Swim 5, Jump 2/2, Power 2, Naturewalk (Urban), Darkvision, Tracker, Mountable 1, Pack Mon

Skill List

Athl 4d6+2, Acro 2d6, Combat 3d6+3, Stealth 2d6+1, Percep 4d6+1, Focus 3d6

Move List

Evo - Comeuppance - Dark

- 1 - Tackle - **Normal**
1 - Leer - **Normal**
1 - Scary Face - **Normal**
4 - Lick - **Ghost**
7 - Pursuit - Dark
10 - Hone Claws - **Dark**
12 - Double Kick - **Fighting**
15 - Bite - Dark
18 - Roar - **Normal**
22 - Headbutt - **Normal**
26 - Payback - Dark
29 - Reversal - **Fighting**
32 - Crunch - Dark
35 - Swagger - **Normal**
39 - Jaw Lock - Dark
43 - Protect - **Normal**
46 - Superpower - **Fighting**
49 - Double Edge - **Normal**
52 - Outrage - **Dragon**

TM/Tutor Moves

Attract, Body Slam, Charm, Confide, Curse, **Dark Pulse**, Destiny Bond, Dig, Double Team, Double-Edge, Endeavor, Endure, Facade, Fake Tears, Fire Fang (N), Frustration, Giga Impact, Helping Hand, Hidden Power, Hyper Beam, Hyper Voice, Ice Fang (N), **Lash Out**, Pain Split, Play Rough, Psychic Fangs (N), Rain Dance, Rest, Retaliate, Return, Round, Sleep Talk, **Snarl (N)**, Spite, Substitute, Sunny Day, Take Down, Taunt, Tera Blast, **Thief**, Thunder Fang (N), Toxic, Trailblaze, Wild Charge

Shroodle



Base Stats

HP	4	Sp. ATK	4	Total:
ATK	7	Sp. DEF	4	31
DEF	4	SPD	8	

Basic Information

Type:	Poison / Normal
Basic Ability 1:	Unburden
Basic Ability 2:	Pickpocket
Adv Ability 1:	Stench
Adv Ability 2:	Neurotoxin
High Ability:	Prankster

Evolution

1 - Shroodle
2 - Grafaiai Lv 25 Minimum

Other Information

Size:	0'08" / 0.2m (Small)	1.5 lbs / 0.7 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Forest, Rainforest	

Capabilities

Overland 4, Swim 1, Jump 1/1, Power 1, Naturewalk (Forest), Underdog, Intoxicator, Stealth, Wallclimber

Skill List

Athl 2d6, Acro 3d6, Combat 2d6, Stealth 4d6, Percep 3d6+2, Focus 3d6

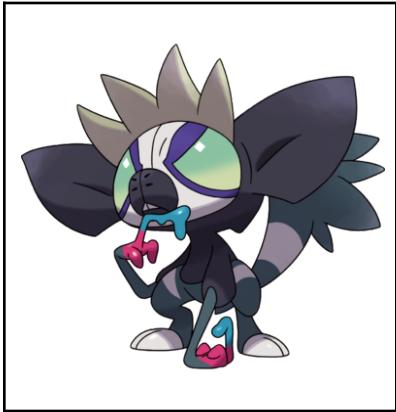
Move List

1 - Scratch - Normal
1 - Leer - Normal
5 - Acid Spray - Poison
8 - Bite - Dark
8 - Fury Swipes - Normal
10 - Switcheroo - Dark
12 - Poison Fang - Poison
14 - Fake Out - Normal
16 - Knock Off - Dark
18 - Flatter - Dark
21 - Slash - Normal
24 - U-Turn - Bug
26 - Bullet Seed - Grass
29 - Poison Jab - Poison
32 - Taunt - Dark
34 - Night Slash - Dark
36 - First Impression - Bug
38 - Substitute - Normal
41 - Seed Bomb - Grass
44 - Gunk shot - Poison
48 - Last Resort - Normal

TM/Tutor Moves

Acrobatics, Attract, Baton Pass, Confide, Copycat, Cross Poison, Cut, Dig, Double Team, Double-Edge, Encore, Endeavor, Endure, Facade, Fling (N), Foul Play, Frustration, Giga Impact, Helping Hand, Hidden Power, Low Kick, Low Sweep, Metronome, Mud Shot, Mud-Slap, Nasty Plot, Parting Shot (N), Poison Tail (N), Pounce, Protect, Psych Up, Rain Dance, Rest, Return, Round, Scary Face, Shadow Claw, Skitter Smack, Sleep Talk, Sludge Bomb, Sludge Wave, Sunny Day, Super Fang, Swagger (N), Swords Dance, Take Down, Tera Blast, Thief (N), Throat Chop, Toxic, Trailblaze, Venoshock (N), X-Scissor

Grafaiai



Base Stats

HP	6	Sp.ATK	8	Total:
ATK	10	Sp.DEF	7	49
DEF	7	SPD	11	

Basic Information

Type:	Poison / Normal
Basic Ability 1:	Unburden
Basic Ability 2:	Poison Touch
Adv Ability 1:	Danger Syrup
Adv Ability 2:	Neurotoxin
High Ability:	Prankster

Evolution

- 1 - Shroodle
2 - **Grafaiai** Lv 25 Minimum

Other Information

Size:	2'04" / 0.7m (Small)	60.0 lbs / 27.2 kg (Weight Class 3)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Forest, Rainforest	

Capabilities

Overland 7, Swim 4, Jump 3/4, Power 3, Naturewalk (Forest), Intoxicator, Stealth, Wallclimber

Skill List

Athl 3d6, Acro 5d6, Combat 3d6+1, Stealth 5d6+2, Percep 5d6, Focus 4d6

Move List

Evo - Doodle - Normal
1 - Scratch - Normal
1 - Leer - Normal
5 - Acid Spray - Poison
8 - Bite - Dark
8 - Fury Swipes - Normal
10 - Switcheroo - Dark
12 - Poison Fang - Poison
14 - Fake Out - Normal
16 - Knock Off - Dark
18 - Flatter - Dark
21 - Slash - Normal
24 - U-Turn - Bug
26 - Bullet Seed - Grass
29 - Poison Jab - Poison
32 - Taunt - Dark
34 - Night Slash - Dark
36 - First Impression - Bug
38 - Substitute - Normal
41 - Seed Bomb - Grass
44 - Gunk shot - Poison
48 - Last Resort - Normal

TM/Tutor Moves

Acrobatics, Attract, Baton Pass, Confide, Copycat, **Cross Poison**, **Cut**, Dig, Double Team, **Double-Edge**, Encore, Endeavor, Endure, **Facade**, Fling (N), Foul Play, **Frustration**, **Giga Impact**, Helping Hand, **Hidden Power**, Low Kick, Low Sweep, Metronome, Mud Bomb, Mud Shot, Mud-Slap, Nasty Plot, Parting Shot (N), **Poison Tail (N)**, Pounce, Protect, Psych Up, Rain Dance, Rest, **Return**, **Round**, Scary Face, Shadow Claw, Skitter Smack, **Sleep Talk**, **Sludge Bomb**, **Sludge Wave**, Sunny Day, Super Fang, Swagger (N), Swords Dance, **Take Down**, **Tera Blast**, Thief (N), Throat Chop, Toxic, Trailblaze, **Venoshock (N)**, Wake-Up Slap, X-Scissor

Bramblin



Base Stats

HP	4	Sp.ATK	5	Total:
ATK	7	Sp.DEF	4	29
DEF	3	SPD	6	

Basic Information

Type:	Grass / Ghost
Basic Ability 1:	Weird Power
Basic Ability 2:	Wind Rider
Adv Ability 1:	Sand Veil
Adv Ability 2:	Iron Barbs
High Ability:	Infiltrator

Evolution

- 1 - Bramblin
2 - Brambleghast Lv 25 Minimum

Other Information

Size:	2'0" / 0.6m (Small)	1.3 lbs / 0.6 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Nullivore	
Habitat:	Desert	

Capabilities

Overland 2, Swim 2, Levitate 4, Jump 0/1, Power 1, Naturewalk (Desert), Underdog

Skill List

Athl 1d6, Acro 3d6, Combat 1d6, Stealth 3d6+2, Percep 3d6, Focus 2d6+2

Move List

1 - Defense Curl - Normal
1 - Astonish - Ghost
1 - Rapid Spin - Normal
5 - Absorb - Grass
5 - Trailblaze - Grass
9 - Infestation - Bug
12 - Rollout - Rock
15 - Mega Drain - Grass
15 - Needle Arm - Grass
18 - Disable - Normal
21 - Hex - Ghost
23 - Skitter Smack - Bug
24 - Bullet Seed - Grass
27 - Scorching Sands - Ground
29 - Giga Drain - Grass
32 - Shadow Ball - Ghost
35 - Phantom Force - Ghost
38 - Leech Life - Bug
40 - Curse - Ghost
43 - Earth Power - Ground
47 - Power Whip - Grass
50 - Pain Split - Normal
50 - Poltergeist - Ghost

TM/Tutor Moves

Attract, Beat Up, Block, Confide, Confuse Ray, Curse, Double Team (N), Endure, **Energy Ball**, Facade, Frustration, **Grass Knot**, **Grassy Glide**, Grassy Terrain (N), Hidden Power, **Leaf Storm**, Leech Seed (N), Night Shade, Pain Split, Poison Sting, Pounce (N), Protect, Rest, Return, Round, Scary Face, **Seed Bomb**, **Shadow Punch (N)**, **Shadow Sneak (N)**, Sleep Talk, **Solar Beam (N)**, Spikes, Spite, Strength Sap, Substitute, Swagger, Tera Blast, Thief, Toxic, **Trailblaze**

Brambleghast



Base Stats

HP	6	Sp.ATK	8	Total:
ATK	12	Sp.DEF	7	49
DEF	7	SPD	9	

Basic Information

Type:	Grass / Ghost
Basic Ability 1:	Weird Power
Basic Ability 2:	Wind Rider
Adv Ability 1:	Sand Veil
Adv Ability 2:	Iron Barbs
High Ability:	Infiltrator

Evolution

- 1 - Bramblin
2 - Brambleghast Lv 25 Minimum

Other Information

Size:	3'11" / 1.2m (Small)	13.2 lbs / 6 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Nullivore	
Habitat:	Desert	

Capabilities

Overland 4, Swim 2, Levitate 6, Jump 1/2, Power 2,
Naturewalk (Desert),

Skill List

Athl 2d6, Acro 4d6+1, Combat 3d6, Stealth 3d6+2, Percep 4d6,
Focus 4d6+2

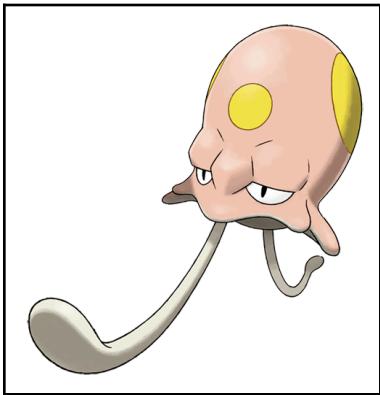
Move List

1 - Defense Curl - Normal
1 - Astonish - Ghost
1 - Rapid Spin - Normal
5 - Absorb - Grass
5 - Trailblaze - Grass
9 - Infestation - Bug
12 - Rollout - Rock
15 - Mega Drain - Grass
15 - Needle Arm - Grass
18 - Disable - Normal
21 - Hex - Ghost
23 - Skitter Smack - Bug
24 - Bullet Seed - Grass
27 - Scorching Sands - Ground
29 - Giga Drain - Grass
32 - Shadow Ball - Ghost
35 - Phantom Force - Ghost
38 - Leech Life - Bug
40 - Curse - Ghost
43 - Earth Power - Ground
47 - Power Whip - Grass
50 - Pain Split - Normal
50 - Poltergeist - Ghost

TM/Tutor Moves

Attract, Beat Up, Block, Confide, Confuse Ray,
Curse, Double Team (N), Earthquake, Endure,
Energy Ball, Expanding Force, Facade, Frustration,
Giga Impact, **Grass Knot**, **Grassy Glide**,
Grassy Terrain (N), Hidden Power, Hyper Beam,
Leaf Storm, Leech Seed (N), Night Shade,
Pain Split, Poison Jab, Poison Sting, Pounce (N),
Protect, Rest, Return, Round, Scary Face,
Seed Bomb, **Shadow Punch (N)**,
Shadow Sneak (N), Skitter Smack, Sleep Talk,
Solar Beam (N), Spikes, Spite, Strength Sap,
Substitute, Swagger, Tera Blast, Terrain Pulse,
Thief, Toxic, **Trailblaze**, Venoshock, Zen Headbutt

Toedscool



Base Stats

HP	4	Sp.ATK	5	Total:
ATK	4	Sp.DEF	10	34
DEF	4	SPD	7	

Basic Information

Type:	Grass / Ground
Basic Ability 1:	Mycelium Might
Basic Ability 2:	Sprint
Adv Ability 1:	Fungus Lord
Adv Ability 2:	Tochukaso
High Ability:	Effect Spore

Evolution

- 1 - Toedscool
2 - Toedscruel Lv 25 Minimum

Other Information

Size:	2'11" / 0.9m (Small)	72.8 lbs / 33.0 kg (Weight Class 3)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Forest, Grassland, Rainforest	

Capabilities

Overland 6, Swim 2, Jump 1/1, Power 2, Mushroom Harvest, Naturewalk (Forest, Grassland), Shrinkable, Underdog

Skill List

Athl 2d6, Acro 3d6+1, Combat 1d6, Stealth 3d6+2, Percep 2d6, Focus 2d6+1

Move List

1 - Reflect Type - Normal
1 - Wrap - Normal
1 - Tackle - Normal
1 - Mud-Slap - Ground
4 - Absorb - Grass
8 - Stun Spore - Grass
8 - Fairy Wind - Fairy
11 - Supersonic - Normal
13 - Acid - Poison
15 - Mega Drain - Grass
17 - Mud Shot - Ground
20 - Screech - Normal
20 - Draining Kiss - Fairy
23 - Clear Smog - Poison
27 - Hex - Ghost
30 - Mud Bomb - Ground
33 - Seed Bomb - Grass
36 - Spore - Grass
39 - Dazzling Gleam - Fairy
42 - Growth - Normal
45 - Giga Drain - Grass
48 - Earth Power - Ground
52 - Power Whip - Grass

TM/Tutor Moves

Acid Spray, Acupressure, Attract, **Bulldoze**, **Bullet Seed**, Confide, Confuse Ray, Double Team, Endure, **Energy Ball (N)**, Facade, Flash Cannon, Foul Play, Frustration, **Grass Knot**, **Grassy Glide (N)**, Grassy Terrain, Hidden Power, **High Horsepower (N)**, Knock Off, **Leaf Storm**, Leech Seed (N), Light Screen, Lunge, **Magical Leaf**, Mirror Coat, Pain Split, Play Rough (N), Poison Jab, Protect, Rage Powder, Rain Dance, Rapid Spin, Reflect, Rest, Return, Round, Scary Face, Skitter Smack, Sleep Talk, Sludge Bomb, **Solar Beam**, Spikes, Substitute, Swagger, Swift, Taunt, Tera Blast, Tickle, Toxic, Toxic Spikes, **Trailblaze (N)**, Trick Room, Venoshock, **Vine Whip (N)**

Toedscruel



Base Stats

HP	8	Sp.ATK	8	Total:
ATK	7	Sp.DEF	12	52
DEF	7	SPD	10	

Basic Information

Type:	Grass / Ground
Basic Ability 1:	Mycelium Might
Basic Ability 2:	Sprint
Adv Ability 1:	Fungus Lord
Adv Ability 2:	Tochukaso
High Ability:	Effect Spore

Evolution

- 1 - Toedscool
2 - Toedscruel Lv 25 Minimum

Other Information

Size:	6'3" / 1.9m (Medium)	127.9 lbs / 58.0 kg (Weight Class 4)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Forest, Grassland, Rainforest	

Capabilities

Overland 8 ,Swim 4, Jump 1/1, Power 5, Mushroom Harvest, Naturewalk (Forest, Grassland), Reach, Shrinkable, Mountable 1

Skill List

Athl 4d6, Acro 4d6+1, Combat 4d6, Stealth 5d6+2, Percep 3d6, Focus 3d6+1

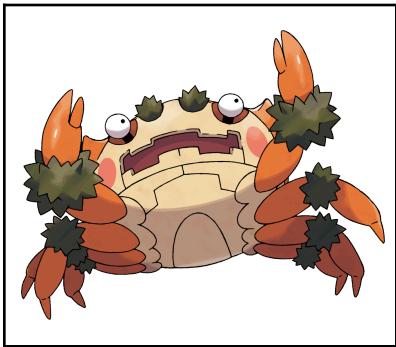
Move List

Evo - Mould* - **Grass [Hex]**
1 - Reflect Type - Normal
1 - Wrap - Normal
1 - Tackle - Normal
1 - Mud-Slap - **Ground**
4 - Absorb - **Grass**
8 - Stun Spore - **Grass**
8 - Fairy Wind - **Fairy**
11 - Supersonic - Normal
13 - Acid - **Poison**
15 - Mega Drain - **Grass**
17 - Mud Shot - **Ground**
20 - Screech - Normal
20 - Draining Kiss - **Fairy**
23 - Clear Smog - **Poison**
27 - Hex - **Ghost**
30 - Mud Bomb - **Ground**
33 - Seed Bomb - **Grass**
36 - Spore - **Grass**
39 - Dazzling Gleam - **Fairy**
42 - Growth - Normal
45 - Giga Drain - **Grass**
48 - Earth Power - **Ground**
52 - Power Whip - **Grass**

TM/Tutor Moves

Acid Spray, Acupressure, Attract, **Bulldoze**, **Bullet Seed**, Confide, Confuse Ray, Double Team, Endure, **Energy Ball (N)**, Facade, Flash Cannon, Foul Play, Frustration, Giga Impact, **Grass Knot**, **Grassy Glide (N)**, Grassy Terrain, Hidden Power, **High Horsepower (N)**, Hyper Beam, Infestation, Knock Off, **Leaf Storm**, Leech Seed (N), Light Screen, Lunge, **Magical Leaf**, Mirror Coat, Pain Split, Play Rough (N), Poison Jab, Protect, Rage Powder, Rain Dance, Rapid Spin, Reflect, Rest, Return, Round, Scary Face, Skitter Smack, Sleep Talk, Sludge Bomb, **Solar Beam**, Spikes, Substitute, Swagger, Swift, Taunt, Tera Blast, Tickle, Toxic, Toxic Spikes, **Trailblaze (N)**, Trick Room, Venoshock, **Vine Whip (N)**

Klawf



Base Stats

HP	7	Sp.ATK	4	Total:
ATK	10	Sp.DEF	6	47
DEF	12	SPD	8	

Basic Information

Type:	Rock
Basic Ability 1:	Anger Shell
Basic Ability 2:	Shell Armor
Adv Ability 1:	Sand Force
Adv Ability 2:	Ambush
High Ability:	Regenerator

Evolution

1 - Klawf

Other Information

Size:	4'03" / 1.3m (Medium)	174.2 lbs / 79.0 kg (Weight Class 4)
Genders:	50.0% Male	50.0% Female
Diet:	Carnivore	
Habitat:	Desert, Mountain	

Capabilities

Overland 5, Swim 1, Burrow 3, Jump 1/1, Power 3, Naturewalk (Mountain), Underdog, Wallclimber

Skill List

Athl 3d6, Acro 2d6, Combat 2d6, Stealth 2d6, Percep 4d6, Focus 3d6

Move List

1 - Vice Grip - Normal
1 - Astonish - Ghost
1 - Rock Throw - Rock
6 - Harden - Normal
9 - Rock Smash - Fighting
12 - Metal Claw - Steel
15 - Protect - Normal
18 - Rock Tomb - Rock
21 - Feint Attack - Dark
23 - Bulldoze - Ground
25 - Swords Dance - Normal
27 - X-Scissor - Bug
29 - Stone Axe - Rock
33 - Flail - Normal
37 - Iron Head - Steel
40 - Stone Edge - Rock
43 - Iron Defense - Steel
46 - Rock Slide - Rock
49 - High Horsepower - Ground
52 - Earthquake - Ground

TM/Tutor Moves

Aerial Ace, **Ancient Power**, Attract, Body Press (N), Body Slam, Brick Break, Confide, Crabhammer, Cross Poison, Dig, Double Team, Earth Power, Endeavor, Endure, Facade, Fling, Frustration, Giga Impact, Guillotine, Helping Hand, Hidden Power, Hyper Beam, Knock Off, **Meteor Beam**, Mud Shot, Mud-Slap, **Power Gem (N)**, Psycho Cut, Rain Dance, Rest, Return, Reversal, **Rock Blast (N)**, Rock Climb (N), Round, Sandstorm, Scary Face, Shadow Claw, Skitter Smack, Sleep Talk, **Smack Down**, Stealth Rock (N), Stomping Tantrum, Substitute, Sucker Punch, Sunny Day, Swagger, Take Down, Temper Flare, Tera Blast, Thief, Throat Chop, Toxic, Trailblaze

Capsakid



Base Stats

HP	5	Sp.ATK	6	Total:
ATK	6	Sp.DEF	4	30
DEF	4	SPD	5	

Basic Information

Type:	Grass
Basic Ability 1:	Insomnia
Basic Ability 2:	Chlorophyll
Adv Ability 1:	Klutz
Adv Ability 2:	Desert Weather
High Ability:	Sun Blanket

Evolution

- 1 - Capsakid
2 - Scovillain Lv 25 Minimum

Other Information

Size:	1'0" / 0.3m (Small)	6.6 lbs / 4.0 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Desert, Grassland	

Capabilities

Overland 4, Swim 2, Jump 1/1, Power 1, Naturewalk
(Grassland), Underdog

Skill List

Athl 1d6, Acro 2d6, Combat 1d6, Stealth 3d6, Percep 3d6,
Focus 1d6

Move List

1 - Leafage - Grass
1 - Leer - Normal
4 - Bite - Dark
10 - Growth - Normal
13 - Razor Leaf - Grass
17 - Snarl - Dark
20 - Sunny Day - Fire
20 - Worry Seed - Grass
23 - Headbutt - Normal
26 - Crunch - Dark
29 - Shadow Ball - Ghost
32 - Seed Bomb - Grass
35 - Zen Headbutt - Psychic
38 - Flamethrower - Fire
41 - Power Whip - Grass
44 - Flare Blitz - Fire
48 - Solar Beam - Grass
48 - Overheat - Fire

TM/Tutor Moves

Attract, Bullet Seed (N), Confide, Double Team,
Dual Chop (N), Endeavor, Endure, Energy Ball, Facade,
Fire Fang (N), Frustration, Giga Drain, Grass Knot,
Grassy Glide, Helping Hand, Hidden Power, Ingrain,
Leaf Storm (N), Leech Seed, Protect, Rage Powder, Rest,
Return, Rollout, Round, Sandstorm, Sleep Talk,
Sludge Bomb, Stomping Tantrum, Substitute,
Super Fang, Swagger, Take Down, Tera Blast, Thief, Toxic,
Trailblaze

Scovillain



Base Stats

HP	7	Sp.ATK	11	Total:
ATK	11	Sp.DEF	7	51
DEF	7	SPD	8	

Basic Information

Type:	Grass / Fire
Basic Ability 1:	Insomnia
Basic Ability 2:	Chlorophyll
Adv Ability 1:	Weird Power
Adv Ability 2:	Cluster Mind
High Ability:	Moody

Evolution

- 1 - Capsakid
2 - Scovillain Lv 25 Minimum

Other Information

Size:	2'11" / 0.9m (Small)	33.1 lbs / 15.0 kg (Weight Class 2)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Desert, Grassland	

Capabilities

Overland 6, Swim 3, Jump 1/1, Power 4, Firestarter, Naturewalk (Grassland)

Skill List

Athl 4d6, Acro 4d6, Combat 5d6, Stealth 2d6, Percep 3d6, Focus 4d6

Move List

Evo - Fire Fang - Fire
Evo - Incinerate - Fire
Evo - Spicy Extract - Grass
1 - Leafage - Grass
1 - Leer - Normal
4 - Bite - Dark
10 - Growth - Normal
13 - Razor Leaf - Grass
17 - Snarl - Dark
20 - Sunny Day - Fire
20 - Worry Seed - Grass
23 - Headbutt - Normal
26 - Crunch - Dark
29 - Shadow Ball - Ghost
32 - Seed Bomb - Grass
35 - Zen Headbutt - Psychic
38 - Flamethrower - Fire
41 - Power Whip - Grass
44 - Flare Blitz - Fire
48 - Solar Beam - Grass
48 - Overheat - Fire

TM/Tutor Moves

Attract, Bullet Seed (N), Burning Jealousy, Confide, Double Team, Dual Chop (N), Endeavor, Endure, Energy Ball, Facade, Fire Blast, Frustration, Giga Drain, Giga Impact, Grass Knot, Grassy Glide, Grassy Terrain, Helping Hand, Hidden Power, Hyper Beam, Ingrain, Lash Out, Leaf Storm (N), Leech Seed, Protect, Psychic, Rage Powder, Rest, Return, Rollout, Round, Sandstorm, Scary Face, Sleep Talk, Sludge Bomb, Stomping Tantrum, Substitute, Super Fang, Swagger, Take Down, Temper Flare, Tera Blast, Thief, Toxic, Trailblaze, Will-O-Wisp

Rellor



Base Stats

HP	4	Sp.ATK	3	Total:
ATK	5	Sp.DEF	6	27
DEF	6	SPD	3	

Basic Information

Type:	Bug
Basic Ability 1:	Frisk
Basic Ability 2:	Compound Eyes
Adv Ability 1:	Shed Skin
Adv Ability 2:	Ballistic
High Ability:	Stench

Evolution

1 - Rellor
2 - Rabsca Lv 25 Minimum

Other Information

Size:	0'08" / 0.2m (Small)	2.2 lbs / 1.0 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Desert	

Capabilities

Overland 6, Swim 1, Jump 1/1, Power 2, Naturewalk (Desert)
Scavenger, Underdog

Skill List

Athl 3d6, Acro 2d6, Combat 1d6, Stealth 2d6, Percep 2d6,
Focus 3d6

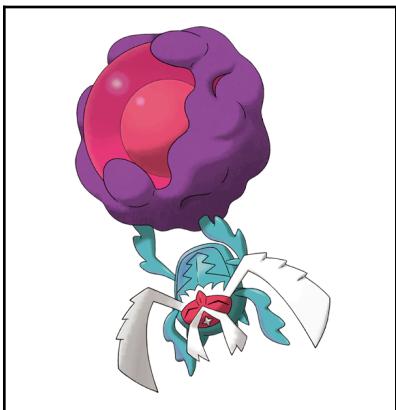
Move List

1 - Tackle - Normal
1 - Defense Curl - Normal
1 - Psy Kick* - Psychic
4 - Sand Attack - Ground
7 - Pounce - Bug
11 - Sand Tomb - Ground
14 - Bug Bite - Bug
17 - Rollout - Rock
20 - Clayball* - Ground [Ranged Tackle]
22 - Take Down - Normal
25 - Dig - Ground
28 - Steamroller - Bug
33 - Zen Headbutt - Psychic
35 - Bulldoze - Ground
38 - Rock Slide - Rock
41 - Gyro Ball - Steel
44 - Megahorn - Bug
47 - Earthquake - Ground
50 - Rock Wrecker - Rock

TM/Tutor Moves

Attract, Bug Bite, Bug Buzz, Confide,
Cosmic Power, Double Team, Endure, Facade,
Fling, Frustration, Gunk Shot (N), Hidden Power,
Ice Ball, Iron Defense, Leech Life (N), Lunge (N),
Memento, Mud-Slap, Protect, Recover, Rest,
Return, Rock Tomb, Round, Shadow Ball,
Skitter Smack, Sleep Talk, Sludge Bomb,
Steel Roller, Substitute, Swagger, Tera Blast, Thief,
Toxic, Weather Ball, X-Scissor

Rabsca



Base Stats

HP	8	Sp.ATK	12	Total:
ATK	5	Sp.DEF	10	49
DEF	9	SPD	5	

Basic Information

Type:	Bug / Psychic
Basic Ability 1:	Synchronize
Basic Ability 2:	Compound Eyes
Adv Ability 1:	Telepathy
Adv Ability 2:	Ballistic
High Ability:	Decoy

Evolution

- 1 - Rellor
2 - Rabsca Lv 25 Minimum

Other Information

Size:	1'0" / 0.3m (Small)	7.7 lbs / 3.5 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Desert	

Capabilities

Overland 1, Swim 1, Jump 1/1, Levitate 6, Power 4, Naturewalk (Desert), Telekinetic, Telepath

Skill List

Athl 4d6, Acro 4d6, Combat 1d6, Stealth 3d6, Percep 4d6, Focus 6d6

Move List

Evo - Revival Blessing - Normal
Evo - Psybeam - Psychic
Evo - Signal Beam - Bug
Evo - Mud Shot - Ground
1 - Tackle - Normal
1 - Defense Curl - Normal
1 - Confusion - Psychic
4 - Sand Attack - Ground
7 - Struggle Bug - Bug
11 - Rollout - Rock
14 - Sand Tomb - Ground
17 - Bug Bite - Bug
20 - Clayball* - Ground [Ranged Tackle]
22 - Take Down - Normal
25 - Dig - Ground
28 - Steamroller - Bug
31 - Extrasensory - Psychic
33 - Mud Bomb - Ground
35 - Speed Swap - Psychic
35 - Power Swap - Psychic
35 - Guard Swap - Psychic
38 - Psychic - Psychic
41 - Gyro Ball - Steel
44 - Bug Buzz - Bug
47 - Earth Power - Ground
50 - Future Sight - Psychic

TM/Tutor Moves

Attract, Calm Mind, Confide, Confuse Ray, Cosmic Power, Dazzling Gleam, Double Team, Electro Ball, Endure, Energy Ball, **Expanding Force**, Facade, Fling, Frustration, Giga Impact, Gravity, Gunk Shot (N), Hidden Power, Hyper Beam, Ice Ball, Imprison, Iron Defense, **Leech Life (N)**, Light Screen, **Lunge (N)**, Memento, Mud-Slap, Poltergeist, **Pounce (N)**, Power Gem, Protect, Psych Up, **Psychic Noise**, Psychic Terrain, **Psyshock**, Rain Dance, Recover, Reflect, Rest, Return, Rock Tomb, Round, Sandstorm, Shadow Ball, Skill Swap, **Skitter Smack**, Sleep Talk, Sludge Bomb, Steel Roller, **Stored Power**, Substitute, Sunny Day, Swagger, Tera Blast, Thief, Toxic, Trick, Trick Room, Weather Ball, **X-Scissor**, **Zen Headbutt**

Flittle



Base Stats

HP	3	Sp.ATK	6	Total:
ATK	4	Sp.DEF	3	27
DEF	3	SPD	8	

Basic Information

Type:	Psychic
Basic Ability 1:	Anticipation
Basic Ability 2:	Frisk
Adv Ability 1:	Speed Boost
Adv Ability 2:	Desert Weather
High Ability:	Cute Charm

Evolution

1 - Flittle
2 - Espacehra Lv 30 Minimum

Other Information

Size:	0'08" / 0.2m (Small)	3.3 lbs / 1.5 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Insectivore	
Habitat:	Desert, Grassland	

Capabilities

Overland 3, Swim 3, Levitate 5 Jump 1/1, Power 1, Telekinetic, Underdog

Skill List

Athl 1d6, Acro 3d6, Combat 1d6, Stealth 4d6, Percep 3d6, Focus 4d6

Move List

1 - Peck - Flying
1 - Gust - Flying
1 - Growl - Normal
5 - Confusion - Psychic
8 - Baby-Doll Eyes - Fairy
11 - Disarming Voice - Fairy
15 - Quick Attack - Normal
18 - Psybeam - Psychic
21 - Snarl - Dark
24 - Air Cutter - Flying
27 - Agility - Psychic
32 - Hypnosis - Psychic
35 - Uproar - Normal
38 - Air Slash - Flying
41 - Dazzling Gleam - Fairy
44 - Dark Pulse - Dark
46 - Hyper Voice - Normal
49 - Future Sight - Psychic
52 - Hurricane - Flying
54 - Last Resort - Normal

TM/Tutor Moves

Ally Switch, Attract, Baton Pass, Calm Mind, Confide, Confuse Ray, Double Team, Endure, **Expanding Force**, Facade, Foul Play, Frustration, Helping Hand, Hidden Power, Hypnosis, Light Screen, Mud-Slap, Mud Shot, Pluck (N), Pounce, Protect, **Psychic (N)**, Psychic Terrain, **Psyshock**, Rain Dance, Reflect, Rest, Return, Roost (N), Round, Sandstorm, Seed Bomb, Skill Swap, Sleep Talk, **Stored Power**, Substitute, Sunny Day, Swagger, Swift (N), Take Down, Tera Blast, Thief, Toxic, Trick, Trick Room, U-Turn, **Zen Headbutt**

