

Pokémon Tabletop United

Hisui PokéDex 1.05



Revision 4

IMPORTANT DISCLAIMER:

After Generation 8's changes to the TM and TR classification, and with the release of Pokémon Legends: Arceus, it's becoming clear that the direction that the Pokémon Franchise has been going in is not going to make converting Pokémon to PTU very easy. The Gen 8 PokéDex, for instance, had to decide between accurately translating the TM and TR lists (which would mean they wouldn't mesh up well with prior generations), or only putting the moves down in a way that they'd mesh with the existing Pokémon (which often makes those Pokémon far less usable).

After consideration, I ended up releasing the Dex in a way that it meshes with existing content, but it still may not have been the right decision. I heavily encourage people to both A) use something like Bulbapedia or Serebii to get up-to-date movelists, and B) embrace fixing Pokémon that end up lackluster (**in any 'Dex, not just the new ones**), to make them more fun to use. GameFreak's choices can be odd sometimes, and they are not at all geared for supporting a tabletop environment.

Therefore, while there may still be PokéDex updates pushed, any that do will end up being geared more toward giving you building blocks for Pokémon, which you can then improve for your own games. I know this isn't an ideal scenario, but Pokémon has gotten to a point where it is literally impossible to unify all Pokémon in a way that matches the games. Even if the entire Dex was re-written and updated (a ridiculously huge task), there is no single game that holds data for all released Pokémon. There's simply no way for consistency. The franchise has pushed past the point where that's sustainable.

This Document has chosen to just fold all the Move Shop moves under Tutors. And honestly? I'd just fold all TMs and Tutors into one big Tutor list for all past Pokémon. It's probably what should have been done for Gen 8, but things were close enough that I figured I might be able to match enough. The one exception to everything is that Dialga and Palkia have their standard PokéDex pages reprinted, with just the stats changed and a few different Abilities.

There are no evolution items in this document, since they really don't add anything except a tax on certain Pokémon – it's far better to just freely let people have them, since they aren't any more powerful. Nobody should have to jump through hoops to get access to new Pokémon, either – any that have an evolution split should just be able to choose, really, what Regional Form they want.

All of this is mostly a long-winded way to say that that this likely won't match anyone's expectations, and that you'll also need to do a fair bit of work yourself. Because, quite frankly, the movelists in Arceus *suck*. A lot. There will possibly be a release at some point of a booklet to help with that sort of process, but that depends on a lot of factors. I appreciate your understanding.

Thanks for reading,

DataNinja

TLDR: Please don't use these entries as sacrosanct. Especially the movelists. Please give these Pokémon some actual Moves if you want to use them! This game gave them tiny lists, with little to no Type coverage!

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DECIDUEYE Hisuian



Base Stats:

HP:	9
Attack:	11
Defense:	8
Special Attack:	10
Special Defense:	10
Speed:	6

Basic Information

Type: Grass / Fighting
Basic Ability 1: Keen Eye
Basic Ability 2: Overgrow
Adv Ability 1: Long Reach
Adv Ability 2: Technician
High Ability: Thick Fat

Evolution:

- 1 - Rowlet
- 2 - Dartrix Minimum 15
- 3 - Decidueye (H) Minimum 30

Size Information

Height: 5' 3" / 1.6m (Medium)
Weight: 81.6 lbs / 37kg (3)

Breeding Information

Gender Ratio: 87.5% M / 12.5% F
Egg Group: Flying

Diet: Carnivore
Habitat: Forest, Mountain

Capability List

Overland 6, Swim 3, Sky 8, Jump 3/3, Power 5,
Darkvision, Stealth

Skill List

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

Move List

Level Up Move List

Evo Rock Smash - Fighting

6 Leafage - Grass

11 Roost - Flying

18 Aerial Ace - Flying

21 Magical Leaf - Grass

25 Air Slash - Flying

30 Aura Sphere - Fighting

34 Leaf Blade - Grass

34 Triple Arrows - Fighting

40 Brave Bird - Flying

43 Leaf Storm - Grass

Tutor Move List

Aerial Ace, Bulk Up, **Energy Ball**, False Swipe, Focus
Energy, Giga Impact, Gust (N), Hyper Beam, **Magical
Leaf**, Psycho Cut, Rest, Rock Smash, Shadow Claw,
Spikes, Swift

TYPHLOSION Hisuian



Base Stats:

HP:	7
Attack:	8
Defense:	8
Special Attack:	12
Special Defense:	9
Speed:	10

Basic Information

Type: Fire / Ghost

Basic Ability 1: Blaze

Basic Ability 2: Healer

Adv Ability 1: Heat Mirage

Adv Ability 2: Blessed Touch

High Ability: Flash Fire

Evolution:

1 - Cyndaquil

2 - Quilava Minimum 15

3 - Typhlosion (H) Minimum 30

Size Information

Height: 5' 3" / 1.6m (Medium)

Weight: 153.9 lbs / 69.8kg (4)

Breeding Information

Gender Ratio: 87.5% M / 12.5% F

Egg Group: Field

Diet: Carnivore

Habitat: Mountain, Wetland

Capability List

Overland 9, Swim 5, Jump 2/2, Power 6, Darkvision, Dead Silent, Firestarter, Glow, Naturewalk (Wetland)

Skill List

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

Move List

Level Up Move List

Evo Hex - Ghost

6 Ember - Fire

11 Rollout - Rock

18 Flame Wheel - Fire

25 Swift - Normal

34 Flamethrower - Fire

40 Infernal Parade - Ghost

43 Shadow Ball - Ghost

43 Overheat - Fire

Tutor Move List

Aerial Ace, Bulldoze, Calm Mind, Drain Punch, **Fire**

Punch, Flamethrower, Giga Impact, Hyper Beam,

Iron Tail, **Mystical Fire, Ominous Wind**, Quick Attack

(N), Rest, Rock Slide, Rock Smash, **Shadow Ball**,

Shadow Claw, Swift, Thunder Punch, Wild Charge

SAMUROTO Hisuian



Base Stats:

HP:	10
Attack:	10
Defense:	9
Special Attack:	11
Special Defense:	7
Speed:	7

Basic Information

Type: Water / Dark
Basic Ability 1: Intimidate
Basic Ability 2: Torrent
Adv Ability 1: Shell Armor
Adv Ability 2: Bully
High Ability: Parry

Evolution:

- 1 - Oshawott
- 2 - Dewott Minimum 15
- 3 - Samurott (H) Minimum 30

Size Information

Height: 4' 11" / 1.5m (Medium)
Weight: 128.3 lbs / 58.2kg (4)

Breeding Information

Gender Ratio: 87.5% M / 12.5% F
Egg Group: Field

Diet: Herbivore
Habitat: Ocean, Tundra

Capability List

Overland 5, Swim 8, Jump 2/3, Power 7, Darkvision, Fountain, Naturewalk (Ocean), Stealth, Wielder

