**Type Matchups**

Poison -> Water: 1 -> 2

Bug -> Steel: .5 -> 1

Bug -> Fairy: .5 -> 2

Grass -> Poison: .5 -> 1

Grass -> Bug: .5 -> 1

Ice -> Water: .5 -> 1

Dragon -> Rock: 1 -> .5

Fairy -> Bug: 1 -> .5

**Weather**

Sun:

-Fire type move boost: 50% -> 25%

-Water type move penalty: -50% -> -25%

-Grass type move boost: 0% -> 15%

Rain:

-Water type move boost: 50% -> 25%

-Fire type move penalty: -50% -> -25%

-Grass type move boost: 0% -> 15%

Hail:

-Ice type SpDef bonus: 0% -> 15%

**Status Effects**

Paralysis:

-A paralyzed pokemon is unable to move only on the same turn it was paralyzed (if it moves afterwards)

Sleep:

-A sleeping pokemon is guaranteed to not move for 2 turns before it wakes up

-The ability Early Bird grants the ability to wake up after only 1 turn

-In trainer battles, only 1 opposing pokemon may be put to sleep at a time (except when the opponent uses Rest)

**Abilities**

Blaze

-Permanently increases the power of the Pokemon's Fire Type moves by 25%.

Overgrow

-Permanently increases the power of the Pokemon's Grass Type moves by 25%.

Swarm

-Permanently increases the power of the Pokemon’s Bug Type moves by 25%.

Torrent

-Permanently increases the power of the Pokemon's Water Type moves by 25%.

001 Stench By releasing stench when attacking, this Pokémon may cause the target to flinch. III

002 Drizzle The Pokémon makes it rain when it enters a battle. III

003 Speed Boost Its Speed stat is boosted every turn. III

004 Battle Armor Hard armor protects the Pokémon from critical hits. III

005 Sturdy It cannot be knocked out with one hit. One-hit KO moves cannot knock it out, either. III

006 Damp Prevents the use of explosive moves, such as Self-Destruct, by dampening its surroundings. III

007 Limber Its limber body protects the Pokémon from paralysis. III

008 Sand Veil Boosts the Pokémon's evasiveness in a sandstorm. III

009 Static The Pokémon is charged with static electricity, so contact with it may cause paralysis. III

010 Volt Absorb Restores HP if hit by an Electric-type move instead of taking damage. III

011 Water Absorb Restores HP if hit by a Water-type move instead of taking damage. III

012 Oblivious The Pokémon is oblivious, and that keeps it from being infatuated or falling for taunts. III

013 Cloud Nine Eliminates the effects of weather. III

014 Compound Eyes The Pokémon's compound eyes boost its accuracy. III

015 Insomnia The Pokémon is suffering from insomnia and cannot fall asleep. III

016 Color Change The Pokémon's type becomes the type of the move used on it. III

017 Immunity The immune system of the Pokémon prevents it from getting poisoned. III

018 Flash Fire Powers up the Pokémon's Fire-type moves if it's hit by one. III

019 Shield Dust This Pokémon's dust blocks the additional effects of attacks taken. III

020 Own Tempo This Pokémon has its own tempo, and that prevents it from becoming confused. III

021 Suction Cups This Pokémon uses suction cups to stay in one spot to negate all moves and items that force switching out. III

022 Intimidate The Pokémon intimidates opposing Pokémon upon entering battle, lowering their Attack stat. III

023 Shadow Tag This Pokémon steps on the opposing Pokémon's shadow to prevent it from escaping. III

024 Rough Skin This Pokémon inflicts damage with its rough skin to the attacker on contact. III

025 Wonder Guard Its mysterious power only lets supereffective moves hit the Pokémon. III

026 Levitate By floating in the air, the Pokémon receives full immunity to all Ground-type moves. III

027 Effect Spore Contact with the Pokémon may inflict poison, sleep, or paralysis on its attacker. III

028 Synchronize The attacker will receive the same status condition if it inflicts a burn, poison, or paralysis to the Pokémon. III

029 Clear Body Prevents other Pokémon's moves or Abilities from lowering the Pokémon's stats. III

030 Natural Cure All status conditions heal when the Pokémon switches out. III

031 Lightning Rod The Pokémon draws in all Electric-type moves. Instead of being hit by Electric-type moves, it boosts its Sp. Atk. III

032 Serene Grace Boosts the likelihood of additional effects occurring when attacking. III

033 Swift Swim Boosts the Pokémon's Speed stat in rain. III

034 Chlorophyll Boosts the Pokémon's Speed stat in harsh sunlight. III

035 Illuminate Raises the likelihood of meeting wild Pokémon by illuminating the surroundings. III

036 Trace When it enters a battle, the Pokémon copies an opposing Pokémon's Ability. III

037 Huge Power Doubles the Pokémon's Attack stat. III

038 Poison Point Contact with the Pokémon may poison the attacker. III

039 Inner Focus The Pokémon's intensely focused, and that protects the Pokémon from flinching. III

040 Magma Armor The Pokémon is covered with hot magma, which prevents the Pokémon from becoming frozen. III

041 Water Veil The Pokémon is covered with a water veil, which prevents the Pokémon from getting a burn. III

042 Magnet Pull Prevents Steel-type Pokémon from escaping using its magnetic force. III

043 Soundproof Soundproofing gives the Pokémon full immunity to all sound-based moves. III

044 Rain Dish The Pokémon gradually regains HP in rain. III

045 Sand Stream The Pokémon summons a sandstorm when it enters a battle. III

046 Pressure By putting pressure on the opposing Pokémon, it raises their PP usage. III

047 Thick Fat The Pokémon is protected by a layer of thick fat, which halves the damage taken from Fire- and Ice-type moves. III

048 Early Bird The Pokémon awakens from sleep twice as fast as other Pokémon. III

049 Flame Body Contact with the Pokémon may burn the attacker. III

050 Run Away Enables a sure getaway from wild Pokémon. III

051 Keen Eye Keen eyes prevent other Pokémon from lowering this Pokémon's accuracy. III

052 Hyper Cutter The Pokémon's proud of its powerful pincers. They prevent other Pokémon from lowering its Attack stat. III

053 Pickup The Pokémon may pick up the item an opposing Pokémon used during a battle. It may pick up items outside of battle, too. III

054 Truant The Pokémon can't use a move if it had used a move on the previous turn. III

055 Hustle Boosts the Attack stat, but lowers accuracy. III

056 Cute Charm Contact with the Pokémon may cause infatuation. III

057 Plus Boosts the Sp. Atk stat of the Pokémon if an ally with the Plus or Minus Ability is also in battle. III

058 Minus Boosts the Sp. Atk stat of the Pokémon if an ally with the Plus or Minus Ability is also in battle. III

059 Forecast The Pokémon transforms with the weather to change its type to Water, Fire, or Ice. III

060 Sticky Hold Items held by the Pokémon are stuck fast and cannot be removed by other Pokémon. III

061 Shed Skin The Pokémon may heal its own status conditions by shedding its skin. III

062 Guts It's so gutsy that having a status condition boosts the Pokémon's Attack stat. III

063 Marvel Scale The Pokémon's marvelous scales boost the Defense stat if it has a status condition. III

064 Liquid Ooze The oozed liquid has a strong stench, which damages attackers using any draining move. III

065 Overgrow Powers up Grass-type moves when the Pokémon's HP is low. III

066 Blaze Powers up Fire-type moves when the Pokémon's HP is low. III

067 Torrent Powers up Water-type moves when the Pokémon's HP is low. III

068 Swarm Powers up Bug-type moves when the Pokémon's HP is low. III

069 Rock Head Protects the Pokémon from recoil damage. III

070 Drought Turns the sunlight harsh when the Pokémon enters a battle. III

071 Arena Trap Prevents opposing Pokémon from fleeing. III

072 Vital Spirit The Pokémon is full of vitality, and that prevents it from falling asleep. III

073 White Smoke The Pokémon is protected by its white smoke, which prevents other Pokémon from lowering its stats. III

074 Pure Power Using its pure power, the Pokémon doubles its Attack stat. III

075 Shell Armor A hard shell protects the Pokémon from critical hits. III

076 Air Lock Eliminates the effects of weather. III

077 Tangled Feet Raises evasiveness if the Pokémon is confused. IV

078 Motor Drive Boosts its Speed stat if hit by an Electric-type move instead of taking damage. IV

079 Rivalry Becomes competitive and deals more damage to Pokémon of the same gender, but deals less to Pokémon of the opposite gender. IV

