**Kanto Pokémon**



**#003 Venusaur**

+ Level 32 – Giga Drain

+ Level 44 – Sludge Bomb

+ Level 71 – Frenzy Plant



**#006 Charizard**

+ Level 36 – Fire Punch

+ Level 41 – Dragon Dance

+ Level 46 – Dragon Claw

+ Level 52 – Belly Drum

+ Level 71 – Blast Burn



**#009 Blastoise (Water/Dark)**

+ Level 36 – Water Pulse

+ Level 38 – Metal Claw

+ Level 39 – Brick Break

+ Level 42 – Ice Punch

+ Level 45 – Crunch

+ Level 71 – Hydro Cannon



**#012 Butterfree**

+ Level 29 – Wing Attack

+ Level 45 – Psychic

**Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

60 45 50 80 80 70 385

70 65 70 -- -- -- 435



**#015 Beedrill**

+ Level 22 – Fury Cutter

+ Level 29 – Wing Attack

+ Level 44 – Silver Wind

+ Level 49 – Slash

+ Level 61 – Megahorn

**Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

65 80 40 45 80 75 385

-- -- 80 -- -- 85 435



**#018 Pidgeot**

+ Level 36 – Aerial Ace

+ Level 43 - Extremespeed

+ Level 52 – Drill Peck

**Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

83 80 75 70 70 91 469

-- 100 -- 81 80 -- 510



**#020 Raticate (Normal/Dark)**

+ Level 24 – Pursuit

+ Level 32 – Crunch

+ Level 44 – Thunderbolt

+ Level 47 – Flamethrower

+ Level 50 – Ice Beam

**Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

55 81 60 50 70 97 413

65 -- 72 75 -- -- 460



**#022 Fearow**

+Level 24 – Wing Attack

+ Level 32 – Aerial Ace

+ Level 37 – Bulk Up

**Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

65 90 65 61 61 100 442

-- 100 75 71 71 -- 482



**#024 Arbok**

+ Level 24 – Poison Tail

+ Level 34 – Body Slam

+ Level 42 – Sludge Bomb

+ Level 44 – Crunch

**Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

60 85 69 65 75 80 439

70 87 79 -- -- -- 460



**#026 Raichu**

+ Level 42 – Signal Beam

+ Level 60 - Volt Tackle



**#028 Sandslash**

+ Level 29 – Metal Claw

+ Level 31 – Dig

+ Level 38 – Rock Slide

+ Level 56 – Earthquake

**Stat Changes (Sandslash):**

**HP Attack Defence SP.Atk SP.Def Speed Total**

75 100 110 45 55 65 450

-- -- -- 55 65 -- 470



**#030 Nidorina**

+ Level 34 – Stomp



**#031 Nidoqueen**

+ Level 42 – Rock Slide

+ Level 50 – Thunderbolt

+ Level 54 – Earthquake

**Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

90 82 87 75 85 76 495

100 -- -- -- -- -- 505



**#033 Nidorino**

+ Level 34 – Stomp



**#034 Nidoking**

+ Level 42 – Sludge Bomb

+ Level 50 – Ice Beam

+ Level 54 – Earthquake

**Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

81 92 77 85 75 85 495

-- 102 -- -- -- -- 505



**#036 Clefable**

+ Level 45 – Dizzy Punch



**#038 Ninetales**

+ Level 39 – Wish

+ Level 47 – Fire Blast

+ Level 52 – Calm Mind



**#040 Wigglytuff**

+ Level 45 – Dizzy Punch



**#043 Oddish, #044 Gloom, #045 Vileplume, #182 Bellossom**

+ Level 20 – Mega Drain (Oddish)

+ Level 25 – Aromatherapy (Gloom)

+ Level 31 – Giga Drain (Gloom)

+ Level 38 – Moonlight (Vileplume)

+ Level 50 – Sunny Day (Bellossom)

+ Level 53 – Toxic (Vileplume)



**#046 Paras**

+ Level 12 - Absorb

+ Level 18 – Fury Cutter



**#047 Parasect**

+ Level 24 - Protect

+ Level 37 – Sludge Bomb

+ Level 47 – Leaf Blade

+ Level 54 – Silver Wind

**Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

60 95 80 60 80 30 405

75 -- -- 80 -- 65 475



**#049 Venomoth (Poison/Flying)**

+ Level 31 – Air Cutter

+ Level 38 – Sludge Bomb

+ Level 40 – Silver Wind

+ Level 43 – Wing Attack

**Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

70 65 60 90 75 90 450

-- -- 75 -- 90 -- 480



**#052 Meowth, #053 Persian**

+ Level 8 – Return (Meowth)

+ Level 21 – Charm (Meowth)

+ Level 44 – Thunderbolt (Persian)

+ Level 48 – Fake Out (Persian)

+ Level 55 – Hyper Beam (Persian)

**Stat Change:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

65 70 60 65 65 115 440

75 90 70 -- -- -- 480



**#054 Psyduck #055 Golduck (Water/Psychic)**

+ Level 21 – Water Gun (Psyduck)

+ Level 33 – Psybeam (Golduck)

+ Level 36 – Water Pulse (Golduck)

+ Level 47 – Calm Mind (Golduck)

+ Level 52 – Psychic (Golduck)



**#057 Primeape**

+ Level 32 – Bulk Up

+ Level 46 – Fire Punch

+ Level 46 – ThunderPunch

+ Level 46 – Ice Punch

+ Level 50 – Cross Chop  
+ Level 60 – Sky Uppercut

**Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

65 105 60 60 70 95 455

75 -- 75 70 80 -- 500



**#058 Growlithe**

+ Level 30 – Faint Attack



**#059 Arcanine**

+ Level 43 - Agility

+ Level 53 – Flamethrower

+ Level 60 – Fire Blast



**#061 Poliwhirl, #062 Poliwrath**

+ Level 33 – Water Pulse (Poliwhirl)

+ Level 38 – Ice Punch (Poliwrath)  
+ Level 56 – Dynamicpunch (Poliwrath)

+ Level 63 – Hydro Pump (Poliwrath)



**#063 Abra, #064 Kadabra, #065 Alakazam**

+ Level 1 - Confusion (Abra)

+ Level 8 – Tackle (Abra)

+ Level 12 – Teleport (Abra)  
+ Level 16 – Confuse Ray (Kadabra)

+ Level 48 – Extrasensory (Alakazam)

+ Level 55 – Fire Punch (Alakazam)

+ Level 55 – Ice Punch (Alakazam)

+ Level 55 – Thunderpunch (Alakazam)



**#066 Machop, #067 Machoke**

+ Level 16 – Bulk Up (Machop)

+ Level 38 – Reversal (Machoke)

+ Level 53 – Rock Slide (Machamp)

+ Level 55 – Swords Dance (Machamp)



**#069 Bellsprout, #070 Weepinbell, #071 Victreebel**

+ Level 9 - Sweet Kiss (Bellsprout)  
+ Level 13 - Lovely Kiss (Bellsprout)  
+ Level 26 – Razor Leaf (Weepinbell)

+ Level 27 – Aromatherapy (Weepinbell)

+ Level 40 – Leaf Blade (Victreebel)

+ Level 48 – Synthesis (Victreebel)

+ Level 52 – Crunch (Victreebel)