Skill List

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

Move List

Level Up Move List

Evo Night Slash - Dark

6 Aqua Jet - Water

11 Swords Dance - Normal

18 Water Pulse - Water

21 Ceaseless Edge - Dark

25 Slash - Normal

34 Aqua Tail - Water

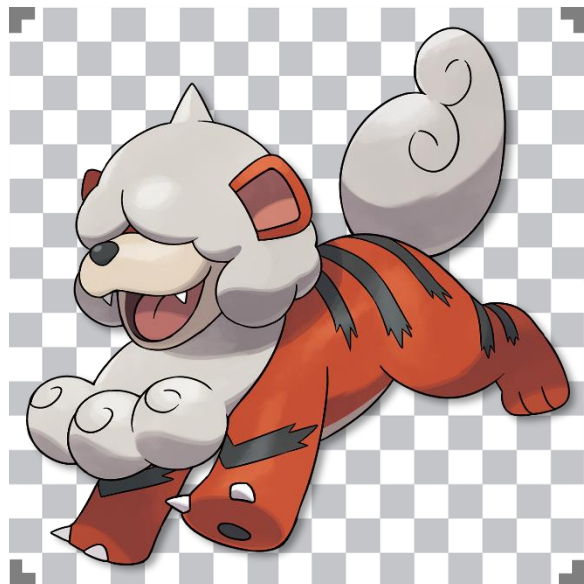
40 Dark Pulse - Dark

43 Hydro Pump - Water

Tutor Move List

Aerial Ace, **Aqua Tail**, **Dark Pulse**, False Swipe, Focus Energy, Giga Impact, Hyper Beam, Ice Beam, Icy Wind, Iron Tail, Megahorn, Rest, Rock Smash, Poison Jab, Psycho Cut, Tackle (N), **Water Pulse**, X-Scissor

GROWLITHE Hisuian



Base Stats:

HP:	6
Attack:	8
Defense:	5
Special Attack:	7
Special Defense:	5
Speed:	6

Basic Information

Type: Fire / Rock
Basic Ability 1: Intimidate
Basic Ability 2: Flash Fire
Adv Ability 1: Justified
Adv Ability 2: Teamwork
High Ability: Rock Head

Evolution:

- 1 - Growlithe (H)
- 2 - Arcanine (H) Minimum 25

Size Information

Height: 2' 7" / 0.8m (Small)
Weight: 50.0 lbs / 22.7kg (2)

Breeding Information

Gender Ratio: 75% M / 25% F
Egg Group: Field
Average Hatch Rate: 10 Days

Diet: Carnivore

Habitat: Grassland, Mountain

Capability List

Overland 5, Swim 2, Jump 1/2, Power 3, Naturewalk (Grassland, Mountain), Tracker, Underdog

Skill List

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

Move List

Level Up Move List

1 Tackle - Normal

5 Ember - Fire

9 Bite - Dark

15 Fire Fang - Fire

21 Rock Slide - Rock

29 Crunch - Dark

37 Double-Edge - Normal

47 Flare Blitz - Fire

Tutor Move List

Aerial Ace, **Fire Fang**, **Flamethrower**, Iron Tail, Outrage, Play Rough, Rest, **Rock Slide**, Rock Smash, Snarl, Swift, Wild Charge

ARCANINE Hisuian



Base Stats:

HP:	10
Attack:	12
Defense:	8
Special Attack:	10
Special Defense:	8
Speed:	9

Basic Information

Type: Fire / Rock
Basic Ability 1: Intimidate
Basic Ability 2: Flash Fire
Adv Ability 1: Justified
Adv Ability 2: Teamwork
High Ability: Rock Head

Evolution:

- 1 - Growlithe (H)
- 2 - Arcanine (H) Minimum 25

Size Information

Height: 6' 7" / 2m (Large)
Weight: 370.4 lbs / 168kg (5)

Breeding Information

Gender Ratio: 75% M / 25% F
Egg Group: Field

Diet: Carnivore

Habitat: Grassland, Mountain

Capability List

Overland 8, Swim 4, Jump 2/3, Power 8, Firestarter, Mountable 1, Naturewalk (Grassland, Mountain), Tracker

Skill List

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

Move List

Level Up Move List

5 Ember - Fire

9 Bite - Dark

15 Fire Fang - Fire

21 Rock Slide - Rock

29 Raging Fury - Fire

29 Crunch - Dark

37 Double-Edge - Normal

47 Flare Blitz - Fire

Tutor Move List

Aerial Ace, Bulldoze, **Fire Fang**, **Flamethrower**, Giga Impact, Hyper Beam, Iron Head, Iron Tail, Outrage, Play Rough, Rest, **Rock Slide**, Rock Smash, Snarl, **Stone Edge**, Swift, Thunder Fang, Wild Charge

VOLTORB Hisuian



Base Stats:

HP:	4
Attack:	3
Defense:	5
Special Attack:	6
Special Defense:	6
Speed:	10

Basic Information

Type: Electric / Grass
Basic Ability 1: Static
Basic Ability 2: Soundproof
Adv Ability 1: Celebrate
Adv Ability 2: Confidence
High Ability: Aftermath

Evolution:

- 1 - Voltorb (H)
- 2 - Electrode (H) Minimum 30

Size Information

Height: 1' 8" / 0.5m (Small)
Weight: 28.7 lbs / 13kg (2)

Breeding Information

Gender Ratio: No Gender
Egg Group: Mineral
Average Hatch Rate: 10 Days

Diet: Ergovore
Habitat: Grassland

Capability List

Overland 6, Swim 3, Jump 1/1, Power 2, Shrinkable, Underdog, Volatile Bomb, Zapper

Skill List

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

Move List

Level Up Move List

1 Thunder Shock - Electric

5 Tackle - Normal

9 Thunder Wave - Electric

15 Spark - Electric

21 Energy Ball - Grass

29 Thunderbolt - Electric

37 Thunder - Electric

47 Self-Destruct - Normal

Tutor Move List

Charge Beam, Energy Ball, Ice Ball, Magical Leaf, Rest, Swift, Thunderbolt, Wild Charge

ELECTRODE Hisuian



Base Stats:

HP:	6
Attack:	5
Defense:	7
Special Attack:	8
Special Defense:	8
Speed:	15

Basic Information

Type: Electric
Basic Ability 1: Static
Basic Ability 2: Soundproof
Adv Ability 1: Celebrate
Adv Ability 2: Confidence
High Ability: Aftermath

Evolution:

- 1 - Voltorb
- 2 - Electrode Minimum 30

Size Information

Height: 3' 11" / 1.2m (Medium)
Weight: 156.5 lbs / 71kg (4)