Espathra



Base Stats

HP	10	Sp.ATK	10	Total:
ATK	6	Sp.DEF	6	49
DEF	6	SPD	11	

Basic Information

Type:	Psychic
Basic Ability 1:	Opportunist
Basic Ability 2:	Frisk
Adv Ability 1:	Speed Boost
Adv Ability 2:	Desert Weather
High Ability:	Cruelty

Evolution

- 1 - Flittle
2 - **Espathra** Lv 30 Minimum

Other Information

Size:	6'03" / 1.9m (Medium)	198.4 lbs / 90.0 kg (Weight Class 4)
Genders:	50.0% Male	50.0% Female
Diet:	Carnivore	
Habitat:	Desert, Grassland	

Capabilities

Overland 8, Swim 3, Jump 4/5, Power 5, Mountable 1, Telekinetic, Telepath

Skill List

Athl 4d6, Acro 4d6, Combat 3d6, Stealth 2d6, Percep 3d6, Focus 6d6

Move List

Evo - Lumina Crash - Psychic

- 1 - Peck - Flying
1 - Gust - Flying
1 - Growl - Normal
5 - Confusion - Psychic
8 - Baby-Doll Eyes - Fairy
11 - Disarming Voice - Fairy
15 - Quick Attack - Normal
18 - Psybeam - Psychic
21 - Snarl - Dark
24 - Air Cutter - Flying
27 - Agility - Psychic
32 - Hypnosis - Psychic
35 - Uproar - Normal
38 - Air Slash - Flying
41 - Dazzling Gleam - Fairy
44 - Dark Pulse - Dark
46 - Hyper Voice - Normal
49 - Future Sight - Psychic
52 - Hurricane - Flying
54 - Last Resort - Normal

TM/Tutor Moves

Aerial Ace, Ally Switch, Attract, Baton Pass, Body Slam, Brave Bird, Calm Mind, Confide, Confuse Ray, Double Team, Double-Edge, Drill Peck (N), Endure, Energy Ball, **Expanding Force**, Facade, Feather Dance (N), Flash Cannon, Foul Play, Frustration, Giga Impact, Helping Hand, Hex, Hidden Power, Hyper Beam, Light Screen, Low Kick, Mud-Slap, Mud Shot, Night Shade, Pluck (N), Pounce, Protect, Psych Up, **Psychic (N)**, Psychic Terrain, **Psyshock**, Rain Dance, Reflect, Rest, Return, Roost (N), Round, Sandstorm, Seed Bomb, Shadow Ball (N), Skill Swap, Sleep Talk, **Stored Power**, Substitute, Sunny Day, Swagger, Swift (N), Take Down, Tera Blast, Thief, Toxic, Trick, Trick Room, U-Turn, **Zen Headbutt**

Tinkatink



Base Stats

HP	5	Sp.ATK	4	Total:
ATK	5	Sp.DEF	6	31
DEF	5	SPD	6	

Basic Information

Type:	Fairy / Steel
Basic Ability 1:	Mold Breaker
Basic Ability 2:	Own Tempo
Adv Ability 1:	Pickpocket
Adv Ability 2:	No Guard
High Ability:	Huge Power

Evolution

- 1 - Tinkatink
- 2 - Tinkatuff Lv 15 Minimum
- 3 - Tinkaton Lv 30 Minimum

Other Information

Size:	1'4" / 0.4m (Small)	19.6 lbs / 8.9 kg (Weight Class 1)
Genders:	00.0% Male	100.0% Female
Diet:	Omnivore	
Habitat:	Grassland, Urban	

Capabilities

Overland 4, Swim 2, Jump 0/1, Power 3, Scavenger, Tinker, Wielder, Underdog

Skill List

Athl 2d6+1, Acro 2d6, Combat 2d6, Stealth 3d6+2, Percep 3d6, Focus 3d6

Move List

1 - Astonish - Ghost
1 - Sugar Rush* - Fairy [Trailblaze]
1 - Rock Smash - Fighting
5 - Baby-Doll Eyes - Fairy
8 - Metal Claw - Steel
11 - Covet - Normal
14 - Fake Out - Normal
17 - Crush* - Fairy [Dizzy Punch w/ Infatuate]
20 - Magnet Bomb - Steel
23 - Sweet Kiss - Fairy
25 - Brutal Swing - Dark
28 - Slam - Normal
33 - Skitter Smack - Bug
36 - Knock Off - Dark
39 - Play Rough - Fairy
43 - Flatter - Dark
46 - Meteor Mash - Steel
49 - Fey Wild* - Fairy [Superpower]
52 - Heavy Slam - Steel

TM/Tutor Moves

Attract, Confide, Double Team, **Draining Kiss (N)**, Encore, Endeavor, Endure, Facade, Fake Tears, Feint (N), **Flash Cannon (N)**, Fling, Foul Play, Frustration, Heat Crash, Helping Hand, Hidden Power, Ice Hammer, Light Screen, Metal Sound, Metronome, Pounce (N), Protect, Quash, Reflect, Rest, Return, Rock Slide, Rock Tomb, Round, Skill Swap, Sleep Talk, Smack Down (N), Stealth Rock, **Steel Beam**, **Steel Roller**, Stone Edge, Substitute, Swagger, Swords Dance, Tera Blast, Thief, Thunder Wave, Toxic

Tinkatuff



Base Stats

HP	7	Sp.ATK	5	Total:
ATK	6	Sp.DEF	8	40
DEF	6	SPD	8	

Basic Information

Type:	Fairy / Steel
Basic Ability 1:	Mold Breaker
Basic Ability 2:	Own Tempo
Adv Ability 1:	Pickpocket
Adv Ability 2:	No Guard
High Ability:	Huge Power

Evolution

- 1 - Tinkatink
- 2 - **Tinkatuff** Lv 15 Minimum
- 3 - Tinkaton Lv 30 Minimum

Other Information

Size:	2'4" / 0.7m (Small)	130.3 lbs / 59.1 kg (Weight Class 4)
Genders:	00.0% Male	100.0% Female
Diet:	Omnivore	
Habitat:	Grassland, Urban	

Capabilities

Overland 5, Swim 2, Jump 1/1, Power 6, Scavenger, Tinker, Wielder, Underdog

Skill List

Athl 4d6+2, Acro 2d6, Combat 4d6+1, Stealth 2d6+2, Percep 3d6, Focus 4d6+1

Move List

1 - Astonish - Ghost
1 - Sugar Rush* - Fairy [Trailblaze]
1 - Rock Smash - Fighting
5 - Baby-Doll Eyes - Fairy
8 - Metal Claw - Steel
11 - Covet - Normal
14 - Fake Out - Normal
17 - Crush* - Fairy [Dizzy Punch w/ Infatuate]
20 - Magnet Bomb - Steel
23 - Sweet Kiss - Fairy
25 - Brutal Swing - Dark
28 - Slam - Normal
33 - Skitter Smack - Bug
36 - Knock Off - Dark
39 - Play Rough - Fairy
43 - Flatter - Dark
46 - Meteor Mash - Steel
49 - Fey Wild* - Fairy [Superpower]
52 - Heavy Slam - Steel

TM/Tutor Moves

Attract, Brick Break, Confide, Double Team, **Draining Kiss (N)**, Encore, Endeavor, Endure, Facade, Fake Tears, Feint (N), **Flash Cannon (N)**, Fling, Foul Play, Frustration, Heat Crash, **Heavy Slam (N)**, Helping Hand, Hidden Power, Ice Hammer, Light Screen, Metal Sound, Metronome, Pounce (N), Protect, Quash, Reflect, Rest, Return, Rock Slide, Rock Tomb, Round, Skill Swap, Sleep Talk, Smack Down (N), Stealth Rock, **Steel Beam**, **Steel Roller**, Stone Edge, Strength, Substitute, Swagger, Swords Dance, Tera Blast, Thief, Thunder Wave, Toxic, Wild Charge

Tinkaton



Base Stats

HP	9	Sp.ATK	7	Total:
ATK	8	Sp.DEF	11	52
DEF	8	SPD	9	

Basic Information

Type:	Fairy / Steel
Basic Ability 1:	Mold Breaker
Basic Ability 2:	Own Tempo
Adv Ability 1:	Pickpocket
Adv Ability 2:	No Guard
High Ability:	Huge Power

Evolution

- 1 - Tinkatink
- 2 - Tinkatuff Lv 15 Minimum
- 3 - **Tinkaton** Lv 30 Minimum

Other Information

Size:	2'4" / 0.7m (Small)	248.7 lbs / 112.8 kg (Weight Class 5)
Genders:	00.0% Male	100.0% Female
Diet:	Omnivore	
Habitat:	Grassland, Urban	

Capabilities

Overland 6, Swim 3, Jump 1/2, Power 9, Reach, Scavenger, Tinker, Wielder

Skill List

Athl 5d6+3, Acro 2d6, Combat 5d6+2, Stealth 2d6, Percep 3d6+2, Focus 5d6+2

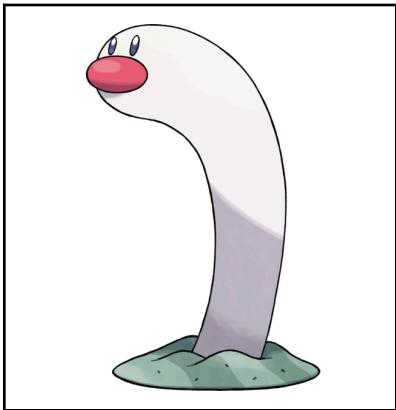
Move List

Evo - Gigaton Hammer - Steel
1 - Astonish - Ghost
1 - Sugar Rush* - Fairy [Trailblaze]
1 - Rock Smash - Fighting
5 - Baby-Doll Eyes - Fairy
8 - Metal Claw - Steel
11 - Covet - Normal
14 - Fake Out - Normal
17 - Crush* - Fairy [Dizzy Punch w/ Infatuate]
20 - Magnet Bomb - Steel
23 - Sweet Kiss - Fairy
25 - Brutal Swing - Dark
28 - Slam - Normal
33 - Skitter Smack - Bug
36 - Knock Off - Dark
39 - Play Rough - Fairy
43 - Flatter - Dark
46 - Meteor Mash - Steel
49 - Fey Wild* - Fairy [Superpower]
52 - Heavy Slam - Steel

TM/Tutor Moves

Attract, Brick Break, Confide, Double Team, **Draining Kiss (N)**, Encore, Endeavor, Endure, Facade, Fake Tears, Feint (N), **Flash Cannon (N)**, Fling, Foul Play, Frustration, Giga Impact, **Hard Press**, Heat Crash, **Heavy Slam (N)**, Helping Hand, Hidden Power, Ice Hammer, Light Screen, Metal Sound, Metronome, Pounce (N), Protect, Quash, Reflect, Rest, Return, Rock Slide, Rock Tomb, Round, Skill Swap, Sleep Talk, Smack Down (N), Stealth Rock, **Steel Beam**, **Steel Roller**, Stone Edge, Strength, Substitute, Swagger, Swords Dance, Tera Blast, Thief, Thunder Wave, Toxic, Wild Charge

Wiglett



Base Stats

HP	1	Sp.ATK	4	Total:
ATK	6	Sp.DEF	3	27
DEF	3	SPD	10	

Basic Information

Type:	Water
Basic Ability 1:	Gooey
Basic Ability 2:	Rattled
Adv Ability 1:	Water Absorb
Adv Ability 2:	Sand Veil
High Ability:	Damp

Evolution

1 - Wiglett
2 - Wugtrio Lv 25 Minimum

Other Information

Size:	3'11" / 1.2m (Small)	4.0 lbs / 1.8 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Carnivore	
Habitat:	Beach, Ocean	

Capabilities

Overland 1, Swim 3, Burrow 6, Jump 1/1, Power 3, Gilled, Fountain, Reach, Underdog

Skill List

Athl 2d6, Acro 2d6, Combat 1d6, Stealth 4d6+2, Percep 3d6+1, Focus 3d6+1

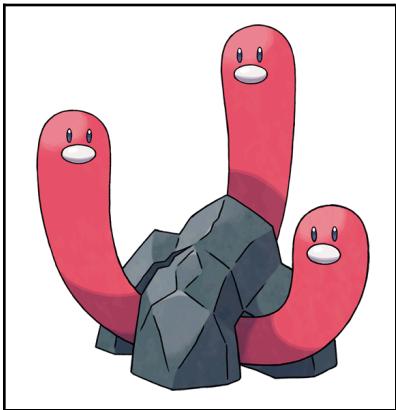
Move List

1 - **Aqua Jet** - Water
1 - Sand Attack - Ground
1 - Withdraw - Water
1 - Wrap - Normal
5 - Tackle - Normal
7 - Beat Up - Dark
10 - Sand Tomb - Ground
13 - Constrict - Normal
16 - Flip Turn - Water
18 - Slam - Normal
21 - Brutal Swing - Dark
24 - Taunt - Dark
27 - Headbutt - Normal
30 - Dig - Ground
33 - Sucker Punch - Dark
36 - Liquidation - Water
39 - Throat Chop - Dark
42 - Soak - Water
45 - Earthquake - Ground
48 - Brutal Beatdown* - Dark [Close Combat]
52 - Wave Crash - Water

TM/Tutor Moves

Agility, Ancient Power (N), Astonish, Attract, Beat Up, Blizzard, Breaking Swipe, Bug Bite, Bulldoze, **Chilling Water**, Confide, Double Team, Drill Run (N), Earth Power, Endure, Facade, Final Gambit, Foul Play, Frustration, Helping Hand, Hidden Power, Hone Claws, **Hydro Pump**, Ice Beam, Ice Fang, Memento, Mud Bomb, Mud Shot, Mud-Slap (N), **Muddy Water (N)**, Pin Missile, Protect, Rain Dance, Rest, Return, Reversal, Rock Slide, Round, Sandstorm, Screech, Sleep Talk, Stomping Tantrum, Stone Edge, Substitute, **Surf**, Swagger, Swift, Take Down, Tera Blast, Toxic, Uproar, **Water Pulse (N)**, **Whirlpool**

Wugtrio



Base Stats

HP	4	Sp.ATK	5	Total:
ATK	10	Sp.DEF	7	43
DEF	5	SPD	12	

Basic Information

Type:	Water
Basic Ability 1:	Gooey
Basic Ability 2:	Rattled
Adv Ability 1:	Water Absorb
Adv Ability 2:	Sand Veil
High Ability:	Polycephaly

Evolution

1 - Wiglett
2 - Wugtrio Lv 25 Minimum

Other Information

Size:	3'11" / 1.2m (Small)	11.9 lbs / 5.4 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Carnivore	
Habitat:	Beach, Ocean	

Capabilities

Overland 3, Swim 5, Burrow 8, Jump 1/1, Power 6, Gilled, Fountain, Reach, Underdog

Skill List

Athl 3d6, Acro 3d6, Combat 1d6, Stealth 6d6+2, Percep 4d6+1, Focus 4d6+1

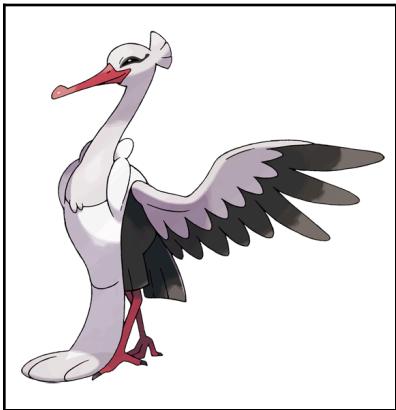
Move List

Evo - Triple Dive - Water
1 - Aqua Jet - Water
1 - Sand Attack - Ground
1 - Withdraw - Water
1 - Wrap - Normal
5 - Tackle - Normal
7 - Beat Up - Dark
10 - Sand Tomb - Ground
13 - Constrict - Normal
16 - Flip Turn - Water
18 - Slam - Normal
21 - Brutal Swing - Dark
24 - Taunt - Dark
27 - Headbutt - Normal
30 - Dig - Ground
33 - Sucker Punch - Dark
36 - Liquidation - Water
39 - Throat Chop - Dark
42 - Soak - Water
45 - Earthquake - Ground
48 - Brutal Beatdown* - Dark [Close Combat]
52 - Wave Crash - Water

TM/Tutor Moves

Agility, Ancient Power (N), Astonish, Attract, Beat Up, Blizzard, Breaking Swipe, Bug Bite, Bulldoze, **Chilling Water**, Confide, Double Team, Drill Run (N), Earth Power, Endure, Facade, Final Gambit, Foul Play, Frustration, Giga Impact, Helping Hand, Hidden Power, Hone Claws, **Hydro Pump**, Hyper Beam, Ice Beam, Ice Fang, Memento, Mud Bomb, Mud Shot, Mud-Slap (N), **Muddy Water (N)**, Outrage, Pain Split, Pin Missile, Protect, Rain Dance, Rest, Return, Reversal, Rock Slide, Round, Sandstorm, Screech, Sleep Talk, Stomping Tantrum, Stone Edge, Substitute, Surf, Swagger, Swift, Take Down, Tera Blast, Toxic, Triple Axel, Uproar, **Water Pulse (N)**, **Whirlpool**

Bombirdier



Base Stats

HP	7	Sp.ATK	6	Total:
ATK	10	Sp.DEF	9	49
DEF	9	SPD	8	

Basic Information

Type:	Flying / Dark
Basic Ability 1:	Keen Eye
Basic Ability 2:	Pickpocket
Adv Ability 1:	Rocky Payload
Adv Ability 2:	Handyman
High Ability:	Cruelty

Evolution

1 - Bombirdier

Other Information

Size:	4'11" / 1.5m (Medium)	94.6 lbs / 42.9 kg (Weight Class 3)
Genders:	50.0% Male	50.0% Female
Diet:	Carnivore	
Habitat:	Beach, Mountain, Ocean, River	

Capabilities

Overland 5, Swim 3, Sky 6, Jump 2/2, Power 6

Skill List

Athl 4d6, Acro 3d6, Combat 2d6, Stealth 2d6, Percep 5d6, Focus 4d6

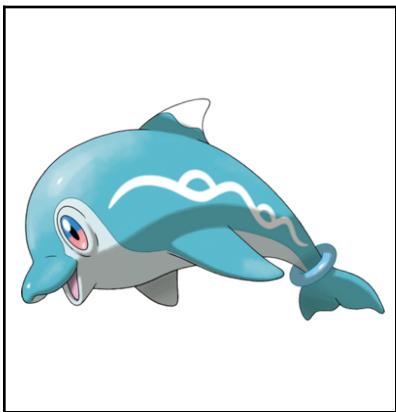
Move List

1 - Leer - Normal
1 - Peck - Flying
1 - Fling - Dark
1 - Memento - Dark
1 - Hone Claws - Dark
7 - Thief - Dark
11 - Rock Throw - Rock
13 - Wing Attack - Flying
15 - Whirlwind - Normal
17 - Knock Off - Dark
20 - Pluck - Flying
23 - Rock Tomb - Rock
25 - Torment - Dark
28 - Payback - Dark
30 - Dual Wingbeat - Flying
33 - Rock Blast - Rock
36 - Parting Shot - Dark
40 - Fly - Flying
43 - Assurance - Dark
47 - Rock Slide - Rock
50 - Sky Attack - Flying

TM/Tutor Moves

Acrobatics, Aerial Ace, Air Cutter (N), Air Slash, Attract, Brave Bird (N), Confide, Curse, Dark Pulse (N), Double Team, Drill Run, Endeavor, Endure, Explosion, Facade, Feather Dance, First Impression, Foul Play, Frustration, Giga Impact, Heat Wave, Hidden Power, Hurricane (N), Hyper Beam, Hyper Voice, Icy Wind, Lash Out, Magnet Bomb, Nasty Plot, Pin Missile, Power Gem (N), Power Trip, Protect, Psych Up, Rain Dance, Rest, Return, Roost (N), Round, Sandstorm, Scary Face, Seed Bomb, Signal Beam, Sleep Talk, Snarl (N), Stealth Rock, Stone Edge, Substitute, Sucker Punch, Sunny Day, Swagger, Tailwind, Take Down, Taunt, Tera Blast, Toxic, U-Turn

Finizen



Base Stats

HP	7	Sp.ATK	5	Total:
ATK	5	Sp.DEF	4	33
DEF	4	SPD	8	

Basic Information

Type:	Water
Basic Ability 1:	Water Veil
Adv Ability 1:	Run Away
Adv Ability 2:	Beautiful
Adv Ability 3:	Damp
High Ability:	Hydration

Evolution

1 - Finizen
2 - Palafin Lv 25 Minimum

Other Information

Size:	4'03" / 1.3m (Medium)	132.7 lbs / 60.2 kg (Weight Class 4)
Genders:	50.0% Male	50.0% Female
Diet:	Omnivore	
Habitat:	Oceans	

Capabilities

Overland 4, Swim 7, Jump 3/3, Power 3, Aura Reader, Fountain, Naturewalk (Ocean), Underdog

Skill List

Athl 2d6+1, Acro 3d6+1, Combat 1d6, Stealth 2d6, Percep 3d6, Focus 3d6

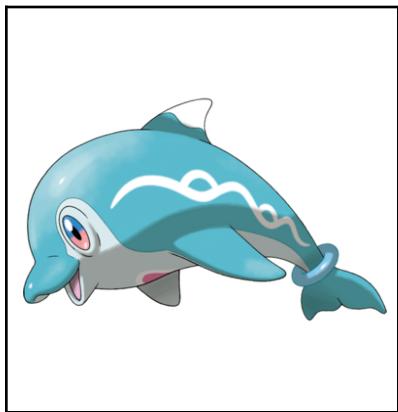
Move List

1 - Supersonic - Normal
1 - Aqua Ring - Water
1 - Water Gun - Water
4 - Astonish - Ghost
7 - Focus Energy - Normal
10 - Disarming Voice - Fairy
13 - Aqua Jet - Water
16 - Double Hit - Normal
18 - Flip Turn - Water
21 - Charm - Fairy
24 - Vacuum Wave - Fighting
26 - Dive - Water
29 - Acrobatics - Flying
32 - Sky Uppercut - Fighting
34 - Encore - Normal
37 - Play Rough - Fairy
39 - Aqua Tail - Water
43 - Mist - Ice
45 - Hydro Pump - Water

TM/Tutor Moves

Agility, Attract, Blizzard, Body Slam, Boomburst, Bounce, Breaking Swipe, Brick Break (N), **Chilling Water**, Confide, Counter, Crush*, Double Team, Draining Kiss, Endure, Facade, Fling, Frustration, Haze, Helping Hand, Hidden Power, Ice Beam, Icy Wind, **Liquidation**, Psych Up, Protect, Rain Dance, Rest, Return, Round, Sleep Talk, Substitute, Surf, Swagger, Swift, Take Down, Tera Blast, Tickle, Toxic, **Water Pulse**, **Waterfall (N)**, Zen Headbutt

Palafin Zero Form



Base Stats

HP	10	Sp.ATK	5	Total:
ATK	7	Sp.DEF	6	45
DEF	7	SPD	10	

Basic Information

Type:	Water
Basic Ability 1:	Zero to Hero
Adv Ability 1:	Run Away
Adv Ability 2:	Interference
Adv Ability 3:	Damp
High Ability:	Blessed Touch

Evolution

1 - Finizen
2 - **Palafin** Lv 25 Minimum

Other Information

Size:	4'03" / 1.3m (Medium)	132.7 lbs / 60.2 kg (Weight Class 4)
Genders:	50.0% Male	50.0% Female
Diet:	Omnivore	
Habitat:	Ocean	

Capabilities

Overland 4, Swim 7, Jump 3/3, Power 3, Aura Reader, Fountain, Forme Change, Naturewalk (Ocean)

Skill List

Athl 2d6+1, Acro 3d6+1, Combat 1d6, Stealth 2d6, Percep 3d6, Focus 3d6

Move List

Evo - Jet Punch - Water
1 - Supersonic - Normal
1 - Aqua Ring - Water
1 - Water Gun - Water
4 - Astonish - Ghost
7 - Focus Energy - Normal
10 - Disarming Voice - Fairy
13 - Aqua Jet - Water
16 - Double Hit - Normal
18 - Flip Turn - Water
21 - Charm - Fairy
24 - Vacuum Wave - Fighting
26 - Dive - Water
29 - Acrobatics - Flying
32 - Sky Uppercut - Fighting
34 - Encore - Normal
37 - Play Rough - Fairy
39 - Aqua Tail - Water
41 - Drain Punch - Fighting
43 - Mist - Ice
45 - Hydro Pump - Water
48 - Focus Punch - Fighting
51 - Wave Crash - Water

TM/Tutor Moves

Agility, Attract, Aura Sphere, Blizzard, Body Slam, Boomburst, Bounce (N), Breaking Swipe, Brick Break (N), Bulk Up, **Chilling Water**, Close Combat, Confide, Counter, Crush*, Double Team, Draining Kiss, Endeavor, Endure, Facade, Fling, Focus Blast, Frustration, Giga Impact, Grass Knot, Hard Press, Haze, Helping Hand, Hidden Power, Hyper Beam, Hyper Voice, Ice Beam, Ice Punch, Icy Wind, Iron Head, **Liquidation**, Outrage, Protect, Psych Up, Rain Dance, Rest, Return, Reversal, Round, Sleep Talk, Substitute, Surf, Swagger, Swift, Take Down, Taunt, Tera Blast, Throat Chop, Tickle, Toxic, Triple Axel, Water Pulse, **Waterfall (N)**, **Whirlpool**, Zen Headbutt

Palafin Hero Form



Base Stats

HP	10	Sp.ATK	11	Total:
ATK	16	Sp.DEF	9	66
DEF	10	SPD	10	

Basic Information

Type:	Water
Basic Ability 1:	Zero to Hero
Adv Ability 1:	Justified
Adv Ability 2:	Bodyguard
Adv Ability 3:	Damp
High Ability:	Defy Death

Evolution

- 1 - Finizen
2 - Palafin Lv 25 Minimum

Other Information

Size:	5'11" / 1.8m (Medium)	214.7 lbs / 97.4 kg (Weight Class 4)
Genders:	50.0% Male	50.0% Female
Diet:	Omnivore	
Habitat:	Ocean	

Capabilities

Overland 6, Swim 10, Sky 6, Jump 5/5, Power 10, Aura Reader, Fountain, Forme Change, Naturewalk (Ocean)

Skill List

Athl 5d6+1, Acro 5d6+1, Combat 6d6, Stealth 1d6, Percep 5d6, Focus 5d6

Move List

Evo - Jet Punch - Water
1 - Supersonic - Normal
1 - Aqua Ring - Water
1 - Water Gun - Water
4 - Astonish - Ghost
7 - Focus Energy - Normal
10 - Disarming Voice - Fairy
13 - Aqua Jet - Water
16 - Double Hit - Normal
18 - Flip Turn - Water
21 - Charm - Fairy
24 - Vacuum Wave - Fighting
26 - Dive - Water
29 - Acrobatics - Flying
32 - Sky Uppercut - Fighting
34 - Encore - Normal
37 - Play Rough - Fairy
39 - Aqua Tail - Water
41 - Drain Punch - Fighting
43 - Mist - Ice
45 - Hydro Pump - Water
48 - Focus Punch - Fighting
51 - Wave Crash - Water

TM/Tutor Moves

Agility, Attract, Aura Sphere, Blizzard, Body Slam, Boomburst, Bounce (N), Breaking Swipe, Brick Break (N), Bulk Up, **Chilling Water**, Close Combat, Confide, Counter, Crush*, Double Team, Draining Kiss, Endeavor, Endure, Facade, Fling, Focus Blast, Frustration, Giga Impact, Grass Knot, Hard Press, Haze, Helping Hand, Hidden Power, Hyper Beam, Hyper Voice, Ice Beam, Ice Punch, Icy Wind, Iron Head, **Liquidation**, Outrage, Protect, Psych Up, Rain Dance, Rest, Return, Reversal, Round, Sleep Talk, Substitute, Surf, Swagger, Swift, Take Down, Taunt, Tera Blast, Throat Chop, Tickle, Toxic, Triple Axel, Water Pulse, **Waterfall (N)**, **Whirlpool**, Zen Headbutt

Varoom



Base Stats

HP	5	Sp. ATK	3	Total:
ATK	7	Sp. DEF	5	31
DEF	6	SPD	5	

Basic Information

Type:	Poison / Steel
Basic Ability 1:	Sprint
Basic Ability 2:	Overcoat
Adv Ability 1:	Slow Start
Adv Ability 2:	Slick Trail
High Ability:	Filter

Evolution

1 - Varoom
2 - Revavroom Lv 25 Minimum

Other Information

Size:	3'03" / 1.0m (Small)	77.2 lbs / 35.0 kg (Weight Class 3)
Genders:	50.0% Male	50.0% Female
Diet:	Terravore	
Habitat:	Desert, Mountain, Urban	

Capabilities

Overland 7, Swim 2, Levitate 4, Jump 1/1, Power 3, Intoxicator, Underdog

Skill List

Athl 3d6, Acro 2d6, Combat 2d6, Stealth 1d6, Percep 2d6+1, Focus 2d6+1

Move List

1 - Magnet Rise - Electric
1 - Lick - Ghost
1 - Poison Gas - Poison
1 - Poison Sting - Poison
4 - Smog - Poison
7 - Taunt - Dark
10 - Gyro Ball - Steel
13 - Pursuit - Dark
16 - Poison Fang - Poison
18 - Magnet Bomb - Steel
20 - Flame Charge - Fire
22 - Headbutt - Normal
24 - Poison Jab - Poison
27 - Iron Head - Steel
30 - Screech - Normal
33 - Fire Lash - Fire
35 - Swagger - Normal
38 - Assurance - Dark
40 - Spin Out - Steel
44 - Gunk Shot - Poison

TM/Tutor Moves

Acid Spray, Attract, Body Press, Body Slam, Bulldoze, Confide, Curse, Double Team, Double-Edge, Endure, Facade, **Flash Cannon (N)**, Frustration, Haze, Hidden Power, Iron Defense, Metal Sound, Parting Shot, Play Rough, Protect, Rain Dance, Rest, Return, Round, Sandstorm, Scary Face, Self-Destruct, Sleep Talk, **Sludge (N)**, **Sludge Bomb**, **Sludge Wave**, **Steel Beam**, **Steel Roller**, Substitute, Sunny Day, Take Down, Tera Blast, Thief, Torment, Toxic, Toxic Spikes, Uproar, **Venoshock (N)**, Zen Headbutt

Revavroom



Base Stats

HP	8	Sp.ATK	5	Total:
ATK	12	Sp.DEF	7	50
DEF	9	SPD	9	

Basic Information

Type:	Poison / Steel
Basic Ability 1:	Sprint
Basic Ability 2:	Overcoat
Adv Ability 1:	Variable Transmission
Adv Ability 2:	Slick Trail
High Ability:	Filter

Evolution

- 1 - Varoom
2 - Revavroom Lv 25 Minimum

Other Information

Size:	5'11" / 1.8m (Large)	264.6 lbs / 120.0 kg (Weight Class 5)
Genders:	50.0% Male	50.0% Female
Diet:	Terravore	
Habitat:	Desert, Mountain, Urban	

Capabilities

Overland 10, Swim 4, Levitate 6, Jump 3/3, Power 7, Intoxicator, Mountable 2

Skill List

Athl 4d6+1, Acro 2d6, Combat 4d6, Stealth 1d6, Percep 4d6+1, Focus 4d6+1

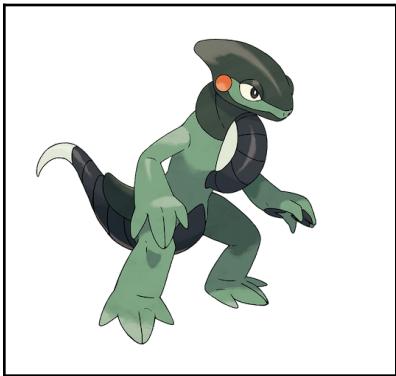
Move List

Evo - Shift Gear - Steel
1 - Magnet Rise - Electric
1 - Lick - Ghost
1 - Poison Gas - Poison
1 - Poison Sting - Poison
4 - Smog - Poison
7 - Taunt - Dark
10 - Gyro Ball - Steel
13 - Pursuit - Dark
16 - Poison Fang - Poison
18 - Magnet Bomb - Steel
20 - Flame Charge - Fire
22 - Headbutt - Normal
24 - Poison Jab - Poison
27 - Iron Head - Steel
30 - Screech - Normal
33 - Fire Lash - Fire
35 - Swagger - Normal
38 - Assurance - Dark
40 - Spin Out - Steel
44 - Gunk Shot - Poison
48 - Steel Roller - Steel

TM/Tutor Moves

Acid Spray, Attract, Body Press, Body Slam, Bulldoze, Confide, Curse, Double Team, Double-Edge, Endeavor, Endure, Facade, **Flash Cannon (N)**, Frustration, Giga Impact, Hard Press, Haze, **Heavy Slam (N)**, Hidden Power, High Horsepower, Hyper Beam, Iron Defense, Lash Out, Metal Sound, Overheat (N), Parting Shot, Play Rough, Protect, Rain Dance, Rest, Return, Round, Sandstorm, Scary Face, Self-Destruct, Sleep Talk, **Sludge (N)**, **Sludge Bomb**, **Sludge Wave**, Steel Beam, Substitute, Sunny Day, Take Down, Temper Flare, Tera Blast, Thief, Torment, Toxic, Toxic Spikes, Uproar, **Venoshock (N)**, Zen Headbutt

