If a move is **bolded** then that means you delay.

If a move is **bolded** **with a question mark**, then that means it is questionable if you delay or not.

==

1 - Bulbasaur

==

Grass Poison

Overgrow / Sap Sipper / Chlorophyll

45 HP / 49 Atk / 49 Def / 65 SAtk / 65 SDef / 45 Spd / (318) BST

Evolves to Ivysaur by Level Requirement / 16

Level Up:

1 - Tackle

1 - Growl

5 - Leech Seed

7 - Razor Leaf

10 - Sludge

13 - Sleep Powder

16 - Take Down

21 - Magical Leaf

22 - Sweet Scent

25 - Growth

27 - Double-Edge

31 - Worry Seed

33 - Synthesis

37 - Seed Bomb

==

2 - Ivysaur

==

Grass Poison

Overgrow / Sap Sipper / Chlorophyll

Old: 60 HP / 62 Atk / 63 Def / 80 SAtk / 80 SDef / 50 Spd / (405) BST

New: 75 HP / 60 Atk / 65 Def / 85 SAtk / 85 SDef / 50 Spd / (415) BST

Evolves to Venusaur by Level Requirement / 32

Level Up:

1 - Tackle

1 - Growl

1 - Leech Seed

3 - Growl

7 - Leech Seed

9 - Vine Whip

13 - Poisonpowder

13 - Sleep Powder

15 - Take Down

18 - Synthesis

21 - Ancient Power

25 - Giga Drain

27 - Sludge Bomb

30 - Sunny Day

30 - Weather Ball

44 - Solarbeam

==

3 - Venusaur

==

Grass Poison

Old: Overgrow / / Chlorophyll

New: Thick Fat / Chlorophyll /

Old: 80 HP / 82 Atk / 83 Def / 100 SAtk / 100 SDef / 80 Spd / (525) BST

New: 120 HP / 80 Atk / 85 Def / 100 SAtk / 100 SDef / 65 Spd / (550) BST

Level Up:

1 - Tackle

1 - Growl

1 - Leech Seed

1 - Vine Whip

3 - Growl

7 - Leech Seed

9 - Vine Whip

13 - Poisonpowder

13 - Sleep Powder

15 - Take Down

20 - Razor Leaf

23 - Sweet Scent

28 - Growth

32 - Double-Edge

32 - Solar Beam

36 - Petal Storm

40 - Earth Power

44 - Sludge Wave

50 - Leaf Storm

55 - Focus Blast

60 - Root Rampage

==

4 - Charmander

==

Fire

Blaze / Flash Fire / Solar Power

39 HP / 52 Atk / 43 Def / 60 SAtk / 50 SDef / 65 Spd / (309) BST

Evolves to Charmeleon by Level Requirement / 16

Level Up:

1 - Scratch

1 - Growl

5 - Will-O-Wisp

7 - Ember

10 - Metal Claw

13 - Fire Spin

16 - Brick Break

19 - Scary Face

25 - Fire Fang

28 - Flame Burst

34 - Slash

37 - Flamethrower

43 - Fire Spin

46 - Inferno

==

5 - Charmeleon

==

Fire

Blaze / Intimidate / Solar Power

Old: 58 HP / 64 Atk / 58 Def / 80 SAtk / 65 SDef / 80 Spd / (405) BST

New: 60 HP / 80 Atk / 55 Def / 90 SAtk / 65 SDef / 85 Spd / (410) BST

Evolves to Charizard by Level Requirement / 36

Level Up:

1 - Scratch

1 - Growl

1 - Ember

7 - Ember

10 - Smokescreen

17 - Fire Fang

20 - Power Up Punch

22 - Thunder Fang

25 - Fiery Hands

29 - Crush Claw

32 - Flamethrower

36 - Cross Chop

54 - Inferno

==

6 - Charizard

==

Old: Fire Flying

New: Fire Dragon

Old: Blaze / / Solar Power

New: Levitate / Levitate /

Old: 78 HP / 84 Atk / 78 Def / 109 SAtk / 85 SDef / 100 Spd / (534) BST

New: 80 HP / 100 Atk / 75 Def / 120 SAtk / 75 SDef / 100 Spd / (550) BST

Level Up:

1 - Dragon Claw

1 - Shadow Claw

1 - Air Slash

1 - Scratch

1 - Growl

1 - Ember

1 - Smokescreen

7 - Ember

10 - Smokescreen

17 - Dragon Rage

21 - Scary Face

28 - Fire Fang

32 - Flame Burst

36 - Dragon Claw

40 - Roost

43 - Magma Fist

48 - Dragon Crush

51 - Hurricane

55 - Earthquake

57 - Flare Blitz

60 - Outrage

70 - Fiery Chorus

70 - Draco Meteor

==

7 - Squirtle

==

Water

Old: Torrent / / Rain Dish

New: Torrent / Shell Armor /

44 HP / 48 Atk / 65 Def / 50 SAtk / 64 SDef / 43 Spd / (314) BST

Evolves to Wartortle by Level Requirement / 16

Level Up:

1 - Tackle

1 - Tail Whip

1 - Bubble

4 - Protect

7 - Sprinkler

10 - Bite

12 - Icy Wind

16 - Headbutt

25 - Water Pulse

28 - Aqua Tail

31 - Skull Bash

34 - Iron Defense

37 - Rain Dance

40 - Hydro Pump

==

8 - Wartortle

==

Water

Old: Torrent / / Rain Dish

New: Torrent / Shell Armor / Rain Dish

Old: 59 HP / 63 Atk / 80 Def / 65 SAtk / 80 SDef / 58 Spd / (405) BST

New: 60 HP / 50 Atk / 90 Def / 85 SAtk / 75 SDef / 60 Spd / (430) BST

Evolves to Blastoise by Level Requirement / 36

Level Up:

1 - Tackle

1 - Tail Whip

1 - Bubble

4 - Tail Whip

7 - Bubble

10 - Withdraw

13 - Water Gun

16 - Aqua Jet

20 - Rapid Spin

24 - Protect

28 - Water Pulse

32 - Aqua Tail

36 - Skull Bash

40 - Iron Defense

44 - Rain Dance

48 - Hydro Pump

==

9 - Blastoise

==

Old: Water

New: Water Steel

Old: Torrent / / Rain Dish

New: Storm Drain / Shell Armor /

Old: 79 HP / 83 Atk / 100 Def / 85 SAtk / 105 SDef / 78 Spd / (530) BST

New: 95 HP / 90 Atk / 110 Def / 115 SAtk / 90 SDef / 50 Spd / (550) BST

Level Up:

1 - Flash Cannon

1 - Tackle

1 - Tail Whip

1 - Bubble

1 - Withdraw

4 - Tail Whip

7 - Bubble

10 - Withdraw

13 - Water Gun

16 - Bite

20 - Rapid Spin

24 - Protect

28 - Water Pulse

32 - Aqua Tail

39 - Skull Bash

46 - Iron Defense

53 - Rain Dance

60 - Hydro Pump

==

10 - Caterpie

==

Bug

Old: Shield Dust / / Run Away

New: Shield Dust / Shed Skin / Run Away

45 HP / 30 Atk / 35 Def / 20 SAtk / 20 SDef / 45 Spd / (195) BST

Evolves to Metapod by Level Requirement / 7

Level Up:

1 - Tackle

1 - String Shot

7 - Bug Bite

==

11 - Metapod

==

Bug

Old: Shed Skin / / Shed Skin

New: Shed Skin / Sturdy / Shed Skin

50 HP / 20 Atk / 55 Def / 25 SAtk / 25 SDef / 30 Spd / (205) BST

Evolves to Butterfree by Level Requirement / 10

Level Up:

1 - Harden

7 - Harden

10 - Iron Defense

==

12 - Butterfree

==

Bug Flying

Old: Compoundeyes / / Tinted Lens

New: Compoundeyes / Tinted Lens /

Old: 60 HP / 45 Atk / 50 Def / 80 SAtk / 80 SDef / 70 Spd /

(385) BST

New: 85 HP / 45 Atk / 80 Def / 100 SAtk / 90 SDef / 80 Spd /

(440) BST

Level Up:

1 - Confusion

10 - Chatter

12 - Sleep Powder

14 - Struggle Bug

16 - Roost

16 - Soundwave

18 - Mega Drain

22 - Typhoon

25 - Influx Wave

28 - Signal Beam

30 - Air Slash

34 - Tailwind

40 - Bug Buzz

45 - Aeroblast

47 - Energy Ball

50 - Quiver Dance

55 - Gleam Cannon

==

13 - Weedle

==

Bug Poison

Old: Shield Dust / / Run Away

New: Shield Dust / Shed Skin / Run Away

40 HP / 35 Atk / 30 Def / 20 SAtk / 20 SDef / 50 Spd / (195) BST

Evolves to Kakuna by Level Requirement / 7

Level Up:

1 - Poison Sting

1 - String Shot

7 - Bug Bite

==

14 - Kakuna

==

Bug Poison

Old: Shed Skin / / Shed Skin

New: Shed Skin / Sturdy / Shed Skin

45 HP / 25 Atk / 50 Def / 25 SAtk / 25 SDef / 35 Spd / (205) BST

Evolves to Beedrill by Level Requirement / 10

Level Up:

1 - Harden

10 - Iron Defense

==

15 - Beedrill

==

Bug Poison

Old: Swarm / / Sniper

New: Intimidate / No Guard /

Old: 65 HP / 80 Atk / 40 Def / 45 SAtk / 80 SDef / 75 Spd / (385) BST

New: 70 HP / 100 Atk / 60 Def / 45 SAtk / 80 SDef / 85 Spd /

(440) BST

Level Up:

1 - Peck Barrage

10 - Peck Barrage

13 - Twineedle

16 - Sludge Bomb

19 - Hyper Speed

22 - Brick Break

25 - Cross Poison

28 - X-Scissor

31 - Poison Jab

34 - U-turn

37 - Seed Bomb

40 - Drill Run

45 - Megahorn

50 - Gunk Shot

55 - Quick Pounce

60 - SwarmingFury

==

16 - Pidgey

==

Normal Flying

Keen Eye / Tangled Feet / Big Pecks

40 HP / 45 Atk / 40 Def / 35 SAtk / 35 SDef / 56 Spd / (251) BST

Evolves to Pidgeotto by Level Requirement / 15

Level Up:

1 - Tackle

1 - Sand Shot

1 - Gust

5 - Swift

8 - Wing Attack

12 - Steel Wing

15 - Typhoon

20 - Hyper Speed

33 - Wing Attack

37 - Roost

41 - Tailwind

45 - Mirror Move

49 - Air Slash

53 - Hurricane

==

17 - Pidgeotto

==

Normal Flying

Keen Eye / Tangled Feet / Big Pecks

63 HP / 60 Atk / 55 Def / 50 SAtk / 50 SDef / 71 Spd / (349) BST

Evolves to Pidgeot by Level Requirement / 30

Level Up:

1 - Tackle

1 - Sand Shot

1 - Gust

5 - Sand Shot

9 - Gust

13 - Quick Attack

17 - Sand Shot

21 - Secret Power

25 - Roost

30 - Air Slash

37 - Wing Attack

42 - Roost

47 - Tailwind

52 - Mirror Move

57 - Air Slash

62 - Hurricane

==

18 - Pidgeot

==

Normal Flying

Old: Keen Eye / Tangled Feet / Big Pecks

New: No Guard / Serene Grace /

Old: 83 HP / 80 Atk / 75 Def / 70 SAtk / 70 SDef / 91 Spd /

(469) BST

New: 93 HP / 85 Atk / 85 Def / 92 SAtk / 85 SDef / 110 Spd /

(550) BST

Level Up:

1 - Tackle

1 - Sand Shot

1 - Gust

1 - Quick Attack

5 - Sand Shot

9 - Gust

13 - Quick Attack

17 - Whirlwind

22 - Twister

27 - Featherdance

33 - Hyper Voice

37 - Zephyr Power

38 - Drill Peck

41 - Return

46 - Hurricane

55 - Heat Wave

60 - Brave Bird

65 - Focus Blast

==

19 - Rattata

==

Normal

Run Away / Guts /

30 HP / 56 Atk / 35 Def / 25 SAtk / 35 SDef / 72 Spd / (253) BST

Evolves to Raticate by Level Requirement / 16

Level Up:

1 - Tackle

1 - Tail Whip

4 - Quick Attack

7 - Flame Wheel

10 - Bite

13 - Headbutt

16 - U-turn

19 - Sucker Punch

22 - Crunch

25 - Assurance

28 - Super Fang

31 - Double-Edge

34 - Endeavor

==

20 - Raticate

==

Normal

Old: Run Away / Guts / Hustle

New: Hustle / Guts /

Old: 55 HP / 81 Atk / 60 Def / 50 SAtk / 70 SDef / 97 Spd /

(413) BST

New: 75 HP / 98 Atk / 70 Def / 50 SAtk / 80 SDef / 101 Spd /

(474) BST

Level Up:

1 - Swords Dance

1 - Tackle

1 - Tail Whip

1 - Quick Attack

1 - Focus Energy

4 - Quick Attack

7 - Focus Energy

10 - Bite

13 - Pursuit

16 - Hyper Fang

19 - Sucker Punch

20 - Crunch

24 - Dig

28 - Return

34 - Fire Fang

34 - Ice Fang

34 - Thunder Fang

38 - Double-Edge

42 - Flare Blitz

47 - Facade

50 - Swords Dance

65 - Extremespeed

==

21 - Spearow

==

Normal Flying

Old: Keen Eye /

New: Intimidate / Intimidate

40 HP / 60 Atk / 30 Def / 31 SAtk / 31 SDef / 70 Spd / (262) BST

Evolves to Fearow by Level Requirement / 20

Level Up:

1 - Peck

1 - Growl

5 - Leer

9 - Fury Attack

13 - Pursuit

17 - Aerial Ace

21 - Mirror Move

25 - Agility

29 - Assurance

33 - Roost

37 - Drill Peck

==

22 - Fearow

==

Old: Normal Flying

New: Fighting Flying

Old: Keen Eye / / Sniper

New: Intimidate / Insomnia /

Old: 65 HP / 90 Atk / 65 Def / 61 SAtk / 61 SDef / 100 Spd / (442) BST

New: 65 HP / 100 Atk / 85 Def / 61 SAtk / 61 SDef / 100 Spd / (472) BST

Level Up:

1 - Pluck

1 - Peck

1 - Growl

1 - Leer

1 - Fury Attack

5 - Leer

9 - Fury Attack

13 - Pursuit

17 - Aerial Ace

23 - Mirror Move

29 - Agility

35 - Assurance

41 - Roost

47 - Drill Peck

53 - Drill Run

==

23 - Ekans

==

Poison

Old: Intimidate / Shed Skin / Unnerve

New: Intimidate / Intimidate / Unnerve

35 HP / 60 Atk / 44 Def / 40 SAtk / 54 SDef / 55 Spd / (288) BST

Evolves to Arbok by Level Requirement / 22

Level Up:

1 - Wrap

1 - Leer

4 - Poison Sting

9 - Bite

12 - Haze

19 - Poison Fang

20 - Whiplash

22 - Glare

25 - **Fire Fang**

25 - **Ice Fang**

25 - **Thunder Fang**

33 - Mud Bomb

36 - Gastro Acid

41 - Haze

44 - Coil

49 - Gunk Shot

==

24 - Arbok

==

Old: Poison

New: Poison Dark

Old: Intimidate / Shed Skin / Unnerve

New: Intimidate / Intimidate /

Old: 60 HP / 85 Atk / 69 Def / 65 SAtk / 79 SDef / 80 Spd / (438) BST

New: 80 HP / 105 Atk / 70 Def / 75 SAtk / 80 SDef / 95 Spd / (505) BST

Level Up:

1 - Ice Fang

1 - Thunder Fang

1 - Fire Fang

1 - Wrap

1 - Leer

1 - Poison Sting

1 - Bite

4 - Poison Sting

9 - Bite

12 - Glare

17 - Screech

22 - Super Fang

25 - Crunch

27 - Giga Drain

30 - Rock Slide

34 - Poison Jab

37 - Sucker Punch

40 - Swamp Bomb

44 - Coil

50 - Gunk Shot

55 - Earthquake

65 - Superpower

==

25 - Pikachu

==

Electric

Static / / Lightningrod

Old: 35 HP / 55 Atk / 30 Def / 50 SAtk / 40 SDef / 90 Spd / (300) BST

New: 35 HP / 55 Atk / 30 Def / 75 SAtk / 40 SDef / 90 Spd / (325) BST

Evolves to Raichu by Item Use / Thunderstone

Level Up:

1 - Growl

1 - Thundershock

5 - Tail Whip

10 - Thunder Wave

13 - Quick Attack

18 - Electro Ball

21 - Double Team

26 - Slam

29 - Thunderbolt

34 - Feint

37 - Agility

42 - Discharge

45 - Light Screen

50 - Thunder

==

26 - Raichu

==

Electric

Static / / Lightningrod

Old: 60 HP / 90 Atk / 55 Def / 90 SAtk / 80 SDef / 100 Spd / (475) BST

New: 60 HP / 90 Atk / 55 Def / 105 SAtk / 80 SDef / 130 Spd / (520) BST

Level Up:

1 - Thundershock

1 - Tail Whip

1 - Quick Attack

1 - Thunderbolt

==

27 - Sandshrew

==

Ground

Old: Sand Veil / / Sand Rush

New: Sand Veil / Sturdy / Sand Rush

Old: 50 HP / 75 Atk / 85 Def / 20 SAtk / 30 SDef / 40 Spd / (300) BST

New: 60 HP / 75 Atk / 85 Def / 45 SAtk / 55 SDef / 45 Spd / (355) BST

Evolves to Sandslash by Level Requirement / 25

Level Up:

1 - Rapid Spin

1 - Spikes

3 - Sand Shot

5 - Rock Throw

7 - Protect

9 - Dizzy Punch

11 - Rock Smash

14 - Rock Polish

17 - Rock Tomb

20 - Brick Break

23 - Mud Spatter

26 - **Drill Run?**

30 - Dig

34 - Gyro Ball

38 - Swords Dance

42 - Sandstorm

46 - Earthquake

==

28 - Sandslash

==

Ground

Old: Sand Veil / / Sand Rush

New: Iron Barbs / Weak Armor /

Old: 75 HP / 100 Atk / 110 Def / 45 SAtk / 55 SDef / 65 Spd / (450) BST

New: 75 HP / 120 Atk / 110 Def / 45 SAtk / 55 SDef / 85 Spd / (490) BST

Level Up:

1 - Scratch

1 - Defense Curl

1 - Sand Shot

1 - Poison Sting

3 - Sand Shot

5 - Poison Sting

7 - Rollout

9 - Rapid Spin

11 - Swift

14 - Fury Cutter

17 - Magnitude

20 - Fury Swipes

22 - Crush Claw

23 - Sand Tomb

25 - Dig

28 - Rock Slide

30 - Stealth Rock

34 - Bone Club

40 - Crush Claw

45 - Lacerate

50 - Earthquake

55 - Stone Edge

60 - Drill Run

65 - Swords Dance

65 - Superpower

70 - Encore

==

29 - Nidoran-F

==

Poison

Poison Point / Rivalry / Hustle

55 HP / 47 Atk / 52 Def / 40 SAtk / 40 SDef / 41 Spd / (275) BST

Evolves to Nidorina by Level Requirement / 16

Level Up:

1 - Growl

1 - Scratch

7 - Tail Whip

9 - Double Kick

13 - Poison Sting

19 - Fury Swipes

21 - Bite

25 - Helping Hand

31 - Toxic Spikes

33 - Flatter

37 - Crunch

43 - Captivate

45 - Poison Fang

==

30 - Nidorina

==

Poison

Poison Point / Rivalry / Hustle

70 HP / 62 Atk / 67 Def / 55 SAtk / 55 SDef / 56 Spd / (365) BST

Evolves to Nidoqueen by Item Use / Moon Stone

Level Up:

1 - Growl

1 - Scratch

7 - Tail Whip

9 - Double Kick

13 - Poison Sting

20 - Fury Swipes

23 - Bite

28 - Helping Hand

35 - Toxic Spikes

38 - Flatter

43 - Crunch

50 - Captivate

58 - Poison Fang

==

31 - Nidoqueen

==

Poison Ground

Old: Poison Point / Rivalry / Sheer Force

New: Sheer Force / Sheer Force /

Old: 90 HP / 82 Atk / 87 Def / 75 SAtk / 85 SDef / 76 Spd / (495) BST

New: 90 HP / 82 Atk / 87 Def / 110 SAtk / 85 SDef / 76 Spd / (530) BST

Level Up:

1 - Scratch

1 - Tail Whip

1 - Double Kick

1 - Poison Sting

23 - Quick Pounce

35 - Body Slam

43 - Earth Power

58 - Superpower

==

32 - Nidoran-M

==

Poison

Poison Point / Rivalry / Hustle

46 HP / 57 Atk / 40 Def / 40 SAtk / 40 SDef / 50 Spd / (273) BST

Evolves to Nidorino by Level Requirement / 16

Level Up:

1 - Leer

1 - Peck

7 - Focus Energy

9 - Double Kick

13 - Poison Sting

19 - Fury Attack

21 - Horn Attack

25 - Helping Hand

31 - Toxic Spikes

33 - Flatter

37 - Poison Jab

43 - Captivate

45 - Horn Drill

==

33 - Nidorino

==

Poison

Poison Point / Rivalry / Hustle

61 HP / 72 Atk / 57 Def / 55 SAtk / 55 SDef / 65 Spd / (365) BST

Evolves to Nidoking by Item Use / Moon Stone

Level Up:

1 - Leer

1 - Peck

7 - Focus Energy

9 - Double Kick

13 - Poison Sting

20 - Fury Attack

23 - Horn Attack

28 - Helping Hand

35 - Toxic Spikes

38 - Flatter

43 - Poison Jab

50 - Captivate

58 - Horn Drill

==

34 - Nidoking

==

Poison Ground

Old: Poison Point / Rivalry / Sheer Force

New: Sheer Force / Sheer Force /

Old: 81 HP / 92 Atk / 77 Def / 85 SAtk / 75 SDef / 85 Spd / (495) BST

New: 81 HP / 110 Atk / 77 Def / 85 SAtk / 75 SDef / 85 Spd / (513) BST

Level Up:

1 - Peck

1 - Focus Energy

1 - Double Kick

1 - Poison Sting

23 - Quick Pounce

35 - Thrash

43 - Earth Power

58 - Megahorn

==

35 - Clefairy

==

Normal

Cute Charm / Magic Guard / Friend Guard

70 HP / 45 Atk / 48 Def / 60 SAtk / 65 SDef / 35 Spd / (323) BST

Evolves to Clefable by Item Use / Moon Stone

Level Up:

1 - Pound

1 - Growl

4 - Encore

7 - Sing

10 - Doubleslap

13 - Defense Curl

16 - Follow Me

19 - Bestow

22 - Wake-Up Slap

25 - Minimize

28 - Stored Power

31 - Metronome

34 - Cosmic Power

37 - Lucky Chant

40 - Body Slam

43 - Moonlight

46 - Light Screen

49 - Gravity

52 - Meteor Mash

55 - Healing Wish

58 - After You

==

36 - Clefable

==

Normal

Old: Cute Charm / Magic Guard / Unaware

New: Unaware / Magic Guard /

Old: 95 HP / 70 Atk / 73 Def / 85 SAtk / 90 SDef / 60 Spd / (473) BST

New: 95 HP / 70 Atk / 73 Def / 100 SAtk / 90 SDef / 60 Spd / (488) BST

Level Up:

1 - Sing

1 - Doubleslap

1 - Minimize

1 - Metronome

==

37 - Vulpix

==

Fire

Flash Fire / / Drought

38 HP / 41 Atk / 40 Def / 50 SAtk / 65 SDef / 65 Spd / (299) BST

Evolves to Ninetales by Item Use / Fire Stone

Level Up:

1 - Ember

4 - Tail Whip

7 - Roar

10 - Quick Attack

12 - Fire Spin

15 - Confuse Ray

18 - Imprison

20 - Faint Attack

23 - Flame Burst

26 - Will-O-Wisp

28 - Hex

31 - Payback

34 - Flamethrower

36 - Safeguard

39 - Extrasensory

42 - Fire Blast

44 - Grudge

47 - Captivate

50 - Inferno

==

38 - Ninetales

==

Old: Fire

New: Fire Psychic

Old: Flash Fire / / Drought

New: Drought / Drought /

Old: 73 HP / 76 Atk / 75 Def / 81 SAtk / 100 SDef / 100 Spd / (505) BST

New: 80 HP / 55 Atk / 75 Def / 110 SAtk / 105 SDef / 100 Spd / (525) BST

Level Up:

1 - Nasty Plot

1 - Ember

1 - Quick Attack

1 - Confuse Ray

1 - Safeguard

==

39 - Jigglypuff

==

Normal

Old: Cute Charm / / Friend Guard

New: Huge Power / Huge Power /

Old: 115 HP / 45 Atk / 20 Def / 45 SAtk / 25 SDef / 20 Spd / (270) BST

New: 115 HP / 50 Atk / 45 Def / 55 SAtk / 50 SDef / 55 Spd / (360) BST

Evolves to Wigglytuff by Item Use / Moon Stone

Level Up:

1 - Sing

5 - Defense Curl

9 - Pound

13 - Disable

17 - Round

21 - Rollout

25 - Doubleslap

29 - Rest

33 - Body Slam

37 - Gyro Ball

41 - Wake-Up Slap

45 - Mimic

49 - Hyper Voice

53 - Double-Edge

==

40 - Wigglytuff

==

Normal

Old: Cute Charm / / Frisk

New: Huge Power / Huge Power /

Old: 140 HP / 70 Atk / 45 Def / 75 SAtk / 50 SDef / 45 Spd / (425) BST

New: 140 HP / 70 Atk / 70 Def / 75 SAtk / 75 SDef / 85 Spd / (515) BST

Level Up:

1 - Sing

1 - Disable

1 - Defense Curl

1 - Doubleslap

==

41 - Zubat

==

Poison Flying

Inner Focus / / Infiltrator

40 HP / 45 Atk / 35 Def / 30 SAtk / 40 SDef / 55 Spd / (245) BST

Evolves to Golbat by Level Requirement / 22

Level Up:

1 - Bite

4 - Soundwave

8 - Toxic

12 - Poison Fang

15 - Wing Attack

19 - Giga Drain

22 - Roost

26 - Air Cutter

30 - Acrobatics

34 - Mean Look

37 - Poison Fang

41 - Haze

45 - Air Slash

==

42 - Golbat

==

Poison Flying

Inner Focus / / Infiltrator

Old: 75 HP / 80 Atk / 70 Def / 65 SAtk / 75 SDef / 90 Spd / (455) BST

New: 80 HP / 80 Atk / 80 Def / 70 SAtk / 75 SDef / 75 Spd / (460) BST

Evolves to Crobat by Level Requirement / 34

Level Up:

1 - Screech

1 - Leech Life

1 - Soundwave

1 - Astonish

4 - Soundwave

8 - Astonish

12 - Bite

15 - Wing Attack

19 - Confuse Ray

24 - Crunch

28 - Fire Fang

30 - Sky Drop

34 - Toxic Spikes

42 - Poison Fang

47 - Haze

52 - Air Slash

==

43 - Oddish

==

Grass Poison

Chlorophyll / / Run Away

45 HP / 50 Atk / 55 Def / 75 SAtk / 65 SDef / 30 Spd / (320) BST

Evolves to Gloom by Level Requirement / 16

Level Up:

1 - Absorb

5 - Sweet Scent

9 - Acid

13 - Poisonpowder

15 - Stun Spore

17 - Sleep Powder

21 - Mega Drain

25 - Lucky Chant

29 - Natural Gift

33 - Moonlight

37 - Giga Drain

41 - Petal Dance

==

44 - Gloom

==

Grass Poison

Chlorophyll / / Stench

60 HP / 65 Atk / 70 Def / 85 SAtk / 75 SDef / 40 Spd / (395) BST

Evolves to Vileplume by Item Use / Leaf Stone

Evolves to Bellossom by Item Use / Sun Stone

Level Up:

1 - Absorb

1 - Sweet Scent

1 - Acid

5 - Sweet Scent

9 - Acid

13 - Poisonpowder

15 - Stun Spore

17 - Sleep Powder

23 - Mega Drain

29 - Lucky Chant

35 - Natural Gift

41 - Moonlight

47 - Giga Drain

53 - Petal Dance

==

45 - Vileplume

==

Grass Poison

Chlorophyll / / Effect Spore

Old: 75 HP / 80 Atk / 85 Def / 100 SAtk / 90 SDef / 50 Spd / (480) BST

New: 95 HP / 80 Atk / 85 Def / 100 SAtk / 90 SDef / 50 Spd / (500) BST

Level Up:

1 - Mega Drain

1 - Aromatherapy

1 - Stun Spore

1 - Poisonpowder

53 - Petal Dance

65 - Solarbeam

==

46 - Paras

==

Bug Grass

Effect Spore / Dry Skin / Damp

35 HP / 70 Atk / 55 Def / 45 SAtk / 55 SDef / 25 Spd / (285) BST

Evolves to Parasect by Level Requirement / 24

Level Up:

1 - Scratch

6 - Stun Spore

6 - Poisonpowder

11 - Leech Life

17 - Fury Cutter

22 - Spore

27 - Slash

33 - Growth

38 - Giga Drain

43 - Aromatherapy

49 - Rage Powder

54 - X-Scissor

==

47 - Parasect

==

Old: Bug Grass

New: Bug Ghost

Old: Effect Spore / Dry Skin / Damp

New: Dry Skin / Bad Dreams /

Old: 60 HP / 95 Atk / 80 Def / 60 SAtk / 80 SDef / 30 Spd / (405) BST

New: 95 HP / 115 Atk / 80 Def / 60 SAtk / 90 SDef / 30 Spd / (470) BST

Level Up:

1 - Cross Poison

1 - Scratch

1 - Stun Spore

1 - Poisonpowder

1 - Leech Life

6 - Stun Spore

6 - Poisonpowder

11 - Leech Life

17 - Fury Cutter

22 - Spore

29 - Slash

37 - Growth

44 - Giga Drain

51 - Aromatherapy

59 - Rage Powder

66 - X-Scissor

==

48 - Venonat

==

Bug Poison

Compoundeyes / Tinted Lens / Run Away

60 HP / 55 Atk / 50 Def / 40 SAtk / 55 SDef / 45 Spd / (305) BST

Evolves to Venomoth by Level Requirement / 25

Level Up:

1 - Tackle

1 - Disable

1 - Foresight

5 - Soundwave

11 - Confusion

13 - Poisonpowder

17 - Leech Life

23 - Stun Spore

25 - Psybeam

29 - Sleep Powder

35 - Signal Beam

37 - Zen Headbutt

41 - Poison Fang

47 - Psychic

==

49 - Venomoth

==

Old: Bug Poison

New: Bug Psychic

Old: Shield Dust / Tinted Lens / Wonder Skin

New: Shield Dust / Tinted Lens /

Old: 70 HP / 65 Atk / 60 Def / 90 SAtk / 75 SDef / 90 Spd / (450) BST

New: 70 HP / 65 Atk / 60 Def / 120 SAtk / 75 SDef / 98 Spd / (488) BST

Level Up:

1 - Silver Wind

1 - Tackle

1 - Disable

1 - Foresight

1 - Soundwave

5 - Soundwave

11 - Confusion

13 - Poisonpowder

17 - Leech Life

23 - Stun Spore

25 - Psybeam

29 - Sleep Powder

31 - Gust

37 - Signal Beam

41 - Zen Headbutt

47 - Poison Fang

55 - Psychic

59 - Bug Buzz

63 - Quiver Dance

==

50 - Diglett

==

Ground

Old: Sand Veil / Arena Trap / Sand Force

New: Toxic Boost / Gluttony

Old: 10 HP / 55 Atk / 25 Def / 35 SAtk / 45 SDef / 95 Spd / (265) BST

New: 20 HP / 65 Atk / 25 Def / 35 SAtk / 45 SDef / 95 Spd / (275) BST

Evolves to Dugtrio by Level Requirement / 26

Level Up:

1 - Scratch

1 - Sand Shot

4 - Growl

7 - Astonish

11 - Sucker Punch

15 - Bulldoze

18 - Rock Tomb

21 - Rock Smash

25 - Protect

29 - Earth Power

34 - Dig

37 - Slash

40 - Earthquake

45 - Fissure

==

51 - Dugtrio

==

Ground

Old: Sand Veil / Arena Trap / Sand Force

New: Toxic Boost / Toxic Boost /

Old: 35 HP / 80 Atk / 50 Def / 50 SAtk / 70 SDef / 120 Spd / (405) BST

New: 60 HP / 95 Atk / 50 Def / 50 SAtk / 70 SDef / 120 Spd / (445) BST

Level Up:

1 - Night Slash

1 - Tri Attack

1 - Scratch

1 - Sand Shot

1 - Growl

4 - Growl

7 - Astonish

12 - Mud-Slap

15 - Magnitude

18 - Bulldoze

23 - Sucker Punch

26 - Dig

30 - Rock Slide

34 - Lacerate

39 - Iron Head

42 - Earthquake

46 - Stone Edge

50 - Close Combat

55 - Zen Headbutt

60 - Head Smash

65 - Facade

70 - Headlong Rush

==

52 - Meowth

==

Normal

Old: Pickup / Technician / Unnerve

New: Unnerve / Technician

40 HP / 45 Atk / 35 Def / 40 SAtk / 40 SDef / 90 Spd / (290) BST

Evolves to Persian by Level Requirement / 25

Level Up:

1 - Scratch

1 - Growl

4 - Bite

6 - Fake Out

10 - Cat Scratch

12 - Screech

15 - Headbutt

17 - Taunt

20 - Influx Wave

25 - Power Gem

38 - Nasty Plot

41 - Assurance

46 - Captivate

49 - Night Slash

54 - Feint

==

53 - Persian

==

Normal

Old: Limber / Technician / Unnerve

New: Technician / Technician /

Old: 65 HP / 70 Atk / 60 Def / 65 SAtk / 65 SDef / 115 Spd / (440) BST

New: 65 HP / 85 Atk / 65 Def / 90 SAtk / 75 SDef / 115 Spd / (495) BST

Level Up:

1 - Switcheroo

1 - Scratch

1 - Growl

1 - Bite

1 - Fake Out

6 - Bite

9 - Fake Out

14 - Fury Swipes

17 - Screech

22 - Faint Attack

26 - Aerial Ace

28 - Swift

31 - Body Slam

34 - Take Down

37 - Lacerate

40 - Psyshock

44 - Thunderbolt

47 - Seed Bomb

50 - Double Edge

55 - Nasty Plot

60 - Zen Headbutt

==

54 - Psyduck

==

Water

Damp / Cloud Nine / Swift Swim

50 HP / 52 Atk / 48 Def / 65 SAtk / 50 SDef / 55 Spd / (320) BST

Evolves to Golduck by Level Requirement / 25

Level Up:

1 - Sprinkler

1 - Scratch

4 - Tail Whip

8 - Water Gun

11 - Disable

15 - Confusion

18 - Water Pulse

22 - Fury Swipes

25 - Screech

29 - Zen Headbutt

32 - Aqua Tail

36 - Soak

39 - Psych Up

43 - Amnesia

46 - Hydro Pump

50 - Wonder Room

==

55 - Golduck

==

Old: Water

New: Water Psychic

Old: Damp / Cloud Nine / Swift Swim

New: Swift Swim / Torrent /

Old: 80 HP / 82 Atk / 78 Def / 95 SAtk / 80 SDef / 85 Spd / (500) BST

New: 80 HP / 92 Atk / 78 Def / 120 SAtk / 80 SDef / 100 Spd / (550) BST

Level Up:

1 - Aqua Jet

1 - Sprinkler

1 - Scratch

1 - Tail Whip

1 - Water Gun

4 - Tail Whip

8 - Water Gun

11 - Disable

15 - Confusion

18 - Water Pulse

22 - Fury Swipes

25 - Screech

29 - Zen Headbutt

32 - Aqua Tail

38 - Soak

43 - Psych Up

49 - Amnesia

54 - Hydro Pump

60 - Wonder Room

==

56 - Mankey

==

Fighting

Vital Spirit / Anger Point / Defiant

40 HP / 80 Atk / 35 Def / 35 SAtk / 45 SDef / 70 Spd / (305) BST

Evolves to Primeape by Level Requirement / 26

Level Up:

1 - Growl

1 - Scratch

1 - Karate Chop

5 - Assurance

8 - Rock Tomb

12 - Fake Out

16 - Power Up Punch

20 - Brick Break

24 - Mach Punch

28 - Rock Slide

33 - Swagger

37 - Cross Chop

41 - Thrash

45 - Punishment

49 - Close Combat

53 - Final Gambit

==

57 - Primeape

==

Fighting

Old: Vital Spirit / Anger Point / Defiant

New: Vital Spirit / Anger Point /

Old: 65 HP / 105 Atk / 60 Def / 60 SAtk / 70 SDef / 95 Spd / (455) BST

New: 65 HP / 115 Atk / 65 Def / 60 SAtk / 70 SDef / 115 Spd / (490) BST

Level Up:

1 - Fling

1 - Scratch

1 - Low Kick

1 - Leer

1 - Focus Energy

9 - Fury Swipes

13 - Karate Chop

17 - Seismic Toss

21 - Screech

25 - Assurance

31 - Cross Chop

35 - U-turn

40 - Quick Pounce

44 - Shadow Claw

50 - Close Combat

55 - Headlong Rush

60 - Swords Dance

65 - Submission

==

58 - Growlithe

==

Fire

Intimidate / Flash Fire / Justified

55 HP / 70 Atk / 45 Def / 70 SAtk / 50 SDef / 60 Spd / (350) BST

Evolves to Arcanine by Item Use / Fire Stone

Level Up:

1 - Bite

1 - Roar

6 - Ember

8 - Leer

10 - Odor Sleuth

12 - Helping Hand

17 - Flame Wheel

19 - Reversal

21 - Fire Fang

23 - Take Down

28 - Flame Burst

30 - Agility

32 - Retaliate

34 - Flamethrower

39 - Crunch

41 - Heat Wave

43 - Outrage

45 - Flare Blitz

==

59 - Arcanine

==

Old: Fire

New: Fire Fighting

Intimidate / Flash Fire / Justified

90 HP / 110 Atk / 80 Def / 100 SAtk / 80 SDef / 95 Spd / (555) BST

Level Up:

1 - Thunder Fang

1 - Bite

1 - Roar

1 - Odor Sleuth

1 - Fire Fang

34 - Extremespeed

==

60 - Poliwag

==

Water

Water Absorb / Damp / Swift Swim

40 HP / 50 Atk / 40 Def / 40 SAtk / 40 SDef / 90 Spd / (300) BST

Evolves to Poliwhirl by Level Requirement / 18

Level Up:

1 - Sprinkler

1 - Hypnosis

4 - Mud Shot

8 - Headbutt

13 - Aurora Beam

15 - Rain Dance

18 - Body Slam

25 - Bubblebeam

28 - Mud Shot

31 - Belly Drum

35 - Wake-Up Slap

38 - Hydro Pump

41 - Mud Bomb

==

61 - Poliwhirl

==

Water

Water Absorb / Damp / Swift Swim

65 HP / 65 Atk / 65 Def / 50 SAtk / 50 SDef / 90 Spd / (385) BST

Evolves to Poliwrath by Item Use / Water Stone

Evolves to Politoed by Item Use / King's Rock

Level Up:

1 - Sprinkler

1 - Bubble

1 - Hypnosis

5 - Bubble

8 - Hypnosis

11 - Water Gun

15 - Doubleslap

18 - Rain Dance

21 - Bubblebeam

25 - Psybeam

31 - Muddy Water

35 - Drain Punch

40 - Ice Beam

48 - Hydro Pump

53 - Mud Bomb

==

62 - Poliwrath

==

Water Fighting

Old: Water Absorb / Damp / Swift Swim

New: Water Absorb / Swift Swim /

Old: 90 HP / 85 Atk / 95 Def / 70 SAtk / 90 SDef / 70 Spd / (500) BST

New: 90 HP / 115 Atk / 95 Def / 70 SAtk / 90 SDef / 75 Spd / (535) BST

Level Up:

40 - Aqua Jet

40 - Mach Punch

40 - Waterfall

45 - Close Combat

50 - Stone Edge

55 - Sea Howitzer

65 - Submission

==

63 - Abra

==

Psychic

Synchronize / Inner Focus / Magic Guard

25 HP / 20 Atk / 15 Def / 105 SAtk / 55 SDef / 90 Spd / (310) BST

Evolves to Kadabra by Level Requirement / 16

Level Up:

1 - Teleport

==

64 - Kadabra

==

Psychic

Synchronize / Inner Focus / Magic Guard

40 HP / 35 Atk / 30 Def / 120 SAtk / 70 SDef / 105 Spd / (400) BST

Evolves to Alakazam by Level Requirement / 36

Level Up:

1 - Teleport

1 - Kinesis

1 - Confusion

16 - Confusion

18 - Disable

22 - Miracle Eye

24 - Ally Switch

28 - Psybeam

30 - Reflect

34 - Telekinesis

36 - Recover

40 - Psycho Cut

42 - Role Play

46 - Psychic

48 - Future Sight

52 - Trick

==

65 - Alakazam

==

Psychic

Old: Synchronize / Inner Focus / Magic Guard

New: Magic Guard / Magic Guard /

55 HP / 50 Atk / 45 Def / 135 SAtk / 85 SDef / 120 Spd / (490) BST

Level Up:

1 - Teleport

1 - Kinesis

1 - Confusion

16 - Confusion

18 - Disable

22 - Miracle Eye

24 - Ally Switch

28 - Psybeam

30 - Reflect

34 - Telekinesis

36 - Recover

40 - Psycho Cut

42 - Calm Mind

46 - Psychic

48 - Future Sight

52 - Trick

==

66 - Machop

==

Fighting

Guts / No Guard / Steadfast

70 HP / 80 Atk / 50 Def / 35 SAtk / 35 SDef / 35 Spd / (305) BST

Evolves to Machoke by Level Requirement / 21

Level Up:

1 - Karate Chop

1 - Leer

7 - Rock Tomb

10 - Assurance

13 - Low Sweep

16 - Bullet Punch

21 - Fakeout Fist

25 - Revenge

31 - Vital Throw

34 - Submission

37 - Wake-Up Slap

43 - Cross Chop

46 - Scary Face

49 - Magma Fist

==

67 - Machoke

==

Fighting

Guts / No Guard / Steadfast

80 HP / 100 Atk / 70 Def / 50 SAtk / 60 SDef / 45 Spd / (405) BST

Evolves to Machamp by Level Requirement / 36

Level Up:

1 - Low Kick

1 - Leer

1 - Focus Energy

1 - Karate Chop

7 - Focus Energy

10 - Karate Chop

13 - Low Sweep

19 - Foresight

22 - Fiery Hands

25 - Bulldoze

27 - Brick Break

30 - Rock Slide

33 - Bulk Up

36 - Cross Chop

51 - Scary Face

55 - Magma Fist

==

68 - Machamp

==

Fighting

Old: Guts / No Guard / Steadfast

New: Guts / No Guard /

Old: 90 HP / 130 Atk / 80 Def / 65 SAtk / 85 SDef / 55 Spd /

(505) BST

New: 90 HP / 125 Atk / 75 Def / 65 SAtk / 80 SDef / 70 Spd /

(505) BST

Level Up:

1 - Wide Guard

1 - Low Kick

1 - Leer

1 - Focus Energy

1 - Karate Chop

7 - Focus Energy

10 - Karate Chop

13 - Low Sweep

19 - Foresight

22 - Seismic Toss

25 - Revenge

36 - Fire Punch

36 - Ice Punch

36 - Thunder Punch

40 - Magma Fist

45 - Close Combat

47 - Zen Headbutt

50 - Earthquake

53 - Needle Arm

55 - Stone Edge

60 - Point Charge

70 - Submission

==

69 - Bellsprout

==

Grass Poison

Old: Chlorophyll / / Gluttony

New: Chlorophyll / /

50 HP / 75 Atk / 35 Def / 70 SAtk / 30 SDef / 40 Spd / (300) BST

Evolves to Weepinbell by Level Requirement / 16

Level Up:

1 - Vine Whip

7 - Growth

11 - Wrap

13 - Sleep Powder

15 - Poisonpowder

17 - Stun Spore

23 - Acid

27 - Knock Off

29 - Sweet Scent

35 - Gastro Acid

39 - Razor Leaf

41 - Slam

47 - Wring Out

==

70 - Weepinbell

==

Grass Poison

Old: Chlorophyll / / Gluttony

New: Chlorophyll / /

65 HP / 90 Atk / 50 Def / 85 SAtk / 45 SDef / 55 Spd / (390) BST

Evolves to Victreebel by Item Use / Leaf Stone

Level Up:

1 - Vine Whip

1 - Growth

1 - Wrap

7 - Growth

11 - Wrap

13 - Sleep Powder

15 - Poisonpowder

17 - Stun Spore

23 - Acid

27 - Knock Off

29 - Sweet Scent

35 - Gastro Acid

39 - Razor Leaf

41 - Slam

47 - Wring Out

==

71 - Victreebel

==

Grass Poison

Old: Chlorophyll / / Gluttony

New: Chlorophyll / /

Old: 80 HP / 105 Atk / 65 Def / 100 SAtk / 60 SDef / 70 Spd / (480) BST

New: 80 HP / 105 Atk / 65 Def / 100 SAtk / 60 SDef / 80 Spd / (490) BST

Level Up:

1 - Stockpile

1 - Swallow

1 - Spit Up

1 - Vine Whip

1 - Sleep Powder

1 - Sweet Scent

1 - Razor Leaf

27 - Leaf Tornado

47 - Leaf Storm

47 - Leaf Blade

==

72 - Tentacool

==

Water Poison

Clear Body / Liquid Ooze / Rain Dish

40 HP / 40 Atk / 35 Def / 50 SAtk / 100 SDef / 70 Spd / (335) BST

Evolves to Tentacruel by Level Requirement / 25

Level Up:

1 - Poison Sting

5 - Soundwave

8 - Constrict

12 - Acid

15 - Toxic Spikes

19 - Bubblebeam

22 - Wrap

26 - Acid Spray

29 - Barrier

33 - Water Pulse

36 - Poison Jab

40 - Screech

43 - Hex

47 - Hydro Pump

50 - Sludge Wave

54 - Wring Out

==

73 - Tentacruel

==

Water Poison

Old: Clear Body / Liquid Ooze / Rain Dish

New: Clear Body / Liquid Ooze /

Old: 80 HP / 70 Atk / 65 Def / 80 SAtk / 120 SDef / 100 Spd / (515) BST

New: 95 HP / 70 Atk / 65 Def / 80 SAtk / 120 SDef / 100 Spd / (530) BST

Level Up:

1 - Poison Sting

1 - Soundwave

1 - Constrict

5 - Soundwave

8 - Constrict

12 - Acid

15 - Toxic Spikes

19 - Bubblebeam

22 - Wrap

26 - Acid Spray

29 - Barrier

34 - Water Pulse

38 - Poison Jab

43 - Screech

47 - Hex

52 - Hydro Pump

56 - Sludge Wave

61 - Wring Out

==

74 - Geodude

==

Rock Ground

Rock Head / Sturdy / Sand Veil

40 HP / 80 Atk / 100 Def / 30 SAtk / 30 SDef / 20 Spd / (300) BST

Evolves to Graveler by Level Requirement / 20

Level Up:

1 - Tackle

1 - Mud Spatter

4 - Rock Throw

8 - Rock Polish

11 - Smack Down

14 - Bulldoze

16 - Rock Smash

20 - Brick Break

25 - Rock Slide

29 - Selfdestruct

32 - Bulldoze

36 - Stealth Rock

39 - Earthquake

43 - Explosion

46 - Double-Edge

50 - Stone Edge

==

75 - Graveler

==

Rock Ground

Rock Head / Sturdy / Sand Veil

55 HP / 95 Atk / 115 Def / 45 SAtk / 45 SDef / 35 Spd / (390) BST

Evolves to Graveler by Level Requirement / 35

Level Up:

1 - Tackle

1 - Defense Curl

1 - Mud Sport

1 - Rock Polish

4 - Mud Sport

8 - Rock Polish

11 - Rock Throw

15 - Magnitude

18 - Rollout

22 - Rock Blast

27 - Sucker Punch

30 - Selfdestruct

33 - Stealth Rock

36 - Earthquake

40 - **HeadlongRush**

53 - Explosion

58 - Double-Edge

64 - Stone Edge

==

76 - Golem

==

Rock Ground

Old: Rock Head / Sturdy / Sand Veil

New: Battle Armor / Sturdy /

80 HP / 110 Atk / 130 Def / 55 SAtk / 65 SDef / 45 Spd / (485) BST

Level Up:

1 - Tackle

1 - Defense Curl

1 - Mud Sport

1 - Rock Polish

4 - Mud Sport

8 - Rock Polish

11 - Rock Throw

15 - Magnitude

18 - Steamroller

22 - Rock Blast

27 - Smack Down

31 - Selfdestruct

36 - Bulldoze

40 - Dragon Crush

46 - HeadlongRush

50 - Wild Charge

54 - Dragon Dance

59 - Stone Edge

61 - Head Charge

65 - Explosion

==

77 - Ponyta

==

Old: Fire

New: Fire Normal

Old: Run Away / Flash Fire / Flame Body

New: Sap Sipper / Flash Fire

Old: 50 HP / 85 Atk / 55 Def / 65 SAtk / 65 SDef / 90 Spd / (410) BST

New: 55 HP / 85 Atk / 55 Def / 80 SAtk / 65 SDef / 95 Spd / (435) BST

Evolves to Rapidash by Level Requirement / 31

Level Up:

1 - Growl

1 - Quick Attack

1 - Ember

5 - Double Kick

8 - Flame Charge

12 - Stomp

16 - Flame Wheel

20 - Take Down

24 - Fire Pledge

27 - Wild Charge

30 - Blaze Kick

41 - Fire Blast

45 - Bounce

49 - Flare Blitz

==

78 - Rapidash

==

Old: Fire

New: Fire Normal

Old: Run Away / Flash Fire / Flame Body

New: Reckless / Reckless /

Old: 65 HP / 100 Atk / 70 Def / 80 SAtk / 80 SDef / 105 Spd / (500) BST

New: 70 HP / 100 Atk / 70 Def / 95 SAtk / 80 SDef / 110 Spd / (525) BST

Level Up:

1 - Poison Jab

1 - Megahorn

1 - Growl

1 - Quick Attack

1 - Tail Whip

1 - Ember

4 - Tail Whip

9 - Ember

13 - Flame Wheel

17 - Stomp

21 - Flame Charge

25 - Fire Spin

29 - Take Down

31 - Bounce

33 - Drill Run

37 - Return

40 - Megahorn

43 - Flare Blitz

47 - Extreme Speed

50 - Superpower

53 - Double-Edge

56 - Overheat

60 - Molten Kick

70 - HeadlongRush

==

79 - Slowpoke

==

Water Psychic

Oblivious / Own Tempo / Regenerator

90 HP / 65 Atk / 65 Def / 40 SAtk / 40 SDef / 15 Spd / (315) BST

Evolves to Slowbro by Level Requirement / 30

Evolves to Slowking by Item Use / King's Rock

Level Up:

1 - Curse

1 - Yawn

1 - Tackle

5 - Growl

9 - Water Gun

14 - Confusion

19 - Disable

23 - Headbutt

28 - Water Pulse

32 - Zen Headbutt

36 - Slack Off

41 - Amnesia

45 - Psychic

49 - Rain Dance

54 - Psych Up

58 - Heal Pulse

==

80 - Slowbro

==

Water Psychic

Old: Oblivious / Own Tempo / Regenerator

New: Regenerator / Shell Armor /

95 HP / 75 Atk / 110 Def / 100 SAtk / 80 SDef / 30 Spd / (490) BST

Level Up:

1 - Curse

1 - Yawn

1 - Tackle

1 - Growl

5 - Growl

9 - Water Gun

14 - Confusion

19 - Disable

23 - Headbutt

28 - Water Pulse

32 - Zen Headbutt

36 - Slack Off

37 - Withdraw

43 - Amnesia

49 - Psychic

55 - Rain Dance

62 - Psych Up

68 - Heal Pulse

==

81 - Magnemite

==

Electric Steel

Magnet Pull / Sturdy / Analytic

25 HP / 35 Atk / 70 Def / 95 SAtk / 55 SDef / 45 Spd / (325) BST

Evolves to Magneton by Level Requirement / 27

Level Up:

1 - Metal Sound

1 - Soundwave

1 - Thundershock

7 - Magnet Bomb

10 - Thunder Wave

14 - Shock Wave

18 - Shining Shot

22 - Mirror Coat

25 - Data Drain

30 - **Thunderbolt**

35 - Flash Cannon

39 - Screech

43 - Discharge

46 - Lock-On

49 - Magnet Rise

53 - Gyro Ball

57 - Zap Cannon

==

82 - Magneton

==

Electric Steel

Magnet Pull / Sturdy / Analytic

50 HP / 60 Atk / 95 Def / 120 SAtk / 70 SDef / 70 Spd / (465) BST

Evolves to Magnezone by Item Use / Thunderstone

Level Up:

1 - Tri Attack

1 - Tackle

1 - Soundwave

1 - Thundershock

1 - Sonicboom

4 - Soundwave

7 - Thundershock

11 - Sonicboom

15 - Thunder Wave

18 - Magnet Bomb

21 - Spark

29 - Flash Cannon

32 - Volt Switch

36 - Aurora Beam

40 - Discharge

51 - Screech

56 - Lock-On

62 - Magnet Rise

67 - Gyro Ball

73 - Zap Cannon

==

83 - Farfetch’d

==

Normal Flying

Old: Keen Eye / Inner Focus / Defiant

New: Pure Power / Pure Power /

Old: 52 HP / 65 Atk / 55 Def / 58 SAtk / 62 SDef / 60 Spd / (352) BST

New: 75 HP / 65 Atk / 75 Def / 58 SAtk / 85 SDef / 115 Spd / (475) BST

Level Up:

1 - Poison Jab

1 - Peck

1 - Sand Shot

1 - Leer

1 - Fury Cutter

7 - Fury Attack

9 - Knock Off

13 - Aerial Ace

19 - Slash

21 - Air Cutter

25 - Swords Dance

31 - Agility

33 - Night Slash

37 - Acrobatics

43 - Feint

45 - False Swipe

49 - Air Slash

55 - Brave Bird

==

84 - Doduo

==

Normal Flying

Run Away / Early Bird / Tangled Feet

35 HP / 85 Atk / 45 Def / 35 SAtk / 35 SDef / 75 Spd / (310) BST

Evolves to Dodrio by Level Requirement / 31

Level Up:

1 - Peck

1 - Growl

5 - Quick Attack

10 - Rage

14 - Peck Barrage

19 - Steel Wing

22 - Secret Power

27 - Hyper Speed

30 - Drill Peck

31 - Jump Kick

41 - Drill Peck

46 - Endeavor

50 - Thrash

==

85 - Dodrio

==

Normal Flying

Old: Run Away / Early Bird / Tangled Feet

New: Reckless / Reckless /

60 HP / 110 Atk / 70 Def / 60 SAtk / 60 SDef / 100 Spd / (460) BST

Level Up:

1 - Pluck

1 - Peck

1 - Growl

1 - Quick Attack

1 - Rage

5 - Quick Attack

10 - Rage

14 - Fury Attack

19 - Pursuit

23 - Uproar

35 - Point Charge

38 - Drill Run

40 - Return

45 - U-turn

50 - Double Edge

60 - Hi Jump Kick

65 - Brave Bird

==

86 - Seel

==

Water

Thick Fat / Hydration / Ice Body

65 HP / 45 Atk / 55 Def / 45 SAtk / 70 SDef / 45 Spd / (325) BST

Evolves to Dewgong by Level Requirement / 26

Level Up:

1 - Headbutt

3 - Growl

7 - Sprinkler

10 - Icy Wind

13 - Encore

16 - Ice Shard

19 - Aqua Core

21 - Body Slam

25 - Drill Run

31 - Aqua Jet

33 - Brine

37 - Take Down

41 - Dive

43 - Aqua Tail

47 - Ice Beam

51 - Safeguard

53 - Hail

==

87 - Dewgong

==

Water Ice

Old: Thick Fat / Hydration / Ice Body

New: Thick Fat / Thick Fat /

Old: 90 HP / 70 Atk / 80 Def / 70 SAtk / 95 SDef / 70 Spd / (475) BST

New: 120 HP / 70 Atk / 80 Def / 80 SAtk / 95 SDef / 70 Spd / (515) BST

Level Up:

1 - Headbutt

1 - Growl

1 - Signal Beam

1 - Icy Wind

3 - Growl

7 - Signal Beam

11 - Icy Wind

13 - Encore

17 - Ice Shard

21 - Rest

23 - Aqua Ring

26 - Crystalize

30 - Aqua Tail

33 - Signal Beam

37 - Ice Beam

40 - Polar Blast

45 - Magic Mist

49 - Surf

52 - Hydro Pump

58 - Water Spout

65 - Sea Howitzer

99 - Sheer Cold

==

88 - Grimer

==

Poison

Stench / Sticky Hold / Poison Touch

80 HP / 80 Atk / 50 Def / 40 SAtk / 50 SDef / 25 Spd / (325) BST

Evolves to Muk by Level Requirement / 29

Level Up:

1 - Pound

1 - Poison Gas

4 - Harden

7 - Mud-Slap

12 - Disable

15 - Sludge

18 - Minimize

21 - Mud Bomb

26 - Sludge Bomb

29 - Fling

32 - Screech

37 - Sludge Wave

40 - Acid Armor

43 - Gunk Shot

48 - Memento

==

89 - Muk

==

Poison

Old: Stench / Sticky Hold / Poison Touch

New: Thick Fat / Filter /

Old: 105 HP / 105 Atk / 75 Def / 65 SAtk / 100 SDef / 50 Spd / (500) BST

New: 105 HP / 105 Atk / 75 Def / 85 SAtk / 100 SDef / 50 Spd / (520) BST

Level Up:

1 - Pound

1 - Poison Gas

1 - Harden

1 - Mud-Slap

4 - Harden

7 - Mud-Slap

12 - Disable

15 - Sludge

18 - Minimize

21 - Mud Bomb

26 - Sludge Bomb

29 - Fling

32 - Screech

37 - Sludge Wave

43 - Acid Armor

49 - Gunk Shot

57 - Memento

==

90 - Shellder

==

Water

Shell Armor / Skill Link / Overcoat

30 HP / 65 Atk / 100 Def / 45 SAtk / 25 SDef / 40 Spd / (305) BST

Evolves to Cloyster by Item Use / Water Stone

Level Up:

1 - Tackle

4 - Withdraw

8 - Soundwave

13 - Icicle Spear

16 - Protect

20 - Leer

25 - Clamp

28 - Ice Shard

32 - Razor Shell

37 - Aurora Beam

40 - Whirlpool

44 - Brine

49 - Iron Defense

52 - Ice Beam

56 - Shell Smash

61 - Hydro Pump

==

91 - Cloyster

==

Water Ice

Old: Shell Armor / Skill Link / Overcoat

New: Shell Armor / Skill Link /

50 HP / 95 Atk / 180 Def / 85 SAtk / 45 SDef / 70 Spd / (525) BST

Level Up:

1 - Toxic Spikes

1 - Withdraw

1 - Soundwave

1 - Protect

1 - Aurora Beam

13 - Spike Cannon

28 - Spikes

52 - Icicle Crash

==

92 - Gastly

==

Ghost Poison

Levitate / /

30 HP / 35 Atk / 30 Def / 100 SAtk / 35 SDef / 80 Spd / (310) BST

Evolves to Haunter by Level Requirement / 25

Level Up:

1 - Hypnosis

1 - Lick

5 - Spite

8 - Mean Look

12 - Curse

15 - Night Shade

19 - Confuse Ray

22 - Sucker Punch

26 - Payback

29 - Shadow Ball

33 - Dream Eater

36 - Dark Pulse

40 - Destiny Bond

43 - Hex

47 - Nightmare

==

93 - Haunter

==

Ghost Poison

Levitate / /

45 HP / 50 Atk / 45 Def / 115 SAtk / 55 SDef / 95 Spd / (405) BST

Evolves to Gengar by Level Requirement / 36

Level Up:

1 - Hypnosis

1 - Lick

1 - Spite

5 - Spite

8 - Mean Look

12 - Curse

15 - Night Shade

19 - Confuse Ray

22 - Sucker Punch

25 - Shadow Punch

28 - Payback

33 - Shadow Ball

39 - Dream Eater

44 - Dark Pulse

50 - Destiny Bond

55 - Hex

61 - Nightmare

==

94 - Gengar

==

Ghost Poison

Levitate / /

60 HP / 65 Atk / 60 Def / 130 SAtk / 75 SDef / 110 Spd / (500) BST

Level Up:

1 - Hypnosis

1 - Lick

1 - Spite

5 - Spite

8 - Mean Look

12 - Curse

15 - Night Shade

19 - Confuse Ray

22 - Sucker Punch

25 - Shadow Punch

28 - Payback

33 - Shadow Ball

39 - Dream Eater

44 - Dark Pulse

50 - Destiny Bond

55 - Hex

61 - Nightmare

==

95 - Onix

==

Rock Ground

Rock Head / Sturdy / Weak Armor

35 HP / 45 Atk / 160 Def / 30 SAtk / 45 SDef / 70 Spd / (385) BST

Evolves to Steelix by Level Requirement / 33

Level Up:

1 - Mud Sport

1 - Tackle

1 - Harden

1 - Bind

4 - Curse

7 - Rock Throw

10 - Rage

13 - Rock Tomb

16 - Stealth Rock

19 - Rock Polish

22 - Smack Down

25 - Dragonbreath

28 - Slam

31 - Screech

34 - Rock Slide

37 - Sand Tomb

40 - Iron Tail

43 - Dig

46 - Stone Edge

49 - Double-Edge

52 - Sandstorm

==

96 - Drowzee

==

Psychic

Insomnia / Forewarn / Inner Focus

60 HP / 48 Atk / 45 Def / 43 SAtk / 90 SDef / 42 Spd / (328) BST

Evolves to Hypno by Level Requirement / 26

Level Up:

1 - Pound

1 - Hypnosis

5 - Disable

9 - Confusion

13 - Headbutt

17 - Poison Gas

21 - Meditate

25 - Psybeam

29 - Headbutt

33 - Psych Up

37 - Synchronoise

41 - Zen Headbutt

45 - Swagger

49 - Psychic

53 - Nasty Plot

57 - Psyshock

61 - Future Sight

==

97 - Hypno

==

Psychic

Old: Insomnia / Forewarn / Inner Focus

New: Insomnia / Magic Bounce /

Old: 85 HP / 73 Atk / 70 Def / 73 SAtk / 115 SDef / 67 Spd / (483) BST

New: 115 HP / 73 Atk / 100 Def / 75 SAtk / 115 SDef / 67 Spd / (545) BST

Level Up:

1 - Nightmare

1 - Switcheroo

1 - Pound

1 - Hypnosis

1 - Disable

1 - Confusion

5 - Disable

9 - Confusion

13 - Headbutt

17 - Poison Gas

21 - Meditate

25 - Psybeam

29 - Headbutt

33 - Psych Up

37 - Synchronoise

41 - Zen Headbutt

45 - Swagger

49 - Psychic

53 - Nasty Plot

57 - Psyshock

61 - Future Sight

==

98 - Krabby

==

Water

Hyper Cutter / Shell Armor / Sheer Force

30 HP / 105 Atk / 90 Def / 25 SAtk / 25 SDef / 50 Spd / (325) BST

Evolves to Kingler by Level Requirement / 28

Level Up:

1 - Mud Sport

1 - Bubble

5 - Vicegrip

9 - Leer

11 - Harden

15 - Bubblebeam

19 - Mud Shot

21 - Metal Claw

25 - Stomp

29 - Protect

31 - Guillotine

35 - Slam

39 - Brine

41 - Crabhammer

45 - Flail

==

99 - Kingler

==

Old: Water

New: Water Steel

Old: Hyper Cutter / Shell Armor / Sheer Force

New: Shell Armor / Shell Armor /

Old: 55 HP / 130 Atk / 115 Def / 50 SAtk / 50 SDef / 75 Spd / (475) BST

New: 55 HP / 130 Atk / 115 Def / 50 SAtk / 50 SDef / 95 Spd / (495) BST

Level Up:

1 - Wide Guard

1 - Mud Sport

1 - Bubble

1 - Vicegrip

1 - Leer

5 - Vicegrip

9 - Leer

11 - Harden

15 - Bubblebeam

19 - Mud Shot

21 - Metal Claw

25 - Stomp

32 - Protect

37 - Guillotine

44 - Slam

51 - Brine

56 - Crabhammer

63 - Flail

==

100 - Voltorb

==

Electric

Soundproof / Static / Aftermath

Old: 40 HP / 30 Atk / 50 Def / 55 SAtk / 55 SDef / 100 Spd / (330) BST

New: 40 HP / 30 Atk / 50 Def / 75 SAtk / 55 SDef / 100 Spd / (350) BST

Evolves to Electrode by Level Requirement / 25

Level Up:

1 - Charge

1 - Tackle

5 - Thunder Shock

7 - Soundwave

10 - Charge Beam

13 - Aurora Beam

17 - Flash

20 - Light Screen

20 - Reflect

25 - Data Drain

36 - Swift

40 - Magnet Rise

43 - Gyro Ball

47 - Explosion

50 - Mirror Coat

==

101 - Electrode

==

Old: Electric

New: Electric Steel

Old: Soundproof / Static / Aftermath

New: Static / Static /

Old: 60 HP / 50 Atk / 70 Def / 80 SAtk / 80 SDef / 140 Spd / (480) BST

New: 60 HP / 50 Atk / 70 Def / 95 SAtk / 80 SDef / 140 Spd / (505) BST

Level Up:

1 - Charge

1 - Tackle

1 - Sonicboom

1 - Spark

5 - Tackle

8 - Sonicboom

12 - Spark

15 - Rollout

19 - Screech

22 - Charge Beam

26 - Barrage

29 - Discharge

32 - Shining Shot

37 - Energy Ball

40 - Thunderbolt

42 - Flash Cannon

46 - Explosion

50 - Mirror Coat

55 - Magnet Rise

60 - Plasma Pulse

==

102 - Exeggcute

==

Grass Psychic

Old: Chlorophyll / / Harvest

New: Chlorophyll / /

60 HP / 40 Atk / 80 Def / 60 SAtk / 45 SDef / 40 Spd / (325) BST

Evolves to Exeggutor by Item Use / Leaf Stone

Level Up:

1 - Barrage

1 - Uproar

1 - Hypnosis

7 - Reflect

11 - Leech Seed

17 - Bullet Seed

19 - Stun Spore

21 - Poisonpowder

23 - Sleep Powder

27 - Confusion

33 - Worry Seed

37 - Natural Gift

43 - Solarbeam

47 - Extrasensory

53 - Bestow

==

103 - Exeggutor

==

Grass Psychic

Old: Chlorophyll / / Harvest

New: Chlorophyll / /

95 HP / 95 Atk / 85 Def / 125 SAtk / 65 SDef / 55 Spd / (520) BST

Level Up:

1 - Seed Bomb

1 - Barrage

1 - Hypnosis

1 - Confusion

1 - Stomp

17 - Psyshock

27 - Egg Bomb

37 - Wood Hammer

47 - Leaf Storm

==

104 - Cubone

==

Ground

Rock Head / Lightningrod / Battle Armor

50 HP / 50 Atk / 95 Def / 40 SAtk / 50 SDef / 35 Spd / (320) BST

Evolves to Marowak by Level Requirement / 28

Level Up:

1 - Growl

3 - Tail Whip

7 - Bone Club

11 - Headbutt

13 - Leer

17 - Focus Energy

21 - Bonemerang

23 - Rage

27 - False Swipe

31 - Thrash

33 - Fling

37 - Bone Rush

41 - Endeavor

43 - Double-Edge

47 - Retaliate

==

105 - Marowak

==

Old: Ground

New: Ground Fighting

Old: Rock Head / Lightningrod / Battle Armor

New: Battle Armor / Battle Armor /

Old: 60 HP / 80 Atk / 110 Def / 50 SAtk / 80 SDef / 45 Spd / (425) BST

New: 65 HP / 100 Atk / 110 Def / 50 SAtk / 80 SDef / 90 Spd / (495) BST

Level Up:

1 - Growl

1 - Tail Whip

1 - Bone Club

1 - Headbutt

3 - Tail Whip

7 - Bone Club

11 - Headbutt

13 - Leer

17 - Focus Energy

21 - Bonemerang

23 - Rage

27 - False Swipe

33 - Thrash

37 - Fling

43 - Bone Rush

49 - Endeavor

53 - Double-Edge

59 - Retaliate

==

106 - Hitmonlee

==

Fighting

Old: Limber / Reckless / Unburden

New: Unburden / Reckless /

Old: 50 HP / 120 Atk / 53 Def / 35 SAtk / 110 SDef / 87 Spd / (455) BST

New: 75 HP / 115 Atk / 80 Def / 35 SAtk / 110 SDef / 100 Spd / (505) BST

Level Up:

1 - Revenge

1 - Double Kick

5 - Meditate

9 - Rolling Kick

13 - Jump Kick

17 - Brick Break

21 - Focus Energy

25 - Feint

29 - Hi Jump Kick

33 - Mind Reader

37 - Foresight

41 - Wide Guard

45 - Blaze Kick

49 - Endure

53 - Molten Kick

57 - Close Combat

61 - Reversal

==

107 - Hitmonchan

==

Fighting

Old: Keen Eye / Iron Fist / Inner Focus

New: Guts / Iron Fist /

Old: 50 HP / 105 Atk / 79 Def / 35 SAtk / 110 SDef / 76 Spd / (455) BST

New: 60 HP / 125 Atk / 80 Def / 35 SAtk / 100 SDef / 95 Spd / (505) BST

Level Up:

1 - Revenge

1 - Comet Punch

6 - Agility

11 - Pursuit

16 - Mach Punch

16 - Bullet Punch

21 - Feint

26 - Vacuum Wave

31 - Quick Guard

36 - Thunder Punch

36 - Ice Punch

36 - Fire Punch

41 - Sky Uppercut

46 - Power Up Punch

51 - Detect

56 - Focus Punch

61 - Counter

66 - Close Combat

==

108 - Lickitung

==

Normal

Old: Own Tempo / Oblivious / Cloud Nine

New: Liquid Ooze / Unaware

Old: 90 HP / 55 Atk / 75 Def / 60 SAtk / 75 SDef / 30 Spd / (385) BST

New: 110 HP / 80 Atk / 85 Def / 60 SAtk / 85 SDef / 30 Spd / (440) BST

Evolves to Lickilicky by Level Requirement / 30

Level Up:

1 - Lick

1 - Wrap

4 - Defense Curl

7 - Knock Off

10 - Rock Smash

14 - Stomp

17 - Constrict

20 - Whiplash

25 - Mud Spatter

26 - Slack Off

30 - Body Slam

45 - Refresh

49 - Screech

53 - Power Whip

57 - Wring Out

==

109 - Koffing

==

Poison

Levitate / /

40 HP / 65 Atk / 95 Def / 60 SAtk / 45 SDef / 35 Spd / (340) BST

Evolves to Weezing by Level Requirement / 29

Level Up:

1 - Poison Gas

1 - Tackle

4 - Smog

7 - Smokescreen

12 - Assurance

15 - Clear Smog

18 - Sludge

23 - Selfdestruct

26 - Haze

29 - Gyro Ball

34 - Sludge Bomb

37 - Explosion

40 - Destiny Bond

45 - Memento

==

110 - Weezing

==

Poison

Levitate / /

Old: 65 HP / 90 Atk / 120 Def / 85 SAtk / 70 SDef / 60 Spd / (490) BST

New: 85 HP / 90 Atk / 120 Def / 85 SAtk / 70 SDef / 60 Spd / (510) BST

Level Up:

1 - Poison Gas

1 - Tackle

1 - Smog

1 - Smokescreen

4 - Smog

7 - Smokescreen

12 - Assurance

15 - Clear Smog

18 - Sludge

23 - Selfdestruct

26 - Haze

29 - Double Hit

34 - Sludge Bomb

40 - Explosion

46 - Destiny Bond

54 - Memento

==

111 - Rhyhorn

==

Ground Rock

Old: Lightningrod / Rock Head / Reckless

New: Battle Armor / Rock Head / Reckless

Old: 80 HP / 85 Atk / 95 Def / 30 SAtk / 30 SDef / 25 Spd / (345) BST

New: 80 HP / 100 Atk / 95 Def / 30 SAtk / 30 SDef / 85 Spd / (420) BST

Evolves to Rhydon by Level Requirement / 30

Level Up:

1 - Horn Attack

1 - Tail Whip

8 - Stomp

12 - Fury Attack

19 - Scary Face

23 - Rock Blast

30 - Bulldoze

34 - Quick Pounce

41 - Take Down

45 - Drill Run

52 - Stone Edge

56 - Earthquake

63 - Horn Drill

67 - Megahorn

==

112 - Rhydon

==

Ground Rock

Lightningrod / Rock Head / Reckless

Old: 105 HP / 130 Atk / 120 Def / 45 SAtk / 45 SDef / 40 Spd / (485) BST

New: 110 HP / 130 Atk / 120 Def / 45 SAtk / 45 SDef / 50 Spd / (500) BST

Evolves to Rhyperior by Item Use / Protector

Level Up:

1 - Horn Attack

1 - Tail Whip

1 - Stomp

1 - Fury Attack

9 - Stomp

12 - Fury Attack

19 - Scary Face

23 - Rock Blast

30 - Bulldoze

34 - Quick Pounce

41 - Take Down

42 - Hammer Arm

47 - Drill Run

56 - Stone Edge

62 - Earthquake

71 - Horn Drill

77 - Megahorn

==

113 - Chansey

==

Normal

Natural Cure / Serene Grace / Healer

Old: 250 HP / 5 Atk / 5 Def / 35 SAtk / 105 SDef / 50 Spd / (450) BST

New: 180 HP / 5 Atk / 35 Def / 75 SAtk / 105 SDef / 50 Spd / (450) BST

Evolves to Blissey by Level Requirement / 50

Level Up:

1 - Defense Curl

1 - Pound

1 - Growl

5 - Tail Whip

9 - Refresh

12 - Doubleslap

16 - Softboiled

20 - Bestow

23 - Minimize

27 - Take Down

31 - Sing

34 - Fling

38 - Heal Pulse

42 - Egg Bomb

46 - Light Screen

50 - Healing Wish

54 - Double-Edge

==

114 - Tangela

==

Grass

Old: Chlorophyll / Leaf Guard / Regenerator

New: Chlorophyll / Regenerator /

Old: 65 HP / 55 Atk / 115 Def / 100 SAtk / 40 SDef / 60 Spd / (435) BST

New: 65 HP / 55 Atk / 115 Def / 100 SAtk / 85 SDef / 60 Spd / (480) BST

Evolves to Tangrowth by Level Requirement / 30

Level Up:

1 - Ingrain

1 - Constrict

4 - Sleep Powder

7 - Vine Whip

10 - Absorb

14 - Poisonpowder

17 - Bind

20 - Growth

23 - Mega Drain

27 - Knock Off

30 - Stun Spore

33 - Natural Gift

36 - Giga Drain

40 - Ancientpower

43 - Slam

46 - Tickle

49 - Wring Out

53 - Power Whip

==

115 - Kangaskhan

==

Old: Normal

New: Normal/Dragon

Old: Early Bird / Scrappy / Inner Focus

New: Scrappy / Multiscale /

Old: 105 HP / 95 Atk / 80 Def / 40 SAtk / 80 SDef / 90 Spd / (490) BST

New: 105 HP / 115 Atk / 80 Def / 90 SAtk / 75 SDef / 85 Spd / (550) BST

Level Up:

1 - Comet Punch

1 - Leer

1 - Fake Out

6 - Dragon Rage

10 - Bite

13 - Double Hit

17 - Power Up Punch

20 - Dragon Breath

23 - Bulldoze

26 - Glare

30 - Crunch

34 - Dual Chop

37 - Return

40 - Sucker Punch

45 - Cross Chop

50 - Dragon Crush

52 - Earthquake

54 - Draco Meteor

56 - Double-Edge

58 - Stone Edge

60 - Outrage

==

116 - Horsea

==

Water

Swift Swim / Sniper / Damp

Old: 30 HP / 40 Atk / 70 Def / 70 SAtk / 25 SDef / 60 Spd / (295) BST

New: 45 HP / 40 Atk / 70 Def / 80 SAtk / 35 SDef / 70 Spd / (325) BST

Evolves to Seadra by Level Requirement / 20

Level Up:

1 - Bubble

4 - Smokescreen

8 - Leer

11 - Water Gun

14 - Focus Energy

18 - Bubblebeam

23 - Agility

26 - Twister

30 - Brine

35 - Hydro Pump

38 - Dragon Dance

42 - Dragon Pulse

==

117 - Seadra

==

Old: Water

New: Water Dragon

Old: Poison Point / Sniper / Damp

New: Multiscale / Sniper

Old: 55 HP / 65 Atk / 95 Def / 95 SAtk / 45 SDef / 85 Spd / (440) BST

New: 75 HP / 65 Atk / 95 Def / 100 SAtk / 60 SDef / 100 Spd / (495) BST

Evolves to Kingdra by Level Requirement / 37

Level Up:

1 - Bubble

1 - Smokescreen

1 - Leer

1 - Water Gun

4 - Smokescreen

8 - Leer

11 - Water Gun

14 - Focus Energy

18 - Bubblebeam

23 - Agility

26 - Twister

30 - Brine

40 - Hydro Pump

48 - Dragon Dance

57 - Dragon Pulse

==

118 - Goldeen

==

Water Normal

Old: Swift Swim / Water Veil / Lightningrod

New: Water Veil / Lightningrod

Old: 45 HP / 67 Atk / 60 Def / 35 SAtk / 50 SDef / 63 Spd / (320) BST

New: Old: 50 HP / 75 Atk / 60 Def / 55 SAtk / 75 SDef / 80 Spd / (390) BST

Evolves to Seaking by Level Requirement / 26

Level Up:

1 - Peck

1 - Tail Whip

1 - Sprinkler

7 - Soundwave

11 - Horn Attack

17 - Water Pulse

21 - Flail

27 - Aqua Ring

31 - Fury Attack

37 - Waterfall

41 - Horn Drill

47 - Agility

51 - Soak

57 - Megahorn

==

119 - Seaking

==

Old: Water

New: Water Normal

Old: Swift Swim / Water Veil / Lightningrod

New: Scrappy / Lightningrod

Old: 80 HP / 92 Atk / 65 Def / 65 SAtk / 80 SDef / 68 Spd / (450) BST

New: 85 HP / 112 Atk / 75 Def / 75 SAtk / 90 SDef / 108 Spd / (545) BST

Level Up:

1 - Poison Jab

1 - Peck

1 - Tail Whip

1 - Sprinkler

1 - Soundwave

7 - Soundwave

11 - Horn Attack

17 - Water Pulse

21 - Flail

27 - Aqua Ring

31 - Fury Attack

40 - Waterfall

47 - Horn Drill

56 - Agility

63 - Soak

72 - Megahorn

==

120 - Staryu

==

Water

Illuminate / Natural Cure / Analytic

30 HP / 45 Atk / 55 Def / 70 SAtk / 55 SDef / 85 Spd / (340) BST

Evolves to Starmie by Item Use / Water Stone

Level Up:

1 - Tackle

1 - Harden

6 - Water Gun

10 - Rapid Spin

12 - Recover

15 - Camouflage

18 - Swift

22 - Bubblebeam

25 - Minimize

30 - Gyro Ball

33 - Light Screen

36 - Brine

40 - Reflect Type

43 - Power Gem

48 - Cosmic Power

52 - Hydro Pump

==

121 - Starmie

==

Water Psychic

Old: Illuminate / Natural Cure / Analytic

New: Magic Guard / Storm Drain

60 HP / 75 Atk / 85 Def / 100 SAtk / 85 SDef / 115 Spd / (520) BST

Level Up:

1 - Water Gun

1 - Rapid Spin

1 - Recover

1 - Swift

22 - Confuse Ray

==

122 - Mr. Mime

==

Psychic

Old: Soundproof / Filter / Technician

New: Filter / Magic Bounce /

Old: 40 HP / 45 Atk / 65 Def / 100 SAtk / 120 SDef / 90 Spd / (460) BST

New: 50 HP / 45 Atk / 65 Def / 100 SAtk / 120 SDef / 120 Spd / (500) BST

Level Up:

1 - Magical Leaf

1 - Quick Guard

1 - Wide Guard

1 - Power Swap

1 - Guard Swap

1 - Barrier

1 - Confusion

4 - Copycat

8 - Meditate

11 - Doubleslap

15 - Mimic

15 - Psywave

18 - Encore

22 - Light Screen

22 - Reflect

25 - Psybeam

29 - Substitute

32 - Recycle

36 - Trick

39 - Psychic

43 - Role Play

46 - Baton Pass

50 - Safeguard

==

123 - Scyther

==

Bug Flying

Old: Swarm / Technician / Steadfast

New: Swarm / Technician /

70 HP / 110 Atk / 80 Def / 55 SAtk / 80 SDef / 105 Spd / (500) BST

Evolves to Scizor by Item Use / Metal Coat

Level Up:

1 - Vacuum Wave

1 - Quick Attack

1 - Leer

5 - Focus Energy

9 - Pursuit

13 - False Swipe

17 - Agility

21 - Wing Attack

25 - Fury Cutter

29 - Slash

33 - Zephyr Power

37 - Double Team

41 - X-Scissor

45 - Night Slash

49 - Double Hit

53 - Air Slash

57 - Swords Dance

61 - Feint

==

124 - Jynx

==

Ice Psychic

Old: Oblivious / Forewarn / Dry Skin

New: Snow Warning / Dry Skin /

Old: 65 HP / 50 Atk / 35 Def / 115 SAtk / 95 SDef / 95 Spd / (455) BST

New: 75 HP / 53 Atk / 50 Def / 125 SAtk / 97 SDef / 105 Spd / (500) BST

Level Up:

1 - Pound

1 - Lick

1 - Lovely Kiss

1 - Powder Snow

5 - Lick

8 - Lovely Kiss

11 - Powder Snow

15 - Doubleslap

18 - Ice Punch

21 - Heart Stamp

25 - Mean Look

28 - Fake Tears

33 - Wake-Up Slap

39 - Avalanche

44 - Body Slam

49 - Wring Out

55 - Perish Song

60 - Blizzard

==

125 - Electabuzz

==

Electric

Old: Static / / Vital Spirit

New: Static / Volt Absorb / Vital Spirit

65 HP / 95 Atk / 55 Def / 95 SAtk / 85 SDef / 105 Spd / (500)

Evolves to Electivire by Item Use / Electirizer

Level Up:

1 - Quick Attack

1 - Leer

1 - Thundershock

5 - Thundershock

8 - Low Kick

12 - Swift

15 - Shock Wave

19 - Thunder Wave

28 - Fire Punch

28 - Ice Punch

32 - Volt Switch

37 - Discharge

40 - Bulk Up

49 - Thunderbolt

55 - Thunder

==

126 - Magmar

==

Fire

Old: Flame Body / / Vital Spirit

New: Flame Body / Flash Fire / Vital Spirit

Old: 65 HP / 95 Atk / 57 Def / 100 SAtk / 85 SDef / 93 Spd / (495) BST

New: 65 HP / 95 Atk / 60 Def / 100 SAtk / 85 SDef / 95 Spd / (500) BST

Evolves to Magmortar by Item Use / Magmarizer

Level Up:

1 - Smog

1 - Leer

1 - Ember

5 - Ember

8 - Smokescreen

12 - Faint Attack

15 - Fire Spin

19 - Clear Smog

22 - Flame Burst

26 - Smack Down

29 - Fire Punch

32 - Cross Chop

36 - Thunder Punch

40 - Flamethrower

55 - Fire Blast

==

127 - Pinsir

==

Old: Bug

New: Bug Ground

Old: Hyper Cutter / Mold Breaker / Moxie

New: Moxie / Mold Breaker /

65 HP / 125 Atk / 100 Def / 55 SAtk / 70 SDef / 85 Spd / (500) BST

Level Up:

1 - Vicegrip

1 - Focus Energy

4 - Bind

8 - Seismic Toss

11 - Harden

15 - Revenge

18 - Brick Break

22 - Vital Throw

26 - Submission

29 - X-Scissor

33 - Storm Throw

36 - Thrash

40 - Swords Dance

43 - Superpower

47 - Guillotine

==

128 - Tauros

==

Old: Normal

New: Normal Fighting

Old: Intimidate / Anger Point / Sheer Force

New: Intimidate / Sheer Force/

75 HP / 100 Atk / 95 Def / 40 SAtk / 70 SDef / 110 Spd / (490) BST

Level Up:

1 - Tackle

3 - Tail Whip

5 - Rage

8 - Horn Attack

11 - Scary Face

15 - Pursuit

19 - Rest

24 - Payback

29 - Work Up

35 - Zen Headbutt

41 - Take Down

48 - Swagger

55 - Thrash

63 - Giga Impact

==

129 - Magikarp

==

Water

Swift Swim / / Rattled

20 HP / 10 Atk / 55 Def / 15 SAtk / 20 SDef / 80 Spd / (200) BST

Evolves to Gyarados by Level Requirement / 20

Level Up:

1 - Splash

15 - Tackle

30 - Flail

==

130 - Gyarados

==

Water Flying

Intimidate / / Moxie

95 HP / 125 Atk / 79 Def / 60 SAtk / 100 SDef / 81 Spd / (540) BST

Level Up:

1 - Thrash

20 - Bite

23 - Dragon Rage

26 - Leer

29 - Twister

32 - Ice Fang

35 - Aqua Tail

38 - Rain Dance

41 - Hydro Pump

44 - Dragon Dance

47 - Hyper Beam

==

131 - Lapras

==

Old: Water Ice

New: Ice Dragon

Old: Water Absorb / Shell Armor / Hydration

New: Shell Armor / Shell Armor /

130 HP / 85 Atk / 80 Def / 85 SAtk / 95 SDef / 60 Spd / (535) BST

Level Up:

1 - Sing

1 - Growl

1 - Water Gun

4 - Mist

7 - Confuse Ray

10 - Ice Shard

14 - Water Pulse

18 - Body Slam

22 - Rain Dance

27 - Perish Song

32 - Ice Beam

37 - Brine

43 - Safeguard

49 - Hydro Pump

55 - Sheer Cold

==

132 - Ditto

==

Normal

Old: Limber / / Imposter

New: Imposter / /

48 HP / 48 Atk / 48 Def / 48 SAtk / 48 SDef / 48 Spd / (288) BST

Level Up:

1 - Transform

==

133 - Eevee

==

Normal

Run Away / Adaptability / Anticipation

55 HP / 55 Atk / 50 Def / 45 SAtk / 65 SDef / 55 Spd / (325) BST

Evolves to Leafeon by Item Use / Grass Gem

Evolves to Glaceon by Item Use / Ice Gem

Evolves to Jolteon by Item Use / Thunderstone

Evolves to Vaporeon by Item Use / Water Stone

Evolves to Flareon by Item Use / Fire Stone

Evolves to Espeon by Item Use / Sun Stone

Evolves to Umbreon by Item Use / Moon Stone

Level Up:

1 - Helping Hand

1 - Tackle

1 - Tail Whip

5 - Sand Shot

9 - Growl

13 - Quick Attack

17 - Bite

21 - Covet

25 - Take Down

29 - Charm

33 - Baton Pass

37 - Double-Edge

41 - Last Resort

45 - Trump Card

==

134 - Vaporeon

==

Water

Water Absorb / Water Absorb / Hydration

130 HP / 65 Atk / 60 Def / 110 SAtk / 95 SDef / 65 Spd / (525) BST

Level Up:

1 - Helping Hand

1 - Tackle

1 - Tail Whip

5 - Sand Shot

9 - Water Gun

13 - Quick Attack

17 - Water Pulse

21 - Aurora Beam

25 - Aqua Ring

29 - Acid Armor

33 - Haze

37 - Muddy Water

41 - Last Resort

45 - Hydro Pump

==

135 - Jolteon

==

Electric

Volt Absorb / Volt Absorb / Quick Feet

65 HP / 65 Atk / 60 Def / 110 SAtk / 95 SDef / 130 Spd / (525) BST

Level Up:

1 - Helping Hand

1 - Tackle

1 - Tail Whip

5 - Sand Shot

9 - Thundershock

13 - Quick Attack

17 - Double Kick

21 - Thunder Fang

25 - Pin Missile

29 - Agility

33 - Thunder Wave

37 - Discharge

41 - Last Resort

45 - Thunder

==

136 - Flareon

==

Fire

Old: Flash Fire / Flash Fire / Guts

New: Guts / Flash Fire / Guts

65 HP / 130 Atk / 60 Def / 95 SAtk / 110 SDef / 65 Spd / (525) BST

Level Up:

1 - Helping Hand

1 - Tackle

1 - Tail Whip

5 - Sand Shot

9 - Ember

13 - Quick Attack

17 - Bite

21 - Fire Fang

25 - Fire Spin

29 - Scary Face

33 - Smog

37 - Lava Plume

41 - Last Resort

45 - Fire Blast

==

137 - Porygon

==

Normal

Trace / Download / Analytic

65 HP / 60 Atk / 70 Def / 85 SAtk / 75 SDef / 40 Spd / (395) BST

Evolves to Porygon2 by Item Use / Up-Grade

Level Up:

1 - Conversion 2

1 - Tackle

1 - Conversion

1 - Sharpen

7 - Psybeam

12 - Agility

18 - Recover

23 - Magnet Rise

29 - Signal Beam

34 - Recycle

40 - Discharge

45 - Lock-On

51 - Tri Attack

56 - Magic Coat

62 - Zap Cannon

==

138 - Omanyte

==

Rock Water

Swift Swim / Shell Armor / Weak Armor

35 HP / 40 Atk / 100 Def / 90 SAtk / 55 SDef / 35 Spd / (355) BST

Evolves to Omastar by Level Requirement / 40

Level Up:

1 - Constrict

1 - Withdraw

7 - Bite

10 - Water Gun

16 - Rollout

19 - Leer

25 - Mud Shot

28 - Brine

34 - Protect

37 - Ancientpower

43 - Tickle

46 - Rock Blast

52 - Shell Smash

55 - Hydro Pump

==

139 - Omastar

==

Rock Water

Old: Swift Swim / Shell Armor / Weak Armor

New: Swift Swim / Shell Armor /

70 HP / 60 Atk / 125 Def / 115 SAtk / 70 SDef / 55 Spd / (495) BST

Level Up:

1 - Constrict

1 - Withdraw

1 - Bite

7 - Bite

10 - Water Gun

16 - Rollout

19 - Leer

25 - Mud Shot

28 - Brine

34 - Protect

37 - Ancientpower

40 - Spike Cannon

48 - Tickle

56 - Rock Blast

67 - Shell Smash

75 - Hydro Pump

==

140 - Kabuto

==

Rock Water

Swift Swim / Battle Armor / Weak Armor

30 HP / 80 Atk / 90 Def / 55 SAtk / 45 SDef / 55 Spd / (355) BST

Evolves to Kabutops by Level Requirement / 40

Level Up:

1 - Scratch

1 - Harden

6 - Absorb

11 - Leer

16 - Mud Shot

21 - Sand Shot

26 - Endure

31 - Aqua Jet

36 - Mega Drain

41 - Metal Sound

46 - Ancientpower

51 - Wring Out

==

141 - Kabutops

==

Rock Water

Old: Swift Swim / Battle Armor / Weak Armor

New: Swift Swim / Battle Armor /

60 HP / 115 Atk / 105 Def / 65 SAtk / 70 SDef / 80 Spd / (495) BST

Level Up:

1 - Feint

1 - Scratch

1 - Harden

1 - Absorb

1 - Leer

6 - Absorb

11 - Leer

16 - Mud Shot

21 - Sand Shot

26 - Endure

31 - Aqua Jet

36 - Mega Drain

40 - Slash

45 - Metal Sound

54 - Ancientpower

63 - Wring Out

72 - Night Slash

==

142 - Aerodactyl

==

Rock Flying

Rock Head / Pressure / Unnerve

80 HP / 105 Atk / 65 Def / 60 SAtk / 75 SDef / 130 Spd / (515) BST

Level Up:

1 - Ice Fang

1 - Fire Fang

1 - Thunder Fang

1 - Wing Attack

1 - Soundwave

1 - Bite

1 - Scary Face

9 - Roar

17 - Agility

25 - Ancientpower

33 - Crunch

41 - Take Down

49 - Sky Drop

57 - Iron Head

65 - Hyper Beam

73 - Rock Slide

81 - Giga Impact

==

143 - Snorlax

==

Normal

Old: Immunity / Thick Fat / Gluttony

New: Thick Fat / Thick Fat /

160 HP / 110 Atk / 65 Def / 65 SAtk / 110 SDef / 30 Spd / (540) BST

Level Up:

1 - Tackle

4 - Defense Curl

9 - Amnesia

12 - Lick

17 - Belly Drum

20 - Yawn

25 - Quick Pounce

28 - Rest

28 - Snore

33 - Sleep Talk

36 - Body Slam

41 - Block

44 - Rollout

49 - Crunch

52 - Heavy Slam

57 - Giga Impact

==

144 - Articuno

==

Ice Flying

Old: Pressure / / Snow Cloak

New: Snow Warning / / Snow Cloak

90 HP / 85 Atk / 100 Def / 95 SAtk / 125 SDef / 85 Spd / (580) BST

Level Up:

1 - Gust

1 - Powder Snow

8 - Mist

15 - Ice Shard

22 - Mind Reader

29 - Ancientpower

36 - Agility

43 - Ice Beam

50 - Reflect

57 - Roost

64 - Tailwind

71 - Blizzard

78 - Sheer Cold

85 - Hail

92 - Hurricane

==

145 - Zapdos

==

Electric Flying

Old: Pressure / / Lightningrod

New: Drizzle / / Lightningrod

90 HP / 90 Atk / 85 Def / 125 SAtk / 90 SDef / 100 Spd / (580) BST

Level Up:

1 - Peck

1 - Thundershock

8 - Thunder Wave

15 - Detect

22 - Pluck

29 - Ancientpower

36 - Charge

43 - Agility

50 - Discharge

57 - Roost

64 - Light Screen

71 - Drill Peck

78 - Thunder

85 - Rain Dance

92 - Zap Cannon

==

146 - Moltres

==

Fire Flying

Old: Pressure / / Flame Body

New: Drought / / Flame Body

90 HP / 100 Atk / 90 Def / 125 SAtk / 85 SDef / 90 Spd / (580) BST

Level Up:

1 - Wing Attack

1 - Ember

8 - Fire Spin

15 - Agility

22 - Endure

29 - Ancientpower

36 - Flamethrower

43 - Safeguard

50 - Air Slash

57 - Roost

64 - Heat Wave

71 - Solarbeam

78 - Sky Attack

85 - Sunny Day

92 - Hurricane

==

147 - Dratini

==

Dragon

Old: Shed Skin / / Marvel Scale

New: Multiscale / Marvel Scale /

41 HP / 64 Atk / 45 Def / 50 SAtk / 50 SDef / 50 Spd / (300) BST

Evolves to Dragonair by Level Requirement / 30

Level Up:

1 - Wrap

1 - Leer

5 - Thunder Wave

11 - Typhoon

15 - Dragon Rage

21 - Whiplash

25 - Dragon Breath

30 - Incinerate

35 - Aqua Tail

41 - Dragon Rush

45 - Safeguard

51 - Dragon Dance

55 - Outrage

61 - Hyper Beam

==

148 - Dragonair

==

Dragon

Old: Shed Skin / / Marvel Scale

New: Multiscale / Marvel Scale /

Old: 61 HP / 84 Atk / 65 Def / 70 SAtk / 70 SDef / 70 Spd / (420) BST

New: 60 HP / 70 Atk / 70 Def / 85 SAtk / 70 SDef / 70 Spd / (425) BST

Evolves to Dragonite by Level Requirement / 55

Level Up:

1 - Wrap

1 - Leer

1 - Thunder Wave

1 - Twister

5 - Thunder Wave

11 - Twister

15 - Dragon Rage

21 - Slam

25 - Agility

30 - Discharge

35 - Earth Power

40 - Extreme Speed

45 - Aura Sphere

50 - Rest

50 - Sleep Talk

55 - Fly

==

149 - Dragonite

==

Dragon Flying

Old: Inner Focus / / Multiscale

New: Multiscale / Air Lock /

91 HP / 134 Atk / 95 Def / 100 SAtk / 100 SDef / 80 Spd / (600) BST

Level Up:

1 - Fire Punch

1 - Thunder Punch

1 - Roost

1 - Wrap

1 - Leer

1 - Thunder Wave

1 - Twister

5 - Thunder Wave

11 - Twister

15 - Dragon Rage

21 - Slam

25 - Agility

33 - Dragon Tail

39 - Aqua Tail

60 - Dragon Crush

62 - Hurricane

64 - Earthquake

66 - Roost

68 - Brave Bird

70 - Outrage

99 - Dragon Dance

==

150 - Mewtwo

==

Psychic

Pressure / / Unnerve

106 HP / 110 Atk / 90 Def / 154 SAtk / 90 SDef / 130 Spd / (680) BST

Level Up:

1 - Confusion

1 - Disable

1 - Barrier

8 - Swift

15 - Future Sight

22 - Psych Up

29 - Miracle Eye

36 - Mist

43 - Psycho Cut

50 - Amnesia

57 - Power Swap

57 - Guard Swap

64 - Psychic

71 - Me First

79 - Recover

86 - Safeguard

93 - Aura Sphere

100 - Psystrike

==

151 - Mew

==

Psychic

Synchronize / /

100 HP / 100 Atk / 100 Def / 100 SAtk / 100 SDef / 100 Spd / (600) BST

Level Up:

1 - Pound

1 - Reflect Type

1 - Transform

10 - Power Up Punch

20 - Metronome

30 - Psychic

40 - Barrier

50 - Ancientpower

60 - Amnesia

70 - Me First

80 - Baton Pass

90 - Nasty Plot

100 - Aura Sphere

==

152 - Chikorita

==

Grass

Old: Overgrow / / Leaf Guard

New: Overgrow / Regenerator

45 HP / 49 Atk / 65 Def / 49 SAtk / 65 SDef / 45 Spd / (318) BST

Evolves to Bayleef by Level Requirement / 16

Level Up:

1 - Tackle

1 - Growl

6 - Razor Leaf

8 - Synthesis

8 - Stun Spore

8 - Influx Wave

12 - Fury Cutter

16 - Leaf Tornado

28 - Sweet Scent

31 - Light Screen

34 - Body Slam

39 - Safeguard

42 - Aromatherapy

45 - Solarbeam

==

153 - Bayleef

==

Grass

Old: Overgrow / / Leaf Guard

New: Overgrow / Regenerator

60 HP / 62 Atk / 80 Def / 63 SAtk / 80 SDef / 60 Spd / (405) BST

Evolves to Meganium by Level Requirement / 32

Level Up:

1 - Tackle

1 - Growl

1 - Razor Leaf

1 - Poisonpowder

6 - Razor Leaf

9 - Poisonpowder

12 - Synthesis

17 - Reflect

17 - Light Screen

19 - Take Down

21 - Heart Shot

23 - Leech Seed

25 - Protect

28 - Flash

30 - Energy Ball

32 - Psychic

==

154 - Meganium

==

Grass

Old: Overgrow / / Leaf Guard

New: Magic Guard / Regenerator /

Old: 80 HP / 82 Atk / 100 Def / 83 SAtk / 100 SDef / 80 Spd / (525) BST

New: 100 HP / 75 Atk / 100 Def / 95 SAtk / 100 SDef / 80 Spd / (550) BST

Level Up:

1 - Tackle

1 - Growl

1 - Razor Leaf

1 - Poisonpowder

6 - Razor Leaf

9 - Poisonpowder

12 - Synthesis

18 - Reflect

22 - Magical Leaf

26 - Natural Gift

32 - Sweet Scent

35 - Grass Pledge

37 - Earth Power

39 - Power Gem

42 - Psyshock

45 - Dragon Pulse

47 - Recover

50 - Focus Blast

52 - Seed Flare

57 - Psycho Boost

60 - Draco Meteor

70 - Root Rampage

==

155 - Cyndaquil

==

Fire

Old: Blaze / / Flash Fire

New: Blaze / Adaptability

39 HP / 52 Atk / 43 Def / 60 SAtk / 50 SDef / 65 Spd / (309) BST

Evolves to Quilava by Level Requirement / 14

Level Up:

1 - Tackle

1 - Leer

6 - Smokescreen

10 - Ember

13 - Quick Attack

19 - Flame Wheel

22 - Defense Curl

28 - Flame Charge

31 - Swift

37 - Lava Plume

40 - Flamethrower

46 - Inferno

49 - Rollout

55 - Double-Edge

58 - Eruption

==

156 - Quilava

==

Fire

Old: Blaze / / Flash Fire

New: Blaze / Adaptability

58 HP / 64 Atk / 58 Def / 80 SAtk / 65 SDef / 80 Spd / (405) BST

Evolves to Typhlosion by Level Requirement / 36

Level Up:

1 - Tackle

1 - Leer

1 - Smokescreen

6 - Smokescreen

10 - Ember

13 - Quick Attack

20 - Flame Wheel

24 - Defense Curl

31 - Swift

35 - Flame Charge

42 - Lava Plume

46 - Flamethrower

53 - Inferno

57 - Rollout

64 - Double-Edge

68 - Eruption

==

157 - Typhlosion

==

Old: Fire

New: Fire Ground

Old: Blaze / / Flash Fire

New: Drought / Adaptability

Old: 78 HP / 84 Atk / 78 Def / 109 SAtk / 85 SDef / 100 Spd / (534) BST

New: 75 HP / 90 Atk / 75 Def / 100 SAtk / 85 SDef / 125 Spd / (550) BST

Level Up:

1 - Gyro Ball

1 - Tackle

1 - Leer

1 - Smokescreen

1 - Ember

6 - Smokescreen

10 - Ember

13 - Quick Attack

20 - Flame Wheel

24 - Defense Curl

31 - Swift

35 - Flame Charge

43 - Lava Plume

48 - Flamethrower

56 - Inferno

61 - Rollout

69 - Double-Edge

74 - Eruption

==

158 - Totodile

==

Water

Old: Torrent /

New: Torrent / Water Absorb /

50 HP / 65 Atk / 64 Def / 44 SAtk / 48 SDef / 43 Spd / (314) BST

Evolves to Croconaw by Level Requirement / 16

Level Up:

1 - Scratch

1 - Leer

6 - Water Gun

8 - Bite

11 - Icy Wind

13 - Brick Break

16 - Water Pulse

22 - Flail

27 - Crunch

29 - Quick Pounce

34 - Slash

36 - Screech

41 - Thrash

43 - Aqua Tail

48 - Superpower

50 - Hydro Pump

==

159 - Croconaw

==

Water

Old: Torrent /

New: Torrent / Intimidate /

65 HP / 80 Atk / 80 Def / 59 SAtk / 63 SDef / 58 Spd / (405) BST

Evolves to Feraligatr by Level Requirement / 34

Level Up:

1 - Scratch

1 - Leer

1 - Water Gun

6 - Water Gun

8 - Rage

13 - Bite

17 - Ice Fang

20 - Aqua Jet

23 - Bubble Beam

27 - Crunch

30 - Rock Slide

34 - Scald

42 - Screech

48 - Thrash

51 - Aqua Tail

57 - Superpower

60 - Hydro Pump

==

160 - Feraligatr

==

Old: Water

New: Water Dragon

Old: Torrent / / Sheer Force

New: Intimidate / Sheer Force /

Old: 85 HP / 105 Atk / 100 Def / 79 SAtk / 83 SDef / 78 Spd / (530) BST

New: 90 HP / 115 Atk / 100 Def / 80 SAtk / 85 SDef / 80 Spd / (560) BST

Level Up:

1 - Scratch

1 - Leer

1 - Water Gun

1 - Rage

6 - Water Gun

8 - Rage

13 - Bite

15 - Scary Face

21 - Ice Fang

24 - Flail

30 - Agility

35 - Dragon Claw

37 - Ice Punch

40 - Aqua Core

43 - Dual Chop

46 - Aqua Tail

50 - Stone Edge

52 - Superpower

55 - Sea Howitzer

57 - Dragon Crush

60 - Dragon Dance

65 - Head Smash

70 - Headlong Rush

==

161 - Sentret

==

Normal

Old: Run Away / Keen Eye / Frisk

New: Adaptability / Adaptability / Frisk

35 HP / 46 Atk / 34 Def / 35 SAtk / 45 SDef / 20 Spd / (215) BST

Evolves to Furret by Level Requirement / 20

Level Up:

1 - Scratch

1 - Charm

5 - Quick Attack

8 - Flame Wheel

12 - Cat Scratch

16 - Headbutt

20 - U-turn

25 - Slam

28 - Rest

31 - Sucker Punch

36 - Amnesia

39 - Baton Pass

42 - Me First

47 - Hyper Voice

==

162 - Furret

==

Normal

Old: Run Away / Keen Eye / Frisk

New: Adaptability / Adaptability /

Old: 85 HP / 76 Atk / 64 Def / 45 SAtk / 55 SDef / 90 Spd / (415) BST

New: 85 HP / 95 Atk / 70 Def / 50 SAtk / 70 SDef / 105 Spd / (470) BST

Level Up:

1 - Scratch

1 - Foresight

1 - Defense Curl

1 - Quick Attack

4 - Defense Curl

7 - Quick Attack

13 - Cat Scratch

17 - Helping Hand

22 - Dig

25 - Whiplash

30 - Fire Punch

30 - Ice Punch

30 - Thunder Punch

34 - Coil

37 - Amnesia

40 - Extremespeed

45 - Quick Pounce

52 - Return

59 - Double Edge

65 - Swords Dance

==

163 - Hoothoot

==

Normal Flying

Insomnia / Keen Eye / Tinted Lens

60 HP / 30 Atk / 30 Def / 36 SAtk / 56 SDef / 50 Spd / (262) BST

Evolves to Noctowl by Level Requirement / 20

Level Up:

1 - Tackle

1 - Gust

1 - Hypnosis

5 - Reflect

5 - Light Screen

9 - Soundwave

12 - Peck Barrage

16 - Roost

19 - U-turn

29 - Take Down

33 - Air Slash

37 - Zen Headbutt

41 - Synchronoise

45 - Extrasensory

49 - Psycho Shift

53 - Roost

57 - Dream Eater

==

164 - Noctowl

==

Old: Normal Flying

New: Psychic Flying

Old: Insomnia / Keen Eye / Tinted Lens

New: Insomnia / Tinted Lens /

Old: 100 HP / 50 Atk / 50 Def / 76 SAtk / 96 SDef / 70 Spd / (442) BST

New: 100 HP / 50 Atk / 70 Def / 100 SAtk / 100 SDef / 70 Spd / (490) BST

Level Up:

1 - Sky Attack

1 - Tackle

1 - Growl

1 - Foresight

1 - Hypnosis

5 - Hypnosis

9 - Peck

13 - Uproar

17 - Reflect

20 - Typhoon

24 - Psybeam

27 - Air Slash

30 - Brain Drain

34 - Life Drain

37 - Calm Mind

40 - Psychic

45 - Heat Wave

50 - Nasty Plot

55 - Hurricane

65 - Gleam Cannon

==

165 - Ledyba

==

Bug Flying

Swarm / Early Bird / Rattled

40 HP / 20 Atk / 30 Def / 40 SAtk / 80 SDef / 55 Spd / (265) BST

Evolves to Ledian by Level Requirement / 18

Level Up:

1 - Tackle

6 - Soundwave

9 - Comet Punch

14 - Light Screen

14 - Reflect

14 - Safeguard

17 - Mach Punch

22 - Baton Pass

25 - Silver Wind

30 - Agility

33 - Swift

38 - Double-Edge

41 - Bug Buzz

==

166 - Ledian

==

Old: Bug Flying

New: Bug Fighting

Old: Swarm / Early Bird / Iron Fist

New: Iron Fist / Iron Fist /

Old: 55 HP / 35 Atk / 50 Def / 55 SAtk / 110 SDef / 85 Spd / (390) BST

New: 65 HP / 100 Atk / 60 Def / 55 SAtk / 100 SDef / 105 Spd / (485) BST

Level Up:

1 - Tackle

1 - Soundwave

1 - Comet Punch

6 - Soundwave

9 - Comet Punch

14 - Light Screen

14 - Reflect

14 - Safeguard

17 - Mach Punch

24 - Baton Pass

29 - Silver Wind

36 - Agility

41 - Swift

48 - Double-Edge

53 - Bug Buzz

==

167 - Spinarak

==

Bug Poison

Swarm / Insomnia / Sniper

40 HP / 60 Atk / 40 Def / 40 SAtk / 40 SDef / 30 Spd / (250) BST

Evolves to Ariados by Level Requirement / 22

Level Up:

1 - Poison Sting

1 - String Shot

5 - Scary Face

8 - Constrict

12 - Leech Life

15 - Night Shade

19 - Shadow Sneak

22 - Fury Swipes

26 - Sucker Punch

29 - Spider Web

33 - Agility

36 - Pin Missile

40 - Psychic

43 - Poison Jab

47 - Cross Poison

==

168 - Ariados

==

Old: Bug Poison

New: Bug Dark

Old: Swarm / Insomnia / Sniper

New: Moxie / Unburden /

Old: 70 HP / 90 Atk / 70 Def / 60 SAtk / 60 SDef / 40 Spd / (390) BST

New: 70 HP / 120 Atk / 70 Def / 60 SAtk / 85 SDef / 75 Spd / (480) BST

Level Up:

1 - Bug Bite

1 - Poison Sting

1 - String Shot

1 - Scary Face

1 - Constrict

5 - Scary Face

8 - Constrict

12 - Leech Life

15 - Night Shade

19 - Shadow Sneak

23 - Fury Swipes

28 - Sucker Punch

32 - Spider Web

37 - Agility

41 - Pin Missile

46 - Psychic

50 - Poison Jab

55 - Cross Poison

==

169 - Crobat

==

Poison Flying

Old: Inner Focus / / Infiltrator

New: Air Lock / /

Old: 85 HP / 90 Atk / 80 Def / 70 SAtk / 80 SDef / 130 Spd / (535) BST

New: 90 HP / 90 Atk / 80 Def / 90 SAtk / 80 SDef / 130 Spd / (560) BST

Level Up:

1 - Cross Poison

1 - Screech

1 - Leech Life

1 - Soundwave

1 - Astonish

4 - Soundwave

8 - Astonish

12 - Bite

15 - Wing Attack

19 - Confuse Ray

24 - Swift

28 - Air Cutter

34 - Acrobatics

38 - Heat Wave

42 - Air Slash

47 - Gunk Shot

50 - Aura Sphere

55 - Brave Bird

65 - Quick Pounce

70 – Zephyr Power

==

170 - Chinchou

==

Water Electric

Volt Absorb / Illuminate / Water Absorb

75 HP / 38 Atk / 38 Def / 56 SAtk / 56 SDef / 67 Spd / (330) BST

Evolves to Lanturn by Level Requirement / 27

Level Up:

1 - Soundwave

1 - Bubble

6 - Thunder Wave

9 - Flail

12 - Confuse Ray

17 - Water Gun

20 - Spark

23 - Take Down

28 - Electro Ball

31 - Bubblebeam

34 - Signal Beam

39 - Discharge

42 - Aqua Ring

45 - Hydro Pump

50 - Charge

==

171 - Lanturn

==

Water Electric

Old: Volt Absorb / Illuminate / Water Absorb

New: Volt Absorb / Storm Drain /

Old: 125 HP / 58 Atk / 58 Def / 76 SAtk / 76 SDef / 67 Spd / (460) BST

New: 140 HP / 58 Atk / 74 Def / 76 SAtk / 100 SDef / 67 Spd / (515) BST

Level Up:

1 - Bubble

1 - Soundwave

1 - Thunder Wave

6 - Thunder Wave

9 - Flail

12 - Water Gun

17 - Confuse Ray

20 - Spark

23 - Take Down

27 - Stockpile

27 - Swallow

27 - Spit Up

30 - Electro Ball

35 - Bubblebeam

40 - Signal Beam

47 - Discharge

52 - Aqua Ring

57 - Hydro Pump

64 - Charge

==

172 - Pichu

==

Electric

Static / / Lightningrod

20 HP / 40 Atk / 15 Def / 35 SAtk / 35 SDef / 60 Spd / (205) BST

Evolves to Pikachu by Level Requirement / 16

Level Up:

1 - Thundershock

1 - Charm

5 - Tail Whip

10 - Thunder Wave

13 - Sweet Kiss

18 - Nasty Plot

==

173 - Cleffa

==

Normal

Cute Charm / Magic Guard / Friend Guard

50 HP / 25 Atk / 28 Def / 45 SAtk / 55 SDef / 15 Spd / (218) BST

Evolves to Clefairy by Level Requirement / 16

Level Up:

1 - Pound

1 - Charm

4 - Encore

7 - Sing

10 - Sweet Kiss

13 - Copycat

16 - Magical Leaf

==

174 - Igglybuff

==

Normal

Cute Charm / / Friend Guard

90 HP / 30 Atk / 15 Def / 40 SAtk / 20 SDef / 15 Spd / (210) BST

Evolves to Jigglypuff by Level Requirement / 16

Level Up:

1 - Sing

1 - Charm

5 - Defense Curl

9 - Pound

13 - Sweet Kiss

17 - Copycat

==

175 - Togepi

==

Normal

Old: Hustle / Serene Grace / Super Luck

New: Serene Grace / Serene Grace /

35 HP / 20 Atk / 65 Def / 40 SAtk / 65 SDef / 20 Spd / (245) BST

Evolves to Togetic by Max Happiness / 0

Level Up:

1 - Growl

1 - Charm

5 - Metronome

9 - Sweet Kiss

13 - Yawn

17 - Encore

21 - Follow Me

25 - Bestow

29 - Wish

33 - Ancientpower

37 - Safeguard

41 - Baton Pass

45 - Double-Edge

49 - Last Resort

53 - After You

==

176 - Togetic

==

Old: Normal Flying

New: Flying

Old: Hustle / Serene Grace / Super Luck

New: Serene Grace / Serene Grace /

55 HP / 40 Atk / 85 Def / 80 SAtk / 105 SDef / 40 Spd / (405) BST

Evolves to Togekiss by Item Use / Shiny Stone

Level Up:

1 - Magical Leaf

1 - Growl

1 - Charm

1 - Metronome

1 - Sweet Kiss

5 - Metronome

9 - Sweet Kiss

13 - Yawn

17 - Encore

21 - Follow Me

25 - Bestow

29 - Wish

33 - Ancientpower

37 - Safeguard

41 - Baton Pass

45 - Double-Edge

49 - Last Resort

53 - After You

==

177 - Natu

==

Psychic Flying

Synchronize / Early Bird / Magic Bounce

40 HP / 50 Atk / 45 Def / 70 SAtk / 45 SDef / 70 Spd / (320) BST

Evolves to Xatu by Level Requirement / 25

Level Up:

1 - Peck

1 - Leer

6 - Night Shade

9 - Teleport

12 - Lucky Chant

17 - Miracle Eye

20 - Me First

23 - Confuse Ray

28 - Wish

33 - Psycho Shift

36 - Future Sight

39 - Stored Power

44 - Ominous Wind

47 - Power Swap

47 - Guard Swap

50 - Psychic

==

178 - Xatu

==

Psychic Flying

Synchronize / Early Bird / Magic Bounce

Old: 65 HP / 75 Atk / 70 Def / 95 SAtk / 70 SDef / 95 Spd / (470) BST

New: 85 HP / 75 Atk / 80 Def / 105 SAtk / 80 SDef / 95 Spd / (520) BST

Level Up:

1 - Peck

1 - Leer

6 - Night Shade

9 - Teleport

12 - Lucky Chant

17 - Miracle Eye

20 - Me First

23 - Confuse Ray

27 - Tailwind

30 - Wish

37 - Psycho Shift

42 - Future Sight

47 - Stored Power

54 - Ominous Wind

54 - Power Swap

59 - Guard Swap

66 - Psychic

==

179 - Mareep

==

Electric

Static / / Plus

55 HP / 40 Atk / 40 Def / 65 SAtk / 45 SDef / 35 Spd / (280) BST

Evolves to Flaaffy by Level Requirement / 15

Level Up:

1 - Tackle

1 - Growl

1 - Thunder Wave

5 - Thundershock

8 - Headbutt

12 - Shock Wave

15 - Shining Shot

22 - Electro Ball

25 - Confuse Ray

29 - Power Gem

32 - Discharge

36 - Cotton Guard

39 - Signal Beam

43 - Light Screen

46 - Thunder

==

180 - Flaaffy

==

Electric

Static / / Plus

70 HP / 55 Atk / 55 Def / 80 SAtk / 60 SDef / 45 Spd / (365) BST

Evolves to Ampharos by Level Requirement / 30

Level Up:

1 - Tackle

1 - Growl

1 - Thunder Wave

1 - Thundershock

4 - Thunder Wave

8 - Thundershock

11 - Cotton Spore

15 - Fire Punch

19 - Mirror Coat

22 - Psybeam

25 - Power Gem

30 - Volt Switch

38 - Discharge

43 - Cotton Guard

47 - Signal Beam

52 - Light Screen

56 - Thunder

==

181 - Ampharos

==

Old: Electric

New: Electric Dragon

Old: Static / / Plus

New: Thick Fat / /

Old: 90 HP / 75 Atk / 75 Def / 115 SAtk / 90 SDef / 55 Spd / (500) BST

New: 90 HP / 75 Atk / 90 Def / 115 SAtk / 90 SDef / 55 Spd / (515) BST

Level Up:

1 - Fire Punch

1 - Tackle

1 - Growl

1 - Thunder Wave

1 - Thundershock

4 - Thunder Wave

8 - Thundershock

11 - Cotton Spore

16 - Charge

20 - Take Down

25 - Electro Ball

29 - Confuse Ray

30 - Discharge

34 - Dragon Pulse

39 - Flamethrower

43 - Thunderbolt

49 - Cotton Spore

55 - Light Screen

55 - Reflect

65 - Tail Glow

==

182 - Bellossom

==

Grass

Chlorophyll / / Healer

Old: 75 HP / 80 Atk / 85 Def / 90 SAtk / 100 SDef / 50 Spd / (480) BST

New: 75 HP / 80 Atk / 85 Def / 115 SAtk / 100 SDef / 100 Spd / (555) BST

Level Up:

1 - Leaf Blade

1 - Mega Drain

1 - Sweet Scent

1 - Stun Spore

1 - Sunny Day

23 - Magical Leaf

53 - Leaf Storm

==

183 - Marill

==

Water

Thick Fat / Huge Power / Sap Sipper

Old: 70 HP / 20 Atk / 50 Def / 20 SAtk / 50 SDef / 40 Spd /

(250) BST

New: 70 HP / 45 Atk / 50 Def / 40 SAtk / 50 SDef / 50 Spd / (305) BST

Evolves to Azumarill by Level Requirement / 18

Level Up:

1 - Tackle

1 - Charm

1 - Tail Whip

5 - Sprinkler

7 - Rollout

7 - Defense Curl

10 - Aqua Jet

13 - Whiplash

16 - Rock Smash

20 - **Aqua Tail**

23 - Double-Edge

28 - Aqua Ring

31 - Rain Dance

37 - Superpower

40 - Hydro Pump

==

184 - Azumarill

==

Water

Old: Thick Fat / Huge Power / Sap Sipper

New: Huge Power / Huge Power / Sap Sipper

Old: 100 HP / 50 Atk / 80 Def / 50 SAtk / 80 SDef / 50 Spd / (410) BST

New: 101 HP / 55 Atk / 80 Def / 50 SAtk / 80 SDef / 69 Spd / (435) BST

Level Up:

1 - Tackle

1 - Bubble

1 - Tail Whip

1 - Sprinkler

2 - Tail Whip

5 - Sprinkler

7 - Water Gun

10 - Defense Curl

10 - Rollout

20 - Power Up Punch

24 - Ice Chunk

27 - Aqua Tail

30 - Double-Edge

33 - Aqua Core

37 - Ice Punch

40 - Superpower

45 - Waterfall

55 - Fake Out

65 - Submission

==

185 - Sudowoodo

==

Rock

Sturdy / Rock Head / Rattled

Old: 70 HP / 100 Atk / 115 Def / 30 SAtk / 65 SDef / 30 Spd / (410) BST

New: 70 HP / 100 Atk / 95 Def / 30 SAtk / 70 SDef / 95 Spd / (460) BST

Level Up:

1 - Wood Hammer

1 - Copycat

1 - Flail

1 - Low Kick

1 - Rock Throw

5 - Flail

8 - Low Kick

12 - Rock Throw

15 - Mimic

15 - Slam

19 - Faint Attack

22 - Rock Tomb

27 - Brick Break

28 - Sucker Punch

32 - Counter

36 - Stone Edge

40 - Double-Edge

40 - Wood Hammer

40 - Hammer Arm

43 - Earthquake

47 - Superpower

50 - Head Smash

55 - Headlong Rush

65 - Explosion

==

186 - Politoed

==

Water

Old: Water Absorb / Damp / Drizzle

New: Drizzle / Drizzle /

Old: 90 HP / 75 Atk / 75 Def / 90 SAtk / 100 SDef / 70 Spd / (500) BST

New: 90 HP / 75 Atk / 75 Def / 100 SAtk / 100 SDef / 90 Spd / (530) BST

Level Up:

1 - Bubblebeam

1 - Hypnosis

1 - Doubleslap

1 - Perish Song

27 - Swagger

37 - Bounce

48 - Hyper Voice

==

187 - Hoppip

==

Grass Flying

Chlorophyll / Leaf Guard / Infiltrator

35 HP / 35 Atk / 40 Def / 35 SAtk / 55 SDef / 50 Spd / (250) BST

Evolves to Skiploom by Level Requirement / 16

Level Up:

1 - Absorb

1 - Poisonpowder

5 - Aerial Ace

9 - Mega Drain

11 - Leech Seed

14 - U-turn

16 - Sleep Powder

19 - Bullet Seed

22 - Leech Seed

25 - Mega Drain

28 - Acrobatics

31 - Rage Powder

34 - Cotton Spore

37 - U-Turn

40 - Worry Seed

43 - Giga Drain

46 - Bounce

49 - Memento

==

188 - Skiploom

==

Grass Flying

Chlorophyll / Leaf Guard / Infiltrator

55 HP / 45 Atk / 50 Def / 45 SAtk / 65 SDef / 80 Spd / (340) BST

Evolves to Jumpluff by Level Requirement / 27

Level Up:

1 - Splash

1 - Synthesis

1 - Tail Whip

1 - Tackle

4 - Synthesis

7 - Tail Whip

10 - Tackle

12 - Poisonpowder

14 - Stun Spore

16 - Sleep Powder

20 - Psychic

23 - Seed Bomb

25 - Protect

27 - Air Slash

36 - Rage Powder

40 - Cotton Spore

44 - U-Turn

48 - Worry Seed

52 - Giga Drain

56 - Bounce

60 - Memento

==

189 - Jumpluff

==

Grass Flying

Old: Chlorophyll / Leaf Guard / Infiltrator

New: Hustle / Limber /

Old: 75 HP / 55 Atk / 70 Def / 55 SAtk / 85 SDef / 110 Spd / (450) BST

New: 75 HP / 80 Atk / 70 Def / 80 SAtk / 85 SDef / 125 Spd / (515) BST

Level Up:

1 - Splash

1 - Synthesis

1 - Tail Whip

1 - Tackle

4 - Synthesis

7 - Tail Whip

10 - Tackle

12 - Poisonpowder

14 - Stun Spore

16 - Sleep Powder

20 - Bullet Seed

24 - Leech Seed

29 - Giga Drain

32 - Swords Dance

37 - Acrobatics

41 - Leaf Blade

44 - Cotton Spore

47 - Zephyr Power

50 - Double-Edge

55 - Hurricane

60 - Memento

65 - Root Rampage

==

190 - Aipom

==

Normal

Old: Run Away / Pickup / Skill Link

New: Technician / Technician

Old: 55 HP / 70 Atk / 55 Def / 40 SAtk / 55 SDef / 85 Spd / (360) BST

New: 55 HP / 85 Atk / 55 Def / 40 SAtk / 55 SDef / 100 Spd / (390) BST

Evolves to Ambipom by Level Requirement / 27

Level Up:

1 - Scratch

1 - Tail Whip

4 - Sand Shot

8 - Astonish

11 - Baton Pass

15 - Tickle

18 - Fury Swipes

22 - Swift

25 - Screech

29 - Agility

32 - Double Hit

36 - Fling

39 - Nasty Plot

43 - Last Resort

==

191 - Sunkern

==

Grass

Chlorophyll / Solar Power / Early Bird

30 HP / 30 Atk / 30 Def / 30 SAtk / 30 SDef / 30 Spd / (180) BST

Evolves to Sunflora by Level Requirement / 25

Level Up:

1 - Absorb

1 - Growth

4 - Ingrain

7 - Grasswhistle

10 - Mega Drain

13 - Leech Seed

16 - Razor Leaf

19 - Worry Seed

22 - Giga Drain

25 - Endeavor

28 - Synthesis

31 - Natural Gift

34 - Solarbeam

37 - Double-Edge

40 - Sunny Day

43 - Seed Bomb

==

192 - Sunflora

==

Old: Grass

New: Grass Fire

Old: Chlorophyll / Solar Power / Early Bird

New: Drought / Drought /

Old: 75 HP / 75 Atk / 55 Def / 105 SAtk / 85 SDef / 30 Spd / (425) BST

New: 75 HP / 75 Atk / 55 Def / 105 SAtk / 85 SDef / 70 Spd / (465) BST

Level Up:

1 - Absorb

1 - Pound

1 - Growth

4 - Ingrain

7 - Grasswhistle

10 - Mega Drain

13 - Leech Seed

16 - Razor Leaf

19 - Worry Seed

22 - Giga Drain

25 - Bullet Seed

28 - Petal Dance

31 - Natural Gift

34 - Solarbeam

37 - Double-Edge

40 - Sunny Day

43 - Leaf Storm

==

193 - Yanma

==

Bug Flying

Speed Boost / Compoundeyes / Frisk

Old: 65 HP / 65 Atk / 45 Def / 75 SAtk / 45 SDef / 95 Spd / (390) BST

New: 65 HP / 65 Atk / 45 Def / 90 SAtk / 45 SDef / 95 Spd / (405) BST

Evolves to Yanmega by Level Requirement / 30

Level Up:

1 - Tackle

1 - Foresight

6 - Quick Attack

11 - Double Team

14 - Sonicboom

17 - Detect

22 - Soundwave

27 - Uproar

30 - Pursuit

33 - Ancientpower

38 - Hypnosis

43 - Wing Attack

46 - Screech

49 - U-Turn

54 - Air Slash

57 - Bug Buzz

==

194 - Wooper

==

Water Ground

Damp / Water Absorb / Unaware

55 HP / 45 Atk / 45 Def / 25 SAtk / 25 SDef / 15 Spd / (210) BST

Evolves to Quagsire by Level Requirement / 20

Level Up:

1 - Water Gun

1 - Tail Whip

5 - Mud Spatter

9 - Rock Tomb

12 - Bubble Beam

16 - Whiplash

20 - Aqua Tail

29 - Yawn

33 - Earthquake

37 - Rain Dance

43 - Mist

43 - Haze

47 - Muddy Water

==

195 - Quagsire

==

Water Ground

Old: Damp / Water Absorb / Unaware

New: Unaware / Water Absorb /

Old: 95 HP / 85 Atk / 85 Def / 65 SAtk / 65 SDef / 35 Spd / (430) BST

New: 95 HP / 85 Atk / 85 Def / 80 SAtk / 85 SDef / 35 Spd / (465) BST

Level Up:

1 - Water Gun

1 - Tail Whip

1 - Mud Sport

5 - Mud Sport

9 - Mud Shot

15 - Slam

20 - Rock Slide

24 - Earth Power

27 - Ice Chunk

30 - Recover

35 - Sludge Bomb

40 - Magic Mist

42 - Earthquake

46 - Ice Beam

50 - Toxic

55 - Stone Edge

65 - Stealth Rock

70 - Sea Howitzer

==

196 - Espeon

==

Psychic

Old: Synchronize / Synchronize / Magic Bounce

New: Magic Bounce / Magic Bounce /

Old: 65 HP / 65 Atk / 60 Def / 130 SAtk / 95 SDef / 110 Spd / (525) BST

New: 65 HP / 65 Atk / 60 Def / 140 SAtk / 95 SDef / 110 Spd / (535) BST

Level Up:

1 - Helping Hand

1 - Tackle

1 - Tail Whip

5 - Sand Shot

9 - Confusion

13 - Quick Attack

17 - Swift

21 - Psybeam

25 - Future Sight

29 - Psych Up

33 - Morning Sun

37 - Psychic

41 - Last Resort

45 - Power Swap

==

197 - Umbreon

==

Dark

Old: Synchronize / Synchronize / Inner Focus

New: Defiant / Defiant /

Old: 95 HP / 65 Atk / 110 Def / 60 SAtk / 130 SDef / 65 Spd / (525) BST

New: 95 HP / 85 Atk / 110 Def / 60 SAtk / 130 SDef / 65 Spd / (545) BST

Level Up:

1 - Helping Hand

1 - Tackle

1 - Tail Whip

5 - Sand Shot

9 - Pursuit

13 - Quick Attack

17 - Confuse Ray

21 - Faint Attack

25 - Assurance

29 - Screech

33 - Moonlight

37 - Mean Look

41 - Last Resort

45 - Guard Swap

==

198 - Murkrow

==

Dark Flying

Old: Insomnia / Super Luck / Prankster

New: Insomnia / Prankster /

60 HP / 85 Atk / 42 Def / 85 SAtk / 42 SDef / 91 Spd / (405) BST

Evolves to Honchkrow by Item Use / Dusk Stone

Level Up:

1 - Peck

1 - Astonish

5 - Pursuit

11 - Haze

15 - Wing Attack

21 - Night Shade

25 - Assurance

31 - Taunt

35 - Faint Attack

41 - Mean Look

45 - Foul Play

51 - Tailwind

55 - Sucker Punch

61 - Torment

65 - Quash

==

199 - Slowking

==

Water Psychic

Old: Oblivious / Own Tempo / Regenerator

New: Shell Armor / Regenerator /

95 HP / 75 Atk / 80 Def / 100 SAtk / 110 SDef / 30 Spd / (490) BST

Level Up:

1 - Power Gem

1 - Hidden Power

1 - Curse

1 - Yawn

1 - Tackle

5 - Growl

9 - Water Gun

14 - Confusion

19 - Disable

23 - Headbutt

28 - Water Pulse

32 - Zen Headbutt

36 - Nasty Plot

41 - Swagger

45 - Psychic

49 - Trump Card

54 - Psych Up

58 - Heal Pulse

==

200 - Misdreavus

==

Ghost

Levitate / /

60 HP / 60 Atk / 60 Def / 85 SAtk / 85 SDef / 85 Spd / (435) BST

Evolves to Mismagius by Item Use / Dusk Stone

Level Up:

1 - Growl

1 - Psywave

5 - Spite

10 - Astonish

14 - Confuse Ray

19 - Mean Look

23 - Hex

28 - Psybeam

32 - Pain Split

37 - Payback

41 - Shadow Ball

46 - Perish Song

50 - Grudge

55 - Power Gem

==

201 - Unown

==

Psychic

Levitate / /

48 HP / 72 Atk / 48 Def / 72 SAtk / 48 SDef / 48 Spd / (336) BST

Level Up:

1 - Hidden Power

==

202 - Wobbuffet

==

Psychic

Shadow Tag / / Telepathy

190 HP / 33 Atk / 58 Def / 33 SAtk / 58 SDef / 33 Spd / (405) BST

Level Up:

1 - Counter

1 - Mirror Coat

1 - Safeguard

1 - Destiny Bond

==

203 - Girafarig

==

Normal Psychic

Old: Inner Focus / Early Bird / Sap Sipper

New: Magic Guard / Sap Sipper /

Old: 70 HP / 80 Atk / 65 Def / 90 SAtk / 65 SDef / 85 Spd / (455) BST

New: 70 HP / 100 Atk / 65 Def / 100 SAtk / 65 SDef / 100 Spd / (500) BST

Level Up:

1 - Power Swap

1 - Guard Swap

1 - Astonish

1 - Tackle

1 - Growl

1 - Confusion

5 - Odor Sleuth

10 - Stomp

14 - Agility

19 - Psybeam

23 - Baton Pass

28 - Assurance

32 - Double Hit

37 - Psychic

41 - Zen Headbutt

46 - Crunch

==

204 - Pineco

==

Bug

Sturdy / / Overcoat

50 HP / 65 Atk / 90 Def / 35 SAtk / 35 SDef / 15 Spd / (290) BST

Evolves to Forretress by Level Requirement / 27

Level Up:

1 - Tackle

1 - Protect

6 - Selfdestruct

9 - Bug Bite

12 - Take Down

17 - Rapid Spin

20 - Bide

23 - Natural Gift

28 - Spikes

31 - Payback

34 - Explosion

39 - Iron Defense

42 - Gyro Ball

45 - Double-Edge

==

205 - Forretress

==

Bug Steel

Old: Sturdy / / Overcoat

New: Sturdy / /

Old: 75 HP / 90 Atk / 140 Def / 60 SAtk / 60 SDef / 40 Spd / (465) BST

New: 85 HP / 90 Atk / 140 Def / 60 SAtk / 75 SDef / 40 Spd / (500) BST

Level Up:

1 - Toxic Spikes

1 - Tackle

1 - Protect

1 - Selfdestruct

1 - Bug Bite

6 - Selfdestruct

9 - Bug Bite

12 - Take Down

17 - Rapid Spin

20 - Bide

23 - Natural Gift

28 - Spikes

31 - Mirror Shot

32 - Autotomize

36 - Payback

42 - Explosion

46 - Iron Defense

50 - Gyro Ball

56 - Double-Edge

60 - Magnet Rise

64 - Zap Cannon

70 - Heavy Slam

==

206 - Dunsparce

==

Old: Normal

New: Normal Ground

Old: Serene Grace / Run Away / Rattled

New: Serene Grace / Huge Power /

Old: 100 HP / 70 Atk / 70 Def / 65 SAtk / 65 SDef / 45 Spd / (415) BST

New: 115 HP / 70 Atk / 70 Def / 65 SAtk / 85 SDef / 45 Spd / (450) BST

Level Up:

1 - Rage

1 - Defense Curl

4 - Rollout

7 - Spite

10 - Pursuit

13 - Screech

16 - Yawn

19 - Ancientpower

22 - Take Down

25 - Roost

28 - Glare

31 - Dig

34 - Double-Edge

37 - Coil

40 - Endure

43 - Drill Run

46 - Endeavor

49 - Flail

==

207 - Gligar

==

Ground Flying

Old: Hyper Cutter / Sand Veil / Immunity

New: Hyper Cutter / Toxic Boost

Old: 65 HP / 75 Atk / 105 Def / 35 SAtk / 65 SDef / 85 Spd / (430) BST

New: 75 HP / 85 Atk / 105 Def / 35 SAtk / 65 SDef / 85 Spd / (450) BST

Evolves to Gliscor by Item Use / Razor Fang

Level Up:

1 - Poison Sting

4 - Sand Shot

7 - Harden

10 - Knock Off

13 - Rock Tomb

16 - Brick Break

19 - Roost

22 - Bone Rush

26 - U-Turn

30 - Wing Attack

33 - X-Scissor

37 - Rock Slide

40 - Sky Uppercut

50 - Swords Dance

55 - Guillotine

==

208 - Steelix

==

Steel Ground

Old: Rock Head / Sturdy / Sheer Force

New: Sheer Force / Sturdy /

Old: 75 HP / 85 Atk / 200 Def / 55 SAtk / 65 SDef / 30 Spd / (510) BST

New: 100 HP / 100 Atk / 200 Def / 55 SAtk / 65 SDef / 30 Spd / (550) BST

Level Up:

1 - Thunder Fang

1 - Ice Fang

1 - Fire Fang

1 - Mud Sport

1 - Tackle

1 - Harden

1 - Bind

4 - Curse

7 - Rock Throw

10 - Rage

13 - Rock Tomb

16 - Stealth Rock

19 - Autotomize

22 - Smack Down

25 - Dragonbreath

28 - Slam

31 - Screech

34 - Rock Slide

37 - Crunch

40 - Iron Tail

43 - Dig

46 - Stone Edge

49 - Double-Edge

52 - Sandstorm

==

209 - Snubbull

==

Normal

Intimidate / Run Away / Rattled

60 HP / 80 Atk / 50 Def / 40 SAtk / 40 SDef / 30 Spd / (300) BST

Evolves to Granbull by Level Requirement / 23

Level Up:

1 - Ice Fang

1 - Fire Fang

1 - Thunder Fang

1 - Tackle

1 - Scary Face

1 - Tail Whip

1 - Charm

7 - Bite

13 - Lick

19 - Headbutt

25 - Roar

31 - Rage

37 - Take Down

43 - Payback

49 - Crunch

==

210 - Granbull

==

Old: Normal

New: Normal Fighting

Old: Intimidate / Quick Feet / Rattled

New: Intimidate / Intimidate / Rattled

Old: 90 HP / 120 Atk / 75 Def / 60 SAtk / 60 SDef / 45 Spd / (450) BST

New: 90 HP / 120 Atk / 75 Def / 60 SAtk / 60 SDef / 85 Spd / (490) BST

Level Up:

1 - Ice Fang

1 - Fire Fang

1 - Thunder Fang

1 - Tackle

1 - Scary Face

1 - Tail Whip

1 - Charm

7 - Bite

13 - Lick

19 - Headbutt

27 - Roar

35 - Rage

43 - Take Down

51 - Payback

59 - Crunch

67 - Outrage

==

211 - Qwilfish

==

Water Poison

Old: Poison Point / Swift Swim / Intimidate

New: Intimidate / Storm Drain /

Old: 65 HP / 95 Atk / 75 Def / 55 SAtk / 55 SDef / 85 Spd / (430) BST

New: 85 HP / 95 Atk / 90 Def / 95 SAtk / 55 SDef / 100 Spd / (520) BST

Level Up:

1 - Spikes

1 - Sprinkler

1 - Poison Sting

5 - Harden

9 - Minimize

13 - Water Pulse

17 - Sludge

20 - Toxic Spikes

24 - Aurora Beam

28 - Poison Jab

30 - Aqua Jet

33 - Toxic

35 - Waterfall

37 - Ice Beam

40 - Sludge Wave

45 - Aqua Tail

50 - Aqua Core

55 - Hydro Pump

57 - Focus Blast

60 - Sea Howitzer

==

212 - Scizor

==

Bug Steel

Old: Swarm / Technician / Light Metal

New: Iron Fist / Technician /

Old: 70 HP / 130 Atk / 100 Def / 55 SAtk / 80 SDef / 65 Spd / (500) BST

New: 70 HP / 125 Atk / 100 Def / 55 SAtk / 80 SDef / 90 Spd / (520) BST

Level Up:

1 - Bullet Punch

1 - Quick Attack

1 - Leer

5 - Focus Energy

9 - Pursuit

13 - False Swipe

17 - Agility

21 - Metal Claw

25 - Fury Cutter

29 - Slash

33 - Zephyr Power

37 - Iron Defense

41 - X-Scissor

45 - Night Slash

49 - Double Hit

53 - Iron Head

57 - Swords Dance

61 - Feint

==

213 - Shuckle

==

Bug Rock

Sturdy / Gluttony / Contrary

20 HP / 10 Atk / 230 Def / 10 SAtk / 230 SDef / 5 Spd / (505) BST

Level Up:

1 - Withdraw

1 - Constrict

1 - Bide

1 - Rollout

5 - Encore

9 - Wrap

12 - Struggle Bug

16 - Safeguard

20 - Rest

23 - Rock Throw

27 - Gastro Acid

31 - Power Trick

34 - Shell Smash

38 - Rock Slide

42 - Bug Bite

45 - Power Split

45 - Guard Split

49 - Stone Edge

==

214 - Heracross

==

Bug Fighting

Old: Swarm / Guts / Moxie

New: Sap Sipper / Guts /

Old: 80 HP / 125 Atk / 75 Def / 40 SAtk / 95 SDef / 85 Spd / (500) BST

New: 80 HP / 135 Atk / 75 Def / 40 SAtk / 95 SDef / 85 Spd / (510) BST

Level Up:

1 - Night Slash

1 - Tackle

1 - Leer

1 - Horn Attack

1 - Endure

7 - Fury Attack

10 - Aerial Ace

16 - Quick Pounce

19 - Counter

25 - Brick Break

28 - Take Down

34 - Close Combat

37 - Feint

43 - Reversal

46 - Megahorn

==

215 - Sneasel

==

Dark Ice

Inner Focus / Keen Eye / Pickpocket

55 HP / 95 Atk / 55 Def / 35 SAtk / 75 SDef / 115 Spd / (430) BST

Evolves to Weavile by Item Use / Razor Fang

Level Up:

1 - Scratch

1 - Leer

1 - Taunt

8 - Quick Attack

10 - Faint Attack

14 - Icy Wind

16 - Fury Swipes

20 - Agility

22 - Metal Claw

25 - Hone Claws

28 - Beat Up

32 - Screech

35 - Slash

40 - Snatch

44 - Punishment

47 - Ice Shard

==

216 - Teddiursa

==

Normal

Pickup / Quick Feet / Honey Gather

60 HP / 80 Atk / 50 Def / 50 SAtk / 50 SDef / 40 Spd / (330) BST

Evolves to Ursaring by Level Requirement / 26

Level Up:

1 - Covet

1 - Scratch

1 - Leer

1 - Lick

1 - Fake Tears

8 - Fury Swipes

15 - Faint Attack

22 - Sweet Scent

29 - Slash

36 - Charm

43 - Rest

43 - Snore

50 - Thrash

57 - Fling

==

217 - Ursaring

==

Normal

Old: Guts / Quick Feet / Unnerve

New: Intimidate / Scrappy /

Old: 90 HP / 130 Atk / 75 Def / 75 SAtk / 75 SDef / 55 Spd / (500) BST

New: 115 HP / 130 Atk / 85 Def / 75 SAtk / 85 SDef / 75 Spd / (565) BST

Level Up:

1 - Covet

1 - Scratch

1 - Leer

1 - Lick

1 - Fake Tears

8 - Fury Swipes

15 - Faint Attack

22 - Sweet Scent

29 - Slash

38 - Scary Face

47 - Rest

49 - Snore

58 - Thrash

67 - Hammer Arm

==

218 - Slugma

==

Fire

Old: Magma Armor / Flame Body / Weak Armor

New: Flame Body / Flame Body /

Old: 40 HP / 40 Atk / 40 Def / 70 SAtk / 40 SDef / 20 Spd / (250) BST

New: 50 HP / 40 Atk / 55 Def / 75 SAtk / 55 SDef / 20 Spd / (295) BST

Evolves to Magcargo by Level Requirement / 25

Level Up:

1 - Protect

1 - Smog

5 - Smoke Ball

9 - Rock Throw

12 - Mud Shot

17 - Recover

21 - Flame Burst

25 - Will-O-Wisp

32 - Amnesia

37 - Lava Plume

41 - Rock Slide

46 - Body Slam

50 - Flamethrower

55 - Earth Power

==

219 - Magcargo

==

Fire Rock

Old: Magma Armor / Flame Body / Weak Armor

New: Drought / Drought /

Old: 50 HP / 50 Atk / 120 Def / 80 SAtk / 80 SDef / 30 Spd / (410) BST

New: 75 HP / 50 Atk / 110 Def / 95 SAtk / 105 SDef / 30 Spd / (465) BST

Level Up:

1 - Yawn

1 - Smog

1 - Ember

1 - Rock Throw

5 - Ember

10 - Rock Throw

14 - Harden

19 - Recover

23 - Flame Burst

25 - Ancientpower

30 - Lava Plume

34 - Power Gem

37 - Earth Power

41 - Fiery Dance

44 - Spikes

48 - Stealth Rock

53 - Flamethrower

60 - Focus Blast

65 - Explosion

70 - Overheat

99 - Hyper Singe

99 - Shell Smash

==

220 - Swinub

==

Ice Ground

Oblivious / Snow Cloak / Thick Fat

50 HP / 50 Atk / 40 Def / 30 SAtk / 30 SDef / 50 Spd / (250) BST

Evolves to Piloswine by Level Requirement / 23

Level Up:

1 - Tackle

1 - Odor Sleuth

5 - Mud Sport

8 - Powder Snow

11 - Mud-Slap

14 - Endure

18 - Mud Bomb

21 - Icy Wind

24 - Ice Shard

28 - Take Down

35 - Mist

37 - Earthquake

40 - Flail

44 - Blizzard

48 - Amnesia

==

221 - Piloswine

==

Ice Ground

Old: Oblivious / Snow Cloak / Thick Fat

New: Oblivious / Thick Fat

100 HP / 100 Atk / 80 Def / 60 SAtk / 60 SDef / 50 Spd / (450) BST

Evolves to Mamoswine by Level Requirement / 37

Level Up:

1 - Ancientpower

1 - Peck

1 - Odor Sleuth

1 - Mud Sport

1 - Powder Snow

5 - Mud Sport

8 - Powder Snow

11 - Mud-Slap

14 - Endure

18 - Mud Bomb

21 - Icy Wind

24 - Ice Fang

28 - Take Down

33 - Fury Attack

37 - Mist

41 - Thrash

46 - Earthquake

52 - Blizzard

58 - Amnesia

==

222 - Corsola

==

Water Rock

Old: Hustle / Natural Cure / Regenerator

New: Rough Skin / Regenerator /

Old: 55 HP / 55 Atk / 85 Def / 65 SAtk / 85 SDef / 35 Spd / (380) BST

New: 90 HP / 55 Atk / 100 Def / 95 SAtk / 85 SDef / 35 Spd / (460) BST

Level Up:

1 - Tackle

4 - Harden

8 - Bubble

10 - Recover

13 - Refresh

17 - Bubblebeam

20 - Ancientpower

23 - Lucky Chant

27 - Spike Cannon

29 - Iron Defense

31 - Rock Blast

35 - Endure

38 - Aqua Ring

41 - Power Gem

45 - Mirror Coat

47 - Earth Power

52 - Flail

==

223 - Remoraid

==

Water

Hustle / Sniper / Moody

35 HP / 65 Atk / 35 Def / 65 SAtk / 35 SDef / 65 Spd / (300) BST

Evolves to Octillery by Level Requirement / 27

Level Up:

1 - Water Gun

6 - Lock-On

10 - Psybeam

14 - Aurora Beam

18 - Bubblebeam

22 - Focus Energy

26 - Water Pulse

30 - Signal Beam

34 - Ice Beam

38 - Bullet Seed

42 - Hydro Pump

46 - Hyper Beam

50 - Soak

==

224 - Octillery

==

Water

Old: Suction Cups / Sniper / Moody

New: Analytic / No Guard /

Old: 75 HP / 105 Atk / 75 Def / 105 SAtk / 75 SDef / 45 Spd / (480) BST

New: 85 HP / 65 Atk / 85 Def / 140 SAtk / 85 SDef / 45 Spd / (505) BST

Level Up:

1 - Gunk Shot

1 - Rock Blast

1 - Water Gun

1 - Constrict

1 - Psybeam

1 - Aurora Beam

6 - Constrict

10 - Psybeam

14 - Aurora Beam

18 - Bubblebeam

22 - Focus Energy

25 - Octazooka

28 - Wring Out

34 - Signal Beam

40 - Ice Beam

46 - Bullet Seed

52 - Hydro Pump

58 - Hyper Beam

64 - Soak

==

225 - Delibird

==

Ice Flying

Old: Vital Spirit / Hustle / Insomnia

New: Snow Warning / Prankster /

Old: 45 HP / 55 Atk / 45 Def / 65 SAtk / 45 SDef / 75 Spd / (330) BST

New: 70 HP / 95 Atk / 70 Def / 95 SAtk / 70 SDef / 115 Spd / (515) BST

Level Up:

1 - Present

==

226 - Mantine

==

Water Flying

Old: Swift Swim / Water Absorb / Water Veil

New: Swift Swim / Water Absorb /

Old: 65 HP / 40 Atk / 70 Def / 80 SAtk / 140 SDef / 70 Spd / (465) BST

New: 85 HP / 40 Atk / 70 Def / 100 SAtk / 150 SDef / 70 Spd / (515) BST

Level Up:

1 - Psybeam

1 - Bullet Seed

1 - Signal Beam

1 - Tackle

1 - Bubble

1 - Soundwave

1 - Bubblebeam

3 - Soundwave

7 - Bubblebeam

11 - Confuse Ray

14 - Wing Attack

16 - Headbutt

19 - Water Pulse

23 - Wide Guard

27 - Take Down

32 - Agility

36 - Air Slash

39 - Aqua Ring

46 - Bounce

49 - Hydro Pump

==

227 - Skarmory

==

Steel Flying

Old: Keen Eye / Sturdy / Weak Armor

New: Moxie / Sturdy /

Old: 65 HP / 80 Atk / 140 Def / 40 SAtk / 70 SDef / 70 Spd / (465) BST

New: 85 HP / 100 Atk / 150 Def / 40 SAtk / 70 SDef / 70 Spd / (515) BST

Level Up:

1 - Leer

1 - Peck

6 - Sand Shot

9 - Swift

12 - Agility

17 - Fury Attack

20 - Feint

23 - Air Cutter

28 - Spikes

31 - Metal Sound

34 - Steel Wing

39 - Autotomize

42 - Air Slash

45 - Slash

50 - Night Slash

==

228 - Houndour

==

Dark Fire

Early Bird / Flash Fire / Unnerve

45 HP / 60 Atk / 30 Def / 80 SAtk / 50 SDef / 65 Spd / (330) BST

Evolves to Houndoom by Level Requirement / 24

Level Up:

1 - Leer

1 - Ember

4 - Howl

8 - Smog

13 - Roar

16 - Bite

20 - Odor Sleuth

25 - Beat Up

28 - Fire Fang

32 - Faint Attack

37 - Embargo

40 - Foul Play

44 - Flamethrower

49 - Crunch

52 - Nasty Plot

56 - Inferno

==

229 - Houndoom

==

Dark Fire

Old: Early Bird / Flash Fire / Unnerve

New: Intimidate / Turboblaze /

Old: 75 HP / 90 Atk / 50 Def / 110 SAtk / 80 SDef / 95 Spd / (500) BST

New: 75 HP / 100 Atk / 50 Def / 110 SAtk / 80 SDef / 95 Spd / (510) BST

Level Up:

1 - Thunder Fang

1 - Leer

1 - Ember

1 - Howl

1 - Smog

4 - Howl

8 - Smog

13 - Roar

16 - Bite

20 - Odor Sleuth

26 - Beat Up

30 - Fire Fang

35 - Faint Attack

41 - Embargo

45 - Foul Play

50 - Flamethrower

56 - Crunch

60 - Nasty Plot

65 - Inferno

==

230 - Kingdra

==

Water Dragon

Old: Swift Swim / Sniper / Damp

New: Drizzle / Drizzle /

Old: 75 HP / 95 Atk / 95 Def / 95 SAtk / 95 SDef / 85 Spd / (540) BST

New: 75 HP / 75 Atk / 95 Def / 135 SAtk / 105 SDef / 105 Spd / (590) BST

Level Up:

1 - Yawn

1 - Bubble

1 - Smokescreen

1 - Leer

1 - Water Gun

4 - Smokescreen

8 - Leer

11 - Water Gun

14 - Focus Energy

18 - Bubblebeam

23 - Agility

26 - Twister

30 - Brine

40 - Hydro Pump

48 - Dragon Dance

57 - Dragon Pulse

==

231 - Phanpy

==

Ground

Old: Pickup / / Sand Veil

New: Prankster / / Sand Veil

90 HP / 60 Atk / 60 Def / 40 SAtk / 40 SDef / 40 Spd / (330) BST

Evolves to Donphan by Level Requirement / 25

Level Up:

1 - Quick Attack

1 - Tackle

1 - Rollout

1 - Defense Curl

6 - Charm

10 - Whiplash

13 - Mud Spatter

16 - Captivate

20 - Protect

25 - Ice Shard

40 - **Earthquake?**

50 - Last Resort

60 - Double-Edge

==

232 - Donphan

==

Ground

Sturdy / / Sand Veil

Old: 90 HP / 120 Atk / 120 Def / 60 SAtk / 60 SDef / 50 Spd / (500) BST

New: 90 HP / 120 Atk / 120 Def / 60 SAtk / 70 SDef / 90 Spd / (550) BST

Level Up:

1 - Fire Fang

1 - Thunder Fang

1 - Horn Attack

1 - Growl

1 - Defense Curl

1 - Bulldoze

6 - Rapid Spin

10 - Knock Off

15 - Rollout

19 - Magnitude

26 - Bulldoze

30 - Peck Barrage

33 - Rock Slide

37 - Stealth Rock

40 - Spikes

45 - Ice Chunk

50 - Earthquake

55 - Iron Whip

60 - Stone Edge

65 - Headlong Rush

==

233 - Porygon2

==

Old: Normal

New: Normal Electric

Trace / Download / Analytic

85 HP / 80 Atk / 90 Def / 105 SAtk / 95 SDef / 60 Spd / (515) BST

Evolves to Porygon-Z by Held Item / Thunder Stone

Level Up:

1 - Conversion 2

1 - Tackle

1 - Conversion

1 - Defense Curl

7 - Psybeam

12 - Agility

18 - Recover

23 - Magnet Rise

29 - Signal Beam

34 - Recycle

40 - Discharge

45 - Lock-On

51 - Tri Attack

56 - Magic Coat

62 - Zap Cannon

67 - Hyper Beam

==

234 - Stantler

==

Old: Normal

New: Normal Psychic

Old: Intimidate / Frisk / Sap Sipper

New: Adaptability / Adaptability /

Old: 73 HP / 95 Atk / 62 Def / 85 SAtk / 65 SDef / 85 Spd / (465) BST

New: 73 HP / 125 Atk / 62 Def / 85 SAtk / 90 SDef / 110 Spd / (545) BST

Level Up:

1 - Tackle

3 - Leer

7 - Astonish

10 - Hypnosis

13 - Stomp

16 - Sand Shot

21 - Take Down

23 - Confuse Ray

27 - Calm Mind

33 - Role Play

38 - Zen Headbutt

43 - Jump Kick

49 - Imprison

53 - Captivate

55 - Me First

==

235 - Smeargle

==

Normal

Own Tempo / Technician / Moody

55 HP / 20 Atk / 35 Def / 20 SAtk / 45 SDef / 75 Spd / (250) BST

Level Up:

1 - Sketch

11 - Sketch

21 - Sketch

31 - Sketch

41 - Sketch

51 - Sketch

61 - Sketch

71 - Sketch

81 - Sketch

91 - Sketch

==

236 - Tyrogue

==

Fighting

Guts / Steadfast / Vital Spirit

35 HP / 35 Atk / 35 Def / 35 SAtk / 35 SDef / 35 Spd / (210) BST

Evolves to Hitmonchan by Item Use / Dusk Stone

Evolves to Hitmonlee by Item Use / Dawn Stone

Evolves to Hitmontop by Item Use / Sun Stone

Level Up:

1 - Tackle

1 - Helping Hand

1 - Fake Out

1 - Foresight

==

237 - Hitmontop

==

Fighting

Old: Intimidate / Technician / Steadfast

New: Contrary / Technician /

Old: 50 HP / 95 Atk / 95 Def / 35 SAtk / 110 SDef / 70 Spd / (455) BST

New: 75 HP / 95 Atk / 95 Def / 35 SAtk / 110 SDef / 70 Spd / (480) BST

Level Up:

1 - Revenge

1 - Rolling Kick

6 - Focus Energy

10 - Pursuit

15 - Quick Attack

19 - Triple Kick

24 - Rapid Spin

28 - Counter

33 - Feint

37 - Agility

42 - Gyro Ball

46 - Wide Guard

46 - Quick Guard

51 - Detect

55 - Close Combat

60 - Endeavor

==

238 - Smoochum

==

Ice Psychic

Oblivious / Forewarn / Hydration

45 HP / 30 Atk / 15 Def / 85 SAtk / 65 SDef / 65 Spd / (305) BST

Evolves to Jynx by Level Requirement / 25

Level Up:

1 - Pound

5 - Lick

8 - Sweet Kiss

11 - Powder Snow

15 - Confusion

18 - Sing

21 - Heart Stamp

25 - Mean Look

28 - Fake Tears

31 - Lucky Chant

35 - Avalanche

38 - Psychic

41 - Copycat

45 - Perish Song

48 - Blizzard

==

239 - Elekid

==

Electric

Old: Static / / Vital Spirit

New: Static / Volt Absorb / Vital Spirit

45 HP / 63 Atk / 37 Def / 65 SAtk / 55 SDef / 95 Spd / (360) BST

Evolves to Electabuzz by Level Requirement / 25

Level Up:

1 - Quick AttackMagmar

1 - Leer

5 - Thundershock

8 - Karate Chop

12 - Aurora Beam

15 - Flash

18 - Thunder Wave

21 - Brick Break

25 - Light Screen

25 - Reflect

25 - Thunder Punch

36 - Screech

40 - Thunderbolt

43 - Thunder

==

240 - Magby

==

Fire

Flame Body / / Vital Spirit

45 HP / 75 Atk / 37 Def / 70 SAtk / 55 SDef / 83 Spd / (365) BST

Evolves to Magmar by Level Requirement / 25

Level Up:

1 - Ember

1 - Leer

5 - Headbutt

8 - Smoke Ball

8 - Flame Charge

12 - Mach Punch

16 - Brick Break

20 - Flame Burst

25 - Comet Punch

29 - Fire Punch

33 - Lava Plume

36 - Sunny Day

40 - Flamethrower

43 - Fire Blast

==

241 - Miltank

==

Normal

Old: Thick Fat / Scrappy / Sap Sipper

New: Huge Power / Huge Power /

Old: 95 HP / 80 Atk / 105 Def / 40 SAtk / 70 SDef / 100 Spd / (490) BST

New: 130 HP / 65 Atk / 90 Def / 40 SAtk / 90 SDef / 70 Spd / (485) BST

Level Up:

1 - Tackle

3 - Growl

5 - Defense Curl

8 - Stomp

11 - Milk Drink

15 - Bide

19 - Rollout

24 - Body Slam

29 - Zen Headbutt

35 - Captivate

41 - Gyro Ball

48 - Heal Bell

55 - Wake-Up Slap

==

242 - Blissey

==

Normal

Natural Cure / Serene Grace / Healer

Old: 255 HP / 10 Atk / 10 Def / 75 SAtk / 135 SDef / 55 Spd / (540) BST

New: 200 HP / 10 Atk / 60 Def / 90 SAtk / 135 SDef / 55 Spd / (550) BST

Level Up:

1 - Defense Curl

1 - Pound

1 - Growl

5 - Tail Whip

9 - Refresh

12 - Doubleslap

16 - Softboiled

20 - Bestow

23 - Minimize

27 - Take Down

31 - Sing

34 - Fling

38 - Heal Pulse

42 - Egg Bomb

46 - Light Screen

50 - Healing Wish

54 - Double-Edge

==

243 - Raikou

==

Electric

Old: Pressure / / Volt Absorb

New: Speed Boost / / Volt Absorb

90 HP / 85 Atk / 75 Def / 115 SAtk / 100 SDef / 115 Spd / (580) BST

Level Up:

1 - Bite

1 - Leer

8 - Thundershock

15 - Roar

22 - Quick Attack

29 - Spark

36 - Reflect

43 - Crunch

50 - Thunder Fang

57 - Discharge

64 - Extrasensory

71 - Rain Dance

78 - Calm Mind

85 - Thunder

==

244 - Entei

==

Fire

Old: Pressure / / Flash Fire

New: Intimidate / / Flash Fire

115 HP / 115 Atk / 85 Def / 90 SAtk / 75 SDef / 100 Spd / (580) BST

Level Up:

1 - Bite

1 - Leer

8 - Ember

15 - Roar

22 - Fire Spin

29 - Stomp

36 - Flamethrower

43 - Swagger

50 - Fire Fang

57 - Lava Plume

64 - Extrasensory

71 - Fire Blast

78 - Calm Mind

85 - Eruption

==

245 - Suicune

==

Water

Old: Pressure / / Water Absorb

New: Serene Grace / / Water Absorb

100 HP / 75 Atk / 115 Def / 90 SAtk / 115 SDef / 85 Spd / (580) BST

Level Up:

1 - Bite

1 - Leer

8 - Bubblebeam

15 - Rain Dance

22 - Gust

29 - Aurora Beam

36 - Mist

43 - Mirror Coat

50 - Ice Fang

57 - Tailwind

64 - Extrasensory

71 - Hydro Pump

78 - Calm Mind

85 - Blizzard

==

246 - Larvitar

==

Rock Ground

Guts / / Sand Veil

50 HP / 64 Atk / 50 Def / 45 SAtk / 50 SDef / 41 Spd / (300) BST

Evolves to Pupitar by Level Requirement / 24

Level Up:

1 - Bite

1 - Leer

5 - Sandstorm

10 - Screech

14 - Quick Pounce

19 - Rock Slide

23 - Scary Face

28 - Thrash

32 - Dark Pulse

37 - Payback

41 - Crunch

46 - Earthquake

50 - Stone Edge

55 - Hyper Beam

==

247 - Pupitar

==

Rock Ground

Old: Shed Skin / / Shed Skin

New: Shed Skin / / Battle Armor

70 HP / 84 Atk / 70 Def / 65 SAtk / 70 SDef / 51 Spd / (410) BST

Evolves to Tyranitar by Level Requirement / 40

Level Up:

1 - Bite

1 - Leer

1 - Sandstorm

1 - Screech

5 - Sandstorm

10 - Screech

14 - Quick Pounce

19 - Rock Slide

23 - Scary Face

28 - Thrash

34 - Dark Pulse

41 - Payback

47 - Crunch

54 - Earthquake

60 - Stone Edge

67 - Hyper Beam

==

248 - Tyranitar

==

Rock Dark

Old: Sand Stream / / Unnerve

New: Sand Stream / Battle Armor /

100 HP / 134 Atk / 110 Def / 95 SAtk / 100 SDef / 61 Spd / (600) BST

Level Up:

1 - Thunder Fang

1 - Ice Fang

1 - Fire Fang

1 - Bite

1 - Leer

1 - Sandstorm

1 - Screech

5 - Sandstorm

10 - Screech

14 - Quick Pounce

19 - Rock Slide

23 - Scary Face

28 - Thrash

34 - Dark Pulse

41 - Payback

47 - Crunch

54 - Earthquake

63 - Stone Edge

73 - Hyper Beam

82 - Giga Impact

==

249 - Lugia

==

Psychic Flying

Pressure / / Multiscale

106 HP / 90 Atk / 130 Def / 90 SAtk / 154 SDef / 110 Spd / (680) BST

Level Up:

1 - Whirlwind

1 - Weather Ball

9 - Gust

15 - Dragon Rush

23 - Extrasensory

29 - Rain Dance

37 - Hydro Pump

43 - Aeroblast

50 - Punishment

57 - Ancientpower

65 - Safeguard

71 - Recover

79 - Future Sight

85 - Natural Gift

93 - Calm Mind

99 - Sky Attack

==

250 - Ho-Oh

==

Fire Flying

Pressure / / Regenerator

106 HP / 130 Atk / 90 Def / 110 SAtk / 154 SDef / 90 Spd / (680) BST

Level Up:

1 - Whirlwind

1 - Weather Ball

9 - Gust

15 - Brave Bird

23 - Extrasensory

29 - Sunny Day

37 - Fire Blast

43 - Sacred Fire

50 - Punishment

57 - Ancientpower

65 - Safeguard

71 - Recover

79 - Future Sight

85 - Natural Gift

93 - Calm Mind

99 - Sky Attack

==

251 - Celebi

==

Psychic Grass

Old: Natural Cure / /

New: Magic Bounce / /

100 HP / 100 Atk / 100 Def / 100 SAtk / 100 SDef / 100 Spd / (600) BST

Level Up:

1 - Leech Seed

1 - Confusion

1 - Recover

1 - Heal Bell

10 - Safeguard

19 - Magical Leaf

28 - Ancientpower

37 - Baton Pass

46 - Natural Gift

55 - Heal Block

64 - Future Sight

73 - Healing Wish

82 - Leaf Storm

91 - Perish Song

==

252 - Treecko

==

Grass

Old: Overgrow / / Unburden

New: Overgrow / Unburden /

40 HP / 45 Atk / 35 Def / 65 SAtk / 55 SDef / 70 Spd / (310) BST

Evolves to Grovyle by Level Requirement / 16

Level Up:

1 - Pound

1 - Leer

6 - Absorb

11 - Quick Attack

16 - Mega Drain

21 - Screech

26 - Mega Drain

31 - Agility

36 - Slam

41 - Detect

46 - Giga Drain

51 - Energy Ball

==

253 - Grovyle

==

Grass

Old: Overgrow / / Unburden

New: Overgrow / Unburden /

50 HP / 65 Atk / 45 Def / 85 SAtk / 65 SDef / 95 Spd / (405) BST

Evolves to Sceptile by Level Requirement / 36

Level Up:

1 - Pound

1 - Leer

1 - Absorb

1 - Quick Attack

6 - Absorb

11 - Quick Attack

16 - Fury Cutter

17 - Rock Tomb

21 - Acrobatics

26 - Whiplash

30 - Leaf Blade

36 - Rock Slide

47 - Detect

53 - False Swipe

59 - Leaf Storm

==

254 - Sceptile

==

Old: Grass

New: Grass Dragon

Old: Overgrow / / Unburden

New: Technician / Unburden /

Old: 70 HP / 85 Atk / 65 Def / 105 SAtk / 85 SDef / 120 Spd / (530) BST

New: 70 HP / 110 Atk / 75 Def / 85 SAtk / 85 SDef / 120 Spd / (545) BST

Level Up:

1 - Night Slash

1 - Pound

1 - Leer

1 - Absorb

1 - Quick Attack

6 - Absorb

11 - Quick Attack

16 - X-Scissor

17 - Pursuit

23 - Screech

29 - Leaf Blade

40 - Earth Power

43 - X-Scissor

47 - Crush Claw

50 - Superpower

55 - Lacerate

55 - Mind Slicer

60 - Leaf Storm

60 - Draco Meteor

65 - Dragon Crush

70 - Swords Dance

==

255 - Torchic

==

Fire

Old: Blaze /

New: Blaze / Speed Boost /

45 HP / 60 Atk / 40 Def / 70 SAtk / 50 SDef / 45 Spd / (310) BST

Evolves to Combusken by Level Requirement / 16

Level Up:

1 - Quick Attack

1 - Growl

7 - Ember

10 - Sand Shot

13 - Flame Wheel

16 - Peck Barrage

25 - Fire Spin

28 - Quick Attack

34 - Slash

37 - Mirror Move

43 - Flamethrower

==

256 - Combusken

==

Fire Fighting

Old: Blaze /

New: Blaze / Speed Boost /

60 HP / 85 Atk / 60 Def / 85 SAtk / 60 SDef / 55 Spd / (405) BST

Evolves to Blaziken by Level Requirement / 36

Level Up:

1 - Scratch

1 - Growl

1 - Focus Energy

1 - Ember

7 - Focus Energy

13 - Ember

16 - Double Kick

17 - Will-O-Wisp

20 - Rock Tomb

22 - Bulldoze

24 - Flame Burst

27 - Drain Punch

30 - Fiery Hands

33 - Sky Uppercut

36 - Thunder Punch

==

257 - Blaziken

==

Fire Fighting

Old: Blaze / / Speed Boost

New: Reckless / Speed Boost /

Old: 80 HP / 120 Atk / 70 Def / 110 SAtk / 70 SDef / 80 Spd / (530) BST

New: 75 HP / 120 Atk / 70 Def / 100 SAtk / 70 SDef / 115 Spd / (545) BST

Level Up:

1 - Fire Punch

1 - Hi Jump Kick

1 - Scratch

1 - Growl

1 - Focus Energy

1 - Ember

7 - Focus Energy

13 - Ember

16 - Double Kick

17 - Peck

21 - Sand Shot

28 - Bulk Up

32 - Quick Attack

36 - Blaze Kick

40 - Bulk Up

44 - Sacred Fire

47 - Earthquake

50 - Jump Kick

55 - Brave Bird

60 - Flare Blitz

65 - Hi Jump Kick

70 - Swords Dance

99 - V-Create

99 - Submission

==

258 - Mudkip

==

Water

Torrent / / Damp

50 HP / 70 Atk / 50 Def / 50 SAtk / 50 SDef / 40 Spd / (310) BST

Evolves to Marshtomp by Level Requirement / 16

Level Up:

1 - Tackle

1 - Growl

6 - Mud-Slap

10 - Water Gun

15 - Bide

19 - Foresight

24 - Mud Sport

28 - Take Down

33 - Whirlpool

37 - Protect

42 - Hydro Pump

46 - Endeavor

==

259 - Marshtomp

==

Water Ground

Torrent / / Damp

70 HP / 85 Atk / 70 Def / 60 SAtk / 70 SDef / 50 Spd / (405) BST

Evolves to Swampert by Level Requirement / 36

Level Up:

1 - Tackle

1 - Growl

1 - Mud-Slap

1 - Water Gun

6 - Mud-Slap

10 - Water Gun

15 - Bide

16 - Mud Shot

20 - Foresight

25 - Mud Bomb

31 - Take Down

37 - Muddy Water

42 - Protect

46 - Earthquake

53 - Endeavor

==

260 - Swampert

==

Water Ground

Old: Torrent / / Damp

New: Dry Skin / Swift Swim /

Old: 100 HP / 110 Atk / 90 Def / 85 SAtk / 90 SDef / 60 Spd / (535) BST

New: 100 HP / 102 Atk / 80 Def / 98 SAtk / 105 SDef / 60 Spd / (545) BST

Level Up:

1 - Tackle

1 - Growl

1 - Mud-Slap

1 - Water Gun

6 - Mud-Slap

10 - Water Gun

15 - Bide

16 - Mud Shot

20 - Foresight

25 - Mud Bomb

31 - Take Down

39 - Muddy Water

46 - Protect

52 - Earthquake

61 - Endeavor

69 - Hammer Arm

==

261 - Poochyena

==

Old: Dark

New: Dark Normal

Old: Run Away / Quick Feet / Rattled

New: Intimidate / Hustle

Old: 35 HP / 55 Atk / 35 Def / 30 SAtk / 30 SDef / 35 Spd / (220) BST

New: 55 HP / 80 Atk / 55 Def / 30 SAtk / 50 SDef / 75 Spd / (345) BST

Evolves to Mightyena by Level Requirement / 16

Level Up:

1 - Tackle

1 - Howl

6 - Bite

9 - Quick Attack

12 - Charm

16 - Quick Pounce

25 - Swagger

29 - Assurance

33 - Scary Face

37 - Taunt

41 - Embargo

45 - Take Down

49 - Sucker Punch

53 - Crunch

==

262 - Mightyena

==

Old: Dark

New: Dark Normal

Old: Intimidate / Quick Feet / Moxie

New: Intimidate / Moxie /

Old: 70 HP / 90 Atk / 70 Def / 60 SAtk / 60 SDef / 70 Spd / (420) BST

New: 85 HP / 110 Atk / 90 Def / 60 SAtk / 80 SDef / 90 Spd /(515) BST

Level Up:

1 - Tackle

1 - Howl

1 - Sand Shot

1 - Bite

5 - Howl

9 - Sand Shot

16 - Metal Claw

18 - Sneak Attack

22 - Hyper Fang

26 - Fire Fang

26 - Ice Fang

26 - Thunder Fang

29 - Knock Off

31 - Double Hit

34 - Take Down

37 - Sucker Punch

40 - Return

43 - Heal Bell

47 - Crunch

49 - Superpower

52 - Foul Play

55 - Double-Edge

60 - Submission

==

263 - Zigzagoon

==

Normal

Pickup / Gluttony / Quick Feet

38 HP / 30 Atk / 41 Def / 30 SAtk / 41 SDef / 60 Spd / (240) BST

Evolves to Linoone by Level Requirement / 20

Level Up:

1 - Tackle

1 - Growl

5 - Tail Whip

9 - Headbutt

13 - Sand Shot

17 - Odor Sleuth

21 - Mud Sport

25 - Pin Missile

29 - Covet

33 - Bestow

37 - Flail

41 - Rest

45 - Belly Drum

49 - Fling

==

264 - Linoone

==

Normal

Old: Pickup / Gluttony / Quick Feet

New: Speed Boost / Speed Boost /

Old: 78 HP / 70 Atk / 61 Def / 50 SAtk / 61 SDef / 100 Spd / (420) BST

New: 80 HP / 100 Atk / 70 Def / 50 SAtk / 70 SDef / 100 Spd / (470) BST

Level Up:

1 - Switcheroo

1 - Tackle

1 - Growl

1 - Tail Whip

1 - Headbutt

5 - Tail Whip

9 - Headbutt

13 - Sand Shot

17 - Odor Sleuth

23 - Mud Sport

29 - Fury Swipes

35 - Covet

41 - Bestow

47 - Slash

53 - Rest

59 - Belly Drum

65 - Fling

==

265 - Wurmple

==

Bug

Shield Dust / / Run Away

45 HP / 45 Atk / 35 Def / 20 SAtk / 30 SDef / 20 Spd / (195) BST

Evolves to Silcoon by Level Requirement / 7 (Female)

Evolves to Cascoon by Level Requirement / 7 (Male)

Level Up:

1 - Tackle

1 - String Shot

1 - Poison Sting

7 - Bug Bite

==

266 - Silcoon

==

Bug

Shed Skin / / Shed Skin

50 HP / 35 Atk / 55 Def / 25 SAtk / 25 SDef / 15 Spd / (205) BST

Evolves to Beautifly by Level Requirement / 10

Level Up:

1 - Harden

7 - Harden

==

267 - Beautifly

==

Bug Flying

Old: Swarm / / Rivalry

New: Poison Heal / /

Old: 60 HP / 70 Atk / 50 Def / 90 SAtk / 50 SDef / 65 Spd / (385) BST

New: 97 HP / 70 Atk / 88 Def / 90 SAtk / 90 SDef / 85 Spd / (520) BST

Level Up:

1 - Absorb

10 - Air Cutter

13 - Roost

16 - Stun Spore

16 - Signal Beam

20 - Psybeam

24 - Shadow Ball

27 - Air Slash

30 - Sludge Bomb

34 - Protect

38 - Giga Drain

40 - Bug Buzz

45 - Quiver Dance

50 - Hurricane

==

268 - Cascoon

==

Bug

Shed Skin / / Shed Skin

50 HP / 35 Atk / 55 Def / 25 SAtk / 25 SDef / 15 Spd / (205) BST

Evolves to Dustox by Level Requirement / 10

Level Up:

1 - Harden

7 - Harden

==

269 - Dustox

==

Bug Poison

Old: Shield Dust / / Compoundeyes

New: Multiscale / /

Old: 60 HP / 50 Atk / 70 Def / 50 SAtk / 90 SDef / 65 Spd / (385) BST

New: 85 HP / 90 Atk / 100 Def / 90 SAtk / 90 SDef / 65 Spd / (520) BST

Level Up:

1 - Confusion

10 - Sludge

13 - Struggle Bug

16 - Roost

20 - Toxic

22 - Psybeam

25 - Reflect

25 - Light Screen

28 - Sludge Bomb

32 - Bug Buzz

35 - Psychic

37 - Quick Pounce

41 - Hurricane

46 - Defend Order

50 - Quiver Dance

55 - Sludge Wave

==

270 - Lotad

==

Water Grass

Swift Swim / Rain Dish / Own Tempo

40 HP / 30 Atk / 30 Def / 40 SAtk / 50 SDef / 30 Spd / (220) BST

Evolves to Lombre by Level Requirement / 14

Level Up:

1 - Astonish

3 - Growl

5 - Absorb

7 - Nature Power

11 - Mist

15 - Natural Gift

19 - Mega Drain

25 - Bubblebeam

31 - Zen Headbutt

37 - Rain Dance

45 - Energy Ball

==

271 - Lombre

==

Water Grass

Swift Swim / Rain Dish / Own Tempo

60 HP / 50 Atk / 50 Def / 60 SAtk / 70 SDef / 50 Spd / (340) BST

Evolves to Ludicolo by Item Use / Water Stone

Level Up:

1 - Astonish

3 - Growl

5 - Absorb

7 - Nature Power

11 - Fake Out

15 - Fury Swipes

19 - Sprinkler

25 - Bubblebeam

31 - Zen Headbutt

37 - Uproar

45 - Hydro Pump

==

272 - Ludicolo

==

Water Grass

Swift Swim / Rain Dish / Own Tempo

Old: 80 HP / 70 Atk / 70 Def / 90 SAtk / 100 SDef / 70 Spd / (480) BST

New: 80 HP / 70 Atk / 70 Def / 105 SAtk / 100 SDef / 80 Spd / (505) BST

Level Up:

1 - Astonish

1 - Growl

1 - Mega Drain

1 - Nature Power

==

273 - Seedot

==

Grass

Chlorophyll / Early Bird / Pickpocket

40 HP / 40 Atk / 50 Def / 30 SAtk / 30 SDef / 30 Spd / (220) BST

Evolves to Nuzleaf by Level Requirement / 14

Level Up:

1 - Bide

3 - Harden

7 - Growth

13 - Nature Power

21 - Synthesis

31 - Sunny Day

43 - Explosion

==

274 - Nuzleaf

==

Grass Dark

Chlorophyll / Early Bird / Pickpocket

70 HP / 70 Atk / 40 Def / 60 SAtk / 40 SDef / 60 Spd / (340) BST

Evolves to Shiftry by Level Requirement / 29

Level Up:

1 - Razor Leaf

1 - Pound

3 - Harden

7 - Growth

13 - Nature Power

19 - Fake Out

25 - Torment

31 - Faint Attack

37 - Growl

43 - Swagger

49 - Extrasensory

==

275 - Shiftry

==

Grass Dark

Old: Chlorophyll / Early Bird / Pickpocket

New: Chlorophyll / Moxie /

Old: 90 HP / 100 Atk / 60 Def / 90 SAtk / 60 SDef / 80 Spd / (480) BST

New: 90 HP / 100 Atk / 60 Def / 100 SAtk / 60 SDef / 100 Spd / (510) BST

Level Up:

1 - Faint Attack

1 - Whirlwind

1 - Nasty Plot

1 - Razor Leaf

19 - Leaf Tornado

49 - Leaf Storm

==

276 - Taillow

==

Normal Flying

Old: Guts / / Scrappy

New: Guts / /

40 HP / 55 Atk / 30 Def / 30 SAtk / 30 SDef / 85 Spd / (270) BST

Evolves to Swellow by Level Requirement / 22

Level Up:

1 - Peck

1 - Growl

1 - Focus Energy

5 - Quick Attack

8 - Wing Attack

12 - Hyper Speed

16 - Secret Power

22 - Steel Wing

43 - Agility

53 - Air Slash

==

277 - Swellow

==

Normal Flying

Old: Guts / / Scrappy

New: Guts / /

Old: 60 HP / 85 Atk / 60 Def / 50 SAtk / 50 SDef / 125 Spd / (430) BST

New: 60 HP / 100 Atk / 60 Def / 80 SAtk / 50 SDef / 115 Spd / (465) BST

Level Up:

1 - Pluck

1 - Peck

1 - Growl

1 - Focus Energy

1 - Quick Attack

4 - Focus Energy

8 - Quick Attack

25 - Air Slash

30 - Roost

36 - Hyper Voice

40 - Return

44 - Heat Wave

53 - Brave Bird

60 - Facade

==

278 - Wingull

==

Water Flying

Keen Eye / / Rain Dish

40 HP / 30 Atk / 30 Def / 55 SAtk / 30 SDef / 85 Spd / (270) BST

Evolves to Pelipper by Level Requirement / 25

Level Up:

1 - Growl

1 - Water Gun

6 - Soundwave

9 - Wing Attack

14 - Mist

17 - Water Pulse

22 - Quick Attack

26 - Roost

30 - Pursuit

33 - Air Cutter

38 - Agility

42 - Aerial Ace

46 - Air Slash

49 - Hurricane

==

279 - Pelipper

==

Water Flying

Old: Keen Eye / / Rain Dish

New: Drizzle / / Rain Dish

Old: 60 HP / 50 Atk / 100 Def / 85 SAtk / 70 SDef / 65 Spd / (430) BST

New: 100 HP / 50 Atk / 100 Def / 85 SAtk / 70 SDef / 65 Spd / (470) BST

Level Up:

1 - Soak

1 - Growl

1 - Water Gun

1 - Sprinkler

1 - Wing Attack

6 - Soundwave

9 - Wing Attack

14 - Mist

17 - Water Pulse

22 - Payback

25 - Protect

28 - Roost

34 - Brine

39 - Stockpile

39 - Swallow

39 - Spit Up

46 - Fling

52 - Tailwind

58 - Hydro Pump

63 - Hurricane

==

280 - Ralts

==

Psychic

Synchronize / Trace / Telepathy

Old: 28 HP / 25 Atk / 25 Def / 45 SAtk / 35 SDef / 40 Spd /

(198) BST

New: 30 HP / 25 Atk / 40 Def / 45 SAtk / 35 SDef / 40 Spd /

(215) BST

Evolves to Kirlia by Level Requirement / 16

Level Up:

1 - Growl

1 - Confusion

5 - Magical Leaf

9 - Psybeam

12 - Charm

16 - Wish

16 - Protect

23 - Heal Pulse

28 - Calm Mind

32 - Psychic

34 - Imprison

39 - Future Sight

43 - Charm

45 - Hypnosis

50 - Dream Eater

54 - Stored Power

==

281 - Kirlia

==

Psychic

Synchronize / Trace / Telepathy

Old: 38 HP / 35 Atk / 35 Def / 65 SAtk / 55 SDef / 50 Spd / (278) BST

New: 40 HP / 35 Atk / 50 Def / 65 SAtk / 55 SDef / 55 Spd / (300) BST

Evolves to Gardevoir by Level Requirement / 28

Evolves to Gallade by Item Use + Male / Dawn Stone

Level Up:

1 - Growl

1 - Confusion

1 - Double Team

1 - Teleport

6 - Confusion

10 - Double Team

12 - Teleport

17 - Lucky Chant

21 - Shadow Ball

25 - Influx Wave

28 - Calm Mind

36 - Psychic

39 - Imprison

45 - Future Sight

50 - Charm

53 - Hypnosis

59 - Dream Eater

64 - Stored Power

==

282 - Gardevoir

==

Psychic

Synchronize / Trace / Telepathy

68 HP / 65 Atk / 65 Def / 125 SAtk / 115 SDef / 80 Spd / (518) BST

Level Up:

1 - Healing Wish

1 - Growl

1 - Confusion

1 - Double Team

1 - Teleport

6 - Confusion

10 - Double Team

12 - Teleport

17 - Wish

22 - Magical Leaf

29 - Heart Shot

32 - Reflect

32 - Light Screen

32 - Magic Coat

36 - Captivate

40 - Brain Drain

44 - Polar Ball

50 - Psychic

55 - Nasty Plot

65 - Gleam Cannon

65 - Plasma Pulse

65 - Omni-Blast

70 - Aeon Cannon

==

283 - Surskit

==

Bug Water

Old: Swift Swim / / Rain Dish

New: Swift Swim / Drizzle / Rain Dish

40 HP / 30 Atk / 32 Def / 50 SAtk / 52 SDef / 65 Spd / (269) BST

Evolves to Masquerain by Level Requirement / 22

Level Up:

1 - Bubble

7 - Quick Attack

13 - Sweet Scent

19 - Sprinkler

25 - Bubblebeam

31 - Agility

37 - Mist

37 - Haze

43 - Baton Pass

==

284 - Masquerain

==

Old: Bug Flying

New: Bug Water

Old: Intimidate / / Unnerve

New: Intimidate / Drizzle /

Old: 70 HP / 60 Atk / 62 Def / 80 SAtk / 82 SDef / 60 Spd / (414) BST

New: 80 HP / 60 Atk / 75 Def / 100 SAtk / 80 SDef / 85 Spd / (480) BST

Level Up:

1 - Ominous Wind

1 - Bubble

1 - Quick Attack

1 - Sweet Scent

1 - Sprinkler

7 - Quick Attack

13 - Sweet Scent

19 - Sprinkler

22 - Gust

26 - Scary Face

33 - Stun Spore

40 - Silver Wind

47 - Air Slash

54 - Whirlwind

61 - Bug Buzz

68 - Quiver Dance

==

285 - Shroomish

==

Grass

Effect Spore / Poison Heal / Quick Feet

60 HP / 40 Atk / 60 Def / 40 SAtk / 60 SDef / 35 Spd / (295) BST

Evolves to Breloom by Level Requirement / 23

Level Up:

1 - Absorb

5 - Tackle

9 - Stun Spore

13 - Leech Seed

17 - Mega Drain

21 - Headbutt

25 - Poisonpowder

29 - Worry Seed

33 - Growth

37 - Giga Drain

41 - Seed Bomb

45 - Spore

==

286 - Breloom

==

Grass Fighting

Old: Effect Spore / Poison Heal / Technician

New: Technician / Poison Heal /

Old: 60 HP / 130 Atk / 80 Def / 60 SAtk / 60 SDef / 70 Spd / (460) BST

New: 75 HP / 130 Atk / 80 Def / 60 SAtk / 70 SDef / 85 Spd / (500) BST

Level Up:

1 - Absorb

1 - Tackle

1 - Stun Spore

1 - Leech Seed

5 - Tackle

9 - Stun Spore

13 - Leech Seed

17 - Mega Drain

21 - Headbutt

23 - Mach Punch

25 - Counter

29 - Force Palm

33 - Sky Uppercut

37 - Mind Reader

41 - Seed Bomb

45 - Magma Fist

==

287 - Slakoth

==

Normal

Truant / /

60 HP / 60 Atk / 60 Def / 35 SAtk / 35 SDef / 30 Spd / (280) BST

Evolves to Vigoroth by Level Requirement / 18

Level Up:

1 - Scratch

1 - Yawn

7 - Encore

13 - Slack Off

19 - Faint Attack

25 - Amnesia

31 - Covet

37 - Quick Pounce

43 - Counter

49 - Flail

==

288 - Vigoroth

==

Normal

Vital Spirit / /

Old: 80 HP / 80 Atk / 80 Def / 55 SAtk / 55 SDef / 90 Spd / (440) BST

New: 80 HP / 80 Atk / 80 Def / 55 SAtk / 75 SDef / 90 Spd / (460) BST

Evolves to Slaking by Level Requirement / 30

Level Up:

1 - Scratch

1 - Focus Energy

1 - Encore

1 - Uproar

7 - Encore

13 - Uproar

19 - Fury Swipes

25 - Endure

31 - Slash

37 - Counter

43 - Quick Pounce

49 - Focus Punch

55 - Reversal

==

289 - Slaking

==

Normal

Old: Truant / /

New: Thick Fat / /

Old: 150 HP / 160 Atk / 100 Def / 95 SAtk / 65 SDef / 100 Spd / (670) BST

New: 130 HP / 135 Atk / 85 Def / 50 SAtk / 85 SDef / 75 Spd / (560) BST

Level Up:

1 - Scratch

1 - Yawn

1 - Encore

1 - Slack Off

7 - Encore

13 - Slack Off

19 - Faint Attack

25 - Amnesia

31 - Covet

36 - Swagger

37 - Quick Pounce

43 - Counter

49 - Flail

55 - Fling

61 - Punishment

67 - Hammer Arm

==

290 - Nincada

==

Bug Ground

Compoundeyes / / Run Away

31 HP / 45 Atk / 90 Def / 30 SAtk / 30 SDef / 40 Spd / (266) BST

Evolves to Ninjask by Level Requirement / 20

Level Up:

1 - Scratch

1 - Harden

5 - Leech Life

9 - Sand Shot

14 - Fury Swipes

19 - Mind Reader

25 - False Swipe

31 - Mud-Slap

38 - Metal Claw

45 - Dig

==

291 - Ninjask

==

Bug Flying

Old: Speed Boost / / Infiltrator

New: Speed Boost / / Speed Boost

Old: 61 HP / 90 Atk / 45 Def / 50 SAtk / 50 SDef / 160 Spd / (456) BST

New: 75 HP / 90 Atk / 70 Def / 50 SAtk / 50 SDef / 160 Spd / (495) BST

Level Up:

1 - Bug Bite

1 - Scratch

1 - Harden

1 - Leech Life

1 - Sand Shot

5 - Leech Life

9 - Sand Shot

14 - Fury Swipes

19 - Mind Reader

20 - Double Team

20 - Fury Cutter

20 - Screech

25 - Swords Dance

31 - Slash

38 - Agility

45 - Baton Pass

52 - X-Scissor

==

292 - Shedinja

==

Bug Ghost

Wonder Guard / / Wonder Guard

1 HP / 90 Atk / 45 Def / 30 SAtk / 30 SDef / 40 Spd / (236) BST

UNAVAILABLE

==

293 - Whismur

==

Normal

Soundproof / / Rattled

64 HP / 51 Atk / 23 Def / 51 SAtk / 23 SDef / 28 Spd / (240) BST

Evolves to Loudred by Level Requirement / 16

Level Up:

1 - Pound

5 - Uproar

11 - Astonish

15 - Howl

21 - Soundwave

25 - Stomp

31 - Screech

35 - Roar

41 - Synchronoise

45 - Rest

45 - Sleep Talk

51 - Hyper Voice

==

294 - Loudred

==

Normal

Soundproof / / Scrappy

84 HP / 71 Atk / 43 Def / 71 SAtk / 43 SDef / 48 Spd / (360) BST

Evolves to Exploud by Level Requirement / 30

Level Up:

1 - Pound

1 - Uproar

1 - Astonish

1 - Howl

5 - Uproar

11 - Astonish

15 - Howl

20 - Bite

23 - Soundwave

29 - Stomp

37 - Screech

43 - Roar

51 - Synchronoise

57 - Rest

57 - Sleep Talk

65 - Hyper Voice

==

295 - Exploud

==

Normal

Old: Soundproof / / Scrappy

New: Soundproof / Scrappy /

Old: 104 HP / 91 Atk / 63 Def / 91 SAtk / 63 SDef / 68 Spd / (480) BST

New: 104 HP / 70 Atk / 63 Def / 130 SAtk / 63 SDef / 80 Spd / (510) BST

Level Up:

1 - Ice Fang

1 - Fire Fang

1 - Thunder Fang

1 - Pound

1 - Uproar

1 - Astonish

1 - Howl

5 - Uproar

11 - Astonish

15 - Howl

20 - Bite

23 - Soundwave

29 - Stomp

37 - Screech

40 - Crunch

45 - Roar

55 - Synchronoise

55 - Rest

63 - Sleep Talk

71 - Hyper Voice

79 - Hyper Beam

==

296 - Makuhita

==

Fighting

Thick Fat / Guts / Sheer Force

72 HP / 60 Atk / 30 Def / 20 SAtk / 30 SDef / 25 Spd / (237) BST

Evolves to Hariyama by Level Requirement / 25

Level Up:

1 - Tackle

1 - Focus Energy

4 - Arm Thrust

6 - Fake Out

9 - Rock Tomb

12 - Bulldoze

16 - Knock Off

19 - Body Slam

22 - Brick Break

25 - Mach Punch

25 - Bullet Punch

28 - **Cross Chop**

34 - Wake-Up Slap

37 - Endure

40 - Close Combat

43 - Reversal

46 - Heavy Slam

==

297 - Hariyama

==

Fighting

Old: Thick Fat / Guts / Sheer Force

New: Thick Fat / Sturdy /

Old: 144 HP / 120 Atk / 60 Def / 40 SAtk / 60 SDef / 50 Spd / (474) BST

New: 140 HP / 120 Atk / 80 Def / 40 SAtk / 100 SDef / 30 Spd / (510) BST

Level Up:

1 - Brine

1 - Tackle

1 - Focus Energy

1 - Sand Shot

1 - Arm Thrust

4 - Sand Shot

7 - Arm Thrust

10 - Vital Throw

13 - Fake Out

16 - Whirlwind

19 - Knock Off

25 - Fiery Hands

27 - Bulk Up

30 - Rock Slide

35 - Shadow Punch

37 - Earthquake

40 - Magma Fist

45 - Point Charge

50 - Close Combat

55 - Heavy Slam

60 - Submission

==

298 - Azurill

==

Normal

Thick Fat / Huge Power / Sap Sipper

50 HP / 20 Atk / 40 Def / 20 SAtk / 40 SDef / 20 Spd / (190) BST

Evolves to Marill by Level Requirement / 14

Level Up:

1 - Splash

1 - Tackle

1 - Tail Whip

5 - Sprinkler

9 - Aurora Beam

12 - Charm

14 - Secret Power

16 - Helping Hand

20 - Slam

23 - Bounce

==

299 - Nosepass

==

Rock

Sturdy / Magnet Pull / Sand Force

30 HP / 45 Atk / 135 Def / 45 SAtk / 90 SDef / 30 Spd / (375) BST

Evolves to Probopass by Level Requirement / 28

Level Up:

1 - Tackle

4 - Harden

8 - Block

11 - Rock Throw

15 - Thunder Wave

18 - Rock Blast

22 - Rest

25 - Spark

29 - Rock Slide

32 - Power Gem

36 - Sandstorm

39 - Discharge

43 - Earth Power

46 - Stone Edge

50 - Lock-On

50 - Zap Cannon

==

300 - Skitty

==

Normal

Cute Charm / Normalize / Wonder Skin

50 HP / 45 Atk / 45 Def / 35 SAtk / 35 SDef / 50 Spd / (260) BST

Evolves to Delcatty by Item Use / Moon Stone

Level Up:

1 - Fake Out

1 - Growl

1 - Tail Whip

1 - Tackle

4 - Foresight

8 - Attract

11 - Sing

15 - Doubleslap

18 - Copycat

22 - Assist

25 - Charm

29 - Faint Attack

32 - Wake-Up Slap

36 - Covet

39 - Heal Bell

42 - Double-Edge

46 - Captivate

==

301 - Delcatty

==

Normal

Old: Cute Charm / Normalize / Wonder Skin

New: Adaptability / Adaptability /

Old: 70 HP / 65 Atk / 65 Def / 55 SAtk / 55 SDef / 70 Spd / (380) BST

New: 95 HP / 65 Atk / 65 Def / 100 SAtk / 85 SDef / 95 Spd / (505) BST

Level Up:

1 - Fake Out

1 - Attract

1 - Sing

1 - Doubleslap

==

302 - Sableye

==

Dark Ghost

Old: Keen Eye / Stall / Prankster

New: Prankster / Tinted Lens /

Old: 50 HP / 75 Atk / 75 Def / 65 SAtk / 65 SDef / 50 Spd / (380) BST

New: 90 HP / 95 Atk / 100 Def / 65 SAtk / 90 SDef / 50 Spd / (490) BST

Level Up:

1 - Leer

1 - Scratch

4 - Foresight

8 - Night Shade

11 - Astonish

15 - Fury Swipes

18 - Fake Out

22 - Detect

25 - Shadow Sneak

29 - Knock Off

32 - Faint Attack

36 - Punishment

39 - Shadow Claw

43 - Power Gem

46 - Confuse Ray

50 - Foul Play

53 - Zen Headbutt

57 - Shadow Ball

60 - Mean Look

==

303 - Mawile

==

Steel

Old: Hyper Cutter / Intimidate / Sheer Force

New: Intimidate / Mold Breaker /

Old: 50 HP / 85 Atk / 85 Def / 55 SAtk / 55 SDef / 50 Spd / (380) BST

New: 95 HP / 105 Atk / 85 Def / 55 SAtk / 85 SDef / 50 Spd / (475) BST

Level Up:

1 - Astonish

6 - Fake Tears

11 - Bite

16 - Sweet Scent

21 - Vicegrip

26 - Faint Attack

31 - Baton Pass

36 - Crunch

41 - Iron Defense

46 - Sucker Punch

51 - Stockpile

51 - Swallow

51 - Spit Up

56 - Iron Head

==

304 - Aron

==

Steel Rock

Sturdy / Rock Head / Heavy Metal

50 HP / 70 Atk / 100 Def / 40 SAtk / 40 SDef / 30 Spd / (330) BST

Evolves to Lairon by Level Requirement / 25

Level Up:

1 - Tackle

1 - Harden

4 - Stealth Rock

8 - Rock Tomb

11 - Metal Claw

15 - Bulldoze

18 - Take Down

22 - Smack Down

25 - Iron Head

29 - Protect

32 - Metal Sound

36 - Iron Tail

39 - Autotomize

43 - Heavy Slam

46 - Double-Edge

50 - Metal Burst

==

305 - Lairon

==

Steel Rock

Sturdy / Rock Head / Heavy Metal

60 HP / 90 Atk / 140 Def / 50 SAtk / 50 SDef / 40 Spd / (430) BST

Evolves to Aggron by Level Requirement / 45

Level Up:

1 - Tackle

1 - Harden

1 - Mud-Slap

1 - Headbutt

4 - Mud-Slap

8 - Headbutt

11 - Metal Claw

15 - Iron Defense

18 - Roar

25 - Rock Slide

25 - Protect

27 - Spikes

30 - Crunch

34 - Iron Whip

37 - Earthquake

40 - Stone Edge

45 - Metal Burst

62 - Tackle

==

306 - Aggron

==

Old: Steel Rock

New: Steel Dragon

Sturdy / Rock Head / Heavy Metal

Old: 70 HP / 110 Atk / 180 Def / 60 SAtk / 60 SDef / 50 Spd / (530) BST

New: 100 HP / 130 Atk / 150 Def / 60 SAtk / 100 SDef / 60 Spd / (600) BST

Level Up:

1 - Tackle

1 - Harden

1 - Mud-Slap

1 - Headbutt

4 - Mud-Slap

8 - Headbutt

11 - Metal Claw

15 - Iron Defense

18 - Roar

22 - Take Down

25 - Iron Head

45 - Dragon Claw

50 - Superpower

55 - Dragon Crush

58 - Headlong Rush

61 - Outrage

65 - Head Smash

70 - Dragon Dance

70 - Meteor Mash

==

307 - Meditite

==

Fighting Psychic

Pure Power / / Telepathy

30 HP / 40 Atk / 55 Def / 40 SAtk / 55 SDef / 60 Spd / (280) BST

Evolves to Medicham by Level Requirement / 27

Level Up:

1 - Bide

4 - Meditate

8 - Confusion

11 - Detect

15 - Hidden Power

18 - Mind Reader

22 - Feint

25 - Calm Mind

29 - Force Palm

32 - Hi Jump Kick

36 - Psych Up

39 - Acupressure

43 - Power Trick

46 - Reversal

50 - Recover

==

308 - Medicham

==

Fighting Psychic

Pure Power / / Telepathy

Old: 60 HP / 60 Atk / 75 Def / 60 SAtk / 75 SDef / 80 Spd / (410) BST

New: 60 HP / 65 Atk / 75 Def / 60 SAtk / 75 SDef / 100 Spd / (435) BST

Level Up:

1 - Fire Punch

1 - Thunder Punch

1 - Ice Punch

1 - Bide

1 - Meditate

1 - Confusion

1 - Detect

4 - Meditate

8 - Confusion

11 - Detect

15 - Hidden Power

18 - Mind Reader

22 - Feint

25 - Calm Mind

29 - Force Palm

32 - Hi Jump Kick

36 - Psych Up

42 - Acupressure

49 - Power Trick

55 - Reversal

62 - Recover

==

309 - Electrike

==

Electric

Static / Lightningrod /

Old: 40 HP / 45 Atk / 40 Def / 65 SAtk / 40 SDef / 65 Spd / (295) BST

New: 40 HP / 75 Atk / 55 Def / 90 SAtk / 40 SDef / 85 Spd / (385) BST

Evolves to Manectric by Level Requirement / 26

Level Up:

1 - Tackle

1 - Thunder Wave

5 - Ember

7 - Spark

10 - Incinerate

14 - Volt Switch

17 - Crunch

20 - Data Drain

25 - Ice Fang

36 - Roar

41 - Discharge

44 - Charge

49 - Wild Charge

52 - Thunder

==

310 - Manectric

==

Old: Electric

New: Electric Fire

Old: Static / Lightningrod / Minus

New: Intimidate / Lightningrod /

Old: 70 HP / 75 Atk / 60 Def / 105 SAtk / 60 SDef / 105 Spd / (475) BST

New: 70 HP / 95 Atk / 85 Def / 115 SAtk / 60 SDef / 105 Spd / (530) BST

Level Up:

1 - Fire Fang

1 - Tackle

1 - Thunder Wave

1 - Leer

1 - Howl

4 - Thunder Wave

9 - Leer

12 - Howl

17 - Quick Attack

20 - Spark

25 - Electro Ball

28 - Signal Beam

32 - Fire Pledge

35 - Wild Charge

40 - Energy Ball

43 - Thunderbolt

47 - Switcheroo

50 - Searing Shot

53 - Digitize

56 - Plasma Pulse

60 - Overheat

==

311 - Plusle

==

Electric

Old: Plus / /

New: Lightningrod / /

Old: 60 HP / 50 Atk / 40 Def / 85 SAtk / 75 SDef / 95 Spd / (405) BST

New: 60 HP / 65 Atk / 55 Def / 115 SAtk / 75 SDef / 125 Spd / (495) BST

Level Up:

1 - Growl

3 - Thunder Wave

7 - Quick Attack

10 - Helping Hand

15 - Spark

17 - Encore

21 - Fake Tears

24 - Copycat

29 - Electro Ball

31 - Swift

35 - Fake Tears

38 - Charge

42 - Thunder

44 - Baton Pass

48 - Agility

51 - Last Resort

56 - Nasty Plot

63 - Entrainment

==

312 - Minun

==

Electric

Old: Minus / /

New: Volt Absorb / /

Old: 60 HP / 40 Atk / 50 Def / 75 SAtk / 85 SDef / 95 Spd / (405) BST

New: 85 HP / 40 Atk / 80 Def / 75 SAtk / 120 SDef / 95 Spd / (495) BST

Level Up:

1 - Growl

3 - Thunder Wave

7 - Quick Attack

10 - Helping Hand

15 - Spark

17 - Encore

21 - Charm

24 - Copycat

29 - Electro Ball

31 - Swift

35 - Fake Tears

38 - Charge

42 - Thunder

44 - Baton Pass

48 - Agility

51 - Trump Card

56 - Nasty Plot

63 - Entrainment

==

313 - Volbeat

==

Old: Bug

New: Bug Electric

Old: Illuminate / Swarm / Prankster

New: Lightningrod / Prankster /

Old: 65 HP / 73 Atk / 55 Def / 47 SAtk / 75 SDef / 85 Spd / (400) BST

New: 70 HP / 70 Atk / 75 Def / 100 SAtk / 75 SDef / 115 Spd / (505) BST

Level Up:

1 - Flash

1 - Tackle

5 - Double Team

9 - Confuse Ray

13 - Moonlight

17 - Quick Attack

21 - Tail Glow

25 - Signal Beam

29 - Protect

33 - Helping Hand

37 - Zen Headbutt

41 - Bug Buzz

45 - Double-Edge

==

314 - Illumise

==

Bug

Old: Oblivious / Tinted Lens / Prankster

New: Prankster / Tinted Lens /

Old: 65 HP / 47 Atk / 55 Def / 73 SAtk / 75 SDef / 85 Spd / (400) BST

New: 75 HP / 65 Atk / 90 Def / 90 SAtk / 85 SDef / 100 Spd / (505) BST

Level Up:

1 - Tackle

5 - Sweet Scent

9 - Charm

13 - Moonlight

17 - Quick Attack

21 - Wish

25 - Encore

29 - Flatter

33 - Helping Hand

37 - Zen Headbutt

41 - Bug Buzz

45 - Covet

==

315 - Roselia

==

Grass Poison

Natural Cure / Poison Point / Leaf Guard

50 HP / 60 Atk / 45 Def / 100 SAtk / 80 SDef / 65 Spd / (400) BST

Evolves to Roserade by Item Use / Shiny Stone

Level Up:

1 - Absorb

4 - Growth

7 - Poison Sting

10 - Stun Spore

13 - Mega Drain

16 - Leech Seed

19 - Sludge

22 - Extrasensory

25 - Giga Drain

28 - Toxic Spikes

30 - Protect

34 - Sludge Bomb

37 - Petal Storm

40 - **Leaf Storm**

43 - Aromatherapy

46 - Synthesis

==

316 - Gulpin

==

Poison

Liquid Ooze / Sticky Hold / Gluttony

70 HP / 43 Atk / 53 Def / 43 SAtk / 53 SDef / 40 Spd / (302) BST

Evolves to Swalot by Level Requirement / 26

Level Up:

1 - Pound

6 - Yawn

9 - Poison Gas

14 - Sludge

17 - Amnesia

23 - Encore

28 - Toxic

34 - Acid Spray

39 - Stockpile

39 - Spit Up

39 - Swallow

44 - Sludge Bomb

49 - Gastro Acid

54 - Wring Out

59 - Gunk Shot

==

317 - Swalot

==

Old: Poison

New: Poison Normal

Old: Liquid Ooze / Sticky Hold / Gluttony

New: Thick Fat / Water Absorb /

Old: 100 HP / 73 Atk / 83 Def / 73 SAtk / 83 SDef / 55 Spd / (467) BST

New: 100 HP / 90 Atk / 83 Def / 90 SAtk / 95 SDef / 55 Spd / (513) BST

Level Up:

1 - Pound

1 - Yawn

1 - Poison Gas

1 - Sludge

6 - Yawn

9 - Poison Gas

14 - Sludge

17 - Amnesia

23 - Encore

26 - Body Slam

30 - Toxic

38 - Acid Spray

45 - Stockpile

45 - Spit Up

45 - Swallow

52 - Sludge Bomb

59 - Gastro Acid

66 - Wring Out

73 - Gunk Shot

==

318 - Carvanha

==

Water Dark

Rough Skin / / Speed Boost

45 HP / 90 Atk / 20 Def / 65 SAtk / 20 SDef / 65 Spd / (305) BST

Evolves to Sharpedo by Level Requirement / 26

Level Up:

1 - Leer

1 - Bite

6 - Rage

8 - Focus Energy

11 - Scary Face

16 - Ice Fang

18 - Screech

21 - Swagger

26 - Assurance

28 - Crunch

31 - Aqua Jet

36 - Agility

38 - Take Down

==

319 - Sharpedo

==

Water Dark

Old: Rough Skin / / Speed Boost

New: Rough Skin / Speed Boost /

Old: 70 HP / 120 Atk / 40 Def / 95 SAtk / 40 SDef / 95 Spd / (460) BST

New: 70 HP / 120 Atk / 50 Def / 115 SAtk / 50 SDef / 95 Spd / (500) BST

Level Up:

1 - Feint

1 - Leer

1 - Bite

1 - Rage

1 - Focus Energy

6 - Rage

8 - Focus Energy

11 - Scary Face

16 - Ice Fang

18 - Screech

21 - Swagger

26 - Assurance

28 - Crunch

30 - Slash

34 - Aqua Jet

40 - Taunt

45 - Agility

50 - Skull Bash

56 - Night Slash

==

320 - Wailmer

==

Water

Water Veil / Oblivious / Pressure

130 HP / 70 Atk / 35 Def / 70 SAtk / 35 SDef / 60 Spd / (400) BST

Evolves to Wailord by Level Requirement / 31

Level Up:

1 - Splash

4 - Growl

7 - Water Gun

11 - Rollout

14 - Whirlpool

17 - Astonish

21 - Water Pulse

24 - Mist

27 - Rest

31 - Brine

34 - Water Spout

37 - Amnesia

41 - Dive

44 - Bounce

47 - Hydro Pump

50 - Heavy Slam

==

321 - Wailord

==

Old: Water

New: Water Normal

Old: Water Veil / Oblivious / Pressure

New: Filter / Huge Power /

Old: 170 HP / 90 Atk / 45 Def / 90 SAtk / 45 SDef / 60 Spd / (500) BST

New: 170 HP / 75 Atk / 75 Def / 125 SAtk / 85 SDef / 25 Spd / (555) BST

Level Up:

1 - Splash

1 - Growl

1 - Water Gun

1 - Rollout

4 - Growl

7 - Water Gun

11 - Rollout

14 - Whirlpool

17 - Astonish

21 - Water Pulse

24 - Mist

27 - Rest

31 - Brine

34 - Water Spout

37 - Amnesia

46 - Dive

54 - Bounce

62 - Hydro Pump

70 - Heavy Slam

==

322 - Numel

==

Fire Ground

Oblivious / Simple / Own Tempo

60 HP / 60 Atk / 40 Def / 65 SAtk / 45 SDef / 35 Spd / (305) BST

Evolves to Camerupt by Level Requirement / 27

Level Up:

1 - Growl

1 - Tackle

5 - Ember

8 - Magnitude

12 - Focus Energy

15 - Flame Burst

19 - Amnesia

22 - Lava Plume

26 - Earth Power

29 - Curse

31 - Take Down

36 - Yawn

40 - Earthquake

43 - Flamethrower

47 - Double-Edge

==

323 - Camerupt

==

Fire Ground

Old: Magma Armor / Solid Rock / Anger Point

New: Sheer Force / Solid Rock /

Old: 70 HP / 100 Atk / 70 Def / 105 SAtk / 75 SDef / 40 Spd / (460) BST

New: 95 HP / 100 Atk / 70 Def / 105 SAtk / 85 SDef / 40 Spd / (495) BST

Level Up:

1 - Growl

1 - Tackle

1 - Ember

1 - Magnitude

5 - Ember

8 - Magnitude

12 - Focus Energy

15 - Flame Burst

19 - Amnesia

22 - Lava Plume

26 - Earth Power

29 - Curse

31 - Take Down

33 - Rock Slide

39 - Yawn

46 - Earthquake

52 - Eruption

59 - Fissure

==

324 - Torkoal

==

Fire

Old: White Smoke / / Shell Armor

New: Drought / Shell Armor /

Old: 70 HP / 85 Atk / 140 Def / 85 SAtk / 70 SDef / 20 Spd / (470) BST

New: 70 HP / 85 Atk / 140 Def / 95 SAtk / 70 SDef / 20 Spd / (480) BST

Level Up:

1 - Ember

4 - Smog

7 - Withdraw

12 - Curse

17 - Fire Spin

20 - Smokescreen

23 - Rapid Spin

28 - Flamethrower

33 - Body Slam

36 - Protect

39 - Lava Plume

44 - Iron Defense

49 - Amnesia

52 - Flail

55 - Heat Wave

60 - Inferno

65 - Shell Smash

==

325 - Spoink

==

Psychic

Thick Fat / Own Tempo / Gluttony

60 HP / 25 Atk / 35 Def / 70 SAtk / 80 SDef / 60 Spd / (330) BST

Evolves to Grumpig by Level Requirement / 26

Level Up:

1 - Soundwave

1 - Confusion

7 - Influx Wave

11 - Psybeam

15 - Confuse Ray

18 - Thunder Wave

21 - Icy Wind

25 - Power Gem

29 - Rest

29 - Snore

33 - Power Gem

38 - Psyshock

40 - Payback

44 - Psychic

50 - Bounce

==

326 - Grumpig

==

Old: Psychic

New: Psychic Dark

Old: Thick Fat / Own Tempo / Gluttony

New: Thick Fat / Magic Bounce /

Old: 80 HP / 45 Atk / 65 Def / 90 SAtk / 110 SDef / 80 Spd / (470) BST

New: 100 HP / 45 Atk / 65 Def / 105 SAtk / 110 SDef / 80 Spd / (505) BST

Level Up:

1 - Splash

1 - Psywave

1 - Odor Sleuth

1 - Psybeam

7 - Psywave

10 - Odor Sleuth

14 - Psybeam

15 - Psych Up

18 - Confuse Ray

21 - Magic Coat

29 - Sleep Talk

29 - Rest

29 - Life Drain

32 - Brain Drain

37 - Slack Off

40 - Earth Power

45 - Psychic

50 - Dark Pulse

55 - Thunderbolt

55 - Nasty Plot

60 - Extrasensory

65 - Night Daze

70 - Psycho Boost

==

327 - Spinda

==

Normal

Old: Own Tempo / Tangled Feet / Contrary

New: Contrary / Contrary /

Old: 60 HP / 60 Atk / 60 Def / 60 SAtk / 60 SDef / 60 Spd / (360) BST

New: 60 HP / 100 Atk / 60 Def / 100 SAtk / 60 SDef / 90 Spd / (470) BST

Level Up:

1 - Tackle

5 - Uproar

10 - Copycat

14 - Faint Attack

19 - Psybeam

23 - Hypnosis

28 - Dizzy Punch

32 - Sucker Punch

37 - Teeter Dance

41 - Psych Up

46 - Double-Edge

50 - Flail

55 - Thrash

==

328 - Trapinch

==

Ground

Hyper Cutter / Arena Trap / Sheer Force

45 HP / 100 Atk / 45 Def / 45 SAtk / 45 SDef / 10 Spd / (290) BST

Evolves to Vibrava by Level Requirement / 25

Level Up:

1 - Bite

4 - Sand Shot

7 - Rock Tomb

10 - Rock Smash

13 - Protect

17 - Leech Life

21 - Bulldoze

25 - Rock Slide

29 - Dig

34 - Crunch

39 - Earth Power

44 - Sandstorm

49 - Hyper Beam

55 - Earthquake

61 - Feint

67 - Superpower

73 - Fissure

==

329 - Vibrava

==

Ground Dragon

Levitate / Levitate / Levitate

Old: 50 HP / 70 Atk / 50 Def / 50 SAtk / 50 SDef / 70 Spd / (340) BST

New: 60 HP / 80 Atk / 55 Def / 75 SAtk / 50 SDef / 100 Spd / (420) BST

Evolves to Flygon by Level Requirement / 42

Level Up:

1 - Sonicboom

1 - Sand Shot

1 - Faint Attack

1 - Sand Tomb

4 - Sand Shot

7 - Faint Attack

10 - Sand Tomb

13 - Mud-Slap

17 - Bide

21 - Bulldoze

25 - Dragonbreath

29 - Typhoon

32 - U-turn

35 - Roost

40 - Earth Power

44 - Sandstorm

49 - Hyper Beam

==

330 - Flygon

==

Ground Dragon

Levitate / Levitate / Levitate

Old: 80 HP / 100 Atk / 80 Def / 80 SAtk / 80 SDef / 100 Spd / (520) BST

New: 80 HP / 110 Atk / 80 Def / 95 SAtk / 80 SDef / 125 Spd / (570) BST

Level Up:

1 - Sonicboom

1 - Sand Shot

1 - Faint Attack

1 - Sand Tomb

4 - Sand Shot

7 - Faint Attack

10 - Sand Tomb

13 - Mud-Slap

17 - Bide

21 - Bulldoze

25 - Rock Slide

29 - Soundwave

34 - Screech

42 - Dragon Claw

46 - Earthquake

50 - Draco Meteor

55 - Bug Buzz

55 - Hurricane

60 - Stone Edge

65 - Dragon Crush

70 - Spikes

70 - Heat Wave

99 - Outrage

99 - Zephyr Power

==

331 - Cacnea

==

Grass

Sand Veil / / Water Absorb

50 HP / 85 Atk / 40 Def / 85 SAtk / 40 SDef / 35 Spd / (335) BST

Evolves to Cacturne by Level Requirement / 27

Level Up:

1 - Absorb

1 - Growth

5 - Leech Seed

9 - Sprinkler

13 - Mega Drain

16 - Sand Shot

21 - Pin Missile

25 - Sucker Punch

30 - **Cotton Spore**

33 - Spikes

37 - Sucker Punch

41 - Payback

45 - Needle Arm

49 - Cotton Spore

53 - Sandstorm

57 - Destiny Bond

==

332 - Cacturne

==

Grass Dark

Old: Sand Veil / / Water Absorb

New: Intimidate / /

Old: 70 HP / 115 Atk / 60 Def / 115 SAtk / 60 SDef / 55 Spd / (475) BST

New: 70 HP / 120 Atk / 70 Def / 100 SAtk / 65 SDef / 75 Spd / (500) BST

Level Up:

1 - Revenge

1 - Poison Sting

1 - Leer

1 - Absorb

1 - Growth

5 - Absorb

9 - Growth

13 - Leech Seed

17 - Sand Shot

21 - Pin Missile

25 - Ingrain

30 - Spikes

30 - Leaf Blade

33 - Knock Off

37 - Earth Power

40 - Cotton Spore

46 - Dark Pulse

50 - Superpower

55 - Leaf Storm

65 - Needle Arm

70 - Root Rampage

70 - Night Daze

==

333 - Swablu

==

Normal Flying

Natural Cure / / Cloud Nine

45 HP / 40 Atk / 60 Def / 40 SAtk / 75 SDef / 50 Spd / (310) BST

Evolves to Altaria by Level Requirement / 32

Level Up:

1 - Peck

1 - Growl

4 - Astonish

8 - Sing

10 - Fury Attack

13 - Safeguard

15 - Mist

18 - Round

21 - Natural Gift

25 - Take Down

29 - Refresh

34 - Mirror Move

39 - Cotton Guard

42 - Dragon Pulse

48 - Perish Song

==

334 - Altaria

==

Dragon Flying

Old: Natural Cure / / Cloud Nine

New: Natural Cure / /

Old: 75 HP / 70 Atk / 90 Def / 70 SAtk / 105 SDef / 80 Spd / (490) BST

New: 100 HP / 70 Atk / 100 Def / 105 SAtk / 105 SDef / 80 Spd / (560) BST

Level Up:

1 - Pluck

1 - Peck

1 - Growl

1 - Astonish

1 - Sing

4 - Astonish

8 - Sing

10 - Fury Attack

13 - Safeguard

15 - Mist

18 - Round

21 - Natural Gift

25 - Take Down

29 - Refresh

34 - Dragon Dance

35 - Dragonbreath

42 - Cotton Guard

48 - Dragon Pulse

57 - Perish Song

64 - Sky Attack

==

335 - Zangoose

==

Normal

Old: Immunity / / Toxic Boost

New: Guts / Toxic Boost /

Old: 73 HP / 115 Atk / 60 Def / 60 SAtk / 60 SDef / 90 Spd / (458) BST

New: 73 HP / 110 Atk / 80 Def / 60 SAtk / 80 SDef / 100 Spd / (503) BST

Level Up:

1 - Scratch

1 - Leer

5 - Quick Attack

8 - Fury Cutter

12 - Pursuit

15 - Slash

19 - Embargo

22 - Crush Claw

26 - Revenge

29 - False Swipe

33 - Detect

36 - X-Scissor

40 - Taunt

43 - Swords Dance

47 - Close Combat

==

336 - Seviper

==

Poison

Old: Shed Skin / / Infiltrator

New: Unburden / Sheer Force /

Old: 73 HP / 100 Atk / 60 Def / 100 SAtk / 60 SDef / 65 Spd / (458) BST

New: 70 HP / 110 Atk / 60 Def / 90 SAtk / 60 SDef / 85 Spd / (475) BST

Level Up:

1 - Wrap

1 - Lick

5 - Bite

9 - Swagger

12 - Poison Tail

16 - Screech

20 - Venoshock

23 - Glare

27 - Poison Fang

31 - Night Slash

34 - Gastro Acid

38 - Haze

42 - Poison Jab

45 - Crunch

49 - Coil

53 - Wring Out

==

337 - Lunatone

==

Rock Psychic

Levitate / /

Old: 70 HP / 55 Atk / 65 Def / 95 SAtk / 85 SDef / 70 Spd / (440) BST

New: 90 HP / 55 Atk / 85 Def / 110 SAtk / 85 SDef / 70 Spd / (495) BST

Level Up:

1 - Tackle

1 - Harden

1 - Confusion

5 - Rock Throw

9 - Hypnosis

13 - Rock Polish

17 - Psywave

21 - Embargo

25 - Rock Slide

29 - Cosmic Power

33 - Psychic

37 - Heal Block

41 - Stone Edge

45 - Future Sight

49 - Explosion

53 - Magic Room

==

338 - Solrock

==

Rock Psychic

Levitate / /

Old: 70 HP / 95 Atk / 85 Def / 55 SAtk / 65 SDef / 70 Spd / (440) BST

New: 90 HP / 55 Atk / 85 Def / 120 SAtk / 85 SDef / 95 Spd / (530) BST

Level Up:

1 - Tackle

1 - Harden

1 - Confusion

5 - Rock Throw

9 - Fire Spin

13 - Rock Polish

17 - Psywave

21 - Embargo

25 - Rock Slide

29 - Cosmic Power

33 - Psychic

37 - Heal Block

41 - Stone Edge

45 - Solarbeam

49 - Explosion

53 - Wonder Room

==

339 - Barboach

==

Water Ground

Oblivious / Anticipation / Hydration

50 HP / 48 Atk / 43 Def / 46 SAtk / 41 SDef / 60 Spd / (288) BST

Evolves to Whiscash by Level Requirement / 25

Level Up:

1 - Mud-Slap

6 - Mud Sport

6 - Sprinkler

10 - Water Gun

14 - Mud Bomb

18 - Amnesia

22 - Water Pulse

26 - Magnitude

31 - Rest

31 - Snore

35 - Aqua Tail

39 - Earthquake

43 - Future Sight

47 - Fissure

==

340 - Whiscash

==

Water Ground

Old: Oblivious / Anticipation / Hydration

New: Simple / /

Old: 110 HP / 78 Atk / 73 Def / 76 SAtk / 71 SDef / 60 Spd / (468) BST

New: 110 HP / 90 Atk / 73 Def / 76 SAtk / 90 SDef / 80 Spd / (519) BST

Level Up:

1 - Zen Headbutt

1 - Tickle

1 - Mud-Slap

1 - Mud Sport

1 - Sprinkler

6 - Mud Sport

6 - Sprinkler

10 - Water Gun

14 - Mud Bomb

18 - Amnesia

22 - Water Pulse

26 - Magnitude

33 - Rest

33 - Snore

39 - Aqua Tail

45 - Earthquake

51 - Future Sight

57 - Fissure

==

341 - Corphish

==

Water

Hyper Cutter / Shell Armor / Adaptability

43 HP / 80 Atk / 65 Def / 50 SAtk / 35 SDef / 35 Spd / (308) BST

Evolves to Crawdaunt by Level Requirement / 30

Level Up:

1 - Bubble

7 - Harden

10 - Vicegrip

13 - Leer

20 - Bubblebeam

23 - Protect

26 - Knock Off

32 - Taunt

35 - Night Slash

38 - Crabhammer

44 - Swords Dance

47 - Crunch

53 - Guillotine

==

342 - Crawdaunt

==

Water Dark

Old: Hyper Cutter / Shell Armor / Adaptability

New: Adaptability / Shell Armor /

Old: 63 HP / 120 Atk / 85 Def / 90 SAtk / 55 SDef / 55 Spd / (468) BST

New: 83 HP / 120 Atk / 85 Def / 75 SAtk / 80 SDef / 55 Spd / (498) BST

Level Up:

1 - Bubble

1 - Harden

1 - Vicegrip

1 - Leer

7 - Harden

10 - Vicegrip

13 - Leer

20 - Bubblebeam

23 - Protect

26 - Knock Off

30 - Swift

34 - Taunt

39 - Night Slash

44 - Crabhammer

52 - Swords Dance

57 - Crunch

65 - Guillotine

==

343 - Baltoy

==

Ground Psychic

Levitate / /

40 HP / 40 Atk / 55 Def / 40 SAtk / 70 SDef / 55 Spd / (300) BST

Evolves to Claydol by Level Requirement / 30

Level Up:

1 - Harden

1 - Confusion

4 - Rapid Spin

7 - Mud-Slap

10 - Rock Tomb

13 - Psybeam

17 - Power Trick

21 - Ancientpower

25 - Selfdestruct

28 - Extrasensory

31 - Cosmic Power

34 - Guard Split

34 - Power Split

37 - Earth Power

41 - Sandstorm

45 - Heal Block

49 - Explosion

==

344 - Claydol

==

Ground Psychic

Levitate / /

Old: 60 HP / 70 Atk / 105 Def / 70 SAtk / 120 SDef / 75 Spd / (500) BST

New: 88 HP / 70 Atk / 105 Def / 90 SAtk / 120 SDef / 75 Spd / (548) BST

Level Up:

1 - Teleport

1 - Harden

1 - Confusion

1 - Rapid Spin

4 - Rapid Spin

7 - Mud-Slap

10 - Rock Tomb

13 - Psybeam

17 - Power Trick

21 - Ancientpower

25 - Selfdestruct

28 - Extrasensory

31 - Cosmic Power

34 - Guard Split

34 - Power Split

36 - Hyper Beam

40 - Earth Power

47 - Sandstorm

54 - Heal Block

61 - Explosion

==

345 - Lileep

==

Rock Grass

Suction Cups / / Storm Drain

66 HP / 41 Atk / 77 Def / 61 SAtk / 87 SDef / 23 Spd / (355) BST

Evolves to Cradily by Level Requirement / 28

Level Up:

1 - Astonish

1 - Constrict

8 - Acid

15 - Ingrain

22 - Confuse Ray

29 - Amnesia

36 - Gastro Acid

43 - Ancientpower

50 - Energy Ball

57 - Stockpile

57 - Spit Up

57 - Swallow

64 - Wring Out

==

346 - Cradily

==

Rock Grass

Old: Suction Cups / / Storm Drain

New: Storm Drain / Poison Heal /

86 HP / 81 Atk / 97 Def / 81 SAtk / 107 SDef / 43 Spd / (495) BST

Level Up:

1 - Astonish

1 - Constrict

1 - Acid

1 - Ingrain

8 - Acid

15 - Ingrain

22 - Confuse Ray

29 - Amnesia

36 - Ancientpower

46 - Gastro Acid

56 - Energy Ball

66 - Stockpile

66 - Spit Up

66 - Swallow

76 - Wring Out

==

347 - Anorith

==

Rock Bug

Battle Armor / / Swift Swim

45 HP / 95 Atk / 50 Def / 40 SAtk / 50 SDef / 75 Spd / (355) BST

Evolves to Armaldo by Level Requirement / 30

Level Up:

1 - Scratch

1 - Harden

7 - Mud Sport

13 - Water Gun

19 - Metal Claw

25 - Protect

31 - Ancientpower

37 - Fury Cutter

43 - Slash

49 - Rock Blast

55 - Crush Claw

61 - X-Scissor

==

348 - Armaldo

==

Rock Bug

Old: Battle Armor / / Swift Swim

New: Battle Armor / Sturdy /

75 HP / 125 Atk / 100 Def / 70 SAtk / 80 SDef / 45 Spd / (495) BST

Level Up:

1 - Scratch

1 - Harden

1 - Mud Sport

1 - Water Gun

7 - Mud Sport

13 - Water Gun

19 - Metal Claw

25 - Protect

31 - Ancientpower

37 - Fury Cutter

46 - Slash

55 - Rock Blast

67 - Crush Claw

73 - X-Scissor

==

349 - Feebas

==

Water

Swift Swim / / Adaptability

20 HP / 15 Atk / 20 Def / 10 SAtk / 55 SDef / 80 Spd / (200) BST

Evolves to Milotic by Max Beauty / 170

Evolves to Milotic by Item Use / Prism Scale

Level Up:

1 - Splash

15 - Tackle

30 - Flail

==

350 - Milotic

==

Water

Old: Marvel Scale / / Cute Charm

New: Marvel Scale / Serene Grace /

95 HP / 60 Atk / 79 Def / 100 SAtk / 125 SDef / 81 Spd / (540) BST

Level Up:

1 - Water Gun

1 - Wrap

5 - Sprinkler

9 - Refresh

13 - Water Pulse

17 - Twister

21 - Recover

25 - Captivate

29 - Aqua Tail

33 - Rain Dance

37 - Hydro Pump

41 - Attract

45 - Safeguard

49 - Aqua Ring

==

351 - Castform

==

Normal

Forecast / /

Old: 70 HP / 70 Atk / 70 Def / 70 SAtk / 70 SDef / 70 Spd / (420) BST

New: 70 HP / 70 Atk / 70 Def / 100 SAtk / 70 SDef / 100 Spd / (480) BST

Level Up:

1 - Tackle

10 - Water Gun

10 - Ember

10 - Powder Snow

15 - Headbutt

20 - Rain Dance

20 - Sunny Day

20 - Hail

30 - Weather Ball

40 - Hydro Pump

40 - Fire Blast

40 - Blizzard

==

352 - Kecleon

==

Normal

Color Change / /

Old: 60 HP / 90 Atk / 70 Def / 60 SAtk / 120 SDef / 40 Spd / (440) BST

New: 85 HP / 115 Atk / 80 Def / 60 SAtk / 140 SDef / 95 Spd / (575) BST

Level Up:

1 - Thief

1 - Tail Whip

1 - Astonish

1 - Lick

1 - Scratch

4 - Bind

7 - Faint Attack

10 - Fury Swipes

14 - Feint

18 - Psybeam

22 - Shadow Sneak

27 - Slash

32 - Screech

37 - Substitute

43 - Sucker Punch

49 - Shadow Claw

55 - Ancientpower

58 - Synchronoise

==

353 - Shuppet

==

Old: Ghost

New: Ghost Normal

Old: Insomnia / Frisk / Cursed Body

New: Prankster / Prankster

Old: 44 HP / 75 Atk / 35 Def / 63 SAtk / 33 SDef / 45 Spd / (295) BST

New: 44 HP / 75 Atk / 35 Def / 73 SAtk / 33 SDef / 65 Spd / (325) BST

Evolves to Banette by Level Requirement / 25

Level Up:

1 - Knock Off

1 - Screech

4 - Shadow Sneak

7 - Will-O-Wisp

11 - Secret Power

14 - Water Pulse

18 - Hex

22 - Influx Wave

25 - Glare

30 - Shadow Ball

34 - Sucker Punch

38 - Embargo

42 - Snatch

46 - Grudge

50 - Trick

==

354 - Banette

==

Old: Ghost

New: Ghost Normal

Old: Insomnia / Frisk / Cursed Body

New: Intimidate / Prankster

Old: 64 HP / 115 Atk / 65 Def / 83 SAtk / 63 SDef / 65 Spd / (455) BST

New: 84 HP / 120 Atk / 65 Def / 103 SAtk / 63 SDef / 85 Spd / (520) BST

Level Up:

1 - Knock Off

1 - Screech

1 - Night Shade

1 - Curse

4 - Screech

7 - Night Shade

10 - Spite

13 - Will-O-Wisp

16 - Shadow Sneak

19 - Curse

22 - Faint Attack

26 - Shadow Claw

28 - Life Drain

30 - Fiery Hands

33 - Dizzy Punch

35 - Fakeout Fist

38 - Sucker Punch

42 - Return

47 - Eerie Chime

50 - Calm Mind

55 - Cross Chop

57 - Double-Edge

60 - Shadow Force

==

355 - Duskull

==

Ghost

Levitate / /

20 HP / 40 Atk / 90 Def / 30 SAtk / 90 SDef / 25 Spd / (295) BST

Evolves to Dusclops by Level Requirement / 30

Level Up:

1 - Leer

1 - Night Shade

6 - Disable

9 - Foresight

14 - Astonish

17 - Confuse Ray

22 - Shadow Sneak

25 - Pursuit

30 - Curse

33 - Will-O-Wisp

38 - Hex

41 - Mean Look

46 - Payback

49 - Future Sight

==

356 - Dusclops

==

Ghost

Pressure / /

40 HP / 70 Atk / 130 Def / 60 SAtk / 130 SDef / 25 Spd / (455) BST

Evolves to Dusknoir by Trade with Held Item / Reaper Cloth

Level Up:

1 - Fire Punch

1 - Ice Punch

1 - Thunder Punch

1 - Gravity

1 - Bind

1 - Leer

1 - Night Shade

1 - Disable

6 - Disable

9 - Foresight

14 - Astonish

17 - Confuse Ray

22 - Shadow Sneak

25 - Pursuit

30 - Curse

33 - Will-O-Wisp

37 - Shadow Punch

42 - Hex

49 - Mean Look

58 - Payback

61 - Future Sight

==

357 - Tropius

==

Grass Flying

Old: Chlorophyll / Solar Power / Harvest

New: Sap Sipper / Overgrow /

Old: 99 HP / 68 Atk / 83 Def / 72 SAtk / 87 SDef / 51 Spd / (460) BST

New: 125 HP / 100 Atk / 80 Def / 105 SAtk / 105 SDef / 80 Spd / (595) BST

Level Up:

1 - Leer

1 - Gust

7 - Growth

11 - Razor Leaf

17 - Stomp

21 - Sweet Scent

27 - Whirlwind

31 - Magical Leaf

37 - Body Slam

41 - Synthesis

47 - Leaf Tornado

51 - Air Slash

57 - Bestow

61 - Solarbeam

67 - Natural Gift

71 - Leaf Storm

==

358 - Chimecho

==

Psychic

Levitate / /

Old: 65 HP / 50 Atk / 70 Def / 95 SAtk / 80 SDef / 65 Spd / (425) BST

New: 80 HP / 50 Atk / 90 Def / 95 SAtk / 90 SDef / 95 Spd / (500) BST

Level Up:

1 - Wrap

6 - Growl

9 - Astonish

14 - Confusion

17 - Uproar

22 - Take Down

25 - Yawn

30 - Psywave

33 - Double-Edge

38 - Heal Bell

41 - Safeguard

46 - Extrasensory

49 - Heal Pulse

54 - Synchronoise

57 - Healing Wish

==

359 - Absol

==

Dark

Old: Pressure / Super Luck / Justified

New: Magic Bounce / Super Luck / Justified

Old: 65 HP / 130 Atk / 60 Def / 75 SAtk / 60 SDef / 75 Spd / (465) BST

New: 65 HP / 130 Atk / 60 Def / 75 SAtk / 60 SDef / 95 Spd / (485) BST

Level Up:

1 - Scratch

1 - Feint

4 - Leer

9 - Quick Attack

12 - Pursuit

17 - Taunt

20 - Bite

25 - Double Team

28 - Slash

33 - Swords Dance

36 - Future Sight

41 - Night Slash

44 - Detect

49 - Psycho Cut

52 - Sucker Punch

57 - Zephyr Power

60 - Me First

65 - Perish Song

==

360 - Wynaut

==

Psychic

Shadow Tag / / Telepathy

95 HP / 23 Atk / 48 Def / 23 SAtk / 48 SDef / 23 Spd / (260) BST

Evolves to Wobbuffet by Level Requirement / 60

Level Up:

1 - Splash

1 - Charm

1 - Encore

15 - Counter

15 - Mirror Coat

15 - Safeguard

15 - Destiny Bond

==

361 - Snorunt

==

Old: Ice

New: Ice Normal

Old: Inner Focus / Ice Body / Moody

New: Inner Focus / Limber

Old: 50 HP / 50 Atk / 50 Def / 50 SAtk / 50 SDef / 50 Spd / (300) BST

New: 60 HP / 65 Atk / 55 Def / 60 SAtk / 55 SDef / 60 Spd / (355) BST

Evolves to Glalie by Level Requirement / 29

Evolves to Froslass by Item Use + Female / Dawn Stone

Level Up:

1 - Ice Shard

1 - Screech

4 - Bite

8 - Aurora Beam

13 - Protect

15 - Headbutt

20 - Ice Fang

24 - Take Down

27 - Fake Out

30 - Crystalize

40 - Hail

46 - Blizzard

==

362 - Glalie

==

Old: Ice

New: Ice Dark

Old: Inner Focus / Ice Body / Moody

New: Intimidate / Weak Armor /

Old: 80 HP / 80 Atk / 80 Def / 80 SAtk / 80 SDef / 80 Spd / (480) BST

New: 90 HP / 95 Atk / 80 Def / 90 SAtk / 80 SDef / 95 Spd / (530) BST

Level Up:

1 - Powder Snow

1 - Leer

1 - Double Team

1 - Bite

4 - Double Team

10 - Bite

13 - Icy Wind

19 - Headbutt

22 - Protect

28 - Ice Fang

30 - Crunch

34 - Ice Beam

37 - Rock Slide

40 - Earth Power

45 - Frost Breath

48 - Zen Headbutt

50 - Life Drain

52 - Superpower

55 - Headlong Rush

65 - Mountain Gale

70 - Explosion

==

363 - Spheal

==

Ice Water

Thick Fat / Ice Body / Oblivious

70 HP / 40 Atk / 50 Def / 55 SAtk / 50 SDef / 25 Spd / (290) BST

Evolves to Sealeo by Level Requirement / 20

Level Up:

1 - Defense Curl

1 - Powder Snow

1 - Growl

1 - Water Gun

7 - Encore

13 - Ice Chunk

19 - Body Slam

25 - Aurora Beam

31 - Hail

37 - Rest

37 - Snore

43 - Blizzard

49 - Sheer Cold

==

364 - Sealeo

==

Ice Water

Thick Fat / Ice Body / Oblivious

90 HP / 60 Atk / 70 Def / 75 SAtk / 70 SDef / 45 Spd / (410) BST

Evolves to Walrein by Level Requirement / 35

Level Up:

1 - Powder Snow

1 - Growl

1 - Water Gun

1 - Encore

7 - Encore

13 - Ice Chunk

19 - Body Slam

25 - Aurora Beam

31 - Hail

32 - Swagger

39 - Rest

39 - Snore

47 - Blizzard

55 - Sheer Cold

==

365 - Walrein

==

Ice Water

Old: Thick Fat / Ice Body / Oblivious

New: Filter / Filter /

110 HP / 80 Atk / 90 Def / 95 SAtk / 90 SDef / 65 Spd / (530) BST

Level Up:

1 - Crunch

1 - Powder Snow

1 - Growl

1 - Water Gun

1 - Encore

7 - Encore

13 - Ice Chunk

19 - Body Slam

25 - Aurora Beam

31 - Hail

32 - Swagger

39 - Rest

39 - Snore

44 - Ice Fang

52 - Blizzard

65 - Sheer Cold

==

366 - Clamperl

==

Water

Old: Shell Armor / / Rattled

New: Shell Armor / Shell Armor / Rattled

35 HP / 64 Atk / 85 Def / 74 SAtk / 55 SDef / 32 Spd / (345) BST

Evolves to Huntail by Item Use / Water Stone

Evolves to Gorebyss by Item Use / Sun Stone

Level Up:

1 - Clamp

1 - Water Gun

1 - Whirlpool

1 - Iron Defense

51 - Shell Smash

==

367 - Huntail

==

Water

Old: Swift Swim / / Water Veil

New: Swift Swim / Intimidate /

Old: 55 HP / 104 Atk / 105 Def / 94 SAtk / 75 SDef / 52 Spd / (485) BST

New: 75 HP / 104 Atk / 105 Def / 94 SAtk / 90 SDef / 95 Spd / (563) BST

Level Up:

1 - Whirlpool

6 - Bite

10 - Screech

15 - Water Pulse

19 - Scary Face

24 - Ice Fang

28 - Brine

33 - Baton Pass

37 - Dive

42 - Crunch

46 - Aqua Tail

51 - Hydro Pump

==

368 - Gorebyss

==

Water

Old: Swift Swim / / Hydration

New: Swift Swim / Sheer Force /

Old: 55 HP / 84 Atk / 105 Def / 114 SAtk / 75 SDef / 52 Spd / (485) BST

New: 55 HP / 84 Atk / 105 Def / 114 SAtk / 90 SDef / 90 Spd / (538) BST

Level Up:

1 - Whirlpool

6 - Confusion

10 - Agility

15 - Water Pulse

19 - Amnesia

24 - Aqua Ring

28 - Captivate

33 - Baton Pass

37 - Dive

42 - Psychic

46 - Aqua Tail

51 - Hydro Pump

==

369 - Relicanth

==

Water Rock

Old: Swift Swim / Rock Head / Sturdy

New: Battle Armor / Rock Head /

Old: 100 HP / 90 Atk / 130 Def / 45 SAtk / 65 SDef / 55 Spd / (485) BST

New: 100 HP / 100 Atk / 130 Def / 45 SAtk / 85 SDef / 55 Spd / (515) BST

Level Up:

1 - Tackle

1 - Harden

8 - Water Gun

15 - Rock Tomb

22 - Yawn

29 - Take Down

36 - Mud Sport

43 - Ancientpower

50 - Double-Edge

57 - Dive

64 - Rest

71 - Hydro Pump

78 - Head Smash

==

370 - Luvdisc

==

Water

Swift Swim / / Hydration

Old: 43 HP / 30 Atk / 55 Def / 40 SAtk / 65 SDef / 97 Spd / (330) BST

New: 63 HP / 60 Atk / 75 Def / 120 SAtk / 85 SDef / 117 Spd / (520) BST

Level Up:

1 - Tackle

4 - Charm

7 - Water Gun

9 - Agility

14 - Take Down

17 - Lucky Chant

22 - Water Pulse

27 - Attract

31 - Flail

37 - Sweet Kiss

40 - Hydro Pump

46 - Aqua Ring

51 - Captivate

55 - Safeguard

==

371 - Bagon

==

Dragon

Old: Rock Head / / Sheer Force

New: Rock Head / Sheer Force /

45 HP / 75 Atk / 60 Def / 40 SAtk / 30 SDef / 50 Spd / (300) BST

Evolves to Shelgon by Level Requirement / 25

Level Up:

1 - Rage

5 - Bite

10 - Leer

16 - Headbutt

20 - Focus Energy

25 - Ember

31 - Dragonbreath

35 - Zen Headbutt

40 - Scary Face

46 - Crunch

50 - Dragon Claw

55 - Double-Edge

==

372 - Shelgon

==

Dragon

Old: Rock Head / / Overcoat

New: Rock Head / Sheer Force /

65 HP / 95 Atk / 100 Def / 60 SAtk / 50 SDef / 50 Spd / (420) BST

Evolves to Salamence by Level Requirement / 42

Level Up:

1 - Rage

1 - Bite

1 - Leer

1 - Headbutt

5 - Bite

10 - Leer

16 - Headbutt

20 - Focus Energy

25 - Ember

30 - Protect

32 - Dragonbreath

37 - Zen Headbutt

43 - Scary Face

50 - Crunch

55 - Dragon Claw

61 - Double-Edge

==

373 - Salamence

==

Dragon Flying

Old: Intimidate / / Moxie

New: Intimidate / Moxie /

95 HP / 135 Atk / 80 Def / 110 SAtk / 80 SDef / 100 Spd / (600) BST

Level Up:

1 - Fire Fang

1 - Thunder Fang

1 - Rage

1 - Bite

1 - Leer

1 - Headbutt

5 - Bite

10 - Leer

16 - Headbutt

20 - Focus Energy

25 - Ember

30 - Protect

32 - Dragonbreath

37 - Zen Headbutt

43 - Scary Face

50 - Fly

53 - Crunch

61 - Dragon Claw

70 - Double-Edge

80 - Dragon Tail

==

374 - Beldum

==

Steel Psychic

Clear Body / / Light Metal

40 HP / 55 Atk / 80 Def / 35 SAtk / 60 SDef / 30 Spd / (300) BST

Evolves to Metang by Level Requirement / 20

Level Up:

1 - Take Down

==

375 - Metang

==

Steel Psychic

Clear Body / / Light Metal

60 HP / 75 Atk / 100 Def / 55 SAtk / 80 SDef / 50 Spd / (420) BST

Evolves to Metagross by Level Requirement / 45

Level Up:

1 - Magnet Rise

1 - Take Down

1 - Metal Claw

1 - Confusion

20 - Confusion

20 - Metal Claw

23 - Pursuit

26 - Miracle Eye

29 - Zen Headbutt

32 - Bullet Punch

35 - Scary Face

38 - Agility

41 - Psychic

44 - Meteor Mash

47 - Iron Defense

50 - Hyper Beam

==

376 - Metagross

==

Steel Psychic

Clear Body / / Light Metal

80 HP / 135 Atk / 130 Def / 95 SAtk / 90 SDef / 70 Spd / (600) BST

Level Up:

1 - Magnet Rise

1 - Take Down

1 - Metal Claw

1 - Confusion

20 - Confusion

20 - Metal Claw

23 - Pursuit

26 - Miracle Eye

29 - Zen Headbutt

32 - Bullet Punch

35 - Scary Face

38 - Agility

41 - Psychic

44 - Meteor Mash

45 - Hammer Arm

53 - Iron Defense

62 - Hyper Beam

==

377 - Regirock

==

Rock

Clear Body / / Sturdy

80 HP / 100 Atk / 200 Def / 50 SAtk / 100 SDef / 50 Spd / (580) BST

Level Up:

1 - Explosion

1 - Stomp

9 - Rock Throw

17 - Curse

25 - Superpower

33 - Ancientpower

41 - Iron Defense

49 - Charge Beam

57 - Lock-On

65 - Zap Cannon

73 - Stone Edge

81 - Hammer Arm

89 - Hyper Beam

==

378 - Regice

==

Ice

Clear Body / / Ice Body

80 HP / 50 Atk / 100 Def / 100 SAtk / 200 SDef / 50 Spd / (580) BST

Level Up:

1 - Explosion

1 - Stomp

9 - Icy Wind

17 - Curse

25 - Superpower

33 - Ancientpower

41 - Amnesia

49 - Charge Beam

57 - Lock-On

65 - Zap Cannon

73 - Ice Beam

81 - Hammer Arm

89 - Hyper Beam

==

379 - Registeel

==

Steel

Clear Body / / Light Metal

80 HP / 75 Atk / 150 Def / 75 SAtk / 150 SDef / 50 Spd / (580) BST

Level Up:

1 - Explosion

1 - Stomp

9 - Metal Claw

17 - Curse

25 - Superpower

33 - Ancientpower

41 - Iron Defense

41 - Amnesia

49 - Charge Beam

57 - Lock-On

65 - Zap Cannon

73 - Iron Head

73 - Flash Cannon

81 - Hammer Arm

89 - Hyper Beam

==

380 - Latias

==

Dragon Psychic

Levitate / /

80 HP / 80 Atk / 90 Def / 110 SAtk / 130 SDef / 110 Spd / (600) BST

Level Up:

1 - Psywave

5 - Wish

10 - Helping Hand

15 - Safeguard

20 - Dragonbreath

25 - Sprinkler

30 - Refresh

35 - Mist Ball

40 - Zen Headbutt

45 - Recover

50 - Psycho Shift

55 - Charm

60 - Psychic

65 - Heal Pulse

70 - Reflect Type

75 - Guard Split

80 - Dragon Pulse

85 - Healing Wish

==

381 - Latios

==

Dragon Psychic

Levitate / /

80 HP / 90 Atk / 80 Def / 130 SAtk / 110 SDef / 110 Spd / (600) BST

Level Up:

1 - Psywave

5 - Heal Block

10 - Helping Hand

15 - Safeguard

20 - Dragonbreath

25 - Protect

30 - Refresh

35 - Luster Purge

40 - Zen Headbutt

45 - Recover

50 - Psycho Shift

55 - Dragon Dance

60 - Psychic

65 - Heal Pulse

70 - Telekinesis

75 - Power Split

80 - Dragon Pulse

85 - Memento

==

382 - Kyogre

==

Water

Drizzle / /

100 HP / 100 Atk / 90 Def / 150 SAtk / 140 SDef / 90 Spd / (670) BST

Level Up:

1 - Water Pulse

5 - Scary Face

15 - Body Slam

20 - Muddy Water

30 - Aqua Ring

35 - Ice Beam

45 - Ancientpower

50 - Water Spout

60 - Calm Mind

65 - Aqua Tail

75 - Sheer Cold

80 - Double-Edge

90 - Hydro Pump

==

383 - Groudon

==

Ground

Drought / /

100 HP / 150 Atk / 140 Def / 100 SAtk / 90 SDef / 90 Spd / (670) BST

Level Up:

1 - Mud Shot

5 - Scary Face

15 - Lava Plume

20 - Hammer Arm

30 - Rest

35 - Earthquake

45 - Ancientpower

50 - Eruption

60 - Bulk Up

65 - Earth Power

75 - Fissure

80 - Solarbeam

90 - Fire Blast

==

384 - Rayquaza

==

Dragon Flying

Air Lock / /

105 HP / 150 Atk / 90 Def / 150 SAtk / 90 SDef / 95 Spd / (680) BST

Level Up:

1 - Twister

5 - Scary Face

15 - Crunch

20 - Hyper Voice

30 - Rest

35 - Air Slash

45 - Ancientpower

50 - Outrage

60 - Dragon Dance

65 - Fly

75 - Extremespeed

80 - Hyper Beam

90 - Dragon Pulse

==

385 - Jirachi

==

Steel Psychic

Serene Grace / /

100 HP / 100 Atk / 100 Def / 100 SAtk / 100 SDef / 100 Spd / (600) BST

Level Up:

1 - Wish

1 - Confusion

5 - Rest

10 - Swift

15 - Helping Hand

20 - Psychic

25 - Refresh

30 - Rest

35 - Zen Headbutt

40 - Double-Edge

45 - Gravity

50 - Healing Wish

55 - Future Sight

60 - Cosmic Power

65 - Last Resort

70 - Doom Desire

==

386 - Deoxys

==

Psychic

Pressure / /

50 HP / 150 Atk / 50 Def / 150 SAtk / 50 SDef / 150 Spd / (600) BST

Level Up:

1 - Leer

1 - Wrap

9 - Night Shade

17 - Teleport

25 - Knock Off

33 - Pursuit

41 - Psychic

49 - Snatch

57 - Psycho Shift

65 - Zen Headbutt

73 - Cosmic Power

81 - Recover

89 - Psycho Boost

97 - Hyper Beam

Thank you so much to the following ROM Hacks and creators for inspiring me to make Winter White 2!

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Emerald Kaizo: SinisterHoodedFigure

Blaze Black 2/ Volt White 2 Redux: Drayano

Radical Red: soupercell

Sweltering Sun: Dooz

Vintage White: Suicuu

Renegade Platinum: Drayano

and many others :)