Breeding Information

Gender Ratio: No Gender
Egg Group: Mineral

Diet: Ergovore
Habitat: Grassland

Capability List

Overland 8, Swim 3, Jump 1/1, Power 4, Shrinkable, Volatile Bomb, Zapper

Skill List

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

Move List

Level Up Move List

- 5 Tackle - Normal
- 9 Thunder Wave - Electric
- 15 Spark - Electric**
- 21 Energy Ball - Grass**
- 29 Thunderbolt - Electric**
- 37 Thunder - Electric**
- 47 Chloroblast - Grass**
- 47 Self-Destruct - Normal

Tutor Move List

Charge Beam, Energy Ball, Giga Impact, Hyper Beam, Ice Ball, Magical Leaf, Rest, Swift, Thunderbolt, Wild Charge

QWILFISH Hisuian



Base Stats:

HP:	7
Attack:	10
Defense:	9
Special Attack:	6
Special Defense:	6
Speed:	9

Basic Information

Type: Dark / Poison

Basic Ability 1: Swift Swim

Basic Ability 2: Poison Point

Adv Ability 1: Bully

Adv Ability 2: Intimidate

High Ability: Spray Down

Evolution:

1 - Qwilfish (H)

2 - Overqwil Minimum 25

Size Information

Height: 1' 8" / 0.5m (Small)

Weight: 8.6 lbs / 3.9kg (1)

Breeding Information

Gender Ratio: 50% M / 50% F

Egg Group: Water 2

Average Hatch Rate: 10 Days

Diet: Herbivore

Habitat: Ocean

Capability List

Overland 2, Swim 7, Jump 1/1, Power 2, Darkvision, Gilled, Inflatable, Naturewalk (Ocean)

Skill List

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

Move List

Level Up Move List

1 Poison Sting - Poison

5 Spikes - Ground

9 Pin Missile - Bug

15 Barb Barrage - Poison

21 Water Pulse - Water

26 Dark Pulse - Dark

29 Poison Jab - Poison

37 Aqua Tail - Water

47 Double-Edge - Normal

57 Self-Destruct - Normal

Tutor Move List

Aqua Tail, **Dark Pulse**, Ice Ball, Ice Beam, Icy Wind, **Poison Jab**, Rest, Shadow Ball, **Sludge Bomb**, Spikes, Swift, Water Pulse

OVERQWIL



Base Stats:

HP:	9
Attack:	12
Defense:	10
Special Attack:	7
Special Defense:	7
Speed:	9

Basic Information

Type: Dark / Poison
Basic Ability 1: Swift Swim
Basic Ability 2: Poison Point
Adv Ability 1: Bully
Adv Ability 2: Intimidate
High Ability: Toxic Nourishment

Evolution:

- 1 - Qwilfish (H)
- 2 - Overqwil Minimum 25

Size Information

Height: 8' 2" / 2.5m (Large)
Weight: 133.4 lbs / 60.5kg (4)

Breeding Information

Gender Ratio: 50% M / 50% F
Egg Group: Water 2

Diet: Herbivore
Habitat: Ocean

Capability List

Overland 2, Swim 8, Jump 2/2, Power 4, Darkvision, Gilled, Inflatable, Mountable 1, Naturewalk (Ocean)

Skill List

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

Move List

Level Up Move List

- 5 Spikes - Ground
- 9 Pin Missile - Bug
- 15 Barb Barrage - Poison**
- 21 Water Pulse - Water
- 26 Dark Pulse - Dark**
- 29 Poison Jab - Poison**
- 37 Aqua Tail - Water
- 47 Double-Edge - Normal
- 57 Self-Destruct - Normal

Tutor Move List

Aqua Tail, **Dark Pulse**, Giga Impact, Hyper Beam, Ice Ball, Ice Beam, Icy Wind, **Poison Jab**, Rest, Shadow Ball, **Sludge Bomb**, Spikes, Swift, Water Pulse

SNEASEL Hisuian



Base Stats:

HP:	6
Attack:	10
Defense:	6
Special Attack:	4
Special Defense:	8
Speed:	12

Basic Information

Type: Fighting / Poison

Basic Ability 1: Inner Focus

Basic Ability 2: Keen Eye

Adv Ability 1: Ambush

Adv Ability 2: Poison Touch

High Ability: Tough Claws

Evolution:

1 - Sneasel (H)

2 - Sneasler Minimum 30

Size Information

Height: 2' 11" / 0.9m (Small)

Weight: 59.5 lbs / 27kg (3)

Breeding Information

Gender Ratio: 50% M / 50% F

Egg Group: Field

Average Hatch Rate: 10 Days

Diet: Omnivore

Habitat: Mountain, Taiga, Tundra

Capability List

Overland 7, Swim 3, Jump 3/3, Power 2, Naturewalk (Mountain, Tundra), Wallclimber

Skill List

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

Move List

Level Up Move List

1 Quick Attack - Normal

5 Rock Smash - Fighting

11 Swift - Normal

18 Slash - Normal

25 Poison Jab - Poison

34 Swords Dance - Normal

43 Close Combat - Fighting

Tutor Move List

Aerial Ace, Bulk Up, Calm Mind, **Drain Punch**, False Swipe, Focus Energy, Iron Tail, **Poison Jab**, Rest, **Rock Smash**, Shadow Ball, Shadow Claw, Snarl, Swift, X-Scissor

SNEASLER



Base Stats:

HP:	8
Attack:	13
Defense:	6
Special Attack:	4
Special Defense:	8
Speed:	12

Basic Information

Type: Fighting / Poison

Basic Ability 1: Pressure

Basic Ability 2: Prime Fury

Adv Ability 1: Ambush

Adv Ability 2: Poison Touch

High Ability: Tough Claws

Evolution:

1 - Sneasel (H)

2 - Sneasler Minimum 30

Size Information

Height: 4' 3" / 1.3m (Medium)

Weight: 94.8 lbs / 43kg (3)

Breeding Information

Gender Ratio: 50% M / 50% F

Egg Group: Field

Diet: Omnivore

Habitat: Cave, Taiga, Tundra

Capability List

Overland 8, Swim 4, Jump 3/3, Power 3, Naturewalk (Mountain, Tundra), Wallclimber

Skill List

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

Move List

Level Up Move List

5 Rock Smash - Fighting

11 Swift - Normal

11 Dire Claw - Poison

18 Slash - Normal

25 Poison Jab - Poison

34 Swords Dance - Normal

43 Close Combat - Fighting

Tutor Move List

Aerial Ace, Bulk Up, Calm Mind, **Drain Punch**, False Swipe, Focus Energy, Giga Impact, Hyper Beam, Iron Tail, **Poison Jab**, Power Shift, Rest, **Rock Smash**, Shadow Ball, Shadow Claw, Snarl, Swift, X-Scissor

LILLIGANT Hisuian



Base Stats:

HP:	7
Attack:	11
Defense:	8
Special Attack:	5
Special Defense:	8
Speed:	11

Basic Information

Type: Grass / Fighting
Basic Ability 1: Hustle
Basic Ability 2: Chlorophyll
Adv Ability 1: Leaf Guard
Adv Ability 2: Flower Veil
High Ability: Confidence

Evolution:

- 1 - Petilil
- 2 - Lilligant (H) Minimum 25

Size Information

Height: 3' 11" / 1.2m (Medium)
Weight: 42.3 lbs / 19.2kg (2)

Breeding Information

Gender Ratio: 0% M / 100% F
Egg Group: Plant

Diet: Phototroph
Habitat: Mountain, Tundra

Capability List

Overland 5, Swim 2, Jump 2/2, Power 6, Herb
Growth, Naturewalk (Mountain, Tundra)

Skill List

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

Move List

Level Up Move List

Evo Rock Smash - Normal

5 Leafage - Grass

9 Stun Spore - Grass

15 Poison Powder - Poison

21 Energy Ball - Grass

29 Sleep Powder - Grass

34 Drain Punch - Fighting

37 Recover - Normal

37 Leaf Blade - Grass

42 Victory Dance - Fighting

47 Leaf Storm - Grass

53 Petal Dance - Grass

57 Close Combat - Fighting

Tutor Move List

Absorb (N), Aerial Ace, Baby-Doll Eyes, **Drain Punch**,
Energy Ball, Focus Energy, Giga Impact, Hyper Beam,
Magical Leaf, Poison Jab, Rest, **Rock Smash**

ZORUA Hisuian



Base Stats:

HP:	4
Attack:	6
Defense:	4
Special Attack:	9
Special Defense:	4
Speed:	7

Basic Information

Type: Normal / Ghost

Basic Ability 1: Illusion

Basic Ability 2: Snow Cloak

Adv Ability 1: Weird Power

Adv Ability 2: Omen

High Ability: Refrigerate

Evolution:

1 - Zorua (H)

2 - Zoroark (H) Minimum 30

Size Information

Height: 2' 4" / 0.7m (Small)

Weight: 27.6 lbs / 12.5kg (2)

Breeding Information

Gender Ratio: 87.5% M / 12.5% F

Egg Group: Field

Average Hatch Rate: 10 Days

Diet: Nullivore

Habitat: Tundra

Capability List

Overland 5, Swim 2, Jump 1/1, Power 1, Chilled, Darkvision, Dead Silent, Freezer, Naturewalk (Tundra), Stealth, Underdog

Skill List

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

Move List

Level Up Move List

1 Shadow Sneak - Ghost

6 Snarl - Dark

11 Swift - Normal

18 Bitter Malice - Ghost

25 Slash - Normal

34 Shadow Claw - Ghost

43 Nasty Plot - Dark

Tutor Move List

Aerial Ace, Calm Mind, Dark Pulse, Rest, **Shadow Ball**, Sludge Bomb, Snarl, **Swift**

ZOROARK Hisuian



Base Stats:

HP:	6
Attack:	10
Defense:	6
Special Attack:	13
Special Defense:	6
Speed:	11

Basic Information

Type: Normal / Ghost
Basic Ability 1: Illusion
Basic Ability 2: Snow Cloak
Adv Ability 1: Weird Power
Adv Ability 2: Omen
High Ability: Refrigerate

Evolution:

- 1 - Zorua (H)
- 2 - Zoroark (H) Minimum 30

Size Information

Height: 5' 3" / 1.6m (Medium)
Weight: 178.8 lbs / 81.1kg (4)

Breeding Information

Gender Ratio: 87.5% M / 12.5% F
Egg Group: Field

Diet: Nullivore
Habitat: Tundra

Capability List

Overland 7, Swim 4, Jump 2/2, Power 4, Chilled, Darkvision, Dead Silent, Freezer, Naturewalk (Tundra), Stealth

Skill List

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

Move List

Level Up Move List

- 6 Snarl - Dark
- 11 Swift - Normal**
- 18 Bitter Malice - Ghost**
- 25 Slash - Normal**
- 34 Shadow Claw - Ghost**
- 40 Shadow Ball - Ghost**
- 43 Nasty Plot - Dark
- 52 Extrasensory - Psychic

Tutor Move List

Aerial Ace, Calm Mind, Dark Pulse, Flamethrower, **Giga Impact, Hyper Beam, Ominous Wind**, Rest, **Shadow Ball**, Sludge Bomb, Snarl, **Swift**

BRAVIARY Hisuian



Base Stats:

HP:	11
Attack:	8
Defense:	7
Special Attack:	11
Special Defense:	7
Speed:	7

Basic Information

Type: Psychic / Flying
Basic Ability 1: Keen Eye
Basic Ability 2: Sheer Force
Adv Ability 1: Defiant
Adv Ability 2: Psionic Screech
High Ability: Psychic Surge

Evolution:

- 1 - Rufflet
- 2 - Braviary (H) Minimum 30

Size Information

Height: 5' 7" / 1.7m (Medium)
Weight: 95.7 lbs / 43.4kg (3)

Breeding Information

Gender Ratio: 100% M / 0% F
Egg Group: Flying

Diet: Carnivore
Habitat: Forest, Mountain

Capability List

Overland 4, Swim 2, Sky 8, Jump 3/3, Power 6,
Telekinetic

Skill List

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

Move List

Level Up Move List

6 Aerial Ace - Flying

11 Twister - Dragon

18 Slash - Normal

20 Air Slash - Flying

25 Esper Wing - Psychic

25 Roost - Flying

34 Double-Edge - Normal

43 Brave Bird - Flying

52 Hurricane - Flying

Tutor Move List

Aerial Ace, Bulk Up, Dazzling Gleam, Giga Impact,
Hyper Beam, Mystical Fire, Ominous Wind, Power
Shift, **Psychic**, Quick Attack (N), Rest, Rock Slide,
Rock Smash, Shadow Ball, Swift, Zen Headbutt

SLIGGOO Hisuian



Base Stats:

HP:	6
Attack:	8
Defense:	8
Special Attack:	8
Special Defense:	11
Speed:	4

Basic Information

Type: Steel / Dragon

Basic Ability 1: Sap Sipper

Basic Ability 2: Battle Armor

Adv Ability 1: Overcoat

Adv Ability 2: Gooey

High Ability: Absorb Force

Evolution:

1 - Goomy

2 - Sliggoo (H) Minimum 15

3 - Goodra (H) Minimum 30

Size Information

Height: 2' 4" / 0.7m (Small)

Weight: 151 lbs / 68.5kg (4)

Breeding Information

Gender Ratio: 50% M / 50% F

Egg Group: Dragon

Diet: Carnivore

Habitat: Marsh

Capability List

Overland 5, Swim 3, Jump 0/1, Power 2, Amorphous, Blindsense, Sticky Hold, Underdog, Wallclimber