080 Steadfast The Pokémon's determination boosts the Speed stat each time the Pokémon flinches. IV

081 Snow Cloak Boosts evasiveness in a hailstorm. IV

082 Gluttony Makes the Pokémon eat a held Berry when its HP drops to half or less, which is sooner than usual. IV

083 Anger Point The Pokémon is angered when it takes a critical hit, and that maxes its Attack stat. IV

084 Unburden Boosts the Speed stat if the Pokémon's held item is used or lost. IV

085 Heatproof The heatproof body of the Pokémon halves the damage from Fire-type moves that hit it. IV

086 Simple The stat changes the Pokémon receives are doubled. IV

087 Dry Skin Restores HP in rain or when hit by Water-type moves. Reduces HP in harsh sunlight, and increases the damage received from Fire-type moves. IV

088 Download Compares an opposing Pokémon's Defense and Sp. Def stats before raising its own Attack or Sp. Atk stat—whichever will be more effective. IV

089 Iron Fist Powers up punching moves. IV

090 Poison Heal Restores HP if the Pokémon is poisoned instead of losing HP. IV

091 Adaptability Powers up moves of the same type as the Pokémon. IV

092 Skill Link Maximizes the number of times multistrike moves hit. IV

093 Hydration Heals status conditions if it's raining. IV

094 Solar Power Boosts the Sp. Atk stat in harsh sunlight, but HP decreases every turn. IV

095 Quick Feet Boosts the Speed stat if the Pokémon has a status condition. IV

096 Normalize All the Pokémon's moves become Normal type. The power of those moves is boosted a little. IV

097 Sniper Powers up moves if they become critical hits when attacking. IV

098 Magic Guard The Pokémon only takes damage from attacks. IV

099 No Guard The Pokémon employs no-guard tactics to ensure incoming and outgoing attacks always land. IV

100 Stall The Pokémon moves after all other Pokémon do. IV

101 Technician Powers up the Pokémon's weaker moves. IV

102 Leaf Guard Prevents status conditions in harsh sunlight. IV

103 Klutz The Pokémon can't use any held items. IV

104 Mold Breaker Moves can be used on the target regardless of its Abilities. IV

105 Super Luck The Pokémon is so lucky that the critical-hit ratios of its moves are boosted. IV

106 Aftermath Damages the attacker if it contacts the Pokémon with a finishing hit. IV

107 Anticipation The Pokémon can sense an opposing Pokémon's dangerous moves. IV

108 Forewarn When it enters a battle, the Pokémon can tell one of the moves an opposing Pokémon has. IV

109 Unaware When attacking, the Pokémon ignores the target Pokémon's stat changes. IV

110 Tinted Lens The Pokémon can use "not very effective" moves to deal regular damage. IV

111 Filter Reduces the power of supereffective attacks taken. IV

112 Slow Start For five turns, the Pokémon's Attack and Speed stats are halved. IV

113 Scrappy The Pokémon can hit Ghost-type Pokémon with Normal- and Fighting-type moves. IV

114 Storm Drain Draws in all Water-type moves. Instead of being hit by Water-type moves, it boosts its Sp. Atk. IV

115 Ice Body The Pokémon gradually regains HP in a hailstorm. IV

116 Solid Rock Reduces the power of supereffective attacks taken. IV

117 Snow Warning The Pokémon summons a hailstorm when it enters a battle. IV

118 Honey Gather The Pokémon may gather Honey after a battle. IV

119 Frisk When it enters a battle, the Pokémon can check an opposing Pokémon's held item. IV

120 Reckless Powers up moves that have recoil damage. IV

121 Multitype Changes the Pokémon's type to match the Plate or Z-Crystal it holds. IV

122 Flower Gift Boosts the Attack and Sp. Def stats of itself and allies in harsh sunlight. IV

123 Bad Dreams Reduces the HP of sleeping opposing Pokémon. IV

124 Pickpocket Steals an item from an attacker that made direct contact. V

125 Sheer Force Removes additional effects to increase the power of moves when attacking. V

126 Contrary Makes stat changes have an opposite effect. V

127 Unnerve Unnerves opposing Pokémon and makes them unable to eat Berries. V

128 Defiant Boosts the Pokémon's Attack stat sharply when its stats are lowered. V

129 Defeatist Halves the Pokémon's Attack and Sp. Atk stats when its HP becomes half or less. V

130 Cursed Body May disable a move used on the Pokémon. V

131 Healer Sometimes heals an ally's status condition. V

132 Friend Guard Reduces damage done to allies. V

133 Weak Armor Physical attacks to the Pokémon lower its Defense stat but sharply raise its Speed stat. V

134 Heavy Metal Doubles the Pokémon's weight. V

135 Light Metal Halves the Pokémon's weight. V

136 Multiscale Reduces the amount of damage the Pokémon takes while its HP is full. V

137 Toxic Boost Powers up physical attacks when the Pokémon is poisoned. V

138 Flare Boost Powers up special attacks when the Pokémon is burned. V

139 Harvest May create another Berry after one is used. V

140 Telepathy Anticipates an ally's attack and dodges it. V

141 Moody Raises one stat sharply and lowers another every turn. V

142 Overcoat Protects the Pokémon from things like sand, hail, and powder. V

143 Poison Touch May poison a target when the Pokémon makes contact. V

144 Regenerator Restores a little HP when withdrawn from battle. V

145 Big Pecks Protects the Pokémon from Defense-lowering effects. V

146 Sand Rush Boosts the Pokémon's Speed stat in a sandstorm. V

147 Wonder Skin Makes status moves more likely to miss. V

148 Analytic Boosts move power when the Pokémon moves last. V

149 Illusion Comes out disguised as the Pokémon in the party's last spot. V

150 Imposter The Pokémon transforms itself into the Pokémon it's facing. V

151 Infiltrator Passes through the opposing Pokémon's barrier, substitute, and the like and strikes. V

152 Mummy Contact with the Pokémon changes the attacker's Ability to Mummy. V

153 Moxie The Pokémon shows moxie, and that boosts the Attack stat after knocking out any Pokémon. V

154 Justified Being hit by a Dark-type move boosts the Attack stat of the Pokémon, for justice. V

155 Rattled Dark-, Ghost-, and Bug-type moves scare the Pokémon and boost its Speed stat. V

156 Magic Bounce Reflects status moves instead of getting hit by them. V

157 Sap Sipper Boosts the Attack stat if hit by a Grass-type move instead of taking damage. V