+ Level 54 – Petal Dance (Victreebel)

+ Level 60 – Toxic (Victreebel)

**Stat Changes (Victreebel):**

**HP Attack Defence SP.Atk SP.Def Speed Total**

80 105 65 100 60 70 480

-- -- -- -- 80 -- 500



**#073 Tentacruel**

+ Level 32 – Water Pulse

+ Level 40 – Sludge Bomb

+ Level 43 – Extrasensory

+ Level 51 – Psychic



**#075 Graveler, #076 Golem**

+ Level 25 – Taunt (Graveler)

+ Level 32 – Protect (Graveler)

+ Level 50 – Rock Slide (Golem)



**#077 Ponyta, #078 Rapidash**

+ Level 28 – Flame Wheel (Ponyta)

+ Level 42 - Flamethrower (Rapidash)

+ Level 48 – Morning Sun (Rapidash)

+ Level 53 – Mind Reader (Rapidash)

+ Level 56 – Horn Drill (Rapidash)



**#079 Slowpoke, #080 Slowbro, #199 Slowking**

+ Level 29 – Psybeam (Slowpoke)

+ Level 31 – Bubblebeam (Slowpoke)

+ Level 37 – Extrasensory (Slowbro)

+ Level 43 – Hypnosis (Slowking)



**#082 Magneton**

+ Level 38 – Thunderbolt

+ Level 41 – Iron Defence

+ Level 47 – Signal Beam

+ Level 57 – Thunder



**#083 Farfetch'd (Flying/Fighting)**

+ Level 28 – Swords Dance

+ Level 36 – Wing Attack

+ Level 43 - Leaf Blade

+ Level 49 – Reversal

**Stat Change:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

52 65 55 58 62 60 352

62 85 85 78 72 80 462



**#084 Doduo, #085 Dodrio**

+ Level 28 – Double Team (Doduo)

+ Level 43 – Swords Dance (Dodrio)

+ Level 48 – Hyper Beam (Dodrio)

+ Level 56 – Aerial Ace (Dodrio)

**Stat Change:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

60 110 70 60 60 100 460

90 120 -- -- -- -- 500



**#086 Seel, #087 Dewgong**

+ Level 32 – Bubblebeam (Seel)

+ Level 39 – Sleep Talk (Dewgong)

+ Level 48 – Signal Beam (Dewgong)

+ Level 56 – Blizzard (Dewgong)

**Stat Changes (Dewgong):**

**HP Attack Defence SP.Atk SP.Def Speed Total**

90 70 80 70 95 70 475

-- -- 95 -- -- -- 490



**#088 Grimer, #089 Muk**

+ Level 22 – Scary Face (Grimer)

+ Level 44 – Toxic (Muk)



**#090 Shellder, #091 Cloyster**

+ Level 14 – Water Gun (Shellder)

+ Level 31 – BubbleBeam (Shellder)

+ Level 43 – Ice Beam (Cloyster)

+ Level 52 – Calm Mind (Cloyster)

+ Level 55 – Hydro Cannon (Cloyster)

+ Level 60 – Blizzard (Cloyster)

+ Level 70 – Sheer Cold (Cloyster)



**#092 Gastly, #093 Haunter, #094 Gengar**

+ Level 24 – Double Team (Gastly)

+ Level 36 – Faint Attack (Haunter)

+ Level 44 – Hypnosis (Gengar)

+ Level 48 – Dream Eater (Gengar)

+ Level 56 – Extrasensory (Gengar)

+ Level 60 – Thunderbolt (Gengar)

+ Level 62 – Cosmic Power (Gengar)



**#095 Onix, #208 Steelix**

+ Level 27 – Magnitude (Onix)

+ Level 36 – Rock Slide (Onix)

+ Level 48 – Sand Tomb (Steelix)

+ Level 55 – Iron Defence (Steelix)

+ Level 61 – Earthquake (Steelix)



**#096 Drowzee, #097 Hypno**

+ Level 24 – Psybeam (Drowzee)

+ Level 50 – Hypnosis (Hypno)

+ Level 53 – Dream Eater (Hypno)

+ Level 60 – Extrasensory (Hypno)



**#098 Krabby, #099 Kingler**

+ Level 26 – Bubblebeam (Krabby)

+ Level 34 – Water Pulse (Kingler)

+ Level 42 – Mind Reader (Kingler)

+ Level 44 – Protect (Kingler)  
+ Level 46 – Brick Break (Kingler)

+ Level 50 – Swords Dance (Kingler)

+ Level 54 – Slash (Kingler)

+ Level 62 – Crunch (Kingler)

**Stat Change:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

55 130 115 50 50 75 475

65 145 125 -- -- -- 510



**#100 Voltorb, #101 Electrode**

+ Level 23 – Scary Face (Voltorb)

+ Level 30 – Shock Wave (Electrode)

+ Level 32 – Protect (Electrode)

+ Level 41 – Thunderbolt (Electrode)

+ Level 46 – Signal Beam (Electrode)

+ Level 60 – Thunder (Electrode)

**Stat Change:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

60 50 70 80 80 140 480

70 -- 80 90 -- -- 510



**#102 Exeggcute, #103 Exeggutor**

+ Level 1 – PoisonPowder (Exeggcute)

+ Level 11 – Absorb (Exeggcute)

+ Level 26 – Mega Drain (Exeggcute)

+ Level 34 – Psybeam (Exeggcute)

+ Level 40 – Softboiled (Exeggutor)

+ Level 44 – Egg Bomb (Exeggutor)

+ Level 46 – Giga Drain (Exeggutor)

+ Level 51 – Psychic (Exeggutor)

+ Level 54 – Hypnosis (Exeggutor)

+ Level 56 – Calm Mind (Exeggutor)

+ Level 63 – Leaf Blade (Exeggutor)

 

**#104 Cubone, #105 Marowak**

+ Level 19 – Magnitude (Cubone)

+ Level 23 – Rock Throw (Cubone)

+ Level 27 – Protect (Cubone)

+ Level 41 – Rock Slide (Marowak)

+ Level 49 – Earthquake (Marowak)

+ Level 55 – Swords Dance (Marowak)

**Stat Change:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

60 80 110 50 80 45 425

80 100 105 60 72 55 480



**#106 Hitmonlee, #107 Hitmonchan, #236 Tyrogue, #237 Hitmomtop**

+ Level 1 – Tackle (Tyrogue)

+ Level 9 – Karate Chop (Tyrogue)

+ Level 14 – Bulk Up (Tyrogue)

+ Level 17 – Fake Out (Tyrogue)

+ Level 21 – Vital Throw (Tyrogue)

+ Level 26 – Scary Face (Tyrogue)

+ Level 30 – Brick Break (Tyrogue)

+ Level 32 – Mach Punch (Hitmonchan), Triple Kick (Hitmontop)

+ Level 34 – Dig (Hitmontop)

+ Level 35 – Fire Punch, Ice Punch & Thunderpunch (Hitmonchan)

+ Level 36 – Jump Kick (Hitmonlee)

+ Level 39 – Foresight (Hitmonlee)

+ Level 40 – Counter (Hitmontop)

+ Level 41 – Sky Uppercut (Hitmonchan)

