Abilities

166,MAGICIAN,Magician, “The Pokemon steals the held item of a Pokemon it hits with a move.”

167,AERILATE,Aerilate, “Normal-type moves become Flying-type moves. The power of those moves is boosted a little.”

168,AROMAVEIL,Aroma Veil, “Protects itself and its allies from attacks that limit their move choices.”

169,AURABREAK,Aura Break, “The effects of "Aura" Abilities are reversed to lower the power of affected moves.”

170,CHEEKPOUCH, Cheek Pouch, “Restores HP as well when the Pokémon eats a Berry.”

171,COMPETITIVE,Competitive, “Boosts the Sp. Atk stat sharply when a stat is lowered.”

172,DARKAURA,Dark Aura, “Powers up each Pokémon's Dark-type moves.”

173,DELTASTREAM,Delta Stream, “The Pokémon changes the weather to eliminate all of the Flying-type's weaknesses.”

174,DESOLATELAND,Desolate Land, “The Pokémon changes the weather to nullify Water-type attacks.”

175,FAIRYAURA, Fairy Aura, “Powers up each Pokémon's Fairy-type moves.”

176,FLOWERVEIL, Flower Veil, “Ally Grass-type Pokémon are protected from status conditions and the lowering of their stats.”

177,FURCOAT,Fur Coat, “Halves the damage from physical moves.”

178,GALEWINGS,Gale Wings, “Gives priority to Flying-type moves when the Pokémon's HP is full.”

179,GOOEY,Gooey, “Contact with the Pokémon lowers the attacker's Speed stat.”

180,GRASSPELT,Grass Pelt, “Boosts the Pokémon's Defense stat in Grassy Terrain.”

181,MEGALAUNCHER,Mega Launcher, “Powers up aura and pulse moves.”

182,PARENTALBOND,Parental Bond, “Parent and child each attacks.”

183,PIXILATE,Pixilate, “Normal-type moves become Fairy-type moves. The power of those moves is boosted a little.”

184,PRIMORDIALSEA,Primordial Sea, “The Pokémon changes the weather to nullify Fire-type attacks.”

185,PROTEAN,Protean, “Changes the Pokémon's type to the type of the move it's about to use.”

186,REFRIGERATE,Refrigerate, “Normal-type moves become Ice-type moves. The power of those moves is boosted a little.”

187,STANCECHANGE,Stance Change, “The Pokémon changes its form to Blade Forme when it uses an

attack move, and changes to Shield Forme when it uses King's Shield.”

188,STRONGJAW,Strong Jaw, “The Pokémon's strong jaw boosts the power of its biting moves.”

189,SWEETVEIL,Sweet Veil, “Prevents itself and ally Pokémon from falling asleep.”

190,SYMBIOSIS,Symbiosis, “The Pokémon passes its item to an ally that has used up an item.”

191,TOUGHCLAWS,Tough Claws , “Powers up moves that make direct contact.”

192,BATTERY,Battery, “Powers up ally Pokémon's special moves.”

193,BATTLEBOND,Battle Bond, “Defeating an opposing Pokémon strengthens the Pokémon's bond with its Trainer, and it becomes Ash-Greninja. Water Shuriken gets more powerful.”

194,BEASTBOOST,Beast Boost, “The Pokémon boosts its most proficient stat each time it knocks out a Pokémon.”

195,BESERK,Berserk, “Boosts the Pokémon's Sp. Atk stat when it takes a hit that causes its HP to become half or less.”

196,COMATOSE,Comatose, “It's always drowsing and will never wake up. It can attack without waking up.”

197,CORROSION,Corrosion, “The Pokémon can poison the target even if it's a Steel or Poison-type.”

198,DANCER,Dancer, “When another Pokémon uses a dance move, it can use a dance move following it regardless of its Speed.”

199,DAZZLING,Dazzling, “Surprises the opposing Pokémon, making it unable to attack using priority moves.”

200,DISGUISE,Disguise, “Once per battle, the shroud that covers the Pokémon can protect it from an attack.”

201,ELECTRICSURGE,Electric Surge, “Turns the ground into Electric Terrain when the Pokémon enters a battle.”

202,EMERGENCYEXIT,Emergency Exit, “The Pokémon, sensing danger, switches out when its HP becomes half or less.”

203,FLUFFY,Fluffy, “Halves the damage taken from moves that make direct contact, but doubles that of Fire-type moves.”

204,FULLMETALBODY,Full Metal Body, “Prevents other Pokémon's moves or Abilities from lowering the Pokémon's stats.”

205,GALVANIZE,Galvanize, “Normal-type moves become Electric-type moves. The power of those moves is boosted a little.”

206,GRASSYSURGE,Grassy Surge, “Turns the ground into Grassy Terrain when the Pokémon enters a battle.”

207,INNARDSOUT,Innards Out, “Damages the attacker landing the finishing hit by the amount equal to its last HP.”

208,LIQUIDVOICE,Liquid Voice, “All sound-based moves become Water-type moves.”

209,LONGREACH,Long Reach, “The Pokémon uses its moves without making contact with the target.”

210,MERCILESS,Merciless, “The Pokémon's attacks become critical hits if the target is poisoned.”

Misty Surge Turns the ground into Misty Terrain when the Pokémon enters a battle.

Power Construct Other Cells gather to aid when its HP becomes half or less.

Then the Pokémon changes its form to Complete Forme.

Power of Alchemy The Pokémon copies the Ability of a defeated ally.

Prism Armor Reduces the power of supereffective attacks taken.

Psychic Surge Turns the ground into Psychic Terrain when the Pokémon enters a battle.

Queenly Majesty Its majesty pressures the opposing Pokémon, making it unable to attack using priority moves.

Receiver The Pokémon copies the Ability of a defeated ally.

RKS System Changes the Pokémon’s type to match the memory disc it holds.

Schooling When it has a lot of HP, the Pokémon forms a

powerful school. It stops schooling when its HP is low.

Shadow Shield Reduces the amount of damage the Pokémon takes while its HP is full.

Shields Down When its HP becomes half or less, the Pokémon's shell breaks and it becomes aggressive.

Slush Rush Boosts the Pokémon's Speed stat in a hailstorm.

Soul-Heart Boosts its Sp. Atk stat every time a Pokémon faints.

Stakeout Doubles the damage dealt to the target's replacement if the target switches out.

Stamina Boosts the Defense stat when hit by an attack.

Steelworker Powers up Steel-type moves.

Surge Surfer Doubles the Pokémon's Speed stat on Electric Terrain.

Tangling Hair Contact with the Pokémon lowers the attacker's Speed stat.

Triage Gives priority to a healing move.

Water Bubble Lowers the power of Fire-type moves done to the

Pokémon and prevents the Pokémon from getting a burn.

Water Compaction Boosts the Pokémon's Defense stat sharply when hit by a Water-type move.

Wimp Out The Pokémon cowardly switches out when its HP becomes half or less.

Assassin, “Attacks are always critical hits when the opponent is poisoned or paralyzed.”

Overpower, “Moves with a base power over 70 get a 1.5 damage multiplier.”

Sea Savior, “When the pokemon is attacked by super effective types then their special defense value is tripled temporarily.”

Toxicity, “All opposing pokemon become poisoned when entering battle.”

Power Switch, “When hit the Attack and Special Attack values switch with the Defense and Special Defense values.”

Finisher, “If opponents Hit points are under 50%, attack power is 1.3 times stronger.”