Skill List

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

Move List

Level Up Move List

6 Acid Spray - Poison

11 Acid Armor - Poison

18 Water Pulse - Water

25 Iron Head - Steel

25 Dragon Pulse - Dragon

34 Shelter - Normal

43 Hydro Pump - Water

Tutor Move List

Bubble (N), **Draco Meteor**, Ice Beam, **Iron Head**, **Iron Tail**, **Outrage**, Rest, Rock Slide, Sludge Bomb, **Steel Beam**, Thunderbolt, Water Pulse

GOODRA Hisuian



Base Stats:

HP:	8
Attack:	10
Defense:	10
Special Attack:	11
Special Defense:	15
Speed:	6

Basic Information

Type: Steel / Dragon
Basic Ability 1: Sap Sipper
Basic Ability 2: Battle Armor
Adv Ability 1: Overcoat
Adv Ability 2: Gooley
High Ability: Absorb Force

Evolution:

- 1 - Goomy
- 2 - Sliggoo (H) Minimum 15
- 3 - Goodra (H) Minimum 30

Size Information

Height: 5' 7" / 1.7m (Medium)
Weight: 736.6 lbs / 334.1kg (6)

Breeding Information

Gender Ratio: 50% M / 50% F
Egg Group: Dragon

Diet: Carnivore
Habitat: Marsh

Capability List

Overland 7, Swim 4, Jump 2/2, Power 8, Amorphous, Sticky Hold

Skill List

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

Move List

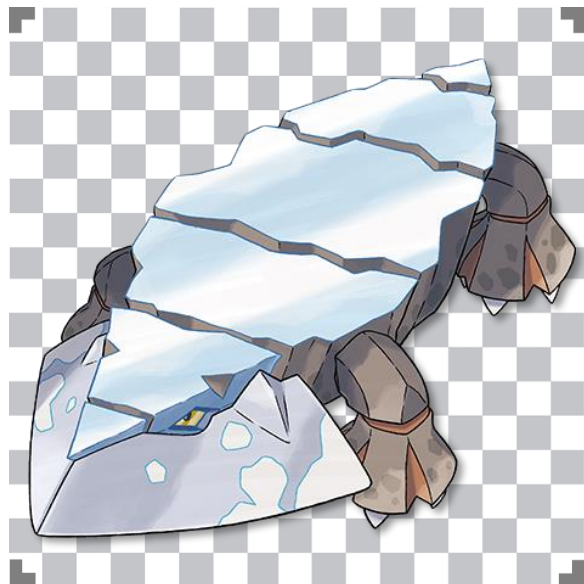
Level Up Move List

- 6 Acid Spray - Poison
- 11 Acid Armor - Poison
- 18 Water Pulse - Water
- 25 Iron Head - Steel**
- 25 Dragon Pulse - Dragon**
- 34 Shelter - Normal
- 43 Hydro Pump - Water

Tutor Move List

Bubble (N), Bulldoze, **Draco Meteor**, Fire Punch, Flamethrower, Giga Impact, Hyper Beam, Ice Beam, **Iron Head**, **Iron Tail**, **Outrage**, Rest, Rock Slide, Rock Smash, Sludge Bomb, **Steel Beam**, Thunderbolt, Thunder Punch, Water Pulse

AVALUGG Hisuian



Base Stats:

HP:	10
Attack:	13
Defense:	18
Special Attack:	3
Special Defense:	4
Speed:	4

Basic Information

Type: Ice / Rock
Basic Ability 1: Strong Jaw
Basic Ability 2: Permafrost
Adv Ability 1: Ice Body
Adv Ability 2: Sturdy
High Ability: Rock Head

Evolution:

- 1 - Bergmite
- 2 - Avalugg (H) Minimum 30

Size Information

Height: 4' 7" / 1.4m (Large)
Weight: 578.5 lbs / 262.4kg (6)

Breeding Information

Gender Ratio: 50% M / 50% F
Egg Group: Monster

Diet: Terravore

Habitat: Mountain, Taiga, Tundra

Capability List

Overland 7, Swim 3, Jump 0/1, Power 8, Chilled, Freezer, Mountable 2, Naturewalk (Tundra)

Skill List

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

Move List

Level Up Move List

Evo Rock Slide - Rock

5 Powder Snow - Ice

9 Ice Shard - Ice

15 Bite - Dark

21 Iron Defense - Steel

29 Crunch - Dark

29 Earth Power - Ground

37 Mountain Gale - Ice

37 Blizzard - Ice

47 Double-Edge - Normal

Tutor Move List

Bulldoze, Earth Power, Flash Cannon, Giga Impact, High Horsepower, Hyper Beam, **Ice Ball**, **Ice Beam**, **Ice Fang**, **Icy Wind**, Iron Head, Power Shift, Rest, **Rock Slide**, Rock Smash, Stealth Rock, **Stone Edge**, Tackle (N), Water Pulse

WYRDEER



Base Stats:

HP:	10
Attack:	10
Defense:	7
Special Attack:	10
Special Defense:	8
Speed:	7

Basic Information

Type: Normal / Psychic
Basic Ability 1: Hypnotic
Basic Ability 2: Probability Control
Adv Ability 1: Frisk
Adv Ability 2: Intimidate
High Ability: Sap Sipper

Evolution:

- 1 - Stantler
- 2 - Wyrdeer Minimum 25

Size Information

Height: 5' 11" / 1.8m (Medium)
Weight: 209.7 lbs / 95.1kg (4)

Breeding Information

Gender Ratio: 50% M / 50% F
Egg Group: Field

Diet: Herbivore
Habitat: Forest, Taiga

Capability List

Overland 8, Swim 3, Jump 2/2, Power 5, Mountable
1, Telekinetic, Tracker

Skill List

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

Move List

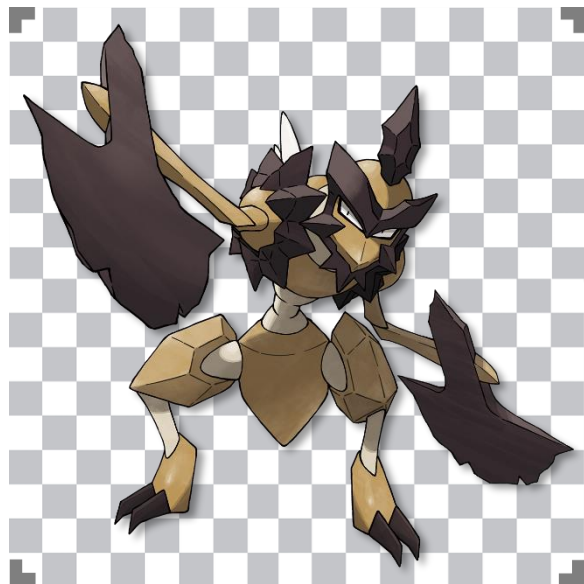
Level Up Move List

- 5 Confusion - Psychic**
- 9 Hypnosis - Psychic
- 15 Calm Mind - Psychic
- 21 Psyshield Bash - Psychic**
- 29 Extrasensory - Psychic**
- 37 Zen Headbutt - Psychic**
- 47 Double-Edge - Normal**

