Tackle: 35 - 40 BP, 95 - 100 Acc

Karate Chop: 50 - 60 BP

Double Slap: 85 - 100 Acc

Comet Punch: 85 -100 Acc

Mega Punch: Replaced with Drain Punch, 80/100

Guillotine: Replaced with X-Scissor, High Crit Ratio

Razor Wind: Replaced with Air Slash, 20% Flinch chance

Cut: 50 - 70 BP, Normal - Steel, 95 - 100 Acc

Fly: 70 - 90 BP

Double Edge: 120 - 125 BP

Bind: Replaced with Dual Wingbeat, 40/100

Slam: 75 - 95 Acc

Mega Kick: Replaced with Trop Kick, 85/100

Jump Kick: 70 - 90 BP

Horn Drill: Replaced with Drill Run, 120/100

Thrash: 90 - 120 BP

Poison Sting: 15 - 40 BP

Pin Missile: 14 - 25 BP, 85 - 100 BP

Supersonic: 55 - 75 Acc

Peck: 35 - 45 BP

Submission: Replaced with Play Rough, 90/100, 20% chance to lower Attack

Strength: 80 - 100 BP, Normal - Rock, Recoil

Absorb: 20 - 40 BP

Mega Drain: 40 - 60 BP

Petal Dance: 70 - 120 BP

Fissure: Replaced with Earth Power, 90/100, 20% chance to lower Def

Dig: 60 - 85 BP

Toxic: 85 - 100 Acc

Smog: Replaced with U-turn

Bide: Replaced with Shadow End, 120/100, Recoil

Egg Bomb: Replaced with Leaf Storm, 130/100, Recoil

Lick: 20 - 50 BP

Teeter Dance: Replaced with Draining Kiss, 75/100

Skull Bash: Replaced with Iron Head, 80/100, 25% chance to flinch

Self Destruct: Replaced with Detonate (Fire-Type Explosion)

Spike Cannon: 20 - 25 BP, Normal - Water

Constrict: Replaced with Diamond Storm, 110/95, 55% chance to lower Defense BY 1

Hi Jump Kick: 85 - 130 BP

Leech Life: 20 - 75 BP

Sky Attack: Replaced with Brave Bird, 120/100, 25% Recoil

Bubble: 20 - 35 BP

Psywave: Replaced with Volt Switch

Flash: 0 - 75 BP, Normal to Electric, lowers Acc - Atk

Crabhammer: 90 - 120 BP, 85 - 100 Acc

Fury Swipes: 80 - 100 Acc

Hyper Fang: 90 - 100 Acc

Conversion: Replaced with Bullet Punch, Priority

Conversion 2: Replaced with Mountain Gale, 110/90, 30% Chance to Flinch

Triple Kick: 10 - 20 BP, 90 - 100 Acc

Mach Punch: 40 - 60 BP

Octazooka: 65 - 100 BP, 85 - 100 Acc

Zap Cannon: Replaced with Wild Charge, 100/100, Recoil

Outrage: 90 - 120 BP

Spark: Replaced with Power Jolt, 50 BP, Priority

Giga Drain: 60 - 75 BP

Fury Cutter: 10 - 25 BP

Return: Changed from Requiring Friendship to base 102 BP

Dynamic Punch: Changed to Close Combat, 125/100,Lowers both Defenses

Iron Tail: 75 - 110 BP

Metal Claw: 50 - 65 BP, 95 - 100 BP

Twister: Replaced with Hurricane, 110/90, 20% chance to confuse, \*STILL INACCURATE IN RAIN\*

AncientPower: 60 - 100 BP

Rock Smash: 20 - 60 BP

Heat Wave: 90 - 100 Acc

Knock Off: 20 - 75 BP

Arm Thrust: 15 - 25 BP

Luster Purge: Replaced with Dazzling Gleam, 95/100, 20% chance to lower SpD

Mist Ball: Replaced with Moonblast, 110/100, 30% chance to lower SpA

Blaze Kick: 90 - 100 Acc

Needle Arm: 60 - 95 Acc

Poison Fang: 50 - 75 BP

Crush Claw: 75 - 105 BP, 95 - 100

Blast Burn: Replaced with Flare Blitz, 125/100, Recoil

Astonish: Replaced with FirstImpress, 70/100 Bug Fake Out

Odor Sleuth: Replaced with Draco Meteor, 140/100, Recoil

Hydro Cannon: Replaced with Aqua Jet, 50/100, Priority

Rock Tomb: 50 - 60 BP, 80 - 100 Acc

Shadow Punch: 60 - 80 BP

Extrasensory: Replaced with Prism Cannon, 125/100, Recoil

Sky Uppercut: 90 - 100 Acc

Muddy Water: 95 - 85 BP, 85 - 100 Acc

Bullet Seed: 10 - 25 BP

Icicle Spear: 10 - 25 BP

Frenzy Plant: Replaced with Seed Bomb, 90/100

Bounce: 85 - 100 BP

Charge: Replaced with Volt Drain, 75/100, Heals half damage

Mud Shot: 55 - 65 BP, 95 - 100 Acc

Poison Tail: Replaced with Poison Jab, 80/100, High Crit + 25% Poison

Covet: Normal - Fairy

Rock Blast: 80 - 100 Acc

Cotton Spore: Replaced with Cotton Cling, Sleep, 95% Accurate

Spite: Replaced with Shadow Sneak, 50/100, Priority

Grudge: Replaced with Dark Pulse, 90/100, 20% Flinch

Camouflage: Replaced with Gunk Shot, 120/100, 30% Badly Poison

Uproar: Replaced with Bug Buzz, 95/100, 20% chance to lower Def

Stockpile: Replaced with Fire Fang, 20% chance to Flinch

Spit Up: Replaced with Thunder Fang, 20% chance to Flinch

Swallow: Replaced with Ice Fang, 20% chance to Flinch

Ingrain: Replaced with Grassy Glide, 60/100, Priority

Sheer Cold: Replaced with Ice Shard, 50/100, High Crit Ratio

Doom Desire: Replaced with Double Iron Bash, 65/100, Hits twice

Iron Defense: Replaced with Whetstone (Recover)

Sand Tomb: Replaced with Sedimend (Recover)

Lock On: Replaced with Oblivion Wing, 95/100, Heals half damage

Mind Reader: Replaced with Esper Wing

Kinesis: Replaced with Sandsear Storm

Torment: Replaced with Zephyr Power (Dragon Dance)

Added Hidden Power for every type.

Replaced the base Hidden Power with Boomburst, 140/100

Replaced Bonemerang with Quick Pounce, 75/100 +2 Priority

Replaced Bone Club with Darkness Ram, 120/100, Recoil

Added Bug Bomber (75/100, Hits twice)

Added Liquidation (lowers Sp. Def instead of Def)

Pay Day: 40 - 60 BP, 100 - 90 Acc, Now hits twice

Water Sport: Replaced with Wave Crash, 130/100, Recoil

Added Sun Overload: 160/100, Recoil, Fairy (Espeon exclusive)