+ Level 42 – Rolling Kick (Hitmontop)

+ Level 43 – Protect (Hitmonlee)

+ Level 46 – Endeavour (Hitmontop)

+ Level 47 – Block (Hitmonchan)

+ Level 51 – SuperPower (Hitmontop)

+ Level 53 – Hi Jump Kick (Hitmontop)

+ Level 54 – Reversal (Hitmonlee)

+ Level 57 – Revenge (Hitmontop)

**Stat Changes (Hitmonlee):**

**HP Attack Defence SP.Atk SP.Def Speed Total**

50 120 53 35 110 87 455

75 140 -- 65 -- -- 530

**Stat Changes (Hitmonchan):**

**HP Attack Defence SP.Atk SP.Def Speed Total**

50 105 79 35 110 76 455

75 -- 125 45 100 80 530

**Stat Changes (Hitmontop):**

**HP Attack Defence SP.Atk SP.Def Speed Total**

50 95 95 35 110 70 455

75 110 110 55 -- -- 530



**#108 Lickitung**

+ Level 36 – AncientPower

+ Level 38 – Rollout

+ Level 55 – Body Slam



**#109 Koffing, #110 Weezing**

+ Level 14 – Ember (Koffing)

+ Level 40 – Sludge Bomb (Weezing)

+ Level 50 – Toxic (Weezing)

+ Level 55 – Flamethrower (Weezing)



**#111 Rhyhorn, #112 Rhydon (Ground/Steel – Both)**

+ Level 21 – Magnitude (Rhyhorn)

+ Level 27 – Rollout (Rhyhorn)

+ Level 44 – Rock Slide (Rhydon)

+ Level 52 – Iron Tail (Rhydon)

+ Level 63 – Iron Defence (Rhydon)



**#113 Chansey, #242 Blissey**

+ Level 19 – Dizzy Punch(Chansey)

+ Level 26 – Faint Attack (Chansey)  
+ Level 32 – Body Slam (Chansey)

+ Level 38 – Wish (Chansey)

+ Level 48 – Thunderpunch (Blissey)

+ Level 50 – Ice Punch (Blissey)

+ Level 52 – Fire Punch (Blissey)



**#114 Tangela**

+ Level 43 – Giga Drain

+ Level 55 – Leaf Blade

**Stat Change:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

65 55 115 100 40 60 435

75 -- -- -- 75 -- 480



**#115 Kangaskhan**

+ Level 41 – Stomp

+ Level 53 – Cross Chop

+ Level 58 – Thrash

**Stat Change:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

105 95 80 40 80 90 490

-- -- -- 60 -- -- 510



**#116 Horsea, #117 Seadra, #230 Kingdra**

+ Level 19 – Icy Wind (Horsea)

+ Level 32 – Bubblebeam (Seadra)

+ Level 36 – Dragon Rage (Seadra)

+ Level 47 – Outrage (Kingdra)



**#118 Goldeen, #119 Seaking**

+ Level 16 – Water Gun (Goldeen)

+ Level 33 – Water Pulse (Seaking)

+ Level 40 – Psychic (Seaking)

+ Level 55 – Hydro Pump (Seaking)

+ Level 64 – Megahorn (Seaking)

**Stat Change:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

80 92 65 65 80 68 450

90 102 -- 75 -- -- 480



**#120 Staryu, #121 Starmie**

+ Level 21 – Confuse Ray (Staryu)

+ Level 22 – Confusion (Staryu)

+ Level 30 – Psybeam (Staryu)

+ Level 42 – Water Pulse (Starmie)

+ Level 49 – Psychic (Starmie)

+ Level 52 – Cosmic Power (Starmie)

+ Level 54 – Hydro Pump (Starmie)

+ Level 58 – Light Screen (Starmie)



**#123 Scyther, #212 Scizor**

+ Level 25 – Fury Cutter (Scyther)

+ Level 34 – Silver Wind (Scyther)

+ Level 50 – Steel Wing (Scizor)

+ Level 55 – Crush Claw (Scizor)

+ Level 66 – Meteor Mash (Scizor)



**#238 Smoochum, #124 Jynx (Ice/Ghost – Jynx)**

+ Level 23 – Lovely Kiss (Smoochum)

+ Level 26 – Icy Wind (Smoochum)

+ Level 29 – Attract (Smoochum)

+ Level 32 – Psybeam (Jynx)

+ Level 33 – Shadow Punch (Jynx)

+ Level 43 – Ice Beam (Jynx)

+ Level 44 – Psychic (Jynx)

+ Level 47 – Shadow Ball (Jynx)

+ Level 54 – Calm Mind (Jynx)

**Stat Change:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

65 50 35 115 95 95 455

-- 60 65 -- -- -- 495



**#125 Electabuzz**

+ Level 34 – Shock Wave

+ Level 53 - Extremespeed



**#127 Pinsir (Bug/Dark**

+ Level 36 – Silver Wind

+ Level 45 – Crunch

+ Level 47 – Metal Claw

+ Level 58 – Hyper Beam



**#128 Tauros**  
+ Level 36 – Stomp

+ Level 39 – Bulk Up

+ Level 46 – Ice Beam

**Stat Change (Tauros):**

**HP Attack Defence SP.Atk SP.Def Speed Total**

75 100 95 40 70 110 490

85 -- -- -- -- 120 510

**#129 Magikarp, #130 Gyarados (Water/Dragon)**

+ Level 1 – Water Gun (Magikarp)

+ Level 10 - Tackle (Magikarp)

+ Level 15 - Flail (Magikarp)

+ Level 48 - Outrage (Gyarados only)



**#131 Lapras**

+ Level 35 – Water Pulse

+ Level 51 – Blizzard



**#133 Eevee, #134 Vaporeon, #135 Jolteon, #136 Flareon, #196 Espeon, #197 Umbreon**

+ Level 10 – Return (Eevee)

+ Level 16 – Covet (Eevee)

+ Level 25 – Wish (Eevee)

+ Level 35 – Psybeam (Espeon), Faint Attack (Umbreon)

+ Level 36 – Shock Wave (Jolteon), Bubblebeam (Vaporeon), Flame Wheel (Flareon)

+ Level 41 – Pin Missle (Jolteopn), Fire Spin (Flareon), Aurora Beam (Vaporeon)

+ Level 49 – Thunderbolt (Jolteon), Flamethrower (Flareon), Ice Beam (Vaporeon)

+ Level 50 – Psychic (Espeon), Crunch (Umbreon)

+ Level 58 – Thunder (Jolteon), Fire Blast (Flareon), Hydro Pump (Vaporeon)



**#137 Porygon, #233 Porygon2 (Normal/Psychic – Both)**

+ Level 28 – Calm Mind (Porygon)

+ Level 38 - Psychic (Porygon)

+ Level 52 – Cosmic Power (Porygon2)

+ Level 57 – Extrasensory (Porygon2)



**#138 Omanyte, #139 Omastar**

+ Level 23 – Mega Drain (Omanyte)

+ Level 34 – Water Pulse (Omastar)

+ Level 42 – Giga Drain (Omastar)

+ Level 44 – Silver Wind (Omastar)

+ Level 50 – Rock Slide (Omastar)

+ Level 60 – Earthquake (Omastar)