Tutor Move List

Bulldoze, Calm Mind, Charge Beam, Energy Ball, **Giga Impact**, High Horsepower, **Hyper Beam**, Iron Tail, Megahorn, **Psychic**, Rest, Shadow Ball, **Swift**, Thunderbolt, Wild Charge, **Zen Headbutt**

KLEAVOR



Base Stats:

HP:	7
Attack:	14
Defense:	10
Special Attack:	5
Special Defense:	7
Speed:	9

Basic Information

Type: Bug / Rock
Basic Ability 1: Sheer Force
Basic Ability 2: Sturdy
Adv Ability 1: Mold Breaker
Adv Ability 2: Steadfast
High Ability: Anger Point

Evolution:

- 1 - Scyther
- 2 - Kleavor Minimum 30

Size Information

Height: 5' 11" / 1.7m (Medium)
Weight: 196.2 lbs / 89kg (4)

Breeding Information

Gender Ratio: 50% M / 50% F
Egg Group: Bug

Diet: Carnivore

Habitat: Forest, Grassland, Mountain

Capability List

Overland 7, Swim 4, Sky 6, Jump 2/3, Power 8,
Naturewalk (Forest, Grassland)

Skill List

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

Move List

Level Up Move List

6 Silver Wind - Bug

11 Aerial Ace - Flying

14 Double Hit - Normal

14 Stealth Rock - Rock

18 Air Slash - Flying

25 Swords Dance - Normal

29 Stone Axe - Rock

34 X-Scissor - Bug

43 Close Combat - Fighting

Tutor Move List

Aerial Ace, Calm Mind, False Swipe, Focus Energy,
Giga Impact, Hyper Beam, Ominous Wind, Psycho
Cut, Rest, **Rock Slide**, Rock Smash, Stealth Rock,
Stone Edge, Swift, **X-Scissor**

URSALUNA



Base Stats:

HP:	13
Attack:	14
Defense:	11
Special Attack:	5
Special Defense:	8
Speed:	5

Basic Information

Type: Ground/ Normal
Basic Ability 1: Guts
Basic Ability 2: Bulletproof
Adv Ability 1: Unnerve
Adv Ability 2: Frighten
High Ability: Arena Trap

Evolution:

- 1 - Teddiursa
- 2 - Ursaring Minimum 30
- 3 - Ursaluna Minimum 35

Size Information

Height: 7' 10" / 2.4m (Large)
Weight: 639.3 lbs / 290kg (6)

Breeding Information

Gender Ratio: 50% M / 50% F
Egg Group: Field

Diet: Omnivore

Habitat: Cave, Mountain, Wetland

Capability List

Overland 7, Swim 4, Jump 2/2, Power 8,
Groundshaper, Mountable 1, Naturewalk (Wetland),
Tracker

Skill List

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

Move List

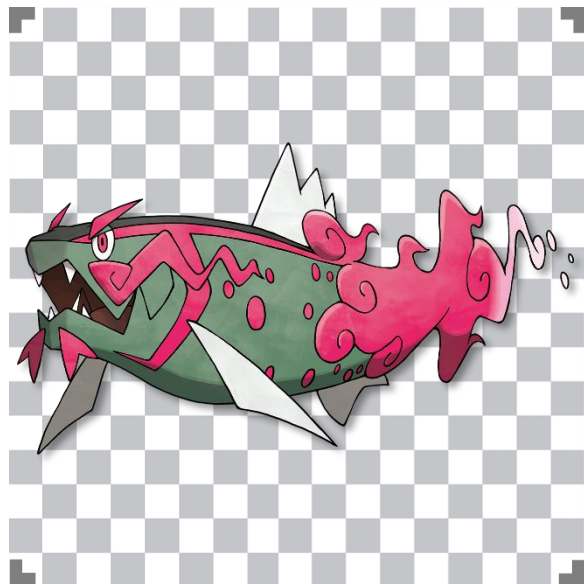
Level Up Move List

- 6 Baby-Doll Eyes - Fairy
- 11 Bulldoze - Ground
- 18 Slash - Normal**
- 25 Play Rough - Fairy
- 34 High Horsepower - Ground**
- 43 Double-Edge - Normal**
- 43 Headlong Rush - Ground**

Tutor Move List

Aerial Ace, Baby-Doll Eyes, Bulk Up, **Bulldoze**, **Earth Power**, Fire Punch, Focus Energy, **Giga Impact**, **High Horsepower**, **Hyper Beam**, Ice Punch, Play Rough, Rest, Rock Slide, Rock Smash, Shadow Claw, Stone Edge, **Swift**, **Tackle (N)**, Thunder Punch

BASCULEGION Male



Base Stats:

HP:	12
Attack:	11
Defense:	7
Special Attack:	8
Special Defense:	8
Speed:	8

Basic Information

Type: Water / Ghost
Basic Ability 1: Aqua Bullet
Adv Ability 1: Shackle
Adv Ability 2 (Red): Reckless
Adv Ability 2 (Blue): Rock Head
Adv Ability 2 (White): Rattled
Adv Ability 3: Adaptability
High Ability: Mold Breaker

Evolution:

- 1 - Basculin
- 2 - Basculion (Male) Minimum 25

Size Information

Height: 9' 10" / 3m (Huge)
Weight: 242.5 lbs / 110kg (5)

Breeding Information

Gender Ratio: 100% M / 0% F
Egg Group: Water 2

Diet: Omnivore
Habitat: Freshwater

Capability List

Overland 1, Swim 8, Jump 3/3, Power 5, Darkvision,
Dead Silent, Fountain, Gilled, Mountable 2,
Naturewalk (Ocean)

Skill List

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

Move List

Level Up Move List

6 Aqua Jet - Water

11 Bite - Dark

11 Hex - Ghost

18 Zen Headbutt - Psychic

25 Crunch - Dark

25 Shadow Ball - Ghost

34 Wave Crash - Water

43 Double-Edge - Normal

Tutor Move List

Aqua Tail, Calm Mind, Giga Impact, Hyper Beam, Ice
Beam, Ice Fang, Icy Wind, **Ominous Wind**, Psychic,
Rest, **Shadow Ball**, Swift, **Water Pulse**, Zen Headbutt

Note: Basculion's 2nd Advanced Ability depends on
the colour of the Basculin it evolves from. In
addition, Basculin now has a White colouration that
grants it Rattled as its 2nd Advanced Ability, in
addition to the existing Red and Blue options.