158 Prankster Gives priority to a status move. V

159 Sand Force Boosts the power of Rock-, Ground-, and Steel-type moves in a sandstorm. V

160 Iron Barbs Inflicts damage on the attacker upon contact with iron barbs. V

161 Zen Mode Changes the Pokémon's shape when HP is half or less. V

162 Victory Star Boosts the accuracy of its allies and itself. V

163 Turboblaze Moves can be used on the target regardless of its Abilities. V

164 Teravolt Moves can be used on the target regardless of its Abilities.

**Moves**

Double Slap

-Base Power: 15 -> 25

Rapid Spin

-Base Power: 20 => 50

-Raises the pokemon's speed stat by one stage when used

Rock Throw

-Base Power: 50 => 80

Rock Tomb

-Accuracy: 95% => 100%

Quick Attack

-Base Power: 40 => 50

Wrap

-Base End Turn Damage: 1/16 => 1/8

-Binding Band End Turn Damage: 1/8 => 1/6

-Accuracy: 90% => 100%

**ID || Name ||Type||Phys?||Cont?|| PP ||Power || Accuracy**

1 Pound Normal Physical Tough 35 40 100% I

2 Karate Chop\* Fighting Physical Tough 25 50 100% I

3 Double Slap Normal Physical Cute 10 15 85% I

4 Comet Punch Normal Physical Tough 15 18 85% I

5 Mega Punch Normal Physical Tough 20 80 85% I

6 Pay Day Normal Physical Clever 20 40 100% I

7 Fire Punch Fire Physical Tough 15 75 100% I

8 Ice Punch Ice Physical Beautiful 15 75 100% I

9 Thunder Punch Electric Physical Cool 15 75 100% I

10 Scratch Normal Physical Tough 35 40 100% I

11 Vise Grip Normal Physical Tough 30 55 100% I

12 Guillotine Normal Physical Cool 5 — 30% I

13 Razor Wind Normal Special Cool 10 80 100%\* I

14 Swords Dance Normal Status Beautiful 20\* — — I

15 Cut Normal Physical Cool 30 50 95% I

16 Gust\* Flying Special Clever 35 40 100% I

17 Wing Attack Flying Physical Cool 35 60\* 100% I

18 Whirlwind Normal Status Clever 20 — —\* I

19 Fly Flying Physical Clever 15 90\* 95% I

20 Bind Normal Physical Tough 20 15 85%\* I

21 Slam Normal Physical Tough 20 80 75% I

22 Vine Whip Grass Physical Cool 25\* 45\* 100% I

23 Stomp Normal Physical Tough 20 65 100% I

24 Double Kick Fighting Physical Cool 30 30 100% I

25 Mega Kick Normal Physical Cool 5 120 75% I

26 Jump Kick Fighting Physical Cool 10\* 100\* 95% I

27 Rolling Kick Fighting Physical Cool 15 60 85% I

28 Sand Attack\* Ground Status Cute 15 — 100% I

29 Headbutt Normal Physical Tough 15 70 100% I

30 Horn Attack Normal Physical Cool 25 65 100% I

31 Fury Attack Normal Physical Cool 20 15 85% I

32 Horn Drill Normal Physical Cool 5 — 30% I

33 Tackle Normal Physical Tough 35 40\* 100%\* I

34 Body Slam Normal Physical Tough 15 85 100% I

35 Wrap Normal Physical Tough 20 15 90%\* I

36 Take Down Normal Physical Tough 20 90 85% I

37 Thrash Normal Physical Tough 10\* 120\* 100% I

38 Double-Edge Normal Physical Tough 15 120\* 100% I

39 Tail Whip Normal Status Cute 30 — 100% I

40 Poison Sting Poison Physical Clever 35 15 100% I

41 Twineedle Bug Physical Cool 20 25 100% I

42 Pin Missile Bug Physical Cool 20 25\* 95%\* I

43 Leer Normal Status Cool 30 — 100% I

44 Bite\* Dark Physical Tough 25 60 100% I

45 Growl Normal Status Cute 40 — 100% I

46 Roar Normal Status Cool 20 — —\* I

47 Sing Normal Status Cute 15 — 55% I

48 Supersonic Normal Status Clever 20 — 55% I

49 Sonic Boom Normal Special Cool 20 \* 90% I

50 Disable Normal Status Clever 20 — 100%\* I

51 Acid Poison Special Clever 30 40 100% I

52 Ember Fire Special Cute 25 40 100% I

53 Flamethrower Fire Special Beautiful 15 90\* 100% I

54 Mist Ice Status Beautiful 30 — — I

55 Water Gun Water Special Cute 25 40 100% I

56 Hydro Pump Water Special Beautiful 5 110\* 80% I

57 Surf Water Special Beautiful 15 90\* 100% I

58 Ice Beam Ice Special Beautiful 10 90\* 100% I

59 Blizzard Ice Special Beautiful 5 110\* 70%\* I

60 Psybeam Psychic Special Beautiful 20 65 100% I

61 Bubble Beam Water Special Beautiful 20 65 100% I

62 Aurora Beam Ice Special Beautiful 20 65 100% I

63 Hyper Beam Normal Special Cool 5 150 90% I

64 Peck Flying Physical Cool 35 35 100% I

65 Drill Peck Flying Physical Cool 20 80 100% I

66 Submission Fighting Physical Cool 20\* 80 80% I

67 Low Kick Fighting Physical Tough 20 —\* 100%\* I

68 Counter Fighting Physical Tough 20 — 100% I

69 Seismic Toss Fighting Physical Tough 20 — 100% I

70 Strength Normal Physical Tough 15 80 100% I

71 Absorb Grass Special Clever 25\* 20\* 100% I

72 Mega Drain Grass Special Clever 15\* 40\* 100% I

73 Leech Seed Grass Status Clever 10 — 90% I

74 Growth Normal Status Beautiful 20\* — — I

75 Razor Leaf Grass Physical Cool 25 55 95% I

76 Solar Beam Grass Special Cool 10 120\* 100% I

77 Poison Powder Poison Status Clever 35 — 75% I

78 Stun Spore Grass Status Clever 30 — 75% I

79 Sleep Powder Grass Status Clever 15 — 75% I

80 Petal Dance Grass Special Beautiful 10\* 120\* 100% I

81 String Shot Bug Status Clever 40 — 95% I

82 Dragon Rage Dragon Special Cool 10 \* 100% I

83 Fire Spin Fire Special Beautiful 15 35\* 85%\* I

84 Thunder Shock Electric Special Cool 30 40 100% I

85 Thunderbolt Electric Special Cool 15 90\* 100% I

86 Thunder Wave Electric Status Cool 20 — 90%\* I

87 Thunder Electric Special Cool 10 110\* 70% I

88 Rock Throw Rock Physical Tough 15 50 90%\* I

89 Earthquake Ground Physical Tough 10 100 100% I

90 Fissure Ground Physical Tough 5 — 30% I

91 Dig Ground Physical Tough 10 80\* 100% I

92 Toxic Poison Status Clever 10 — 90%\* I

93 Confusion Psychic Special Clever 25 50 100% I

94 Psychic Psychic Special Clever 10 90 100% I

95 Hypnosis Psychic Status Clever 20 — 60%\* I

96 Meditate Psychic Status Beautiful 40 — — I

97 Agility Psychic Status Cool 30 — — I

98 Quick Attack Normal Physical Cool 30 40 100% I

99 Rage Normal Physical Tough 20 20 100% I

100 Teleport Psychic Status Cool 20 — — I

101 Night Shade Ghost Special Clever 15 — 100% I

102 Mimic Normal Status Cute 10 — —\* I

103 Screech Normal Status Clever 40 — 85% I

104 Double Team Normal Status Cool 15 — — I

105 Recover Normal Status Clever 10\* — — I

106 Harden Normal Status Tough 30 — — I

107 Minimize Normal Status Cute 10\* — — I

108 Smokescreen Normal Status Clever 20 — 100% I

109 Confuse Ray Ghost Status Clever 10 — 100% I

110 Withdraw Water Status Cute 40 — — I

111 Defense Curl Normal Status Cute 40 — — I

112 Barrier Psychic Status Cool 20\* — — I