Cyclizar



Base Stats

HP	7	Sp.ATK	9	Total:
ATK	10	Sp.DEF	7	52
DEF	7	SPD	12	

Basic Information

Type:	Dragon / Normal
Basic Ability 1:	Shed Skin
Basic Ability 2:	Run Away
Adv Ability 1:	Speed Boost
Adv Ability 2:	Regenerator
High Ability:	Noble Steed

Evolution

1 - Cyclizar

Other Information

Size:	5'03" / 1.6m (Medium)	138.9 lbs / 63.0 kg (Weight Class 4)
Genders:	50.0% Male	50.0% Female
Diet:	Omnivore	
Habitat:	Grassland, Mountain, Forest	

Capabilities

Overland 9, Swim 5, Jump 5/7, Power 6, Mountable 1

Skill List

Athl 5d6, Acro 5d6, Combat 3d6, Stealth 2d6, Percep 3d6, Focus 2d6

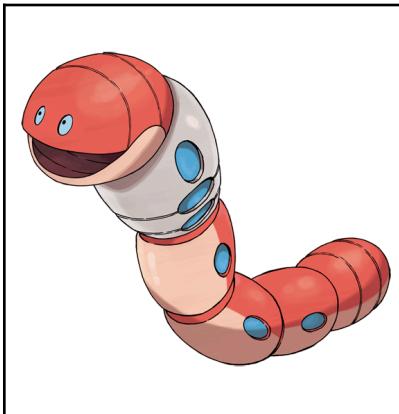
Move List

1 - Tackle - Normal
1 - Echoed Voice - Normal
1 - Growl - Normal
3 - Quick Attack - Normal
6 - Pounce - Bug
8 - Taunt - Dark
10 - Fire Spin - Fire
11 - Rapid Spin - Normal
13 - Bite - Dark
15 - Dragon Breath - Dragon
17 - Breaking Swipe - Dragon
20 - Swift - Normal
23 - U-turn - Bug
25 - Shed Tail - Normal
28 - Dragon Claw - Dragon
30 - Redline* - Dragon [New]
32 - Shift Gear - Steel
34 - Dragon Pulse - Dragon
37 - High Horsepower - Ground
40 - Heat Wave - Fire
43 - Double-Edge - Normal
46 - Dragon Rush - Dragon
50 - Hyper Beam - Normal

TM/Tutor Moves

Acrobatics, Aerial Ace, Agility, Aqua Tail, Attract, **Body Slam**, Confide, Crunch, Double Team, **Draco Meteor**, Dragon Cheer, **Dragon Tail (N)**, Endeavor, Endure, **Facade**, Fire Fang, Flame Charge (N), Frustration, Giga Impact, **Hidden Power**, **Hyper Voice**, Ice Spinner, Iron Head, Iron Tail, Knock Off, Lunge (N), Mud Shot, Mud-Slap, **Outrage**, Overheat, Power Trip, Power Whip, Protect, Rain Dance, Rest, **Return**, **Round**, **Scale Shot**, Sleep Talk, Substitute (N), Sunny Day, Supercell Slam, Swagger, **Take Down**, Temper Flare, **Tera Blast**, Thief, Thunder Fang, Thunderbolt, Toxic, Trailblaze, **Uproar**, Wild Charge

Orthworm



Base Stats

HP	7	Sp.ATK	6	Total:
ATK	9	Sp.DEF	7	51
DEF	15	SPD	7	

Basic Information

Type:	Steel
Basic Ability 1:	Earth Eater
Basic Ability 2:	Arena Trap
Adv Ability 1:	Bulletproof
Adv Ability 2:	Sand Force
High Ability:	Dig Away

Evolution

1 - Orthworm

Other Information

Size:	8'02" / 2.5m (Large)	683.4 lbs / 310.0 kg (Weight Class 6)
Genders:	00.0% Male	00.0% Female
Diet:	Terravore	
Habitat:	Mountain, Desert	

Capabilities

Overland 7, Swim 4, Burrow 7, Jump 2/3, Power 10, Groundshaper, Mountable 2, Reach, Tremorsense

Skill List

Athl 6d6+2, Acro 1d6, Combat 3d6+2, Stealth 1d6, Percep 3d6, Focus 3d6+1

Move List

1 - Tackle - Normal
1 - Wrap - Normal
1 - Harden - Normal
1 - Mud-Slap - Ground
5 - Bullet Punch - Steel
7 - Sand Tomb - Ground
12 - Smack Down - Rock
16 - Magnet Bomb - Steel
18 - Bulldoze - Ground
21 - Dig - Ground
24 - Take Down - Normal
26 - Iron Head - Steel
30 - Sandstorm - Rock
32 - Thunder Punch - Electric
35 - Iron Defense - Steel
38 - Rock Slide - Rock
43 - Shed Tail - Normal
47 - Iron Tail - Steel
52 - Earthquake - Ground

TM/Tutor Moves

Aqua Tail, Attract, Body Press, Body Slam, Breaking Swipe, Charge Beam, Close Combat, Coil, Confide, Curse, Dive (N), Double Team, Double-Edge, Earth Power, Endure, Extreme Speed (N), Facade, Fire Punch, Flame Charge, **Flash Cannon (N)**, Frustration, Giga Impact, Gunk Shot, **Gyro Ball**, Headbutt (N), **Heavy Slam (N)**, Helping Hand, Hidden Power, High Horsepower (N), Hyper Beam, Magnet Rise (N), Metal Burst, Metal Sound, Mud Shot, Protect, Rest, Return, Rock Blast, Rock Tomb, Round, Signal Beam, Skitter Smack, Sleep Talk, Spikes, Stealth Rock, Steamroller, **Steel Beam**, **Steel Roller**, Stomping Tantrum, Substitute, Swagger, Tera Blast, Toxic

Glimmet



Base Stats

HP	5	Sp.ATK	11	Total:
ATK	4	Sp.DEF	6	36
DEF	4	SPD	6	

Basic Information

Type:	Poison / Rock
Basic Ability 1:	Toxic Debris
Adv Ability 1:	Corrosion
Adv Ability 2:	Suction Cups
Adv Ability 3:	Poison Point
High Ability:	Levitate

Evolution

1 - Glimmet
2 - Glimmora Lv 30 Minimum

Other Information

Size:	2'4" / 0.7m (Small)	17.6 lbs / 8.0 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Terravore	
Habitat:	Cave	

Capabilities

Overland 2, Swim 2, Levitate 5, Jump 0/1,
Power 1, Dead Silent, Materializer, Intoxicator, Underdog

Skill List

Athl 1d6+1, Acro 3d6, Combat 2d6, Stealth 4d6, Percep 3d6,
Focus 3d6+1

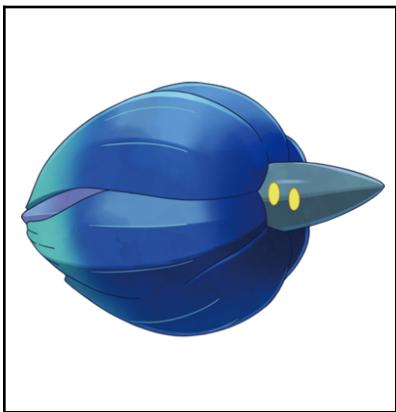
Move List

1 - Rock Throw - Rock
1 - Harden - Normal
1 - Poison Gas - Poison
1 - Smack Down - Rock
7 - Acid Spray - Poison
10 - Mud Shot - Ground
12 - Ancient Power - Rock
15 - Rock Polish - Rock
18 - Venoshock - Poison
21 - Stealth Rock - Rock
24 - Mirror Shot - Steel
28 - Sandstorm - Rock
30 - Self-Destruct - Normal
31 - Clear Smog - Poison
33 - Power Gem - Rock
35 - Signal Beam - Bug
37 - Rock Slide - Rock
40 - Acid Armor - Poison
43 - Mirror Coat - Psychic
46 - Sludge Wave - Poison
50 - Meteor Beam - Rock

TM/Tutor Moves

Attract, Charge Beam, Confide, Confuse Ray,
Dazzling Gleam, Double Team, Endure, Explosion,
Facade, Flash Cannon, Frustration, **Gunk Shot**,
Hidden Power, Ingrain, Iron Defense, Light Screen,
Memento, Protect, Rain Dance, Reflect, Rest,
Return, **Rock Blast**, **Rock Tomb**, Round,
Sand Tomb, Sleep Talk, **Sludge Bomb**, Spikes,
Stone Edge, Substitute, Sunny Day, Swagger,
Tera Blast, Toxic (N), Toxic Spikes (N)

Glimmora



Base Stats

HP	8	Sp.ATK	13	Total:
ATK	6	Sp.DEF	8	53
DEF	9	SPD	9	

Basic Information

Type:	Poison / Rock
Basic Ability 1:	Toxic Debris
Adv Ability 1:	Corrosion
Adv Ability 2:	Suction Cups
Adv Ability 3:	Poison Point
High Ability:	Levitate

Evolution

1 - Glimmet
2 - Glimmora Lv 30 Minimum

Other Information

Size:	4'11" / 1.5m (Medium)	99.2 lbs / 45.0 kg (Weight Class 3)
Genders:	50.0% Male	50.0% Female
Diet:	Terravore	
Habitat:	Cave	

Capabilities

Overland 3, Swim 3, Levitate 6, Jump 1/1,
Power 3, Dead Silent, Materializer, Intoxicator

Skill List

Athl 2d6, Acro 3d6, Combat 3d6, Stealth 3d6+1, Percep 4d6,
Focus 4d6+2

Move List

Evo - Mortal Spin - Poison
1 - Rock Throw - Rock
1 - Harden - Normal
1 - Poison Gas - Poison
1 - Smack Down - Rock
7 - Acid Spray - Poison
10 - Mud Shot - Ground
12 - Ancient Power - Rock
15 - Rock Polish - Rock
18 - Venoshock - Poison
21 - Stealth Rock - Rock
24 - Mirror Shot - Steel
28 - Sandstorm - Rock
30 - Self-Destruct - Normal
31 - Clear Smog - Poison
33 - Power Gem - Rock
35 - Signal Beam - Bug
37 - Rock Slide - Rock
40 - Acid Armor - Poison
43 - Mirror Coat - Psychic
46 - Sludge Wave - Poison
50 - Meteor Beam - Rock

TM/Tutor Moves

Attract, Charge Beam, Confide, Confuse Ray,
Corrosive Gas, Dazzling Gleam, Double Team,
Earth Power, Endure, Energy Ball, Explosion,
Facade, Flash Cannon, Frustration, Giga Impact,
Gunk Shot, Hidden Power, Hyper Beam, Ingrain,
Iron Defense, Light Screen, Memento, Protect,
Rain Dance, Reflect, Rest, Return, **Rock Blast**,
Rock Tomb, Round, Sand Tomb, Sleep Talk,
Sludge Bomb, Solar Beam, Spikes, Spiky Shield (N),
Steel Beam, **Stone Edge**, Substitute, Sunny Day,
Swagger, Tera Blast, Toxic (N), Toxic Spikes (N)

Greavard



Base Stats

HP	5	Sp.ATK	3	Total:
ATK	6	Sp.DEF	6	29
DEF	6	SPD	3	

Basic Information

Type:	Ghost
Basic Ability 1:	Pickup
Basic Ability 2:	Sprint
Adv Ability 1:	Friend Guard
Adv Ability 2:	Fluffy
High Ability:	Soulstealer

Evolution

1 - Greavard
2 - Houndstone Lv 25 Minimum

Other Information

Size:	2'00" / 0.6m (Small)	77.2 lbs / 35.0 kg (Weight Class 3)
Genders:	50.0% Male	50.0% Female
Diet:	Nullivore	
Habitat:	Forest, Mountain, Tundra, Desert	

Capabilities

Overland 5, Swim 2, Burrow 3, Jump 1/1, Power 1, Darkvision, Dead Silent, Tracker, Glow, Phasing, Shrinkable, Pack Mon, Underdog

Skill List

Athl 2d6+2, Acro 2d6+2, Combat 2d6, Stealth 3d6, Percep 3d6, Focus 2d6

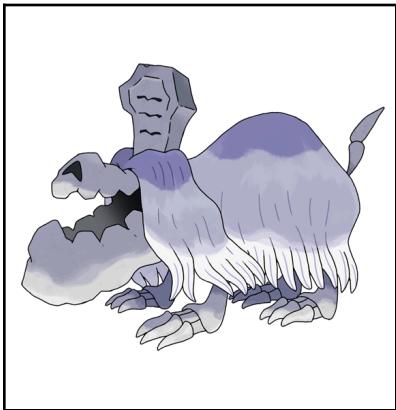
Move List

1 - Tackle - Normal
1 - Growl - Normal
3 - Lick - Ghost
6 - Tail Whip - Normal
6 - Bite - Dark
8 - Roar - Normal
11 - Flame Charge - Fire
15 - Shadow Punch - Ghost
18 - Headbutt - Normal
21 - Dig - Ground
24 - Rest - Psychic
26 - Rock Tomb - Rock
28 - Crunch - Dark
30 - Shadow Bone - Ghost
32 - Play Rough - Fairy
37 - Helping Hand - Normal
40 - Last Respects - Ghost
42 - Stone Edge - Rock
46 - Charm - Fairy
49 - Double-Edge - Normal
52 - Flare Blitz - Fire

TM/Tutor Moves

Ally Switch, Attract, Bone Rush, Bulldoze, Confide, Confuse Ray, Destiny Bond, Disable, Double Team, Endeavor, Endure, Facade, Fire Fang, Frustration, Hex, Hidden Power, Howl, Ice Fang, Memento, Mud Shot, Mud-Slap, Night Shade, Pain Split, **Phantom Force (N)**, **Poltergeist**, Protect, Psychic Fangs, Rain Dance, Return, Round, Sand Tomb (N), Sandstorm, Scary Face, **Shadow Ball**, **Shadow Sneak**, Sleep Talk (N), Snarl, Stomping Tantrum, Substitute, Sunny Day, Swagger, Take Down, Tera Blast, Thief, Thunder Fang, Toxic, Trick, Uproar, Yawn

Houndstone



Base Stats

HP	7	Sp.ATK	5	Total:
ATK	10	Sp.DEF	10	49
DEF	10	SPD	7	

Basic Information

Type:	Ghost
Basic Ability 1:	Sand Rush
Basic Ability 2:	Cursed Body
Adv Ability 1:	Friend Guard
Adv Ability 2:	Fluffy
High Ability:	Soulstealer

Evolution

- 1 - Greavard
2 - Houndstone Lv 25 Minimum

Other Information

Size:	6'07" / 2.0m (Large)	33.1 lbs / 15.0 kg (Weight Class 2)
Genders:	50.0% Male	50.0% Female
Diet:	Nullivore	
Habitat:	Forest, Mountain, Tundra, Desert	

Capabilities

Overland 7, Swim 3, Burrow 5, Jump 1/1, Power 2, Darkvision, Dead Silent, Tracker, Phasing, Shrinkable, Pack mon

Skill List

Athl 3d6+2, Acro 3d6+2, Combat 2d6, Stealth 4d6, Percep 5d6, Focus 4d6

Move List

- 1 - Tackle - Normal
- 1 - Growl - Normal
- 3 - Lick - Ghost**
- 6 - Tail Whip - Normal
- 6 - Bite - Dark
- 8 - Roar - Normal
- 11 - Flame Charge - Fire
- 15 - Shadow Punch - Ghost**
- 18 - Headbutt - Normal
- 21 - Dig - Ground
- 24 - Rest - Psychic
- 26 - Rock Tomb - Rock
- 28 - Crunch - Dark
- 30 - Shadow Bone - Ghost**
- 32 - Play Rough - Fairy
- 37 - Helping Hand - Normal
- 40 - Last Respects - Ghost**
- 42 - Stone Edge - Rock
- 46 - Charm - Fairy
- 49 - Double-Edge - Normal
- 52 - Head Smash - Rock

TM/Tutor Moves

Ally Switch, Attract, Body Press, Bone Rush, Bulldoze, Confide, Confuse Ray, Destiny Bond, Disable, Double Team, Endeavor, Endure, Facade, Fire Fang, Frustration, Giga Impact, **Hex**, Hidden Power, Howl, Hyper Beam, Ice Fang, Memento, Mud Shot, Mud-Slap, Night Shade, Pain Split, **Phantom Force (N)**, **Poltergeist**, Protect, Psychic Fangs, Rain Dance, Return, Round, Sand Tomb (N), Sandstorm, Scary Face, **Shadow Ball**, **Shadow Sneak**, Sleep Talk (N), Snarl, Stomping Tantrum, Substitute, Sunny Day, Swagger, Take Down, Tera Blast, Thief, Thunder Fang, Toxic, Trick, Uproar, Will-O-Wisp, Yawn

Flamigo



Base Stats

HP	8	Sp.ATK	8	Total:
ATK	12	Sp.DEF	6	50
DEF	7	SPD	9	

Basic Information

Type:	Flying / Fighting
Basic Ability 1:	Scrappy
Basic Ability 2:	Tangled Feet
Adv Ability 1:	Teamwork
Adv Ability 2:	Costar
High Ability:	Lightning Kicks

Evolution

1 - Flamigo

Other Information

Size:	5'3" / 1.6m (Medium)	81.6 lbs / 37.0 kg (Weight Class 3)
Genders:	50.0% Male	50.0% Female
Diet:	Omnivore	
Habitat:	Beach, Marsh	

Capabilities

Overland 5, Swim 5, Sky 6, Jump 2/1, Power 5, Pack Mon

Skill List

Athl 4d6, Acro 4d6+1, Combat 4d6, Stealth 2d6, Percep 5d6, Focus 3d6

Move List

1 - Peck - Flying
1 - Copycat - Normal
5 - Double Kick - Fighting
7 - Pursuit - Dark
9 - Detect - Fighting
12 - Wing Attack - Flying
15 - Focus Energy - Normal
18 - Low Kick - Fighting
21 - Feint - Normal
24 - Dual Wingbeat - Flying
27 - Payback - Dark
30 - Jump Kick - Fighting
33 - Roost - Flying
36 - Acrobatics - Flying
39 - Mega Kick - Normal
42 - Wide Guard - Rock
45 - High Jump Kick - Fighting
48 - Throat Chop - Dark
50 - Brave Bird - Flying

TM/Tutor Moves

Aerial Ace, Agility, Air Cutter, Air Slash (N), Attract, Bounce, Brick Break, Bulk Up, Chilling Water, Close Combat, Coaching, Confide, Counter, Defog, Double Team, Endeavor, Endure, Facade, Feather Dance, Fling, Fly, Frustration, Giga Impact, Hidden Power, Hurricane, Hyper Beam, Lash Out, Liquidation, Low Sweep, Lunge, Play Rough, Pluck, Pounce, Power Trip, Protect, Psych Up, Quick Guard, Rest, Return, Reversal, Round, Sky Attack, Sky Drop, Sleep Talk, Substitute, Swagger, Swords Dance, Tailwind, Take Down, Taunt, Tera Blast, Thief, Thrash, Toxic, U-Turn, Upper Hand, Vacuum Wave, Water Pulse

Cetoddle



Base Stats

HP	11	Sp.ATK	3	Total:
ATK	7	Sp.DEF	4	
DEF	5	SPD	4	

Basic Information

Type:	Ice
Basic Ability 1:	Thick Fat
Basic Ability 2:	Ice Body
Adv Ability 1:	Oblivious
Adv Ability 2:	Snow Cloak
High Ability:	Frostbite

Evolution

1 - Cetoddle
2 - Cetitan Lv 30 Minimum

Other Information

Size:	3'11" / 1.2m (Medium)	99.2 lbs / 45.0 kg (Weight Class 3)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Tundra, Mountain	

Capabilities

Overland 6, Swim 2, Jump 3/3, Power 5, Chilled, Mountable 1, Naturewalk (Tundra), Underdog

Skill List

Athl 3d6, Acro 2d6, Combat 2d6, Stealth 2d6, Percep 2d6, Focus 3d6

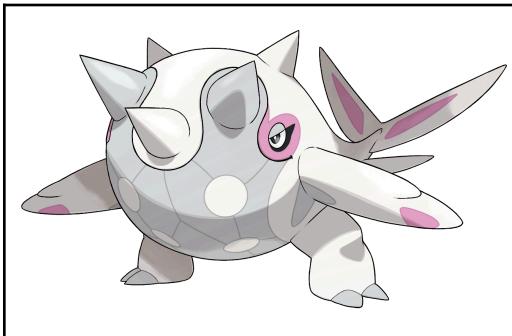
Move List

1 - Tackle - Normal
1 - Powder Snow - Ice
1 - Ice Shard - Ice
6 - Growl - Normal
9 - Echoed Voice - Normal
12 - Aqua Jet - Water
15 - Flail - Normal
18 - Ice Fang - Ice
21 - Bulldoze - Ground
24 - Bounce - Flying
27 - Ice Spinner - Ice
30 - Take Down - Normal
33 - Amnesia - Psychic
36 - Body Slam - Normal
40 - Avalanche - Ice
44 - Slack Off - Normal
47 - Double-Edge - Normal
50 - Earthquake - Ground
53 - Blizzard - Ice
53 - Icebreaker* - Ice [Double Edge+]

TM/Tutor Moves

Attract, Belly Drum, Body Press, Charm, Chilling Water, Confide, Curse, Double Team, Endure, Entrainment, Facade, Frustration, Heavy Slam (N), Helping Hand, Hidden Power, High Horsepower, Hyper Beam, Hyper Voice, **Ice Beam (N)**, **Icicle Crash**, **Icicle Spear**, **Icy Wind**, Liquidation (N), Knock Off, Play Rough, Protect, Rain Dance, Rest, Return, Rock Tomb, Round, Sleep Talk, Snowscape, Stomping Tantrum, Substitute, Superpower, Swagger, Tera Blast, Toxic, **Triple Axel**, Water Pulse, Water Spout (N), Yawn

Cetitan



Base Stats

HP	17	Sp.ATK	5	Total:
ATK	11	Sp.DEF	6	53
DEF	7	SPD	7	

Basic Information

Type:	Ice
Basic Ability 1:	Thick Fat
Basic Ability 2:	Ice Body
Adv Ability 1:	Sheer Force
Adv Ability 2:	Slush Rush
High Ability:	Frostbite

Evolution

- 1 - Cetoddle
2 - **Cetitan** Lv 30 Minimum

Other Information

Size:	14'09" / 4.5m (Gigantic)	1543.2 lbs / 700.0 kg (Weight Class 7)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Tundra, Mountain	

Capabilities

Overland 5, Swim 2, Jump 3/3, Power 12, Chilled, Mountable 5, Naturewalk (Tundra)

Skill List

Athl 5d6, Acro 1d6, Combat 4d6, Stealth 1d6, Percep 2d6, Focus 4d6

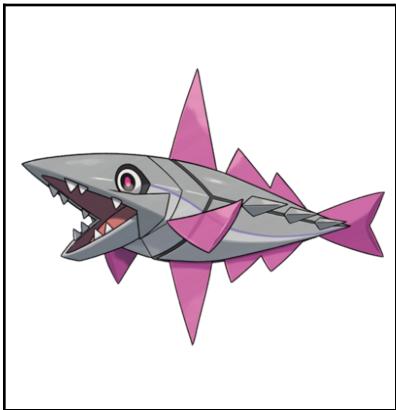
Move List

1 - Tackle - Normal
1 - Powder Snow - Ice
1 - Ice Shard - Ice
6 - Growl - Normal
9 - Echoed Voice - Normal
12 - Aqua Jet - Water
15 - Flail - Normal
18 - Ice Fang - Ice
21 - Bulldoze - Ground
24 - Bounce - Flying
27 - Ice Spinner - Ice
30 - Take Down - Normal
33 - Amnesia - Psychic
36 - Body Slam - Normal
40 - Avalanche - Ice
44 - Slack Off - Normal
47 - Double-Edge - Normal
50 - Earthquake - Ground
53 - Blizzard - Ice
53 - Icebreaker* - Ice [Double Edge+]

TM/Tutor Moves

Aqua Tail, Attract, Belly Drum, Body Press, Charm, Chilling Water, Confide, Curse, Double Team, Endure, Entrainment, Facade, Frustration, Giga Impact, Hard Press, Heavy Slam (N), Helping Hand, Hidden Power, High Horsepower, Hyper Beam, Hyper Voice, **Ice Beam (N)**, **Ice Punch**, **Icicle Crash**, **Icicle Spear**, **Icy Wind**, Knock Off, Liquidation (N), Play Rough, Protect, Rain Dance, Rest, Return, Rock Slide, Rock Tomb, Round, Sleep Talk, Snowscape, Stomping Tantrum, Substitute, Superpower, Swagger, Tera Blast, Toxic, **Triple Axel**, Water Pulse, Water Spout (N), Yawn

Veluza



Base Stats

HP	9	Sp.ATK	8	Total:
ATK	10	Sp.DEF	7	48
DEF	7	SPD	7	

Basic Information

Type:	Water / Psychic
Basic Ability 1:	Mold Breaker
Basic Ability 2:	Shed Skin
Adv Ability 1:	Sharpness
Adv Ability 2:	Regenerator
High Ability:	Defy Death

Evolution

1 - Veluza

Other Information

Size:	8'02" / 2.5m (Large)	198.4 lbs / 90.0 kg (Weight Class 4)
Genders:	50.0% Male	50.0% Female
Diet:	Carnivore	
Habitat:	Freshwater, Ocean	

Capabilities

Overland 2, Swim 7, Levitate 4, Jump 4/4, Power 4, Naturewalk (Ocean), Gilled, Telekinetic, Fountain

Skill List

Athl 3d6, Acro 4d6, Combat 4d6, Stealth 2d6, Percep 3d6, Focus 5d6

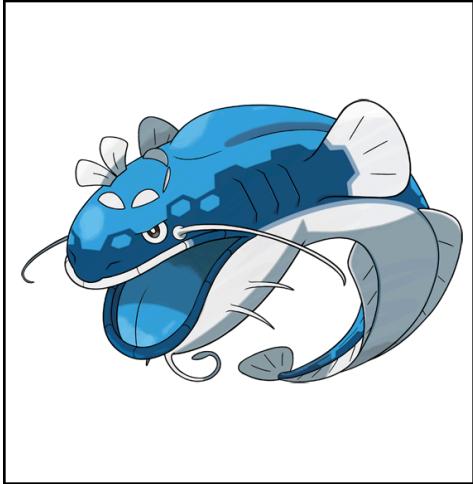
Move List

1 - Tackle - Normal
1 - Aqua Jet - Water
1 - Psy Kick* - Psychic [Tackle]
5 - Pluck - Flying
8 - Pursuit - Dark
11 - Focus Energy - Normal
14 - Water Pulse - Water
15 - Bite - Dark
17 - Flash Step* - Psychic [New]
20 - Flip Turn - Water
22 - Psycho Cut - Psychic
24 - Slash - Normal
27 - Aqua Cutter - Water
30 - Fillet Away - Normal
33 - Night Slash - Dark
36 - Psychic Fangs - Psychic
39 - Liquidation - Water
42 - Autotomize - Steel
45 - Crunch - Dark
48 - Occult Razor* - Psychic [New]
51 - Final Gambit - Fighting

TM/Tutor Moves

Aerial Ace (N), Agility, **Aqua Tail**, Attract, Blizzard, Body Slam, Butterfly Knife*, Chilling Water, Confide, Cross Poison, Cut (N), Double Team, Double-Edge, Drill Run, Endeavor, Endure, Expanding Force, Facade, Frustration, Fury Cutter, Giga Impact, Hidden Power, Hydro Pump, Hyper Beam, Ice Beam, Ice Fang, Icy Wind, Iron Head, Lash Out, Nasty Plot, Pain Split, Protect, **Psychic**, Psychic Terrain, Rain Dance, Recover (N), Rest, Return, Reversal, Round, Scale Shot, Sleep Talk, Snowscape, Steel Wing, **Stored Power**, Substitute, **Surf**, Swagger, Swords Dance, Take Down, Tera Blast, Thrash, Throat Chop, Toxic, U-Turn, **Waterfall**, **Zen Headbutt**

Dondozo



Overland 5, Swim 8, Jump 3/3, Power 8, Gilled, Mountable 10, Naturewalk (Wetlands)

Skill List

Athl 5d6+3, Acro 1d6, Combat 4d6, Stealth 1d6, Percep 2d6, Focus 4d6

Move List

1 - Tackle - Normal
1 - Supersonic - Normal
1 - Water Gun - Water
1 - Bite - Dark
3 - Tickle - Normal
6 - Flail - Normal
8 - Rest - Psychic
10 - Wave Dash* - Water [New]
12 - Sleep Talk - Normal
14 - Bulldoze - Ground
16 - Flip Turn - Water
18 - Stockpile - Normal
18 - Spit Up - Normal
18 - Swallow - Normal
20 - Noble Roar - Normal
22 - Dive - Water
25 - Body Slam - Normal
27 - Waterfall - Water
30 - Soak - Water
33 - Iron Head - Steel
35 - Rain Dance - Water
37 - Order Up - Dragon
40 - Aqua Tail - Water
43 - Heavy Slam - Steel
45 - Double Edge - Normal
48 - Earthquake - Ground
51 - Wave Crash - Water

Base Stats

HP	15	Sp.ATK	7	Total:
ATK	10	Sp.DEF	7	55
DEF	12	SPD	4	

Basic Information

Type:	Water
Basic Ability 1:	Unaware
Basic Ability 2:	Oblivious
Adv Ability 1:	Lunchbox
Adv Ability 2:	Big Swallow
High Ability:	Mouthful

Evolution

1 - Dondozo

Other Information

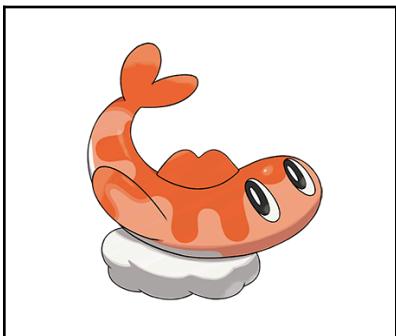
Size:	39'04" / 12.0m (Gigantic)	485.0 lbs / 220.0 kg (Weight Class 6)
Genders:	50.0% Male	50.0% Female
Diet:	Omnivore	
Habitat:	Freshwater	

Capabilities

TM/Tutor Moves

Aqua Ring, Attract, Avalanche, Body Press (N), **Chilling Water**, Confide, Crunch (N), Curse, Double Team, Double-Edge, Endure, Facade, Fissure, Frustration, Giga Impact, Hidden Power, **Hydro Pump**, Hyper Beam, Ice Fang, **Liquidation**, Outrage (N), Protect, Return, Rock Slide, Rollout, Round, Scary Face, Soak, Stomping Tantrum, Substitute, Surf, Swagger, Take Down, Tera Blast, Thrash, Toxic, **Water Pulse**, Yawn, Zen Headbutt

Tatsugiri



Base Stats

HP	7	Sp.ATK	12	Total:
ATK	5	Sp.DEF	10	48
DEF	6	SPD	8	

Basic Information

Type:	Dragon / Water
Basic Ability 1:	Commander
Adv Ability 1:	Storm Drain
Adv Ability 2:	Decoy
Adv Ability 3:	Teamwork
High Ability:	Pack Hunt

Evolution

1 - Tatsugiri

Other Information

Size:	1'0" / 0.3m (Small)	17.6 lbs / 8.0 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Carnivore	
Habitat:	Freshwater	

Capabilities

Overland 4, Swim 5, Jump 1/1, Power 1

Skill List

Athl 1d6, Acro 3d6, Combat 1d6, Stealth 3d6+1, Percep 4d6, Focus 2d6

Move List

1 - Water Gun - Water
1 - Splash - Normal
1 - Harden - Normal
4 - Helping Hand - Normal
8 - Dragon Breath - Dragon
11 - Water Pulse - Water
14 - Mud Shot - Ground
17 - Twister - Dragon
20 - Snarl - Dark
23 - Brine - Water
25 - Mud Bomb - Ground
28 - Soak - Water
30 - Taunt - Dark
33 - Dragon Pulse - Dragon
35 - Dark Pulse - Dark
36 - Memento - Dark
38 - Muddy Water - Water
40 - Nasty Plot - Dark
44 - Mirror Coat - Psychic
48 - Foul Play - Dark
53 - Hydro Pump - Water

TM/Tutor Moves

Attract, Aura Sphere, Baton Pass, Calm Mind, **Chilling Water (N)**, Confide, Counter, Double Team, **Draco Meteor**, Dragon Cheer, Dragon Dance, Endure, Facade, Fake Tears, Focus Blast, Frustration, Giga Impact, Hidden Power, Hyper Beam, Ice Beam, Icy Wind (N), Lunge, Mud Slap, **Outrage**, Protect, Psychic, Psych Up, Psyshock, Rain Dance, Rapid Spin, Rest, Return, Round, **Scald**, **Scale Shot**, Sleep Talk, Substitute, Sucker Punch, **Surf**, Swagger, Swift, Take Down, Tera Blast, Toxic, **Whirlpool**