**#140 Kabuto, #141 Kabutops**

+ Level 21 – Ingrain (Kabuto)

+ Level 23 – Water Gun (Kabuto)

+ Level 27 – Mega Drain (Kabuto)

+ Level 34 – Glare (Kabutops)

+ Level 39 – Water Pulse (Kabutops)

+ Level 42 – Giga Drain (Kabutops)

+ Level 49 – Rock Slide (Kabutops)

+ Level 58 – Swords Dance (Kabutops)



**#142 Aerodactyl**

+ Level 46 – Rock Slide



**#147 Dratini, #148 Dragonair, #149 Dragonite**

+ Level 18 – Water Gun (Dratini)

+ Level 43 – Dragon Dance (Dragonair)

+ Level 60 – ExtremeSpeed (Dragonite)

+ Level 65 – Earthquake (Dragonite)

**Johto Pokémon**



**#153 Bayleef, #154 Meganium**

+ Level 27 – Sleep Powder (Bayleef)

+ Level 32 – Giga Drain (Meganium)

+ Level 38 – Grasswhistle (Meganium)

+ Level 40 – Sludge Bomb (Meganium)

+ Level 46 – Petal Dance (Meganium)

+ Level 65 – Frenzy Plant (Meganium)



**#156 Quilava, #157 Typhlosion**

+ Level 25 – Slam (Quilava)

+ Level 36 – Fire Punch (Typhlosion)

+ Level 40 – Brick Break (Typhlosion)

+ Level 46 – Flamethrower (Typhlosion)

+ Level 65 – Blast Burn (Typhlosion)



**#159 Croconaw, #160 Feraligatr (Water/Dark)**

+ Level 26 – Faint Attack (Croconaw)

+ Level 30 – Water Pulse (Feraligatr)

+ Level 36 – Ice Punch (Feraligatr)

+ Level 43 – Crunch (Feraligatr)

+ Level 65 – Hydro Cannon (Feraligatr)



**#161 Sentret, #162 Furret**

+ Level 15 - Dizzy Punch (Sentret)

+ Level 20 – Covet (Sentret)

+ Level 38 – Slash (Furret)

+ Level 42 – Extremespeed (Furret)

+ Level 44 – Calm Mind (Furret)

+ Level 46 – Ice Beam (Furret)

**Stat Change (Furret):**

**HP Attack Defence SP.Atk SP.Def Speed Total**

85 76 64 45 55 90 415

-- -- 74 65 75 -- 465



**#163 Hoothoot, #164 Noctowl (Flying/Psychic – Noctowl)**

+ Level 13 – Confusion (Hoothoot)

+ Level 20 – Wing Attack (Noctowl)

+ Level 28 – Psybeam (Noctowl)

+ Level 38 – Psychic (Noctowl)

+ Level 45 – Calm Mind (Noctowl)

+ Level 53 – Extrasensory (Noctowl)



**#165 Ledyba, #166 Ledian**

+ Level 1 – Ice Punch (Ledian)

+ Level 1 – Fire Punch (Ledian)

+ Level 1 – Thunderpunch (Ledian)

+ Level 12 – Fury Cutter (Ledyba)

+ Level 18 – Gust (Ledyba)

+ Level 25 – Air Cutter (Ledyba)

+ Level 30 – Silver Wind (Ledyba)

+ Level 36 – Aerial Ace (Ledian)

+ Level 46 – Psychic (Ledian)

+ Level 54 – Sky Uppercut (Ledian)

+ Level 58 – Swords Dance (Ledian)

**Stat Change (Ledian):**

**HP Attack Defence SP.Atk SP.Def Speed Total**

55 35 50 55 110 85 390

-- 65 90 65 -- 95 480



**#167 Spinarak, #168 Ariados**

+ Level 14 – Confusion (Spinarak)

+ Level 21 – Twineedle (Spinarak)

+ Level 24 – Mega Drain (Spinarak)

+ Level 32 – Psybeam (Ariados)

+ Level 35 – Giga Drain (Ariados)

+ Level 38 – Signal Beam (Ariados)

+ Level 41 – Sludge Bomb (Ariados)

+ Level 44 – Tail Glow (Ariados)

+ Level 47 – Slash (Ariados)

+ Level 55 – Psychic (Ariados)

+ Level 59 – Extrasensory (Ariados)

**Stat Change (Ariados)**

**HP Attack Defence SP.Atk SP.Def Speed Total**

70 90 70 60 60 40 390

-- -- 80 95 80 65 480



**#169 Crobat**

+ Level 47 – Double Team

+ Level 52 – Sludge Bomb

+ Level 58 – Razor Wind



**#170 Chinchou, #171 Lanturn**

+ Level 23 – Confuse Ray (Chinchou)

+ Level 26 – Bubblebeam (Chinchou)

+ Level 29 – Rain Dance (Lanturn)

+ Level 31 – Water Pulse (Lanturn)

+ Level 35 – Shock Wave (Lanturn)

+ Level 39 – Charge (Lanturn)

+ Level 41 – Tail Glow (Lanturn)

+ Level 46 – Signal Beam (Lanturn)

+ Level 48 – Thunderbolt (Lanturn)

+ Level 55 – Thunder (Lanturn)

**Stat Changes (Lanturn):**

**HP Attack Defence SP.Atk SP.Def Speed Total**

125 58 58 76 76 67 460

-- -- 78 -- -- -- 480



**#175 Togepi, #176 Togetic**

+ Level 16 – Lovely Kiss (Togepi)

+ Level 24 – Covet (Togepi)

+ Level 40 – Aerial Ace (Togetic)

+ Level 43 – Magical Leaf (Togetic)

+ Level 45 – Ice Beam (Togetic)

+ Level 48 – Calm Mind (Togetic)

+ Level 52 – Psychic (Togetic)



**#177 Natu, #178 Xatu**

+ Level 22 – Air Cutter (Natu)

+ Level 15 – Confusion (Natu)

+ Level 25 – Confuse Ray (Natu)

+ Level 32 – Psybeam (Xatu)

+ Level 38 – Cosmic Power (Xatu)

+ Level 40 – Aerial Ace (Xatu)

+ Level 44 – Psychic (Xatu)

+ Level 47 – Hypnosis (Xatu)

+ Level 50 – Drill Peck (Xatu)

+ Level 54 – Extrasensory (Xatu)

**Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

65 75 70 95 70 95 470

-- 85 90 -- -- -- 500



**#179 Mareep, #180 Flaaffy, #181 Ampharos**

+ Level 13 – Covet (Mareep)

+ Level 25 – Tail Glow (Flaaffy)

+ Level 38 – Signal Beam (Ampharos)

+ Level 45 – Thunderbolt (Ampharos)



**#298 Azurill, #183 Marill, #184 Azumarill**

+ Level 8 – Tackle (Azurill)

+ Level 18 – Covet (Marill)

+ Level 30 – Water Pulse (Azumarill)

**Stat Changes (Azumarill):**

**HP Attack Defence SP.Atk SP.Def Speed Total**

100 50 80 50 80 50 410

-- 80 -- 80 -- 60 480

**#185 Sudowoodo**

+ Level 39 - Earthquake

+ Level 46 – Sky Uppercut

**Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

70 100 115 30 65 30 410

75 -- -- 55 80 55 480



**#187 Hoppip, #188 Skiploom, #189 Jumpluff**

+ Level 1 – Return (Hoppip)