113 Light Screen Psychic Status Beautiful 30 — — I

114 Haze Ice Status Beautiful 30 — — I

115 Reflect Psychic Status Clever 20 — — I

116 Focus Energy Normal Status Cool 30 — — I

117 Bide Normal Physical Tough 10 — —\* I

118 Metronome Normal Status Cute 10 — — I

119 Mirror Move Flying Status Clever 20 — — I

120 Self-Destruct Normal Physical Beautiful 5 200\* 100% I

121 Egg Bomb Normal Physical Cute 10 100 75% I

122 Lick Ghost Physical Cute 30 30\* 100% I

123 Smog Poison Special Tough 20 30\* 70% I

124 Sludge Poison Special Tough 20 65 100% I

125 Bone Club Ground Physical Tough 20 65 85% I

126 Fire Blast Fire Special Beautiful 5 110\* 85% I

127 Waterfall Water Physical Tough 15 80 100% I

128 Clamp Water Physical Tough 15\* 35 85%\* I

129 Swift Normal Special Cool 20 60 — I

130 Skull Bash Normal Physical Tough 10\* 130\* 100% I

131 Spike Cannon Normal Physical Cool 15 20 100% I

132 Constrict Normal Physical Tough 35 10 100% I

133 Amnesia Psychic Status Cute 20 — — I

134 Kinesis Psychic Status Clever 15 — 80% I

135 Soft-Boiled Normal Status Cute 10 — — I

136 High Jump Kick Fighting Physical Cool 10\* 130\* 90% I

137 Glare Normal Status Tough 30 — 100%\* I

138 Dream Eater Psychic Special Clever 15 100 100% I

139 Poison Gas Poison Status Clever 40 — 90%\* I

140 Barrage Normal Physical Cute 20 15 85% I

141 Leech Life Bug Physical Clever 10\* 80\* 100% I

142 Lovely Kiss Normal Status Beautiful 10 — 75% I

143 Sky Attack Flying Physical Cool 5 140\* 90% I

144 Transform Normal Status Clever 10 — — I

145 Bubble Water Special Cute 30 40\* 100% I

146 Dizzy Punch Normal Physical Cute 10 70 100% I

147 Spore Grass Status Beautiful 15 — 100% I

148 Flash Normal Status Beautiful 20 — 100%\* I

149 Psywave Psychic Special Clever 15 — 100%\* I

150 Splash Normal Status Cute 40 — — I

151 Acid Armor Poison Status Tough 20\* — — I

152 Crabhammer Water Physical Tough 10 100\* 90%\* I

153 Explosion Normal Physical Beautiful 5 250\* 100% I

154 Fury Swipes Normal Physical Tough 15 18 80% I

155 Bonemerang Ground Physical Tough 10 50 90% I

156 Rest Psychic Status Cute 10 — — I

157 Rock Slide Rock Physical Tough 10 75 90% I

158 Hyper Fang Normal Physical Cool 15 80 90% I

159 Sharpen Normal Status Cute 30 — — I

160 Conversion Normal Status Beautiful 30 — — I

161 Tri Attack Normal Special Beautiful 10 80 100% I

162 Super Fang Normal Physical Tough 10 — 90% I

163 Slash Normal Physical Cool 20 70 100% I

164 Substitute Normal Status Cute 10 — — I

165 Struggle Normal Physical Tough 1\* 50 —\* I

166 Sketch Normal Status Clever 1 — — II

167 Triple Kick Fighting Physical Cool 10 10 90% II

168 Thief Dark Physical Tough 25\* 60\* 100% II

169 Spider Web Bug Status Clever 10 — — II

170 Mind Reader Normal Status Clever 5 — —\* II

171 Nightmare Ghost Status Clever 15 — 100% II

172 Flame Wheel Fire Physical Beautiful 25 60 100% II

173 Snore Normal Special Cute 15 50\* 100% II

174 Curse\* Ghost Status Tough 10 — — II

175 Flail Normal Physical Cute 15 — 100% II

176 Conversion 2 Normal Status Beautiful 30 — — II

177 Aeroblast Flying Special Cool 5 100 95% II

178 Cotton Spore Grass Status Beautiful 40 — 100%\* II

179 Reversal Fighting Physical Cool 15 — 100% II

180 Spite Ghost Status Tough 10 — 100% II

181 Powder Snow Ice Special Beautiful 25 40 100% II

182 Protect Normal Status Cute 10 — — II

183 Mach Punch Fighting Physical Cool 30 40 100% II

184 Scary Face Normal Status Tough 10 — 100%\* II

185 Feint Attack Dark Physical Clever 20 60 — II

186 Sweet Kiss\* Fairy Status Cute 10 — 75% II

187 Belly Drum Normal Status Cute 10 — — II

188 Sludge Bomb Poison Special Tough 10 90 100% II

189 Mud-Slap Ground Special Cute 10 20 100% II

190 Octazooka Water Special Tough 10 65 85% II

191 Spikes Ground Status Clever 20 — — II

192 Zap Cannon Electric Special Cool 5 120\* 50% II

193 Foresight Normal Status Clever 40 — —\* II

194 Destiny Bond Ghost Status Clever 5 — — II

195 Perish Song Normal Status Beautiful 5 — — II

196 Icy Wind Ice Special Beautiful 15 55 95% II

197 Detect Fighting Status Cool 5 — — II

198 Bone Rush Ground Physical Tough 10 25 90%\* II

199 Lock-On Normal Status Clever 5 — —\* II

200 Outrage Dragon Physical Cool 10\* 120\* 100% II

201 Sandstorm Rock Status Tough 10 — — II

202 Giga Drain Grass Special Clever 10\* 75\* 100% II

203 Endure Normal Status Tough 10 — — II

204 Charm\* Fairy Status Cute 20 — 100% II

205 Rollout Rock Physical Cute 20 30 90% II

206 False Swipe Normal Physical Cool 40 40 100% II

207 Swagger Normal Status Cute 15 — 85%\* II

208 Milk Drink Normal Status Cute 10 — — II

209 Spark Electric Physical Cool 20 65 100% II

210 Fury Cutter Bug Physical Cool 20 40\* 95% II

211 Steel Wing Steel Physical Cool 25 70 90% II

212 Mean Look Normal Status Beautiful 5 — — II

213 Attract Normal Status Cute 15 — 100% II

214 Sleep Talk Normal Status Cute 10 — — II

215 Heal Bell Normal Status Beautiful 5 — — II

216 Return Normal Physical Cute 20 — 100% II

217 Present Normal Physical Cute 15 — 90% II

218 Frustration Normal Physical Cute 20 — 100% II

219 Safeguard Normal Status Beautiful 25 — — II

220 Pain Split Normal Status Clever 20 — —\* II

221 Sacred Fire Fire Physical Beautiful 5 100 95% II

222 Magnitude Ground Physical Tough 30 — 100% II

223 Dynamic Punch Fighting Physical Cool 5 100 50% II

224 Megahorn Bug Physical Cool 10 120 85% II

225 Dragon Breath Dragon Special Cool 20 60 100% II

226 Baton Pass Normal Status Cute 40 — — II

227 Encore Normal Status Cute 5 — 100% II

228 Pursuit Dark Physical Clever 20 40 100% II

229 Rapid Spin Normal Physical Cool 40 50\* 100% II

230 Sweet Scent Normal Status Cute 20 — 100% II

231 Iron Tail Steel Physical Cool 15 100 75% II

232 Metal Claw Steel Physical Cool 35 50 95% II

233 Vital Throw Fighting Physical Cool 10 70 — II

234 Morning Sun Normal Status Beautiful 5 — — II

235 Synthesis Grass Status Clever 5 — — II

236 Moonlight\* Fairy Status Beautiful 5 — — II

237 Hidden Power Normal Special Clever 15 60\* 100% II

238 Cross Chop Fighting Physical Cool 5 100 80% II

239 Twister Dragon Special Cool 20 40 100% II

240 Rain Dance Water Status Beautiful 5 — — II

241 Sunny Day Fire Status Beautiful 5 — — II

242 Crunch Dark Physical Tough 15 80 100% II