Paldean Tauros Combat Breed



Base Stats

HP	8	Sp.ATK	3	Total:
ATK	11	Sp.DEF	7	50
DEF	11	SPD	10	

Basic Information

Type:	Fighting
Basic Ability 1:	Intimidate
Basic Ability 2:	Anger Point
Adv Ability 1:	Bully
Adv Ability 2:	Cud Chew
High Ability:	Gore

Evolution

1 - Paldean Tauros Combat Breed

Other Information

Size:	4'7" / 1.4m (Medium)	253.5 lbs / 115.0 kg (Weight Class 5)
Genders:	100.0% Male	00.0% Female
Diet:	Herbivore	
Habitat:	Grassland	

Capabilities

Overland 8, Swim 4, Jump 1/2, Power 9, Mountable 1, Pack Mon

Skill List

Athl 5d6+2, Acro 2d6+2, Combat 4d6+1, Stealth 1d6+2, Percep 1d6+2, Focus 3d6+2

Move List

1 - Tackle - Normal
1 - Tail Whip - Normal
1 - Rock Smash - Fighting
5 - Pursuit - Dark
7 - Work Up - Normal
10 - Double Kick - Fighting
13 - Horn Attack - Normal
15 - Bulldoze - Ground
17 - Headbutt - Normal
20 - Brutal Swing - Dark
22 - Scary Face - Normal
25 - Reversal - Fighting
28 - Zen Headbutt - Psychic
30 - Counter - Fighting
33 - Raging Bull - Fighting
37 - Thrash - Normal
40 - Assurance - Dark
44 - Rest - Psychic
48 - Swagger - Normal
50 - Earthquake - Ground
53 - Close Combat - Fighting

TM/Tutor Moves

Attract, **Body Press**, Body Slam, Bulk Up, Confide, Curse, Dig, Double Team, Double-Edge (N), Drill Run, Endeavor, Endure, Facade, Frustration, Giga Impact, Hidden Power, High Horsepower (N), Hyper Beam, Iron Head (N), Lash Out, Outrage, Protect, Rain Dance, Return, Rock Slide, Rock Tomb, Round, Sandstorm, Sleep Talk, Smart Strike, Stomping Tantrum, Stone Edge, Substitute, Sunny Day, Surf, Take Down, Tera Blast, Thief, Throat Chop, Toxic, Trailblaze, Wild Charge

Paldean Tauros Blaze Breed



Base Stats

HP	8	Sp.ATK	3	Total:
ATK	11	Sp.DEF	7	50
DEF	11	SPD	10	

Basic Information

Type:	Fighting / Fire
Basic Ability 1:	Intimidate
Basic Ability 2:	Anger Point
Adv Ability 1:	Fiery Crash
Adv Ability 2:	Cud Chew
High Ability:	Gore

Evolution

1 - Paldean Tauros Blaze Breed

Other Information

Size:	4'7" / 1.4m (Medium)	187.4 lbs / 85.0 kg (Weight Class 5)
Genders:	100.0% Male	00.0% Female
Diet:	Herbivore	
Habitat:	Grassland	

Capabilities

Overland 8, Swim 4, Jump 1/2, Power 9, Mountable 1,
Firestarter, Heater, Pack Mon

Skill List

Athl 5d6+2, Acro 2d6+2, Combat 4d6+1, Stealth 1d6+2, Percep 1d6+2, Focus 3d6+2

Move List

1 - Tackle - Normal
1 - Tail Whip - Normal
1 - Rock Smash - Fighting
5 - Flame Charge - Fire
7 - Work Up - Normal
10 - Double Kick - Fighting
13 - Horn Attack - Normal
15 - Bulldoze - Ground
17 - Headbutt - Normal
20 - Flame Wheel - Fire
22 - Scary Face - Normal
25 - Reversal - Fighting
28 - Zen Headbutt - Psychic
30 - Iron Head - Steel
33 - Raging Bull - Fighting
37 - Thrash - Normal
40 - Flare Blitz - Fire
44 - Rest - Psychic
48 - Swagger - Normal
50 - Earthquake - Ground
53 - Close Combat - Fighting

TM/Tutor Moves

Attract, **Body Press**, Body Slam, Bulk Up, Confide, Curse, Dig, Double Team, Double-Edge (N), Drill Run, Endeavor, Endure, Facade, **Fire Blast**, **Fire Spin**, **Flamethrower**, Frustration, Giga Impact, **Heat Crash**, Hidden Power, High Horsepower (N), Hyper Beam, Lash Out, Outrage, **Overheat**, Protect, Rain Dance, Return, Rock Slide, Rock Tomb, Round, Sandstorm, Sleep Talk, Smart Strike, Stomping Tantrum, Stone Edge, Substitute, Sunny Day, Take Down, **Temper Flare**, Tera Blast, Thief, Toxic, Trailblaze, Wild Charge, Will-O-Wisp

Paldean Tauros Aqua Breed



Base Stats

HP	8	Sp.ATK	3	Total:
ATK	11	Sp.DEF	7	50
DEF	11	SPD	10	

Basic Information

Type:	Fighting / Water
Basic Ability 1:	Intimidate
Basic Ability 2:	Anger Point
Adv Ability 1:	Aqua Bullet
Adv Ability 2:	Cud Chew
High Ability:	Gore

Evolution

1 - Paldean Tauros Aqua Breed

Other Information

Size:	4'7" / 1.4m (Medium)	242.5 lbs / 110.0 kg (Weight Class 5)
Genders:	100.0% Male	00.0% Female
Diet:	Herbivore	
Habitat:	Grassland	

Capabilities

Overland 8, Swim 6, Jump 1/3, Power 9, Mountable 1, Fountain, Pack Mon

Skill List

Athl 5d6+2, Acro 2d6+2, Combat 4d6+1, Stealth 1d6+2, Percep 1d6+2, Focus 3d6+2

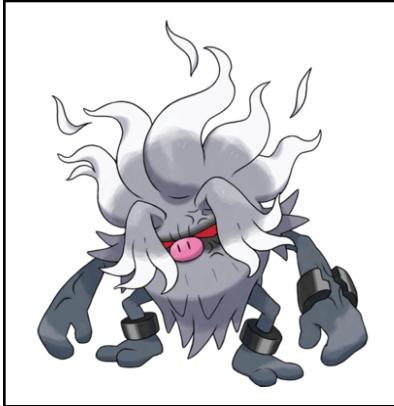
Move List

1 - Tackle - Normal
1 - Tail Whip - Normal
1 - Rock Smash - Fighting
5 - Aqua Jet - Water
7 - Work Up - Normal
10 - Double Kick - Fighting
13 - Horn Attack - Normal
15 - Bulldoze - Ground
17 - Headbutt - Normal
20 - Flip Turn - Water
22 - Scary Face - Normal
25 - Reversal - Fighting
28 - Zen Headbutt - Psychic
30 - Bounce - Flying
33 - Raging Bull - Fighting
37 - Thrash - Normal
40 - Wave Crash - Water
44 - Rest - Psychic
48 - Swagger - Normal
50 - Earthquake - Ground
53 - Close Combat - Fighting

TM/Tutor Moves

Attract, **Body Press**, Body Slam, Bulk Up, **Chilling Water**, Confide, Curse, Dig, Dive, Double Team, Double-Edge (N), Drill Run, Endeavor, Endure, Facade, Frustration, Giga Impact, Hidden Power, High Horsepower (N), **Hydro Pump**, Hyper Beam, Iron Head (N), Lash Out, **Liquidation**, Outrage, Protect, Rain Dance, Return, Rock Slide, Rock Tomb, Round, Sandstorm, Sleep Talk, Smart Strike, Stomping Tantrum, Stone Edge, Substitute, **Surf**, Take Down, Tera Blast, Thief, Toxic, Trailblaze, **Water Pulse**, **Whirlpool**, Wild Charge

Annihilape



Base Stats

HP	10	Sp.ATK	5	Total:
ATK	12	Sp.DEF	9	53
DEF	8	SPD	9	

Basic Information

Type:	Fighting / Ghost
Basic Ability 1:	Vital Spirit
Basic Ability 2:	Defiant
Adv Ability 1:	Anger Point
Adv Ability 2:	Prime Fury
High Ability:	Enduring Rage

Evolution

- 1 - Mankey
- 2 - Primeape Lv 25 Minimum
- 3 - **Annihilape** Lv 35 Minimum

Other Information

Size:	3'11" / 1.2m (Medium)	123.5 lbs / 56.0 kg (Weight Class 4)
Genders:	50.0% Male	50.0% Female
Diet:	Omnivore	
Habitat:	Forest, Grassland, Mountain, Rainforest	

Capabilities

Overland 8, Swim 3, Jump 3/4, Power 8, Naturewalk (Forest, Mountain), Breathless

Skill List

Athl 6d6+2, Acro 6d6+2, Combat 6d6+1, Stealth 2d6, Percep 3d6, Focus 2d6

Move List

(This Movelist also replaces Mankey and Primeape's)

Evo - Shadow Punch - Ghost

- 1 - Scratch - Normal
- 1 - Leer - Normal
- 1 - Rock Smash - Fighting**
- 3 - Focus Energy - Normal
- 6 - Swagger - Normal
- 8 - Low Kick - Fighting**
- 12 - Seismic Toss - Fighting
- 15 - Bulldoze - Ground
- 18 - Screech - Normal
- 20 - Fury Swipes - Normal
- 23 - Punishment - Dark
- 25 - Submission - Fighting**
- 28 - Stomping Tantrum - Ground
- 30 - Rage Fist - Ghost**
- 33 - Counter - Fighting
- 37 - Cross Chop - Fighting**
- 41 - Thrash - Normal
- 44 - Assurance - Dark
- 47 - Close Combat - Fighting**
- 50 - Outrage - Dragon
- 53 - Final Gambit - Fighting

TM/Tutor Moves

Acrobatics, Aerial Ace, Attract, Beat Up, Body Slam, **Brick Break**, Bulk Up, Coaching, Confide, Covet (N), Curse, Dig, Double Team, Double-Edge, **Drain Punch**, Dual Chop, **Dynamic Punch**, Earthquake, Encore, Endeavor, Endure, Facade, Fire Punch, Fling (N), **Focus Blast**, **Focus Punch**, Foresight, Frustration, Giga Impact, Gunk Shot, Helping Hand, Hidden Power, Hyper Beam, Ice Punch, **Karate Chop (N)**, Lash Out, **Low Sweep**, Meditate, Mega Kick, Mega Punch, Metronome, Night Shade, Night Slash, Overheat, Payback, **Phantom Force**, Poison Jab, **Poltergeist (N)**, Power Trip, Protect, Rain Dance, Rest, Return, **Revenge**, **Reversal**, Rock Slide, Rock Tomb, Round, Scary Face, Seed Bomb, **Shadow Ball**, **Shadow Claw**, Sleep Talk, Smack Down, Smelling Salts, Snore, Spite (N), Stealth Rock, Stone Edge, Substitute, Sunny Day, Swift, Take Down, Taunt, Tera Blast, Thief, Throat Chop, Thunder, Thunder Punch, Thunderbolt, Toxic, U-Turn, Uproar, **Vacuum Wave**

Paldean Wooper



Base Stats

HP	6	Sp.ATK	3	Total:
ATK	5	Sp.DEF	3	24
DEF	5	SPD	2	

Basic Information

Type:	Poison / Ground
Basic Ability 1:	Poison Point
Basic Ability 2:	Water Absorb
Adv Ability 1:	Unaware
Adv Ability 2:	Mud Dweller
High Ability:	Damp

Evolution

1 - Paldean Wooper
2 - Clodsire Lv 20 Minimum

Other Information

Size:	1'4" / 0.4m (Small)	24.3 lbs / 11.0 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Marsh	

Capabilities

Overland 5, Swim 4, Jump 3/3, Power 1, Naturewalk (Wetlands), Underdog

Skill List

Athl 1d6, Acro 1d6, Combat 1d6, Stealth 3d6, Percep 2d6, Focus 2d6

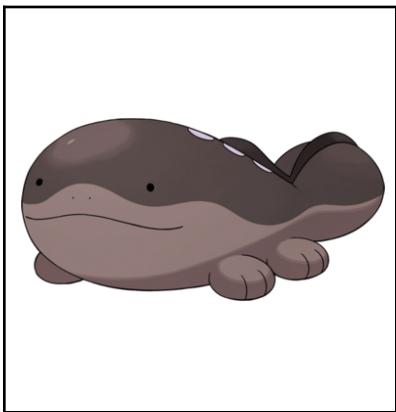
Move List

- 1 - Clayball* - **Ground** [Ranged Tackle]
- 1 - **Poison Sting** - **Poison**
- 1 - Tail Whip - **Normal**
- 4 - Tackle - **Normal**
- 8 - Wave Dash* - **Water** [New]
- 11 - Toxic Spikes - **Poison**
- 13 - **Poison Tail** - **Poison**
- 16 - **Bulldoze** - **Ground**
- 18 - Slam - **Normal**
- 21 - Yawn - **Normal**
- 24 - Toxic - **Poison**
- 27 - **Poison Jab** - **Poison**
- 30 - **Stomping Tantrum** - **Ground**
- 33 - Aqua Tail - **Water**
- 36 - Counter - **Fighting**
- 39 - **Gunk Shot** - **Poison**
- 42 - **Earthquake** - **Ground**

TM/Tutor Moves

Acid Spray (N), After You, Amnesia, Ancient Power, Attract, Baneful Bunker, Body Press, Body Slam, Chilling Water, Confide, Curse, **Dig**, Double Kick, Double Team, Double-Edge, **Earth Power**, Endure, Facade, Frustration, Haze, Helping Hand, Hidden Power, Hydro Pump, Liquidation, Low Kick, Mist, **Mud Shot (N)**, **Mud-Slap (N)**, Protect, Rain Dance, Recover, Rest, Return, Rock Slide, Rock Tomb, Round, Sandstorm, Sleep Talk, **Sludge Bomb (N)**, **Sludge Wave (N)**, Spikes, Spit Up (N), Stealth Rock, Stockpile (N), Stone Edge, Substitute, Surf (N), Swagger, Swallow (N), Take Down, Tera Blast, Trailblaze, **Venoshock**, Water Pulse, Waterfall

Clodsire



Base Stats

HP	13	Sp. ATK	5	Total:
ATK	8	Sp. DEF	10	44
DEF	6	SPD	2	

Basic Information

Type:	Poison / Ground
Basic Ability 1:	Poison Point
Basic Ability 2:	Water Absorb
Adv Ability 1:	Unaware
Adv Ability 2:	Mud Dweller
High Ability:	Damp

Evolution

- 1 - Paldean Wooper
2 - Clodsire Lv 20 Minimum

Other Information

Size:	5'11" / 1.8m (Medium)	491.6 lbs / 223.0 kg (Weight Class 6)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Marsh	

Capabilities

Overland 6, Swim 5, Jump 1/1, Power 6, Naturewalk (Wetlands), Underdog

Skill List

Athl 5d6+2, Acro 1d6, Combat 3d6, Stealth 1d6, Percep 3d6+1, Focus 4d6

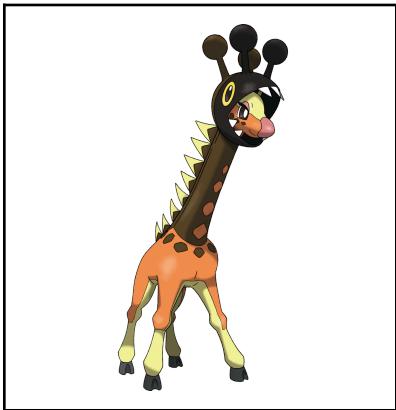
Move List

Evo - Amnesia - Psychic
1 - Clayball* - Ground [Ranged Tackle]
1 - Poison Sting - Poison
1 - Tail Whip - Normal
4 - Tackle - Normal
8 - Wave Dash* - Water [New]
11 - Toxic Spikes - Poison
13 - Poison Tail - Poison
16 - Bulldoze - Ground
18 - Slam - Normal
21 - Yawn - Normal
24 - Bone Rush - Ground
27 - Toxic - Poison
30 - Poison Jab - Poison
33 - Stomping Tantrum - Ground
36 - Aqua Tail - Water
39 - Counter - Fighting
42 - Gunk Shot - Poison
45 - Megahorn - Bug
48 - Earthquake - Ground

TM/Tutor Moves

Acid Spray (N), After You, Ancient Power, Attract, Baneful Bunker, Body Press, Body Slam, Chilling Water, Confide, Curse, Dig, Double Kick, Double Team, Double-Edge, Earth Power, Endure, Facade, Frustration, Giga Impact, Haze, Heavy Slam, Helping Hand, Hidden Power, High Horsepower, Hydro Pump, Hyper Beam, Iron Head, Liquidation, Low Kick, Mist, Mud Shot (N), Mud-Slap (N), Muddy Water, Protect, Rain Dance, Recover, Rest, Return, Rock Slide, Rock Tomb, Round, Sandstorm, Sleep Talk, Sludge Bomb (N), Sludge Wave (N), Spikes, Spit Up (N), Stealth Rock, Stockpile (N), Stone Edge, Substitute, Surf (N), Swagger, Swallow (N), Take Down, Tera Blast, Trailblaze, Venoshock, Water Pulse, Waterfall, Zen Headbutt

Farigiraf



Base Stats

HP	12	Sp.ATK	11	Total:
ATK	9	Sp.DEF	7	52
DEF	7	SPD	6	

Basic Information

Type:	Normal / Psychic
Basic Ability 1:	Cud Chew
Basic Ability 2:	Armor Tail
Adv Ability 1:	Sap Sipper
Adv Ability 2:	Probability Control
High Ability:	Magic Bounce

Evolution

- 1 - Girafarig
2 - Farigiraf Lv 30 Minimum

Other Information

Size:	10'06" / 3.2m (Large)	352.7 lbs / 160.0 kg (Weight Class 5)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Grassland, Forest	

Capabilities

Overland 5, Swim 4, Jump 2/2, Power 4, Mountable 1, Reach, Telekinetic, Telepath

Skill List

Athl 4d6, Acro 5d6+2, Combat 4d6, Stealth 1d6, Percep 6d6+2, Focus 5d6

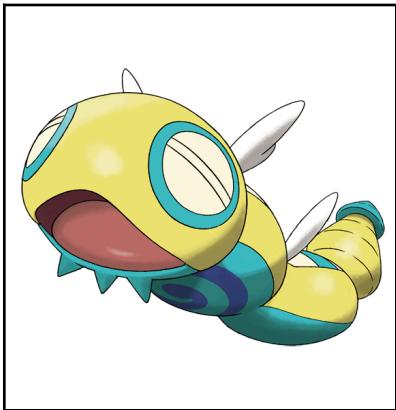
Move List (This Movelist also replaces Girafarig's)

1 - Power Swap - **Psychic**
1 - Guard Swap - **Psychic**
1 - Astonish - **Ghost**
1 - Tackle - Normal
1 - Growl - **Normal**
5 - Confusion - Psychic
10 - Bite - **Dark**
14 - Stomp - Normal
18 - Psybeam - Psychic
20 - Agility - **Psychic**
20 - Baton Pass - **Normal**
23 - Double Hit - Normal
25 - Smart Strike - **Steel**
27 - Swift - Normal
30 - Twin Beam - Psychic
33 - Crunch - **Dark**
36 - Body Slam - Normal
38 - Flash Cannon - **Steel**
41 - Psychic - Psychic
44 - Nasty Plot - **Dark**
46 - Assurance - **Dark**
48 - Thrash - Normal
50 - Hyper Beam - Normal

TM/Tutor Moves

Ally Switch, Amnesia (N), Attract, Beat Up, Bulldoze, Calm Mind, Charge Beam, Confide, Confuse Ray, Curse, Dazzling Gleam, Double Kick (N), Double Team, **Double-Edge**, **Dream Eater**, Earthquake, Echoed Voice, Endeavor, Endure, Energy Ball, **Expanding Force (N)**, **Facade**, Flash, Foresight, Foul Play, **Frustration**, **Future Sight**, **Giga Impact**, Grass Knot, Gravity, Helping Hand, **Hidden Power**, High Horsepower, **Hyper Voice**, Imprison, Iron Head, Iron Tail, Light Screen, Low Kick, Magic Coat, Mean Look (N), Mirror Coat, Mud-Slap, Night Shade, Protect, Psych Up, **Psychic Fangs**, **Psychic Noise**, Psychic Terrain, **Psyshock**, Rain Dance, **Razor Wind**, Recycle, Reflect, Rest, **Retaliate**, **Return**, Roar, Rock Smash, Role Play, **Round**, **Secret Power**, Shadow Ball, Shock Wave, Signal Beam, Skill Swap (N), Sleep Talk, **Snore**, Stomping Tantrum, **Stored Power**, **Strength**, Substitute, Sucker Punch, Sunny Day, Swagger, **Take Down (N)**, Telekinesis, **Tera Blast**, Thief, Thunder, Thunder Wave, Thunderbolt, Toxic, Trailblaze, Trick, Trick Room, **Uproar**, Wish, **Zen Headbutt (N)**

Dudunsparce



Base Stats

HP	13	Sp.ATK	9	Total:
ATK	10	Sp.DEF	8	54
DEF	8	SPD	6	

Basic Information

Type:	Normal
Basic Ability 1:	Serene Grace
Basic Ability 2:	Run Away
Adv Ability 1:	Rattled
Adv Ability 2:	Thick Fat
High Ability:	Dig Away

Evolution

- 1 - Dunsparce
2 - Dudunsparce Lv 30 Minimum

Other Information

Size:	11'10" / 3.6m (Huge)	86.4 lbs / 39.2 kg (Weight Class 3)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Cave, Desert, Forest, Grassland	

Capabilities

Overland 6, Swim 6, Burrow 6, Jump 3/3, Power 9, Darkvision, Mountable 2

Skill List

Athl 6d6, Acro 2d6, Combat 3d6, Stealth 3d6, Percep 4d6, Focus 5d6

Move List

(This Movelist also replaces Dunsparce's)

1 - Flail - Normal
1 - Defense Curl - Normal
4 - Mud-Slap - Ground
7 - Rollout - Rock
10 - Spite - Ghost
12 - Glare - Normal
14 - Screech - Normal
17 - Swift - Normal
20 - Ancient Power - Rock
23 - Aerial Ace - Flying
25 - Yawn - Normal
27 - Drill Run - Ground
30 - Hyper Drill - Normal
32 - Coil - Poison
33 - Dig - Ground
36 - Air Slash - Flying
38 - Roost - Flying
40 - Dragon Rush - Dragon
43 - Double-Edge - Normal
46 - Endeavor - Normal
49 - Hurricane - Flying
52 - Boomburst - Normal

TM/Tutor Moves

(This Movelist also replaces Dunsparce's)

Agility, Amnesia, Aqua Tail, Astonish, Attract, Baton Pass, Bide, Bind, Bite, Blizzard, Body Press, **Body Slam**, Breaking Swipe, Bulldoze, Calm Mind, Charge Beam, Chilling Water (N), Confide, Counter, Curse, Double Team, Dragon Tail, Dream Eater, Dual Wingbeat, Earth Power (N), Earthquake, Endure, **Facade**, Fire Blast, Flamethrower, **Frustration**, **Giga Impact**, Gyro Ball, Headbutt, Heavy Slam, Helping Hand, Hex, **Hidden Power**, **Hyper Beam**, **Hyper Voice**, Ice Beam, Ice Spinner, Incinerate, Iron Tail, **Last Resort**, Lunge, Magic Coat, Mud Shot, Outrage, Pain Split, Poison Jab, Poison Tail, Pounce, Protect, Psych Up, Rain Dance, Rest, **Retaliate**, **Return**, Rock Slide, Rock Smash, Rock Tomb, Role Play, **Round**, Sandstorm, Scale Shot, Scary Face, **Secret Power**, Shadow Ball, Shock Wave, Skitter Smack, Sleep Talk, Smart Strike, Snore, Solar Beam, Stealth Rock, Stomping Tantrum, Stone Edge, Stored Power, **Strength**, Substitute, Sunny Day, Swagger, Tailwind, **Take Down**, **Tera Blast**, Thief, Throat Chop, Thunder (N), Thunder Wave, Thunderbolt, Toxic, **Trump Card**, **Uproar**, Water Pulse, Wild Charge, Zen Headbutt

Kingambit



Base Stats

HP	10	Sp.ATK	6	Total:
ATK	14	Sp.DEF	9	56
DEF	12	SPD	5	

Basic Information

Type:	Dark / Steel
Basic Ability 1:	Defiant
Basic Ability 2:	Pressure
Adv Ability 1:	Sharpness
Adv Ability 2:	Supreme Overlord
High Ability:	Parry

Evolution

- 1 - Pawniard
- 2 - Bisharp Lv 25 Minimum
- 3 - Kingambit Lv 35 Minimum

Other Information

Size:	6'7" / 2.0m (Large)	264.6 lbs. / 120.0kg (Weight Class 4)
Genders:	50.0% Male	50.0% Female
Diet:	Omnivore	
Habitat:	Cave, Mountain	

Capabilities

Overland 5, Swim 2, Jump 1/2, Power 10, Darkvision, Tracker, Stealth, Pack Mon

Skill List

Athl 5d6+1, Acro 2d6, Combat 6d6+1, Stealth 3d6, Percep 4d6, Focus 4d6+2

Move List

(This Movelist also replaces Pawniard and Bisharp's)

Evo - Kowtow Cleave - Dark
1 - Scratch - Normal
1 - Leer - Normal
1 - Metal Claw - Steel
4 - Fury Cutter - Bug
7 - Beat Up - Dark
10 - Scary Face - Normal
13 - Feint Attack - Dark
16 - Aerial Ace - Flying
19 - Slash - Normal
22 - Metal Sound - Steel
25 - Iron Head - Steel
29 - Torment - Dark
33 - X-Scissor - Bug
37 - Night Slash - Dark
40 - Iron Defense - Steel
43 - Retaliate - Normal
46 - Swords Dance - Normal
49 - Assurance - Dark
52 - Sacred Sword - Fighting
55 - Zantetsuken* - Steel [New]

TM/Tutor Moves

(This Movelist also replaces Bisharp's)

Air Slash, Aqua Cutter, Attract, Brick Break (N), **Brutal Swing**, **Ceaseless Edge**, Confide, **Dark Pulse**, Dig, Double Team, Dual Chop, Endure, Facade, False Swipe, **Flash Cannon**, Fling, Focus Blast, **Foul Play**, Frustration, Giga Impact, Grass Knot, Guillotine, Headbutt, Hidden Power, Hyper Beam, **Knock Off (N)**, **Lash Out**, Low Kick, Low Sweep, Magnet Rise, Mean Look, Metal Burst (N), Metal Sound, Poison Jab, Protect, Psycho Cut (N), Quick Guard, Rain Dance, Rest, Return, Reversal, Rock Tomb, Role Play, Round, Sandstorm, Shadow Claw, Sleep Talk, Snarl, Snatch, Snore, Spite, Stealth Rock, **Steel Beam**, Stone Edge, Substitute, **Sucker Punch**, Swagger, Take Down, Taunt, Tera Blast, **Thief (N)**, **Throat Chop**, Thunder Wave, Toxic, Zen Headbutt

Great Tusk



Base Stats

HP	12	Sp.ATK	5	Total:
ATK	13	Sp.DEF	5	57
DEF	13	SPD	9	

Basic Information

Type:	Ground / Fighting
Basic Ability 1:	Protosynthesis
Adv Ability 1:	Sumo Stance
Adv Ability 2:	Gore
Adv Ability 3:	Sand Rush
High Ability:	Reckless

Evolution

1 - Great Tusk

Other Information

Size:	7'3" / 2.2m (Large)	705.5 lbs / 320.0 kg (Weight Class 6)
Genders:	Unknown	
Diet:	Herbivore	

Capabilities

Overland 7, Swim 4, Jump 1/1, Power 7, Tracker, Naturewalk
(Desert, Mountain), Mountable 3

Skill List

Athl 5d6+2, Acro 2d6, Combat 3d6+2, Stealth 2d6, Percep 3d6+1, Focus 4d6+1

Move List

1 - Horn Attack - Normal
1 - Defense Curl - Normal
1 - Rollout - Rock
1 - Rock Smash - Fighting
1 - Clayball* - Ground [Ranged Tackle]
4 - Rapid Spin - Normal
8 - Taunt - Dark
12 - Knock Off - Dark
14 - Double Kick - Fighting
16 - Bulldoze - Ground
20 - Endeavor - Normal
24 - Brick Break - Fighting
28 - Stomping Tantrum - Ground
32 - Giga Impact - Normal
36 - Earthquake - Ground
40 - Close Combat - Fighting
44 - Megahorn - Bug
48 - Head Smash - Rock
52 - Headlong Rush - Ground

TM/Tutor Moves

Attract, **Body Press (N)**, Body Slam, Bulk Up, Confide, **Dig**, Double Team, Double-Edge, **Earth Power**, Endure, Facade, Fire Fang, Flash Cannon, Frustration, Heavy Slam, Hidden Power, **High Horsepower (N)**, Hyper Beam, Ice Fang, Ice Spinner, Iron Head, **Mud Shot**, **Mud-Slap**, Play Rough, Protect, Psyshock, Rest, Return, **Reversal**, Roar, Rock Slide, Rock Tomb, Round, Sandstorm, Scary Face, Sleep Talk, Smack Down, Smart Strike, Stealth Rock, Stone Edge, Substitute, Sunny Day (N), Supercell Slam, Swagger, Take Down, Temper Flare, Tera Blast, Throat Chop, Thunder Fang, Toxic, Zen Headbutt

Scream Tail



Base Stats

HP	12	Sp.ATK	7	Total:
ATK	7	Sp.DEF	12	59
DEF	10	SPD	11	

Basic Information

Type:	Fairy / Psychic
Basic Ability 1:	Protosynthesis
Adv Ability 1:	Cute Charm
Adv Ability 2:	Weird Power
Adv Ability 3:	Sound Lance
High Ability:	Punk Rock

Evolution

1 - Scream Tail

Other Information

Size:	3'11" / 1.2m (Medium)	17.6 lbs / 8.0 kg (Weight Class 1)
Genders:	Unknown	
Diet:	Omnivore	
Habitat:	Cave, Grassland	

Capabilities

Overland 6, Swim 3, Jump 1/2, Levitate 4, Power 3, Inflatable, Naturewalk (Grassland, Cave)

Skill List

Athl 3d6+1, Acro 4d6+1, Combat 2d6+2, Stealth 2d6+2, Percep 3d6+2, Focus 4d6+3

Move List

1 - Pound - Normal
1 - Sing - Normal
1 - Disable - Normal
1 - Disarming Voice - Fairy
4 - Howl - Normal
8 - Noble Roar - Normal
10 - Confusion - Psychic
12 - Bite - Dark
14 - Heart Stamp - Psychic
16 - Draining Kiss - Fairy
18 - Body Slam - Normal
20 - Rest - Psychic
24 - Crush* - Fairy [Dizzy Punch w/ Infatuate]
28 - Hyper Voice - Normal
30 - Psychic Fangs - Psychic
32 - Dazzling Gleam - Fairy
34 - Psyshock - Psychic
36 - Crunch - Dark
38 - Play Rough - Fairy
40 - Wish - Normal
42 - Synchronoise - Psychic
44 - Gyro Ball - Steel
48 - Perish Song - Normal
52 - Boomburst - Normal

TM/Tutor Moves

Amnesia, Attract, Baton Pass, Blizzard, Bulk Up, Calm Mind, Confide, Dig, Double Team, Double-Edge, Drain Punch, Encore, Endure, **Expanding Force**, Facade, Fake Tears, Fire Blast, Fire Fang, Fire Punch, Flamethrower, Fling, Focus Blast, Frustration, Giga Impact, Grass Knot, Helping Hand, Hidden Power, Hyper Beam, Ice Beam, Ice Fang, Ice Punch, Imprison, Light Screen, Metronome, **Misty Explosion**, Misty Terrain, Protect, **Psybeam**, Psych Up, **Psychic**, **Psychic Noise**, Psychic Terrain, Rain Dance, Reflect, Return, Roar, Rock Tomb, Round, Sandstorm, Scary Face, Sleep Talk, Snowscape, Stealth Rock, Stomping Tantrum, **Stored Power**, Substitute, Sunny Day (N), Swagger, Take Down, Tera Blast, Thunder, Thunder Fang (N), Thunder Punch, Thunder Wave, Thunderbolt (N), Toxic, Trick, Trick Room, Uproar, Water Pulse, **Zen Headbutt**

Brute Bonnet



Base Stats

HP	11	Sp.ATK	8	Total:
ATK	13	Sp.DEF	10	58
DEF	10	SPD	6	

Basic Information

Type:	Grass / Dark
Basic Ability 1:	Protosynthesis
Adv Ability 1:	Effect Spore
Adv Ability 2:	Bully
Adv Ability 3:	Rough Skin
High Ability:	Fungus Lord