+ Level 7 – Razor Leaf (Hoppip)

+ Level 12 – Absorb (Hoppip)

+ Level 24 – Mega Drain (Skiploom)

+ Level 26 – Air Cutter (Skiploom)

+ Level 31 – Aromatherapy (Jumpluff)

+ Level 35 – Giga Drain (Jumpluff)

+ Level 44 – Petal Dance (Jumpluff)

+ Level 50 – Razor Wind (Jumpluff)

**Stat Changes (Jumpluff):**

**HP Attack Defence SP.Atk SP.Def Speed Total**

75 55 70 55 85 110 450

85 65 -- 75 -- -- 490



**#190 Aipom**

+ Level 46 – Slash



**#191 Sunkern, #192 Sunflora**

+ Level 20 – Leech Seed (Sunkern)

+ Level 46 – Leaf Blade (Sunflora)

+ Level 52 – Giga Drain (Sunflora)

**Stat Changes (Sunkern)**

**HP Attack Defence SP.Atk SP.Def Speed Total**

30 30 30 30 30 30 180

55 55 55 55 55 55 330

**Stat Changes (Sunflora)**

**HP Attack Defence SP.Atk SP.Def Speed Total**

75 75 55 105 85 30 425

105 95 -- -- -- 50 495



**#193 Yanma**

+ Level 22 – Silver Wind

+ Level 37 – Slash

+ Level 46 – Signal Beam

**Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

65 65 45 75 45 95 395

75 75 65 -- 65 -- 450



**#194 Wooper, #195 Quagsire**

+ Level 13 – Teeter Dance (Wooper)

+ Level 33 – Muddy Water (Quagsire)

+ Level 45 – Water Pulse – (Quagsire)

+ Level 56 – Hydro Pump (Quagsire)



**#198 Murkrow**

+ Level 24 – Wing Attack

+ Level 30 – Shadow Ball

+ Level 42 – Crunch

+ Level 48 – Drill Peck

**Stat Changes (Murkrow):**

**HP Attack Defence SP.Atk SP.Def Speed Total**

60 85 42 85 42 91 405

70 105 72 -- -- -- 465



**#200 Misdreavus**

+ Level 28 – Hypnosis

+ Level 34 – Calm Mind

+ Level 39 – Shadow Ball

+ Level 45 – Psychic **Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

60 60 60 85 85 85 435

-- -- -- 115 115 -- 495



**#360 Wynaut, #202 Wobbuffet**

+ Level 10 – Confusion (Wynaut)

+ Level 35 – Psychic (Wobbuffet)



**#203 Girafarig**

+ Level 29 – Psybeam

+ Level 41 – Tail Glow

+ Level 43 - Psychic

+ Level 46 – Signal Beam

**Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

70 80 65 90 65 85 455

-- 90 75 -- 75 -- 485



**#204 Pineco, #205 Forretress**

+ Level 18 – Headbutt (Pineco)

+ Level 31 – Silver Wind (Forretress)  
+ Level 33 – Rollout (Forretress)

+ Level 34 – Clamp (Forretress)

+ Level 42 – Iron Defence (Forretress)

+ Level 45 – Hyper Beam (Forretress)

+ Level 51 – Swords Dance (Forretress)

**Stat Changes (Forretress):**

**HP Attack Defence SP.Atk SP.Def Speed Total**

75 90 140 60 60 40 465

-- -- -- 70 80 -- 495



**#206 Dunsparce**

+ Level 45 - Crunch



**#207 Gligar**

+ Level 06 – Lick

+ Level 37 – Sludge Bomb

+ Level 48 – Earthquake



**#209 Snubbull, #210 Granbull (Normal/Dark)**

+ Level 16 – Covet (Snubbull)

+ Level 39 – Thunderpunch (Granbull)

+ Level 43 – Faint Attack (Granbull)

+ Level 51 – Flamethrower (Granbull)

**Stat Changes (Granbull):**

**HP Attack Defence SP.Atk SP.Def Speed Total**

90 120 75 60 60 45 450

-- -- -- 70 70 55 480



**#211 Qwilfish**

+ Level 10 – Water Gun

+ Level 34 – Bubblebeam

+ Level 44 – Sludge Bomb

+ Level 51 – Spike Cannon

**Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

65 95 75 55 55 85 430

-- - 90 70 65 -- 470



**#213 Shuckle**

+ Level 34 – Dig



**#214 Heracross**

+ Level 34 – Silver Wind



**#215 Sneasel**

+ Level 35 – Icy Wind

+ Level 38 – Crunch

+ Level 41 – Ice Punch

+ Level 53 – Ice Beam



**#217 Ursaring**

+ Level 52 – Crush Claw



**#218 Slugma, #219 Magcargo**

+ Level 25 – Flame Wheel (Slugma)

+ Level 38 – Iron Defence (Magcargo)

+ Level 43 – Protect (Magcargo)

+ Level 53 – Earthquake (Magcargo)

**Stat Changes (Magcargo):**

**HP Attack Defence SP.Atk SP.Def Speed Total**

50 50 120 80 80 30 410

70 60 -- -- 100 -- 460



**#220 Swinub, #221 Piloswine**

+ Level 18 – Dig (Swinub)

+ Level 33 – Icy Wind (Piloswine)

+ Level 45 – Ice Beam (Piloswine)

+ Level 51 – Earthquake (Piloswine)

+ Level 62 – Rock Slide (Piloswine)

**Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

100 100 80 60 60 50 450

-- 80 -- 75 75 -- 480



**#222 Corsola**

+ Level 15 – Rock Throw

+ Level 31 – Water Pulse

+ Level 41 – Iron Defence

+ Level 43 – Rock Slide

+ Level 49 – Earthquake

+ Level 53 – Hydro Pump

+ Level 62 – Ice Beam

**Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

55 55 85 65 85 35 380

85 70 -- 75 105 -- 455



**#223 Remoraid, #224 Octillery (Water/Psychic – Both)**

+ Level 16 – Hypnosis (Remoraid)

+ Level 44 – Psychic (Octillery)

+ Level 55 – Calm Mind (Octillery)

+ Level 60 – Hydro Pump (Octillery)



**#225 Delibird**

+ Level 7 – Peck

+ Level 10 – Icy Wind

+ Level 21 – Wing Attack

+ Level 27 – Powder Snow

+ Level 34 – Aerial Ace

+ Level 39 – Double Team

+ Level 41 – Ice Beam

+ Level 55 – Blizzard

**Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

45 55 45 65 45 75 330

75 75 75 75 75 -- 450



**#227 Skarmory**

+ Level 36 – Drill Peck

+ Level 45 – Iron Defence

+ Level 49 – Razor Wind **Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

65 80 140 40 70 70 465

-- -- 150 -- 80 -- 485



**#228 Houndour, #229 Houndoom**

+ Level 22 – Fire Spin (Houndour)

+ Level 63 – Fire Blast (Houndoom)



**#231 Phanpy, #232 Donphan (Ground/Steel – Donphan)**

+ Level 16 – Rock Throw (Phanpy)