243 Mirror Coat Psychic Special Beautiful 20 — 100% II

244 Psych Up Normal Status Clever 10 — — II

245 Extreme Speed Normal Physical Cool 5 80 100% II

246 Ancient Power Rock Special Tough 5 60 100% II

247 Shadow Ball Ghost Special Clever 15 80 100% II

248 Future Sight Psychic Special Clever 10\* 120\* 100%\* II

249 Rock Smash Fighting Physical Tough 15 40\* 100% II

250 Whirlpool Water Special Beautiful 15 35\* 85%\* II

251 Beat Up Dark Physical Clever 10 —\* 100% II

252 Fake Out Normal Physical Cute 10 40 100% III

253 Uproar Normal Special Cute 10 90\* 100% III

254 Stockpile Normal Status Tough 20\* — — III

255 Spit Up Normal Special Tough 10 — 100% III

256 Swallow Normal Status Tough 10 — — III

257 Heat Wave Fire Special Beautiful 10 95\* 90% III

258 Hail Ice Status Beautiful 10 — — III

259 Torment Dark Status Tough 15 — 100% III

260 Flatter Dark Status Clever 15 — 100% III

261 Will-O-Wisp Fire Status Beautiful 15 — 85%\* III

262 Memento Dark Status Tough 10 — 100% III

263 Facade Normal Physical Cute 20 70 100% III

264 Focus Punch Fighting Physical Tough 20 150 100% III

265 Smelling Salts Normal Physical Tough 10 70\* 100% III

266 Follow Me Normal Status Cute 20 — — III

267 Nature Power Normal Status Beautiful 20 — — III

268 Charge Electric Status Clever 20 — — III

269 Taunt Dark Status Clever 20 — 100% III

270 Helping Hand Normal Status Clever 20 — — III

271 Trick Psychic Status Clever 10 — 100% III

272 Role Play Psychic Status Cute 10 — — III

273 Wish Normal Status Cute 10 — — III

274 Assist Normal Status Cute 20 — — III

275 Ingrain Grass Status Clever 20 — — III

276 Superpower Fighting Physical Tough 5 120 100% III

277 Magic Coat Psychic Status Beautiful 15 — — III

278 Recycle Normal Status Clever 10 — — III

279 Revenge Fighting Physical Tough 10 60 100% III

280 Brick Break Fighting Physical Cool 15 75 100% III

281 Yawn Normal Status Cute 10 — — III

282 Knock Off Dark Physical Clever 20 65\* 100% III

283 Endeavor Normal Physical Tough 5 — 100% III

284 Eruption Fire Special Beautiful 5 150 100% III

285 Skill Swap Psychic Status Clever 10 — — III

286 Imprison Psychic Status Clever 10 — — III

287 Refresh Normal Status Cute 20 — — III

288 Grudge Ghost Status Tough 5 — — III

289 Snatch Dark Status Clever 10 — — III

290 Secret Power Normal Physical Clever 20 70 100% III

291 Dive Water Physical Beautiful 10 80\* 100% III

292 Arm Thrust Fighting Physical Tough 20 15 100% III

293 Camouflage Normal Status Clever 20 — — III

294 Tail Glow Bug Status Beautiful 20 — — III

295 Luster Purge Psychic Special Clever 5 70 100% III

296 Mist Ball Psychic Special Clever 5 70 100% III

297 Feather Dance Flying Status Beautiful 15 — 100% III

298 Teeter Dance Normal Status Cute 20 — 100% III

299 Blaze Kick Fire Physical Cool 10 85 90% III

300 Mud Sport Ground Status Cute 15 — — III

301 Ice Ball Ice Physical Beautiful 20 30 90% III

302 Needle Arm Grass Physical Clever 15 60 100% III

303 Slack Off Normal Status Cute 10 — — III

304 Hyper Voice Normal Special Cool 10 90 100% III

305 Poison Fang Poison Physical Clever 15 50 100% III

306 Crush Claw Normal Physical Cool 10 75 95% III

307 Blast Burn Fire Special Beautiful 5 150 90% III

308 Hydro Cannon Water Special Beautiful 5 150 90% III

309 Meteor Mash Steel Physical Cool 10 90\* 90%\* III

310 Astonish Ghost Physical Cute 15 30 100% III

311 Weather Ball Normal Special Beautiful 10 50 100% III

312 Aromatherapy Grass Status Clever 5 — — III

313 Fake Tears Dark Status Cute 20 — 100% III

314 Air Cutter Flying Special Cool 25 60\* 95% III

315 Overheat Fire Special Beautiful 5 130\* 90% III

316 Odor Sleuth Normal Status Clever 40 — —\* III

317 Rock Tomb Rock Physical Clever 15\* 60\* 95%\* III

318 Silver Wind Bug Special Beautiful 5 60 100% III

319 Metal Sound Steel Status Clever 40 — 85% III

320 Grass Whistle Grass Status Clever 15 — 55% III

321 Tickle Normal Status Cute 20 — 100% III

322 Cosmic Power Psychic Status Beautiful 20 — — III

323 Water Spout Water Special Beautiful 5 150 100% III

324 Signal Beam Bug Special Beautiful 15 75 100% III

325 Shadow Punch Ghost Physical Clever 20 60 — III

326 Extrasensory Psychic Special Cool 20\* 80 100% III

327 Sky Uppercut Fighting Physical Cool 15 85 90% III

328 Sand Tomb Ground Physical Clever 15 35\* 85%\* III

329 Sheer Cold Ice Special Beautiful 5 — 30% III

330 Muddy Water Water Special Tough 10 90\* 85% III

331 Bullet Seed Grass Physical Cool 30 25\* 100% III

332 Aerial Ace Flying Physical Cool 20 60 — III

333 Icicle Spear Ice Physical Beautiful 30 25\* 100% III

334 Iron Defense Steel Status Tough 15 — — III

335 Block Normal Status Cute 5 — — III

336 Howl Normal Status Cool 40 — — III

337 Dragon Claw Dragon Physical Cool 15 80 100% III

338 Frenzy Plant Grass Special Cool 5 150 90% III

339 Bulk Up Fighting Status Cool 20 — — III

340 Bounce Flying Physical Cute 5 85 85% III

341 Mud Shot Ground Special Tough 15 55 95% III

342 Poison Tail Poison Physical Clever 25 50 100% III

343 Covet Normal Physical Cute 25\* 60\* 100% III

344 Volt Tackle Electric Physical Cool 15 120 100% III

345 Magical Leaf Grass Special Beautiful 20 60 — III

346 Water Sport Water Status Cute 15 — — III

347 Calm Mind Psychic Status Clever 20 — — III

348 Leaf Blade Grass Physical Cool 15 90\* 100% III

349 Dragon Dance Dragon Status Cool 20 — — III

350 Rock Blast Rock Physical Tough 10 25 90%\* III

351 Shock Wave Electric Special Cool 20 60 — III

352 Water Pulse Water Special Beautiful 20 60 100% III

353 Doom Desire Steel Special Beautiful 5 140\* 100%\* III

354 Psycho Boost Psychic Special Clever 5 140 90% III

355 Roost Flying Status Clever 10 — — IV

356 Gravity Psychic Status Clever 5 — — IV

357 Miracle Eye Psychic Status Clever 40 — — IV

358 Wake-Up Slap Fighting Physical Tough 10 70\* 100% IV

359 Hammer Arm Fighting Physical Tough 10 100 90% IV

360 Gyro Ball Steel Physical Cool 5 — 100% IV

361 Healing Wish Psychic Status Beautiful 10 — — IV

362 Brine Water Special Tough 10 65 100% IV

363 Natural Gift Normal Physical Clever 15 — 100% IV

364 Feint Normal Physical Clever 10 30\* 100% IV

365 Pluck Flying Physical Cute 20 60 100% IV

366 Tailwind Flying Status Cool 15\* — — IV