Evolution

1 - Brute Bonnet

Other Information

Size:	3'11" / 1.2m (Medium)	46.3 lbs / 21.0 kg (Weight Class 2)
Genders:	Unknown	
Diet:	Phototroph	
Habitat:	Cave, Forest, Grassland	

Capabilities

Overland 5, Swim 1, Jump 1/1, Power 4, Naturewalk
(Grassland, Forest), Mushroom Harvest, Shrinkable

Skill List

Athl 3d6+1, Acro 1d6+1, Combat 2d6+1, Stealth 4d6+2, Percep 4d6, Focus 3d6+2

Move List

1 - Leafage - Grass
1 - Growth - Normal
1 - Astonish - Ghost
4 - Stun Spore - Grass
8 - Synthesis - Grass
12 - Brutal Swing - Dark
16 - Needle Arm - Grass
20 - Payback - Dark
24 - Spore - Grass
28 - Seed Bomb - Grass
32 - Sucker Punch - Dark
34 - Spiky Shield - Grass
36 - Lash Out - Dark
40 - Thrash - Normal
44 - Rage Powder - Bug
48 - Brutal Beatdown* - Dark [Close Combat]
52 - Power Whip - Grass

TM/Tutor Moves

Attract, Body Press, Body Slam, **Bullet Seed**, Close Combat, Confide, Confuse Ray, **Crunch**, **Dark Pulse (N)**, Double Team, Double-Edge, Drain Punch, Earth Power, Endure, **Energy Ball**, Facade, Frustration, **Giga Drain (N)**, Giga Impact, **Grass Knot**, Grassy Terrain, Hex, Hidden Power, High Horsepower (N), Hyper Beam, **Leaf Storm**, **Magical Leaf**, Outrage (N), Pollen Puff, Protect, Rest, Return, Round, Scary Face, Sleep Talk, **Solar Beam**, Stomping Tantrum, Submission (N), Substitute, Sunny Day (N), Swagger, Taunt, Tera Blast, Thief, Toxic, **Trailblaze (N)**, Triple Kick, Venoshock, Zen Headbutt

Flutter Mane



Base Stats

HP	6	Sp.ATK	14	Total:
ATK	6	Sp.DEF	14	60
DEF	6	SPD	14	

Basic Information

Type:	Ghost / Fairy
Basic Ability 1:	Protosynthesis
Adv Ability 1:	Levitate
Adv Ability 2:	Omen
Adv Ability 3:	Flutter
High Ability:	Fur Coat

Evolution

1 - Flutter Mane

Other Information

Size:	4'7" / 1.4m (Medium)	8.8 lbs / 4.0 kg (Weight Class 1)
Genders:	Unknown	
Diet:	Nullivore	
Habitat:	Cave, Forest	

Capabilities

Overland 1, Swim 3, Sky 6, Jump 1/1, Power 3, Darkvision, Dead Silent, Invisibility, Phasing

Skill List

Athl 2d6, Acro 2d6, Combat 3d6+2, Stealth 4d6, Percep 2d6+3, Focus 3d6

Move List

1 - Confuse Ray - Ghost
1 - Spite - Ghost
1 - Spook* - Ghost [Ember, -1SpD]
1 - Disarming Voice - Fairy
4 - Psybeam - Psychic
8 - Mean Look - Normal
12 - Memento - Dark
16 - Ominous Wind - Ghost
20 - Wish - Normal
24 - Dazzling Gleam - Fairy
28 - Mystical Fire - Fire
32 - Shadow Ball - Ghost
36 - Power Gem - Rock
40 - Psyshock - Psychic
44 - Pain Split - Normal
48 - Moonblast - Fairy
52 - Perish Song - Normal

TM/Tutor Moves

Attract, Calm Mind, Charge Beam, Confide, Dark Pulse, Double Team, **Draining Kiss (N)**, Endure, Energy Ball, Facade, Fake Tears, Fire Blast (N), Frustration, Giga Impact, Helping Hand, **Hex (N)**, Hidden Power, Hyper Beam, Hyper Voice, Icy Wind, Imprison, Magical Leaf, Misty Terrain, Night Shade, **Phantom Force**, **Poltergeist**, Protect, Psychic, Rest, Return, Round, Sleep Talk, Stored Power, Substitute, Sunny Day (N), Swagger, Swift, Taunt, Tera Blast, Thunder, Thunder Wave, Thunderbolt, Toxic, Trick Room

Slither Wing



Base Stats

HP	9	Sp.ATK	9	Total:
ATK	14	Sp.DEF	11	59
DEF	8	SPD	8	

Basic Information

Type:	Bug / Fighting
Basic Ability 1:	Protosynthesis
Adv Ability 1:	Fiery Crash
Adv Ability 2:	Fur Coat
Adv Ability 3:	Tinted Lens
High Ability:	Reckless

Evolution

1 - Slither Wing

Other Information

Size:	10'6" / 3.2m (Huge)	202.0 lbs / 92.0 kg (Weight Class 4)
Genders:	Unknown	
Diet:	Herbivore	
Habitat:	Cave, Mountain, Rainforest	

Capabilities

Overland 7, Swim 3, Sky 2, Jump 1/1, Power 8, Egg Warmer, Firestarter, Heater, Mountable 1

Skill List

Athl 3d6, Acro 3d6-1, Combat 4d6, Stealth 1d6+2, Percep 4d6+1, Focus 5d6+2

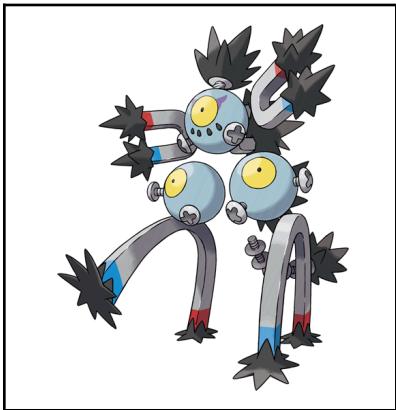
Move List

1 - Ember - Fire
1 - Pounce - Bug
1 - Rock Smash - Fighting
4 - Poison Powder - Poison
4 - Stun Spore - Grass
8 - Flame Charge - Fire
10 - Wing Attack - Flying
12 - Stomp - Normal
14 - Bug Bite - Bug
16 - Low Sweep - Fighting
20 - Morning Sun - Normal
24 - Lunge - Bug
28 - Bulk Up - Fighting
30 - Submission - Fighting
32 - Dual Wingbeat - Flying
34 - Take Down - Normal
36 - First Impression - Bug
40 - Flare Blitz - Fire
42 - Whirlwind - Normal
44 - Superpower - Fighting
48 - Leech Life - Bug
52 - Thrash - Normal

TM/Tutor Moves

Acrobatics, Aerial Ace, Attract, **Body Press**, Body Slam, **Brick Break**, **Bug Buzz (N)**, **Close Combat**, Confide, Curse, Double Team, Double-Edge, Earthquake, Endure, Facade, Frustration, Giga Drain, Giga Impact, Heat Crash, Heat Wave, Heavy Slam, Hidden Power, High Horsepower, Hurricane, Hyper Beam, **Low Kick**, Protect, Rain Dance, Rest, Return, Reversal, Round, Sandstorm, **Skitter Smack**, Sleep Talk, Stomping Tantrum, Substitute, Sunny Day (N), Swagger, Temper Flare, Tera Blast, Toxic, Trailblaze (N), **U-Turn (N)**, Wild Charge, Will-O-Wisp, Zen Headbutt (N)

Sandy Shocks



Base Stats

HP	9	Sp.ATK	12	Total:
ATK	8	Sp.DEF	9	58
DEF	10	SPD	10	

Basic Information

Type:	Electric / Ground
Basic Ability 1:	Protosynthesis
Adv Ability 1:	Magnet Pull
Adv Ability 2:	Sturdy
Adv Ability 3:	Sand Force
High Ability:	Targeting System

Evolution

1 - Sandy Shocks

Other Information

Size:	7'7" / 2.3m (Large)	132.3 lbs / 60.0 kg (Weight Class 4)
Genders:	Unknown	
Diet:	Ergovore	
Habitat:	Desert, Mountain, Urban	

Capabilities

Overland 3, Swim 4, Levitate 5, Jump 1/1, Power 4, Dead Silent, Magnetic, Zapper

Skill List

Athl 3d6, Acro 2d6+1, Combat 2d6+2, Stealth 2d6+1, Percep 3d6+2, Focus 3d6+2

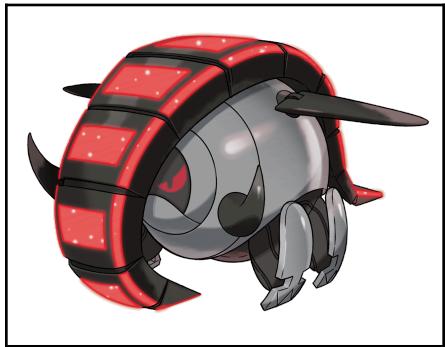
Move List

1 - Thunder Wave - Electric
1 - Electric Terrain - Electric
1 - Supersonic - Normal
1 - Thunder Shock - Electric
4 - Mud-Slap - Ground
8 - Metal Sound - Steel
12 - Charge Beam - Electric
16 - Mud Shot - Ground
20 - Screech - Normal
24 - Mirror Shot - Steel
28 - Tri Attack - Normal
32 - Discharge - Electric
34 - Flash Cannon - Steel
36 - Earth Power - Ground
40 - Mirror Coat - Psychic
44 - Gravity - Psychic
48 - Zap Cannon - Electric
50 - Steel Beam - Steel
52 - Magnetic Flux - Electric

TM/Tutor Moves

Attract, Body Press, Body Slam, **Bulldoze**, Charge, Confide, Double Team, Dragon Pulse, **Earthquake**, Eerie Impulse, **Electro Ball**, **Electroweb**, Endure, Facade, Frustration, Giga Impact, Heavy Slam (N), Heat Wave, Hidden Power, **High Horsepower**, Hyper Beam, Iron Defense, Light Screen, Power Gem (N), Protect, Psyshock, Reflect, Rest, Return, Round, **Sand Tomb**, Sandstorm, **Scorching Sands**, Sleep Talk, Sludge Wave (N), Smog (N), Spikes, Stealth Rock, **Stomping Tantrum**, Substitute, Sunny Day (N), **Supercell Slam**, Swagger, Swift, Take Down, Tera Blast, **Thunder**, **Thunderbolt (N)**, Toxic, **Volt Switch (N)**, **Wild Charge**

Iron Treads



Base Stats

HP	9	Sp. ATK	7	Total:
ATK	11	Sp. DEF	7	57
DEF	12	SPD	11	

Basic Information

Type:	Ground / Steel
Basic Ability 1:	Quark Drive
Adv Ability 1:	Sturdy
Adv Ability 2:	Battle Armor
Adv Ability 3:	Sand Rush
High Ability:	Ballistic

Evolution

1 - Iron Treads

Other Information

Size:	2'11" / 0.9m (Small)	529.1 lbs / 240.0 kg (Weight Class 6)
Genders:	Unknown	
Diet:	Ergovore	
Habitat:	Desert, Mountain	

Capabilities

Overland 7, Swim 4, Jump 1/1, Power 7, Breathless, Glow, Magnetic, Mountable 1, Naturewalk (Desert, Urban), Tracker

Skill List

Athl 5d6+2, Acro 2d6, Combat 3d6+2, Stealth 2d6, Percep 3d6+1, Focus 4d6+1

Move List

1 - Horn Attack - Normal
1 - Defense Curl - Normal
1 - Rollout - Rock
1 - Bullet Punch - Steel
1 - Clayball* - Ground [Ranged Tackle]
4 - Rapid Spin - Normal
8 - Lock-On - Normal
12 - Bulldoze - Ground
14 - Knock Off - Dark
16 - Spark - Electric
20 - Smart Strike - Steel
24 - Endeavor - Normal
28 - Stomping Tantrum - Ground
30 - Wild Charge - Electric
32 - Iron Head - Steel
36 - Earthquake - Ground
40 - Heavy Slam - Steel
44 - Steamroller - Bug
48 - Giga Impact - Normal
52 - Steel Roller - Steel

TM/Tutor Moves

Attract, Body Press, Body Slam, Confide, Double Team, Double-Edge, Earth Power, Electric Terrain (N), Electro Ball (N), Facade, **Flash Cannon**, Frustration, **Gyro Ball (N)**, **Hard Press**, Hidden Power, **High Horsepower**, Hyper Beam, Ice Fang, Ice Spinner, Iron Defense, **Iron Tail**, **Metal Sound**, **Mud Shot**, **Mud-Slap**, Protect, Rest, Return, Rock Slide, Rock Tomb, Round, Sandstorm, Scary Face, Sleep Talk, Stealth Rock, **Steel Beam**, Stone Edge, Substitute, Supercell Slam, Swagger, Take Down, Tera Blast, Thunder, Thunder Fang, Toxic, Volt Switch, Zen Headbutt

Iron Bundle



Base Stats

HP	6	Sp.ATK	12	Total:
ATK	8	Sp.DEF	6	57
DEF	11	SPD	14	

Basic Information

Type:	Ice / Water
Basic Ability 1:	Quark Drive
Adv Ability 1:	Hustle
Adv Ability 2:	Snow Cloak
Adv Ability 3:	Ice Jet
High Ability:	Beam Cannon

Evolution

1 - Iron Bundle

Other Information

Size:	2'0" / 0.6m (Small)	24.3 lbs / 11.0 kg (Weight Class 2)
Genders:	Unknown	
Diet:	Ergovore	
Habitat:	Mountain, Taiga, Tundra	

Capabilities

Overland 4, Swim 6, Jump 3/4, Power 4, Breathless, Chilled, Glow, Magnetic, Naturewalk (Urban, Tundra), Wielder

Skill List

Athl 3d6+3, Acro 3d6, Combat 4d6+2, Stealth 3d6, Percep 4d6, Focus 4d6

Move List

1 - Present - [Normal](#)
1 - Water Gun - [Water](#)
1 - Whirlpool - [Water](#)
4 - Powder Snow - [Ice](#)
8 - Gust - [Flying](#)
12 - Chilling Water - [Water](#)
16 - Aurora Beam - [Ice](#)
18 - Air Cutter - [Flying](#)
20 - Helping Hand - [Normal](#)
24 - Freeze Dry - [Ice](#)
28 - Snipe Shot - [Water](#)
32 - Ice Beam - [Ice](#)
36 - Agility - [Psychic](#)
38 - Flash Cannon - [Steel](#)
40 - Snowscape - [Ice](#)
44 - Hydro Pump - [Water](#)
48 - Aurora Veil - [Ice](#)
52 - Blizzard - [Ice](#)

TM/Tutor Moves

Acrobatics, Air Slash, Attract, **Avalanche**, Body Slam, Confide, Dark Pulse, Double Team, Dragon Pulse (N), Electric Terrain (N), Encore, Endure, Facade, Fling, **Flip Turn**, Frustration, Giga Impact, Hidden Power, Hyper Beam, **Ice Punch (N)**, **Ice Spinner**, **Icy Wind**, Moonblast, Play Rough, Protect, Rain Dance, Rest, Return, Round, Signal Beam, Sleep Talk, Substitute, Swagger, Swift, Take Down, Taunt, Tera Blast, Thief, Toxic, U-Turn, **Water Pulse**

Iron Hands



Base Stats

HP	15	Sp.ATK	5	Total:
ATK	14	Sp.DEF	7	
DEF	11	SPD	5	

Basic Information

Type:	Fighting / Electric
Basic Ability 1:	Quark Drive
Adv Ability 1:	Sumo Stance
Adv Ability 2:	Guts
Adv Ability 3:	Galvanize
High Ability:	Iron Fist

Evolution

1 - Iron Hands

Other Information

Size:	5'11" / 1.8m (Medium)	839.3 lbs / 380.7 kg (Weight Class 6)
Genders:	Unknown	
Diet:	Ergovore	
Habitat:	Cave, Mountain	

Capabilities

Overland 6, Swim 3, Jump 1/1, Power 14, Breathless, Glow, Magnetic, Reach

Skill List

Athl 5d6+2, Acro 1d6, Combat 5d6, Stealth 1d6, Percep 3d6, Focus 4d6+1

Move List

1 - Sand Attack - Ground
1 - Tackle - Normal
1 - Focus Energy - Normal
1 - Rock Smash - Fighting
1 - Bullet Punch - Steel
4 - Fake Out - Normal
6 - Surge* - Electric [Quick Attack]
8 - Whirlwind - Normal
12 - Force Palm - Fighting
14 - Spark - Electric
16 - Slam - Normal
18 - Arm Thrust - Fighting
20 - Seismic Toss - Fighting
24 - Thunder Punch - Electric
28 - Charge - Electric
30 - Brick Break - Fighting
32 - Wild Charge - Electric
36 - Heavy Slam - Steel
40 - Detect - Fighting
44 - Close Combat - Fighting
48 - Belly Drum - Normal
52 - Focus Punch - Fighting

TM/Tutor Moves

Attract, **Body Press (N)**, Body Slam, Bulldoze, Confide, Double Team, Double-Edge, **Drain Punch**, Earthquake, Electric Terrain (N), Endure, Facade, Fire Punch (N), Fling, **Focus Blast**, Frustration, Giga Impact, Hard Press, Hidden Power, Hyper Beam, Ice Punch (N), Iron Defense, Iron Head, **Low Kick**, **Low Sweep**, Metronome, Play Rough, Protect, Rest, Return, **Reversal**, Rock Slide, Rock Tomb, Round, Scary Face, Sleep Talk, Stomping Tantrum, Substitute, **Supercell Slam**, Swagger, Swords Dance, Take Down, Tera Blast, **Thunder**, **Thunderbolt**, Toxic, **Volt Switch**

Iron Jugulis



Base Stats

HP	9	Sp.ATK	12	Total:
ATK	8	Sp.DEF	8	57
DEF	9	SPD	11	

Basic Information

Type:	Dark / Flying
Basic Ability 1:	Quark Drive
Adv Ability 1:	Bully
Adv Ability 2:	Pride
Adv Ability 3:	Cluster Mind
High Ability:	Polycephaly

Evolution

1 - Iron Jugulis

Other Information

Size:	4'3" / 1.3m (Medium)	244.0 lbs / 111.0 kg (Weight Class 4)
Genders:	Unknown	
Diet:	Ergovore	
Habitat:	Cave, Mountain	

Capabilities

Overland 1, Swim 4, Sky 7, Levitate 5, Jump 2/2, Power 6, Blindsight, Breathless, Glow, Lifesense, Magnetic, Mindlock, Mountable 1, Stealth

Skill List

Athl 4d6+2, Acro 3d6, Combat 5d6, Stealth 2d6, Percep 5d6+2, Focus 4d6+1

Move List

1 - Work Up - Normal
1 - Focus Energy - Normal
1 - Gust - Flying
1 - Disorient* - Dark [Confusion]
4 - Roar - Normal
8 - Fire Spin - Fire
12 - Dragon Breath - Dragon
14 - Air Cutter - Flying
16 - Swift - Normal
18 - Snarl - Dark
20 - Taunt - Dark
24 - Flame Burst - Fire
28 - Tri Attack - Normal
30 - Nasty Plot - Dark
32 - Dark Pulse - Dark
36 - Air Slash - Flying
40 - Hyper Voice - Normal
42 - Heat Wave - Fire
44 - Dragon Pulse - Dragon
48 - Hurricane - Flying
50 - Draco Meteor - Dragon
52 - Hyper Beam - Normal

TM/Tutor Moves

Acrobatics, Assurance (N), Attract, Body Slam, Charge Beam, Confide, **Crunch (N)**, Double Team, Double-Edge, Dragon Cheer, Dragon Tail, **Dual Wingbeat**, Earth Power, Electric Terrain (N), Endure, Facade, Fire Blast (N), Fire Fang (N), Flamethrower, Flash Cannon, **Fly**, Focus Blast, Frustration, Giga Impact, Hidden Power, Hydro Pump (N), Iron Head, **Knock Off (N)**, **Lash Out**, Metal Sound, Meteor Beam, Outrage (N), Protect, Rain Dance, Rest, Return, Rock Tomb, Round, Scary Face, Sleep Talk, Substitute, Sunny Day, Swagger, Tailwind, Take Down, Tera Blast, **Throat Chop**, Toxic, U-Turn, Zen Headbutt (N)

Iron Moth



Base Stats

HP	8	Sp.ATK	14	Total:
ATK	7	Sp.DEF	11	57
DEF	6	SPD	11	

Basic Information

Type:	Fire / Poison
Basic Ability 1:	Quark Drive
Adv Ability 1:	Levitate
Adv Ability 2:	Heat Mirage
Adv Ability 3:	Brimstone
High Ability:	Solar Power

Evolution

1 - Iron Moth

Other Information

Size:	3'11" / 1.2m (Medium)	79.4 lbs / 36.0 kg (Weight Class 3)
Genders:	Unknown	
Diet:	Ergovore, Phototroph	
Habitat:	Cave, Mountain	

Capabilities

Overland 2, Swim 3, Sky 7, Jump 1/1, Power 3, Breathless, Firestarter, Glow, Heater, Lifesense, Magnetic

Skill List

Athl 3d6, Acro 3d6-1, Combat 3d6, Stealth 1d6+2, Percep 4d6+1, Focus 5d6+2

Move List

1 - Gust - Flying
1 - Whirlwind - Normal
1 - Ember - Fire
1 - Acid Spray - Poison
4 - Struggle Bug - Bug
8 - Fire Spin - Fire
12 - Take Down - Normal
14 - Sludge - Poison
16 - Shock Wave - Electric
18 - Incinerate - Fire
20 - Screech - Normal
24 - Signal Beam - Bug
28 - Sludge Bomb - Poison
30 - Discharge - Electric
32 - Fiery Dance - Fire
36 - Metal Sound - Steel
40 - Morning Sun - Normal
42 - Sludge Wave - Poison
44 - Hurricane - Flying
48 - Bug Buzz - Bug
52 - Overheat - Fire

TM/Tutor Moves

Acrobatics, Agility, Air Slash, Attract, Charge Beam, Confide, Confuse Ray, Dazzling Gleam, Double Team, Electric Terrain (N), Endure, Energy Ball, Facade, **Fire Blast, Flame Charge, Flamethrower, Flare Blitz**, Flash Cannon (N), Frustration, Giga Impact, **Heat Wave (N)**, Helping Hand, Hidden Power, Hyper Beam, Light Screen, Lunge, Meteor Beam, Pounce, Protect, Psychic, Rest, Return, Round, Sleep Talk, Solar Beam, Substitute, Sunny Day, Swagger, Swift, Tera Blast, Toxic, Toxic Spikes, U-Turn, **Venoshock**

Iron Thorns



Base Stats

HP	10	Sp.ATK	7	Total:
ATK	14	Sp.DEF	8	57
DEF	11	SPD	7	

Basic Information

Type:	Rock / Electric
Basic Ability 1:	Quark Drive
Adv Ability 1:	Stalwart
Adv Ability 2:	Battle Armor
Adv Ability 3:	Sand Stream
High Ability:	Iron Barbs

Evolution

1 - Iron Thorns

Other Information

Size:	5'3" / 1.6m (Large)	668.0 lbs / 303.0 kg (Weight Class 6)
Genders:	Unknown	
Diet:	Ergovore	
Habitat:	Cave, Mountain	

Capabilities

Overland 6, Swim 3, Jump 1/2, Power 11, Breathless, Darkvision, Glow, Magnetic, Naturewalk (Mountain, Urban)

Skill List

Athl 5d6+2, Acro 1d6, Combat 5d6+1, Stealth 2d6, Percep 4d6+3, Focus 6d6+2

Move List

1 - Rock Throw - Rock
1 - Iron Defense - Steel
1 - Surge* - Electric [Quick Attack]
4 - Screech - Normal
8 - Sand Tomb - Ground
12 - Rock Tomb - Rock
16 - Bite - Dark
18 - Fire Fang - Fire
18 - Ice Fang - Ice
18 - Thunder Fang - Electric
20 - Charge - Electric
24 - Smack Down - Rock
26 - Sandstorm - Rock
28 - Pin Missile - Bug
30 - Stealth Rock - Rock
32 - Wild Charge - Electric
34 - Spiky Shield - Grass
36 - Stone Edge - Rock
40 - Megahorn - Bug
44 - Earthquake - Ground
48 - Rock Slide - Rock
52 - Giga Impact - Normal

TM/Tutor Moves

Attract, Blizzard, Body Press, Body Slam, Breaking Swipe, Brick Break, Bulldoze, Charge Beam, Confide, Crunch, Curse, Dig, Double Team, Double-Edge, Dragon Claw, Dragon Dance, Dragon Tail, Earth Power, Eerie Impulse, Electric Terrain (N), Electro Ball, Electroweb, Endure, Facade, Fire Blast, Fire Punch, Flamethrower, Fling, Focus Blast, Frustration, Heavy Slam, Hidden Power, High Horsepower, Hyper Beam, Ice Beam, Ice Punch, Iron Head, Low Kick, Metal Claw, Meteor Beam, Power Gem, Protect, Rain Dance, Rest, Return, Rock Blast, Round, Scary Face, Sleep Talk, Snarl, Spikes, Stomping Tantrum, Substitute, Sunny Day, Supercell Slam, Swagger, Swords Dance, Take Down, Taunt, Tera Blast, Thunder, Thunder Punch, Thunder Wave, Thunderbolt, Toxic, Volt Switch

Frigibax



Base Stats

HP	7	Sp.ATK	4	Total:
ATK	8	Sp.DEF	5	35
DEF	5	SPD	6	

Basic Information

Type:	Dragon / Ice
Basic Ability 1:	Thermal Exchange
Basic Ability 2:	Ice Body
Adv Ability 1:	Ice Jet
Adv Ability 2:	Slush Rush
High Ability:	Frostbite

Evolution

- 1 - Frigibax
- 2 - Arctibax Lv 20 Minimum
- 3 - Baxcailbur Lv 40 Minimum

Other Information

Size:	1'8" / 0.5m (Small)	37.5 lbs / 17 kg (Weight Class 2)
Genders:	50.0% Male	50.0% Female
Diet:	Carnivore	
Habitat:	Mountain, Tundra	

Capabilities

Overland 5, Swim 3, Jump 1/1, Power 3, Naturewalk (Tundra), Chilled, Freezer, Underdog

Skill List

Athl 2d6, Acro 2d6, Combat 2d6, Stealth 3d6, Percep 2d6, Focus 3d6+2

Move List

1 - Ice Shard - **Ice**
1 - Tackle - **Normal**
1 - Leer - **Normal**
4 - Metal Claw - **Steel**
7 - Roar - **Normal**
10 - Dragon Tail - Dragon
13 - Focus Energy - **Normal**
15 - Bite - **Dark**
18 - Hone Claws - **Dark**
22 - Ice Fang - Ice
25 - Breaking Swipe - Dragon
28 - Iron Head - **Steel**
30 - Dragon Claw - Dragon
33 - Icicle Crash - Ice
36 - Crunch - **Dark**
40 - Take Down - **Normal**
43 - Mountain Gale - Ice
47 - Snowscape - **Ice**
51 - Iron Tail - **Steel**
53 - Outrage - Dragon
55 - Sheer Cold - **Ice**

TM/Tutor Moves

Aerial Ace, Aqua Tail, Attract, **Avalanche**, **Blizzard**, Body Slam, Brick Break, Bulldoze (N), Confide, Dig, Double Team, **Draco Meteor**, **Dragon Breath (N)**, **Dragon Pulse**, **Dragon Rage**, **Dragon Rush**, Endure, Facade, False Swipe, **Freeze-Dry**, **Frost Breath**, Frustration, Helping Hand, Hidden Power, **Ice Beam (N)**, **Icicle Spear**, **Icy Wind (N)**, Protect, Rain Dance, Rest, Return, Round, **Scale Shot**, Sleep Talk, Stomping Tantrum, Substitute, Swagger, Swords Dance, Tera Blast, Thunder Fang, Toxic, **Triple Axel**, Zen Headbutt

Arctibax



Base Stats

HP	9	Sp.ATK	5	Total:
ATK	10	Sp.DEF	7	44
DEF	7	SPD	6	

Basic Information

Type:	Dragon / Ice
Basic Ability 1:	Thermal Exchange
Basic Ability 2:	Ice Body
Adv Ability 1:	Ice Jet
Adv Ability 2:	Slush Rush
High Ability:	Frostbite

Evolution

- 1 - Frigibax
- 2 - **Arctibax** Lv 20 Minimum
- 3 - Baxcailbur Lv 40 Minimum

Other Information

Size:	2'7" / 0.8m (Small)	66.1 lbs / 30.0 kg (Weight Class 3)
Genders:	50.0% Male	50.0% Female
Diet:	Carnivore	
Habitat:	Mountain, Tundra	

Capabilities

Overland 7, Swim 4, Jump 2/2, Power 4, Naturewalk (Tundra), Chilled, Freezer, Underdog

Skill List

Athl 3d6+2, Acro 3d6, Combat 3d6, Stealth 3d6+1, Percep 3d6+1, Focus 5d6+2

Move List

1 - Ice Shard - **Ice**
1 - Tackle - **Normal**
1 - Leer - **Normal**
4 - Metal Claw - **Steel**
7 - Roar - **Normal**
10 - Dragon Tail - Dragon
13 - Focus Energy - **Normal**
15 - Bite - **Dark**
18 - Hone Claws - **Dark**
22 - Ice Fang - Ice
25 - Breaking Swipe - Dragon
28 - Iron Head - **Steel**
30 - Dragon Claw - Dragon
33 - Icicle Crash - Ice
36 - Crunch - **Dark**
40 - Take Down - **Normal**
43 - Mountain Gale - Ice
47 - Snowscape - **Ice**
51 - Iron Tail - **Steel**
53 - Outrage - Dragon
55 - Sheer Cold - **Ice**

TM/Tutor Moves

Aerial Ace, Aqua Tail, Attract, **Avalanche**, **Blizzard**, Body Slam, Brick Break, Bulldoze (N), Confide, Dig, Double Team, **Draco Meteor**, **Dragon Breath (N)**, **Dragon Pulse**, **Dragon Rage**, **Dragon Rush**, Endure, Facade, False Swipe, **Freeze-Dry**, **Frost Breath**, Frustration, Helping Hand, Hidden Power, **Ice Beam (N)**, **Icicle Spear**, **Icy Wind (N)**, Protect, Rain Dance, Rest, Return, Round, **Scale Shot**, Sleep Talk, Stomping Tantrum, Substitute, Swagger, Swords Dance, Tera Blast, Thunder Fang, Toxic, **Triple Axel**, Zen Headbutt

Baxcalibur



Base Stats

HP	12	Sp.ATK	8	Total:
ATK	15	Sp.DEF	9	62
DEF	9	SPD	9	

Basic Information

Type:	Dragon / Ice
Basic Ability 1:	Thermal Exchange
Basic Ability 2:	Ice Body
Adv Ability 1:	Ice Jet
Adv Ability 2:	Slush Rush
High Ability:	Frostbite

Evolution

- 1 - Frigibax
- 2 - Arctibax Lv 20 Minimum
- 3 - **Baxcalibur** Lv 40 Minimum

Other Information

Size:	6'11" / 2.1m (Large)	463.0 lbs / 210.0 kg (Weight Class 5)
Genders:	50.0% Male	50.0% Female
Diet:	Carnivore	
Habitat:	Mountain, Tundra	

Capabilities

Overland 10, Swim 5, Jump 3/5, Power 6, Mountable 1, Chilled, Freezer, Naturewalk (Mountain, Tundra)

Skill List

Athl 5d6+2, Acro 4d6, Combat 4d6, Stealth 3d6+1, Percep 4d6+1, Focus 6d6+2

Move List

Evo - Glaive Rush - Dragon
1 - Ice Shard - Ice
1 - Tackle - Normal
1 - Leer - Normal
4 - Metal Claw - Steel
7 - Roar - Normal
10 - Dragon Tail - Dragon
13 - Focus Energy - Normal
15 - Bite - Dark
18 - Hone Claws - Dark
22 - Ice Fang - Ice
25 - Breaking Swipe - Dragon
28 - Iron Head - Steel
30 - Dragon Claw - Dragon
33 - Icicle Crash - Ice
36 - Crunch - Dark
40 - Take Down - Normal
43 - Mountain Gale - Ice
47 - Snowscape - Ice
51 - Iron Tail - Steel
53 - Outrage - Dragon
55 - Sheer Cold - Ice

TM/Tutor Moves

Aerial Ace, Aqua Tail, Attract, **Avalanche**, **Blizzard**, Body Press, Body Slam, Brick Break, Bulldoze (N), Confide, Dig, Double Team, Double-Edge, **Draco Meteor**, **Dragon Breath (N)**, Dragon Cheer, Dragon Dance, **Dragon Pulse**, **Dragon Rage**, **Dragon Rush**, Earthquake, Endure, Facade, False Swipe, **Freeze-Dry**, **Frost Breath**, Frustration, Giga Impact, Heavy Slam (N), Helping Hand, Hidden Power, Hyper Beam, **Ice Beam (N)**, **Icicle Spear**, **Icy Wind (N)**, Lash Out, Protect, Rain Dance, Rest, Return, Round, **Scale Shot**, Scary Face, Sleep Talk, Stomping Tantrum, Substitute, Swagger, Swords Dance, Tera Blast, Thunder Fang, Toxic, **Triple Axel**, Zen Headbutt