+ Level 22 – Endure (Phanpy)

+ Level 38 – Iron Defence (Donphan)

+ Level 44 – Iron Tail (Donphan)

+ Level 52 – Rock Slide (Donphan) **Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

90 120 120 60 60 50 500

-- -- -- -- 80 -- 520



**#234 Stantler (Normal/Psychic)**

+ Level 34 – Psybeam

+ Level 43 – Psychic

+ Level 45 – Aerial Ace

+ Level 55 – Hyper Beam

**Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

73 95 62 85 65 85 465

-- -- 72 -- 80 -- 490



**#241 Miltank**

+ Level 30 – Attract

+ Level 48 – Heal Bell

+ Level 55 – Earthquake

**Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

95 80 105 40 70 100 490

105 -- -- -- -- -- 500

**Hoenn Pokémon**



**#254 Sceptile**

+ Level 38 – Giga Drain

+ Level 40 – Crunch

+ Level 48 – Slash

+ Level 55 – Solarbeam

+ Level 80 – Plant Frenzy



**#257 Blaziken**

+ Level 38 – Fire Punch

+ Level 40 – Flamethrower

+ Level 55 – Fire Blast

+ Level 58 – Hi Jump Kick

+ Level 64 – Sky Uppercut

+ Level 80 – Blast Burn



**#260 Swampert**

+ Level 38 – Water Pulse

+ Level 40 – Rain Dance

+ Level 42 – Muddy Water

+ Level 55 – Hydro Pump

+ Level 80 – Hydro Cannon



**#262 Mightyena**

+ Level 32 – Faint Attack (Mightyena)

+ Level 38 – Slash (Mightyena)

**Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

70 90 70 60 60 70 420

80 100 90 -- -- -- 460



**#263 Zigzagoon, #264 Linoone**

+ Level 11 – Charm (Zigzagoon)

+ Level 38 – Meterone (Linoone)

+ Level 44 – Extremespeed (Linoone) **Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

78 70 61 50 61 100 420

88 90 -- 60 -- -- 460



**#267 Beautifly, #269 Dustox**

+ Level 27 – Wing Attack (Beautifly), Air Cutter (Dustox)

+ Level 42 – Psychic (Beautifly), Sludge Bomb (Dustox)



**#270 Lotad, #271 Lombre, #272 Ludicolo**

+ Level 3 – Tackle (Lotad)

+ Level 7 – Water Gun (Lotad)

+ Level 18 – Bubblebeam (Lombre)

+ Level 27 – Rain Dance (Lombre)

+ Level 36 – Giga Drain (Ludicolo)

+ Level 40 – Teeter Dance (Ludicolo)

+ Level 48 – Hydro Pump (Ludicolo)

+ Level 54 – Solarbeam (Ludicolo)



**#273 Seedot, #274 Nuzleaf, #275 Shiftry**  
+ Level 3 – Tackle (Seedot)

+ Level 7 – Absorb (Seedot)

+ Level 18 – Razor Leaf (Nuzleaf)

+ Level 27 – Mega Drain (Nuzleaf)

+ Level 40 – Crunch (Shiftry)

+ Level 44 – Synthesis (Shiftry)

+ Level 58 – Giga Drain (Shiftry)

+ Level 54 – Leaf Blade (Shiftry)



**#276 Taillow, #277 Swellow**

+ Level 16 – Agility (Taillow)

+ Level 28 – Extremespeed (Swellow)

+ Level 32 – Bulk Up (Swellow)  
+ Level 36 – Facade (Swellow)

+ Level 39 – Drill Peck (Swellow)

+ Level 43 – Endeavour (Swellow)

+ Level 46 – Slash (Swellow)

+ Level 50 – Aerial Ace (Swellow)

**Stat Changes (Swellow)**

**HP Attack Defence SP.Atk SP.Def Speed Total**

60 85 60 50 50 120 430

75 100 85 -- 70 -- 490



**#278 Wingull, #279 Pelipper**

+ Level 11 – Haze (Wingull)

+ Level 40 – Water Pulse (Pelipper)

+ Level 48 – Aerial Ace (Pelipper)

**Stat Changes (Pelipper):**

**HP Attack Defence SP.Atk SP.Def Speed Total**

60 50 100 85 70 65 430

70 60 110 90 80 -- 475



**#280 Ralts, #281 Kirlia, #282 Gardevoir,**

+ Level 1 – Tackle (Ralts)

+ Level 24 – Hypnosis (Kirlia)

+ Level 38 – Thunderbolt (Gardevoir)

+ Level 41 – Kinesis (Gardevoir)

+ Level 46 – Trick (Gardevoir)

+ Level 51 – Extrasensory (Gardevoir)



**#283 Surskit, #284 Masquerain (Water/Flying)**

+ Level 24 – Bubblebeam (Surskit)

+ Level 34 – Wing Attack (Masquerain)

+ Level 37 – Water Pulse (Masquerain)

+ Level 55 – Hydro Pump (Masquerain)

**Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

70 60 62 80 82 60 414

69 68 82 91 84 70 464



**#285 Shroomish, #286 Breloom**

+ Level 13 – Spore (Shroomish)

+ Level 41 – Giga Drain (Breloom)

+ Level 48 – Swords Dance (Breloom)

+ Level 62 – Cross Chop (Breloom)

**Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

60 130 80 60 60 70 460

-- -- -- -- 80 -- 480



**#288 Vigoroth, #289 Slaking**

+ Level 34 – Belly Drum (Vigoroth)

+ Level 40 – Mega Punch (Slaking)

+ Level 49 – Skull Bash (Slaking)

+ Level 55 – Earthquake (Slaking)



**#290 Nincada, #291 Ninjask, #292 Shedinja**

+ Level 12 – Sand Tomb (Nincada)

+ Level 28 – Wing Attack (Ninjask)

+ Level 33 – Headbutt (Ninjask)

+ Level 36 – Silver Wind (Ninjask), Psychic (Shedinja)

**Stat Changes (Ninjask)**

**HP Attack Defence SP.Atk SP.Def Speed Total**

61 90 45 50 50 160 456

71 100 54 53 57 -- 495

**Stat Changes (Shedinja)**

**HP Attack Defence SP.Atk SP.Def Speed Total**

1 90 45 30 30 40 236

-- -- 85 85 85 85 431



**#294 Loudred, #295 Exploud**

+ Level 26 – Bite (Loudred)

+ Level 39 – Headbutt (Exploud)

+ Level 44 – Crunch (Exploud)

+ Level 50 – Swords Dance (Exploud)



**#297 Hariyama**

+ Level 30 – Brick Break

+ Level 46 – Thunderpunch

+ Level 48 – Ice Punch

+ Level 50 – Fire Punch

+ Level 58 – Cross Chop

+ Level 62 – Earthquake



**#299 Nosepass**

+ Level 40 – Iron Defence

+ Level 50 – Earthquake

**Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

30 45 135 45 90 30 375

60 65 -- -- 110 -- 445



**#300 Skitty, #301 Delcatty**

+ Level 8 – Return (Skitty)

+ Level 18 – Covet (Skitty)

+ Level 22 – Pay Day (Skitty)

+ Level 44 – Ice Beam (Delcatty)

+ Level 53 – Attract (Delcatty)