367 Acupressure Normal Status Tough 30 — — IV

368 Metal Burst Steel Physical Cool 10 — 100% IV

369 U-turn Bug Physical Cute 20 70 100% IV

370 Close Combat Fighting Physical Tough 5 120 100% IV

371 Payback Dark Physical Tough 10 50 100% IV

372 Assurance Dark Physical Clever 10 60\* 100% IV

373 Embargo Dark Status Clever 15 — 100% IV

374 Fling Dark Physical Cute 10 — 100% IV

375 Psycho Shift Psychic Status Clever 10 — 100%\* IV

376 Trump Card Normal Special Cool 5 — — IV

377 Heal Block Psychic Status Clever 15 — 100% IV

378 Wring Out Normal Special Tough 5 — 100% IV

379 Power Trick Psychic Status Clever 10 — — IV

380 Gastro Acid Poison Status Tough 10 — 100% IV

381 Lucky Chant Normal Status Cute 30 — — IV

382 Me First Normal Status Clever 20 — — IV

383 Copycat Normal Status Cute 20 — — IV

384 Power Swap Psychic Status Clever 10 — — IV

385 Guard Swap Psychic Status Clever 10 — — IV

386 Punishment Dark Physical Cool 5 — 100% IV

387 Last Resort Normal Physical Cute 5 140\* 100% IV

388 Worry Seed Grass Status Clever 10 — 100% IV

389 Sucker Punch Dark Physical Clever 5 70\* 100% IV

390 Toxic Spikes Poison Status Clever 20 — — IV

391 Heart Swap Psychic Status Clever 10 — — IV

392 Aqua Ring Water Status Beautiful 20 — — IV

393 Magnet Rise Electric Status Clever 10 — — IV

394 Flare Blitz Fire Physical Cool 15 120 100% IV

395 Force Palm Fighting Physical Cool 10 60 100% IV

396 Aura Sphere Fighting Special Beautiful 20 80\* — IV

397 Rock Polish Rock Status Tough 20 — — IV

398 Poison Jab Poison Physical Tough 20 80 100% IV

399 Dark Pulse Dark Special Cool 15 80 100% IV

400 Night Slash Dark Physical Cool 15 70 100% IV

401 Aqua Tail Water Physical Beautiful 10 90 90% IV

402 Seed Bomb Grass Physical Tough 15 80 100% IV

403 Air Slash Flying Special Cool 15\* 75 95% IV

404 X-Scissor Bug Physical Cool 15 80 100% IV

405 Bug Buzz Bug Special Beautiful 10 90 100% IV

406 Dragon Pulse Dragon Special Beautiful 10 85\* 100% IV

407 Dragon Rush Dragon Physical Tough 10 100 75% IV

408 Power Gem Rock Special Beautiful 20 80\* 100% IV

409 Drain Punch Fighting Physical Tough 10\* 75\* 100% IV

410 Vacuum Wave Fighting Special Cool 30 40 100% IV

411 Focus Blast Fighting Special Cool 5 120 70% IV

412 Energy Ball Grass Special Beautiful 10 90\* 100% IV

413 Brave Bird Flying Physical Cool 15 120 100% IV

414 Earth Power Ground Special Beautiful 10 90 100% IV

415 Switcheroo Dark Status Clever 10 — 100% IV

416 Giga Impact Normal Physical Tough 5 150 90% IV

417 Nasty Plot Dark Status Clever 20 — — IV

418 Bullet Punch Steel Physical Tough 30 40 100% IV

419 Avalanche Ice Physical Beautiful 10 60 100% IV

420 Ice Shard Ice Physical Beautiful 30 40 100% IV

421 Shadow Claw Ghost Physical Cool 15 70 100% IV

422 Thunder Fang Electric Physical Cool 15 65 95% IV

423 Ice Fang Ice Physical Cool 15 65 95% IV

424 Fire Fang Fire Physical Cool 15 65 95% IV

425 Shadow Sneak Ghost Physical Clever 30 40 100% IV

426 Mud Bomb Ground Special Cute 10 65 85% IV

427 Psycho Cut Psychic Physical Cool 20 70 100% IV

428 Zen Headbutt Psychic Physical Clever 15 80 90% IV

429 Mirror Shot Steel Special Beautiful 10 65 85% IV

430 Flash Cannon Steel Special Beautiful 10 80 100% IV

431 Rock Climb Normal Physical Tough 20 90 85% IV

432 Defog Flying Status Cool 15 — — IV

433 Trick Room Psychic Status Clever 5 — — IV

434 Draco Meteor Dragon Special Beautiful 5 130\* 90% IV

435 Discharge Electric Special Beautiful 15 80 100% IV

436 Lava Plume Fire Special Tough 15 80 100% IV

437 Leaf Storm Grass Special Beautiful 5 130\* 90% IV

438 Power Whip Grass Physical Tough 10 120 85% IV

439 Rock Wrecker Rock Physical Tough 5 150 90% IV

440 Cross Poison Poison Physical Cool 20 70 100% IV

441 Gunk Shot Poison Physical Tough 5 120 80%\* IV

442 Iron Head Steel Physical Tough 15 80 100% IV

443 Magnet Bomb Steel Physical Cool 20 60 — IV

444 Stone Edge Rock Physical Tough 5 100 80% IV

445 Captivate Normal Status Cute 20 — 100% IV

446 Stealth Rock Rock Status Cool 20 — — IV

447 Grass Knot Grass Special Cute 20 — 100% IV

448 Chatter Flying Special Cute 20 65\* 100% IV

449 Judgment Normal Special Beautiful 10 100 100% IV

450 Bug Bite Bug Physical Cute 20 60 100% IV

451 Charge Beam Electric Special Beautiful 10 50 90% IV

452 Wood Hammer Grass Physical Tough 15 120 100% IV

453 Aqua Jet Water Physical Cool 20 40 100% IV

454 Attack Order Bug Physical Clever 15 90 100% IV

455 Defend Order Bug Status Clever 10 — — IV

456 Heal Order Bug Status Clever 10 — — IV

457 Head Smash Rock Physical Tough 5 150 80% IV

458 Double Hit Normal Physical Cool 10 35 90% IV

459 Roar of Time Dragon Special Beautiful 5 150 90% IV

460 Spacial Rend Dragon Special Beautiful 5 100 95% IV

461 Lunar Dance Psychic Status Beautiful 10 — — IV

462 Crush Grip Normal Physical Tough 5 — 100% IV

463 Magma Storm Fire Special Tough 5 100\* 75%\* IV

464 Dark Void Dark Status Clever 10 — 50%\* IV

465 Seed Flare Grass Special Beautiful 5 120 85% IV

466 Ominous Wind Ghost Special Beautiful 5 60 100% IV

467 Shadow Force Ghost Physical Cool 5 120 100% IV

468 Hone Claws Dark Status Cute 15 — — V

469 Wide Guard Rock Status Tough 10 — — V

470 Guard Split Psychic Status Clever 10 — — V

471 Power Split Psychic Status Clever 10 — — V

472 Wonder Room Psychic Status Clever 10 — — V

473 Psyshock Psychic Special Beautiful 10 80 100% V

474 Venoshock Poison Special Beautiful 10 65 100% V

475 Autotomize Steel Status Beautiful 15 — — V

476 Rage Powder Bug Status Clever 20 — — V

477 Telekinesis Psychic Status Clever 15 — — V

478 Magic Room Psychic Status Clever 10 — — V

479 Smack Down Rock Physical Tough 15 50 100% V

480 Storm Throw Fighting Physical Cool 10 60\* 100% V

481 Flame Burst Fire Special Beautiful 15 70 100% V

482 Sludge Wave Poison Special Tough 10 95 100% V

483 Quiver Dance Bug Status Beautiful 20 — — V

484 Heavy Slam Steel Physical Tough 10 — 100% V

485 Synchronoise Psychic Special Clever 10\* 120\* 100% V

486 Electro Ball Electric Special Cool 10 — 100% V

487 Soak Water Status Cute 20 — 100% V

488 Flame Charge Fire Physical Cool 20 50 100% V

489 Coil Poison Status Tough 20 — — V

490 Low Sweep Fighting Physical Clever 20 65\* 100% V

491 Acid Spray Poison Special Beautiful 20 40 100% V