Gimmighoul



Base Stats

HP	5	Sp.ATK	8	Total:	
ATK	3	Sp.DEF	7	31	
DEF	7	SPD	1		

Basic Information

Type:	Ghost
Basic Ability 1:	Treasure Hoard
Adv Ability 1:	Pickup
Adv Ability 2:	Battle Armor
Adv Ability 3:	Overcoat
High Ability:	Bulletproof

Evolution

1 - **Gimmighoul**
2 - Gholdengo Lv 25 Minimum

Other Information

Size:	1'0" / 0.3m (Small)	11.0 lbs / 5.0 kg (Weight Class 1)
Genders:	00.0% Male	00.0% Female
Diet:	Nullivore	
Habitat:	Ruins, Urban	

Capabilities

Overland 5, Swim 3, Jump 1/1, Power 3, Fortune, Phasing, Stealth, Scavenger, Dead Silent, Forme Change, Underdog

Skill List

Athl 1d6, Acro 1d6, Combat 1d6, Stealth 4d6+2, Percep 4d6+1, Focus 4d6+1

Move List

1 - Tackle - **Normal**
1 - Spook* - **Ghost** [**Ember**, **-1SpD**]
4 - Night Shade - **Ghost**
8 - Confuse Ray - **Ghost**
12 - Substitute - **Normal**
15 - **Glint*** - **Steel** [**Chilling Water**]
18 - Hex - **Ghost**
21 - Metal Sound - **Steel**
24 - Ancient Power - **Rock**
27 - Recover - **Normal**
29 - Shadow Ball - **Ghost**
31 - **Flash Cannon** - **Steel**
33 - Power Gem - **Rock**
35 - Nasty Plot - **Dark**
38 - Dazzling Gleam - **Fairy**
41 - Memento - **Dark**
45 - Beckon* - **Ghost** [**New**]

TM/Tutor Moves

Attract (N), Charge Beam, Confide, Double Team, Electro Ball, Endure, Facade, Fling, Focus Blast, Focus Punch, Frustration, Giga Impact, **Heavy Slam (N)**, Hidden Power, Hyper Beam, Iron Head, Light Screen, Low Kick, Low Sweep, **Poltergeist**, Protect, Psychic (N), Psyshock, Reflect, Rest, Return, Round, Sandstorm, Sleep Talk, **Steel Beam**, Swagger, Take Down, Tera Blast, Thief (N), Thunder, Thunder Punch, Thunder Wave, Thunderbolt, Toxic, Trick

Gholdengo



Base Stats

HP	9	Sp.ATK	13	Total:
ATK	6	Sp.DEF	9	55
DEF	10	SPD	8	

Basic Information

Type:	Ghost / Steel
Basic Ability 1:	Good as Gold
Adv Ability 1:	Clear Body
Adv Ability 2:	Confidence
Adv Ability 3:	Friend Guard
High Ability:	Dazzling

Evolution

1 - Gimmighoul
2 - Gholdengo Lv 25 Minimum

Other Information

Size:	3'11" / 1.2m (Medium)	66.1 lbs / 30.0 kg (Weight Class 3)
Genders:	00.0% Male	00.0% Female
Diet:	Nullivore	
Habitat:	Underground, Urban, Ruins	

Capabilities

Overland 5, Swim 7, Levitate 5, Jump 1/1, Power 5, Fortune, Glow

Skill List

Athl 5d6, Acro 5d6, Combat 3d6, Stealth 1d6, Percep 4d6+1, Focus 5d6+1

Move List

Evo - Mirror Shot - Steel
1 - Tackle - Normal
1 - Spook* - Ghost [Ember, -1SpD]
4 - Night Shade - Ghost
8 - Confuse Ray - Ghost
12 - Substitute - Normal
15 - Glint* - Steel [Chilling Water]
18 - Hex - Ghost
21 - Metal Sound - Steel
24 - Ancient Power - Rock
27 - Recover - Normal
29 - Shadow Ball - Ghost
32 - Flash Cannon - Steel
35 - Power Gem - Rock
37 - Nasty Plot - Dark
40 - Dazzling Gleam - Fairy
44 - Memento - Dark
48 - Make it Rain - Steel
52 - Beckon* - Ghost [New]

TM/Tutor Moves

Attract (N), Charge Beam, Confide, Double Team, Electro Ball, Endure, Facade, Fling, Focus Blast, Focus Punch, Frustration, Giga Impact, **Heavy Slam (N)**, Hidden Power, Hyper Beam, **Iron Head**, Light Screen, Low Kick, Low Sweep, **Poltergeist**, Protect, Psychic (N), Psyshock, Reflect, Rest, Return, Round, Sandstorm, Sleep Talk, **Steel Beam**, Swagger, Take Down, Tera Blast, Thief (N), Thunder, Thunder Punch, Thunder Wave, Thunderbolt, Toxic, Trick

Wo-Chien



Base Stats

HP	9	Sp. ATK	10	Total:
ATK	9	Sp. DEF	14	59
DEF	10	SPD	7	

Basic Information

Type:	Dark / Grass
Basic Ability 1:	Cursed Body
Basic Ability 2:	Tangling Hair
Adv Ability 1:	Grass Pelt
Adv Ability 2:	Forest Lord
High Ability:	Tablets of Ruin

Evolution

1 - Wo-Chien

Other Information

Size:	4'11" / 1.5m (Medium)	163.6 lbs / 74.2 kg (Weight Class 4)
Genders:	00.0% Male	00.0% Female
Diet:	Herbivore	
Habitat:	Forest, Marsh	

Capabilities

Overland 8, Swim 3, Jump 1/1, Power 9, Groundshaper, Mountable 1, Naturewalk (Grassland, Forest), Planter, Darkvision

Skill List

Athl 4d6, Acro 1d6, Combat 4d6+2, Stealth 5d6, Percep 3d6, Focus 6d6+2

Move List

1 - Absorb - Grass
1 - Spite - Ghost
1 - Mean Look - Normal
4 - Tickle - Normal
8 - Disorient* - Dark [Confusion]
12 - Poison Powder - Poison
12 - Stun Spore - Grass
14 - Chilling Water - Water
16 - Mega Drain - Grass
18 - Growth - Normal
20 - Snarl - Dark
22 - Leech Seed - Grass
24 - Terrain Pulse - Normal
28 - Brine - Water
32 - Dark Pulse - Dark
34 - Ingrain - Grass
36 - Giga Drain - Grass
40 - Ruination - Dark
40 - Synthesis - Grass
44 - Muddy Water - Water
46 - Hyper Beam - Normal
48 - Petal Dance - Grass
52 - Grassy Terrain - Grass
56 - Wither* - Dark [New]
60 - Leaf Storm - Grass

TM/Tutor Moves

Body Press, Body Slam, **Bullet Seed**, Earthquake, Endure, **Energy Ball**, Facade, Focus Blast, **Foul Play (N)**, Future Sight, Giga Impact, **Grass Knot**, Gyro Ball, Hex, Infestation, **Knock Off (N)**, **Lash Out**, Leech Life, Light Screen, **Magical Leaf**, Memento (N), Mud Shot (N), Mud-Slap, **Payback (N)**, Pollen Puff, **Power Whip (N)**, Protect, Psychic, Rain Dance, **Razor Leaf (N)**, Razor Shell (N), Reflect, Rest, Scary Face, **Seed Bomb**, Sleep Talk, Sludge Bomb (N), **Solar Beam**, **Solar Blade**, Substitute, Sunny Day, Take Down, Taunt, Tera Blast, Trailblaze, Twister, Zen Headbutt

Chien-Pao



Base Stats

HP	8	Sp.ATK	9	Total:	
ATK	12	Sp.DEF	7	58	
DEF	8	SPD	14		

Basic Information

Type:	Dark / Ice
Basic Ability 1:	Cruelty
Basic Ability 2:	Moxie
Adv Ability 1:	Tough Claws
Adv Ability 2:	Super Luck
High Ability:	Sword of Ruin

Evolution

1 - Chien-Pao

Other Information

Size:	6'3" / 1.9m (Large)	335.5 lbs / 152.2 kg (Weight Class 5)
Genders:	00.0% Male	00.0% Female
Diet:	Carnivore	
Habitat:	Mountain, Tundra	

Capabilities

Overland 8, Swim 3, Jump 2/3, Power 6, Darkvision, Naturewalk (Tundra), Stealth, Mountable 1, Freezer

Skill List

Athl 5d6+2, Acro 5d6+1, Combat 4d6+2, Stealth 5d6+1, Percep 5d6, Focus 3d6+2

Move List

1 - Spite - [Ghost](#)
1 - [Ice Shard](#) - [Ice](#)
1 - Mean Look - [Normal](#)
4 - Scary Face - [Normal](#)
8 - Payback - [Dark](#)
12 - Mist - [Ice](#)
12 - Haze - [Ice](#)
14 - Double Kick - [Fighting](#)
16 - [Ice Fang](#) - [Ice](#)
18 - Swords Dance - [Normal](#)
20 - [Sucker Punch](#) - [Dark](#)
22 - Fake Out - [Normal](#)
24 - Slash - [Normal](#)
28 - Low Sweep - [Fighting](#)
32 - [Throat Chop](#) - [Dark](#)
34 - Double Team - [Normal](#)
36 - [Icicle Crash](#) - [Ice](#)
40 - Ruination - [Dark](#)
40 - Recover - [Normal](#)
44 - Sacred Sword - [Fighting](#)
46 - Thrash - [Normal](#)
48 - [Mountain Gale](#) - [Ice](#)
52 - Snowscape - [Ice](#)
56 - [Brutal Beatdown](#)* - [Dark](#) [Close Combat]
60 - [Icebreaker](#)* - [Ice](#) [New]

TM/Tutor Moves

Acrobatics, Aerial Ace, Air Slash, Attract, [Avalanche](#), [Blizzard](#), Brick Break, Confide, [Crunch \(N\)](#), [Dark Pulse \(N\)](#), Dragon Claw, Dual Chop, Endure, Facade, False Swipe, [Feint Attack](#), [Freeze-Dry](#), Frustration, Fury Cutter, Giga Impact, Hex, Hidden Power, Hyper Beam, [Ice Beam \(N\)](#), [Ice Spinner](#), [Icy Wind](#), [Lash Out](#), Leech Life, Memento (N), [Night Slash](#), Outrage, [Powder Snow \(N\)](#), Protect, Psychic, Psychic Fangs, Rain Dance, Rest, Return, Round, Sleep Talk, [Snarl](#), Substitute, Swagger, Take Down, Taunt, Tera Blast, Toxic, X-Scissor, [Zantetsuken* \(N\)](#)

Ting-Lu



Base Stats

HP	16	Sp.ATK	6	Total:
ATK	11	Sp.DEF	8	59
DEF	13	SPD	5	

Basic Information

Type:	Dark / Ground
Basic Ability 1:	Intimidate
Basic Ability 2:	Frighten
Adv Ability 1:	Rock Head
Adv Ability 2:	Solid Rock
High Ability:	Vessel of Ruin

Evolution

1 - Ting-Lu

Other Information

Size:	8'10" / 2.7m (Large)	1542.6 lbs/699.7 kg (Weight Class 7)
Genders:	00.0% Male	00.0% Female
Diet:	Terravore	
Habitat:	Cave, Mountain	

Capabilities

Overland 8, Swim 3, Jump 2/2, Power 10, Mountable 1, Darkvision, Groundshaper, Tracker

Skill List

Athl 4d6+2, Acro 4d6+1, Combat 2d6+2, Stealth 1d6+2, Percep 5d6+2, Focus 5d6+2

Move List

1 - Mean Look - Normal
1 - Sand Tomb - Ground
1 - Clayball* - Ground [Ranged Tackle]
1 - Spite - Ghost
4 - Sand Attack - Ground
8 - Payback - Dark
12 - Spikes - Ground
14 - Smack Down - Rock
16 - Bulldoze - Ground
18 - Amnesia - Psychic
20 - Sucker Punch - Dark
22 - Taunt - Dark
24 - Stomp - Normal
28 - Stone Edge - Rock
32 - Throat Chop - Dark
34 - Whirlwind - Normal
36 - Stomping Tantrum - Ground
40 - Ruination - Dark
40 - Shore Up - Ground
44 - Rock Slide - Rock
46 - Thrash - Normal
48 - Earthquake - Ground
52 - Sandstorm - Rock
56 - Brutal Beatdown* - Dark [Close Combat]
60 - Fissure - Ground

TM/Tutor Moves

Aerial Ace, Aura Sphere, Beat Up (N), Body Press, Body Slam, Breaking Swipe, Close Combat, Counter, **Dark Pulse (N)**, Dig, Double-Edge, **Earth Power**, Endure, Facade, Fire Fang (N), Foresight (N), Giga Impact, Head Smash, Heat Crash, Heavy Slam, Hex, Hidden Power (N), Hyper Beam, Iron Head (N), Lash Out, Liquidation, Memento (N), **Mud Shot**, **Mud-Slap**, Protect, Rock Smash, Rock Tomb, Scary Face, **Snarl**, Stealth Rock, Submission, Substitute, Sunny Day, Take Down, Tera Blast, Thunder Fang, Tri Attack, Water Pulse, Wild Charge, Will-O-Wisp, Wish, Zen Headbutt

Chi-Yu



Base Stats

HP	6	Sp. ATK	14	Total:
ATK	8	Sp. DEF	12	58
DEF	8	SPD	10	

Basic Information

Type:	Dark / Fire
Basic Ability 1:	Magma Armor
Basic Ability 2:	Opportunist
Adv Ability 1:	Sniper
Adv Ability 2:	Heat Mirage
High Ability:	Beads of Ruin

Evolution

1 - Chi-Yu

Other Information

Size:	1'4" / 0.4m (Small)	10.8 lbs / 4.9 kg (Weight Class 1)
Genders:	00.0% Male	00.0% Female
Diet:	Terravore	
Habitat:	Cave, Mountain	

Capabilities

Overland 7, Swim 4, Burrow 7, Jump 2/3, Power 2, Darkvision, Egg Warmer, Firestarter, Groundshaper, Heater, Scavenger, Tremorsense

Skill List

Athl 4d6+2, Acro 4d6, Combat 3d6, Stealth 4d6, Percep 6d6, Focus 4d6+1

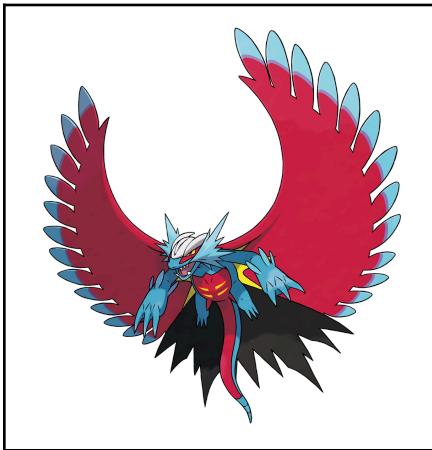
Move List

1 - Ember - Fire
1 - Spite - Ghost
1 - Mean Look - Normal
4 - Smokescreen - Normal
8 - Disorient* - Dark [Confusion]
12 - Will-O-Wisp - Fire
14 - Confusion - Psychic
16 - Incinerate - Fire
18 - Nasty Plot - Dark
20 - Snarl - Dark
22 - Confuse Ray - Ghost
24 - Swift - Normal
28 - Psybeam - Psychic
32 - Dark Pulse - Dark
34 - Swagger - Normal
36 - Lava Plume - Fire
40 - Ruination - Dark
40 - Morning Sun - Normal
44 - Psyshock - Psychic
46 - Hyper Beam - Normal
48 - Inferno - Fire
52 - Sunny Day - Fire
56 - Wither* - Dark [New]
60 - Overheat - Fire

TM/Tutor Moves

Air Slash, Attract, Bounce (N), **Burning Jealousy** (N), Confide, **Crunch**, Dig, Double Team, Dragon Pulse, Earth Power, Endure, Energy Ball, Facade, **Fire Blast**, **Fire Spin**, **Flame Charge** (N), **Flame Wheel** (N), **Flamethrower**, **Flare Blitz**, Frustration, Giga Impact, **Heat Wave**, Hex, Hidden Power, **Lash Out**, Light Screen, Memento (N), **Payback** (N), Protect, Psychic, Reflect, Rest, Return, Rock Slide, Round, Scald (N), Scary Face, Sleep Talk, Substitute, Take Down, Tar Shot, Taunt, **Temper Flare**, Tera Blast, Toxic, Zen Headbutt

Roaring Moon



Base Stats

HP	11	Sp.ATK	6	Total:
ATK	14	Sp.DEF	10	60
DEF	7	SPD	12	

Basic Information

Type:	Dragon / Dark
Basic Ability 1:	Protosynthesis
Adv Ability 1:	Rock Head
Adv Ability 2:	Cruelty
Adv Ability 3:	Aerilate
High Ability:	Rocket

Evolution

1 - Roaring Moon

Other Information

Size:	6'7" / 2.0m (Large)	837.7 lbs / 380.0 kg (Weight Class 6)
Genders:	Unknown	
Diet:	Carnivore	
Habitat:	Cave, Mountain	

Capabilities

Overland 6, Swim 4, Sky 9, Jump 2/3, Power 8, Mountable 1

Skill List

Athl 5d6+2, Acro 3d6, Combat 4d6+2, Stealth 1d6 , Percep 3d6+1, Focus 4d6+3

Move List

1 - Draco Jet* - **Dragon** [Quick Attack]
1 - Leer - **Normal**
1 - Pursuit - **Dark**
1 - Focus Energy - **Normal**
4 - Flame Charge - **Fire**
8 - Scary Face - **Normal**
12 - Bite - **Dark**
14 - Dual Chop - **Dragon**
16 - Headbutt - **Normal**
20 - Zen Headbutt - **Psychic**
24 - Dragon Claw - **Dragon**
28 - Night Slash - **Dark**
32 - Dragon Dance - **Dragon**
34 - Heat Crash - **Fire**
36 - Throat Chop - **Dark**
40 - Fly - **Flying**
44 - Dragon Rush - **Dragon**
48 - Roost - **Flying**
50 - Brutal Beatdown* - **Dark** [Close Combat]
52 - Double-Edge - **Normal**

TM/Tutor Moves

Acrobatics, Aerial Ace, Air Slash, Attract, Body Press, Body Slam, **Breaking Swipe**, Brick Break, Confide, **Crunch**, **Dark Pulse**, Dig, Double Team, **Draco Meteor**, Dragon Cheer, **Dragon Pulse**, **Dragon Tail**, Earthquake, Endure, Facade, Fire Blast, Fire Fang, Fire Spin, Flamethrower, Frustration, Giga Impact, Heat Wave, Hidden Power, Hurricane, Hydro Pump, Hyper Beam, Hyper Voice, Iron Head, **Jaw Lock**, **Knock Off**, **Lash Out**, Metal Claw, Outrage, Protect, Rest, Return, Roar, Rock Slide, Round, **Scale Shot (N)**, Shadow Claw, Sleep Talk, Snarl, Stomping Tantrum, Stone Edge, Substitute, Sunny Day (N), Swagger, Tailwind, Take Down, Taunt, Tera Blast, Thunder Fang, Toxic, U-Turn, X-Scissor

Iron Valiant



Base Stats

HP	7	Sp.ATK	12	Total:
ATK	13	Sp.DEF	6	59
DEF	9	SPD	12	

Basic Information

Type:	Fighting / Fairy
Basic Ability 1:	Quark Drive
Adv Ability 1:	Download
Adv Ability 2:	Cruelty
Adv Ability 3:	Sharpness
High Ability:	Trace

Evolution

1 - Iron Valiant

Other Information

Size:	4'7" / 1.4m (Medium)	77.2 lbs / 35.0 kg (Weight Class 3)
Genders:	Unknown	
Diet:	Ergovore	
Habitat:	Forest, Urban	

Capabilities

Overland 7, Swim 4, Jump 2/2, Power 7, Aura Reader, Breathless, Darkvision, Glow, Magnetic, Naturewalk (Urban), Stealth, Telekinetic, Telepath, Wielder

Skill List

Athl 4d6, Acro 2d6+2, Combat 6d6+4, Stealth 2d6, Percep 3d6+2, Focus 4d6+3

Move List

1 - Disable - Normal
1 - Double Team - Normal
1 - Shadow Sneak - Ghost
1 - Butterfly Knife* - Fairy [Fury Cutter]
1 - Vacuum Wave - Fighting
4 - Feint - Normal
8 - Confusion - Psychic
12 - Hypnosis - Psychic
14 - Force Palm - Fighting
16 - Draining Kiss - Fairy
20 - Knock Off - Dark
24 - Magical Leaf - Grass
26 - Psycho Cut - Psychic
28 - Aura Sphere - Fighting
30 - Spirit Break - Fairy
32 - Wide Guard - Rock
32 - Quick Guard - Fighting
34 - Mystical Fire - Fire
36 - Sacred Sword - Fighting
40 - Moonblast - Fairy
42 - Leaf Blade - Grass
44 - Future Sight - Psychic
48 - Destiny Bond - Ghost
52 - Close Combat - Fighting

TM/Tutor Moves

Aerial Ace (N), Agility, Attract, **Brick Break**, Calm Mind, Charge Beam, Coaching, Confide, Confuse Ray, Cross Poison, **Dazzling Gleam (N)**, **Drain Punch**, Electric Terrain (N), Encore, Endure, Energy Ball, Expanding Force, Facade, False Swipe (N), Fire Punch, Fling, **Focus Blast**, Frustration, Giga Impact, Grass Knot, Helping Hand, Hex, Hidden Power, Hyper Beam, Hyper Voice, Ice Punch, Icy Wind, Imprison, Light Screen, Liquidation, **Low Kick**, Metronome, Misty Terrain, Poison Jab, Protect, Psybeam, Psych Up, Psychic (N), Psychic Terrain, Psyshock, Reflect, Rest, Return, Reversal, Round, Shadow Ball, Shadow Claw, Skill Swap, Sleep Talk, Stored Power, Substitute, Swagger, Swift, Swords Dance, Taunt, Tera Blast, Throat Chop, Thunder Punch, Thunder Wave, Thunderbolt, Toxic, Trick, Trick Room, X-Scissor, Zen Headbutt

Koraidon



Base Stats

HP	10	Sp.ATK	9	Total:
ATK	14	Sp.DEF	10	69
DEF	12	SPD	14	

Basic Information

Type:	Fighting / Dragon
Basic Ability 1:	Mold Breaker
Basic Ability 2:	Sprint
Adv Ability 1:	Regal Challenge
Adv Ability 2:	Noble Steed
High Ability:	Orichalcum Pulse

Evolution

1 - Koraidon

Other Information

Size:	8'2" / 2.5m (Large)	668.0 lbs / 303.0 kg (Weight Class 6)
Genders:	00.0% Male	00.0% Female
Diet:	Omnivore	
Habitat:	Mountain, Cave, Grassland	

Capabilities

Overland 10, Swim 7, Jump 5/6, Power 9, Sky 8, Mountable 4, Materializer, Wallclimber

Skill List

Athl 6d6, Acro 6d6, Combat 5d6, Stealth 2d6, Percep 3d6, Focus 2d6

Move List

- 1 - Sunny Day - Fire
- 1 - Rock Smash - Fighting
- 1 - Dragon Rage - Dragon
- 1 - **Draco Jet*** - Dragon [Quick Attack]
- 4 - Flame Charge - Fire
- 8 - Ancient Power - Rock
- 12 - Breaking Swipe - Dragon
- 16 - Force Palm - Fighting
- 20 - Agility - Psychic
- 24 - Dragon Claw - Dragon
- 26 - Brick Break - Fighting
- 28 - Fire Punch - Fire
- 32 - Drain Punch - Fighting
- 34 - Redline* - Dragon [New]
- 36 - Screech - Normal
- 38 - Collision Course - Fighting
- 40 - Counter - Fighting
- 44 - Outrage - Dragon
- 48 - Close Combat - Fighting
- 52 - Flare Blitz - Fire
- 56 - Giga Impact - Normal

TM/Tutor Moves

Acrobatics, Ancient Power, **Body Press (N)**, Body Slam, Bulk Up, Bulldoze, Crunch, Dig, Double-Edge, **Draco Meteor**, Dragon Cheer, Dragon Dance, **Dragon Pulse**, **Dragon Tail**, Dual Wingbeat, Endure, Facade, Fire Blast, Fire Fang, Fire Spin, Flamethrower (N), Focus Blast, **Focus Punch**, Heat Crash, Heat Wave, Heavy Slam, Helping Hand, Hyper Beam, Ice Fang, Iron Head (N), **Low Kick**, **Low Sweep**, Meteor Beam, Mud Shot, Mud-Slap, Overheat, Protect, Rest, **Reversal**, Roar, **Scale Shot**, Scary Face, Shadow Claw, Sleep Talk, Snarl, Solar Beam, Solar Blade, Stomping Tantrum, Substitute, Swords Dance, Take Down, Taunt, Temper Flare, Tera Blast, Thunder Fang, U-Turn, Uproar, Wild Charge, Zen Headbutt

Miraidon



Base Stats

HP	10	Sp.ATK	14	Total:
ATK	9	Sp.DEF	12	69
DEF	10	SPD	14	

Basic Information

Type:	Electric / Dragon
Basic Ability 1:	Surge Surfer
Basic Ability 2:	Electrodash
Adv Ability 1:	Accelerate
Adv Ability 2:	Noble Steed
High Ability:	Hadron Engine

Evolution

1 - Miraidon

Other Information

Size:	11'6" / 3.5m (Large)	529.1 lbs / 240.0 kg (Weight Class 6)
Genders:	00.0% Male	00.0% Female
Diet:	Omnivore	
Habitat:	Mountain, Cave, Urban	

Capabilities

Overland 10, Swim 7, Jump 5/6, Power 9, Sky 8, Mountable 4, Wallclimber, Zapper

Skill List

Athl 6d6, Acro 6d6, Combat 5d6, Stealth 2d6, Percep 3d6, Focus 2d6

Move List

1 - Electric Terrain - Electric
1 - Thunder Shock - Electric
1 - Dragon Rage - Dragon
1 - Draco Jet* - Dragon [Quick Attack]
4 - Ember - Fire
8 - Charge - Electric
12 - Dragon Breath - Dragon
16 - Shock Wave - Electric
20 - Agility - Psychic
24 - Dragon Pulse - Dragon
26 - Discharge - Electric
28 - Flamethrower - Fire
32 - Parabolic Charge - Electric
34 - Redline* - Dragon [New]
36 - Metal Sound - Steel
38 - Electro Drift - Electric
40 - Mirror Coat - Psychic
44 - Draco Meteor - Dragon
48 - Thunder - Electric
52 - Overheat - Fire
56 - Hyper Beam - Normal

TM/Tutor Moves

Acrobatics, Aerial Ace, Air Cutter, Air Slash (N), Attract, Body Slam, Calm Mind, Charge Beam (N), Confide, Confuse Ray, Crunch, Dark Pulse, Dazzling Gleam, Double Team, Dragon Cheer, Dragon Claw, Dragon Tail, Earth Power, Eerie Impulse, Electro Ball, Endure, Facade, Flash Cannon (N), Focus Blast, Frustration, Future Sight, Giga Impact, Heavy Slam, Helping Hand, Hidden Power, Ice Beam, Light Screen, Outrage (N), Power Gem, Protect, Psybeam, Reflect, Rest, Return, Round, Scary Face, Sleep Talk, Snarl, Solar Beam, Substitute, Supercell Slam, Swagger, Swords Dance, Take Down, Taunt, Tera Blast, Thunder Wave, Thunderbolt, Toxic, U-Turn, Volt Switch, Wild Charge, Zen Headbutt

Walking Wake



Base Stats

HP	10	Sp.ATK	13	Total:
ATK	8	Sp.DEF	8	59
DEF	9	SPD	11	

Basic Information

Type:	Water / Dragon
Basic Ability 1:	Protosynthesis
Adv Ability 1:	Pressure
Adv Ability 2:	Pride
Adv Ability 3:	Empower
High Ability:	Vanguard

Evolution

1 - Walking Wake

Other Information

Size:	11'06" / 3.5m (Huge)	617.3lbs / 280kg (Weight Class 6)
Genders:	Unknown	
Diet:	Carnivore	
Habitat:	Beach, Grassland, Mountain	

Capabilities

Overland 9, Swim 8, Jump 3/3, Power 12, Mountable 2, Fountain, Naturewalk (Ocean)

Skill List

Athl 5d6+2, Acro 3d6, Combat 4d6+2, Stealth 1d6, Percep 3d6+1, Focus 5d6+3

Move List

1 - Water Gun - Water
1 - Draco Jet - Dragon
1 - Roar - Normal
1 - Leer - Normal
4 - Bite - Dark
8 - Fire Spin - Fire
10 - Dragon Breath - Dragon
12 - Noble Roar - Normal
14 - Water Pulse - Water
16 - Twister - Dragon
20 - Nasty Plot - Dark
22 - Snarl - Dark
24 - Flame Burst - Fire
28 - Smokescreen - Normal
32 - Hydro Steam - Water
36 - Dragon Pulse - Dragon
38 - Energy Ball - Grass
40 - Flamethrower - Fire
44 - Glare - Normal
48 - Hydro Pump - Water
50 - Solar Beam - Grass
52 - Draco Meteor - Dragon

TM/Tutor Moves

Agility, **Aqua Jet (N)**, Attract, Aurora Beam (N), Blizzard, Body Slam, **Breaking Swipe (N)**, **Chilling Water**, Confide, Crunch, Double Team, Double-Edge, Dragon Cheer, **Dragon Claw**, Dragon Dance, **Dragon Rush (N)**, **Dragon Tail**, Endure, Facade, Fire Fang, **Flip Turn**, Frustration, Giga Impact, Hidden Power, Hone Claws (N), Hurricane, Hyper Beam, Knock Off, **Liquidation**, Low Kick, Mud Shot, **Outrage (N)**, Protect, Rain Dance, Rest, Return, Round, Scald, Scary Face, Sleep Talk, Substitute, Sunny Day (N), Surf, Swagger, Swift, Take Down, Tera Blast, Toxic, **Waterfall**, Weather Ball, **Whirlpool**

Gouging Fire



Base Stats

HP	11	Sp.ATK	7	Total:
ATK	12	Sp.DEF	9	60
DEF	12	SPD	9	

Basic Information

Type:	Fire / Dragon
Basic Ability:	Protosynthesis
Adv Ability 1:	Pressure
Adv Ability 2:	Weird Power
Adv Ability 3:	Tower Shield
High Ability:	Absorb Force

Evolution

1 - Gouging Fire

Other Information

Size:	11'06" / 3.5m (Huge)	1300.7 lbs / 590.0 kg (Weight Class 6)
Genders:	Unknown	
Diet:	Herbivore, Carnivore	
Habitat:	Grassland, Forest, Mountain	

Capabilities

Overland 7, Swim 5, Jump 2/2, Power 10, Firestarter, Heater, Mountable 2, Naturewalk (Mountain)

Skill List

Athl 6d6+3, Acro 2d6, Combat 4d6, Stealth 2d6, Percep 4d6+2, Focus 5d6+2

Move List

1 - Leer - Normal
1 - Flame Charge - Fire
1 - Draco Jet - Dragon
4 - Howl - Normal
8 - Stomp - Normal
12 - Bite - Dark
14 - Fire Fang - Fire
16 - Dragon Tail - Dragon
20 - Crush Claw - Normal
22 - Crunch - Dark
24 - Temper Flare - Fire
28 - Dragon Claw - Dragon
32 - Burning Bulwark - Fire
36 - Dragon Rush - Dragon
40 - Lava Plume - Fire
40 - Flare Blitz - Fire
44 - Morning Sun - Normal
48 - Close Combat - Fighting
48 - Brutal Beatdown* - Dark [Close Combat]
50 - Raging Fury - Fire
52 - Outrage - Dragon

TM/Tutor Moves

Ancient Power (N), Attract, Body Slam, Breaking Swipe, Bulldoze, Confide, Double Kick (N), Double Team, Double-Edge, Draco Meteor (N), Dragon Cheer, Dragon Dance, Dragon Pulse, Earthquake, Endure, Facade, Fire Blast (N), Fire Spin, Flamethrower (N), Frustration, Giga Impact, Heat Crash, Heat Wave, Hidden Power, Hyper Beam, Incinerate (N), Iron Head, Noble Roar (N), Overheat, Protect, Psychic Fangs, Rest, Return, Reversal, Roar, Round, Scale Shot, Scary Face, Scorching Sands, Sleep Talk, Smart Strike, Snarl (N), Stomping Tantrum, Stone Edge, Substitute, Sunny Day (N), Swagger, Take Down, Tera Blast, Thunder Fang, Toxic, Weather Ball, Wither (N)