+ Level 61 – Hyper Beam (Delcatty)

**Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

70 65 65 55 55 70 380

100 85 75 76 65 79 480



**#302 Sableye**

+ Level 36 – Recover

+ Level 51 – Will-O-Wisp **Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

50 75 75 65 65 50 380

-- 90 90 125 75 -- 480



**#303 Mawile**

+ Level 40 – Metal Claw **Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

50 85 85 55 55 50 380

-- 90 90 75 125 -- 480



**#304 Aron, #305 Lairon, #306 Aggron**

+ Level 15 – Rock Throw (Aron)

+ Level 27 – Dig – (Lairon)

+ Level 46 – Rock Slide (Aggron)

+ Level 53 – Swords Dance (Aggron)

+ Level 57 – Earthquake (Aggron)



**#307 Meditite, #308 Medicham**

+ Level 30 – Psybeam (Meditite)  
+ Level 42 – Psychic (Medicham)

+ Level 50 – Cross Chop (Medicham)

+ Level 55 – Bounce (Medicham)



**#309 Electrike, #310 Manectric**

+ Level 11 – Thundershock (Electrike)

+ Level 35 – Protect (Manectric)

+ Level 42 – Thunderbolt (Manectric)

+ Level 45 – Tail Glow (Manectric)

+ Level 49 – Crunch (Manectric)

+ Level 58 – Thunder (Manectric)

**Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

70 75 60 105 60 105 475

-- -- -- -- 85 -- 500



**#311 Plusle, #312 Minun**

+ Level 30 – Thunderbolt (Plusle & Minun)

**Stat Changes (Plusle)**

**HP Attack Defence SP.Atk SP.Def Speed Total**

60 50 40 85 75 95 405

-- 70 70 -- -- -- 455

**Stat Changes (Minun)**

**HP Attack Defence SP.Atk SP.Def Speed Total**

60 40 50 75 85 95 405

-- 80 60 -- --- -- 455



**#313 Volbeat, #314 Illumise**

+ Level 7 – Quick Attack (Volbeat & Illumise)

+ Level 36 – Silver Wind (Volbeat & Illumise)



**#315 Roselia**

+ Level 63 – Solarbeam

**Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

50 60 45 100 80 65 400

70 80 65 -- -- 75 470



**#317 Swalot**

+ Level 56 – Earthquake



**#318 Carvanha, #319 Sharpedo**

+ Level 20 – Bubblebeam (Carvanha)

+ Level 34 – Water Pulse (Sharpedo)

+ Level 50 – Ice Beam (Sharpedo)

+ Level 55 – Hydro Pump (Sharpedo)

**Stat Changes**

**HP Attack Defence SP.Atk SP.Def Speed Total**

70 120 40 95 40 95 460

90 -- 65 -- 55 -- 520



**#320 Wailmer, #321 Wailord**

+ Level 39 – Bubblebeam (Wailmer)

+ Level 40 – Body Slam (Wailord)

+ Level 48 – Recover (Wailord)

+ Level 65 – Earthquake (Wailord)



**#322 Numel, #323 Camerupt**

+ Level 23 – Rock Throw (Numel)

+ Level 35 – Flamethrower (Camerupt)

+ Level 41 – Earthquake (Camerupt)

+ Level 48 – Mind Reader (Camerupt)

**Stat Changes**

**HP Attack Defence SP.Atk SP.Def Speed Total**

80 90 70 95 85 40 460

-- -- 90 -- -- -- 480



**#324 Torkoal**

+ Level 25 – Rollout

+ Level 38 – Yawn

+ Level 42 – Flame Wheel

**Stat Changes (Torkoal):**

**HP Attack Defence SP.Atk SP.Def Speed Total**

70 85 140 85 70 20 480

-- -- -- -- 80 -- 490



**#325 Spoink, #326 Grumpig**

+ Level 20 – Hypnosis (Spoink)

+ Level 46 – Tail Glow (Grumpig)

+ Level 50 – Extrasensory (Grumpig)

**Stat Changes (Grumpig):**

**HP Attack Defence SP.Atk SP.Def Speed Total**

80 45 65 90 110 80 470

85 65 80 80 -- -- 500



**#328 Trapinch, #329 Vibrava, #330 Flygon**

+ Level 33 – Magnitude (Trapnich)

+ Level 28 – Wing Attack (Vibrava)

+ Level 45 – Aerial Ace (Flygon)

+ Level 48 – Earthquake (Flygon)

+ Level 50 – Dragon Dance (Flygon)

+ Level 56 – Outrage (Flygon) **Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

80 100 80 80 80 100 520

90 -- -- -- -- -- 530



**#331 Cacnea, #332 Cacturne**  
+ Level 15 – Mega Drain (Cacnea)

+ Level 32 – Giga Drain (Cacturne)

+ Level 38 – Scary Face (Cacturne)

+ Level 43 – Crunch (Cacturne)

+ Level 51 – Leaf Blade (Cacturne)

+ Level 60 – Spike Cannon (Cacturne)

**Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

70 115 60 115 60 55 475

-- -- 70 -- 75 -- 500



**#333 Swablu, #334 Altaria**

+ Level 25 – Wing Attack (Swablu)

+ Level 33 – Attract (Swablu)

+ Level 42 – Ice Beam (Altaria)

+ Level 48 – Outrage (Altaria)

**Stat Changes (Altaria):**

**HP Attack Defence SP.Atk SP.Def Speed Total**

75 70 90 70 105 80 490

90 -- -- 90 -- 95 540



**#335 Zangoose**

+ Level 61 – Hyper Beam



**#336 Seviper**

+ Level 40 – Sludge Bomb

+ Level 48 – Body Slam



**#337 Lunatone**

+ Level 25 – Psybeam

+ Level 28 – Psywave

+ Level 33 – Moonlight

+ Level 49 – Rock Slide

+ Level 54 – Earthquake

+ Level 58 – Ice Beam

**Stat Changes (Lunatone):**

**HP Attack Defence SP.Atk SP.Def Speed Total**

70 55 65 95 85 70 440

-- 75 75 105 -- -- 480



**#338 Solrock**

+ Level 25 – Psybeam

+ Level 28 – Psywave

+ Level 33 – Morning Sun

+ Level 49 – Sunny Day

+ Level 54 – Earthquake

+ Level 58 – Flamethrower

**Stat Changes (Solrock):**

**HP Attack Defence SP.Atk SP.Def Speed Total**

70 95 85 55 65 75 440

-- -- -- 75 85 -- 480



**#339 Barboach, #340 Whiscash**  
+ Level 28 – Bubblebeam (Barboach)

+ Level 44 – Water Pulse (Whiscash)

+ Level 49 – Rock Slide (Whiscash)

+ Level 53 – Mind Reader (Whiscash)

**Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

110 78 73 76 71 60 468

-- 98 -- 86 81 -- 508



**#341 Corphish, #342 Crawdaunt**

+ Level 28 – Icy Wind (Corphish)

+ Level 32 – Water Pulse (Crawdaunt)

+ Level 46 – Crunch (Crawdaunt)

+ Level 54 – Lock-On (Crawdaunt)

+ Level 58 – Hydro Pump (Crawdaunt)

+ Level 61 – Superpower (Crawdaunt)

**Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

63 120 85 90 55 55 468

-- 125 102 100 -- -- 500



**#343 Baltoy, #344 Claydol**

+ Level 22 – Sand Tomb (Baltoy)

+ Level 45 – Psychic (Claydol)

+ Level 52 – Earthquake (Claydol)

  
**#345 Lileep, #346 Cradily**

+ Level 24 – Absorb (Lileep)

+ Level 32 – Mega Drain (Cradily

+ Level 35 – Rock Slide (Cradily)

+ Level 40 – Giga Drain (Cradily)

+ Level 53 – Earthquake (Cradily)



**#347 Anorith, #348 Armaldo**

+ Level 24 – Rock Throw (Anorith)

+ Level 32 – Silver Wind (Armaldo)

+ Level 42 – Rock Slide (Armaldo)

+ Level 49 – Water Pulse (Armaldo)



**#349 Feebas, #350 Milotic (Water/Dragon – Milotic)**

+ Level 1 – Tackle (Feebas)

+ Level 10 – Water Gun (Feebas)  
+ Level 15 – Icy Wind (Feebas)

+ Level 20 – Charm (Feebas)

+ Level 25 – Covet (Feebas)

+ Level 30 – Bubblebeam (Feebas)

+ Level 45 – Calm Mind (Milotic)

+ Level 55 – Outrage (Milotic)

+ Level 60 – Dragon Dance (Milotic)



**#351 Castform**

+ Level 33 – Aurora Beam

+ Level 35 – Calm Mind

+ Level 40 – Psychic

+ Level 45 – Flamethrower

+ Level 48 – Ice Beam

+ Level 54 – Hydro Pump

+ Level 60 – Fire Blast

+ Level 63 – Blizzard

+ Level 70 – Take Down

**Stat Changes (Castform):**

**HP Attack Defence SP.Atk SP.Def Speed Total**

70 70 70 70 70 70 420

80 80 80 80 80 80 480



**#353 Shuppet, #354 Banette**

+ Level 22 – Hypnosis (Shuppet)

+ Level 37 – Shadow Punch (Banette)

+ Level 50 – Thunderbolt (Banette)

+ Level 58 – Extrasensory (Banette)

**Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

64 115 65 83 63 65 455

-- -- -- 93 73 -- 475



**#355 Duskull, #356 Dusclops**

+ Level 31 – Shadow Punch (Duskull)

+ Level 46 – Shadow Ball (Dusclops)

+ Level 50 – Thunderpunch, Fire Punch & Ice Punch (Dusclops)

**Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

40 70 130 60 130 25 455

-- 80 -- 80 -- -- 485



**#357 Tropius**

+ Level 36 – Aerial Ace

+ Level 40 – Sunny Day

+ Level 52 – Leaf Blade

**Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

99 68 83 72 87 51 460

-- -- 93 -- 97 61 490



**#358 Chimecho**

+ Level 32 – Calm Mind

+ Level 35 – Psybeam

+ Level 36 – Attract

+ Level 40 – Tail Glow

+ Level 44 – Hypnosis

+ Level 48 – Magical Leaf

+ Level 52 – Extrasensory

+ Level 56 – Recover

+ Level 60 – Cosmic Power

+ Level 66 – Blizzard

+ Level 72 – Wish

**Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

65 50 70 95 80 65 425

85 60 -- -- 105 85 500



**#359 Absol**

+ Level 33 – Faint Attack

+ Level 44 – Crunch

+ Level 55 – Double-Edge

**Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

65 130 60 75 60 75 465

75 -- 75 -- -- -- 490



**#361 Snorunt, #362 Glalie (Ice/Dark)**

+ Level 22 – Faint Attack (Snorunt)

+ Level 26 – Aurora Beam (Snorunt)

+ Level 47 – Rock Slide (Glalie)

+ Level 51 – Crunch (Glalie)

+ Level 55 – Iron Defence (Glalie)

**Stat Changes (Glalie):**

**HP Attack Defence SP.Atk SP.Def Speed Total**

80 80 80 80 80 80 480

-- 90 90 -- -- -- 500



**#363 Spheal, #364 Sealeo, #365 Walrein**

+ Level 28 – Icy Wind (Spheal)

+ Level 42 – Sleep Talk (Sealeo)

+ Level 48 – Water Pulse (Walrein)

+ Level 54 – Rain Dance (Walrein)



**#366 Clamperl, #367 Huntail, #368 Gorebyss (Water/Dark – Huntail) (Water/Psychic – Gorebyss)**+ Level 1 – Tackle (Clamperl)

+ Level 9 – Water Gun (Clamperl)

+ Level 13 – Clamp (Clamperl)

+ Level 17 – Covet (Clamperl)

+ Level 25 – Bubblebeam (Clamperl)

+ Level 30 – Iron Defence (Clamperl)

+ Level 32 – Psybeam (Gorebyss) ; Faint Attack (Huntail)

+ Level 36 – Agility (Gorebyss) ; Dragon Dance (Huntail)

+ Level 38 – Water Pulse (Gorebyss & Huntail)

+ Level 43 – Psychic (Gorebyss) ; Crunch (Huntail)

+ Level 45 – Calm Mind (Gorebyss) ; Scary Face (Huntail)

+ Level 47 – Ice Beam (Gorebyss) ; Iron Tail (Huntail)

+ Level 55 – Extrasensory (Gorebyss) ; Beat Up (Huntail)

**Stat Changes (Huntail)**

**HP Attack Defence SP.Atk SP.Def Speed Total**

55 104 105 94 75 52 485

-- -- -- -- -- 72 505

**Stat Changes (Gorebyss)**

**HP Attack Defence SP.Atk SP.Def Speed Total**

55 84 105 114 75 52 485

65 -- -- -- 85 -- 505



**#369 Relicanth**

+ Level 33 – Water Pulse

+ Level 37 – Rock Slide

+ Level 60 – Earthquake



**#370 Luvdisc**

+ Level 32 – Bubblebeam

+ Level 46 – Hydro Pump

**Stat Changes:**

**HP Attack Defence SP.Atk SP.Def Speed Total**

43 30 55 40 65 97 330

73 50 105 70 80 107 485



**#371 Bagon, #372 Shelgon, #373 Salamence**

+ Level 14 – Bide (Bagon)

+ Level 36 – Iron Defence (Shelgon)

+ Level 50 – Aerial Ace (Salamence)

+ Level 52 – Dragon Dance (Salamence)

+ Level 55 – Outrage (Salamence)

+ Level 58 – Flamethrower (Salamence)

+ Level 66 – Rock Slide (Salamence)

+ Level 70 – Dragon Claw (Salamence)



**#374 Beldum, #375 Metang, #376 Metagross**

+ Level 1 – Psybeam (Beldum)

+ Level 15 – Headbutt (Beldum)

+ Level 25 – Take Down (Metang)

+ Level 36 – Extrasensory (Metang)

+ Level 41 – Agility (Metang)

+ Level 42 – Psychic (Metang)

+ Level 48 – Calm Mind (Metagross)

+ Level 58 – Earthquake (Metagross)

+ Level 65 – Swords Dance (Metagross)

**Gender Changes**

**100% Female (**♀**)**

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**100% Male (♂)**