BASCULEGION Female



Base Stats:

HP:	12
Attack:	9
Defense:	7
Special Attack:	10
Special Defense:	8
Speed:	8

Basic Information

Type: Water / Ghost
Basic Ability 1: Aqua Bullet
Adv Ability 1: Shackle
Adv Ability 2 (Red): Reckless
Adv Ability 2 (Blue): Rock Head
Adv Ability 2 (White): Rattled
Adv Ability 3: Adaptability
High Ability: Mold Breaker

Evolution:

- 1 - Basculin
- 2 - Basculion (Female) Minimum 25

Size Information

Height: 9' 10" / 3m (Huge)
Weight: 242.5 lbs / 110kg (5)

Breeding Information

Gender Ratio: 0% M / 100% F
Egg Group: Water 2

Diet: Omnivore
Habitat: Freshwater

Capability List

Overland 1, Swim 8, Jump 3/3, Power 5, Darkvision,
Dead Silent, Fountain, Gilled, Mountable 2,
Naturewalk (Ocean)

Skill List

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

Move List

Level Up Move List

6 Aqua Jet - Water

11 Bite - Dark

11 Hex - Ghost

18 Zen Headbutt - Psychic

25 Crunch - Dark

25 Shadow Ball - Ghost

34 Wave Crash - Water

43 Double-Edge - Normal

Tutor Move List

Aqua Tail, Calm Mind, Giga Impact, Hyper Beam, Ice
Beam, Ice Fang, Icy Wind, **Ominous Wind**, Psychic,
Rest, **Shadow Ball**, Swift, **Water Pulse**, Zen Headbutt

Note: Basculion's 2nd Advanced Ability depends on
the colour of the Basculin it evolves from. In
addition, Basculin now has a White colouration that
grants it Rattled as its 2nd Advanced Ability, in
addition to the existing Red and Blue options.

DIALGA Origin Forme



Base Stats:

HP:	10
Attack:	10
Defense:	12
Special Attack:	15
Special Defense:	12
Speed:	9

Basic Information

Type: Steel / Dragon

Basic Ability 1: Probability Control

Adv Ability 1: Magic Guard

Adv Ability 2: Telepathy

Adv Ability 3: Pressure

High Ability: Adaptability

Evolution:

1 - Dialga

Size Information

Height: 22' 11" / 7m (Gigantic)

Weight: 1871 lbs / 848.7kg (6)

Breeding Information

Gender Ratio: No Gender

Egg Group: None

Average Hatch Rate: 75 Days

Diet: Omnivore

Habitat: Non-Space

Capability List

Overland 8, Swim 8, Sky 9, Jump 3/3, Power 10, Aura Reader, Mountable 2, Origin Forme*, Telekinetic, Telepath

Skill List

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

Move List

Level Up Move List

1 Dragon Breath - Dragon

1 Scary Face - Normal

6 Metal Claw - Steel

10 Ancient Power - Rock

15 Slash - Normal

19 Power Gem - Rock

24 Metal Burst - Steel

28 Dragon Claw - Dragon

33 Earth Power - Ground

§ 37 Aura Sphere - Fighting

42 Iron Tail - Steel

§ **46 Roar of Time - Dragon**

50 Flash Cannon - Steel

55 Heal Block - Psychic

TM/HM Move List

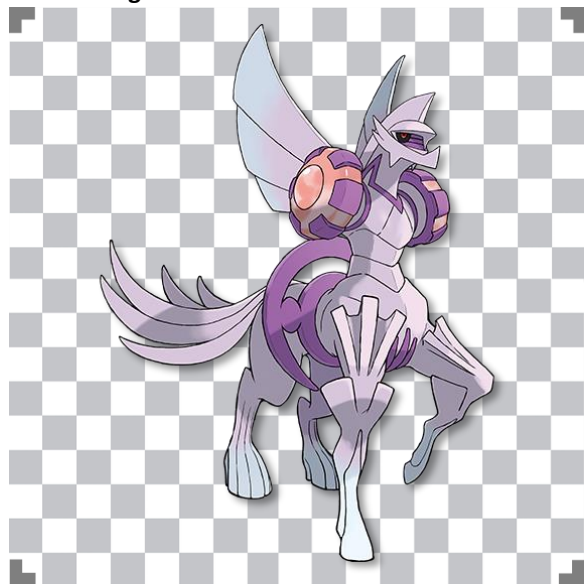
A1 Cut, A4 Strength, 01 Hone Claws, **02 Dragon Claw**, 05 Roar, 06 Toxic, 08 Bulk Up, 10 Hidden Power, 11 Sunny Day, 13 Ice Beam, 14 Blizzard, 15 Hyper Beam, 17 Protect, 18 Rain Dance, 20 Safeguard, 21 Frustration, 24 Thunderbolt, 25 Thunder, 26 Earthquake, 27 Return, 31 Brick Break, 32 Double Team, 35 Flamethrower, 37 Sandstorm, 38 Fire Blast, 39 Rock Tomb, 40 Aerial Ace, 42 Facade, 44 Rest, 48 Round, 49 Echoed Voice, 50 Overheat, 59 Incinerate, 65 Shadow Claw, 68 Giga Impact, 70 Flash, 71 Stone Edge, 73 Thunder Wave, 77 Psych Up, 78 Bulldoze, 80 Rock Slide, **82 Dragon Tail**, 87 Swagger, 88 Sleep Talk, 90 Substitute, **91 Flash Cannon**, 92 Trick Room, 94 Rock Smash

Tutor Move List

Ancient Power, **Draco Meteor**, **Dragon Pulse**, Earth Power, Fury Cutter, Gravity, Hyper Voice, Iron Defense, **Iron Head**, **Iron Tail**, Magnet Rise, Mud-Slap, **Outrage**, Sleep Talk, Snore, Stealth Rock, Swift, **Twister**

***Origin Forme:** Dialga is in its Origin Forme when exposed to an Adamant Crystal as an Extended Action. Exposing it in Origin Forme reverts it to its Altered Forme (found in the Main PokéDex).

