Double Slap: 15 - 25 BP, 85 - 100 Acc,

Now hits twice

Comet Punch: 18 - 20 BP, 85 - 100 Acc,

Normal - Psychic

Mega Punch: **Renamed to Power-Up-Punch**

Fighting, 50/100, ALWAYS boosts Att, 20 PP

Vice Grip: Normal - Steel,

Now has a 50% chance to flinch

Razor Wind: **Renamed to Zephyr Power**

Flying Type Dragon Dance

Cut: Normal - Bug, 50 - 60 BP, 90 - 100 Acc

Bind: 15 - 60 BP, 85 - 100 Acc, ALWAYS 6 turns

Slam: **Renamed to Whiplash**

Normal, 85/100, 50% Def Drop, 20 PP

Mega Kick: **Renamed to Molten Kick**

Fire, 130/90, Crash Damage

Jump Kick: 100 - 115 BP

Rolling Kick: 60 - 65 BP, 85 - 100 Acc

Boosts Speed after every use

Sand Attack: **Renamed to Sand Shot**

Ground, 50/100, ALWAYS lowers Att, 25 PP

Meditate: Raises Attack and Sp. Defense

Headbutt: 70 - 75 BP, Now has a 50% chance to raise Speed

Horn Attack: Now has a 20% chance to lower Def

Fury Attack: **Renamed to Peck Barrage**

Flying, 25/100, Hits 4 times

Wrap: 15 - 35 BP, 85 - 100 Acc, ALWAYS 3 turns

Take Down: 90 - 80 BP, 85 - 100 Acc

Normal - Fighting

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

Supersonic: **Renamed to Soundwave**

Normal, 60/100, High Crit Ratio

Mist: **Renamed to Magic Mist**

Ice Type Cosmic Power, 8 PP

Submission: 80 - 150 BP, 80 - 95 Acc. 25 - 5 PP

Now does Recoil and lowers both your defenses

Strength: 80 - 85 BP, Normal - Rock

Now does 25% Recoil, 15 - 10 PP

Absorb: 20 - 40 BP

Mega Drain: 40 - 60 BP

Leech Seed: 90 - 100 Acc

Petal Dance: **Renamed to Petal Storm**

Grass, 110/85, 40% Confusion

Fire Spin: 35 - 55 BP, 85 - 100 Acc

ALWAYS 6 Turns

Swift: Now +1 Priority, 55 BP

Rock Throw: +1 Priority, 90 - 100 Acc

Hypnosis: 60 - 75 Acc

ALWAYS 2 Turns

Double Team: **Renamed to Hyper Speed**

Normal, +3 Speed

Minimize: Now does literally nothing

Smokescreen: **Renamed to Smoke Ball**

Fire, 60/100, ALWAYS lowers SpA

Egg Bomb: 100 - 95 BP, 75 - 100 Acc, Normal - Grass

High Crit Ratio

Lick: 20 - 65 BP, 30% - 100% Paralyze

Smog: 20 - 45 BP, 70 - 100 Acc, 40 - 100% Poison

Bone Club: 65 - 85 BP, 85 - 100 Acc

Clamp: 35 - 60 BP, 85 - 100 Acc

ALWAYS 6 Turns

Spike Cannon: Normal - Water, 20 - 25 BP

Constrict: 10 - 60 BP, Normal - Grass

30 - 100% Speed Lower

Glare: 90 - 100 Acc

Barrage: 15 - 25 BP, 85 - 100 BP, Normal - Steel

Leech Life: 20 - 70 BP

Bubble: 20 - 50 BP, +1 Priority

Bubble Beam: 60 - 75 BP, Now has a 20%

Flash: Now a 70/100 Electric Move that Drops Att

Psywave: **Renamed with Influx Wave**

Psychic, 30/100, Priority, Hits twice

Fury Swipes: **Renamed to Cat Scratch**

Dark, 65/100, ALWAYS Lowers Defense and Sp. Def

Hyper Fang: 90 - 100 Acc

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

Thief: 40 - 55 BP

Rock Slide: 90 - 100 Acc

Conversion: **Renamed to Digitize**

Electric type Quiver Dance

Spider Web: Now also harshly lowers Speed

Conversion 2: **Renamed to Data Drain**

