**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

**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

-If the Sleep Clause is active, a pokemon on the enemy team cannot be put to sleep if one of their other pokemon is already asleep (Pokemon using Rest will ignore this rule)

**Abilities**

Blaze

-Permanently increases the power of the Pokemon's Fire Type moves by 20%.

Overgrow

-Permanently increases the power of the Pokemon's Grass Type moves by 20%.

Torrent

-Permanently increases the power of the Pokemon's Water Type moves by 20%.

**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%

**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