PALKIA Origin Forme



Base Stats:

HP:	9
Attack:	10
Defense:	10
Special Attack:	15
Special Defense:	12
Speed:	12

Basic Information

Type: Water / Dragon
Basic Ability 1: Transporter
Adv Ability 1: Magic Guard
Adv Ability 2: Telepathy
Adv Ability 3: Pressure
High Ability: Adaptability

Evolution:

1 - Palkia

Size Information

Height: 20' 8" / 6.3m (Gigantic)
Weight: 1452.8 lbs / 659kg (6)

Breeding Information

Gender Ratio: No Gender
Egg Group: None
Average Hatch Rate: 75 Days

Diet: Omnivore
Habitat: Non-Space

Capability List

Overland 7, Swim 7, Sky 7, Teleporter 4, Jump 4/4,
Power 10, Aura Reader, Mountable 2, Origin Forme*,
Telekinetic, Telepath

Skill List

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

Move List

Level Up Move List

1 Dragon Breath - Dragon

1 Scary Face - Normal

6 Water Pulse - Water

10 Ancient Power - Rock

15 Slash - Normal

19 Power Gem - Rock

24 Aqua Ring - Water

28 Dragon Claw - Dragon

33 Earth Power - Ground

§ 37 Aura Sphere - Fighting

42 Aqua Tail - Water

§ 46 Spatial Rend - Dragon

50 Hydro Pump - Water

55 Heal Block - Psychic

TM/HM Move List

A1 Cut, **A3 Surf**, A4 Strength, **A6 Dive**, 01 Hone Claws, **02 Dragon Claw**, 05 Roar, 06 Toxic, 07 Hail, 08 Bulk Up, 10 Hidden Power, 11 Sunny Day, 13 Ice Beam, 14 Blizzard, 15 Hyper Beam, 17 Protect, 18 Rain Dance, 20 Safeguard, 21 Frustration, 24 Thunderbolt, 25 Thunder, 26 Earthquake, 27 Return, 31 Brick Break, 32 Double Team, 35 Flamethrower, 37 Sandstorm, 38 Fire Blast, 39 Rock Tomb, 40 Aerial Ace, 42 Facade, 44 Rest, 48 Round, 49 Echoed Voice, 52 Focus Blast, 56 Fling, 59 Incinerate, 65 Shadow Claw, 68 Giga Impact, 71 Stone Edge, 73 Thunder Wave, 77 Psych Up, 78 Bulldoze, 80 Rock Slide, **82 Dragon Tail**, 87 Swagger, 88 Sleep Talk, 90 Substitute, 92 Trick Room, 94 Rock Smash

Tutor Move List

Ancient Power, **Aqua Tail**, **Dive**, **Draco Meteor**, **Dragon Pulse**, Earth Power, Fury Cutter, Gravity, Hyper Voice, Mud-Slap, **Outrage**, Sleep Talk, Snore, Swift, **Twister**

***Origin Forme:** Palkia is in its Origin Forme when exposed to a Lustrous Globe as an Extended Action. Exposing it in Origin Forme reverts it to its Altered Forme (found in the Main PokéDex).

ENAMORUS Incarnate Forme



Base Stats:

HP:	7
Attack:	12
Defense:	7
Special Attack:	14
Special Defense:	8
Speed:	11

Basic Information

Type: Fairy / Flying
Basic Ability 1: Healer
Adv Ability 1: Frisk
Adv Ability 2: Pride
Adv Ability 3: Confidence
High Ability: Misty Surge

Evolution:

1 - Enamorus

Size Information

Height: 5' 3" / 1.6m (Medium)
Weight: 105.8 lbs / 48kg (3)

Breeding Information

Gender Ratio: 0% M / 100% F
Egg Group: None
Average Hatch Rate: 40 Days

Diet: Omnivore
Habitat: Mountain

Capability List

Overland 5, Swim 5, Sky 8, Jump 2/2, Power 6, Forme Change, Guster, Sprouter, Therian Forme

Skill List

Athl 4d6, Acro 5d6+3, Combat 4d6, Stealth 6d6+3, Percep 4d6, Focus 3d6

Move List

Level Up Move List

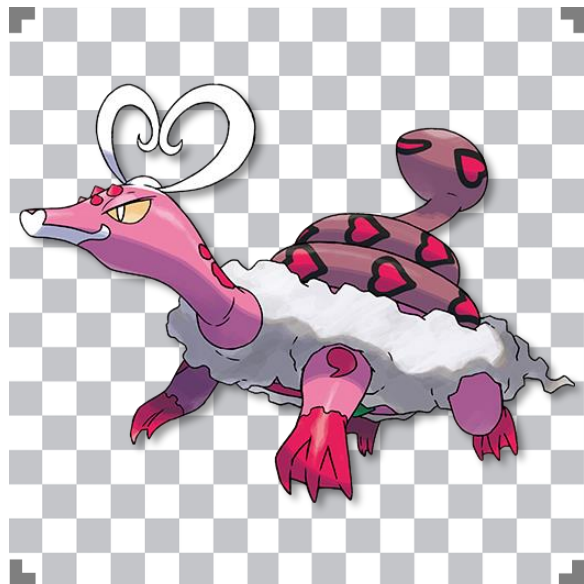
- 1 Tackle - Normal
- 7 Bite - Dark
- 11 Twister - Dragon
- 14 Draining Kiss - Fairy**
- 22 Iron Defense - Steel
- 31 Extrasensory - Psychic
- 41 Crunch - Dark
- § 47 Moonblast - Fairy**
- § 52 Springtide Storm - Fairy**

Tutor Move List

Calm Mind, **Dazzling Gleam**, Earth Power, Giga Impact, Hyper Beam, Mystical Fire, Power Shift, Rest, Rock Smash, Sludge Bomb, Zen Headbutt

***Therian Forme:** The User changes to its Therian Forme if holding a Reveal Glass, and uses its Incarnate Form otherwise.

ENAMORUS Therian Forme



Base Stats:

HP:	7
Attack:	12
Defense:	11
Special Attack:	14
Special Defense:	10
Speed:	5

Basic Information

Type: Fairy / Flying
Basic Ability 1: Overcoat
Adv Ability 1: Frisk
Adv Ability 2: Pride
Adv Ability 3: Contrary
High Ability: Misty Surge

Evolution:

1 - Enamorus

Size Information

Height: 5' 3" / 1.6m (Medium)
Weight: 105.8 lbs / 48kg (3)

Breeding Information

Gender Ratio: 0% M / 100% F
Egg Group: None
Average Hatch Rate: 40 Days

Diet: Omnivore
Habitat: Mountain

Capability List

Overland 4, Swim 6, Sky 6, Jump 0/0, Power 8, Forme Change, Mountable 1, Sprouter, Therian Forme

Skill List

Athl 6d6+3, Acro 3d6, Combat 5d6+3, Stealth 4d6+3, Percep 5d6, Focus 3d6

Move List

Level Up Move List

1 Tackle - Normal
7 Bite - Dark
11 Twister - Dragon
14 Draining Kiss - Fairy
22 Iron Defense - Steel
31 Extrasensory - Psychic
41 Crunch - Dark
§ 47 Moonblast - Fairy
§ 52 Springtide Storm - Fairy

Tutor Move List

Calm Mind, **Dazzling Gleam**, Earth Power, Giga Impact, Hyper Beam, Mystical Fire, Power Shift, Rest, Rock Smash, Sludge Bomb, Zen Headbutt