Electric, 75/100, Heals 50%

Cotton Spore**:** Dragon, 90% Acc, Sleeps for 3 turns

Faint Attack: **Renamed to Sneak Attack**

Dark, 60/–, +1 Priority

Mud-Slap: 20 - 45 BP, +1 Priority, Now always lowers Attack

Octazooka: 65 - 125 BP, 85 - 100 Acc, Now does Recoil

Zap Cannon: **Renamed to Plasma Pulse**

Electric, 120/100, 25% Para

Giga Drain: 75 - 85 BP

Icy Wind: 95 - 100 Acc

Rollout: 30 - 35 BP, 90 - 95 Acc

Steel Wing: 70 - 75 BP, 90 - 100 Acc

Return: Now Standard 102 BP

Dynamic Punch: **Renamed to Magma Fist**

Fire, 100/100, 30% Burn

Dragon Breath: 60 - 75 BP

Iron Tail: **Renamed to Iron Whip**

Steel, 95/100, 50% Def Drop

Metal Claw: 50 - 70 BP, 95 - 100 Acc,

10 - 45% Att Raise

Cross Chop: 100 - 105 BP, 80 - 90 Acc

Twister: **Renamed to Typhoon**

Flying, 70/95, 75% Confusion

Rock Smash: 40 - 60 BP

Smelling Salts: **Renamed to Fiery Hands**

Fire, 80/100, 30% Flinch

Knock Off: 20 - 75 BP

Luster Purge: **Renamed to Gleam Cannon**

Psychic, 140/90, Lowers SpA after use

Mist Ball: **Renamed to Polar Blast**

Ice, 100/100, 20% SpD Drop

Blaze Kick: 85 - 90 BP, 90 - 100 Acc

Mud Sport: **Renamed to Mud Spatter**

Ground, 55/100, ALWAYS lowers Spe

Ice Ball: **Renamed to Ice Chunk**

Ice, 70/100, 40% Flinch, 20% Def Drop

Needle Arm: 60 - 100 BP, 30 - 20% Flinch

Now does 25% Recoil

Superpower: 120 - 130 BP, Now sharply lowers Attack

Hyper Voice: 25% SpD Drop

Poison Fang: 50 - 70 BP, 30 - 60% Poison

Crush Claw: 75 - 95 BP, 70% Chance to lower Def

Normal - Dark

Aerial Ace: 60 - 50 BP, +1 Priority

Blast Burn: **Renamed to Fiery Chorus**

Fire, 150/100, Drops Defenses

Hydro Cannon: **Renamed to Sea Howitzer**

Water, 150/100, Drops Defenses

Astonish: 20 - 50 BP

Air Cutter: 55 - 60 BP, 95 - 100 Acc

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

Silver Wind: 60 - 65 BP, 5 - 15 PP

Grass Whistle: 55 - 75 Acc

Shadow Punch: 60 - 85 BP

Sky Uppercut: 85 - 90 BP, 90 - 100 Acc, 20% Def Drop

Sand Tomb: 85 - 100 Acc, ALWAYS Traps 6 turns, 35 - 50 BP, +1 Priority

Frenzy Plant: **Renamed to Root Rampage**

Grass, 150/100, Drops Defenses

Bounce: 85 - 100 Acc

Mud Shot: 55 - 65 BP

Poison Tail: 50 - 80 BP

Water Sport: **Renamed to Sprinkler**

Water, 55/100, ALWAYS lowers Spe

Rock Blast: 90 - 100 Acc

Hammer Arm: 100 - 110 Att

Feint: **Renamed to Fakeout Fist**

Normal, 60/- -, Ignores Protect, +2 Priority

Acupressure: **Renamed to Point Charge**

Electric, Sharply Omniboost’s but Paralyzes

Embargo: **Renamed to Life Drain**

Dark, 75/100, Heals 50% of dmg

Wring Out: **Renamed to Brain Drain**

Psychic, 75/100, Heals 50% of dmg

Aqua Tail: Now has a 30% Chance to lower Def

Aqua Ring: **Renamed to Aqua Core**

Water, Instantly heals your HP by 50%

Aura Sphere: 90 - 95 BP

Night Slash: **Renamed to Lacerate**

Dark, 75/100, Always crits

Aqua Tail: 85 - 95 Acc

Seed Bomb: Now has a 35% Chance to drop Def