Raging Bolt



Base Stats

HP	13	Sp.ATK	14	Total:
ATK	7	Sp.DEF	9	60
DEF	9	SPD	8	

Basic Information

Type:	Electric / Dragon
Basic Ability:	Protosynthesis
Adv Ability 1:	Pressure
Adv Ability 2:	Burning Blaze
Adv Ability 3:	Lightning Rod
High Ability:	Blow Away

Evolution

1 - Raging Bolt

Other Information

Size:	17'01" / 5.2m (Huge)	1058.2 lbs / 480.0 kg (Weight Class 6)
Genders:	Unknown	
Diet:	Herbivore, Carnivore	
Habitat:	Grassland, Mountain, Rainforest	

Capabilities

Overland 6, Swim 6, Jump 2/2, Power 13,
Mountable 2, Naturewalk (Wetlands), Reach,
Zapper

Skill List

Athl 6d6+3, Acro 3d6, Combat 5d6, Stealth 1d6,
Percep 4d6+2, Focus 2d6

Move List

1 - Draco Jet - Dragon
1 - Dragon Rage - Dragon
1 - Thunder Shock - Electric
4 - Electric Terrain - Electric
8 - Gust - Flying
10 - Dragon Breath - Dragon
12 - Dragon Tail - Dragon
14 - Shock Wave - Electric
16 - Twister - Dragon
20 - Air Slash - Flying
22 - Discharge - Electric
24 - Brine - Water
28 - Charge - Electric
32 - Thunderclap - Electric
36 - Dragon Hammer - Dragon
36 - Dragon Pulse - Dragon
40 - Rising Voltage - Electric
44 - Hurricane - Flying
48 - Thunder - Electric
50 - Hydro Pump - Water
52 - Draco Meteor - Dragon

TM/Tutor Moves

Ancient Power (N), Attract, Body Press (N),
Body Slam, **Breaking Swipe**, Calm Mind,
Charge Beam, Confide, Crunch, Double Team,
Double-Edge, Dragon Cheer, Earth Power,
Earthquake (N), Eerie Impulse, **Electro Ball**,
Electroweb, Endure, Facade, Fire Blast,
Frustration, Giga Impact, Heavy Slam,
Hidden Power, Hyper Beam, Hyper Voice,
Outrage, Protect, Rest, Return, Roar, Round,
Scary Face, Sleep Talk, Snarl, Solar Beam,
Stomp (N), Stomping Tantrum, Substitute,
Sunny Day (N), **Supercell Slam (N)**, Swagger,
Take Down, Taunt, Tera Blast, **Thunder Fang**,
Thunder Wave, **Thunderbolt**, Toxic, Volt Switch,
Weather Ball, **Wild Charge (N)**, **Zap Cannon (N)**

Iron Leaves



Base Stats

HP	9	Sp.ATK	7	Total:
ATK	13	Sp.DEF	11	59
DEF	9	SPD	10	

Basic Information

Type:	Grass / Psychic
Basic Ability 1:	Quark Drive
Adv Ability 1:	Radiant Beam
Adv Ability 2:	Inner Focus
Adv Ability 3:	Justified
High Ability:	Sharpness

Evolution

1 - Iron Leaves

Other Information

Size:	4'11" / 1.5m (Medium)	275.6lbs / 125kg (Weight Class 5)
Genders:	Unknown	
Diet:	Ergovore, Phototroph	
Habitat:	Forest, Grassland, Urban	

Capabilities

Overland 8, Swim 4, Jump 3/3, Power 8, Mountable 1, Breathless, Darkvision, Glow, Magnetic, Naturewalk (Grassland, Urban), Telekinetic

Skill List

Athl 2d6, Acro 5d6+2, Combat 5d6, Stealth 2d6, Percep 3d6+1, Focus 4d6+3

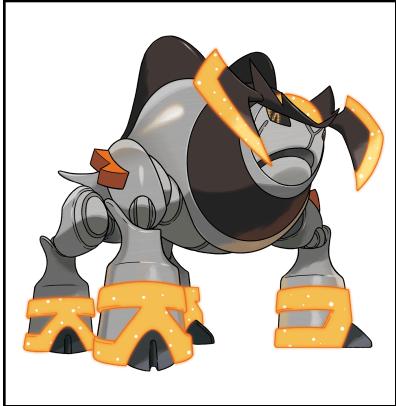
Move List

1 - Work Up - Normal
1 - Helping Hand - Normal
1 - Quick Attack - Normal
1 - Leer - Normal
1 - Psy Kick* - Psychic
4 - Trailblaze - Grass
8 - Double Kick - Fighting
12 - Quick Guard - Fighting
16 - Flash Step* - Psychic [New]
20 - Swords Dance - Normal
22 - Razor Leaf - Grass
24 - Retaliate - Normal
28 - Night Slash - Dark
32 - Psyblade - Psychic
34 - Imprison - Psychic
36 - Sacred Sword - Fighting
40 - Leaf Blade - Grass
44 - Ally Switch - Psychic
46 - Close Combat - Fighting
48 - Megahorn - Bug
50 - Solar Blade - Grass
52 - Occult Razor* - Psychic [New]

TM/Tutor Moves

Aerial Ace, Agility, Air Slash, Attract, Brick Break, Calm Mind, Coaching, Confide, Double Team, Double-Edge, Electric Terrain (N), Endure, **Energy Ball**, Facade, False Swipe, Focus Blast, Frustration, **Giga Drain**, Giga Impact, **Grass Knot**, Grassy Terrain, Gravity, Hidden Power, Hyper Beam, Iron Defense, **Leaf Storm**, **Magical Leaf (N)**, Metal Sound, Protect, Psychic Terrain, Quash (N), Rest, Return, Reversal, Round, Scary Face, Sleep Talk, Smart Strike, **Solar Beam**, Substitute, Swagger, Swift, Take Down, Taunt, Tera Blast, Throat Chop, Toxic, Wild Charge, X-Scissor

Iron Boulder



Base Stats

HP	9	Sp.ATK	7	Total:
ATK	12	Sp.DEF	11	59
DEF	8	SPD	12	

Basic Information

Type:	Rock / Psychic
Basic Ability:	Quark Drive
Adv Ability 1:	Thrust
Adv Ability 2:	Tower Shield
Adv Ability 3:	Justified
High Ability:	Sharpness

Evolution

1 - Iron Boulder

Other Information

Size:	4'11" / 1.5m (Large)	358.2 lbs / 162.5 kg (Weight Class 5)
Genders:	Unknown	
Diet:	Ergovore	
Habitat:	Cave, Mountain, Urban	

Capabilities

Overland 6, Swim 2, Jump 4/3, Power 11,
Breathless, Glow, Materializer, Mountable 1,
Naturewalk (Mountain), Tremorsense

Skill List

Athl 6d6+6, Acro 4d6, Combat 5d6+3,
Stealth 3d6, Percep 4d6, Focus 3d6

Move List

1 - Leer - Normal
1 - Rock Throw - Rock
1 - Quick Attack - Normal
4 - Psy Kick* - Psychic [Tackle]
8 - Horn Attack - Normal
12 - Quick Guard - Fighting
16 - Rock Tomb - Rock
20 - Swords Dance - Normal
20 - Agility - Psychic
22 - Psycho Cut - Psychic
24 - Slash - Normal
28 - X-Scissor - Bug
32 - Mighty Cleave - Rock
34 - Counter - Fighting
36 - Sacred Sword - Fighting
40 - Megahorn - Bug
44 - Rock Slide - Rock
48 - Steel Roller - Steel
50 - Close Combat - Fighting
52 - Occult Razor* - Psychic [New]

TM/Tutor Moves

Aerial Ace, Air Slash, Attract, Body Slam, Brick Break, Bulldoze, Confide, Double Team, Double-Edge, Earthquake, Electric Terrain (N), Endure, Facade, Frustration, Giga Impact (N), Hidden Power, Hyper Beam, Iron Defense, Iron Head, Meteor Beam, Poison Jab, Protect, Psychic, Psyshock, Rest, Return, Rock Blast, Round, Sandstorm, Scary Face, Sleep Talk, Solar Blade, Stone Edge (N), Substitute, Swagger, Take Down, Taunt, Tera Blast, Throat Chop, Toxic, Wild Charge, Zen Headbutt (N)

Iron Crown



Base Stats

HP	9	Sp.ATK	12	Total:
ATK	7	Sp.DEF	11	59
DEF	10	SPD	10	

Basic Information

Type:	Steel / Psychic
Basic Ability:	Quark Drive
Adv Ability 1:	Intimidate
Adv Ability 2:	Inner Focus
Adv Ability 3:	Justified
High Ability:	Supremacy

Evolution

1 - Iron Crown

Other Information

Size:	5'03'' / 1.6m (Medium)	343.9 lbs / 156.0 kg (Weight Class 5)
Genders:	Unknown	
Diet:	Ergovore	
Habitat:	Mountain, Urban	

Capabilities

Overland 7, Swim 5, Jump 4/4, Power 8,
Breathless, Glow, Mountable 1,
Naturewalk (Urban), Telekinetic

Skill List

Athl 4d6+3, Acro 5d6+3, Combat 5d6+3,
Stealth 4d6, Percep 4d6, Focus 4d6+3

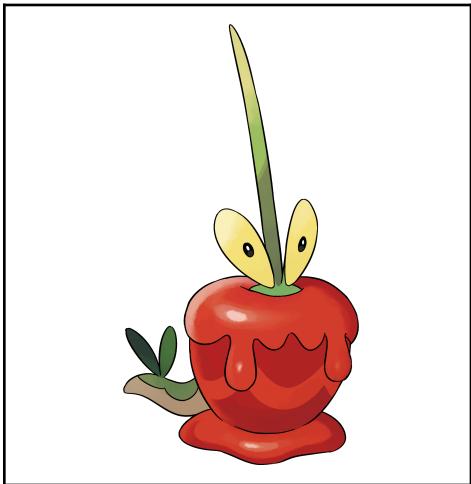
Move List

1 - Leer - Normal
1 - Confusion - Psychic
4 - Glint* - Steel [Chilling Water]
8 - Thunder Shock - Electric
12 - Quick Guard - Fighting
16 - Psyshock - Psychic
20 - Iron Defense - Steel
22 - Flash Cannon - Steel
24 - Swift - Normal
28 - Volt Switch - Electric
32 - Tachyon Cutter - Steel
34 - Psychic - Psychic
36 - Aura Sphere - Fighting
40 - Hyper Beam - Normal
44 - Laser Focus - Normal
46 - Thunder - Electric
48 - Inferno - Fire
50 - Future Sight - Psychic
52 - Steel Beam - Steel

TM/Tutor Moves

Agility, Air Slash, Attract, Body Slam, Brick Break, Bulldoze, Calm Mind, Confide, Dazzling Gleam, Double Team, Double-Edge, Dragon Pulse, Electric Terrain (N), Endure, Expanding Force, Facade, Focus Blast, Frustration, Giga Impact, Gravity, Heavy Slam, Hidden Power, Iron Head, Metal Burst (N), Metal Claw (N), Metal Sound, Protect, Psychic Noise, Psycho Cut (N), Rest, Return, Round, Sacred Sword (N), Scary Face, Slash (N), Sleep Talk, Smart Strike (N), Solar Blade, Stored Power, Substitute, Supercell Slam, Swagger, Swords Dance, Take Down, Tera Blast, Toxic, X-Scissor, Zen Headbutt

Dipplin



Base Stats

HP	8	Sp.ATK	10	Total:
ATK	8	Sp.DEF	8	49
DEF	11	SPD	4	

Basic Information

Type:	Grass / Dragon
Basic Ability 1:	Gluttony
Basic Ability 2:	Super Sweet Syrup
Adv Ability 1:	Ripen
Adv Ability 2:	Ballistic
High Ability:	Polycephaly

Evolution

- 1 - Applin
- 2 - **Dipplin** Lv 20 Minimum
- 3 - Hydrapple Lv 35 Minimum

Other Information

Size:	1'04' / 0.4m (Small)	9.7 lbs / 4.4 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Forest, Grassland	

Capabilities

Overland 5, Swim 2, Jump 1/1, Power 2,
Alluring, Naturewalk (Forest, Grassland), Stealth,
Sticky Hold

Skill List

Athl 2d6, Acro 1d6, Combat 3d6, Stealth 3d6,
Percep 4d6, Focus 3d6

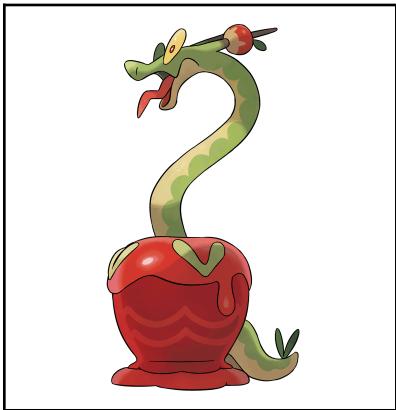
Move List

Evo - Double Hit - Normal
Evo - Syrup Bomb - Grass
1 - Tackle - Normal
1 - Recycle - Normal
1 - Withdraw - Water
1 - Astonish - Ghost
1 - Sweet Scent - Normal
4 - Mega Drain - Grass
7 - Growth - Normal
11 - Dragon Breath - Dragon
14 - Protect - Normal
16 - Infestation - Bug
20 - Dragon Tail - Dragon
24 - Signal Beam - Bug
27 - Dragon Pulse - Dragon
30 - Energy Ball - Grass
33 - Belch - Poison
37 - Leaf Tornado - Grass
40 - Grassy Terrain - Grass
44 - Substitute - Normal
47 - Leaf Storm - Grass
50 - Recover - Normal

TM/Tutor Moves

Aqua Tail, Attract, Body Slam, Bug Bite, **Bullet Seed**,
Confide, Dazzling Gleam, Defense Curl, Double Team,
Draco Meteor, Dragon Cheer (N), Endure, Facade,
Frustration, **Giga Drain**, Giga Impact, **Grass Knot**,
Grassy Glide, Grassy Terrain, Gyro Ball, Hidden Power,
Hyper Beam, Misty Explosion, **Outrage**, Poison Tail (N),
Pollen Puff, Pounce, Protect, Recycle, Reflect, Rest,
Return, Rollout (N), Round, **Seed Bomb**, Shadow Ball,
Skitter Smack, Sleep Talk, **Solar Beam**, Substitute,
Sucker Punch, Sugar Rush (N), Sunny Day, Swagger,
Take Down, Tera Blast, Toxic, Weather Ball

Hydrapple



Base Stats

HP	11	Sp.ATK	12	Total:
ATK	8	Sp.DEF	8	54
DEF	11	SPD	4	

Basic Information

Type:	Grass / Dragon
Basic Ability 1:	Gluttony
Basic Ability 2:	Super Sweet Syrup
Adv Ability 1:	Ripen
Adv Ability 2:	Regenerator
High Ability:	Polycephaly

Evolution

- 1 - Applin
- 2 - Dipplin Lv 20 Minimum
- 3 - **Hydrapple** Lv 35 Minimum

Other Information

Size:	5'11" / 1.8m (Medium)	205.0 lbs / 93.0 kg (Weight Class 4)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Forest, Grassland	

Capabilities

Overland 5, Swim 3, Jump 1/1, Power 8,
Alluring, Naturewalk (Forest, Grassland), Reach,
Sticky Hold

Skill List

Athl 2d6+1, Acro 1d6, Combat 4d6, Stealth 2d6,
Percep 5d6+2, Focus 5d6

Move List

Evo - Fickle Beam - Dragon
1 - Syrup Bomb - Grass
1 - Tackle - Normal
1 - Recycle - Normal
1 - Withdraw - Water
1 - Astonish - Ghost
1 - Sweet Scent - Normal
4 - Mega Drain - Grass
7 - Growth - Normal
11 - Dragon Breath - Dragon
14 - Protect - Normal
16 - Infestation - Bug
20 - Dragon Tail - Dragon
24 - Signal Beam - Bug
27 - Dragon Pulse - Dragon
30 - Energy Ball - Grass
33 - Belch - Poison
37 - Leaf Tornado - Grass
40 - Grassy Terrain - Grass
44 - Substitute - Normal
47 - Leaf Storm - Grass
50 - Recover - Normal

TM/Tutor Moves

Aqua Tail, Attract, Body Press, Body Slam,
Breaking Swipe, Bug Bite, **Bullet Seed**, Confide, Curse,
Dazzling Gleam, Defense Curl, Double Edge,
Double Team, **Draco Meteor**, Dragon Cheer (N),
Earth Power, Earthquake, Endure, Facade, Frustration,
Giga Drain, Giga Impact, **Grass Knot**, **Grassy Glide**,
Grassy Terrain, Gyro Ball, Heavy Slam, Hidden Power,
Hydro Pump, Hyper Beam, **Magical Leaf**,
Misty Explosion, Nasty Plot, **Outrage**, Poison Tail (N),
Pollen Puff, Pounce, Protect, Rain Dance, Recycle,
Reflect, Rest, Return, Rollout (N), Round, **Seed Bomb**,
Shadow Ball, Skitter Smack, Sleep Talk, **Solar Beam**,
Substitute, Sucker Punch, Sugar Rush (N), Sunny Day,
Swagger, Take Down, Tera Blast, Toxic, Uproar,
Weather Ball

Poltchageist



Base Stats

HP	4	Sp.ATK	7	Total:
ATK	5	Sp.DEF	5	31
DEF	5	SPD	5	

Basic Information

Type:	Grass / Ghost
Basic Ability 1:	Hospitality
Basic Ability 2:	Pastel Veil
Adv Ability 1:	Water Absorb
Adv Ability 2:	Soulstealer
High Ability:	Heatproof

Evolution

1 - Poltchageist
2 - Sinistcha Lv 20 minimum

Other Information

Size:	0'04' / 0.1m (Small)	2.4 lbs / 1.1 kg (Weight Class 1)
Genders:	Unknown	
Diet:	Nullivore	
Habitat:	Forest, Grassland, Urban	

Capabilities

Overland 2, Swim 1, Levitate 4, Jump 0/1, Power 1, Darkvision, Dead Silent, Fountain, Phasing, Underdog

Skill List

Athl 2d6, Acro 3d6, Combat 1d6, Stealth 4d6, Percep 3d6, Focus 3d6

Move List

1 - Astonish - Ghost
1 - Withdraw - Water
1 - Stun Spore - Grass
1 - Absorb - Grass
5 - Spook - Ghost
9 - Mega Drain - Grass
12 - Bubble - Water
15 - Ominous Wind - Ghost
18 - Life Dew - Water
21 - Rage Powder - Bug
24 - Hex - Ghost
27 - Scald - Water
30 - Giga Drain - Grass
33 - Shadow Ball - Ghost
36 - Pollen Puff - Bug
39 - Foul Play - Dark
42 - Strength Sap - Grass
45 - Leaf Storm - Grass
47 - Memento - Dark
50 - Hydro Pump - Water

TM/Tutor Moves

Attract, Belch, Calm Mind, Confide, Curse, Double Team, Draining Kiss, Ember, Endure, **Energy Ball**, Facade, Fairy Wind, Frustration, **Grassy Glide**, Grassy Terrain, Hidden Power, Hyper Beam, Imprison, Infestation, Iron Defense, Lava Plume, Leech Seed, **Magical Leaf**, Moonblast, Nasty Plot, Night Shade, Pain Split, **Phantom Force**, **Poltergeist**, Protect, Psych Up, Reflect, Rest, Return, Round, Sleep Powder, Sleep Talk, Sludge, Sludge Wave, **Solar Beam**, Spite, Substitute, Swagger, Tera Blast, Toxic, Trick Room, Uproar

Sinistcha



Base Stats

HP	7	Sp.ATK	12	Total:
ATK	6	Sp.DEF	8	51
DEF	11	SPD	7	

Basic Information

Type:	Grass / Ghost
Basic Ability 1:	Hospitality
Basic Ability 2:	Pastel Veil
Adv Ability 1:	Water Absorb
Adv Ability 2:	Soulstealer
High Ability:	Heatproof

Evolution

- 1 - Poltchageist
2 - Sinistcha Lv 20 minimum

Other Information

Size:	0'08' / 0.2m (Small)	4.9 lbs / 2.2 kg (Weight Class 1)
Genders:	Unknown	
Diet:	Nullivore	
Habitat:	Forest, Grassland, Urban	

Capabilities

Overland 2, Swim 1, Levitate 6, Jump 0/1, Power 1, Darkvision, Dead Silent, Fountain, Phasing

Skill List

Athl 3d6, Acro 4d6, Combat 2d6, Stealth 5d6, Percep 4d6, Focus 4d6

Move List

Evo - Matcha Gotcha - Grass
1 - Astonish - Ghost
1 - Withdraw - Water
1 - Stun Spore - Grass
1 - Absorb - Grass
5 - Spook - Ghost
9 - Mega Drain - Grass
12 - Bubble - Water
15 - Ominous Wind - Ghost
18 - Life Dew - Water
21 - Rage Powder - Bug
24 - Hex - Ghost
27 - Scald - Water
30 - Giga Drain - Grass
33 - Shadow Ball - Ghost
36 - Pollen Puff - Bug
39 - Foul Play - Dark
42 - Strength Sap - Grass
45 - Leaf Storm - Grass
47 - Memento - Dark
50 - Hydro Pump - Water

TM/Tutor Moves

Attract, Belch, Calm Mind, Confide, Curse, Double Team, Draining Kiss, Ember, Endure, **Energy Ball**, Facade, Fairy Wind, Frustration, **Grassy Glide**, Grassy Terrain, Hidden Power, Hyper Beam, Imprison, Infestation (N), Iron Defense, Lava Plume, Leech Seed, **Magical Leaf**, Moonblast, Nasty Plot, Night Shade, Pain Split, **Phantom Force**, **Poltergeist**, Protect, Reflect, Psych Up, Rest, Return, Round, Sleep Powder, Sleep Talk, Sludge, Sludge Wave, **Solar Beam**, Spite, Substitute, Swagger, Tera Blast, Toxic, Trick Room, Uproar

Okidogi



Base Stats

HP	9	Sp.ATK	6	Total:
ATK	13	Sp.DEF	7	56
DEF	12	SPD	8	

Basic Information

Type:	Poison / Fighting
Basic Ability 1:	Poison Touch
Adv Ability 1:	Guard Dog
Adv Ability 2:	Bully
Adv Ability 3:	Cruelty
High Ability:	Toxic Chain

Evolution

1 - Okidogi

Other Information

Size:	5'11" / 1.8m (Medium)	203.3 lbs / 92.2 kg (Weight Class 4)
Genders:	100.0% Male	00.0% Female
Diet:	Omnivore	
Habitat:	Mountain, Urban	
Egg Groups:	Undiscovered	

Capabilities

Overland 8, Swim 4, Jump 3/2, Power 12,
Naturewalk (Mountain, Urban) Intoxicator,
Tracker

Skill List

Athl 5d6, Acro 3d6, Combat 5d6+1, Stealth 2d6,
Percep 3d6, Focus 3d6

Move Listee

1 - Bite - Dark
1 - Rock Smash - Fighting
1 - Poison Sting - Poison
6 - Howl - Normal
9 - Poison Gas - Poison
12 - Poison Fang - Poison
15 - Cut - Normal
17 - Force Palm - Fighting
20 - Taunt - Dark
22 - Bulk Up - Fighting
24 - Brutal Swing - Dark
27 - Poison Jab - Poison
30 - Crunch - Dark
33 - Brick Break - Fighting
36 - Body Slam - Normal
39 - Counter - Fighting
42 - Gunk Shot - Poison
45 - Brutal Beatdown* - Dark [Close Combat]
48 - Superpower - Fighting
51 - Giga Impact - Normal

TM/Tutor Moves

Attract, **Body Press (N)**, Close Combat, Confide, Curse, Dig, Double Team, Double-Edge, **Drain Punch (N)**, Endure, Facade, Fire Fang, Fire Punch, Fling, **Focus Blast**, **Focus Punch**, Frustration, Hard Press, Hidden Power, High Horsepower, Hyper Beam, Ice Fang, Ice Punch, Iron Head, Knock Off, Lash Out, **Low Kick**, **Low Sweep**, Metal Claw, Outrage (N), **Poison Tail**, Protect, Psychic Fangs, Rest, Return, **Reversal**, Roar, Rock Tomb, Round, Scary Face, Shadow Claw, Sleep Talk, **Sludge Bomb**, **Sludge Wave**, Snarl, Spite, Stomping Tantrum, Substitute, Swagger, Take Down, Tera Blast, Thief (N), Throat Chop, Thunder Fang, Thunder Punch, Toxic, **Upper Hand**, Uproar

Munkidori



Base Stats

HP	9	Sp.ATK	13	Total:
ATK	7	Sp.DEF	9	56
DEF	7	SPD	11	

Basic Information

Type:	Poison / Psychic
Basic Ability 1:	Poison Touch
Adv Ability 1:	Frisk
Adv Ability 2:	Prankster
Adv Ability 3:	Cruelty
High Ability:	Toxic Chain

Evolution

1 - Munkidori

Other Information

Size:	3'03' / 1.0m (Small)	26,9 lbs / 12.2 kg (Weight Class 2)
Genders:	100.0% Male	00.0% Female
Diet:	Omnivore	
Habitat:	Forest, Mountain, Urban	
Egg Groups:	Undiscovered	

Capabilities

Overland 7, Swim 4, Jump 2/2, Power 4,
Naturewalk (Forest, Mountain) Intoxicator,
Stealth, Telekinetic

Skill List

Athl 2d6, Acro 4d6+2, Combat 3d6, Stealth
4d6+1, Percep 5d6, Focus 5d6

Move List

1 - Disorient* - Dark [Confusion]
1 - Confusion - Psychic
1 - Smog - Poison
6 - Helping Hand - Normal
9 - Poison Gas - Poison
12 - Clear Smog - Poison
15 - Magical Leaf - Grass
17 - Psybeam - Psychic
20 - Torment - Dark
22 - Nasty Plot - Dark
24 - Snarl - Dark
27 - Sludge Bomb - Poison
30 - Dark Pulse - Dark
33 - Psychic - Psychic
36 - Energy Ball - Grass
39 - Mirror Coat - Psychic
42 - Sludge Wave - Poison
45 - Wither* - Dark [New]
48 - Future Sight - Psychic
51 - Leaf Storm - Grass

TM/Tutor Moves

Acid Spray, Attract, Aura Sphere, Baton Pass,
Calm Mind, Confide, Confuse Ray (N),
Double Team, Endure, Facade, Fling, Focus Blast,
Frustration, Giga Impact, Grass Knot, **Gunk Shot**,
Hex (N), Hidden Power, Hyper Beam, Imprison,
Lash Out, Light Screen, Metronome, Mud Bomb,
Mud-Slap, Night Shade, **Poison Jab**, Poltergeist,
Protect, Psych Up, **Psychic Noise**,
Psychic Terrain, **Psyshock (N)**, Rest, Return,
Round, Shadow Ball, Shadow Claw, Signal Beam,
Sleep Talk, Spite (N), **Stored Power**, Substitute,
Swagger, Swift, Taunt, Tera Blast, Thief (N), Toxic,
Trailblaze, Trick, U-Turn, Uproar, Vacuum Wave,
Venoshock (N), Water Pulse

Fezandipiti



Base Stats

HP	9	Sp.ATK	7	Total:
ATK	9	Sp.DEF	13	56
DEF	8	SPD	10	

Basic Information

Type:	Poison / Fairy
Basic Ability 1:	Poison Touch
Adv Ability 1:	Technician
Adv Ability 2:	Dazzling
Adv Ability 3:	Cruelty
High Ability:	Toxic Chain

Evolution

1 - Fezandipiti

Other Information

Size:	4'07' / 1.4m (Medium)	66,4 lbs / 30.1 kg (Weight Class 3)
Genders:	100.0% Male	00.0% Female
Diet:	Omnivore	
Habitat:	Mountain, Urban	
Egg Groups:	Undiscovered	

Capabilities

Overland 6, Sky 9, Swim 2, Jump 1/3, Power 5,
Guster, Intoxicator

Skill List

Athl 3d6, Acro 4d6, Combat 3d6, Stealth 3d6,
Percep 5d6, Focus 4d6

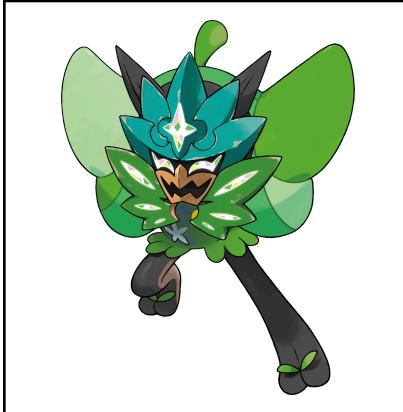
Move List

1 - Thief - Dark
1 - Butterfly Knife* - **Fairy** [Fury Cutter]
1 - Poison Sting - **Poison**
6 - Attract - Normal
9 - Poison Gas - Poison
12 - Poison Tail - **Poison**
15 - Pluck - Flying
17 - Crush - **Fairy**
20 - Flatter - Dark
22 - Agility - Psychic
24 - Brutal Swing - Dark
27 - Cross Poison - **Poison**
30 - Throat Chop - Dark
33 - Play Rough - **Fairy**
36 - Drill Peck - Flying
39 - Roost - Flying
42 - Gunk Shot - **Poison**
45 - Brutal Beatdown* - Dark [Close Combat]
48 - Fey Wild* - **Fairy** [Superpower]
51 - Brave Bird - Flying

TM/Tutor Moves

Acid Spray, Acrobatics, Aerial Ace (N), Air Cutter, Air Slash (N), Alluring Voice, Blaze Kick, Calm Mind, Charm, Confide, Dark Pulse, Dazzling Gleam (N), Disarming Voice (N), Double Kick (N), Double Team, Dual Wingbeat (N), Endure, Facade, Flash Step*, Fly, Frustration, Giga Impact, Heat Wave, Hex, Hidden Power, Hurricane, Hyper Beam, Icy Wind, Lash Out, Light Screen, Nasty Plot, Poison Jab, Protect, Psy Kick*, Psych Up, Psychic, Rest, Return, Round, Shadow Ball, Shadow Claw, Skitter Smack, Sleep Talk, Sludge Bomb (N), Spite, Steel Wing, Substitute, Swagger, Swift, Swords Dance, Tailwind, Take Down, Taunt, Tera Blast, Toxic, U-Turn, Uproar, Venoshock

Ogerpon



Base Stats

HP	8	Sp.ATK	6	Total:
ATK	12	Sp.DEF	10	55
DEF	8	SPD	11	

Basic Information

Type:	Grass
Basic Ability:	Embody Aspect
Adv Ability 1:	Sturdy
Adv Ability 2:	Needles
Adv Ability 3:	Accelerate
High Ability:	Tera Cudgel

Evolution

1 - Ogerpon

Other Information

Size:	3'11' / 1.2m (Small)	87.7 lbs / 39.8 kg (Weight Class 3)
Genders:	00.0% Male	100.0% Female
Diet:	Omnivore	
Habitat:	Cave, Mountain, Urban	
Egg Groups:	Undiscovered	

Capabilities

Overland 7, Swim 4, Jump 1/1, Power 7,
Naturewalk (Mountain), Stealth, Wielder

Skill List

Athl 5d6, Acro 3d6, Combat 4d6+3, Stealth 4d6,
Percep 3d6, Focus 3d6

Move List

1 - Vine Whip - Grass
1 - Leech Seed - Grass
1 - Quick Attack - Normal
1 - Rock Smash - Fighting
5 - Focus Energy - Normal
10 - Growth - Normal
15 - Needle Arm - Grass
18 - Low Sweep - Fighting
20 - Slam - Normal
23 - Brutal Swing - Dark
26 - Follow Me - Normal
28 - Sky Uppercut - Fighting
30 - Ivy Cudgel - Grass
33 - Throat Chop - Dark
37 - Spiky Shield - Grass
40 - Counter - Fighting
42 - Assurance - Dark
45 - Power Whip - Grass
47 - Synthesis - Grass
50 - Superpower - Fighting
52 - Wood Hammer - Grass

TM/Tutor Moves

Attract, Brick Break, **Bullet Seed**, Charm,
Confide, Double Kick (N), Double Team, Encore,
Endure, **Energy Ball**, Facade, False Swipe, Fling,
Frustration, **Giga Drain**, Giga Impact, **Grass Knot**,
Grassy Glide, Grassy Terrain, Helping Hand,
Hidden Power, **Horn Leech (N)**, Knock Off,
Lash Out, **Leaf Storm**, Low Kick, Low Sweep,
Magical Leaf, Play Rough, Protect, Rain Dance,
Rest, Retaliate (N), Return, Reversal, Rock Tomb,
Round, Sandstorm, Scary Face (N), **Seed Bomb**,
Sleep Talk, **Solar Beam**, **Solar Blade**, Spikes,
Stomping Tantrum, Substitute, Sunny Day,
Swagger, Swords Dance, Take Down, Taunt,
Tera Blast, Toxic, **Trailblaze**, U-Turn,
Zen Headbutt