492 Foul Play Dark Physical Clever 15 95 100% V

493 Simple Beam Normal Status Cute 15 — 100% V

494 Entrainment Normal Status Cute 15 — 100% V

495 After You Normal Status Cute 15 — — V

496 Round Normal Special Beautiful 15 60 100% V

497 Echoed Voice Normal Special Beautiful 15 40 100% V

498 Chip Away Normal Physical Tough 20 70 100% V

499 Clear Smog Poison Special Beautiful 15 50 — V

500 Stored Power Psychic Special Clever 10 20 100% V

501 Quick Guard Fighting Status Cool 15 — — V

502 Ally Switch Psychic Status Clever 15 — — V

503 Scald Water Special Tough 15 80 100% V

504 Shell Smash Normal Status Tough 15 — — V

505 Heal Pulse Psychic Status Beautiful 10 — — V

506 Hex Ghost Special Clever 10 65\* 100% V

507 Sky Drop Flying Physical Tough 10 60 100% V

508 Shift Gear Steel Status Clever 10 — — V

509 Circle Throw Fighting Physical Cool 10 60 90% V

510 Incinerate Fire Special Tough 15 60\* 100% V

511 Quash Dark Status Clever 15 — 100% V

512 Acrobatics Flying Physical Cool 15 55 100% V

513 Reflect Type Normal Status Clever 15 — — V

514 Retaliate Normal Physical Cool 5 70 100% V

515 Final Gambit Fighting Special Tough 5 — 100% V

516 Bestow Normal Status Cute 15 — — V

517 Inferno Fire Special Beautiful 5 100 50% V

518 Water Pledge Water Special Beautiful 10 80\* 100% V

519 Fire Pledge Fire Special Beautiful 10 80\* 100% V

520 Grass Pledge Grass Special Beautiful 10 80\* 100% V

521 Volt Switch Electric Special Cool 20 70 100% V

522 Struggle Bug Bug Special Cute 20 50\* 100% V

523 Bulldoze Ground Physical Tough 20 60 100% V

524 Frost Breath Ice Special Beautiful 10 60\* 90% V

525 Dragon Tail Dragon Physical Tough 10 60 90% V

526 Work Up Normal Status Tough 30 — — V

527 Electroweb Electric Special Beautiful 15 55 95% V

528 Wild Charge Electric Physical Tough 15 90 100% V

529 Drill Run Ground Physical Tough 10 80 95% V

530 Dual Chop Dragon Physical Tough 15 40 90% V

531 Heart Stamp Psychic Physical Cute 25 60 100% V

532 Horn Leech Grass Physical Tough 10 75 100% V

533 Sacred Sword Fighting Physical Cool 15\* 90 100% V

534 Razor Shell Water Physical Cool 10 75 95% V

535 Heat Crash Fire Physical Tough 10 — 100% V

536 Leaf Tornado Grass Special Cool 10 65 90% V

537 Steamroller Bug Physical Tough 20 65 100% V

538 Cotton Guard Grass Status Cute 10 — — V

539 Night Daze Dark Special Cool 10 85 95% V

540 Psystrike Psychic Special Cool 10 100 100% V

541 Tail Slap Normal Physical Cute 10 25 85% V

542 Hurricane Flying Special Tough 10 110\* 70% V

543 Head Charge Normal Physical Tough 15 120 100% V

544 Gear Grind Steel Physical Clever 15 50 85% V

545 Searing Shot Fire Special Cool 5 100 100% V

546 Techno Blast Normal Special Cool 5 120\* 100% V

547 Relic Song Normal Special Beautiful 10 75 100% V

548 Secret Sword Fighting Special Beautiful 10 85 100% V

549 Glaciate Ice Special Beautiful 10 65 95% V

550 Bolt Strike Electric Physical Beautiful 5 130 85% V

551 Blue Flare Fire Special Beautiful 5 130 85% V

552 Fiery Dance Fire Special Beautiful 10 80 100% V

553 Freeze Shock Ice Physical Beautiful 5 140 90% V

554 Ice Burn Ice Special Beautiful 5 140 90% V

555 Snarl Dark Special Tough 15 55 95% V

556 Icicle Crash Ice Physical Beautiful 10 85 90% V

557 V-create Fire Physical Cool 5 180 95% V

558 Fusion Flare Fire Special Beautiful 5 100 100% V

559 Fusion Bolt Electric Physical Cool 5 100 100% V

Belch Poison Special Tough 10 120 90%

Rototiller Ground Status Tough 10 — —

Phantom Force Ghost Physical Cool 10 90 100%

Freeze Dry Ice Special Beautiful 20 70 100%

Disarming Voice Fairy Special Cute 15 60 —

575 Parting Shot Dark Status Cool 20 — 100% VI

577 Draining Kiss Fairy Special Cute 10 50 100% VI

578 Crafty Shield Fairy Status Clever 10 — — VI

579 Flower Shield Fairy Status Beautiful 10 — — VI

583 Play Rough Fairy Physical Cute 10 90 90% VI

584 Fairy Wind Fairy Special Beautiful 30 40 100% VI

585 Moonblast Fairy Special Beautiful 15 95 100% VI

586 Boomburst Normal Special Tough 10 140 100% VI

589 Play Nice Normal Status Cute 20 — — VI

590 Confide Normal Status Cute 20 — — VI

594 Water Shuriken\* Water Special Cool 20 15 100% VI

596 Spiky Shield Grass Status Tough 10 — —

605 Dazzling Gleam Fairy Special Beautiful 10 80 100% VI

608 Baby-Doll Eyes Fairy Status Cute 30 — 100% VI

611 Infestation Bug Special Cute 20 20 100% VI

612 Power-Up Punch Fighting Physical Tough 20 40 100% VI

613 Oblivion Wing Flying Special Cool 10 80 100% VI

614 Thousand Arrows Ground Physical Beautiful 10 90 100% VI

615 Thousand Waves Ground Physical Tough 10 90 100% VI

616 Land's Wrath Ground Physical Beautiful 10 90 100% VI

617 Light of Ruin Fairy Special Beautiful 5 140 90% VI

**TMs**

**Pokemon**

037: Vulpix

Type: Fire -> Fire/Fairy

Ability 1: Flash Fire -> Drought

038: Ninetales

Type: Fire -> Fire/Fairy

Ability 1: Flash Fire -> Drought

Base Stats:

-Base HP: 73

-Base Atk: 76 - > 60

-Base Def: 75

-Base SpAtk: 81 -> 88

-Base SpDef: 100

-Base Spd: 100 -> 109

--Total: 505

039: Jigglypuff

Type: Normal -> Normal/Fairy

Ability 1: Cute Charm

Ability 2: Magic Guard

Base Stats:

-Base HP: 115

-Base Atk: 45 -> 60

-Base Def: 20 -> 30

-Base SpAtk: 45 -> 60

-Base SpDef: 25 -> 35

-Base Spd: 20 -> 30

--Total: 270 -> 330

Learnset:

Level | Move

1 | Sing

3 | Defense Curl

5 | Pound

8 | Play Nice

11 | Disarming Voice

15 | Disable

18 | Double Slap

21 | Rollout

24 | Round

28 | Wake-Up Slap

32 | Rest

35 | Body Slam

37 | Mimic

40 | Gyro Ball

44 | Hyper Voice

47 | Play Rough

49 | Double-Edge

040: Wigglytuff

Type: Normal -> Normal/Fairy

Ability 1: Cute Charm

Ability 2: Competitive -> Magic Guard

Base Stats:

-Base HP: 145

-Base Atk: 70 -> 100

-Base Def: 45 -> 55

-Base SpAtk: 75 -> 100

-Base SpDef: 50 -> 60

-Base Spd: 45

--Total: 425 -> 500

184: Azumarill

Type: Water -> Water/Fairy

Ability 1: Huge Power

Base Stats:

-Base HP: 100 -> 120

-Base Atk: 50

-Base Def: 80

-Base SpAtk: 50 -> 90

-Base SpDef: 80

-Base Spd: 50

--Total: 410 -> 470

254: Sceptile

Type: Grass -> Grass/Dragon

Ability 1: Overgrow

Ability 2: Unburden

Base Stats:

-Base HP:

-Base Atk: 85 -> 105

-Base Def:

-Base SpAtk: 105

-Base SpDef: 85 -> 70

-Base Spd: 120

--Total: 530 -> 535

Learnset:

1: Dual Chop

1: Dragon Pulse

1: Leaf Storm

1:

302: Sableye

Ability 1: Keen Eye -> Prankster

Ability 2: Stall -> Magic Bounce

Base Stats:

-Base HP: 50

-Base Atk: 75 -> 85

-Base Def: 65 -> 125

-Base SpAtk: 65

-Base SpDef: 65 -> 115

-Base Spd: 50 -> 20

--Total: 370 -> 460

306: Aggron

Base Stats:

-Base HP: 70

-Base Atk: 110

-Base Def: 180

-Base SpDef: 60

XXX: Krookodile

Ability 1: Moxie

Ability 2: Intimidate

Base Stats:

-Base Spd: 92 -> 98

--Total: 509 -> 515

**New Moves**

Accelerock

-Type: Rock

-Category: Physical

-Makes contact? No

-Base Power: 50

-Accuracy: 100%

-PP: 20

-Target: Any adjacent Pokémon

-Side Effect: This move always goes first

Spirit Break

-Type: Fairy

-Category: Physical

-Makes contact? Yes

-Base Power: 70

-Accuracy: 100%

-PP: 15

-Target: Any adjacent pokemon

-Side Effect: Lowers the target’s SpAtk stat by 1.

**New Pokemon**

Charstar

Constcharstar

**TM List**

**NUM || NAME**           **|| TYPE**

01 || Acrobatics || Flying

02 || Aerial Ace || Flying

03 || Agility || Psychic

04 || Air Cutter || Flying

05 || Ancient Power || Rock

06 || Attract || Normal

07 || Aqua Tail || Water

08 || Avalanche || Ice

09 || Bind || Normal

10 || Blizzard || Ice

11 || Block || Normal

12 || Body Slam || Normal

13 || Bounce || Flying

14 || Brick Break || Fighting

15 || Bulldoze || Ground

16  || Bulk Up        || Fighting

17 || Bug Bite || Bug

0x || Bug Buzz || Bug

0x  || Calm Mind      || Psychic

0x || Charge Beam || Electric

0x || Counter || Fighting

0x || Confide || Normal

0x || Covet || Normal

0x  || Cut            || Grass

0x  || Dark Pulse     || Dark

0x  || Dazzling Gleam || Fairy

0x || Defog || Flying

0x  || Dive           || Water

0x || Dig || Ground

0x || Double Edge || Normal

0x || Double Team || Normal

0x || Dragon Claw || Dragon

0x || Dragon Pulse || Dragon

0x || Dragon Tail || Dragon

0x || Drain Punch || Fighting

0x || Dream Eater || Psychic

0x || Drill Run || Ground

0x || Dual Chop || Dragon

0x || Dynamic Punch || Fighting

0x || Earth Power || Ground

0x || Earthquake || Ground

0x || Echoed Voice || Normal

0x || Electro Ball || Electric

0x || Electroweb || Electric

0x || Embargo || Dark

0x || Endeavor || Normal

0x || Energy Ball || Grass

0x || Explosion || Normal

0x || Façade || Normal

0x || False Swipe || Normal

0x || Fire Blast || Fire

0x || Fire Punch || Fire

0x || Flamethrower || Fire

0x || Flame Charge || Fire

0x || Flash || Normal

0x || Flash Cannon || Steel

0x || Fling || Dark

0x  || Fly            || Flying

0x || Focus Blast || Fighting

0x || Focus Punch || Fighting

0x || Follow Me || Normal

0x || Foul Play || Dark

0x || Frost Breath || Ice

0x || Frustration || Normal

0x || Fury Cutter || Bug

0x || Gastro Acid || Poison

0x || Giga Drain || Grass

0x || Giga Impact || Normal

0x || Grass Knot || Grass

0x || Gravity || Psychic

0x || Gunk Shot || Poison

0x || Gyro Ball || Steel

0x || Hail || Ice

0x || Heal Bell || Fairy

0x || Heat Wave || Fire

0x || Helping Hand || Normal

0x || Hidden Power || Normal

0x  || Hone Claws     || Dark

0x || Hyper Beam || Normal

0x || Hyper Voice || Normal

0x || Ice Beam || Ice

0x || Ice Punch || Ice

0x || Icy Wind || Ice

0x || Incinerate || Fire

0x || Infestation || Bug

0x || Iron Defense || Steel

0x || Iron Head || Steel

0x || Iron Tail || Steel

0x || Knock Off || Dark

0x || Last Resort || Normal

0x || Light Screen || Psychic

0x || Low Kick || Fighting

0x || Low Sweep || Fighting

0x || Magic Coat || Fairy

0x || Magic Room || Fairy

0x || Magnet Rise || Electric

0x || Mega Kick || Fighting

0x || Mega Punch || Fighting

0x || Mud-Slap || Ground

0x || Ominous Wind || Ghost

0x || Outrage || Dragon

0x || Overheat || Fire

0x || Pain Split || Normal

0x || Payback || Dark

0x || Play Rough || Fairy

0x || Pluck || Flying

0x || Poison Jab || Poison

0x || Power-Up Punch || Fighting

0x || Protect || Normal

0x || Psych Up || Normal

0x || Psychic || Psychic

0x || Psyshock || Psychic

0x || Quash || Dark

0x || Rain Dance || Water

0x || Rapid Spin || Normal

0x || Recycle || Normal

0x || Reflect || Psychic

0x || Rest || Psychic

0x || Retaliate || Normal

0x || Return || Normal

0x || Roar || Normal

0x  || Rock Polish    || Rock

0x || Rock Slide || Rock

0x  || Rock Smash     || Fighting

0x || Rock Tomb || Rock

0x || Role Play || Psychic

0x || Rollout || Rock

0x || Roost || Flying

0x || Round || Normal

0x || Safeguard || Fairy

0x || Sandstorm || Rock

0x || Scald || Water

0x || Seed Bomb || Grass

0x || Seismic Toss || Fighting

0x || Shadow Ball || Ghost

0x || Shadow Claw || Ghost

0x || Shock Wave || Electric

0x || Signal Beam || Bug

0x || Skill Swap || Psychic

0x || Sky Attack || Flying

0x || Sky Drop || Flying

0x || Sleep Talk || Normal

0x || Sludge Bomb || Poison

0x || Sludge Wave || Poison

0x || Smack Down || Rock

0x || Snarl || Dark

0x || Snatch || Dark

0x || Steel Wing || Steel

0x || Snore || Normal

0x || SolarBeam || Grass

0x || Spikes || Ground

0x || Spite || Ghost

0x || Stealth Rock || Rock

0x || Stone Edge || Rock

0x  || Strength       || Normal

0x || Struggle Bug || Bug

0x || Substitute || Normal

0x || Sucker Punch || Dark

0x || Super Fang || Normal

0x || Sunny Day || Fire

0x || Superpower || Fighting

0x  || Surf           || Water

0x || Swagger || Normal

0x || Swift || Normal

0x || Swords Dance || Normal

0x || Synthesis || Grass

0x || Tail Wind || Flying

0x || Taunt || Dark

0x || Telekinesis || Psychic

0x || Thief || Dark

0x || Thunder || Electric

0x || Thunderbolt || Electric

0x || Thunder Punch || Electric

0x || Thunder Wave || Electric

0x || Torment || Dark

0x || Toxic || Poison

0x || Toxic Spikes || Poison

0x || Trick || Psychic

0x || Trick Room ||

0x || Twister || Dragon

0x || U-Turn || Bug

0x || Uproar || Normal

0x || Vacuum Wave || Fighting

0x || Venoshock || Poison

0x || Volt Switch || Electric

0x || Water Pulse || Water

0x  || Waterfall      || Water

0x || Whirlwind || Flying

0x || Wild Charge || Electric

0x || Will-O-Wisp || Fire

0x || Wonder Room || Psychic

0x  || Work Up        || Normal

0x || Worry Seed || Grass

0x || X-Scissor || Bug

0x || Zen Headbutt || Psychic