Air Slash: 95 - 100 Acc

X-Scissor: Now has a high Crit Ratio

Bug Buzz: 10 - 20% SpD Drop

Dragon Pulse: Now drops SpD 25% of the time

Dragon Rush: **Renamed to Dragon Crush**

Dragon, 100/100, 2x Damage on PKMN using Dig

Power Gem: 70 - 90 BP, Now has a 20% SpD Drop

Drain Punch: 75 - 80 BP

Poison Jab: 80 - 95 BP

Vacuum Wave: 40 - 50 BP

Magnet Bomb: 60 - 50 BP, +1 Priority

Ice Shard: 40 - 50 BP, Now has a high crit ratio

Shadow Claw: 70 - 75 BP

Shadow Sneak: 40 - 50 BP

Elemental Fangs: 65 - 75 BP, 95 - 100 Acc

Mud Bomb: **Renamed to Swamp Bomb**

Ground, 100/100, 20% Spe Drop

Psycho Cut: **Renamed to Mind Slicer**

Psychic, 75/100, Always Crits

Zen Headbutt: 80 - 115 BP, Now does crash damage

Mirror Shot: **Renamed to Shining Shot**

Steel, 75/100, 20% Harshly lowers SpA

Flash Cannon: 80 - 100 BP

Rock Climb: Normal - Rock, 85 - 100 Acc,

Now ALWAYS lowers Def

Acid Spray: 40 - 50 BP, +1 Priority

Cross Poison: 70 - 85 BP

Stone Edge: 100 - 105 BP, 80 - 90 Acc

Charge Beam: 50 - 60 BP, 90 - 100 Acc

Wood Hammer: 120 - 130 BP

Attack Order: **Renamed to SwarmingFury**

Bug, 130/100, Does 25% Recoil

Head Smash: 80 - 90 Acc

Chatter: Now has a 40% lowers Sp. Atk, 60 - 55 BP, +1 Priority

Double Hit: 90 - 100 Acc

Roar of Time: **Renamed to Aeon Cannon**

Dragon, 130/100, Does 25% Recoil,

1% Chance to Omniboost >:)

Spacial Rend: **Renamed to Space Shatter**

Dragon, 130/100, Does 25% Recoil,

2% Chance to Omniboost >:))

Crush Grip: **Renamed to Titan Grip**

Fighting, 80/100, 30% Flinch

Magma Storm: 70 - 85 Acc

Venoshock: 65 - 75 BP

Smack Down: 50 - 65 BP

Storm Throw: 40 - 65 BP

Flame Charge: 50 - 65 BP

Chip Away: **Renamed to Quick Pounce**

Bug Type Extreme Speed

Ignores target’s stat changes

Sky Drop: 60 - 85 BP

Inferno: 100 - 130 BP, 50 - 70 Acc

Struggle Bug: 30 - 60 BP

Frost Breath: 40 - 65 BP, 95 - 100 Acc

Dual Chop: 40 - 45 BP, 90 - 100 Acc

Heart Stamp: **Renamed to Heart Shot**

Psychic, 80/100, 30% Flinch (Special)

Horn Leech: 75 - 80 BP

Synchronoise: **Renamed to Eerie Chime**

Ghost, 120/100, 25% Recoil

Leaf Tornado: 65 - 70 BP, 95 - 100 Acc

50% Chance to raise user’s Speed

Steamroller: 65 - 100 BP, 20% Chance to Flinch

Tail Slap: Hits thrice, Lowers Def each hit

25/95

Searing Shot: 100 - 110 BP

Elemental Pledges: 80 - 95 BP

Techno Blast: **Renamed to Omni-Blast**

120/100, Changes type with Drive

Glaciate: **Renamed to Crystalize**

65/100, Harshly Drops Speed

Bolt Strike: **Renamed to Thunder Crash**

Electric, 170/90, Does 33% Recoil,

Blue Flare: **Renamed to Hyper Singe**

Fire, 170/90, Does 33% Recoil,

Fiery Dance: 100 - 85 BP

Icicle Crash: 90 - 100 Acc

(Re-worked PLA Moves)

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Avalanche: **Renamed to Mountain Gale (PLA)**

Ice, 130/100, 25% Recoil

Head Charge: **Renamed to Headlong Rush**

Ground, 120/100, Drops Defenses