Ursaluna (Bloodmoon)



Base Stats

HP	11	Sp.ATK	14	Total:
ATK	7	Sp.DEF	7	56
DEF	12	SPD	5	

Basic Information

Type:	Normal / Ground
Basic Ability 1:	Pride
Basic Ability 2:	Bulletproof
Adv Ability 1:	Mud Dweller
Adv Ability 2:	Frighten
High Ability:	Mind's Eye

Evolution

- 1 - Teddiursa
- 2 - Ursaring Lv 20 Minimum
- 3 - Bloodmoon Ursaluna Lv 35 Minimum

Other Information

Size:	8'10" / 2.7m (Large)	727.5 lbs / 333 kg (Weight Class 6)
Genders:	50.0% Male	50.0% Female
Diet:	Omnivore	
Habitat:	Cave, Mountain, Wetlands	

Capabilities

Overland 7, Swim 4, Jump 2/2, Power 8, Darkvision, Groundshaper, Mountable 1, Naturewalk (Wetlands), Tracker

Skill List

Athl 5d6+3, Acro 2d6, Combat 5d6, Stealth 2d6, Percep 4d6+3, Focus 4d6

Move List

Evo - Earth Power - **Ground**
Evo - Uproar - **Normal**
1 - Scratch - **Normal**
1 - Clayball* - **Ground** [Ranged Tackle]
1 - Leer - **Normal**
4 - Lick - **Ghost**
8 - Double Kick - **Fighting**
12 - Bite - **Dark**
15 - Covet - **Normal**
17 - Play Nice - **Normal**
19 - Bulldoze - **Ground**
22 - Brutal Swing - **Dark**
25 - Slash - **Normal**
28 - Revenge - **Fighting**
31 - Rest - **Psychic**
31 - Snore - **Normal**
34 - Scary Face - **Normal**
36 - Snarl - **Dark**
38 - Moonblast - **Fairy**
41 - Blood Moon - **Normal**
43 - Moonlight - **Fairy**
46 - Muddy Water - **Water**
49 - Hyper Voice - **Normal**
52 - Mudslide* - **Ground** [Rock Slide+]

TM/Tutor Moves

Attract, Avalanche, Belly Drum, Body Press, **Body Slam**, Brick Break, Calm Mind, Confide, Counter, Crunch, **Dig**, Double-Edge, Double Team, **Earthquake**, Endure, Facade, Fake Tears, Fire Punch, Fling, Focus Blast, Focus Punch, **Frustration**, **Giga Impact**, Gunk Shot, Hard Press, Heavy Slam, Helping Hand, **Hidden Power**, **High Horsepower**, **Hyper Beam**, Ice Punch, Low Kick, Metal Claw, **Mud Shot**, Protect, Rain Dance, **Return**, Roar, Rock Slide, Rock Tomb, Round, Seed Bomb, Shadow Claw, Sleep Talk, Smack Down, Stomping Tantrum, Stone Edge, Substitute, Sunny Day, Swagger, **Swift**, Swords Dance, **Take Down**, Taunt, **Tera Blast**, Thief, Thunder Punch, Thunderbolt, Toxic, Trailblaze, **Uproar**, Vacuum Wave, Wither*, Yawn

Archaludon



Base Stats

HP	9	Sp.ATK	13	Total:
ATK	11	Sp.DEF	7	62
DEF	13	SPD	9	

Basic Information

Type:	Steel / Dragon
Basic Ability 1:	Light Metal / Heavy Metal
Adv Ability 1:	Stamina
Adv Ability 2:	Stalwart
Adv Ability 3:	Sturdy
High Ability:	Clear Body

Evolution

1 - Duraludon
2 - Archaludon Lv 35 Minimum

Other Information

Size:	6'0" / 2.0m (Large)	123.3 lbs / 60 kg (Weight Class 4)
Genders:	50.0% Male	50.0% Female
Diet:	Ergovore	
Habitat:	Mountain	

Capabilities

Overland 8, Swim 3, Jump 1/2, Power 10,
Naturewalk (Mountain)

Skill List

Athl 5d6+2, Acro 2d6, Combat 5d6, Stealth 3d6,
Percep 4d6, Focus 5d6

Move List

(This Movelist also replaces Duraludon's)

Evo - Electro Shot - Electric
1 - Glint* - Steel [Chilling Water]
1 - Leer - Normal
6 - Vacuum Wave - Fighting
9 - Hone Claws - Dark
12 - Dragon Tail - Dragon
14 - Metal Claw - Steel
17 - Focus Energy - Normal
20 - Slash - Normal
22 - Breaking Swipe - Dragon
25 - Body Press - Fighting
28 - Flash Cannon - Steel
30 - Dragon Pulse - Dragon
33 - Hard Press - Steel
36 - Thunderbolt - Electric
38 - Aura Sphere - Fighting
41 - Hyper Beam - Normal
44 - Dragon Dance - Dragon
46 - Steel Beam - Steel
49 - Mirror Coat - Psychic
51 - Outrage - Dragon

TM/Tutor Moves

Attract, Body Slam, Brick Break, Confide, Dark Pulse, Double Edge, Double Team, **Draco Meteor**, Dragon Cheer, **Dragon Claw (N)**, Earthquake, Endure, Facade, Foul Play, Frustration, Giga Impact, **Gyro Ball**, **Heavy Slam**, Hidden Power, **Iron Defense**, **Iron Head**, Laser Focus (N), Light Screen, Metal Burst (N), Metal Sound, Meteor Beam, Night Slash, Protect, Reflect, Rest, Return, Roar, Rock Slide, Rock Smash (N), Rock Tomb, Round, Scary Face, Sleep Talk, Smack Down, Snarl, Solar Beam, Stealth Rock, **Steel Roller**, Stomping Tantrum, Stone Edge, Substitute, Swagger, Swords Dance, Take Down, Tera Blast, Thunder, Thunder Wave, Toxic

Terapagos



Base Stats

HP	10	Sp.ATK	11	Total:
ATK	10	Sp.DEF	11	62
DEF	11	SPD	9	

Basic Information

Type:	Normal
Basic Ability 1:	Tera Shell
Adv Ability 1:	Stellar Blast
Adv Ability 2:	Weird Power
Adv Ability 3:	Shell Armor
High Ability:	Teraform Zero

Evolution

1 - Terapagos

Other Information

Size:	1'0" / 0.3m (Small)	35.3 lbs / 16.0 kg (Weight Class 2)
Genders:	50.0% Male	50.0% Female
Diet:	Omnivore	
Habitat:	Cave	

Capabilities

Overland 6, Swim 4, Jump 1/1, Power 8, Sky 4, Glow, Tera Shift

Skill List

Athl 4d6, Acro 2d6, Combat 4d6, Stealth 2d6, Percep 4d6, Focus 5d6

Move List

1 - Withdraw - Water
1 - Rapid Spin - Normal
1 - Echoed Voice - Normal
4 - Rock Polish - Rock
8 - Ancient Power - Rock
12 - Cosmic Power - Psychic
16 - Tri Attack - Normal
20 - Headbutt - Normal
22 - Protect - Normal
24 - Flash Cannon - Steel
28 - Earth Power - Ground
30 - Tera Starstorm - Normal
32 - Double-Edge - Normal
36 - Mirror Shot - Steel
40 - Meteor Beam - Rock
44 - Mudslide - Ground
48 - Mirror Coat - Psychic

TM/Tutor Moves

Attract, Aura Sphere, Body Press, Body Slam, Bug Buzz, Calm Mind, Confide, Crunch, Dark Pulse, Dazzling Gleam, Double Team, Dragon Pulse, Earthquake, Endure, Energy Ball, **Facade**, Flamethrower, Flare Blitz, Frustration, **Giga Impact**, Gravity, Gyro Ball (N), Heat Crash, Heavy Slam (N), Hidden Power, **Hyper Beam**, Ice Beam, Ice Spinner, Iron Head (N), Power Gem (N), Rain Dance, Rest, **Return**, Roar, Rock Slide (N), **Round**, Scorching Sands, Shell Smash (N), Sleep Talk, Solar Beam, Stealth Rock, Stone Edge (N), Stored Power, Substitute, Sunny Day, Supercell Slam, Surf, Swagger, **Take Down**, **Tera Blast (N)**, Thunder, Thunderbolt, Toxic, Water Pulse, **Weather Ball**, Wild Charge, Zen Headbutt

Pecharunt



Base Stats

HP	9	Sp.ATK	9	Total:
ATK	9	Sp.DEF	9	61
DEF	16	SPD	9	

Basic Information

Type:	Poison / Ghost
Basic Ability 1:	Poison Puppeteer
Adv Ability 1:	Levitate
Adv Ability 2:	Prankster
Adv Ability 3:	Shell Armor
High Ability:	Corrosion

Evolution

1 - Pecharunt

Other Information

Size:	1'0" / 0.3m (Small)	0.7 lbs / 0.3 kg (Weight Class 1)
Genders:	Unknown	
Diet:	Unknown	
Habitat:	Unknown	

Capabilities

Overland 4, Swim 3, Levitate 6, Jump 0/0, Power 2, Intoxicator

Skill List

Athl 1d6, Acro 2d6, Combat 1d6, Stealth 4d6+1, Percep 2d6, Focus 6d6+2

Move List

1 - Smog - Poison
1 - Spook* - Ghost [Ember]
1 - Poison Gas - Poison
1 - Memento - Dark
1 - Fake Tears - Dark
4 - Withdraw - Water
8 - Confusion - Psychic
10 - Clear Smog - Poison
13 - Parting Shot - Dark
15 - Psybeam - Psychic
18 - Hex - Ghost
21 - Venoshock - Poison
24 - Toxic - Poison
28 - Shadow Ball - Ghost
31 - Malignant Chain - Poison
34 - Seed Bomb - Grass
38 - Destiny Bond - Ghost
41 - Psychic - Psychic
44 - Beckon* - Ghost [New]
48 - Nasty Plot - Dark
51 - Recover - Normal

TM/Tutor Moves

Acid Spray, Astonish (N), Attract, Brick Break, Confide, Curse, Dazzling Gleam, Defense Curl (N), Double Team, Endure, Extrasensory (N), Facade, Foul Play, Frustration, Giga Drain, **Gunk Shot (N)**, Hidden Power, Imprison, Mean Look (N), Night Shade, **Phantom Force, Poison Fang (N)**, **Poltergeist (N)**, Protect, Rest, Return, Rock Slide, Rollout (N), Round, **Shadow Punch (N)**, Sleep Talk, **Sludge Bomb, Sludge Wave**, Spite, Substitute, Surf, Swagger, Tera Blast

Appendix I: New Held Items

Held Item	Effect	Cost
Loaded Dice	Whenever the user uses a Five-Strike Move, when determining how many times the Move hits, roll the d8 twice and take the better result. Cannot be used by Trainers.	\$7777
Punching Glove	The User's melee moves do not count as Melee moves for the purpose of effects that would trigger upon being hit by a melee attack. Additionally, the user gets a +5 bonus to Damage Rolls of punching moves. Off-hand Item for trainers.	\$4000
Covert Cloak	Once per Scene, when the user is hit by a damaging Move, they may become immune to all of its effects except Damage and direct Hit Point Loss. Additionally while holding this Item, the user gains a +2 bonus to Stealth checks made to remain unseen, up to a maximum bonus of +4. Accessory Item for Trainers.	\$5000
Clear Amulet	The user's Combat Stages may not be lowered by the effect of foes' Features, Abilities, or Moves. Status Afflictions may still alter their Combat Stages. Accessory Item for Trainers.	\$2500
Ability Shield	The user's Abilities cannot be altered by effects from other Pokémons or Trainers. Off-hand Item for Trainers.	\$1500
Booster Energy	Once per Scene, the user may activate Abilities and Moves dependent on a single Weather or Terrain effect of their choice as though that effect was active. This effect lasts until the user is Fainted or switches out. Off-hand Item for Trainers.	\$7500
Mirror Herb	(Mirror Herbs are a type of Herb and thus a Food Buff, and grow the same as a Tier 2 Berry.) When another Pokémon or Trainer gains positive Combat Stages, the user may trade in this Food Buff to also gain those Combat Stages.	\$500

Appendix II: OPTIONAL - Terastalization

Terastalization is a wondrous phenomenon that empowers your Pokémons' latent elemental inclination with a surge of potential. If using this Optional Rule, Pokémons naturally have one associated Tera Type. This elemental inclination can be towards a Type the Pokémon already possesses, or it might be a particularly strong connection to another Type.

Pokémons retain their Tera type when they evolve.

The Tera Type might accentuate a Species' existing apparent connection to a Type, such as Tera Fire on a Skuntank highlighting the Fire-type moves it already learns. Alternatively, it can be given to a Pokemon with an incongruent Type to reflect some sort of inner talent or adaptation, like giving Tera Ice to a Charmander born on the peak of a snowy mountain. A Pokemon might also have an Tera Type that matches one of its existing Types to emphasize a particularly strong connection to that Type, like Tera Electric on a Magneton that's been supercharged by a sudden bolt of lightning. There are many reasons a Pokemon might possess an affinity for a Type, which they may either be born with or acquire at any point in their life. For some, it could even be as simple as a random mutation. If a GM desires to emulate a Pokémon being Stellar Type, they should grant the Stellar Blast Ability.

GMs who use this Optional Rule are encouraged to use Tera Types to highlight parts of wild Pokémons' personality or story. But the final decision what Tera Type a Pokémon that a Player captures becomes is up to that Player. The aforementioned Charmander might also be Tera Rock, Ground, Flying, or even Dragon. A Teddiursa who was raised by a foster family of Beartic on a field of ice floes doesn't have to be Tera Ice either, Water would fit equally, or even Fire or Fairy because of the Warmth it learned to grow within. A Pokémon that lived in a forest could be Tera Grass, or any of Bug, Ground, Ghost, and Dark. Just taking one of the natural STAB Types of a Pokémon is also always an option. It's cool if there's a character reason behind the Tera Type, but what effect the circumstances ultimately had should be up to the Players, who also have tactical concerns to consider when deciding on a Type.

How to Terastalize

Trainers in possession of a Tera Orb can harness this Power. As a **Daily Frequency Swift Action**, a trainer can Terastalize their Pokémon. Wild Pokémons may also utilize this power, by any means the GM deems fit.

If a Campaign uses Terastalization, a Tera Orb should be made freely available to each player from the point on when the Rule is supposed to be used. They are Accessory Slot Items.

Terastalized Pokémons lose their regular types and become their Tera Type. They **retain STAB from their regular Typing**, and do not gain additional STAB on their Tera Type. Instead, while Terastalized, **all Moves of the Tera Type gain a +10 damage bonus**, and the Pokémons may activate Abilities (such as Accelerate) as if they gained STAB on that Type. Moves that would change a Pokémon's type (or give it an additional one) have no effect while Terastalized. A Pokémon remains Terastalized until they are Fainted or the Scene ends, at which point they revert back to normal.

Changing A Tera Type

During your travels, you may come across experts who can change a Pokemon's Tera type. Chefs, Mentors and Pokemon Professors alike may offer this service to you. Such a process typically costs up to 5000P to change one of your Pokemons' Tera type to a type of your choosing.

Additional Effects

Pokémons might also learn to put their Terastal powers to further use. Players and GMs should feel free to think of interesting effects that using Moves of the Type during Terastalization might have. These effects can be general: Tera Fire might enable a Pokémon to create Sunny Weather in small areas with its boosted Fire Moves. Or they could be specific to the character: The Teddiursa from before could instead heal allies of Status Afflictions when using its Tera Type Attacks. If, how, and when these further abilities are acquired should be discussed within the playgroup.

Appendix III: Optional - Deleted Scenes

Here, we have collected a number of changes to older PTU content that we were inspired to write during the creation of this Paldea Dex, but which we considered outside the scope of the project. These should make play more involved and interesting, but using this Dex at your table shouldn't necessitate that too many old rules are changed and PTU's already convoluted system learned anew. So we decided to keep these modular, and opt-in.

Slick Hazards

In the [Keywords and Hazards](#) section the new Slick Hazards were introduced. To make the mechanic available to more Pokémon, a variety of Effects should be able to create these Hazards. You may include changes to the following Moves:

Move: Icy Wind

Type: [Ice](#)

Frequency: EOT

AC: 3

Damage Base 6: $2d6+8 / 15$

Class: Special

Range: Cone 2

Effect: Creates Slick Hazards in all squares of the Area of Effect.

Move: Glaciate

Type: [Ice](#)

Frequency: EOT

AC: 3

Damage Base 7: $2d6+10 / 17$

Class: Special

Range: Burst 2

Effect: All Legal Targets have their Speed lowered 1 Combat Stage. On an Even-Numbered Roll, all grounded Legal Targets are Slowed.

Once per Scene, the user may create Slick Hazards in all squares they occupy and all squares in the Area of Effect. Ice-Types may ignore these Slick Hazards, and do not have to stop shifting or become Vulnerable from them.

Move: Sludge

Type: [Poison](#)

Frequency: EOT

AC: 2

Damage Base 7: $2d6+10 / 17$

Class: Special

Range: 4, 1 Target

Effect: Creates Slick Hazards in a Blast 3, centered on the target. Poisons the target on 15+.

Updated Execute Moves

With the addition of Occult Razor and Zantetsuken, a rework to the Execute Keyword was proposed to standardize their auto-crit trigger:

Execute: Moves with this Keyword automatically critically hit targets at or below half their maximum Hit Points.

If using this version of Execute, Occult Razor and Zantetsuken should be regarded as Execute Moves accordingly. The four Execute Moves native to the games have been listed below with updated statistics and effects as well.

Move: Fissure

Type: Ground

Frequency: Scene

AC: 5

Damage Base 11: $3d10+10 / 17$

Class: Physical

Range: 4, 1 Target, Execute, Groundsource

Effect: After dealing damage, the target becomes Trapped until the end of their next turn.

Move: Guillotine

Type: Normal

Frequency: Scene

AC: 5

Damage Base 11: $3d10+10 / 17$

Class: Physical

Range: Melee, 1 Target, Execute

Effect: After dealing damage, the target becomes Vulnerable for one full round.

Move: Horn Drill

Type: Normal

Frequency: Scene

AC: 5

Damage Base 11: $3d10+10 / 17$

Class: Physical

Range: Melee, 1 Target, Execute

Effect: The target's next damaging attack calculates damage as though it were one step less Effective. This counts as a Volatile Affliction.

Move: Sheer Cold

Type: Ice

Frequency: Scene

AC: 5

Damage Base 11: $3d10+10 / 17$

Class: Special

Range: 4, 1 Target, Execute

Effect: The target becomes Slowed. This effect does not affect Ice-Types. On a 16+ they are instead Frozen.

Assorted Abilities

Here we collected Abilities we came up with, or had ideas on how they could be changed, during the process of writing this document, but didn't end up giving to any of the Pokémons. Feel free to use them in your game!

Ability: Mummy (Updated)

Scene – Swift Action

Effect: The user ends their Movement and all adjacent foes become Stuck. All adjacent allies gain Mummy until the end of the Scene or until they are switched out if they don't already have it.

Ability: I Am The Scout Here

Static

Effect: Connection – Clayball. For the user, Clayball gains Double Strike, and whenever they use it while adjacent to a foe, they may Disengage 3m.

Ruin Abilities

Here be alternate versions of the signature Abilities of the Ruinous Quartet.

Ability: Beads of Ruin (Alternate)

Scene x2 – Swift Action

Trigger: A foe within 2m receives Special damage

Effect: The triggering damage is increased by one step of effectiveness against the triggering foe.

Ability: Sword of Ruin (Alternate)

Scene x2 – Swift Action

Trigger: A foe within 2m receives Physical damage

Effect: The triggering damage is increased by one step of effectiveness against the triggering foe.

Ability: Tablets of Ruin (Alternate)

Scene x2 – Swift Action

Trigger: A foe within 2m deals Physical damage

Effect: An ally of your choice resists the triggering damage 1 step further.

Ability: Vessel of Ruin (Alternate)

Scene x2 – Swift Action

Trigger: A foe within 2m deals Special damage

Effect: An ally of your choice resists the triggering damage 1 step further.

“Subclass” Abilities

Here be Abilities that buff a certain kind of Move.

Ability: Ballistic (Alternate)

Scene – Swift Action

Trigger: The user takes a Sprint Maneuver as a Standard Action, and shifts 3m in a straight line towards a foe

Effect: The user may attack the triggering foe as a Free Action with a Move that has its DB boosted by this Ability. When used this way, that Move gains the Smite keyword.

Bonus: The user increases the Damage Base of Rollout, Steamroller, Steel Roller, and all Moves with "Ball" in their name by +2, and these Moves gain the Versatile Keyword for the user.

Ability: Iron Fist (Updated)

Scene – Free Action

Trigger: The user hits a target with a Move that has its DB boosted by this Ability

Effect: The target is pushed X meters, where X is 6 minus their Weight Class. If their movement is stopped by Blocking Terrain or another character, the target becomes Vulnerable for 1 full round.

Bonus: The user increases the Damage Base of Double Iron Bash, Meteor Mash, Sky Uppercut, Hammer Arm, and all Moves with “Punch” in their Name by +2.

Ability: Strong Jaw (Updated)

Scene – Free Action

Trigger: The user hits a target with a Move that has its DB boosted by this Ability

Effect: You may perform a Grapple Maneuver against the triggering target as a Free Action. If the triggering move already allowed a free Grapple Maneuver, the Maneuver cannot miss and takes effect without rolling a Skill Check.

Bonus: The user increases the Damage Base of the following Moves by +2; Bite, Bug Bite, Crunch, Fire Fang, Ice Fang, Jaw Lock, Thunder Fang, Poison Fang, Psychic Fangs and Hyper Fang.

Ability: Technician (Updated)

Scene – Free Action

Trigger: The user uses a Move that has its DB boosted by this Ability

Effect: The triggering Move cannot miss or the user may use a Status-Class Move as a Free Action after the triggering Move has resolved.

Bonus: The user increases the Damage Base of Moves with a Damage Base of 6 or lower by +2. This bonus always applies to Moves with the Double Strike or Fivestrike Keywords.

Assorted Moves

Here we collected Moves we came up with - or had ideas on how they could be changed - during the process of writing this document. Feel free to use them in your game!

Move: Breakthrough* [Icebreaker]

Type: Steel

Frequency: Scene x2

AC: 2

Damage Base 12: 3d12+10 / 30

Class: Physical

Range: Melee, 1 Target, Dash, Recoil 1/3

Effect: You may use this Move as if it had the Priority and Pass keywords in the first round after joining an encounter. Switching out resets this requirement.

Move: Doomsay* [Future Sight+]

Type: Ghost

Frequency: Scene x2

AC: None

Damage Base 12: 3d12+10 / 30

Class: Special

Range: 10, 1 Target

Effect: The target becomes Trapped. At the end of the user's next turn, Doomsay hits, even if the user is no longer on the field. The target is then no longer Trapped by Doomsay. This Move cannot miss.

Move: Flame Charge (Updated) [Trailblaze]

Type: Fire

Frequency: At-Will

AC: 2

Damage Base 5: 1d8+8 / 13

Class: Physical

Range: Melee, 1 Target, Dash, Full Action

Effect: The user Shifts before or after attacking, ignoring Slow Terrain. If the user did not move through Slow Terrain during this Shift, raise the user's Speed 1 Combat Stage.

Move: Power Wave* [New]

Type: Fighting

Frequency: EOT

AC: 2

Damage Base 7: 2d6+10 / 17

Class: Special

Range: 4, 1 Target, Groundsource

Effect: If the target has no adjacent allies, it is Paralyzed.

Move: Substitute (Updated)

Type: Normal

Frequency: Scene

AC: None

Class: Status

Range: Self, Coat, Illusion, Interrupt, Shield, Trigger

Effect: If the user is hit by a Move while above 1/4th Hit Points, after being told how much damage it would deal, they may use this Move.

The user is instead not hit by the triggering Move, and does not take any damage, nor are they affected by any of the Move's effects. Instead, they lose 1/4th of their maximum Hit Points. This Hit Point loss cannot be prevented in any way.

The user then gains an Illusory Coat that prevents them from suffering any effects from foes' actions, except Damage and direct Hit Point loss. Sonic Moves ignore this Coat, and this Move may not be activated against them.

Move: Wring Out (Updated) [Hard Press]

Type: Normal

Frequency: Scene x2

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Special

Range: Melee, 1 Target

Effect: If the target's Hit Points are above 50%, this Move's Damage Base is doubled to Damage Base 12 (3d12+10 / 30).

Contest Type: Smart

Contest Effect: Seen Nothing Yet

Astonish

This is an idea for an Astonish rework, as Damage Base 3 is one of the lowest out there. And a clone of that for more variety on physical Dark Types than Pursuit on everything.

Move: Astonish (Updated)

Type: Ghost

Frequency: At-Will

AC: 2

Damage Base 3: 1d6+5 / 9

Class: Physical

Range: Melee, 1 Target

Effect: Flinches the target on 15+. Once per scene, if the user joined the encounter or was switched in this round, this Move cannot miss and automatically Flinches the target.

Move: Daze* [Astonish]

Type: Dark

Frequency: At-Will

AC: 2

Damage Base 3: 1d6+5 / 9

Class: Physical

Range: Melee, 1 Target

Effect: Flinches the target on 15+. Once per scene, if the user joined the encounter or was switched in this round, this Move cannot miss and automatically Flinches the target.

Reap & Sow

This is a pair of synergizing Moves that we had an idea for. Put them on different mons, not on the same. Also consider handing them out really often so the synergy procs more often than once a decade.

Move: Reap

Type: Ghost

Frequency: Scene

AC: 7

Damage Base 11: 3d10+10 / 27

Class: Physical

Range: Burst 1, Smite, Slice

Effect: If a target has the Leech Seed Affliction, this Move cannot miss that target, and it is cured of Leech Seed. After dealing damage, the user gains a Tick of Hit Points for each target hit this way.

Move: Sow

Type: Grass

Frequency: Scene

AC: 2

Damage Base 5: 1d8+8 / 13

Class: Physical

Range: Close Blast 3

Effect: All legal targets gain the Leech Seed Volatile Affliction: At the beginning of each of its turns, the target loses a Tick of Hit Points. This Move's user then gains Hit Points equal to the amount that target lost. Grass Types are immune to this Affliction.

Monster Mash

Here we have a high-power physical Ghost Move and its clone.

Move: Graveyard Smash* [New]

Type: Ghost

Frequency: Scene x2

AC: 2

Damage Base 12: 3d12+10 / 30

Class: Physical

Range: Melee, 1 Target, Dash, Smite

Effect: The target becomes Stuck for 1 full Round. The user may then not Shift any more this turn.

Move: Monster Math* [Graveyard Smash]

Type: Psychic

Frequency: Scene x2

AC: 2

Damage Base 12: 3d12+10 / 30

Class: Physical

Range: Melee, 1 Target, Dash, Smite

Effect: The target becomes Stuck for 1 full Round. The user may then not Shift any more this turn.

Recall Moves

As with the new Chilly Reception, these now don't force but only allow the user to be recalled, and prevent Attacks of Opportunity if the user stays.

Move: Flip Turn

Type: Water

Frequency: At-Will

AC: 2

Damage Base 6: $2d6+8 / 15$

Class: Physical

Range: Melee, 1 Target, Dash

Effect: If Flip Turn successfully hits its target, the user deals damage and then may immediately be returned to its Poké Ball in the same turn. A New Pokémon may immediately be sent out. Using Flip Turn lets a Trapped user be recalled. If the user is not recalled, their movement this turn does not provoke Attacks of Opportunity instead.

Move: Parting Shot

Type: Dark

Frequency: At-Will

AC: 2

Class: Status

Range: 6, 1 Target, Social

Effect: If Parting Shot successfully hits, the target's Attack and Special Attack stats are lowered by one Combat Stage and the user may immediately be recalled in the same turn. A new Pokémon may immediately be sent out. Using Parting Shot lets a Trapped user be recalled. If the user is not recalled, their movement this turn does not provoke Attacks of Opportunity instead.

Move: U-Turn

Type: Bug

Frequency: At-Will

AC: 2

Damage Base 7: $2d6+10 / 17$

Class: Physical

Range: Melee, 1 Target, Dash

Effect: If U-Turn successfully hits its target, the user deals damage and then may immediately be returned to its Poké Ball in the same turn. A New Pokémon may immediately be sent out. Using U-Turn lets a Trapped user be recalled. If the user is not recalled, their movement this turn does not provoke Attacks of Opportunity instead.

Move: Volt Switch

Type: Electric

Frequency: At-Will

AC: 2

Damage Base 7: $2d6+10 / 17$

Class: Special

Range: 5, 1 Target

Effect: If Volt Switch successfully hits its target, the user deals damage and then may immediately be returned to its Poké Ball in the same turn. A New Pokémon may immediately be sent out. Using Volt Switch lets a Trapped user be recalled. If the user is not recalled, their movement this turn does not provoke Attacks of Opportunity instead.

Struggle Capabilities

As we did with the new Intoxicator, it would be worthwhile if more Moves granted the other Struggle Capabilities as well. Taking the same baseline of all damaging non-AoE At-Will and EOT Moves of the Type, this includes:

Capability	Moves
Firestarter	Blaze Kick, Ember, Fiery Dance, Fiery Wrath, Fire Fang, Fire Lash, Fire Pledge, Fire Punch, Fire Spin, Flame Burst, Flame Charge, Flame Wheel, Flamethrower, Heat Crash, Mystical Fire, Sacred Fire, Torch Song
Fountain	Aqua Cutter, Aqua Jet, Aqua Step, Bubble Beam, Chilling Water, Crabhammer, Flip Turn, Hydro Steam, Jet Punch, Liquidation, Octazooka, Razor Shell, Scald, Snipe Shot, Water Gun, Water Pledge, Water Pulse, Water Shuriken, Water Sport, Waterfall, Wave Crash, Wave Dash*, Whirlpool
Freezer	Aurora Beam, Avalanche, Freeze-Dry, Freezing Glare, Frost Breath, Ice Ball, Ice Beam, Ice Fang, Ice Hammer, Ice Punch, Ice Shard, Icicle Crash, Icicle Spear, Mountain Gale
Guster	Aerial Ace, Air Slash, Chatter, Drill Peck, Dual Wingbeat, Fly, Gust, Peck, Pluck, Tailwind, Wing Attack
Intoxicator	Acid Spray, Barb Barrage, Dire Claw, Poison Fang, Poison Jab, Poison Sting, Poison Tail, Shell Side Arm, Sludge, Sludge Bomb, Smog
Materializer	Accelerock, Ancient Power, Power Gem, Rock Blast, Rock Throw, Rock Tomb, Rock Wrecker, Salt Cure, Stealth Rock, Stone Axe, Stone Edge
Telekinetic	Confusion, Dream Eater, Extrasensory, Flash Step*, Freezing Glare, Heart Stamp, Lumina Crash, Mist Ball, Psybeam, Psy Kick*, Psyblade, Psychic, Psychic Fangs, Psycho Cut, Psyshield Bash, Psyshock, Psystrike, Stored Power, Telekinesis, Zen Headbutt
Zapper	Charge Beam, Electroweb, Nuzzle, Shock Wave, Spark, Surge*, Thunderbolt, Thunder Fang, Thunder Punch, Thunder Shock, Thunderous Kick, Volt Switch, Wild Charge, Zing Zap

If using this optional Rule:

1. All of the above Moves grant the corresponding Capabilities. All Moves that previously granted them, have been listed as well.
2. Struggle Attacks gain the Versatile Keyword and become Versatile-Class, including for users that don't have any of these Capabilities.
3. The Struggle Attacks of Pokémon with the Telekinetic Capability may be Psychic-Typed if they wish.

Appendix IV: In Other Languages

We thought it'd be fun if we translated our new Moves into our native languages, so we did!

Type	English	German	Spanish
Dark	Brutal Beatdown	Halbstärke	Brutalidad Desmedida
	Disorient	Desorientieren	Enbarullar
	Wither	Verdorren	Marchitar
Dragon	Draco Jet	Drachenschub	Dracohete
	Redline	Bleifuß	Desenfreno
Fairy	Butterfly Knife	Butterfly	Navaja Mariposa
	Crush	Verknallen	Flechazo
	Fey Wild	Feenwildnis	Salvajhada
	Sugar Rush	Zuckerschock	Subidón de Azúcar
Ghost	Beckon	Verlockung	Voces Ultratumba
	Spook	Grusel	Susto
Grass	Artillerolives	Olivenhain	Olibala
	Mould	Moder	Moho
Ground	Clayball	Lehmball	Bola Arcilla
	Mudslide	Gisse	Colada Detritica
Ice	Icebreaker	Eisbrecher	Rompehielos
Psychic	Flash Step	Blitzschritt	Golpe Destello
	Occult Razor	Okkultes Rasiermesser	Cuchilla Esotérica
	Psy Kick	Psycho-Kick	Psicopatada
Steel	Glint	Glitzern	Centelleo
	Zantetsuken	Zantetsuken	Filo Atómico
Water	Wave Dash	Wavedash	Desliz Ola